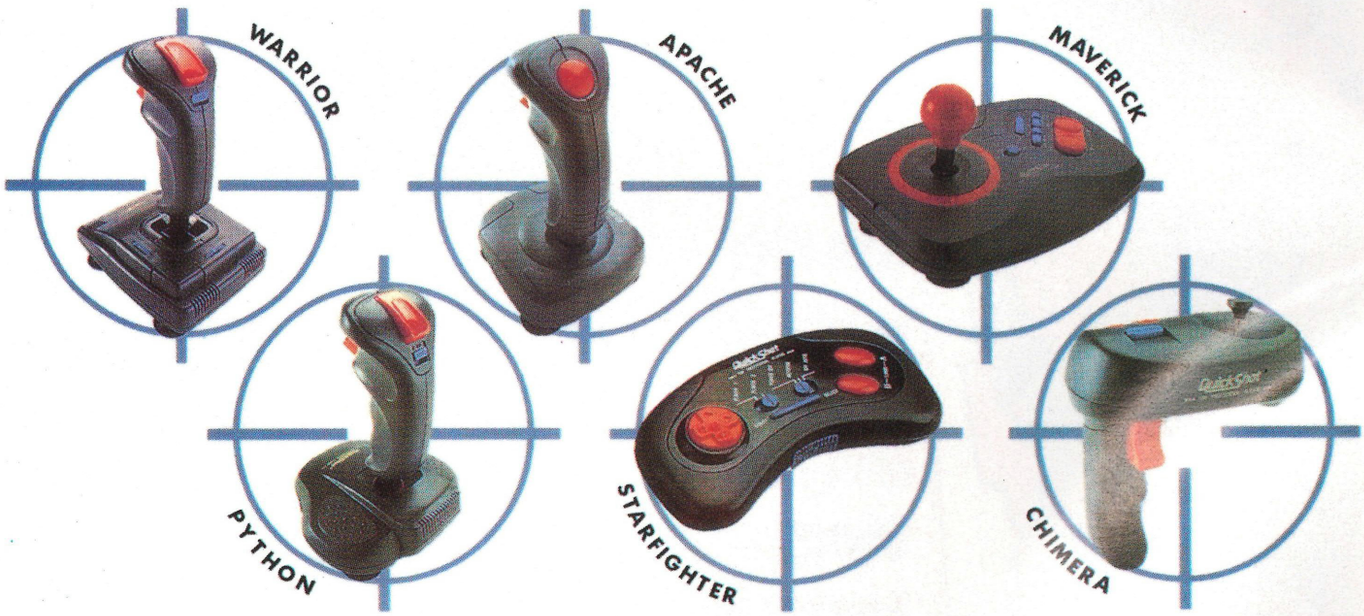

GAME
sega • nintendo • pc engine • lynx
ZONE
Issue Nine July £1.75
Mega Man III
Ultra smart, mega exclusive
Gripping joystick round up on page 8
WIN!
Four Super Nintendo Scopes
Over £300 of camera goodies
Sim City
Populous
Little Nemo
Dirty Larry
Olympic Gold
European Cup Soccer
Bart Versus The Space Mutants
massive
16-page handheld supplement inside
500
fab games reviewed and rated
PRINTED IN THE UK
09

QuickShot®



RIGHT ON TARGET

The World's №1 Choice



OVER THIRTY MODELS . ALL FORMATS . COMPLETE CONTROL

AVAILABLE FROM ALL LEADING COMPUTER, TOY AND DEPARTMENT STORES





GAME ZONE

ISSUE 9 JULY 1992

games list

Want to know what we've got and where we put it?

master system

63 Bart Vs The Space Mutants *(R)*
38 Chuck Rock *(R)*
67 European Cup Soccer *(R)*
06 Pitfighter *(P)*

nes

30 The Addams Family *(R)*
07 Builderland *(P)*
34 Die Hard *(R)*
70 Little Nemo The Dream Master *(R)*
41 NES Golf *(R)*
24 Mega Man III *(R)*
07 Panza Kick Boxing *(P)*



game boy

49 Battletoads *(P)*
60 Caesars Palace *(R)*
07 Panza Kick Boxing *(P)*
61 Paperboy 2 *(R)*
14 Populous *(P)*
57 Star Trek *(R)*
49 Super Hunchback *(P)*
52 Tiny Toons *(R)*
56 Trax *(R)*



game gear

49 Bart Vs The Space Mutants *(P)*
48 Marble Madness *(P)*
55 Outrun Europa *(R)*
50 Prince Of Persia *(P)*
59 Spiderman Vs The Kingpin *(R)*

lynx

54 Dirty Larry *(R)*
56 Kung Food *(R)*

super nes

07 Final Fight *(P)*
06 Super Robotector *(P)*
18 Super Sim City *(R)*
05 Mutant Ninja Hero Turtles Four – Turtles In Time *(P)*
07 Panza Kick Boxing *(P)*

mega drive

05 Dragon's Fury *(P)*
32 Olympic Gold *(R)*
28 Terminator *(R)*

***(P)*= Preview**
***(R)*= Review**



+ over 500 games reviewed & scored

TOOLED

5 news
'News be good to me.' Certainly shall. Three packed pages of the most up to the minute news and previews.

8 feature: it's a stick up
Second only to Dominik Diamond as **king of the joystick joke**, we sent *Phil 'Mine's Black With A Red Knob On' South* to check out some console Happy Twigs. *(Joysticks. Ed.)*



14 in the pipeline: populous
Small, but perfectly formed. What are we talking about? *Populous* on the Game Boy? Or *Daniel Pemberton*. Find out in our **exclusive** peek at the biggest title for the smallest handheld.

16 reviews
Super Sim City, Mega Man III, Olympic Gold, The Addams Family, Terminator plus loads more. **Over 40 pages** of the most kickin' reviews around.

44 compo
Win a **plastic tube with knobs on** care of those nice dudes at Bandai. *(I think you mean a Super Nintendo Scope. Ed.)*

47 massive
And it flippin' is too. It's ***Game Zone's* very own handheld mag**, stuffed full with handhelds, handhelds and yet even more handhelds. Issue one checks out *Prince Of Persia* on the Game Gear, *Dirty Larry* on the Lynx and *Star Trek* on the Game Boy, plus loads more. Heads up, *Massive's* hitting the streets.

48 massive news
Game Boy, Game Gear, Lynx? The most upfront machines, the most **in yer face news** and previews.

58 massive compo
As *Spidey* appears on the Game Gear, those dudes at Flying Edge are giving away **over £300 worth of camera gear** in this massive compo.

73 pg tips
'Anyone for a fairy cake?' Asks *Daniel Pemberton* as PG Tips goes up market. Over seven pages of the hottest tips prove to be everyone's fave tea time tipple.

80 zone 7
More fun than yer average drain pipe, our own pipe dreamer, *Jeremy Daldry* checks out the **Super Nintendo Scope**, the new bit of kit for your SNES.

82 atari compo
Can you twiddle your buttons with the best of them? Check out the latest Atari Hi Scores in our mega compo. If you can match them, you could win yourself over **£3,000 worth of prizes!**

84 kill zone
As *Amaya Lopez* hangs round dodgy arcades in her spare time, we gave her some **spondollies** and told her to check out the new cabinets while she was there.

86 subs
Yet more **fun and games** with the jolly boys of HMS Shower Cap. Up periscope?

87 geez
More ramblings from the **distorted and demented** minds of you, the **readers.**

91 console countdown
Redesigned, updated and now totally comprehensive. **Over 500 games** are given the *Game Zone* treatment in the all new, eight page, Console Countdown.

100 soled out
It's free, it's **packed** with everything you could ever want for your console, and it's **sexy** in a rather strange kinda way.

103 back issues
Missed the **nude centrefold** in issue one? Then you'd better check out back issues. *(A word in your ear. Ed.)*

104 twilight zone
The literary equivalent of something that goes **'You what?'** in the middle of the night. All very odd.



GAME ZONE

19 Bolsover St, London, W1P 7HJ.
Tel 071 631 1433 Fax 071 323 9343

Editor Paul Lakin; **Art Editor** Duncan C. Hemphill; **Deputy Editor** Jackie Ryan; **Production Editor** Vivienne Nagy; **Designers** Alex Patrick, John Oakey; **Staff Writer** Jeremy Daldry; **Contributors** Marcus Berkmann, Nick Griffiths, Rik Haynes, Amaya Lopez, Duncan MacDonald, Patrick McCarthy, Tyler Martin, Daniel Pemberton, Jamie Sewell, Phil South; **Advertisement Manager** Stefanie Taylor; **Ad Production Manager** Liz Whittaker; **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; **Group Classified Ad Manager** Cheryl Hamer; **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, Heartlands Industrial Estate, Heartlands Road, Liskeard, Cornwall. Tel 0579 340100 **Printer** Garnett-Dickinson, Eastwood Works, Fitzwilliam Road, Rotherham S65 1JU. Tel 0709 364721

All material in *Game Zone* © Felden Productions 1992 and may not be produced in full or part without prior permission in writing from the publishers. *Game Zone* is a monthly publication and an ex-cell-ent one at that! Way!

COVER: PATRICK ROSE



GAMEBOY

Tetris Pack 64.99
Magnifier.....6.99
Lightboy.....9.99
Gamelight.....7.99
Amplifier 10.99
Carry All Case 14.99
Power Supply 7.99
Caseboy 7.99
Gameboy Pouch.....4.99
Play & Go Case.....9.99
Attache Case.....14.99
Protector Case 12.99
Screen Replacements 5.99
Battery Pack Recharger .24.99
Link to Link Cable.....9.99
Caddy Pack.....11.99
Cigarette Adaptor 9.99

ALL THE FOLLOWING GAMEBOY GAMES ARE ONLY £19.99 EACH

Addams Family, Adventure Island, Atomic Punk, Battle Toads, Bubble Bobble, Beetle Juice, Bill Elliots Nascar Racing, Barbie, Battle Ships, Blades of Steel, Battle Tank II, Bo Jackson, Bill & Teds Adv, Bugs Bunny 1 & 2., Chase HQ, Caesars Palace, Castle Vania II, Caveman Ninja, Chessmaster, Choplifter II, Cycle Grand Prix, Double Dragon 1 & 2, Duck Tales, Darkman, Days of Thunder, Dick Tracy, Double Dribble, Dragons Lair, Fastest Lap, Flash, Fortress of Fear, Gargoyles Quest, Gauntlet II, Gremlins,Hammering Harry, Hook, Hudson Hawk, High Stakes, Home Alone, Hunt for Red October, Hunchback, Hal Wrestling, Kid Icarus, Knights Quest, Marble Madness, Megaman, Megaman II, Metroid II, Missile Command, Mickey Mouse, Mickey Mouse II, Motorcross Maniacs, Mr Do, Monopoly, NBA All Stars, NBA II, Navy Seals, Nemisis, Ninja II, Ninja Gaiden, Ninja Taro, Nightstalker, Nail ' N' Scale, Operation Contra, Jack Nicklaus Golf, Jordon V Bird, Pacman, Paperboy, Paperboy II, Pitfighter, Prince of Persia, Punisher, Pyramids of RA, Roger Rabbit, Rescue Blobette, Robocop, Robocop 2, R-Type, Side Pocket, Simpsons, Super Kick Off, Spot, Snow Brothers, Super Off Road, Spiderman, Spiderman II, Super Mario Land, Star Wars, Star Trek, Spy V Spy, Techno Bowl, Tom & Jerry, Torpedo Range, Turtles, Turtles II, Tennis, Terminator 2, Turn & Burn, WWF Wrestling, Wheel of Fortune, World Bowling, WWF II, Yoshi, Batman II, Popeye, Little Mermaid, George Foremans Boxing, Ferrai Grand Prix, Boogie, Home Alone II, Fastest Lap, World Circuit Series, Ultra Golf, Miner 20-49er, Tiny Toons, Blues Brothers, Ninja Gaiden Arcade, Runes of Virtue, Soccer Mania, Humans, Viking Child, Wodtris, Track Meet, Nemesis 2, Simpsons 2, Robocop 3, Top Gun.

ORDER 3 GAMEBOY GAMES AND RECEIVE EITHER A PSU OR CASEBOY FOR FREE (PLEASE STATE CHOICE)

SOME TITLES ARE NOT RELEASED YET. PLEASE ORDER EARLY

GAME GEAR

Game Gear Machine inc Columns.....89.99
Game Gear inc Sonic ...104.99
Game Gear inc Sonic/Columns.....119.99
Master Gear Adaptor.....14.99
PSU 7.99
Dynasound Large Case..15.99
Dynasound Small Case..13.99
Sega Case.....13.99
TV Tuner + Columns 79.99
Recharger.....28.99
Gear to Gear cable.....5.99
Widegear 9.99
Cigarette Adaptor 9.99

ALL THE FOLLOWING GAMES ARE £17.99

Wonderboy, Pengo, Super Monaco, Super Golf, Put N Putter, Psychic World, Frogger, Woody Pop,

ALL THE FOLLOWING GAMES ARE £21.99

Mickey Mouse, Shinobi, Outun, Ninja Gaiden, Space Harrier, G-Loc, World C.L. Board Golf, Joe Montana, Jolataire Poker, Fantasy Zone, Pacman, Batter Up, Dragon Crystal, Popils, Slider

ALL THE FOLLOWING GAMES ARE £24.99

Sonic, Donald Duck, Devilish, Chessmaster, Super Kick Off, Simpsons, Streets of Rage, Home Alone, Terminator, Price of Persia, Crystal Warriors, Aerial Assault, Alein 3, Batman 2, Clutch Hitter, David Robinsons Basketball, Double Dragon, George Foremans Boxing, Indiana Jones, Marble Madness, McKids, Olympic Gold, Paperboy, Rampart, Phantasy Star, Robin Hood, Senna Racing, Shinobi 2, Sonic 2, Spiderman, Super Off Road, Take Spin, Young Indy, Tazmania, Wheel of Fortune, Chase HQ, Little Mermaid, Holyfield Boxing, Wimbeldon Tennis, Wonderboy 3, Robocod, Chuck Rock,Super Space Invaders, Klax, Terminator 2

ATARI LYNX

Atari Lynx II 74.99
With Crystal Mines 99.99
Kit Cases 14.99
Pouch 9.99
Power Supply 7.99
Sunvisor Lynx II.....5.99
720 Degrees.....24.99
Dirty Larry.....Call
Lynx Casino.....Call
Hockey .....Call
Baseball Heroes .....Call
Pitfighter .....Call
Hydra.....Call
Raiden.....Call
Hyperdrame.....Call
Geo-Duel .....Call

ALL THE FOLLOWING GAMES ARE £24.99 EACH

Paperboy, Electro Cop, Zalor Mercenary, Gates of Zendecon, Klax, Slimeworld, Roadblasters, Gauntlet 3, APB, Warbirds, Chequered Flag, PS Pacman, Chips Challenge, Rygar, Rampage, California Games, Turbo Sub, Blockout, NFL Football, Ninja Gaiden, Grid Runner, RC Destruction, Scrapyard Dog, Tournament Cyberball, Ultimate Chess, Vindicators, World Class Soccer, Basket Ball Brawl, Blue Lightning, Xenophobe, Rolling Thunder, Xybots, Cabal, Crystal Mines II, Toki, Batman, Man UTD, Lemmings, Eye of the Beholder, Strider 2

PLEASE PHONE FOR OTHERS AND RELEASE DATES

SNES

Super Nintendo Machine + Adaptor.....£159.99 (£10 next day courier)
Super Adaptor (Plays USA on UK Pal machine) 19.99
Dynasound Cart Carrycase 12.99
Super Scope includes 6 games (needs adaptor) ..59.99

ALL THE FOLLOWING GAMES ARE ONLY £39.99

Big Run, Bill Laimbeer, Extra Innings, F1 Exhaust Heat, Hole In One Golf, Jack Nicklaus Golf, Lakers V Bulls, Madden Football, Mike Tysons Punch, NCAA Basketball, Nolan Ruan Basketball, PGA Tour golf, RPM Racing, Smart Ball, Baseball 1000. Super Bases Loaded, Super Double Dribble, Super Formation Soccer, Super Pro Wrestling, Super Tennis, Super WWF Wrestling, Waialae CC Golf, Weaver Baseball, Actraizer, Drakken, Dungeon Master, Final Fantasy Legend 2, F-Zero, Radio Flyer, Rocketeer, Sim City, Super Battle Tank, Ultrabots, Wing Commander, Darius Twin, D Force, Earth Defence Force, Gradius 3, Hyperzone, Raiden, Super R-Type, Bombuzal, Chessmaster, Home Alone, Lemmings, Populous, Shanghai, Smash TV, Dream IV, Castlevania 4, Hook, Robocop 3, Jellybean, Joe & Mac, Lagoon, Mystical Ninja, Ninja Boy, Paperboy, Robomech, Simpsons Krusty, Simpsons Bart V Mutants, Solstice 2, Super Adv Island, Super Ghouls N Ghosts, Turtles 4, Ultraman, Amazing Tennis, Tom & Jerry, Irem Skins Golf Game, Out of this World, Contra Spirits, Rival Turf, NBA All Stars, Roger Clements, Pitfighter, Race Driving, Space Football, Deadly Moves, Final Fight, Metal Masters, Hunt for Red October, Equinox, Super Goal, World League Soccer, Adams Family, Swamp Thing, Family Dog, Toxic Crusaders, Dragons Lair, Super Soccer, Dr Franken, Play Action Football, Golden Fighter, Golden Empire, Super Socoer Champ, True Golf Classics Volume 1, Pebble Beach, Thunderspirits, Top Gear, Kavalooey, Super Double Dragon, Turtles 4

THE FOLLOWING GAMES ARE £44.99 EACH

Ultima 5, Might & Magic 2, Y's Wanderers, Blues Brothers, Zelda 3

Street Fighter 2 .....59.99 (STREET FIGHTER 2 IS GOING TO BE VERY LIMITED ORDER NOW TO AVOID DISAPPOINTMENT) Remember these games are all USA and need a SUPER ADAPTOR to work on a Pal UK Machine. Adaptor is £19.99 or £14.99 when purchased with a game. The adaptor is in a case and is fully packaged - it ain't no cheapo version with wires hanging of it!!!

GAMES GALORE

"THE PEOPLE WHO GIVE YOU MORE"
217 LONDON ROAD
APSLEY
HEMEL HEMPSTEAD
HERTS. HP3 9SE

0442 212313
4 LINES

MEGADRIVE

UKMachine + Sonic + 2 control pads.....£129.99 (+ £10 next day delivery)
Japanese Adaptor 6.99
Arcade Power Stick 33.99
Remote Control Kit 24.99
Extra R/C Pad 14.99
Sega Control Pad 11.99
Turbo Pad.....9.99
Replacement PSU.....12.99
Scart Cable.....9.99
AV Cable 9.99
Alisia Dragoon 37.99
Bulls V Lakers 37.99
Chuck Rock.....37.99
Corporation.....37.99
David Robinsons Basketball.....37.99
Desert Strike.....37.99
Devilish.....34.99
Fighting Master.....33.99
Galaxy force 2 .....35.99
Jordon V Bird.....35.99
Kid Chameleon.....31.99
Lemmings.....35.99
Marble Madness.....35.99
Olympic Gold.....35.99
Paperboy 34.99
Rampart.....35.99
Sports Talk Baseball 39.99
Two Crude Dudes 34.99
World Class Leaderboard Golf 35.99
Batman 2 .....37.99
California Games.....32.99
Devils Crash 34.99
EA Ice Hockey.....36.99
F22 Interceptor 34.99
Ghouls n Ghosts.....29.99
Golden Axe 2.....32.99
Gynoug.....35.99
Hellfire 29.99
Lakers V Celtics 36.99
PGA Tour Golf.....36.99
Pit Fighter.....39.99
Revenge of Shinobi 31.99
Sonic 2!! (24th Nov).....39.99
Speedball 2 .....35.99
Mickey Mouse 35.99
Toki.....35.99
Streets of Rage 29.99
Senna Super MonacoGP41.99
Lemmings.....35.99
Home Alone.....35.99
Holyfield Boxing.....44.99
Talespin.....35.99
Green Dog.....35.99
World Cup 92 .....33.99
World Cup 90 .....17.99
Space Harrier II.....17.99
It Come form the Desert .37.99
European Club Football..36.99
Indy III.....37.99
EA Hockey 2.....38.99
James Pond 3 .....38.99
Aliens 3.....37.99
Spiderman.....34.99
Buster Douglas Boxing...29.99
Super Off Road 32.99
Rolling Thunder 2.....35.99
Winter Challenge.....31.99
Road Rash 32.99
Immortal 39.99
John Maddens 92.....35.99
Ghouls n Ghosts.....29.99
Shadow Dancer.....19.99
Populous 24.99
Hard Drivin 35.99
Wonderboy 5 .....39.99
Slime World 37.99
Zero Wing.....37.99
Zany Golf.....17.99
Ferrari Grand Prix.....37.99
Simpsons - Krusty Fun House.....37.99
Super Monaco GP 29.99
Headbangers Ball.....37.99
Ninja Gaiden.....37.99
Hollow World 46.99
Xenon II 36.99
Strider.....41.99
Twisted Flipper 35.99
Leander 35.99
Power Monger 44.99
Smash TV.....36.99
Railroad Tycoon 39.99
Flintstones 35.99
The A Team.....37.99
Super Shinobi 2.....36.99
American Gladiators.....37.99
Arch Rivals 35.99
Lord of the Rings 39.99
Test Drive 2 .....31.99
Double Dragon 29.99

ASKFOR ANYTHING YOU DON'T SEE HERE

SPECIAL OFFERS
STREETS OF RAGE + CONTROL PAD £39.99
MOONWALKER + CONTROL PAD £29.99
SHADOW DANCER + CONTROL PAD £29.99

ORDER FORM

NAME:.....
ADDRESS.....
.....
POSTCODE:.....TEL NO:.....

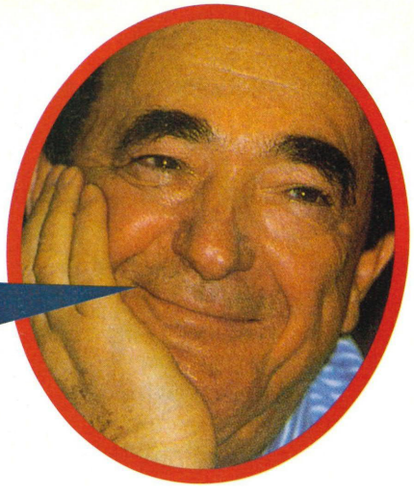
NAME OF GAME	COST
.....	.....
.....	.....
.....	.....

CARD TYPE:.....
CARD NO:.....
SIGNITURE:.....DATE:.....

VISA

POSTAGE & PACKING GAMES £1 EACH, CONSOLES £5 EACH, ACCESSORIES £1.50 EACH. PRICES SUBJECT TO CHANGE AT ANYTIME

NEWS





This is the life - lazy, hazy days of summer are with us, nothing to worry about... except what's the latest hot gossip we can break to you in the *Game Zone* News pages. How's that spanking new game from a certain software developer shaping up? When will we be seeing...

sonic two

Set those alarm clocks now 'cos *Game Zone* can exclusively reveal that *Sonic The Hedgehog II* (yes, we said *Sonic The Hedgehog II)* will be hitting your Mega Drives, Master Systems and Game Gears on Tuesday 24 November 1992.

Yup, that's the day when the Infamous Blue And Prickly One – Mark Two, will be globally launched to an eagerly awaiting public. Red carpets will roll, bongos will bang and trumpets will tootle.

Needless to say, we at *Game Zone* will be marking the occasion also – by playing all sorts of merry tunes on our good old Bontempi organ. Hoorah!

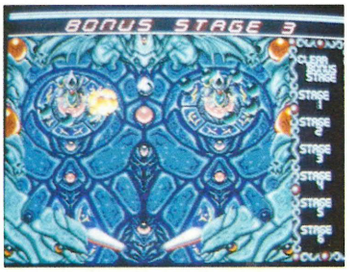
mutant ninja hero turtles four—turtles in time.

Those lean, green, pizza-chomping machines are back, back, back. But this time in super 16-bit SNES style. Flipping through time like some slimy H.G. Wells, they're out in force again, all in the vain attempt to stop Shredder from being unpleasant. Something of an uphill struggle wouldn't you think? However the ninja quartet are not to be put off and set out to, once more, show Shredder what's what.

With a larger dollop of humour than is biologically good for such a game, and some of the slickest animation this side of Christmas, *Turtles Four* looks like being the biggest beat 'em-up on the SNES this year.

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





dragon's fury

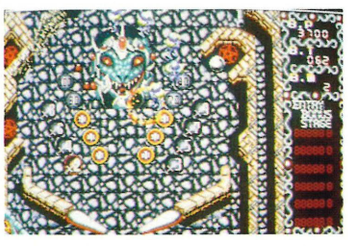
In the interest of pushing back the boundaries of computer journalism, we at *Game Zone* are about to conduct the first ever nationwide ESP experiment. Are you ready for this? Right.

All you have to do is follow these simple steps;

1. Just relax, and let your mind go blank. (It shouldn't be too difficult.)
2. Now... think of a pinball game for the Mega Drive.
3. Brilliant! Using the combined ESP powers of the *Game Zone* office we can now amazingly reveal that the Mega Drive pinball game that you were thinking off was... *Devil Crash.*

Impressive or what? *(What? Bemused Reader.)* And here's something else we reckon you'll be impressed by too. That very same *Devil Crash,* previously only available on import, has now got a UK distributor. Those cuddly dudes down in Putney, Domark, will soon be releasing this under the name *Dragon's Fury*. So book your copy now, 'cos it's gonna sell out fast.

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



chart

1	**Desert Strike**	Electronic Arts
2	**World Cup Italia '90**	Sega
3	**EA Hockey**	Electronic Arts
4	**Streets Of Rage**	Sega
5	**Road Rash**	Electronic Arts
6	**Pitfighter**	Tengen/Domark
7	**Test Drive II**	Accolade
8	**PGA Tour Golf**	Electronic Arts
9	**Winter Challenge**	Accolade
10	**Super Real Basketball**	Sega

Charts compiled from sales in Virgin Games Centres and Mega Stores.

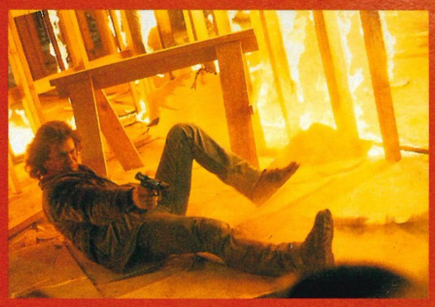
budget bonanza 1

Little Joe: Howdy Hoss.
Hoss: Howdy Little Joe.
Little Joe: How're ya doin' then son? Thing's going your way?
Hoss: Yep. Mighty fine thank you Little Joe. Mighty fine.
Little Joe: Weeell, that's darned good to hear. Darned good.
Hoss: Yep. *(Gobs in spittoon.)* And speaking of things that are darned good, have you heard about the news comin' from Sega lately.
Little Joe: No Hoss, no. What's that then?
Hoss: Well, 'parently Sega has just introduced this new fangled budget range of Mega Drive software. So Mega Drive titles like *Last Battle* and *Zany Golf* which used to cost you a whopping £29.99, will soon cost jus' £19.99.
Little Joe: Well, how 'bout that Hoss, how 'bout that? A money-saving miracle and no mistake.
Hoss: Yep. Sure is Little Joe. Sure is. Ahhhhemm! *(P'tang! [Spit hits spittoon.])*
To be continued...

lethal combination

Those loveable, huggable Mancunians up at Ocean Software have gone and done it again. "Done what?" we hear you cry. "Done the business," we reply. Erm, the licensing business that is.

You see, Ocean has just cleverly nabbed the rights to what could turn out to be one of the biggest movie licences of the year, *Lethal Weapon 3.* But though the movie itself should be hitting these shores sometime in the next few months, it'll probably be early next year before we see any console versions. Oh well.



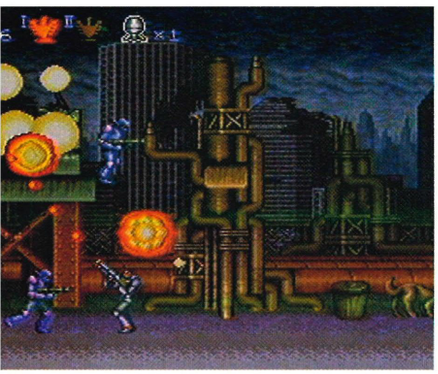
mario three challenge

Challenges eh? They're pretty um, challenging really aren't they? And one of the best challenges around at the moment is still *Super Mario Brothers Three* on the NES.

Until recently though, the game had only been available as a stand alone cartridge. But now, thanks to some bright spark at Nintendo, the classic platform arcade adventure is about to be teamed up with the Nintendo Control Deck.

Deck and game will be making their first joint appearances in the shops soon, under the new title the Nintendo Challenge Set. The cost? A mere £79.99.





super robotector

It's the 23rd century and society as we know it has totally gone down the pan. We are about to enter the 50th term of a Conservative government, which means, not surprisingly, that the entire population has consequently turned into mutant nasties. Oh dear. Anyway, it's your job, as one of two Robotectors on the planet, to reason with the rest of the population and get them involved in some productive street theatre.

However if this fails you are quite within your rights to blow their heads off. The thing is, being the mutant nasties that they are, as soon as you mention Brecht and a rather good play you know dealing with the South American dictators, they just laugh and reach for a broken bottle. *(Some people are just not good in a workshop situations. Ed.)* So it seems there's only one thing for it. To strap on a very large pointy thing that goes bang and go trogging off to kill a few thingies.

Using every possible technical trick the SNES can pull out of its sleeve, *Super Robotector* sure looks like its going to be impressive. It's got sprites the size of a small Home Counties village that stomp round the screen smoother than a Twinky. And the soundtrack pings and pongs along like the latest garage rave.

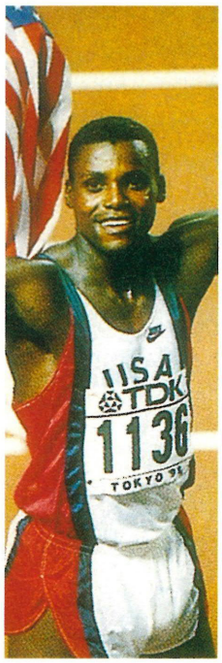
It's gonna be a classic, brill, the dogs. In fact it's gonna be even better than Brecht, and that's saying something.

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

going for gold

(Sigh). If only we at *Game Zone* were tall, handsome, muscular and athletically built. Then maybe we could license ourselves out to eager software development houses - just like Carl Lewis has done.

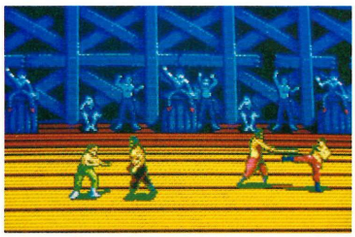
Yup, the super smart athlete has just lent his name to top software development house Psygnosis, (creators of the corky *Lemmings).* And though the company has yet to sign a deal with either Sega or Nintendo, *Game Zone* spies reckon a console sports sim bearing the Lewis name, could be coming from the Psygnosis labs maybe sometime next year. We'll keep you informed.



pitfighter

What can we say about *Pitfighter* then? How about 'grunt and shove'? Yes, that'll do, 'cos it's time once more to take the part of one of three highly trained athletes and try as hard as you can to beat the crap out of another highly trained athlete. More mindless violence than you could shake a broken bottle at? Yup you got it kids. It's *Pitfighter* all over – that fave of Mothers' Unions everywhere. Slimmed down and crammed into the Master System, it promises to be a bit of a classic. Just like its big brother on the Mega Drive was.

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



chart

1	**Sonic The Hedgehog**	Sega
2	**Asterix**	Sega
3	**Mickey Mouse**	Sega
4	**Donald Duck's Lucky Caper**	Sega
5	**Super Kick Off**	US Gold
6	**World Class Leaderboard**	US Gold
7	**Pro Wrestling**	Sega
8	**World Soccer**	Sega
9	**Wonderboy**	Sega
10	**Spiderman**	Sega

Charts compiled from sales in Virgin Games Centres and Mega Stores

kuchikomi

More console news with that spicy Far Eastern flavour.

Hype surrounding the soon-to-be-released biggie, *Street Fighter II* continues to gather ferocious pace. In case you haven't seen anything of this beat 'em-up for the Super Nintendo, everybody in Japan is excited by the fact that it's the first 16-megabit video game cartridge ever to appear. Apart from devising a special joystick to help kick butt with ease, as *Game Zone* revealed last month, Capcom has also managed to secure a special 12-page preview in the leading Japanese journal, *Famicom Tsushin.* With images and sounds that rival the original arcade machine, *Street Fighter II* is sure to be a hit.

So far there hasn't been anything near worthwhile on the expensive Mega-CD accessory. Now, Data-East and Telenet seem to have a stunner on their hands. *Thunderstorm* actually began life as a technology demonstration for a new breed of coin-op sporting CD-ROM, digital video processors and all that sort of gear. It's basically a combat chopper sim with fancy 3D graphics... just the sort of game that the Mega-CD was born for.

Meanwhile, Sega is preparing to set the world on fire with, wait for it, *Afterburner III.* Yes, just when players started to think about purchasing a compact disc drive for their Mega Drive console, this old chestnut comes back to frighten them away. Re-programmed by CRI, this certainly isn't going to take

creativity or gameplay to the limit.

Fit publisher Halken is offering the first epic in its ambitious dynamic sports series on Super Nintendo. With a remarkable 360° rotating court populated by life-like players, *Super Dunkshot* is a real mean basketball game. It also has plenty of useful options, like exhibition matches and password entry to keep punters coming back for more.

Just released by Microsoft in Japan is an all new joystick for the Super Famicom, which is, apparently, big, big, big! Called, obviously enough, the XE-1SFC 'Intelligent Joystick' this whopper of a stick comes with the standard four buttons in the normal place, but instead of the two paddle buttons at the top, it has four of them strategically placed all over its body. It also has a handy little LCD display on it and is fully programmable.

It's been ages, but Technosoft is finally ready to run with the Mega Drive version of *Thunderforce IV.* Celebrating such an eagerly-awaited event, this enterprising firm has commissioned a CD single with six re-mixed soundtracks from the forthcoming shoot 'em-up. Previous outings of *Thunderforce* are widely regarded as the best blasters on Sega's deck.

What's happened to top quality Game Boy product? Nintendo must be asking the same question. After licensing a cute yarn from Hal Laboratory, the world's biggest video game company has turned to British talent for the next release. Argonaut Software is sitting in the development chair and re-working the idea of *Starglider* into a space opera for our favourite little black and white screen full of fun. With everything from creepy alien spiders to animated Newton cradles, this two-megabit baby has got the lot. Trekkies will love it.

Before crashing to the wall last year, Mirrorsoft was toying with the concept of a role-playing game inspired by the time-travelling movie, *Back to the Future Part II*, starring Michael J Fox and Christopher Lloyd. Currently in charge, EMI should have the Super Nintendo adaption ready soon. It will be, erm, interesting to see what these guys end up with.

Any fans of *YS* will be pleased to hear that the release of *YS IV* in Japan is imminent. The game looks set to be something special as Hudson Soft has refused to release even one screenshot of the game.

And speaking of Hudson Soft, are any owners of the PC Engine feeling left out? Don't despair, Hudson Soft is speeding to the rescue with a right smart platform romp featuring the cartoon hero of *Adventure Island*. These days, the most excellent software is only available on Super CD-ROM2 format. It's a hard life...

compo consternation

Some of you... no let's be honest all of you have been having a few probs... alright a lot of probs with our competition phone lines recently. Not half as many probs as we've been having but that's another story. Anyway all we can say is soz. Very soz. Everything is fine and dandy now so you can let your fingers do the walking, or something.



final fight

Once a massive coin-op, *Final Fight* at last makes a console appearance care of those Nintendo masters Capcom. With the choice of two characters, but only a one player mode, you have to fight your way through the whole downtown area, breaking heads and smashing knee caps – you know the drill. Huge sprites, sampled sound and funky musak all make *Final Fight* a bit of a must for all beat 'em-up addicts.

● Published by Capcom, out late '92, price £tba.



panza kick boxing

A balls bad beat 'em-up, hailed as one of the best, *Panza* has an original twist allowing you to prime your fighters skills. The whole shebang is also scored by a smart lighting system. The more hits you take (or give), the more lights go out. Once all four are out you fall down and don't get up. If you run off your lights will start to come back on. Huge on floppy, *Panza Kick Boxing* is gonna be huge on console too.

●Published by Loriciel, out late '92. Price £tba.

budget bonanza 2

Little Joe: Well now, if it ain't you agin Hoss.

Hoss: Yup, and if it ain't you again too Little Joe.

Little Joe: Still doin' fine son? Things going your way?

Hoss: Yep. Mighty fine thank you Little Joe. Mighty fine.

Little Joe: Weeell, that's darned good to hear. Darned good.

Hoss: Yep. *(Spews globules into spittoon.)* And speaking of things that are darned good, have you heard about the news comin' from Nintendo at all?

Little Joe: No Hoss, no. What's that then?

Hoss: Well, 'parently, just like Sega, Nintendo has decided to introduce its very own new fangled budget range of NES and Game Boy software too. But unlike Sega, Nintendo is gonna have *four* budget prices for its software.

Little Joe: Four Hoss?

Hoss: Yep, four Little Joe. So fer example NES titles like *Kickle Cubicle* and *TMHT* will start at £19.99, *Days Of Thunder* and *Bionic Commando* at £24.99 and *Defender Of The Crown* at £29.99. While Game Boy titles like *Qix, Dynablaster* and *Boxxle* will start at £14.99.

Little Joe: Well, how 'bout that Hoss, how 'bout that? It's yet another money-saving marvel and no mistake.

Hoss: Yep. Sure is Little Joe. Sure is. So what can we say but 'Yee blinkin' ha!'

Little Joe: Or maybe 'Yip, yip, yip!'

Ed: Erm, I think that's quite enough of that now thank you. Ahhhhemm! (P'tang! [Spit hits spittoon.])

builderland

Not, as has been rumoured, the long-awaited Canary Wharf sim, (which, we can exclusively reveal, will be called *Build As Much As You Like But No-ones Going To Move There Land)* but another fiendish puzzle game from those fiendish French dudes at Loriciel. What's known in the biz as inexarable *(Pardon? Ed.)*, ie. you have to constantly stay in front of the edge of the screen that is forever chasing you.

"Easy enough," we hear you cry. And so it would be, if it weren't for the large obstacles that are in your way and the only method you've got of climbing over them is to build ramps and lifts and things. Hence the title. Addictive puzzle action for all you addictive puzzlers.

●Published by Loriciel, out late '92, price £tba.



chart

1	**Rescue Rangers**	Nintendo
2	**Super Mario Bros 3**	Nintendo
3	**WWF**	Acclaim
4	**Terminator 2**	Acclaim
5	**Kick Off**	Nintendo
6	**Star Wars**	Lucas Films
7	**Super Mario Bros 2**	Nintendo
8	**Donkey Kong Classics**	Nintendo
9	**Teenage Mutant Hero Turtles**	Nintendo
10	**Simpson's Escape**	Acclaim

Charts compiled from sales in Virgin Games Centres and Mega Stores

it's a stick up!

quickshot aviator 3

"The Aviator 3 is designed for double handed, fatigue free operation."



specification
Compatibility: Mega Drive
Sex appeal: good
Grip system: four suckers
Button types: thumb and trigger
Precision: good
Strength: good
Playability: average
Manufacturer: Quickshot
Price: £34.99

To operate the stick you just turn the wheel to go left and right, and push in and out to go forwards/down and backwards/up. The fire buttons are both trigger and thumb: the A button is on the left index finger, B has two buttons on right thumb and index finger and the C button is on the left thumb. The start buttons, two of 'em, are in the centre, as is a brilliant level gauge with a picture of a plane on it. Two players can play on the same stick and change with the flick of a switch, due to the unit having two leads.

joystick fact one

Did you know that two companies produced joysticks whilst secretly working on game consoles, Konix and Amiga (before they went broke and were bought by Commodore). The Konix machine was shown at a few shows before disappearing altogether and the Amiga console turned into the Amiga range of personal computers. Amiga produced some very dubious sticks, one especially called the joyboard, which the user stood on to play special surfing games.

beeshu gizmo

"The Beeshu Gizmo is for your ears only."

A heavy duty console in its own right, the Gizmo sits low on your desk and so has rubber studs instead of suckers. Has a variable speed slow-mo, rather than the straight on and off jobs most of the others have, and variable speed turbos for all three buttons A, B and C. The stick is a metal shanked ball-topped arcade machine-style stick, and there's a set of buttons each side for you to switch between for left and right handers. Only a one player stick, but it does have a headphone socket at the front, so you don't have to have a long lead on your phones to go all the way to the console.

specification
Compatibility: Mega Drive
Sex appeal: poor
Grip system: four studs
Button types: base only (left or right handed)
Precision: excellent
Strength: good
Playability: good
Manufacturer: Euromax
Price: £49.99



quickshot intruder 3

"The Intruder 3 is designed for fatigue free operation."

Rude name for a rude stick. Like a cross between the handle on a slot machine and a real aircraft joystick. Two players can also play on this stick with two leads coming out of the back and a switch to toggle between them. Trigger-style button for button A, and triffic flip up cover on the stick reveals thumb buttons for B and C. Switch for toggling between player one and two, throttle-style switches for A and B turbo and start button are all on the base unit, as well as a switch to toggle slow mode, for those tricky bits which are too fast for the human eye.



specification
Compatibility: Mega Drive
Sex appeal: excellent
Grip system: four suckers
Button types: thumb and trigger
Precision: excellent
Strength: good
Playability: good
Manufacturer: Quickshot
Price: £29.99

konix speed king

"The only joystick that actually fits your hand."

This is where things start getting a bit odd. Exotic ergonomic palmtop design with trigger buttons for A and B and a thumb switch for C. Small high precision microswitch steel-shank stick pokes out of the top. Joystick has a very short throw, that is to say it doesn't move very far, so the precision of the stick is very high. Autofire switch on the top plate and start button on the back. Fits the hand perfectly, although odd angle can cause cramp on occasions. A single player stick, but then hand held ones usually are.



specification
Compatibility: Mega Drive
Sex appeal: poor
Grip system: hand held
Button types: thumb and trigger
Precision: excellent
Strength: good
Playability: good
Manufacturer: Konix
Price: £19.99



beeshu zinger

"The Beeshu Zinger is a hot item that's available in five hot colour combinations."

A comfortable and some would say boringly conventional stick (cru-el!) for the NES. Trigger, thumb and base buttons, with a choice for left and right handed people. All the buttons on the stick are activated at all times, so no need to select which you are going to use. (Just in case you feel like being left handed today and who doesn't from time to time?) Start and select buttons are on the base to the back of the stick, which means you have to look before you press them, rather than just feel for them. Lurid pink and grey design means you'll never lose this stick, it gleams out like a little neon light wherever you put it. (PLING! Here I am!)

specification
Compatibility: NES
Sex appeal: average
Grip system: four suckers
Button types: trigger, thumb and base
Precision: average
Strength: average
Playability: good
Manufacturer: Euromax
Price: £16.95



specification
Compatibility: NES
Sex appeal: good
Grip system: five suckers
Button types: base only (left or right handed)
Precision: excellent
Strength: excellent
Playability: excellent
Manufacturer: Euromax
Price: £41.95

beeshu ultimate superstick

"Now you can play arcade games with an arcade style controller."

Console type stick with large flat base, not unlike the Gizmo. Rotary 'dial-a-speed' autofire selectors, some would say turbo knobs (fnonk) plus switch for slow motion effect. Select and start buttons are easy to get to on the face plate, and there are A and B buttons on both sides of the base to cater for you if you're sinister or even dexter. (That's left or right for anyone watching in black and white.) The stick is a ball-topped steel-shanked arcade stick, like the Gizmo, and the unit sits on five big suckers to hold it down under even the most stringent waggling. Well!

joystick fact two

Why are joypads bundled with consoles rather than fully fledged joysticks? Well apart from the obvious thing that they are cheaper, they are smaller too and have fewer moving parts. Your average joypad may be harder to use, but it will outlast a normal joystick in constant use by about three to four times! At least they flippin' do at our house.

quickjoy n-pro

"With LED indicators for positive feedback."

Not to be confused with Quickshot, Quickjoy's baby is styled to look like an aircraft joystick and in this it succeeds fairly well. On the front panel there are a number of LEDs which light up when you move the stick in a certain direction, or press a fire button. They're just for fun, no other reason for them, and there's a switch to turn them off if they annoy you. Select and start are on the right hand side of the console and the switches for the LEDs and the fast/normal/slow autofire speed slider are on the left. 'Trigger and thumb'-style buttons on the stick and base buttons for A and B buttons on either side for left and right handers.



specification
Compatibility: NES
Sex appeal: good
Grip system: four suckers
Button types: trigger, thumb and base
Precision: excellent
Strength: good
Playability: good
Manufacturer: Spectra Video
Price: £19.99

konix speed king

"A better feel and a light speed response trigger placed where triggers ought to have been all along."

The same exotic ergonomic palmtop design, with trigger buttons for A and B buttons. Once again this stick has a high precision microswitch steel-shank stick with the same short throw as its Sega counterparts, meaning the precision of the stick is very high. Autofire switch on and off buttons and start and select buttons are invisible touch switches, which makes you think for a moment they forgot to fit them as you press them through the plastic. Fits the hand perfectly, but then so does a plop of Play-Do. A single player stick.



specification
Compatibility: NES
Sex appeal: poor
Grip system: hand held
Button types: trigger only
Precision: excellent
Strength: good
Playability: good
Manufacturer: Konix
Price: £14.99

We know you like a good waggle, so don't bother to deny it! We've got pictures and signed statements. So you WILL be interested in *Phil 'Snouty' South's* positively stunning round-up of top wagglers, then won't you? Hah! Gotcha, you old waggler. (It's a fair cop, slap on the bracelets.)

it's a stick up!

cheetah bug



specification
Compatibility: Master System
Sex appeal: excellent
Grip system: hand held
Button types: trigger and thumb
Precision: excellent
Strength: excellent
Playability: excellent
Manufacturer: Cheetah
Price: £14.99

"Ergonomically designed body for supreme comfort."

Following the Konix style, being a hand held palmtop, but a little bit smaller and less crampy, at least in my case. The Bug looks like a bug, that much is obvious, with the eyes serving as A and B buttons, and the high precision steel-shanked microswitched joystick poking out of its back. A small black knobbly switch on its rump toggles autofire. A very high precision item with very few moving parts and suitable for either left or right handed use. The fire buttons are microswitched resulting in either great precision, or an unearthly racket, depending on your point of view.

beeshu zoomer

"Contoured handle for more control."

What they call a yoke stick, although the yoke may be on you. A and B buttons are thumb type on the end of the handles of the steering wheel. Like the Aviator the operation is turn left and right to move, but this time you bend the handles up or down. The spindle in the middle converts bending the handles into up and down moves and turns into side to side. On the base are a couple of variable knobs for turbo adjustment, variable so you can choose any amount of autofire between 'one or two shot' to 'flippin heck look out!' The base is fastened to the desk with four big grey suckers, one at each corner of the diamond shaped foot.



specification
Compatibility: Master System
Sex appeal: average
Grip system: four suckers
Button types: thumb type
Precision: poor
Strength: average
Playability: average
Manufacturer: Euromax
Price: £39.99

cheetah 125 sega

"Deluxe cosmetic, robust construction joystick."

An almost identical design to the Beeshu Zinger, except it's black instead of acid pink and has a much more sturdy mechanism. Trigger, thumb and base buttons, with the usual choice for left and right handed people. All the buttons on the stick are activated all the time, so no need to select which you want. Autofire switch is on the front of the base, and very easy to reach from whichever button you happen to be pressing on the base, which sometimes means you can flip it by accident (well if you get as over excited as I do, you will!).



specification
Compatibility: Master System
Sex appeal: average
Grip system: four suckers
Button types: base, trigger and thumb
Precision: average
Strength: good
Playability: good
Manufacturer: Cheetah
Price: £9.99

Thanks must go to all these lovely companies for supplying us with the joysticks which gave us many hours of pleasurable waggling. *(Down Dominik! Down! Ed.)*

- **Cheetah International Ltd, Cheetah House, Bedwas Business Park, Bedwas, Gwent, NP1 8DU. 0222 867777**
- **Euromax Electronics Ltd, Bessingby Way, Bridlington, North Humberside, YO16 4SJ. 0262 601006**
- **Konix Products, Unit 35, Raffau Industrial Estate, Ebbw Vale, Gwent, NP3 5SD. 0495 350101**
- **Quickshot Ltd, Bondwell House, Tariff Road, London, N17 OEH. 081 759 0005**
- **Spectravideo, Unit 27, Northfield Industrial Estate, Beresford Qvenue, Wembley, HA0 INV 081 900 0024**

konix speed king



specification
Compatibility: Master System
Sex appeal: poor
Grip system: hand held
Button types: trigger
Precision: excellent
Strength: good
Playability: good
Manufacturer: Konix
Price: £12.99

"To score tens of millions, you first have to take matters into your own hands."

Once again the selfsame exotic ergonomic palmtop jobbie, with trigger buttons for A and B with the by now legendary high precision microswitch steel-shank stick. It's got the same short throw as its Mega Drive brother, so it's ideal for high precision platform 'em-ups and shooters. The autofire switch is on the top of the body, and has a simple on-off setting. Fits the hand perfectly, but a perfect fit isn't everything, just ask the man with ice cream on his head. A single player stick and no messin'.

the scores on the doors

quickshot aviator 3



It doesn't look much like a joystick at all and feels like it ought to be steering a car or flying a plane, which oddly enough is exactly the kind of game it's for. Takes up a HUGE amount of space, and has big suckers on the bottom to supposedly grip your desk while you steer, but they don't hold for long. The reason for the tricky in/out motion is obvious, but it doesn't work as well as it looks as this dislodges the suckers. For max efficiency you'd need to bolt it down.

rating: 1 2 3 4 5 6 7 8

beeshu zinger



It feels a little bit flimsy to me, but on the whole the playability was good. It didn't look as though it could withstand a really good battering though, so not one for your case hardened bonkers shoot 'em-up psycho nutter. Okay if you like any old stick with a nice leary colour scheme. I don't.

rating: 1 2 3 4 5

cheetah bug



My particular favourite for all manner of reasons. 1) I'm a pretentious twerp and it looks cool 2) it performs way beyond all the others in terms of precision and ease of use, and most of all 3) it's the only one they thought to make look like an insect, which is the best idea that everyone else missed! Cool.

rating: 1 2 3 4 5 6 7 8 9 10

quickshot intruder 3



A nice precise stick, with good ass-kickin' control as well as good looks. Suffers from a problem that also plagues the Aviator, in that the suckers pop off rather easily and you'll have to find another way of securing the stick to the desk if you want to get really rough with it. Otherwise an excellent and very wagglesome piece of stickery.

rating: 1 2 3 4 5 6 7 8 9

konix speed king



I remain undecided on this one, I can't figure out if it's my fault or the stick's, but either way I end up with cramp after using it for a while. It is comfortable to hold mind you, which may mean that you're replacing comfort in the hand with comfort in play. Hard to tell. I like the touch buttons though, although I think they may bog out after a good hard thump.

rating: 1 2 3 4 5 6

konix speed king



Another Speed King and the same applies to what I said about the others. It has to be said I prefer the Nintendo one because it has those nice contact switches, which make it a much smoother piece of work. This Master System jobbie is all mechanical switches and suffers a bit for that I reckon. (Call me old fashioned... Hey stoppit, I was only kidding!)

rating: 1 2 3 4 5

beeshu gizmo



Yee haw! A high precision and good playable stick, but poor manufacturing quality results in an intermittent fault that I couldn't track down. The phones kept cutting out and all the control went for a while, then it was back. Weird. Try before you buy, if you get a good one you'll be alright!

rating: 1 2 3 4 5 6 7 8

beeshu ultimate superstick



Big sturdy base from which to kick some major ASS. A very firm arcade setting and a stick which you can throw about without it coming off in your hand. Nothing flimsy about it, although the quality of construction leaves a bit to be desired, a bit creaky. But mostly well 'ard.

rating: 1 2 3 4 5 6 7

beeshu zoomer



The only yoke I can see is the yellow stuff oozing down my face. This is a very eggy stick, not very well made and a bit spongy and on the whole not very positive. I'm positive though, positive that I don't like it very much, and given the choice of a yoke style stick I'd like to see a Master System version of the Quickshot Aviator.

rating: 1 2 3 4 5

konix speed king



Some love it, some hate it, depending on if you get cramp in your hand holding it palm up and flicking your fingers to and fro rapidly. Makes my hand hurt, but I seem to recall Dr Berkmann always thought it was great. Very high precision stick though, and best for games where precise placement of your character on screen is all important.

rating: 1 2 3 4 5 6 7 8 9 10

quickjoy n-pro



Surprisingly sturdy and mean blastin' stick for a non-name make, and scores highly for its solid construction and high profile playability. Tricksy lightshow, but that's just the icing on the cake to what is basically a good basic butt-bootin' waggler.

rating: 1 2 3 4 5 6 7 8

cheetah 125 sega



A good positive stick, with a very good quality construction, but then you kind've expect that from Cheetah, with all their experience in making sticks for other systems. Stands up well to the ultimate stress test, that is to say, me playing *Chuck Rock* last thing at night when I'm really cross. (Grr.) A sturdy and dependable stick.

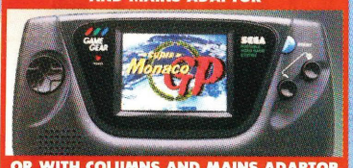
rating: 1 2 3 4 5 6 7



WITH SONIC, SUPER MONACO GRAND PRIX AND MAINS ADAPTOR

Game Gear with
Sonic The Hedgehog
Sega Mains Adaptor
FREE Super Monaco Grand Prix
FREE Special Reserve Membership

129.99



OR WITH COLUMNS AND MAINS ADAPTOR

Game Gear with
Columns game cartridge
FREE Mains Adaptor (essential)
FREE Special Reserve membership

99.99

THE SEGA GAME GEAR IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A GEAR MASTER CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.

AERIAL ASSAULT 23.99	FROGGER 17.99	SHINOBI 19.99
AXE BATTLER 24.99	G-LOC 19.99	SLIDER 19.99
BASEBALL 24.99	HALLEY WARS 24.99	SOLITAIR POKER 19.99
CHESS MASTER 23.99	JOE MONTANA FOOTBALL 19.99	SONIC THE HEDGEHOG 24.99
COLUMNS 17.99	LEADER BOARD 19.99	SPACE HARRIER 19.99
CRYSTAL WARRIORS 27.99	MICKEY MOUSE 19.99	SUPER KICK OFF 24.99
D.ROBINSON BASKETBALL 24.99	NINJA GAIDEN 19.99	SUPER MONACO GP 19.99
DEVELISH 19.99	OLYMPIC GOLD 23.99	WONDER BOY 17.99
DONALD DUCK 24.99	OUTRUN 19.99	WONDER BOY - DRAGONS TRAP 24.99
DRAGON CRYSTAL 19.99	PENGO 17.99	WOODY POP 17.99
FACTORY PANIC 19.99	PSYCHIC WORLD 17.99	
FANTASY ZONE GEAR 23.99	PUT & PUTTER GOLF 17.99	



NOW WITH SONIC

Megadrive with
Sonic The Hedgehog, Joypad
FREE extra TURBO Joypad
FREE Special Reserve membership

129.99

THE SEGA MEGADRIVE IS COMPATIBLE WITH MASTER SYSTEM GAMES. USE A POWER BASE CONVERTER TO RUN MASTER SYSTEM CARTRIDGES.

688 ATTACK SUB 31.99	GOLDEN AXE 2 ..... 32.99	PITFIGHTER 39.99
AFTERBURNER 2 ..... 27.99	GYNOUG 31.99	REVENGE OF SHINOBI 28.99
ALEX KIDD IN ENCHANTED CASTLE 17.99	HARD DRIVIN' 31.99	RINGS OF POWER 31.99
ALIEN STORM 27.99	HEADBANGERS BALL 31.99	ROAD RASH 32.99
ALISIA DRAGON 35.99	HELL FIRE 28.99	ROBOCOD (JAMES POND 2) 32.99
ARROW FLASH 25.99	IMMORTAL 35.99	SHADOW DANCER 27.99
ART ALIVE 24.99	ISHIDO 24.99	SHINING IN THE DARKNESS 39.99
BACK TO THE FUTURE 3 ..... 31.99	IT CAME FROM THE DESERT 32.99	SPACE HARRIER 2 ..... 17.99
BATMAN (ORIGINAL VERSION) 32.99	J.B. DOUGLAS BOXING 27.99	SPEEDBALL 2 ..... 31.99
BLOCK OUT 31.99	JOE MONTANA'S (SPORTSTALK) FOOTBALL 31.99	SPIDERMAN 31.99
BONANZA BROTHERS 27.99	JOHN MADDEN '92 ..... 32.99	STARFLIGHT 39.99
BUCK ROGERS 39.99	KID CHAMELEON 31.99	STREETS OF RAGE 29.99
BUDOKAN 31.99	KLAX 28.99	STRIDER 35.99
BULLS VS LAKERS 31.99	LAST BATTLE 17.99	SUPER HANG ON 17.99
CALIFORNIA GAMES 31.99	MARBLE MADNESS 31.99	SUPER HYDLIDE 31.99
COLUMNS 24.99	MARIO LEMIUX HOCKEY 31.99	SUPER REAL BASKETBALL 28.99
D.ROBINSON BASKETBALL 31.99	MERCS 31.99	SUPER THUNDERBLADE 17.99
DARK CASTLES 24.99	MICKEY MOUSE 31.99	SWORD OF VERMILLION 39.99
DECAPATTACK 27.99	MIDNIGHT RESISTANCE 31.99	TAZMANIA 32.99
DESERT STRIKE 31.99	MIKE DITKA'S ULTIMATE FOOTBALL 25.99	THUNDERFORCE 2 ..... 27.99
DEVIL CRASH 32.99	MOONWALKER 27.99	THUNDERFORCE 3 ..... 31.99
DJ BOY 31.99	NHL ICE HOCKEY 31.99	TOE JAM AND EARL 31.99
DONALD DUCK - QUACKSHOT 32.99	OLYMPIC GOLD 31.99	TOKI 32.99
ESWAT 28.99	ONSLAUGHT 24.99	TURBO OUTRUN 31.99
F22 INTERCEPTOR 32.99	OUTRUN 31.99	TURRICAN 26.99
FANTASIA 31.99	PACMANIA 31.99	WHERE IN TIME IS CARMEN SANDIEGO? 39.99
FATAL LABRYINTH 22.99	PAPERBOY 31.99	WONDERBOY IN MONSTER WORLD 39.99
FIRE SHARK 31.99	PGA GOLF TOUR 31.99	WORLD CUP ITALIA 90 ..... 17.99
GALAXY FORCE 2 ..... 32.99	PHANTASY STAR 2 ..... 47.99	WRESTLE WAR 27.99
GHOULS N GHOSTS 35.99	PHANTASY STAR 3 ..... 39.99	XENON 2 ..... 31.99
GOLDEN AXE 27.99	PHELIOUS 28.99	ZERO WING 32.99



NOW WITH SONIC

Master System 2 with
Alex Kidd, Two Joypads and Sonic the Hedgehog
FREE Membership

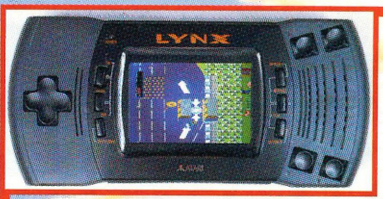
79.99

OR

Master System 2 with
Alex Kidd & Joypad
FREE Membership

49.99

ACTION FIGHTER 11.99	FLINTSTONES 24.99	PARLOUR GAMES 15.99
AFTERBURNER 24.99	G-LOC 24.99	POPULOUS 27.99
AIR RESCUE 26.99	GAUNTLET 24.99	PRO WRESTLING 20.99
ALEX KIDD IN HIGH TECH 24.99	GHOSTBUSTERS 24.99	R-TYPE 24.99
ALEX KIDD IN SHINOBI 24.99	GHOULS N GHOSTS 24.99	RUNNING BATTLE 24.99
ALEX KIDD LOST STARS 24.99	GOLDEN AXE 24.99	SECRET COMMAND 12.99
ALIEN STORM 24.99	GOLFAMANIA 26.99	SENNA SUPER MONACO 28.99
AMERICAN PRO FOOTBALL 24.99	GREAT VOLLEYBALL 9.99	SHADOW DANCER 26.99
ASTERIX 26.99	HEAVYWEIGHT CHAMP 19.99	SHADOW OF THE BEAST 27.99
BACK TO THE FUTURE 3 ..... 28.99	HEROES OF THE LANCE 26.99	SHINOBI 24.99
BONANZA BROTHERS 24.99	IMPOSSIBLE MISSION 24.99	SONIC THE HEDGEHOG 24.99
BUBBLE BOBBLE 24.99	INDIANA JONES 24.99	SPEEDBALL 24.99
CALIFORNIA GAMES 24.99	JOE MONTANA FOOTBALL 24.99	SPIDERMAN 24.99
CASINO GAMES 24.99	LASER GHOST 24.99	STRIDER 24.99
CHAMPIONS OF EUROPE 28.99	LEADERBOARD 24.99	SUPER KICK OFF 28.99
CHASE HQ 2 ..... 26.99	MICKEY MOUSE 24.99	SUPER MONACO GRAND PRIX 24.99
CHESS 28.99	MOONWALKER 24.99	SUPER SPACE INVADERS 26.99
COLUMNS 20.99	MS PACMAN 24.99	SUPER TENNIS 9.99
DARIUS 2 (SAGAIA) 26.99	NINJA 9.99	TEDDY BOY 9.99
DONALD DUCK 26.99	NINJA GAIDEN 26.99	ULTIMA 4 ..... 31.99
DOUBLE DRAGON 24.99	OLYMPIC GOLD 28.99	WIMBLEDON TENNIS 28.99
DRAGON CRYSTAL 24.99	OPERATION WOLF 22.99	WONDERBOY 20.99
DYNAMITE DUX 24.99	OUTRUN EUROPA 28.99	WONDERBOY 3 ..... 24.99
ENDURO RACER 9.99	PACMANIA 27.99	WORLD SOCCER 20.99
F16 FIGHTER 15.99	PAPERBOY 24.99	XENON 2 ..... 24.99



Atari Lynx 2 with
Free Mains Adaptor
Free Special Reserve Membership

84.99

Back-lit colour screen for night or day playing. 4096 colours. 64K RAM. 4 channel sound. Powerful 16MHz processor. 8 meg game capacity. Lemmings coming soon.

APB 23.99	HARD DRIVIN' 23.99	S.T.U.N RUNNER 23.99
AWESOME GOLF 23.99	HOCKEY 23.99	SCRAPYARD DOG 26.99
BASEBALL HEROES 23.99	HYDRA 23.99	SHANGHAI 23.99
BASKETBRAWL 23.99	KLAX 23.99	SLIMEWORLD 23.99
BILL AND TED'S EXCELLENT ADVENTURE 23.99	LYNX CASINO 23.99	SUPERSKWEEK 23.99
BLUE LIGHTNING 23.99	NFL FOOTBALL 23.99	TOKI 23.99
CHECKERED FLAG 23.99	NINJA GAIDEN 23.99	TOURNAMENT CYBERBALL 23.99
CHIPS CHALLENGE 23.99	PACLAND 23.99	TURBO SUB 26.99
CRYSTAL MINES 2 ..... 23.99	PAPERBOY 23.99	ULTIMATE CHESS 27.99
DIRTY LARRY - RENEGADE COP 23.99	QIX 26.99	VIKING CHILD 23.99
GATES OF ZENDECON 23.99	RAMPAGE 23.99	WARBIRDS 23.99
GAUNTLET 3 ..... 26.99	RAMPART 23.99	XENEPHOBE 23.99
	ROAD BLASTERS 23.99	XYBOTS 23.99
	RYGAR 23.99	ZARLOR MERCENARY 23.99

GAME GEAR EXTRAS



SEGA TV ADAPTOR FOR GAME GEAR (TURNS GAME GEAR INTO A HANDHELD TV) 69.99

AV CABLE (LINKS TV TUNER TO A VIDEO RECORDER) 8.99



BATTERY PACK FOR GAME GEAR (RECHARGEABLE FROM MAINS ADAPTOR) 29.99



BEESHU MAGNIFIER 11.99

WIDE GEAR MAGNIFIER 14.99



LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99

LEDA CARRY CASE FOR GAME GEAR WITH SCREEN CLEANING KIT 12.99



GEAR MASTER CONVERTER (ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR) 17.99

GEAR TO GEAR CABLE (LINKS 2 GAME GEARS) ... 5.99
STEREO EARPHONES (SEE PICTURE IN LYNX SECTION) 3.99
CARRYBAG FOR GAME GEAR OR LYNX 2 (SEE PICTURE IN LYNX SECTION) 10.99
CAR ADAPTOR FOR GAME GEAR (PLUGS INTO CIGAR LIGHTER FOR POWER) 17.99
MAINS ADAPTOR FOR GAME GEAR (SWITCHABLE TO WORK WITH LYNX, GAMEBOY AND OTHER APPLIANCES) 12.99
SEGA MAINS ADAPTOR FOR GAME GEAR 14.99

MASTER SYSTEM EXTRAS



CHAMP EXPLORER JOYSTICK FOR MEGADRIVE OR MASTER SYSTEM 19.99



COMPETITION PRO STAR EXTRA FOR MASTER SYSTEM 13.99



REMOTE CONTROL JOYPAD FOR MASTER SYSTEM 27.99



SG JETFIGHTER JOYSTICK FOR MEGADRIVE OR MASTER SYSTEM 12.99

SEGA CONTROL STICK FOR MASTER SYSTEM 13.99

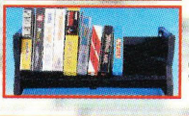
TURBO RAPID FIRE JOYPAD FOR MEGADRIVE OR MASTER SYSTEM (SEE PICTURE IN MEGADRIVE SECTION) 12.99



SEGA LIGHT PHASER GUN 27.99

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99

SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES 8.99



LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99

ATARI LYNX EXTRAS



SUN VISOR AND SCREENGUARD FOR LYNX 7.99



STEREO EARPHONES FOR USE WITH GAMEBOY, GAME GEAR OR LYNX (ALSO FOR USE WITH PERSONAL STEREOS) (COLOURS MAY VARY) 3.99



BATTERY PACK FOR LYNX (REQUIRES SIX HP2 BATTERIES) 7.99



CARRYBAG FOR GAME GEAR OR LYNX 2 10.99

CARRYBAG FOR LYNX 1 11.99

COMLYNX MULTI-PLAYER CABLE FOR LYNX 8.99
CAR ADAPTOR FOR LYNX 14.99
MAINS ADAPTOR FOR LYNX (SWITCHABLE) 12.99
ATARI MAINS ADAPTOR FOR LYNX (GENUINE ITEM) 14.99

MEGADRIVE EXTRAS



CHAMP EXPLORER JOYSTICK FOR MEGADRIVE OR MASTER SYSTEM 19.99



COMPETITION PRO STAR EXTRA FOR MEGADRIVE 14.99



ARCADE POWER STICK FOR MEGADRIVE 34.99



QS135 PYTHON JOYSTICK FOR MEGADRIVE 9.99



REMOTE CONTROL JOYPADS FOR MEGADRIVE (2 PADS) 34.99



STRIKER JOYPAD FOR MEGADRIVE (WITH RAPID FIRE AND STEREO HEADPHONE SOCKET) 24.99



TURBO RAPID FIRE JOYPAD FOR MEGADRIVE OR MASTER SYSTEM 12.99

SEGA CONTROL PAD FOR MEGADRIVE (GENIUNE ITEM) 16.99
CARRYBAG FOR MEGADRIVE 17.99
SEGA SOFT CARTRIDGE CASE FOR MASTER SYSTEM OR MEGADRIVE GAMES (SEE PICTURE IN MASTER SECTION) 8.99
LEDA STORAGE RACK FOR CARTRIDGES (SEE PICTURE IN MASTER SECTION) 9.99
SEGA POWER BASE CONVERTER FOR MEGADRIVE (ALLOWS USE OF MASTER SYSTEM GAMES) 27.99
ACTION REPLAY CARTRIDGE FOR MEGADRIVE (ALLOWS CHEAT CODES TO BE ENTERED TO GAME FOR INFINATE LIVES, CREDITS ETC.) 32.99
CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99
MONITOR LEAD - MEGADRIVE TO PHILLIPS 8833 MK 2 MONITOR 9.99
SCART LEAD - MEGADRIVE TO TELEVISION WITH SCART INPUT (GIVES MONITOR QUALITY PICTURE) 9.99

PHONE 0279 600204 TO PLACE YOUR ORDER BY CREDIT CARD OR ASK FOR OUR FREE 8-PAGE COLOUR CATALOGUE CATALOGUE

Special Reserve
Games Club

WE DO NOT SELL GREY IMPORTS



Gameboy 69.99

Tetris, Batteries, Headphones, 2 Player Lead
FREE Special Reserve Membership worth £6.99
FREE Gameboy Holsters and Belt worth £9.99
FREE £3.00 Special Reserve Replay Voucher



AND - IF YOU BUY A GAMEBOY AND A GAME *FREE* Gamelight as well (see picture right) (please claim all *FREE* items on order form)

ADVENTURE ISLAND 23.99	DOUBLE DRAGON 21.99	HYPERLODE RUNNER 16.99	ROBOCOP 23.99
ALLEYWAY 21.99	DOUBLE DRAGON 2 23.99	KICK OFF 24.49	SIDE POCKET 21.99
BALLOON KID 21.99	DR FRANKEN 25.99	KID ICARUS 21.99	SKATE OR DIE 21.99
BART SIMPSON' S ESCAPE	DR. MARIO 21.99	KUNG FU MASTER 16.99	SNEAKY SNAKES 23.99
FROM CAMP DEADLY 23.99	DRAGON'S LAIR -	KWIRK 21.99	SNOOPY'S MAGIC SHOW 23.99
BATMAN 23.99	THE LEGEND 25.99	MARBLE MADNESS 23.99	SOLOMON'S CLUB 23.99
BILL AND TEDS EXCELLENT	DUCK TALES 23.99	MERCENARY FORCE 23.99	SPIDERMAN 21.99
ADVENTURE 25.99	DYNA BLASTER 16.99	MOTOR CROSS MANIACS 16.99	SUPER MARIO LAND 21.99
BLADES OF STEEL 23.99	FOOTBALL INTERNATIONAL 23.99	NAVY SEALS 21.99	SUPER RC PRO-AM 23.99
BOULDER DASH 23.99	FORMULA 1 RACE (WITH	NEMESIS 21.99	TEENAGE MUTANT
BOXXLE 16.99	4 PLAYER ADAPTOR) 27.99	NINTENDO WORLD CUP 21.99	HERO TURTLES 23.99
BUBBLE BOBBLE 23.99	GARGOYLES QUEST 21.99	OTHELLO 21.99	TENNIS 19.49
BUBBLE GHOST 21.99	GAUNTLET 2 23.99	PACMAN 23.99	TERMINATOR 2 26.99
BUGS BUNNY 21.99	GHOSTBUSTERS 2 21.99	PAPERBOY 21.99	TRAX 21.99
BURAI FIGHTER DELUXE 16.99	GOLF 19.99	PRINCESS BLOBETTE 23.99	TURRICAN 25.99
BURGERTIME DELUXE 21.99	GREMLINS 2 23.99	Q-BERT 23.99	WIZARDS AND WARRIORS 21.99
CASTLEVANIA 16.99	HOME ALONE 23.99	QIX 21.99	WWF SUPERSTARS 23.99
CHASE HQ 23.99	HOOK 23.99	R-TYPE 23.99	
CHOPLIFTER 2 23.99	HUNT FOR RED OCTOBER 23.99	REVENGE OF THE GATOR 21.99	

SPECIAL RESERVE REPLAY VOUCHER WORTH £3.00 WITH EVERY GAMEBOY GAME

GAMEBOY EXTRAS



MAGNILIGHT FOR GAMEBOY (MAGNIFIER AND LIGHT) 13.99



KONIX G.B. HOLSTER FOR GAMEBOY (ATTACHES TO BELT) 8.99



STEREO EARPHONES FOR USE WITH HAN-HELDS OR PERSONAL STEREOS (COLOURS MAY VARY) 3.99



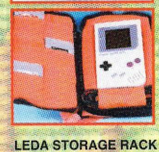
NAKI ACTION PACK RECHARGABLE BATTERY FOR GAMEBOY (LASTS 5 HOURS - SLOTS INTO BACK) 19.99



BATTERY PACK FOR GAMEBOY (RECHARGEABLE FROM MAINS ADAPTOR) 23.49



LEDA CARRY CASE FOR GAMEBOY WITH SCREEN CLEANING KIT (STORAGE SPACE FOR EARPHONES, SCREEN CLEANING KIT & 4 GAMES) 9.99



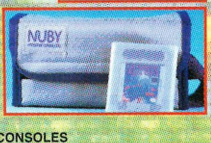
LOGIC 3 PROTECTOR CARRY CASE FOR GAMEBOY 9.99



GAMELIGHT FOR GAMEBOY (FOR DARK OR DIM LIGHT) 9.99

MAGNIFIER FOR GAMEBOY (2X MAGNIFICATION) 9.99

AMPLIFIER FOR GAMEBOY (STEREO SOUND) 9.99



NUBY GAME PAK CARTRIDGE CASE (HOLDS 12 GAMEBOY GAMES) 9.99

LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE) 9.99
HOLSTERS AND BELT FOR GAMEBOY WITH CARTRIDGE POUCH (AS SHOWN IN TOP LEFT PICTURE) 9.99

CLEANING KIT FOR ALL CONSOLES OR HAND-HELDS 6.99
NAKI REPLACEMENT SCREEN 7.99
MAINS ADAPTOR FOR GAMEBOY (SWITCHABLE) 12.99
4-PLAYER ADAPTOR FOR GAMEBOY 19.99

0279 600204

Open to 8pm Weekdays and to 5pm Weekends

ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99
We only supply members but you can order as you join.

The Special Reserve full colour club magazine *NRG* is sent to all members bi-monthly. *NRG* features full reviews of new games plus mini-reviews, all the gen on new products, the Special Reserve charts, Release Schedule of new games and hundreds of special offers.
PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.

We sell games and accessories, all at amazing prices, for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC, CDTV and IBM CD ROM.

Best Service, Best Prices, Biggest Selection
That's why over 100,000 people have joined Special Reserve.

PHONE 0279 600204 FOR FREE CATALOGUE



Super NES

With Controller and Super Mario World
Order Early. Initial supplies come with
Free Extra Controller and Free Stereo Lead **149.99**
And we'll also give you
Free Special Reserve Membership
Free Nintendo Mario Game & Watch
Free £5.00 Replay Voucher

SPECIAL RESERVE REPLAY VOUCHER WORTH £5.00 AND FREE MEMBERSHIP WORTH £6.99 WITH EVERY SUPER NES GAME

F-ZERO	37.99
SUPER R-TYPE	37.99
SUPER SOCCER	37.99
SUPER TENNIS	37.99

MORE GREAT GAMES DUE IN AUGUST

CLEANING KIT FOR CONSOLES OR HAND-HELDS	6.99
LEDA STORAGE RACK FOR CARTRIDGES (STACKABLE)	9.99
MONITOR LEAD - SUPER NES TO PHILLIPS 8833 MK 2 MONITOR	9.99



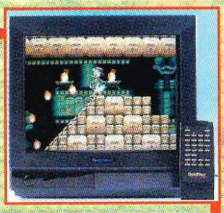
Philips 15" FST

TELEVISION-MONITOR FOR SUPER NES, MEGADRIVE, MASTER SYSTEM 1 OR AMIGA

224.99

FREE MEMBERSHIP
FREE SCART LEAD (IF AMIGA OR SEGA)

WITH REMOTE CONTROL, AUTO PROGRAMMING AND TWO YEAR WARRANTY. GIVES MONITOR QUALITY PICTURE FROM MEGADRIVE/MASTER 1 OR AMIGA WITH SCART LEAD OR WORKS WITH SUPER NES FROM IT'S EURO CONNECTOR.



Goldstar 14"

TELEVISION-MONITOR FOR SUPER NES, MEGADRIVE, MASTER SYSTEM 1 OR AMIGA

159.99

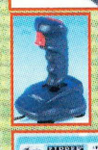
FREE MEMBERSHIP
FREE SCART LEAD (IF AMIGA OR SEGA)

WITH REMOTE CONTROL AND SCART INPUT. GIVES MONITOR QUALITY PICTURE FROM MEGADRIVE/MASTER 1 OR AMIGA WITH SCART LEAD OR WORKS WITH SUPER NES FROM IT'S EURO CONNECTOR.

NES EXTRAS



NES DOUBLE PLAYER REMOTE JOYSTICK 44.99



QS130N PYTHON JOYSTICK FOR NES 9.99



ZIPPER JOYPAD FOR NES 15.99



MAX TURBO JOYPAD FOR NES 23.99



STARFIGHTER JOYPAD FOR NES 9.99



ADVANTAGE JOYSTICK FOR NES 34.99



FUNFILE STORAGE CASE FOR NES GAMES 11.99



LEDA STORAGE RACK FOR CARTRIDGES 9.99

ZAPPER LIGHT GUN 29.99
EXTENDER CABLES FOR NES JOYPADS (PAIR) 14.99



NES Action Set 99.99

with Zapper Light Gun, 2 Joypads, Super Mario Bros and Duck Hunt
FREE Special Reserve Membership

NES Mario Set 79.99

with Super Mario Bros, 2 Joypads
FREE Special Reserve Membership

A BOY AND HIS BLOB 31.99	DR. MARIO 31.99	KICK OFF 32.49	STAR WARS 47.99
ADVENTURE OF LINK 37.99	DRAGON'S LAIR 37.99	LEGEND OF ZELDA 37.99	SUPER MARIO BROS 28.49
BAD DUDES 17.99	DUCK HUNT 31.99	LITTLE NEMO 31.99	SUPER MARIO BROS 2 37.99
BATMAN 42.99	(ZAPPER GAME) 28.49	LOW G MAN 32.99	SUPER OFF ROAD RACER 28.49
BATTLE OF OLYMPUS 32.99	DUCK TALES 42.99	MEGA MAN 2 42.99	SUPER SPIKE V-BALL 32.99
BLADES OF STEEL 31.99	EXITEBIKE 24.99	NEW ZEALAND STORY 40.99	SWORDS AND SERPANTS 32.99
BOULDER DASH 28.49	FAXANADU 17.99	NINTENDO WORLD CUP 32.99	TEENAGE MUTANT
BUBBLE BOBBLE 28.49	GAUNTLET 2 38.99	PUNCH OUT 28.49	HERO TURTLES 17.99
BUGS BUNNY BLOW OUT 42.99	GOLF 28.49	RAD RACER 28.49	TERMINATOR 2 39.99
CASTLEVANIA 28.49	GUMSHOE (ZAPPER GAME) 28.49	RAINBOW ISLAND 40.99	TETRIS 28.49
CAVEMAN NINJA 39.99	HOGAN'S ALLEY	RESCUE RANGERS 42.99	TIME LORD 35.99
CRACK OUT 31.99	(ZAPPER GAME) 28.49	SHADOWGATE 47.99	TOP GUN - THE
DIGGER - LEGEND OF	HOOK 40.99	SIMPSONS 37.99	SECOND MISSION 42.99
THE LOST CITY 37.99	HUNT FOR RED OCTOBER 40.99	SKATE OR DIE 28.49	TRACK AND FIELD 2 32.99
DONKEY KONG CLASSICS 24.99	HYPER SOCCER 31.99	SNAKE RATTLE AND ROLL 28.49	WILD GUNMAN (ZAPPER) 28.49
DOUBLE DRAGON 2 37.99	JACK NICKLAUS GOLF 32.99	SOLAR JETMAN 28.49	WWF WRESTLING 32.99
DOUBLE DRAGON 3 42.99	JACKIE CHAN KUNG FU 40.99	SOLSTICE 17.99	

SPECIAL RESERVE REPLAY VOUCHER WORTH £4.00 WITH EVERY NES GAME. NES GAMES INCLUDE FREE MEMBERSHIP WORTH £6.99 (CLAIM IT WHEN YOU JOIN)

Inter-Mediates Ltd. Registered Office: 2 South Block, The Maltings, Sawbridgeworth, Herts CM21 9PG.

INEVITABLY, SOME GAMES MAY NOT YET BE RELEASED. PLEASE PHONE SALES ON 0279 600204 FOR LATEST RELEASE DATES AND STOCK AVAILABILITY. HARDWARE SUPPLIED TO UK MAINLAND ONLY.

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) GAME ZONE 21

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or Membership £6.99 UK, £8.99 EEC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

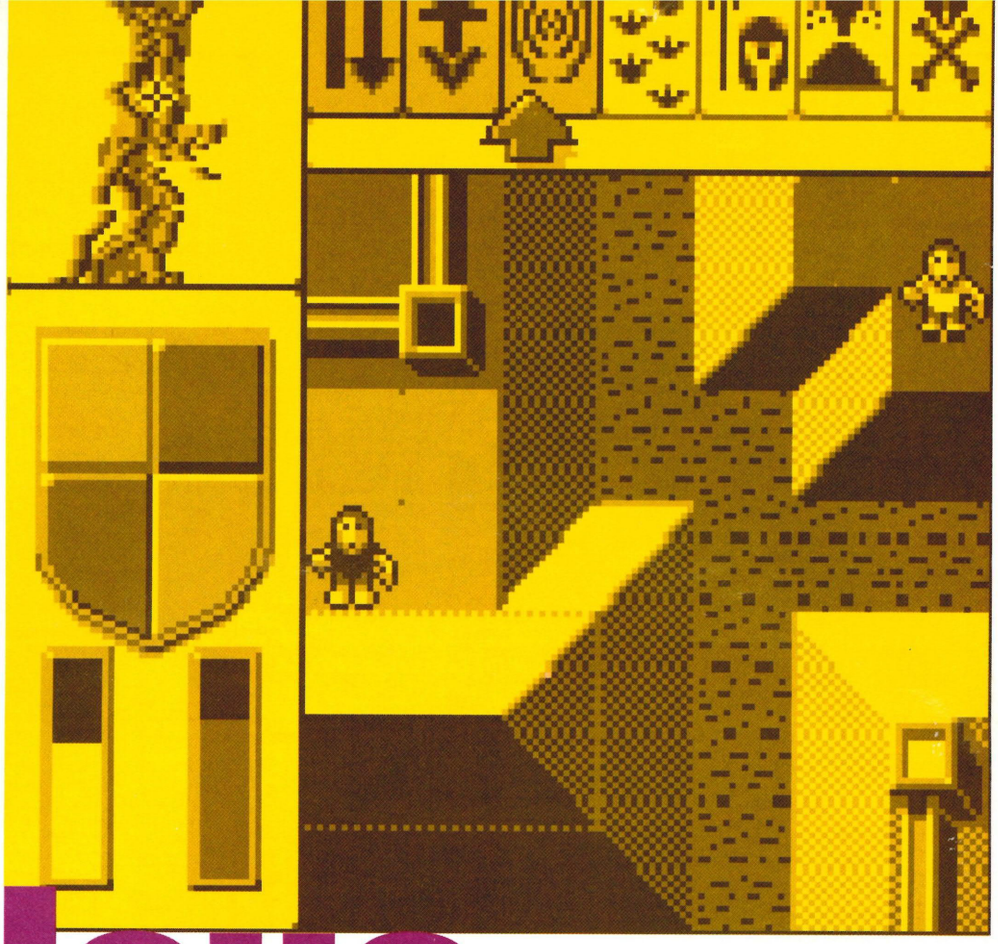
Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No_____

Credit card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge
World software orders please add £1.00 per item.
Non-software items please add 10% EEC or 25% World.
Overseas orders must be paid by credit card.





populous

When Peter Molyneux (creator of *Populous*, head of Bullfrog and all round big cheese) told me that *Populous* was coming out on the Game Boy I thought he was pulling my dongle rather severely. I mean, the Game Boy can hardly cope with *Space Invaders* so how on earth they can get a game as big and complex as *Populous* on it is anyone's guess.

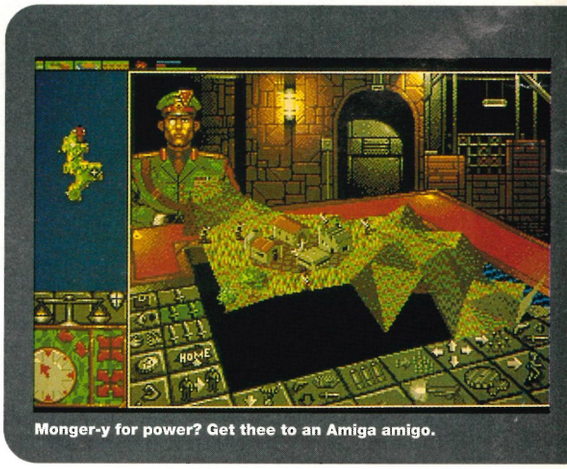
But how wrong I was. Peter turned on the Game Boy and lo, there it was, *Populous*. Gad! I was so amazed that I felt like doing a little tap dance in a bucket of custard while playing the kazoo and you can't say there are many games which make you want to do that.

For those of you who have been living in a small damp cave for the past decade and haven't got a clue what *Populous* is, I'll explain. Basically you are God and you've got to make





The game *Populous* has been converted onto virtually every system known to man, from the SNES to Babbage's Calculating Machine. *(Hmm. Ed.)* But apparently it's now being done on the Game Boy. After a long chin-rubbing session *Daniel Pemberton* donned his special investigator hat and trotted off to Bullfrog HQ.



Monger-y for power? Get thee to an Amiga amigo.

populous II

At the moment old *Populous II* is being converted only to the Super Nintendo and the Mega Drive but don't be surprised if it continues its plan for world console domination by being released on every machine known to man. The game is basically *Populous* with knobs, but my what knobs! *(Steady on! Ed.)* In a way it's like comparing *Space Invaders* to something like *R-Type VII.*

As I said there are loads of extra features and effects ranging from really big volcanoes to fire or rain, swamps to the plague and hurricanes to baptismal fonts. The original *Populous* in fact gets rather trodden on and spat out by *Populous II* and considering how fabby *Populous* is, you can probably imagine how good *Populous II* is going to be.

The graphics and sound have all been done up as well with lots of attention to detail added. Now all the men and women have recognisable faces, the sea actually moves in time with the tide and when you get burnt your character turns into a lump of charcoal!! There are loads of little touches like this, but I haven't got the space to note them all I'm afraid.

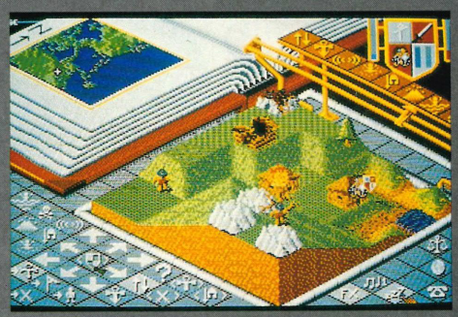
When *Populous II* was released on the Amiga it received brilliant reviews and scooped almost every award possible. I think we can expect it will do the same when it's released on the consoles! Smart!!



Spook, colour! Not Game Boy grabs, but SNES.



Come on baby light my fire, oh, you have.



Quick, et's build a beach on this Mega Drive version.

life as good as possible for your worshippers (the goodies – 'rah!) who in return will give you lots of power, commonly known as mana. Double 'rah!

all mod cons

Unfortunately there's a baddie god (the devil – boo, hiss!) and he and his no good bunch of followers tend to dislike you, which means there are lots of scraps between both sides.

But never fear 'cos you've got all the mod con effects that any happening god would have, ranging from lightning to floods, fires to hurricanes and volcanoes to whether or not Mr Jones from Lewisham should win the pools this week. *(Erm... I'm not too sure on that one. Ed.)* And you get to use all these effects on the opposition too, triple 'rah! Unfortunately the other god can also use the effects on you. Oh dear.

manamana

But to use these effects you need mana (power) and to get mana you need followers and to get followers you need flat land for them to build houses on. And to get flat land you simply raise or lower the ground. Nothing could be simpler.

In fact that's probably the reason why *Populous* is so playable and so successful all over the world, because of its simplicity and originality. Although it looks more complex than the cockpit of Thunderbird 3 it's dead easy to get the hang of. Within no time you'll be burning houses, setting off floods and making Mr Jones from Lewisham a very happy man. *(Look Pembers, there's no such mode as 'Win pools' okay? Get that into your thick skull. Ed.)*

To move around the world you either press on one of the arrow icons or click on the world map in the top left hand corner. In the middle of the screen is the close-up map where you carry out all your raising and lowering of land. Below this are the icons used to launch your special effects (called Divine Interventions). Simple eh? It's one of those games that takes a minute to learn and a lifetime to master.

"But hang on a tick," you may well say. "Aren't the graphics gonna be not much cop on the Game Boy?" Well believe it or not, they are. In fact they're pretty fab. And if you've had a butcher's at some of the screenshots on this page you've probably realised this. Little blokes walk around (who incidentally look really cute), trees grow, knights fight and houses... erm... sit around and do what most houses do. In a word it's 'actuallyextremelysmart'.

And talking of smart, one of *Populous'* best features was the two player mode. Unfortunately this wasn't used that much 'cos you had to lug your computer around to your mate's house, connect it to another TV and join the two computers together. Bit of a hassle really, unless you're some spoiled bast who's got two computers in which case you'll be laughing.

gravy and custard

But, as we all know, unlike big, bad computers, the Game Boy is extremely portable which makes two player games as easy to set up as throwing up after double helpings of gravy 'n' custard. And as we also know, two player *Populous* is the mutt's nuts. So now you and your mate can each play rival gods and kick the seven shades out of each other. And you can do this on the train, on a bed, in a cupboard or halfway up a lamp-post. In fact you can do it pretty well everywhere. Hurrah for handhelds!!

Yet another of the interesting features built into Game Boy *Populous* is the ability to switch from the normal isometric view to an all new overhead view. Whether this feature will be included in the final version is as yet undecided.

Each world is different, from your opponent god's strategies to the landscape but fortunately you can skip the worlds which you've already done by using the password system included in the game. Very handy considering that there are literally hundreds of worlds to complete. And having hundreds of worlds means that the game's gonna last for ages! Quadruple 'rah!

Populous is definitely a game you won't finish in a hurry. If everything goes as planned *Populous* is will be a complete stonker. If you're the kind of geezer who makes lists of Game Boy games to buy, put *Populous* at the top straight away. And if you're not... well um... make one anyway and stick *Populous* in at the top. This is going to be one of the most eagerly awaited Game Boy titles for ages. Incidentally *Populous* may also be coming out on the SNES, so stick with *Game Zone* for the latest news!

Out: tba
Price: £tba
Publisher: Bullfrog

powermonger

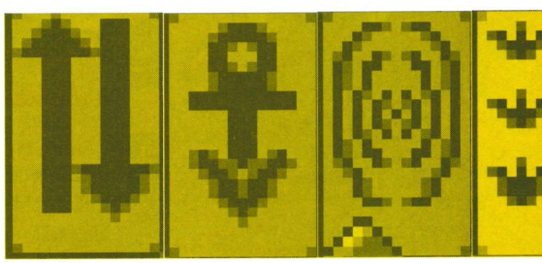
Powermonger at the moment is being converted to that big, hard, black slab of plastic known as the Mega Drive. Although it may look similar to *Populous*, it's very different.

You take control of an army captain and basically you want to control the world. Anyway on each level there are lots of different villages, cities and towns just begging to be captured. And once you've captured a village, town etc all its members will become part of your army and you can half-inch its food supply. Smart eh?

Not only that but if your lads are still feeling a tad peckish and the cupboard is bare, just feast on one of the many sheep which can be found littering the landscape. *(I know a trick you can do with some sheep. Ed.)* I don't think anyone really wants to know about that, thank you.

Also your men can invent different weapons ranging from swords to cannons and catapults to small water pistols like the ones on the front of issue three. *(Eh? Ed.)*

Powermonger, like all the other Bullfrog games, received rave reviews when it was first released on the Amiga and I wouldn't be surprised if it did the same on the Mega Drive. I also wouldn't be surprised if it was converted to lots of other consoles. Imperturbable, me.



reviews

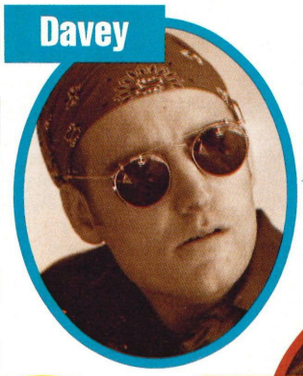
the cartridge family

By day they're *Game Zone* reviewers, but at weekends they're not: they cast aside their drab work attire, clamber into clothes of a more flamboyant nature and then board a tour bus to take their blend of folk/skiffle fusion to the masses. They are, of course, The Cartridge Family – the pop sensation. They love the world, it loves them and adventure is never far away. This month Janey is in a tizzy... we join them in the middle of a discussion.



Lord Paul "But I don't really see what we can do about it," said Paul after Janey had explained the position. Jeremy agreed: "They're probably better off dead anyway." Janey couldn't believe her ears and started to rant again... she had been talking about The Cartridge Family's local zoo and how terrible it was that the animals were to be killed due to lack of funds. She called Jeremy a cold-blooded murderer. She said Paul didn't care about the planet. She accused everyone of something. And then she burst into floods of tears. It was Niagara.







Jackie As usual, Jackie was the first to be affected by Janey's wailing and blubbing. They were eco-sisters and a deep rooted solidarity existed between them; they had long ago vowed not to stand idly by as mankind did horrible things to blind babies and animals. As animals were the subject of this debate, Jackie spoke out. "You thought there was nothing we could do. Well, there is. We could do a charity gig." Janey hugged her.



Jeremy Jeremy wasn't impressed: "I don't see the point," he said, "the reason the animals are in trouble is that the zoo can't afford their food, right?" Janey admitted it was something like that. "Okay," said Jeremy, "let's assume our charity gig does raise a bit of money... just how long will it last? The zoo will be out of food again within weeks, if not days, if not hours. I think it's best to let them die now. After all, if we do the gig it'll only get their hopes up. That's what I call cruelty." Janey answered Jeremy with yet another speech from her tear ducts.





Viv Calm, collected and as pragmatic as ever, the Cartridge Family's talented percussionist tried to put things into perspective: "Don't cry, Janey," she whispered, "Hear what I have to say." Janey blew her nose, wiped her eyes with the back of her hand and sniffed. Soon all was quiet. "Okay," said Viv, "There is some truth in what Jeremy says





ews



– our gig could never raise enough money to keep the animals indefinitely." Janey wailed. "But we could make enough money to look after some of them ourselves. It would only be a few of them, but..."

Amaya Amaya interrupted excitedly: "...but it would be better than none." "Exactly," replied Viv. There were several murmers from the others: "Brilliant," said Lord Paul... "Yes," said Jackie... "Snuffle," said Janey... "Waste of time, let them die," said Jeremy. Overall though, the response to Viv's idea was raptuous, till Amaya voiced what everyone else was wondering: "So which should we save?" Janey asked the same question, though it was worded differently: "Sniff, so (blub) which of the poor animals are we (sniff) going to leave to die (blub)." It was time for a vote.

David "I'm quids in for some assassin bugs or a Scandinavian cockroach. Hey, or maybe a grey short-tailed dung bat," said David. He looked at the others and realised they were less than impressed. "Bush babies?" suggested Amaya. "Oh, yes, bush babies," babbled Jackie. Viv and Janey agreed. Jeremy didn't: "Why do girls always gush over bush babies?" he said. "If we're going to do this then let's save something impressive, like an alligator. They're very intelligent, alligators – you can teach them to speak."

Janey "Oh no," screamed Janey, "We've forgotten the dolphins. They're so gentle. Their brains are bigger than ours. They're so clever. All they ever want to do is play." Jeremy interrupted: "The only reason they always play around is because they never evolved arms or hands – there's not much else to do. And if they're so clever how come they always end up in tins of tuna?" Janey glared. Jeremy apologised. "Look," said Paul as squabbles broke out elsewhere, "We'll have to put the names of the animals in a hat. Those we draw out will be the ones we save.

Dunc Dunc watched lazily as Paul and Viv wrote the animals' names on paper. "Can I put the radio on?" he asked. Paul said it was a good idea as they'd be busy for at least three hours and could do with some music... *"Now, a news update on the zoo slaughter. A spokes-person said moments ago that many of the animals had suffered a protracted and painful death. The bush babies had the worst time of it and Benny the dolphin had blood gushing from his air-spout as he panicked and floundered in the water..."* The entire Cartridge Family wept openly.



The Partridge Family*

*Who once nearly adopted a dolphin and three pygmy hippos.







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



If you've read it once you've read it a thousand times so why not for the 1001st time? It's the bit you love to hate; we tell you what it's all abaht and you say, "I knew that already".



CONSOLE

HANDHELD

IMPORT

game zones

Game Zone **of course is two mags in one. First there's the ultra fab Console section dealing with those big basts who sit on your table and look mean. Then there's the even fabber *Massive* – devoted to all those handhelds that love to sit on your palm and purr. In both sections you'll come across the occasional Import, a game that isn't officially available in this country yet but can be found loitering in the vaults of certain shops or mail order companies.**

MEGA ZONE

Games scoring 90 in their overall (not at all average) score win a Mega Zone which isn't a new undergound ticket but shorthand for "This game is the complete and utter business".

ZONE GROAN

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

what's on

Now you might think that working on *Game Zone* is all about playing games. Well you'd be wrong. We, er... well we play games sometimes... then we play other games. You get the picture. These are some of the games that have been getting our picture during the making of this issue.

1. **Super Tennis** SNES
2. **Super Kick Off** Game Gear
3. **Tiny Toon Adventures** Game Boy
4. **European Cup Soccer** Mega Drive
5. **Little Nemo** NES



Sim

Who would have thought that anyone would bring out a game based on Milton Keynes? I mean, can you imagine Infogrames (the original developers of *Sim City*) during a development meeting?

"I think we should bring out a deep space shoot 'em-up."

"Narr."

"A platform game?"

"Narr."

"One based on the town planning of Milton Keynes then."

SUPER NES

"Anyone want to review a town planning game?" asked Paul slyly. Stony silence then a lightbulb. "If you mean *Sim City* on the SNES, I'll do it" cried *Jeremy Daldry*.



A Game speed. Three settings; stop, very slow, slow and almost fast.

B Auto options. Here you can chose to turn on or off the background music and auto bulldoze options.

C Disaster Menu. Here you can choose whether to turn on one (or any number of) whirlwinds, tidal waves, plane crashes, fires, earthquakes or monster Bowzer attacks. One of the few game drawbacks is that disasters are either on or off. There's no random element. If you see what I mean, Harry.

don't panic*

*it's not as complicated as it looks

It might look like a nightmare, but once you've mastered *Sim City's* control system you can zip round like nobody's business.

1. **Bulldozer, *$1 a go.*** Simply blows up any accidentally built buildings or roads.
2. **Road, *$10 per section.*** Speaks for itself really. Not as efficient as a rail link, but half the price.
3. **Rail, *$20 per section.*** More like an underground system than the BR we know and love, if you can afford it probably the best transport system you can lay down.
4. **Power line, *$5 per section.*** No home should, or indeed can, be without them. Connects your power station with your property. However you don't need this if two properties are touching.
5. **Park, *$10 a go.*** Especially useful for bumping up house prices, for putting round smoggy industrial zones and for picking up ladies of the night (it's lonely at the top).



"You what?"

"Not Milton Keynes exactly, but the development and planning of a new town. You have a budget out of which you must build residential, industrial and commercial zones, as well as a power station for electricity and..."

"Cop shops to protect them."

"Exactly."

"But how will you replace your budget? Once you've spent all your money, what then?"

City

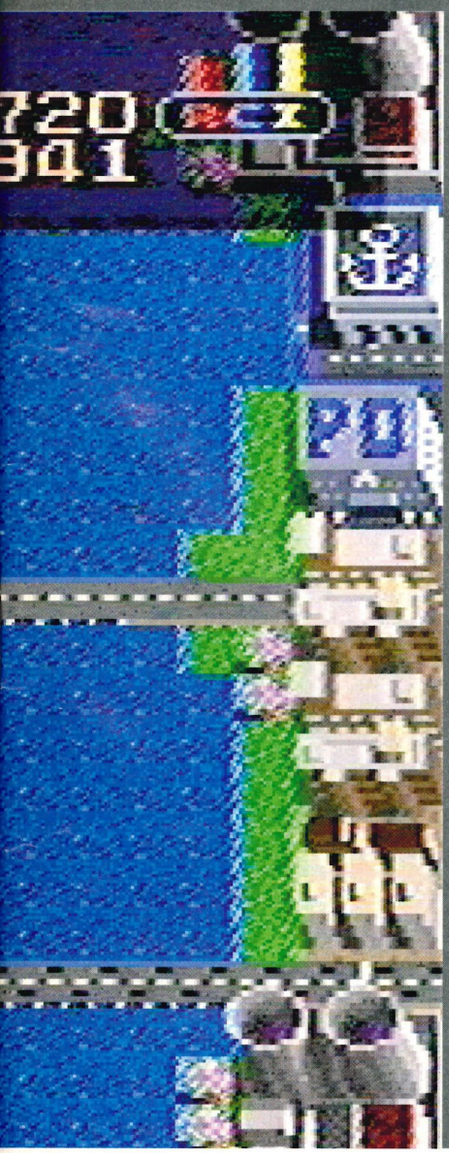
6 Residential area, $100 each. Where your population lives. The location of a dwelling will effect the rate that can be charged.

7 Commercial zone, $100 each. Shops, offices and suchlike. Best placed near to your residential areas.

8 Industrial zone, $100 each. Factories and industry mean smog and pollution so they mustn't be too close to residential zones. too far

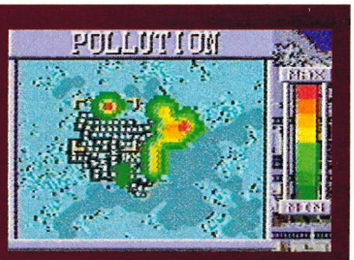
9 Police department, $500 each. Affectionately known as cop shops. Protect your population from the rougher members of your community. PD's effectiveness lessens the further away from the station you get, so if your city is biggish you might need several.

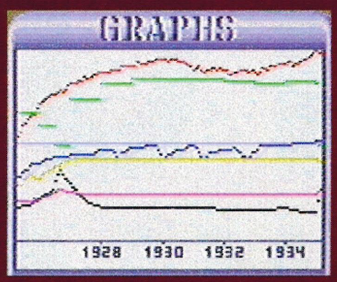
10 Fire department, $500 each. Same kind of role as the police really except instead of fighting crime, they fight fire. *(Inspired. Ed.)*



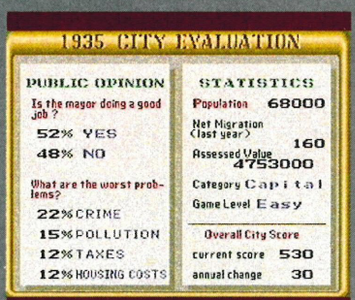
D Information. This is the most important menu choice 'cos here you can see what all your population think of you. It's broken down into a number of sub menus. *(God, this is all getting very complicated. Ed.)*

i A series of maps can be accessed here that allow you to view the distribution and intensity of various factors. Such as where the worst pollution or highest population growth is. It also shows where the best discos are, and the most likely place you can score on a Saturday night. *(You have got to be joking. Ed.)*





ii I like graphs, loads of little zippy lines that are supposed to tell you something. Here there are more graphs than you could shake a stick at. Constantly updating, you can check on the growth of your residential, commercial and industrial zones as well as the crime rate and pollution levels. The general idea being that all the lines are either going up or at least jogging along at the same level. You know when you've got probs when all the lines are scraping alone the bottom and your population are shouting for your blood. It all looks very pretty through. Bit like art innit?



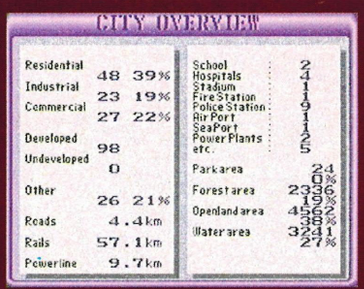
iii Usually best to check this at the beginning of each year 'cos this shows how popular you are and what the public want to see improved. It also shows what they think of your progress so far. If you want a decent figure here it's usually best not to bug them too much

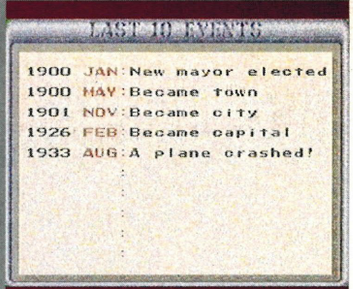
iv Yet more techie info. This gives you coverage percentage breakdowns, so you can make sure that commercial, residential and industrial zones develop equally. Uneven development can mean major road, unemployment and pollution problems.

11 Stadium, $3000 each. Bread and circuses. It serves no real purpose except to give your folk something to do on a Saturday afternoon, but it keeps them happy so they don't leave.

12 Sea port, $5000 each. Allows ships to dock. Place near shipping lanes.

13 Coal power stations, $3000 each. Cheaper than nuclear but much dirtier.





v Little more than a personal notebook. Every time something of note happens the cart jots it here.Including apointments at the dentist, and that all important up and coming manicure.

vi The bank, which you can approach for a loan of $10,000 over 20 years paying it back at the very reasonable rate of $500 a year. Not unlike my own loveable bank really.

vii Supposedly a model of your growing city, this is little more than a chance to view the playing area from a slightly different angle.

14 Nuclear power station, $5000 each. Cleaner than coal but risk of melt-downs.

15 Airport, $10,000 each. Luxury item, but if you do splash out it'll help your commercial zones no end.

16 Special Free. Every now and again the console will offer you the chance to build a special building, such as a zoo, amusement park, bank or railway station.

E Save game option. Well it lets you save your game. Surprise, surprise.

F Help. Click on this and a rather sweet little professor will appear and give you no end of useful advice.

G Magnifying glass. Rather nifty this, if you want to see what the actual value of each property is, just call up your magnifying glass and you can peer down and it all becomes clear. Spooky.

H Your population. Hopefully this will always be going up.If it isn't you need to import a couple of tons of cook-in sauce candlelit dinners, a couple of hundred gallons of Frascati and some Barry White albums and then let your population get on with it.

I Your dosh. If it wobbles between being ultra rich and skinter than a skint thing you could be heading for a real cash flow problem.

"Well, you collect rates at the end of each year on the property that is built on your land."

"Won't that make it easy?"

"No, because each year you'll have to shell out the city's running costs from the rates.

"How do you lose then?"

"Ermm, how about if the population is polled on the aspects of the city they think need improving. So if the place gets too dirty, the city will demand you do something about the pollution."

"And if you don't?"

"They leave your city, they migrate, your rates from the property drops, your industry and commerce fail and you're up a creek without a paddle."

basingstoke

Sim City is a classic game. I love it. Despite being joypad based the control system suffers not and the graphics are clear, crisp and spankingly good. A classic, classic game that is so playable you will be up all night. The best version of *Sim City* to date.

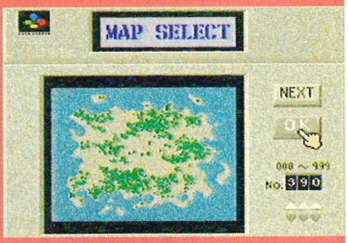
rise and fall...

Want to play a god? Want to build your own little empire? Well if you do, follow the *Game Zone* 13-point play for world dominance.

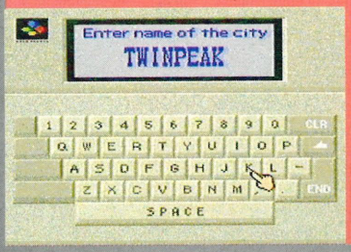
1 Take the plunge. Have you ever dreamed of a little two up two down somewhere, small garden and maybe a decrotive fish pond? Then do it, decide to break out from your everyday humdrum existence and create that little place that's just what you've always wanted.



2 Select the terrain you want to build your paradise on. There are 999 to choose from.



3 All good cities need a name, and yours is no exception. *(You're so original Daldry. Ed.)*



4 At last, that little piece of virgin land you've always wanted. It's all yours. It's home.



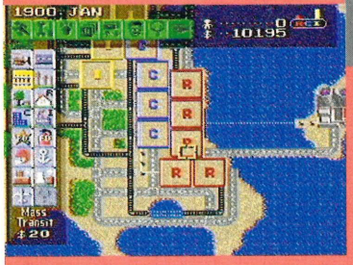
5 First things first, your potential Utopia will need power. A nuclear power plant (near some water, so it won't melt down and take half your little people with it, in one of the biggest firework displays you are likely to see) should do the trick. *(Doesn't sound very Utopian to me. Ed.)*



6 Bung down some residential, commercial and industrial zones for your population to live, shop and work in.



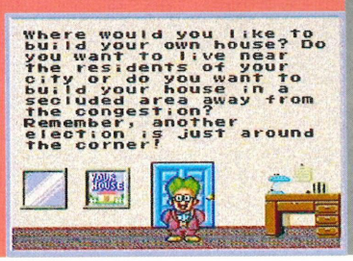
7 Now build up your infrastructure; road and rail links, power lines and the like. You could even place an airport or port, but it's usually best to let your city grow a bit first. (Though if you're in malicious mode you could build a beautiful village and whack an airport right in the middle.) Be careful when placing road and rail links; transport congestion probs are a real dog.



8 Your city is gonna need protection, so it's best to have the occasional police and fire station. Unless you want the suckers to fry.



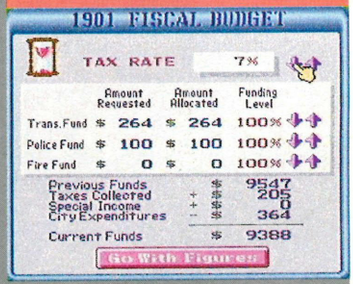
9 You'll want a place of your own. It's best to give some thought to where...



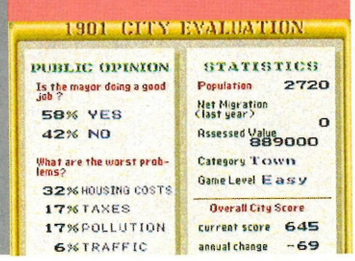
10 ... 'cos the area around it will go up in value and peeps will move there.



11 Once you've survived your first year, the Fiscal Budget screen will automatically appear.



12 You can now see what your community think of you by checking out the ratings.



YOU KNOW THE COMPUTER YOU'VE ALWAYS DREAMT ABOUT?

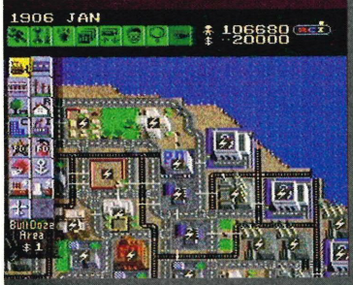


the same old story

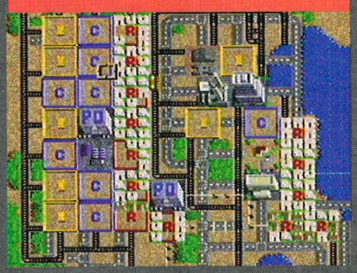
Not only can you vent your megalomaniac tendencies, and build your own little city, but you can also take over other people's. The only catch being that these cities are in the middle of some horrible disaster and it's up to you to sort it all out.

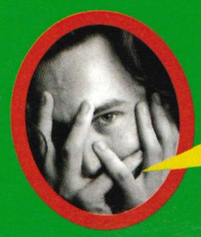
los angeles earthquake

Not a rioter in sight, but plenty of probs. The big, and long expected, LA earthquake has hit and it's up to you to rebuild a shattered city.



13 Time for some major expansion. Residential here, industrial there etc.





Verdict

They don't come much better than this. A classic version of a classic game.

detroit crime

Almost as hard as Bern, but not quite. You get to quell the looting, rioting and general bad behaviour that is spreading like Dairylea triangles through downtown Detroit.



bern traffic

This one's a bit of a bast. Bern has chronic traffic probs and it's up to you to resolve them.

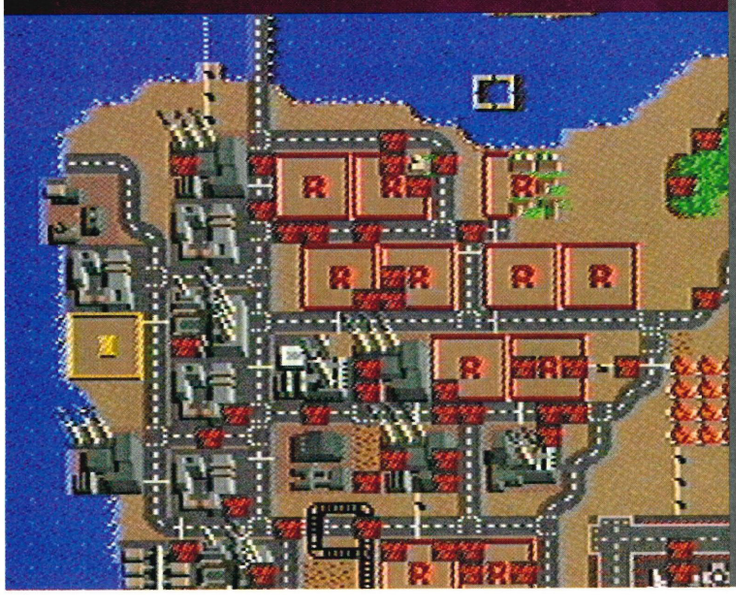


14 After many financial crises and years you'll have built up a major metropolis. Just call me Ed Koch.



boston meltdown

Boston's nuclear power station has gone critical and you're on red alert to to stop the glow and re-establish a power grid. How do you go about it? Well loads of power lines, loads of new stations, couple of hospitals and a band aid. There, there, there.



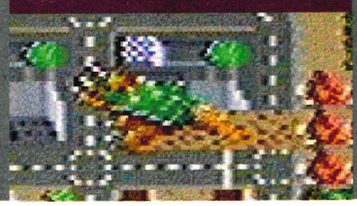
rio coastal flooding

Thanks to global warming, Rio is rapidly turning into one great boating pond.



monster mash

Tokyo is being attacked by a giant Bowser, who's gunning for a hidden Mario.



MEGA ZONE

END ZONE

Graphics

Sound

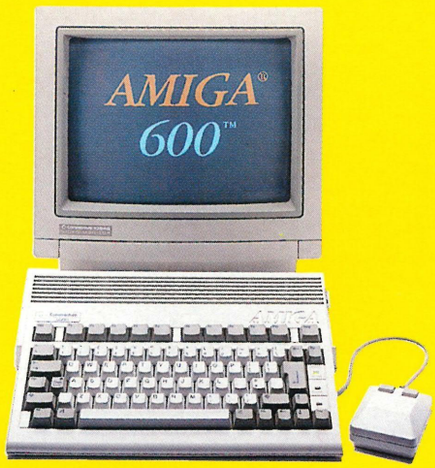
Addictiveness

Playability

OVERALL 95

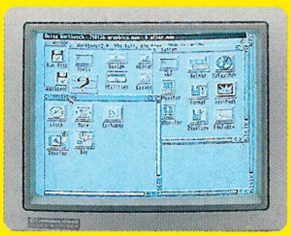
Out: July **Price:** £39.99
Publisher: Nintendo

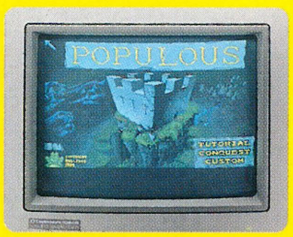
WELL, STOP DREAMING



THE NEW AMIGA 600 HAS ARRIVED









COMPLETE WITH FREE "AT HOME" MAINTENANCE FOR 1 YEAR

PACK INCLUDES DELUXE PAINT III†, WORKBENCH AND ONE GREAT GAME†. AMIGA 600 £399.99*, AMIGA 600 HD £499.99* (Prices include VAT).

Yes, this is reality. And yes, the world's best-selling home computer has been improved.

As soon as you get your hands on the new Amiga 600, you'll know you're dealing with something special. A lot more compact than the Amiga 500, yet packing even more punch, this machine is all you'd expect a 90's computer to be.

For example, it incorporates the very latest "Smart Card" technology which means quicker and easier loading than ever before.

What's more, the Amiga 600 will also run existing Amiga software titles – by far the largest range available for any 16-bit machine.

Of course, coming from the legendary Amiga family, the outstanding graphics, mind-blowing stereo sound and 1Mb RAM (expandable to 10Mb) will come as no surprise to anyone.

But if you really want to get serious, the unique Amiga 600HD with its impressive built-in 20Mb hard disk is for you.

And as if all that wasn't enough, we'll even come to your own home to repair your machine in the unlikely event of a malfunction.

AMIGA® 600™

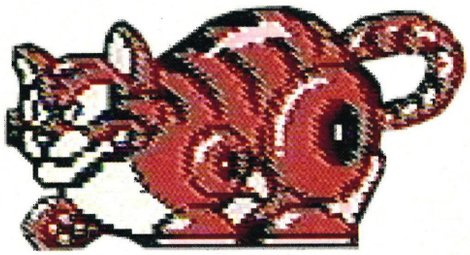
Commodore

Wake up to the Commodore Amiga 600. It's everything you've been waiting for.

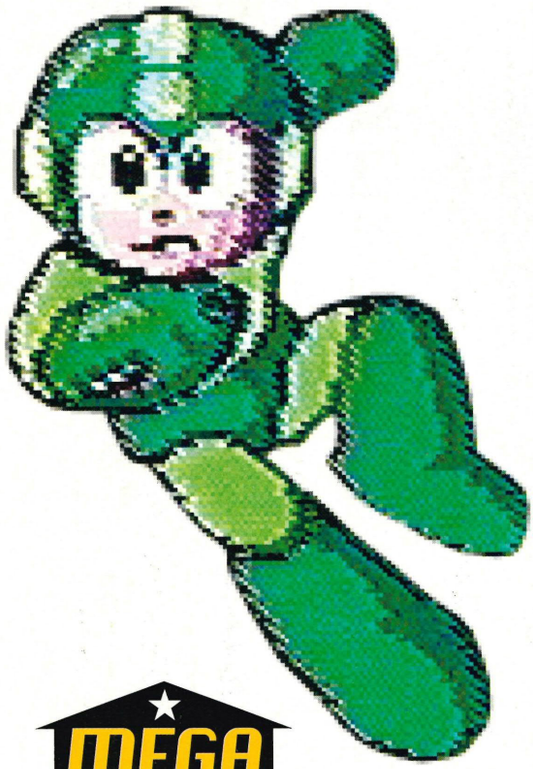
Call free on **0800 68 68 68** for your local Amiga stockist.

Available at most quality computer outlets. *Monitor not included. Smart Card titles and CD ROM upgrade to be released soon. †Software not included with Amiga 600HD.

mega man III



Duncan MacDonald couldn't think of an intro for his review of *Mega Man III*, so he decided to just waffle on for a couple of lines in the hope that nobody would notice. *(Except they did! Ed.)*



If you've been living in a cave for the last couple of years, something you may find strange about this game is that it's called *Mega Man **III***. "Why?" you'll wonder. Well, the answer is in fact incredibly complicated – and you may not understand the answer unless you concentrate very hard. Ready? Okay, then here's why this game is called *Mega Man III:* it's because there's already been a game called *Mega Man !* and there's also been a game called *Mega Man II*. This is the third game in the trilogy and so it's been called *Mega Man III*. Happy now? (Honestly, some of you are so mongy... to think you even bothered reading that.)

Anyway, so where does that leave us now? Hmmm, very probably with the majority of you saying "Oi, not so much of the 'mongy' if you don't mind – I didn't know you were going to say what you just said until I read it... If I'd known beforehand I **wouldn't** have read it and you'd have been jiggered." And I suppose you've got a point. I apologise then. I suppose what you'll be wanting to know instead is whether this third *Mega Man* game is as good as the others. And it is. But more of that later – like in the summing up paragraph towards the end of the review for instance. (Predictable? The *Game Zone* staff? Yes, we are as it happens.)

the plot (such as it is)

So, predictably, we get to the scenario bit. Actually, to spice this one up slightly, let's play a little game here...

Right. Just before you start reading the following piece of storyline blurb, exhale **all** the air from your lungs, and only inhale again once you've finished. Totally empty lungs is what I'm after. The idea is to see if you can digest the plot before you collapse through lack of oxygen and have to be taken to hospital, where the nurses will chastise you by saying: "What a silly thing to do! Fancy expelling all the air from your lungs and then not breathing in again!" Want to play along? Oh, go on. Great!

Ready, steady (exhale all air now)... Go!

"With a blast of blue energy and a bundle of new gadgets, the mighty mechanical hero, Mega Man, has burst onto the scene once again. Diabolical Doctor Wily appears to have joined forces with Mega Man's creator, Doctor Light. He has proposed to build, of all things, a giant peace-keeping robot. Elements from eight worlds are needed to complete the invention, and it's Mega Man's job to see that these mining worlds are conquered and rendered safe for exploration."

There, you can inhale now. Easy, wasn't it. You didn't have to go to hospital after all. Drat. Hey, another little game we could play is called 'Exhaling All The Air From Your Lungs And This Time Not Inhaling Again Until Tomorrow Afternoon At Three Fifteen'. Want to play this one? It's a guaranteed 'ambulance job'. No? Oh well, I can't say I blame you... It's quite painful really isn't it, exhaling and not breathing in again. I do it the whole time. It's much more painful than simply holding your breath for too long the normal way. That's quite boring by comparison. But I digress.

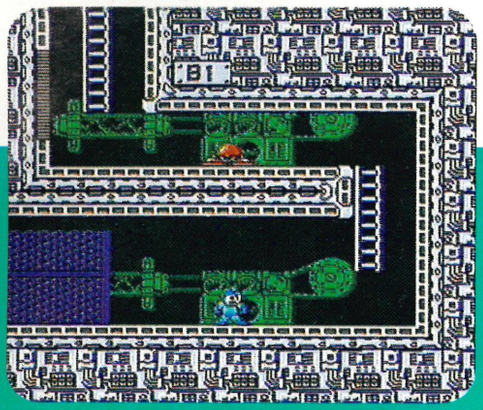
looks familiar

Anyroad, if you **are** familiar with the first two *Mega Man* games then you'll know exactly what to expect in *Mega Man III*: to say that it's radically different from *Mega Man I* and *Mega Man II* would be like saying that Loyd Grossman is radically different from an intensely annoying dork with a deliberately silly accent – it's not true. *Megaman III* combines just that right mix of thinking, shooting and platform exploration you've come to know and love. (And hate, in a funny kind of 'liking but hating at the same time' sort of way.) It's a treat to look at, it's harder than you could ever comprehend and, luckily, it's also frustratingly addictive. In fact, if you **have** played and thoroughly enjoyed the other *Mega Man* games there's not really much point in reading any further – just buy the game, because it's pretty much what you were hoping it was going to be. However, if you're new to all this *Mega Man* malarkey and are just a tad confused, then maybe we should jump in and pull the whole thing to bits...

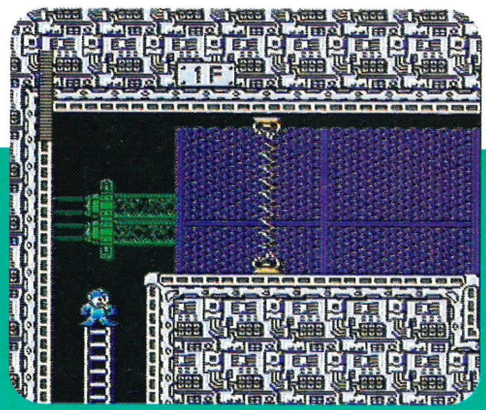


So here we are, at the beginning of the game, on the level select screen. The portraits surrounding Mega Man (he's the one in the middle by the way) are the mega-nasties who have to be defeated on each particular level. Choosing Spark Man at the top left for instance, will whisk you onto Spark Man's planet. In Spark Man's domain, wouldn't you just guess it, a lot of the nasties you'll encounter, en route to the man himself, are quite ready and able to do a certain amount of 'sparking' themselves. It's all very 'electricky' basically – except for the bits that aren't of course, but I don't want to talk about them. The same basic rule goes for all of the planets really: lots of slithery things in Snake Man's world, lots of sharp things in Needle Man's world, lots of hard things in Hard Man's world and so on. But which is easiest level? Or, more to the point, which is the least incredibly difficult level? After all, it's not always wise to throw oneself right in at the deep end. We're back to Spark Man as it happens...

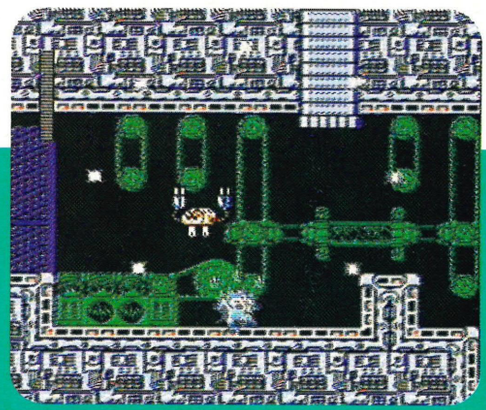




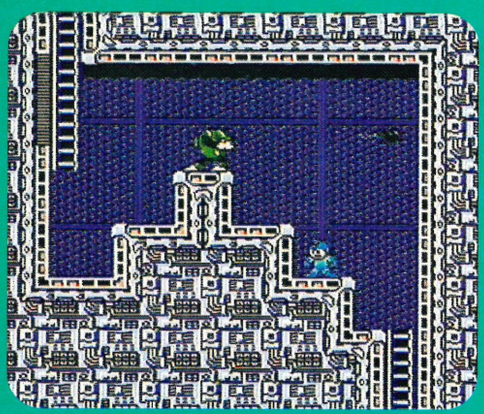
1 And here we are in the domain of the Sparky Bloke. Looks easy enough from here, you have to admit. Up the ladder, a quick left turn, zap, zap at the one nasty and that should be that. Up the next ladder and we might be at the end of the level already, eh?



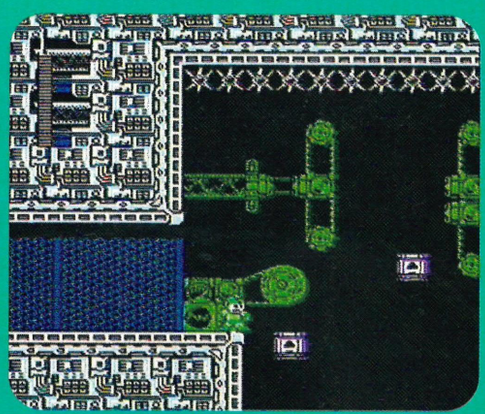
2 Blimey, it **was** easy. But this doesn't seem to be the end of the level. Oh, and there's an electricky thing. It's moving right to left, and it's sparking intermittently. A quick-step followed by a nifty jump through just at the right time seems to be on the cards...



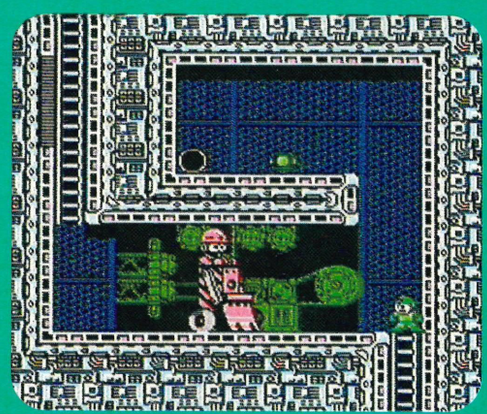
3 ...Except that the 'just at the right time' bit wasn't quite as 'at the right time' as it could have been. Never mind though, it didn't do too much damage. Eh? Blinkin' heck – now there are flying sparky things to contend with as well. Ouch! Ouch! Ouch! Gettoff!



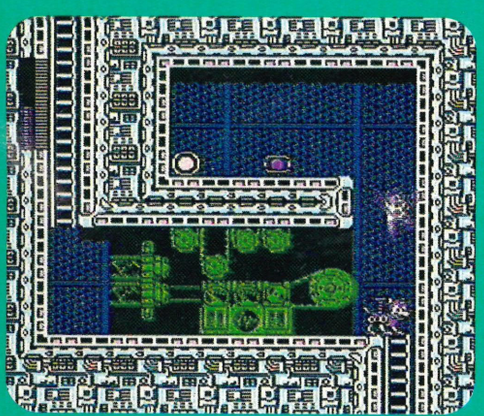
4 Lummee! Who's that? Mind you, he hasn't got any sparks coming out of him so it's not too bad. An easy kill, basically – and once dispatched he's the sort of nasty who might possibly leave some kind of pick-uppable bonus in his wake. Oh for a power-up!



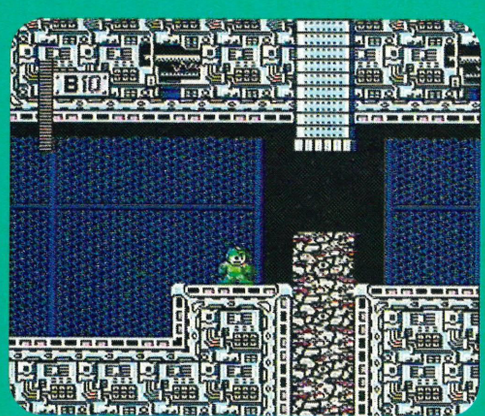
5 And I say again... "Oh for a power-up". And the sort of power-up I could do with right now is one that stops high speed platforms wooshing up and crunching people onto ceiling-suspended death-thingys. Look. It's like an overhead electric barbed wire fence.



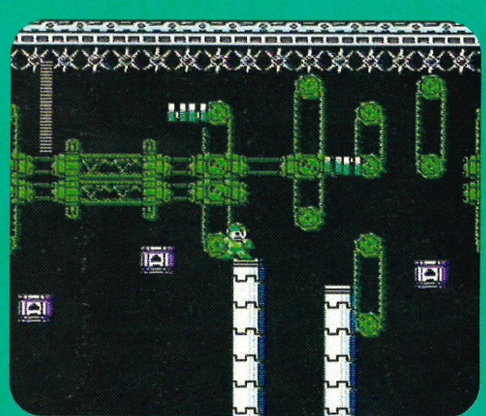
6 Uh-oh... giant robot with a ninja killing hoover. Best bide my time here, and attack him when he's walking away. Then, once he's out of the game, I can try to get at those power-up icons on that slightly higher platform. High up though, aren't they?



7 Those out of reach power-ups didn't reckon on my party trick: it's called 'summoning Rush The Robodog and bouncing off his back'. The only problem with Rush, apart from the cags hanging from his arse, is that he has to be used sparingly or he runs out of fuel.



8 Ho ho ho, the old 'heavy things dropping out of chutes in the ceiling' job, eh? As if that would get me. Time to take a leaf out of Kriss Akabuse's book and make with the hurdling. Whuuup aaand ooover. Whuuup aaand ooover. Life's suddenly so easy!



9 And suddenly life has never been so hard! My last continue, and those bloody nuts and bolts keep knocking me into oblivion. Mister Spark, Mister Spark, come out wherever you are, let's do it here and now... *(I think he's probably still miles away actually. Ed.)*

COMPETITION TIME



WIN AN AMAZING HOLIDAY TO DISNEYLAND

PLUS £300 SPENDING MONEY

0891 767 429

WIN £1500!!

0891 767 430

FANCY A SEGA MEGADRIVE PACK? IT'S GREAT FUN TO USE!!



0891 767 431



HOW WOULD YOU REACT WITH A NINTENDO NES ACTION SET COMPLETE WITH LIGHT GUN AND GAMES?

0891 767 432

OWN A COMPUTER OR CONSOLE ALREADY? WHY NOT CALL OUR FANTASTIC COMPUTER GAME REVIEW LINE OR OUR CHEAT AND TIPS COMPUTER LINE? IT'S TOTALLY MEGA!!

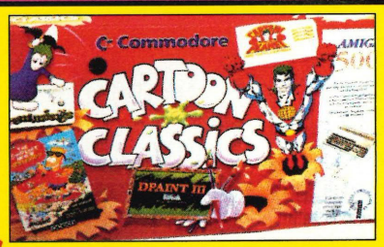
0891 767 435 **0891 767 436**



HAVE A CHANCE TO 'BEADLE' AROUND WITH A STATE OF THE ART JVC ELECTRONIC CAMCORDER

0891 767 433

WIN A CRUCIAL AMIGA 500 PLUS FIVE TOP SELLING COMPUTER GAMES



0891 767 434

JUST DIAL ANY OF THE ABOVE NUMBERS, THE MORE TIMES YOU CALL THE BETTER THE CHANCE OF WINNING!

Calls charged at 36p per min cheap, or 48p per min peak. Please ask permission of telephone owner before calling.
ACS LTD, CA2 5NB. Competitions vary, but last only a few minutes



1



2



3



4



5



6

power-ups...

where to get them, when to use them

I've mentioned power-ups but I haven't really told you what form they take, where you get them or indeed how to use them when you have got them. I'll rectify that right away.

1 Okay, power-up number one is with you from the word go, and he's been mentioned already. He's called Rush The Robodog (although he may as well be called Tony the Trampoline – because that's all you use him for: you bounce off his back).

Scattered about through the levels are several icons which are collected on contact. Power-ups all. Not weapon power-ups (I'll get to those) but useful, life-saving, caring power-ups. You may not be able to blast a hole in someone's head with them, but without them you're not going to get very far...

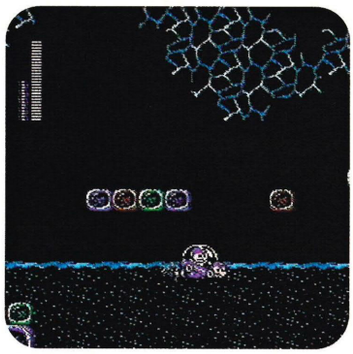
2 This is an energy pellet. It does wonders for, well, for your energy bar believe it or not. Some energy pellets fill up little chunks while others do a complete rebuild.

3 If you use Rush The Robodog too much, his power drains away to the point where you can't use him any more. Guess what this tops up. Yup, Rush The Robodog's energy bar.

4 If you don't know what a 1-Up does then you obviously haven't played any shoot 'em-ups before in your entire life. Even Patrick *'Gamesmaster'* Moore knows what a 1-Up is. It's an extra life!

5 Get one of these and you're supplied with a complete tank of reserve energy to use when you want. Particularly nasty bit of the game coming up? Energy bar a trifle low? Then fill it up quickly.

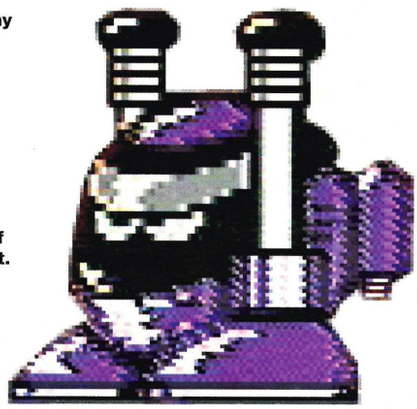
6 It's like a Christmas present in that you don't know what it is until you open it. (Unless you know what your presents are before December 25 in which case it's not like a Christmas present.)



"We all live in a doggy submarine, doggy submarine..."

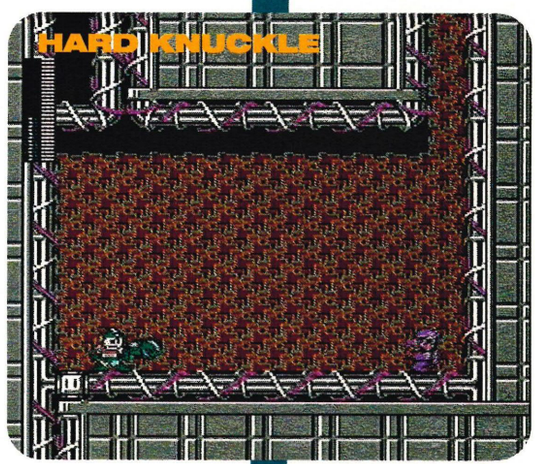


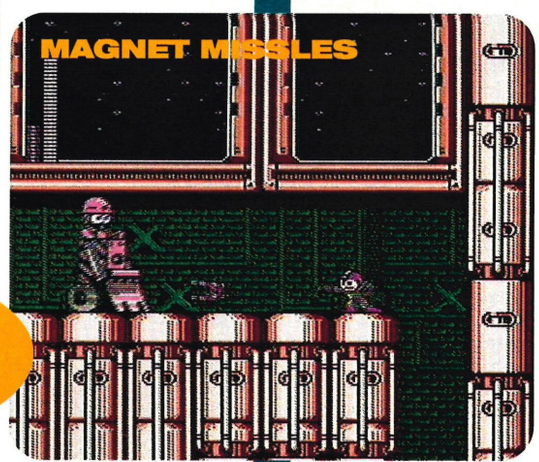
A mutated cousin of Rush, Jack-Out-The-Box seems to have a cricked neck.

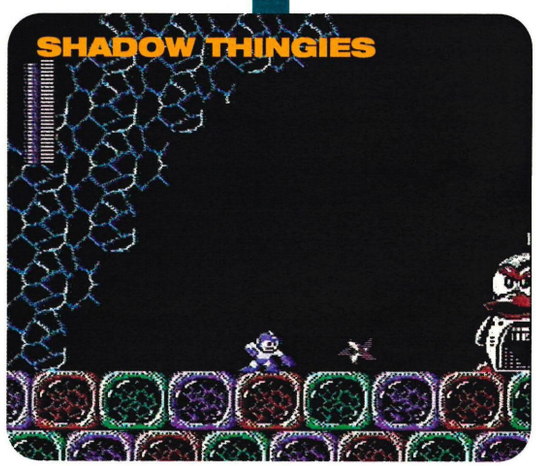


proper power-ups

Yes, we're onto the weapons at last. Now the important thing to note about these 'super weapons' is that you may never ever get to use any of them if you tackle the levels in the wrong order, because you only get them after you've defeated a planet guardian. The weapons they use become yours if you win. You see? So, if you don't seem to be able to beat Gemini Man in battle, it might be because you should have beaten Snake Man first and got yourself a bundle of his snake missiles. And to beat Snake Man maybe you ought to take on and defeat Needle Man first, gaining yourself some rapid fire needle darts into the bargain. Get the drift? Anyway, here are some of the goodies available if you do get it right...









verdict

Mega marvy platform classic!

So what's the overall verdict on *Mega Man III* then? Funny you should ask, because I was just getting to it. Okay, well it's got lovely graphics for a start – for the NES anyway – and they're pretty well flicker-free too (although the old slow motion effect rears its ugly head when more than a couple of particularly large sprites are on the screen at the same time). All the same, graphically, as I said it's a treat. Sounds good too.

And the size? The freedom to go where you want? Both score highly: eight substantial multi-directional flip-scrolling levels which can be taken in any order you like. Plus, if you're lucky enough to beat a level, you're given an access code so you don't have to do it again. All this sounds like I might be leading up to a 'but', doesn't it. I'm not though. Instead of a but I'll just bung in a little warning for any shandy drinkers who may be reading: *Mega Man III* is hard. It really is a bitch of a game for which you'll need nerves of steel and the reactions of a bluebottle. Still, 'a rolling stone gathers no moss' as they say. (However, quite what that's got to do with *Mega Man III* eludes me for the moment.) Er. Oh dear. What a bad ending. E

END ZONE

Graphics

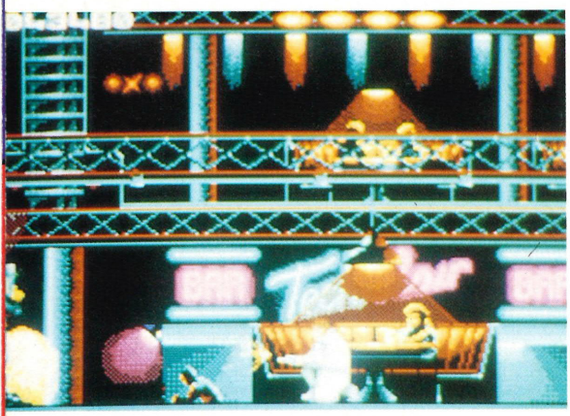
Sound

Addictiveness

Playability

OVERALL 90

Out: August **Price:** £tba
Publisher: Capcom



It's a nightie, avoiding termies in nightie-clubbies.

terminator: virgin.

Time travel is difficult. No honestly it is. You might think it's a simple matter of hopping into a Tardis or finding a secret room in the back of Auntie Ethel's old potting shed, but you'd be wrong. (The only thing I ever found at the back of my Auntie Ethel's potting shed was Uncle Fred. I don't know how long he'd been there but he was dead smelly.) Time travel is difficult, painful and very confusing. So confusing that it might explain why *Terminator* is finally arriving on the Mega Drive long after *Terminator 2* has appeared on film, video, NES, Game Boy and the back of my breakfast cereal. However it's here at last so let's blast our way through its four levels of explosive action.

level two

in the city

Not only is time travel painful but it also seems to deprive you of all your clothes. (The future was loadsa fun... is loadsa fun... will be loadsa fun...) However since young Kyle Reese takes an unliberated attitude to his own body but a very liberated attitude to the old adage 'possession is nine tenths of the law' he half-inches some clothes and a pump action shotgun (well you never know when you're going to need one) and sets off to find Sarah Connor.

Kyle's first stop on his love hunt is a telephone box. *(Oh really?! Ed.)* He knows the lady's name, now he wants to look up her number. Eat your heart out J. R. Hartley, Virgin has produced the world's first telephone directory simulator. They've also produced just about the first phone box with the directory still in it.

To round off the level Kyle goes clubbing, to the Tech Noir where Sarah Connor is sipping diet Pepsi and waiting for someone to father her babies. Between you, her and wedded bliss there's only the small matter of our Arnie. Mad, bad and dangerous to know, so you'd be better off shooting him.

Of course there's a catch. Terminators are no lilys of the valley and it takes more than a steel jacketed bullet travelling at 2,000 miles an hour to lay him out. You're going to have to put a bit of effort and thought into it. Ah well it'll just make you appreciate Sarah all the more when you finally get to dip your straw in her cola.



terminator

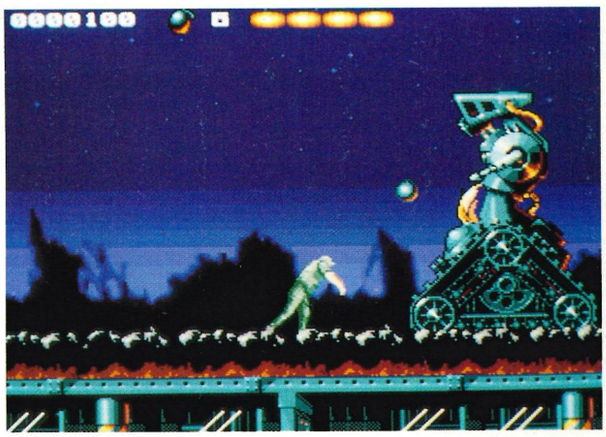
Lord Paul forgot to write an intro to his review of *Terminator*, so we decided to print it without one just to make him look like the silly billy he is.

level one

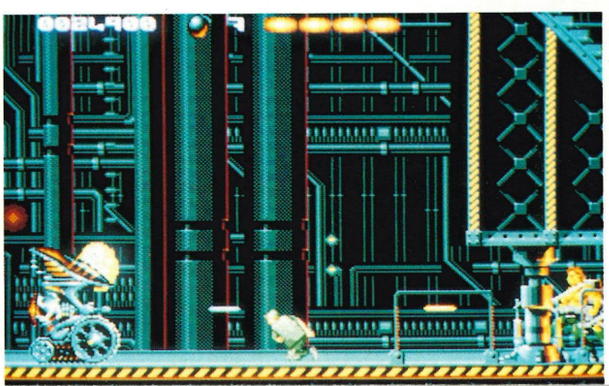
going underground

Not a scene from the film, more of a scene setter, as Kyle Reese has to break into Skynet's underground HQ and play havoc with their hardware. The first thing you learn in level one is that the hand grenade is seriously overrated as a weapon of war. They're alright for making spare parts out of the ninja death tractor on the surface but once you get underground then you're in big troubs. Loads of terminators packing whopping great machine guns and ceilings so low you could easily bump your head. More importantly you can't easily chuck a grenade. What you need is your very own machine gun to play with. So you'd better find it. And rather quickly.

Once you've dealt with the small problem in the offensive firepower department, the rest of level one is pretty straightforward. Plant a bomb in the sort of reactor, bubbly liquid, important-looking bit of the building. Then... er... run away. Fast. You've got about 45 seconds to find your way back to the surface and into a tube (as in time travel tube not London Underground 'the next train will be arriving in three years time' tube). Otherwise it'll be curtains for you – and not lovely Laura Ashley ones with frilled edges and green flowers on either.



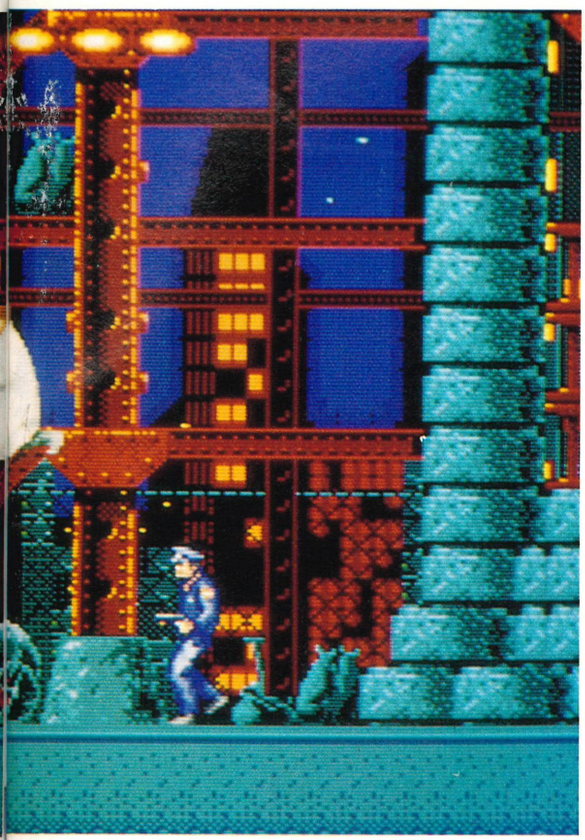
It's you versus the entire contents of your Dad's tool shed.



thick as thieves

As you trundle through the game you meet loadsa cops and punks. Neither like you much. Cops shoot you, punks chuck Molotov cocktails and the end result is much the same. You've got a shotgun and you're gonna use it.

There is however a catch and it's not the safety catch either. You're not allowed to kill policemen 'cos they're only doing their job, they're also wearing bulletproof vests. Your shots only wind them, putting them temporarily out of action. Punks aren't policemen and probably can't vote so you can kill them. Unfortunately the police have no sense of fair play (as the Birmingham 6 would testify). Having been shot and winded do they think: "Gosh, I'm so lucky that I'm still alive. I'll go home now and have one of those nice Chocolate Rich Tea biscuits." No. They think "Oooh look that silly Kyle Reese has walked past us. Let's get up and shoot him in the back."



arresting technique. Having got you to the station they've not only forgotten to lock you in a cell they've somehow overlooked to deprive you of your shotgun. A fairly fundamental error I'm sure you'd agree.

With the forces of law and order displaying such slovenly standards it's no surprise that the police station is crawling with heavily armed hoodlums as well as the usual collection of bulletproof police. Once more you're in 'shoot everyone and rescue Sarah' mode. It's very important not to get this the wrong way round.

level four

funeral pyre

Where would *Terminator* films or games be without the inevitable showdown in the steel works? Well, they might be in Dagenham. Fortunately there is a showdown in the steelworks so we need never find out.

Once more it's time to battle your way through to the lovely, if easily mislaid, Sarah. Some people will do anything for a bit of nookie.



verdict

Strong on sound and vision but a bit weak on game.

level three

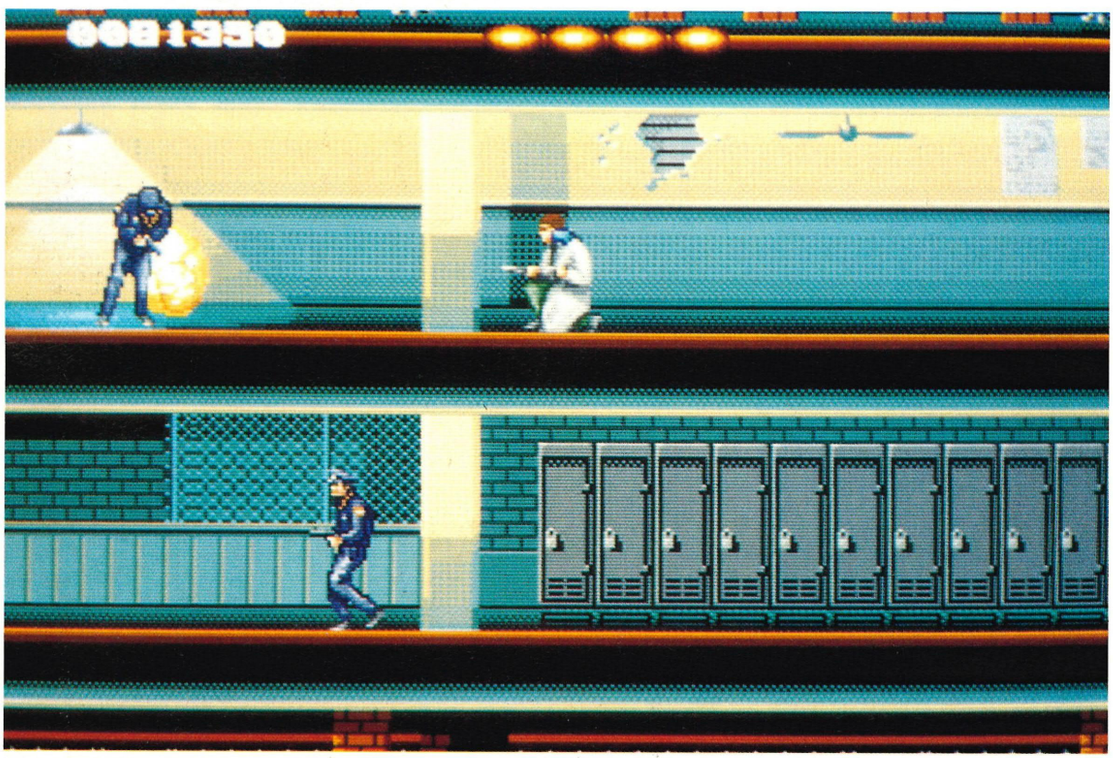
down in the police station at midnight

Spook, you've just found the girl in the club, put Arnie out of action for a while and what happens? You suddenly find yourself in the bottom of the police cells. You must have said something out of turn. Strangely the police have made a couple of elementary mistakes in their arresting technique. Having got you to the station they've not only forgotten to lock you in a cell they've somehow overlooked to deprive you of your shotgun. A fairly fundamental error I'm sure you'd agree.

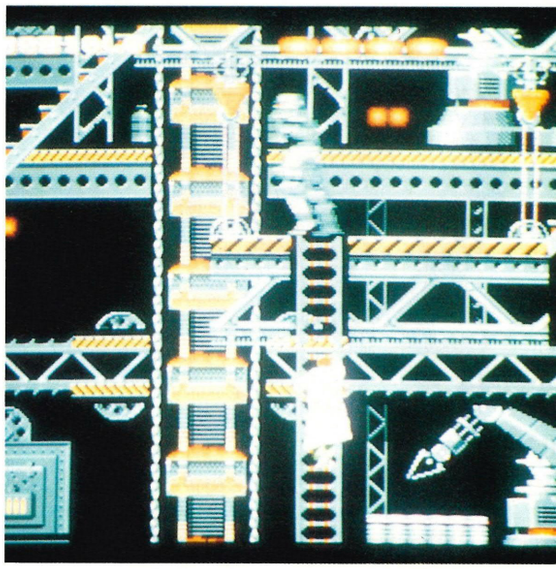
With the forces of law and order displaying such slovenly standards it's no surprise that the police station is crawling with heavily armed hoodlums as well as the usual collection of bulletproof police. Once more you're in 'shoot everyone and rescue Sarah' mode. It's very important not to get this the wrong way round.

No sign of any police or thieves, this time the place is crawling with terminators. Thanks to a bit of bovver with a petrol tanker Arnie has lost his skin and become all gleaming and metallic. Technically there's only one terminator and certainly only one appears on screen at a time. However he seems to pop up all over the shop.

If you fancy a bit of light amusement you can try shooting his legs off, but somehow you must get him to follow you to Sarah and a rather large compressor (perhaps you could wear that rather alluring perfume you bought in Paris last Easter).



It's Beverley Hills 902 er, 0898, no that can't be right, 902 999, oh darn, the one where everyone is cool and hangs out by the lockers.



Now this is what they really mean by a platform game.

Once you've coaxed termie to the compressor it's time to show him what a crush you've got on him by flattening him with eight thousand tons of steel. Love hurts.

At first glance *Terminator* is a striking game. The graphics are excellent, particularly on the first and last levels and on the story board screens. Better still is the animation. On level two before pumping people full of holes, Kyle throws back his coat before shooting, swings round flag poles and vaults bins (show off). The sound is a bit swanky too, although when Kyle gets shot it sounds like he's burping.

This is all very brilliant as far as it goes. The problem is that that is not very far. There are only four levels and none is terribly substantial. There's no level codes but once you've cracked a level it's takes moments to go through it again.

The level of challenge is also a tad limited. On the first level getting to the machine gun is a bit of a nightmare (unless you set the game to easy, heh, heh, heh). It's difficult, bloomin' difficult at times, but only 'cos of the amount of bodies that need shooting. Levels one and four do have a bit of imagination (the race against a time bomb and luring the terminator to the compressor) but apart from that it's simply a matter of horizontal scrolling shoot 'em-up fare. There isn't even a maze element to talk of.

Terminator looks great and plays well. It just goes home a bit early. E

END ZONE

Graphics

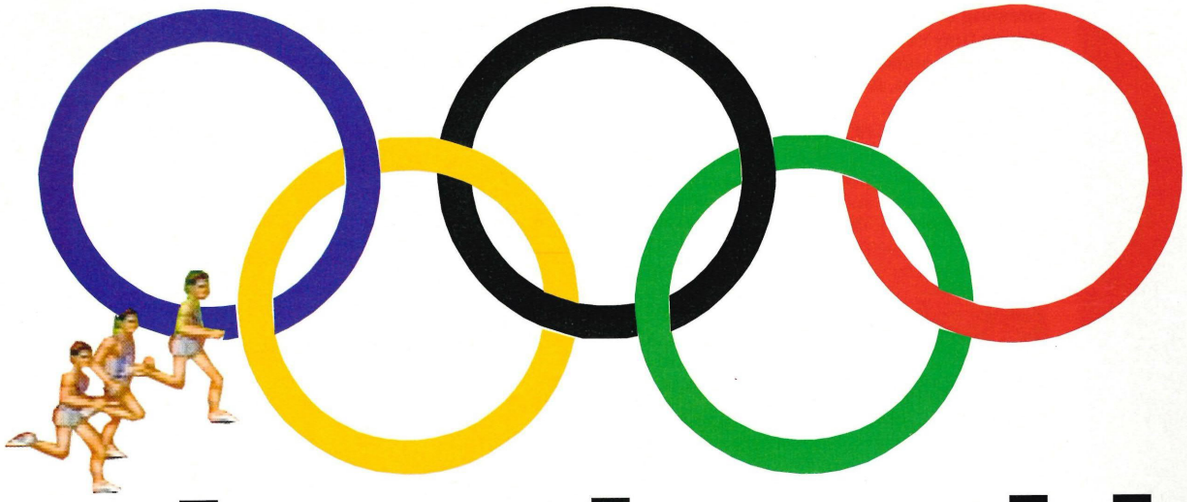
Sound

Addictiveness

Playability

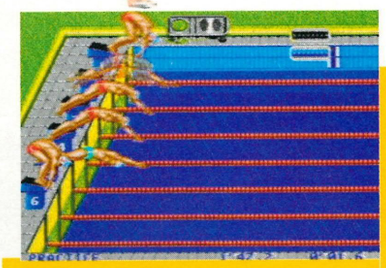
OVERALL 79

Out: August **Price:** £tba
Publisher: Virgin



olympic gold





silver medal
swimming
This is another button-batterer, with the bizarre twist that if you go too fast, you slow down. You have to pace yourself, you see, so that you don't run out of breath. When you're training, you can see from the on-screen display what the optimum pace is, but in the real thing you can't.

It would be very nice if: this was fun to play.

Patrick McCarthy was determined to take part in this year's Olympics – mainly because he's dying to be asked to give a urine sample. When we told him he had to take his own, however, he went all sulky and decided to play *Olympic Gold* instead.

Before I played this game I rushed out and bought a steamer trunk full of anabolic steroids, amphetamines and adrenaline-based milkshakes. It wasn't long before my hands were shaking violently, my muscles were bulging like mini-Zeppelins and my nether parts would have looked peculiarly small on a field-mouse.

That's performance-enhancing substances for you. Still, it's the kind of thing you have to be prepared to accept if you want to succeed in the world of top-class athletics. And you'll need all the stimulants you can get if you want to play this with any amount of success, too, because it's basically a button-basher (or what, in the good old days, would have been a joystick waggler or keyboard smasher).

There are three modes of play – training, mini-Olympics (for people of restricted height) and full Olympics, and three levels of difficulty – club, national and Olympic. Up to four people can play, but unfortunately not against each other directly – you have to take turns. This is... well, crap to put it bluntly , because it means you end up having, for example, four sprint finals.

The graphics, while functional, hardly stretch the Mega Drive's capabilities to the limit. The sound is okay – it splashes, bangs and thumps at the right moments, and you get your national anthem if you win a gold medal. Inspiring stuff, eh? (Cough.)

Unfortunately though, the whole thing is really a bit naff. So much more could have been done with it; there aren't even any female competitors. Wagglers are a bit old hat - if I wanted to flail away like an idiot for minutes at a time I'd take a running jump into the nearest stretch of water during a Force Seven Gale. I thought we'd got beyond the days when all that was required of a game is the chance to break a controller. I was going to give you an analogy, but I took the last one earlier for my headache. E

END ZONE

Graphics

Sound

Addictiveness

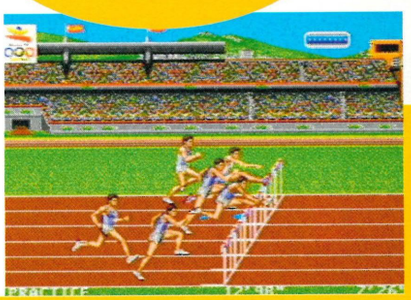
Playability

OVERALL 65

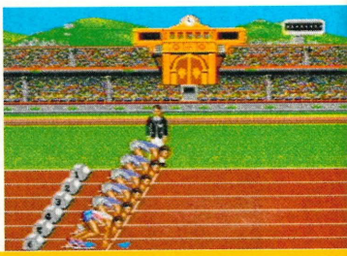
Out: July **Price:** £39.99
Publisher: US Gold

And the winnahs are...

We'll have a little medal ceremony of our own then shall we?



silver medal
110m hurdles
Batter those A and B buttons for all you're worth, remembering to hit C when you get to a hurdle, so that you go into that elegant position pioneered by famous sixties Kenyan athlete Abibe 'Legs' Akimbo.
It would be nice if: instead of merely being knocked out of your stride when you collide with a hurdle, serious injuries occurred (like your legs falling off and blood spurting everywhere).



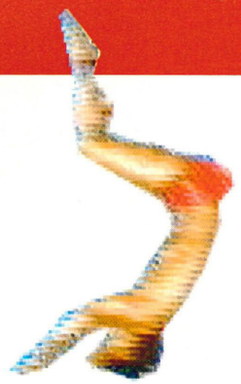
on the track

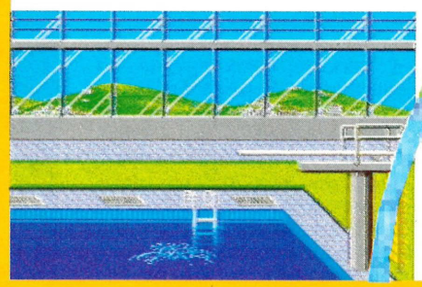
gold medal
11 metre spit
Before measurements became metric this event was known either as the '36 foot hawk' or just simply the 'big flob'. People with heavy colds are excluded; use of substances liable to cause nasal congestion is prohibited, as is the eating of Opal Fruits.

World Record: 36 feet 8 inches, by American Leviticus J Parp III. Legendary British athlete Tonguey O'Keefe once spat a mouthful of Guinness 56 feet. (Wind assisted.)

Actually, the truth is, nobody gets the gold medal at all, really, 'cos neither two of the game's real track events are up to much.







cool in the pool

gold medal diving

Diving is one of the two slightly interesting events. You perform four set dives and then make a fancy one of your own up, with the difficulty that each dive is multiplied with the judges' scores in a weird formula-type way to produce higher scores if you're a stocky, charmless, pig-nosed blonde American.

It would be nice if: you could vary the height of the board and if a dive went badly wrong you took the top of your head off and spilt your innards all over the surface of the water.





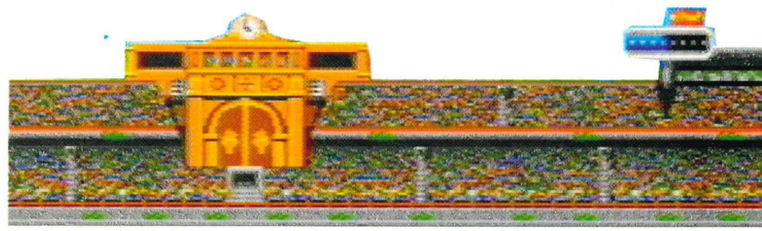
bronze medal holding your breath underwater

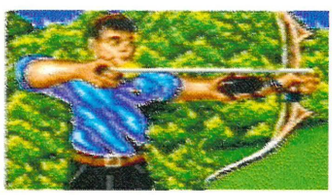
Competitors sit on the bottom of the pool holding their breaths. The slower you press the buttons, the slower the metabolic rate and the longer they last. For the more contemplative gamesplayer.

World and Olympic Record: 18 days – so far. (One button press.)

verdict

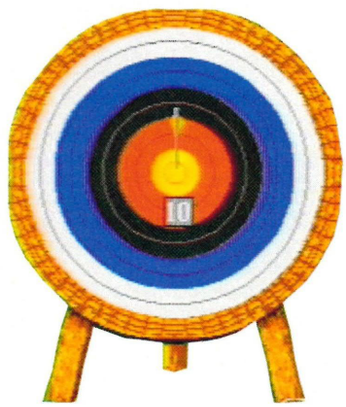
Button-basher which suffers from repetitiveness and lack of originality.

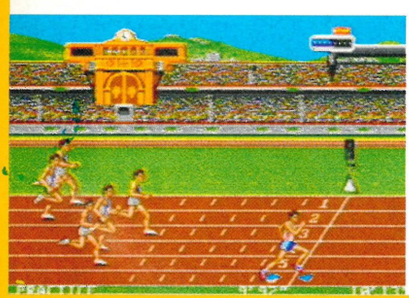


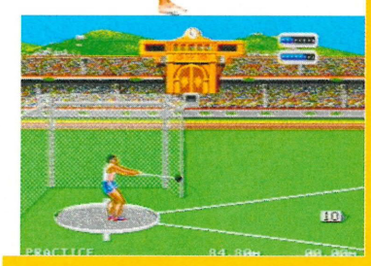










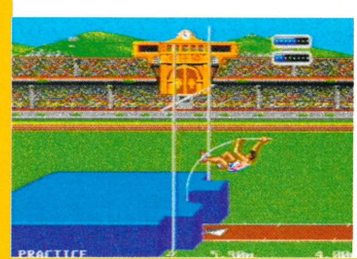


field events

gold medal archery

This is the other interesting one. Fire off five arrows within the one-minute time limit, preferably into the middle ring of the target for ten points. You get five rounds of this, and scores in the region of (ahem) 248 are needed to win a medal. Like the shooting bit of the Nordic skiing in *Winter Challenge*, your aim wobbles about all over the shop, and there's wind to take into account too (er... nah, forget it). In *Winter Challenge*, of course, there was a reason for your aim wobbling – you'd just been skiing like a lunatic and your pulse was racing. Presumably in this one you're the worse for drink.

It would be nice if: you missed the target completely your arrow whizzed over the hedge and shot passers-by in the head (or something).



bronze medal pole vault

This one is an oddity; you don't wibble those joypad buttons like billy-o... oh alright, I'm lying.

It would be nice if: the pole snapped and you got impaled on it. *(Look, are you sure you wouldn't rather review* Splatterhouse? *Ed.)*

bronze medal 100m sprint

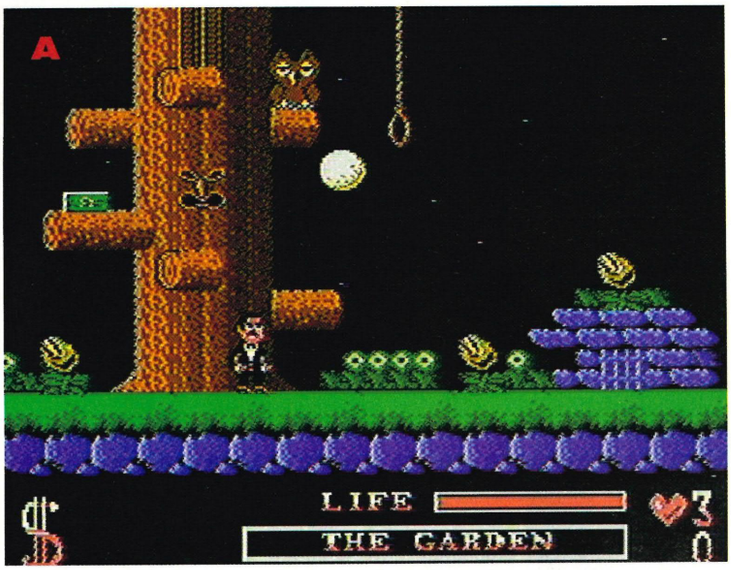
The 100 metres is a straightforward drum-roll on the buttons. It's easy to win a gold medal even at the hardest setting, so I suppose it's valuable as an ego-boost, if nothing else.

It would be nice if: you could actually go to a 'simulated chemist' where you go to take loads of illegal drugs to boost your performance. Then you could have a'fake the urine sample' section where you have falling things like the *Dr Mario Tetris* rip-off.

silver medal hammer

The hammer competition is another button-basher, but with a twist (ho ho): you can spin as fast as you like, but if you get the timing wrong on your release of the hammer, it flies straight up in the air and lands a good, ooh, 20 metres away. The Big Boys, meanwhile, are doing fine, but their doctors are better than yours.

It would be nice if: those cocky judges who raise a leg and let the hammer bounce beneath their foot would occasionally misjudge and cop it on the bridge of the nose. In real life, I mean, not the game.



Noose to meet you, to meet you, noose! Gomez sticks his neck out to find his family.



Creepy, kooky, ooky, spooky – and that's merely the inside of *Marcus Berkmann's* bread bin. So what would he make of *The Addams Family* then?



the addams family

You know what they say. Unimaginable fear lies within the kernel of our very soul, next to unmistakeable terror and just up the road from unaccountable horror. *(They do? Ed.)* Me? Well I eat fear for breakfast and shout in horror's right ear. I don't even know the meaning of terror (although if you give me a moment, I'll look it up in the dictionary). Not even a full series of Esther Rantzen's *Hearts Of Gold* can chill me to the marrow.

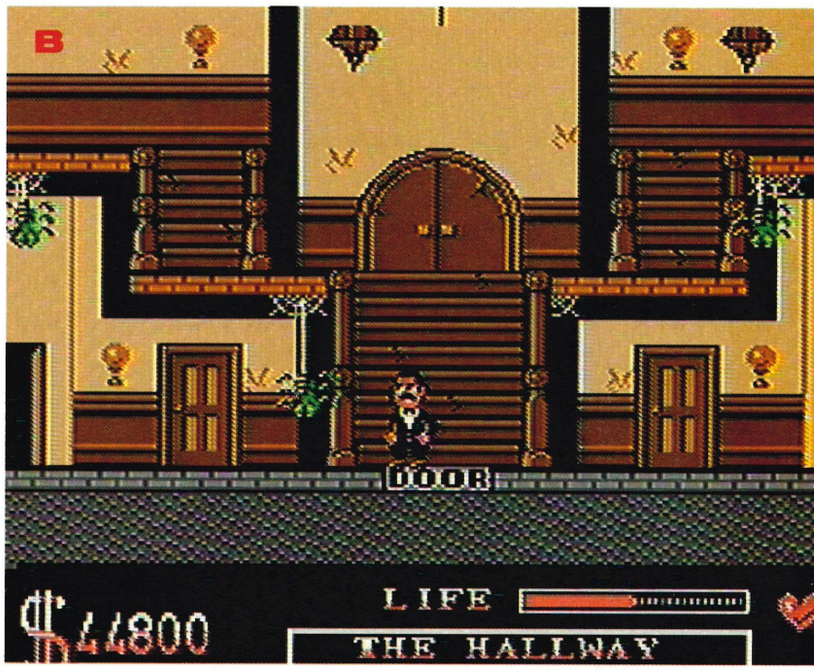
There's no-one better, therefore, to review this latest of film tie-ins, a game that, in an ideal world, would freeze your blood, tweak off your toenails and serve them up lightly grilled in a hollandaise sauce. Film tie-ins, let's face it, have a certain reputation for giving gamesters the creeps – which of us has not screamed in deathly pain after loading one up and finding that it's positively demonic in its awfulness? I know I have. I know you have too. Fortunately, *The Addams Family* isn't that bad. It's just that it's not that good either.

The NES is, of course, the machine for the arcade-adventurer who likes a bit of action on the side (ahem), and *The Addams Family*, not surprisingly, is much in the same mould as 4,000 other NES games. In fact, *Super Addams Family Bros* would probably be as good a name for the game as any, for, as you've guessed, it's those lovable little Italians who are the inspiration here. The plot owes a little to the film, but not much. The family have, it seems, been chucked out of their house by their crooked attorney and Morticia, Lurch, Granny, Pugsley and Wednesday have gone back there to reason with him. Why not Gomez? Because you're Gomez, clot, and you've got to rescue them. Stand by, therefore, for a vaguely ghost-related platformy jumpabout game with distinctly ghoulish overtones.

Where do you go? What do you do? Needless to say, there are countless puzzles to be solved, but, breaking all known conventions, the instruction manual gives the game away on virtually all of these. While most of us would just like to spend some time wandering around, wondering







"Come into my parlour," said the spider to Gomez. "But it's my parlour," he protested.



expect to be hurt or killed – but when a nasty doesn't quite hit me, and I still get hurt or killed, I feel aggrieved. This is particularly unfair as many of the jumps and moves you have to make require precision pixel-perfect timing and positioning. In other words, the game gives itself room to manoeuvre, but you don't get any.

That said, there's a surprising amount to this game, which will certainly tax the imagination and the reactions. There's no shooting, but jumping on things generally sorts them out and occasionally allows you to jump that little bit higher – especially useful if there's some money hidden somewhere at the top of the screen. Once you've got into the house, there are an awful lot of rooms to visit, although you'll generally not be allowed to see too many at any one time. And most of these rooms are seriously hard. Whatever it may lack in subtlety, *The Addams Family* certainly makes up for it in action. There are nasties everywhere and they never give let you rest.

In the end, my main complaint is the speed. The NES only boasts a rancid old 8-bit processor, but we've had fast games on it before and we'll have them again. *The Addams Family* is not one of them.

When you want to push on a bit, the game remains sluggish; there are so many things moving which detract severely from the gameplay.

So who is the game aimed at? Arcadesters? Adventure fans? Giant green beetles? On balance, it'll suit the younger Nintendite more than anyone. The atmosphere's well captured, there's a fair amount of action and it's not easy, but more sophisticated tastes may find it lacking in something – like a few really good ideas. *The Addams Family* ain't a terrible game by any means, but it's a long way short of greatness. E

what needs to be done, the manual tells you straight away. This is a bit disappointing, but then you always have the option of not reading the manual – gamesters who like a bit of a challenge would be well advised to lock it away permanently. Fortunately, as the game progresses, the clues become more oblique – they don't give all the answers, just most of them. For once, here's a manual that gives you more information than you actually need.

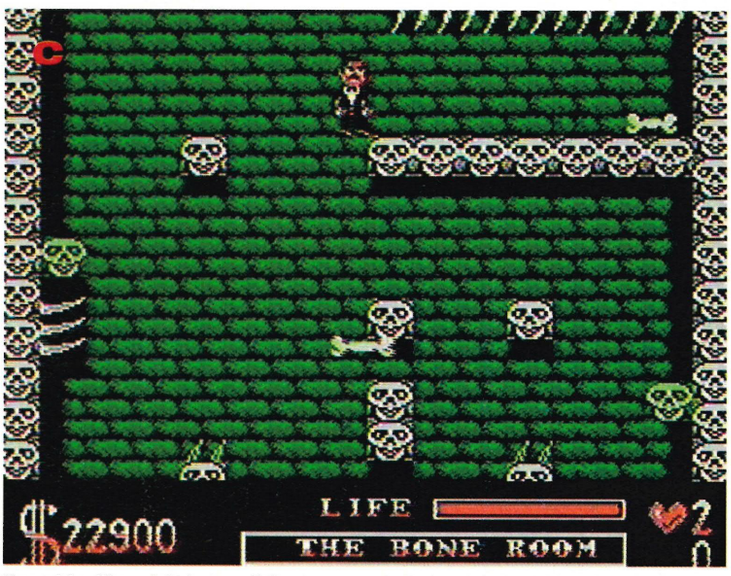
As you progress, you have to make sure you collect as much cash as possible, a million dollars, in fact, if you're to rescue Morticia and the rest successfully. The family are spread inconveniently around the house and Mario-type meanies await you in every room. The graphics here are not bad – a little blocky, perhaps, but colourful enough to look at. The problem is that there's not really enough variety. Go to the graveyard, and go down the hole there, as directed, and you'll find four doors. Go through one of the doors, and you'll find an entertaining little sub-game, which takes a bit of mastering. Go through another of the doors, and you'll find exactly the same sub-game. In fact, all four are identical, and it's only in the fourth that you manage to win something. But by that time you're bored to death, and now you've found the right door to go through, you won't bother next time with the other three.

More frustrating, though, is the collision detection, which is often very ropey. If a nasty hits me, I



verdict

Competent but not desperately inspired film tie-in.



Normal families might have a dining room or a bedroom, but the Addams' prefer bones.

A by the tree

Here's where you start and as you can see the garden looks lovely. It's also looking hungry, so steer well clear of those huge snappy flowers and the owl in the tree. But hang on a mo, isn't there a door in the tree? Well indeed there is, but it's about as locked as a door can be, which of course is very locked indeed.

B the hallway

Ah, at last, you're in the house and avoiding everything that moves. Jump on a spider to get rid of it – if of course you can jump that high. Alternatively, try that door on the right, it might be safer. It isn't, but it might be. (Hahahahaha!)

C the crypt

Here we are in the cryptwhere there is something distinctly bone-shaped to be found. You'll need it later. But in which room does it lie? It's bound to be in the fourth room you look in...

END ZONE

Graphics

Sound

Addictiveness

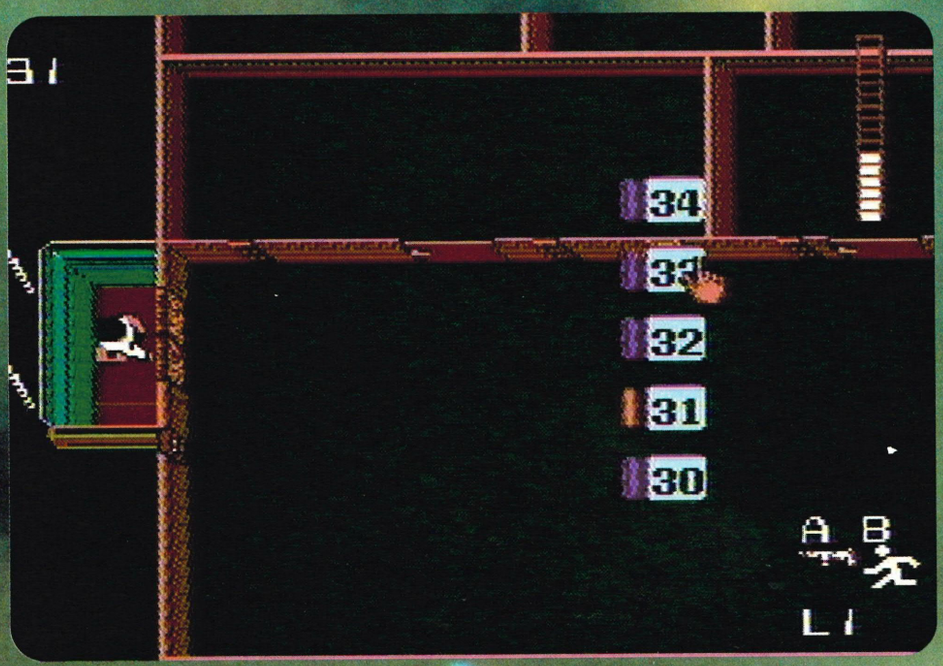
Playability

OVERALL 63

Out: August **Price:** £tba
Publisher: Ocean

die hard

SAS, SWAT and, at one time in his life, even potty-trained, *Nick Griffiths* combines these skills together with his failed acting career to review *Die Hard*.



Going up? There's a secret warp level on floor 33 where you get to buy some trainers in Grace Bros' menswear.

Terrorists have taken over the 35-storey Nakatomi Building, capturing all the office types in mid-snog during their Christmas party, and taken them hostage. Probably the best thing for them. Office parties are always the same: you talk to loads of people you don't really like (the ones with moustaches who wear coloured shirts with white collars), you drink far too much, fall into a coma in the arms of some scrummy woman, then wake up to find she's chewed her arm off at the shoulder to escape without waking you. I've got a great collection of chewed off arms. They come in really handy as back-scratchers and for waving goodbye to departing relatives.

Erm, so anyway, you have to scour the upper floors of the Nakatomi and rescue the hostages, or the terrorists kill everyone, pinch 640 million dollars, then blow the place up. Simple.

You take the part of John McClane, hard-boiled New York cop, who was in the building to meet his wife Holly. This of course means that – swoon! – you are Bruce Willis' character. Thus, the scenario should involve wearing a vest a lot, smirking, taking roles in iffy films, marrying Demi Moore and sticking up for her when she poses pregnant on the front of *Vanity Fair*. Sadly, *Die Hard* doesn't involve any of that. It's all a bit ordinary, but does have one or two tricks up its sleeve.

The action is all viewed from above, which means the room graphics can get intricate and pretty smart, but the people all look the same (though sadly the Bruce Willis character is strangely devoid of the requisite bald patch).

You start off on the 32nd floor, armed with a pistol and 15 rounds and with no shoes or socks. Quite why anyone would remove their shoes and socks before taking on 32 terrorists is a mystery, especially since all the broken glass lying around after shoot-outs lacerates your tootsies and forces you to move slower as the game progresses. If it was me, I'd have put on my favourite trainers and even done the laces up (uncool, but practical). Actually, if it was me, I'd have hidden in a cupboard and got my wife to take on the baddies.

As you blow away the terrorists, they drop items which you can pick up. These include machine guns, ammo, axes, flash grenades, radios, C4 explosive and 'soda' cans to increase your life-o-meter rating. The radio is particularly handy, as you can listen in to Hans, the ringleader, telling his men to go to different floors, and then ambush them as they come out of the lifts. (A bit cowardly, sure, but 'all's fair in love and war!'. Well, it's not really, especially when you've run out of bullets and are expected to punch some bloke who's spraying you with machine gun bullets. Then it's not very fair at all.)

So, you explore the different floors and rooms, killing people and picking up equipment and, admittedly, for a couple of hours it's rather enthralling. Meanwhile, Theo, a baddie computer whizz, is breaking the locks to the safe. You'd better make it to the 35th asap before he cracks the second lock. That way you can radio the LAPD, who don't actually help very much, but it's nice to know they're around. Unless, that is, you're happily driving around town minding your own business, in which case they'll drag you out of your car and beat you senseless (games reviews! colour pictures! contentious political opinion!).

Of all the floors, the 33rd is the trickiest. Quite obviously, this is where the terrorists have installed the kettle, since there are

the stars

john mcclane
The Hero: runs around the building barefoot singing old Sandie Shaw hits. Well, that's not strictly true. He runs around barefoot killing terrorists, freeing hostages and sensibly trying not to step on broken glass. (Main picture.)



hans gruber
The Arch-Baddie: he planned the whole thing, is frankly not to be trusted and is the last bloke you have to bump off.



theo
The Computer Whizz: the safe-cracker and Hans' right-hand man. (Que D. Diamond joke.)

verdict

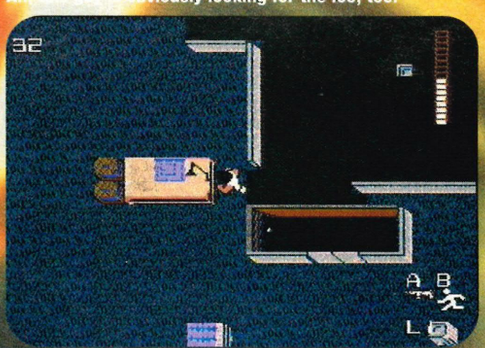
Guilty! Erm, sorry. Actually *Die Hard* involves lots of flying lead and some thought, so it's great for a time.



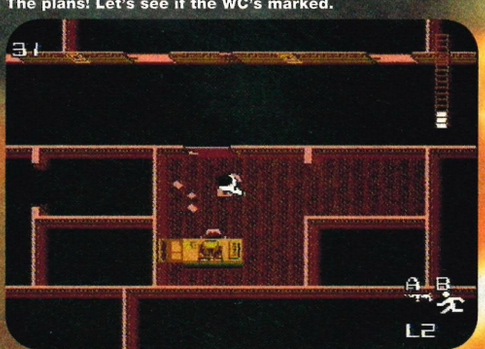
Damn, you'd think a room this small would have a toilet.



Ah, there goes Hans obviously looking for the loo, too.



The plans! Let's see if the WC's marked.



It's no good, I'll just have to go in the corner.

the upside

- You get to be Bruce Willis' character, which means you're married to Demi Moore and have lots of money.
- You'll not win unless you use your nod.
- There's loads of shooting and explosions and things.
- Hot in the tension stakes.
- If you win, the hostages live and you can quite rightly feel you've done something worthwhile for a change.

the downside

- You get to be Bruce Willis' character, which means you once starred in Hudson Hawk.
- The Americans call their fizzy drinks 'soda'.
- You have to walk through sharp things with no shoes on.
- You only get one life, which makes dying worryingly easy.
- People keep calling you 'Cowboy'.
- I can't find a single shop in London that sells Coco Shreddies.

loads of them there, and plenty of ouchsome broken glass. The 31st is possibly the most important, as it's where Heinrich hangs out, the dude with the all-important C5 detonators, without which the terrorists cannot blow the roof.

Die Hard does manage a decent tension quotient. Any part of the floor out of McClane's line of sight is blacked out, so you never know what's around the corner. And when a terrorist is nearby you can hear him running around, without being able to see him. So it's useful to have the sound turned up – except that the music is whiny and tedious and it gives you a headache.

When Theo picks the seventh and final lock, you have to hit the lifts (not literally, you understand), zip down to the 30th where the hostages are held, and do in the remaining baddies within four minutes, including a final showdown with Hans who has the habit of calling you 'Cowboy'.

On the Patronising Scale, 'Cowboy' ranks up there with 'Sunshine' and 'Sonny'. My old maths teacher used to call everyone 'Sunshine'; he also used to have this joke that involved getting the class to put their hands up, then turning on the lights and saying, "Many hands make light work," which was funny the first 38 times and then it wore a bit thin (unlike our maths teacher).

When Hans has popped his clogs, the hostages come over all grateful, the game ends – and the oh-so-smart types can switch to advanced mode. Mind you, that makes the game sound easy, and belies the eight days I spent getting to that stage.

Die Hard isn't bad (not as bad as, say, a lettuce that has been forgotten in the salad drawer of the fridge for three weeks, or Jim Bowen introducing *Bullseye).* As shoot 'em-ups go, it requires more intelligence than most, but it won't tax the experienced gamer for a hugely long time.

END ZONE

Graphics

Sound

Addictiveness

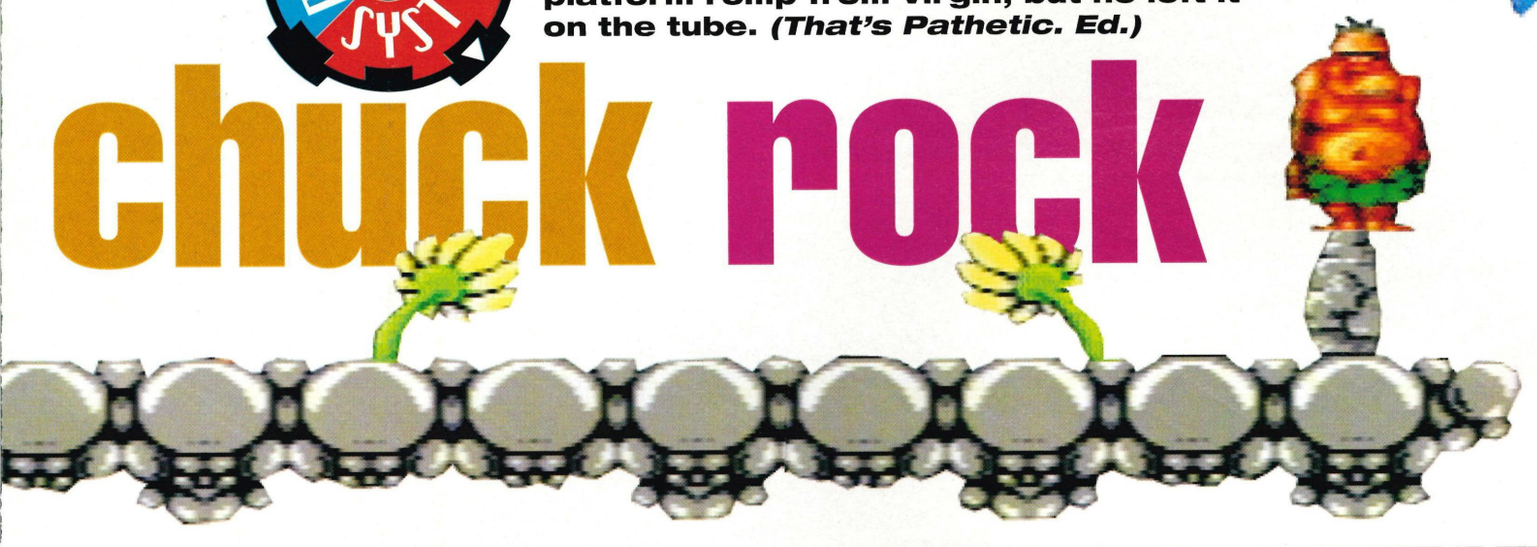
Playability

OVERALL 80

Out: August **Price:** £tba
Publisher: Activision

Patrick McCarthy wrote an incisive, concise and witty introduction to *Chuck Rock*, the latest Master System platform romp from Virgin, but he left it on the tube. *(That's Pathetic. Ed.)*

chuck rock



"Do you want to play a platform game?" they said. "Great," I replied, "is it like in Spain where you throw donkeys off a high platform? I love it when their legs pop out of their shoulders..." There was a few seconds silence. "It's called *Chuck Rock*," they continued, somewhat warily, it seemed to me.

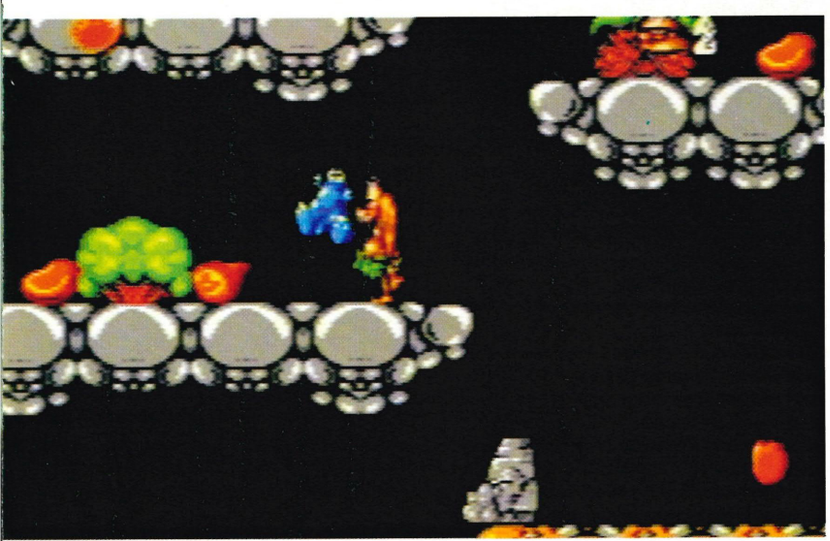
"Wa-hoo – even better!" I cried, "Chucking rocks at donkeys!" "There are *no donkeys in it!* – got that?!" they shouted. Some people are so tetchy...

tform games, eh? You either m or hate 'em... or I suppose uld be blithely indifferent to them. Or you could be open-minded about them, waiting to see what they're like, prepared to give everything a chance. Alright, forget all that.

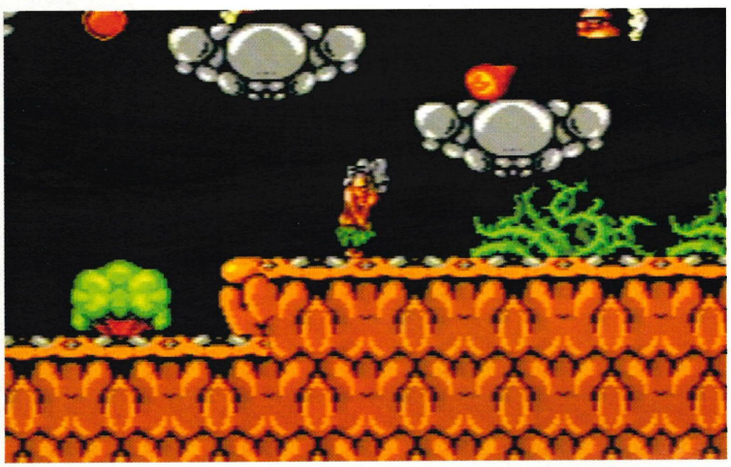
You are Chuck Rock, Clive James lookalike and all-round prehistoric slob, whose chick, Ophelia, has been kidnapped by a stone-age bad guy called Gary Gritter, and you're supposed to risk your life rescuing her.

Actually, this whole scenario's a bit odd: I mean Chuck's obviously an intelligent and discerning man... he's plainly never taken physical exercise in his life, he eats until his pants burst and he watches TV and drinks beer all the hours God sends. Why would a man who has everything else in his life so spot-on go trogging around after some horrible woman who looks like she failed secretarial college and who'd wear stick-on fingernails if they'd been invented?

What on earth does he see in her? It just doesn't hold water to me. These scenario writers, I don't know... it's money for old rope, isn't it? Think of anything you like – five minutes work at the most – and the public will accept it. Not me, no sirree. I'm starting a new campaign to oust these charlatans and introduce fully believable scenarios into the console gaming world.



Years of beers have paid off. Try the gutsy belly butt on jelly baby dinosaurs.



The chicest accessory since the Gucci hand bag – the rock.

Let's see, before anything else, we'll need an acronym. All the best political movements have an acronym – the more forced the better. We'll be called MOIST – Make Obviously Ill-conceived Scenarios Treasonable.

Now, where was I? You, as Chuck, have to fight your way through myriad levels of baddies – dinosaurs, spiders and weird kind of little red... erm... squidgy things and other small units that suddenly become big crocodiley units.

You're armed only with an oversized stomach, a surprisingly athletic leaping kick and the ability to pick up and throw (or 'chuck' – they know what they're doing, these game namers) rocks at people. You can also move these rocks around and put them in advantageous positions. (*Like make them the Prince of Wales, you mean? Ed.*) Sigh. Advantageous positions, I say again, like underneath a platform that's ordinarily too high for you to jump onto. You can then jump onto the rock and from there onto the formerly out-of-reach platform. Or



casting chuck rock: the motion picture

One game that's fun to play at home – if your TV's broken and grandma's life support system doesn't use a power source compatible with your Game Gear – is film casting. Assume, for example, that a film is being made of Chuck Rock. The cast should really be:

Chuck Rock: Paul Gascoigne
Ophelia: Anne Diamond
Gary Gritter: Norman Tebbit
The Small Red Fishy Things: Sonia
The Hideously Mutated Beast With The Big Mouth: Cilla Black

MAGIC - DRIVE

★ WE ARE IMPORTERS OF THE LATEST PRODUCTS OF INTERNATIONAL TECHNOLOGY FOR YOUR CONSOLE.
★ WE STOCK A WIDE RANGE OF ADD ONS, GAMES AND PERIPHERALS AT PRICES WHICH ARE HARD TO BEAT.
★ WE HAVE PRODUCTS YOU MAY NOT KNOW EVEN EXISTED ! IF YOU WANT ADVICE OR INFORMATION ON ANY NEW CONSOLE TECHNOLOGY WE ARE THE PEOPLE TO CALL.

✪ CHECK OUR PRICES FIRST ✪

MAGIC DRIVE
132 STATION ROAD,
EDGWARE
MIDDLESEX
HA8 7AA

FOR MORE DETAILS ON ANY OF OUR PRODUCTS CALL
081-539-5301

WIN ! WIN ! WIN !

SEGA MEGA DRIVE	0839 404081
SEGA GAME GEAR	0839 404082
SUPER NINTENDO	0839 404083
NINTENDO GAME BOY	0839 404084

AMIGA 600 COMPUTER
0839 404085

PERSONAL CD PLAYER	0839 404087
£100'S WORTH OF CD'S	0839 404088

WIN A WEEKEND IN MAGICAL EURODISNEY
0839 404079

Calls cost 36p (cheap rate) and 48p (at all other times) per min inc. VAT. Calls are more expensive than normal calls. Be sure that you have permission to make this call. Competitions close on the 30th August 1992. INFO MEDIA SEVICES LTD., 25 BILLING ROAD, NORTHAMPTON, NN1 5AT

D.M.C. CONSOLES

PART EXCHANGE WELCOME

SUPER NES	USA	JAP
Super Tennis	£39	£39
Top Gear	£40	--
Super Smash TV	£40	--
WWF	£41	--
Jack Nicklaus Golf	£41	--
Exhaust Heat	£42	£42
Super Aleste	--	£42
Zelda III	£43	£40
Contra III(Spirits)	£43	£43
Turtles IV	CALL	
Gunforce	CALL	
Street Fighter II	NOW!	
+ MORE		

NEO GEO	
Fatal Fury	£115
Mutation Nation	£115
Last Resort	£115
Baseball Stars II	£115
Andro Dunos	CALL
+ MORE, ALL USA	

HARDWARE	
USA SNES (SCART) + MARIO	£149
Jap Or USA Convertor	£12
Import Convertor(Cased)	£25
ASCII Autofire Pads	£19
Megadrive + Any Game	£125
Game Convertor	£8
SCART Lead	£8

MEGADRIVE	USA	JAP
Undeadline	-	£30
Super off Road	£31	-
Devlish	£32	-
2 Crude Dudes	£33	£31
Alisia Dragoon	£33	£31
Steel Empire	-	£32
Desert Strike	£34	-
Terminator	£34	-
Terminator	CALL	
Smash TV	CALL	
Splatterhouse II	SOON	
+ MORE		

Call for availability on all titles!

TEL/FAX: 0225 448253

Trade Enquiries Welcome!
10.30AM - 6PM Monday to Saturday

Cheques Payable to D.M.C. Consoles
P&P: £1 per game or £10 per console (Courier)
Used Games Also Sold & Swapped!
Shop & Mail Order: DMC CONSOLES (GZ),
6 Bladud Buildings, The Paragon, Bath, Avon.
BA2 2AS

IN THE BEGINNING

Frank Bruno's BOXING

GHOSTS 'N GOBLINS

COMMANDOS

AIRWOLF

SPACE HARRIER

BOMBJACK

IKARI WARRIORS

THUNDERCATS

BUGGY BOY

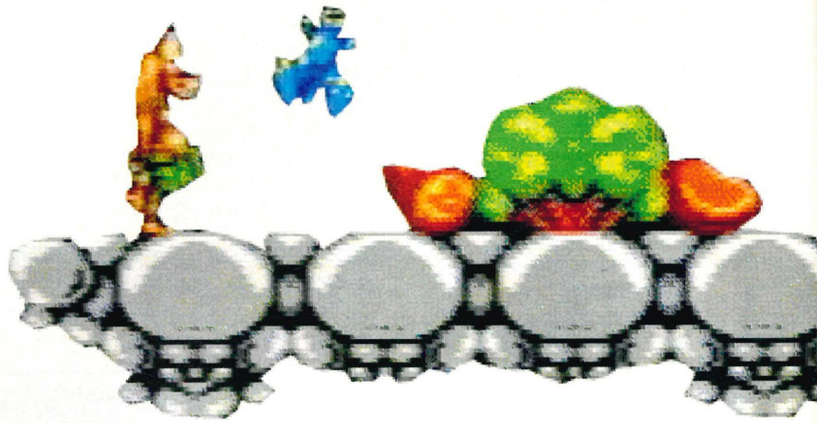
PAPERBOY

AND NOW...

elite™

All of the above titles were published under licence by Elite.





A lift from a pteri-wotsits beats platform shoes any day.

you could throw one amidst some brambly stuff and avoid being stabbed by it. Clever, eh?

Chuck Rock has been around for some time now on the 16-bit computer formats. It combines good playability with humorous, Terry Gilliam-type graphics and minor puzzley bits, and is known generally in the computer game world as one of the lads who doesn't mind buying a round down the pub and going for a vindaloo afterwards. A good solid sort.

Obviously on the Master System it doesn't have the same kind of graphical loveliness: Chuck himself isn't as big and the level of detail is not as high. That's only to be expected, of course, but why are the backgrounds black? This is a personal thing with me. I used to see so many games that looked and played fab on other formats finally make it to the PC and they'd have black backgrounds and be totally crap. It got a bit depressing after a while and this only reminds me of those cold, dark days. Still, you probably wouldn't have noticed if I hadn't mentioned it. And now I've spoilt it. Chuck himself is nicely rendered and the rather amorphous baby dinosaurs are okay, although they do look a bit like half-chewed jelly babies.

That's how it looks, but how does it play? Well, what can you say about a platform game? Everyone bar high court judges knows what they're like – platforms bloomin' everywhere. Perishing things. (Something that's always worried me is how do the ones in mid-air stay up.)

The action could never be described as fast and furious, but it's occasionally fast, and you'll be furious when you die, as there's no password feature and no continues, so it's straight back to the beginning to plough through it all again. It will be straight away, too, because it's pretty addictive.

There's a fair smattering of cartoony humour in it – well everyone else thought it was funny when I died. I didn't see the humour of it, myself. The collision detection, as is to be expected nowadays, is a beacon of integrity. Basically, if you die, it's your fault.

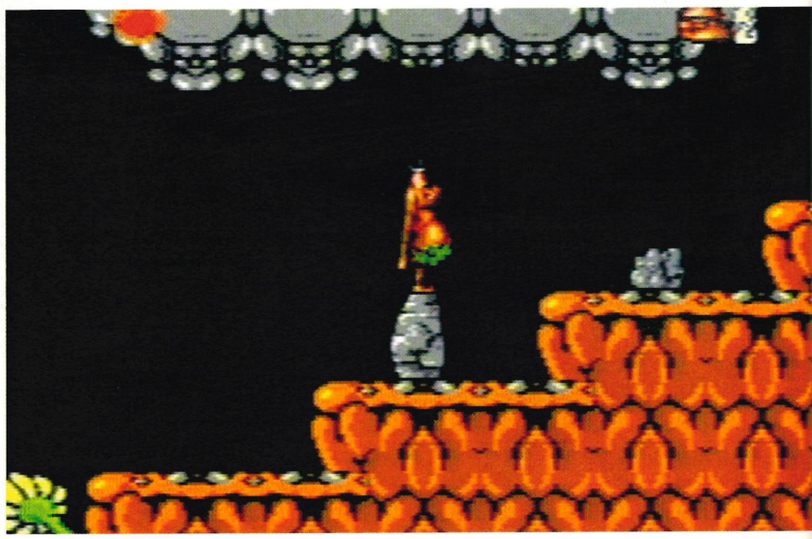
The belly butt is something that takes some getting used to; you don't have an instant response, as Chuck has to breathe in first, then out, so you have to time your butts and you can sometimes be caught out by the faster-moving baddies. Occasionally, the 'pick-up-the-rock' button doesn't work first time and you have to shuffle about until you get it right. Those are minor niggles, however, and I don't want to put you off the game, because it's a good one; addictive, amusing and something else beginning with 'a'. Antidiluvial? Arse? Whatever. E

verdict
Amusing and addictive and not a little horny



platform games from around the world

Spain: A big fat donkey is dragged 80 feet up onto a wooden platform and thrown off. The crowd laugh, go away and after lunch watch a cow being stabbed to death.
Germany: A small fat housepainter drags himself onto a platform and promises to kill everyone who isn't just like the crowd. The crowd laugh, vote for him and subsequently invade Poland.
France: Fat rich people get dragged onto platforms and have their heads cut off with a gigantic Bic razor. The crowd laughs and refuses to wash.
Sweden: Thin naked people stand around on a wooden platform in the snow. Nothing much happens. They laugh and run back into the sauna.



Caption

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 80

Out: August **Price:** £tba
Publisher: Virgin

CONSOLE CONNECTIONS

21 Reens Crescent, Heamoor, Penzance, Cornwall, TR18 3HW
TEL/FAX
0736 50130

TRADE ENQUIRES WELCOME

INCORPORATING THE MEGADRIVE OWNERS CLUB

LATEST SNES (USA)

TOP GEAR	£38
PEBBLE BEACH GOLF	£38
ZELDA 3	£38
CONTRA 3	£38
WORLD LEAGUE SOCCER	£38
RIVAL TURF	£38
SMASH TV	£38
WWF	£38
MYSTICAL NINJA	£38
Y'S 3	£40
SUPER TENNIS + MORE	£38

UNIVERSAL GAM ADAPTOR £23

MEGADRIVE HUGE USED GAME SALE

ALIEN STORM	£17
J.MADDEMS	£17
SONIC	£17
G. AXE	£17

+ HUNDREDS MORE INC. JM92, MERCS ETC

LATEST TITLES (UK)

DESERT STRIKE	£32
TWO CRUDE DUDES	£32
TEST DRIVE 2	£34
FERRARI GRAND PRIX	£32
ALISA DRAGOON	£32
SPORT TALK BASEBALL	£36
ARCH RIVALS	£32

NEO - GEO MEGADRIVE USED GAMES EXCHANGED & SOLD S. FAMICOM PC ENGINE

NEO - GEO (UK)

OPTION 1
PAL1 SCART + JOYSTICK + LEADS + UK GUARANTEE
£259.95

OPTION 2
AS ABOVE + 1 GAME + M. CARD + 2 JOYSTICKS
£349.95

SOFTWARE (UK)

LAST RESORT	£109.95
NINJA COMMANDO	£109.95
BASEBALL STARS 2	£109.95
EIGHTMAN	£109.95
NOON 75	£69.95
BLUES JOURNEY	£69.95
BASEBALL STARS	£69.95
CYLERLIP	£69.95
FATAL FURY	£109.95

RING FOR A FULL LIST

PART EXCHANGE WELCOME ON ALL PRODUCTS SOLD

MEGABITE MAN

WE'VE GOT THE MOST MEGA GAMES FOR GAMEBOY IN THE UNIVERSE

19.99
BALLOON KIDS
BASEBALL II
BASES LOADED
BUGERTIME DELUXE
PIST OF N. STAR
GAME OF HARMONY
QUIZ
SUPER MARIOLAND
QUARTH
SHANGHAI
ISHIDO
Q-BURT
TENNIS
GOLF
PLAY ACTION FOOT

22.99
CRYSTAL QUEST
DOUBLE DRAGON II
ELEVATOR ACTION
GO GO TANK
NDA ALLSTAR
AD ISLAND
R. TYPE
SPIDERMAN
STAR SAVER
SNEAKY SNAKES
WHO FRAMED R. RABBIT
ATTACK KILLER TOMS
PAPER BOY
SNOW BROS

21.99
ATOMIC PUNK
BEETLEJUICE
BRAINBENDER
DR. MARIO
KLAX
RESCUE OF PRINCESS

23.99
BLADES OF STEEL
DAYS OF THUNDER
FIGHTING SIMULATOR\
GRADIUS ASSAULT
HUNCHBACK
MARBLE MADNESS
MEGAMAN II
OPERATION C
PLAY ACTION FOOTBALL
STAR TREK
SWORD OF HOPE
TAIL GATER
THE FLASH
THE PUNISHER
WORLD CIRCUIT
HAL WRESTLING
BATMAN
CASTLEVANIA
CHASE HQ
KUNG FU MASTER
ROBOCOP
HOME ALONE
ULTRA GOLF
NINJA BOY TWO
HOOK
SUPER OFF ROAD

24.99
TINY TRONS
ADDAMS FAMILY
BOXXLE - 2
CASTLEVANIA II
DUCK TALES
HUNT RED OCTOBER
W.W.F. SUPERSTARS
FASTEST LAP
HOME ALONE II
BATTLE TANK
BLUE BROS
PIT RFIGHTER
SPIDERMAN II
TOM & JERRY
SOCCERMANIA
G.F. KNOCKOUT
FERRARI G. PRIX
DRAGON'S LAIR LEG
TERMINATOR II
BONIC COMMANDO
MICKEY DANGER CHASE
G.F. KNOCKOUT
KUNG FU MASTER
SWAMP THING
NINJA TURTLES II 25.99
MEGA DR. WILYS

DON'T DELAY ORDER TODAY GET THE GAME ON ITS WAY

TELESALES HOTLINE 071 - 635 - 8264

SPECIAL OFFER

GAMEBOY INC. TETRIS

£60.99

ACCESS, VISA, CHEQUES, P.O.

WE RESERVE THE RIGHT TO CHANGE PRICES WITHOUT NOTIFICATION

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

6 FABULOUS PRIZES WORTH OVER £300

First Prize is a Super NES plus five runner up prizes of a gameboy cartridge of your own choice.

Want to know more then telephone 0891 313473 now!
AND FIND OUT HOW TO ENTER THIS FANTASTIC COMPETITION !



You will be asked three simple questions. So you will need a pen ready.

The closing date is 31st July 1992.

If you are under 18 years of age you must obtain permission from the bill payer before making any calls. COMP - U -COMP, Super NES Competition No1, PO BOX 121, Congleton, Cheshire, CW12 1FJ. Calls charged 36p per min cheap rate, 48p per min all other time. Average length of call 4 mins.

Nintendo®

SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR™

JOE & MAC™
CAVEMAN NINJA™

Dr. Franken™

Over the last six years, millions of people have played an ELITE computer game ..... you may have played one!

ELITE are now producing Game Packs for the world's leading video game systems, NINTENDO of course and our first two games are on sale now! ... Dragon's Lair and Dragon's Lair The Legend. Later this year many more games for the NINTENDO video game systems will be launched by ELITE.

Write to us now, using the freepost address below (you do not require a stamp), please include your age and which system you own, and we will send you our latest literature.



Dragon's Lair™ is a trademark owned by Bluth Group, Ltd. All characters, audio, visuals and concept © 1990 Bluth Group, Ltd, used under license from Sullivan Bluth Interactive Media, Inc. Character designs © 1983 Don Bluth. All rights reserved. Dragon's Lair™ developed by Motivetime Ltd. Nintendo®, Super Nintendo Entertainment System®, the Nintendo Product seals and other marks designated as "TM" are trademarks of Nintendo®.

© and TM 1991 Data East Corporation. Joe & Mac - Caveman Ninja and Data East are trademarks of Data East Corporation. Used under licence. Developed by Elite Systems Ltd. Nintendo®, Super Nintendo Entertainment System®, the Nintendo Product seals and other marks designated as "TM" are trademarks of Nintendo®.

© Dr. Franken is a copyright and trademark of Motivetime Ltd. Nintendo®, Super Nintendo Entertainment System®, the Nintendo Product seals and other marks designated as "TM" are trademarks of Nintendo®.

elite™

ELITE SYSTEMS LIMITED
FREEPOST, Aldridge, Walsall, England, WS9 8BR

Middleton Road
Hartlepool Docks
Hartlepool
Cleveland
TS24 0RA
Tel: 0429 869459 / 231703
Fax 0429 862028
Open 9.00am till 7.00pm
& All Day Saturday

Dream MACHINES

Please Add £10.00 Delivery For Consoles
(Next Day Courier Service)
£1.50 For Games & Accessories
£4.00 Hand Held Consoles
(First Class Recorded Delivery)
Fully Computerised Stock Control & Despatch

(All Games are of Japanese Origin Unless Otherwise Stated)

Mega Drive Games

Aero Blasters		£27.95
Alien Storm		£24.95
AirDiver		£24.95
California Games	USA	£32.95
Dark Castles		£26.95
Decappattack	USA	£35.95
Devils Crash		£31.95
E.A. Ice Hockey	USA	£28.95
F1 Circus	USA	£31.95
Fantasia		£24.95
Fastest One (SCART Only)		£24.95
Fighting Masters		£31.95
Gaires		£24.95
Golden Axe II		£27.95
Gynoug		£24.95
Hellfire		£22.95
Jewel Master		£27.95
James Pond (Robocod)		£33.95
John Maddens	USA	£34.95
Master of Weapon		£27.95
Mario Leimeux Hockey		£38.95
Marvel Land		£24.95
M.E.R.C.S. / Commando II		£29.95
Mickey Mouse 1		£26.95
Monaco GP		£26.95
PGA Golf		£29.95
Pitfighter		£37.95
Quackshot (Donald Duck)		£28.95
Road Rash		£31.95
Saint Sword		£26.95
Sonic The Hedgehog		£26.95
Super Shinobi		£24.95
Shadow Dancer		£21.95
Speedball II (Scart/USA)	USA	£36.95
Spiderman		£26.95
Strider		£24.95
Toe Jam & Earl	USA	£37.95
The Immortal	USA	£34.95
Undeadline		£38.95
Verytex		£26.95
Winter Challenge		£36.95

New Releases

Terminator (April 7th)	USA	£34.95
Two Crude Dudes	USA	£34.95
Bulls v Lakers	USA	£37.95
Jordan v Bird	USA	£34.95
Where is Carmen Santiago	USA	£39.95
Ys III .....8meg Battery Backup	USA	£44.95
Chuck Rock..... April 7th	USA	£37.95
Test Drive		£Call
Double Dragon New Version Call	USA	£34.95
Super Shinobi II		May
Lemmings		£Call
Super Off Road	USA	£Call
Exile	USA	£Call
Sportstalk Baseball	USA	£Call
Wonderboy 5	PAL USA	£Call
Devilish	USA	£Call

Specials

Blockout		£16.95
ESWAT		£16.95
Magical Hat		£16.95
Wonderboy III		£16.95
Crack Down		£18.95
DJ Boy	USA	£18.95

Game Boy Games

Nemesis II		£19.95
Robocop II		£19.95
Castlevania II		£19.95
Metriod II		£17.95
Battletoads	USA	£21.95
Terminator II	USA	£21.95
Mega man II	USA	£21.95
Prince of Persia	USA	£21.95

"Please Call For New Titles"

Samsung 14" R/C Scart Portable Colour Television
☆ **£179.00** ☆

MEGA DRIVE TOP TEN

1.	Desert Strike (USA)	£36.95
2.	Battle Mania	£32.95
3.	Two Crude Dudes (USA)	£33.95
4.	Kid Chameleon (USA)	£36.50
5.	TOKI	£27.95
6.	Super Fantasy Zone	£32.95
7.	John Maddens '92 (USA)	£29.95
8.	Tecmo World Cup '92	£29.95
9.	Bare Knuckle	£29.95
10.	Task Force Harrier EX	£37.95

SUPER FAMICOM Top 10

1.	Super Contra	£44.95
2.	WWF Wrestling	£42.95
3.	Smash TV (USA)	£44.95
4.	F1 Exhaust Heat	£44.95
5.	Rocketeer	£44.95
6.	SuperOff Road (USA)	£44.95
7.	Lemmings	£46.95
8.	Joe & Mac (USA)	£43.95
9.	Super Ghouls & Ghosts	£44.95
10.	U.N Squadron (Area 88)	£39.95

GAME GEAR Top 5

1.	Alien Syndrome (April 10th)	£21.50
2.	Sonic The Hedgehog	£21.50
3.	Alesta	£19.95
4.	Space Harrier III	£19.95
5.	Pengo	£13.95

MEGA CD ROM
(Works with jap Text Machines Only)

Mega CD Inc Any 1 Game	£329.95
Sol Feace	£ 38.95
Heavy Nova	£ 38.95
Earnest Evans	£ 39.95

Call For New & Used Titles Many in Stock

Consoles

Mega Drive (PAL or SCART) + PSU + Joypad	£93.95
Mega Drive + 1 Game (Call For Title)	£114.95
Mega Drive + Sonic + Either Magical Hat, ESWAT, Blockout, Wonderboy III, TOKI	£134.95
Game Boy + Batteries + 2 Player Lead + Tetris	£64.95
Super NES American Famicom (SCART) + 2 Pads & PSU, Mario 4, Super Famicom / SNES Game Adapter	£199.95
NEO-GEO (SCART) + Joystick + PSU (USA Version)	£279.95
NEO-GEO + 1 Game	£378.95
PC Engine GT + Batteries + Game	£229.95

Super Famicom Games

John Maddens Football	USA	£44.95
Pitfighter	USA	£44.95
Out of This World	USA	£43.95
Legend of the Mystical Ninja	USA	£44.95
Mario 4		£39.95
Pilot Wings		£38.95
Gradius III		£37.95
Joe & Mac	USA	£44.95
Populous		£36.95
Home Alone	USA	£44.95
Paper Boy II	USA	£44.95
Super Pro Wrestling		£42.95
Hyperzone		£36.95
Formation Soccer		£44.95
Thunder Spirit		£47.95
Castlevania	USA or JAP	£47.95
Super R-Type		£37.95

Game Gear Games

Halley Wars	£21.50
Galaga '91'	£21.50
Put & Putter Golf	£20.95
Mickey Mouse	£19.50
GG Shinobi	£19.50
Magical Guy	£21.50
Donald Duck	£21.50

P.C. Engine Games

R-Type	£24.95
Jacke Chan	£32.95
Parodius (Best Pc Engine Game)	£47.95
Ninja Gaiden	£32.95
Twin Bee (NEW)	£37.95

NEO-GEO Games

Super Eight Man	**£109.95**
Trash Ralley	£109.95
Fatal Fury	£119.95
Cyberlip	89.95
Football Frenzy	£119.95
Burning Fight	£109.95
Mutation Nation	April
Last Resort	April
Magician Lord	£89.95
Ninja Combat	£76.95
Nam '75	£59.95
Sengoku / War Dynasty	£103.95
Soccer Brawl	£114.95
King of the Monsters	£103.95
Robo Army	£109.95
2020 Baseball	£109.95

Accessories

NEO-GEO Joystick	£40.95
Arcade Power Stick (MD)	£28.95
SG8 Turbo & Slo Mo Pad (MD)	£13.95
XE-8 (New Version)	£23.95
JB3 King Joystick (Famicom)	£59.95
3 in 1 Power Stick (Infra Red Remote)Fits PC Engine, NES, Master, MD	£39.95
PSU for Famicon, Game Gear, MD	£8.95
Japanese Converter	£7.95
Game Gear Magnifier	£13.95
Game Boy Cover / Case	£8.95
Rechargeable Power Pack For Game Gear / Engine GT	£31.95
Stereo Amplified Speakers	£13.95
Famicom / SNES Converter	£19.95

Super Scope Light Gun For Super Famicom / SNES Complete with 6 Games £54.95

Many Used Games & Consoles in Stock Please Call. Orders Placed Before 4PM Will Be Despatched The Same Day

All Consoles Carry 12 Month Guarantee
All Handhelds Carry a 6 Month Guarantee

Export & Trade Enquires Welcome

nes open tournament golf



Just before reviewing *NES Open Tournament Golf*, Duncan MacDonald cut open a golf ball and discovered something amazing: something incredibly unbelievable...

You may be as amazed to discover this as I was, but inside each and every golf ball in the world there's a complete and miniature working universe. It's a microcosm of our own universe in fact. "Oh yeah?" you may say, "So how did you work all this out then?" It was simple: I carefully unravelled a golf ball and then viewed the bit right in the middle under an awesomely powerful electron microscope. This is what happened...

step one

Having cut the golf ball open, I discovered a mass of thin rubber-bandy type stuff inside. I started to cut my way through.

step two

It took ages, but eventually I was down to a sort of rubbery, squidgy, testicle-type thing right in the centre. I sliced it open.

step three

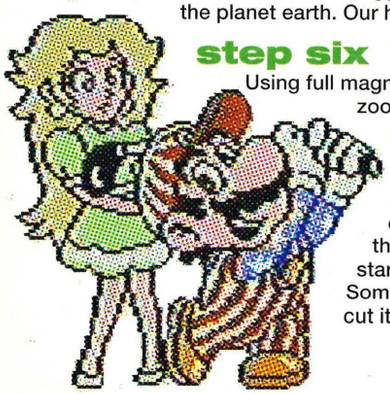
Inside the squidgy thing was some gunky, gooey stuff – it looked like flour and water paste but I suspected it wasn't.

step four

I placed a small amount of this goo into the *Game Zone* electron microscope, and this is what I discovered – a tiny universe.

step five

Zooming in to a higher magnification (x 800 squillion) I was in for an even a bigger surprise... the planet earth. Our home.



step six

Using full magnification I zoomed in on London and discovered, on my desk, a golf ball exactly like the one I started with. Somebody had cut it open.



US JAPAN UK

So there you have it. All this has got nothing at all to do with NES *Open Tournament Golf*, admittedly, but I thought I'd tell you about it before getting on with the review... after all, if I'd had a powerful enough microscope I'd have been able to zoom into the miniature golf ball and the whole mini-universe cycle would have begun again. It's incredible. *(It's also a load of bollocks. Ed.)* Anyway, let's move onto the game.

Now if there's something there **isn't** an abundance of on the NES, it's golf games – so *Open Tournament* scores quite a few points before we've even started just due to the fact that it exists. However, what this lack of golf games means is that you may not be aware as to exactly how much fun a good golf game can be. Even if you don't like golf and think it's boring, in two player mode a good enough golf game will give you the time of your life. (Well, almost.) So what's involved? And does this *Tournament Golf* cut the mustard? How about I talk you through a sample hole from one of the courses? (There are three by the way, America, Japan and good old Blighty.) Here we go...

1 This, obviously, is the course. The light green is the fairway, the dark green is the rough, the trees are – well, they're trees really, and the yellow bits are the bunkers. And the blue bits? Water, you plonkhead.

2 If *Tournament Golf* was a shoot 'em-up, this bit would be called the end-of-level nasty (ie. you have to reach it and defeat it: it's the green and it contains 'the hole').

3 This is the tee – it's where you start from. The crosshair sight can be moved left or right depending on where you want the ball to go. Look where I've aimed. I'm crap at golf, as you can tell.

4 This is the information box. It tells you all sorts of things – like which course you're playing, how many shots you're meant to be taking (three, four or five), how far away the green is, the wind speed, the wind direction and how many shots you've had so far.

5 And this is your decision box. You cycle through the options with one button while changing things with the pad. If you change your mind about something at any time before actually taking the shot, you can cycle back with the other button and do the necessary. So what decisions can be made? Quite a few as it happens...

slow medium or fast swing



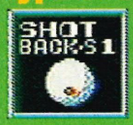
If you've got slow reactions then why not go for a 'slow swing'? It's harder to get wrong than a fast swing, but the price you pay is that the ball doesn't travel as far. Sometimes though, like when you're near the green, you may want to take a slow swing anyway, regardless of whether you're skill or not. Decisions, decisions, decisions.

choice of club



Just like a carpenter doesn't bang nails into a piece of wood with an electric sander, you won't want to perform a nifty chip shot out of the rough with your putter. There are 15 clubs on offer, but which suits you best in a situation? Deep rough? Light rough? Buried in the sand? Decisions, decisions, decisions.

type of shot



You can give the ball topspin (it flies lower and rolls further), backspin (it flies way up and hardly rolls at all) or no spin at all (it does a bit of both). There are five places in which the ball can be struck, so which then? Uh oh, decision time again.



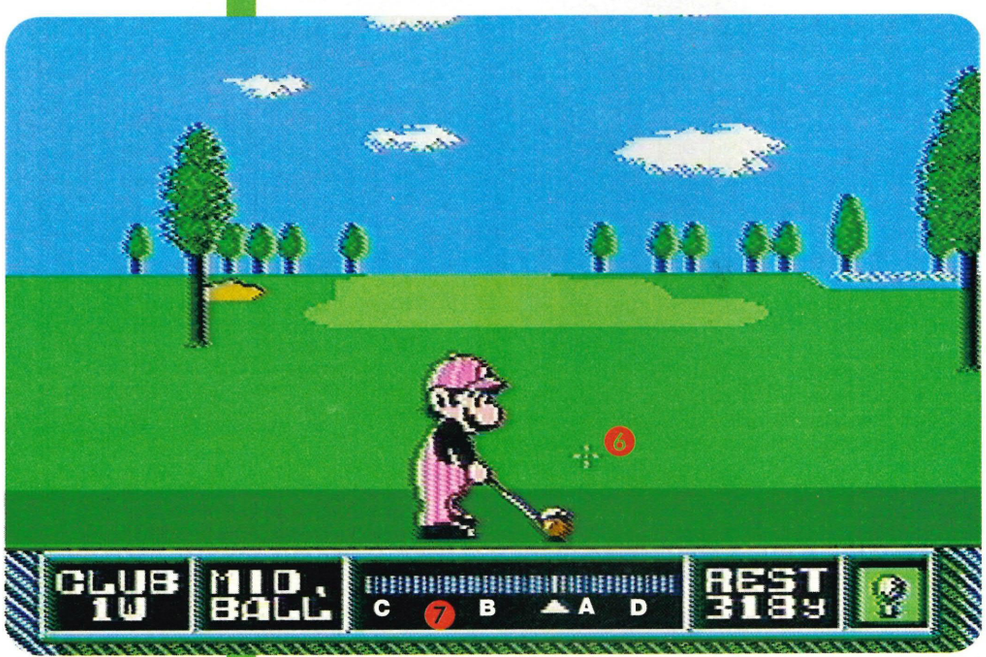
And now all you can do is shout with glee or yelp "No, no, no!" as your ball, seen in birds-eye view, either goes exactly where you wanted it to or exactly where you didn't think was possible. If it was a brilliant shot you may decide to call up a replay. If it's your mate's shot (and it was a particularly useless one that ended up in the river) you may also decide to call up a replay. Whatever.



So, a few shots later and you'll hopefully end up on the green – like we are here. The arrows tell you which way the green slopes, whether it's got a fast surface, a slow surface, and so on. All you have to do is line up the crosshair and jab the joypad button a couple of times. Yup, it's the powermeter again, but it's not quite as tricky as it was before because this time there are only two jabs instead of three: one to start the arrow and another to stop it (ie. set the distance). Jab, jab. Or jabjab to be precise.



As soon as the ball gets near enough to the hole, the view changes again – and the animation is brilliant. Now it's just like the real thing where you get the chance to go "Oooooooooh... No, no!" as it rolls past, or "Oooooooooh... Eh?" as it almost goes in but bounces off the lip, or "Oooooooooh... Ouch!" as your mate smacks you in the side of the head because it has plopped in and he's lost some money. (Yes, you can bet money on golf games like this by allocating a certain amount to each hole. It makes for fun and profit). *(If you win that is. Ed.)*



Open Tournament Golf comes with more options than Ian Woosnam could shake his little pecker at. You can make the game pretty much as easy or as hard as you like – you can practise individual holes on any of the three courses, you can enter tournaments, you can... well, you can do the works basically. It's funny actually, because what with the little Mario taking your shots and the predominantly overhead rather than first person viewpoints, I thought this game would be mildly diverting but a bit on the limp side. But it's not. It's lots of fun **and** it's accurate. It puts a few 16-bit golf games to shame. Against the NES it's excellent enough, but against another person (and especially when there's a wad of cash involved and you've set their difficulty level to impossible while yours is on easy) it's so enjoyable it'll make your trousers fall off. My name's Tony Slattery. Goodnight.

So now we're onto the really crucial bit in which Mario hits the ball – and we all know what a git Mario can be if he has a mind to be, don't we?

6 Using this crosshair, you can aim left or right for a bit of fine tuning (like when there's a tree directly in front of you or something).

7 This, in case you're not familiar with golf games, is the Powermeter – it sets the power and direction of your shot. What you do is jab the A button to start the arrow moving left, jab the A button again to make it move back to the right and then jab the A button a third time to stop it moving completely. It goes like this: jab, jab, jab. In fact it's quicker than that, more like this really: "jabjabjab". So this, obviously, is where your reaction speed comes into play – all your clever club choice and top spin showing-off tactics can be ruined by cocking up here.

how the powermeter works

As the arrow zaps to the right (after your starting jab) the length of your shot is being set. If you fail to jab the button again before the arrow reaches the edge (C) then it's cock-up time – you waste a shot. If you jab the button too soon however (B), then it results in a puny shot (although sometimes you actually want this to happen – just a little chip). Anyway, after your second jab the arrow is moving back, and the idea is to stop it directly at the point from which it began (A). Stop it too early and your ball will hack off to the right. Too late (D) and it will hack off to the left.

The further away the arrow is stopped from the starting point, the more the ball will veer away, whether to the right or to the left. This is called hooking and slicing, and you can use it to your advantage: you can shoot around obstacles or help the ball fight against a strong cross wind. Remember one thing though – if you chose Slow Swing the powermeter arrow moves quite quickly, but if you chose Fast Swing it's like greased lightning. Are you fast enough to stop the arrow exactly where you intended? Ha!



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

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

MIRACLE SOFTWARE

(N.E.S)

ADVENTURE OF LINK	£36.50
A BOY AND HIS BLOB	£31.50
BLASTER MASTER	£36.50
BUBBLE BUBBLE	£28.50
BUGS BUNNY	£41.50
BLUE SHADOW	£31.50
BURAI FIGHTER DELUXE	£27.50
CAPTAIN PLANET	£39.95
CALIFORNIA GAMES	£36.50
CASTLEVANIA	£28.50
DR MARIO	£27.50
DUCK TALES	£40.50
DUCK HUNT	£28.50
DOUBLE DRAGON 2	£36.50
DOUBLE DRAGON 3	£41.50
FOUR PLAYER TENNIS	£31.50
FAXANDY	£27.50
GOLF	£28.50
GAUNTLET 2	£41.50
GREMLINS 2	£46.50
HUNT FOR RED OCTOBER	£39.99
HIGH SPEED	£41.50
ISOLATED WARRIOR	£31.50
JACKIE CHAN KUNG FU	£39.99
JACK NICKLAUS GOLF	£31.50
KUNG FU	£27.50
KABUK QUANTAM FIGHTER	£31.99
KICK OFF	£31.50
LOW G. MAN	£31.99
LUNAR POOL	£27.99
MEGAMAN 2	£41.99
MANIAC MANSION	£51.99
MISSION IMPOSSIBLE	£36.50
NINTENDO WORLD CUP	£31.99
NEW GHOSTBUSTER'S	£31.99
NEW ZEALAND STORY	£40.00
NORTH AND SOUTH	£41.99
PAPER BOY	£23.99
POPEYE	£19.99
PUNCH OUT	£23.99
PIN BOT	£31.99
POWER BLADE	£31.99
PROBOTECTOR	£31.99
RAINBOW ISLAND	£40.00
ROAD FIGHTER	£27.99
ROLLER GAMES	£37.50
RAD RACER'S	£27.50
RAD GRAVITY	£31.50
SNAKES REVENGE	£31.50
SKATE OR DIE	£23.99
SIMPSON	£36.99
SOLAR JETMAN	£28.00
STAR WARS	£47.50
STEALTH ATF	£31.50
SUPER MARIO 2	£36.99
SUPER MARIO 3	£36.99
SUPER MARIO BROTHER	£27.50
SWORDS AND SERPANTS	£31.99
TIME LORD	£36.99
TOTALLY RAD	£36.50
TOP GUN	£27.99
TRACK AND FIELD 2	£32.50
TURTLES 2	£46.50
WORLD WRESTLING	£31.50
WWF WRESTLING	£31.99
WIZARDS AND WARRIORS	£18.99

SEGA MEGADRIVE SECTION

3D BLOCK OUT	£18.95
688 ATTACK SUB	£37.95
ALIEN STORM	£28.50
ATOMIC ROBOKID	£29.50
BATTLE MASTER	£28.95
BATMAN	£30.50
BULLS v LAKERS	£29.95
BATTLE SQUADRON	£29.95
BONANZA BROTHERS	£24.50
BUCK ROGERS	£38.50
BUDOKAN	£30.50
D.J. BOY	£28.95
DONALD DUCK	£33.50
DESERT STRIKE	£33.95
ESWAT	£26.50
F22 INTERCEPTOR	£32.95
FANTASIA	£31.95
FATAL REWIND	£30.95
FORGOTTEN WORLDS	£25.95
GHOSTBUSTERS	£25.50
GALAXY FORCE	£29.95
GYNOUG	£29.95
GHOULS & GHOSTS	£31.50
GOLDEN AXE 2	£30.50
HARDBALL	£31.50
HELLFIRE	£28.50
HARD DRIVIN	£29.95
ISHIDO	£16.50
IT CAME FROM THE DESERT	£28.95
JOE MONTANA	£23.50
JOE MONTANA 2	£29.50
KILLING GAME SHOW	£30.95
KLAX	£29.50
MS PACMAN	£28.95
MERCS	£25.95
MICKEY MOUSE	£28.50
MARBLE MADNESS	£29.95
MIDNIGHT RESISTANCE	£29.50
MOONWALKER	£27.50
OUTRUN	£29.95
ONSLAUGHT	£33.95
OLYMPIC	£29.50
PAC MANIA	£28.95
PAPERBOY	£32.95
PITFIGHTER	£31.95
P.G.A. GOLF	£34.50
PHANTASY STAR III	£37.50
POPULOUS	£31.50
RAMBO III	£26.50
REVENGE OF SHINOBI	£26.50
RASTAN SAGA 2	£29.95
ROLLING THUNDER 2	£34.95
ROBOCOP — JAMES POND 2	£34.50
ROAD RASH	£33.95
SHADOW DANCER	£25.50
SUPER OFF ROAD	£28.95
SAINT SWORD	£29.95
SHADOW OF THE BEAST	£31.50
SONIC THE HEDGEHOG	£29.50
SPIDERMAN	£29.95
STREETS OF RAGE	£33.50
STRIDER	£34.50
SUPER HANG ON	£25.95
THE IMMORTAN	£34.50
TECHNOCOP	£34.50
THUNDERFORCE III	£29.50
TOKI	£31.50
TWO CRUDE DUDES	£34.50
TURBO OUTRUN	£29.50
TWIN COBRA	£29.50
TURRICAN	£29.50
TEST DRIVE 2	£33.50
ULTIMATE QIX	£19.50
WRESTLE WAR	£29.95
WORLD CHAMP SOCCER	£29.95
XENON 2	£29.50
ZANY GOLF	£23.50
ZERO WING	£28.95

SEGA MASTER SYSTEM

ACTION FIGHTER	£12.50
AFTERBURNER	£23.95
ALEX KID IN HIGH TECH	£23.50
ALEX KID IN SHINOBI	£23.50
ALEX KID IN LOST STARS	£23.50
ALIEN STORM	£23.50
ASTERIX	£25.95
BACK TO THE FUTURE 2	£24.50
BONANZA BROTHERS	£24.50
BUBBLE BOBBLE	£23.50
CHASE HQ 2	£25.95
CHESS	£27.50
DARIUS 2	£26.95
DICK TRACY	£24.50
DONALD DUCK	£26.50
DOUBLE DRAGON	£25.50
DYNAMITE DUX	£24.50
ENDVRO RACER	£15.50
F16 FIGHTER	£15.50
G-LOC	£24.95
GAUNTLET	£23.95
GHOSTBUSTERS	£23.95
GHOULS N GHOSTS	£24.50
GOLDEN AXE	£23.95
HEROS OF THE LANCE	£26.50
IMPOSSIBLE MISSION	£23.95
INDIANA JONES	£24.50
JOE MONTANA	£24.50
KLAX	£26.50
LEADERBOARD	£24.50
LINE OF FIRE	£25.95
MICKEY MOUSE	£23.50
MOONWALKER	£24.50
NINJA	£15.50
OUTRUN	£23.95
OUTRUN EUROPA	£27.50
PAPERBOY	£23.95
POPULOUS	£26.95
PRO WRESTLING	£19.50
R—TYPE	£23.95
SHADOW DANCER	£25.95
SHADOW OF THE BEAST	£26.50
SONIC THE HEDGEHOG	£23.50
SPEEDBALL	£23.95
STRIDER	£23.95
SUPER KICK OFF	£28.50
SUPER MONACO GP	£23.95
SUPER TENNIS	£15.00
WONDERBOY III	£23.95
XENON II	£23.50

GAME BOY

ALTERED SPACE	£18.95
BASEBALL	£15.50
ADVENTURE ISLAND	£18.95
ADDAMS FAMILY	£18.95
ASTEROIDS	£15.95
BASE BALL	£15.50 (MISTAKE)
BILL AND TED	£18.95
BALLON KID	£16.50
BILL ELLIOTT	£18.95
AMAZING PENGUIN	£15.95
AUTOMIC PUNK	£18.50
BLADES OF STEEL	£18.95
BASES LOADED	£18.50
BATMAN	£18.50
BEETLE JUICE	£18.95
BOXXLE	£9.95
BUGS BUNNY 2	£18.50
CHOPLIFTER II	£18.50
CRYSTAL QUEST	£15.00
CHASE HQ	£18.50
CHESSMASTER	£18.95
CASTLEVANIA II	£18.50
DOUBLE DRIBBLE	£18.95
DR MARIO	£23.50
DAYS OF THUNDER	£19.00
DEAD HEAT SCRAMBLE	£18.50
DOUBLE DRAGON	£18.95
ELEVATOR ACTION	£18.50
FLIPALL	£18.95
FI RACER	£24.00
FISH DUDE	£18.50
FORTRESS OF FEAR	£18.95
FASTEST LAP	£8.50
FISH OF NORTH STAR	£18.50
GOLF	£18.50
GARGOYLES QUEST	£18.95
GREMLINS 2	£19.00
HAL WRESTLING	£18.50
HYPER LODE RUNNER	£18.50
HOME ALONE	£24.00
HUNT FOR RED OCTOBER	£23.50
ISHIDO	£9.50
JORDAN V BIRD	£18.50
KID ICARUS	£18.50
KILLER TOMATOES	£18.95
KLAX	£18.50
KUNG FU MASTERS	£18.50
LOOPZ	£18.50
MONOPOLY	£18.50
MARBLE MADNESS	£18.95
MALIBU BEACH VOLLEY	£18.50
MEGA MAN	£18.50
MOTOCROSS MANIACS	£18.50
METROID II	£15.50
MOTOCROSS MANIACS	(MISTAKE)
MERCENARY FORCE	£18.50
NINJA BOY	£18.50
NINJA GAIDEN	£18.50
NFL FOOTBALL	£18.95
NAVY SEALS	£18.95
NINJA TURTLES II	£23.50
PRINCE OF PERSIA	£18.50
PAPER BOY	£18.95
PENGUIN WARS	£18.50
POWER RACER	£18.50
PIPEDREAM	£18.95
PUNISHER	£22.00
R-TYPE	£21.50
ROBOCOP	£18.50
ROBOCOP II	£18.50
ROLANDS CURSE	£18.95
REVENGE OF THE GATOR	£18.50
SUPER RC PRO AM	£18.50
SNEAKY SNAKES	£18.50
SNOW BROTHERS	£18.95
STAR TREK	£18.50
SKATE OR DIE	£21.50
SNOW BROTHERS	£18.50
TINY TOON	£18.50
TERMINATOR II	£23.50
TECHNOBOWL	£18.95
WWF SUPERSTAR	£24.00
WORLD CUP SOCCER	£23.50

SUPER N.E.S.

UK FAMICON — US CONVERTER	£28.95
SUPER R-TYPE	£36.50
F-ZERO	£35.50
SUPER SOCCER	£35.50
SUPER TENNIS	£35.95
CASTLEVANIA 4	£37.50
FINAL FANTASY 2	£39.50
FINAL FIGHT	£35.50
GRADIUS 3	£32.95
HOME ALONE	£34.50
LEMMINGS	£36.50
PAPERBOY II	£34.50
POPULOUS	£33.95
SIM CITY	£34.50
SMASH TV	£36.50
SUPER GHOULS N GHOSTS	£36.50
SUPER OFF ROAD	£34.95
UN SQUADRON	£36.95

MIRACLE SOFTWARE (Dept Z1), 4 PLAS PAMIR, PORTWAY MARINA, PENARTH, CF6 1BT

Please make cheques/POs payable to Miracle Software

Post and packing is FREE!

And all orders will receive our great catalogue, which also includes lots of hints and tips and a £5 VOUCHER FOR YOUR NEXT ORDER!

WIN! four nintendo super scopes



tubeway army

If we told you that this Summer you were going to put a grey tube on your shoulder, point it at the TV screen and go "Whoo whooo" a lot you probably wouldn't believe us. You'd think we were out of our blinkin' trees. "You're out of your blinkin' tree," you'd say. "You haven't played with a Super Nintendo Scope yet," we'd reply smugly. You can read all about this little gem in Zone 7 (page 80). Suffice to say this is the smartest, most accurate and above all biggest light gun you can get to grips with, and you can get to grips with it thanks to those generous bods at Bandai who are offering four of the not so little blighters as prizes in this well nifty compo.

gimmee gimmee gimmee* *a man after midnight

So you want to get your grubby little mitts on a Super Nintendo Scope?
Yes please. *(A Reader.)*
Well you're going to have to answer a couple of questions first.
Easy ones. *(A Reader.)*
Well, as we're in a very good mood it will be moderately easy. Just answer this question:

D Mike Oldfield

A The New Seekers

B Rolf Harris

C Mozart

Tubular Bells is a mega famous record. But who is it by?

Hmm that's a bit difficult. How about some choices? *(Same Reader.)*
Oh, alright then. Choose from the bods in the bulletholes above: Was it?:

hanging on the telephone

Once you've made your choice just follow these five simple steps and you too could be the very proud owner of a grey plastic tube.

1 Pick up your phone.
2 Dial 0839 121 154
3 Leave the letter of the answer you think is correct.
4 ...and your name and address.
5 Hang up.

Simple hey?

if I rule-d the world

Even the *Game Zone* office has some rules. Not many I grant you, but some. Here are the pick of the crop.

1 Calls are charged at 36p a minute cheap rate, 48p a minute at rip-off rate, so make sure you've got the bill payer's permission to use the phone.
2 Employees of either Dennis Publishing or Bandai found entering will have a Super Nintendo Scope stuck where the sun don't shine.
3 The lines will close on 20 July.
4 What the Ed says, goes. *(Goes in one ear and out the other usually. Ed.)*

0839 121 154

If it's in the advert, IT'S IN STOCK*

HARDWARE

Stock number		
HDGAMEBOY	GAMEBOY & TETRIS	£69.99
HDGGEARSNC	GAMEGEAR & SONIC	£129.99
HDLYNX	ATARI LYNX	£84.95
HDNESACTIO	NES ACTION SET+GUN	£99.99
HDNESCONTR	NES CONTROL DECK	£79.99
HDSEGAMD	MEGADRIVE & 3 GAMES	£159.99
HDSEGAMSNC	SEGA MASTER & SONIC	£89.99
HDSEGAMSTR	SEGA MASTER 2	£49.99
HDSUPERNES	SUPER NES & GAME	£149.99

OFFICIAL NINTENDO

Stock number		
NE10YARDFT	10 YARD FIGHT	£25.53
NEBLSTRMST	BLASTER MASTER	£39.99
NECFNAGAMS	CALIFORNIA GAMES	£39.99
NECPTNSKYH	CAPTAIN SKYHAWK	£29.99
NEDBLDGN2	DOUBLE DRAGON 2	£39.99
NEDFNDRCRN	DEFENDER OF CROWN	£44.99
NEDNKYKONG	DONKEY KONG	£24.99
NEDUCKHUNT	DUCK HUNT	£39.99
NEGOAL	GOAL	£39.99
NEGUNSMOKE	GUNSMOKE	£25.99
NEJCKIECHN	JACKIE CHAN	£42.99
NEKCKLCUBL	KICKLE CUBICLE	£29.99
NEKICKOFF	KICK OFF	£35.99
NELOWGMAN	LOW G MAN	£34.99
NEMARIOBRS	MARIO BROS	£29.99
NEMBLMDNES	MARBLE MADNESS	£39.99
NEMEGAMAN2	MEGA MAN 2	£44.99
NENZSTORY	NEW ZEALAND STORY	£42.99
NEPAPERBOY	PAPERBOY	£39.99
NEPROBOTCT	PROBOTECTOR	£34.99
NEPUNCHOUT	PUNCH OUT	£39.99
NEPWRBLADE	POWER BLADE	£34.99
NEROBOCOP	ROBOCOP	£42.99
NESHDWWARR	SHADOW WARRIORS	£39.99
NESIMPSONS	SIMPSONS	£39.99
NESLNTSVCE	SILENT SERVICE	£34.99
NESPRMARO3	SUPER MARIO BROS 3	£44.99
NESTARWARS	STAR WARS	£49.99
NESWRDSSPN	SWORDS & SERPENTS	£35.99
NETIMELORD	TIME LORD	£39.99
NETURTLES	TURTLES	£35.99
NEWORLDCUP	WORLD CUP	£34.99
NEWRLDWRST	WORLD WRESTLING	£39.99
NEWWF	WWF	£39.99
NEZELDA	ZELDA	£40.86

OFFICIAL GAMEBOY

Stock number		
GBALLEYWAY	ALLEY WAY	£21.99
GBBBLBOBBL	BUBBLE BOBBLE	£24.99
G3BSLGHOST	BUBBLE GHOST	£21.95
GBBLDRDASH	BOULDER DASH	£24.99
GBBUGSBMY	BUGS BUNNY	£21.99
GBBLDRGN2	DOUBLE DRAGON 2	£24.99
GBDBLDDGON	DOUBLE DRAGON	£24.99
GBDRMARIO	DR. MARIO	£21.99
GBF1RACE	F1 RACE	£29.99
GBFRTFZONE	FORTIFIED ZONE	£24.99
GBGHSTBST2	GHOSTBUSTERS 2	£21.99
GBGREMLNS2	GREMLINS 2	£24.99
GBGRGYLQST	GARGOYLE QUEST	£21.99
GBHYPLODER	HYPER LODE RUNNER	£19.99
GBKWIRK	KWIRK	£24.99
GBNEMESIS	NEMESIS	£24.99
GBPAPERBOY	PAPERBOY	£21.99
GBQBERT	QBERT	£24.99
GBROBOCOP	ROBOCOP	£24.99
GBRTYPE	R-TYPE	£24.99
GBSIDEPKT	SIDE POCKET	£21.99
GBSNOOPY	SNOOPY MAGIC SHOW	£24.99
GBSPIDRMAN	SPIDERMAN	£24.99
GBSUPERMAL	SUPER MARIO LAND	£21.99
GBT2	TERMINATOR 2	£24.99

MEGADRIVE

Stock number		
MD2CRUDEDD	2 CRUDE DUDES	£39.99
MDBATMAN	BATMAN	£34.99
MDBNZABROS	BONANZA BROS.	£34.99
MDBTLMASTR	BATTLEMASTER	£39.99
MDCALIBR50	CALIBRE 50	£34.99
MDCOLUMNS	COLUMNS	£19.99
MDCYBERBAL	CYBERBALL	£34.99
MDDINOLAND	DINOLAND	£39.99
MDDSRTSTRK	DESERT STRIKE	£39.99
MDEAICEHKY	EA ICE HOCKEY	£39.99
MDF22	F22	£39.99
MDFANTASIA	FANTASIA	£19.99
MDFATALLAB	FATAL LABRYNTH	£39.99
MDFTLREWND	FATAL REWIND	£29.99
MDGAINGRND	GAIN GROUND	£19.99
MDGLDAXE2	GOLDEN AXE 2	£39.99
MDGLXYFRC2	GALAXY FORCE 2	£44.99
MDGOLDENAX	GOLDEN AXE	£29.99
MDGYNOUG	GYNOUG	£39.99
MDHARDBALL	HARDBALL	£39.99
MDHELLFIRE	HELLFIRE	£34.99
MDHRDDRVNG	HARD DRIVING	£39.99
MDHYDLIDE	HYDLIDE	£39.99
MDJMADDFBL	JOHN MADDEN FOOTBALL	£34.99
MDGMADDN92	JOHN MADDEM 92	£39.99
MDJMSPRTTL	JM SPORTS TALK F/B	£39.99
MDMERCS	MERCS	£39.99
MDMMOUSECI	M.MOUSE CSTL ILLUSN	£39.99
MDMRBLMDNS	MARBLE MADNESS	£39.99
MDMSPACMAN	MS. PACMAN	£34.99
MDMYSTCDFD	MYSTIC DEFENDER	£39.99
MDONSLAUGT	ONSLAUGHT	£38.99
MDPAPERBOY	PAPERBOY	£37.99
MDPHELIOS	PHELIOS	£34.99
MDPITFIGTR	PITFIGHTER	£49.99
MDPOPULOUS	POPULUS	£44.99
MDQUACKSHT	QUACKSHOT	£39.99
MDRINGSPWR	RINGS OF POWER	£44.99
MDROADRASH	ROAD RASH	£39.99
MDROBOCOD	ROBOCOD J. POND 2	£39.99
MDSONIC	SONIC THE HEDGEHOG	£34.99
MDSPRAIRWF	SUPER AIR WOLF	£19.99
MDSPRLEAGE	SUPERLEAGUE	£39.99
MDSPRMNCGP	SUPER MONACO GP	£34.99
MDSTARCNTL	STAR CONTROL	£39.99
MDSTSOFRGE	STREETS OF RAGE	£34.99
MDTBLSHOTR	TROUBLE SHOOTER	£44.99
MDTHNDFRC3	THUNDERFORCE 3	£39.99
MDTOEJAM	TOEJAM & EARL	£39.99
MDTOKI	TOKI	£39.99
MDTRUXTON	TRUXTON	£39.99
MDTSKFRCEH	TASK FORCE HARRIER	£49.99
MDTURRICAN	TURRICAN	£39.99
MDWARSONG	WARSONG	£44.99
MDWDRBOY3	WONDERBOY 3	£19.99
MDWHIPRUSH	WHIPRUSH	£19.99

SEGA MASTER

Stock number		
SMAFTBURNR	AFTERBURNER	£19.99
SMASTERIX	ASTERIX THE GAUL	£32.99
SMBANKPANI	BANK PANIC	£12.99
SMBLAKBELT	BLACK BELT	£12.99
SMBNZABROS	BONANZA BROS.	£29.99
SMCOLUMNS	COLUMNS	£24.99
SMCYBRGHNT	CYBORG HUNTER	£29.99
SMDANAN	DANAN	£29.99
SMDONALDDK	D.DUCK LUCKY DIME	£32.99
SMENDURORC	ENDURO RACER	£9.99
SMESWAT	ESWAT	£29.99
SMFLINSTNS	FLINTSTONES	£34.99
SMGLOBDFEN	GLOBAL DEFENCE	£12.99
SMGNGSTRTW	GANGSTER TOWN	£29.99
SMGOLDNAXE	GOLEN AXE	£32.99
SMGOLDELLS	GOLVELLIUS	£29.99
SMIMPMISSN	IMPOSSIBLE MISSION	£29.99
SMINDY	INDIANA JONES	£29.99
SMJOEMONTF	JOE MONTANA F/BALL	£29.99
SMKUNGFUKD	KUNG FU KID	£12.99
SMLINEOFFR	LINE OF FIRE	£32.99
SMMERCS	MERCS	£29.99
SMPOPULOUS	POPULUS	£34.99
SMSEGACHSS	SEGA CHESS	£34.99
SMSHDWBEST	SHADOW OF THE BEAST	£34.99
SMSHDWDNCR	SHADOW DANCER	£34.99
SMSONIC	SONIC THE HEDGEHOG	£29.99
SMSPCHRH3D	SPACE HARRIER 3D	£29.99
SMSTRIDER	STRIDER	£29.99
SMTHNDRBLD	THUNDERBLADE	£29.99
SMWORLDGPX	WORLD GRAND PRIX	£12.99

GAMEGEAR

Stock number		
GGAXEBATLR	AXE BATTLER	£29.99
GGCHASEHQ	CHASE HQ	£24.99
GGCLUTHITT	CLUTCH HITTER	£29.99
GGDONALDDK	DONALD DUCK	£24.99
GGDRGNCRYS	DRAGON CRYSTAL	£24.99
GGHALEYWAR	HALLEY WARS	£24.99
GGJMONTFBL	JOE MONTANA F/BALL	£24.99
GGMMOUSECI	M.MOUSE CSTL OF ILL	£24.99
GGNINJAGDN	NINJA GAIDEN	£24.99
GGOUTRUN	OUTRUN	£24.99
GGPYSCHICW	PSYCHIC WORLD	£19.99
GGRVNGDCON	RVNGE OF THE DRACON	£29.99
GGSKWEEK	SKWEEK	£28.99
GGSLIDER	SLIDER	£27.99
GGSLTPOKER	SOLITAIRE POKER	£24.99
GGSONIC	SONIC THE HEDGEHOG	£29.99
GGSPCEHARR	SPACE HARRIER	£27.99
GGSUPERMON	SUPER MONACO GP	£19.99
GGSUPKIKOF	SUPER KICK OFF	£29.99
GGTILT	TILT	£24.99

LYNX

Stock number		
LYAPB	APB	£29.99
LYBILL&TED	BILL & TED EXCL ADV	£29.99
LYBLOCKOUT	BLOCKOUT	£29.99
LYCHEQFLAG	CHEQUERED FLAG	£29.99
LYCHESSCHL	CHESS CHALLENGE	£29.99
LYCHIPCHLN	CHIPS CHALLENGE	£29.99
LYCRYSTLMN	CRYSTAL MINES	£29.99
LYELECTRCP	ELECTROCOP	£29.99
LYGATESZEN	GATES OF ZENDECON	£29.99
LYGAUNTLET	GAUNTLET	£29.99
LYISHIDO	ISHIDO	£29.99
LYKLAX	KLAX	£29.99
LYMSPACMAN	MS PACMAN	£29.99
LYNJAGADEN	NINJA GAIDEN	£29.99
LYPAPERBOY	PAPERBOY	£29.99
LYQIX	QIX	£29.99
LYRAMPAGE	RAMPAGE	£29.99
LYROBOSQSH	ROBOSQUASH	£29.99
LYROBOTRON	ROBOTRON	£29.99
LYRYGAR	RYGAR	£29.99
LYSHANGHAI	SHANGHAI	£29.99
LYSTNRUNNR	STUN RUNNER	£29.99
LYTURBOSUB	TURBO SUB	£29.99
LYWARBIRDS	WARBIRDS	£29.99
LYXENOPHBE	ZENOPHOBE	£29.99
LYXYBOTS	XYBOTS	£29.99
LYZRLMERCS	ZARLOR MERCENARY	£29.99

ACCESSORIES

Stock number		
MECLRVIEW	GAMEBOY CLEARVIEW	£9.99
MEGBAMPLIF	GAMEBOY AMPLIFIER	£13.99
MEGBDELCAS	GAMEBOY DELUXE CASE	£21.99
MEGBLGTMAS	GAMEBOY LIGHTMASTER	£17.99
MEGBMAGNIF	GAMEBOY MAGNIFIER	£10.99
MEGBOYHLST	GAMEBOY HOLSTER	£15.99
MEGBOYMGLT	GAMEBOY MAGNILIGHT	£19.99
MEGBOYSAFE	GAMEBOY SAFE	£8.99
MEGBPORTCA	GAMEBOY PORTA CASE	£8.99
MEGEEMGEAR	MASTERBEAR CONVERTR	£24.99
MEGGMGNGER	G.GEAR MAGNIGEAR	£19.99
MEGGRORGAN	GAME GEAR ORGANISER	£21.99
MEGGTRAVEL	GAMEGEAR TRAVELCASE	£11.99
MEJAPCNVRT	MD JAP CONVERTOR	£14.99
MELYNXBATT	LYNX BATTERY PACK	£16.99
MEMASTRPAD	MASTER GAME PAD	£8.99
MEMEGAORGN	MEGADRIVE ORGANISER	£23.99
MEMSLTPHSR	MASTER LIGHTPHASER	£29.99
MEMSSPTPAD	MASTER SPORTS PAD	£29.99
MENEDBLPLY	NES DOUBLE PLAYER	£44.99
MENEMAXPAD	NES MAXPAD	£24.99
MENES4SCOR	NES 4 SCORE	£29.99
MENESADVNT	NES ADVANTAGE	£39.99
MENESORGAN	NES ORGANISER	£23.99
MEPWRGRIP	NES POWER GRIPS	£5.99
METRBOPRO2	MEGADRIVE PRO 2 PAD	£19.99

PLEASE QUOTE STOCK NUMBER WHEN ORDERING FROM ADVERT

Free Price-list sent with first order

** All items in advert in stock at time of going to press*

Cheques welcome with card number on back of cheque

Instant credit to personal callers

P&P £10 Hardware (Next day) P&P £1.50 Software despatched 1st Class Recorded

RING: 051-650-0500 to place order. FAX: 051-650-0506

Personal callers welcome at our well displayed Show Room:

MICRO MIPS

25-29 GRANGE ROAD, WEST BIRKENHEAD, MERSEYSIDE L41 4BY

NEW

G.B. HOLSTER.™
IT'S TOUGH ON THE STREET.



Carrying a Gameboy™ around without proper protection can be risky.

But not any more! Now there's an ace new holster from Konix® which lets you carry your pride and joy, hands free, in perfect safety.



The GB Holster™ is a brilliantly clever device that clips on to your belt with your Gameboy™ safe inside – and there's no need



to remove it from the holster, except to replace batteries.

Because the holster is rubberised, your Gameboy™ will just bounce when dropped. All the vital parts are protected.



The GB Holster™ makes Gameboy™ easier to hold, and easier to play.

Ask your nearest dealer about the Konix® GB Holster™

Because it's tough on the street.

konix®

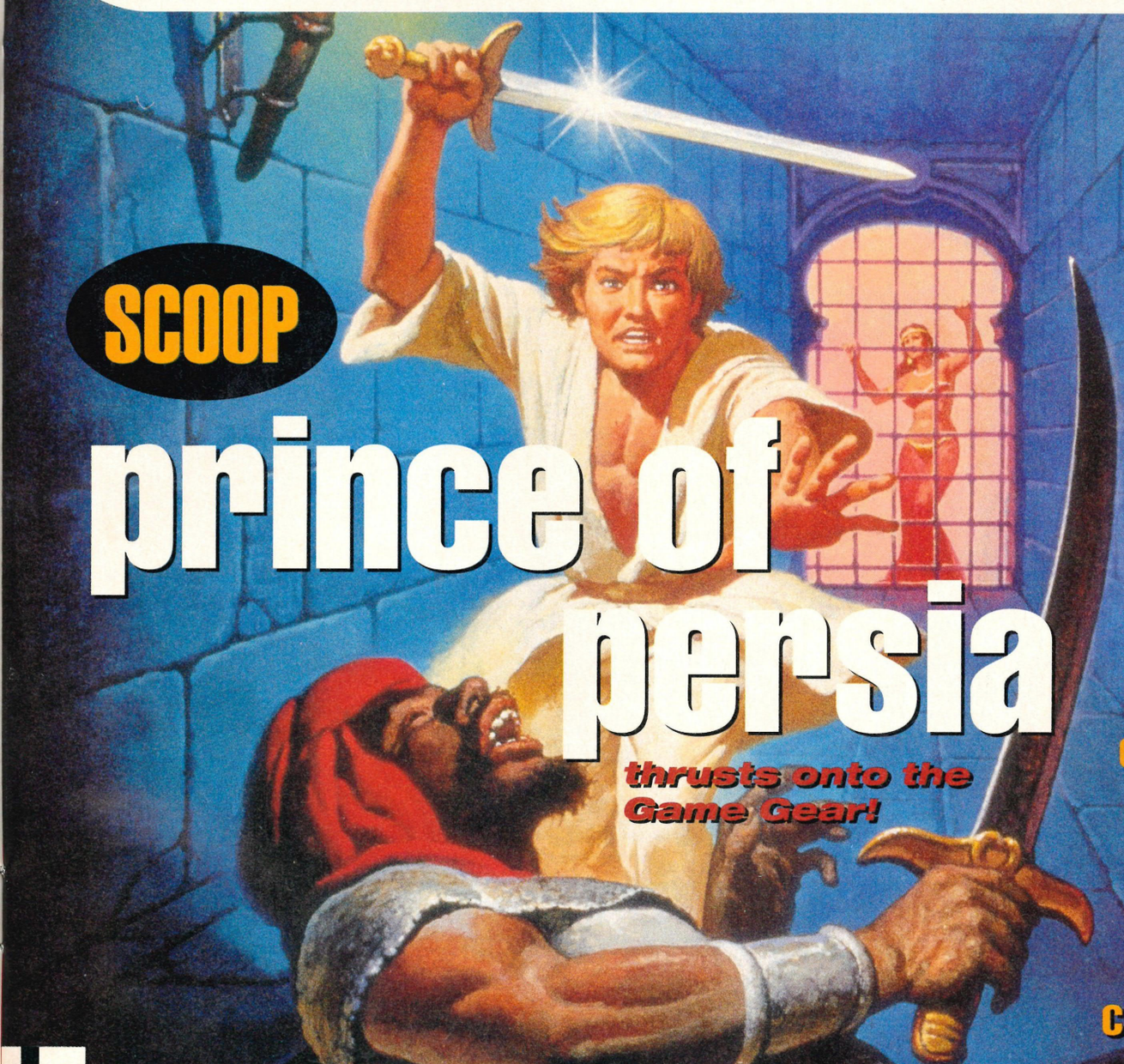
TOTAL CONTROL AT YOUR FINGERTIPS

Konix® Products
Unit 35, Rassau Industrial Estate,
Ebbw Vale, Gwent, Wales NP3 5SD
Tel: 0495 350101 Fax: 0495 305972



free handheld magazine only with GAME ZONE

massive



SCOOP

prince of persia

thrusts onto the Game Gear!

GAME BOY

GAME GEAR

LYNX

INSIDE

tiny toons
dirty larry
outrun europa
trax
kung food
star trek
spider-man
ceasars palace
paperboy 2
super hunchback
battletoads
the simpsons
marble madness

WIN!

a stupendous canon mega zoom 105 35mm fully automatic compact camera in our smart spider-man compo

16-PAGE PULLOUT AND KEEP

issue one
july 1992

massive issue one july 1992

contents

It's huge! It's ginormous! It's Massive – the first ever issue of the hottest, most exclusive and comprehensive handheld mag to ever hit the streets of Blighty. Each month in Massive we'll be bringing you all the latest reviews and previews of the hottest new titles to be hitting the handheld market. Check out this month's exclusive preview of *Prince Of Persia* on the Game Gear. Plus we've also got reviews of *Tiny Toon Adventures* and *Star Trek* on the Game Boy and *Dirty Larry – Renegade Cop* on the Lynx, plus more news and previews than you can shake a stick at.

games list

game boy

49 battletoads *(P)*
60 caesars palace *(R)*
61 paperboy 2 *(R)*
57 star trek 25th anniversary *(R)*
49 super hunchback *(P)*
52 tiny toon adventures *(R)*
56 trax *(R)*

game gear

49 bart vs the space mutants *(P)*
48 marble madness *(P)*
55 outrun europa *(R)*
50 prince of persia *(P)*
59 spider-man vs the kingpin *(R)*

lynx

54 dirty larry *(R)*
56 kung food *(R)*

compos

58 snap up a Canon automatic camera in our *Massive Spidey* compo

(P) = preview
(R) = review

lynx up

The *Game Zone*-Atari Lynx challenge is well underway now. And down at the challenge zone in Daniels of Windsor recently over 200 competitors indulged in a mass bundle *(Ahem. Ed.)* as they turned up to pit their skills against one another in their attempts to win their way through to the finals of the challenge.

But don't worry if you missed out, 'cos there's still time for you to enter too. Just toddle off to your nearest challenge zone (there's a full list of locations over on pages 82-83) on either Saturday 4 July, Saturday 1 August or Saturday 5 September and attempt to set the highest score you can get on any of the Atari Lynx games in the challenge. Get through to the final and you could be on for winning yourself £3,000 worth of prizes. Smaaaart!



carry on screening

We said we couldn't take any more. We said it was driving us dippy. We admit we admired the subtle dove grey of our Game Boy casing, lovely as it was. But, well, summer was on its way. The heat was on! Dayglo colour was in (at least according to our resident style guru Kool Kev it was!). And we were desperate for some shade-inducing brightness for our Boy, without having to resort to using the office stock of Airfix paints! And amazingly enough, we actually got some – in the rather smart form of this new psychedelic Game Boy Game Screen from Electronics International.

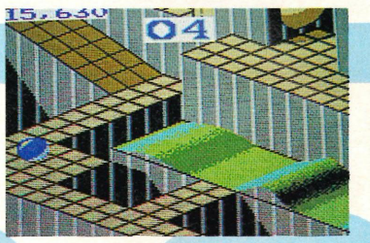
This neat little number lets you add colour to your Game Boy without having to reach for your matchpots. There are eight screens to choose from. Just pick your fave, peel the back off the super sticky multi-coloured protective screen, stick it on your Game Boy and for just £9.99 you can watch your Game Boy come out in all sorts of weird and wonderful colours.

Thanks to B & S Electronics, 11 Tottenham Court Road, London W1 071 323 6673 for supplying us with our Game Boy Game Screen.



marble madness

Round things eh? They're really rather important, aren't they? Just take the wheel, the football or more recently of course the lemon bonbon – all have played their part in the development of the human race haven't they? And now of course, there's yet another round thing about to make its play for historic posterity, *(Actually, I think it looks rather slim and squarish. Ed.)* 'cos Domark is about to release



Marble Madness, that weird and wacky arcade classic, onto the Game Gear.

As usual there'll be six totally barmy, tortuous levels to twist and turn your spherical sphere around, masses of marble mashers and slippery acid slimers trying to prevent you from reaching your goal, plus a smart little signature tune to accompany you on your roundabout route to boot. Looks like another spherical success for our rotund friends.

● Available from Domark in August, price £tba.



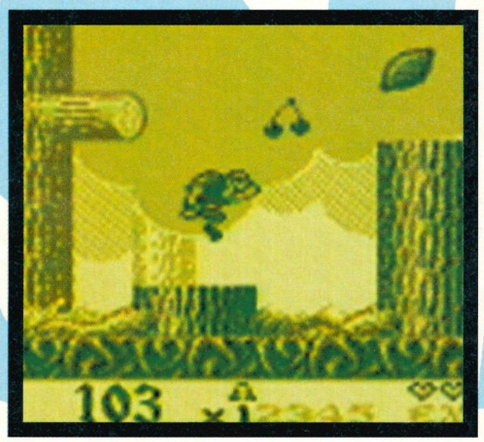
it's magic

It's small. It's squishy, it slides in and out of small spaces very nicely and it will add to your performance no end. What are we talking about? Only the brand spanking new Game Genie for the Game Boy which is currently under development down in the labs of those loveable, huggable British software developers the Codemasters.

Yes, soon all those cheat routines and pokes that Nintendo and Sega owners have been enjoying for donkey's years will be within the grasp of all owners of the small grey thing.

In fact, according to the latest hot goss, the Game Genie for the Game Boy will be on show in the States this summer, available in shops Stateside at the end of the year and should hit the UK market sometime next year.

Watch this space!



super hunchback

Blimey! It looks like there's a bit of a 'clanging' match brewing between two of the most infamous bell keepers in the history of um, bell keeping. Campanologist Quasimodo, the hunchback bell ringer of Notre Dame and his old enemy the beefy Halfenpounder have both set their caps at the very same chick, which means there's a bit of a ding-dong to be had in *Super Hunchback*, the latest horizontal and vertical scroller of an arcade adventure to come out of the labs of Ocean Software. And we're not talking testy tinnitus trouble here either.

Halfenpounder has captured Esmerelda and whisked her off to his castle where he is holding her prisoner. Quasi's task is to pit his wits against the evil count and rescue his chick by collecting fruit, avoiding bouncing boulders, swinging Tarzan-like from various long, dangly things and indulging in his fave hobby, bell ringing, while watching out for the bonus warps on most levels as he goes.

The graphics are cute and Hunchy will start reading a newspaper, play with a yo-yo or whistle if you don't get a move on. We've a hunch you'll like it!

● **Available from Ocean in December, price £24.99.**

bart vs the space mutants

Game Zone: Aye carumba!
Confused Reader: You what?!
Game Zone: We said, 'Aye carumba!!'
Even more Confused Reader: Nope sorry. Still can't catch it.
Game Zone: Oh for goodness sake, we said *'AYE CARUMBA'*. Oh look, never mind. You'll soon get the idea when you take a gander at this latest offering from newly formed Sega label Flying Edge.



The star of this little number is none other than Bart Simpson, that punky-haired, custard-coloured brat we know and love so well. He's been skipping his homework again and his teachers want to know why. One whopper of a lie later takes us into his fantasy world where aliens steal homework and rootbeer burps and watermelon pips are his only means of defence. It's awesome dude!

Still Confused Reader: Erm, quite!

● **Available from Flying Edge in October, price £29.99.**

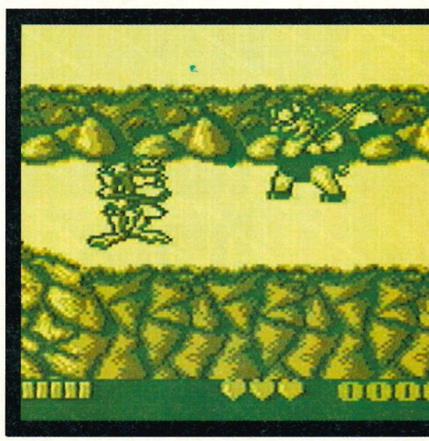
battletoads

Toads eh? They're really quite odious little creatures in general aren't they? Spotty, green, slimey – not a tad unlike our Ed actually... *(Biff!)* But hang on a sec, it has to be said, *(Indeed it does! Ed.)* like all horrible and nasty blips upon the face of the known universe, toads do have their redeeming qualities. And as everyone should know by now, the most excellent and infamous examples of the toad family come in the shape of Zitz, Rash and Pimple. Not the sort of guys you would want splattered over your bathroom mirror, no! But definitely the sort of guys you would want on your side during a rumble for the last drop of fresh milk down at the entrance to the *Game Zone* fridge.

These are the *Battletoads* no less; seedy, sexy and crusin' to give the Dark Queen a bruisin' over a variety of settings and styles of gameplay, (beat 'em-up, shoot 'em-up etc).

One of the coolest Game Boy imports to come of frogspawn since Kermit. The official UK release of this portable stunner is only a few weeks away. Keep 'em peeled for it!

● **Available from Tradewest in August. Price £24.99.**



Game Boy chart

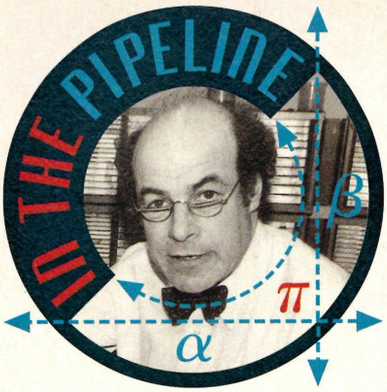
1	**Super Mario Land**	Nintendo
2	**Duck Tales**	Nintendo
3	**Dr Mario**	Nintendo
4	**World Cup**	Nintendo
5	**F1 Race**	Nintendo
6	**Solomon's Club**	Nintendo
7	**Turtles**	Nintendo
8	**Bart Simpson**	Acclaim
9	**Boulder Dash**	Nintendo
10	**Golf**	Nintendo

Game Gear chart

1	**Sonic The Hedgehog**	Sega
2	**Joe Montana Football**	Sega
3	**Psychic World**	Sega
4	**Lucky Dime Caper**	Sega
5	**Super Monaco Grand Prix**	Sega
6	**Slider**	Sega
7	**Fantasy Zone**	Sega
8	**Mickey Mouse**	Sega
9	**Ax Battler**	Sega
10	**Pengo**	Sega

Lynx chart

1	**Toki**	Atari
2	**Crystal Mines II**	Atari
3	**Awesome Golf**	Atari
4	**Superskweek**	Atari
5	**Checkered Flag**	Atari
6	**Bill & Ted's Excellent Adventure/**	Atari
7	**Xybots**	Atari
8	**Scrapyard Dog**	Atari
9	**Turbo Sub**	Atari
10	**Warbirds**	Atari



prince of

Prince Of Persia was fab on the Amiga, fab on the Game Boy and is about to be fab on the Master System. Now Domark are going to squeeze all that brillness onto the Game Gear. Will small be beautiful? *Tyler 'Don't Call Me Shorty' Martin* is on the case (otherwise he wouldn't be able to see over the wall).

When I heard that the *Prince Of Persia* was about to turn up I got all excited, dressed in my best suit, prepared a slap-up meal and tidied the house. Then the Ed took me to one side and said "Listen to me very carefully Tyler – *Prince Of Persia* isn't a person, it's a game. One of the best games ever to be exact. Thanks to Domark it's about to turn up on the Game Gear and you're about to go and see how they're getting on with such an ambitious project. Oh and thanks for the meal." Boy did I feel stupid.

once upon a time...

Just in case there are some of you who don't know the plot of *Prince Of Persia* here it is. A story worthy of the Arabian Nights. You're a dashing young prince in love with a beautiful young princess and she's in love with you, which is nice, but – and there just has to be a but – she's up there and you're down here. More precisely the Evil Grand Vizier has imprisoned you in the dungeons of your own castle. If that wasn't enough he's also swiped your princess to be and is all set to make her his wife. Whoah, wait a minute, why is a hat for shading your eyes doing such things? I didn't even know they could walk. *(Do whaat? Ed.)* (Vizier, visor, sun hat, geddit? Obviously not.)

Anyway you have to make your way through the 12 floors of your castle to the top where the lovely Miss Bride-To-Be is held. Unfortunately you only have one hour to do this in or otherwise old Mr Sun Hat is going to get back from the building society having secured a mortgage on a 1930s semi in West Worthing and force her to marry him.

The floors of the castle get harder and harder to get through as more and more guardsmen (and other things) get in your way. This game is a weird hybrid of several types of games including hack 'em-up, platform and puzzle. These combine to make one great game with a whole host of things to do and all under that time limit. Back to the time limit. That 60 minutes adds a whole new dimension. Not only does it get your adrenalin going as you curse every delay but also makes the game more addictive. Let me explain. When you begin it takes ages to clear a level and therefore you only get to about level four before the time runs out. After a while you can just breeze through the early levels and have



He'll be wearing pink pyjamas when he comes! Take that you pink ponce!

spikes

A Mistime a jump and you'll probably land on these and have a very sore bottom for weeks to come.

guillotine doors]

B Big metal mouths that have a routine pattern. Just time it right or else.

the mirror

C This is weird. On level four, to exit the level, you have to leap through a mirror which releases a double of yourself. On later levels your double steals all the potions before you can drink them. What a bast eh!

pressure pads

D Not really a trap but never mind. Stand on one of these thingies and it will either open or close one of the many portcullises scattered around the floors, you also have to search out the one that will open the exit door. Phew, what a tough life it is being a prince.

terrible traps

Lots of nasty things can happen to you on the way round the castle. Here are the things that cause them...









persia



Hop, skip and jump, POP trains for the triathlon.

ages to do the later ones. "But what happens if I have to go out when I'm on level ten, I won't want to slog through nine levels I've done before," I hear you say. No problemo, there is a password system. So you're laughing – provided time is on your side.

get into gear

If, when I first saw *Prince Of Persia*, someone had told me it would turn up on a handheld I'd have laughed in their face. "All that animation, action and puzzle crammed into the palm of my hand. Don't make me laugh." In which case I'd have probably been beaten up. Fortunate then that no-one did

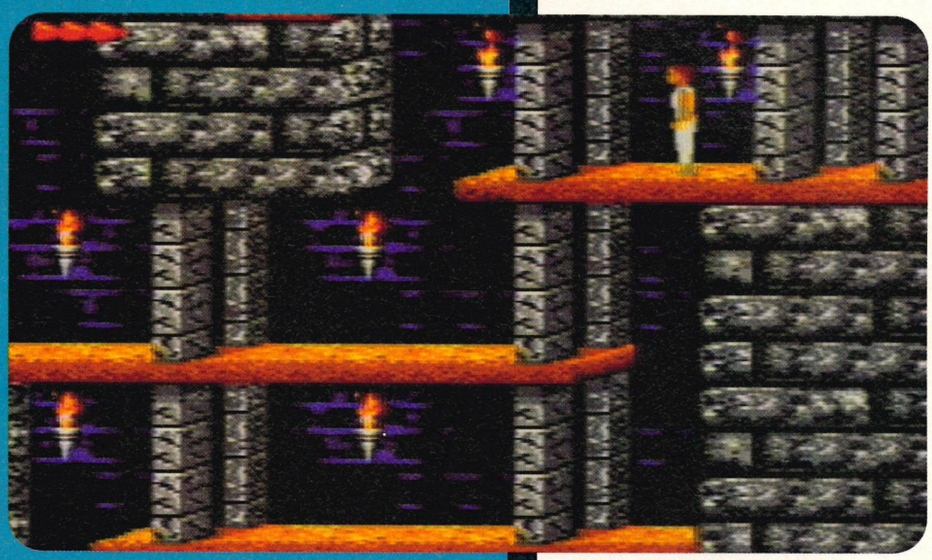
Since then the Game Boy has proved that it can be done on the (very) small screen while the Master System version has already shown what 8-bit graphics and animation can do if you ask them very nicely. It's early days yet but *Prince Of Persia* on the Game Gear is aready looking to match all these other versions.



Sword slicin' stuff.

If this sounds good wait 'til you hear the sound. At the moment there is no in-game ditty to sway to *(This is a bad thing? Ed.)* but everything else is music to the ears. The swishing of swords, the thuds of jumping and short tunes when you pick up an object. All very smart indeed.

Onto the gameplay, this is also very good. There is a great learning curve with the game getting harder and harder as you progress. The levels get longer with more traps, harder jumps and the guardsmen get tougher to hack up. Dooo hang on, I haven't mentioned the sword fights. Time to rectify that; on the first level you pick up a sword which you will need to complete practically every level. The sword is used every time POP comes into contact with a foe. Old POP quickly draws out his slicer for some very nicely animated sword action. What I don't understand is how come princey boy can only use a sword. Surely he's got loads of dosh so why doesn't he go buy an Uzi or a bazooka or even a squadron of tanks. Hasn't this man heard of oil revenues? Hopefully there's still time for Domark to rectify this slight slip in the realism of scenario stakes.



I wish we'd chosen to play hide and seek somewhere else instead.

It's about the only thing that still needs work on it. The graphics certainly don't. Absolutely amazing. The animation is just so lifelike, these graphics are just the embodiment of digital divineness. Here are some more things I would like to say about the graphics. Wow, fab, brill, great, smashing, super. Hmm, I think I'm in love.

This is a classic game alert. If you own a Game Gear start saving your sovs for this lovely little cart. If you don't own a GG go and get a part time job so you can buy one in readiness for this game's release. It's gonna be a cracker. E

Out: September
Price: £tba
Publisher: Domark



"I don't get the point of all this fighting." "You soon will on the end of my sword Princey boy!" "Don't you take bribes?"

a passion for potions

Bit trippish this. POP goes round drinking strange potions. Here's a guide so you suddenly don't find yourself floating two feet in the air.



blue potion

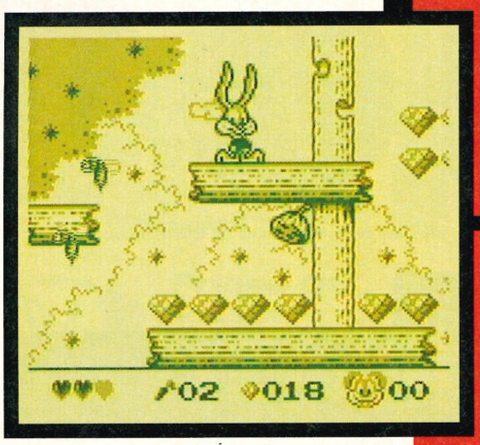
This one's okay to take, refills your energy bar by one block.

red potion

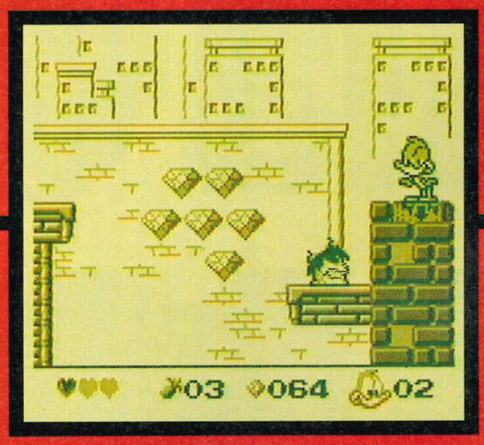
Uh, oh, leave well alone. If you take this you get poisoned (aargh, cough, splutter) and lose one block of energy.

green potion

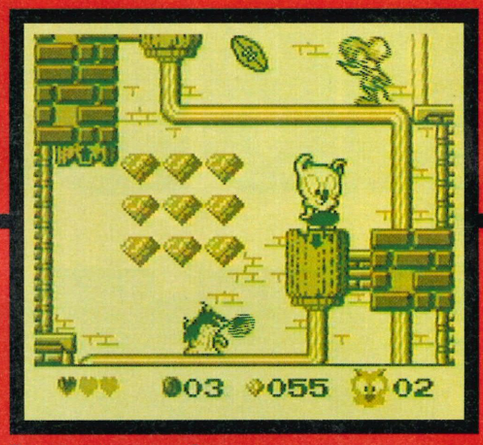
This is the best potion, refills all your energy and adds an extra block, whee!



Bright as a button and twice as furry. Yuk!



Mind the stumpy, ugly fellow, he spits hairballs.



Tongue sarney anyone?

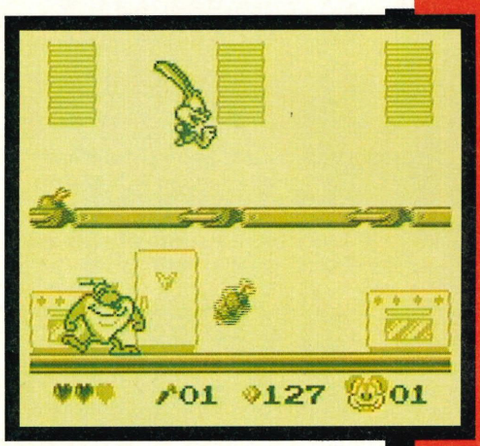
small things are bad for you

cherry tomatoes

It's no coincidence at all that they only made their appearance in our stores the summer after Chernobyl.

cotton buds

Positively unhealthy if you put one in your ear and forget it's there and go for a lie down. I know, I know, they put big messages on the box saying not to put the things in your ears, but let's face it, it's why cotton buds are that shape. What else do people use them for? Anyway, if they really wanted to stop people putting them in their ears, they'd make them too big to fit. And then nobody'd buy them.



Tasmanian Devil feeding time at the zoo.



GAME BOY

***Patrick 'Mr Reasonable' McCarthy* hates small things. He won't talk to anybody under 5' 7", and he's always getting into fights in pubs with pygmy hippos. After punching him in the knee-caps, we had the last laugh - ho ho - by giving him Konami's *Tiny Toon Adventures* to review.**

Our eyes met across the crowded, smoky room. It happens all the time in the fire brigade. She walked towards me, tears streaming down her cheeks (it was an arson attack in a rubber factory). "I love you," she choked, "Don't ever change..."

"Won't that make my pants a bit smelly?" I mumbled through my gas mask.

"I don't care," she sobbed, standing alongside me, "I want to be yours..."

"Hang on a bit," I said. I looked down at her. Her face was the same height as my chest. "You're small. I thought it was perspective from over there. It's no good denying it, I can see you are. Bog off. Go on, be off with you." She stumbled blindly away, back towards the flames and certain death. "Burn, you stumpy begger!" I called after her and climbed back down my ladder to the fire engine below. I hate everything small.

Imagine my horror, then, when I saw that somebody had done a TV show that was a 'baby version' of some of my favourite people – Bugs Bunny, Daffy Duck and Porky Pig. Every cartoon character in the world these days has to have a bloody baby version or a lovable creature of some kind tagging along with them for cuteness value: Scooby Doo and Scabby Doo; Ghostbusters and that Phlegmy Lump; Ninja Death-Dealing Bastard Mercenaries and Binky The Absurdly Intelligent Pup... the list is endless. This show was called *Tiny Toon Adventures*. It did not bode at all well.

But I was wrong – it was actually pretty good: nice slapstick, sudden violence – everything you could wish for in a cartoon. So *Tiny Toon Adventures* the TV prog got a thumbs-up after all. Now there's a Game Boy game based on it. Is it too much to hope that a company that turns out quality cartoons and a company that turns out quality games – (Konami also made the truly smart shoot 'em-up *Parodius)* – can combine well? Don't ask me, I'm off to the pub. *(Oh no you're not. You're going to sit there and finally start telling them about the game, or I shall smite you. Ed.)*

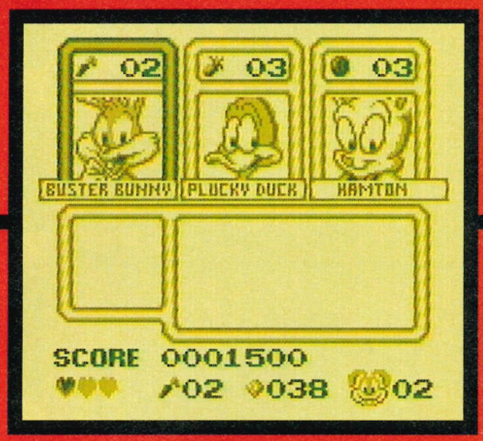
verdict

The first small thing I've seen that's any good (damn).

Blimey. He's a bit of a toughie, isn't he? Alright, where were we? It's a 'platform save-yer-chick'. You play the part of the rabbit whose chick's missing, and also his mates the duck and the pig, who must fancy her too to put themselves through all this. *(All what? A reader.)* Ah. Well, the Looniversity, streets and sewers, spooky forest, ghost-house, trains, rocket bike, and big mansion. There are four levels. You meet Tasmanian devils, bulldogs... er... wasps, skunks, things that throw anvils at you, you know the ones... and armadillos and loads of other things.

Anyway, you can change between the three diminutive heroes with the cretinously-oversized heads *(Steady on. Ed.)* whenever you want. They don't have special attributes – they can all jump

tiny toon



The three stooges. What a nice stew they'd make.

buster bunny

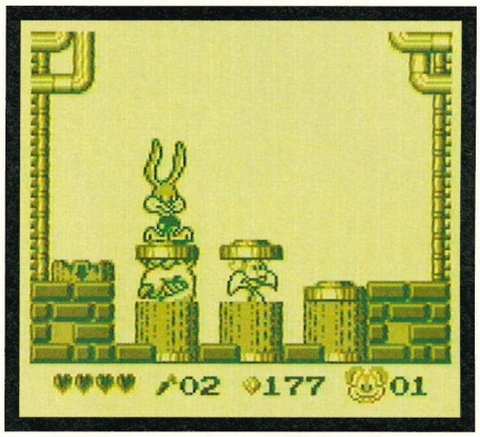
This is the geezer whose chick, Babs (heave), has been whisked away by evil Montana Max.

plucky duck

This is his be-beaked drinking chum (he has to use a straw), who fancies his chances with Babs while Buster's away on business trips.

hamton pig

This is the guy who stands more of a chance, largely because of his nickname (he was actually christened Reg).



Wish I'd had more carrot cake, then I'd squash the bast.

small people are bad people

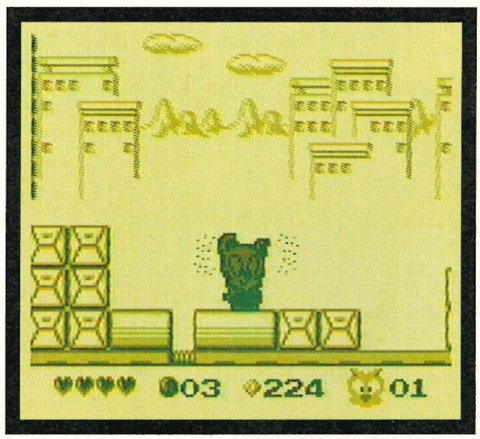
people in general

Don't let me get onto the subject of small people *(Oops, too late. Ed.)*, always going on about how petite they are and what bloody shoe size they take, as if it's clever to have to buy shoes from the children's department when you're an adult. Small people make me puke. That includes babies and young children. So watch it.

specific examples

Nero. Caligula. Atilla the Hun. Alexander the Great. Leo Sayer. Ferdinand Marcos. Napoleon Bonaparte. Adolf Hitler. Charles Manson. Sonia. Need I go on?





What an odd place to have dandruff!

the same height, and so on – but they do have different things to throw at people: carrots, pineapples and watermelons, and (usefully) they also throw them with different trajectories. As you acquire power-ups, you simply change to the character with the most fruit or veg to chuck.

The platform layout is quite Marioid – mostly because of the presence of pipes to leap into. The pipes don't just lead to bonus rooms, but to more screens, or sub-games (whack-a-mole, race-offs and slot machines) which you play to build up your money, points or ammo. The other difference is the quality of the animation and graphical detail: it's a delight – go through the tunnel in the train-riding section, for example, and you emerge covered in soot, which you shake off. All together: "It's little touches like this that make a game, really." *Tiny Toon Adventures* is full of them. Even the tunes are good.

It's not the hardest game in the world and with two continues and a password facility, the fabbo thumbsmiths among you may finish it quickly. On the other hand, you'll have so much fun doing it that you'll want to play it again anyway. E





small things pretending to be cute

Small things pretending to be cute are even worse. Look at the pigs in the Cadbury's chocolate buttons advert – couldn't you happily hack their heads off with a blunt fork? Especially when they start singing. God, it winds me up. *(Really? Ed.)*

other small things

People with small genitalia really get on my... *(Snip! That's enough small things. Ed.)*

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 88

Out: August **Price:** £tba
Publisher: Konami

adventures

dirty larry

"Right dudes, up against the wall if you're not looking to do a ten stretch." Oh dear. It looks like *Jackie Ryan* got a bit carried away with playing cops and robbers in Atari's *Dirty Larry*. Um, in fact, has anyone found the key for those handcuffs yet?

renegade cop

Cop this! Atari's *Dirty Larry – Renegade Cop* is a bit of alright. In fact it's more than a bit of alright, it's a bit of a little gem. *(Sorry? Isn't that a lettuce? Ed.)* You see, it's sort of like *Robocop* with knobs on, ie. a multi-level, horizontally scrolling shoot 'em-up with a nice line in neat touches to boot.

You play Dirty Larry, a wily cop living on the edge of the law, as he attempts to bring most of the criminal fraternity of his local community to justice. Unfortunately, some evil gangster called Harold Snuff, aka The Iceman, has moved into the area and, with the help of his horrible henchmen, has set up a drug trafficking ring. You, as Dirty Larry, are not terribly impressed with this, and neither is your Chief Of Police who sends you on a mission – to track down and arrest The Iceman and so restore justice, law and order to the city.

Now this, of course, means a lot of travelling around. And since Larry has recently had his patrol car impounded, the only way you're able to check out the streets, subways and buildings of your city as you search for The Iceman, is to trudge round on foot. Doing this of course, means that you are fair game for all the crims, punks and hoods already on the city streets, all of whom take great delight in trying out the lethalness of their bullets, chains, baseball bats and anything else they can lay their hands on, upon your good self. Luckily you are armed with your fists, a small hand gun and a stash of twenty bullets, so dispatching the crims as they come towards you is simply a matter of toggling between fists and firearms and bashing away at the fire button.

As you kill certain crims you'll find they deposit a number of different icons; there's a new weapon icon, an extra ammo icon and an energy icon, to name but three. And when picked up, these will add to your weapons, energy or ammo stores, and the more icons you amass, the easier your passage through the eight levels will be. As long as you don't get killed in the meantime of course.

Later levels of the game are bristling with baddies, which is good in one way since it makes the going get tougher, but not so good in another, since, if you run into trouble and get about four or five sprites on the screen at once, the game slows slightly.

On the whole though, *Dirty Larry – Renegade Cop* is as fast and fun a shoot 'em–up as you could hope to find. The graphics are great, the animation superb, the sound neat and the animated inter-level screens add a nice feel. In fact, those punks had better watch out, I'm coming at them again. *(Yaaaargh! Game Zone Staff.)* E



verdict

Classic arcadestyle shoot 'em-up. Em, Top Of The Cops, in fact.

GAME ZONE

Graphics

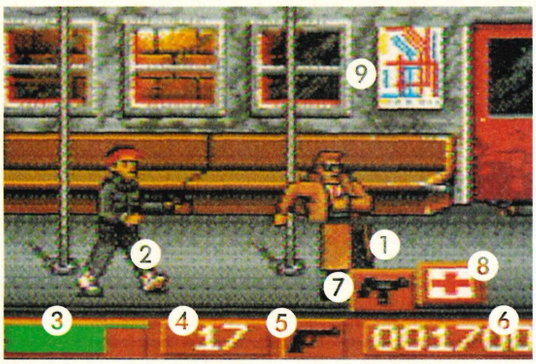
Sound

Addictiveness

Playability

OVERALL 80

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



down in the tube station at midnight

1. The dude on the move. Dirty Larry makes his way through the dangers of the subway system. Dig those shades.
2. "Everybody was King-Fu fighting, those chicks were fast as lightning." Except of course they weren't – Dirty Larry was faster.
3. Larry goes green. Well, actually he doesn't, but his energy bar does. Seems he's running on only two-thirds full power.
4. Bite the bullet, only 17 shots left in Larry's gun.
5. Larry's current weapon (ahem). A highly practical single shooter.
6. Collecting energy, weaponry and ammunition also boosts Larry's overall score in the promotion stakes department.
7. Having dispatched a member of the Lakers, Larry uncovers one of the hidden gun icons. This new gun fires three shots at a time, making it quite a useful weapon when it comes to dealing with the huge hoods on later levels. But it means Larry's ammo stores run out a lot quicker too.
8. If Larry picks this up he can give a boost to his flagging energy supplies.
9. Erm, a subway map. Pretty isn't it?



We're booking you for loitering and wearing a flasher mac!



Flash ah-ah! I wish I'd remembered to turn off the gas this morning.



Dirty Larry may be small but he's got a very big, er, brain.

"How can you *Outrun Europe?* It's a continent," sniggered Daniel, *Game Zone's* resident tipster, at a recent office barn dance. "You stupid boy," groaned *Jeremy Daldry* as he gave him a swift clip round the ear.

I like to think of the original *Outrun* game as yer basic spaghetti. *(What? Ed.)* I mean it's nothing special but it does the job, especially with a nice drop of Bolognese sauce and garlic bread. *(Look, I'm sorry but you've totally lost me and we're only a couple of lines into the review. Ed.)* And then you've got *Turbo Outrun*, which is a bit like Bolognese sauce with the occasional black olive mixed in and then there's *Battle Outrun*, or Bolognese sauce with olives and mushrooms. And now finally *Outrun Europa* which is yer full blown spaghetti, Bolognese sauce (complete with olives, mushrooms and capers) and a nicely chilled bottle of Frascatti on the steps of the Sistine Chapel. It's that good. *(Stop trying to be all clever and just tell us about the plot. Ed.)*

esperanto

You play Simon Kurtz an international undercover spy, who, rather foolishly for an international undercover spy, has had his car stolen. "Big hairy deal," I hear you cry, "so you lose your no claims bonus, so what?" Ah, but that is not the whole story, 'cos not only have you had your car half-inched but the highly confidential and top secret documents that were on the back parcel shelf have gone too.

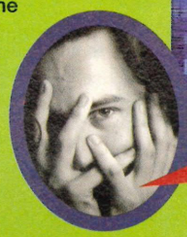
So, being the daring dude you are, you jump on a motorbike and chase after the misplaced car and lost documents. However, unfortunately by this time your boss, back at MI6, has got wind of your slight mishap and has issued a warrant for your arrest. I tell you, it's no easy ride being an international undercover spy.

The ensuing chase takes you right round Europe on more forms of transport than you could shake a stick at. From bike to jet ski to Porsche, to speed boat to Ferrari, then on roller skates and finally a quick spin in a Sinclair C5. (Only kidding about the last two.) And not a Happy Eater in sight. It's no joke is it? All you've got is a little gun and your own fist to punch out your opponents à la *Road Rash*.

jeux sans frontiers

Outrun Europa is basically a racing game, right? Right. And what is the thing racing games need above all else? End-of-level baddies? Not really. Power-ups? Yer, but not above all else. Speed? F.A.B., that's the one that really hits the spot, kids. A racing game without speed is a bit like an alarm clock without a clanger. Not much use to anyone.

So thanks be that *Outrun Europa* is nippier than Moscow in the middle of January. Zooming alone at a rate of knots that makes you think, "Blimey that's moving." And not only is it fast, the animation is smoother than a baby's bot-bot. Colours that make Joseph's coat look like an off the peg Burton's number and sound that goes ping in a particularly pleasing way. So could it be said that *Outrun Europa* is just a bit smart? It certainly could Bernard. E



verdict

Brill conversion from the Master System, worth a look if going fast is your kinda thang.

END ZONE

Graphics

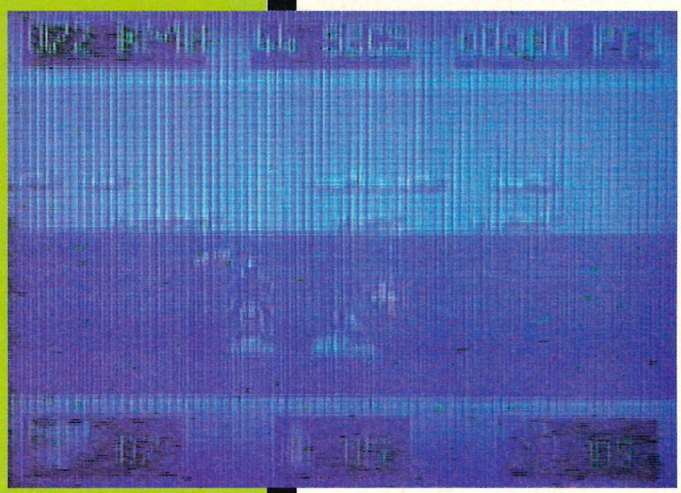
Sound

Addictiveness

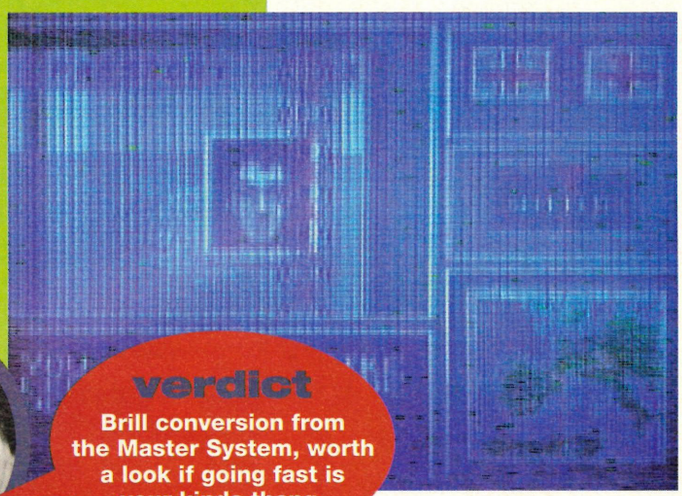
Playability

OVERALL 85

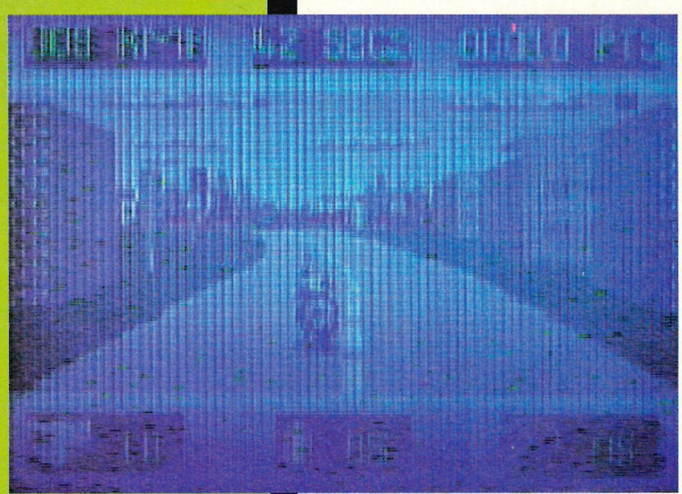
Out: Now **Price:** £24.99
Publisher: US Gold



Are they seagulls, are they biplanes or could they be on jet skis?

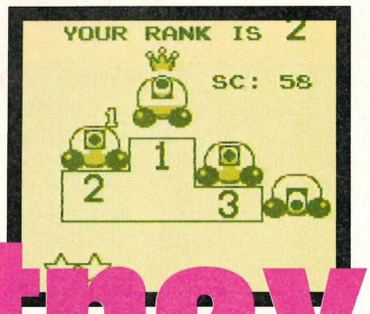


Definitely looks like a candidate for *Red Light At Customs*.

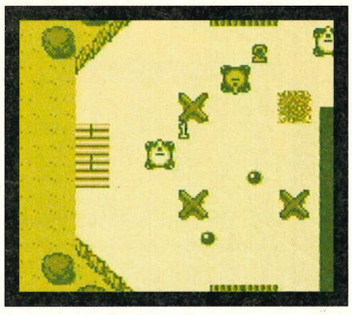


Watch out! It's the Hampstead and Highgate chapter of the Hells Angels.

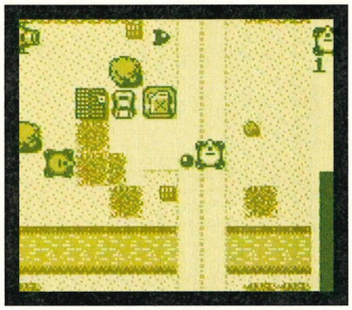
outrun europa



trax



The Trax 'Twinkle Toes' dance team.



Tubby Trax needs to change to unleaded.

GAME BOY

***Paul Lakin* playing with a Game Boy. *Trax* Of My Tears or what?**

People often ask me, "Paul where do you get such dreadful clothes from?" So I beat them round the head a few times with a soggy leek until they change the question. "Paul," they ask, "what do you do when you're faced with writing about a game that's okay but nothing new. How do you pad out the review." Well what I do is write a long waffly introduction that has nothing to do with the game at all.

Then I start a new paragraph with some inane joke about the name. You know the sort of thing. *Trax* eh? So this is a game about making a record. Lame but it fills up space. Then follows a brief scenario along the lines of, of course *Trax* has nothing to do with records but a lot to do with tanks... or should that be tanx?

verdict
Quite good fun but far too easy.

You control a small tank which bears an alarming similarity to those spherical hoovers on wheels with the big noses and 'amusing' eyes painted on the side. However there is a crucial difference between these loveable domestic marvels and the hero of your game. Whereas your average hoover sucks things up, this doofer spits them out. And we're not talking dust either, we're talking whopping great missiles. This isn't a clean 'em-up it's a shoot 'em-up.

Things are going quite well so far. Over 250 words and you've only mentioned the game's name. Now a quick romp through the scenario. Your country has been invaded by the mighty nation of Akuda. Your freedom fighters (not terrorists, they're something completely different of course) have got their hands on a cranky old hoover that's so old that its tracks have to be replaced with tyres. With this they hope to overcome the entire Akuda army. They are clearly bonkers.

Trax is a vertically scrolling shoot 'em-up that I'm sure I've seen before on other formats. There's little unusual about it, apart from the little tank being able to swivel its turret towards targets. It's also fairly unusual to drive a large hoover over a hostile landscape.

Hostile landscape? More of a slightly cross landscape that got out on the wrong side of bed this morning. Enemies are few and far between and not exactly skillful either.

There's also such an array of bonuses and power-ups that on the first outing I completed the first two levels with all my lives intact (mind you I lost them all on level three) and there are only four levels in the whole game.

There is a second game, a sort of head-to-head fight to the death between you and three opponents. If you've got a nifty four player adaptor then you can have a shoot-out at the OK Corral. Without the Corral. And in tanks.

With all the usual power-ups (including a botty-firing one) *Trax* is very playable. In fact too playable and too winnable for its own good.

Supplier: B+S Electronics 071 323 6673

OVERALL 68

Out: Now **Price:** £26.99
Publisher: Hal America Inc

kung food

ATARI LYNX

"I'm going out on the town" yelled *Kai MacMann*, confidently stepping into his wardrobe. "No you're not!" we yelled, chucking a copy of *Kung Food* in as we shut the fridge door.

If there's one thing that really annoys me, it's crap puns. Like, to pick a random crap pun, *Kung Food. (I'm sorry I don't understand. These students, such 'alternative' wits. Ed.)* Coincidentally that is the (rather crap, if I may be so bold) title of Atari's latest effort for the Lynx. The basic plot is that you are a karate-ish type bloke who has to kill lots of baddies which are edible. (*Kung Food*, see?)

The first level is spookily similar to the *Game Zone* office fridge. There are tomatoes that slither along the ground and mercilessly spit pips at you; carrots with legs (and minds) of their own wielding spears; peas that bounce along in a cheery line until you get close, at which point they grow teeth and savage your legs, very much like those things out of *Alien*, and finally blocks of ice that hurl ice-bolts at you. Great innit? All you wanted was to get the milk for your sugar puffs and before you know it you've been dragged into an alternative world and forced into fighting your way through hoards of mutating foodstuffs. All this before your first cup of coffee! It's a hard life being a hero in a computer game, but someone has to do it. Ho hum !

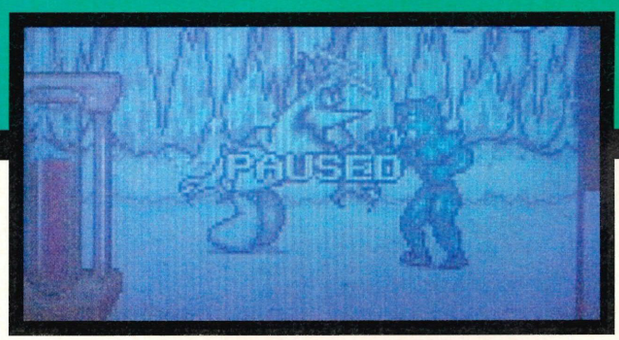
verdict
Good idea, good graphics, not a bad game either.

Kung Food is yer average beat 'em-up with a few minor twiddles. By far the best is the scope of the monsters, but where it fails is that its depth of field doesn't quite work. It's very hard to judge where the monsters are and to align yourself. As a result, you suffer a degree of damage, but you can't get at them.

Kung Food is nice for the idea, the animation and the funny sprites, but the novelty soon wears off. Collision detection is a bast and some of the controls are a bit dodgy. What can you expect from things that lurk in the crisper?

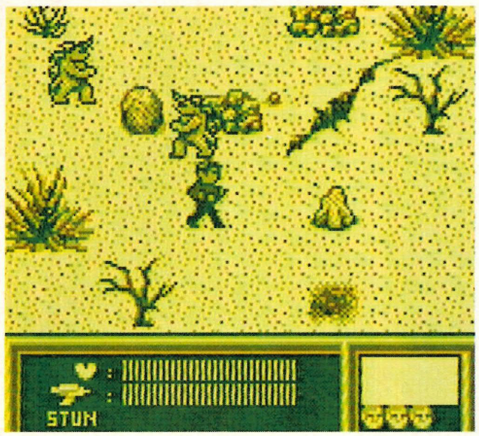
OVERALL 80

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

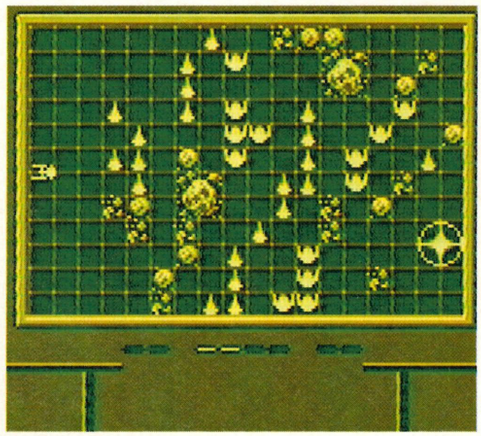


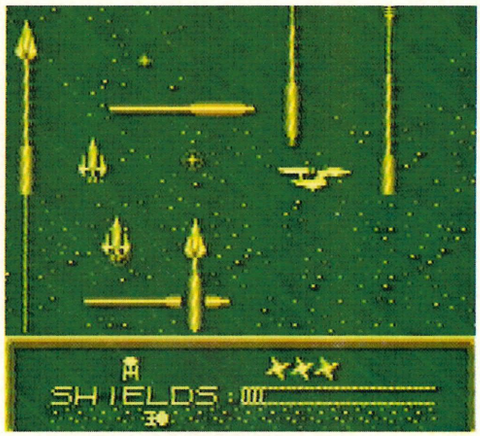
Ice, ice baby? More like ice, ice, bast. And a carrot with attitude.





Beam me up quick, Scottie, I need to go for a widdle!


Klingons on the starboard side? Affirmative, Captain.



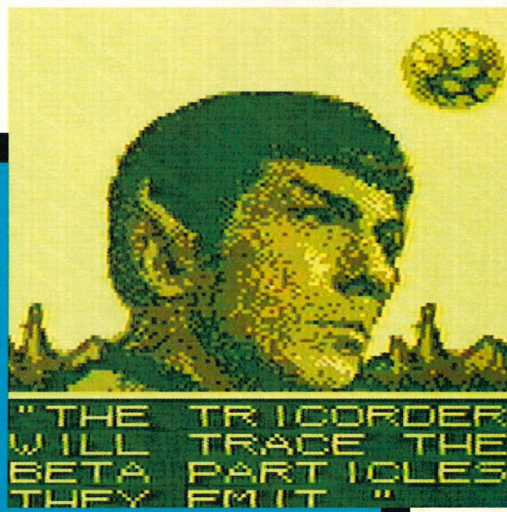
Wait for it... ye cannae change the laws of physics...

star trek 25th anniversary

MEGA ZONE

GAME BOY IMPORT

Space, the final frontier. Well, it used to be – until they managed to squeeze *Star Trek* into the tiny, weeny parameters of the Game Boy. "Highly illogical, Captain," said *Nick Griffiths.* He was right, but we still made him check it out nevertheless.



The point is... on Spocky's ears. Ha, ha.

Captain's Log Stardate 1992: The crew are looking old. Noticed as Spock was standing on the bridge that he was becoming incontinent. Decided not to mention it to him. Spotted Mr Sulu in *McGyver*. He is obviously more depressed than he lets on. 'Bones' keeps telling us that he is 73, even when we ask him the time. The crew have started calling him 'Flabs.'

What we need is a Klingon-tastic new Game Boy 25th Anniversary game, to perform a few nips and tucks on our credibility (and chins).

Dadadada detootpoot (fanfare trumpets by embarrassed geezers in silly costumes).

Well James Tiberius (snigger) Kirk, your wish has come true. And it is indeed totally phasers-on-stun-tastic. Basically, the player takes charge of the Enterprise. That's the bit I forgot to mention, ex-Captain Kirk: you're redundant. Anyway, the player zips through the galaxy, gathering bits of Proto-matter Fusion Disruptor which the thickie Klingons have broken into pieces – *not realising that it is the only weapon capable of saving the known universe from complete annihilation by the Doomsday Machine.* Eeek!

Trouble is, it's a tricky game, and the known universe tends to die several hundred lingering deaths. Still, no-one seems to mind – it's only a game and all that.

You plot your way through to the planets where the Disruptor pieces are hidden, steering through Klingon, Tholian and Romulan space fleets, through giant Space Amoeba and Asteroid Fields. When you finally get through, you beam down to a planet and search for the Disruptor which, sneakily, has been disguised as rocks, while avoiding all manner of unfriendly alien lifeforms.

On your travels you can set the Enterprise's speed, phasers and shields. It's like asking someone if they want arms, legs or a head. If you want two arms, you can only have half a head and one leg. Sort of. (Generous hint: use high speed/medium phasers during space fleet battles and high phasers/medium shield for Asteroids and Amoeba.)

The space fleets are especially tricky, since they tend to backfire at you. Luckily, you can catch little warp drives that zoom you a few light years ahead, plus new shields. The Amoeba is easiest. Its like school tapioca pudding, but is less toxic.

It's even more fun-orama on the planets. There, you get helpful hints from the Enterprise (like telling you that a cactus is dangerous eight years after it's killed you), tricorder analyses of alien lifeforms and, best of all, sensor readings to tell you which direction the Disruptor pieces are in.

Once you've collected all the pieces, you put together the Disruptor and take on the Doomsday Machine. But I, um, never got that far. *ST 25th* is one of the best Game Boy games I've played, especially for the theme tune, which is like having the London Philharmonic and Nigel Kennedy in your living room. *(Eek! Scared reader.)*

verdict
Light years ahead of games that aren't as good.

Supplier: B & S Electronics 071 323 6673 E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 92

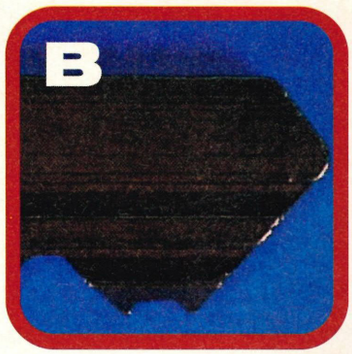
Out: Now **Price:** £24.99
Publisher: Ultra Games

WIN!

snap up a fabulously spanky canon mega zoom 105 35mm fully automatic compact camera worth nigh on 200 nicker









Here's a dude who can spin a yarn or two. Along with the odd web to boot. Who is it? None other than Spider-Man of course, that sleek and slinky intrepid arachnid super hero, who's just been brought back into action on the Game Gear, courtesy of Flying Edge.

Yup, Spider-Man himself is back, back, back. Back on the streets, fighting crime and misdemeanour, back on the scene, upholding law and order and back on the case, in an effort to rid his city streets of the evil influence of his arch enemy – the King Pin. (Check out our review of this super smart Game Gear game opposite on page 59.)

But not only is Spidey back on the console front, he's also back behind the camera too, 'cos as everybody knows, the man who dons that smart Lycra catsuit by night, is the same man who dons civvies and a camera by day. Spider-Man, aka Peter Parker, is a bit of a dab hand at the ol' snap happy paparazzi malarkey, being an intrepid news photographer by day.

To celebrate this super hero's stunning ability with a lens and flash gun, we've got together with Flying Edge to bring you this brilliant competition.

what you win

The incredibly fortunate first prize winner in this stupendous compo will find a very slick and sophis Canon Mega Zoom 105 35mm compact camera winging its way through their letter box. It comes complete with auto focus, auto flash, auto wind-on, in fact auto everything and is worth nearly £200. Eight second prize winners won't be disappointed either, as there are eight super new Hanimex 35 HLM Compact cameras up for grabs. And we've got ten third prizes of super smart Flying Edge *Spider-Man* T-shirts to give away to the runner-uppers too.

how to win

Snapping up one of these brilliant prizes is a cinch.

1. All you have to do is take a peek at the three 'stills' above. Each of them depicts a common household object. There's...

a paperclip
a ball-point pen
a key

Each item has been photographed from a bit of an unusual angle and what we want you to do is decide which picture is which object.

2. Once you've sussed it, pick up the phone and dial **0839 121155.**
3. Pin back your lug-holes and listen to the message which will ask you which one of the three piccies is which, then simply state the letter which corresponds to which piccie.
4. Finally, make sure you leave us your name and address before you hang up. Otherwise there'll be no chance of the postie knowing who to deliver the prize to.

plus eight wicked new hanimex 35mm compact cameras and ten a-mazin' flying edge spider-man t-shirts

rules

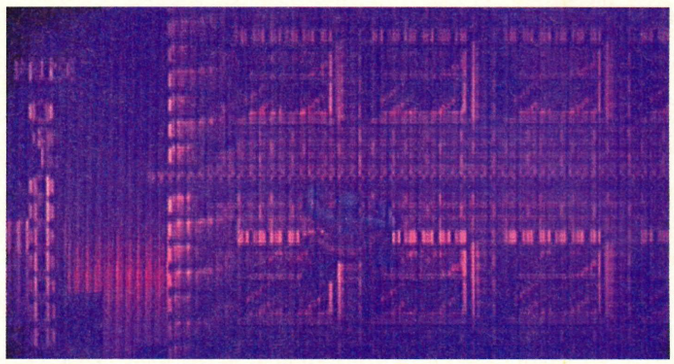
- But don't forget, calls cost 36p per minute cheap rate and 48p per minute at any other time, so get permish from the head telephone owner in your house before you dial.
- Entries must be dialled in before Monday 20 July if you want to stand a chance of getting your paws on some of the prizes.
- Employees of Dennis Publishing and Flying Edge better be camera shy about entering this compo, 'cos they're not allowed to.
- The Ed's decision is final! (He'll remove the film from your camera if you dare argue!)



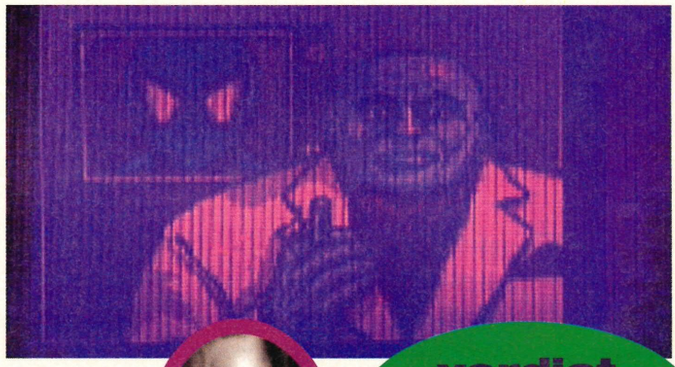
0839 121 155

spider-man vs the kingpin

MEGA ZONE



Does a Spider-Man get eaten by a Spider-Woman after they've mated?



GAME GEAR

"*Spider-Man, Spider-Man*, does whatever a spider can," sung *Jeremy Daldry* as he hung from the *Game Zone* office ceiling dressed in a red jumpsuit and ski mask. "Morning Jeremy," said Paul. "Morning," said Jeremy.

'Superhero.' Something of an odd term wouldn't you say? I mean heroes are super by definition aren't they, so a superhero must really be a super, super hero. And, if you think about it, they're an even odder concept. I mean, if someone's gonna right wrongs and generally act in a 'gee whiz' kinda way and then try and remain anonymous you'd think they would wear black or grey or something, but not a bright red catsuit. Why not just hang a neon sign round your neck reading, 'Undercover superhero' and be done with it. Very odd.

oh no, my spider sense...

Spider-Man Vs The Kingpin, hey? What a stonker, what a huge game it was on the Mega Drive. A game that was hailed, by some, as one of the best licences of last year, is at last to make an appearance on the Game Gear just in time for the mega, *mega* Spidey film later this year. Marketing, clever stuff isn't it?

(Oi, stop waffling and tell us if it was worth the wait. A Reader.)

Well dear reader, it certainly was. You play Peter Parker (aka Spidey) whose arch enemy, the Kingpin (aka the Kingpin) has placed a huge bomb in the middle of New York (aka...) *(Enough. Ed.)* and blamed the whole caboodle on Spider-Man. So, the only way Spidey can clear his besmirched name is by finding, and disarming, the bomb and then capturing the Kingpin. Easy? Don't you believe it, sister, 'cos the Kingpin, being the fat bast he is, has recruited all his evil pals, with equally daft names like Dr Octopus and the Sandman to help him stop Spidey. Sometimes it's no fun being a human spider.

... is tingling like crazy...

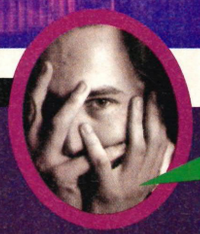
(Oi, stop telling us about the plot and tell us what it plays like. A Reader.)

Oh. Okay, then. Erm, let's see. You have to fight your way over seven levels in a kinda beat 'em-up come arcade adventure in search of the five keys that will allow you to disarm the bomb that threatens the whole of the Big Apple. The graphics are clearer and crisper than a Cox's Orange Pippin and the sound is so addictive you find yourself humming it in the bath, whether you want to or not.

The gameplay, humm, well... you can flip between combat mode and camera mode easily enough. (As a photographer of the Daily Planet you are paid to catch the baddies on celluloid in various compromising positions. The more spondollies you earn the more points you get. Simple.) And after mere minutes of play you can make Spidey sling webs, swing and generally act in eight-legged manner like there is no tomorrow. If I had one moan it would be that the learning curve chugs alone nicely until the end of the second level, when it does an impression of a space shuttle and shoots through the ceiling. But, hell, I'm such a good gamesplayer that it caused no real probs.

... or is it just wind?

Spider-Man Vs The Kingpin has been looked forward to for some months. But was it worth the wait. Well, the lack of any continues can make for a bit of a nightie, but you can rest between levels in Spidey's flat and allow his energy to recover (although you lose valuable time, if you do.) You can even exit a level if you feel you need a little lie down somewhere, recoup your strength and re-enter at the start of the level. Smart (-ish). For all that it is really rather good. Loads of minty inter-level screens that tell the story in the style of the original comic and buckets of playability make in a bit of a must. E



verdict

Platform, graphic adventure game that is so smart it's got a PhD.

END ZONE

Graphics

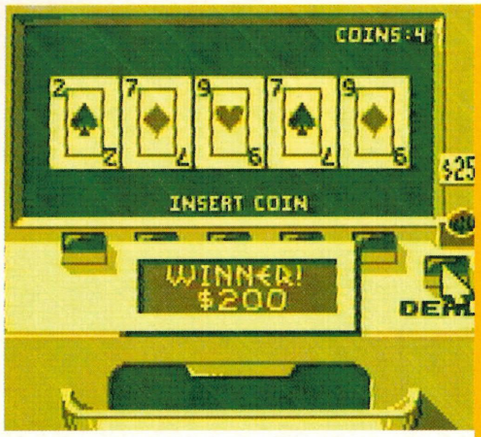
Sound

Addictiveness

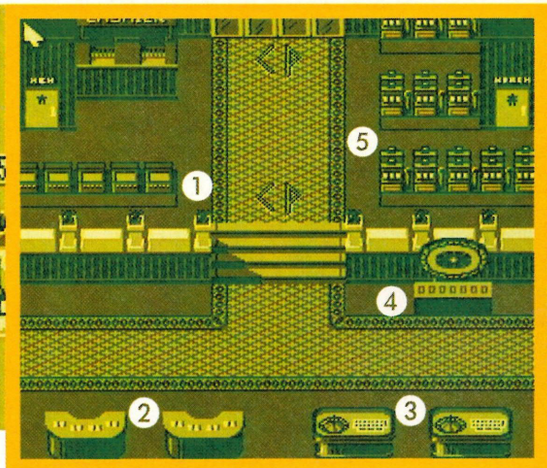
Playability

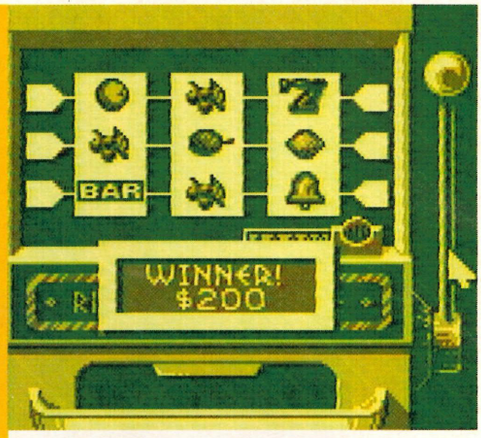
OVERALL 90

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

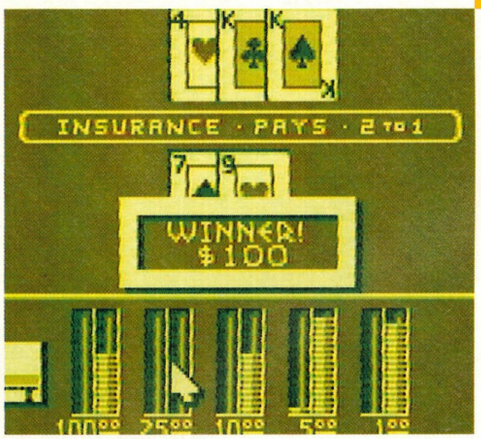


❶ Tarbie's immortal words, winner takes all.

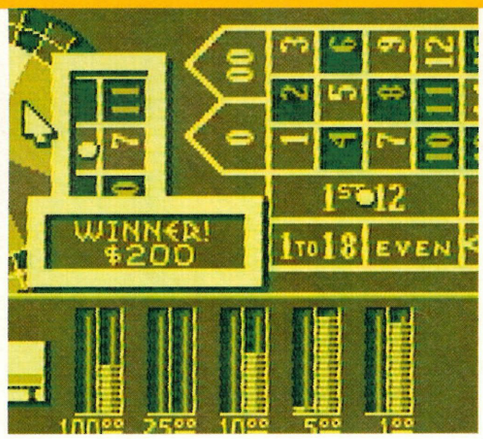




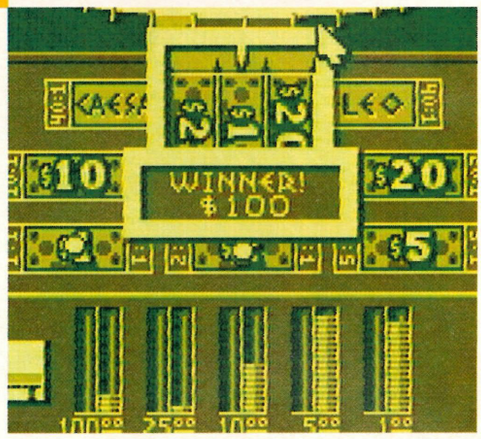
❺ Get fruity! If you get lucky you'll get money.



❷ Don't spend it all at once.



❸ Steel balls can sure win you lots of dosh.



❹ There are a lot of lucky people round here.

caesars palace



GAME BOY

Not sure whether *Caesars Palace* was a nightclub or a Roman ruin *Jamie Sewell* packed his bolero jacket and the complete works of Ovid. Neither was much use.

When the Ed asked if I'd be interested in reviewing *Caesars Palace* I jumped at the chance. I packed my suitcase, headed straight down to the *Game Zone* office in anticipation of picking up my airline ticket and the bundles of cash needed for a trip to Rome and imagined the week ahead. Ah yes, I could see it all, seven days under the Italian sun, sipping Chianti,chatting up the senorinas and visiting the odd ruin.

So imagine my disappointment when I arrived at the office and rather than being handed an air ticket, some crisp $100 bills and an Italian/English phrasebook, I was given a new game for the Game Boy which had absolutely nothing to do with the Romans at all.

You see *Caesars Palace* is a Las Vegas casino (silly me) and this is the game of the casino. A video game casino? Sounds a bit suspect, doesn't it! But not until you have actually tried it...

As you enter *Caesars Palace* for the first time you're greeted by Suzy the cashier. She informs you that you have $1,000 credit with the casino and hands you your chips. $1,000 sounds like a lot of dough but in Vegas, it's peanuts. Pockets bulging, you head out on to the Casino floor for a bit of action. The main screen is a floor plan of *Caesars Palace,* with an arrow to guide you around. With five different games included you'll probably find yourself broke and being kicked out of the casino within minutes, just as I did.

You can try your luck on either the slot machines, video poker, the Big Six money wheel, the Black Jack tables (Pontoon or 21), or the roulette tables. Each of the games has different cash limits, but remember, if you don't bet big, you don't win big. *Caesars Palace* is, how should I put it? Addictive? Yes, but without an end to the means. You can win or lose thousands of dollars on the spin of a wheel or the turn of a card, without ever gaining or losing anything really. At least with a shoot 'em-up, if you defeat the boss at the end of a level you feel you've achieved something. That aside, *Caesars Palace* has a nice feel about it, with well animated graphics that will keep you gambling till your last chip...

Supplier: B+S Electronics 071 323 6673

verdict
Could become very popular with your granny...

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 57

Out: Now **Price:** £26.99
Publisher: Ocean Software



also out

So, you reckon you've just about had your fill of all this month's handheld releases then? Just enough room for a coffee and an after dinner mint? Erm, well not any more 'cos here's the final bit of the *Massive* handheld feast for your delectation and digestion – a list of all those other *official* handheld releases which should be springing onto the shelves this month.

Some we've reviewed previously, some we haven't, but whatever, these are the games you can expect to see stacked on the shelves of your local console shop this coming month. Check them out.

game boy releases

adventure island

Well smart, slick and addictive platform game.
Reviwed: Game Zone Issue Seven May 1992

home alone

A puzzley, mazey kinda game, but nothing you won't have seen before.
Reviewed: Game Zone Issue Four February 1992

hook

Imaginative platform arcade adventure film tie-in. It'll have you hooked.
Reviewed: Game Zone Issue Eight June 1992

kid icarus

Neat, mythological, platformy shoot 'em-up with a touch of cuteness.
Reviewed: Game Zone Issue Eight June 1992

game gear releases

super kick off

Super skill soccer sim. A classic of its genre.
Reviewed: Game Zone Issue Three January 1992

devilish

Classic *Blockout* clone.
Reviewed: Game Zone Issue Four February 1992

lynx releases

basketbrawl

Surprisingly playable basketball sim with large splat appeal.
Reviewed: Game Zone Issue Five March 1992

hydra

A rehashed version of *Road Blaster*, except on water.
Reviewed: Game Zone Issue Seven May 1992

lynx casino

Usual casino fare, including video poker, roulette, blackjack and slot machines. Nothing special.
Reviewed: Game Zone Issue Five March 1992

rampart

Classic build 'em-up and knock 'em-down, bound to become a smash.
Reviewed: Game Zone Issue Seven May 1992.

paperboy 2



GAME BOY

Having severely trashed his mum's shopping trolley the last time he tried to deliver the Sunday newspapers, *Nick Griffiths* thought he'd give his media delivering and pitbull terrier dodging skills one more go with *Paperboy 2*.

According to the instructions: "It's early morning and the birds are singing. That familiar 'TWAP!' could only mean one thing – look out the Paperboy is back!"

'TWAP!'??!! What has someone hitting Prince Charles with a defrosted haddock got to do with some kid delivering papers? Does the paperboy often hit Prince Charles with, em, haddocks? And if so, could that be construed by some as treason?

Well, it's all a bit dodgy already. But the paperboy is indubitably back – and this time he's also a girl! Yup, in the interests of 90s sexual equality, the Game Boy can perform instant sex change operations. (is there no end to its capabilities?!) Also there are more houses, more obstacles (sewer monsters, gargoyles, 'fat ladies', zombies... ie. just like the real thing) and more things to hit with newspapers (baseball players, garbage men, people mowing lawns, er, roasting pigs, etc) than the original, and the paperperson can now deliver to both sides of the street. The paperperson's week goes like this...

Monday Delivered some papers.**Tuesday** Delivered some papers.**Wednesday** Delivered some papers... etc. (ie. it's not terribly scintillating.)

The thing is, *Paperboy* simply doesn't transfer well to the small screen. The graphics are pretty good and the music is sort of smalltown America-ish, it's just that you can't see enough of what's going on. Cars appear from some place off-screen and you have a nanosecond to react or you get squidged; half the time you're not even sure which houses you're supposed to be delivering to 'cos you can't see enough of them. Also you get points for lobbing papers at windows, clowns and old people.

You go through Monday to Sunday, delivering papers to subscribers and through three different weeks. Every time you fail to deliver to a subscriber's house, they become a non-subscriber. If you fail to complete a day, you're fired. If you're successful, you can negotiate a training course of jumps and obstacles (ooh! the fun!). And that's about it folks, although the second and third weeks get more complex.

Perhaps if you were once a paperperson yourself, you could relive those oh-so-happy times, getting up at some unnaturally early hour, getting rained on, and delivering crap tabloids to people who should know better. Or if you liked the original *Paperboy*, you might enjoy this enhanced version.

Otherwise, no fun (as Johnny Rotten once said – obviously he used to have a paper round too).

Supplier: B & S Electronics 071 323 6673 E

verdict
As interesting as the real thing (ie. not).

END ZONE

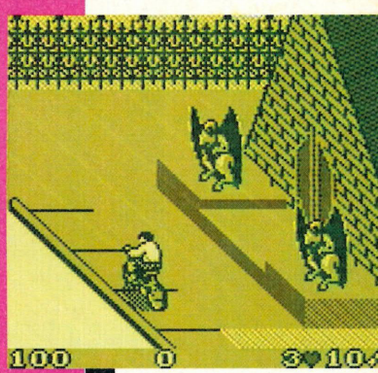
Graphics
Sound
Addictiveness
Playability

OVERALL 50

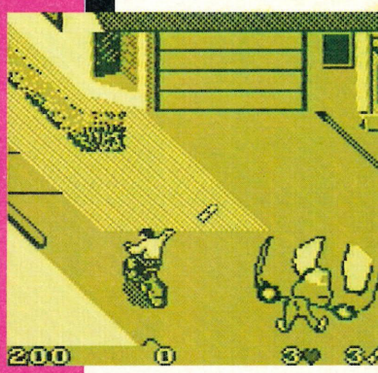
Out: Now **Price:** £26.99
Publisher: Mindscape



It's *not* a BMX park.



Spooky twosome.

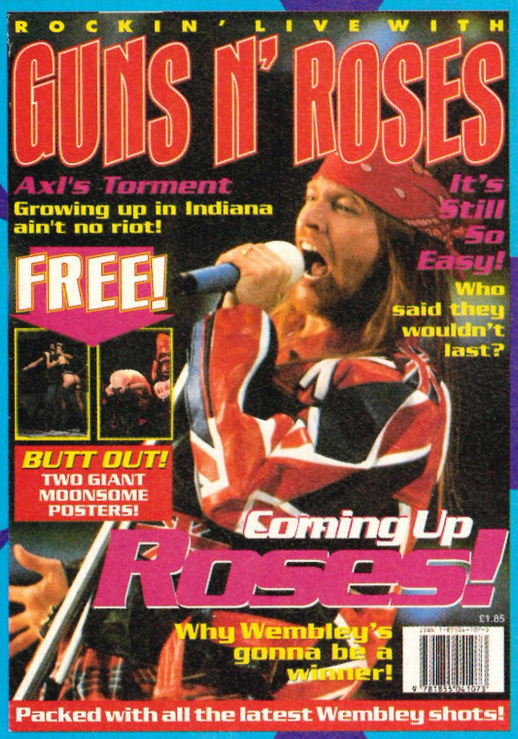


Aim for that mailbox!

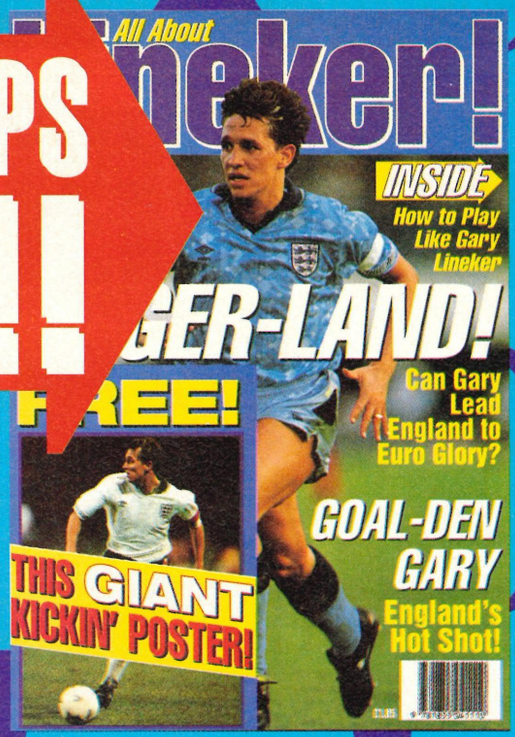


The sack, but no papers.

IN YOUR SHOPS NOW!!!



Rockin' Live with Guns N'Roses is your complete guide to the big Gunners gigs this summer.



All About Gary Lineker If you've always wanted to know how to burst the back of the net just like Links, then this is the one for you. Stuffed with goal scoring tips and fascinating facts this scorching mag is on sale now.

Wimbledon '92 - The Complete TV Viewer's Guide. Complete with two giant pull out posters and up to the minute previews of the top names taking part, this is just what every Tennis fan will want come the last week in June.



If rockin' your way through the long hot summer is where you're at man, or if scoffing copious amounts of v. expensive strawberries and cream is your idea of a good time, then we've got some really smart mags just for you.

Access

TEL 0354 56433 **M.V.L. SOFTWARE** **FAX 0354 660861**

VISA

WHEN YOU WANT TO BUY FROM A SHOP WITH MAIL ORDER FACILITIES

WHOLESALE & ENQUIRIES ONLY TEL 0354 661066

Megadrive to play English, U.S.A and JAP games.....£112.00
Megadrive with choice of selected new games.....£126.00
ONE YEAR GUARANTEE
Megadrive CD Rom & games.....CALL

Various joysticks & joysticks for Megadrive. Plus accessories, P.S.U. Carry Cases, rechargable Battery Pack etc

Sega Master System II.....£49.99
Jap Game Gear with game.....£109.00
Sega Master System II Plus.....£89.99
Master Gear Converter.....£19.99
Link Lead.....£2.99
Sega Game Gear (UK).....£97.99
Wide Screen.....£14.99

WIDE RANGE OF NEW UK + IMPORTED GAMES FOR ALL THE ABOVE, WIDE RANGE OF SECOND HAND GAMES FOR ALL MACHINES - PRICES FROM £6.00

Nintendo Gameboy + Accessories + UK, JAP and US games.....(call)
USA Famicom Scart.....(call)
UK. SNES with Mario.....£149.99
Adaptor to ply US or Jap game on any Famicom.....(call)
US & Jap Famicom games plus joystick &pads.....(call)

WANT TO PART-EXCHANGE YOUR OLD CONSOLE AND/OR GAMES? THEN TRY OUR PART-EXCHANGE SERVICE

Accessories - Blank Disks - Joysticks - Software - Mice - etc.
AMIGA, COMMODORE 64, AMSTRAD ATARI LYNX
EVERYTHING GUARANTEED INCLUDING SECOND HAND PRODUCTS

Automatic Privilege Membership Free with first order P&P £ Software, £5 Hardware, £10 24hr Courier Delivery
Callers Welcome to the shop 9am to 10pm 7 days a week. Make cheques/P.O.'s to M.V.L.

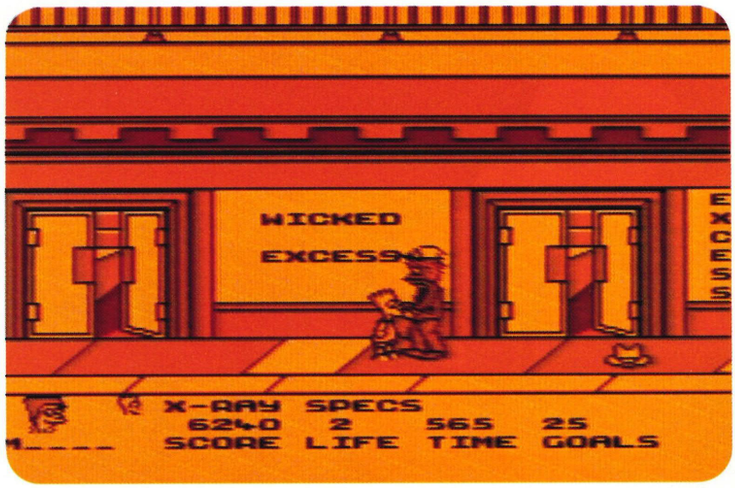
M.V.L. SOFTWARE WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS, PE15 8HP

bart versus the space mutants

Following in the tradition of glasnost prevailing since the publication of *For Women*, we liberals here at *Game Zone* now bring you the third in a series of pin-ups for today's woman. The hunky Bart Simpson of the bulging eyes, bulging biceps and bulging p... *(Snip! Ed.)* Ouch, that could have been painful! Bart's hobbies are shorts-eating and avoiding giving birth to cows.

Bart Vs The Space Mutants is available from Acclaim/ Flying Edge.





How much do you have to pay for an X-ray specs sight test these days?

Jeremy Daldry seemed the ideal person to review _Bart Versus The Space Mutants_ because, not only is he prepared to eat someone's shorts, but the rest of their clothing as well. He's that kind of guy.



verdict

Pretty pictures, but a bit rubbery in the control department.

Pick a hero. Go on, any hero. Right, now remember the hero you've picked. Got it. You sure? Right. Now I can tell you, using my amazing powers of extra sensory perception, that the hero you've thought of is sure as god made little computer journalists, not Bart Simpson. Right? Right! A little guy with spiky hair, neon shorts, smelly feet and one of the worst cases of jaundice you are ever likely to see, is not what instantly springs to mind when I think of a hero. Oh well, in a spirit of well being and tolerance its good to remember that, it takes all sorts. *(Especially the pink ones covered in hundreds and thousands, they're my fave. Ed.)* Struth.

don't have a cow man

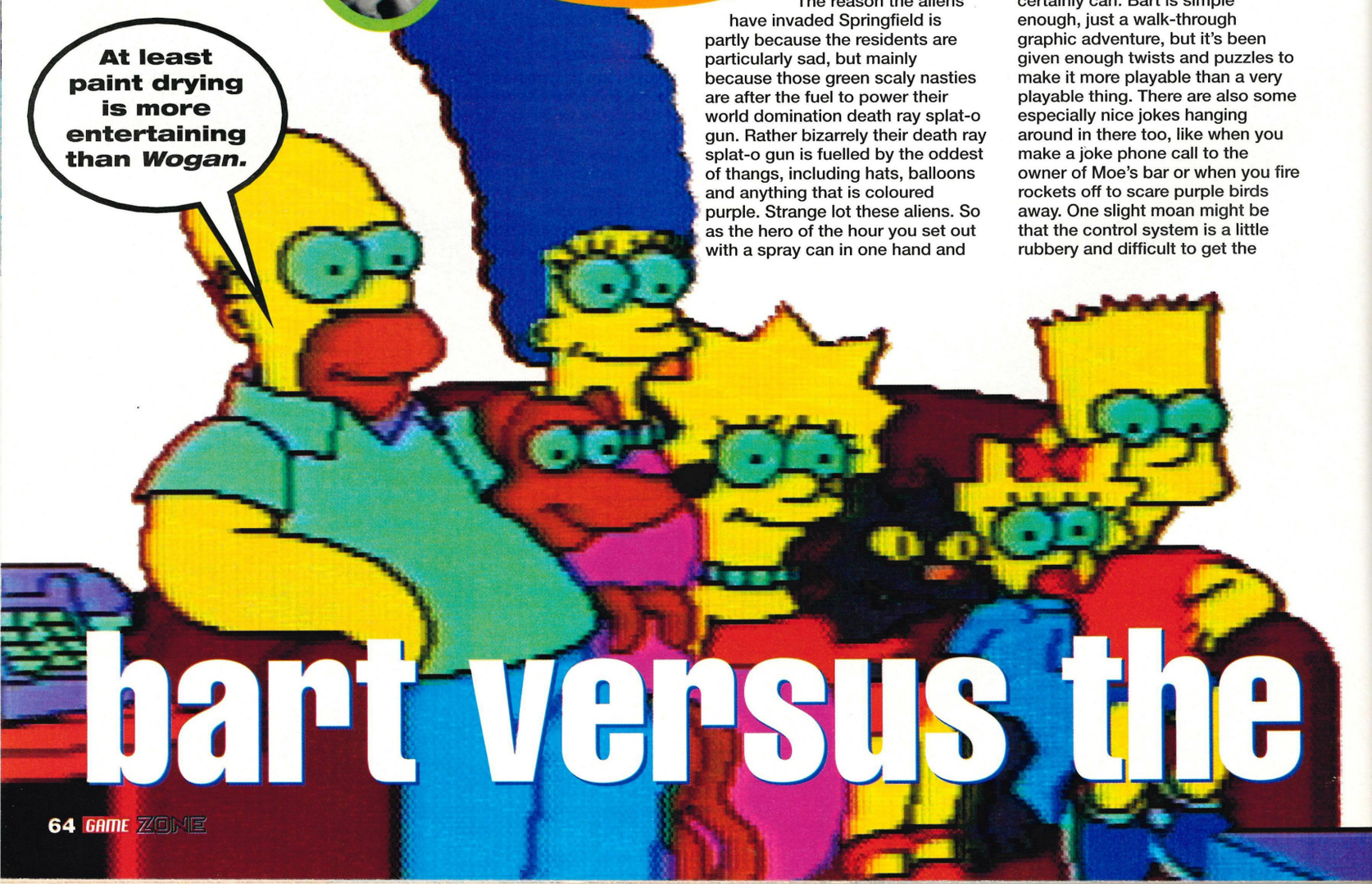
Bart's home town of Springfield has been invaded by marauding space mutants craftily disguised as normal everyday citizens. (Well it happens doesn't it?) But thanks to the rather natty X-ray specs that Bart half-inched from his local novelty store, he is the only member of the population who can see the invading alien army. And, rather than reporting the event to the local branch of the National Guard, he decides to take on the whole invasion himself. What a guy.

The reason the aliens have invaded Springfield is partly because the residents are particularly sad, but mainly because those green scaly nasties are after the fuel to power their world domination death ray splat-o gun. Rather bizarrely their death ray splat-o gun is fuelled by the oddest of thangs, including hats, balloons and anything that is coloured purple. Strange lot these aliens. So as the hero of the hour you set out with a spray can in one hand and an attitude in the other, painting everything that's purple, red and stealing more hats than you could shake a stick at. Hide or steal enough of the aliens' fuel elements and you win; don't and you don't. Simple hey?

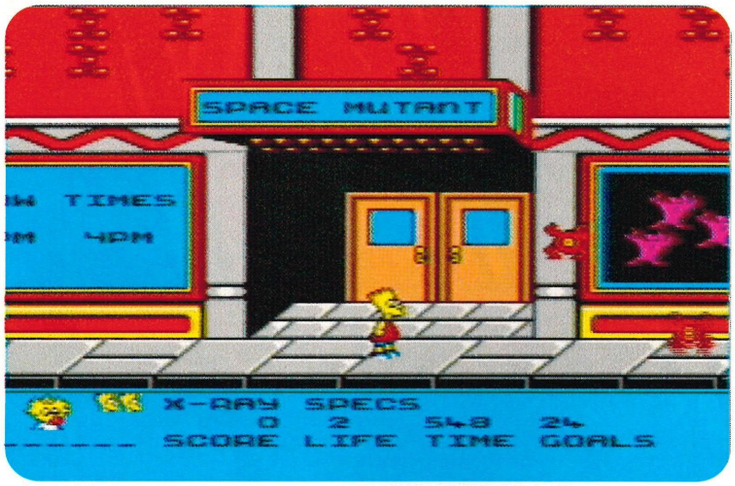
to be or not to be

Some things are just meant to be. And some things aren't. Know what I mean? *(Well, not really. Ed.)* Oh, ermm. Look, Pepsi is just right, Coke is a bit hit and miss, Chilli Dogs, you can't beat 'em, Wimpys, you can't *eat* 'em, Winona Ryder's bu... *(Yes, I think we've got the idea. Ed.)* "And Bart on the Master System, what about Bart?" I hear you cry. Well Bart is still the most rad cartoon dude this side of Coolsville. I mean forget Mickey 'Big Ears' Mouse, or even those green karate frogs, *(Ninja Turtles, actually. Ed.)* Bart is the original and the best, smooth as the cream on a Twinky and twice as attitude. Heads up. Bart on the Master System is one of those few things that are just meant to be.

Better than the NES version by light years, boasting the kinda graphics that make you think "Blimey am I watching the cartoon, or playing the game, or what?" And with a playability factor that makes you go "Yeah, give me a button to twiddle." It's mintier than a whole packet of Extra Strongs. *(So can we take it that you like it? Ed.)* You certainly can. Bart is simple enough, just a walk-through graphic adventure, but it's been given enough twists and puzzles to make it more playable than a very playable thing. There are also some especially nice jokes hanging around in there too, like when you make a joke phone call to the owner of Moe's bar or when you fire rockets off to scare purple birds away. One slight moan might be that the control system is a little rubbery and difficult to get the

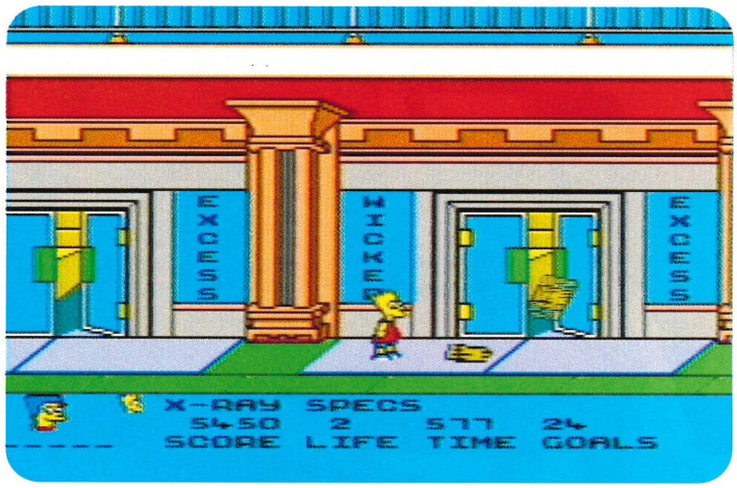


bart versus the



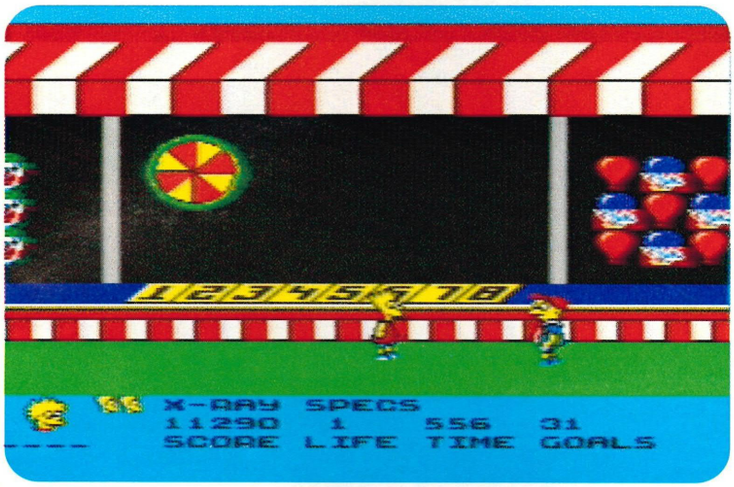
level one

Springfield main street. Bart hits the streets and boy has he got an attitude! Touting a fully semi-automatic spray can and pulling serious Gs on his skateboard he's mean, he's lean, he's an alien-busting machine. Out to find, and hide, all purple objects, he's a dude with a mission.



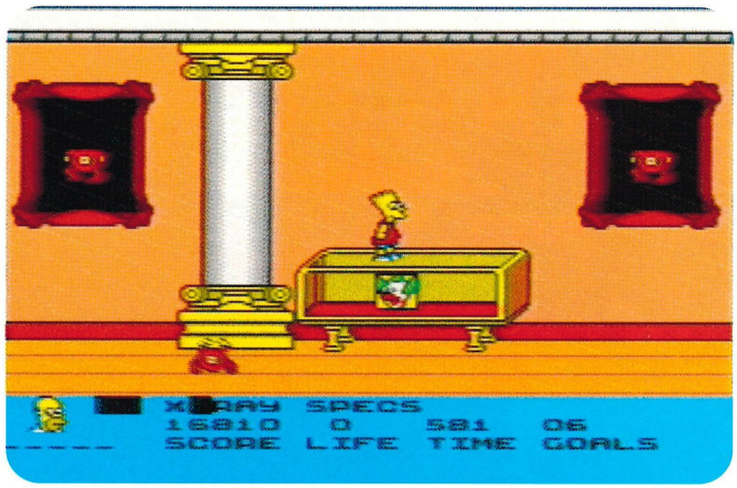
level two

Hit the mall, avoiding the ninja bouncing tyres, but collecting as many hats as you can. Including the ones on people's heads. Not so much shop till you drop, more drop in the shop.



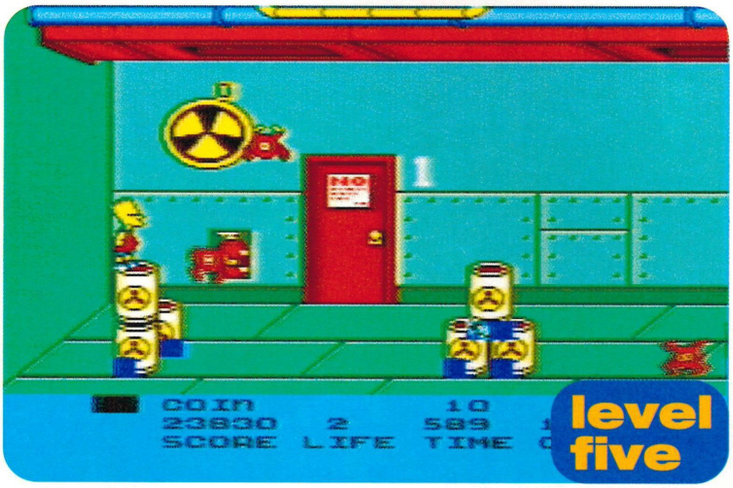
level three

Time for fun and games in the Krusty Land Amusement Park and what are you after? Balloons of course. Bart causes all the troubs you'd expect including splashing the cash on some of the side shows.



level four

Wanna get biological? Then check out the Natural History Museum and swipe all the exit signs you can get your mitts on. But watch out for the security beams that, if broken, will bring security guards running.



level five

hang of, but after only a couple of mins play you should have got your digits round the assorted buttons and been twiddling away like a good 'un.

Bart, Master System-bound, is smiles better than the NES version, *(You've said that once already. Ed.)* with graphics that push the 8-bit ability of the ol' MS, playability that is bright and shiny and, despite a slightly under par control system, an addictive quality that will keep you coming back time after time. It's got cred. E

Get serious level. Bart invades the local nuclear power plant to stop the assorted aliens from stealing the fuel elements they need. Radically radioactive.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 84

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

space mutants



BRITAIN'S BRIGHTEST HAND-HELD GAMES MAG

FIGHT!

TOPS FOR GAME BOY, GAME GEAR & LYNX





EXCLUSIVE!

SUPER WWF

Grapplin' fo

From the people who brought you GAME ZONE



EVERYTHING YOU EVER WANTED TO KNOW ABOUT HAND JOBS

ISSUE ONE IN YOUR NEWSAGENTS NOW!



Lord Paul used to be third choice 'keeper for his primary school football team. By Game Zone standards that made him an expert and the ideal reviewer for European Cup Soccer.

european cup soccer



Now Manchester United have had what can only be described as a disappointing season. All that work, all that money and nothing to show for it at the end (except money of course). Still, as they sobbed their hearts out into their lager tops the team could console themselves with the thought that they'd inspired one of the better footie games to find its way onto the home computer. *Manchester United Europe* it was called and it was a lot more succesful than the U's real European excursions.

But what has this to do with a game called *European Cup Soccer* on the Mega Drive? Well it's the same game under a new, less tribalistic name. After all what's in a name? If I liked Led Zepplin I'd say "The Game Remains The Same" but I don't. So I won't.

European Cup Soccer is, not surprisingly, the game of the European Cup. You control one team as they battle their way through the various rounds (or get knocked out in the first). You can select your country, then one of four or five teams from that country. If you manage to battle your way through to the final and win it, you then have to take on a South American team to prove you're the real tops.

size isn't everything

If your experience of console footie is confined to *Kick Off* then you'll make all sorts of horrible gooey noises when you see the sprites in this. These aren't little dots but fully fledged players, so large and detailed that you can almost read their names off their medallions.



The redesigned Wisden Cricketers' Almanack received critical acclaim for its originality.

stop playing with yourself

Ladies and gentlemen, you've had the one player game and the two player game. Courtesy of *European Cup Soccer* you now have the eight player game. Impressed aren't you?

Now before you rush out to buy your eight joypad adaptor let me finish. It's eight players but not eight at once, that would be a recipe for chaos. The point is its the European Cup and there's 172 teams to choose from. As many as eight can play and as you go through the rounds you'll find yourself playing against the computer or against a chum.

This is great unless you get knocked out in the first round and have to sit about making coffee for everyone else as they play long into the night.



Oh and he's bowled for a googly and it's back to the pavillion for cucumber sandwiches.

Mind you the perspective is a bit odd. At times the pitch seems almost vertical with some strangely two dimensional characters running around it. Still this doesn't stand in the way of some very nice animation. The players leap, volley and head the ball in flowing smoothness. What's more, thanks to a fab replay option, you can view that glorious headed goal time and time again. Get your whole family in to watch. It's a lot more interesting than that video of Mike and Cathy eating chips in Crete.

The price of the lovely graphics is the speed of the action. The action is far from slow but never really hots up into frantic overdrive. Then again this is Euro soccer, all cultured play, taking time on the ball and stroking beautiful passes. *Kick Off* was more your game of high speed grunt and shove.



Although it's the European Cup the chaps have dressed in Cricket World Cup colours.



verdict

It's good, it's possibly very good but it's not quite brilliant.

goals goals goals

European Cup Soccer scores some fairly neat goals; size of sprites, animation, replays and number of available teams (each one with its own characteristics). It also scrambles another couple of shots over the line such as the eight player option. Let's say it's about six : nil at half time. A confident start that promises more to come.

Unfortunately in the second half there are some awkward own goals, for example, the speed, or lack of it. The control system.

control is important

European Cup Soccer is a funny old game when it comes to the control system. Most of it is your fairly straightforward kick, tackle fare. However once you've got the ball at your feet things change. By holding down a button the ball stays at your feet as you run on, but you can only move in the direction you were facing. The joypad doesn't control where you move but where you hit the ball. Weeeeird.

It's a confusing system at first but once mastered lets you pass/shoot with more accuracy and finesse than many games. It cuts down on those scintilating runs from midfield but be honest you were always crap at those anyway.



Oh and don't they look stunning? Just the outfits to bowl a maiden over.



Today's captions were brought to you by the MCFC (More Cricket in Football Captions).

Above all the difficulty level is a serious case for sending off and to bed without a splash in the communal bath. Although mastering the control system takes a while, so you don't score a lot at the start, defending is fairly easy so the computer don't score much either. Sorry doesn't. Lots and lots of 0-0 draws and then lots and lots of wins. Still that doesn't happen in two player mode which is, as so often on sports sims, the moment when the game soars away and really comes into its own.

Its own is basically a very nice-looking and fairly playable football game that never quite gets as fast and exciting as you'd like it to. That said, it still probably makes it the best footie game around for the Mega Drive at the moment but the competition could soon be hotting up. Watch this space! E





get your kit on

A football match lasts a mere ninety minutes, but the marketing goes on for twenty four hours a day. Sponsorship, promotions, exhorbitant television deals and above all constant changes in kit to keep the fans buying and the tills ringing.

More and more football sims are giving you the chance to dabble in off-field planning and strategy. Or more precisely a bit of kit design. None of them get as exotic as *European Cup Soccer.*

As you can see from the picture Norwich have gone for a fairly conservative strip, lemon and lime or baby blue and white, but what would you expect from a yawnsville East Anglian team?

But with just a few clicks on the joypad you'll soon be able to jazz them up. How about a nice shade of mauve for the socks, luminous orange shorts and... oh let's say a nice arrangement of amber hoops on a green background for the shirt. That should bring some colour to the dull old Fens. Who says football can't be one long rave?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 83

Out: August **Price:** £tba
Publisher: Virgin

HyperSwap

GAME MART

HyperClub

>> BRITAIN'S FASTEST GROWING SWAP CLUB <<

(100's of new members every day)

... KID's love it ... DAD's KNOW IT ... LOOK:

WHY SPEND £40+ ON GAMES AND £100+ ON MACHINES WHEN YOU CAN SELL,.. SWAP,. OR FIND WHAT YOU WANT, FOR AS LITTLE AS 83p ? 12 ISSUES A YEAR, ONE EVERY MONTH, AND YOUR ADVERTS ARE FREE !!!

GameMart subscribers are entitled to place up-to three free adverts under our "For Sale", "Swap", "Wanted", "Pen Pals", "Contacts", "Messages" or "Miscellaneous" headings every month. ... And, because all subscribers to GameMart have one common interest (to find the best deal around), your ad's just couldn't be in a better place.

SELL, SWAP, OR SEARCH FOR ANYTHING. WITH GameMart YOUR SUCCESS IS GUARANTEED

NES SNES MEGADRIVE GAMEGEAR MASTERSYSTEM GAMEBOY AMIGA SEGA NINTENDO GAMES OR CONSOLES, MESSAGES OR CONTACTS, IT DOESN'T MATTER WHAT YOU'VE GOT OR WHAT YOU WANT.
Monthly Price Draws, Personal Editorials, Tips, Tricks, and Sizzling Hot Information on What's IN and What's OUT.

SAVE £10.00 BY JOINING AND SUBSCRIBING AT ONCE (Normal price for 12 issues = £39.95)

PRIZE DRAW: Send us all your letters, personal reviews, tips and tricks. All good ones will be published. The best one, will get, with our compliments a cheque, for £29.95. (In other words, you've got your subscription fee back)

SUPER DRAW: 12 SUPER NES CONSOLES & GAMES TO BE WON !!!! **CALL 0891 200087 NOW**

(Calls charged at 36p/min. cheap and 48p/min. peak rate. If under 18 you must get permission from the telephone owner)

☐ YES, I would like to be a GameMart club member. I enclose my joining fee of £9.95. For this, I will receive a free sample copy of GameMart, and I am entitled to place my first free advert. (Only one please, and only under one heading)

☐ YES, I would also like to subscribe to GameMart on an annual basis. For this, I enclose a further £29.95. As a subscriber, I am entitled to place up to 3 free adverts per month, under three headings of my choice (totals 36 free adverts a year). I am also qualified to enter the monthly prize draw.

HERE ARE MY FIRST THREE FREE MESSAGES: (Indicate under which heading).

							☐ For Sale ☐ Swap ☐ Wanted ☐ Pen Pals ☐ Contacts ☐ Messages ☐ Misc
							☐ For Sale ☐ Swap ☐ Wanted ☐ Pen Pals ☐ Contacts ☐ Messages ☐ Misc
							☐ For Sale ☐ Swap ☐ Wanted ☐ Pen Pals ☐ Contacts ☐ Messages ☐ Misc

IMPORTANT: If your text is longer than 28 words, you may carry over into the next box, but only, if this text is to go under the same heading.

PRIORITY JOINING DETAILS:

I enclose ☐ £9.95 (membership only) or ☐ £ 39.90 (membership and subscription fee) paid by ☐ Cheque, ☐ P/O, ☐ Credit Card, made payable to SWAP PUBLICATIONS (TM).

CARD NO.: ..... EXP. DATE : .....

TYPE OF CARD .: ..... TODAY's DATE : .....

NAME .: ..... ADDRESS: .....

..... POST CODE : .....

TEL. NO.: ..... SIGNED: ..... GZ / 7

SEND THIS FORM TO: SWAP PUBLICATIONS (TM), PO BOX 19 , 2 BAYR GRIANAGH, BALLALOUGH, CASTLETOWN, ISLE OF MAN, I.O.M. TEL.: 0624-825772



1 the mushroom forest
Nemo seems to have nibbled some of this fungi 'cos now he's floating in search of a level key.

little nemo

"Blimey! You dreamt about turtles with wings and purple snails with horns?!" cried a shocked *Game Zone* staff in response to *Jackie Ryan's* revelation about her strange dream. "Oh dear. Were there any people who turned into a hat in it? Maybe you should seek professional help."

"No, no, no, you've got it all wrong," I said. "It's not *my* dream, it's Little Nemo's."

"Oh really," said the rest of the staff suspiciously. " And who's he when he's at home then eh?"

"Oh for goodness' sake. You know who Little Nemo is don't you?" I retorted tetchily. "He's the cute 10-year old kid who starred in that cult 1940s comic strip *Little Nemo In Slumberland* and had all these very strange adventures while he slept. He met up with princesses and fairies and frogs and mice. He had to traverse bizarre landscapes and seascapes and cloudscapes and fire escapes..."

"Yeees." they interjected dubiously.

"Yes. And now he's all got a starring role in a brand new arcade adventure style game for the NES called *Little Nemo – The Dream Master.*"

"And this new game contains dubious scenes with horned purple snails and winged turtles..."

"And terrifying tadpoles and fearsome frogs."

"This all seems to you, perfectly logical and reasonable and not at all outside the bounds of dream sanity."

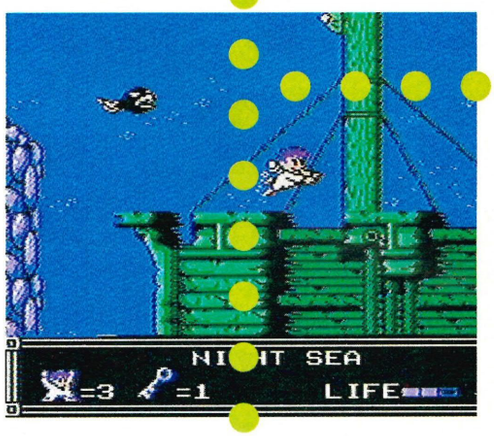
"Yes."

"Er, we think you better try cutting out those cheese sandwiches before you hit the sack in future," they snapped.

At which point I gave up on them and stropped off in a huff.

Anyway, *Little Nemo* then. He begins the game dressed in nowt but an old fashioned sleepsuit. Aaaw! As he drifts off into the Land Of Nod, he gets a message from the Princess Of Slumberland (she of the bed manufacturing empire), that her Dad has been kidnapped by the wicked King Of Nightmares. Nemo sets out to rescue the good King and restore peace to the Land Of Dreams. But not before arming himself with an endless store of sweets, (he's obviously got the right idea when it comes to sub-conscious pleasures).

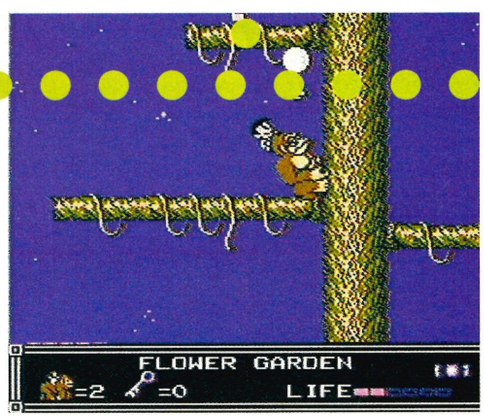
4 night sea
Is Nemo on a one boy mission to raise the Titanic? No he's exploring Davey Jones' locker.



Ah yes, the game. Well it's kinda typical Nintendo fare really – an up, down, left, right, scrolling, platformy, shoot 'em-up in various hues of technicolour. (Who said you only dream in black and white?) The main difference being that in this game you shoot sweets to dispatch the nasties. Or alternatively, stuff them full of lemon bonbons in return for the loan of some of their assets for a while.

Let me explain. You see, there are two kinds of weird creatures scattered throughout the eight levels of this game. The first kind – amongst whose number you will find those infamous purple snails with horns and turtles with wings –

2 flower garden
Heeey the flower garden! Flowers are so, like, flowery. *(Let's face it, it's not very flowery. Ed.)*



3 house of toys
A miniaturised Nemo rides atop his model railway. Mind the bomb dropping balloons!



are basically extremely nasty and like to rob you of your limited energy supply as soon as they make contact with you. (To stop them in their tracks, try lobbing a barrage of toffee creams in their general direction. It usually works.)

And then there's the second kind of weird animal – this kind includes frogs and moles and lizards and things – but these are not so nasty. Lob three coffee creams in their gobs for example, and they'll either let you borrow their body for a while, or let you ride them. This means that you can use some of the 'second kinds' of animals to help you jump higher or swim faster and so reach previously inaccessible parts of some of the levels. (And don't worry, you'll soon work out which of the creatures are friend and which are foe.)



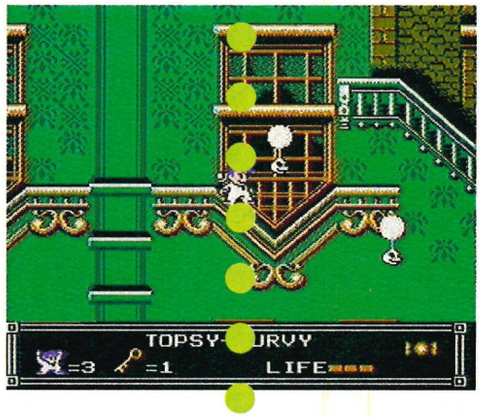
verdict

All good things come in little packages – and this is no exception.

a lot. Graphically, it's bright, colourful and clear most of the time, although when you take on the guise of some of the characters (like hermit crabs fr'instance), things can be a little tricky to make out at times. The music is cute, there's plenty of challenge and all in all, I thought *Little Nemo* was actually more than a little good. In fact I'd even go so far as to say that it's a bit of a corker. Check it out. E

7 topsy-turvy land

One too many shandies before you hit the sack often has this effect, I find.



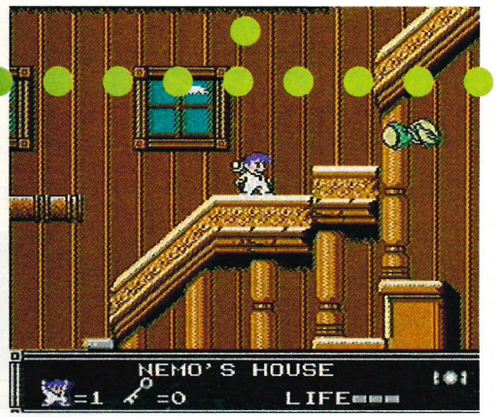
5 cloud ruins

Un-bee-lievable. Little Nemo has borrowed a bee's bod. Now he can buzz off into the clouds.



6 nemo's house

Yaaargh! It's one of those turtles with wings, what did we tell you!



THE END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 87

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

dream master

The levels themselves are quite varied. (There are eight in all.) There's land to cross, water to cross, clouds to cross, the latter with the aid of little platforms, both static and moving. There are forests to search, shipwrecks to explore, staircases to hop, skip and jump your way across, all the time waiting for the next nasty to come into view. And throughout the whole, if you're particularly skill, you'll also be able to pick up the occasional smart extras like lives, energy and keys, all of which you'll need in order to access the next dream level.

The aim of your quest is to reach the wicked King Of Nightmares at the end of the game and get rid of him. Doing that means, as you'd expect, you win the game. But it's not going to be easy 'cos *Little Nemo* is pretty tricky by anyone's standards.

Which brings me to my one little moan. Though the playability is generally okay, there were occasions when I felt that the learning curve was just that teensy little bit too steep. So for example, I'd finish one level relatively easily and then find myself stuck for ages on the first section of the next as I tried to master all the new hazards affronting me. And it sometimes felt like I hadn't made enough progress before I'd died.

Still, that gripe aside, overall I liked *Little Nemo*



8 nightmare land

"Ride a purple reptile to the ultimate level," said the wise one. "He's the linchpin if you're to win."

MEGACOM

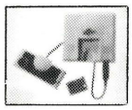
DISTRIBUTION LIMITED

13 MANSFIELD ROAD, NOTTINGHAM, NG1 3FB.
TEL: (0602) 475151/484988 FAX: (0602) 475353

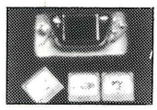
Super Nintendo + Mario World **£127.00 VAT**



GAME BOY £57.00

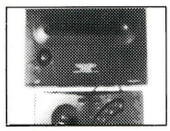


PC ENGINE £85!



GAME GEAR £73.00

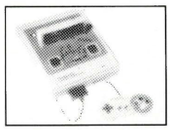
NEO-GEO



£220.00!

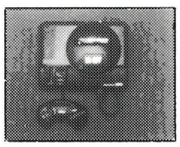
TWIN BRICK £25.00

SCART SUPER FAMICOM



£127.00

SEGA MEGADRIVE PAL or SCART VERSIONS £80



CD-ROM and TWO GAME £250.00!!

WE STOCK ALL THE LATEST GAMES BEFORE ANYONE ELSE
Trade enquiries always welcome (0602) 475151.
Please add £10 P&P for consoles on next day delivery, or add £5 for normal postal delivery. P&P or games: £1.00 per game, £5.00 for Neo Geo games
All items do not include VAT and is charged at the current rate.
Order Hotline: **(0602) 484988.** 10am-6pm. **(0850) 336568** after 6pm.

DIAL-A-TIP

CHEATS, TIPS AND GAME SOLUTIONS

CHEATS GALORE **0891 101 234**	CONSOLE HOTLINE **0891 445 990**
CONSLOE CHEATS AND TIPS **0891 445 991**	SEGA CHEATS AND TIPS **0891 445 933**
NITENDO CHEATS AND TIPS **0891 445 913**	SHADOW AND THE BEAST HELPLINE **0891 442 022**
HEROES OF THE LANCE HELPLINE **0891 442 025**	THE IMMORTAL HELPLINE **0891 445 928**
SONIC THE HEDGEHOG/QUACKSHOT **0891 866 001**	SHINING IN THE DARKNES **0891 866 002**
SUPER MARIO WORLD **0891 445 924**	WIZZ KID COMP. QUIZ **0891 101 255**

FOR FULL INFORMATION ON ALL OUR OTHER HELPLINES, RING

0891 445 904

ALL SERVICES UPDATED WEEKLY

PROPRIETOR:
Jaqueline Wright, P.O. Box 17, Ashton Under Lyne,
Lancs, OL7 OWW
Calls cost 36p per min (Cheap Rate)and 48p per min , at other times

Help Your

TETRA GAMES LIBARY

1st NATIONAL COMPUTER GAMES LIBRARY

POSTAL REQUEST SERVICE

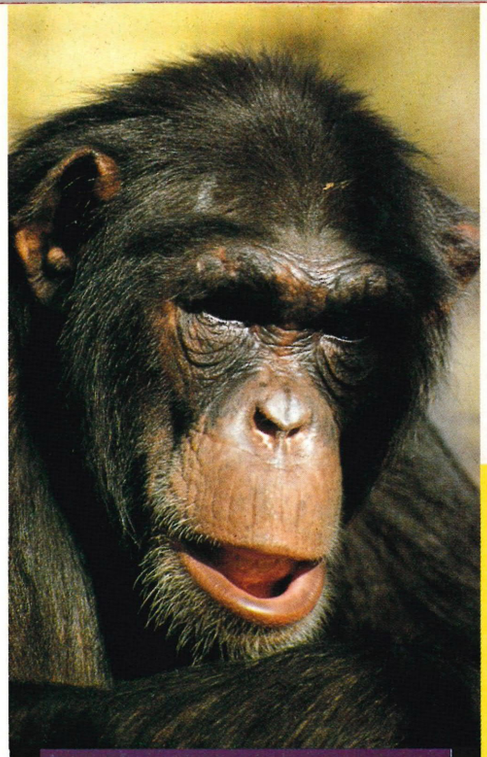
BORED WITH YOUR COMPUTER GAMES?
NOW HAVE ACCESS TO THE LATEST GAMES
OUT HAVING TO BUY THEM.

HOW THE LIBRARY WORKS
CALL TETRA GAMES LIBRARY
REQUEST APPLICATION FORM
COMLETE AND RETURN
SELECT YOUR GAME CHOICE
NOW PLAY

IF YOUR ARE A NINTENDO OR SEGA CONSOLE OWNER, YOU CAN'T AFFORD NOT TO JOIN ! ! !

CALL TODAY 0533 557373

TETRA GAMES LIBRARY, 86 LONDON ROAD LEICESTER LE2-OQR



PG tips

Even though *Daniel Pemberton* is under extreme pre-exam stress he is still able to bring you PG Tips which happens to be bigger and better than ever. Is he a super hero or what? *(No, he's just a big head. Ed.)*

win £50* in cash!

*plus a packet of biscuits

Okay, so you're crap at games. Your so-called friends never stop laughing at you. So what do you do? Consult PG Tips of course, get a couple of handy shandies and have the last laugh by defeating the last end-of-level boss on *Mutant Galaxian Aliens From The Ninth Parallel Dimension*. Little do your friends know of your cunning infinite lives japes on the title screen.

But what if you've got a handy shandy, map, complete solution, walk-through guide or a sock snake glove puppet? You could selfishly keep it to yourself or you could send it in to PG Tips. As well as worldwide fame and fortune, you'll also get a rather natty PG TIps badge if your tip, cheat etc is used.

The top tip etc of the month will get a staggering fifty pounds! That's enough for two subscriptions to *Game Zone*, some cookies and a Westminster cemetery. Send your tips etc. to:

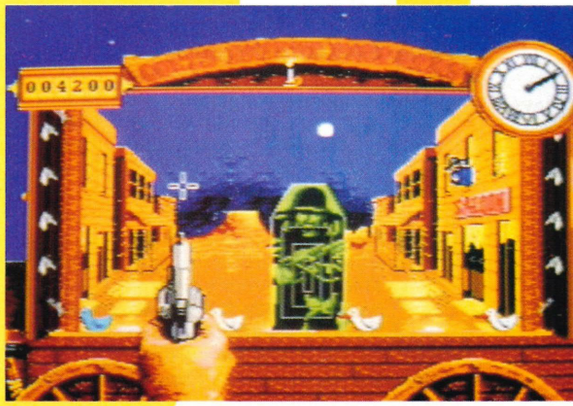
Don't call me Darjeeling
Game Zone
19 Bolsover Street
London
W1P 7HJ

NB The biscuit of the month is the American mini-frero.

wwf

For all you sad plebs into *WWF* and especially those who can't get anywhere, take notes from the masters of the backhand double axle nose crunch throw. *(I never knew there was such a move! Ed.)* **Lee Sadler, Ben Thelford** and **Benjamin 'Greedy' Hogg**. They say that in a tag match, single player, against the computer pressing:

A + SELECT will make the player on the outside jump in and duff the opponent up.
B + SELECT will make the player on the outside deck the other player on the outside.
A + B + SELECT will make the player on the outside climb up the post and jump in (Except for André 'The Gorm' The Giant.)



Do I go for duck soup or cowboy chowder?

back to the future III

For those who want to skip levels listen to **Jamie Richards**. He suggest that you pause the game, press UP + A, DOWN + A, LEFT+ A then RIGHT + A. And spook! You've skipped that level and are onto the next.

outrun

To get a sound test on the bit where there's the radio playing the tunes, press RIGHT, LEFT, DOWN then UP and that sound test will be yours!

golden axe 2

Here's a smart cheat which should make the game easier even for the greatest of herbal tea sippers. Play the game as normal until you get to the first end-of-level boss. Keep button A held down and don't release it! Now while still holding down A defeat the boss. Now release the button but DON'T move at all. The rest bit will soon be over and you'll have earned 200 magic potions! Thanks to **Miles** and **Peter Seddon** for that.

t2

On the programming levels, **Spike Cartledge** reckons that you should press SELECT to slow the action down.

poetry corner with Daniel 'Betjeman' Pemberton.

I get in a stress,
If you don't send in your address,
I go all lame when you don't tell me your name.

(Poetry? Crap more like. Ed.)

When a cheat's been copied, it really makes me groan whether it be from another mag or good ol' *Game Zone*. *(Pathetic. Ed.)*

Oh stuff this for a lark. Basically use legible handwriting, enclose the name of the game and machine, enclose your FULL name (no initials crap please) and make sure it's got nothing to do with *Mario 3* or *Sonic*. Thank you.

super earth defense force

Haven't heard of this game myself but someone who definitely has is **Jamie Richards**. To be invincible do the following at the beginning of EACH stage. Pause the game and press A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT and invulnerability is now yours. Rah!

rainbow island

A definite contender for the dodgy tip of the year is this level select from **Chris Hodjisannsu**. He says that if you push UP on player two's joypad while on the title screen you can choose any of the game's seven worlds.

pg tips

desert strike

Jeepers! Lots of people have been sending codes in for this game and they include **Ben Maguire, Sam Addams** and **James Morgan**. Firstly Sam reckons you should enter the password TQQQLOM, go back to the options screen then go straight back to the password screen and enter the appropriate level code to start with five lives! Anyway here are the codes:

2: **BQLEALQ, KQJHJT1**
3: **TLJICOAP, VLALKTG, JHWWLRQ**
4: **WTEWVJH, ITOUPEX, PEITFTI**

devil crash

Pause the game, says **W. Wong,** press and hold down LEFT then quickly press right and button 1 simultaneously to access a sound test.

final blaster

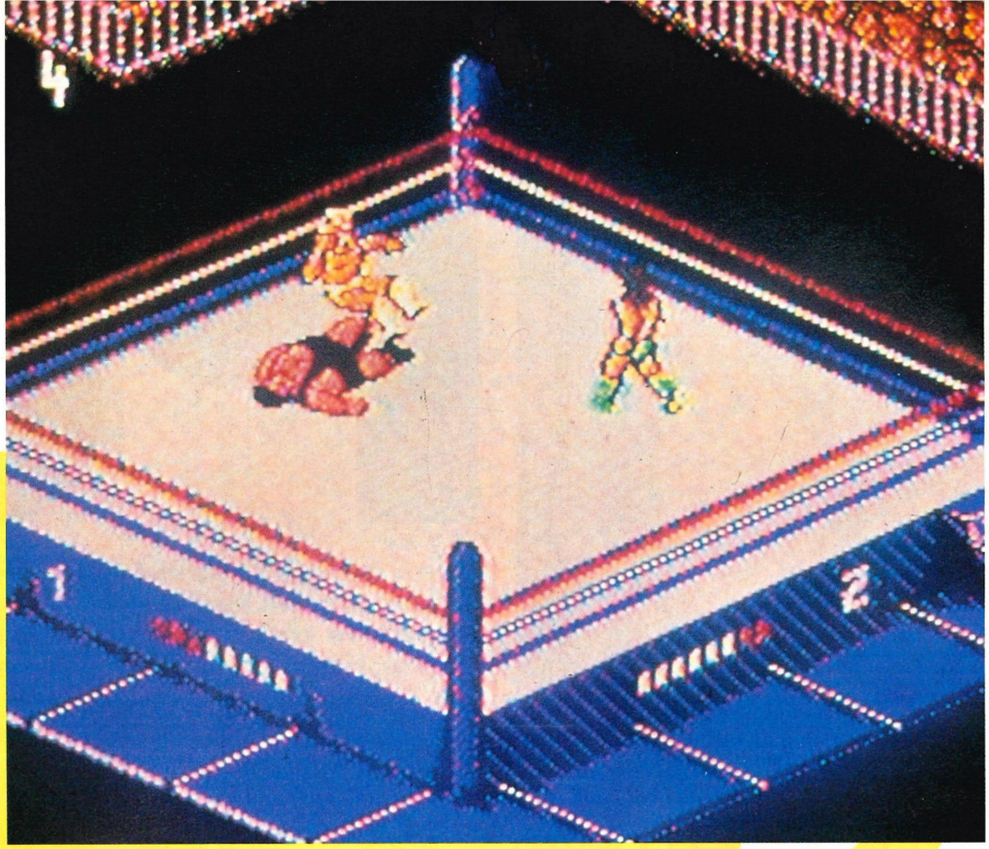
If you fancy the need for a good old sound test then on the title screen, hold the direction pad to the bottom right position and hold down **SELECT, I** and **II**. Now tap **RUN** to access the sound test. These immortal words were property of **W. Wong.**

golf

This cheat sounds pretty dodgy, but I'll print it anyway 'cos the sender who rather foolishly forgot to include his/her name, but lives in Hove, Sussex, sent me some Hula Hoop stickers. 'Rah! Anyway if you push down and start on the title screen you'll get a training mode!

apb

Completing the level holding down option 1 and option 2 while accelerating into the car park space will take you to day 99. Hurrah! This handy shandy came from **Stuart Messer** and someone whose name I've rather foolishly lost. Doh!



What would these fellows have done without the invention of Lycra?

super tennis

More hidden options screen japes form **Kwame Owusu**. He says that on the title screen you should hold down select and start to access the options screen which not only lets you change the difficulty but chucks a sound test into the bargain as well. 'Rah!

mah jong

Well this game isn't actually called Mah Jong, but **W. Wong** doesn't know its name 'cos it's on one of those super dodgy four-in-one compilation cartridges, but it is a mah jong game. Anyway to get to a hidden breakout game hold down SELECT, A and B on the title screen screen then press START.

pitman

More dodgy four-in-one capers with **W. Wong**, but at least this is available normally and we know the name of it so here goes. To play the last level enter **R61H** as the password.

snake battle 'n' roll

To get more points than I've told bad jokes, simply do the following: on level four go to the scales, move right to make a yellow anvil appear from above. As soon as it does move back onto the scales and you should get 5,000 points. Keep repeating this to get loads of points. Thanks to **Alexander 'Telephone Inventor' Bell** for that snippet of information.

slime world

Lots of peeps have been sending in *Slime World* codes so I though I'd print a few more. Thanks must go to **Marcus Bacchi-Howard** and **Mark Phillips** for these:

D499A4, 559925, 5A9E23, E791BS, D01A24, E1DA75, 078BC1, 8F0BCB, 159DF9, 259CF2, E79FB5, 259BF7, E1DA75, 9157B6 and 919073

outrun

For those who fancy the need of an extra difficulty level for this pretty crap racing game could do a lot worse than **press button C** ten times on the title screen before you select the option screen.

super mario land

Rob Dowd thinks that this amazing cheat he's sent deserves the £50. Cough, splutter. It's not really even a cheat, but anyway... If you've got nothing better to do with your day finish it once (the whole game! and press button A. Now complete it again (??!!!) and you'll get a level select. But you probably don't really want it now 'cos you're very pissed off with the game.

zelda 3

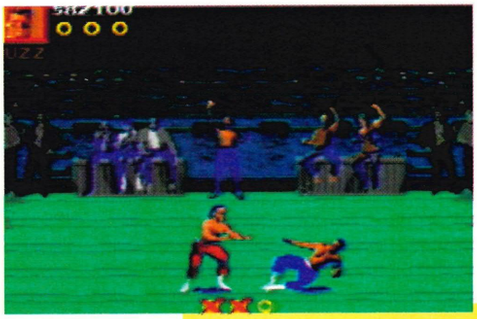
Ooh! Here's a handy guide to what's what and what it does in this fabbo adventure. There's also a bit to help you past the hard sections. So who do I thank for all this? Well I don't actually know 'cos the sender forgot to include his name. Tell a lie, I lost it, but I've found it now, so I'm gonna thank **Paul Townsend.**

objects of your desire

Bow: uses arrows, very useful
Boomerang: damages many weak foes
Lamp: lights dark rooms and starts camp fires
Mushroom: hand this to the witch of the east
Bomb: cracks in dungeon walls, reveals hidden rooms
Mirror: takes you to evil dimension
Magic dust: experiment on many items
Net: catches bees and fairies used on conjunction with bottles
Hammer: flattens spikes and evil sprites
Green book: explains the ancient symbols
Hook shot: enables you to reach difficult places
Shovel: used to find hidden flute
Orconia: play this to the bird in the village
Fire wand-ice wand: useful, many different effects
Blue staff: endows you with force field
Red staff: lets you create explosive blocks
Medallions: gives you the most powerful magic there is
Cape: endows you with invisibility, excellent

tuff stuff

- To enter south west desert complex, get the green book from the library, get the boots and charge at book case and use in front of main stone.
- To get the sword in the forest you must collect all THREE amulets before making your way to the forest.
- To get amulets in mountains find portal transforming you to evil stage and move near to two creatures to the left; strand on one of the two clearings and use the mirror.
- To defeat the end-of-game meanie, swipe at the sphere shots he fires at you. To reflect them back at him watch out for when he moves to top middle of the room and he'll fry you with lightening.



It would look better if we wore star-spangled spandex.

teddy boy

Wait for the title screen to stop flashing then push UP, DOWN, LEFT, RIGHT and a screen will come up. Then press UP once, then DOWN nine times and you can change the level by pressing LEFT or RIGHT. Thanks to **Chris Bernau** for that.

operation c

To get a funky sound test quickly tap UP, DOWN, LEFT, RIGHT, B, A and START on the title screen. The word **BGM1** should appear. To select a sound, fiddle around with the controller; to start it press A and to finish if simply press B. Thanks to **Ben Flanagan** for that.

rastan

To get infinite continues as soon as you turn the machine on, hold down LEFT and DOWN and both fire buttons. 'Rastan' should now appear in blue to show that the cheat's worked. Thanks to **Wesley Hall** for that.

zelda

Okay, okay, so it may be as old as Lionel Blair, but for those herbal tea sippers who are stuck on the lost woods **Iain 'I Watch *Gamesmaster*' Christie** suggests that you go UP, LEFT, DOWN then LEFT again. Simple when you know how, ain't it?

sword of vermillion

Alex 'I've Got A Cool Cheat' Khosrowpour has got a cool cheat believe it or not. He says that you should speak to Bearwulf inside his home in Keltwick, he will give you the dungeon key. Now go back to Bearwulf and get the dungeon key and sell it again. Keep repeating this for loads o'dosh!

battle of olympus

That infamous trio consisting of **Barry 'Bazman' Blake, Wayne 'China' Kearny** and **Stephen 'Horse' Faulkner** have given us a rather handy password which gives all the items:

BFfxvN XQnIs8k cm2fHu x4gW5Zd

fortified zone

Oh dear. Our code for level three in issue seven was printed wrong but luckily **Gareth Gilmore** has come to the rescue and told us that it is not **1681** but **1691**. Thanks.

tv sports hockey

The password for the last level is **GDMFOC1**. And although **Stephen Walters** didn't send it in, I thought I'd give him a mention 'cos he made some rather smart PG Tips keyrings. 'Rah!

alien crush

For an extra exciting slow motion mode **W 'Cunning' Wong** (I wish people would put their FULL names down, not just initials!) suggests that you pause the game and keep tapping SELECT lots of times! Thrills-city Arizona.

golden axe

On the Game Over screen, if you're in dire need of some extra lives, **Robert 'Erm...' Nicholls** suggests you press LEFT, UP and button 1.



It's lucky this style of architecture wasn't latched onto in the Sixties.

simon's quest

Here's a load of handy cheats 'n' tips for *Simon's Quest* supplied by **Simon Bird** and **David Caudle!** Hurrah. First off is a really good password which gives you everything you have to find!

XV07 3ZD3 22HI IQB7

And now some general hints 'n' tips...

- Show the ferryman at Dead River the heart and it will send you to Brahms Mansion and the diamond.
- Kneel down at Yuba Lake with the blue crystal Lauber mansion.
- Do not go to Camilla Cemetery, it's a dead end.
- Go down to Storigoi Graveyard and run to the end of it and drop garlic, you will receive a silk bag.
- Kneel down at Deborah Cliff with the red crystal to go to Bodley Mansion.
- To find Dracula's Castle go to Bodley Mansion and proceed right until you see a path going down, go down the path and walk into Doina and go right across the north bridge into Dora Woods. Go down and walk through Yomi and go right, but you will find the bridge is too high – use holy water – then carry on right.
- Put your arrow to red crystal at the big cliff and kneel for a few seconds and a shrill wind will appear and it will take you to another level.
- Put your arrow to red crystal when you come to Big Blues Lakes and kneel for a few seconds and steps will appear.
- You have to kill Vampira to get the cross.
- Kill the Grim Reaper and you will get the Golden Knife.
- You don't buy the blue and red crystals, you get then from the village tramps.

road rash

Matthew 'Harper' Harper has got a rather handy way to come first in every race. Here's what to do: race the first race and come fifth. Now check the password, it should have **50000** written in it. Change this to **11111** and you will now have come first in every race, eg. **5+0+0+0+0=5, 1+1+1+1+1=5** (the first 1 stands for the first race, the second race and so on) so if you come ninth you'll get the code **9+0+0+0+0=9**, so change this to **2+2+2+2+1=9.** I think you get the idea now.

fantasy zone

To buy loads of cheap lives switch on as normal and allow the story line to be displayed. While this takes place, waggle the pad up and down 50 times before starting the game. Collect as much money as possible and go to the shop. The extra lives will now cost only £1,000 each. What a barg! (This only works on level 1 though.) Thanks to **William Joy** for that.

mercs

To give ALL your team full energy, find the gold first aid kit then just before your energy reaches maximum press PAUSE and select another player. Keep repeating this process until a) the entire team is on max energy or b) you fall asleep from boredom.

pg tips

namco baseball

Not only did **Wilf Leavett** send me a copy of his local basketball fanzine (which is v. good by the way!) but he gave me the codes to *Namco Baseball*. 'Rah! Your team is 'M'. Here are the codes:

Team	Colours	Code
H	red/orange/white	A5E9
O	turquoise/blue	95D7
N	red/white	B8FE
G	brown/black	86C2
D	grey/blue	87C3
C	white/red	99D7
W	blue/white	89CI
S	mauve/blue	8CCO
T	grey/black	8BC3
M	red/black/white	YOU!
L	white/blue	8CCO
Bw	grey/red	8DCI
B	blue/white	AOE8
P	light green/white	AIE9
A	green/black/white	9ID7

pitfighter

If chucking motorbikes at your friend ain't tough enough, then perhaps you'd like a game of macho... cough... mercy. To get this, choose practice mode on the options and the select your fighters says **Liam 'Tingly All Over' Cavanagh.** Then, when in the area move your fighters to stand facing each other and then press buttons A and B simultaneously on both controllers. The fighters will then hold hands (Liam calls them 'pansies' but I bet he wouldn't say that to their face!) to try and push each other down. You and your opponents can now have their game of mercy. Thrills and spillls eh? Incidentally Liam feels tingly all over thinking about choc-chip cookies.

ironsword

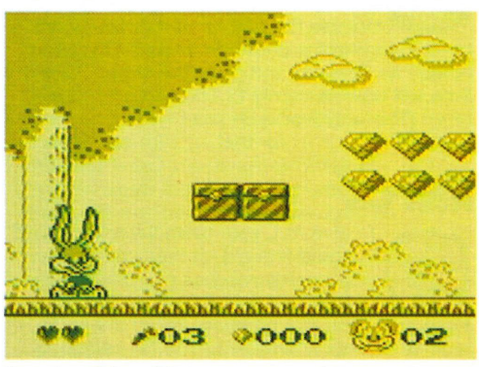
To get to Ice FIre Mountain, the infamous **James 'Norman' Norman** has given us a rather handy password which also gives you several useful spells.

ZGHMWXDQMQMR

Also if you want to start with quite a few lives, simply change the fifth letter to **N**.

r-type

To get a smartish options screen which lets you change the difficulty level and hear the music and sound effects simply press DOWN and SELECT on the title screen simultaneously. When you're finished press SELECT to exit.



I'm not as daft as this vacuous expression suggests.

side pocket

To complete the first trick shot, **J. Burrows** suggest that you press UP four times so that the shot indicator is just above the first ball. Select 'follow up' and then hit the cue ball full strength.

fantasy zone

All those herbies out there experiencing problems with their weapons running out should listen to the wise words of **William Joy** (but that could be 'Yoy' 'cos he's written it rather strangely). He suggest that you should buy all the engine parts from the shop and your weapons will now never run out.

spiderman

Apparently all you herbal tea sippers should consult the tip printed in this very ish for *Spiderman* on the Master System as it works on the Mega Drive too. 'Rah! It might also work on ye olde Game Gear version as well.

actraiser

Erm, not for your average shandy drinker this cheat. First, ho hum, finish the game. On the screen title screen press UP, UP, then DOWN, DOWN. Hey presto, an utterly new setting, 'professional', should appear which lets you play the action scenes only!

kyubyoku tiger

Here's a nifty way to get a level select courtesy of **Amar 'Ahh, Someone's Nicked Me Surname'** of Southall. He suggests you press UP, DOWN, RIGHT, LEFT and START on the title screen.

bubble bobble

If in two player mode you are dead and the person you are playing with has one life left, press START then SELECT to nick one of your 'friend's' lives for you and your friend. Thanks to **Richard 'Fisticuffs' Kitchen** for those immortal words of wisdom.



Up above the streets and houses Rainbow climbing high... Bungle, my hero.

battle outrun

More level select japes with **Amar 'Cripes Where's My Surname Gone?'**. He says that you should turn the power on while holding down buttons one and two. When the title screen comes up you can either do a quick fandango on your mum's best china or more simply and usefully, press button one. Personally I'd plump for the latter.

m1 abrams battle tank

Any herbal tea sippers out there having difficulty with this game could do a lot worse than have a butcher's at this cheat to be invincible throughout the game. During the demo, press B, B, C, B, C, C, C, B, C, B, B, C. Not only does this make you invincible but infy firepower is thrown into the bargain too! 'Rah!

battle golfer

Haven't heard of this game myself, but one person who has is chairman of Surnames Anonymous, **Amar**. He says that you should hold down B and START together to get a sound test. Oh and you should do the honours on the title screen.

bubble bobble

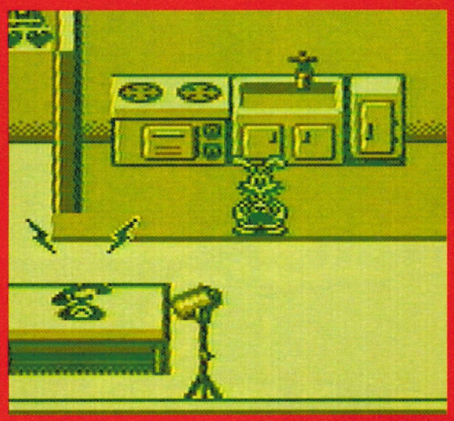
Gasp! Here's not only the normal level codes but some which put you onto Super Bubble Bobble (eg. harder levels!). Spook. And we've got none other to thank than **Richard 'Cooking Utensils' Kitchen** for them:

Normal boring ones: BIIIB, FEJJJ, ABAAI, FCGGJ, GAIFS, BCCCB, JEJBJ, BABBI, JECAI

Mega exciting super codes: JIACI, GGCAI, GGJBI, JFGII, CECAI, CBFEB, CJGIB, CAFEI, CAIGB, CCEFI, CJEFB, CIEFI

£50 CHEAT

who framed roger rabbit



Marvin, it's your mother. Beattie ad, geddit?

GAME BOY

This month's fifty pounds goes to **David Bate** from Manchester for his rather good complete solution to *Who Framed Roger Rabbit?* Remember, you too could be on the receiving end of this kind of money if you send in you top tips, maps etc to PG Tips.

level 1
no password

Answer phone, right (out of the building), right, up first alley, go in a building, talk to Marvin, go out of building, back down alley, down other alley, dodge weasels' bullets, right (past Valiant's office), talk to girl, down alley, through second door on left, go up stairs, collect password off table, go back down stairs, out of building, right, up alley, right, up small alley (left of dustbin man [dodge his bombs]), go to door, talk to eyes (gorilla), use password, go in buildings, go to front of stage – Jessica will be kidnapped.



level two
password: DLT3QYBY

Go in Valiant's office (there are carrots in ground floor door), go up stairs, through door, talk to Valiant, hide in closet on left, talk to Valiant, collect punch hammer, use punch hammer, go out of door, down stairs, out of building, right as far as girl, down alley, left as far as bakery, go in bakery, talk to baker, out of building, chase Stupid, he'll drop a loaf of bread – collect it, go back to Valiant's office, go in, talk to Valiant, go back to bakery, go in bakery, come back out, Stupid will run away, pick up bread again, go back to Valiant's office, talk to Valiant (he'll be stuck in some glue), push towards Valiant, walk around the room for a few seconds, Roger will talk, go out of office, left, dodge weasel, go in door on left of weasel, hit can (weasels will go through top door, get glue, go back out of building, go back to Valiant's office, talk to Valiant (he'll take you to the bakery), put the glue and bread down, talk to Valiant, hide on right of bakery (just round the corner, but still on the same screen), stupid will get trapped in the glue, talk to stupid.

level three
password: GPLDMSRC

Go in Valiant's office, talk to Valiant, talk to him again and get train ticket, go out of building, right (past girl and dustbin man [use punch hammer to stun him]), down near trees, hit weasel, go down passage which the weasel was guarding, get carrot, up, kill weasel again, go down passage on furthest right of screen, go right, in little door of train, train will go left along track (this will take ages!), when it stops you'll get out, use punch hammer again, go right, up first alley, into T-club, talk to Dolores, go back out, left, up fat passage, through door, talk to man, right, talk to another man, out door, right, up, around nut, up, into tall building, up stairs, crouch down on front of drawers, get bullets (you'll hear a clink), out of building, back to train, get on train, get off train, use punch hammer, go to Valiant's office, talk to Valiant, out of building, left, up weasels's alley, up alley, left, go in factory, get past weasels, right, right, get carrot, right, kick can, through door, talk to man, he'll give you a toon gun, get carrot, back out of building (killing weasels etc on way), back to train, get on train, use punch hammer, go back into tall building, up stairs again, up even more stairs, kill weasels, up stairs (use toon gun when you're halfway up), shoot Greasy's balloons with your toon gun, down all stairs and out of building, talk to Greasy (who'll lay on the floor in gap on the left of building).

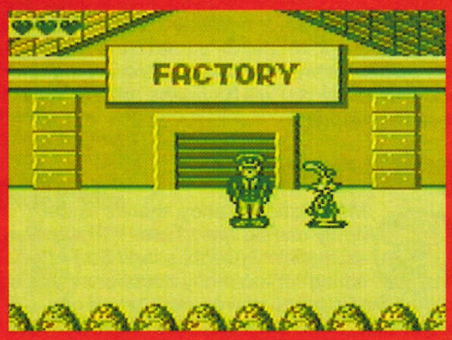


level four
password: MMCFGWXJ

Go in T-Club, talk to Dolores and all customers, go out of building, go to train, get on train, get off train, use speedy shoes, go to Valiant's office (watch out for dustbin man on way), talk to Baby Herman, get axe, go back to train, get on train, get off train, go to hut, go left, up through gap in fence, up to Benny, collect whistle, use whistle in car with your punch hammer on way, talk to Valiant, kill pyscho with punch hammer while you're in Benny.

level five
password: PGQTVKJP

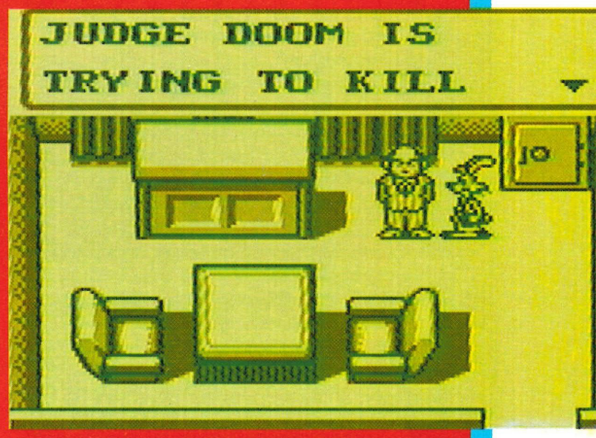
Use speedy shoes, left, up, through door, right, down through other door, right up, round hut, up into tall building, up stairs, collect bullets from drawers, go out of building, right, up, go through barrier, right, use punch hammer to kill weasel, right, kill weasel, up passage with carrot, get carrot if needed, go up passage on left of carrot passage, right, kill weasel, do down weasels' passage, right, kill weasels, go right through lower passage, kill weasels, right, up through door, kill weasels, up through door, use toon gun, shoot Smartie and weasels (if you run out of bullets, use punch hammer).



Hmm, he won't let me in 'cos I'm not wearing a tie.

level six
password: RTJBUN43

Call Benny with whistle, go to T-club, killing baddies with punch hammer on way (if there are any) left, use speedy shoes up, through door, right, down through other door, right, up, round hut, up, go in tall building, up stairs, get bullets from drawer, out of building, right, up, go through barrier, right, use punch hammer to kill weasel, right, kill weasel, up passage which had carrot, go up passage on left of carrot passage, right, kill weasel, go down weasels passage, right, kill weasel, go right through lower passage, kill weasel, right, kill three weasels, go through



Doom and gloom for Marv and Rog.

maze, right, kill bottom weasel, up through gap, use speedy shoes, left, up as far as you can go, go as far right as you can, down until gorilla rolls his barrel at you, go up before it hits you, then quickly go down right lower passage (lots of carrots here), go back up until he rolls another barrel, down, up (dodge barrel), then go right, pelt him off screen. Distract other gorilla until he rolls a barrel, down dodging it), go down passage in middle of screen, down until you're off the screen, use punch hammer, kill the two weasels, up, quickly run right so you don't get flattened by the gorilla's barrel. Kill weasel on left of house, go in house, talk to Valiant, go through door, go to top left of screen and hit controlling weasel, right (off screen), go through door on right making sure you don't touch the dip, kill the three weasels and go through left door, walk onto staircase on top left, kill weasels, walls and staircase are on top left, kill weasels, walk onto bottom right staircase, Judge will speak, kill weasel, go through door, Judge will speak, go round outside of room (or you'll fall in invisible hole), and through door. Use toon gun, shoot judge's dip tank, dodge dip. When you run out of bullets, use punch hammer. When he's dead he'll jump out of his tank and wave his white flag. Now sit back and enjoy the ending sequence.

pg tips

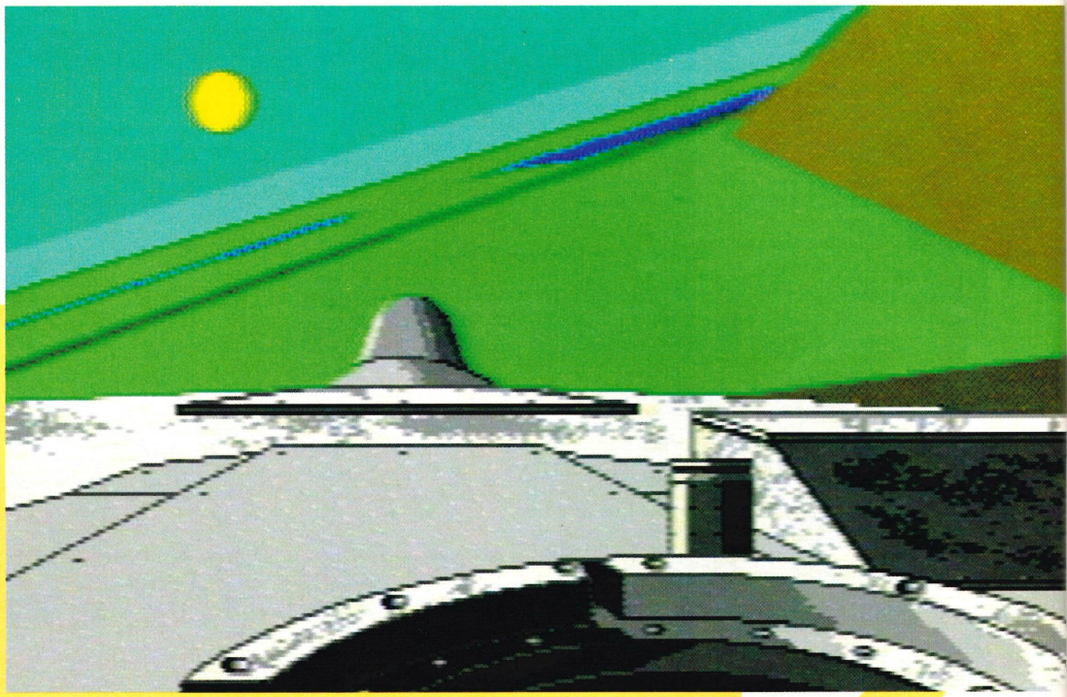
super mario bros 2

After a lot of requests I thught I'd print the warps to *Super Mario 2* and thanks to **James Thompson** I can! So here they are, take it away, James!

On level 1-3 you jump on different logs. At the end there is a long brick wall with a door but don't go through this door. Just in front of this wall is some water. Jump in front of this river. Now pick up the grasses around you until you find a potion. Now do not press button b. Now jump over the water and the enemies until you come to a vase. Next drop the potion on the vase or beside it and go through the door. Now stand in the middle of the vase and press down and you will arrive at 4-1.

The next warp is on 3-1 you start off at the top of a waterfall and there are clouds above you. Now jump down the waterfall and stay approximately in the centre. Now go through the door. When you walk on, you can see lots of pieces of grass. Now pick up all the grass until you have the potion. Ahead is a vase and a door. Walk on with the potion without pressing button b. When you arrive at the vase, dump the potion and go through it. Now press down and you are warped at 5-1.

On 4-2 you arrive on a whale level. Pick up pieces of grass until you have a potion. Now walk along jumping on the whales. Eventually you will see a vase. Dump the potion beside or on the vase. Now go through the door, stand on the vase. Then press down to warp to 6-1.



Heineken, Budvar, Old Peculiar, this hunk of metal isn't fussy, it'll drink anything to get tanked up. Har, har.

bill and ted's excellent adventure

Herbal tea sippers should worry no longer as **Christopher Mills** has come to their rescue with some most triumphant codes!

B7WA 7V0350LY 0DY0
AA33 7LDK 5HTR 0A4H
2000 00DH J457 6CTS
T8QP RFDH EKL1 6GPP
69GS CX06 WKKU 6FCH
4AC9 7CDH EKL1 6G4T
RAFB 79DI LLU2 6BS0
9AGT 8Fo6 2DEQ 27P3
PAFB DN06 6DHO C4RE

The last code takes you to the final bit of the game, but there is still a long way to go before you finish it. NB You may need to change the 5s to Ss if the codes don't work.

speedball II

Any shandy drinkers having their team completely beaten up could give **Giles 'Aged 12' Home** a large pat on the back for his rather handy password which does... erm... well I'm sure it's quite handy.

LCW1 CWAf D6XE ya3q 2bSt -is1 gGVC MQMQ

gargoyle's quest

Yet more passwords for the game that so many people know as *Gargoyle's Quest*. Thanks to the oddly named **Do Charlnanaluat(??)** for the following code to get to that chosen destination:

O! 58V HSPbW Z!MSH PK!5G

maniac mansion

At the beginning of the game go into the mansion and go up the stairs, through the steel security door. You should notice the way the wonderfully decorated room's wallpaper is in strips. Go to the fifth strip to the left of the door and look for the keypad. Select 'use keypad', a number screen appears. You'll hear weird sounds for a minute then the house blows sky high!! Thanks to **Barry 'Bazman' Blake, Wayne 'China' Kearney** and **Stephen 'Horse' Faulkner** for that.

stun runner

S. 'Look, no hands' Whawell is obviously so clever that he doesn't even have to dunk his digestives in his tea to prove it. Not only that but he's told us that if you push no controls on levels 1, 2, 3, 5 and 6 your space craft type thingy will smoothly speed through the level. Spook!

beetlejuice

Oliver 'I've Got A Handy Tip For *Beetlejuice* On The Game Boy' Rice believe it or not has got a rather handy tip for *Beetlejuice* on the Game Boy. Spook! He suggests that on level two you should go to the second to top platform (where there's a ladder next to a block). Stand as close to the block as you possibly can, then press UP and A together and eventually you will be on the roof. Et voilà! level two skipped.

golden axe 2

More fisticuffs ahoy, thanks to the oddly named **Andrew 'Fistman' Jenkins**. *(Oohh, scary! Ed.)* After eating far too many custard creams he told us that in a two player game when one player dies, if the other uses his magic then the dead player will rather spookily recover. 'Fistman' adds at the end of the letter that he's 'dead clever'. Well he might think so...

viking child

Okay, so everybody seems to know the first four passwords (OMEGAMAN, PATRICIA, REDDWARF and DEWSBURY) but does anyone know that the Desert Pyramid password is ISLAND?

solar jetman

Codes aplenty thanks to top cookie crumbler and curry consumer **Daniel 'I Like Curry' Gots**. Here's a small selection from the millions of codes Daniel sent me.

ZHHZKKKKDDDD, ZHHZLLLLLLLL
ZHHZQQQQDDDD, ZHHZDDDDDDDD
ZHHZNNNNPPPP, ZHHZHHHHHHHH
ZHHZQQQQXQML,
MMMNMMDKMHMM

If you want to make up your own codes try these instructions, once more thanks to Daniel.

Enter **ZHHZ** then enter any of these passwords **HHHH, BBBB, DDDD, KKKK, LLLL, NNNN, QQQQ** and **PPPP** to zoom off to another world.

And while we're still on the subject of passwords, here's a few more of them.
BBBBBBBBBBBB, NNNNNNNNNNNN
MMMMMMMMMMM, PPPPPPPPPPP
ZHHZMMMMMMM, ZHHZNNNNBBBB
TPGPLLLPZQTG, QQQQQQQQQQQ
QQGHPQBBQBQB, PPDWKPQPPQPP

- On the first level fly diagonally left until you see a blue star go in it and you will be warped into a bonus stage where you can get loads of goodies and stuff.
- Stuck on world three? Fly to your right, then go down the first tunnel and keep going right until you see a circle of bad guys, go into this circle and you'll be warped to a later stage.
- On world nine fly straight up then go right until you see a a blue star. Go into the star and you'll find another bonus stage.

ghost house

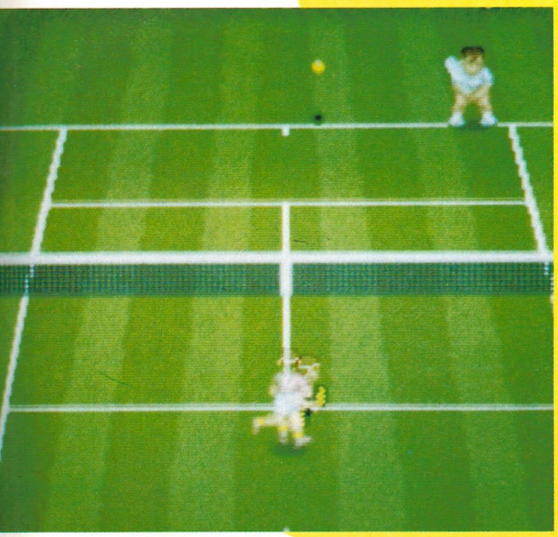
Martin 'Australian' Bell has got a rather smart shandy to make you invisible for a while. When Mickey is standing in front of a fireplace in round one, arrows will keep coming. Keep jumping and landing on them. Jump on enough and you'll become invisible and everything goes yellow!

pitfighter

Gasp! This remarkably obvious tip has been sent in by **A. 'Obvious Tip' McIcwraieh**, who is someone who definitely knows his Hob Nobs from his erm... chocolate digestives. Anyway 'A' suggests that in one player mode when you've used up all your lives, swap controller ports (ie. put the joypad in port two) and press START. Spook! You've now nicked player two's lives and can play away happily. Until you get beaten up that is.

turrican

Full Brownie points must go to **James 'Cunning' Askham** this month as he's rather cunningly tried the Mega Drive cheat on the simple Game Boy version. And spook! It worked. So on the options screen press **A, B, B, A, B, A, A, B, A, A, B, A, A**. now on each level when you pause the game you can skip the current level with a quick press of the select button.



The question is, do they use a hovver mower?

spiderman

The current trend amongst *Game Zone* readers seems to be replacing first name/surname with an initial and one such trend setter happens ot be **Lee 'I Wish People Would Send In Their Whole Surnames' J** who's got a rather handy tip for *Spiderman*. He says select 'nightmare' then enter the first level warehouse. Go to the right, past the first thug and then the dog. Jump onto the first crate and crawl to the right and you'll go to the 'big-man' himself.

ea hockey

Some more codes, this time supplied by **James 'Tip-O-Matic' Norman** once more:
HLW1WSHR3Y7T0259
HL153FG478BM6MGB
HL7CFZKN8TX54DTC

tiny toon adventures

O 'Sincere Reader' Radford has a rather clever way to stock up on your lives. Collect as many gems as you can, then go to a race, race Tweetie every time and get an extra life every time you beat him. Then keep repeating this to not only get lots of lives but to get very frustrated and bored!

two crude dudes

I've been sent two different cheats for this which are strangely similar. *(?? Ed.)* They come from **Luke Sullivan** and **SL Necek**. Luke Sullivan says that when you reach the end-of-level power cola machines hit them enough so that they explode and you'll be granted an extra life. But SL Necek seems to think you're better off punching and kicking the cola machine as long as you DON'T drink any cola and you'll get an extra life.

thunderspirits

On the title screen press START and SELECT on both controllers to get an options screen. Also if you've finished the game and repeat the following on the title screen another options set should appear. 'Rah! Thanks to **Kwame Owusu** for that. Incidentally that cheat seems to work on a lot of SNES titles.

scrapyard dog

For all you herbies who are hopeless at this game you might want to take some notice of **Matthew Gould's** handy shandy to get an extra shield. At the beginning of the first scrapyard pause the game and then press LEFT, RIGHT, LEFT, RIGHT, UP, DOWN, UP, DOWN, A then B to get an extra shield, but unfortunately this only works once.

super tennis

Enter the following code, supplied by **David Watterson** to play in an exhibition match against some bald cross-eyed bloke called Tomkin.
K8XD3HR, FTLWJPC, **2GNYBQI,** 4065C6P, **DJSTK8X,** D3HRFTL, **WJPVKMW**, IJJ

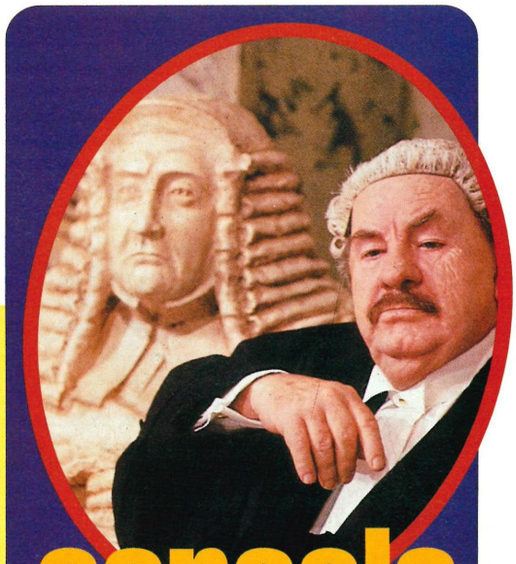
Beat him and you get a congratulations message and the words Secret Command! The secret command is on the player select screen using the second controller press **L, L, L, L, L, X, R, R, R, R, R, R, R** and **X**. You should now be put on a harder difficulty level.

gradius III

On stage two (the bubble stage) at the near end of the level there is a gap on the bottom of the screen where bubbles appear (with monsters inside). Go right into the gap for a bonus stage. The man's hand you should be shaking for that is **W. Wong.**

outrun

This won't really help you with the game but I'll bet it makes the designers' mums very happy. Reach all five goals and after you make the fifth entry hit START and the car will automatically start driving past billboards with the designers credits on! Not only that, but there's a different ending too! Thanks **Ben Flanagan.**



console counsel

Hello duckies. Yup it's me, your caring Console Counsellor. If your joystick waggling isn't up to scratch, or you just want to know how to get a bigger... erm high scores then write to me. (Sorry I came over all Dominik Diamond then.) Anyway if you've got any problems, frustrations or queries then I'm your man.

So be brave, put pen to paper, move it about a bit and write to Console Counsel, *Game Zone*, 19 Bolsover St, London W1P 7HJ. Please remember that I haven't time to reply to individuals, even with SAEs so don't waste your stamps. Anyway on with those problems...

Dear Console Counsel

I received a Master System I last month and have been very satisfied with its uses. However it came with a sheet that said that it came with a maze game. I have tried and tried to get this feature by doing what it says, but it is no used. Please can you help.
Yours
David Poole, Southsea, Hants

Well Dave, I've inspected the sheet and I don't know what your problem is. I know that there is a maze game, 'cos I've seen it (it's crap by the way). To get it you turn on the machine (without any cartridge), hold down both buttons and UP at exactly the same time and the maze game should be yours. I don't think it works on the new Master System but it should work on yours. If anyone knows any better, do write in.

Dear Console Counsel

In an effort to help me beat my daughter on the Nintendo, could you tell me any cheats you have for *Super Mario 2* and *Ducktales*.
Yours faithfully
J. Fairclough, Cumbria

Well *Super Mario 2* is covered in this very issues. As for *Ducktales*, you'd do worse to fork out a few quid for a back issue of *Game Zone* four which has the complete solution.

ZONE 7

SUPER NES

blasteris a

Tetris clone in which instead of revolving the oddly shaped blocks, you blow away any odd shaped bits to allow them to fit snugly. Rather slow to begin with, but it speeds up on later levels. Takes a bit of getting used to as the blocks move horizontally rather than vertically, but all surprisingly addictive.

6 out of 10

blasteris b

Again, looking not unlike that rather famous Russian game, the b mode of *Blasteris* again won't let you move the vertically falling blocks from side to side, but if you blast them they spin and each side has a different colour. Acting in the same way as *Columns* you can set off a chain reaction of matching, falling blocks. *Blasteris b* is just as addictive and well wearing, except of course you have to use the silly plastic tube thing.

6 out of 10

mole patrol

Rather a sweet, cute and cuddly little game in which little blue moles stick their heads up through their holes only so you can blow them off. Pretty basic stuff, but bound to make everyone go "Ahhhhh!" A nice touch is that in the b mode of the game, you are given marks out of ten for the accuracy and speed of your aim.

5 out of 10

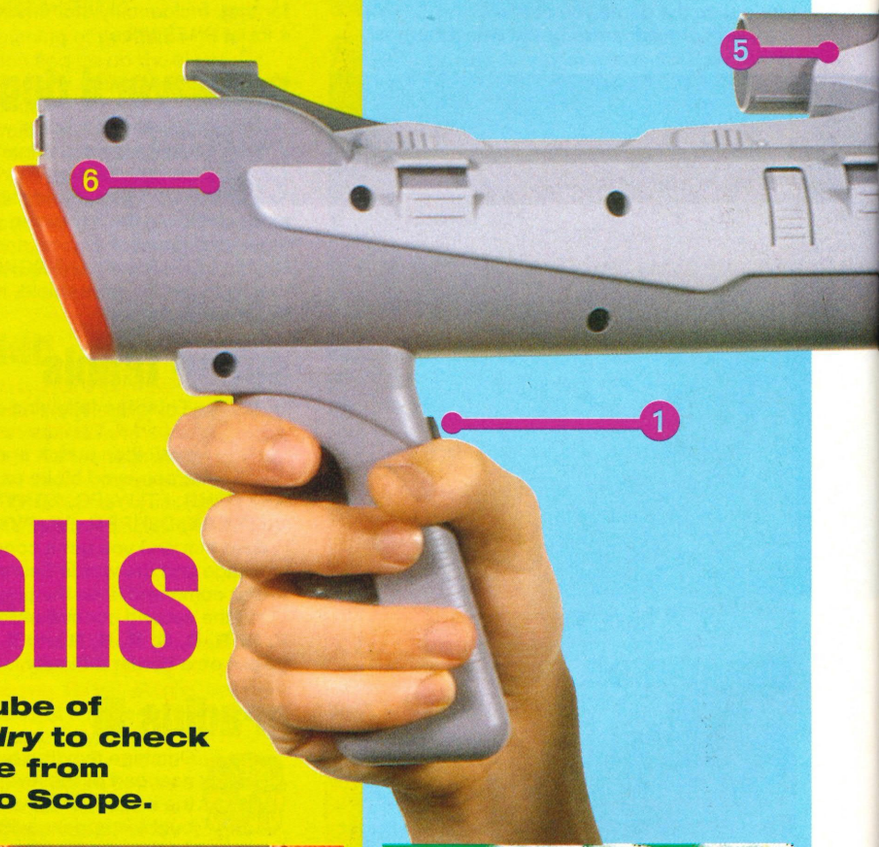
pipe musak

1. **Cursor button.** Acts more like a reset button; if you click fire twice while holding the cursor down you are automatically returned to the title screen.
2. **Fire button.** Rather unsurprisingly, if you press this you fire at the screen.
3. **Pause button.** Halts the action of the game, and, more importantly, allows you to recalibrate your sights. Very useful if you feel your aim is getting a bit wobbly.
4. **Power switch.** Basically an on/off switch, but with a rather mysterious turbo button that none of the current games can use. Spooky.
5. **Sight tube.** Line this thang up with the front sight and you should, in theory, achieve a perfect shot. *(Hhmm? Ed.)* Can be switched from left to right sides of the tube for ease of use.
6. **Front tube.** Line this thang up wit... *(Yes, yes. I think we've got the idea. Ed.)*
7. **Person.** The plonker who is actually using the thing.



pays yer money...

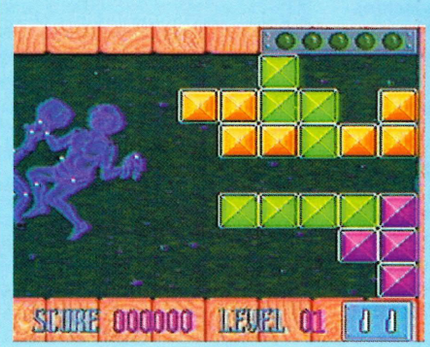
Now we are all sure you lot can't wait to get yer hands on a Super Scope. And you'll be glad to hear that it will be available in August for the reasonable sum of £45. However, come Christmas, the Super Scope will be bundled as part of the SNES Santa Pack, for only £165. Which means, if you wait, you will get your own Scope for £20 cheaper. What a decision hey?



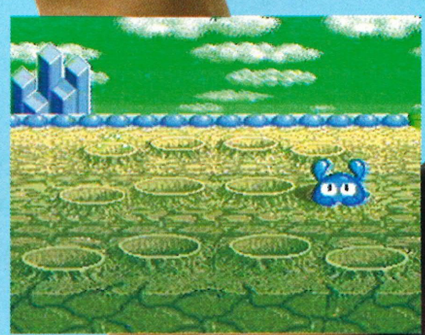
Nintendo is set to release their latest gizmo which follows hard on the heels of the Super NES, the Super Nintendo Scope. It's a light gun which comes with a six game multi-cart, plus all the leads you need and Nintendo claim that there will be plenty of software support. Ermm, *Duck Hunt II* perhaps?

tubular bells

More fun than yer average tube of plastic, we sent *Jeremy Daldry* to check out the latest bit of hardware from Nintendo, the Super Nintendo Scope.







lazer blazer intercept

A volley of missiles has been launched by the enemy and it's your mission to shoot down all of the missiles using the fewest shots possible. Who the enemy is, why they have taken a sudden dislike to you and want to blow you up, and what you're defending is never made clear, and frankly doesn't matter a monkey's. Good mindless fun in the mould of *Missile Command* with Mario making the occasional appearance as the victim of a missile riding Bowser.

7 out of 10

lazer blazer engage

Yet more of your nameless enemies fly towards you, this time in planes, firing missiles at your ship like there's no tomorrow. And if you get hit by too many of them there won't be. Watch for your fuel bar; if it reaches zero you fall from the sky like a Golden Eagle (with both wings broken and a large concrete block tied round its neck).

6 out of 10

lazer blazer confront

No matter how good you were at the other two modes of *Lazer Blazer* the robots have now landed, it's up to you to try and use your land-to-air-type rocket thing to kill them off. Fat hope really, but jolly good fun trying to blow their botties off.

6 out of 10



B



D

other things that look naff, but actually are quite good.

A The Super Nintendo Scope. Well, we've kinda covered this already.

B Feet. Let's face it nobody has nice feet: they smell, have blue goo in between the toes and are not in the least bit sexy . But they are actually quite good 'cos they let you stand up and walk around. After all, stumps look even naffer.

C The word 'moist'. Okay, so it doesn't look naff, but it sounds quite naff. Moist. Moist, moist, moist. But it's actually quite good because like most adjectives, you can describe things with it. For example, "That grass is moist." Or "This cake is nice and moist." Or even "I like you, you make me feel all ..." *(Snip! Prod Ed.)*

D Carrots. They do look a bit naff don't they. All orangey with green stuff coming out of the top. But they are actually quite good because they taste nice. *(Enough! Ed.)*

Thanks to *Advance Console Entertainment Tel. 071 383 0480* for supplying the Super Nintendo Scope



the challenge is on!

The Atari Lynx — Game

the challenge is on!

The Atari Lynx, it's a little bit smart you've got to agree and so is our well impressive Atari Lynx/*Game Zone* competition which gives you the chance to 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. They 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 entrance form below along to any of the participating stores on the list on one of the compo dates. Then play one of that month's featured games and hand in the form to the store 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 which skilful gamesplayer will take the top prize.

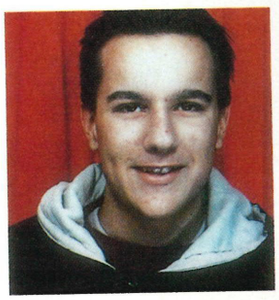
compo dates

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 strange? Here's some of this month's champs.



Jason Rayment
(357357 *STUN Runner*)



Stephen Turner
(602370 *Scrapyard Dog*)

ninja gaiden
170800 **Omid Malek**
xenophobe
8954550 **Daniel Iszatt**
scrapyard dog
1117300 **Nicola Whittaker**
roadblasters
1956330 **Chris Ayriss**
turbo sub
160455 **Damien Smith**
zarlor mercenary
1608230 **Ed Sampson**
apb
40365 **Richard Potter**

california games
2865 *Surfing*
5293 *Footbag*
658 *BMX*
29356 *Roller skating*
Richard Forshaw
checkered flag
253 **Ben Goulden**
gates of zendecon
289292800 **Chris Ayriss**
paperboy
301450 **Simon Freen-Bank**
electrocop
628053 **Chris Ayriss**
stun runner
572325 **Chris Ayriss**
awesome golf
-12 UK **Gavin Wild**
blue lightning
600000 **Daniel Iszatt**
xybots
1213500 **Steven Sayers**



STUN Runner

Here's a list of participating stores

Computer Run
21 Stratton Way
(Coexters Yard)
Abingdon
Oxon
OX14 3RG

Gordon Harwood Computers
New Street
Alfreton
Derbyshire
DE5 7BP

Vudata
203 Stamford Street
Ashton-under-Lyne
Lancs
OL6 7QB

Computer Shop
4 Holland Walk
Barnstaple
N. Devon
EX31 1DW

The Games Store
66 The Pallasades
Birmingham
West Midlands
B2 4XJ

Soft Spot Ltd.
5-6 Broad Street
Banbury
Oxon
OX16 8BN

Soft Centre
20 The Market Place
Blackwood
Gwent

Bolton Computer Centre
148-150 Chorley Old Road
Bolton
Lancs
BL1 3AT

Computer Store
34-36 Ivegate
Bradford
West Yorkshire
BB1 1SW

RJ Computers
30 Westbourne Road
Downend
Bristol
Avon
BS16 6RX



Turbo Sub

WIN!

prizes worth over

win prizes worth over £3,000!

Zone challenge is now on!

The Games Store
Unit U1
The Galleries
Broadmead
Bristol
BS1 3XE

Comtazia Ltd.
The Shopping Mall
Merry Hill Centre
Brierley Hill
West Midlands
DY5 1SB

Game Store
6A Lowther Street
Carlisle
CA3 8DA

Comtazia Ltd
High Street
Cheltenham
Glos

Soft Centre
30 The Parade
Cwmbran
Gwent

Chips Computer Shop
Clarks Yard
Darlington
Co. Durham
DL3 7QH

Whiterose Computers
Empire House
Wakefield Road
Dewsbury
WR12 8DH

Comtazia
204 High Street
Dudley
West Midlands
DY1 1QO

Bits And Bytes
21B Commercial Street
Dundee
Tayside
DD1 3DD

Computability
35 Bethcar Street
Ebbw Vale
Gwent

Bits 'N' Bytes Computer Centre
19 Orwell Road
Felixstowe
Suffolk
IP11 7EP

Peck Computer Service
201 York Road
Hartlepool
Cleveland

Electronic And Computer Services
984-986 Uxbridge Road
Hayes
Middx
UB4 0RL

Soft Centre
34 Eign Gate
Hereford
HR4 0AB

Tomorrows World
27 Paragon Street
Hull
Humberside
HU1 3NA

Bits 'N' Bytes Computers
8-12 Dial Lane
Ipswich
Suffolk
IP1 1DL

Computer Store
Trinity Street Arcade
Leeds
South Yorkshire
LS1 6QN

Game Ltd
Unit 2B
Victoria Walk
Schofield Shopping Centre
The Headrow
Leeds
LS1 8JE

Pudsey Computers
140 Harrogate Road
Chapel Allerton
Leeds

The Games Store
Unit 4
St John Centre
Leeds
LS2 8LQ

786 Computers Ltd
325 Barring Road
Plaistow
London
E13

Silica Shop
52 Tottenham Court Road
London
W1

Silica Shop
1st Floor
369 Oxord Street
London
W1A 1AP

Tim's Megastore
29-31 Sunderland Street
Macclesfield
Cheshire
SK11 6JL

The Games Stores
121 Market Way
Arndale Centre
Manchester
M4 2EA

Games Store
161 Linthorpe Road
Middlesborough
TS1 4AG

Soft Centre
Cambrian Retail Centre
Newport
Gwent

One Step Beyond
3 Wellington Road
East Dereham
Norwich
Norfolk
NR19 2BP

Long Eaton Software Centre
Commerce House
West Gate
Long Eaton
Nottingham
NG10 1EG

The Computer Shop
Unit 250
Victoria Centre
Nottingham
NG1 3QQ

Computer Leisure Centre
117 High Street
Orpington
Kent
BR6 0LG

Soft Spot Ltd
4 Lincoln House
Turl Street
Oxford
OX1 3DS

ComputerBase
71 Market Avenue
City Centre
Plymouth
Devon
PE1 1PG

The Micro-Centre
15 London Road
North End
Portsmouth
Hampshire
PO2 0BP

The Computer Shop
4 Friargate
Preston
Lancs
PR1 2AU

Computer Cavern
21 Harris Arcade
(off Friar Street)
Reading
Berks
RG1 1DN

Chips Computer Shop
7 Dundas Street
Redcar
Cleveland. TS10 3AD

Soft Spot Ltd
22 Royal Square
Kingfisher Shopping Centre
Redditch
Worcestershire
B97 4HU

Game Ltd
Unit 22
The West Orchard Shopping Centre
Romford
Essex
RM1 3EE

Silica Shop
1-4 The Mews
Sidcup
Kent

Chips Computer Shop
Silver Court
Silver Street
Stockton
Cleveland
TS18 1SX

The Computer Shop
9 Maritime Terrace
Sunderland
SR1 3JJ

Comtazia Ltd
4-6 The Arcade
Walsall
West Midlands
WS1 2RE

Comtazia
171-177 High Street
West Bromwich
West Midlands
B70 7RB

Daniels Of Windsor
120-125 Peascod Street
Windsor
Berks

The Games Store
3 Victoria Arcade
Mander Centre
Wolverhampton
WV1 3PE

Comtazia Ltd.
8 Melalcheapen Street
Worcester
Worcs
WR1 2DH

Computer Store
14 St Samsons Square
York
Humberside
YO1 2RF



Daniel Iszatt
(600000 *Blue Lightening*)

rygar
3028160 **John Howitt**

rampage
284275 **Simon Devey**

klax
1615370 **Chris Ayriss**

gauntlet
889349 **Chris Atriss**

robotron
72825 **Simon Devey**



Chequered Flag

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** _____

Name _____

Address _____

Post Code _____ **Tel No** _____

Venue _____

Validated by signature of sales staff _____

kill ZONE

This month a carrier pigeon delivered a rather unusual message to the *Game Zone* office. It was from elusive *Amaya Lopez* who hadn't been seen since her last trip to the arcade and read: "I've been kidnapped by a travelling circus who spotted me in my ninja sprite outfit. But don't worry I've managed to get the low-down on this month's arcade action and I've got a new plan." Blimey.



Come back with my wallet you bounder!

street fighter '92 – champion edition

Yes, the slottie guaranteed to cause an absolute riot has reached the arcades in full beat 'em-up glory and was displayed in Electrocoin on a mere 10 cabinets. In fact the machines were so crowded that I had to pull a few punches to wedge my way onto one and get myself in the mood for a burst of nice violent beat 'em-up action.

All *Street Fighter II* addicts will feel at home with the graphics and game controls, in fact the fights even take place in the same 12 areas. However, this new biologically improved verison allows both players to choose from all 12 characters including Vega, Sagat, Blarog and Bison. In addition you can go for the spooky head-to-head challenges where two players can fight as the same character. Déjà vu or what?

Not only that but some characters have even deadlier moves than before: Ken and Ryu's dragon punches cover a wider area, Balrog can headbutt opponents within his throwing range, Honda's sumo is also faster and more lethal. All in all there are 40 new methods of attack but that doesn't make things any easier in the thrashing your opponent stakes.



Please don't hit me, I've got something in my eye!



Beware Russians! Only you can read the signs.

For those of you unfamiliar with the *Street Fighter II* coinie, the graphics are brill with superb exotic backgrounds full of elephants and interesting oriental shops, bloodthirsty on-lookers and old Chinese men cycling past aghast at the vicious action. *Street Fighter '92* is all set to be even more of a smash that its predecessor – with its new rollicking fights and neat animation, it's bleedin' smart. And even smarter is the fact that the SNES version of *Street Fighter II* should hit the UK by Christmas.

● **Publisher:** Capcom

SCORE

undercover cops

It's that familiar old scenario where all hell is breaking loose in a formerly peaceful town. The council calls an emergency meeting at the mayor's pad. There's only one way to combat the violent crims – send the city's sweepers out to beat the living daylights out of them.

There are three sweepers to choose from: Claude, Bubba and Flame. Claude is an ex-Karate master who accidentally killed a man with his bare hands (heard that one before), Bubba used to be a footballer (hence his violent urges) and Flame is an ex-vigilante with an 'excessive hatred of evil' who won't disclose her weight.

Take your pick and off you go. The game opens with a tranquil-looking beach scene but before you know it, there are loads of thugs waiting to home in on you. Smacking them about a bit knocks them out surprisingly easily and you're left with the odd bonus, which for some reason was a TV set. Your characters will swing the thugs abart and throw things, (Claude favours a huge iron bar) but somehow after *Street Fighter '92* the moves seem rather basic.

The graphics are okay but nothing really spesh, although an attempt has been made to make the scenary move – with a waterfall swishing in the background. Basically *Undercover Cops* is pretty snorey run of the mill beat 'em-up stuff.

● **Publisher:** Irem

SCORE



It looks like one of those porcupine fishy things.

space gun '92

Ah, *Space Gun '92* is another of those fab state-of-the art mutha cabinets à la *Terminator 2* with two huge guns stuck on the front of the unit. Playing on your tod or with a chum, you basically view the whole thing from a first person perspective and trudge around a gi-normous space-ship blasting the aliens and rescuing the poor human hostages. Pressing the trigger gives you rapid realistic sounding machine gun fire and pulling the barrel allows you to switch weapons. You can collect different weapons by picking up the different coloured biscuity things you find on your travels.

There's a smart fire bomb which frazzles the enemy, a shock bomb to chop them up, an explosion bomb to blow them up and a freezing bomb which does just that. At the bottom of the cabinet is a handy foot pedal – pressing this



Cripes – a thing with lots of hands and it's not 'armless.

down allows you to retreat and position yourself for a more effective attack. The space-ship contains long narrow corridors and weird shaped rooms so you really have to have your wits about you as the nasties attack from every which way. And what fine monsters they are – huge, horrible green things with an assortment of giant eyes, disgusting stalking grey creatures and humungous dangly spiders.

The best things about it, like the Arnie cabinet, is the fact that that it feels like you're using a real machine gun. Also pretty superb is the gory way the monsters are ripped to shreds with their blood and guts oozing out all over the shop. If you manage to rescue any hostages, a little 'thank you' message appears on the screen as the grateful prisoner comes running out of the closet. However, should you happen to shoot a prisoner, you'll hear a yelping cry of anguish. Although, *Space Gun '92* is very similar to *Termie 2*, it's still a darn fine coinie.

● **Publisher:** Taito

SCORE

euro football champ

Who needs to go to a footie match when there's this little beauty dahn your local slot shop. There's just no getting away from the fact that *Euro Football Champ* is an absolute stunna with huge, incredibly realistic sprites that simply ooze all your favourite soccer atmosphere and violence. You play a whole mini-match against the team of your choice and it's time to keep your wits about you as you dash around the pitch aiming to score and tripping up any basts in your way.

However, should the fat, panting ref spot you, he'll be over like a shot and award the other team a foul. The players move beautifully and can perform a variety of different tactics – like the impressive sliding at the ball from a distance, back heel passes, somersault, shooting and the obligatory punching and pulling.

Score a goal and the goal scorer goes into a frenzy, tearing around the pitch and snogging his mates. The crowd roaring coupled with a Brazilian type "Goooooaaal" echo adds to the excitement. When a player scores, there's an inset of both managers – one jumping for joy, the other holding his head and weeping openly.

There's a handy top-down, overview of the pitch at the top of the screen just to get things



Tears for fears; the other team has scored.

into perspective, an arrow which points out your nearest player, should you forget which team's yours, and an automatic zoom mode for those edge of the seat shots. As I mentioned earlier, the graphics are the mutts – the animation and attention to detail are both superb. Added to that my sovs seemed to last for ages (probably because I was so skill). However, what makes this game a runaway success is the fact that even non-footie fanatics like my good self, found it really playable.

Euro Football Champ is excellent fun. These boys done good and no mistake.

● **Publisher:** Taito

SCORE

lethal thunder

You're a little spaceship rollicking through the cosmos, determined to destroy anything and everything that gets in your way, which isn't always an entirely wise move. I mean, just because you happen to have a few weapons at your disposal is no reason to get over-confident and cocky. Okay, so you do have a choice between using a gun or thunder but some of the huge muthas coming ruthlessly at you will need more than a trigger-happy finger to keep them at bay.

That's where the different sorts of ammo come in: lasers which can blast a wide area, ball fire and flame which burn everything up, and balkan fire which basically fires powerful machine gun-like shots at the evil foes. There's quite a bit of variety in the enemy: space vessels of varying sizes, huge rolling rocks and funny wriggly maggot-like things that all take some beating.





Blue and blasty, that's what we like.

Sadly though, this is another game which requires excellent hand-eye co-ordination which wrote me off from the start.

It's all very *Space Invaders*-ish and futuristic so if you're looking for something new and refreshing, you'd best look elsewhere. However, it must be said that the graphics are rather good – jolly colourful and fluid. So if you love spacey shoot 'em-ups, it's worth giving *Lethal Thunder* a few quick blasts.

● **Publisher:** Irem

SCORE

subscriptions ZONE

free time boy or personal stereo!







the first 250 subscriptions will also receive a funky acclaim t-shirt – pretty far out!

official *Game Zone* subs order form

Please fill in parts 1-3 using BLOCK CAPITALS and ticking relevant boxes.

1. SMART! I CAN'T WAIT TO SUBSCRIBE! Please start my subscription from the next available issue (ie. the September issue will be the next available issue for new subscribers, available from 17 August).

OR Please start my subscription with issue _____

2. NOW WHERE'S MY FREE GIFT?

○ **Please send me a FREE TIME BOY**

OR: ○ **Please send me a FREE *GAME ZONE* personal stereo**

OR: ○ **Please call me Cliff and hit me over the head with a root vegetable.**

Free gift offer available to UK subscribers only. Offer subject to availability.

3. BARGAIN BASEMENT PRICES!
Twelve issues of *Game Zone* (including postage & packaging) for just:

○ **UK £19.95** ○ **Europe £24.95** ○ **World £29.95**

○ **I enclose a cheque/postal order for £**_____ **made payable to Dennis Publishing Ltd *(Game Zone)***

OR: Please charge my Visa/AMEX/Mastercard:

Credit Card No: ○○○○○○○○○○○○○○○○

Expiry Date _____ **Signature** _____ **Date** _____

(Sorry, credit card orders only available if you're over 18 yrs)

4. YOU'VE GOT MY DOSH, NOW SEND ME MY GOODIES!

First Name _____ **Surname** _____

Date of Birth _____

Address _____

_____

Postcode _____ **Daytime Tel** _____

SDG2207A

NOW SEND THIS FORM AND YOUR READIES TO: *GAME ZONE* SUBSCRIPTIONS DEPT, FREEPOST 9 (WD7), LONDON, W1E 4UZ (there's no need for a stamp!). OR: CALL OUR 24HR ANSALINE ON 071 580 8908! OVERSEAS SUBSCRIBERS SEND TO: *Game Zone Subs. Dept*, 19 Bolsover St, London, W1P 7HJ

HURRY! THIS OFFER CLOSES ON FRIDAY 31 JULY!

PLEASE NOTE: Your Time Boy/*Game Zone* personal stereo will be sent separately. Please allow 14 days for delivery. ○ **Please tick here if you don't want to receive any interesting bumpf about other incredible offers or spanky new products.**

Take out a subscription to *Game Zone* for a super smart free gift of your choice!

it's a gift

It's funky! What's more, it's free! Take out a subscription to *Game Zone* and you could be the proud owner of a small but sexy Time Boy keyring or get grooving to a *Game Zone* personalized personal stereo!

only £19.95

It's a barg! A year's subscription to *Game Zone* will set you back a measly £19.95. That's 12 issues of the smartest console games magazine through your door before it's even thought of hitting the newsies – and for little more than 5p a day, it's outrageous!

And a Time Boy or *Game Zone* personal stereo will be yours ABSOLUTELY FREE, GRATIS AND FOR NOTHING!

we're just so nice

All you have to do is fill in your details on the coupon on the left, pop it into an envelope with your dosh and let us do the rest. As soon as the postie pops it through our door we'll send him right back with the latest issue of *Game Zone* and ever so shortly afterwards you'll get your smart free gift!

geez!



Send all your inane ramblings to: Geez! *Game Zone*, 19 Bolsover Street, London W1P 2HJ

Despite last month's attempted coup d'état, that rascal Son of Geez has been banished back to nursery school and sentenced to five years of hard Farleys Rusk munching. However, the shock waves that he started have spread and July's Geez sees the sad, lamented demise of Crap Letter Corner. Sad but true kids!

list

After reading in Geez that you are interested in unusual shopping lists, I have enclosed one I discovered recently;
3 dozen aubergines
4 tonnes of rhinoceros do,
the QE2.
...(Stop. Ed.)
Paul Lewis, Dyfed, Wales.
● *When we asked for shopping lists we meant real ones, the most bizarre real shopping list each month will win a prize so please, no more made-up ones.* **Ed.**

repeat cheat

I am writing to ask you please, please, please could you find out and print a cheat for *Ghouls 'N' Ghosts* on the Famicom. If you could print one I would be very happy, because this game is driving me crazy.
Chun Li, Chingford, London.
● *Well Chung, this game has been the reason for more breakdowns than any other game I can think of. Benevolent beings that we are, in the interest of mental well being, we thought we'd better print this exclusive cheat. Go to the options screen and, using joypad one go down to exit. Now with joypad two press the left top button and start together. This should take you onto the level select screen.* **Ed.**

quite good letter corner

Replacing the crap letter corner from this month is the *Quite Good Letter Corner*. From now on the person who sends in a letter that Geez considers to be quite good will win a software prize for the console of their choice.

I have a serious question. Please don't think me silly for it is keeping me up at nights. I asked everyone I could think of and they laughed, so you are my last hope. On a recent trip to Sainsburys my mother purchased some imported Canadian Cheddar for a rather substantial £1.54 a pound. My questions are as follows:
1) Will it be released in the UK officially?
2) Will there be a Master System version?
Ben Envelodsen, Newby, Berkshire.
● **We got straight onto Sega and they told us that although there is no official release date penciled in for Canadian Cheddar, their long awaited Camembert sim will be making an all format appearance before the end of the year. Ed.**

master full

Tell me (please);
1) What's the difference between the SNES and the Famicom?
2) Will *Streets Of Rage* be coming out on the Master System?
PS. I love your mag.
Anon.
● *A love letter. And an anonymous one no less. The difference between the Famicom and the SNES, apart from the design of the hard outer shell and the obvious SCART/PAL probs amount to the square root of naff all. They're technically exactly the same machine. And as for* Streets Of Rage *on the Master System? Snow ball's chance...* **Ed.**

sausage sucker

I'm from Germany and I recently bought your *Game Zone* magazine here in my magazine shop a dozen times (because I liked the water bombs so much!) As I read it I found a new interesting word which meaning I do not know. 'Crap.' What does this mean? I can't find it in my German translating English dictionary because I can't find my dictionary. Please explain to a poor foriegner. The most interesting pages are of course Geez. So many pages in the perfect English. I can't hardly believe that there are so many people who can speak and write it. Oh, and I like your English sense of humour. The worst (most crappy?) letters get the best computer – the GX4000. Jolly good bye and Auf Wiedersehen.
Ingo Zaborowski, Hünfelden, Germany.
● *Is this an example of the famous German sense of humour or a weakness within the German education system. Well Ingo me old chum, in French, crap is merde, in Spanish, it's mierda, in Hungarian, it's le van sarva, in Russian it's chort and in German it's... er... it's... er... oh dear.* **Ed.**

wind of change

Baked Beans down 2p at Tesco! Hurry!
Greg Hounsom, Braintree,Essex.
● *Thanks for that Greg. Tell me, does this mean you are going to be receiving free Baked Beans for the rest of your life?* **Ed.**

boy's own

I have been offered the chance to buy a Game Boy for just £30 by a friend in Singapore. Can you tell me if:
1) Is it really possible to buy a Game Boy for just £30?
2) Are British sold carts compatible with a machine bought abroad?
3) Will add-ons such as Nuby's Game Light and Battery Pack still work?
4) Which cartridge do you get free with a Singapore Game Boy?
5) Is it wise to invest?
Matt Alaby, Poynton, Cheshire.
● *Interesting questions, Matt, that many people have asked, so we thought it was about time we answered them.*
1) *It's possible to buy a Game Boy for just 50p if someone is selling it.*
2) *Yup.*
3) *Yup.*
4)*Tetris. (We think.)*
5) *Well, that's up to you really isn't it?* **Ed.**

fan(tasy) mail

Jane, your *Mario* review shows how intellectual you are, you're not just a pretty face. You exposed aspects of the game never before brought to light.

Your photo on page 33 (issue seven) has the most seductive, luring, sensual smile I have ever seen. You have everything, brains,



beauty and an excellent job. I wish I was Mario. You can strap me to your back any day. Please send a full size photo of yourself looking very sexy, which for you is easy peasy lemon squeezy.
M, Keele, Staffordshire.
● *Good grief M, I think in the interest of your eyesight we had better not send you anything. Our advice is have a cold shower and go to bed wearing a pair of boxing gloves.* **Ed.**

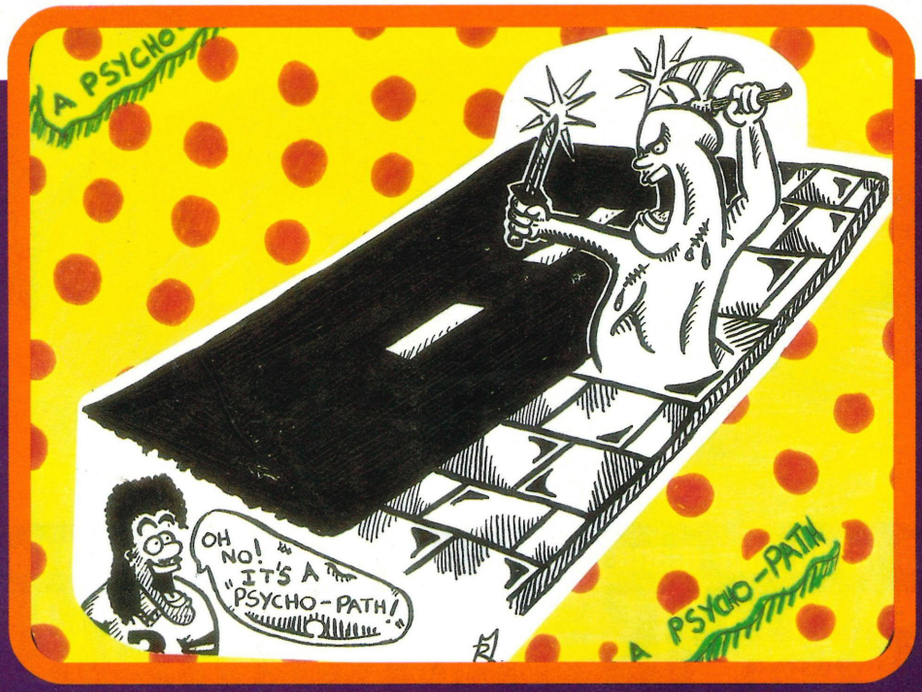
mr interesting

I have a Game Gear and my best game for it is without a doubt *Sonic The Hedgehog*. It is my proud boast that I am very good on it, and I noticed a few letters in *Game Zone* about how fast people can do level 1-1 on the Mega Drive. Well, on the Game Gear I can do 1-1 in 22 seconds and nearly 21seconds. I can get 80,000 points for it. By the way my top score is 551,830. Can anybody beat that?
Steven Beales, Gorleston, Norfolk.
● *That's all very interesting isn't it Steven? There will be a prize awarded each month to anyone who can write an even more boring letter than this, but I doubt that it's possible.* **Ed.**

true wit

Q: What's the difference between a pineapple and a Church Of England priest?
A: Mayonnaise.
John Catchpole, Fulham, London.
● *Obviously you were dropped on your head as a child. Either that, or you are a complete moron.* **Ed.**

doodles



Yet more masterpieces flooded into the Geez offices this month, best by far, and certainly the most printable, is this avant garde offering from Stuart Schmid. All inky scribbles to Doodles care of the normal Geez address.

write to the point

I'd like very much to work for a computer magazine because I love computer games and think I could write about them very well. Are there a lot of jobs and how can I get to hear of them?
Pete Marron, Batley, W. Yorks
● *There are very few full time jobs in the magazine world, computer or otherwise. Those that are available tend to be advertised in the magazine itself or in The Media Guardian on a Monday.*
If you really want to get into computer games journalism your best bet is to start off as a freelancer. (All the people listed as contributers in the contents page are freelancers.) The best way of getting into this is by sending examples of your work to a magazine you want to work for. Try to write in the style of the magazine and hope someone shows an interest in your work. It's very competitive so you must be prepared to be persistant. **Ed.**

poem

if you lack a moustache
but do have a beard
may I inform you
you're decidedly weird
Steven Harvey, Ickenham, Middlesex.
● *Not as weird as you Steven.* **Ed.**

kev's kool kode

Lionized by women, looked up to and envied by men, upholder of the rights of small children, friend of the birds of the air and the beasts of the field (especially Flossie The Sheep from Mr Jones' Farm). It can only be that Guru of fashion, cooler then cool, Kool Kev.



Dear Kev,

We at the BBC are about to begin filming a new series of *The Clothes Show* and are looking for a replacement presenter for Jeff Banks because we feel he is, frankly, not trendy enough. Your name sprang to mind. Would you consider taking up the post?
Yours in adoration,
Marmarduke Husey, Portland Place, London.

Dear Marm,
Well, what can I say? I was fair gob-smacked to get your missive and can only say I'd be tickled pink to accept your kind invite. The chance of working with that nice Selina Scott fair fills me with joy. Her hair is so nice and some of her clothes make me come over all funny, to say nothing of her talent in the kitchen. I love her yummy recipe for pasta which Sainsburys has been so kind as to promote. But then I digress...
Certainly I feel I could bring something to your little show, maybe a feature on Spandex maternity wear, nudist weddings or on brushed nylon briefs. My particular little favourite at the mo is the study I'm making on the role of the twin set in 20th century Western culture. I've had a little help with that one from my dear friend and fellow sex god, Kate Adie. Hope to see you soon, maybe we could 'do lunch'.
Yours sartorially Kev.

NEW LOOK ZERO – GET IT OR REGRET IT!

zero

SNARG!

Full of filth CENSORED Bound to offend

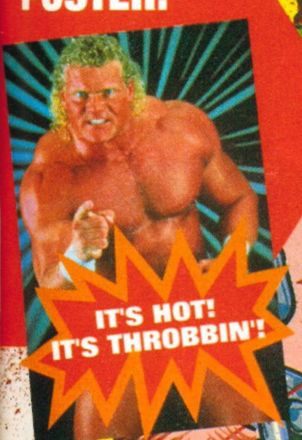
OVER FIFTY PIG-SUCKIN' REVIEWS!

Terminator
Dune
Super Probotector
Risky Woods
Smash TV
Rampart
Hostile Breed
Pushover
Legend
Grand Prix
Jaguar XJ220
Ishar
Ashes Of Empire
Heroes Of The 357th
Fire Shark
BOB
Gynoug
Jim Power

Eyeball Acclaim's

WWF

FREE WWF POSTER!



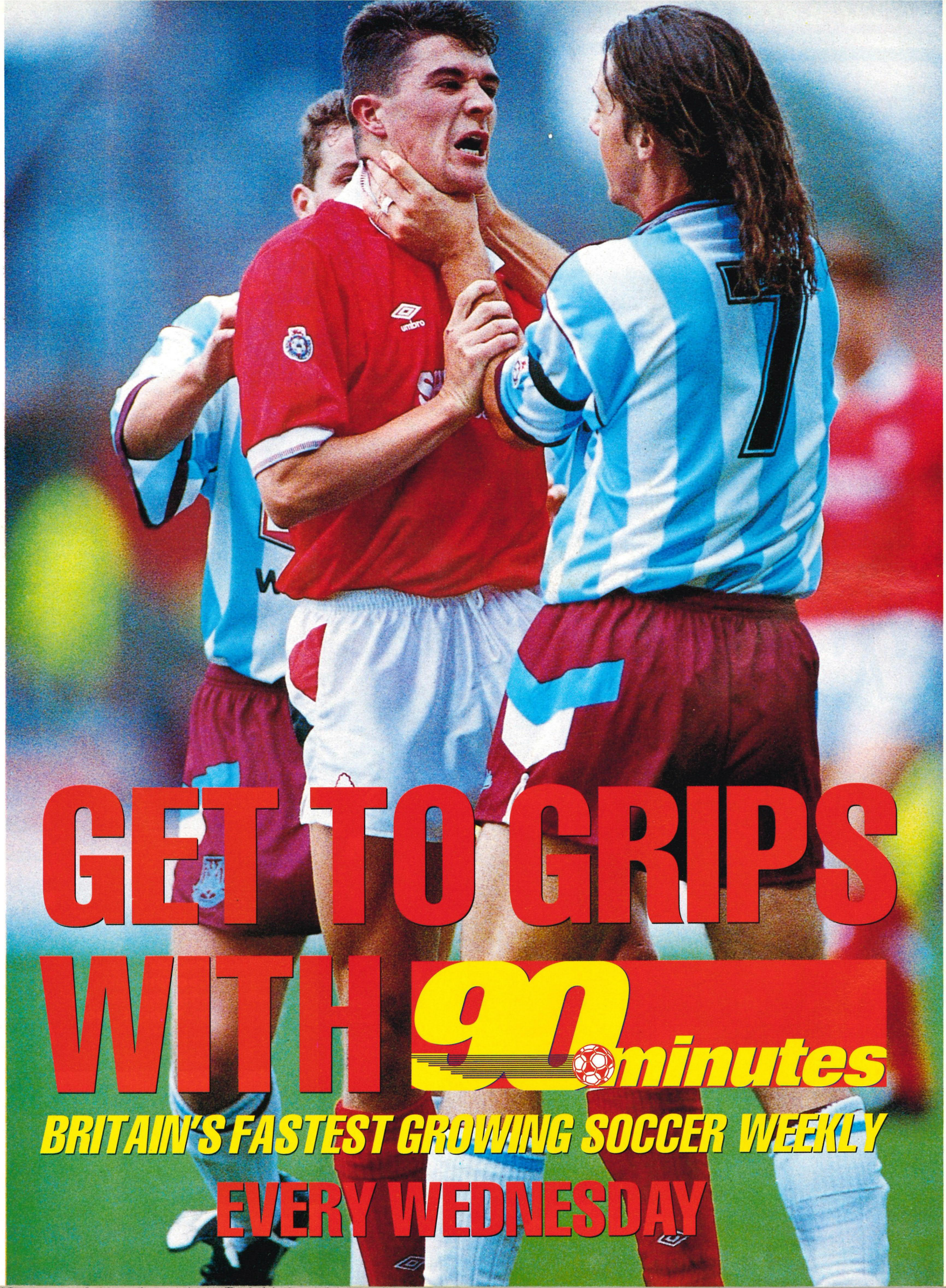
IT'S HOT! IT'S THROBBIN'!

win! WWF Tickets!

12 pages of tips inside!

ISSUE 33 JUL
ONLY £1.50
9 770957 930088 07

CONSOLES + AMIGA + PC + ST



GET TO GRIPS WITH 90 minutes

BRITAIN'S FASTEST GROWING SOCCER WEEKLY

EVERY WEDNESDAY

console countdown

8 page pull-out game guide!

Well slap my thigh and knock me down with a stick of limp celery - Console Countdown has been revamped! It's got fatter - there's now eight pages of closely written prose, it's even more definitive - more games per square centimetre than we thought possible and it's sorted the wheat from the chaff - the honourable Member for Fluffy Jumpers has been banished to a seat in the Houses Of Parliament.

MEGA ZONE Games so good that we dare not guage their greatness get one of these - a Mega Zone.

1 2 3 4 5 Essential buy
1 2 3 4 Well worth a blast
1 2 3 Mediocresville Arizona
1 2 Seriously dodgy wodgy
1 As much fun as Cambridge United

MASTER SYSTEM · NINTENDO NES · MEGA DRIVE · PC ENGINE · SUPER NES · GAME BOY · GAME GEAR · LYNX



MASTER SYSTEM

Ace Of Aces
Sega/£32.99 • Oh dear, oh dear, oh dear. I've seen some crap in my time, but I think *Ace Of Aces* must take the Golden Turd Award for True Awfulness. ❶

Action Fighter
Sega/£12.99 • Cheap and tacky. Full of, ermm... action and fighting. ❶ ❷

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

After Burner
Sega/£29.99 • Classic arcade game makes a disappointing appearance on the 8-bit. ❶ ❷

Alex Kidd In High Tech World
Sega/£29.99 • Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ❶ ❷ ❸

Alex Kidd In Lost Stars
Sega/£29.99 • Yet another adventure for the Kidd. Only for hearty A. K. fans. ❶ ❷

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. ❶ ❷ ❸

Alien Storm
Sega/£29.99 • Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega. ❶

Alien Syndrome
Sega/£29.99 • Shoot 'em-up, beat 'em-up kinda thing. Rather uneventful. ❶

Altered Beast
Sega/£29.99 • One of the oldest games around. Rather a crap, fighting fantasy beat 'em-up. Very poor. Avoid. ❶

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. ❶ ❷ ❸ ❹

American Pro Football
Sega/£29.99 • Not just American football, not just American good football, but *American Pro Football*. Says it all really. ❶ ❷ ❸

Assault City
Virgin/£29.99 • An atmospheric, shoot 'em-up. Very colourful and action packed, if a little low on originality. ❶ ❷ ❸

Asterix
Sega/£29.99 • Smart version of Goscinny and Uderzo's original comic books. Graphics and animation that that are absolutely brill. Rather disappointing sound and FX but more than made up for by great playability. Great game. ❶ ❷ ❸ ❹ ❺

Aztec Adventure
Sega/£12.99 • Everything to do with arcade adventures in Brazil, and nothing to do with trying to see Roddy Frame in concert. ❶ ❷ ❸

Back To The Future II
Image Works/£34.99 • Collision detection that truly sucks and sprite flicker that gets on your nerves after 30 seconds. Avoid, it's crap. ❶

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. ❶ ❷

Bank Panic
Sega/£12.99 • Otherwise known as the 'I don't get paid enough, why is my overdraft so bloody big?' sim. Uneventful bank job jaunt. ❶ ❷

Basketball Nightmare
Virgin/£29.99 • Standard basketball game with the twist of playing against various mythical and fantasy creatures. ❶ ❷ ❸ ❹

Battle Out Run
Sega/£29.99 • Rather similar to the arcade version of *Chase HQ*. Bog standard road racer game which, while low on originality, is very playable. ❶ ❷ ❸ ❹

Black Belt
Sega/£12.99 • Cheap, but unoriginal, beat 'em-up. ❶ ❷

Blade Eagle 3D
Sega/£9.99 • Stonkingly cheap and cheerful, but unfortunately stonkingly crap. Ho hum. ❶

Bomber Raid
Sega/£29.99 • Take that, Jerry Hun trousers. Standard jolly japes in the RAF kinda shoot 'em-up. ❶ ❷

Bonanza Brothers
Sega/£29.99 • Smart multi-layered arcade action puzzle games. With traps to overcome and swag to be half-inched, *BB* suffers little in its conversion from the Mega Drive. ❶ ❷ ❸ ❹ ❺

Bubble Bobble
Taito/£29.99 • Cute bubble-blowing brontos, monsters and over 100 platforms. Great gameplay should make this more than a challenge for most games players. ❶ ❷ ❸

California Games
Sega/£29.99 • Surfs up on the Master System. A classic game and a poor conversion. ❶ ❷

Captain Silver
Sega/£29.99 • Follow the adventures of Captain Silver as he rights wrongs, does good and generally acts in a heroic way. ❶ ❷ ❸

Casino Games
Sega/£29.99 • Roulette, blackjack poker and craps, to name but a few in this pointless gambling sim. ❶ ❷

Chase HQ
Sega/£29.99 • Various chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. ❶ ❷ ❸ ❹

Chase HQ II: SCI
Sega/£32.99 • Good guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm, okay I suppose. ❶ ❷

Chess
Sega/£34.99 • What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ❶ ❷ ❸

Choplifter
Sega/£24.99 • Classic horizontally viewed shoot 'em-up that, despite being as old as the hills, is still pretty damn playable. ❶ ❷ ❸ ❹

Columns
Sega/£24.99 • Sega's answer to *Tetris*, finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive. ❶ ❷ ❸ ❹

Cyber Shinobi
Sega/£29.99 • *Shinobi* goes electronic but retains the same old beat 'em-up formula. ❶ ❷ ❸

Cyborg Hunter
Sega/£29.99 • Earth-bound shoot 'em-up which really has little new or exciting to offer you. ❶ ❷

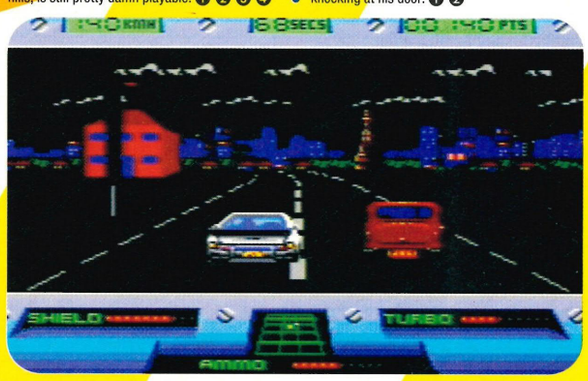
Darius II
Sega/£32.99 • Normally associated with Nintendo, *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em-up. ❶ ❷ ❸ ❹

Dick Tracy
Sega/£29.99 • Poor licence, poor conversion and poor film. ❶

Donald Duck
Sega/£32.99 • Brill graphics and really sweet animation as you play our guy Don. Loads of platforms to jump on and baddies to bash. All a bit easy though. ❶ ❷ ❸ ❹

Double Dragon
Sega/£29.99 • Poor beat 'em-up. Not really worth shelling out £30 for it. ❶ ❷

Dragon Crystal
Sega/£29.99 • Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door. ❶ ❷



console countdown

Dynamite Duke
Sega/£29.99 • Poor 'shoot-everything-that-moves' game. High quality graphics and sound, but this is only for you if you're trigger happy. ❶ ❷

Enduro Racer
Sega/£9.99 • Cheap price. Crap game. This is real blockovision stuff. ❶

Eswat
Sega/£29.99 • A classic beat 'em-up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Bog standard. ❶ ❷ ❸

F-16 Fighter
Sega/£17.99 • If this is a flight sim, I'm a cabbage. I'm not and it ain't. Crapsville Arizona. ❶

Fantasy Zone
Sega/£12.99 • Not as good as the Mega Drive version, but not bad for all that. Opa Opa must save his planet by blowing everything he sees up. Weird druggy shoot 'em-up. ❶ ❷ ❸ ❹

Fire And Forget
Sega/£29.99 • Bog standard fighting fantasy fare, full of buxom maids and mad wizards. ❶ ❷ ❸

The Flintstones
Grandslam/£29.99 • All really rather sad. Pathetically easy and with absolutely no long-lasting appeal. ❶

Gain Ground
Sega/£29.99 • Not unlikely that old arcade chestnut *Qix*, you must section off large areas of a given space. Plays better than it sounds. ❶ ❷ ❸

Galaxy Force 2
Sega/£29.99 • 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. ❶ ❷ ❸ ❹ ❺

Gangster Town
Sega/£24.99 • Poor *Op Wolf*-style shoot 'em-up. Not really worth checking out. ❶

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. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Ghostbusters
Sega/£29.99 • Conversion of the smash film. Not nearly as good as it could have been. Only for hardened Ghostbusters fans. ❶ ❷

Ghouls 'N' Ghosts
Sega/£29.99 • Better than the NES version, but only just. Loads of monsters to splat and power-ups to collect. ❶ ❷ ❸

Global Defence
Sega/£12.99 • Slow, uneventful and downright dull shoot 'em-up. ❶ ❷

Golden Axe
Sega/£29.99 • Okay version of Sega's prize beat 'em-up, but suffering from the same easiness that marred the Mega Drive version. Looks nice though. ❶ ❷ ❸

Golden Axe Warrior
Sega/£32.99 • Take *Golden Axe* stick 'Warrior' on the end and you've got *Golden Axe Warrior. (Inspired. Ed.)* ❶ ❷

Golfmania
Sega/£32.99 • Have you a mania for golf? If so this is the one for you. ❶ ❷ ❸

Great Football
Sega/£24.99 • Very poor and not at all great. Maybe Crap Football would have been a better title. ❶ ❷

Great Volleyball
Sega/£9.99 • The only thing that is 'great' about this is the price. ❶

Hang On
Sega/£9.99 • Brave attempt at a Master System bike racing game, that just suffers from the 8-bit's lack of memory. Too slow, too blocky, too bad. ❶ ❷

Heavy Weight Champ
Sega/£24.99 • Pricey boxing sim that fails fairly dramatically to deliver. Large sprites chug around the screen like a couple of goods trains. ❶

Heroes Of The Lance
US Gold/£29.99 • Play an assortment of eight characters, one at a time, who together must quest through deep dark, very pleasant dungeons. Standard plot, but very well executed. ❶ ❷ ❸ ❹

Impossible Mission
Sega/£29.99 • Arcade platform adventure, with one of the biggest dollops of puzzle solving you are ever likely to come across. Great non-blasting action. ❶ ❷ ❸ ❹ ❺

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 produce a bit of a corker. ❶ ❷ ❸ ❹ ❺

Joe Montana Football
Sega/£29.99 • Yankie footie sim, bit blocky and a bit slow. Not that hot, but prob the best you're gonna get on the Master System. ❶ ❷ ❸

Jungle Fighter
Sega/£29.99 • If you fancy a bit of fighting in the jungle then this is for you. If you're more of a fighting in the greengrocers kinda guy, I'd look elsewhere. ❶ ❷

Klax
Sega/£32.99 • Classic arcade puzzle game that suffers not at all in its conversion to the Master System. ❶ ❷ ❸ ❹ ❺

Kung Fu Kid
Sega/£12.99 • Loads of flying backflip death chops in this average under age beat 'em-up. ❶ ❷ ❸

Laser Ghost
Sega/£29.99 • Brill graphic arcade adventure thang, in which you attempt to save Katerine's stolen soul. (She's already got her funk back.) Worth a look. ❶ ❷ ❸ ❹

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. ❶

Lord Of The Sword
Sega/£29.99 • Yet more leather bound sword and sorcery adventure. Only for the serious grebo. ❶ ❷

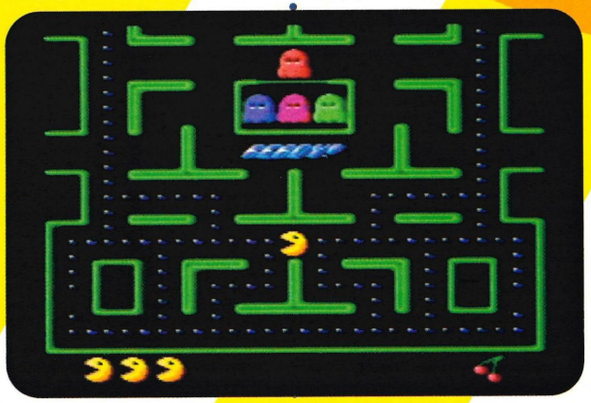
Maze Hunter 3D
Sega/£9.99 • Into the screen *Pac-Man*. Big hairy deal. ❶

Mercs
Sega/£32.99 • Bit flicky and a bit blocky, but for all that not a bad little shoot 'em-up. ❶ ❷ ❸

Missile Defence 3D
Sega/£9.99 • Naff version of an ancient game, with the added crap factor of you having to wear a stupid pair of 3D glasses. ❶

Monopoly
Sega/£29.99 • The board game that only ever makes an appearance on Boxing Day, can now be found on the Master System. Great, if you like that kinda thing. ❶ ❷

Moonwalker
Sega/£29.99 • The man with the chimp, makes a console appearance and is just as poncey as he was in the film. Okay, but all rather sweet. ❶ ❷ ❸





Ms Pac-Man
Tengen/£29.99 • Really all rather boring. This is traditional *Pac-Man* with nothing new to offer. Yawn. Next... ❶

Ninja
Sega/£9.99 • We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story... ❶

Olympics
Sega/£34.99 • Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing. ❶ ❷

Operation Wolf
Sega/£29.99 • Traditional kill-or-be-killed action. Six levels of *Op Wolf* are all well animated and scroll smoothly. Fine if your brain is in your trigger finger. ❶ ❷

Out Run
Sega/£29.99 • Slow, blocky and about as much fun as a kick in the groin. ❶

Out Run 3D
Sega/£9.99 • Almost the same as *Out Run* but, you guessed it, it's in 3D. ❶

Outrun Europa
US Gold/£29.99 • *Out Run* but with a subtle 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. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff. ❶ ❷ ❸ ❹

Pacmania
MEGA ZONE

Tecmagik/£29.99 • An old game, but in its revamped form still pours beer over the competition's heads. The aim is unchanged, eat pills while avoiding ghosts, but now it's in glorious 3D 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, only if you like that kind of thing! ❶ ❷

Phantasy Star
Sega/£39.99 • Classic arcade adventure game with more quests to go on than I've had hot dinners. ❶ ❷ ❸ ❹

Populous
MEGA ZONE

Tecmagik/£34.99 • Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. 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.

Power Strike
Sega/£12.99 • Shoot 'em-up galore. Loads of things that go bang. ❶ ❷

Prince Of Persia
MEGA ZONE

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.

Pro Wrestling
Sega/£24.99 • Sorry kinda cart, with loads of block-o- vision sprites and little playability. Brave attempt, but... ❶ ❷

R-Type
Sega/£29.99 • Fine version of the old shoot 'em-up classic. Fast, fun and full of juicy bits. A bit easy, but worth checking out just 'cos it looks nice. ❶ ❷ ❸ ❹

Rambo III
Sega/£29.99 • Poor version of the awful 'blood and guts, God bless you America,' Stallone film. Real *Op Wolf* territory. ❶ ❷ ❸

Rampage
Sega/£29.99 • The old stonker in which you play an old B-movie monster (ie. King Kong) and proceed to knock down the whole of New York. Nice animation and the odd dash of classic make this a bit of a stonker. ❶ ❷ ❸ ❹



Rastan
Sega/£29.99 • Seriously average game. Not really worth the relatively high cover price. ❶ ❷

RC Grand Prix
Sega/£29.99 • A motor racing game with a difference.You dash round in a remote controlled car. Not bad for all its bizarreness. ❶ ❷ ❸

Running Battle
Sega/£29.99 • Very, very poor game. Awful sound, graphics and flick-o-vision animation. About the only use you can have for this is to prop up a wobbly table. ❶

Shadow Dancer
Sega/£32.99 • One man and his dog. Above average ninja beat 'em-up, but for all that, seen one, you seen 'em all. ❶ ❷ ❸

Shadow Of The Beast
Sega/£34.99 • Huge classic graphic adventure, that despite looking amazing plays rather less well. Nice graphics, shame about the playability. ❶ ❷ ❸

Shinobi
Sega/£29.99 • Yer, yer, yer. Been there, seen that, bought the T- shirt. Yawns-ville. All very pretty, but all very old. ❶ ❷

Shooting Gallery
Sega/£24.99 • Loads of different things to shoot at. Almost as much fun as a major traffic accident. But not quite. ❶

Shooting Games
Sega/£24.99 • Loads of different things to shoot at. Almost as much fun as maj... *(Yer , okay. Ed.)* ❶

Slap Shot
Sega/£29.99 • Above average hockey game, that has the Master System steaming with all the effort of moving those sprites about. Brave effort, but... ❶ ❷ ❸

Sonic The Hedgehog
MEGA ZONE

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.

Space Harrier
Sega/£29.99 • Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em-up balls up. ❶

Space Harrier 3D
Sega/£9.99 • Sad, sad, sad. ❶

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. ❶ ❷ ❸ ❹

Speedball 2
MEGA ZONE

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. Great stuff that shows the Master System to be the best 8-bit machine around.

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. ❶ ❷ ❸ ❹ ❺

Spiderman
Sega/£29.99 • Pretty nifty version of the old web slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this one to watch out for. ❶ ❷ ❸ ❹ ❺

Spy Vs Spy
Sega/£17.99 • Weak game, with little humour and playability. Not really worth the time or the money. ❶ ❷

Strider
Sega/£29.99 • Classic space age beat 'em-up. With every kind of bad guy to be overcome and disposed of. Good stuff. ❶ ❷ ❸ ❹

Submarine Attack
Sega/£29.99 • Underwater shoot 'em-up. Okay but nothing to write home about. Dive, dive, dive. ❶ ❷ ❸

Summer Games
Sega/£29.99 • *Track And Field* clone that is, frankly, disappointing. Not really worth it, go for *Olympic Gold* instead. ❶ ❷

Super Kick Off
MEGA ZONE

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 Monaco Grand Prix
Sega/£29.99 • Much more arcade bound version of the Mega Drive hit, but worth a look if you fancy a bit of armchair racing. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Super Tennis
Sega/£9.99 • Not so sure about the 'Super' bit. And certainly no relation of the SNES game of the same name. In fact this could be more accurately called 'Not So Super Tennis'. ❶

Teddy Boy
Sega/£9.99 • Nothing to do with dressing up in drapes and giving Mods a good kicking. But everything to do with your teddy bear. Ahh! Retch. ❶ ❷

Tennis Ace
Sega/£29.99 • Ironically slightly better than *Super Tennis*. But not much. ❶ ❷

Thunder Blade
Sega/£29.99 • Fast and furious chopper action. *(Please. Ed.)* Standard *Air Wolf*-style shoot 'em-up. ❶ ❷

Time Soldiers
Sega/£29.99 • Warp through various time segments of history, hitting various people on the way. Almost a good game, but not quite. ❶ ❷

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. ❶ ❷ ❸ ❹

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! ❶ ❷ ❸ ❹

Wanted
Sega/£24.99 • Not by us it isn't. ❶ ❷

Wimbledon
Sega/£29.99 • The smell of fresh cut strawberries, the taste of mown grass, it must be Wimbledon. 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. ❶ ❷ ❸ ❹

Wonderboy
Virgin/£24.99 • The original outing for *WB* now looks a little dated but there is still a bit of a stonking game hiding away in here. ❶ ❷ ❸

Wonderboy: Dragon Trap
Virgin/£29.99 • Attractive sound and interesting graphics make *Wonderboy* a winnah! Horizontal scrolling, cute, fighting fantasy graphic adventure. ❶ ❷ ❸

Wonderboy In Monster Land
Virgin/£29.99 • Possibly the best *Wonderboy* game, but only just. Smart graphics and a sense of humour seem to edge it above the others. Worth a look, if you've never seen a *Wonderboy* game. ❶ ❷ ❸ ❹

Wonderboy III
Virgin/£29.99 • Yet another *WB* game. Again the same old formula raises it's ugly head. Nothing new, but quite well put together. ❶ ❷

World Class Leaderboard
US Gold/£29.99 • A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over eighteen holes. ❶ ❷ ❸ ❹

World Cup Italia 90
Sega/£24.99 • Awful, brown and smelly, game. Really one of the crappest footie sims around. ❶

World Games
Sega/£24.99 • Yet another *Track And Field*-type game with little new to offer. ❶ ❷

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. ❶ ❷ ❸ ❹

YS
Sega/£32.99 • Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown. ❶ ❷ ❸ ❹



Adventure Island
Nintendo/£43.99 • Smart platformy kinda game with enough varied action to keep most people busy for a very long time. Check it out. ❶ ❷ ❸ ❹ ❺

Adventures Of Link
Nintendo/£39.99 • A mythic adventure game in which you must trog round acting in a heroic way. Good battling fun. ❶ ❷ ❸

Bad Dudes
Nintendo/£39.99 • Might be bad dudes, but this isn't a bad game. Well actually it is a bad game, but not a baaddd game. You know what I mean. ❶ ❷

Batman
Sunsoft/£44.99 • More action than a very action packed thing. You play the caped crusader in his one man mission to clean up Gotham City. Smart game. ❶ ❷ ❸ ❹

Battle of Olympus
Nintendo/£34.99 • Graphic adventure game that fails to deliver. Not really worth the high price tag, due to very frustrating gameplay. ❶ ❷

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. ❶ ❷ ❸ ❹

Black Mantra
Nintendo/£34.99 • Average game, full of average gameplay and average graphics. Ho hum. ❶ ❷ ❸

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. Not that much fun on your own, but a great game if you've someone to play with. ❶ ❷ ❸

Blaster Master
Sunsoft/£34.99 • 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? ❶ ❷ ❸ ❹ ❺

Bionic Commando
Nintendo/£39.99 • Ker splat, ker pow. What a load of crap. ❶ ❷

Boulder Dash
Nintendo/£29.99 • Ancient dig out maze game that has spawned a million copies. None of which are quite as good as the original. Mindless addictive fun. ❶ ❷ ❸ ❹

The Boy And His Blob
Nintendo/£34.99 • Pretty weird kinda platform game in which you and your pet blob wander round in search of all things blob-like. By feeding your pet shape different jelly beans he'll change and can be used for different tasks. Smart. Original and addictive. ❶ ❷ ❸ ❹ ❺

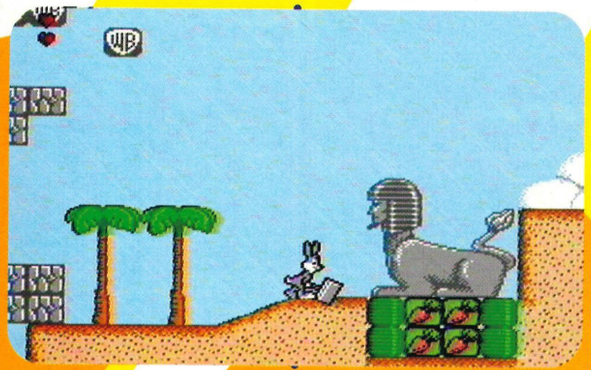
Bubble Bobble
Nintendo/£29.99 • Classic old platform game, rather mind-numbing and uneventful, but a classic none the less. ❶ ❷ ❸

Bugs Bunny's B'day Blowout
Nintendo/£34.99 • Featuring everybody's fave casserole ingredient, *BB's BB* turns out to be something of a let down. Serious waste of a good licence. ❶ ❷

Burai Fighter
Nintendo/£29.99 • Deep space blaster that is okay, for what it is. It just isn't anything much. ❶ ❷ ❸

California Games
MB Games/£34.99 • 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. ❶

Captain Skyhawk
Milton Bradley/£34.99 • A cross between a flight simulator and shoot 'em-up. However Captain Skyhawk is sadly let down by the worst gameplay you are ever likely to see. ❶



Castlevania
Nintendo/£29.99 • Brill arcade adventure, finds you playing a vampire-hunting, whip-toting hero, who has particulary brave trousers. Check it out. ❶ ❷ ❸ ❹

Caveman Ninaa
Elite/£35 • Loads of platformy action abounds in this prehistoric jape. Some bits are hard, some bits are easy. The whole game leaves you feeling nicely happy rather than overjoyed at shelling out nearly £40. ❶ ❷ ❸

Crack Out
Nintendo/£34.99 • Okay kinda cart, but maybe only for the seriously NES fanatic. Check it out at your peril. ❶ ❷ ❸

Days Of Thunder
Nintendo/£42.99 • Bloody expensive and bloody crap. Avoid like a pile of dog do. ❶

Defender Of The Crown
Palcom/£44.99 • Ever fancied ruling the whole of ye olde England, having people at your beck and call and being quite unpleasant to one and all? If you have, then *Defender Of The Crown* is for you. Above average game. Worth a peek. ❶ ❷ ❸ ❹

Digger T Rock
MB Games/£39.99 • Loveable Digger runs and digs around for all he's worth. The animation is okay, so's the sound. Actually the whole thing is okay rather than gob-smackingly good. ❶ ❷ ❸

Donkey Kong Classic
Nintendo/£24.99 • More of interest to people who want to see Mario in his first ever incarnation than to serious gamesplayers. Old games, old ideas. ❶ ❷

Double Dragon
Nintendo/£39.99 • Below par beat 'em-up, with poor graphics and frustrating playability. ❶ ❷

Double Dragon II
Nintendo/£39.99 • Not quite as good as the original, if that's possible. ❶

Double Dribble
Nintendo/£29.99 • Average basketball game, that suffers rather badly from sprite flicker. ❶ ❷

Dr Mario
Nintendo/£34.99 • NES version of *Columns*. Okay game, just a bit expensive for what is basically a very simple game. ❶ ❷ ❸

Dragon's Lair
Elite/£39.99 • Classic animated adventure. Very difficult and very complex with some amazing graphics. ❶ ❷ ❸ ❹ ❺

Duck Hunt
Nintendo/£29.99 • Poor light gun game, that finds you shooting grouse. Crap and ideologically unsound too. Nice one Nintendo. ❶

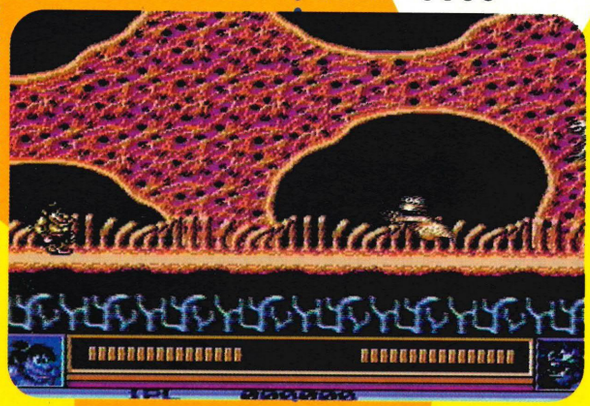
Duck Tales
Nintendo/£44.99 • Disney licence that features assorted famous ducks, in an average arcade adventure. Good game, but is it really worth £45? ❶ ❷ ❸ ❹

Four Player Tennis
Nintendo/£34.99 • Anyone for tennis? Four play link up makes this game, so only really good for people with friends. Don't forget to stock up on the Robinson's Lemon Barley Water. ❶ ❷ ❸

Gauntlet 2
Nintendo/£42.99 • Not unlike *Gauntlet*, in fact, almost exactly the same as it. Good fun when it first came out, but that was an awfully long time ago. ❶ ❷ ❸

Ghosts 'N' Goblins
Nintendo/£24.99 • Classic multi-level, arcade-style adventure game. Rescue the princess and kill the monsters. ❶ ❷ ❸ ❹

Golf
Nintendo/£29.99 • Say's it all really. Okay graphics and a surprisingly good gameplay makes this one of more worthwhile sports games on the NES. ❶ ❷ ❸ ❹



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. ❶ ❷ ❸ ❹ ❺

Gum Shoe
Nintendo/£29.99 • 'My name is Spade, Sam Spade.' Arcade adventure game that finds you in the shoes of a private detective. Loads of platforms. ❶ ❷ ❸

Gun Smoke
Nintendo/£24.99 • Wild West, commando-style shoot 'em-up adventure, where items must be collected and enemies removed. Nothing new. ❶ ❷ ❸

High Speed
Trade West/£22.99 • Playable pinball game better than *PinBot*, but nowhere near the same league as *Devil Crash*. ❶ ❷ ❸

The Hunt For Red October
Hi Tec/£34.99 • Potentially a very good game, but ruined by both poor graphics and sound. Nowhere near as good as the Game Boy version. ❶ ❷ ❸

Iron Sword
Nintendo/£39.99 • Above average adventure game. Low on originality but well put together. ❶ ❷ ❸

Isolated Warrior
Nintendo/£34.99 • Run around and shoot things. Not bad for what it is, it just isn't very much. ❶ ❷

Jack Nicklaus Golf
Nintendo/£34.99 • Lesser of the two NES golf games, but for all that, not a bad outing over the links. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹ ❺

Kabuki Quantum Fighter
Nintindo/£34.99 • Original beat 'em-up, featuring the combat skills of an ancient Oriental form of theatre. More exciting than it sounds. ❶ ❷ ❸ ❹

Kick Off
Imagineer/£39.99 • Worst of the *Kick Off* versions with the possible exception of the Game Boy rehash. Lacking any sense of intelligent gameplay and with 'sticky' player control, the *Kick Off* winning formula is all but ruined. All very disappointing. ❶ ❷ ❸

Kickle Cubicle
Nintendo/£35 • Smart puzzle game that is just a bit too easy. Four of the five levels can be completed at the first sitting, the fifth not long after. Looks nice though. ❶ ❷ ❸

Kung Fu
Nintendo/£29.99 • Not, as you might at first have expected, a flower arranging sim, but a beat 'em-up. *(No! Ed.)* Nothing special. ❶ ❷

Legend Of Zelda
Nintendo/£39.99 • Classic arcade adventure that still retains a very high degree of both playability and addictiveness. If you haven't got it, go buy it. ❶ ❷ ❸ ❹ ❺

Life Force
Konami/£24.99 • This is a conversion of the coin-op classic *Salamander*. It has 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. ❶ ❷ ❸ ❹ ❺

Low-G-Man
Nintendo/£34.99 • Initially unpromising game comes good the more you play it. Pretty standard platform fare with nothing particularly original. On the plus side, *Low-G-Man* is fast, well animated and really quite addictive. In fact it's not bad stuff at all. ❶ ❷ ❸ ❹

Maniac Mansions
Nintendo/£54.99 • Possibly a fine game, but there is little justification for the ridiculously high cover price. Nearly £60 for a game is just not on. *Maniac Mansions* is placed very firmly in Nintendo rip off land. ❶ ❷

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? Now it's gone high tech and MB have converted it to the NES and jolly good it is too. ❶ ❷ ❸ ❹

Megaman
Nintendo/£34.99 • Famous character, famous game. Well worth looking into. ❶ ❷ ❸ ❹

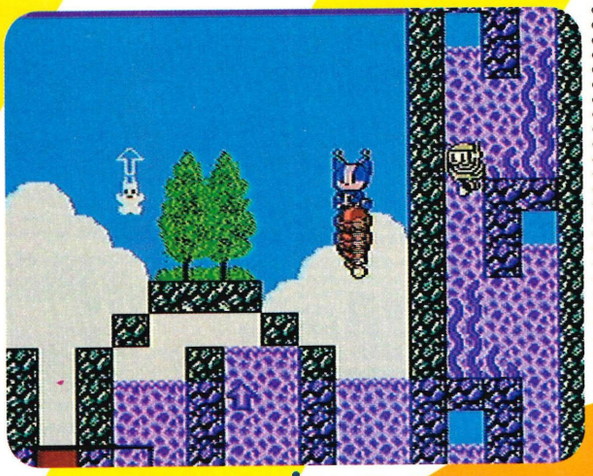
Megaman II
Capcom/£44.99 • This is a dream of a game, a true stonker. NES owners should put it to the top of their 'must have' list immediately. *Megaman II*, unusually for a sequel, has playability written all over it. It also boasts some very neat graphics and sound, which means you have something nice to look at while you play it long into the night.

Metal Gear
Nintendo/£34.99 • Nothing new, nothing exciting, nothing worth playing. ❶ ❷

Mission: Impossible
Konami/£39.99 • Above average arcade adventure-based , 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. ❶ ❷ ❸ ❹

The New Ghostbusters 2
Nintendo/£34.99 • Little more than an average outing for the evil Vigo and those busters of ghosts. Nothing special, and if truth be told, the whole shebang was a lot better on the Game Boy. ❶ ❷ ❸

console countdown



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?

Nintendo World Cup

Nintendo/£34.99 ● Average footie game, that is let down by very poor sprite management and animation. ❶ ❷

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. ❶ ❷ ❸ ❹

Paperboy

Nintendo/£24.99 ● Jolly japes while you throw assorted papers through windows and into mail boxes. The odd perspective makes it almost unplayable. ❶

Pin Bot

Rare/£34.99 ● Pinball simulator which manages to convey the feel and playability of a table. ❶ ❷ ❸ ❹

Popeye

Nintendo/£19.99 ● Cheap game, but only because it ain't no good. You play the spinach muncher in a graphic adventure. ❶

Power Blade

Nintendo/£34.99 ● Fly some things, shoot others and then collect the occasional power-up. Wake me up when it's over. ❶ ❷

Probotector

Konami/£34.99 ● After mastering the odd control system this game holds little to challenge for any games player. Not really worth the price. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹ ❺

Rad Racer

Nintendo/£29.99 ● Poor motor racing game. Pathetically easy and with no long term challenge. ❶

Rainbow Islands

Ocean/£42.99 ● Disappointing version of the old classic. Not terribly good graphics or animation coupled with easy playability, means you're left feeling, "So what?" ❶ ❷ ❸

Rescue Rangers

Capcom/£34.99 ● Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but enjoyable for a few hours. ❶ ❷ ❸ ❹

Rescue: 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 a good game too. ❶ ❷ ❸ ❹

Road Fighter

Palcom/£19.99 ● Sad excuse for a racing game. Dodgy graphics, animation and gameplay makes even the low cover price no excuse. Crap. Avoid. ❶

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. ❶

Robo Warrior

Jaleco/£29.95 ● A dull and dated concept with very little to justify the price. ❶

Roller Games

Nintendo/£39.99 ● This rollerskate bound beat 'em-up rises above the average offering thanks to some smart graphic touches. ❶ ❷ ❸

Rush 'N Attack

Konami/£22.95 ● Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Shadow Warrior

Nintendo/£34.99 ● A standard slash 'n' dash, horizontally scrolling adventure which is well worth a look, if only for the brill animation. ❶ ❷ ❸ ❹

Silent Service

Nintendo/£34.99 ● Fun and japes in submarines. Nothing special. ❶ ❷ ❸

Simon's Quest

Nintendo/£34.99 ● Castlevania game that once more finds Simon Belmont out to nail the dude with the teeth. Good graphic adventure. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹ ❺

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. ❶

Smash TV

Acclaim/£39.99 ● Oh dear. A poor version of the arcade smash, but with some playability to be rescued. A brave attempt at an out and out NES shoot 'em-up. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹ ❺

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. ❶

Solar Jetman

Tradewest/£29.99 ● Little new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive.

Solstice

Imagesoft/£34.99 ● Hmm. This is a pale version of *Cadaver* which lacks the necessary oomph to lift it beyond averageness. Poor puzzles that are too few and too easy. Not much good at all. ❶ ❷

Star Wars

Lucasfilms/£49.99 ● 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.

Stealth ATF

Nintendo/£34.99 ● Above average shoot 'em-up that has longer lasting appeal than might at first be expected. ❶ ❷ ❸

Super Mario Bros

Nintendo/£29.99 ● Original *Mario*, now looking a bit dated and only of interest to the serious *Mario* fan. ❶ ❷ ❸

Super Mario Bros 2

Nintendo/£39.99 ● Classic pre-cursor to *Super Mario 3*. ❶ ❷ ❸ ❹

Super Mario Bros 3

Nintendo/£39.95 ● What can be said about this game that has not already been said with so much more wit and skill in this magazine? Very little I expect. *Mario 3*, simply the best NES 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. A fab game that's worth every penny! ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

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. More suited to *Dungeons And Dragons* freaks. ❶ ❷ ❸

Teenage Mutant Hero Turtles

Nintendo/£39.95 ● Cowabunga dudes! This superbly designed game holds many surprises. Excellent animation and sound add to the already marvellous gameplay. Definitely a worthy addition to any Nintendo games library. ❶ ❷ ❸ ❹ ❺

TMHT 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, which unfortunately suffers from sprite flicker, but still a merry jaunt. ❶ ❷ ❸ ❹

Terminator 2

Acclaim/£34.99 ● 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? ❶ ❷ ❸ ❹

Tetris

Nintendo/£29.99 ● If you don't know what this one's like then you should be reading *Practical Fishkeeping*.The Game Boy classic makes an appearance on the NES. ❶ ❷ ❸

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. ❶

Totally Rad

Jaleco/£39.99 ● 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. ❶ ❷ ❸

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. ❶ ❷

Trog

Acclaim/£29.99 ● Stone age *Pac-Man*. Avoid the trogs and collect the eggs. Very simple and really very good. Nice graphics and sound make this one to check out. ❶ ❷ ❸ ❹

Turbo Racing

Nintendo/£39.99 ● Motor racing game that is totally unrealistic but harmless fun. If you like that kind of thing. ❶ ❷

Wizards And Warriors

Acclaim/£19.99 ● Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special. ❶ ❷

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. ❶

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*. ❶ ❷

Abrams Tank

Sega/£39.99 ● Tank battle sim that despite a rubbery feeling to the controls tries to do something new and only half succeeds. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Alex Kidd: Enchanted Castle

Virgin/£29.99 ● Adventure-based, multi-level quest game. Another addition to the Alex Kidd series of 'cute' games that lacks serious challenge. ❶ ❷

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 too much like so many games you've seen before. ❶ ❷ ❸ ❹

Alisia Dragoon

Sega/£44.99 ● Bog standard mythical cart with all the long term appeal of a dead stoat. ❶ ❷

Altered Beast

Sega/£34.99 ● Until recently the game that came free with your Mega Drive, which always seemed odd as it was one of the crapest. Dull beat 'em-up. ❶ ❷

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. Well I never! ❶ ❷ ❸ ❹ ❺

Arnold Palmer 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. ❶ ❷ ❸ ❹

Arrow Flash

Sega/£34.99 ● Rather humdrum shoot 'em-up, with little or no variation. Not really worth nearly forty quid. ❶ ❷

Art Alive

Sega/£29.99 ● Sad and pointless. Sega's pathetic attempt to produce an art package totally misses the point. Useless range of colours, brushes and an animation facility that sucks, means you're better off splashing your cash somewhere else. ❶

688 Attack Sub

Sega/£39.99 ● You can play either a Russian or American sub commander in a range of missions from a training exercise to subaquatic war. Complex gameplay, nifty graphics and reams of sampled speech make this rewarding game worth having. ❶ ❷ ❸ ❹

Back To The Future II

Sega/£39.99 ● Poor console version of the even poorer film. Not the best of games you can get for your Mega Drive. ❶

Battle Squadron

Sega/£39.99 ● Standard run of the mill shoot 'em-up. Nothing special. ❶ ❷

Bonanza Brothers

Sega/£34.99 ● Okay puzzle cum arcade adventure game, with loads of levels and secret rooms to explore. Better than some, not as good as others. ❶ ❷ ❸

Buck Rogers

Electronic Arts/£49.99 ● Based on the old Buster Crabbe movies. You play main man Buck in this smart RPG-type game. From picking your adventuring companions to doing battle against the evil space monster from beyond the end of time itself, you roleplay and game for all you are worth. Good combat, good animation, good stuff.

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. ❶ ❷

Bulls V Lakers

Sega/£39.99 ● Average sports sim. ❶ ❷ ❸

California Games

Sega/£29.99 ● 'Everybody's gone surfing, Cal-i-for-ny-ay'. Shorts, surf and sun and all on your Mega Drive. Okay fun, okay conversion. Okay really. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

Columns

Sega/£29.99 ● Cheap cart, but it's a pretty simple game. Made famous on the Game Gear and Master System, *Columns* is an addictive enough puzzler. ❶ ❷ ❸







Cyberball
Sega/£34.99 • Space age American footie game, nice graphics but if you want a real football game look elsewhere. ❶ ❷

D Robinson Basketball
Sega/£39.99 • Below average basketball game indorsed by D Robinson, whoever he is. ❶ ❷

Dark Castle
Electronic Art/£34.99 • An EA slip up, and boy have they. 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. ❶

DecapAttack
Sega/£34.99 • Massive and complex graphic adventure. *Decap* is highly addictive and very well put together. Nice one Sega. ❶ ❷ ❸ ❹

Desert Strike
MEGA ZONE
Electronic Arts/£39.99 • The Gulf War makes it onto the Mega Drive. Fast and furious chopper action (oo-er) in 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.

Dick Tracy
Sega/£39.99 • The conversion of a rather overrated movie into a none too brilliant game. Average in all respects. ❶ ❷ ❸

Double Dragon
Ballistic/£29.99 • Cartoony graphics and predictable gameplay leave you feeling limp. The whole shebang looks a little tired and old now, and despite the low cover price you're left thinking 'big, fat, hairy deal'. ❶ ❷ ❸

Dynamite Duke
Sega/£34.99 • Below par into the screen shoot 'em-up, which was originally a big hit in the pubs but the conversion onto the Mega Drive looks very weak. ❶ ❷

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.

ESWAT
Sega/£34.99 • Highly unoriginal beat 'em-up that looks as dated as a very old thing. No plot, just trigger finger exercise. ❶

F-22 Interceptor
MEGA ZONE
Electronic Arts/£39.99 • Yet another classic Mega Drive game from EA. 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. 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 grab *The Immortal*. ❶ ❷ ❸

Fantasia
Infogrames/£39.99 • Mickey Mouse. We all know the alternative use of the word. This game isn't quite that, it looks really sweet, yet the gameplay stinks. Awful collision detection and a learning curve which resembles Mount Everest. Great to look at, crap to play. ❶ ❷

Fatal Labyrinth
Sega/£29.99 • Famous old game, that still pulls in the crowds, or erm... players. A bit of a classic. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹ ❺

Flicky
Sega/£29.99 • Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is the biggest pile of smelly brown stuff ever. Don't waste your money. ❶

Fire Shark
Sega/£34.99 • Rip-off cart based on *1943*. Nothing special, in fact if truth be told just something rather crap. ❶

Forgotten Worlds
Sega/£34.99 • Mindless blaster cart that offers little new, except a good pump of the trigger finger. ❶ ❷

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. ❶ ❷ ❸ ❹

Galaxy Force 2
CRI/£40.00 • A lame conversion. Very certainly not a good buy. Actually, far more fun could be had from a lightly floured and greased stoat. ❶ ❷

Ghostbusters
Sega/£34.99 • Very tired platform formula, with little new to offer. Both graphics and sound are acceptable rather than outstanding. ❶ ❷

Ghouls 'N' Ghosts
Sega/£44.99 • Nowhere near as good as the SNES version. Once again you are out to rescue a chick from the local evil wizard. ❶ ❷ ❸

Golden Axe
Sega/£34.99 • Highly faithful coin-op conversion of an arcade classic. Now looking old and dated. Pathetically easy. ❶ ❷

Golden Axe II
Sega/£34.99 • The chick in the leather G-string is back. Unfortunately II isn't that different from I. So unless you're a *Golden Axe* fan, I'd stick with the pale original. ❶

Granada
Ubi Soft/£34.99 • Plain old shoot 'em-up, with enough challenge and originality to make it worth a look. Just. ❶ ❷ ❸

NEW ENTRY Gynoug
Sega/£39.99 • Original shoot 'em-up that finds you flying round as a dude with wings fighting strange creatures and ancient forces. ❶ ❷ ❸

The Immortal
MEGA ZONE
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 really the dog's.

Hard Drivin'
Tengen/Domark/£34.99 • Not so much *Hard Drivin'* as rather easy drivin'. A bit crap really. ❶ ❷

Hell Fire
Sega/£34.99 • Average arcade shoot 'em-up. Nothing new. ❶ ❷

Herzog Zwei
Sega/£34.99 • Not unlike *Risk*, this is an odd cart that attempts to mix both arcade and stategy action. Not sure it works... ❶ ❷

It Came From The Desert
Sega/£39.99 • Based on an old 1950s B-movie and just as crap. ❶

James Douglas Boxing
Sega/£34.99 • Not a bad boxing simulator, but as with all boxing simulators, it suffers from a lack of variety. ❶ ❷

James Pond
Electronic Arts/£39.99 • First outing for the aquatic based super spy. Save as many trapped lobsters as possible in this eco-adventure. Not as good as its sequel. ❶ ❷ ❸

James Pond II: Robocod
MEGA ZONE
Electronic Arts/£39.99 • James Pond, Bubble 07, 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. Refer to issue two for a full review.

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. ❶ ❷ ❸

Joe Montana Football
Sega/£34.99 • Original Mega Drive American footie game, that now looks a little dated. ❶ ❷ ❸

Joe Mon' Sportstalk Football
Sega/£39.99 • Smart sequel to *JM1*. Boasting more sampled speech than any other game, and with a much improved play system, some rate it higher than *John Madden* the original. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹ ❺

John Madden '92
MEGA ZONE
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 already have the original, then the high cover price might put you off lashing out the maaor league cash. If however you have yet to get a US footie game for your Mega Drive, then you'd be advised to go for this one above any other. Excellent stuff.

Kid Chameleon
Sega/£34.99 • This is an original kinda platform game in which, instead of collecting loads of different shaped guns to blow the bad guys away, you collect different shaped helmets. (It's true, I kid you not.) An okay release from the Sega stable. ❶ ❷ ❸ ❹

King's Bounty
Electronic Arts/£34.99 • A graphic adventure kind of game where you build armies with fantasy creatures and explore continents. Suffice to say it's very good. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸

Lakers Versus Celtics
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. ❶ ❷ ❸ ❹ ❺

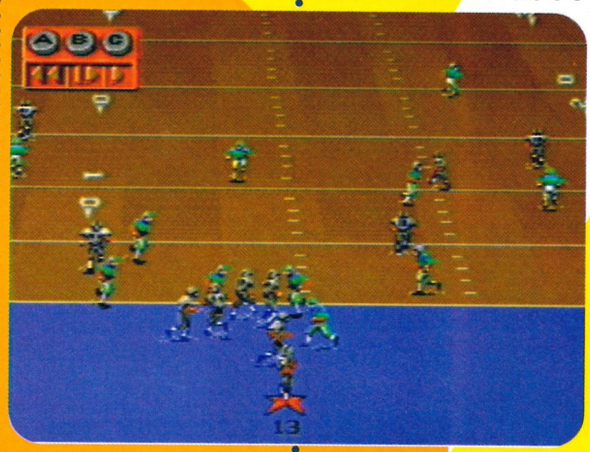
Last Battle
Sega/£34.99 • *Last Battle* is a beat 'em-up game in the style of so many ninja games before it. Violent and bloody, it's expertly animated and has a variety of levels to keep your interest. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Marble Madness
Electronic Arts/£39.99 • An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses. ❶ ❷ ❸ ❹

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*. ❶ ❷ ❸

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 violence, combined with an over the shoulder viewpoint, makes for an addictive shoot 'n' splat game. ❶ ❷ ❸ ❹



Mickey Mouse
MEGA ZONE
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 aptly named 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?* ❶ ❷ ❸ ❹

Midnight Resistance
Sega/£39.99 • Smart (-ish) under cover spy shoot 'em-up. Nothing original plot-wise but nice graphics. ❶ ❷ ❸

Might And Magic
Sega/£49.99 • A menu driven adventure of the first class. Especially nice for the bearded games players who are into dex points. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹



Mystic Defender
Sega/£34.99 • *Ghouls 'N' Ghosts* rip off that totally fails to deliver. Weak and watery. ❶

Ninja Gaiden
Sega/£39.99 • Classic beat 'em-up appears on Mega Drive after appearing on every other machine. Especially good for those who like breakin' head. ❶ ❷

Olympic
Sega/£39.99 • Guess what this is about. Yup, that's right. It's about flower arranging. (Poor joke, poor game.) ❶ ❷

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. ❶ ❷

PacMania
Domark/£34.99 • Classic old arcade game that has been around longer than most gamesplayers. Great graphics, sound and enough of an update to keep gaming interest alive. *Pac* for the 90s. ❶ ❷ ❸

PGA Tour Golf
Sega/£39.99 • Converted from the PC this realistic golf simulator suffers not in the 'down-grade' to the Mega Drive. Easy to learn, hard to master. A true sporting classic. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹

Phantasy Star 3
Sega/£49.99 • Almost exactly the same as *Phantasy Star 2*. Rather expensive for a sequel that is so like the original. ❶ ❷ ❸

Phelios
Sega/£34.99 • Horizontally scrolling shoot 'em-up that has little new to offer any serious game player. ❶ ❷

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. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸

Raiden Trad
Ubi Soft/£34.99 • A sadly sluggish shoot 'em-up that really has nothing new to offer. ❶ ❷

Rambo III
Sega/£29.99 • Crap film, crap actor, crap game. Nuff said? ❶ ❷

Revenge Of Shinobi
Sega/£34.99 • Top notch platform game, in which you play *Shinobi* in his attempt to get deep into the hidden sectors of his enemies territories. ❶ ❷ ❸ ❹

Rings Of Power
Electronic Arts/£49.99 • Odd little RPG game from EA. Either you love it or you hate it. Most people have hated it. Poor graphics, gameplay, actually it's a bit of a poor game all round. ❶ ❷

console countdown

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. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Shining In The Darkness

Sega/£49.99 • Unfortunately for these guys they were 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. ❶ ❷ ❸

Sonic The Hedgehog

Sega/£34.99 • One of the best, if not the best, games around, *Sonic* is destined to become as famous as *Pac-Man*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic.

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. ❶ ❷ ❸ ❹ ❺

Star Control

Ballistic/£39.99 • 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. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸

Super Monaco Grand Prix

Sega/£36 • A completely fab Grand Prix simulator. You have to compete in all sixteen rounds of the World Championship, prequalifying 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. ❶ ❷ ❸ ❹ ❺

Super Real Basket Ball

Sega/£34.99 • No it ain't. ❶

Super Thunderblade

Sega/£34.99 • Ancient game, with loads of really blocky 3D graphics. Sadly it's looking its considerable age. ❶

Super Off Road

Accolade/£29.99 • For arcade classic, read cheap licence. Cynic? Never. Not a bad version of the off road racing game. Does all look a tad old now though. ❶ ❷

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. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷

Sword Of Vermillion

Sega/£49.99 • Very expensive, but very good. One of the best RPG games available for the Mega Drive. If not the best. Easy to use, with loads of action and a high rate of play, means you never get bored. Not just for the seriously bearded. ❶ ❷ ❸ ❹ ❺

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. ❶

Tecmo World Cup

Tecmo/£34.99 • Simply one of the sorriest excuses for a football game anyone has seen in a very long time. In a game of two halves this didn't even make it to half time. Total rubbish. ❶

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. ❶ ❷ ❸ ❹ ❺

Thunderforce 3

Techno Soft/£35.99 • Kersplat, pow, spagoo. This is our kind of game. 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. ❶ ❷ ❸ ❹ ❺

Turbo Out Run

Sega/£39.99 • Very poor and very dated. Not worth the cardboard box it comes in. ❶

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. ❶ ❷ ❸ ❹ ❺

Twin Hawk

Sega/£39.99 • Average shoot 'em-up. The same as every other Mega Drive shoot 'em-up before it. ❶ ❷ ❸

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. Truly dull. ❶ ❷

Where Is Carmen Sandiego?

Electronic Arts/£49.99 • Otherwise known as Where In The Game Is Carmen Playability? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. ❶ ❷

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. ❶ ❷ ❸ ❹

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. ❶

Wrestle War

Sega/£34.99 • Probably the best wrestling game around for the Mega Drive. Large graphics and sprites result in a very playable game. ❶ ❷ ❸ ❹

Xenon II

Sega/£39.99 • Not as good as the Amiga version, but still a merry little jaunt through deep space, laser canons blazing. ❶ ❷ ❸

Zany Golf

Electronic Arts/£19.99 • Despite its low cover price, this is still a pile of brown and smelly stuff. ❶

Zero Wing

Sega/£39.99 • Tough shoot 'em-up that raises its head above the every day by being particularly impressive graphically. One of the best. ❶ ❷ ❸ ❹

Zoom

Sega/£29.99 • Small scale arcadey puzzle game, not unlike *Qiz*. ❶ ❷ ❸



Chase HQ II

Taito/£35 • Pathetically easy coin-op conversion with all the appeal of an enema. ❶ ❷

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. Loads of locations, plenty of power-ups and tons of monsters. This game's got a lot going for it. ❶ ❷ ❸ ❹

Davis Cup Tennis

Loriciel/£tba • Who is this chap Davis and why would anyone want his cup anyway? A pretty smart tennis game in which you can play any number of countries in an attempt to win glory and adulation on the courts. With a choice of either split or single screen action *Davis Cup* is well worth checking out.

Dead Moon

TSS/£31 • Deep space shoot 'em-up that has little new to offer. ❶ ❷ ❸

Devil Crash

Irem/£35 • This computerised pinball game is one of the best of its type and combines the traditional aspects of the pinball machine with a shoot 'em-up. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹

Formation Armed F

Big Don/£25 • A vertically scrolling spacey shoot 'em-up, not too dissimilar from *Xenon II*. Overall a shoot 'em-up of no particular merit or originality. ❶ ❷

Gunhed

Hudson Soft/£34.99 • Coin-op quality shoot 'em-up. A definite must for the shoot 'em-up addict. ❶ ❷ ❸ ❹ ❺

Hell Explorer

Taito/£35 • Tired graphic adventure with little long-term appeal. You play a monk on a journey of enlightenment. Very poor. ❶

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. ❶ ❷

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. ❶ ❷ ❸

Legend Of Hero Tonma

Hucard/£35 • A cute platform adventure, which, while nothing original, is well put together and highly playable. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

Puzzle Boy

Telenet Atlus/£30 • *Puzzle Boy* is a standard format puzzler with little new to offer anyone who's played *Tetris* or *Klax*. Not really worth the £30 price tag. ❶ ❷ ❸

Rabio Lepus Special

Video System/£35 • Ultimate revenge. Bizarre shoot 'em-up in which you play a rabbit toting a machine gun. Amazing graphics are overshadowed by the sheer difficulty of the game. ❶ ❷ ❸

Saint Dragon

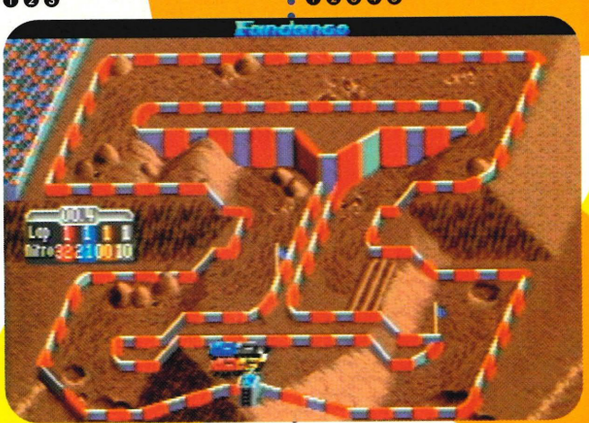
Aicom/£33 • Superior shoot 'em-up. Animated with thought and care, *Saint Dragon* is good value for money. ❶ ❷ ❸ ❹

Violent Soldier

IGS/£31 • The title says it all really. There are soldiers in it and they're not into knitting fluffy jumpers. Nothing to write home about. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹



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. ❶ ❷ ❸ ❹ ❺

Strider

Sega/£44.99 • Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat. ❶ ❷ ❸ ❹ ❺

Super Hang On

Sega/£34.99 • Sega's attempt to copy the success of *Road Rash*. They failed. ❶ ❷

NEW ENTRY Super Hydlide

Sega/£39.99 • Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades. ❶

Super League Baseball

Sega/£34.99 • Baseball game, that isn't as super as the title might suggest. ❶ ❷

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* exposes Sonic and Mario to be the Seventies throwbacks they always were.

Toki

Sega/£34.99 • Monkey spit eh? 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? Slow, dull and rather pale. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸

Batman

Sun Soft/£35 • Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all. ❶ ❷

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. ❶ ❷

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*. ❶ ❷ ❸ ❹



SUPER NES

F-Zero
Nintendo/£39.99 • Futuristic boy racer game, released, it would seem, primarily to show off the SNES' graphic abilities. However there is a pretty smart game floating round in there too, but if you want a better ride wait till *Exhaust Heat* makes a SNES appearance. ❶❷❸❹

Super Mario 4
MEGA ZONE

Nintendo/Bundled with SNES • This is, according to some people, the best game ever. Massive in size, with loads of hidden levels and extras, and positively dripping in cutesome goo. However some people have pointed out that it is a bit easy to finish and even, sin of sins, that its format now looks a bit dated. But after all, what can you expect from a freebie?

Super Soccer
MEGA ZONE

Seta/£54.00 • Possibly one of the best soccer games around right now. Not suffering a jot from the legendary SNES sprite slow down, but boasting some of the most massive, and clearly animated sprites around. An initially complex control system soon comes naturally and allows you to pull off the most amazing over head, backward flip headers. Sad lack of a replay is more than made up for by stonking playability. It's the dog's wedding tackle.
❶❷❸❹❺

Super Tennis
MEGA ZONE

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 fortnight, 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.

WWF Wrestlemania
Acclaim/£44.99 • Lots of grunting, shoving and sweating with fat men in silly costumes. Where's the little old ladies with the knitting needles? *WWF Wrestlemania* is by far the best wrestle game around. Big sprites, smooth animation and a wide range of moves make the whole shebang very playable. ❶❷❸❹❺

GAME BOY

Alleyway
Nintendo/£21.99 • A tired version of *Breakout*. Not really worth the cover price. Very uneventful. ❶

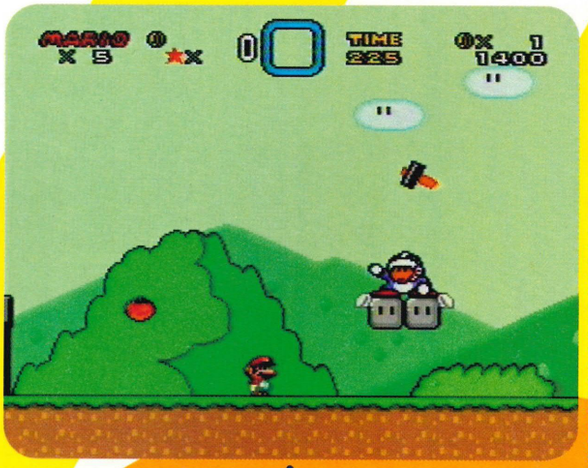
The Amazing Spiderman
Enter Active/£26 • Good quality beat 'em -up has Spiderman out to rescue his kidnapped boss. Face all Spidey's traditional foes. ❶❷❸

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. ❶❷❸❹

Balloon Kid
Nintendo/£21.99 • Not unlike *Wonderboy*, this multi-platform adventure is low on originality. ❶❷❸

Bart Simpson's Camp Deadly
Acclaim/£24 • The punky-haired custard-coloured one returns in an adventure which mixes shoot 'em-up with puzzle and a tad of arcade adventure too. Neatly executed and addictive. ❶❷❸❹

Batman
Sun Soft/£24.99 • The dude who wears his Y-fronts outside his pants is back! One of the best platform shoot 'em-up games around, a bit of a classic. Stonking stuff. ❶❷❸❹



Battletoads
MEGA ZONE

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.

Blades Of Steel
Ultra Games/£24.99 • Smart(ish) conversion of the okay(ish) NES *Ice Hockey* game. 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. ❶❷❸

Boggle
Nintendo/£24.99 • Sounds a bit like that old word game doesn't it? And that's because it is. Only for seriously swotty. ❶❷❸

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 invisibility. ❶❷❸

The Boy And His Blob 2
Nintendo/£19.99 • Otherwise known as The Boy And His Nasal Discharge. You and your pal, the handy jelly bean-scoffing shape-shifting blob, wander around collecting things. Good adventure fun. ❶❷❸❹

Bubble Bobble
Nintendo/£24.99 • Rather dated old platform game in which you play the part of a little green dinosaur. Lots of jumping round on different levels, but it's nothing new. ❶❷❸

Bubble Ghost
Nintendo/£24.99 • Not unlike an undead *Bubble Bobble*. ❶❷

Bugs Bunny
Kemco/£21.99 • Well animated game with 60 levels to complete, Bugs Bunny is very playable and, on this format at least, he's destined to become a classic. ❶❷❸❹

Burai Fighter Duluxe
Nintendo/£24.99 • Not a bad little shoot 'em-up, all the usual power-ups and bad guys to blow away. Fun in a mind-numbing kinda way. ❶❷❸❹

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.) ❶❷

Castlevania
Konami/£24.99 • Something to get your teeth into. Original outing for Dracula hunter Simon Belmont, which is now overshadowed by the sequel. ❶❷❸❹

Castlevania II
MEGA ZONE

Konami/£19.99 • Brillo version of the classic Dracula hunting game. Once again we find Christopher Belmont heading out, whip in hand, to do a dentistry job on the man in black. The little screen and monotone graphics tend to be less of a prob than you might think and the game chugs along at a fair old pace. Good stuff, well worth a serious look.

Chase HQ
Nintendo/£24.99 • Boring combat racer, jerky and uneventful. ❶❷

Choplifter II
AVC/£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. An almost exact carbon copy of the original, but with enough little new twists for the game to still be appealing. ❶❷❸❹❺

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

Days Of Thunder
Mindscape/£25 • Nice looking graphics that don't quite come up to scratch. 3D indie racing game that is okay, but not as good as something that is better. ❶❷

Double Dragon
Nintendo/£21.99 • Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. Nothing special. ❶❷❸

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. ❶❷❸

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. ❶❷❸❹

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. ❶❷❸❹

Duck Tales
Nintendo/£24.99 • Disney outing for all platform fans. ❶❷❸

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. ❶❷❸❹

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. ❶❷❸❹

Gargoyles Quest
Nintendo/£24.99 • Unfriendly platform game with more baddies to be quashed than you could ever imagine. ❶❷❸

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. Loads of overhead action in a mazey kinda way. Nothing new, but then again, nothing old either. ❶❷❸

Golf
Nintendo/£19.99 • Classic Game Boy game that at only £20 is a bit of a must. ❶❷❸❹

Home Alone
Capcom/£24 • Mediocre conversion of crap 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. ❶❷

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. ❶❷❸❹

King Of The Zoo
Nintendo/£24.99 • A marble sim. I kid you not. You take on a number of zoo animals and then play them at marbles. Fun for all of 30 seconds. ❶❷

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. ❶❷❸

Kwirk
Nintendo/£24.99 • Original puzzler that involves shifting assorted blocks in a maze to reveal an exit. ❶❷❸

Marble Madness
Nintendo/£19.99 • Everything the original had (except colour) squished down onto the Game Boy's diddy little screen. ❶❷❸❹

Mercenary Force
Nintendo/£19.99 • A kind of oriental version of *Gauntlet*. You slope around the garden of some dude's house killing people. Quite good but is it brill? Not really. ❶❷❸

Mickey Mouse 2
Kemco/£21 • Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the other formats, the Game Boy version is well animated and highly playable. ❶❷❸❹

Navy Seals
Nintendo/£24.99 • Super hard and super unoriginal platform shoot 'em-up. ❶❷❸

Nintendo World Cup
Nintendo/£24.99 • Awful pile of crap. Avoid. ❶

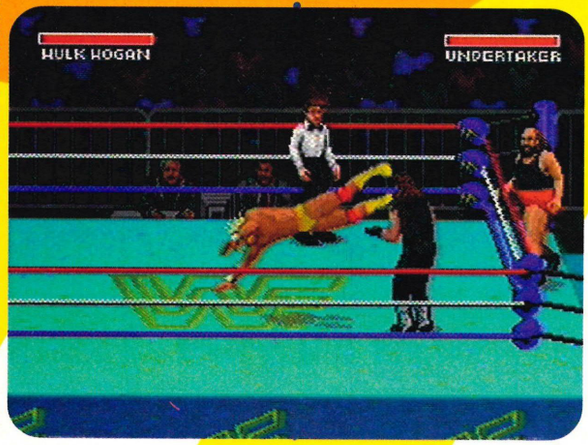
Othello
Nintendo/£24.99 • Classic board game conversion that works like a dream on the Game Boy. A little undiscovered gem. ❶❷❸❹

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 by making the most of the Game Boy's snappy sound and graphics. ❶❷❸❹

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. ❶❷❸❹

Pipe Dream
Bullet Proof/£21 • One of the best of the many simple but addictive puzzlers. Don your overalls for you get to play plumbers. The idea is to direct the flow of water through different shaped pipe sections. Sounds simple? Don't you believe it. ❶❷❸❹

Q-Bert
Nintendo/£24.99 • Ancient puzzle game that, despite being the kind of thing the Game Boy is good at, falls rather flat. ❶❷



Qix
Nintendo/£24.99 • Old puzzle game that involves boxing off areas of a rectangle. Sounds strange and is stangely addictive. ❶❷❸

Revenge Of The Gator
Nintendo/£24.99 • A really smart pinball game for the Game Boy. Ramps, flippers and all kind of pinbally gear make this well worth a look. ❶❷❸❹

Robocop
Ocean/£25.53 • Disappointing version of metal man on the Game Boy. The learning curve is set too high to make for a good game. Poor. ❶❷❸

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. ❶❷❸❹

Side Pocket
Nintendo/£24.99 • Overrated pool game that boasts one of the most difficult control systems around. ❶❷

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. ❶❷❸❹

Skate Or Die
Nintendo/£24.99 • Given the choice I think I'd rather die actually. ❶

Solar Striker
Nintemdo/£24.99 • Vertical scrolling shoot 'em-up that soon loses any addictiveness. ❶

Sneaky Snakes
Tradewest/£25 • Poorly put together cart which is a shame as there is a good idea here. You play a snake on an eternal quest to master all things snakey. ❶❷

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. ❶❷❸❹

Solomon's Club
Tecmo/£24.99 • Smart puzzle game that proves to be almost as addictive as the Game Boy is black and white. ❶❷❸❹❺

Super Mario Land
Nintendo/£24.99 • Rather an easy to finish outing for Mario, but all the same a pretty smart game. Certainly as good as *Mario 2*. ❶❷❸❹

Super RC Pro Am
Nintendo/£24.99 • Pleasing enough little racing game, with the added twist that you race with remote-controlled cars. ❶❷

Super Scrabble
MEGA ZONE

MB Games/£25 • Superb version of the classic board game Scrabble. Simple to play, various levels of challenge and totally and utterly addictive. Has all the essential ingredients needed for a classic.

Teenage Mutant Hero Turtles
Nintendo/£24.99 • Decent enough beat 'em-up that delivers all you could reasonably expect. ❶❷❸

TMHT: 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. ❶❷❸

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. ❶❷❸

Terminator 2
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. ❶❷❸❹❺

WWF Superstars
Acclaim/£19.99 • Super wrestling game. 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. ❶❷❸

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. Well-drawn graphics make this a slightly more than average buy. ❶❷

Wizard and Warriors
Nintendo/£19.99 • Game Boy version of the NES smash. And not a bad conversion at that. Good sword and sorcery action. ❶❷❸

console countdown

GAME GEAR

Ax Battler
Sega/£29.99 • Lots of battling with axes. Simple hey? Uneventful hack and slash. ❶ ❷

Chase HQ
Taito/£25 • Standard race and shoot game, that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy. ❶ ❷ ❸

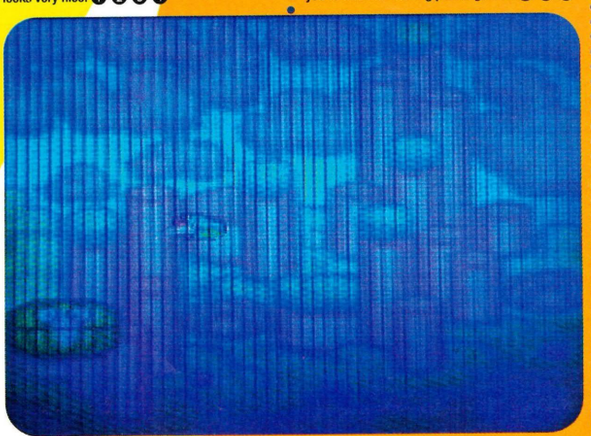
Chessmaster
Sega/£19.99 • What a stonker of a game. If you want to play chess on your Game Gear, this is the only cart for you. ❶ ❷ ❸ ❹ ❺

Columns
Sega/£19.99 • *Tetris*-style stack game which proves to be just as addictive. Well worth a look 'cos it's very bright and colourful too. ❶ ❷ ❸ ❹ ❺

Devilish
MEGA ZONE

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. Spook! A little gem for the Game Gear.

Donald Duck/Dime Caper
Sega/£29.99 • Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares, it still looks very nice. ❶ ❷ ❸ ❹



Dragon Crystal
Sega/£24.99 • 'In days of old...' Fire breathing action, but with no sign of Puff. Nothing Special. ❶ ❷ ❸

Factory Panic
Sega/£24.99 • Odd little puzzle game, but worth a look if puzzles are your thing. ❶ ❷ ❸

Fantasy Zone Gear
Sega/£24.99 • Flawed handheld version of *Fantasy Zone* on the Mega Drive. Not good. ❶

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. ❶ ❷

Halley Wars
Sega/£24.99 • Not a bad little shoot 'em-up with loads of little triangles zooming all over the place. Not bad for what it is. ❶ ❷ ❸ ❹

Indiana Jones/Last Crusade
US Gold/£27.99 • Graphically very nice, but the gameplay lacks a certain 'je ne sais quoi'. ❶ ❷ ❸ ❹

Joe Montana Football
Sega/£24.99 • Hup, hup, handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability *Joe Montana* ain't bad. ❶ ❷ ❸

Super 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. ❶ ❷ ❸ ❹ ❺

Mickey Mouse
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. ❶ ❷ ❸ ❹

Ninja Gaiden
Sega/£24.99 • Nothing to do with hardy perennials and everything to do with kicking people in the teeth. A near legendary beat 'em-up. ❶ ❷ ❸ ❹

Outrun
Sega/£24.99 • Naff conversion of the ancient pub-bound coin-op. With little of any interest to offer. ❶ ❷

Pengo
Sega/£19.99 • Version of the much used and dated *Pac-Man* gameplay. Unfortunately *Pengo* shows its age. ❶ ❷ ❸

Psychic World
Sega/£19.99 • Mind-bending action, well worth looking at partly for the low price and partly for the puzzley arcadey action. ❶ ❷ ❸ ❹

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. ❶ ❷

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. ❶ ❷ ❸ ❹

Slider
Sega/£24.99 • Dull and uneventful puzzle game that owes more than a passing nod to Pac-Man, but retains none of the yellow ball's playability or fun. Very poor. ❶ ❷

Solitaire Poker
Sega/£24.99 • More like patience than poker. Nevertheless, still well-executed. Your bag if you're into hair-tearing puzzle games. ❶ ❷ ❸

Sonic The Hedgehog
MEGA ZONE

Sega/£29.99 • What can yer say about *Sonic?* More classic than a very classical thing. *Sonic* is brill on every format. Yet some even go as far as to say this is the best version yet. Without a doubt, *Sonic's* a star. Real minty.

Space Harrier
Sega/£24.99 • Into the screen shoot 'em-up, that quite frankly, looks and plays in a very dated manner. ❶ ❷

Spiderman
Sega/£39.99 • Quite standard fare this, all action takes place on many platforms. The game has nice smooth animation and sound. Reasonably good stuff but nothing to cream over. ❶ ❷ ❸

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

Super Wonderboy
Sega/£19.99 • Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Will keep you involved for hours. ❶ ❷ ❸ ❹

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. ❶ ❷

World Class Leaderboard
Sega/£24.99 • The classic golf game. The animation is both smooth and functional.One of the better golf handheld games around right now. ❶ ❷ ❸ ❹



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. ❶ ❷ ❸ ❹

Basket Brawl
Atari/£29.99 • One of the first of Atari's rough sport games. A cross between basketball and a beat 'em-up. You aourney across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun. ❶ ❷ ❸ ❹

Bill And Ted's Adventure
Atari/£29.99 • How many versions of this cartoon can there be? Nothing special. ❶ ❷

California Games
Atari/£29.99 • Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites. ❶ ❷ ❸ ❹

Crystal Mines II
Lynx/£29.99 • Crystal Mines II is really nothing more than a revamped version of Boulderdash. Still, it's pretty nifty. ❶ ❷ ❸

Dino Dudes
Atari/£29.99 • Take Lemmings and add a splash of Caveman Ninaa, and what have you got? You've got Dino Dudes. Rather a fun little cart. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

Fidelity 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. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸

Hockey
Atari/£29.99 • A rather smart little hockey game this, boasting all the features of its badder console brothers. Once you get used to the odd use of the buttons it really is a bit of a stonker. ❶ ❷ ❸ ❹

Hydra
Atari/£24.99 • This Atari cart struggles against the odds and then kicks its little legs in the air before giving up the ghost. Bit dated now. After all, you've seen so many motor boat shoot 'em-ups before. ❶ ❷

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. ❶ ❷ ❸ ❹ ❺

Lynx Casino
Atari/£29.99 • Okay if you like that kind of thing, not if you don't. ❶ ❷ ❸

Ninja Gaiden
Atari/£29.99 • Superb graphics, highly detailed backdrops and absolutely brilliant animation. If you have the spondollies and are going to buy one game for your Lynx, then make it this one. ❶ ❷ ❸ ❹ ❺

Pacland
Atari/£29.99 • *Pac-Man* up dated, revamped and given a third person perspective. The theory's good, the practice is otherwise. Unfortunately its crap. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Rampart
Atari/£24.99 • Pretty good version of the near classic. Some very nice inter-level graphic screens and a fair whack of gameplay, results in this being an acceptable outing of the game which is described by many as *Tetris* with cannons. ❶ ❷ ❸ ❹

Scrapyard Dog
Atari/£29.99 • Even cuter, sweeter and more sugar-coated than Viking Child. But for all that, not half as much fun. ❶ ❷

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. ❶ ❷ ❸

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... ❶ ❷ ❸

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. Almost as interesting as it sounds. ❶ ❷ ❸

Toki
MEGA ZONE

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.

Turbo Sub
Atari/£29.99 • A bit of *Afterburner*, a bit of *Stingray* a mere pinch of *R-Type*. Not bad, but by no means original. ❶ ❷

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. ❶ ❷ ❸ ❹

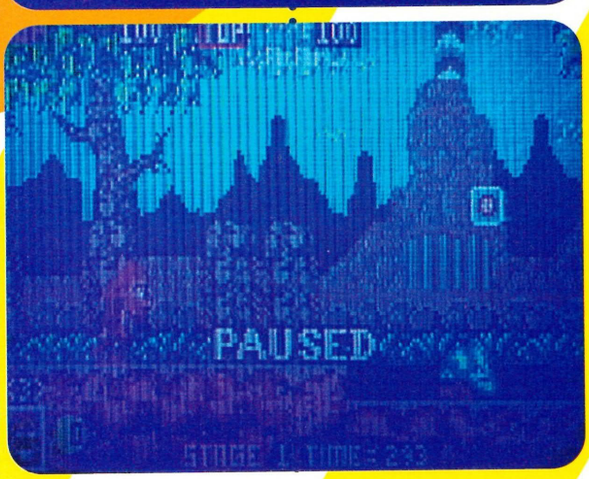
Warbirds
Atari/£29.99 • Very nearly an air sim for a handheld. Through the cockpit World War One dogfights with a number of increasingly difficult missions. ❶ ❷ ❸ ❹

Xenophobe
MEGA ZONE

Atari/£29.99 • This game proves wrong those who said the Lynx didn't have good software. A superbly animated graphic adventure with enough variations to keep the most hardened adventurer happy

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. ❶ ❷ ❸ ❹





CQI

TEL : (0903) 695050 HOURS 10-1pm 2.30 to 6.30pm Mon to Fri

CQI SPECIALS
PITFIGHTER
HOME ALONE
W.C. SOCCER
£29.99 + £1.25 p&p

THE SUPER NINTENDO SPECIALISTS

UK/UK/US/JAP
CONVERTER
£19.99 + £1 p&p

AT CQI, WE SELL SUPER NINTENDO GOODS ONLY.
MOST GAMES ARE ONLY £39.99 + £1.25 p&p , these include CONTRA 3, SMASH TV ETC.

CQI,1 ASHACRE MEWS, OFFINGTON, WORTHING, W. SUSSEX BN13 2DE

AMERICAN TITLES ONLY

LOCAL SHOPS, WHICH CATER FOR ALL CONSOLE MACHINES, IN YOUR AREA : STOCK, PRICES, OPENING HOURS VARY.

OVER 50 TITLES IN STOCK

VIDEO GAME CENTRE
888 WIMBOURNE ROAD
MOORDOWN
BOURNEMOUTH BH9 2DR
(0202) 527314

ARCADIA
FOLKESTONE INDOOR MARKET
BOUVENE SQUARE
FOLKESTONE
(0303) 850410

MACHINE SHACK
10 MITCHAM LANE
STREATHAM
LONDON SW16 6NN
(081) 769 6401

AT THE SHOPS, BRING THIS ADVERT TO OBTAIN AN EXTRA 5% DISCOUNT OF ALL SOFTWARE & HARDWARE

COMPUTER GAMES

WE SELL EVERY GAME & EVERY SYSTEM AVAILABLE IN THE U. K.

COMPARE OUR PRICES

All our game consoles, games and equipment in both Catalogues are exactly the same as sold by all High Street Stores. The only difference is ours are cheaper. They still carry the same money back guarentee, and the manufacturers guarantee.

	SRP	OUR PRICE
SEGA		
MEGADRIVE SYSTEM + SONIC	129.99	116.99
MASTER SYSTEM 11+	89.99	81.00
MASTER SYSTEM 11+ INC RAMBO3	89.99	81.00
MASTER SYSTEM 11	49.99	45.99
MASTER SYSTEM 11 INC SONIC	79.99	72.00
GAME GEAR WITH COLUMNS	99.99	89.99
GAME GEAR + SONIC THE HEDGEHOG	129.99	116.99
NINTENDO SUPER N.E.S.	149.99	139.99
NINTENDO N.E.S.	60.00	63.00
NINTENDO GAMEBOY	79.99	76.00
ATARI LYNX	84.99	76.50

GAMES			
SEGA MEGADRIVE	DESERT STRIKE	39.99	36.00
16 BIT	NHL ICE HOCKEY	39.00	36.99
MASTER SYS	WIMBELDON TENNIS	34.99	31.50
8 BIT	SUPER KICK OFF	34.99	31.50
GAME GEAR	SUPER MONACO G.P.	19.99	17.99
NINTENDO N.E.S .	SUPER KICK OFF	29.99	26.99
	STAR WARS	49.99	45.99
	SUPER MARIO 3	39.99	35.99
GAMEBOY	W.W.F.	29.99	26.99
	TERMINATOR 2	29.99	26.99
LYNX 2	AWESOME GOLF	34.99	31.50
	WARBIRDS	29.99	26.99

CONSOLE ATARI ST COMMODORE AMIGA
16 BIT CHART ATARI ST COMMODORE AMIGA
8 BIT COMMODORE 64 AMSTRAD SPECTRUM

PERSONAL CALLERS WELCOME

ALL HARDWARE PRINTERS / JOYSTICKS / BOOKS / ALL SOFTWARE FOR BUSINESS OR PLEASURE

WE HAVE IT - 7 DAY DELIVERY/SEND FOR OUR FREE 90 PAGE CATALOGUE TO:

ENTERTAINMENT WORLD CORPORATION LTD.,

TEL : 0843 853301 FAX 0843 853222

E.W.C. LTD., 91 HIGH STREET, RAMSGATE, KENT CT11 9RH

NAME . . . . . .ADDRESS . . . . . .
. . . . . POSTCODE. . . . . .

soled out

Desperate to get hold of *Donald Duck* on the Master System? Crying out to get your current console upgraded? Then check out Soled Out. It's *Game Zone*'s very own smart, three page computer mart!

hard ZONE

✪ **Atari Lynx** 1 plus ten games, including *Klax, Xenophobe, Ms Pacman, Rygar* etc. Also included, adaptor, Comlynx cable and kit case. Sell for £230. Phone Craig on 0602 474467.

✪ **Bargain** Sam Coupe 217K, Spectrum +2A including all accessories, joystick and over 100 games such as *R-Type, Chase HQ,* worth over £400. Will sell for £175. Contact Ken on 041 332 5329.

✪ **Nintendo** NES version, five games, two joypads all in mint condition. Asking £130 ono. Phone 0254 54730 after 4pm.

✪ **Amstrad** CPC 464 for sale, green monitor, TV modulator, joystick, 68 games *Buggy Boy, Technocop* etc. Only £140. Offers to Nick at Blackpool 0253 61247 after 6pm, thanks.

✪ **Official Mega Drive** five amazing games, everything boxed. Will swap for Super NES or I want only £200, amazing eh! Phone 051 645 8361. (SNES must have at least two games .)

✪ **Lynx II** boxed with A/C adaptor, *Zendecon, California Games, Roadblasters, Blue Lightning* all very good condition £120. Write to Mark J, 14 Thespian St, Aberystwth, SY23 2JW.

✪ **NES** plus *Star Wars, Mario 3, Rescue Rangers, Bubble Bobble, Castlevania 2* and *Digger T-Rock*. All very good condition and only two months old. Only £120 worth £275! Phone Paul anytime on 081 749 5883.

✪ **One month old** Game Boy (including headphones, two player lead and *Tetris*). Boxed. Plus two games including (*Gargoyles Quest* and *Navy Seals*). Only £75. Please ring 0344 873045.

✪ **Game Gear** for sale. Includes *Mickey Mouse* and *Shinobi* plus carry bag and power supply unit. Everything boxed and in mint condition. Will sell for £115 ono. Ring Andrés on 081 670 5951 after 5pm.

✪ **NES** for sale with six games: *Super Mario 1, 2 and 3, Castlevania 1* and *2* and *Bubble Bobble.* Worth £275, sell for £165 ono. Phone Andrés on 081 670 5951.

✪ **Unwanted present** Sega Master System II plus five games *Terminator 2, Xenon 2, Bare Knuckle, Operation Wolf* and *Sonic The Hedgehog*. Hence £50 for all. Write to Mark Frost, 16 St Andrews Road, Paignton, Devon TQ4 6HA.

✪ **Nintendo** for sale, includes seven games, two controllers and light zapper. Worth £315, sell for £150. Only four months old and in excellent condition. Call Robin on 0202 708 700.

✪ **Lynx II** with two great games, *Blue Lightning* and *Rygar*, also soft carry pouch, sun visor, screen protector and Atari PSU. Just £130 ono. Ring Phillip on 0924 822676 after 5 pm.

✪ **PC Engine,** SCART. Boxed, mint condition with one game. Only £85. Telephone Wayne on 0443 431995.

✪ **Lynx 1** for sale. Five games, adaptor etcetera. Sell for £140 or swap for a Game Gear with two games. Contact James after 4pm on 0272 674 022.

✪ **Nintendo NES**, boxed as new (all leads) with eight great games including *SMB 2* and *3, Link, Double Dragon 2* and *Turtles*. Worth £350, sell for £175 ono. Call Rohinton Collins on 071 589 3641. Thank you.

✪ **Amstrad CPC 464** with monitor leads, manual, TV modulator, £150 worth of games and five mags. Worth £350, sell for £150 or swap for Amiga. Call Jason on 0474 321 773.

✪ **Mega Drive** for sale, two joypads, Japanese converter and eight games. If interested ring 0684 566834. Price £240 ono.

✪ **Game Gear** boxed with *Wonderboy, Shinobi* and mains adaptor. Very good condition, unwanted gift. Sell for £120 ono. Phone 0225 811373 and ask for Dave.

✪ **Atari STE** as new, excellent condition, 24 games including *F-15 2, Lotus 2, Pit Fighter, J.W.W.S. and M. Pockets*, joystick, mags and demo disks, worth £680, sell £350. Phone 081 650 8820. Buyer must collect.

✪ **Game Gear** TV tuner for sale. Offers accepted around £50. Just ask for Paul on 0276 63638.

✪ **Mega Drive** for sale, 17 games, two joypads, lots of magazines and a stereo lead all with instructions. £400 ono. Call Matt on 081 778 1976.

✪ **For sale:** Nintendo with seven games, *World Cup Soccer, Super Mario 1* etc. Mint condition, £160 ono. Only one year old. Phone Salford 7896047, ask for Kev. Ring after 4pm. Cheers.

✪ **Amiga 500**, all manuals, joystick, mouse, all accessories, 12 games including *Beast 2, Killing Game Show* and *Menace*, seven months old. Hardly used. Sell for £260, telephone 0633 423679.

✪ **Master System 2** for sale with *Sonic* and *Alex Kidd*. Worth £90, but sell for £65, three months old and in excellent condition. Everything boxed. Call Edmund Kirby on 071 223 4000.

✪ **Sega Master System 2** plus one controller and two games, *Sonic* and *Shadow Dancer*. Will sell for £70 or swap for Game Boy with at least two games. Phone Wickham 833762.

✪ **Commodore 64 Datacassette,** two joysticks, over £250 worth of games. £150 ono. Call Steve on Chellaston 704094. Excellent condition.

✪ **Game Gear** for sale, unwanted present, two weeks old. Excellent condition with *Columns, Sonic The Hedgehog* and wrist strap. Only £99. Call Daniel on 0227 363993.

✪ **Game Gear** in excellent condition with seven games including *Mickey, Monaco, Shinobi* and mains adaptor. Worth £280, sell for £180 ono. or swap for Mega Drive with four to five games. Tel 0436 74617.

✪ **Game Gear** for sale. Boxed and in brand new condition. Eight games including *Sonic*, rechargable battery pack, mains adaptor, all boxed. Worth £350, sell for £275. Tel Feltham 751 0495 now!

✪ **Nintendo NES** for sale with five games, boxed as new. Still under guarantee, will sell for £130 ono. Phone 0322 336312.

✪ **Mega Drive**, two controllers, seven games, *Sonic The Hedgehog, Super Monaco GP, Golden Axe, California Games, Strider, Road Rash* and *Altered Beast* (UK, USA carts). £300. Call Brett on 0706 841047.

✪ **Nintendo NES** with *Super Mario One* and *Three*. Only four months old, so eight months warranty left. Worth £120, going for a mini £70. Phone Oliver on 0865 515301 evenings.

✪ **Game Boy** with six good games, *Tetris, Soccerboy, Revenge Of Gator, Marioland, Bugs Bunny* and *Castlevania*. Good condition. Worth £180 plus, sell for only £100 ono. Make me an offer, phone Ian on 031 443 1975.

✪ **Atari Lynx 2** with two top games, screen guard included. Mains adaptor also available. All for £120 or swap for Game Gear or Mega Drive with game. Telephone 061 4199833.

✪ **Japanese Mega Drive** for sale, runs all games, two joypads, four games including *Desert Strike, Madden '92* and *Sonic*. Worth over £300, sell for £180. If interested tel Richard on 0292 314 190.

✪ **Sega Mega Drive** with *Winter Challenge, PGA Tour Golf, F-22, Hard Drivin', John Madden '92*, joypad and arcade power stick. Sell for £280 ono. Call Chris on 0246 410162 after 4:30 pm.

✪ **Nintendo NES** for sale, three games, *SMB 1, Duck Hunt* and *Mega Man 1*. Zapper and two joypads included, brilliant condition. All boxed, £85. Contact Jim on 071 738 1585.

✪ **Mega Drive**, joypad, four games of very high quality, plays all carts, four months old and under guarantee. Only £160. Phone Tony between 9.30-5pm on 081 891 0121, ext. 2242.

✪ **For sale** Amstrad CPC 464 with 80 tapes, joystick, green screen and some magazines. £180. Contact Andrew on 0904 798420.

✪ **Nintendo** for sale. One year old. Worth £250, sell for £140. Seven games included, all boxed in mint condition. Games are *Bayou Billy, Double Dragon, Mario 1, Mario 2, Punchout, Spy Vs Spy, Exitebike* and two control pads. Contact Ian on 03552 41425.

✪ **Mega Drive** with three games, *Mickey Mouse, Golden Axe* and *Eswat*. Japanese version. Only £130, call Phil on 0942 893538.

✪ **Lynx 2** with three games including *Awesome Golf* and *Chequered Flag*. Four months old, immaculate condition. Worth £184. Bargain at £125 ono. Phone Paul on 0252 544250.

✪ **Game Boy plus** eight games including *Megaman, Battletoads* and *Marioland* as well as case. Also Master System plus four games. The whole lot up for grabs for £190. Or Game Boy alone for £140. Contact Wendy on 081 308 0023.

✪ **Mega Drive**, *Sonic* and *Batman* for £100, takes English, American and Japanese games. Superb condition, amazing games, boxed with instructions. Phone Rupert on 0622 871319. Must be quick to buy.

✪ **Mega Drive** for sale, official UK version. Includes five games, *Sonic, Mickey Mouse, Hellfire, JM '92, Altered Beast* and all leads. Converted to take all carts. Selling for £180 ono. Ring 0442 69272.

✪ **Atari ST** for sale, usual extras, mouse etc. Over 40 games, reason for selling is upgrading. Worth £400. Will sell for £250 or nearest offer. Please phone me on 0452 731928.

✪ **Atari Lynx**, two games and mains adaptor for sale. Games are *Rygar* and *Scrapyard Dog*. Worth £150, sell for £70 ono. If interested phone 05617 616.

✪ **Atari Lynx** still boxed with mains adaptor, Comlynx cable and two games, *Turbo Sub* and *California Games*. Worth £160, sell for £100. Phone 081 755 1714.

✪ **Master System** with *Sonic, Shinobi, Battle Out Run, Ghouls 'N' Ghosts* and *Speedball*. Worth £230, sell for £95. Write to 57, Cranborne Avenue, Tolworth, Surrey, KT6 7JP. Quick, hurry!

✪ **For sale** Amstrad GX4000, one month old, still in box, two controllers, *Burning Rubber* game and power pack. Definite steal at that price, £40. Phone Neil on 0222 882991.

✪ **Game Boy** for sale, £70 ono. This includes four games including *Tetris*. Contact Dave on 0371 872364. If not there, my Mum will take the message.

✪ **Sega Master System** for sale plus seven great games including, *Sonic, Mickey Mouse, Moonwalker, Alex Kidd In MIracle World and Shinobi World*. Worth over £200, sell for £90. Call Southport 214086.

✪ **Atari STE** for sale. Over £900 worth of software, two joysticks, mouse and mat, boxed, guaranteed, stereo leads and £30 worth of magazines. £475 ono. Ring 081 4729434, ask for Darren.

✪ **Commodore 64** for sale, loads of games. Will accept £100 or swap for a Super Nintendo. Phone 0843 69930.

✪ **Sinclair Spectrum 128K +2A** plus two joysticks and around 20 games. All in very good condition. Sell for £75. Telephone 0368 64758 after 5pm.

✪ **ZX Spectrum** + with recorder, leads and ten games, *Gazza Soccer, Street Hassle* and more. Must sell for £60. Phone 0375 846699 and ask for Steve after 4pm.

✪ **Amiga 500** for sale!! Lots of games, three joysticks, mouse and mouse mat and blank disks. Games include *Robocop 3, Robocod, Final Fight, Lemmings* and loads more. Phone Lloyd after 6pm. on 0245 380948.

✪ **PC Engine PAL** for sale with eight games including *Splatter House, Batman and Tennis* plus two joypads. All in very good condition and boxed. £220 ono. Contact Scott on 0506 54410.

✪ **For sale**, Atari Lynx, two games *Rampage* and *Paperboy*, Comlynx cable and PSU. All for only £99. Phone 0233 632627 and ask for Daniel.

✪ **Sega Master System** for sale, including six top games, light phaser and rapid fire unit. Will accept £160. Tel. 0284 753619, Suffolk area. Buyer must be prepared to collect.

✪ **Game Boy** for sale with five games, light, carrycase. all in very good condition and boxed with all leads. £110 ono. Phone 0438 350092.

✪ **NES** with eight games including *Mario 2* and *3, Megaman 1*and *2* and *Turtles.* sell for £190 ono. Phone Chris on 0603 610132.

✪ **Game Gear** in best condition, only used twice, three months old. Price is negotiable with *Mickey Mouse* and *Shinobi* and rechargable batteries, everything boxed. Call Adriano on 081 446 3490 between 7-9pm.

✪ **Nintendo** with NES Advantage joystick, two controllers and seven ace games including *Super Mario 3, Simpsons and Ninja Gaiden*. Worth £400, sell for £250. 061 736 4475 after 5pm.

✪ **For sale**, Mega Drive, six games. Sell

for £200 or swap for Famicom and one game. Call 0865 735715 after 7pm. Ask for James.

✪ **Sale of the century!** Nintendo, two games, Amstrad, colour monitor, joystick and hundreds of games, all mint condition. Worth over £800. Sell for a staggering £60. Contact Leo on 071 352 1724.

✪ **Atari ST 520K** for sale with two joysticks, diskdrive and mouse. With £600 worth of games. Sell for £250, phone 0483 772570 after 5.30 pm. Ask for Darren or Toby.

✪ **Game Boy** with five games, plus battery charger and two sets of batteries. Worth £170, selling for £110. Also *Fighting Masters* for Mega Drive - £20. Phone Tim on 0502 581875.

✪ **ZX Spectrum 128K +2** with built in tape recorder, light gun and joystick plus loads of top games. Great condition, worth over £200. A bargain at £100 ono. Phone 069185339.

✪ **UK Mega Drive**, very good condition, all boxed with instructions, joypad, leads, PSU, *Sonic, Road Rash* and *F-22.* £110, ring Rob on 0524 68917.

✪ **Mega Drive**, two games, *Mickey Mouse, J. Madden '92* with joypad, arcade stick and PSU, only £135. Phone 081 950 1251, will deliver. Phone school nights after *Neighbours.* Also Game Gear with *Columns*, only £85.

✪ **Game Gear** for sale with Master Gear, wide gear, battery pack, six games including *Ninja Gaiden* and *Donald Duck* and a free Sega cheats book. £225. Phone Alex on 0332 553669.

✪ **Game Gear**, Master Gear and eight games in boxed condition. Value £325. Will sell for £220 ono. Games include *Sonic, Mickey Mouse* and *Outrun Europa*. Telephone Simon on 0372 277288 after 6pm.

✪ **Stonkingly good offer!!** Mega Drive, *Desert Strike, F-22, PGA Golf, EA Hockey, Winter Games* and four others. £150 ono. So don't be a sad mug! Ring Richard on 0532 753691 after 6.30 pm.

✪ **NES** for sale, plus about 15 games. Quick sale, need the money. £180 ono. Phone 0602 474467 and ask for Stuart. Also a Mega Drive for sale with eight games and converter. £250 ono.

✪ **UK Mega Drive** with 12 games including *Mercs, Lakers, Sonic* and a Japanese game converter. Worth over £500, sell for £250 ono. Phone Paul after 5pm on 021 788 3886.

✪ **Game Boy**, eight games, carry case, batt-pak, four-player adaptor, two-player adaptor and game light. Sell for £180 or swap for Atari Lynx with games. Ring 0253 44750.

✪ **For sale**, Game Boy with five games, game-light and magnifier. Screen is unscratched and everything is boxed. Games include *Nemesis* and *Chase HQ.* Will accept £145 ono. Ring 0255 672122 and ask for David.

✪ **Nintendo** for sale!! Boxed as new. A few months old with *Super Mario 3*. I will sell for £50. Phone Simon Ferretti on 0734 477156. Need to sell quickly.

✪ **Game Boy** for sale. Holder and 16 games included. *Mario, WWF* and *Choplifter 2.* All in excellent condition and worth over £450. Bargain at £200. Phone 0703 849560 and ask for Nik.

✪ **Amiga 500**, 1 meg, two joysticks, mouse, over 20 games included. *Robocop 3, Hunter*, over 100 demos and manuals. Worth £700. Will sell for £350 ono. Phone Nick on 0703 849560.

✪ **NES** for sale, plays UK and USA games. Package includes Advantage joystick, Game-Genie and 16 games. Cost me £750, offers around £350. Phone 0705 266855.

✪ **Nintendo Game Boy** for sale, boxed as new, nothing missing at all. Excellent condition. Will sell for £45 ono. Phone Daniel on 081 801 1000 after 6pm.

✪ **For sale,** Game Boy with *Tetris, Double Dragon, Burai Fighter* and *Mario.* All leads and receipts, three months old. £120 to £130. Phone on 0933 674082. Excellent condition, contact Simon.

✪ **Sega Mega Drive** with *Sonic*, brand new and boxed, unwanted present. Will accept £115. Also Sega Game Gear with mains adaptor, *Sonic, Columns, Super Monaco GP*, all boxed in ace condition, £135.

✪ **Sega Mega Drive** in very good condition. Comes complete with instructions plus eight great games, extra joypad and a Japanese converter. Only £275 ono. Or all games sold separately £15-25 each. Call 0932 244578 and ask for Torquil.

✪ **For sale**, Nintendo NES, two controllers, zapper and five games, but no box. Excellent condition, hardly been used. Sell for £95. Call Andrew on 0452 862001.

soft ZONE

✪ **Secondhand** Mega Drive games bought, sold and exchanged. Games include *Golden Axe, Mercs, ZeroWing, Madden's '92* and lots more. Ring Adam after 6pm on 0480 63648.

✪ **Game Gear** *Donald Duck*, still boxed, only one week old. Sell for £15 or swap. English version. Ask for Jason on 0872 573362.

✪ **Nintendo** games for sale, between £15-£30. *WWF, Ducktails, Punchout, World Cup, Gumshoe, Castlevania* and lots more, or swap for Mega Drive games. Ring anytime on 0287 610950.

✪ **Amstrad CPC 464,** 59 games for sale, all originals, cost £150. Yours for only £95 plus package and posting. Would prefer one buyer, but will split. Phone 041 774 4852 for details. Ask for John.

✪ **Master System** game for sale. *The Lucky Dime Caper starring Donald Duck*, only one month old. Will sell for £20. Phone 0332 665421 after 6 pm. Ask for Rob.

✪ **Game Gear**, many unreleased titles at great prices. Most unopened. Phone Mark after 4pm on 0895 234703. Phone soon to avoid disappointment.

✪ **Game Boy games**, *Super Mario Land*, mint condition, £12. Also *R-Type*, £20. Both games boxed as new. Phone 0903 201029. May swap for good games.

✪ **Mega Drive** games, £25 each. Includes *Wonderboy 3, Road Rash, ESWAT* and *World Cup Italia 90*. All with instruction booklets. Ring 0492 876397 after 6pm and ask for Simon.

✪ **Famicom** game, *Final Fight*, in mint condition. Sell for £25 or swap for good Famicom games. Phone now on 081 679 3581.

✪ **Sega Master System,** six great games only £100. If you are interested phone Ollie on 0483 233200. First come, first get.

✪ **Game Gear** games for sale. *Wonderboy*, £15, *Donald Duck*, £18 and *Mickey Mouse*, £16 or will swap for other Game Gear games. Call Stephen on 081 399 6953 after 5 pm. All games fully boxed.

want ZONE

✪ **Game Boy** games wanted. *Battletoads, Turtles 2, Terminator 2, Mickey Mouse 2, Addams Family* and *Tiny Toons.* Will pay £12. If interested phone Alex on 0243 553012.

✪ **Wanted** NES, Mega Drive, Master System, Lynx, Famicom, Game Gear and Game Boy games. Please send lists to Mike, 8 Mayflower Drive, Ruseley, Staffs. Please include prices wanted.

✪ **Wanted** Super Famicom games, will pay up to £20 for games in good condition. Call Bud after 5pm on 031 4422491.

✪ **Wanted**, Lynx games up to £10. Mostly *Rampage, Awesome Golf, Stun Runner, Electro Cop* and *Lemmings*. Call 0453 757229 and ask for James.

✪ **Wanted urgently**, Atari Lynx old style with one game. Must be very cheap. Phone 0922 53715 after 4.30 pm. on weekdays only. Will also swap CPC464 and TV modulator or part exchange CPC.

✪ **Lynx games wanted**. Will pay £15 for *Pitfighter, Hockey, Lemmings, Viking Child* or *Warbirds* and £10 for others. Phone 0569 62220.

✪ **Wanted,** the *Chess Master* for Game Boy. Will pay £10-15. Phone 0708 747401 after 6.30 pm.

✪ **Wanted** Game Boy games, secondhand. Any games under £15, please call me after 4.30 pm on 081 689 3927 any day.

✪ **Wanted** Super Nintendo. Will pay £50-80. Other games wanted include *Zelda 3, Street Fighter 2, Ranma, Super Soccer, F-Zero, Super Tennis, Contra, Sim City, Joe and Mac* or *Ultra-Man.* Will pay £15-25, phone David on 0707 43376.

✪ **Game Gear** games wanted to swap or to buy. Imports wanted as well. Phone David on 081 504 2816 now.

✪ **Wanted** Mega Drive games. UK or Japanese. *Paperboy, Desert Strike, California Games* etc. Will pay £10 per game, send lists please, cash waiting. Leave a message on ansaphone 0533 772241.

✪ **Wanted,** cheap Game Boy games. Must be in good condition, please phone Gaz on 0902 459853 and ask for details.

✪ **Wanted**, Lynx games, eg. *Warbirds, Zarlor Mercenary* or *Roadblasters* in good condition with instructions. Pay up to £15. Phone 031 4422939.

✪ **Wanted**, Sega Game Gear on its own or with one game and in good condition. Phone Chris on 0372 450 788, Surrey.

✪ **Mega Drive** games wanted. Please send lists of games and prices to 25 Stonelea, Aldridge, Walsall. W59 0HU. Mega Drive joypad also wanted.

✪ **Lynx cartridges** wanted in any condition with or without boxes, instructions. Will pay £5 each, contact Mr. Mowles on 0473 690088.

✪ **Wanted** Game Boy and NES contacts to swap, sell, buy or borrow games. Simon 0706 527480 or send an sae to S. Cheung, 50 Rivington Street, Rochdale, Lancs OL12 0JO . 100% reply. Please include list and prices.

✪ **Wanted**, PC Engine, SCART, and games. Send list for immediate cash offer. R. Andersen, Prins Oscars Gate 23, N-3011, Drammen, Norway.

✪ **Wanted** Nintendo NES, will pay £60-80 or will swap for Master System 2 with *Sonic, Vigilante* and *Alex Kidd In Miracle World* built in. Tel Hythe 207435.

✪ **Wanted**, Atari Lynx games. Will pay about £10 if in good condition. Preferably boxed and with manuals. Please phone 0203 598503 after 4pm or any time during weekends and ask for Jamie.

✪ **Wanted**, Atari Lynx 2 with or without a game, must be in good condition. Good prices paid. Phone 0203 412904 after 5pm.

✪ **Wanted**, cheap Game Boy games. Send prices and SA. to David Yu, 185 Kingston Road, Wimbledon, London, SW19 1LH

✪ **Wanted**, Mega Drive games, *Pitfighter, Streets Of Rage* or *EA Hockey*. Will pay up to £10-15 per game or swap for *Sonic The Hedgehog*. Must be in Kirkintilloch, Glasgow area.

✪ **Wanted**, Atari Lynx games. All titles wanted. Any condition acceptable, but must be working! Good prices paid. Also wanted, cheap (abused?) Game Boy. Pay £30. Phone Alan after 6pm on 0977 511018.

✪ **Do you have** unwanted Mega Drive games? We'll have 'em. Send lists to John, 7 Risedale Grove, Blackburn, BB2 5BT.

✪ **NES games wanted**. Phone Jim after 6pm on 0244 675981.

✪ **Atari Lynx** games wanted. Must have box and instructions. Will pay about £10. Phone 0702 202698 and ask for Stuart. Essex area.

✪ **Yo!** Any unwanted Amiga 500/500ps out there for a good price? Can I buy one then please? If so ring 0925 261242 and ask for Peter. Thanks!

✪ **I will pay** up to £50 for *Splatterhouse* for my PC Engine. Tel 0203 450728 after 6pm.

✪ **Wanted**: Atari Lynx games. call 0903 786480.

✪ **Atari Lynx games.** Willing to buy unwanted Lynx games for around £7. This offer is also on Game Boy games, but for £6. Ring 0734 4401111 and ask for Adrian.

swap ZONE

✪ **I want to** swap my Mega Drive with eight games and Master System Converter for Super Famicom with 2-3 games. Phone 081 347 8157 and ask for Chris.

✪ **I will swap** *Chase HQ* for *Hunt For Red October* or *WWF*. Also swap my *Boy And His Blob* for *Marioland* or *Radar Mission*. Tel 051 260 6496. (Game Boy).

✪ **I will swap** Master System with light phaser, rapid fire unit, joystick and four games for Game Gear with two games. Phone Peter on 0491 574732.

✪ **Swap** my STE games for four good Mega Drive games. Games are *Gazza 2, 3D Pool* and much, much more or sell for £60. Collect or pay postage. Contact Cleon on 0403 66211.

✪ **I will swap** Game Boy with *Super Mario Land, Tetris* and *Radar Mission* and head phones for Atari Lynx and three games. Phone Chingford 529 8903 after 4pm. Ask for Daniel.

✪ **Will swap** my Master System with three games for your Lynx 2 with one game or sell for £60. For a quick sale phone 0227 360671. Caller must collect.

✪ **(PAL) Famicom** and six highly rated titles eg. *Mario, F.Fight, Area 88*. Boxed, outstanding condition. Swap for Mega CD and Mega Drive (PAL) or a Neo Geo and three games (PAL). Interested? Phone Dave on 0661 24434 now!

✪ **I will swap** my Atari 520 ST fm, still boxed with all original components and instructions and over £350 worth of software, two joysticks and many other accessories, for a UK Mega Drive with a few games.

✪ **I will swap** my Atari Lynx, three games, PSU and Comlynx worth £160, for Mega Drive or Game Gear and games or will sell for £90 ono. Phone John on 0623 27367 after 4pm.

✪ **I will swap** my *Super Kick Off* on Master System for *World Cup Italia 90.* Boxed with instructions. Call 0977 514646 after 5.30 pm. Castleford, West Yorkshire.

✪ **I will swap** my NES including seven games, *Turtles, Mega Man 1* and *2, Simpsons* and *SMB 1, 2* and *3*. Only some games are boxed, plus two joypads for a Mega Drive and one or two games.

✪ **I will swap** my Atari STE for a Mega Drive with two or three games or sell for £250. All still boxed, only six months old. Phone Milton on 0895 431089 after 6pm.
✪ **I have** *John Madden 1* and *Super League Baseball* for either *PGA Golf* and *Super Monaco GP* or *Strider* and *EA Hockey* (Mega Drive). Daytime No 071 867 0124.
✪ **I will swap** my Amstrad GX4000 including two cartridges for four Master System games. Games wanted are *Sonic, OutRun Europa, Golden Axe* and *Shadow of the Beast.* Tel 0671 82441.
✪ **Atari Lynx.** Someone swap my *Hard Drivin'* for *Electro Cop* or *Awesome Golf*. Will sell for £15. Call Daz on 0248 715533.
✪ **Swap UK Mega Drive,** nine games, two joysticks, audio cable, Japanese converter and over 50 mags for an Amiga with some games, joystick and mouse or sell for £300. Tel. 041 558 7158.
✪ **Atari Lynx** games wanted. I will swap my *Hard Drivin'* or *Ninja Gaiden* for your *Rampage* or *California Games*. Phone 0865 735715 after 4pm and ask for Paul.
✪ **Swap my** *Asterix* for your *Populous, Xenon 2, Speedball 2, Super Kick Off* or *Chase HQ* on the Master System. Phone 0628 35902 after 4pm on weekdays. May be answering machine.
✪ **Atari Lynx 2** with carry case, mains adaptor and nine games. Will swap for Super NES and two games. Ring 0424 870881 after 6pm.
✪ **Swap UK Mega Drive** with five games, *Road Rash, Sonic* etc plus Spectrum with over 50 games for Amiga 500 or £200 for Mega Drive and £70 for the Spectrum. Phone David 0836 247601, Essex.
✪ **Swap Mega Drive** with *Bare Knuckle, Super Shinobi, Sonic, Altered Beast, Garies Arrow Blast* plus joypad and Turbo joystick still boxed for your SNES with any beat 'em-up game. Telephone 0734 424957.
✪ **I will swap** my *Slimeworld* or *Xenophobe* for your *Ninja Gaiden* or *Lemmings*. Phone now on 0243 860490 and ask for Andrew. (Games on Lynx.)
✪ **Swap Atari Lynx** plus four games including *Gates Of Zendecon, California Games* and *Xenophobe* plus PSU for Game Boy and four games in good condition or sell for £95. Phone Nick on 0245 325453, 6pm.
✪ **Hornet radio controlled car** to swap for a Game Gear or sell for £100 if interested phone 051 427 6670. Ask for Neil.
✪ **Mega Drive swaps!** I have these Japanese games to swap – *Super Masters Golf, Assault Suit Leynos, Cyberball* and *Crackdown* without box. Any offers? Phone Nathan on 0249 76389 after 5.30pm.
✪ **Swap Lynx games,** *Viking Child, Ninja Gaiden* for *Xybots, Awesome Golf.* Game Boy *Duck Tales* for any Game Boy game, not *Tetris*. Phone Lee on 091 427 9136 after 6pm.
✪ **Mega Drive swaps.** *Lemieux Hockey, F-22 Interceptor, Streets Of Rage, James Pond 2, Aero Blasters, Strider, Attack Sub* or *Abrams Tank* for *Techno World Cup '92, Immortal* or any decent games.
✪ **Lynx games to swap.** Will swap *Warbirds, Gauntlet 3, Gates Of Zendecon* or *California Games* for *Ninja Gaiden, Zarlor Mercenary, Rygar, Slime World* or *Awesome Golf.* Phone Jon on 0884 33611.
✪ **Will swap** *Ninja Gaiden* and *Warbirds* for Lynx for *Awesome Golf, Hard Drivin',* or *Basket Brawl*. If you want to swap one call Rowan on Chingford, London, 5292806.
✪ **Swap my Mega Drive** plus 23 games including *Desert Strike, F-22, Sonic, EA Hockey, John Madden, Immortal, Sword of Vermillion, Devil Crash, Populous, Strider* for Super NES and game(s). Phone Ronan MacDonald on 0223 68512.
✪ **Swap my Game Boy** with five games for your Game Gear with at least two games and mains adaptor. Phone Anthony on 081 761 1648.
✪ **I will swap my Game Boy** plus three games and a new set of batteries for a Game Gear plus one game, *Sonic* preferably. Call Paul on 0865 63894 after 5pm.

love ZONE

✪ **15-year old boy**, desperate for a girl, I don't care what you look like, I like Elvis Presley collecting bottle tops. Reply in this column to Anthony Charlie.
✪ **Lonely,** 17-year old male, seeks female of similar age for a relationship. Please send photo to Stephen Matthewman, 37 Northumberland Road, Istead Rise, Northfleet, Kent, DA13 9JP
✪ **Handsome boy, aged 14** seeks very beautiful girl with a great personality aged 14-15. Send photos and addresses to 33 Braden, Further Acre, Graham Park, Colindale, London, NW9. Preferably living in London.
✪ **13-year old girl** seeks funny, kind, cute boy aged 12-14 for a lasting relationship. I like Madonna and I hate Chesney Hawkes. Interested? Contact 081 960 4600.
✪ **Boys seek girls** for lots of fun and games. Aged 15-18 . Send photos to Paul Dick Hampson, 18 Tintern Avenue, Littleborough, OL15 9HY.
✪ **I am 20-year old** and looking for for a long relationship with a girl of 20 or under. If interested please write to Toff at 27 Hillside Road, Bushley, Herts. WD2 2HB.

fan ZONE

✪ **Gamer's World New Tips,** all formats, SNES, ST, Game Gear. Send a postal order for 50p to 49 Southlands Road, Kings Heath, Birmingham, B13 9RL. Goodbye for now!
✪ **Nintendo News,** issue three for NES, Famicom, Game Boy. Packed with tips, news, previews, competitions. Send 90p with name and address to Nintendo news, 12 Elgin Avenue, East Kilbride, Glasgow. G74 4EA. Win a Game Boy.
✪ **Console World,** new Sega, Nintendo fanzine. Loads of news, reviews etc. SNES special, wrestling games reviewed. Send £1 (sorry no cheques) to 26 Westmere Drive, Mill Hill, London.
✪ **Nuts On Nintendo,** the latest and greatest fanzine. To get the first issue send 80p to Jonathan Wildman, 16 Selwyn Avenue, Newbury Park, Ilford, Essex, IG3 8JP. £1.60 for issues 1 +2.
✪ **Lynx fanzine,** latest reviews, tips, cheats, previews, news. Just send an sae to 39 Victoria Road, Southwick, Sussex. Plus 80p.
✪ **Mags for sale.** *Game Zone*s two and three. £1.50 each. Phone 0933 674082 and ask for Simon.
✪ **PC Engine** cheats and tips handbook. Over 200 cheats for over 110 games. Only £2. Send cheque/postal order to R. Gibbs, 3 Garden Place, Bootle, Merseyside, L20 3LW.
✪ **Atari Lynx,** Game Boy, Game Gear and Mega Drive exchange club. Free membership. Only £3.20 per swap on all games. For more details send an sae to 161 Clewer Hill Road, Windsor, Berks, SL4 4DU.
✪ **Ninsane,** fanzine for Nintendos. Send your reviews, letters etc. Plus free advertisements. Available now. Send contributions now. Only £1 (cheques payable to) Fraser Kirk, 6 Lochty Road, Kinglassie, Fife, KY5 0YB.

thing ZONE

✪ **Exchange club!** For all popular consoles and handhelds. Membership is free. Send sae to Gaming Madness, Lyngval, Towyn Way West, Towyn, Abergele, Clwyd. LL22 9LF. (Please state console.)
✪ **21" Reynold's 753 A.T.B.** mountain bike with front fork suspension by Rock. Extras include Barends computer, water bottles. Need a quick sale £450. Phone Chas on 0454 898447 after 6pm.
✪ **Men's mountain bike** Alcarter professional 21 speed, Shimano brakes and gears. Used only eight times. Cost new £500, sell for £240 no offers. Phone 0850 761737 and ask for Jim.
✪ **Sell four foot snooker table** with all accessories. Good condition. If interested call Chris on 0742 759399.
✪ **Mega Drive exchange club.** Send me your unwanted UK Mega Drive games and £5 and I will send you another English Mega Drive game. Also send me a list of your games.
✪ **1991 G.T. Aggressor** chrome B.M.X. Peregrine three piece crank, Bashguard, five months old and used four times. Phone 0494 670789 between 9 am-5 pm, except Weds. Ask for Trevor. Wanted £250, accept £220, brand new £500.
✪ **Northern Ireland's first exchange club!** Super Famicom, SNES, UK and USA Mega Drive and Game Boy owners welcome! Exchange fees start from, SF and SNES, £5, MD, £3.50, GB, £1.50. Phone 0504 48647/43617.

scribble ZONE

✪ **Hello to everyone in Mileham School,** especially Chad, Lawrence, Brownie, Aimee my girlfriend and Mr. Walters our teacher. PS. Wattsit they taste curly!! Andrew. PPS. Hello to my sister, Suzanne!
✪ **Hey dudes,** looking for male/female pen pals with Nintendo of any kind. Write to P.J. Burke, 17 Langhouse Place, Invercip, Scotland. PS. Sexy blondes can write to me if they want!
✪ **Greets Earthbeings,** I'm a demi-god from another dimension and I need urgent female contact through earthly post box. So get scribbling with a photo if possible, to Me, 11 Seys Court, Llantwit Major, South Glam.
✪ **New penpal club for teenagers.** Send us your details and get three similar friends. Write to PP Club, 17 Main Street, Cominestown, Turrif, Grampian. AB53 7YJ.
✪ **Are you an American female** aged between 12-14 looking for a British male pen pal, similar age? Then write to Phil Goodchild, 21 Arundel Gardens, Westcliff-on-Sea, Essex, England if yes.

book your free ad here!

If you want to advertise FREE, in Soled Out, please write in BLOCK CAPITALS below and send the coupon to Soled Out, *Game Zone*, 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.

So, get writing and include any advert, (which is no more than 30 words), under the following headings.

NAME

ADDRESS

POST CODE TEL.

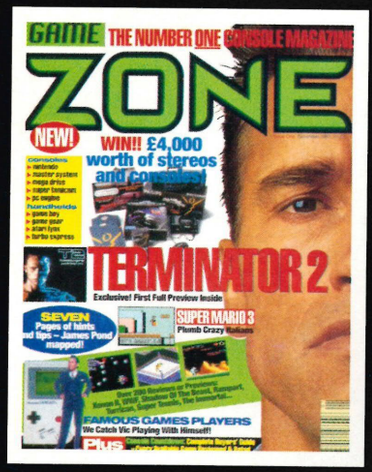
HARD ZONE ○ SOFT ZONE ○ WANT ZONE ○ LOVE ZONE ○
FAN ZONE ○ SCRIBBLE ZONE ○ THING ZONE ○ SWAP ZONE ○

***Game Zone* cannot guarantee to place every ad received. Sorry!**

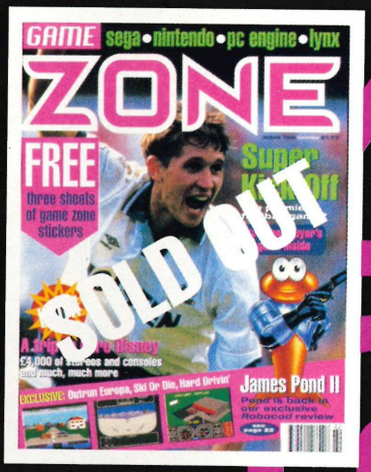
GAME

Okay, exams are a good excuse. You've had your heads down revising the rivetting reproductive cycle of the tapeworm. Sadly you've missed loads of *Game Zone's* top tips fab freebies, features etc! Now catch up with back issues!

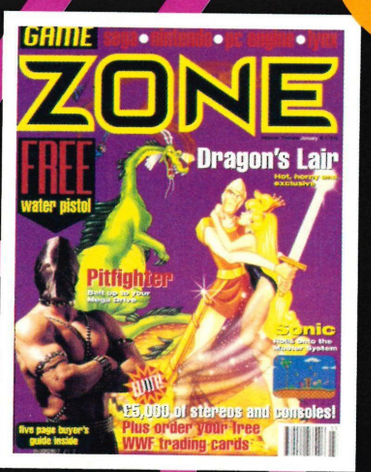
Complete buyer's guide in every issue



One FREE 32-page tips booklet! • *James Pond* mapped to pieces • Accessories for your Game Boy • Plus *Terminator 2, Xenon II, Turrican, Marble Madness, WWF, Super Mario Bros 3* and more!



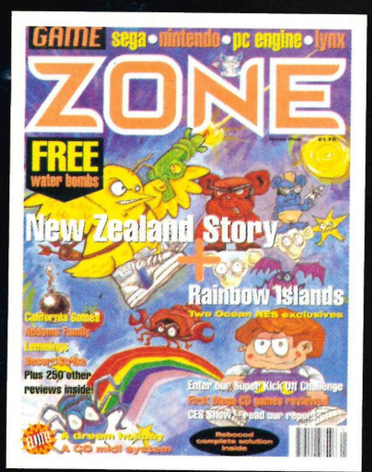
Two FREE sheets of *Game Zone* stickers • *Super Mario Bros 3* cheats, *Technocop* mapped • Handheld Action – feature • Plus *Robocod, Super Kick Off, The Immortal* and *Outrun Europa.*



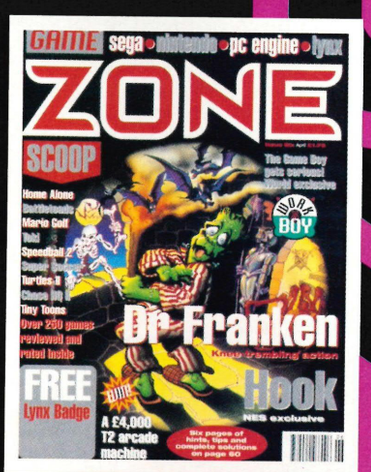
Three FREE water pistol – it's splashing • *Sonic, Batman* and *Populous* tips • Plus *Shadow Of The Beast, Dragon's Lair, ToeJam And Earl, Pitfighter* and *John Madden '92.*



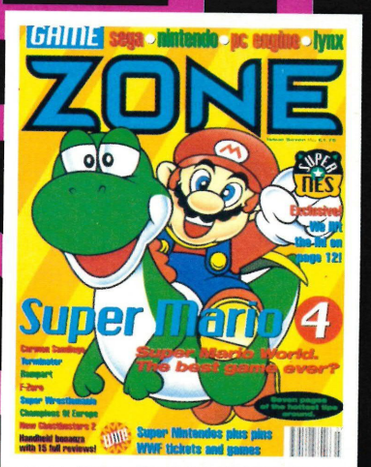
Four Complete *Duck Tales* solution and *Speedball* mega tips • Exclusive Mega-CD feature • Plus *Prince Of Persia, Star Wars, Terminator 2, Toki, Winter Challenge* and *Joe And Mac.*



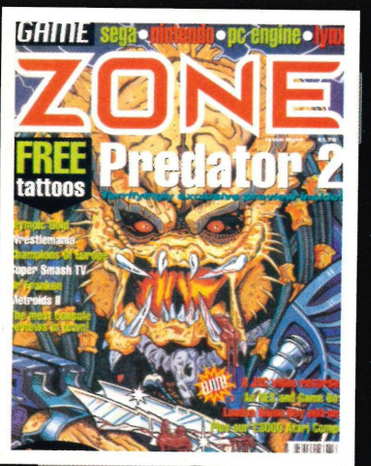
Five FREE water bombs • Complete *Robocod* solution • Exclusives *New Zealand Story, Rainbow Islands* • CES report • Plus *Addams Family, Desert Strike, Lemmings* and *Earnest Evans.*



Six FREE Lynx badge • Handy hints for *Blob II* • *Dr Franken* and *Hook* – exclusive! • Work Boy feature • Plus *Battletoads, Home Alone, Speedball 2, Toki, Mario Golf, Super Soccer, Tiny Toons* and more!



Seven *Camp Deadly* walk-through guide • Exclusive! – SNES feature • Plus *Super Mario 4, Carmen Sandiego, Rampart, F-Zero, Super Wrestlemania, Champions Of Europe.*



Eight Tattoo you – fab FREE tattoos • Terrifyingly exclusive *Predator 2* preview • Jap comics feature • Plus *Olympic Gold, Dr Franken, Kid Icarus, Super Smash TV* and *Wrestlemania.*

GAME ZONE BARGAIN BACK ISSUES ORDER FORM

Please rush me the following back issues at £2.50 each: (Tick appropriate boxes)

○ One ● Two ○ Three ○ Four
○ Five ○ Six ○ Seven ○ Eight

NAME

ADDRESS

POSTCODE

TEL:

I enclose a cheque/postal order for £____ made payable to: DENNIS DIRECT

I would like to pay by credit card:

○ Visa ○ Access ○ Mastercharge

No. ○○○○○○○○○○○○○○○○

Signature

Expiry Date

Overseas orders must include a further £2.50 to cover postage and payment by Eurocheque in £ sterling.

Please send completed form to: DENNIS DIRECT (GZ), PO BOX 2505, ALCESTER B50 4JU

BACK ISSUES

THE TWILIGHT ZONE

Hello and welcome again to the least popular section of *Game Zone*. Yes, sorry, you've reached The Twilight Zone, the part of the mag where all you have to do to win a badge is...

HURDEN HOODEN NOODIE JURGEN!

Whaaat?

NOODEN HOOGEN, HURDEN HURDEN. HO HO HO!

Eh? Who are you? What on earth are you on about?

I AM A REGULAR READER OF YOUR MAGAZINE. I AM DUTCH PERSON.

Dutch you say? Nutter, more like.

HO HO HO! NUTTER. THAT IS A WACKY ENGLISH 'JOKE', YES?

No. As far as everyone here is concerned, you Dutch are a load of complete lunatics. You're all 'out to lunch and not planning to come back for tea' (as we don't say).

HO HO HO. THAT IS VERY FUNNY. EATING LUNCH. NOT COMING BACK FOR TEA. HO HO. YES, I THINK I LIKE THIS MAGAZINE.

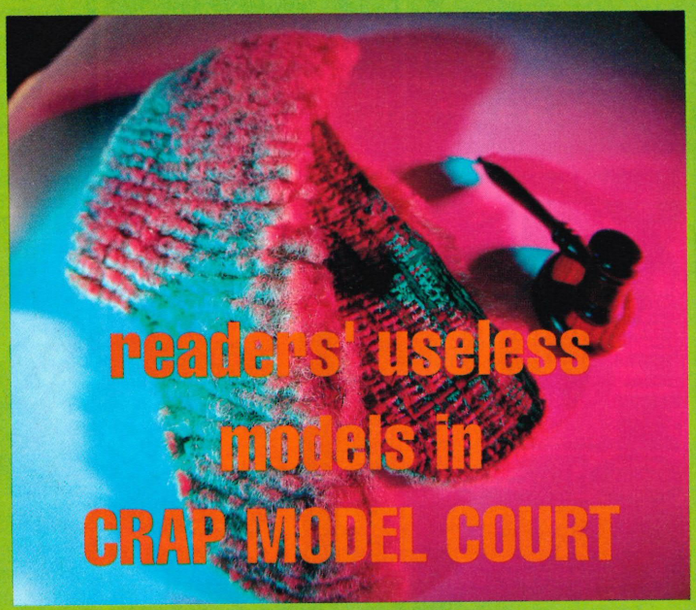
How come your entire country is so flat? (It'll sink soon, what with the oceans rising.) And explain the reasoning behind 'clogs'.

HO, HO, THESE ARE MORE 'JOKES'... I LAUGHING FROM WITHIN MY TUMMY. WHAT IS YOUR ADDRESS PLEASE? I WILL SEND A THING AND IF LUCKY WILL WIN A PRIZE.

Well, here's the good news: the address is 19 Bolsover Street, London W1P 1HJ. The bad news, however, is that luck doesn't come into it - Dutch people don't win.

HO HO HO. THESE 'JOKES'. THEY ARE SO FUNNY.

(Er, I don't think they're 'jokes' actually. Ed.)



readers' useless models in CRAP MODEL COURT

This is where we ask you to send us models... Models of anything, made of anything. And you do, so well done, but unfortunately it seems that nearly all the models we've received have got something in common: they're either made entirely of Blu-Tack or they're a model of an Atari Lynx. (Or both.) What better reason than this for us to say "Hang on a minute - let's put these models on trial." So here it is. We're the counsel for the prosecution and we're also the counsel for the defence - and you can't get fairer than that, can you? *(You can as it happens. Ed.)*



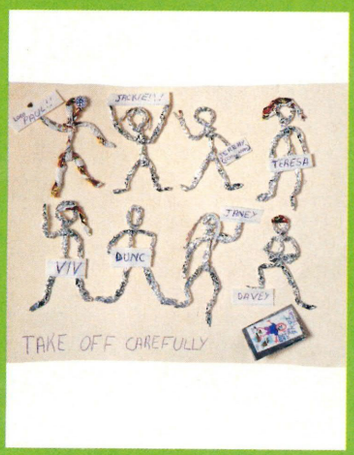
1 **Prosecution:** M'lud, Matthew Isherwood of Ramsbottom in Lancashire is responsible for this Atari Lynx model, fashioned from Blu-Tack. I rest my case.
Defence: Your honour, may I remind my friend that Blu-Tack is a cheap modelling substance readily found in most households. Why is he surprised it is so popular?
Prosecution: M'lud, his letter says: "I'm off to watch Bury beat Bolton Wanderers so please say hello to the other loyal Shakers fans..." He's a Shaking Stevens fan.
Defence: A Shaky fan? Well, that is unforgivable. Outrageous.



2 **Prosecution:** Ahem... If I said 'Atari' and 'Lynx' to you, m'lud, would they ring any bells?
Defence: M'lud, I protest, I really do. Martin Bridges of Harwich, Essex made his model not of Blu-Tack, but of cardboard. It is hollow. Considerable work was involved.
Prosecution: Objection m'lud. My point was simply that the model in question is an Atari Lynx. I made no references to the building materials - as my learned friend well knows.
Defence: Oh, I think he did refer to them m'lud – I think he did. *(He didn't actually. A reader.)*



3 **Prosecution:** Your honour. Christopher Bailey of Wisbech in Cambs has sent yet another Blu-Tack Atari Lynx. After the probationary reports, I suggest we hang him.
Defence: M'lud, my learned colleague is playing with words again – and those words are 'Atari Lynx' and 'Blu-Tack'. This model is a Game Boy made from 'Prima' modelling clay. *(You mean Fimo. Cocky reader.)*
Prosecution: Pfffff! Atari Lynx, Game Boy... Blu-Tack, Prima, Fimo modelling clay... they're much the same thing.
Defence: Objection m'lud, they're not the same at all.



4 **Prosecution:** Your honour, Daniel Maw of Hadleigh in Essex must answer nine charges of being a 'Bobby Davro' – a copycat, m'lud. He has made nine models of an Atari Lynx, all fashioned from Blu-Tack.
Defence: I strongly challenge my colleague's observation...
Prosecution: My learned friend would agree that these things are objective, your honour. I see nine Atari handhelds. I see Blu-Tack. Am I so very wrong?
Defence: The material is silver foil, m'lud, it has been sculpted into eight figurines. My colleague is shamelessly misleading the jury.



5 **Prosecution**: Will my learned friend argue with me over this one, I wonder?
Defence: If the suggestion is that this is another Blu-Tack model of an Atari Lynx then the answer is 'yes', m'lud.
Prosecution: I see only what I see, m'lud...
Defence: It is Sonic, m'lud, fashioned from Fimo modelling clay, and, like most works of art, it has a missing arm and leg. It is from Karl Smart of Birmingham.



6 **Prosecution**: M'lud, this is Virgil The Castor Wheel by Matthew Brown of Grimsby. What I would call it...
Defence: Ha! A Blu-Tack Atari Lynx, very probably.
Prosecution: I was going to suggest it was a waste of space and of the court's valuable 'sending people to jail' time.
Defence: M'lud, my learned friend is obviously incapable of appreciating surrealism. This model says far more than merely 'this is a plastic head on a castor-wheel'. Indeed it goes some way to explaining the very meaning of life. A work of genius. *(Overruled. Ed.)*



7 **Prosecution**: Oh dear...
Defence: Hmmm. According to the covering letter this is a clay model of a Lemming. It's from Robbie Rae of Grieff, m'lud. He's Welsh.
Prosecution: That's no excuse.
Defence: M'lud, I object to my learned colleague's xenophobic tendencies. Wales is a wonderful country.

CRAP MODEL COURT

I have enclosed this coupon with my model because I want the Crap Model Court to be aware of certain facts pertaining to my case.

The reason my model is not quite as good as it might have been is because... (tick box)
I have a broken arm ☐
I am colour blind ☐
I have never made a model before ☐
I am an orphan and have had a tough life ☐
My gran is rather poorly at the moment ☐
The postmen have probably damaged it ☐

ANY OTHER PATHETIC EXCUSES

.....

.....

.....

(Continue on separate sheet if necessary.)

Name.....

Address.....

.....

Choice of jail if found guilty

.....

There ends the hearing for this month. So what were your conclusions? Did you agree with the prosecution or with the defence? Or maybe you disagreed with both of them? It's a funny thing, justice, as anyone in Los Angeles will tell you. We try to be fair in Crap Model Court though. At the very least, defendants get their name in print and win a spanky little badge. Better than a ten-stretch in Brixton nick, eh? If you've sent a model and haven't been tried yet, don't worry, like all courts there's a bit of a waiting list - but we'll deal with all offenders in the fullness of time. If you haven't yet sent a model then... well, why not? It can be of anything you like, and it can be made out of anything as well: plastic, clay, card, Blu-Tack, it's entirely up to you. Badgey! Badgey wadgey wadgey.

the thumbprint analysis

WITH BOBBY ZILLION

(thumb reader and clairvoyant)

Got a thumb? Of course you have. *(No I haven't. A reader without any thumbs.)* Anyway, as you may know, we have someone on the Twilight Zone staff who just so happens to be an authority on thumbs – or to be more precise, on thumbprints. He's called Bobby Zillion. He can look at your thumbprint and almost instantly tell you more about yourself than you would ever believe possible. Forget tarot cards and tea leaves. Thumbprints are where it's at...

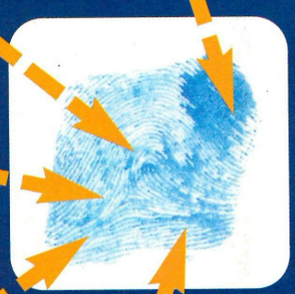
this month's thumbprint donor

Name: Ben Tanner
Height: 5' 8"
Age: 15
Starsign: Virgo
Hair: Dark brown
Eyes: Two
Temperament: I stay calm when other people would panic (eg. when I set fire to something and it rages out of control). As you might have guessed from that, I'm obsessed with destroying things (mine, not other people's) by means of fire – I'm a pyromaniac. I am also interested in ballistics. *(I wonder why. Ed).*

over to Bobby...

A This is the 'Fire, Fire, Fire' Line. It's pronounced. Incredibly pronounced. This person has something to do with fire, or flames, or heat. Something like that. *(Blimey, he's straight in there. Ed.)*

B Now this is the 'Star Gazer' Line, and it's quite heavy. I can think of one star gazer, and the facial expressions of this person do indeed make it look as if they might be on fire. They always look slightly startled. Hmmm... *(Uh oh, I think he thinks it's Patrick Moore. Ed.)*



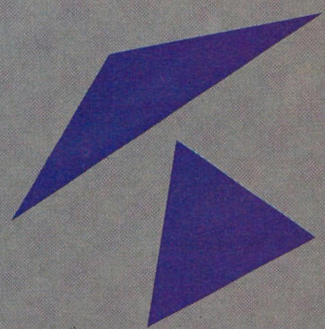
C Yes, this is the 'I Was On *Gamesmaster* With Dominik Diamond' Line. Nearly everybody in the country has one, but very few are as pronounced as this. This person was a regular.

D I expected to find a 'My Clothes Are Too Small For My Body' Line, and I have. Here it is, plain as day, for all to see. As soon as I've found the 'Ugly As Sin' Line, I'll know I have it.

E And this is it, the 'Ugly As Sin' Line. Yup, without any shadow of a doubt this thumbprint belongs to the well known television astronomer Heather Couper. It's her, isn't it? *(Oh God, take him away, please. Ed.)*

THE OPTICAL ILLUSION ZONE

This is the spooky part of The Twilight Zone, the part where things aren't always as they seem. Take a look at the following diagram, read the question and then have a squizz at the upside-down answer. You could be in for a big surprise...



These two triangles are totally different from one another... Or are they?

ANSWER: Of course they are. What are you? Stupid or something?

SEND!
Anything useless to: The Twilight Zone, *Game Zone*, 19 Bolsover Street, London W1P 2HJ.

red light at customs

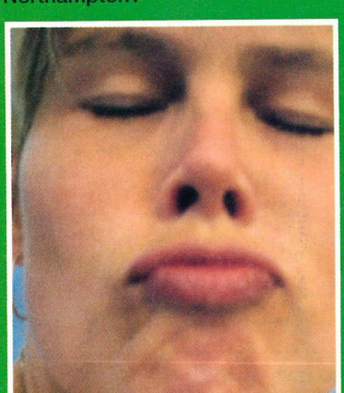
The photographs people have taken of themselves in small automatic passport photo booths are a bit like Sean Connery's son Jason... ie. they're incredibly naff. You must have one of these slightly dodgy photos yourself (because everyone does have at least one, let's face it). You have got one? Then good, we want it.

What we do with your passport photo is to show it to our resident customs official, Major Susan Farquar (he's a bloke by the way, he's just got a funny name). Major Susan then tells us exactly what he and his customs chums would do to you if you were coming back into the country after a holiday. (And you'd be amazed at what they can do if they feel so inclined...)



Major Susan Farquar: So this is James Standing of Amersham in Bucks is it? Well, if he were to come through my customs point with photo 'A' stuck to his passport he'd get a right royal ribbing about his name: James Standing? James Sitting On The Floor more like. Look at all that space above his head. Here's someone who had trouble with the photo booth revolving stool and no mistake. So that's what he'd get with photo 'A'... a joke made at his expense. But if he made the mistake of using photo 'B', well, I'm afraid we're talking full strip search with electrodes and spatula. Talk about looking guilty. "This one's smuggling something very, very, very illegal," I'd think. I'll be keeping an eye out for him.

Major Farquar: Gary Rolfe's mum is it? From Kingsthorpe in Northampton?



Well, I'll tell you what I'd think if I opened her passport and was confronted by this shot. It'd be this: "Who on earth let this one out of the country in the first place?" I'd have to assume she'd escaped from a secure mental hospital – one for the criminally deranged or something. I'd padlock her to the customs bench and I'd be straight on the telephone to the police. It's criminal, it really is. To think that someone like this is actually running about free. The country's going to pot. If I had my way I'd shoot the lot of them... rant... rave... rant... rave...rant...

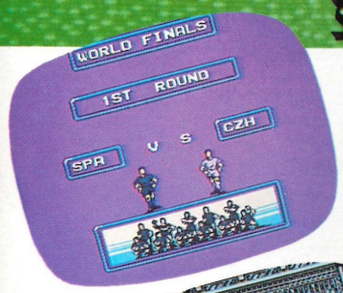
Send in your dodgy passport shots (or someone else's if you don't mind them beating you up) and, yes, you'll win a *Game Zone* badge. Wahay! Okay, so a *Game Zone* badge is a small prize for such a large task but – well, okay, it's a small prize for a very large task. What more can we say? You're risking huge embarrassment (or possibly your life at the hands of an angry friend or relative) and you'll get virtually nothing in return. Um. Potato anyone?

New. For Your Nintendo Entertainment System. New. For Your Nintendo Entertainment

Football Action

Super League Special

KONAMI HYPER SOCCER



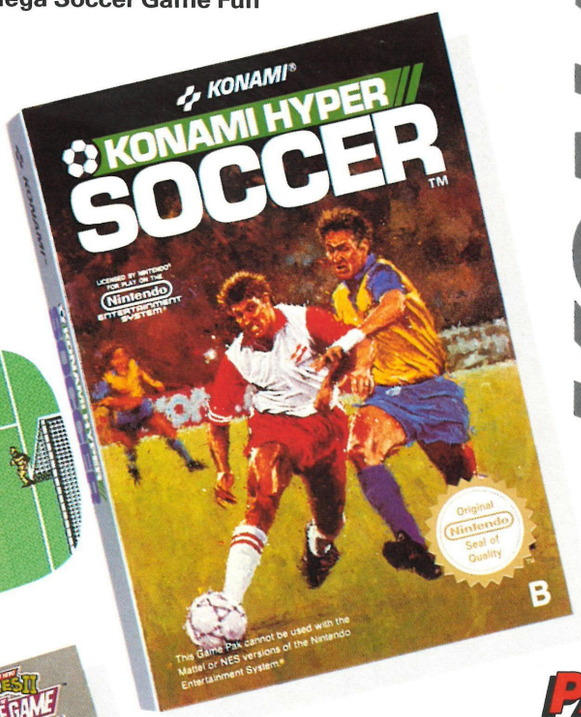
Fast moving, non stop thrilling action from kick off right through to the final whistle. Practise until your team reaches peak-fitness for nail biting, excitement as you compete in big time league matches. Double passes, headers, dribbling, goal scoring tactics, anything's possible. Realistic breathtaking action you won't want to stop playing.

● For 1 or 2 players ● System: Nintendo Entertainment System.

HYPER SOCCER – Mega Soccer Game Fun

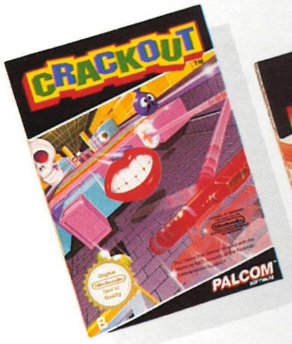






KONAMI®

Mega Video Game Fun







PALCOM™ SOFTWARE

Original Nintendo Seal of Quality

Nintendo and Nintendo Entertainment System are trademarks of Nintendo

Nintendo

Teenage Mutant Hero Turtles RC Mirage Studios, USA - All Rights Reserved. Trademark used granted to KONAMI under license from Mirage Studios USA. Exclusively licensed by Surge Licensing Inc.

Distribution: Bandai UK Ltd. (UK), Unit 26/27, Fareham Industrial Park, Fareham Hants, PO 16 8XB

THE BATTLE FOR TOMORROW BEGINS TODAY





T2



TERMINATOR™2 JUDGMENT DAY

Save humanity and terminate the T-1000 with T2 on NES™ and Game Boy®.

"Hasta la vista, Baby!"

Terminator™2: Judgment Day © 1991 Carolco Pictures Inc. (US & Canada); Carolco International N.V. (All other countries). All rights reserved. Used by LJN, Ltd under authorisation. Nintendo®, Nintendo Entertainment System®, Game Boy® and the official seals are trademarks of Nintendo. LJN® is a registered trademark of LJN, Ltd© 1991 LJN, Ltd. All rights reserved.

Acclaim Entertainment, 4 Walcote Place, Winchester, Hants. SO23 9AP. Tel: 0962 877788 Fax: 0962 878877

LJN LTD.

official game zone subs order form

Please fill in parts 1-3 using BLOCK CAPITALS and ticking relevant boxes.

1. SMART! I CAN'T WAIT TO SUBSCRIBE! Please start my subscription from the next available issue (ie. the September issue will be the next available issue for new subscribers, available from 17 August).

OR Please start my subscription with issue _____

2. NOW WHERE'S MY FREE GIFT?

○ **Please send me a FREE TIME BOY**

OR: ○ **Please send me a FREE *GAME ZONE* personal stereo**

OR: ○ **Please call me Cliff, and hit me over the head with a root vegetable.**

Free gift offer available to UK subscribers only. Offer subject to availability.

3. BARGAIN BASEMENT PRICES!
Twelve issues of *Game Zone* (including postage & packaging) for just:

○ **UK £19.95** ○ **Europe £24.95** ○ **World £29.95**

○ **I enclose a cheque/postal order for £** _____ **made payable to Dennis Publishing Ltd *(Game Zone)***

OR: Please charge my Visa/AMEX/Mastercard:

Credit Card No: ○○○○○○○○○○○○○○○○

Expiry Date _____ **Signature** _____ **Date** _____

(Sorry, credit card orders only available if you're over 18yrs)

4. YOU'VE GOT MY DOSH, NOW SEND ME MY GOODIES!

First Name _____ **Surname** _____

Date of Birth _____ **Address** _____

_____

_____

Postcode _____ **Daytime Tel** _____

IDG2207A

NOW SEND THIS FORM AND YOUR READIES TO:
***GAME ZONE* SUBSCRIPTIONS DEPT, FREEPOST 9 (WD7), LONDON, W1E 4UZ (there's no need for a stamp!).**
OR: CALL OUR 24HR ANSALINE ON 071 580 8908! OVERSEAS SUBSCRIBERS SEND TO: *Game Zone Subs.* Dept, 19 Bolsover St, London, W1P 7HJ

HURRY! THIS OFFER CLOSES ON FRIDAY 31 JULY!

PLEASE NOTE: Your Time Boy/personal stereo will be sent separately. Please allow 14 days for delivery.
○ **Please tick here if you don't want to receive any interesting bumpf about other incredible offers or spanky new products.**

free time boy or personal stereo!





freebie weebie!

They're fab! What's more, they're free! Take out a subscription to *Game Zone* and you could be the proud owner of a small but sexy Time Boy keyring or get grooving to a *Game Zone* personalised personal stereo!

it's cheap!

A year's subscription to *Game Zone* will set you back a measly £19.95. That's 12 issues of the smartest console games magazine through your door before it's even thought of hitting the newsies – and for little more than 5p a day, it's outrageous!

And a Time Boy or *Game Zone* personal stereo will be yours ABSOLUTELY FREE!

it's easy!

Just fill in your details on the back of this leaflet, pop it into an envelope with your dosh and let us do the rest. As soon as the postie pops it through our door we'll send him right back with the latest *Game Zone* and your freebie weebie will follow hard on its heels!

the first 250 super-speedy subscribers snaffle an acclaim t-shirt (offer subject to availability)

