GAME sega • nintendo • pc engine • lynx

# ZONE

Issue Eleven Sept £1.75

**FREE two smart badges**

PC ENGINE

Definitive guide inside

Bumper issue – more pages, more reviews.

- Battletoads
- Speedball 2
- Turtles IV
- Pilotwings
- Ferrari GPC
- Krusty's Super Fun House

F-15 The best NES flight sim? Exclusive review

## Tom & Jerry™

Mouse trappin', cat-nappin' action

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PRINTED IN THE UK

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# Dr. Franken™

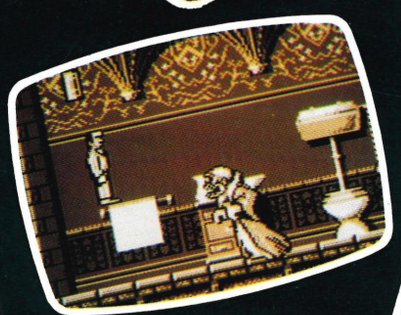
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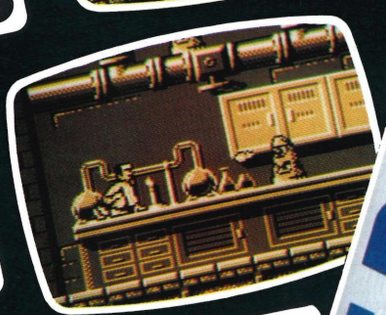
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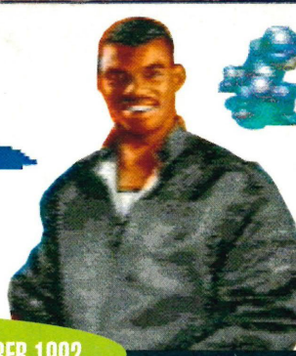

## super famicom


67 Prince Of Persia *(R)*


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

+ over 500 games reviewed & scored














# GAME ZONE

ISSUE 11 SEPTEMBER 1992


## 4 news

Telephone bugging, **dodgy photos** of people in the bath, there's nothing *Game Zone* won't stoop to in its hunt for the great story.

## 10 feature: PC Engine

Don't know your Duo from your Core Grafx? Then let *Chris Wetherley* and *Paul Weller* give you the lowdown on **everything you ever wanted to know about the PC Engine but were afraid to ask.**



## 14 reviews

*F-15, Pilotwings, Battletoads, Krusty, Ferrari Grand Prix Challenge* and **more.** More reviews than any other mag in fact.

## 24 compo

**Reach for the skies** with a remote control aircraft plus 10 copies of *F-15* thanks to those airy bods at MicroProse.

## 37 compo

**Win an NES** plus *Tom And Jerry* games and videos courtesy of Nintendo.

## 51 massive

*Track Meet, Ayrton Senna's GP, Switchblade II, World Class Soccer, Pinball Jam* – **that's Massive.**

## 72 kill zone

**Lean mean fighting machines** – Amaya Lopez or the contents of the Electrocoin Arcades? Read on and find out.



## 75 pg tips

The biggest and the best, 11 pages of **hot tips action** including...

## 79 mario guide

... the **concluding part** of our well smart *Mario* solution.

## 88 atari compo

**The end of the world is nigh**... well alright, the end of our mega Atari compo. Your last chance to reach the National Final.



## 90 zone 7

Switch off your console and what do you see? Console ads on telly. Zone 7 gets **square eyes** trying to sort it all out.

## 92 in the pipeline: king arthur's world

**Medieval puzzles and action** on the SNES. Who's got the hot exclusive on Jaleco's newie? *Rik Haynes*, that's who.



## 97 geez

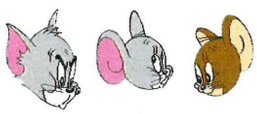
The Moody Blues described letters as Knights In White Satin – Geez is more like **Lepers In Sackcloth.**

## 99 console countdown

No room for vegetarians in this **seriously meaty** buyers' guide to more than 500 games.

## 108 soled out

Top readers recommend it – **eight out of ten cats** who expressed a preference said they **preferred our smart free ads** section.



## 111 back issues

Missed an issue? Then here's where you **fill in the gaps** in your *Game Zone* collection. Simple.

## 112 twilight zone

Tucked away out of sight at the back of the magazine, the pages that no-one ever invites to their birthday party. **(Sob!)**











**GAME ZONE**

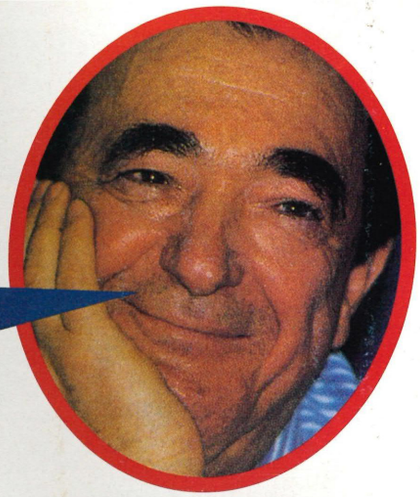
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# NEWS

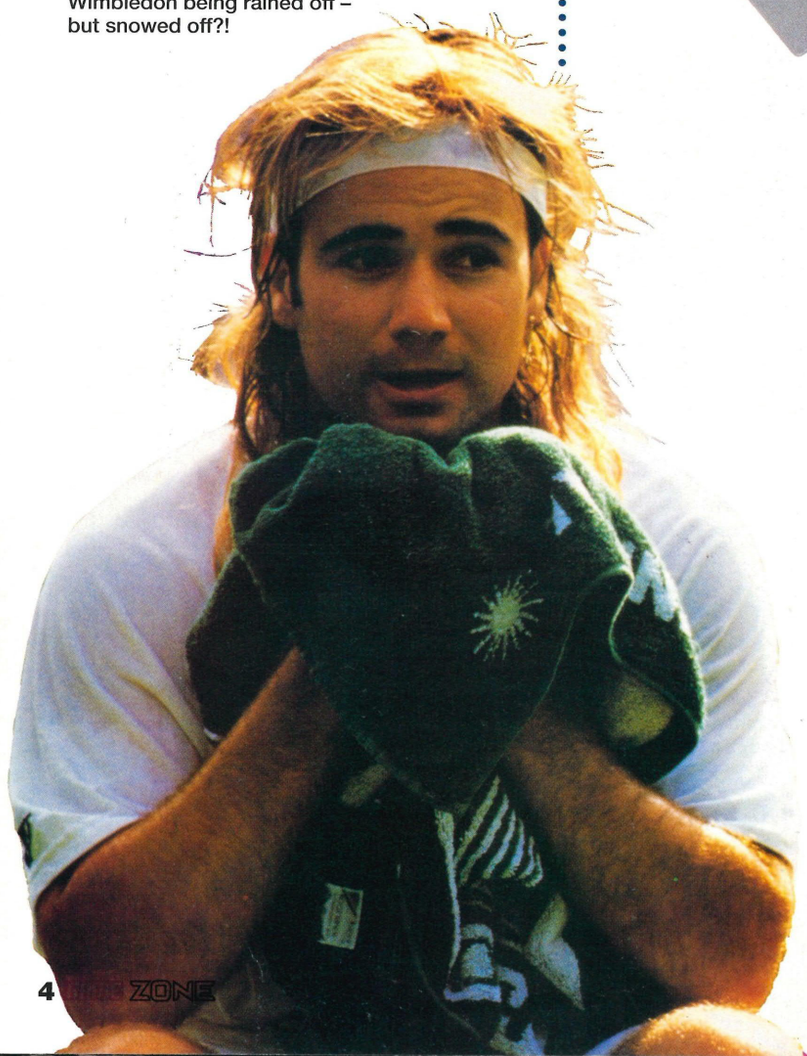


## anyone for tennis?

Fancy pitting your Junior Dunlop against the mighty Donnay of the Las Vegas kid, Andre Agassi? Er, no, we thought not. A mouthful of tennis balls is never comfortable at the best of times really is it?

Mind you, it seems that soon there could be a slightly less painful way of taking a shot at beating this year's current Wimbledon champion, 'cos the latest licensing news on the console front is that Tecmagik has just scooped the licence for producing a Mega Drive and Master System game carrying the newly crowned champ's name.

Thing is, apparently the two Sega versions of *Andre Agassi* won't be ready until some time towards the end of the year. We've heard of Wimbledon being rained off – but snowed off?!






**If it's hot, or happenin' or worth at least a pico centimetre of column space, it'll be sitting snugly on the *Game Zone* News pages. Blimey! And so it is!**

## stick 'em-up

It's a dilemma isn't it? There you are suffering from joypad thumb having played your Mega Drive, PC Engine and Neo Geo to death. The only way to cure your ailment is to fork out a wad of notes for a joystick or two for each machine. But if you do that, it'll be your bank manager's turn to suffer from a slight illness. Suddenly, to save the day, enter (stage right) that ol' faithful, the Apollo Pro Joystick.

This rather smart joystick comes complete with enough leads to put British Telecom out of business and is compatible with the Mega Drive, the PC Engine, and the Neo Geo – so solving your own and your bank managers' problem in one fell swoop – and it costs a mere £65.

Contact Advance Consoles Entertainment on 071 383 0480 for yours.

## NES chart

| | | |
|---|---|---|
| 1 | **Rescue Rangers** | Nintendo |
| 2 | **Super Mario Bros 3** | Nintendo |
| 3 | **Turtles I** | Konami |
| 4 | **Hook** | Ocean |
| 5 | **Turtles II** | Konami |
| 6 | **Hyper Soccer** | Konami |
| 7 | **The Simpsons** | Nintendo |
| 8 | **Adventure Island II** | Hudson Soft |
| 9 | **Rainbow Island** | Ocean |
| 10 | **Four Player Tennis** | Nintendo |

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



## twisted flipper

*Twisted Flipper* is a smart pinball table game that'll knock *Dragon's Fury* for six. Boasting music by heavy metal gurus Motley Crue, and more hidden levels and meanies than you can shake a stick at, *Twisted Flipper* is set to become the fave post pub cart of any air guitar hero worth his feedback pedal. With realistic ball movement *(I beg you pardon. Ed.)* and 'feel' it's worth its weight in stud-encrusted leather arm braclets.

**Available from Electronic Arts in October, price £tba**

# kuchikomi

The Japanese eh? They're a bit clever really aren't they? All those neat electronic devices they keep inventing. Plus those smart consely goodies too. We just can't keep up with it all – except by supplying our man in Japan with at least a kilo of Basildon Bond Air Mail each month so that he can keep sending us all the latest hot news and gossip. Here's what he scribbled us this month.

Seems that blast thirsty players are in for a special treat this month, thanks to Sega and Technosoft. As expected, ***Thunderforce IV*** looks like being the smartest looking shoot 'em-up to hit the Mega Drive yet. The ingenious programmers at Technosoft have managed to cram plenty of satisfyingly stunning boss sprites into this 8-megabit cart.

Meantime, it seems that Sega has also revamped an old favourite for a new Mega Drive audience. ***Bio-Hazzard Battle*** is essentially the Centipede of the nineties with an awesome onslaught of nasty insects and tasty power-up weaponry. Looks smart.

Sporty Super Famicom owners on the other hand should be looking to keep fit with their machines over the next few months. Tecmo, Sunsoft, Tonkin House, Jaleco and Technos are all in training to get on their marks, set and ready to run with a parade of volleyball, karate, basketball, American football and baseball sports games.

Over on the highly lucrative merchandising front, Capcom is looking to transfer the characters out of ***Street Fighter 2*** over onto television and the big screen, as well as turn them into a range of action toy figures. Hardly surprising really, considering over one million copies of the Super Famicom game were shipped within two weeks of release in Japan.

And still on the ***Street Fighter 2*** front, the Capcom Fighter Power Stick, specifically designed with the demands of ***Street Fighter 2*** in mind, is looking on-line for being available in the next few weeks too.

Cashing in on the street cred talent of ***Sonic The Hedgehog*** meanwhile, it's already possible to get costumes, bedspreads, boxer shorts, latex masks, comic books, baseball caps, soft toys, kites, T-shirts, watches and pyjamas featuring the famous spikey-haired video game hero. In fact, an enterprising Japanese company is even having a go at testing out a fizzy Sonic soft drink. Just what does our hedgehog pal taste like anyway?

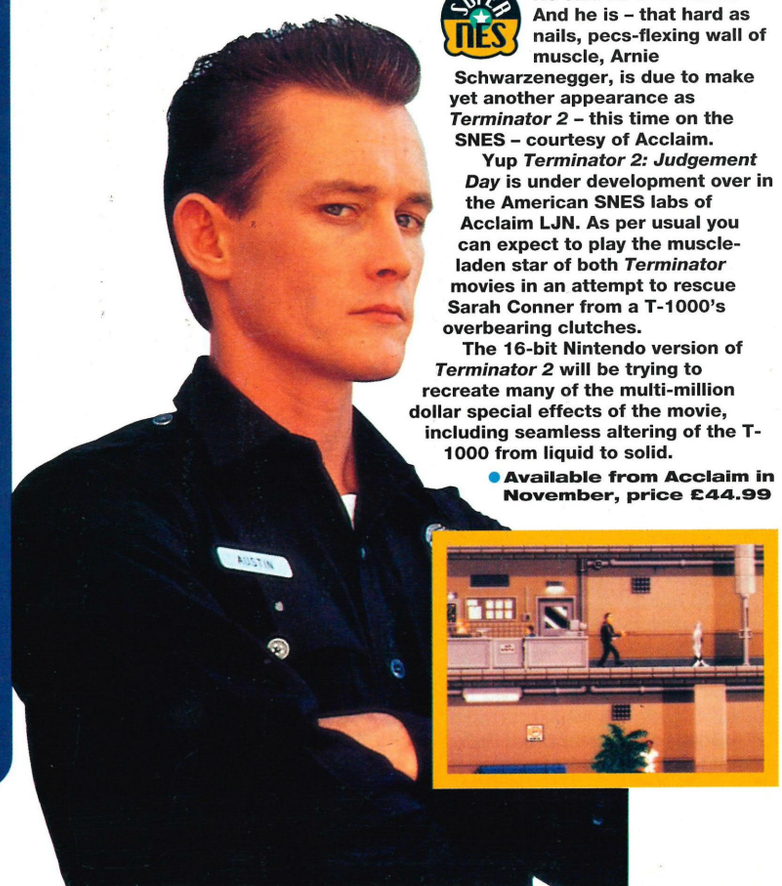
# what a smart converter-ible

Convertibles eh? You can fling back your hood, press the pedal to the metal, and fly down the road, the wind in your hair and the flies in your face. And converters eh? They're not bad either actually are they? Okay, they're not quite convertibles, they don't quite have the glamour of the open road, but well, they do sound pretty similar and they're just as neat. *(Tenuous, tenuous. Ed.)* Especially ones that let you play Japanese or American SNES games on your English machine.

This doobrie costs just £14.90 and comes courtesy of the chaps at Ice Distribution. Call them on 0302 340079 and get access to more SNES games!




# terminator 2: judgement day



He said he'd 'be back.' And he is – that hard as nails, pecs-flexing wall of muscle, Arnie Schwarzenegger, is due to make yet another appearance as ***Terminator 2*** – this time on the SNES – courtesy of Acclaim.

Yup ***Terminator 2: Judgement Day*** is under development over in the American SNES labs of Acclaim LJN. As per usual you can expect to play the muscle-laden star of both ***Terminator*** movies in an attempt to rescue Sarah Conner from a T-1000's overbearing clutches.

The 16-bit Nintendo version of ***Terminator 2*** will be trying to recreate many of the multi-million dollar special effects of the movie, including seamless altering of the T-1000 from liquid to solid.

**Available from Acclaim in November, price £44.99**



# badger me!




Blimey! Are we good to you or what? This month, not only have we provided you with yet another stonkingly excellent issue of *Game Zone*, the best multi-format console magazine in the cosmoverse, but we've also thrown in two totally brilliant button badges!




Just rip your *Battletoads* badge off the front cover and bung it onto a baseball cap for instant dude status. Then use your super subtle multi-purpose Smart Zone/Jobbs Zone badge to signal to all and sundry your true and honest feelings about whether or not you think they are a complete dork or an utter star.

Be warned – tipping your badge to the jaunty 'Jobbs Zone' angle, may seriously damage your health!




# nhlpa hockey '93

Almost a year ago, when ***EA Hockey*** first appeared on the Mega Drive, many an hour in the ***Game Zone*** office was given over to fraught and frantic tournaments.

Now ***NHLPA Hockey '93*** is to ***EA Hockey*** what ***Madden '92*** was to ***Madden 1***, ie. not the thing to buy if you have the original, but if you're mad on hockey, or a new-ish Mega Drive owner you could do worse.

There are new features thrown into this cart including 'real' players from the NHL and some signature moves. *(You what? Ed.)* Each player does a particular move in real life which is reproduced in the game. Good hey? There's blood, violence, more fighting moves and truly funkadelic music.

***NHL*** is the sports game to while away those long Winter evenings with.

**Available from Electronic Arts in October, price £39.99**

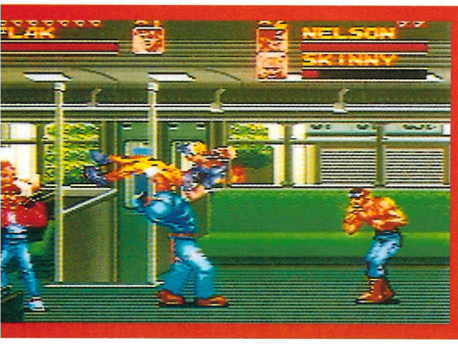
# book 'em, danno

Take a leaf out of the *Game Zone* newsteam's book and check out the latest set of tips booklets available for Sega afficionados everywhere.

The Sega Pro-Master series – which has been written and compiled with the help of our very own ex-Cartridge Family member *Davey 'David' Wilson* – consists of four volumes of complete solutions to many of the latest and hottest Sega games including *Sonic The Hedgehog, Prince Of Persia* and *Castle Of Illusion*.

Available from Simon and Schuster from September 10 1992, for a mere £2.99 apiece. They're a veritable barg.




# rival turf

SUPER NES

**Biff! Punch! Oof! Nope it's not the sound of Jackie and Jeremy fighting it out over who gets the last chocolate Hob Nob, but rather the sound of those two rough necks from *Rival Turf* toughing it out on the city streets in an attempt to clear their patch of riff raff.**

**Through six levels and dozens of realistic backgrounds, the two brothers battle their way across their 'turf' in either one or two player mode, using body slams, leg sweeps, jabs, hooks and uppercuts as they go and even, in special 'versus mode' go head to head!**

***Rival Turf* from Jaleco will be one of the first beat 'em-ups officially released for the SNES in Blighty. Check it aht!**

**● Available from Jaleco in September, price £44.99**

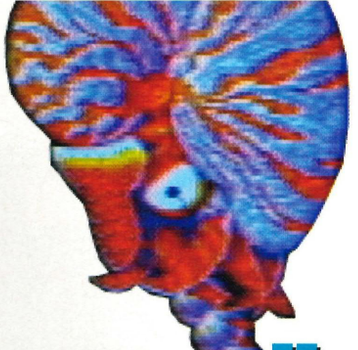


# blow up mario!

Blimey! What will they think of next. We've had Mario T-shirts, Mario baseball caps, Mario calendars, Mario toothpaste, even Mario skateboards. But this latest line in Mario merchandise really takes the biscuit. It's a bunch of Mario inflatables – dolls and rubber rings – which made their first appearance at the Japanese Toy Fair a few weeks back. Nuff said we think.







# xenon II

MEGA DRIVE

***Xenon?* Isn't that the shoot 'em-up with the decent sound track? One of the first computer games to feature a 'house' mix sound track? (by Bomb The Bass no less. Remember them?) Well, at long last the kickin' dub zounds will, erm... soon be heard kickin' out on the Mega Drive by all accounts. Yo! Respect! Or something.**

**And not only that but the Mega Drive *Xenon II* will contain the famed huge sprites and smooth animation of its precursor. Along with all the collectable power-ups plus those curious (but oh so essential) shopping sprees with that rather odd-looking green gentleman.**

**If you think *Xenon II* (soundtrack) might be one of those classics you might scream from the roof tops, you'd be right. As for *Xenon II* (the game) it looks like being mindless, violent and well smartly animated.**

**● Available from Virgin in October, price £tba**



# MEGA DRIVE chart

| | | |
|---|---|---|
| 1 | **Desert Strike** | Electronic Arts |
| 2 | **Olympic Gold** | US Gold |
| 3 | **Kid Chameleon** | Sega |
| 4 | **Road Rash** | Electronic Arts |
| 5 | **Streets Of Rage** | Sega |
| 6 | **Test Drive II** | Accolade/Ballistic |
| 7 | **EA Hockey** | Electronic Arts |
| 8 | **Donald Duck** | Sega |
| 9 | **World Cup Italia '90** | Sega |
| 10 | **Super Real Basketball** | Sega |

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

# kuchikomi

**Space Cruiser Yamato is the latest licence to make it over to the Game Boy. It's based around one of those v. violent, but v. entertaining animated feature films from the land of the rising console. With the success of *Akira* and *Fist Of The North Star*, keep an eye peeled for the original movie on import.**

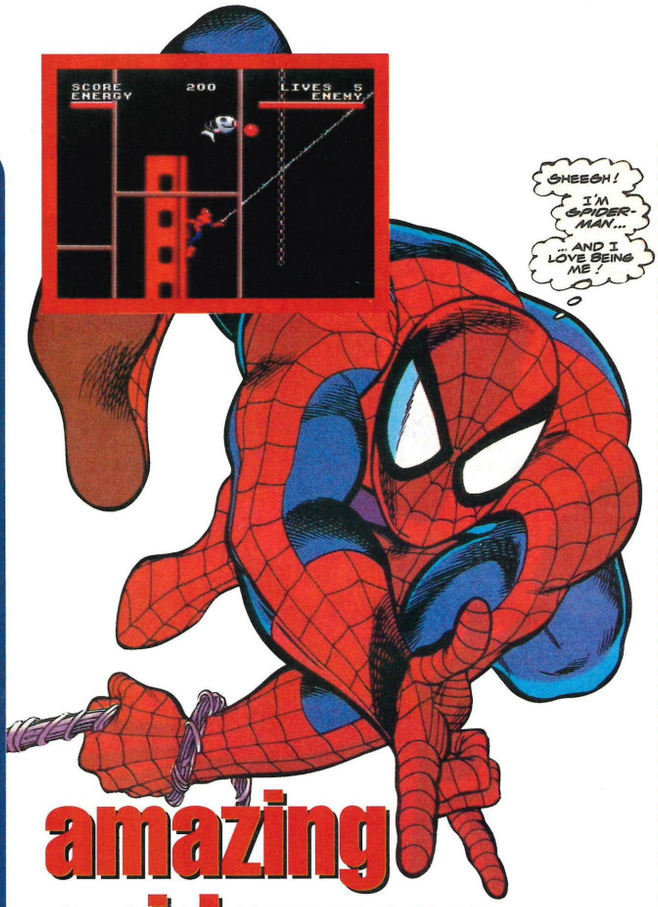
**Over on the Super Famicom, Gerald (Geographical Environmental Reconnaissance And Land-roving Device) is the unlikely name of a futuristic vehicle in *Spindizzy Worlds*, an offbeat game from ASCII Corporation, Japan's largest software company.**

**The game was originally released on home computer format. But in the Super Famicom conversion players must complete each level by spinning their tops through a series of dangerous stages packed with cliffs, obstacles and aliens. There are 32 treacherous worlds to explore and 15 increasingly difficult levels in each world. Luckily a scanning mode reveals the terrain ahead and four different perspectives provide a 360° view of your surroundings.**

**Finally, it seems that at last some pretty neat stuff is starting to appear on the so far uninspiring Mega-CD format. Sega has acquired the CD game rights to *Home Alone, Batman Returns, Hook* and Kim Basinger's new movie, *Cool World*, where she co-stars with her cartoon alter-ego.**

**Ocean is currently preparing the NES, Game Boy and Super NES adaptions of *Cool World* while third-party software developers are also getting in on the act. Sierra is busy converting *Willy Beamish, Kings Quest V* and *Leisure Suit Larry* over from the PC, while Origin has handed over *Wing Commander* and *Ultima Underworld* to the designers at Sega.*Thunder Storm FX* from Telenet and the Wolf Team is the newest game to actually appear for the Mega-CD.**

**Ruthless terrorists have established strongholds at many great historical landmarks and are threatening the world yet again. Guess who has to strap themselves in a spiffing fighter helicopter and take these fools out with heat-seeking missiles? *Thunder Storm FX*, due to be renamed *Cobra Command* in the USA, incorprates over 25 minutes of impressive animation running at six to eight frames per second. Arcade hermits may remember the original laserdisc Data East coin-op from a few years back. Er, then again of course, they may not.**




# amazing spiderman

SUPER NES

**Spiderman, spiderman, Does whatever a spider can, Spins a web any size, Catches thieves just like flies. Watch, out here comes the Spiderman.**

**Except, actually it's that mild mannered press photographer, Peter Parker. Oh dear.**

**But as everyone knows, mild mannered press photographers often have a penchant for turning into scuttling, rustling, super hero type arachnid characters who enjoy flinging the odd sticky web around and climbing up walls. Which is lucky for Acclaim LJN really, since the action of their next SNES release is going to be based on the very escapades of this gentle photographer cum super hero. Watch out for it soon.**

**Available from Acclaim in November, price £44.99**

# lhx attack chopper

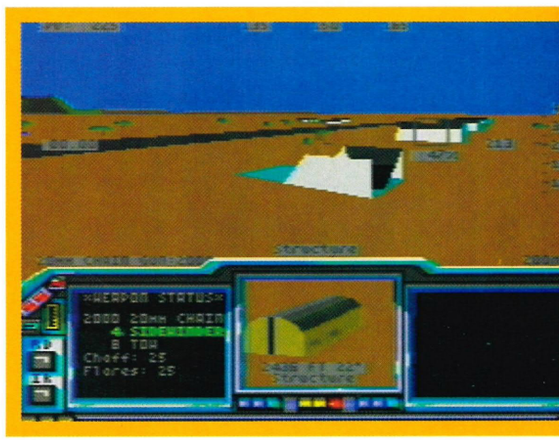
MEGA DRIVE

**'In the event of an autorotation, push the Cyclic fully forward while feathering the Collective'. *(Beg pardon? Ed.)* It's just the kind of talk us chopper flyers use. *(Fair enough. Ed.) LHX,* famed beyond famousness on the PC, is the third in EA's Mega Drive airforce series.**



**With the perspective engine of *F-22* and the storyline of *Desert Strike, LHX* is the most 'real' simulation EA has released so far. It's restricted to the Middle Eastern mission, but boasts the usual perspective changes and hostage rescue missions that you'd expect ie. just like *F-22* you can change your perspectives; outside your chopper, your nearest target, view any incoming missiles, even view up your any enemies pilots left nostrils. Boasting a massive 8-meg cart, it could well prove to be one of the best air combat games yet.**

**Available from Electronic Arts in October, price £32.99**




# next month

Hmm? So you want to know what goodies are in store for you next month eh? Well, needless to say we've got a bunch of brilliant features, a stash of marvellous reviews, a selection of splendid news and hot diggidy previews, plus yet another super smart FREE gift.

So don't miss issue twelve of *Game Zone*. It'll be in your local newsies on Thursday 24 September. Geez!




# pure genie-us

Magic! The jolly NES Game Genie is set to increase its usefulness to Nintendo gamesplayers everywhere. How? By the introduction of the new Game Genie helpline.

Hornby Hobbies' new Helpline will answer Game Genie queries and give you all the latest Game Genie codes for the newest games.

Call the Game Genie Helpline on 0843 231088 from 12–7pm Mon-Frid and 8am–12pm on Saturday.

# MASTER SYSTEM chart

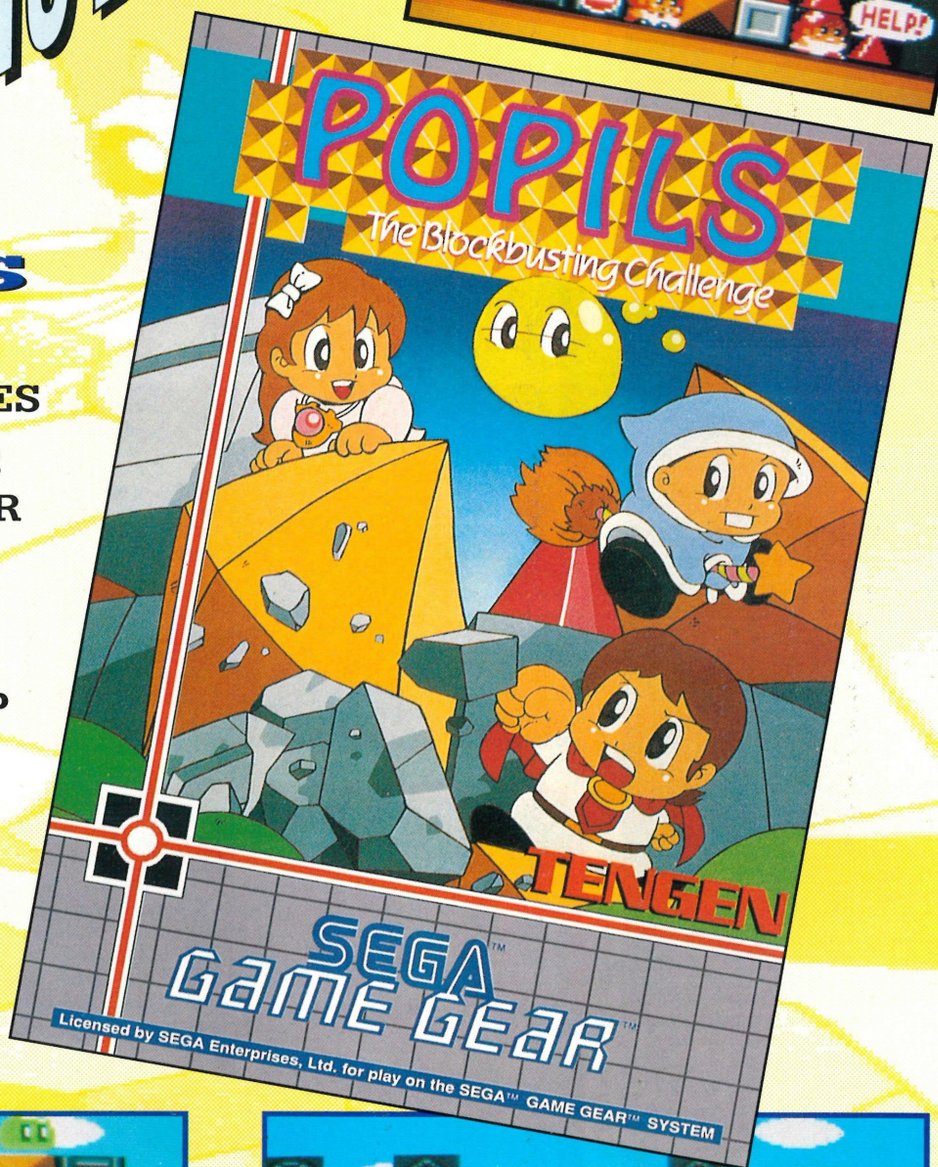
| | | |
|---|---|---|
| 1 | **Champions Of Europe** | Tecmagik |
| 2 | **Asterix** | Sega |
| 3 | **Olympic Gold** | US Gold |
| 4 | **Ghost House** | Sega |
| 5 | **Super Kick Off** | US Gold |
| 6 | **Sonic The Hedgehog** | Sega |
| 7 | **Teddy Boy** | Sega |
| 8 | **World Grand Prix** | Sega |
| 9 | **Secret Command** | Sega |
| 10 | **Mickey Mouse** | Sega |

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*"A CORKER, A REAL CHALLENGE, IT PLAYS WELL, LOOKS GOOD AND IS TOTALLY ADDICTIVE."*
91% SEGA FORCE





# GRIPPINGLY GAME GEAR

## PAPERBOY



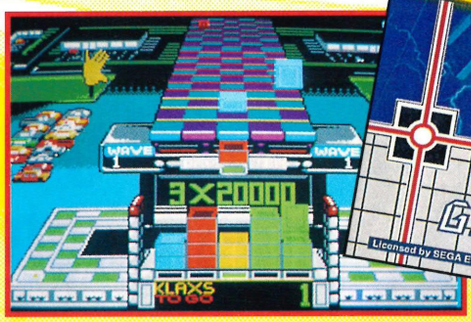






## KLAX



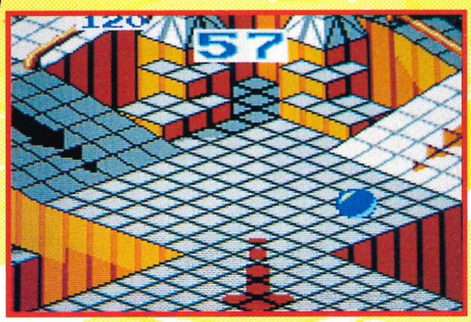



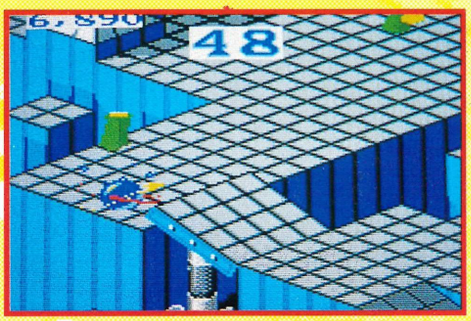







## MARBLE MADNESS




TENGEN
VIDEO GAMES

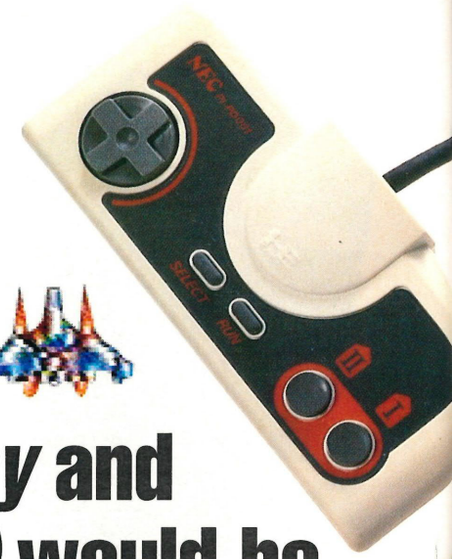
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# PC ENGINE

**If the PC Engine ever took the lead in *Joseph And His Amazing Technicolour Dreamcoat* then *Chris Weatherley* and *Paul Weller (No not that one. Ed.)* would be hanging around the stage door, autograph books in hand. Here they explain what the PC Engine is all about and why they think it should get a knighthood.**








You can call it the Core Grafx, you can call it the PC Engine, you can even call it Alfred. Whatever the name it's a smart piece of 8-bit hardware.

You don't hear an awful lot about the PC Engine these days, and there are a lot of people who don't know exactly what it is. But this is not due to dated technology, but because as an import it receives less coverage than the 'official' machines. In Japan, the PC Engine is still one of the most popular games machines (at a time when the 8-bit market is beginning to run out of steam) and software is flowing out all the time. Despite strong rumours that the Duo is going to be released in England for the time being the Engine is still a purely Japanese machine and much better for it too.

## 'white' pc engine

This was the first and original PC Engine and it showed people what a humble 8-bit machine the size of a packet of crisps was capable of. Manufactured by NEC Home Electronics with custom chips designed by Hudson Group (the big daddy of Hudson Soft), the PC Engine was released in 1987 and shocked the console world with its arcade quality graphics and sound. *Drunken Master*, one of the first games written for the machine, managed half screen high sprites which were fast with no slow down or clash, still quite an achievement.

When the machine was first imported to England it was converted to run on PAL televisions. Unfortunately, this resulted in about a third of the colour palette dropping off, leaving

# PCs of eight*






The Milky Bar kid of the PC world; the 'white' PC Engine tended to look better on UK tables than it actually did on UK screens.

Essential companion for the serious games addict, the PC Laptop. Play it on the train and see how long it takes you to get beaten up.




everything shaded in minty reds and minty blues. One year on this changed as NEC decided to release their new Engine called the Core Grafx. This machine was really only different in colour; grey. However, the importers managed to secrete a better PAL modulator inside the machine sorting out the colour problems and leading to wild rejoicing throughout the land. *(Don't exaggerate. Ed)*

Since the Core Grafx several other European machines have appeared. The Shuttle was a cheap Engine with no CD-Rom capabilities, making it only useful for the card-only players. The GT (see box-off) was a neat handheld PC Engine which can run any existing card games and still beats the pants off its competitors.

Recently the Core Grafx II has appeared and so has the PC Engine LT. This is another first for NEC, being a laptop console. Basically, it looks like the front of a normal Engine with joypad and buttons built in. It also has a little screen which flips up and is big enough to let you play in clarity. A bonus is a joypad socket in the front, should you wish to use one.

Not content with a laptop Engine NEC has also released a little 'fold away' monitor and battery pack so you can take your PC Engine with you wherever you go!

## development of the pc engine

One of the most impressive things with the range of games for the PC Engine is the way in which the machine's capabilities have been steadily pushed forward. The PC Engine is an 8-bit machine technically so it has only one 'screen' and therefore cannot do overlapped parallax scrolling. However, the programmers on the machines seem to have said, "To hell with that!" and done it anyway. From the first games to the last there have been significant improvements. *Gate Of Thunder* could never have been programmed five years ago.

The Engine despite its technical specifications, still manages to keep up with the competition, being able to move bigger sprites both faster and smoother than the Mega Drive can and cleverly imitating the rotate and zoom of the Super Famicom in games like *Star Paroja.* But still, the most important thing is playability and the PC Engine is one of the most playable machines that you'll find today.




**The handheld PC Engine (often known as the GT) is probably the most impressive of all the handhelds available. It has a massive software base with hundreds of games (this is 'cos it's compatible with all of the normal Engine games) amazing graphics and sound, but unfortunately it does have its drawbacks.**

**To many it is known as the Bernard Manning of the handhelds. "Why?" you may ask. Well not only is it very big and bulky but it eats batteries like there's no tommorow. Six batteries last, if you're lucky, about three/four hours. Fortunately, unlike Bernard Manning it doesn't tell lots of crappy jokes. The games on the GT look amazing and often run faster than on the normal Engine but because of the small screen text is very hard to read. Seeing as virtually all the games are in Jap this is not a major problem.**

**A television adaptor is available, but only on import, which probably means that you can't use it with the British TV system. Oh dear. In a nutshell, the GT is smart 'cos there's loads of games for it and it has fabbo graphics and music, but not so smart 'cos it eats up batteries and is pretty bulky.**






## the CD-Rom unit

People are always looking for more power for their Engine and what better add-on than the CD-Rom unit. It comprises a CD player that can read graphics data and music and a main interface to connect the CD player to the Engine plus a built in back-up system for saving game positions, scores etc. Of course, this machine also has the advantage of being able to play standard audio CDs.

If you were an exisitng PC Engine owner then the above unit is fine, but if you want both an Engine and a CD-Rom then the Duo is the answer. This piece of kit is the business, the bee's knees and every other arthropod. For your money you get an Engine, a CD-Rom unit and a Super System Card built into one slick unit. What more could you want but a pair of new underpants?

# 5 top pc engine CD-Rom games

### ys i and ii

**Hudson Soft/NEC** ● If we were asked what the best game was that we've *ever* played on *anything*, then without the merest whiff of hesitation I would reply '*Ys*'. Basically this is an action role-playing game of immense proportions. The gameplay is so involving and the story is so absolutely brilliant (just wait until you get to the shrine in *Ys II)* that it's worth buying a CD-Rom unit for. And with the addition of brilliant animated intros and truly outstanding music, this is not just a game, it is *the* game. We pity anyone who has not played it.

### wanderers from ys

**Hudson Soft** ● RPGs are always big news on the Engine and this one is no exception. Being the sequel to *YS I* and *II* you find yourself playing Adol once again in



this not-quite-as-huge adventure. If the graphics and gameplay don't keep you hooked the stunning soundtrack will. It's more than a tad easy though.

### shububin man 3

**NCS/Masiya** ● Yet again, brilliant manga intros positively seep out from all over this game which is a one or two player platformy thingy. It's all very pleasant without being actually 'cute' and the gameplay is varied enough to keep you satisfied. Graphics are brilliant, with huge parallax city blocks on level one and a huge and very well animated dragon on the shoot 'em-up style level.

### super raiden

**Hudson Soft** ● This is yet another up the screen blast from Hudson and is converted from the arcade original with two extra levels added for good measure. Plenty of levels and very busy screens help to make this one of the most challenging blast 'em-ups to date. The CD music is brilliant as usual and the graphics are of an exceedingly high standard.

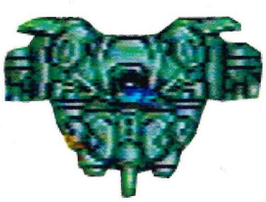
### spriggan

**Naxat Soft** ● When it comes to vertical scrolling shoot 'em-ups, something like *Aleste* on the Mega Drive can eat *Spriggan's* shorts. This is a game with SPEED! This is a game with A Big Frog Thingy! And there's just so much going on at once that your thumb will be aching like hell by the time you've finished it.



## pc engine technical specifications

| | |
|---|---|
| **CPU** | 8-bit custom 7.16MHz |
| **Work RAM** | 8K |
| **Video RAM** | 64K |
| **Colours** | 512 |
| **Resolution** | 256x216 |
| **Screens** | 1 |
| **Sprite Size** | 32x64 |
| **Sprites** | 64 on screen |
| | 8 on any horizontal line |
| **Sound** | 6 channel stereo |
| **Size** | 135x140x40mm |



## pc engine super grafx technical specifications

| | |
|---|---|
| **CPU** | 8-bit custom 7.16MHz |
| **Work RAM** | 32K |
| **Video RAM** | 128K |
| **Colours** | 512 |
| **Resolution** | 320x224 |
| **Screens** | 2 |
| **Sprite Size** | 32x64 |
| **Sprites** | 128 on screen |
| | 16 on any horizontal line |
| **Sound** | 6 channel stereo |
| **Size** | 320x250x70mm |





# 10 top pc engine cards

## pc kid

**Hudson Soft** ● One of the best platform games available for the PC Engine. *PC Kid* is a little bald chap who resides in a colourful, cute and dangerous prehistoric world. His only defence against the many marauding monsters is to butt them to death with his ample cranium (er... head).

## devil crash

**Naxat Soft** ● Anybody out there who fancies themselves as the next pinball wizard should be in a state of permanent nirvana with *Devil Crash*. This Gothic pinball game has some very weird and wonderful bonus screens as well as monsters stalking the three-screen scrolling play area.



## gunhed

**Hudson Soft/Kaneco** ● One of the first vertically-scrolling shooting games for the Engine and to some it's still the best. The graphics and sound are superb and the game is addictive from the outset. The union of Hudson Soft and Kaneco could well go on to make some of the best shoot 'em-ups ever for the PC Engine.



## bloody wolf

**Deco (Data East)** ● A difficult game to describe, *Bloody Wolf* is *Commando* with (slightly) less mindless blasting and more exploration. A big game with some brilliant music and varied gameplay. Tough at first, but well worth getting into.

## super star soldier

**Hudson Soft/Kaneco** ● The sort-of sequel to the classic *Gunhed*, this vertical blaster is every molecule as good as the original, if not better. The graphics shoot around at a hell of a pace and there are more sprites on screen than you could shake a very sharp stick at.



## tiger heli

**Taito** ● This vertically scrolling shoot 'em-up bears a remarkable similarity to *Flying Shark* and *Raiden Trad,* the only real difference being that you are in control of a chopper. Thoroughly recommended.

## peachboy

**Hudson Soft** ● Sometimes called *Karaoke* (or *Kario*) *Land*, this is a cute and colourful platform game revolving around a little Samurai with the ability to fire peaches from his sword (!). The menu system is all in Japanese but it's worth working out. The game is really big and the music is so cute that it grabs you by the danglers and refuses to let go.

## afterburner ii

**NEC Avenue** ● Arguably the best version around, this game is soooo fast and frantic that excessive playing will probably make your head explode. This contains many features lacking in the Mega Drive version, like landing sequences and a lot of the ground objects. Easily one of the most addictive games on the Engine.

## jackie chan

**Hudson Soft** ● Jackie finally makes it onto the Engine! Fans of his films may be surprised at this game as it doesn't have Jackie looking hard and forcing his enemies to spit blood but instead it's cute! The graphics are brilliant with some huge sprites and some decent parallax scrolling and music is also top notch.

## r-type i and ii

**Hudson Soft** ● Although *R-Type* is quite an old Engine game it is as arcade perfect as you could expect (ie. totally). This is probably the classic of classic shoot 'em-ups.

## super scart

If you are lucky enough to own a SCART Engine, then you may have noticed that for some strange reason, the output seems to consist of a lot of red and a lot of contrast, making some games appear unnaturally orange at times. Well, thanks to an import dealer called Console Concepts, the days of luminous graphics are numbered because of their new SCART Colour Enhancer Lead. It connects between your lead and the TV and instantly tones down all those nasty reds (sounds like a Tory Manifesto). Sounds good? Well it makes a hell of difference, so get on the phone and give Console Concepts a ring on 0782 712 759.

## system cards

All CD-Rom machines require an operating system and on the Engine this is achieved by gamecard-sized cards that slot into the game port of the machine. This results in the capability to run Rom games and gives you a little audio CD player screen too.

The era of cartoon quality games is about to hit the PC Engine in a big way thanks to the Super System Card (v 3.00).This loveable piece of plastic and electronics is opening new doors in the field of animation, being twice as big as the previous cards. The new card simply slots into the Engine in the same way as the others and gives you access to the latest and greatest operating system.

Now you can finally have the likes of *Silent Mobius, Gunbuster* and *Yawara!* animating proudly on your little 8-bit wonder.



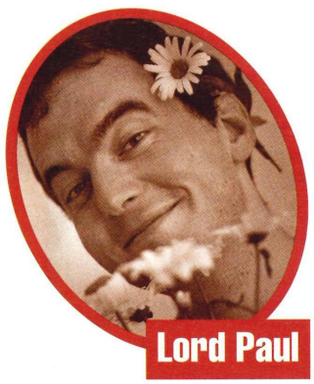
Meet the bigger, better Super Grafx launched at the end of 1989. The initial production run of 50,000 machines sold out in days.

Special thanks to Advance Console Electronic Gaming Club for supplying all the machines featured here. Contact them on 071 383 0480.



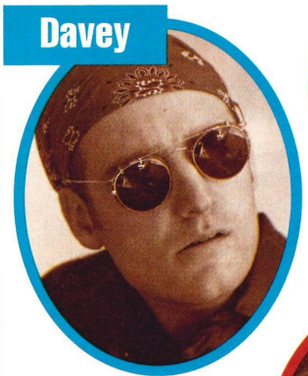

# the cartridge family

**During the day they're slightly boring *Game Zone* reviewers – but in the evenings and at weekends they put on their finest flowery garb to become The Cartridge Family, the all-singing, all-dancing pop sensation. (They love the world, the world loves them and adventure is never far away.) This month they've been challenged to a charity match against the All Star Eleven (a football team of famous radio and TV personalities). Will they do it?**




**Lord Paul** "And, of course, we've got to accept," said Lord Paul after he'd read the letter to the other members of the band. Dunc was concerned: "But we're all totally unfit." he said. "Yes, and half of us are girls," added Viv, "More than half if you include Patrick." Paul didn't see the problem. "No need to worry," he said. "The All Star Eleven aren't exactly Premier Division material themselves – Nick Berry's on their side, after all. And as for Viv's point, well, there are girls in their team too. Jacqui Brambles for example. She's a centre half I believe."





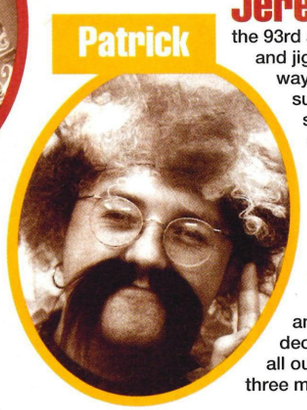


**Jackie** "I'm with Paul on this," said Jackie eagerly, "We've got to accept the challenge if for no other reason than all the money collected is to go to charity, to The Blind Children's Orphanage. If we don't play, then they won't get any Christmas presents this year." Janey sobbed quietly in the corner of the room at the thought of all the blind children waking up on Christmas morning to the sight of (or feel of) empty stockings at the bottom of their beds. "Let's go now, the blind children need us," she sniffed pathetically.










**Jeremy** The Cartridge Family's multicoloured tour bus fired up on the 93rd attempt (after they'd changed the battery and jiggled with the timing) and they were on their way to Wembley Stadium. "Let's sing a song," suggested Amaya merrily. "There's no time," said Paul from the driver's seat, "We need to decide on our tactics." Jeremy couldn't agree more: "Yes," he said, "We've got to work out some cunning formation given the fact that there are only eight of us and that none of us can run for more than 50 yards before falling over."

**Viv** The Cartridge Family's pragmatic percussionist spoke out as sensibly and as commandingly as ever: "What I've decided," she said, "is that we've got to throw all our eggs into one basket – seeing as we're three men down before we've even started." Janey



# ews

didn't understand... "We've either got to Attack or Defend – and I stress those words. No half measures: we either all run up the pitch towards the opposition's goal or we all stay back in defence around our own goal. Comprendo?" Duncan didn't know what 'Comprendo' meant.

**Patrick** "So we're all centre forwards then?" asked Patrick after the meaning of the word 'Comprendo' had been cleared up with Duncan. "Yes, all of us except for Jeremy," said Viv. "Eh?" piped up Jeremy, who hadn't been paying a great deal of attention until now. "You're the goalie," explained Viv. Jeremy was not very happy about this: "But I don't want to be the goalie," he whined, "I want to be a centre forward like everyone else!" Paul intervened: "We cannot leave the goal totally unprotected. It's your duty. You'll be rewarded in Heaven."

**Amaya** "Can we sing a song now that we've got our tactics worked out?" asked Amaya. Paul looked at Viv (who had taken on the responsibility of team coach like a duck to water). Viv thought for a second and then said she saw no reason why not. Amaya (who was always ready to burst into song at the drop of a hat) twanged her Spanish guitar and Janey joined in on tambourine: "We're off to Wembley, it's oh such fun..." "We'll have those basts on the run," added Patrick. Janey wept: "You spoilt our song," she sniffled.

**Janey** "Is that their coach?" asked Janey. "I believe it must be," said Paul. The Cartridge Family had arrived at Wembley and next to their psychedelic rust heap, in a reserved parking space, was a plush triple decker mega-coach. "Look, it's Mike Smith," yelped Jackie, pointing. "She's right," said Patrick. "Brilliant," said Jeremy, "If he's their goalie we'll win for sure – but who are their other players? Apart from Jacqui Brambles and Nick Berry?" Nobody knew. Paul suggested they all keep watch.

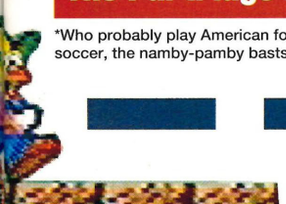
**Dunc** The Cartridge Family were soon huddled together, hidden under a blanket, intently watching the door of the All Star Eleven coach. Several 'Stars' had already disembarked: Cheryl Baker, Betty Boo, Mark from *Eastenders* (no-one could remember his real name) and Claire Rayner were in the changing rooms. "Who's that bloke?" asked Dunc. "It's Gary Lineker!" said Paul, gulping. Janey started to cry. Viv looked troubled: "Right, we're all in Defence," she announced earnestly.

● **Next month:** ***The charity match gets underway...***

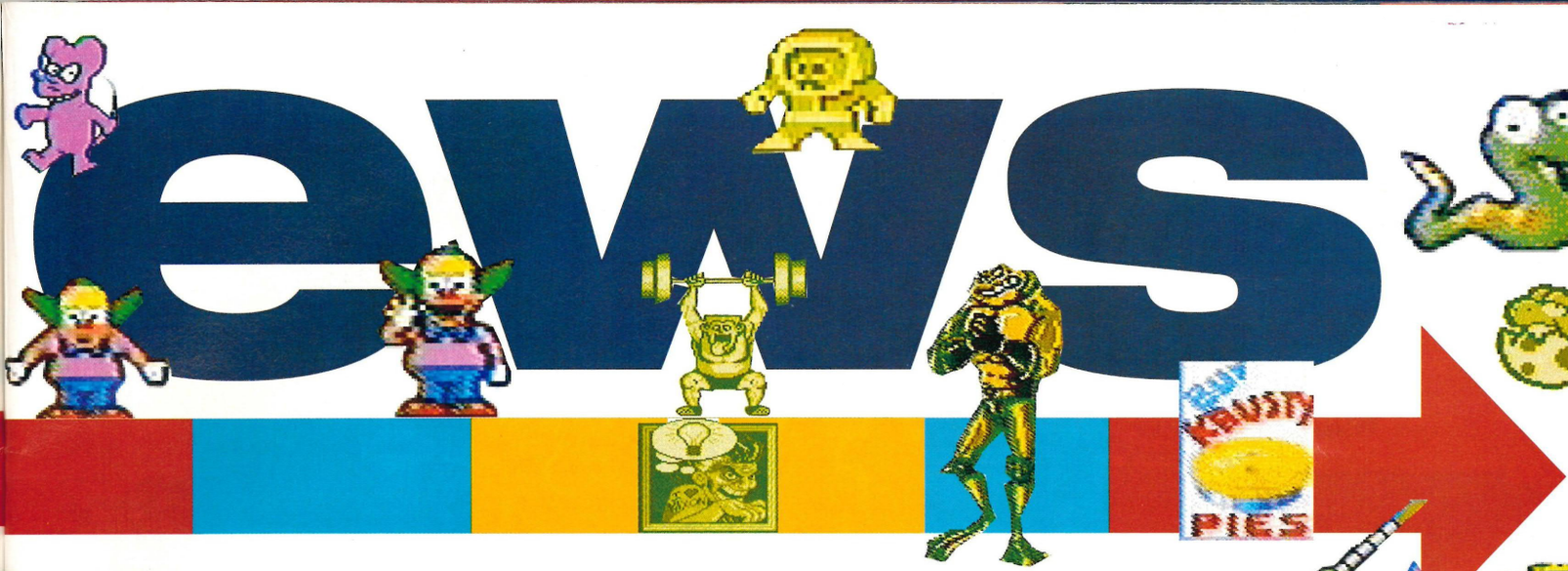


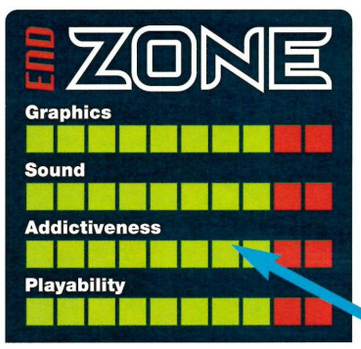
**The Partridge Family***

*Who probably play American football not soccer, the namby-pamby basts.










**OVERALL 85**

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

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

**What's it all about Alfie? Well, "What's it all about, end zone?" doesn't have quite the same ring to it, but it'll have to do, 'cos it tells you what's what.**





CONSOLE

HANDHELD

IMPORT

## game zones

**Size isn't important but let's start with the biggest; console reviews cover the big, 'wouldn't fit into Hulk Hogan's pocket'-style consoles. Massive (in a subtle display of irony) covers their smaller, handheld cousins. Both sections contain reviews of imports, games not officially released yet but available from... er... importers.**



MEGA ZONE

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



ZONE GROAN

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

## what's on

Dring, dring! Driiing, driiiiing! "Drat! Why now? Why me, in the name of Bob Monkhouse? Everyone's at lunch, after three days trying I'm just about to beat this end-of-level bast and there's only me to answer the phone. I can't pause it – it'll put me off my stride. Bum! I'm dead. (Picks up phone.) Hello *Game Zone. (Drrrrrrrrr)* Big fat jobbies!"





1. **Street Fighter 2** SNES
2. **Parodius** Game Boy
3. **Krusty's Fun House** SNES
4. **Battletoads** NES
5. **Speedball 2** Mega Drive





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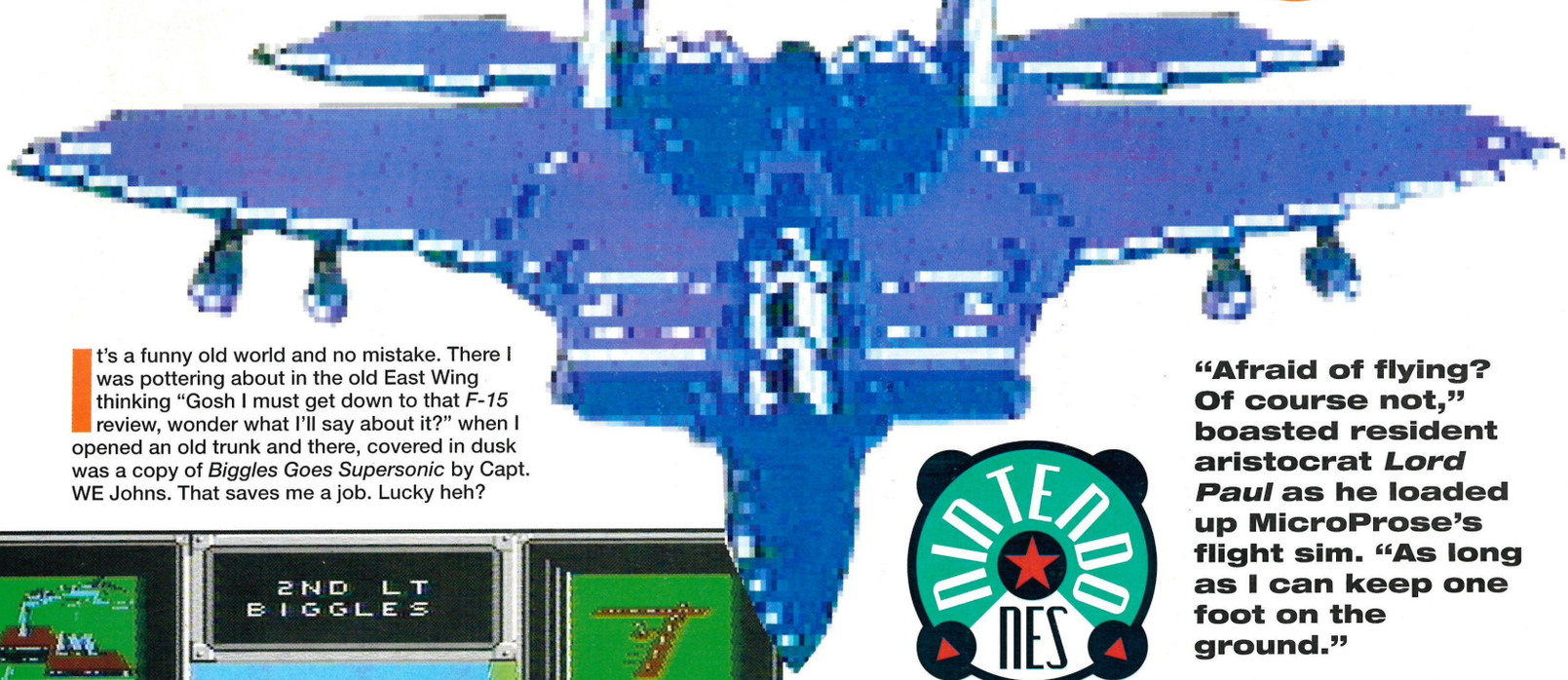
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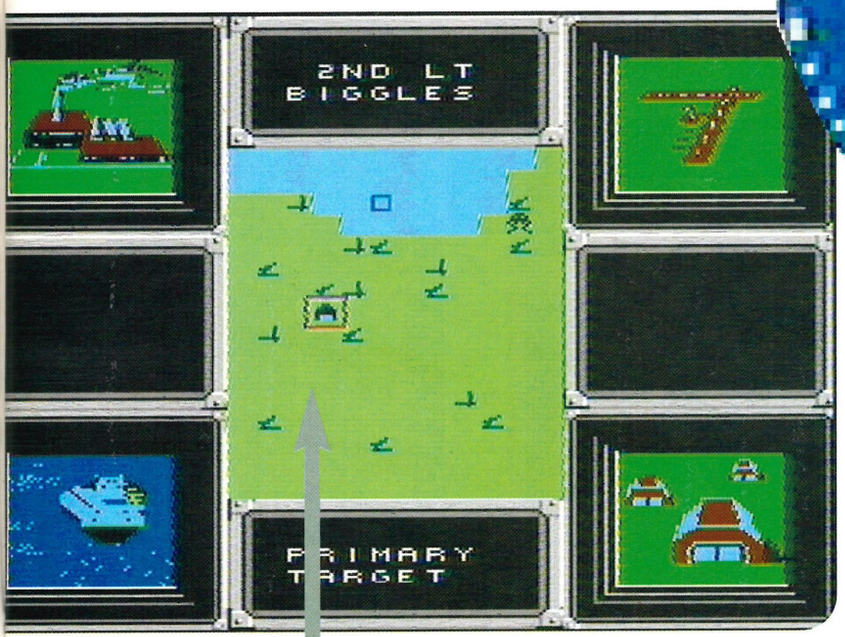
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# f-15 strike eagle



It's a funny old world and no mistake. There I was pottering about in the old East Wing thinking "Gosh I must get down to that *F-15* review, wonder what I'll say about it?" when I opened an old trunk and there, covered in dusk was a copy of *Biggles Goes Supersonic* by Capt. WE Johns. That saves me a job. Lucky heh?

**"Afraid of flying? Of course not," boasted resident aristocrat *Lord Paul* as he loaded up MicroProse's flight sim. "As long as I can keep one foot on the ground."**

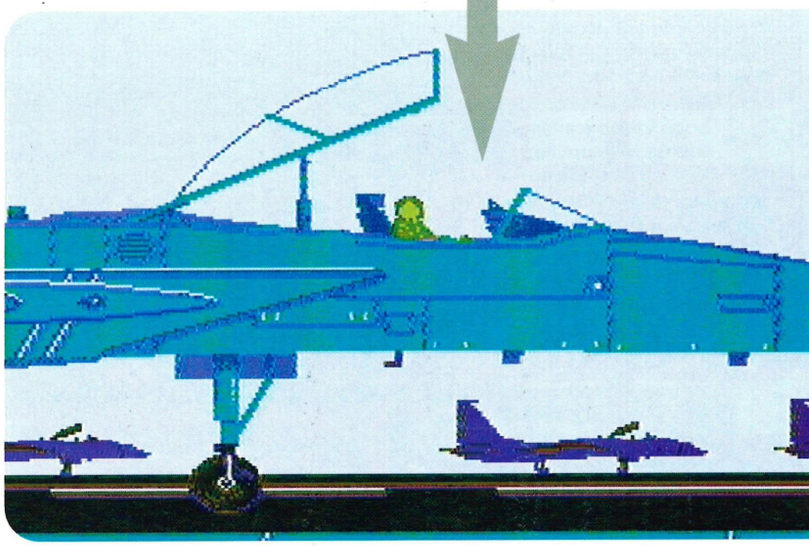



## biggles goes supersonic

Second Lieutenant James Bigglesworth, aka Biggles, strolled confidently into the briefing room. Just like the old days of the Royal Flying Corps, the cold grey dawns, tense meetings round the map.

Everyone had told him things had changed, yet this wasn't so different. There was the map with primary and secondary targets and a mission outline. Libya? He'd not fought Arabs before but he'd had jolly run-ins with Johnny Turk over Gallipoli in 1915. Algy pranged a camel and the propellor beheaded the rider. My, how they'd laughed.

When he first spotted the new plane Biggles' eyes narrowed with suspicion. This was a long way from the old Sopworth Camel; it looked far too heavy to get off the ground. Not like the good old days of string and canvas, when Ginger flew a whole month of ops with a deck chair in the cockpit. Now *that* was real flying.

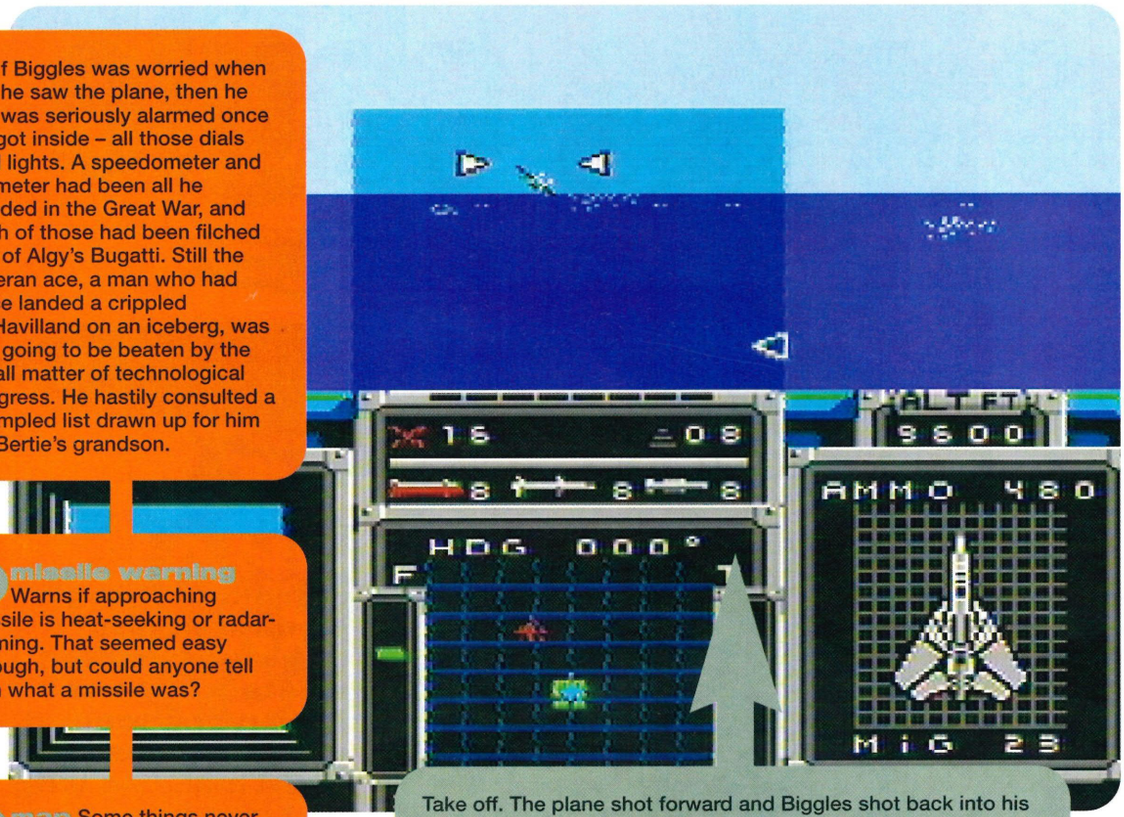


## baby you can drive my car

You don't have to suffer the loneliness of the long distance flyer. *F-15* has two types of two player mode. In one you take it in turns to fly missions and see who's got the highest score (which rather gives away *F-15*'s arcadey credentials). In the other two player mode one of you flies and one shoots. To be honest it's not that good, as this *Game Zone* transcript goes to show.

**Lord Paul:** I'm pilot, you're gunner.
**Dunc:** But..
**Lrd P:** It's fair, I tossed a coin while you were feeding the meter.
**Dunc:** Oh.
(Five minutes later...)
**Lrd P:** Great, look at this for wave skimming control.
**Dunc:** This is boring, all I do is press fire every now and then, won't you let me drive now?
**Lrd P:** No, and it's called flying
**Dunc:** Well stuff this for a game of toy soldiers. I'd rather disembowel myself with a rusty knife.
(Exit Dunc crossly, to find his van's been clamped.)

If Biggles was worried when he saw the plane, then he was seriously alarmed once he got inside – all those dials and lights. A speedometer and altimeter had been all he needed in the Great War, and both of those had been filched out of Algy's Bugatti. Still the veteran ace, a man who had once landed a crippled DeHavilland on an iceberg, was not going to be beaten by the small matter of technological progress. He hastily consulted a crumpled list drawn up for him by Bertie's grandson.




Take off. The plane shot forward and Biggles shot back into his seat. Instinctively he yanked back on the joystick and there was a Hun... or rather Libyan in his sights.



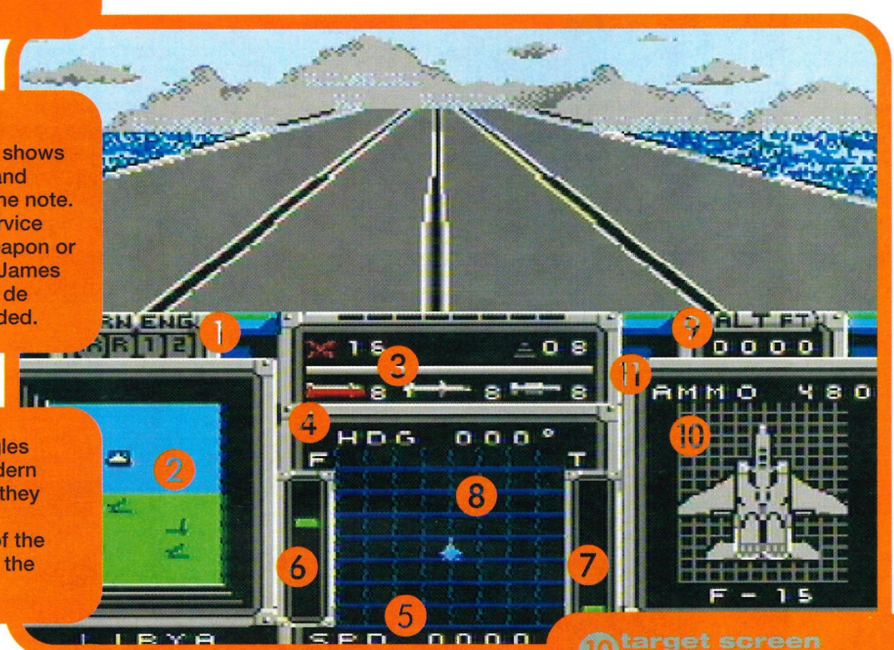
A rush of blood to the head and Biggles hit every button in sight. One explosion and one less salami eater... sorry Libyan to worry about.

**1 missile warning** Warns if approaching missile is heat-seeking or radar-homing. That seemed easy enough, but could anyone tell him what a missile was?

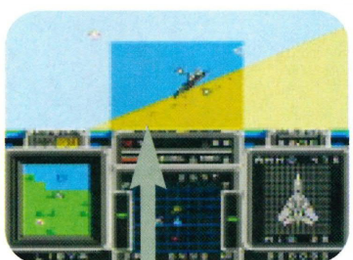


Collecting his thoughts Biggles studied the armaments/map screen. Here he chose weapons, defences and his next way point. An arrow in the cockpit would guide him to the target.

**2 map** Some things never changed, a map was a map, a target was a target and the only good foreigner was a dead one.




**3 weapons/defences** "This shows your range of weapons and defence systems" said the note. Range? A good stout service revolver was the only weapon or defence 2nd Lieutenant James Bigglesworth DFC, croix de guerre, VC had ever needed.



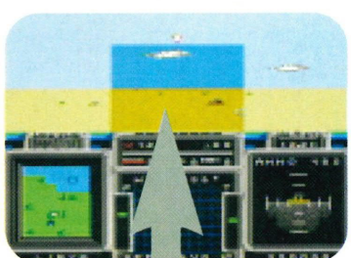
Now the action was hotting up and Biggles was in his element. Planes swooped from left to right and instinct took over as Biggles dived, twisted and fired. This was something he understood.

**4 hdg** Heading. Biggles grimaced. Were modern pilots so pampered that they could no longer tell their heading from the smell of the breeze and the colour of the wheat fields?

**5 speed** Biggles liked speed. Once he'd flown at 25 miles per hour, but he'd been a younger man then. A steady 10mph should see him right.

**8 radar** To show incoming planes, missiles, SAM sights and targets. Didn't these pilots have eyes, mused the legendary air ace.

**10 target screen** Pilots even had to be shown what the enemy looked like? Biggles shook his head sadly and remembered when you could see the bread crumbs in his moustache and the drip of egg on your opponent's chin.

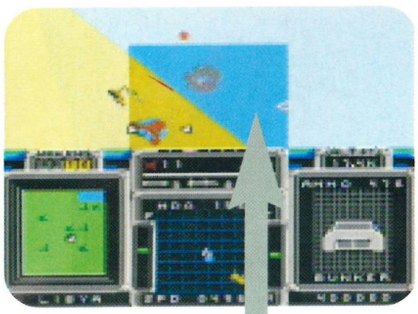


In all the chaos the clean shaven air ace found time to scan the ground. Somewhere was his primary target but where? It was all a bit confusing, there was more to this modern flying lark than met the eye.

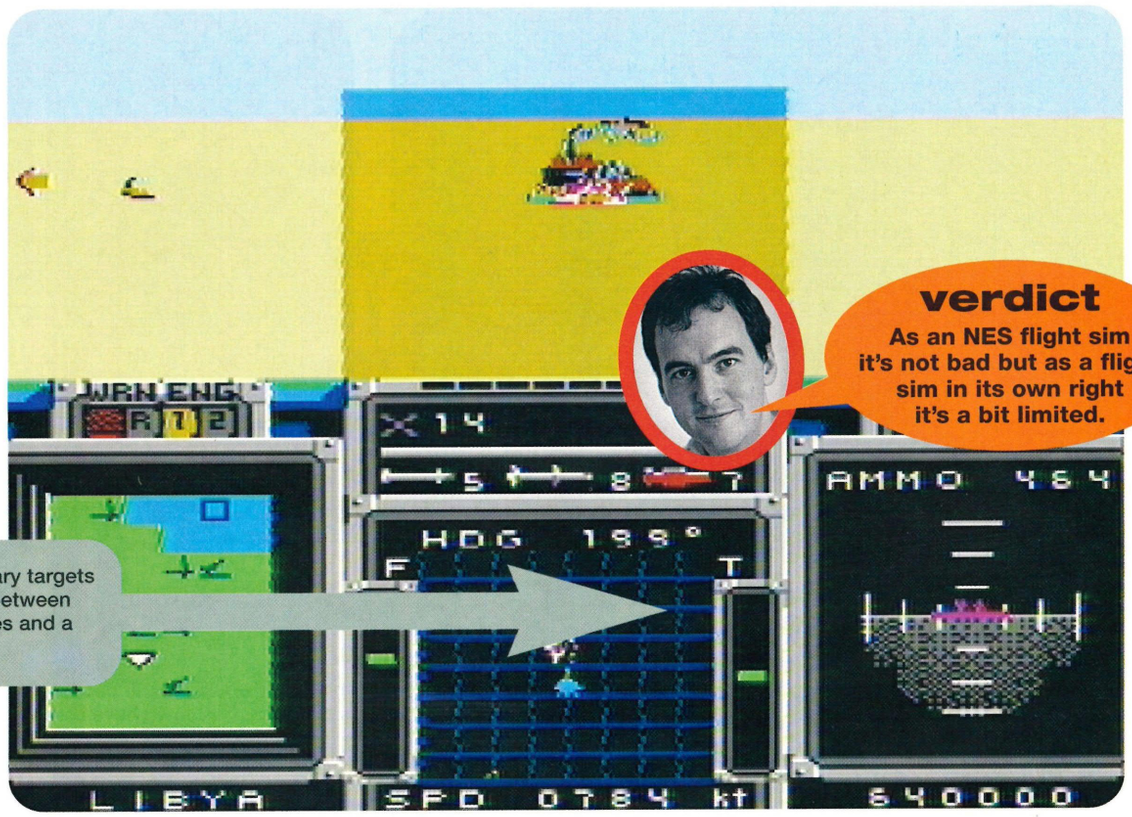
**6 7 fuel and throttle** Some things never change, you still needed a lot of both.

**9 altimeter** It says how close the ground is? Clearly the modern air force never hill-hopped over Flanders with Richthoffen's Flying Circus turning the bally kite into a colander.

**11 ammo** No worries there. Six bullets in the cylinder and a pocket full of spares was all he'd ever needed.

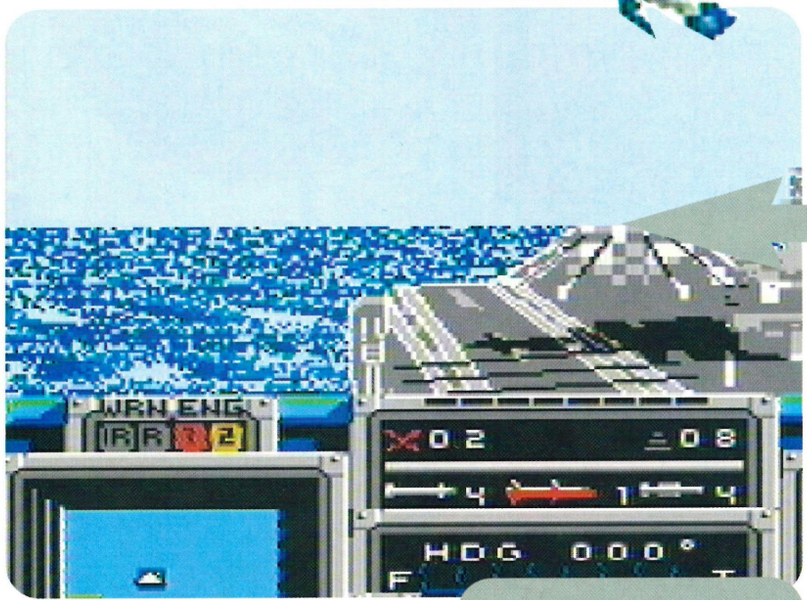


Suddenly the target was in front of him. Switching from Sidewinders to Mavericks Biggles gritted his teeth, ignored the flack and flew in for the kill.

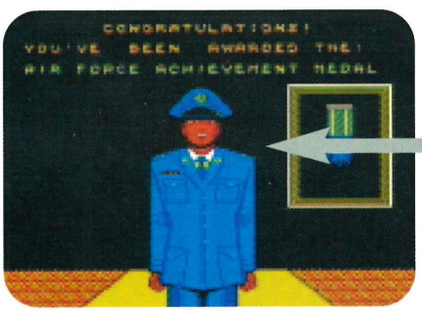



Target destroyed, only two secondary targets and half the Libyan airforce stood between him a warm fire, a copy of The Times and a fine, reviving, English cup of tea.






As the carrier came into sight Biggles' upper lip stiffened, his left leg twitched and his slightly embarrassing rash started to itch madly. He wasn't out of the woods yet... he was quite possibly in the water... as confusion set in Biggles pointed his nose at the carrier and remembered his swimming lessons. Why had the chaps laughed when he enjoyed breast stroke?




The thing about 8-bit flight sims, thought newly promoted Captain James Bigglesworth DFC, Croix de Guerre, VC and now Airforce Achievement Medal, was that they did so much of the work for you. Like landing the plane. And the thing about incredibly famous and only slightly rascist 'Boys Own' heroes is they never lose the ability to give the enemy a damned good thrashing...

## touchdown

Kind old Capt WE has done most of my work but there's still the verdict. How good is *F-15?*

First off all credit to MicroProse for tackling a flight sim on the NES. There are four levels from the ludicrously easy Airman to ultra impressive 'Bet-he-drinks-Carling-Black-Label' Air Ace. Each level has seven increasingly difficult missions starting in Libya and ending in Baghdad (rather like American foreign policy).

The missions are a tad samey but you can always go after targets other than those selected for you. Unfortunately you can't take out your own carrier. Flippin' killjoys.

Airman level is really just a shoot 'em-up; the plane straightens itself you only need one type of missile and one type of defence. Landing is a doddle too. In higher levels the plane is harder to fly but carries out more sophisticated manoeuvres.

Despite some impressive speech and sound effects *F-15* never really gives a sensation of flight or speed. Other probs are your foes unintelligent attack patterns ie. straight into your line of fire.

Within the limitations of the NES *F-15 Strike Eagle* is a pretty good game. Yet it's still more an arcade game than a true sim and as such there's still not enough to do.

If you want an NES flight sim buy *F-15 Strike Eagle*. If you want a flight sim, buy a 16-bit machine. E



**verdict**

**As an NES flight sim it's not bad but as a flight sim in its own right it's a bit limited.**

END ZONE

**Graphics**

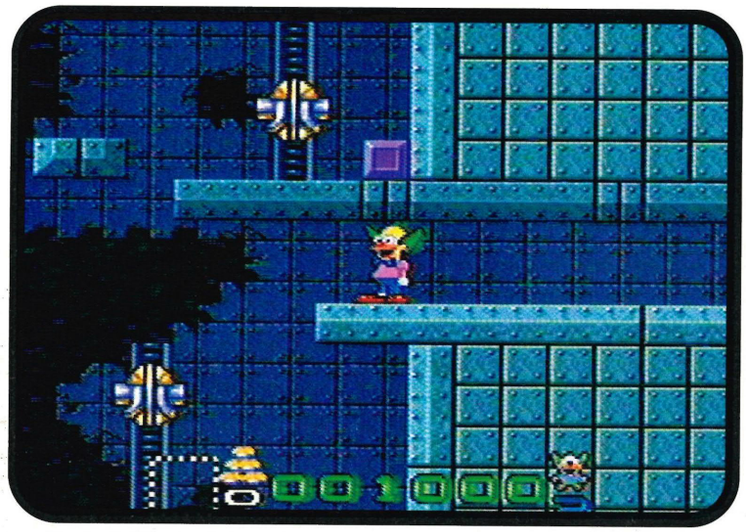
**Sound**

**Addictiveness**

**Playability**

**OVERALL 78**

**Out:** September **Price:** £tba
**Publisher:** MicroProse



Fixed grin? Krusty obviously uses the same beauty products as The Joker.



Purple rats? They got washed in a jeans boil wash so they're not brown. Ooops!

SUPER NES

**"Ahh, it's Krusty," said *Jeremy Daldry*, "...there must be an underpant gag in there somewhere."**

**"For making such an awful joke," cried Paul in a tyrannical, if not slightly unhinged, manner, "I shall make you review *Krusty's Super Fun House* from Acclaim."**

**"Smeg," muttered Jeremy darkly.**



# krusty's super fun house






You've gotta laugh haven't you? I mean the occasional grin does no end of good. Makes you feel great and lights up the lives of the people around you. You must have heard the saying, 'Smile and the whole world smiles with you, cry and you cry alone'. Now I've been thinking long and hard about this, thinking how I might bring a little sunbeam



of joy to the lives of others, a little spec of happiness and I've come to a conclusion about this whole philosophy. It's crap. Being happy is way too much trouble, I'd rather be a miserable old git 'cos the whole thing takes a lot less effort.

## happy

'Make 'em laugh, make 'em laugh,' as the old song goes. Who exactly ''em' are, or why they should need cheering up is never really made clear, but the point is, as the song goes on to stress in a later verse, that 'everybody loves a clown'. But nobody loves Krusty. "But why?" I hear you cry. Well it's not because he smells, or because of his halitosis or even



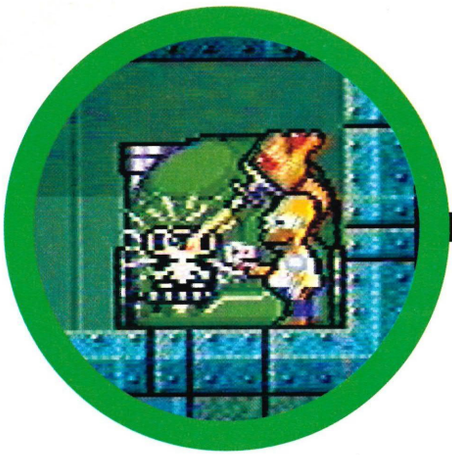


# rat traps

Not content with yer bog standard bit of cheese on guillotine, the good folks of Springfield seem to spend the long winter evening devising (and building) more and more extreme, and unpleasant ways, to torture and kill rats. Funny lot the Americans...



Krusty seems to have rat-tled their cage.



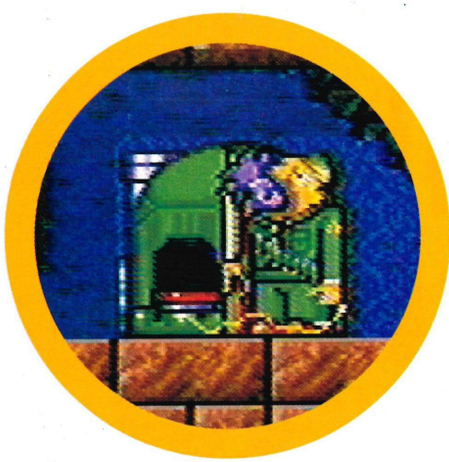
## 1 bart simpson

Simple yet effective. Bart goes for the large blunt object approach. Coax the rat to sit under a large boxing glove and then bring that boxing glove down, very hard indeed, on to the said rat. **Result - rat purée.**



## 2 homer simpson

Homer favours the hi tech silicone valley approach. After luring the rodent into position a quick blast of a laser leaves you with nothing but an unpleasant whiff of carbon monoxide. **Result - fried rat.**



## 3 sideshow mel

This friend of the Simpson clan is slightly exotic in her tastes and uses the Middle Eastern hookah to blow up the rats. Literally, into little ratty balloons.
**Result - rat on a string.**



## 4 corporal punishment

The vet goes for a simple approach he learnt while in the jungles of Nam, when food was short and only the fittest survived. Skewer with yer bayonet, flip in the air and down yer gullet. **Result - rat heartburn.**



## 5 bart simpson

Being the psychologically unbalanced member of the Simpsons, Bart has raided the family kitchen, half-inched the cheese grater and hooked it up to a very powerful spring.
**Result - rat waffle.**

because he was once arrested for over enthusiastically bouncing a young child on his knee when he played Father Christmas at the local store. Oh no. Nothing so sinister, it's because he is a miserable old git. Grumpy, moody and downright unpleasant. Krusty is the sort of guy that you wouldn't even want to share a short ride with, let alone a long coach journey.

## shiny

*Krusty's Fun House*, it should be pointed out, is a fun house in the sense of waltzers and shuffling platforms rather than a feathers, thigh length boots and "Whoops! There go my trousers!" kinda fun house. It's something of a surprise when it's overrun with rats, that more people than you could shake a stick at come flooding to his aid. There is obviously a stronger community spirit in Springfield than one would be lead to believe.



With the aid of his chums, Krusty sets about removing the rodents as if he was a life long Rentokil faithful. "Hey that sounds like a bit of a puzzler. If not a classic puzzle game formula!" Too true. In fact if you stood *Krusty* next to say, another guiding stupid animals through an obstacle strewn maze kinda game, like *Lemmings*, the similarities would be overpowering. So overpowering in fact that you might be tempted to say, "Lorks, are they related?" Well yes and no.

Both start off deceptively easy

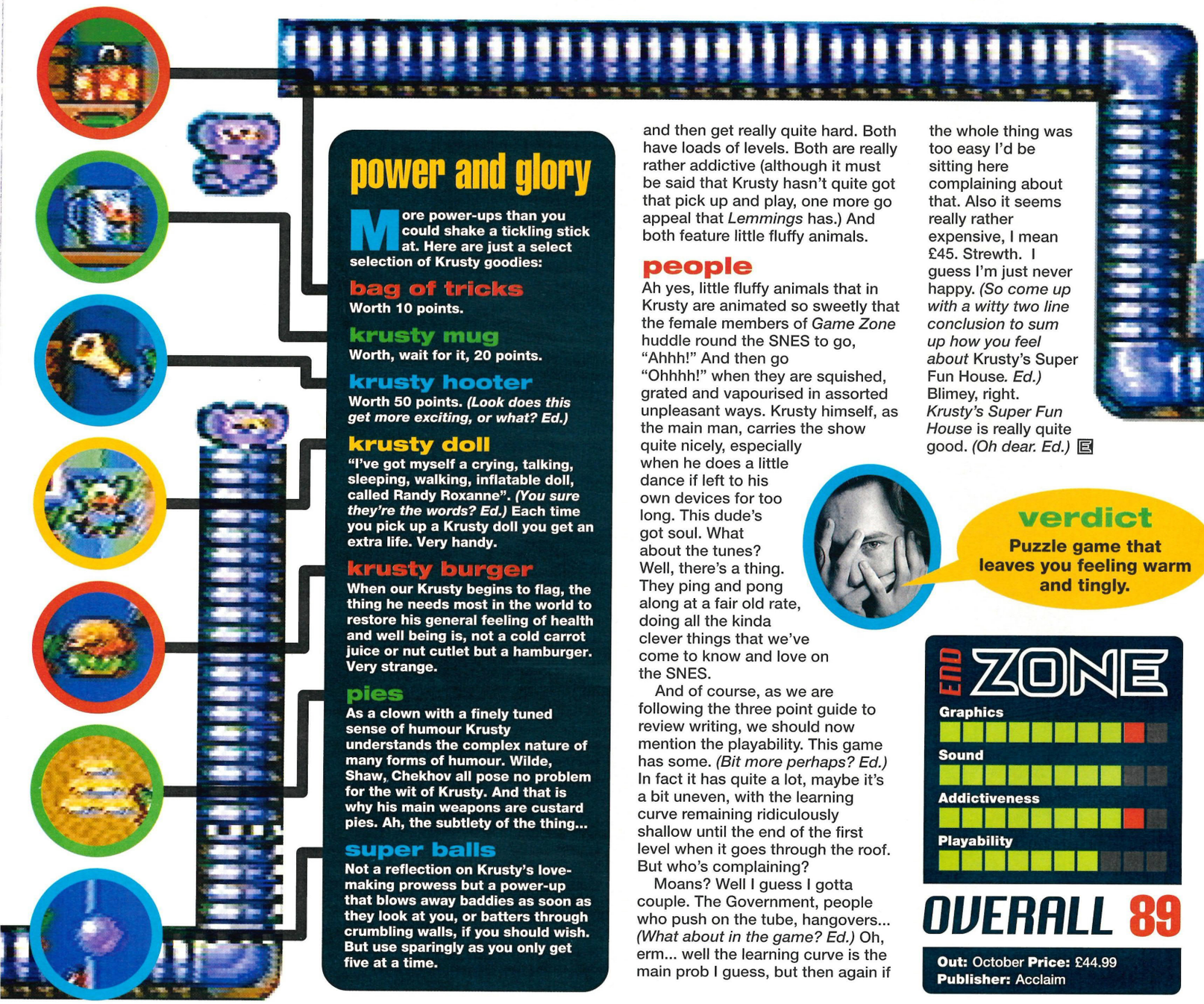
# tears of a clown

**In an occasional series we invite the internal organ of a famous celebrity to describe the plot of a SNES cart. This month we invite, star of light-hearted family quiz show *Catchphrase*, Roy Walker's lower intestinal tract to describe the plot of *Krusty's Super Fun House*.**



**GZ: So, tell us about Krusty.**
**Roy's intestine: (Rumble, rumble.) Well in *Krusty* you play the aforementioned clown, who is Bart's fave TV presenter. (Grumble, rumble, grumble.)**
**GZ: Tummy probs Roy?**
**Roy's intestine: Yes I had a super strong vindaloo last night and now, (rumble, rumble, fart) I'm suffering. Anyway back to *Krusty*. Unfortunately Krusty's Fun House has been over run by pesky rodents and it's up to Krusty, with the help of Bart,**





## power and glory

More power-ups than you could shake a tickling stick at. Here are just a select selection of Krusty goodies:

### bag of tricks
Worth 10 points.

### krusty mug
Worth, wait for it, 20 points.

### krusty hooter
Worth 50 points. *(Look does this get more exciting, or what? Ed.)*

### krusty doll
"I've got myself a crying, talking, sleeping, walking, inflatable doll, called Randy Roxanne". *(You sure they're the words? Ed.)* Each time you pick up a Krusty doll you get an extra life. Very handy.

### krusty burger
When our Krusty begins to flag, the thing he needs most in the world to restore his general feeling of health and well being is, not a cold carrot juice or nut cutlet but a hamburger. Very strange.

### pies
As a clown with a finely tuned sense of humour Krusty understands the complex nature of many forms of humour. Wilde, Shaw, Chekhov all pose no problem for the wit of Krusty. And that is why his main weapons are custard pies. Ah, the subtlety of the thing...

### super balls
Not a reflection on Krusty's love-making prowess but a power-up that blows away baddies as soon as they look at you, or batters through crumbling walls, if you should wish. But use sparingly as you only get five at a time.

and then get really quite hard. Both have loads of levels. Both are really rather addictive (although it must be said that Krusty hasn't quite got that pick up and play, one more go appeal that *Lemmings* has.) And both feature little fluffy animals.

## people

Ah yes, little fluffy animals that in Krusty are animated so sweetly that the female members of *Game Zone* huddle round the SNES to go, "Ahhh!" And then go "Ohhhh!" when they are squished, grated and vapourised in assorted unpleasant ways. Krusty himself, as the main man, carries the show quite nicely, especially when he does a little dance if left to his own devices for too long. This dude's got soul. What about the tunes? Well, there's a thing. They ping and pong along at a fair old rate, doing all the kinda clever things that we've come to know and love on the SNES.

And of course, as we are following the three point guide to review writing, we should now mention the playability. This game has some. *(Bit more perhaps? Ed.)* In fact it has quite a lot, maybe it's a bit uneven, with the learning curve remaining ridiculously shallow until the end of the first level when it goes through the roof. But who's complaining?

Moans? Well I guess I gotta couple. The Government, people who push on the tube, hangovers... *(What about in the game? Ed.)* Oh, erm... well the learning curve is the main prob I guess, but then again if the whole thing was too easy I'd be sitting here complaining about that. Also it seems really rather expensive, I mean £45. Strewth. I guess I'm just never happy. *(So come up with a witty two line conclusion to sum up how you feel about* Krusty's Super Fun House*. Ed.)* Blimey, right. *Krusty's Super Fun House* is really quite good. *(Oh dear. Ed.)* E



**verdict**
**Puzzle game that leaves you feeling warm and tingly.**

**END ZONE**

Graphics
Sound
Addictiveness
Playability

**OVERALL 89**

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

Homer, Sideshow Mel and Corporal Punishment to get rid of them with the most bizarre rat traps ever. (Crumble. Rummmmmble.)
**GZ:** Do you need to, ermm... be excused, so to speak?
**Roy's intestine:** No, no, if I'm quick we'll be alright. Where was I? Ah yes! Using his pals it's Krusty's job to guide the rats, who are a bit thick and only move in the direction they are pointing, over various obstacles, through pipes up and... (Rummmmmble. Farrrrt.) Oh dear. Oh dear me.

Ermmm, I think I better hurry up. Krusty gets the rats to the traps by moving blocks, connecting pipes and... (Rummmmmble.) Ohhhh. By finding secret passages and bashing through crumbling floors and walls... (Pharrrrt. Rummmmmble.) Oh dear... (Rummmmmble.) There are five levels and, oh, oh, over 60 puzzles to solve in all. Oh dear, oh, oh no, oh no... (Plooop. Whoooooosh.) The whole world is falling out of my bottom!
**GZ:** Struth Roy, that's really *horrible*. Has anybody got a mop?



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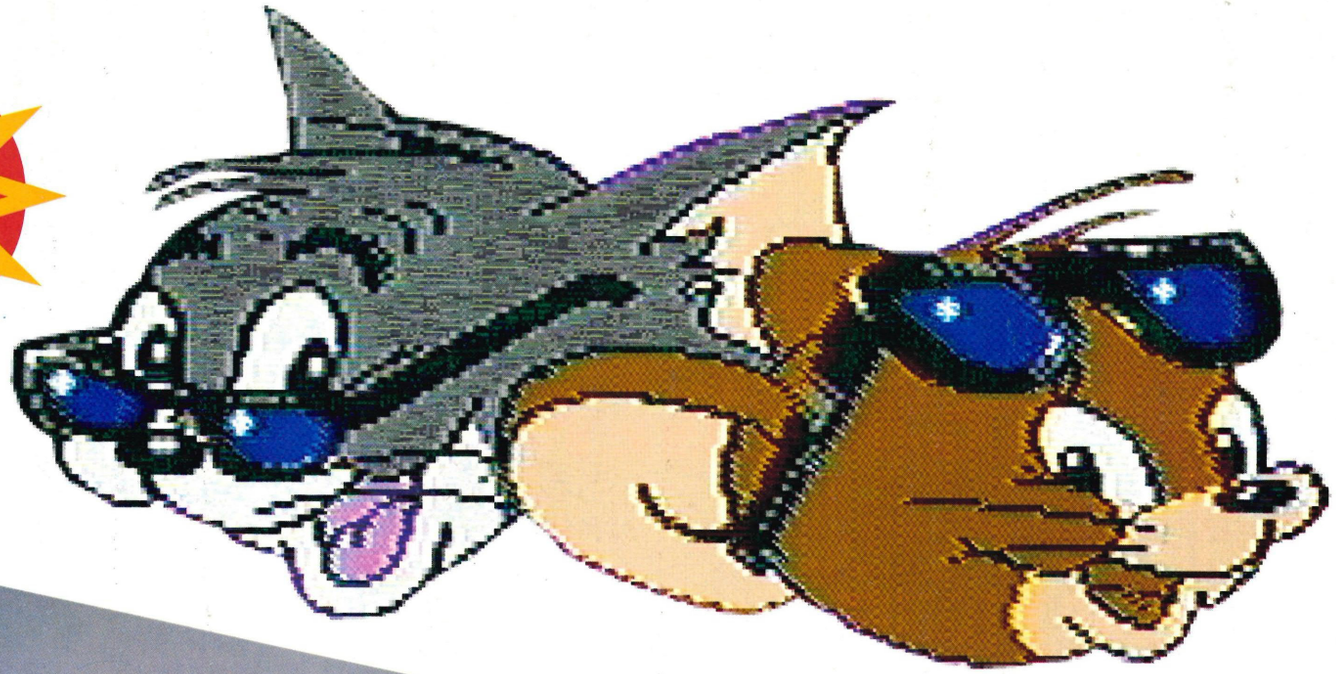

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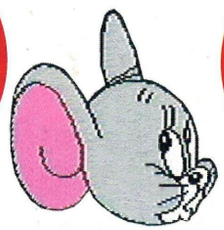
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**A Fangs**
**B Spike**
**C Nigel**

**What is the name of Jerry's cousin?**
**Is it**
**A Tuffy**
**B Squidgey**
**C Jeff**



**What do you call a cat with two hulls and a sail?**
**Is it**
**A Cat-o'-nine-tails**
**B Catamaran**
**C Uncomfortable**

Now just pick up the telephone ring **0839 121 154** leave your three answers and your full name and address. Hang up. All pretty simple hey? We really are the best mag in the world aren't we?

## kitty litter

**Even we have rules and regulations, not many, as we would be the first to admit, but rules none the less. Here are just a mere bouquet:**

- **Entries received after 20 Sept will be placed in the *Game Zone* office cat's ploppy tray.**
- **Calls cost 36p per min cheap rate and 48p per min when your parents are out of the room and you shouldn't really be using the phone. So get permission from the bill payer before using their phone.**
- **If you get through to Madam Zules Confession line, hang up, and go and play frantically with your Game Boy.**
- **The word of the big cheese is final.**

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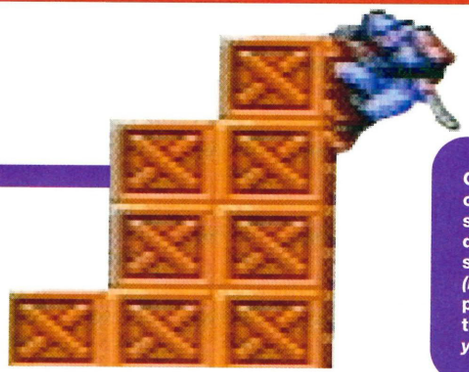
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Da, dis is basic climb-pink move. Obtained be moving-ment of the pad of joy from one side to other. After little of some praticing dis easy to achieve and may being often saving life sven you are being knocked off platforms be KGB. *(I think you mean enemy ninjas? Ed.)* Da, da, da. Much borshch and black bread must be being eaten to do this.



Over rolling platforms, of course, is neat trick. How they say in your funky euro pop discos? Dis is like, how it is say, on pommil house. *(Pummel Horse? Ed.)* Da, da, pommil house. Dis gets out of the way of the KGB. *(I think you mean ninjas again. Ed.)*

# shake your funky love thang

Now Ryu is a bit of a funky dude, he can perform a double backflip (with a twist) with more grace and ease than that famous Russian gymnast Nadia Rostocrockovitch. We asked Nadia to commentate on Ryu's lighting moves.





# Ninja

***Jeremy Daldry* couldn't be bothered to review *Ninja Gaiden* for the Master System, so he got a little old lady he found wandering round outside the *Game Zone* office to do it.**



**Little old lady:** Oh this is nice. Warm, comfy and out of that chill breeze that was blowing right up my...
**Jeremy:** Shut up you old bag and look at this.
**Little old lady:** Now that's not very nice is it young man? I'm sure your mother didn't bring you up to use such language did she?
**Jeremy:** Look...
**Little old lady:** Did she?
**Jeremy:** No. I'm sorry. Now will you look at...
**Little old lady:** Please.
**Jeremy:** Struth!
**Little old lady:** Please.
**Jeremy:** Will. You. PLEASE. Look. At. *Ninja. Gaiden.*
**Little old lady:** But of course. Now be a dear and go and make me a nice sweet cup of tea.

*(Jeremy exits into the* Game Zone *kitchen muttering something about electric fires, baths full of water and nasty accidents.)*

**Little old lady:** Now what have we got here then? *Ninja Gaiden,* umm that sounds jolly. I like gaidens, and I especially like going down the gaiden centre to look at the flowering shrubs and bedding compost.

**Jeremy:** *(from the kitchen)* That joke's as old as the hills. Just get on with it.

**Little old lady:** Rude young man, what he needs is a good hair cut. *(Certainly does. Ed.)* Bring back National Service that's what I say. Now *Ninja Gaiden...*




Funniest gaiden centre I've ever seen.




Synchronised splits. Ninja ballet moves.




## surgical support

**Little old lady:** Apparently you play Ryu Hayabusa the hero, who reminds me of that nice Hugh Skully from *Antiques Road Show*. He's a member of The Dragon Ninja clan. *(Ryu. Not Hugh Skully. Ed.)* My grandson belongs to the Boy

## power-ups



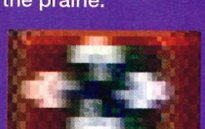
### super shuriken

This weapon is yer basic Chinese star, only it's the size of a cart-wheel. They sure didn't have these on the prairie.



### shuriken

Yer bog standard, Chinese star kinda martial arts lethal weapon. Much loved by the rougher elements in fifth form metalwork who used to make them out of left over bits of aluminium.



### four way whirlwind

Again kinda like the pointy bits of a Chinese star, but without the middle bit to hold the thing together. Very useful for cleaning scrolls and ninjas out of difficult corners.



### dragonfire

Balls. Lots of them. Zooming round you. And jolly useful they are too. Killing anything that gets in your way, and protecting you from them. Very useful.



# Gaiden



So, ve do dis in de Gulag 17, but instead of hang-ging arms from platform by, ve hang-ging peoples by necks who's be stupid saying Stalin's excellent moustache is silly.

Scouts you know, they go off on camping trips and eat beans out of a tin. Now Ryu's village has been brutally massacred with only one surviving member. Which is funny because exactly the same thing happened to nice Mrs Higgins in number 14, she's not been the same since... always having these funny turns.

According to this dying villager the sacred Bushido scroll has been stolen, and with it the power to rule the world. What they should have done is put a bit of netting over it. Same thing happens to my sweet peas every year, it's those tits, bit of netting does wonders. Mr Jones from number 5 suggested I try it. So anyway, off sets Ryu over eight levels of ninja beat 'em-up and platform-hopping mayhem to retrieve the sacred Bushido. I just hope he packed a clean hanky.




Hold on a mo, where's the fairy lights. It's not a Xmas tree without them.



So, jumping is fery, fery high and long and vide, not unlike from the fay-mouse and glory-mouse Russian long jump star Sergie Ousticostantavitch. Many meters, of course, many, many meters can be covered in dis vay. Over heads oft KGB. *(Look, I'll tell you for the last time, ninjas! Ed.)*

## bus pass

**Jeremy:** What about the graphics, sound and playability?

**Little old lady**: Oh yes, well I like nice pictures and colours. The kind of thing you find in *People's Friend.* Very cheerful.

**Jeremy:** *(through gritted teeth)* What about in *Ninja Gaiden* you old trout?

**Little old lady:** Well really. As we used to say during the war, 'Eight bit processors can handle surprising complex graphics if well coded'. How we used to laugh in the shelters. *Ninja Gaiden* is really rather impressive in the graphics department, everything is animated well and with more zip than in a young Charlie Chester. Do you remember Charlie Chester?

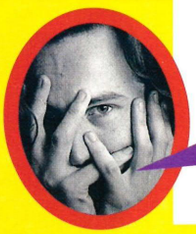
**Jeremy:** No.

**Little old lady:** Used to call him the King Of The Concert Halls.

**Jeremy:** Very interesting, could we get on with the game?




Here's a big hook, but it's fishing up the wrong tree.



## verdict

**Smart ninja beat 'em-up/platform conversion.**

**Little old lady:** Please.

**Jeremy:** Please.

**Little old lady:** He used to play the nose flute. How we laughed. So *Ninja Gaiden* is really rather impressive graphically, and the sound is not a patch on Glen Miller, but well worth a listen. And the playability is acceptable too. Although the different combination of buttons got my arthritis going after a while.

**Jeremy:** Have you got any moans, or complaints?

**Little old lady:** Well my pension isn't high enough, and children keep dropping litter in amongst my flowering boarders on the way home from school; my daughter's husband Derek, she could have done so much better, I mean he's a nice enough chap but, really...

**Jeremy:** I meant in the game.

**Little old lady:** Oh. Ahh. Well unlimited continues makes the whole game a bit easy. After all, every time you lose a life you know it doesn't really matter, because you can continue from where you left off. But on the whole I think *Ninja Gaiden* is a very nice young game, well worth purchasing if you enjoy cartridges with a distinct flavour of the Orient.

**Jeremy:** Have you finished now?

**Little old lady:** Yes indeed, and thank you very...

**Jeremy:** Right, well naff off then and let me get on with my work.

**Little old lady:** Really. E

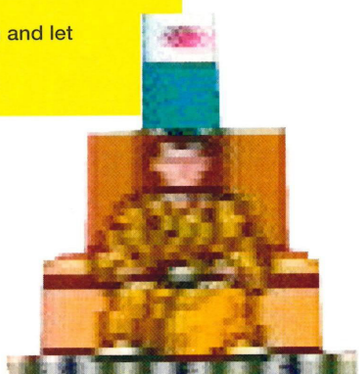





### fireballs

Indeed. Yer basic homing thingies that shoot round the screen killing all in yer path. Good tactic here is to release them and then belt along trying to keep them on screen for as long as possible.





## END ZONE

**Graphics**

**Sound**

**Addictiveness**

**Playability**

## OVERALL 86

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

NINTENDO NES

MEGA ZONE

# battletoads

**If a monarch pops his clogs, people say: "The king is dead, long live the king". *Duncan MacD* says this: "The Turtles are crap, long live the *Battletoads*."**

All I can say to begin with is that it's a shame this game isn't crap – because if it had been crap I could have called it Battleturds instead of *Battletoads*. But *Battletoads* **isn't** crap... which leaves me at a bit of a loose end actually, as I had thousands of 'jobbie' jokes planned: I'd even written some of them down in Biro on my arm so I wouldn't forget to use them. But then I sat down at the NES, as one does, and started to play *Battletoads* to see where it was all coming from.

And what happened? I'll tell you... before very long there was a small crowd of on-lookers gathered behind me. They were gawking at the TV screen. And that, as they say, was that, because any game that attracts a crowd in the *Game Zone* office has either got to be utterly pathetic or extremely special. *Battletoads* is extremely special. It's a floater free zone. No stools in sight. Of skid marks there are none. Turdaceous it's not. Mr Ploppy is notable only by his absence. *Battletoads*, in a word, is cagless. *(Aha! So you managed to squeeze in a few toilet references after all. An astute reader.)*

## the plot

Are you interested in plots? Probably not, but there are always those people who are: those people who often write in saying such things as "Why oh why didn't you tell us the plot in your review of *John Madden Football*?" and "Why oh why didn't you explain the story when you reviewed *Mario Golf*?". This paragraph is especially dedicated to these people...

The Battletoads and Professor T. Bird are halfway through their four light year voyage to take Princess Angelica back to her home planet (Earth). It's a long journey, and slightly boring, so to break the monotony Angelica and Pimple (one of the three Battletoads) decide to take a joyride in the Toadster, the Battletoads' rather zippy little cruiser. "A bad move," you're probably saying, and believe it or not, you're right.

It was a bad move: the Toadster is tractor beamed on board the Dark Queen's spaceship, and is taken away to her base on Ragnarok's World. So what happens next? Whoever said "The remaining two *Battletoads* go to the rescue," is totally correct. That's exactly what happens – as long as you're playing in two-

## fighting moves and how to kill

If you answered C to question four in our little exam then you'll already be aware that the Toads are able to perform five different fighting moves – plus some other ones too. So what exactly are all these 'other ones'? And what are the 'normal moves'? And how do you trigger them? You're about to find out...



### the punch

The punch is adequate for knocking weeny things over, but there aren't many really weeny things in this game. If you continuously punch something the other moves come into play automatically and they're very entertaining.



### the big bad boot

The Big Bad Boot, as you may have gathered, is a kick. It's powerful and nicely animated blow delivered via the end of the Toads' legs. What more can you say? It's an aeroplane? No, it's a kick. You get the idea.



### the kiss my fist

This is the mega punch, and it's a real corker. Where as the normal punch is a small, fast, pokey little number, the Kiss My Fist is a large, fast and even more pokey little number – and again, beautifully animated.



## the interactive part of the review...

Here's a multiple choice exam paper about *Battletoads* for you to fill in. Obviously your answers will be total guesses as you haven't read the review yet, but that's how most people fill in multiple choice exam papers anyway. Then they discover that all their guesses were wrong. (Luckily we've put the answers upside-down underneath so that you can cheat to your heart's content.) The exam starts NOW!

**(1) how many levels does *battletoads* have?**

**(a)** Only the one, but the end-of-level nasty's quite hard.
**(b)** Seven, but the first six all look the same – a mite blurry.
**(c)** Twelve, and that's not including the battle with the Queen.
**(d)** Four thousand million trillion gougol squintillion and three.

**(2) what are the different levels like?**

**(a)** Well, the one level there is is quite colourful.
**(b)** The first six are reddish while the seventh one is purple.
**(c)** They're all completely different... amazingly different in fact.
**(d)** Impossible to say for certain – there are far too many to count.

**(3) what's the two player game like?**

**(a)** You take it in turns and can even share the same joypad.
**(b)** Much the same as the one player game, but with two players.
**(c)** Totally skill simultaneous non-stop interactive action. It's smart
**(d)** It's good, but try the 22,000 player move.

**(4) how many different moves can the toads perform?**

**(a)** One... they can walk forwards.
**(b)** It's hard to tell because of the sprite flicker.
**(c)** Five different fighting moves plus loads of 'bonus' ones too.
**(d)** Each sprite can perform a staggering nine trillion Bobby (Zillion) moves.

**(5) are the toads cool?**

**(a)** They're not as wicked as the Turtles, no.
**(b)** Well, I'm still into Bart Simpson myself.
**(c)** Yup, they're cool alright. Funny too.
**(d)** There are too many of them for me to be sure.

ANSWERS: (1)c, (2)c, (3)c, (4)c, (5)c

## the turtles

The Ninja/Hero Turtles, meanwhile, are nowhere to be seen. Is it because they're scared of the Dark Queen? Is it because they're not in the right sector of space at the right moment? Is it because they've run out of pizza? No, it's because The Ninja/Hero Turtles are yesterday's news. People still wearing their Turtles T-shirts are being beaten up every day on the streets of cities throughout the country. The Ninja/Hero Turtles are dead! Long live the Battletoads!





### the nuclear knuckle

You know when you clasp your hands together by interlocking your fingers and then you swing both hands as if they were one? In a downward arc? That's the Nuclear Knuckle – it's brill.



### the take out the trash

To make things simpler, this is'The Overhead Throw'. Lift your enemy up above your head, carry him wherever you want, take aim, and then throw. Throw him wherever you want.



### the i've got a weapon and i'm that much harder

During a fight you might notice something lying on the ground. So pick it up. Hit things with it. Destroy, kill and maim with ease. Don't you love weapons?



### the poke out your tongue In true proboscis fashion

Along the way, just when your energy level is critically low, you'll see some flies buzzing about: snare and eat them.




player mode, that is. If you're playing on your own the story is that only one of the Battletoads goes to the rescue. Get some friends, why don't you?

## the 'you never said you could do that' moves

There are quite a few moves that can only be performed on certain levels – the thing about *Battletoads* is that not only are all the levels incredibly different from one another but also that new special moves keep on cropping up. Flying for instance: hop on the back of a stunned dragon once you've knocked it from the sky and you can ride it through the air, pumping fireballs out of its mouth.

And what about the Wrecking Ball, where you swing from side to side (if you're hanging from some rope) and can literally 'demolish' your enemies? And the Punt, where you kick things into orbit after you've squished them into the ground (yes, like American footballers do to an American football). And there are more, so many more – but as half the fun of these special moves lies in discovering them I won't dwell on the

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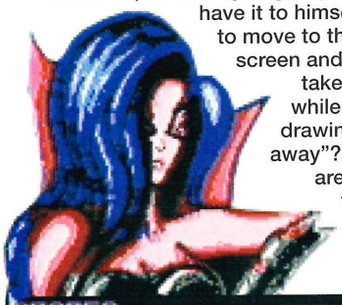
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subject. (Let's just say that this Fighting Moves list could in fact go on for quite a lot longer. Smart, eh?)

## teaming up with a chum

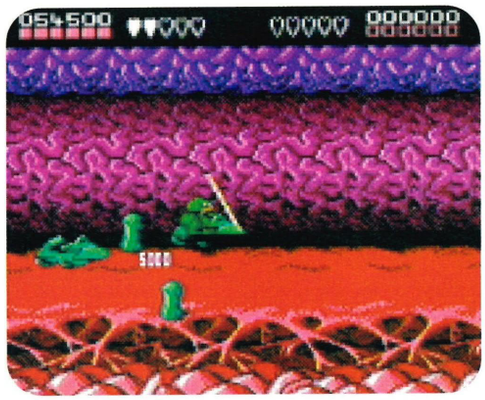
Yes, it's two player simultaneous action time – and the two player simultaneous action in *Battletoads* is second to none. Why? Well, don't you just hate those games where player one's little character can't do anything horrible to player two's little character? Do you know what I mean? Those games where all you can do is co-operate with one another: "I'll take the nasties on the left of the screen," says your chum. "Okay," you reply, "I'll take the nasties on the right." Ho hum. Recognise the scenario? Well, there's none of this namby-pambying around in *Battletoads*. Player one's toad is quite capable of hurting Player two's toad. And vice versa. All the moves that can be performed on the various nasties in the game can also be performed on one another.

If a tasty bonus appears (a weapon or whatever) then are you going to let your mate have it to himself? Are you going to move to the side of the screen and say "Look, you take that power-up while I risk a life drawing the enemy fire away"? Like jiggery you are. So quick, the thing to do is to pick up your chum's toad and throw it off the edge of a cliff. Then grab the object for yourself. Then gloat while your mate, with a murderous glint in his eye says "Right, just you wait!" through gritted teeth. Now **that's** teamwork!

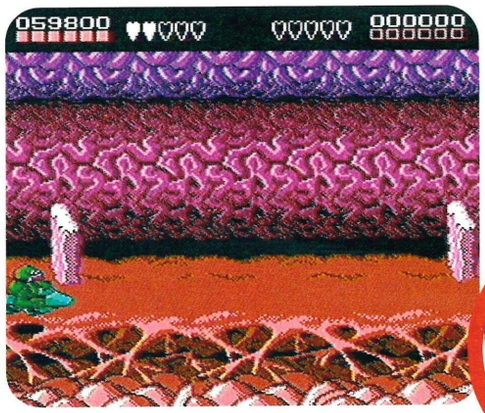




Toad on a string? As yummy as toad in the hole?



It's a lot less bovver with a hovver.



The Toads check out Dunc's nasal cavity and brain.

## and that's not all...

So what do we know about *Battletoads* so far? Let's recap. Okay, (1) There are twelve extremely different looking levels – some on the small side, some absolutely massive. (2) There are plenty of regular fighting moves available to your toads, but when you add the 'bonus moves' there are actually more than you could possibly hope for. (3) The two player game is so good you'll lose all your friends within minutes. So what else is good about it? Well, just about everything basically. Everything about *Battletoads* is excellent. There's no flicker for a start. Everything is clear, well drawn, thoughtfully coloured and very well animated: and you know exactly who's standing where at all times (even if they're slightly 'in-screen' from you – there's absolutely no depth-confusion at any time).

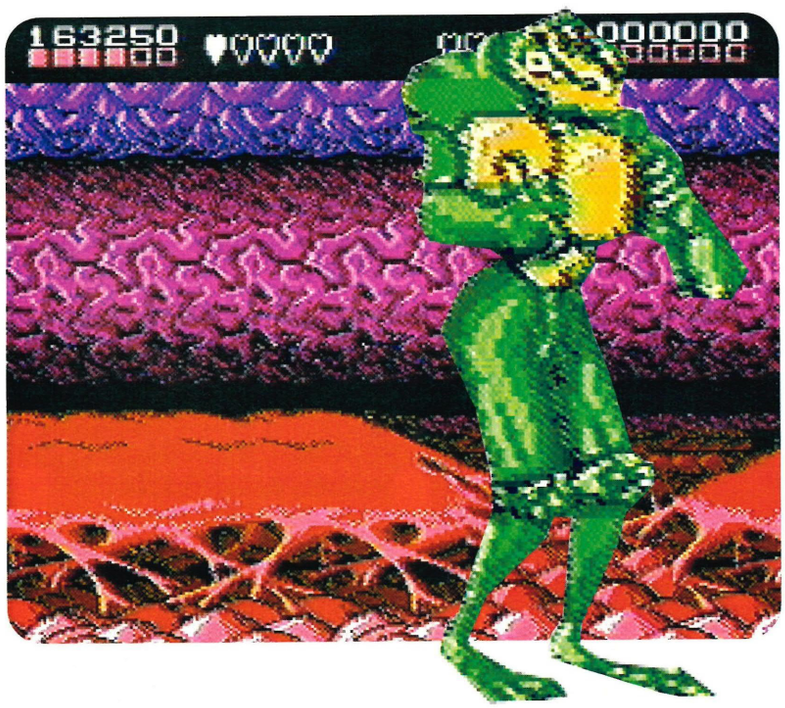
Okay, so that's brilliant graphics and animation out of the way then. What else? Ah, yes, the sound. Er, 'Very Good' are the words that spring to mind here. So what else? Well, just the sheer imagination and ingenuity that have gone into the game – the Battletoads' many humorous graphic touches would coax a smile from the lips of even John Major (while Emlyn Hughes or Ian St John would be in stitches and would probably end up in hospital suffering from oxygen starvation).

So how are we doing thus far? Loads of levels, loads of moves, brilliant two player action, excellent sound and graphics, very original and imaginative throughout and also very amusing. But what about the gameplay? All the above could be undone at a single stroke by naff playability. So is the playability useless? What do you think? No, of course it isn't naff – the *Battletoads'* playability is as good as the *Battletoads'* everything else: it's all extremely easy to get to grips with, extremely easy to get addicted to, and totally, utterly, dastardly difficult from level two onwards. In fact the general consensus of opinion here in the *Game Zone* office is this: *Battletoads* on the NES is so amazingly good that it'll be hard for the SNES version to be much better. Yup, *Battletoads* should be your next purchase if you've got an NES.



**verdict**

**Toadally briliant. *Battletoads* is a sewer-fire hit.**







**END ZONE**

Graphics

Sound

Addictiveness

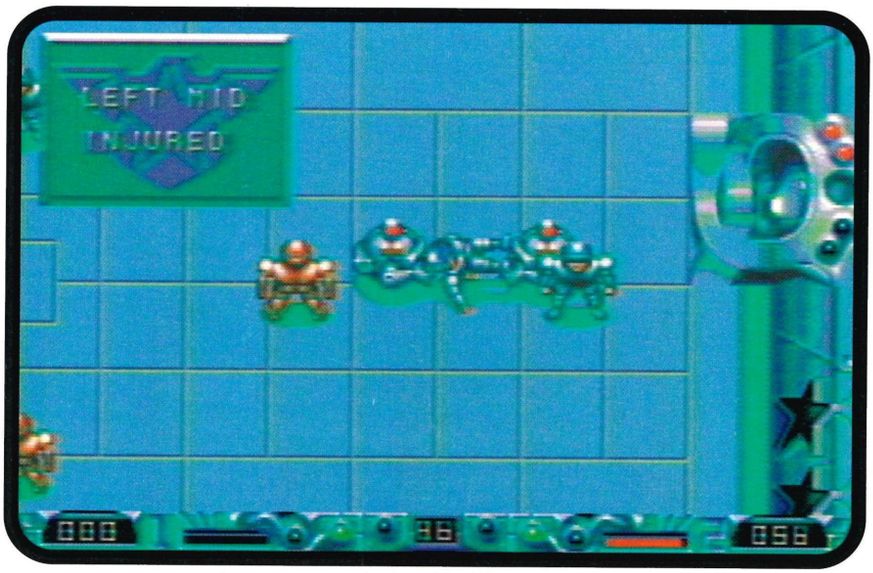
Playability

**OVERALL 93**

**Out:** October **Price:** £42.99
**Publisher:** Tradewest

MEGA DRIVE

# speedball 2




A swift kick to the kidneys and he's off. Brutal Deluxe? More like Namby Pamby Inc.

**This is the bit where we explain why the reviewer was chosen to look at the game. Sadly we can't think of a single reason why we asked *Lord Paul* to look at *Speedball 2* - desperation probably.**

The year 2095, corruption and violence have forced *Speedball* underground. Strange really since corruption and violence never did football any harm. Be that as it may the game has gone underground and in its unregulated form it degenerates into a fiasco – that's *Speedball*.

By the year 2100 things are looking up. Presumably someone has sold the rights to satellite TV and now has to make the game entertaining. So the whole thing's rejigged, revamped and relaunched – that's *Speedball 2*.

Five years later (that's 2105 fact fans) a new team's arrived determined to forge its way to the top. This team of metal chewing sports dudes is Brutal Deluxe – unfortunately that's you.

Well that's the history lesson, didn't it set the scene nicely. No? Ah well not to worry.

*Speedball 2* is basically the gruesome lovechild of a coupling between rugby and ice hockey. It's fast, tough and above all violent. Very violent. No more than that, it's very very violent. Or maybe even... very very ver*(I think we get the idea. Reader.)* It's so violent that if you cripple an opponent you don't get a yellow card or public warning you get 10 points. This is a good thing.

The pitch is a tad like an ice rink except it hasn't got any ice and it's full of bonuses. So it's not really like an ice rink at all. Each team has nine players and the aim is... no, go on guess. Is it:

**a)** To be the first to form up your team into the pattern of the British Airways logo.
**b)** To score more points than your opponent
**c)** To be the first team to perform the complete works of Shakespeare in Lithuanian.

Yup the answer should of course be **a)** but sadly it isn't. This is a goals game (as opposed to a girl's game) and at the end of the day, when all's said and done, the team who scores the most points wins. (Pretty radical heh?)

## play the game

The control system in *Speedball 2* is much like that in loads of other sports games; you control the player nearest the ball, when in possession you can run with the ball, pass or shoot. When not in possession you can go in for the sort of crunching tackles that Vinnie Jones would be proud of.

As well as scoring goals there are loads of bonuses to pick up. These range from pure and simple cash (useful for buying gear and players between matches) to power-ups and, best of all power downs for your opponent who can be frozen or knocked over.

That's all there is to it really. You can play the game as a league, cup or knockout (which isn't wildly different except it's over one leg). Alternatively play it two player, which is, of course, more fun.

There's something ever so slightly disappointing about *Speedball 2* on the Mega Drive. I loved it on Amiga and was looking forward to its console form more than... the start of the footie season.

All the elements of the Amiga version are here (except the voice crying "ice cream") the power-ups, action replays and above all the violence. Sadly it lacks something in thunkability. The sound is a bit muffled, it hasn't got the crunching oomph of the original. The controls are a bit soft and directing your player, particularly to go straight forward is a nightmare. It's not a joypad kinda game; there was never a better reason for buying a Bug.

Perhaps *Speedball 2* is simply a bit dated. It used to be pretty unique but now it's a bit obvious. If I'm in the mood for chucking a ball about and hitting people I'd sooner play *Madden*. (Patrick said that, not me; he's got a point.)

For all that *Speedball 2* is really smart. If I'd never seen the game before I might even roll over on my back and wave my legs in the air at the sight of it. It's playable and very challenging but it's just a bit dated and a bit of a soft conversion. Look, (he said in a confused sort of way) *Speedball 2* is very good, but it's a bit disappointing as well. E

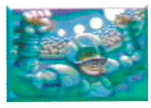
## two routes to heaven

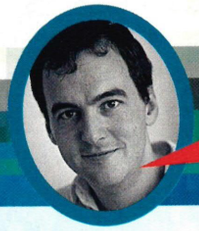
***Speedball 2* does have football elements to it. In the great traditions of football there are two approaches to scoring... let's call them the Dutch and the... er... English approach.**

**the dutch approach**
**(aka hoorden vot)**

**the english approach**
**(aka route one)**







**verdict**

Good... probably very good, but not as good as I expected.

## scores on the doors

The most obvious way of getting points is by whacking the ball into the back of your opponent's goal (10 points). The most fun way of getting points is by hospitalising one of your opponent's players (10 points). There are also beacons on the pitch and stars on the wall (2 points each). To really up your score you need to rocket the ball round the accumulator, each light lit up is worth an extra 50 percent next time you score.




## transfers

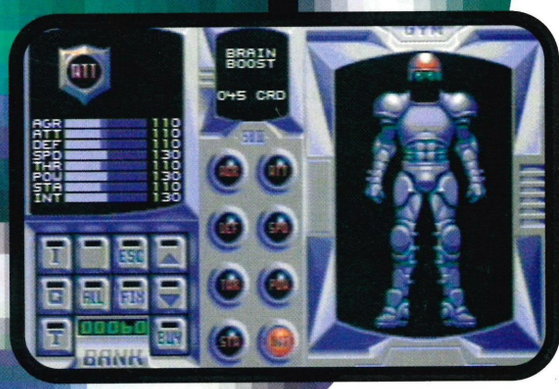
As well as spending money improving what you've got you can save up your sovs against the day when you'll be able to splash out on the transfer market.

This lovely looking specimen is called Weiss, his interests include early Ming Dynasty pottery, pre-Hegelian German Philsophers and killing people. He'll cost you a paltry 1081 sovs. What a barg!

## gym

Particularly important if you're playing a full season but pretty useful at all times, the gym is where you toughen up your side. Buy them all the essential fashion accessories such as Chest Guards for added defence, Thunder Thighs for improved stamina (plus improved 'Oo-er' quota) and Bitmap Shades for added aggression. (These last are what is known as an 'in joke', which is like a normal joke except it's not funny.)

All these odds and ends, which can be added to individuals, sections (ie. defence, midfield, attack) or the whole team, make a massive difference to performance. To pay for all this you need to pick up the coins that are lying around the pitch. Invest in the future – it's often worth passing up a scoring opportunity to pick up some money. Provided you're winning, of course.







## management

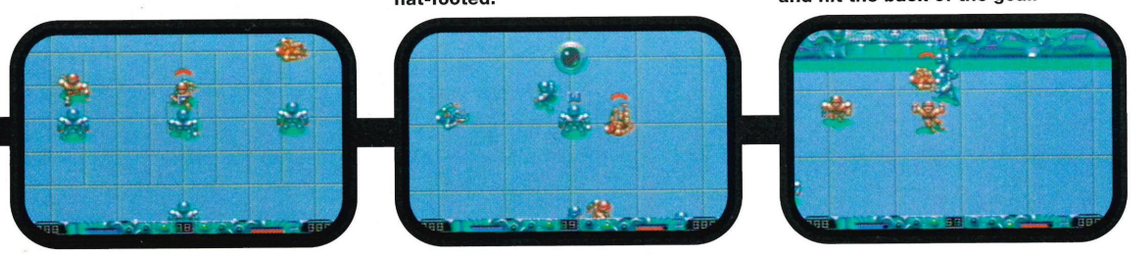
If you don't fancy getting involved in the rough stuff you can opt to simply manage the team, choosing the side, buying power-ups and new players and then letting the team play automatically. This is a waste of time.



1 From the centre spot the ball is crossed accurately to the wing.

2 Then a fast sidestepping run down the wing catches the opposition (well, Jeremy anyway) flat-footed.

3 An inch perfect pass finds a player perfectly positioned (and proportioned) to split the defence and hit the back of the goal.



1 From the centre the striker grabs the ball and runs forward.

2 He continues in a straight line colliding with and knocking over an opponent who gets in his way.

3 Finally he knocks over the goalie and fires into an open goal.



## END ZONE

Graphics

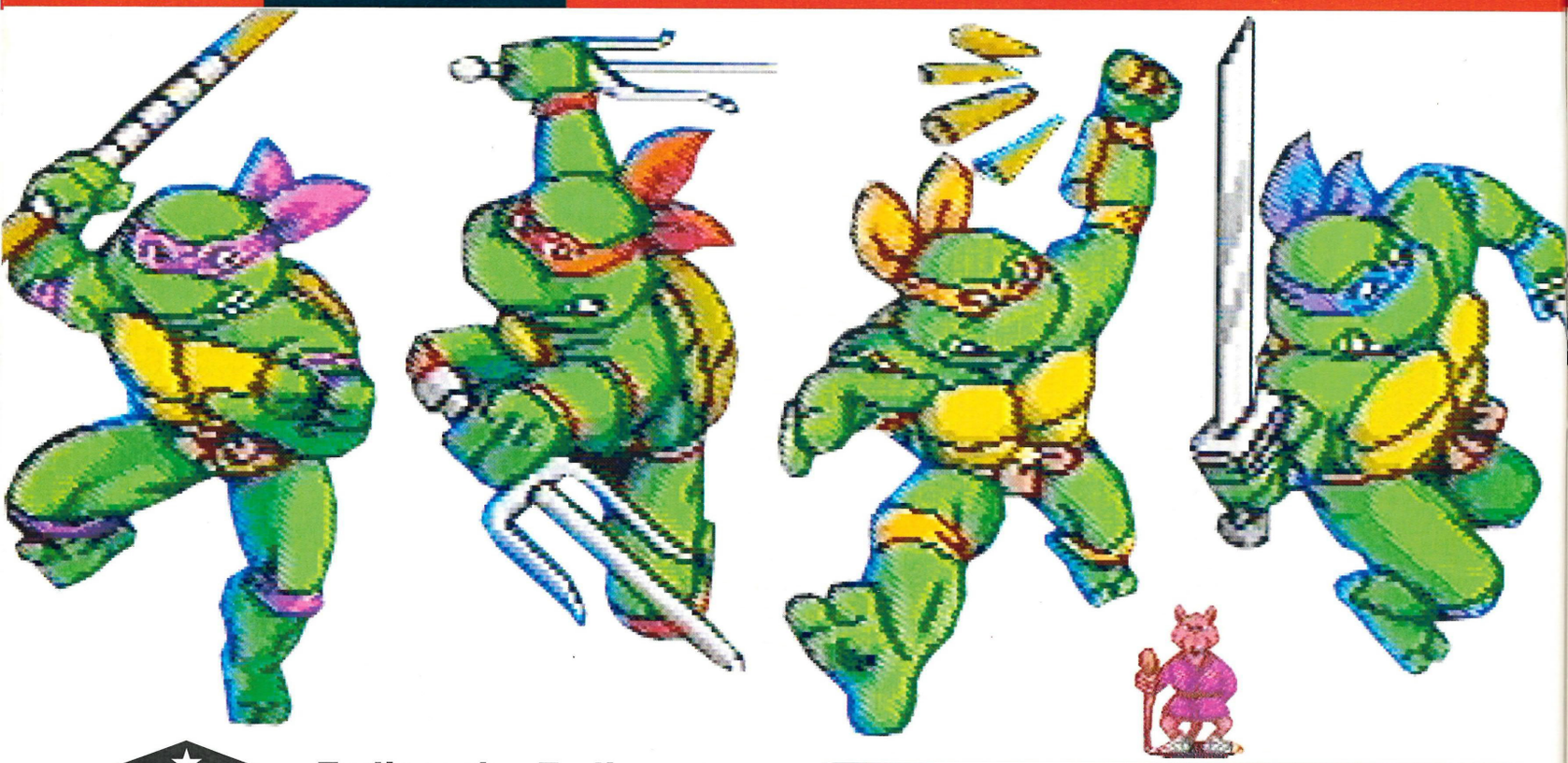
Sound

Addictiveness

Playability

## OVERALL 87

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



MEGA ZONE

**Turtlenecks. Turtle soup. *Turtles In Time.* Only one of these will be reviewed by *Jeremy Daldry.* Question is, which one? Paul: Turtle soup! Jackie: Turtlenecks! Jeremy: Nope, *Turtles In Time* actually.**

# turtles IV:



**He's a bit of a hum-dinger!**

SUPER NES

Sex. Violence. A lightly greased Shannen Doherty. David Mellor in actress lovenest scandal! There we go. Now I've got your attention using all the underhand techniques of tabloid journalism maybe you'll consider reading the rest of the review.

*(You mean there is no sex, violence or oiled up Shannen to be found anywhere in the next two pages? A. Reader.)*

'Fraid not. But there is Ninja Turtles.

*(They're crap. They were in years ago. Yawnsville. A. Reader.)*

But really it's a good game, honest.

*(It's history. I'm off to play* Street Fighter 2. *It's lush. A. Reader.)*

Oh dear.

## mutant ninja has-beens

Ahh, what a fickle mistress fashion is. She sits astride all our fates, (whether they be opened by a minor celebrity, and boast a white elephant stall or not) and dispenses her summary justice as if it were some great bubble gum machine in the sky. But that is the way of the gods. *(What are you on about? Ed.)* All I'm trying to say is that, for example tank tops are all very functional, they keep you warm and everything, but who the hell would be seen dead in one? As far as knitwear goes, they work, but as far as fashion goes, they suck. The same could be said about *Turtles In Time. (Could it? Ed.)* Of course it could. You see *Turtles In Time IV* is a mighty fine beat 'em-up, with buckets of moves, a high degree of playability and more humour than you could shake a stick at. But it's old. Old as the hills, old as the oceans, old as the bedrock beneath our feet, old as Bob Holness, which of course, in our enlightened society shouldn't matter a monkey's testicle. However we all know the world to be a harder, more cynical place and that shallow things like fashion, appearance and monkey's testicles really do matter quite a lot. *(Especially to monkeys! Ed.)*

## primate gonads

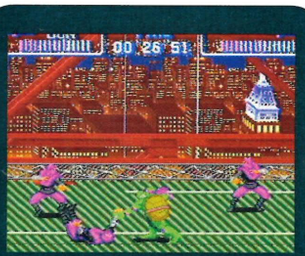
So, we seem to have established that *Turtles* is a bit out of date, but does it matter? Well not really, 'cos *Turtles* is a fine beat 'em-up. I'd even go as far as to say a damn fine beat 'em-up. Animation-wise it's the dogs; the huge sprites all have a mass of moves, different pointy things to stab with and different personalities.

There's kicking sound that ermm... kicks and is full of ticklesome jokes that make you giggle. *(So you like it? Ed.)* Not half. Not being a beat 'em-up fan, I was quite tickled pink with this. Courting controversy I'd even go so far as to say I prefer it to *Street Fighter 2. (Gosh. Gasp. Gee whizz Ed.)* The *Turtles* licence may well be old hat by now, but the game is absolutely smart – the best of its type on the SNES right now. E



## daft as a turtle

**Alright, alright. Time for a box off that revolves around what is basically a sad, sad excuse for a game plot. Here we go. In *Turtles IV,* Shredder gets one of his weird, freako henchmen to steal the Statue Of Liberty. The turtles, being the upstanding reptiles they are decide to try and get it back. During this process they are banished back in time by Shredder and have to fight their way through assorted time zones until they reach 1992 again for their final showdown with old iron jaw himself. Daft? My duck nearly barked *God Save The Kipper* backwards.**



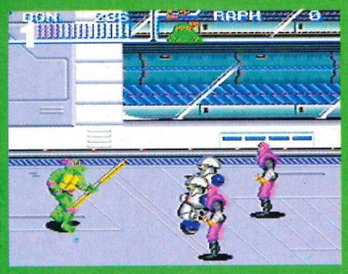
## time slides into time

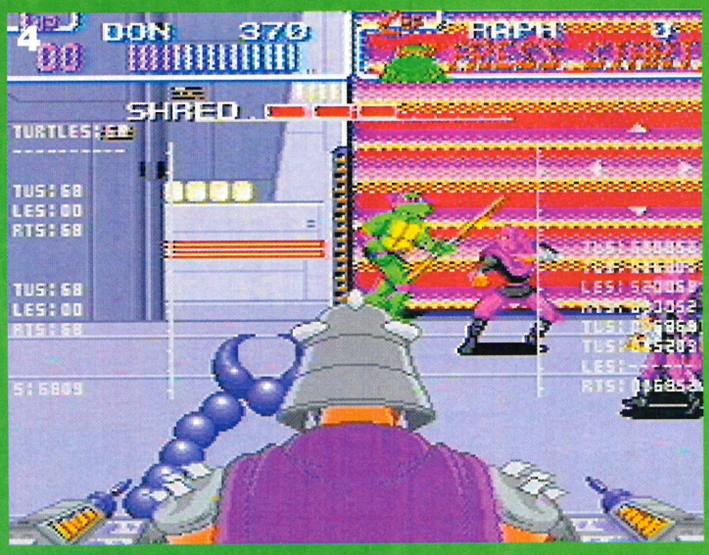
**Not content with putting together one of the best beat 'em-ups this side of Christmas, *Turtles IV* has a special bit that lets you compete in a time trial. Over five segments from one of three levels you must kick ass against the clock. With a 30 second limit on each seggie and the cumulative time of all five seggies added together to give your final end time, the whole thing is a lot more fun than I've just made it sound. Honest.**

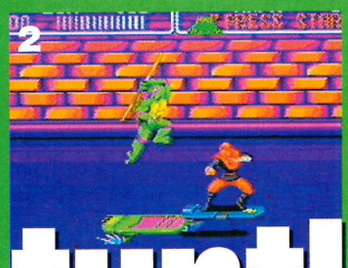
# turtles in time

## vision thing

One of the many good things about *Turtles IV*, is that every so often the playing perspective changes. So, unlike most beat 'em-ups, you are not faced by endless hours of slugging with very few scenic changes. *(What a boring sentence. Ed.)*









### bog standard

1 From the side. Bad guys come at you either in front of you, or behind you. But apart from that nought special here.

### sewer surfin'

2 Forget rats and floating turds, the turtles are quite happy to jump on a robo-board and zoom through this underground stage. Admittedly the more astute of you will have pointed out that you are still going sideways, but what you can't see is the fact you are going sideways very, very fast indeed.

### lift

3 Again, bad dudes come at you from either side of the screen. But this time you are shooting up in a lift. 'First floor, ladies underwear, bedding and surgical supports...'

### shredder ship

4 With more than a passing nod to that other reptilian bound beat 'em-up, *Battletoads*, this bit has you attempting to bring down Shredder's flying car thingy. And how do you do it? Well by knocking his foot soldiers senseless and chucking them into the jet engines of said flying thingy. Heartless frog.

### neon knight rider

5 Knock me senseless and call me Reginald, it's *F-Zero*. Well nearly, bet you were fooled eh readers? This is a statutory bit in every SNES game that shows off the bitmap scaling rotational quark posey drive chip. Mighty impressive don't you think? Simply knock off the assorted airbound bad guys while retaining your cool. It's a piece of pistachio.

## move it

All the ninja turtles are able to pull off two extra special moves in their never-ending fight against Shredder and his foot shoulders. They're not called extra special turtles for nothing. *(They're not called extra special at all. Ed.)*



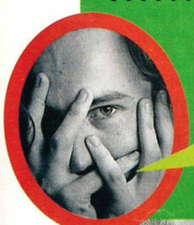
### arm chuck

Annoy a turtle and he'll grab hold of your arm and fling you over his head. This has the rather unfortunate (or fortunate) result of blowing said foot soldier to bits and doing likewise to any other soldier in the near vicinity.



### screen chuck

The extra extra special move that all the turtles can pull is the overarm screen chuck, that results in any foot soldier that comes near being zoomed into the screen at a fast rate of knots. Mode 7, don't you just love it. *(Who's been reading his SNES Tech Specs? Ed.)*



### verdict

Superb beat 'em-up. Better than *Street Fighter 2?* Well... very possibly.





### robo-baddie

Every now and again there pops up a real bast. It's a little robot trash can that has the annoying habit of lassoing you with it's electronic whip, running several hundred volts through you, shooting you or prodding you with a large pointy thing. They're basts.



## dudes in the hood

There are all sorts of foot soldiers that you come across on your quest: Here are *Game Zone's* all-time fave six.

### purple hood



This is your bog standard bad guy. Very little offensive or defensive powers. This chap is little more than ninja fodder.

### blue hood



Boasting some rather lethal-looking tridents, the blue hoods have a nasty habit of putting their heads down and charging trident long into any available turtle's bot-bot.

### red hood



Not unlike their pals, the blue hoods, the red dudes also have pointy things that they try and stick into any available turtle. However this time it's in the shape of numerous Chinese stars.

### white hood



Pure? Virginal? Don't you believe it. These guys wield nun chuckas with the same dexterity as the Dagenham Girl Pipers wield their batons. Except they aren't as pretty. (The pipers, not the white hoods.)

### orange hood



More arrows than in Jocky Wilson's bottom drawer. These dudes aren't fat, they aren't forty, they aren't racially prejudiced but they are mean throwers of the old arrows. They jump in the air and shower sharp pointy things down on any turtle in sight.

### blue hood 2



Not unlike the other blue hoods, in fact if the truth be told, after all is said and done, they're actually the same. With the exception that they wield swords instead of tridents.

## END ZONE

Graphics

Sound

Addictiveness

Playability

## OVERALL 93

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

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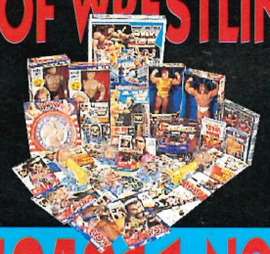
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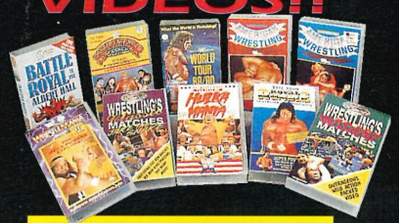
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**or**

3. Jump off a very high building while flapping your arms a lot.
4. Carry on reading this.

By spooky coincidence *Game Zone,* in conjunction with Microprose, is giving you the chance to do two of the above. Oh yes, to celebrate the launch of the first real flight sim on the NES, the marvellous *F-15*, we are going to give you the chance to be pushed off a tall building by the *Game Zone* member of staff of your choice. Only joking kids, we are really giving you the chance to win a superb remote controlled plane complete with engine and control pad, worth over £300! All you need is some paint and some petrol then the sky's the limit.

Plus there's ten copies of Microprose's NES flight sim *F-15.* Smart or what?

**1 Which of these is NOT an aeroplane?**

**Is it:**

**A the F-15**
**B the Flying Fortress**
**C the Royal Albert Hall**




**2 If someone said they were 'bailing out' would they be...**

**A Jumping out of a plane with a parachute on their back?**
**B Mucking out a farmyard?**
**C Paying several hundred pounds to get out of jail?**

**3 What does the 'G' in G-force mean?**

**Is it:**

**A Gravity**
**B Gosh, that's heavy**
**C Gonad**

**All you have to do is answer these pee easy questions:**

## those chocks are off again

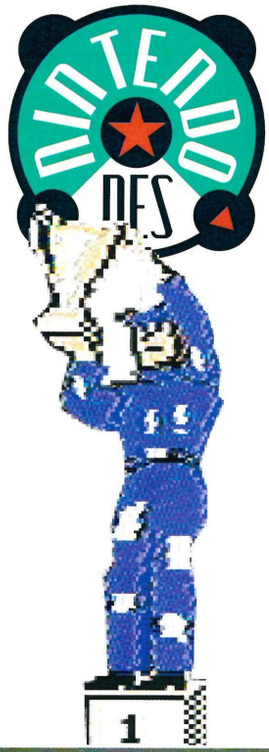
This is the bit where we tell you the things like the call will cost you 36p per min cheap rate and 48p per min not so cheap rate, and that it's best to get the bill payer's permission before making the call. We also mention things like any entries received after 20 Sept will be binned. Oh and if you get through to one of those particularly naughty lines, hang up. But jot the number down first, and send it to us. And we'd also say something like the Ed's word is 'relish'. *(I think you mean final. Ed.)* So here we go then. Calls cost... *(You've already done it. Ed.)*




## chocks back again

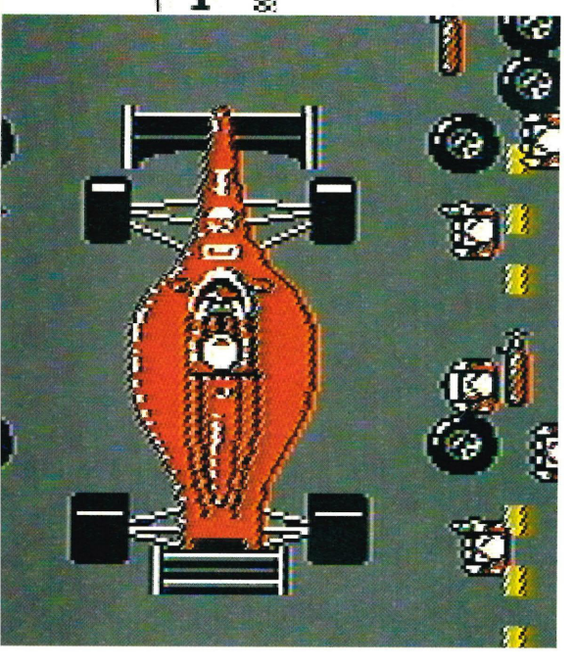
Pick up the phone, dial 0839 121 155, leave your answers and your name and address. Simple hey? So get on those phones and you could get yourself a prize. After all 'Everyone's a winner babe, and that's no lie,' as Hot Chocolate used to say.

# 0839 121 155




**Since he even gets car sick on his tricycle we generously supplied *Nick Griffiths* with a very large paper bag along with a copy of Acclaim's *Ferrari Grand Prix Challenge.***

# ferrari grand prix challenge



It's a blob of strawberry jam. ***(It ain't it's a racing car. Ed.)***

I used to have a Ladybird book called *How It Works: The Rocket.* Following the instructions, I fashioned my own rocket from a broken refrigerator, a trio of plastic ducks, some sticky-back plastic, Valerie Singleton and the card strip that goes 'Bang!' out of a cracker. You may scoff, but I actually completed the first manned mission to Mars. Yet there was no ticker-tape parade for me when I returned home. Oh no. My dad clipped me round the ear, asked me where I'd been for the last three years and hid the tin of condensed milk. And all thanks to a Ladybird book! You wonder why NASA scientists get paid so much.

Which has nothing to do with this game, of course. Here, you drive round a track in a shiny car.

Sorry? You want more detail than that?

## yes, please

*(Sigh!)* Okay, you're a sexy Formula One racing driver, competing in the Driver's Championship which takes in 16 different circuits around the world. You could be Nigel Mansell if you wanted. Except when I first played I was nearer Nigel Mansell's brother Eric, who is a milkman. Except Eric is kind to old ladies and doesn't crash every 30 seconds.

You can go in for some practice laps, set the transmission at either auto or manual (for some reason, to change gear you push down and to change down a gear you push up – so you stand




Bet no-one dares scratch his paintwork.

## a ferrari guide to




### australia

Women called Sheila! Men shearing sheep! Rolf Harris and a Stylophone! Skippy!




### monaco

Big buildings! Smaller buildings! Sea! Boats!



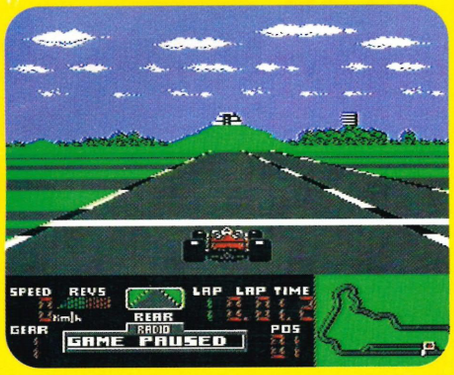

### france

The Eiffel Tower! This is, er... *(Paris. Ed.)*

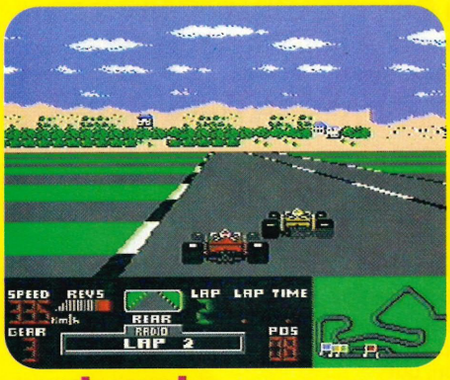
## american grand prix a commentary

**Murray Walker:** Well, this is remarkable.
**James Hunt:** What is?
**Murray:** All these cars and things.
**James:** Yes, it's the American Grand Prix.
**Murray:** So that's why we're here?
**James:** Look you've been commentating on Grand Prixs for 176 years.
**Murray:** It's truly remarkable. Ooh look, the cars are actually moving.
**James:** The race has started.
**Murray:** Right. Griffiths is 26th at the moment. He's driving an automatic since he can't change gear and chew gum at the same time, and, remarkable, he's overtaken someone.
**James:** That is remarkable.
**Murray:** Wooh, these graphics are pretty fast for a racing game, even if the World Championship format is hardly anything new. Griffiths has moved up to 20th, we've completed one lap and the position limit has changed from 26th to 24th – so if he drops below that he's out of the race.
**James:** I won a Grand Prix ages ago.
**Murray:** This game's fun once you get into it,

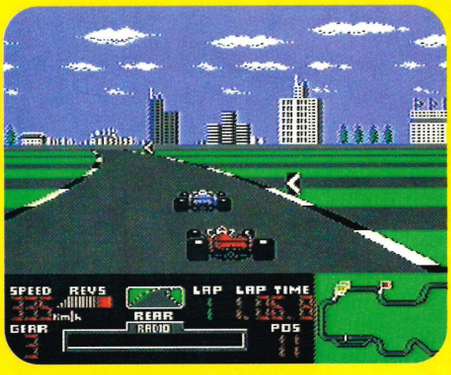
## country spotting




### mexico
An Inca temple! On top of a hill!




### portugal
Small houses! Sandy hills.




### america
Big buildings! Canary Wharf! Hang on!?

## verdict

**A lot more fun than talking about cars for ages, with hilarious crass graphics. Quite remarkable!**

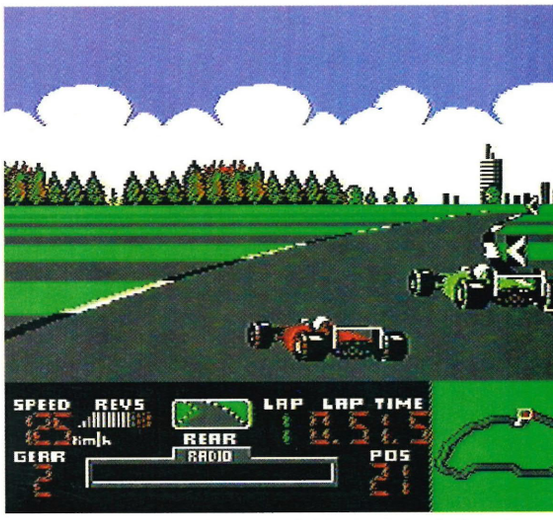
on your head and end up fainting) and then head for the championship in your Ferrari to compete against 25 other drivers.

There's an accelerator and a brake. But only total nonces use the brake. The idea is obviously to go round the track at top speed (335 km/h) crashing as few times as possible, given that you should be taking the chicanes (that's a motor racing term – pretty smart eh?) at about 100km/h.

## then what?

Well, first you have to qualify for the race by competing against the clock. Given that the clock drives a Y-reg Mini Metro with only one brake light working, this isn't too difficult. Your qualifying time determines your position in the grid (invariably in my case, 26th).

Then you're off. *Ferrari GPC* wouldn't be so difficult if it weren't for the other drivers and corners. Luckily you have a hyper intelligent chief mechanic who communicates with you during the race by radio, making comments like "Bad move" and – get this – "Ooops" when you crash. "Ooops"!? You've just crashed at 335 km/h, for Jim Bowen's sake and all he can say is "Ooops"! However, he does tell you when there's a danger up ahead, like another car that's blown



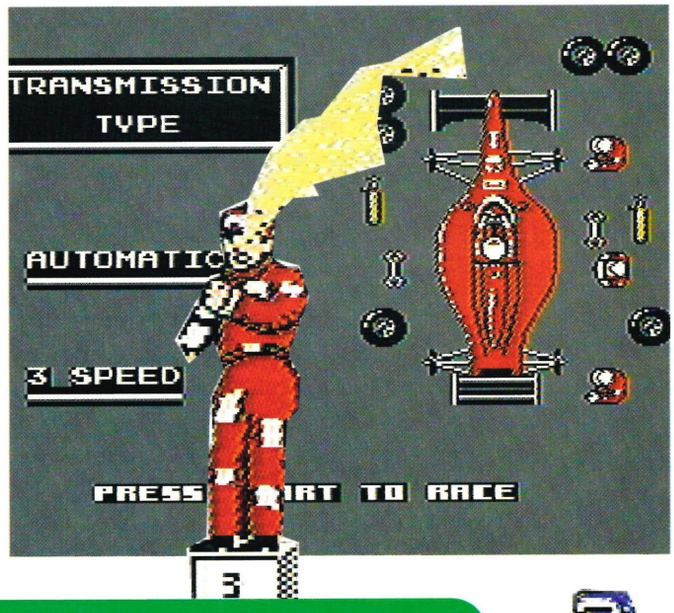

Yup it's a race track, nothing remarkable about that is there?

up or oil on the track, so he is of some use.

And then, well, you drive round and round five times, overtaking and stuff, and get points at the end if you complete the race in the top six. There's a rear-view mirror which doesn't prove very useful and a map of the course showing your position and the position of the first three drivers. That's not very handy either, since by the time you've looked down to see that there's a really sharp bend coming up, you've already piled into the spectators hanging round it, who are all sadists waiting for a crash except now they're dead.

And there are pit stops for tyre changing. There you hit the A and B buttons like crazy (hoping no-one's watching, since you look a bit of a prat) to emerge in the fastest time. And there's a password system that lets you rejoin the championship at the point you left off.

If you come in the top three you get to stand on the winner's rostrum, crack open a bottle of champers and spray it on people (a waste).The graphics here aren't very good and it looks more as though your head's exploding, so it's probably best to avoid the winner's rostrum. At least that's my excuse.




## anything else?

Nope, that's pretty much it.

but 16 races is a touch over the top and you'd have to be a real racing buff to stay amused for a significant length of time.

**James:** I used to change gears and drive quite fast.

**Murray:** Shame the graphics of the different countries are so crass, although some of the cars themselves are passable.

**James:** And I used to have a big helmet and some flame-resistant gloves.

**Murray:** Griffiths is now first except for the three cars in front of him.

**James:** You mean he's fourth?

**Murray:** Remarkable.

**James:** Will you please stop saying that.

**Murray:** There's a car in front of him that refuses to get out of the way and keeps movng in front every time he tries to overtake, which is pretty dangerous. Remarkable, it's done it one too many times and has exploded! Now Griffiths has spun off, a whole herd of cows has just overtaken him...

**James:** They're cars.

**Murray:** Remarkable.

(Scuffle-type sounds as James throws himslef on Murray and tries to strangle him.)

**James:** WILL. YOU. PLEASE. STOP. SAYING. REMARKABLE!

**Murray:** *Ferrari GPC* is a step up from some of its predecessors and the speed is its main selling point, but it's really nothing you won't have seen before.




## END ZONE

Graphics

Sound

Addictiveness

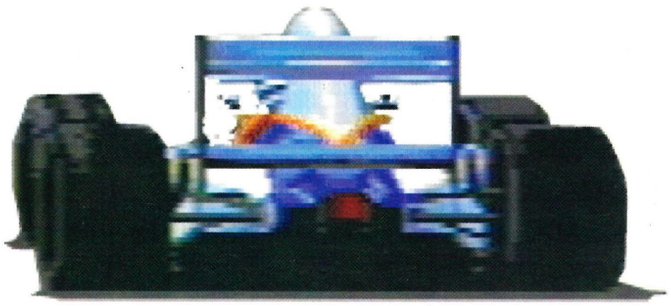
Playability

## OVERALL 76

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

# ferrari grand prix challenge



MEGA DRIVE

**_Graham Linehan_ has never been car sick in his life so we gave him _Ferrari Grand Prix Challenge_ without the paper bag. So we had to clean up the mess ourselves.**

The speedometer is flickering numbers by in the periphery of my vision. I'm overtaking cars one after the other. The map shows I'm coming up to a hairpin. Hell with it, I'll take it at full speed. Three hundred miles an hour, 310, 320, 330, 340... here comes the turn. I pull the wheel right around to one side. The advertising hoardings whisper by my left front wheel. I'm almost tearing the steering wheel off the dashboard. Come onnnn... no, the turn's too tight, here's a hoarding... no! Wipe out! Transmission end! Here it comes! I'm dead! Goodbye world! Tell Laura I love her! NOOOOooooo!... ...BONK!

*'Bonk'?* That's a *crash?* Now just wait a second... 'bonk' is what you get if you bump into a *chair.* I've just been travelling at 350 miles an hour! *'Bonk'?* What the hell's *that?*

One of the first things you notice about *Grand Prix Challenge* is the lack of any good crashes. Surely the whole point of Formula 1 racing is the chance of the car flipping over a couple of times, bursting into flames and cindering you to a flakey black carbonized shell. After all it's the only reason peole watch it.

But then *GPC* falls short of its promise of being 'closer to F1 racing than anything you've ever played!'. Well yeah it's closer than, say, volleyball, but at least with volleyball there's a chance you'll hurt your hand during the serve.

*GPC* gives you control of a Ferrari 643 (or to be precise, the front wheels of a Ferrari 643) and a choice of 20 different tracks to race around. You can also customize your car and control the weather. Pretty exciting so far, huh?

Well not really. Just like watching the real thing on TV, *GPC* is a mindlessly repetitive experience (in that way I suppose it is closer to F1 racing than anything I've ever played). True, there are times when you'll whoop it up silently as you nudge forward into pole position, but after all, all you've got to do is go round and round and round, slowing at corners (in case you bonk into something) and pull in occasionally to change the tyres.




Just give me the outside lane of the M25 any day.

























On screen you have your view of the road, a map showing the location of all the cars in the track, a speedometer and various other stats (best lap time etc). The speedometer is useful because you'd never guess what kind of speed you were travelling by the road view. No matter how fast or slow you race, the hoardings seem to float by at the same rate. On top of that, the cars ahead of you seem to just flash and disappear rather than vault into the distance. Realistic, huh?

Anyone who has *Road Rash* will know how good a racing game on the Mega Drive can get. Crash into something in *that* game and you spend about an hour trying to find your way back to your bike. Just as *Road Rash* showed the possibilities of the console, *GPC* does well in illustrating its limitations. It makes the Mega Drive feel like a clapped out Morris Minor trundling towards Basingstoke.

With the option of racing a friend on a split screen, the chances are that *GPC* will while away a rainy afternoon, But so would having your teeth removed with rusty pliers. If I had the choice I'd go for the teeth option – at least there you'd have an element of tension. E



**verdict**

**Adequate, repetitive piece of fluff with very low mileage.**

END ZONE

Graphics

Sound

Addictiveness

Playability

**OVERALL 60**

**Out:** September **Price:** £39.99
**Publisher:** Flying Edge

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SUPER NES

# pilotwings

MEGA ZONE

**Jackie Ryan has always fancied herself as a bit of an Amy Johnson. So throwing caution to the wind (along with a half pound of rotting kitchen refuse plus a twin line stunt kite) we let her loose on *Pilotwings*. Oh dear.**



Ever since I watched my late Uncle Geoff fashion himself a pair of wings from feathers, balsa wood and wax and take a dive off Beachy Head one Summer, I've been fascinated by the art of flying. Watching him waft heavenwards on a warm air current for that one glorious fleeting moment, before plummeting like a stone to the rocks below, gave me a life-long desire to grow my very own droopy handle-bar moustache and take to the skies myself.

Sadly though, my attempts at upper lip hair growth turned out to be about as successful as my efforts to buy the essential accoutrement to my high flying ambitions. *(Erm, you mean a plane? Ed.)* So pathetically resigning myself to my pauper's lot, I had just resolved to take macrame lessons instead – when *Pilotwings* came flying into the *Game Zone* office at 12 o'clock.



*Pilotwings* is the super smart aeronautical flying game, which gives you the chance to a) soar heavenwards in up to five different modes of aeronautical transportation b) work your way through ten different high flying levels in an attempt to gain your official Nintendo Pilot's Licence ie. your wings, and c) in short, take a set of ten super smart flying lessons for the equivalent price of five not so smart macrame lessons.

Obviously then, *Pilotwings* seemed to me to offer a lot more potential to a would-be fly girl than a set of macrame lessons any day. So I eagerly began to load it up and play it to death. Until our macrame loving Ed piped up, "Er, but hang on a sec. I know these flying lessons seem cheap. But if you persevere with the macrame course, you could soon learn to fashion your own pair of wings from pieces of string. In the long run this would probably work out a lot cheaper than learning to fly with *Pilotwings*. So send *Pilotwings* back."

"Are you looking for a smack in the mouth or what?" I almost replied, before quickly thinking better of it and saying "Well, I'm not convinced actually. Let me just weigh up the pros and cons of both methods of learning to fly and then we can take a look and see."

"Oh, alright then," he replied disgruntedly. And let me continue.

On the value for money front there was no competition. *Pilotwings* offered ten flying lessons for the price of five macrame lesson. Which meant obviously, that you got more lessons for your money in *Pilotwings* than you did in macrame classes.



# high fliers







**So what about the all-important machinery, then eh? What do you get to fly? Is it any good? And will you manage to get it off the ground even?**

## light plane

**One of the easiest things to fly on the earlier levels – just keep your nose up and your revs high to control this viewed from behind crate. But can get more unsettling as you test out your skills of high and low level flight on later levels. Bleuuurgh!**

## sky diving

**Chuck yourself off the plane at 50,000,000 feet in this viewed from above dive; plummet stone-like whilst trying to manoeuvre through a set of rings; check out the background rotation as he spins wildly towards his yellow target; then forget to open your chute at 4,000 feet and crash fatally. Smart.**

# know your enemy

**Strictly speaking, the only enemies you should come across in *Pilotwings* are the kidnappers on levels five and ten. But let's face it, your instructors are a pretty evil bunch of basts too.**

## tony



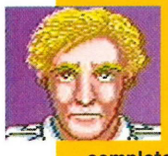
**Your instructor for levels one and six, sports a bit of a dodgy French haircut and a neat line in patronising niceties.**

## shirley



**She may look sweet and cute, but when she gets you in her grip on levels two and seven, you'll be lucky to get out with your pride intact.**

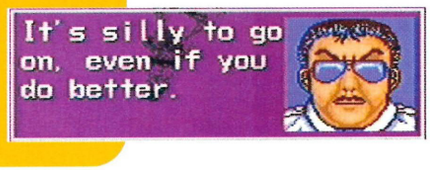
## lance



**The blue-eyed blond who takes you through your paces on levels three and eight, looks like a poor version of a 1970s footballer – complete with Kevin Keegan curly perm – and peddles a sharp line in sarcasm.**

## big al

**He'll take you through your paces on levels four and nine – but rarely certify you *(Sadly. Ed.)***







## pilotwings 1 – macrame 0

On the 'actual flying time' front *Pilotwings* also won out too. Right from lesson one, you could feel the shadow of 'Biggles' at your shoulder as you got to clamber into and learn to fly both a viewed from behind bi-plane, and a viewed from above sky diving sequence. Your first macrame lesson on the other hand had you feeling more like a blue rinsed chintz clad grannie from Cheltenham.

## pilotwings 2 – macrame 0

Onto the learning curve of both courses, and the ten graded lessons you had to go through in *Pilotwings* in order to win your 'wings,' allowed you both to learn to fly and then eventually to master all the various forms of airborne transport available to you. Macrame, on the other hand, was totally impossible from the outset. Which meant very little chance of eventually getting airborne at all

## pilotwings 3 – macrame 0

You were also given four different instructors to take you through your paces in *Pilotwings* – Tony, Shirley, Lance and Big Al – each with their own line in sarcastic comments to 'help' you on your way. Macrame instructors, on the other hand, were few and far between. In fact you'd be lucky to find one. Erm, yet another point to *Pilotwings.*

But best of all of course, was the fact that *Pilotwings* gave you a brilliant opportunity to see all the super smart features of the SNES's marvy Mode 7 operating system being used to the full.

Let's face it, *Pilotwings* was never really meant to be a 'Look, let's have a go at showing you how to fly shall we?' sim, but more a 'Wooh! Look at what the Super NES can do' sim. So it's stuffed to the gills with hundreds of little sequences and touches that show off the SNES's well happenin' hardware rotation capabilities and brilliant sprite scaling systems so well, it makes you quite giddy.

As soon as you boot up for instance, the title logo flips, spins and twists itself around in a manner that even Nadia Comaneci would be proud of.

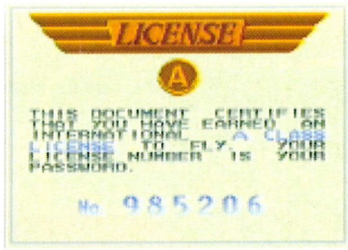
In your first sky diving lesson, you get to see your very own diver tumble and turn arse over tip as the ground rushes up to meet him in such a spin that it would do any washing machine proud. Then the sprite scaling system comes zooming into effect, moving things in and out before your eyes at such a rate of knots that the hair of the dog seems like the best cure.

Would you expect to find such superb twisty, turny, sequences in macrame? Pah.



**verdict**

**A bit of an excuse for Nintendo to show off Mode 7 to the full, but still a hot diggedy dog good 'plane game' for potential fly dudes and dudettes everywhere.**




**Brilliant! Certified at last! *(I always knew there was something odd about you. Ed)***

In fact it was all a bit of a walkover really. And as I pointed out to the Ed whilst I defended my final position by the SNES with courage and a set of carefully sharpened macrame needles, not only does *Pilotwings* come complete with an assembly of whizzy graphics and super sonics to boot, but it also comes complete with an ability to cope with my penchant for mid-air collisions and crash landings, without sending me following in the doomed flightpath of my Uncle Geoff. Hoorah!




**OVERALL 90**

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










## rocket belt

**Tricky to master since with two differently powered rockets strapped to your back, you're expected to manoeuvre yourself through a number of spinning rings, before landing on a postage stamp. Best controlled by those that use them ie. mad inventors and dodgy spies from late 1960s B-movies.**

## hang glider

**Another viewed from behind jobbie, where you must use the D-pad to ride the thermal currents (those white blobby bits that look like clouds) to rise to a certain altitude before pulling off a few stunts. Sadly I found myself doing an Uncle Geoff special with this glider malarkey more than once. Oh dear.**

## helicopter

**The one for potential fighter aces everywhere. Get to see a bit of action as you take control of this viewed from above chopper in order to pick up your kidnapped instructors from a dodgy island heliport. Definitely the dog's.**

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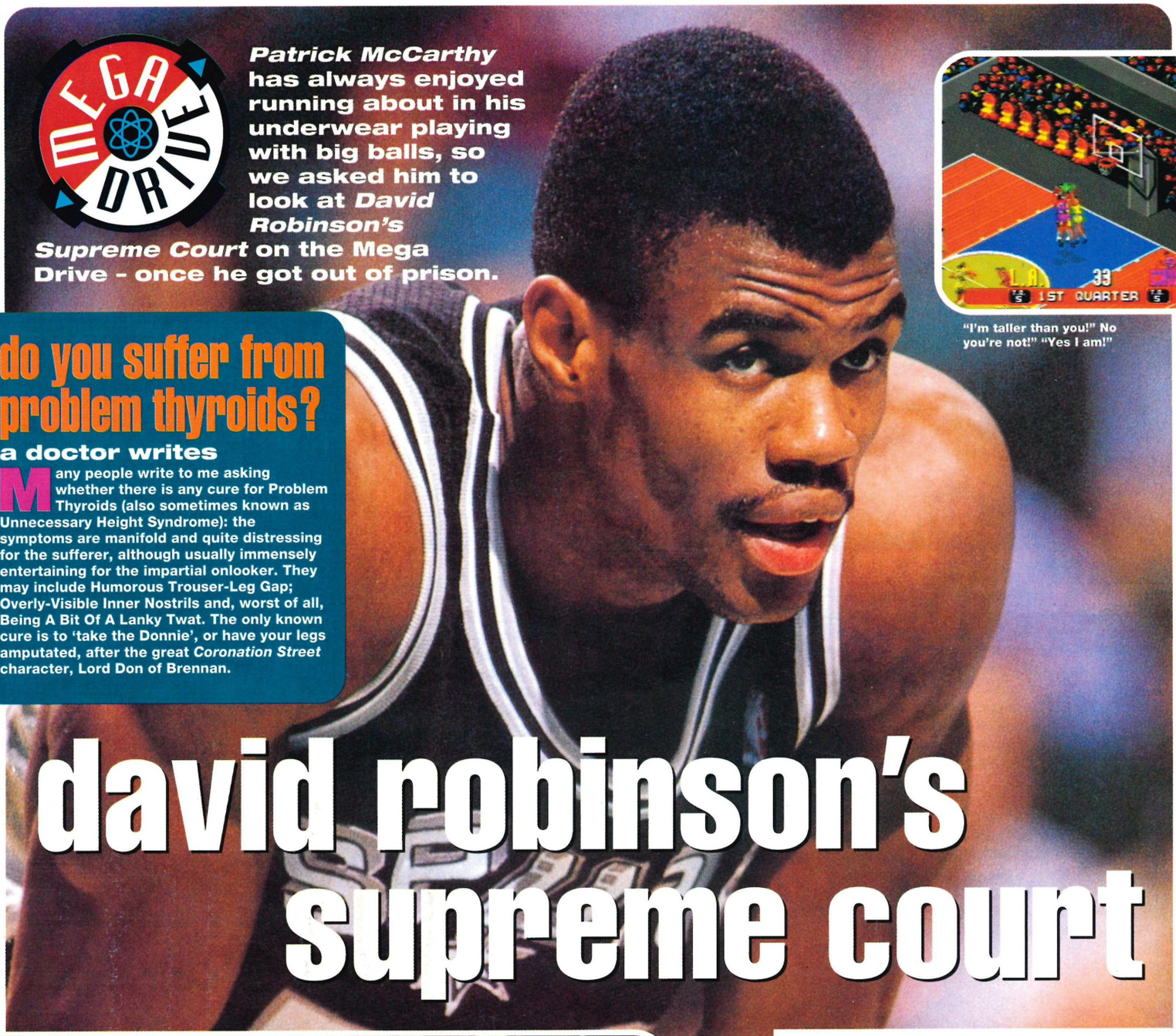
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**Patrick McCarthy has always enjoyed running about in his underwear playing with big balls, so we asked him to look at *David Robinson's Supreme Court* on the Mega Drive - once he got out of prison.**




"I'm taller than you!" No you're not!" "Yes I am!"

## do you suffer from problem thyroids?

### a doctor writes

Many people write to me asking whether there is any cure for Problem Thyroids (also sometimes known as Unnecessary Height Syndrome): the symptoms are manifold and quite distressing for the sufferer, although usually immensely entertaining for the impartial onlooker. They may include Humorous Trouser-Leg Gap; Overly-Visible Inner Nostrils and, worst of all, Being A Bit Of A Lanky Twat. The only known cure is to 'take the Donnie', or have your legs amputated, after the great *Coronation Street* character, Lord Don of Brennan.

# david robinson's supreme court




The Pointer Sisters sang a song about basketball you know, imaginitively called 'Jump!'

The *Game Zone* Dictionary, which rivals Dr Johnson's for up-to-the-minute accuracy and insight, describes basketball as an 'Indoor game played by multi-millionaire mutants wearing inflatable shoes. A hippo's bladder is stuffed repeatedly into elevated baskets until the score reaches 120-all, then next team to score wins'.

It's a funny game, when you think about it. It's not one of those sports that you'd think would lend itself to being simulated, for one main reason: once the opposition have the ball all you really do is drop back and wave your arms about until they score. You can't tackle for the ball. There are none of the entertaining aspects that do so much to make your average sports game: no hideously late sliding tackles which leave segments of leg lying all over the place; no sickeningly violent meetings of metal and bone and no swinging your enemy about by the nostrils until his head turns inside out – the most you usually get is a dislocated finger from catching the ball incorrectly, and that's not much of a jaw dropper in a sports sim.

This could be why the games that have been



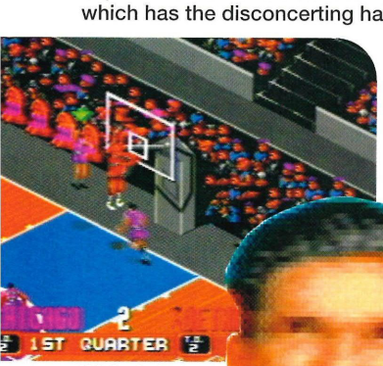

released recently have tried to whammy the whole thing up a bit: *Arch Rivals* introduced a violent element but unfortunately was a bit crap, and *Jordan Versus Bird* abandoned full basketball completely in favour of a number of rather sad little sub-games. *Supreme Court*, on the other hand, has gone the whole hog and attempted to simulate yer gen-yoo-ine sensurround basketball experience, with the only 'wrinkle' being that you can play a three-on-three game as well as the traditional five-on-five.

## strange things

The first strange thing you'll notice about *Supreme Court* is the unusual viewing angle, which has the disconcerting habit of reversing itself as you pass from one half of the court to the other – still, like most major lifestyle disturbances, you soon get used to it. In fact, that weirdness apart, it plays very smoothly and its three levels of difficulty mean that you can get into it quickly. I don't really like the method of passing, whereby the person you'll pass to is arrowed – call me a determined individualist, but I'd much prefer to choose who I pass to myself. Still, you can't have everything. *(Yes you can. Adnan Kashoggi.)* Oh, alright then.

Anyway, its depth of options ensure some degree of longevity, what with tournament and RP games and extra little bits like the MVP versus All-Star games. As usual in an American sports game, it's jam-packed with useless statistics, but you don't have to read those. It also suffers from the usual attempt to add 'atmosphere' by the inclusion of a moustachioed creep pretending to be a commentator. You know the kind of thing:

**Commentator:** Hot diggety dog, cor blimey O'Reilly, that certainly was a better than average game of ball out there, yes sirree Bob. I don't




If I duck down a bit, edge right and look up I can see up his nose.

A bit of wax and you too could have a moustache like mine.

## the time out screen

This screen is used for mid-game substitutions, alterations to defensive coverage and lots of other stuff:

### stamina

***Fresh*** **– just had a bath, could lean over your desk to borrow a pencil with total confidence.**
***Tired*** **– (and emotional) "That last pint was off, I think" – may throw up down his brightly logo-ed vest at any minute.**
***Exhausted*** **– Stands there panting like a bitch in heat, and smells twice as bad.**

### defensive coverage

**If there's a particularly hot shooter on the enemy's team, you might want to tell two people to mark him, at the risk of leaving someone else free. Or you can just put one psychopath on him. Or anything, really.**

### substitution

**You can take off somebody who's tired and bring on somebody who's fresh – although how anyone gets tired playing this noncey game is beyond me.**

### points scored

**Do I need to explain this bit? Do I really?**

### underpants

**Check to make sure they don't show through shorts (black under white is *so* gauche).**

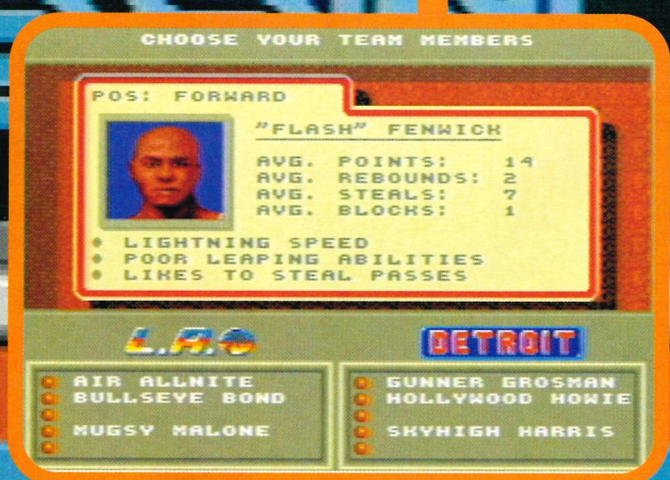
### vests

**Check to make sure they're not yellow under the arms.**

## team selection

There are four teams for you to choose your future world-beaters from, each with their own general characteristics. Once you've selected one, you move to the bit where you draft some individuals to counteract whatever inherent weaknesses your team has. For example, if your team isn't very good at shooting, you don't have to be coach of the year to know you should pick some players who are. (Come to think of it, if they aren't very good at shooting, what are they doing playing basketball? And why did you pick that team in the first place?)

If your opponent has the advantage of first choice, you can get sneaky by picking other positions before him instead of just doing them in order. If your Mum normally makes all your decisions for you, or you have problems with numbers and the screen gets covered with a spooky red haze and you feel a bit faint, just press start and the computer will pick your stars for you.

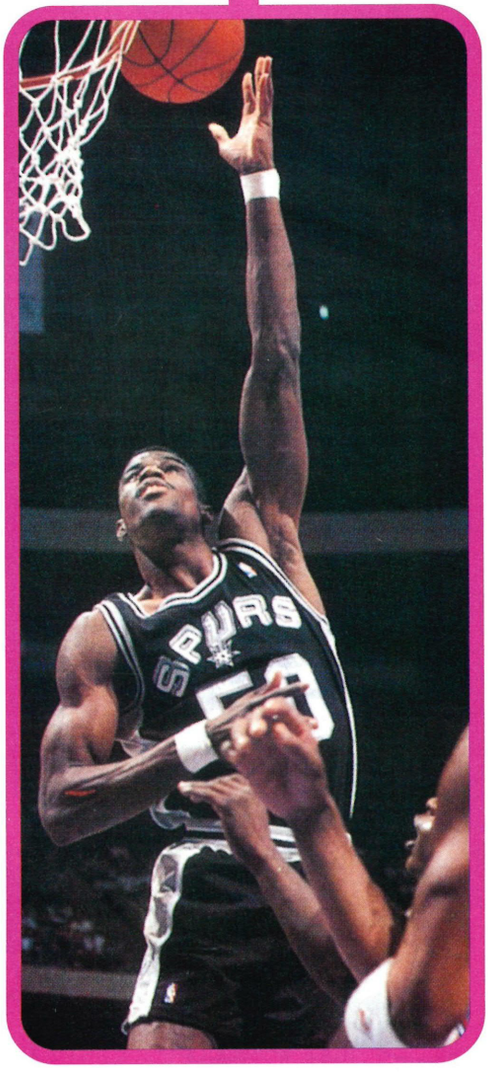


## game types

There's more than one way to fry pork fat, as my ole Mum used to say before she gave up her health food franchise, and there's more than one way to play *Supreme Court*. The main difference between game types is the standard play and the role play (RP) option.

Standard play is traditional sports game stuff, entirely dependent on you and your abilities. You have control of everything and are completely free to miss all the shots, throw intercepted passes and hammer away on the 'switch control between players' button at random; you can also, if you so desire, sit like a rabbit in front of a car while your opponent racks up the points. The only thing you can't choose is who you pass to – a bit of a pain, but there you go.

Alternatively, you can choose RP and control just one player while the computer handles everything else. You can call for passes when you don't have the ball or stand around like a prat if you can't be bothered to join in. You can change the player you control at any point, although if you pick the one who isn't the 'main man' or playmaker generator, or whatever, you can easily be totally ignored by your team-mates, bringing back those playground nightmares with hideous clarity. If anything the RP option is easier to play, and if you're the outstanding player in the game (ie. you hogged all the shooting) you get named for a special All-Star game against David Robinson's elite team of hired lunatics.



## tall arrogant basts

### a short person writes

Tall people really make me puke – always going on about how they can reach things on shelves, or getting served before me by reaching over the top of my head in pubs. String 'em up, I say, from a taller than average branch, of course. In fact I want to start a new political group: the Movement for the Obliteration of the Irritatingly Super-Thyroidic – MOIST for short.

think I've ever seen such an incident packed five minutes in all my years as a syrup-wearing Burt Reynolds look-alike. It's 40-40 at half time and everything to play for. So whaddya think about it, Dave?

**David Robinson (in expensive but poncey leather jacket):** The Hamsters will have to score more points than the Coypus in the second half if they want to win, and to do that they'll have to score more baskets...

At which point you hammer on the start button, screaming. The problem with that kind of thing is that it does nothing to improve the game, in that any advice given is bland, repetitive rubbish, and even if you don't know enough to avoid it the first time you'll never watch it more than once, so it's a complete waste of time. They might as well give you a photocopy of the dialogue with the game that you can put straight in the bin.

But the game itself is a good game. The graphics are good, and nicely-animated – the way the basket bulges and momentarily holds the ball when points are scored, for example, is very good indeed. It can sometimes get a little confusing and tricky to see who has the ball when everyone's around one basket, which can be frustrating without a 'lash-out-wildly' option (I've never been that scientific a defender) but what the heck. The sound is well done – you can hear the squeak of brand-new trainers on wood and the crowd stamping and cheering or, during the time-outs, picking their noses, throwing popcorn, burping and farting.

Of the basketball games around on official release at the moment, *Supreme Court* is by far the best, and any reservations about the fun aspects *(He means whack-quotient. All he likes is violence. Ed.)* of the game are more to do with the sport itself than the implementation of it here. E




## level of defence

Your player's defensive level can be individually selected and this affects his behaviour in the following way:

**L1 - Loose defence:** offers the opposition sweeties and bottles of pop on their way to the basket; gives them the ball back if they drop it; can be lured into bed at the drop of a hat

**L2 - Standard defence:** doesn't really do anything nasty to get the ball; stays on 'all-chaps-together' terms and gets lots of points scored against you

**L3 - Tight defence:** a bit tougher – follows opponents around calling them names, twanging their jockstraps and tweaking their armpit hair; refuses to lend them any money

**L4 - Last ditch defence:** this gets pretty unpleasant – follows opponent everywhere, holding him tightly by his testicles and telling him he's slept with his wife and she's crap; punctuates this by attaching bulldog clips to his ears and giving him Chinese burns




What a beaut 'Up Over The Head Of A Shorty In The Pub' shot.

## END ZONE

Graphics

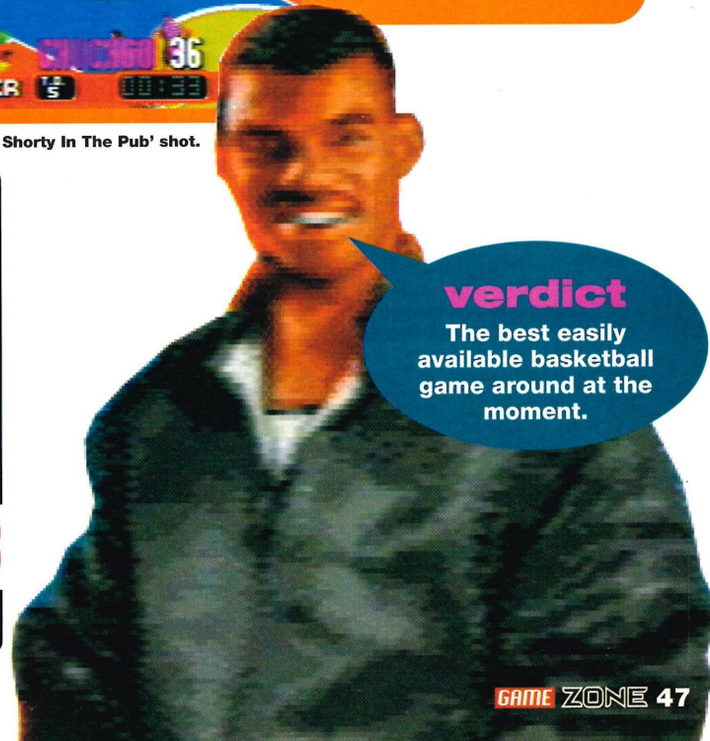
Sound

Addictiveness

Playability

## OVERALL 83

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



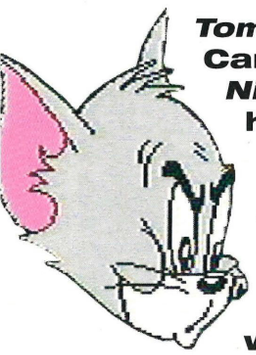
**verdict**
The best easily available basketball game around at the moment.




Tom Jones beware! This hip-swaying pelvis-thrusting rinky tink rodent's in town.




Jerry also dances with the Kirov ballet in his spare time as this nifty jetté shows.



**Tom And Jerry. Cannon And Ball. Nick Griffiths and his NES. All famous comedy duets, but only one has four ears and two tails. The question is which one?**

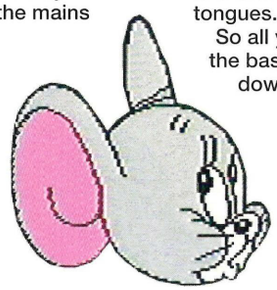
Ahh, Tom and Jerry. I thought when offered this review. Rolling the words around my tongue, I savoured the smooth almost sexual curve of the J, and the twin erect peaks of the M. Then spat out the piquant T, with its vinegary pointiness. "No way!" I exclaimed with some disdain. Too much aftertaste, that lingers, like some Autumn bonfire, on the tongue. *(Nick, have you realised this is a console review, not a wine tasting. Ed.)*

## cat on a hot tin roof

So who are these Tom and Jerry characters anyway, tell me that?

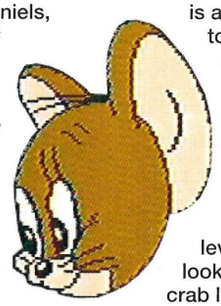


Well, they're a cat and a mouse on TV *(Well done. Ed.)* who, basically, go around hitting each other with anvils and other blunt objects. Oh they also plug each other into the mains and run several hundred volts through each other. All good family entertainment. But it's all okay, don't worry kids, don't lose any sleep – because it's ONLY A CARTOON. They're not a real cat or mouse. *(Oh that's a relief. Ed.)* Mind you it must have been a pretty warped mind that came up with the idea of a cuddly cat and a wide-eyed mouse beating seven bells of s... *(Quite. Ed.)* out of each other. Did they come up with the original idea just before torching someone's grandma and burning down an orphanage? Or was it before going into a career in law?



## pussy galore

Three very simple things; firstly, a bun. Buns are simple, aren't they? Bit of pastry, blob of cream, there you go, simple. Secondly Paul Daniels, very simple gameshow host, and finally the controls of *Tom And Jerry*. Very simple. Just push the A button to jump and the B button to throw one of your everlasting supply of marbles. At what? Well not at Jimmy Daishe's veteran china or Chris Munroid's fab green and blue bomber. This isn't some Victorian playground but the wacky world of NES. Your targets are spiders, bees, toy soldiers, clockwork false teeth, crabs, stuff like that. *(Of course they are. Ed.)*



The reason you lose your marbles with such alarming frequency is mainly down to Jerry's little cousin Tuffy. Now follow me closely, 'cos it all gets very complex here... Tuffy has been mousenapped by Tom and stuffed in a trunk in the attic. Jerry has to rescue him before he suffocates and dies. As you do. But not to worry because Jerry turns out to be a bit of a hero, everybody is saved, there is general happiness and everybody hugs and kisses. (Except no tongues. This is a family show.)

So all you have to do is work your way up from the basement, into the kitchen, up to the roof, down the chimney and finally across the living room and into the attic. Easy enough really. There are five three part levels with an encounter with Tom at the end of each. It could be said this is a platform game with plenty of original touches and heaps of playability. *(So say it. Ed.)* Throughout you collect cheeses for bonus lives – although there's unlimited continues, so that's no great worry – and extra points, while avoiding all manner of mouse-like obstacles such as drawing pins. After the general hubbub of the first level, the second level is set in what looks like a sink pipe, where strange crab like things and snails thwart



## marble madness

## that's all folks

***Game Zone* presents a run-down of our all-time fave cartoon scenarios.**

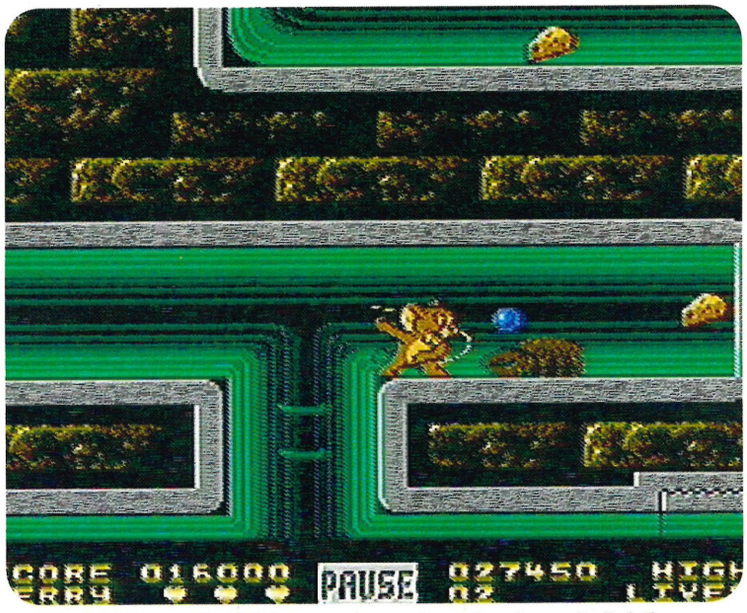
**tom and jerry**
Tom hits Jerry with a fire poker. Jerry survives. Jerry throws an anvil at Tom which Tom swallows without incurring any major digestive disorders.

**tweetie pie and sylvester**
Tweetie Pie has an unnaturally large head and a degree in Child Psychology. Sylvester falls off cliffs and makes Sylvester-shaped holes in the ground.

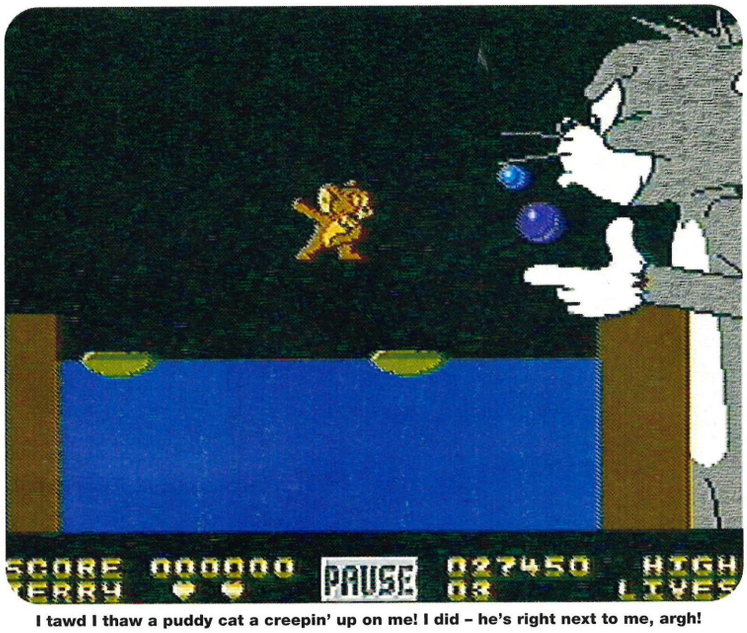
**porky pie and bugs bunny**
Porky has a stutter and a shotgun. He shoots at Bugs Bunny, who eats a lot of carrots.

**scooby doo**
Scooby Doo is a dog who says 'Zoiks'. Shaggy's mum tries to wash behind his ears. Thelma never gets asked to the Prom. Daphne takes the mickey out of her dress sense. No-one remembers the other bloke. They're all scared of ghosts. A man dressed as one commits a crime and says "I'd have got away with it, if it wasn't for you pesky kids."

# tom & jerry




Jerry loses his marbles, but he never goes up the wall – mice can't climb them.




I tawd I thaw a puddy cat a creepin' up on me! I did – he's right next to me, argh!

## false teeth

1 You're in the bathroom first thing in the morning, eyes stuck together with unattractive gungy stuff, mouth feeling like the bottom of a parrot's cage. You reach gratefully for a cup of water, gulp fervently and notice only barely too late, the horrible violent pink lumpy thing lurking at the bottom of the class. You've swallowed your mum's false teeth! Well, that's ample justification for the wholesale marble treatment on any dentures in sight.

## toy soldiers

2 Anyone who carries a gun around is obviously not to be trusted. Even if they are only a toy that just walks up and down for no particular reason in a silly manner (just like the real thing). Lob away.

## spiders

3 Bit trickier this. Spiders don't have a great time. Always getting squashed for just sitting in baths, minding their own business. No one ever sends them birthday cards or flowers, or stops to thank them for eating flies. No, spiders are unnecessarily persecuted, when really they should be loved and hugged with alarming regularity.

## bees

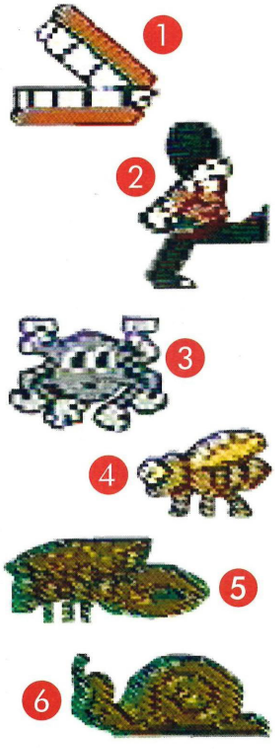
4 Well, unlike spiders, Bees sting and that makes them a whole different kettle of fish. *(Or, more precisely bees. Ed.)* So you've just trodden on one barefoot and you tend to be a bit bigger and weigh more than the bee, but that's no excuse for getting stung. And honey's really horrible too. So come on Mr Bee why shouldn't we distribute marbles in your general direction. "Erm..." says Mr Bee. Nope, not good enough.

## crabs

5 Marble fodder and no mistake. When did the last crab express consternation at industry's careless destruction of the ozone layer or smile inanely at a passing small child, or take part in a Telethon... Hang on. Maybe crabs should be shaken by the claw, congratulated on their good taste and declared a marble-free zone, forthwith.

## snails

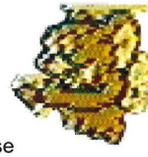
6 Who ate the first snail? Who first picked up a snail, thought "Mmmm... this looks tasty", wrestled its struggling form from its shell and popped it in their gob? Weird.




Jerry's every move. Most unpleasant. Obviously the owner doesn't use Ajax.

After the sink problems Jerry has to leap on to moving floating, floaty things to lob marbles at Tom, who being the bast he is, is not only throwing marbles back but begins spitting! Disgusting.

## meow



It's that time when whoever is writing the thing must come up with a stunning paragraph outlining the graphical quality of the game in question. It's time to... (drum roll) Check. Out. Those. Graphics.

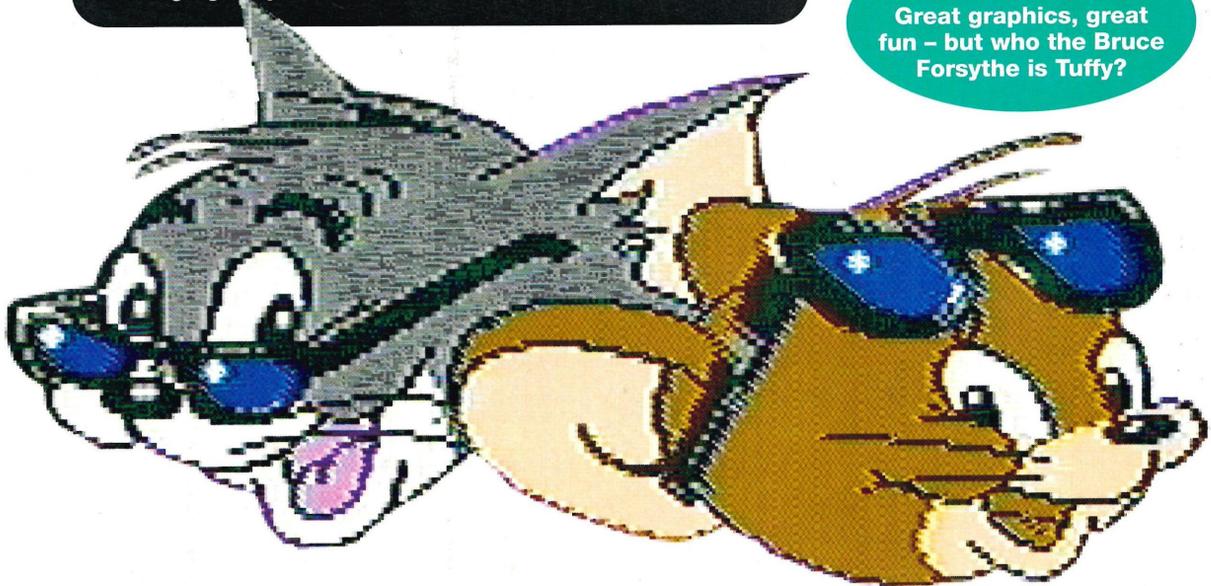
Well, the graphics are rather pleasing. Jerry's animation is really clever – all those cheeky expressions, the way he waddles his hips when standing still (in a rather sexy way if you ask me). And the animation is as smooth as a Twinky – you might even compare it favourably with *Prince Of Persia*. Very cute, like a sweet, cuddly kitten with big round eyes and a suitably innocent expression. Except Jerry's a mouse, Tom's the kitten, and... *(Get on with it. Ed.)*

Oh and the sound is pretty smart too. A nifty rendition of the *Tom And Jerry* theme bops with such, erm... boppyness that if you're not careful you begin to... bop.

All in all *Tom And Jerry* is up there with games like *Chip 'N' Dale* and the Addams Family, but fortunately much better than both. If acting in a mousey kinda way is your bag than you could do a lot worse than *T And J*. It's the cat's whiskers. *(Groan. Ed.)* E

**verdict**

**Great graphics, great fun – but who the Bruce Forsythe is Tuffy?**



**END ZONE**

**Graphics**

**Sound**

**Addictiveness**

**Playability**

**OVERALL 88**

**Out:** October **Price:** £45
**Publisher:** Hi-Tech Expressions

NEW

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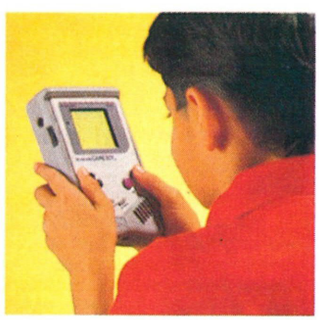



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# massive



SCOOP

## Track Meet

*Run yourself into the record books*

GAME BOY

GAME GEAR

LYNX

INSIDE


Aryton Senna's Super Monaco Grand Prix
Mega Man
Dr Wily's Revenge
Switchblade II
Pinball Jam
Klax
Yoshi
Mickey's Dangerous Chase
Marble Madness
World Class Soccer
Parodius
Jack Nicklaus Golf


ALLSPORTS/RUSSELL CH

16 PAGES OF HOT HANDHELD ACTION


issue three
september 1992

massive® issue three september 1992

# contents

**Things that come in threes eh? They're pretty naff most of the time aren't they? The Three Degrees, the Three Bears, the three 79s that come trundling along in a trio every morning. In fact, there's not a lot to be said for threesomes really is there? Except when we're talking issue three of Massive.**

**Why is issue three so good? Funnily enough for three reasons: 1) It's stuffed with exclusive handheld reviews. 2) It's brimming with the hottest news and previews. And 3) It's yet another issue of the finest handheld magazine in the entire galaxy. Smart or what?**

## games list


### game boy

64 jack nicklaus golf *(R)*
58 mega man *(R)*
62 mickey's dangerous chase *(R)*
53 parodius *(P)*
52 the amazing spiderman 2 *(P)*
54 track meet *(R)*
61 yoshi *(R)*

### game gear

56 ayrton senna's super monaco gp *(R)*
64 paperboy *(R)*
60 klax *(R)*
63 marble madness *(R)*
53 popils *(P)*

### lynx

52 baseball heroes *(P)*
53 nfl football *(P)*
60 pinball jam *(R)*
59 switchblade II *(R)*
64 world class soccer *(R)*


*(P)* = preview
*(R)* = review



## the amazing spiderman 2

More web slinging acton is in order as Peter Parker aka Spiderman reappears on the Game Boy shortly in Acclaim's new game *The Amazing Spiderman 2*.

This time round Spiderman awakes from a deep sleep only to realise that he has lost many of his 'spidey powers'. And in order to regain them, ol' arachnid features must romp his way through five different levels of challenge, including the Skyline, Factory, Fun Fair and Empire State Building, while defeating the evil dude at the end of each level to boot.

A slinky looking number, watch out for a full review soon.

● Available from Acclaim in November, price £24.99





## baseball heroes

Heroes eh? They come in all shapes and sizes, don't they? But at least they generally have *one* prominent feature of some kind or another, that makes them stand apart from all us lesser mortals.

'Super' heroes for instance are usually taller, more muscular and come complete with more special powers than most.

'Anti'-heroes on the other hand are generally shorter, stubbier, with a neat line in warped wit and wicked ways.

But 'baseball' heroes, well, what have they got to make them stand out from the rest of the population – apart from a strange penchant for wearing peaked caps, candy-stripe shirts and tight pants.

Still, ours is not to reason why – only to tell you you'll soon be able to check out just how 'heroic' these baseballing types are, 'cos *Baseball Heroes* will be hitting the Lynx in the next few months.

● Available from Atari in September, price £29.99






## switched on

Handhelds eh? Marvellous little gadgets and no mistake. Except when you own more than one and want to buy a power pack for them. Which means that either: **A** you can afford the readies easily as you're a bit of a rich bast on the quiet (so be off!) or **B** you have to take out a loan to splash out on two power packs, when really you can only afford one (in which case, read on).

All of you in the B category will be pleased to hear there's a rather smart Switchable Mains Adaptor as part of Deekay's Gamebuddy range.

Complete with a range of leads, it's compatible with the Game Boy, Game Gear and Lynx. And at a mere £9.99 it's a bit of a money-saving marvel and no mistake.

● Contact Deekay on (0702) 603435 or check out your local console dealer pronto.

# stick-y moments

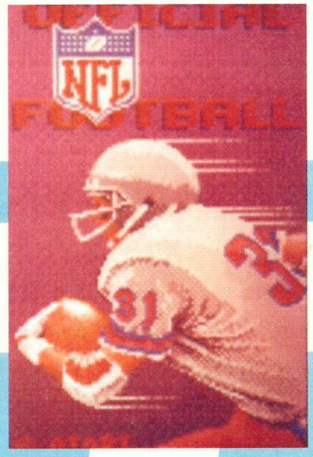



A change is as good as a rest they say. *(They do? Ed.)* Which is why the entire *Game Zone* staff never take holidays and instead spend one day a month rearranging the office furniture and swapping seating arrangements to make them feel just like they've spent two weeks in Tenerife ie. wrecked.

Anyway now you can do the same, but without having to go to the extent of rearranging your Aunt Ethel's sitting room furniture. All you need do is experience a new type of gameplay on your handhelds by converting your joypad to a joystick with this smart new Switchstix device from Deekay (UK)'s Gamebuddy range.

The Switchstix lets you construct a simple joystick which can then be stuck to the control pad of your Lynx, Game Gear or Game Boy, so you can play with joystick rather than joypad control.

So for a quick trip to your local console emporium and a mere £4.99, you can feel just like you've spent a week in the Bahamas (or something). Smart.




# official nfl football

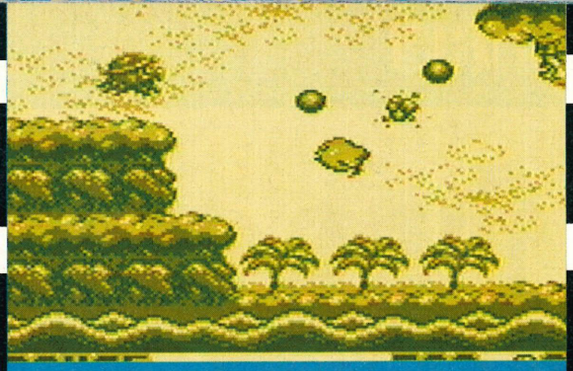
Thdoing, thdoing, thdoing. Swish. Crunch, rattle... Roaaaaar.

Hah, fooled you. You thought it was a lion diving off a springboard, hitting its head and being in pain, but actually it was the sound of an abnormally large and well nourished man, with a pair of oversized Nikes strapped to his feet, making his way down an American football field, dodging his opponents as he goes, before finally scoring a touchdown in front of a wildly ecstatic crowd.



Yes, the sport of massive gits everywhere is about to make an appearance on the Atari Lynx. *Official NFL Football* will feature all your fave American football teams, a number of neat offensive and defensive moves for you to execute and lots of raucous crowd scenes. Watch out for a full review next issue.

● Available from Atari in September, £29.99.



# parodius

Unbelievable! The cutest, wittiest, fastest, funniest shoot 'em-up ever to appear on the Super Famicom, NES and PC Engine is about to be pared down and squeezed into the Game Boy – officially.

*Parodius* from Konami features a flying penguin, an airborne octopus, a buzzy bee and a nippy fighter, in a horizontally scrolling shoot 'em-up affair that features loads of cartoon-style nasties and some neat scrap to the death end-of-level dudes. Well smart!

Trigger happy? You bet! Out on import already, but officially released in Blighty soon. Watch out for a full review next issue.

● Available from Konami in September, price £tba.

# popils

Oh dear, oh dear, oh dear. A diminutive but beautiful princess, has been kidnapped by a not so diminutive nor attractive wizard. He's hidden her in a fiendishly difficult maze, behind lots and lots of blocks and erm, well it's your task to go and rescue her. Which means, well, oh dear indeed, really.

Yes, you guessed it, *Popils* is yet another bash the blocks to reach the princess, multi-level, multi-coloured, multifarious puzzle game. Punch and kick your way past stacks of blocks, avoid all manner of nasty objects such as green slime, blue vampires and red spikes and do all this whilst still trying to use the least number of moves possible to reach your princess.

Graphics are neat, sound is cute and the gameplay looks like being sooo addictive you could puke. Full review next issue.

● Available from Domark in September, price £27.99.

## Game Boy chart

| | | |
|---|---|---|
| 1 | **Super Mario Land** | Nintendo |
| 2 | **Choplifter II** | Nintendo |
| 3 | **Duck Tales** | Nintendo |
| 4 | **Gauntlet II** | Nintendo |
| 5 | **Adventure Island** | Nintendo |
| 6 | **Hook** | Ocean |
| 7 | **Turtles** | Nintendo |
| 8 | **Bart Simpson Escape From Camp Deadly** | /Acclaim |
| 9 | **Dr Mario** | Nintendo |
| 10 | **Trax** | Nintendo |

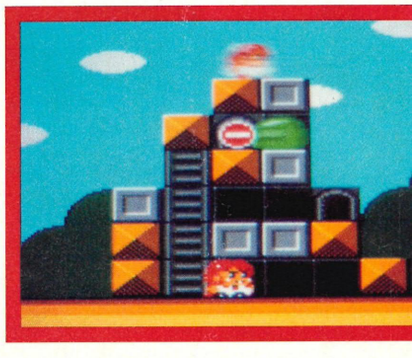
## Game Gear chart

| | | |
|---|---|---|
| 1 | **Super Kick Off** | US Gold |
| 2 | **Olympic Gold** | US Gold |
| 3 | **Sonic The Hedgehog** | Sega |
| 4 | **Mickey Mouse** | Sega |
| 5 | **Donald Duck** | Sega |
| 6 | **Super Monaco Grand Prix** | Sega |
| 7 | **Shinobi** | Sega |
| 8 | **World Class Leaderboard** | US Gold |
| 9 | **G-Loc** | Sega |
| 10 | **Wonderboy** | Sega |

## Atari Lynx chart

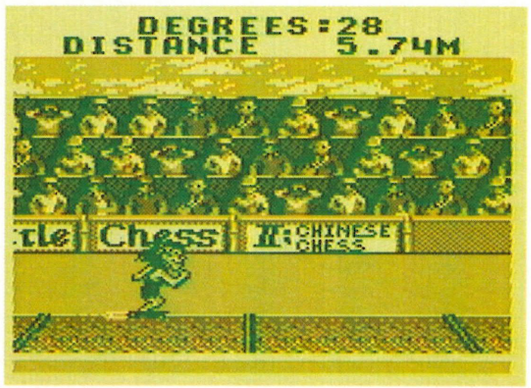
| | | |
|---|---|---|
| 1 | **Toki** | Atari |
| 2 | **Crystal Mines II** | Atari |
| 3 | **Rampart** | Atari |
| 4 | **Superskweek** | Atari |
| 5 | **Hockey** | Atari |
| 6 | **Chequered Flag** | Atari |
| 7 | **Bill & Ted's Excellent Adventure** | /Atari |
| 8 | **Scrapyard Dog** | Atari |
| 9 | **Awesome Golf** | Atari |
| 10 | **Blue Lightning** | Atari |





# track meet

**"I've heard of meat and two veg and meat pies but *Track Meat?* Is it food that's bugged so you can 'track' its progress through your tummy?" *Tanya Winston* puzzled. *(What a difference an 'a' makes. It's* Track Meet. *Ed.)***







If someone tells you to take a running jump, heed their advice.



Life as a games reviewer eh? An easy life. Lying in a comfortable chair, playing loads of games; nothing to it... No sweat, huh?

At least that's what I thought, until I had *Track Meet* to review and, boy, did I sweat! After playing this for half an hour my arm felt like it had been wrenched out of its socket and every muscle from my wrist to my shoulder muscles was tense and aching. Why? Yep, you guessed it... the Olympics are here again, and not content with letting us gamers relax and watch the Games from a comfy couch in front of the TV, the programmers at Interplay want us to actually experience the pain and weariness that Olympic contestants go through every four years, by making us bash buttons. Yes, this is a rehash of old classic Olympic computer games such as *Daley Thompson's Decathlon* where to win, you bash the old buttons as hard as they (and you) can take it.

There are seven long, hard events (well actually they're relatively short – they just seem to go on forever), the 100 Metres, Hurdles, Javelin, Pole Vault, Long Jump, Discus and Weightlifting. Each is fairly easy to master as all they really involve is hitting button A, with an occasional well timed jab at button B.

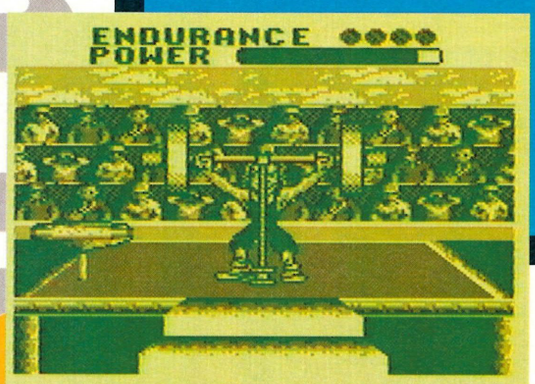
Although this game is hard, hot and sweaty work, it is actually very entertaining! After having built up your muscles and scores with the practice option you are ready for the ultimate challenge – The Olympics (*cue fanfare* ).

You play each of five competitors one at a time, and with each one beaten you get a password so that you can compete against the next competitor or switch off your Game Boy and rest, later returning to defeat the next sucker. Your scores are even saved from where you left off. Cool, huh?

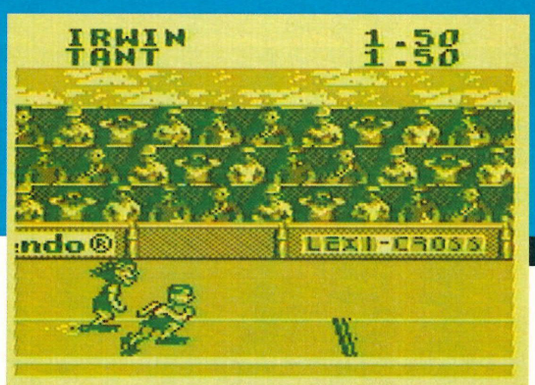
Anyway, the actual competition is where the fun starts! Each competitor has different characteristics contributing to their skill levels, and how they react to each event is very funny. There are some truly hilarious moments like when Swami Pastrami uses his rope in a basket to vault the pole or when Irwin B. Cheetin decides to climb up the pole. The well-defined cartoon-like graphics also contribute to the

**verdict**

**A funny version of a classic type of game, that will soon separate the Geoff Capeses from the Paul Lakins.**

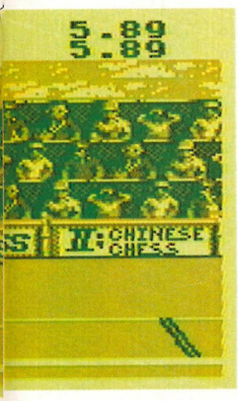



Mr Bygraves says you need hands. Irwin prefers a strong pole.

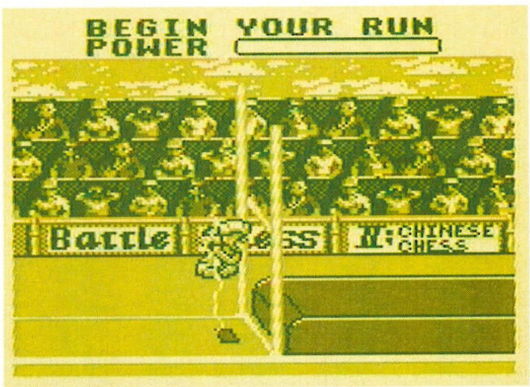



Irwin gets his skates on. Inspector Gadget has nothing on him.

# track meet





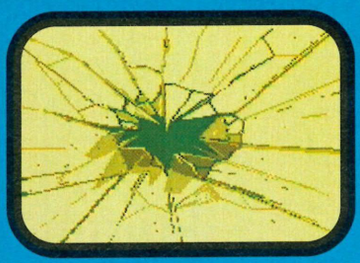

Money for old rope, Swami Pastrami gets a lift in the pole vault.

competitors' personalities and to the humour.

Although this humour makes the game fun, no doubt you will get sick of the same five characters performing the same tricks; unfortunately the novelty soon wears off leaving you with aching arms and an average game. The characters are fairly easy to beat except for Jack Strop who is extremely difficult indeed.

You can still try to improve on your own score once you have beaten the characters, but the game then seems to lose its appeal and the only really fun thing left to do is to get your friend to buy a copy for two-player Olympics. What a shame that more characters (perhaps some females?) with different skill levels were not introduced into the game. It is also difficult to play the game without a flat surface, which allows you to use your index finger to tap that A button much faster and makes it easier to reach button B.

All in all, this is a fun game worth the unaccustomed exercise, but you might soon get tired of it. Until then, see you in court suing Nintendo for RSI! E



Dodgy discus throwing! It's a smasher!

GAME ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 73

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

**They say (who says?) that the first and foremost rule if you want to win anything, is to know your opposition, so read this guide carefully:**



## ricky the barbarian

1 'The strength of 100 men and the IQ of a garden snail' – this guy is easy to beat in most events but watch out for the cookie shaped discus 'cos our Ricky loves cookies. And don't expect to beat this muscle man in the weightlifting event unless you really are an Olympic competitor.



## swami pastrami

2 'A master of illusion'; watch out for this guy as he uses flying carpets and ropes in baskets to win his way to the top. He's tricky in some events but you should be able to beat him after a few goes.



## kemichi katana ninja

3 This guy is a fairly good all-rounder but is not outstanding in any area and I wouldn't call him 'a formidable opponent' as the manual does.



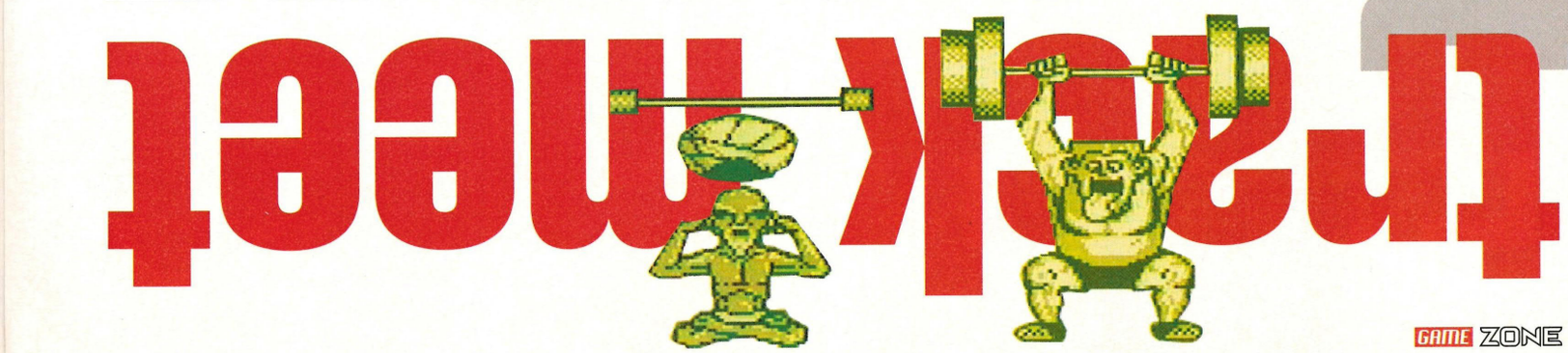
## irwin b. cheetin

4 'The most creative player in history' and he certainly does use some innovative ways to win. Look out for his rocket-powered boots and the funniest event – the Pole Vault. But don't worry, he is fairly easily beaten and we all know that cheating doesn't pay off... or does it?

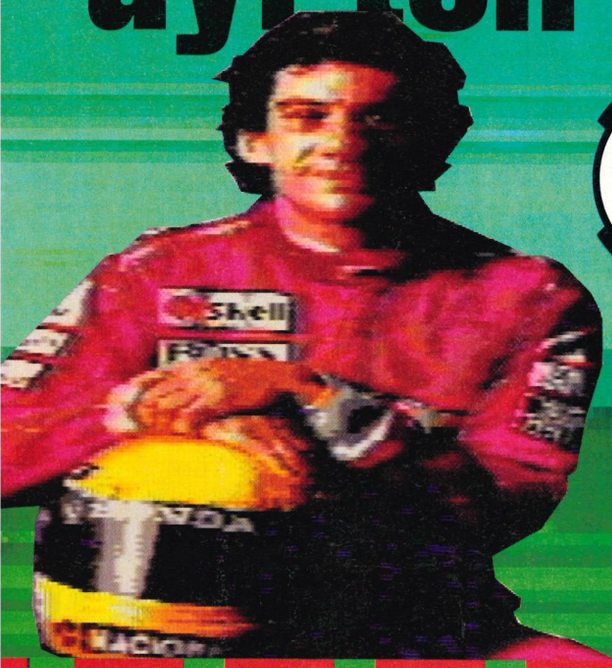


## jack strop

5 'The most endorsed man in the world... simply the best'. Yep, too right he is. Jack is practically impossible to defeat but don't worry, I'm sure you'll have lots of fun and wrist injuries trying to beat the guy with the slicked back hair and gleaming teeth.



# ayrton senna's super



***Ayrton Senna's Super Monaco Grand Prix.* Phew, with such a long title *Tyler Martin* was astounded that he could fit in the rest of the revi...**

I feel I must congratulate Sega for getting Mr Fastpants Ayrton to endorse this game. I wouldn't have thought he had the time to supervise its production what with him miles from the lead in the real World Grand Prix; he should be out there practising or at least spying on the Renault team for a few secret tips. Well that's my opinion anyway (what a bore eh?).

Now for the storyline. Oh, it doesn't have one does it. Urr, umm, hang on a sec while I just consult my concise rule book of review writing. Let's see racing games, chapter eight, page 62. (I suppose we should have an intermission, like they do on TV when sonething goes wrong. Music maestro. Dada da de de dum dum dum didi dum didi didi dum didi do. (Greensleeves that was, honest!)

Sorry about that folks, I'm ready now. The scenario is that Mr Senna has sort of challenged you to beat him in all the races that make up the World Grand Prix. So off you go and zoom around all these tracks in the vain hope that you may be able to beat the pants off Ayrton Senna and reach that rare number one top spot.

To trounce him overall you must accumulate more points than your rival. You get different amounts of points after every race, the points relating to your position past the checkered flag, for example if you come in the last few positions you will get extremely pathetic nil points.

To get any points at all you have to come at least sixth, but if you come in in that all-elusive pole position you get a humungous ten points (gasps of amazement). So as you can see, the object of the game is to accumulate as many points as possible and finish as high in the league table as possible.

Vroom, vroom screech, bang.

Sounds oh so easy doesn't it, well that's where your ears deceive you, this game is pretty tough. For a start you and Ayrton are not the only cars on the track; there are ten other point greedy drivers out there who you can try and skillfully negotiate your way past (huh some chance, you either pass them by fluke or by using brute force). The next thing that makes this game hard and slightly boring is that you always start in last position unless you qualify. About the qualifying, it is stupidly confusing.

The first time I tried it I went round the same track 15 times with no cars on it, therefore creating no challenge, before I worked out how to get back on to the actual race. Boredomsville or what? My next quibble is that it is practically impossible to beat Ayrton. He doesn't make a single mistake, well that you can see anyway, he's always about half the track ahead of you. This makes the game extremely unlifelike and annoying. It seems that when Ayrton supervised this game's production he make sure he reigned supreme.

## and the checkered flag is in sight

Anyway enough of the bad stuff what can I say that's good about *Monaco*? Well the game's graphics are pretty smart especially the rotation of the track which creates a feeling of realism. The car sprites are really quite small but do their job well. There are even some groovy still pictures of the man himself. Another good thing is the mass of options; you can fiddle about with your car set-up a lot and even hear some rather naffola speech which sounds as if it says "Come on you racist". Oh dear.

What about the rest of the sound? Well some of it is mega funky and some of it deserves to be thrown on the crud pile. The first to go should definitely be the skidding noise; if you don't call that dire then I don't know what you can. How about the playability? Well that starts off pretty good but then it begins to get a bit samey and

### monaco

This is probably the most famous race track and is of course the star of this game, ie. the main course and it's a real bummer. With plenty of sharp turns and narrow lanes it is horribly hard to pass the opposition so try to qualify for a good starting position.

### italy

This is more like it, a nice straightforward track with gentle bends and long straights, a real beaut for speed freaks.

### usa

Bluurgh, I utterly despise this one it has lots of sharp turns which bring out that horrible skid noise. Turn the sound down for this race.

### san marino

He's an American football quarterback isn't he? *(Dan, you fool, Dan. Sporting Reader.)* Anyway this course is another nicey; here you can relax as you gently speed round the soft turns and leave the oppostion standing in a cloud of exhaust fumes (I hope it's unleaded petrol).

# monaco grand prix













## the main course and seconds two

Surprise time. Did you know that there are some race tracks in this game (16 to be precise)? Here's the lowdown on a select few...

boring. One more good point is that it has a password system which is a bonus and boosts the playability and lastability of the game a bit.

All in all *Senna's Monaco* is really *Monaco GP* except with Ayrton Senna's name on it. You could say it was worse really as it doesn't have the two player option of its predecessor which is a bit of a bar steward. So if you've had the first but played it to death I wouldn't recommend buying this. If you didn't have the first then you could give this a shot but I'm sure you could find *Monaco GP* for about half the price of this. E

**verdict**

**Too similar to the original *Monaco* to be worth buying.**

**END ZONE**

**Graphics**

**Sound**

**Addictiveness**

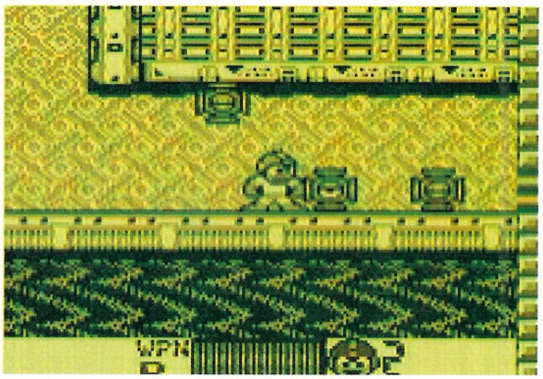
**Playability**

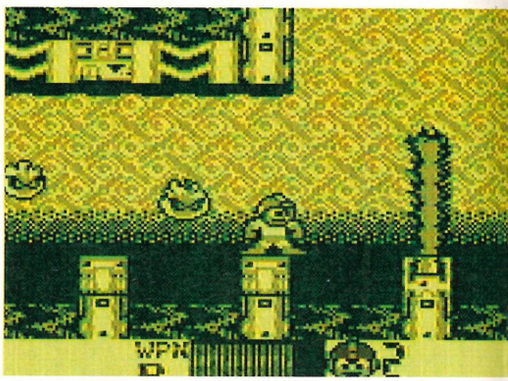
**OVERALL 59**

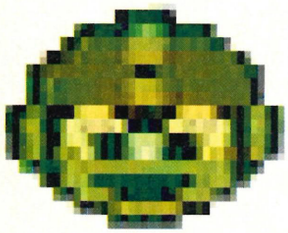
**Out:** Now **Price:** £29.99
**Publisher:** Sega

GAME BOY

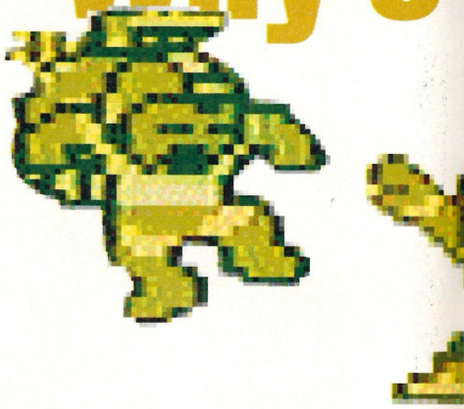
**Patrick McCarthy knew *Mega Man* when he was no more than Below-Average Man. They shared an artist's loft with luminaries such as Andy Warhol, Percy Sugden and Gordon The Gopher. Here he talks about *Mega Man* - the Early Years.**







# mega man dr wily's



Ah, those were the days... I remember it all so clearly – the little swine never did his share of the washing-up, and always left a rusty ring round the bath. But still, they were happy times – none of these tricky little missions to catch some insane industrial wizard, like he seems to obsess himself with these days. Dodge hi-tech traps? In those days Meg, as we used to call him, couldn't even change a plug!

He was the biggest slob in the world. None of this 'smoothly scrolling, nicely-detailed backgrounds' stuff in his bedroom, oh no. He couldn't afford it – and as for little metal suits...well, you'd be lucky to see him wearing clothes at all, most of the time. He wore particularly unatractive Y-fronts. I'll say one thing for him, he's always been popular with the women – even before he got that enormous helmet.

His general health was appalling. He used to wake up coughing blood, drink a bottle of turps and smoke forty rolled-up newspapers before he got out of bed, then boil some fat for breakfast. He couldn't even crawl to the toilet – he kept a bucket by the bed. I remember saying to Michelle – Pfeiffer, you know, she had the room next door – "Meesh," I said, "that boy's destined for an early grave, you mark my –" *(Oh for heaven's sake, get on with it. Ed.)* Okay. I remember one hilarious occasion after the – *(I mean get on with the review. Ed.)* Oh. Absolutely.

Nowadays, of course, he's one of the liveliest little characters you can see on the Game Boy – leaping about like a lunatic at the touch of a button. And the things he has to do – they're so *hard*. Defeating robot masters, shooting bits of over-aggressive machinery – I don't know how he does it. It just shows you, you just can't tell, can you? You'd never have said he'd turn into such a nice young man if you knew him as a boy. Would you like a cup of tea?

*Ed: I've had enough of this nonsense. Get him out of here – the silly old fart should be put down. What you have here is the familiar* Mega Man *platform game with blasting and trap-dodging galore. You have to battle your way through to atmospheric levels and destroy four different robots, who've all appeared before on the NES in* Mega Man, Mega Man II *and* Mega Man III *– Ice Man, Fire Man, Elec Man and Cut Man – in their worlds. Once you've killed them, you gain control of their Special Weapons for your own use. Certain weapons are of more use than others in the various worlds – so it makes a difference what order you take these worlds in. Once you've done for them all, it's off to Dr Wily's complex to see to the other four – Quick Man, Heat Man, Bubble Man and Flash Man.*

*This is another in the great tradition of "bloomin' difficult* Mega Man *games" – in fact, one the most difficult platformers I've seen for some time. It's a definite value-for-money job, as there's no way you'll finish this quickly, even with its password facility. As such, it has built-in pose value: if you buy this game, you're obviously making a bit of a statement about your gameplaying abilities. On the other hand, there could well be a number of broken Game Boys around the country.*



**verdict**
**Very very good, but very, very hard.**









## END ZONE

**Graphics**

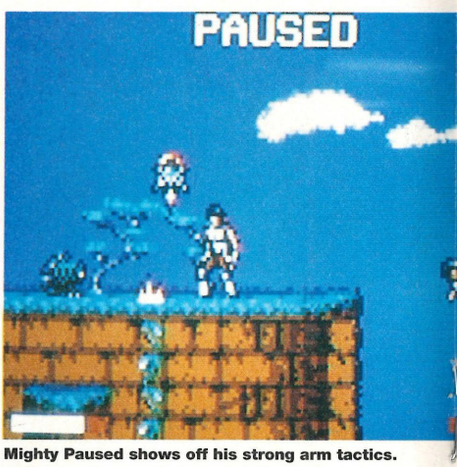
**Sound**

**Addictiveness**

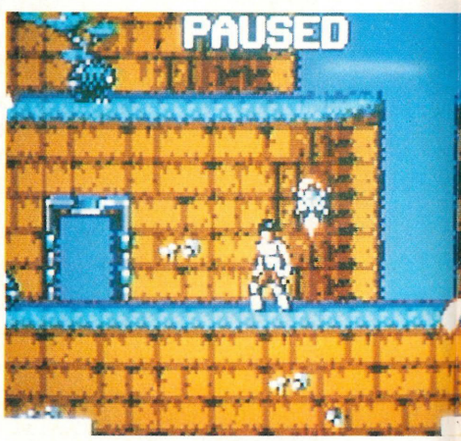
**Playability**

## OVERALL 89

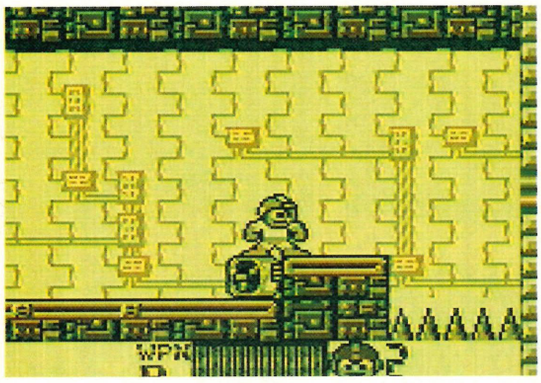
**Out:** Now **Price:** £24.99
**Publisher:** Capcom



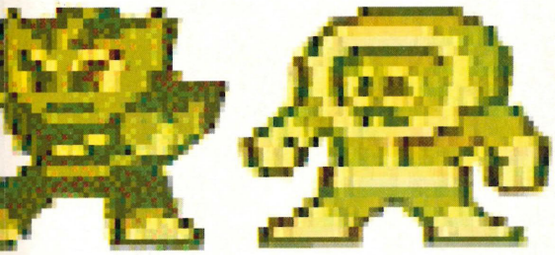

Mighty Paused shows off his strong arm tactics.




The mighty Paused searches for his pal, Start.



# switchblade II revenge



**"Switchblade II?" said a perturbed *Jackie Ryan*, "but I haven't even seen *Switchblade I* yet. Erm, have I been missing out again? Oh dear."**



"Uncanny," I thought as I loaded up *Switchblade II* on the office Lynx. "I could have sworn I've never seen *Switchblade* before. But by Jimminy, here's *Switchblade II*, a game which couldn't sound more like a sequel if it tried. Which means then, as is the wont of most sequels, it should be all kind of familiar and warm, yet at the same time different and surprising too. How splendid."

Except of course it wasn't, because *Switchblade II* actually turned out to be more of a prequel than a sequel – least ways on the Lynx it did.

Y'see Atari has played leapfrog and converted hoary old computer game *Switchblade II* while studiously ignoring *Switchblade I*.

In *Switchblade II* you play Hiro, the only living descendent of the last of the Blade Knights, which might seem quite smart initially, until you learn that as the only animate relation of these old blades, you are now expected to save your land and your people from the evil clutches of the rather evil and nasty chappie, Havoc. Tch.

Still, always one for the crack, off you set across the multi-level, horizontally and vertically scrolling platform environments of post nuclear industrial landscapes, alpine moutains, majestic waterfalls and dingy dungeons (to name but erm, one... two... three...er, four of the aforementioned environs), in your own unique attempt to collect all the pieces of the special fireblade that you'll need to defeat the heinous Havoc when you finally come to meet him face to face at the end of the game.

Run, jump, duck and leap your way past a myriad of static and moving objects including guards, droids and laser turrets, spikes, flames and patroller beams.

Replenish your energy, and ammo supplies as you go by picking up the odd hamburger and ammo arsenal. Get in the money by collecting all the crystals dropped by your wasted opponents which convert to cash. Switch your weaponry willy nilly by exchanging your winnings for new and better weapons in the shop. And defend yourself with your scythe-like sword when your enemies get a bit too close for comfort.

It's typical arcade adventure fare really. Not particularly new, not particularly fast, nor particularly original – but nevertheless, still particularly large, quite particularly well animated, and also particularly playable, so probably one of the better arcade adventures to come out on the Lynx in recent times. In short, not bad as sequels go – in fact quite good actually. So there.



**verdict**

**A well playable, well executed arcade adventure. Erm, but it's not a sequel really.**




## EGO ZONE

**Graphics**

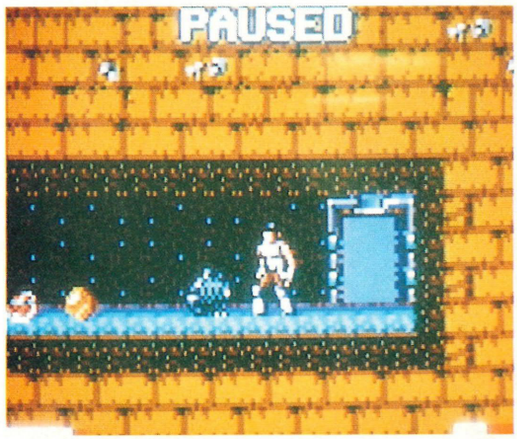
**Sound**

**Addictiveness**

**Playability**

## OVERALL 85

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




The mighty Paused in one of those snow ornament thingies.

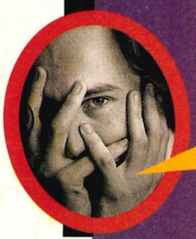



The mighty Paused decides to change his name to Eric.

ATARI LYNX

**"Pinball Jam?" asked *Jeremy Daldry*, "I'd rather have Raspberry and Apple." "Ha, funny, ha," sang the *Game Zone* office in close harmony.**

Yer see what we got here is an oil and water situation. *(Have we really? Ed.)* Oh yes and it almost always arises when you have a console version of a real pinball table. *(So can we take it, that both the tables featured on* Pinball Jam *are real? Ed.)* We can. *Elvira And The Party Monsters* and *Police Force* are Williams Electronic tables and I'm sure if you came across them in a seedy roadside bar deep in Nevada you would happily down a Bud and drop your quarters into the slot. *(Get on with it Kerouac. Ed.)* The oil and water problem arises though, because a pinball table is a pinball table and a console cart is a console cart, and never the twain shall meet. Or if they do, they tend to be a bit crap. Let me explain.



**verdict**

**Badly put together and with all the long term appeal of a bout of halitosis.**

## damson jam

The main prob is that a pinball table may be fun in a bar, but when you convert it onto a console it becomes dull as ditch water. Mainly 'cos a straight conversion doesn't take advantage of a console's special abilities. Here, unlike the brill *Dragon's Fury*, there's no little twist to add that extra oomph.

## strawberry jam

Now for the graphics – or rather the lack or them. You're playing a pinball table, viewed from overhead, so the sense of 3D is really quite important to judge where the little ball is. Shame then that the 3D of *Pinball* is *Jam* so awful. More importantly, the screen is... er... small and a pinball table is big so there's very disorientating scrolling going on during which you start feeling more than a little sick.

There's a fair whack of sampled speech, but it gets on your nerves after a while, especially Elvira's constant reference to 'balls'. You feel as if you've wandered into *Carry On Atari Cart*.

## elderflower jam

With little difference between the tables, slow gameplay, the bizarre fact that it's easier on hard and the sheer tedium of knocking a white dot up and down you don't exactly warm to this. You're left rather cold. I'd feel cheated if I'd shelled out £30 for this. Shame on you Atari.

**OVERALL 38**

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




**The femme fatale with the high hair hits the Lynx.**



**It's Las Vegas during a power cut.**

# pinball jam

## featuring elvira and the party monsters

# klax

GAME GEAR

***Klax*. What a weird name, so to go with it we got the man with the name in the weird order, *Tyler Martin*, to review it.**

What a stupid name *Klax* is. What does it mean? Whoever thought of it must have been deranged or under the influence of a strange herb. Anyhow this new GG puzzler is in the same mould as *Columns* and *Tetris*. Many different coloured tiles tumble down a ramp. At the end you must catch them on your paddle thingy and place them into the bin below. If you drop a tile it




**A load of mouth-watering Opal Fruits.**

tumbles into a dark infinity and loses you a life. The object of the game is to create lines (klaxes) of same coloured tiles by dropping them in the bin. These can be diagonal, horizontal or vertical.

There's one problemo; some colours are hard to distinguish, particularly greens and pinks; that said, the graphics are a treat.

The tunes (sorry tune) is nice but it's a shame that it's only a singular. The effects are great – each colour has a different noise as it moves down the screen and it gets louder as it gets nearer you.

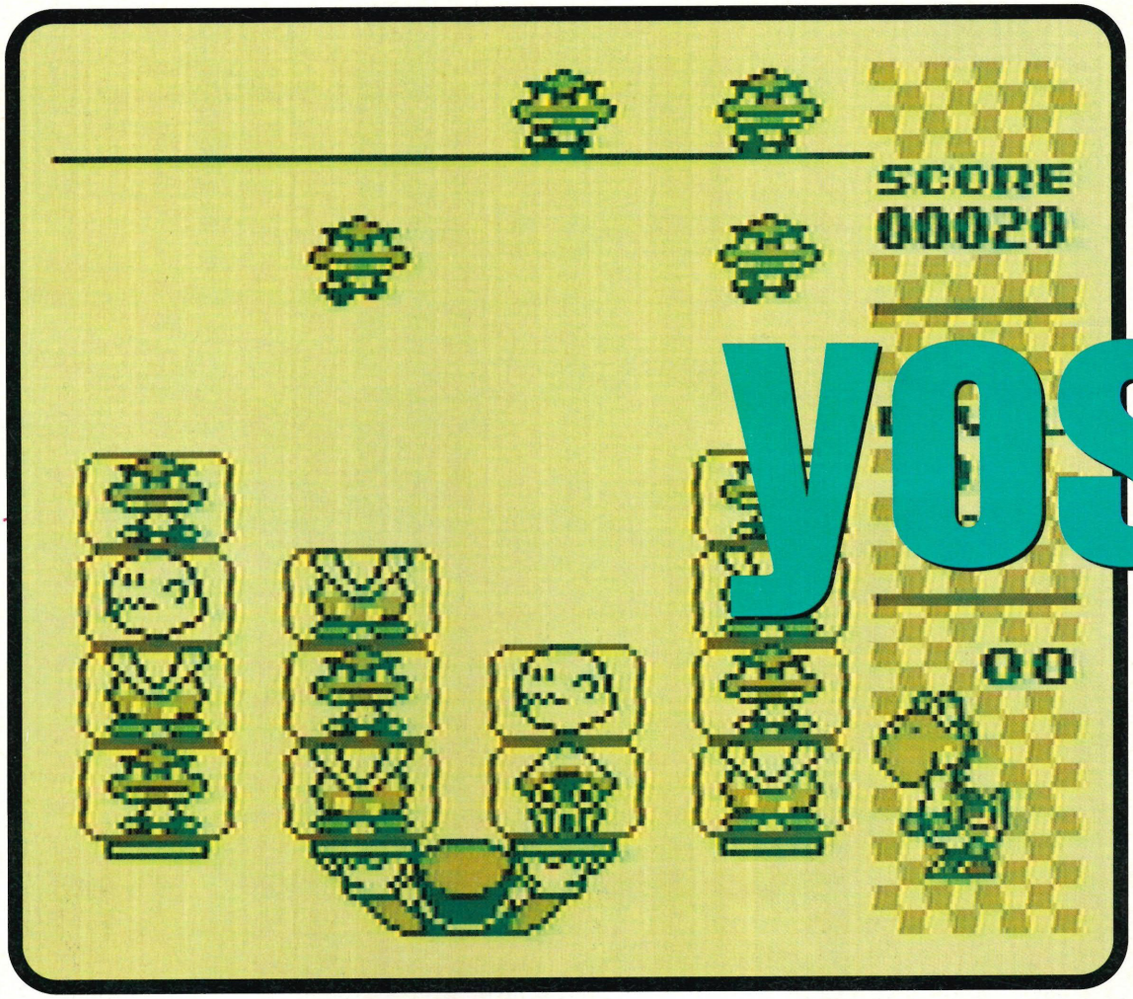
**verdict**

**Recommended to anyone who isn't colour blind.**

Addictive, playable, *Klax* is a nuisance when it gets ridiculously fast and you just plonk the tiles down which removes the strategy aspect of the game. Still, *Klax* is a fine puzzler that should keep anyone happy for a very long time.

**OVERALL 82**

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




# yoshi





GAME BOY IMPORT

**"Yoshi" said Lord Paul. "Bless you," replied *Nick Griffiths,* his voice tinged with concern "Have you got hayfever or something?" 'Thwack' came the reply – the sound of the *Yoshi* cart colliding with his bonce.**

Little could Nintendo have known that their *Yoshi* game would be reviewed by someone who speaks and understands Japanese. Like *hajimemashite dozoyoroshiku* means "Hello". That's why the Japanese never go out in groups, or the evening's over before they've all had time to greet each other. Then they have to say goodbye, by which time they're into the next morning. Then it's "Good morning" and so on. Hence why the same four Japanese people have been hanging around outside Woolies in Newport Pagnell since 1946. It's nothing to do with not knowing the war's over.

Actually I exaggerated my language skills. I can say 'hello', 'one', 'yes' (useful only if someone says "Hello, what's your mental age?") and "Really?" and "My, my, your turnip looks curiously like Esther Rantzen". And the word for that last phrase is...*Yoshi.* Strange but complete cobblers.

*Yoshi* the game (not the Esther Rantzen turnip) is a puzzley affair involving Mario and that little dinosaur thing he occasionally rides around on, namely Yoshi. Bit like *Dr. Mario.* Except that doesn't involve Mario or Yoshi. And I've never played it, so admittedly I'm guessing, but it says so on the box.

It's not bad really, though nowhere near as complex or addictive as *Tetris.* Again, it involves things dropping down and you having to match them up to get rid of them. Here four characters from Marioland drop down, two or three at a time: Little Goomba, Bloober, Boo Buddy and Piranha Plant. The characters each land on one of the four trays, which you manipulate using the little Mario chap at the bottom of the screen.

Simply land a Bloober on a Bloober and they disappear. Lawks a lordy, did I write that last sentence? You couldn't stop and think about this sort of thing too often or you'd end up wandering naked down the street singing *Auld Lang Syne* when it wasn't even New Year's Eve. Not exactly Booker material, is it?

**verdict**
***Tetris* for people who don't understand geometry.**

The real fun comes when the two egg halves drop down. Sandwich a load (well, six maximum) of characters between bottom and top halves and they all disappear, then Yoshi pops up and you get tons of points.

You can set the speed, the difficulty level, the music and the game type (nothing mind boggling there – the people who designed this have hardly been strolling up to some clever person with silly hats on their heads, collecting diplomas in originality). Game A involves notching up as many points as possible; in game B you clear levels one by one. Just like *Tetris!* And there's a two player link option. Just like *Tetris.*

Nintendo should forget this Mario business and go for *Super Rantzenland,* where you play at saving lots of children and collecting vegetables shaped like different animals' todgers.

**SUPPLIER:** B+S Electronics 071 323 6673

END ZONE

**Graphics**

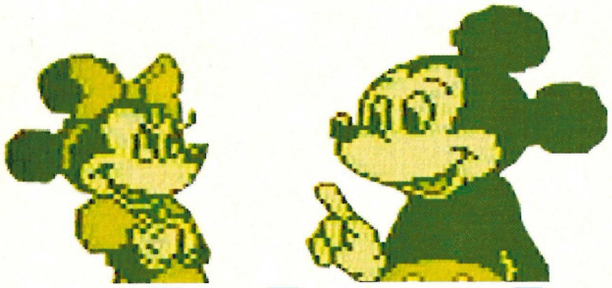
**Sound**

**Addictiveness**

**Playability**

**OVERALL 79**

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



# mickey's dangerous chase



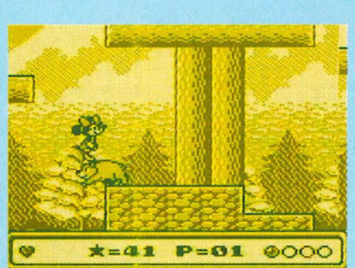

GAME BOY

**"Eeek!" shrieked all the male members of the office as they climbed onto their desks, clutching their trouser legs. "Are you men or mice?" said *Vivienne Nagy* scathingly. "It's not a real one, it's only *Mickey's Dangerous Chase*."**

"Oh Mickey you're so fine..." so the lyrics go and there have indeed been many fine ones. There was Mickey Rooney the dinky and cherubic child star so beloved of Channel Four matinee schedulers. (Sounds of brain wracking.) Oh, and Mickey Rourke, a stubbly, pretentious rebel aspirant, cruelly typecast as a stubbly, pretentious rebel and then there's Mickey Most, bubble-haired, boyish, the stinking rich record producer who will forever regret those Seventies quiz show appearances.

Perhaps I exaggerated. Perhaps they weren't exactly fine, but more sort of ridiculous, hence: "Are you taking the mickey?" Some were even a mite crap. Dare I say Mickey Mouse. *(Should this continue 'Which brings me to' Ed.)*

Which brings me to *Mickey's Dangerous Chase*. If by now you haven't gathered that I don't think it's the best thing sinced sliced *Sonic*, you must be one joypad short of a console, so I'll spell it out. 'I', 'T'.






**verdict**

**Initially uninspiring yet attractive platform romp that improves in all departments level by level.**

*(Hold on a mo, what about where you zip along in a little speedboat dodging reefs and flying fish; you liked that. One of Viv's three remaining brain cells – the other 36.5 were massacred in the Merrydown Promotion Wars when she was a student.)* True I *did* like that, especially when you get an invincibility power-up and go whamming into the rocks willy nilly. *(And you were impressed with the dive-bombing flying squirrels and the nuts which come tumbling down in the woods. Brain cell number two.)* In answer, as well as saying "Oo-er," in my best Frankie Howard voice I'll have to explain why I think bits are 'Mickey Mouse' and bits are rather, for want of a better phrase, 'Donald Duck'.

## donald duck vs mickey mouse

The first disappointment is Mickey himself (although you can choose between him and Minnie as your character), who seems to have gone on a diet and is a shadow of his former mousehood. The plot is definitely a bit Mickey. Mick has bought Min a present but Big Bad Pete has pinched it. But why did Mickey buy her a present? Has he a guilty conscience? Is what he's done in the David Mellor league of sin?

We also never get to find out what the pressie is. Pressies that boys (be they mice or men) give to girls ie. flowers, yearly subscription to WWF magazines, frilly undies, are not the kind of thing that Big Bad (no doubt macho) Pete would have any use for – or does he become Small Sweet Petrina when no-one's looking?

The biggest Mickey, apart from the exceptionally irritating music, is level one, his Hometown. Standard 'been there, done that' platform fare with uninspiring graphics – a shopping centre? Grab a box throw it at a bulldog/weasel, climb up, down, outwit axe-throwing fire hydrants. Sounds better than it is. It's tedious and you end up getting killed out of boredom. The third stage is the zippy boat across lake stage and from here on things get decidedly Donald Duck.

## hello ducky

The foes, obstacles and locations, (the Woods, Mountain, Industrial and Business areas) are much more varied and interesting and if you get killed you only have to go back to the start of each level, avoiding the boring ones. Hurrah!




Now you can climb on the backs of bears, dodge bald eagles, prairie dogs and even get a lift on a balloon to collect loads of power-ups. You also collect stars, hearts and crystal balls for extra lives. Out for a duck? I'd rather take the Mickey any day.

**END ZONE**

**Graphics**

**Sound**

**Addictiveness**

**Playability**

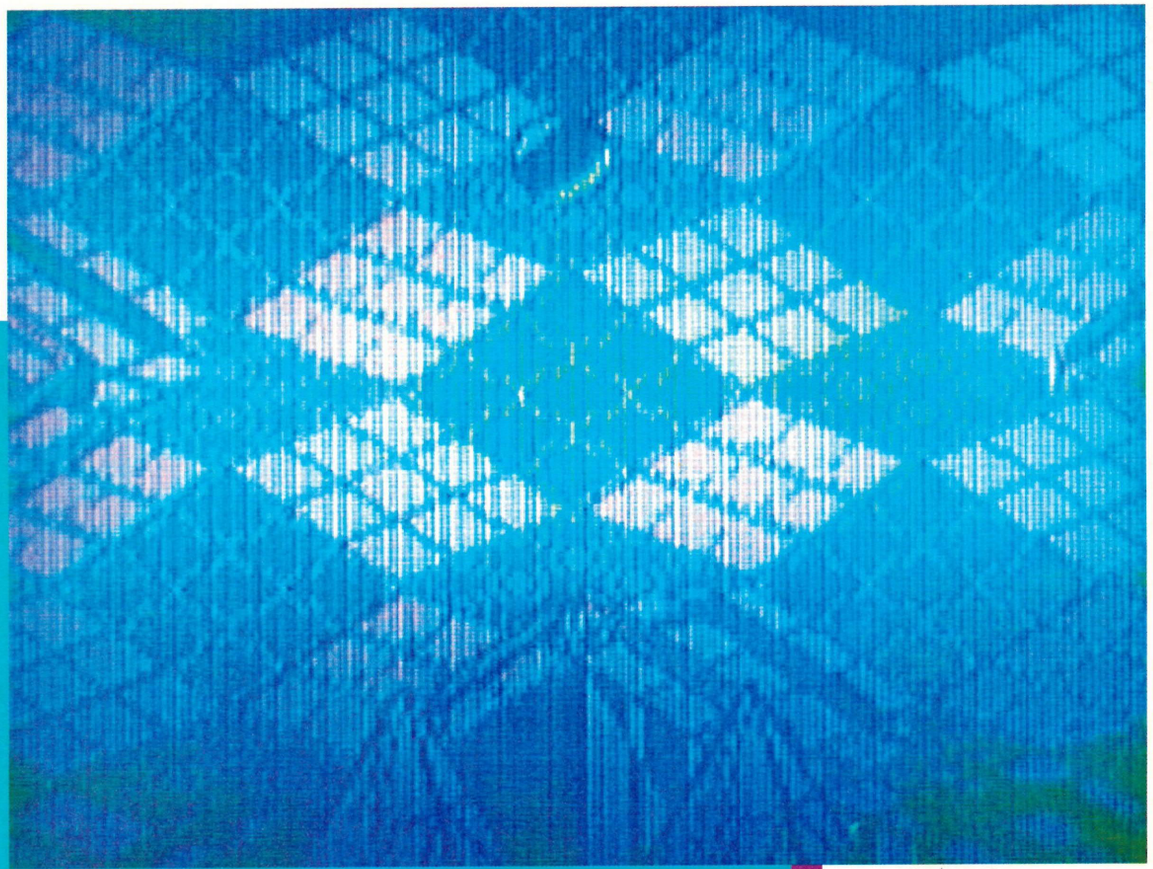
**OVERALL 79**

**Out:** September **Price:** £24.99
**Publisher:** Nintendo

# marble madness

**Marble Madness, impossible! Human madness? Of course, it's called**

***Tyler Martin.***



The *Marble Madness* coin-op in your hand? No way, it will be too fiddly. That's what I reckoned anyway. I was completely wrong as usual. When I received this copy and plugged it in you could have knocked me down with a feather (well, maybe a baseball bat).

Anyway, nuff idle chit chat, down to the nitty gritty.

The object of this game is to negotiate your blue marble around many weird and wonderful landscapes in the attempt to reach the finishing line within a certain time limit. There are six different 3D courses in all and each has its own ways of trying to slow you down. Such 'orrible obstructions include acid pools, hoovers which suck you over the edge and bad marbles which just get in your way and are extremely annoying.

As well as all of these there are the obligatory narrow passages *(Sounds a bit medical. Ed.)* which take great human skill (and a lot of luck) to get through. Not all things are bad though, for instance there are extra time capsules which pop up on the odd occasion – of course it's always when you don't need them – and there's a rather nifty catapult which rockets your marble across a gaping ravine. All these things are graphically superb, there's also some great little extras such as the dizzy effect and the tiny brush which sweeps up your crumbled remains after a big fall (which happens all too often).

Everything scrolls around wonderfully and the ball's rolling is silky smooth which produces a very satisfying aura to the game. *(What is this? A mystical seance? Ed.)* The sound is equally smashing and consists of bouncy jolly ditties and moody atmospheric tunes all conveying a sense of urgency encouraging you to hurry to the finish. My fave is the level five tune which is amazingly happy and sounds as if it's come from a kiddie's programme. The sound effects continue the line of quality and seem to push the Game Gear's sound chip to the max.

*Marble Madness* has a lot of options for your delectation including a choice of two control methods (both work pretty well) and seven difficulty settings. The game is pretty hard on the first couple of hardness settings but wait till you try the seventh – it's tougher than a rhino's skin and that's tough *(How do you know that? Ed.)* Actually that reminds me of the game's flaws.

Its difficulty curve isn't too hot, more lukewarm, the first two or three levels are okay but the fourth is ridiculously hard. The only way to get the hardness down is to do level three at sonic speed. That's because from the second level onwards, the seconds that you don't use up are added to the thirty seconds you are given to complete the next course and therefore you must be an ultimate whiz to get any further in the game.

The game's other flaw is that at points it can get extremely frustrating, especially in the bridge and ice cool parts. I almost chucked it out of the window on numerous occasions only stopping because I remembered that I'd be in serious shinola and more importantly serious debt if I did.

Apart from these quibbles *Marble Madness* is a fine game with great playability and addictiveness that just missed out on a mega zone due to high frustration and under average difficulty curve.

**END ZONE**

**Graphics**

**Sound**

**Addictiveness**

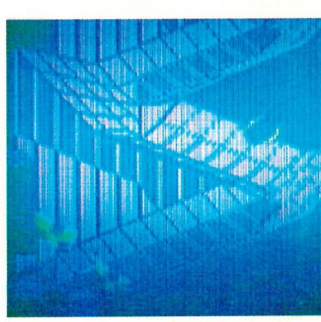
**Playability**

**OVERALL 84**

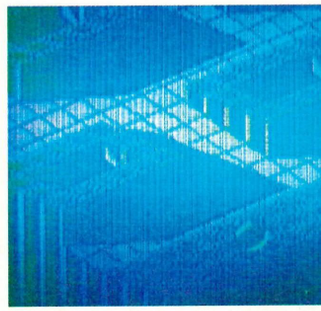
**Out:** September **Price:** £27.99
**Publisher:** Domark

**verdict**

**A nice game, a very nice game, but not a mega game.**



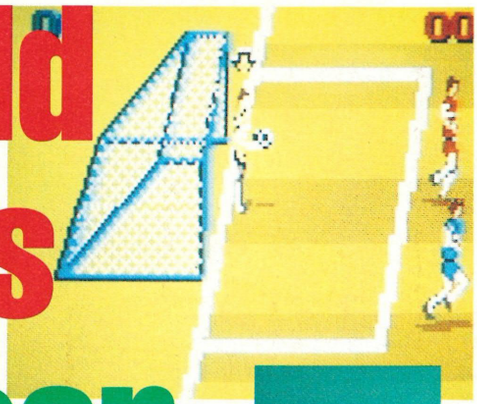
**A lickle marble teetering on the edge.**



**Spook! Yet another lickle marble!**



# World Class Soccer





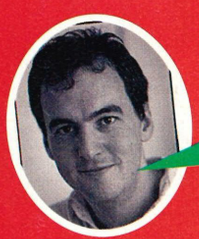
ATARI LYNX

**Lord Paul in baggy shorts kicking a pigskin on a muddy field. *World Class Soccer* it ain't.**

"Why do people release side-ways view footie games?" muttered Dunc. Why indeed. Endless *Kick Off* clones may be unimaginative but at least they're fun to play. How many good side-ways view football games can you name? Alright, *apart* from *European Cup Soccer*? I rest my case.

One of the reasons *World Class Soccer* doesn't even match the slightly similar *ECS* is simply a matter of screen size. *WCS* has big(ish) sprites and a small(ish) screen. Not a good combination. There are rarely more than two/three players on screen at once. If you've got the ball you can't see who to pass to; if your opponent's got it you can't see who's around to tackle him until too late.

Once the action hots up (or at least nudges above freezing) things get really daft. A player only has to take a few steps or welly the ball and suddenly the action has moved on three screens and you're completely disorientated. In one match I won a penalty. Great.



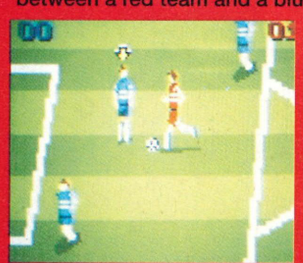
**verdict**

**More disappointing than the European Championship.**

Except I thought I was on the half way line.

To get an idea of the animation and flow in *World Class Soccer* try this experiment. Cut out pictures of footballers and stick them on small pieces of card. Put all these together and flick through them very fast. This is *World Class Soccer.*

As well as these probs there are a few irritants that could have been easily sorted out. At a time when all other football games are going down the road of kit design it's a bit naff that all matches are between a red team and a blue team. Be they European, African or Asian the players are all as white an Aryan dream – they're all dressed in red or blue too.



**OVERALL 49**

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

# paperboy

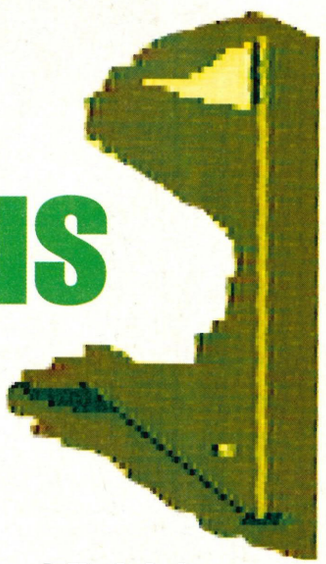
GAME GEAR

**A quick fold here, a tear there and *Lord Paul* had made his very own Paperboy using only scissors and an old *NME.***

Question: What's the connection between Herman's Hermits, *The Benny Hill Show* and all the Elvis films. Answer: They're all really crap things that keep getting repeated on the grounds that they've become classics. *Paperboy* almost falls into the same category. Almost I say because it's not crap but it is very old and, to be honest, very dated.

In its own way *Paperboy* is simple and playable. You cycle down a street lobbing papers into your customers' mailboxes to get points. There are traps in the form of dogs, breakdancers, skateboarders and other usual streetside hazards. At the end of each day (providing you complete the street in one piece) there's a bonus level, throwing papers at targets, jumping ramps and rivers. Then there's the moment of truth when all the customers who

# jack nicklaus golf

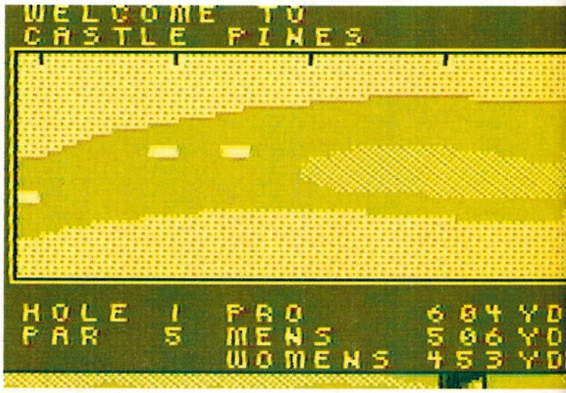


GAME BOY

IMPORT

MEGA ZONE

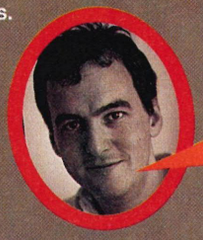
**We challenged *Patrick McCarthy* to write an intro for *Jack Nicklaus Golf* without mentioning horribly-coloured trousers or handicaps. Needless to say he failed.**



didn't get a paper cancel their subscriptions. It's a bit like working in the *Game Zone* subs dept really only a lot less dangerous.

Domark has produced a fairly faithful conversion of this faithful old game. The D-pad isn't as accurate as it might be and there's little real sense of speed but the graphics are quite sharp and the sound suitably irritating and jangly. The game is even reasonably challenging. The problem, as with the original, is that there's no variety. There's really only one level (plus one bonus level) that simply gets harder as the week progresses, with more obstacles. Exciting? No not really.

Quite simply *Paperboy* is well past its sell by date, it can't hold its own in the company of games like *Prince Of Persia, Indiana Jones* and other games that are making a mark on the Game Gear. It was fun in its time, but then so were platform shoes.

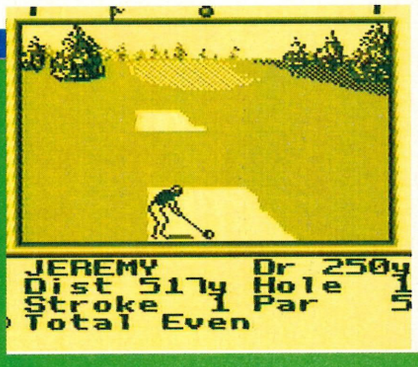


**verdict**
**A reasonable conversion but a very dated game.**



## OVERALL 68

**Out:** August **Price:** £27.99
**Publisher:** Domark/Tengen

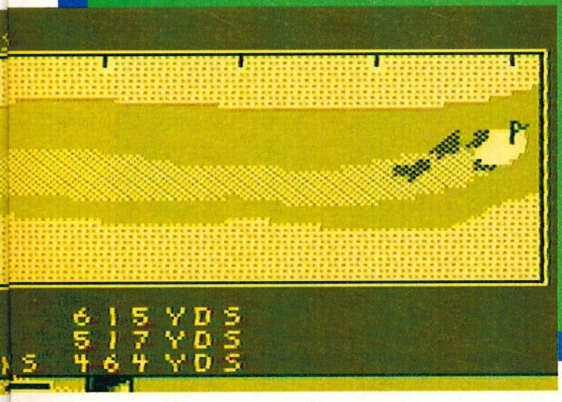



When do you most need a Game Boy? On a train (or in the toilet, I suppose, although personally I prefer *Calvin And Hobbs*). And what's type of game is best for long boring train journeys? Golf. Well, and train-surfing of course, but I'm too fat for that – I'd never make it through the tunnels. A good golf game has a built-in long-term interest factor. It's the kind of thing you can pick up at any time, even after you haven't played it for months. "What can I do now," you think to yourself? "I know – I'll go and mug an old lady – it's Thursday after all, and she'll be carrying her pension." Then you remember it's only Wednesday. "I know," you think, "I'll have a game of golf instead."

*Jack Nicklaus Golf* games have long been one of the unsung heroes of the legion of PC golf games – especially if you get the version with the course designer – so I was quite interested when I heard they'd done a Game Boy version. And surprise surprise, it's bloody good. It has almost everything the PC version has which, when you think about it, is pretty smart.

### Oh yeah - like what?

Well... you can play two different types of game – normal strokeplay (least shots for a whole round wins) or skins (set money on holes, most money at the end wins). There are four different courses, one of which is a compilation of Jack's favourite holes. You can have up to four people playing at once. There are varying course conditions which you can alter mid-round if you want. You can practise a hole, go to the driving range or practise your putting. Add to this two levels of difficulty, three different tees for each hole, scrollable overhead views to plan your shots, instant replays and even a save game facility and you have one of the finest, most comprehensive golf games you could wish for on a Game Boy. If you're looking for a golf game, look no further.




**verdict**
**The best golf game available on the Game Boy yet.**

## OVERALL 90

**Out:** Now **Price:** £27.99
**Publisher:** Trade West

# also out

Welcome once again to *Massive's* brilliant *Also Out* column. The alternative fashion guide that keeps you up to date, not with what's 'in', but rather what's 'out.' So let's check out all the movers and losers in this month's chart.

At number five is a brand new entry and a complete fashion victim's nightmare, the brushed nylon tank top. Hanging in there at four, is the New Age crystal pendant. A re-entry at number three, those old faves, Union Jack boxer shorts. Moving up from three to two, the *TMNT* T-shirt, makes its way slowly to the hot spot. But 'top of the jobbs' is that long-running fave, the passé shell suit. Will it hang on for another record breaking 30 days? Tune in next month jobb spotters to find out.

Except of course, you won't 'cos if you're a 'trendsetter' of any note, you'll know that *Massive's* Also Out, supplies you not with the definitive list of how to look a complete dork, but rather with the definitive list of *official* handheld releases in local console stores countrywide.

## game boy releases

### addams family

The spookiest family in America provide fast, action-packed arcade-style fun combined with a smart puzzle element, neat graphics and great tunes in this great little package.
*Reviewed: Game Zone Issue Five March 1992*

### battletoads

The hippest, hoppest, toads this side of the A1, Zitz, Rash and Pimple, slash and bash their way through loads of levels of beat 'em-up chaos.
*Reviewed: Massive Issue Two August 1992*

## game gear releases

### aerial assault

Take to the skies in this latest game for fly boys and girls.

### olympic gold

A seven event, button-bashing sports sim that looks better on the Game Gear than on either Mega Drive or Master System. It's a medal-winning marvel.
*Reviewed: Massive Issue Two August 1992*

## lynx releases

### batman returns

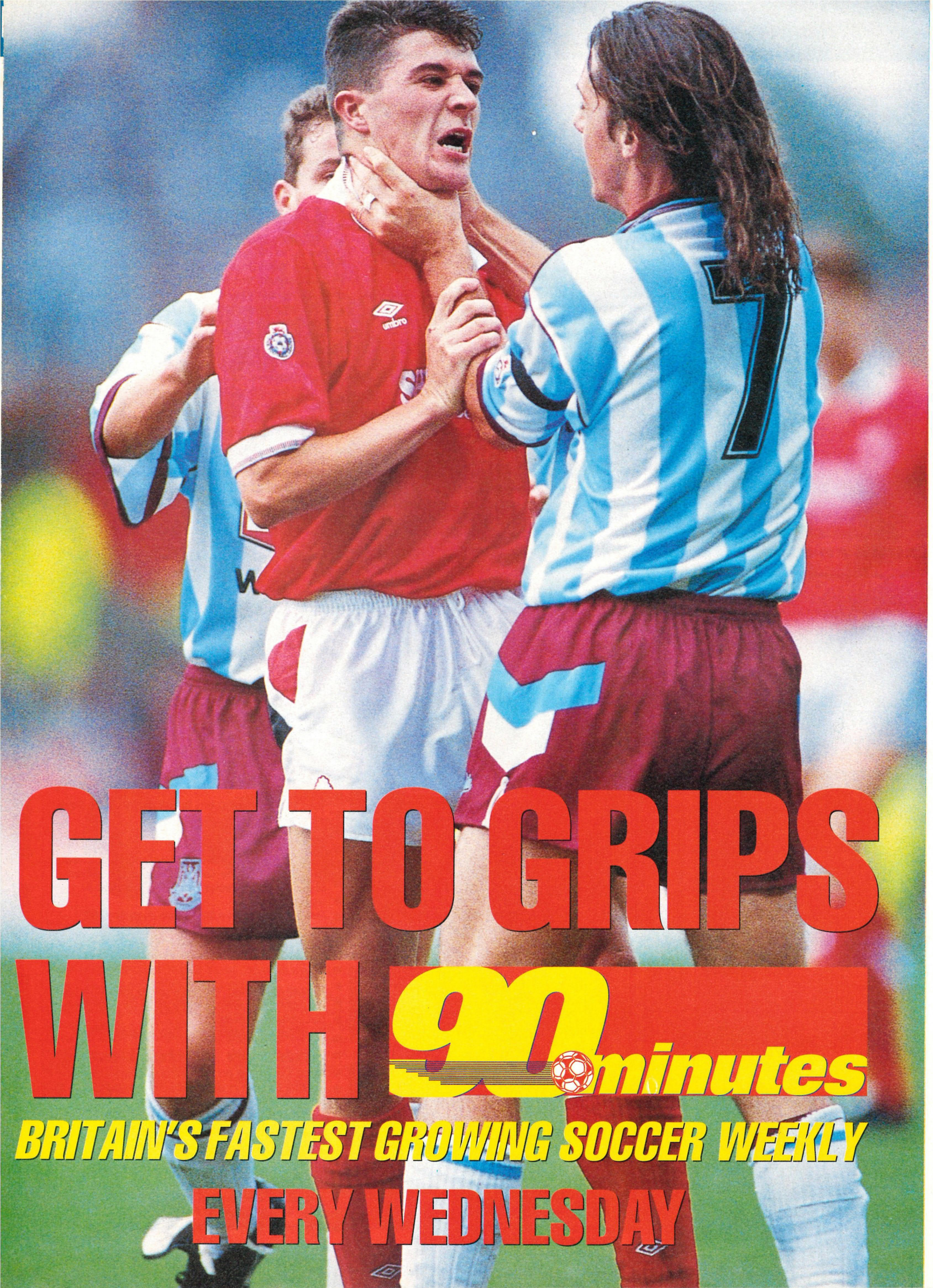
A multi-level beat 'em-up starring the fat tart in the tights with weird pointy ears. Okay film tie-in, but nothing brilliant.
*Reviewed: Massive Issue Two August 1992*

### shadow of the beast

More than large on the game plan front, but slightly thinner in gameplay. This arcade adventure is a bit limited in places, but still a vast bast and a challenging one at that.
*Reviewed: Massive Issue Two August 1992*

### steel talons

Absolutely stonking helicopter flight sim which'll have you flying more mercy missions than you can shake a stick at. A truly great game, right up there with the likes of *F-22* and *Desert Strike.*
*Reviewed: Massive Issue Two August 1992*

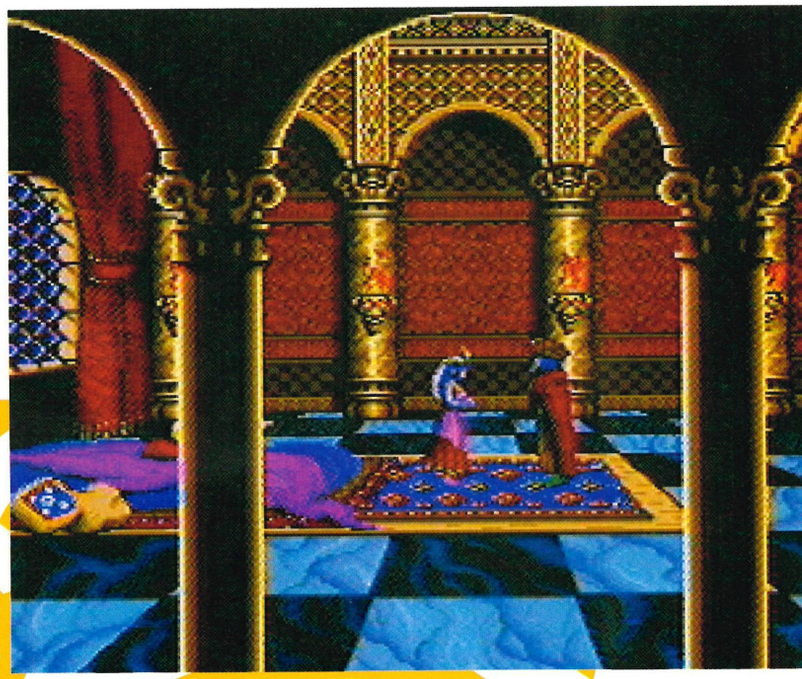



# GET TO GRIPS WITH 90minutes

BRITAIN'S FASTEST GROWING SOCCER WEEKLY

EVERY WEDNESDAY





SUPER FAMICOM

***Duncan MacDonald* has reviewed *Prince Of Persia* four times before. This Super Famicom version will be his fifth. So you'd think he'd be able to get past the beginning of level one by now, wouldn't you? (That was a joke, by the way.) *(Yes, but not a very funny one. Ed.)***

MEGA ZONE

# prince of persia

Unfunny jokes aside, if there's one thing you'd have thought I'd have learnt by now, it's this: don't start playing *Prince Of Persia* when you're meant to be meeting someone in half an hour. Being what you might call a five formats *Prince Of Persia* veteran, I'm fully aware that this is one of the most addictive games in the world. I know lots of games are really, really addictive – but *Prince Of Persia* is something else altogether. Don't ask me why, as I'd have to think about it for ages before coming to a rather iffy conclusion which would probably be a load of old bullshit anyway. Just take my word for it... Or ask my mum if you don't believe me: in an attempt to drag her into the twentieth century my brother, sister and I bought her a Game Boy for Christmas. She loved *Tetris*, but assured us that she wouldn't like any of those games where you have to kill people. How wrong she was. Enter the Game Boy version of *Prince Of Persia*. Her only gripe now is that, having finished it, she finds all her other games a bit of an anti-climax and her Game Boy's ended up in the kitchen drawer.



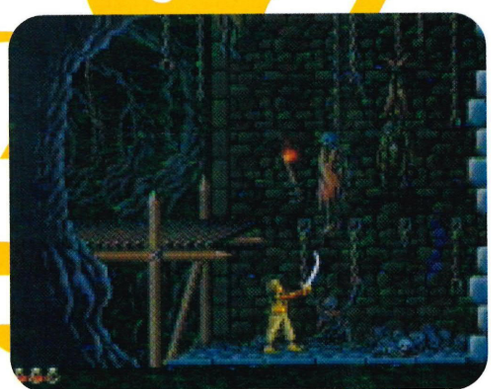
I've had it with adventure playgrounds!

## break friendships, ruin your whole life

But as usual, I digress. I was originally saying that to start to play *Prince Of Persia* when you have to meet someone in half an hour is a bad idea, and that I should have known better. Well, I obviously didn't know better. I thought (about this SNES version), "Just one really quick go, I know the game like the back of my hand so I'll be able to stop easily enough." I'd promised to collect a friend from the station in my pathetic car, you see. But I never did collect her. Two hours later she was trudging home in the rain alone with a heavy rucksack on her back while I, oblivious to all concepts of time and space, was battling through level four of *Prince Of Persia* in a nice warm office. Guess who was having more fun? *(Er, your friend with the rucksack trudging home in the rain? A thick reader.)*

## "you f****** bast"

That's what she said when I finally phoned her to apologise: "You f****** bast," she said, just like that. I could have changed her words for this review and made them not quite so rude, but that wouldn't have been honest, would it? Nope, she was pretty annoyed alright, and that was all she said: "You f****** bast," followed by a short



Dad always promised me a better penknife one day.



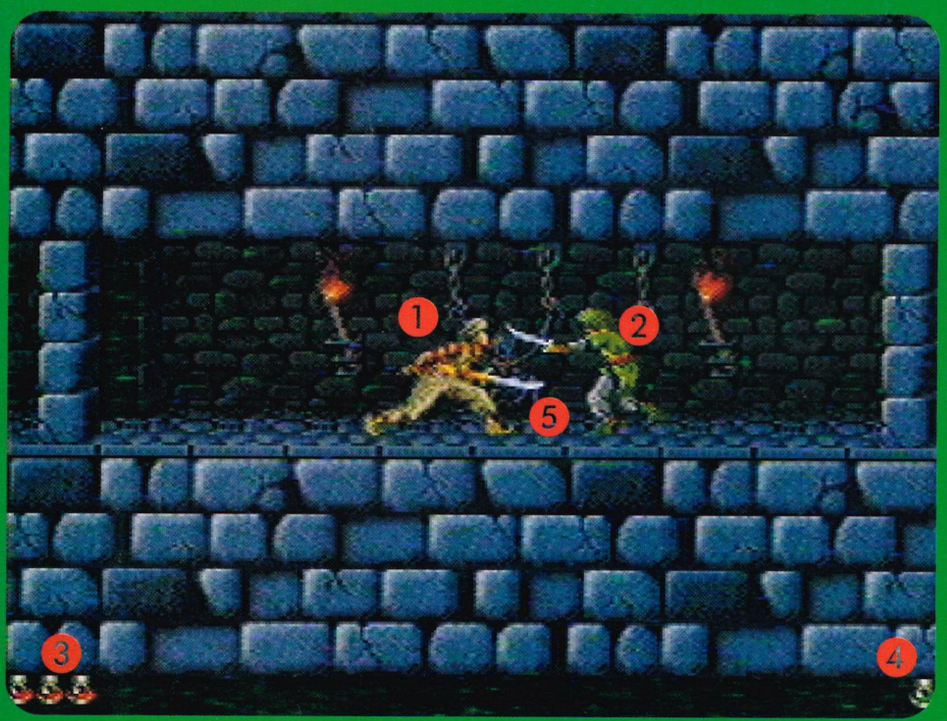
Is there a lift in this place, that's what I'd like to know.

# thinky bits... and action too

*Prince Of Persia* is not just a mazey platform extravaganza, it's also a very decent fighting game. Two in one. Just when you don't want them to appear – ie. at exactly that moment you think 'the last thing I need right now is a swordfight' – you can be sure you'll run into one of the Grand Vizier's many guards. Some are crap, some are good and some are frighteningly proficient with their sabres. Some of them are predictably predictable, some are predictably unpredictable and some are even unpredictably unpredictable (that kind are the worst).

What I'm trying to say is that even when you think you've got the art of the swordfighting bits well sussed, you often find that you haven't.

You can get too cocky by half after you've won three fights in succession with relatively little or no hassle. So there you are, on fight number four, moving in for the kill, when suddenly the enemy strikes – just when you thought he was going to be parrying or moving backwards. That's likely to throw your rhythm out, and as the swordfights are totally dependant upon getting a good rhythm going things tend to go drastically wrong from here on in...




1 This is the Prince, obviously. As soon as he sees a guard he automatically draws his sword. As soon as the guard is dead he automatically puts it away again. If you want, you can manually put the sword away in the middle of the fight, but the Chinese have a saying for this which sounds like 'Aaaiee, haieee, joickiho hoickosan, which translates very roughly as 'A bit of a stupid idea, really'.

2 This is your opponent – one of the many guards who populate the Grand Vizier's castle. It's fair to say they vary a fair bit; some of them are really fat, some of them are slightly overweight and some are so incredibly skinny they actually look like skeletons. *(That's because they **are** skeletons you stupid prat. You just can't get intelligent staff these days. Ed.)*

3 These vials represent the state of your health. Three and you're in the pink of health; silky hair and a wet nose (if you were a dog of course). Each time you get hit in a swordfight you lose one – lose the lot and you're dead (riigor mortis sets in, paws in the air, warm nose). And the same applies for the rest of the game – fall from quite high and you lose one, fall from a massive height and you lose the lot. (Replenishment potions are scattered about, by the way.)

4 These vials represent the health of your opponent, and, just like you, your opponent loses one vial with each hit he takes. Some opponents only have three vials – they take three hits – but eventually you'll encounter opponents with 10 or more. (And skeletons have none, because they can't be killed anyway. Gulp.)

5 Sometimes, if a swordfight is going really well and you're feeling in a particularly nasty mood, you can finish a guard off in a far more macabre fashion than just 'blade in tummy'. Thrust and parry at the right times and you can force him backwards. If there are sharp, pointy things behind him it's bye-byes. This one may soon be dissected. Others can be forced onto spikes, or off high ledges.

## five moves



**1 the tip-toe:** If the Prince is unsure of the ground in front of him (it may fall away, spikes may ping out, anything could happen) then he can always shuffle along cautiously, inching just a few pixels at a time.

Tip-toeing is also handy for fine positioning before a tricky leap.

burst of silence which implied she was thinking of hanging up on me. I had to justify myself quickly. "The car broke down," I said, "it's been a total nightmare. I had to leave it by the side of the road, and there wasn't any way of letting you know. There weren't any phones around or anything. I had to walk home too." What a whopper eh? Here's how the conversation should have gone in an ideal world – a sort of *Little House On The Prairie* world where nobody ever loses their temper, and truth always triumphs in the end...

## once upon a time there was a very angry girl...

My bit: "Look, I'm sorry I forgot to pick you up but I got sidetracked. You just wouldn't believe how brilliant this Super Nintendo game I've been playing is... while it's essentially the same as all the other versions I've seen, it's also slightly different. It's bigger somehow. I just got drawn in again. Surely you can understand?"

Her bit: "So you just totally forgot about me because of some stupid Nintendo game?"

My bit: "No, not *forgot* exactly, it's just that my sense of time was all jiggered up. It was like, well, what seemed like ten minutes was actually a couple of hours..."

Her bit: "Hmmm, that's all very well, but..."

My bit: "...It's really brilliant, this game – you'd love it, even if you *are* a girl. Even my mum loved it. Remember that game she was playing on her Game Boy for ages? *Prince Of Persia?*"

Her bit: "That one where that little bloke walked just like a real little bloke? The one with



Falling floorings and no mistake.



**2 the standing jump:** Sometimes the Prince needs to jump over a pit or something, but generally he doesn't want to jump *too* far. After all, there could be a trap, and he wouldn't want to land on it, would he? Unless he's depressed and wants to commit suicide, of course.



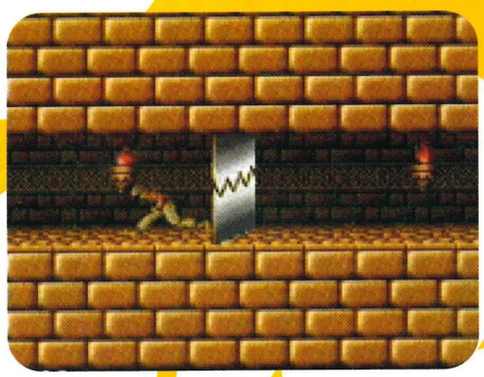
**3 the long jump:** There are those terrifying moments when the Prince just has to take a leap, but where the standing jump doesn't give sufficient propulsion. Distance is what's required. He needs to leg it as fast as poss and go for a real biggy. He could be in the Olympics just about.



**4 the grab and hold:** But sometimes even the long jump isn't sufficient. Lucky for the Prince he's got hands then. A dolphin couldn't grab hold of a ledge at the end of a long jump and then haul itself up to safety could it? (A dolphin can't even free itself from a Japanese tuna net.)



**5 lowering down:** The Prince can go along and he can go up. But can he go down? Yes, by jingo, I believe he can. He can stand on the edge of a ledge, turn around, crouch, and lower himself. If he doesn't like the look of what's below he can always chicken out and haul himself back up again.



A close shave and no mistake.

the swordfighting bits and those guillotines that cut him in half?"

My bit: "Yes, that's the one. Well, this is the same thing, but it's all massive and in colour, and the backgrounds are more varied – and they've changed the layouts of the dungeons slightly. That's how I got sidetracked. I was exploring. I thought I knew where I was meant to go most of the time, but then every so often I'd get to a new bit. Surely you understand?"

Her bit: "I got soaked through to the skin you know, walking back from the station – I didn't have enough money for a taxi. I've ruined my shoes. I was crying for hours."

My bit: "Yes, I know. I'm sorry. It wasn't my fault."

Her bit: "But it was your fault."

My bit: "Well, yes, it *was* my fault, but at the same time it *wasn't* my fault. It was just one of those things. I got hooked."

Her bit: "Oh... alright then, you're forgiven."

And everyone lived happily ever after. *(That was an implausible little scenario. Ed.)*

## back to reality

Anyway, that's the end of the fairy story. Now I'm at the part of the review where I have to explain the whole *Prince Of Persia* concept yet again (for the fifth time). Repetitive Strain Injury to the brain, call an ambulance. Actually, forget I said that, I should be able to do this in my sleep by now. (But if you already know about *Prince Of Persia*, I suggest you skip to the final paragraph.) Okay then. The actual scenario. You (the Prince) have been grabbed by a bloke called the Grand Vizier, and you've been bunged into a dungeon at the bottom of his castle. Your chick, meanwhile, has been taken upstairs, way, way up. The idea is that you've got to locate her and save her within a time limit or the Grand Vizier is going to bonk her. (Really.) Between you and her are 15 levels of gigantic labyrinthine dungeons, millions of cunning traps, billions of 'how do I open that door?' puzzles and squillions of palace guards – all of whom are competent swordfighters (and some of whom are even better than that). And that's about it. Actually I suppose it doesn't sound 'uncannily and amazingly brilliant' on paper, but it is when you play. Especially when you begin to realise the amount of control you have over the Prince...

## put your left leg in, your right leg out

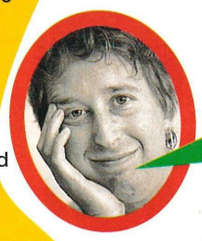
If ever there was sprite animation worth writing home about, it's in *Prince Of Persia.* What you ought to know is that the bloke who wrote this game – it came out on the PC originally – worked out all the moves the Prince would be able to do and videotaped his own brother performing them. Tip-toeing. Crouching. Taking long running jumps, short standing jumps. Reaching upwards. Grabbing hold of ledges to break a nasty fall, and more (swordfighting for instance).

Then he digitised all this video footage and traced over the individual frames in a paint package so all the Prince's movements look real... because they **are** real. But does that make the game hard to control? Nope. It's all so instinctive.

## got a super famicom? then you've got to get prince of persia

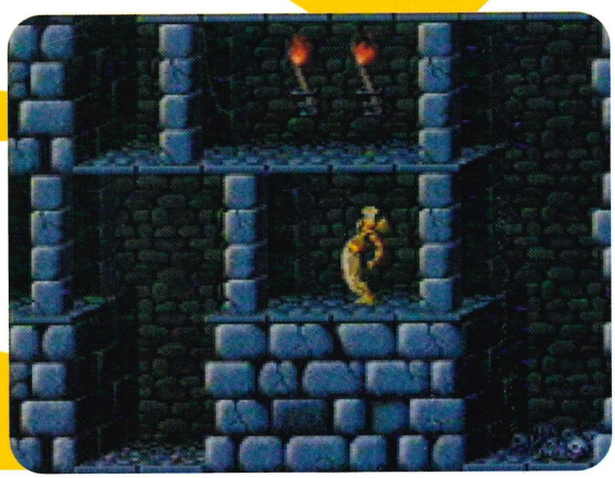
It sounds like an ad, but it's true. This version is as good as the others, in some ways it's better. The Japs have cocked up the music and made level ten horrible to look at, but they've added stuff too. New traps, bigger levels, extra graphics, some 'tutor' levels at the start. And the swordfighting bits, dare I say it, are better than ever (which is a lot, since they were 100 percent skill in the first place). What you're looking at is nearly an interactive movie. So realistic, addictive, so engrossing... oh no, I've left the bath running! E

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**verdict**

More un-putdownable than an iron rod wired into a mains socket.



To keep his energy up Princey sups Rio Amazon Guarana Breeze.

**GAME ZONE**

Graphics

Sound

Addictiveness

Playability

**OVERALL 94**

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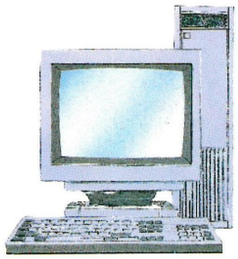
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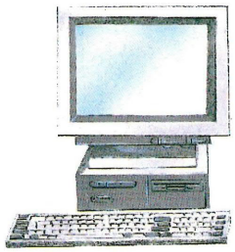
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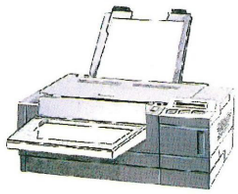
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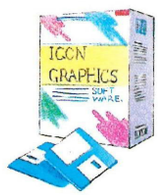
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# kill ZONE

**Having left her at the mercy of a travelling circus last month, Lord Paul gave in to a reader's plea demanding the reinstatement of the Arcade Queen. He telephoned the circus and cordially asked them to let her go. "She's a hopeless fire-eater, you can have her with pleasure," they replied. And with that, a slightly singed and scalded *Amaya Lopez* returned to the arcades with a vengeance.**




**Peanut head is past his sell by date – that's dead to you!**

## pipi and bibis

What a most unusual game this little number is – there are no instructions at the start and the intro sequence consists of a sensuous female silhouette reminiscent of the rolling credits to the *Tales Of The Unexpected* TV series. This basically leaves you totally flummoxed when the game opens to a cutaway view of a building with lots of peanut headed little men running all over the shop. Of course one of them is you and you realise all too quickly that the other inhabitants are enemies.

The building is divided into several floors equipped with staircases and lifts with a mind of their own. There are also what look like computer terminals, strategically dotted on all the floors. It would seem that you're a hacker extraordinaire as every time I managed to reach one of these terminals and press fire, a code appeared, presumingly indicating that I'd cracked the little blighter.

If you manage to crack every one without getting killed then the game speeds up and you have to scarper to the exit as quickly as your little legs can manage – and then it's onto the next level. However, before you continue, you're treated to a huge shot of a woman's legs and next time her skirt, top and so on until... well, that's for me to know and for you to imagine. *(Spoilsport. Ed.)* The question is – is she Pipi or Bibis? Or do you answer to one of these charming names yourself?

The other characters in the game also bear a striking resemblance to the Elephant Man. Some wear little white coats and look like professors whilst others have an unnerving gangster feel to them. Thankfully you're equipped with a handy laser gun that momentarily stuns anyone in your way. Trouble is that should you not flee from them immediately, you get pinged off the screen and lose a life.

*Pipi And Bibis* gets faster and trickier as you progress, with more nasties and more convoluted journeys to the wretched terminals. Once you've visited them all, you have to scarper to the exit before the whole building explodes. If not you're dead meat.

Cutesy, cartoony graphics, catchy soundtrack and frenetic playability make this an addictive little puzzler, yet you're left with the feeling that there must be easier ways to get a date.

● **Publisher:** Toaplan




**Bottoms up for Pipi or is it Bibis?**

SCORE




**Get funky! Funky practises his synchronised flying.**

## funky jet

He's small, cute, breathes fire from his bottom and loves disco dancing. Who he? Why *Funky Jet* of course – the demon of the rapping circuit. *Funky Jet* is another bizarre little game – it's one or two player and you're given six different locations to choose from, some earning you more points than others. As your chosen area opens, you witness a set of unsavoury looking enemies perched upon platforms and swaying rhythmically to the pounding soundtrack. Before you know it, it's time to flit around using your unique jet power beating up the basts before they get you.

The nasties are fab – from spanner-wielding punks to futuristic looking toughies and Jonathan King lookalikes, equipped with multi-coloured shades. Give them a licking and you're onto the next stage of your chosen level. Once you've reached the last stage, you pit your wits against an enormous end-of-level mutha.

Beat him and you can try your hand at one of the other levels. Funky can pick up loads of bonuses on the way – extra lives and things like handy Wellington boots which make him career all over the shop sporting an over-sized fist.

The amusingly sprites, smart background graphics and happening soundtrack deliver an entertaining game. My only reservation is that it's a tad too easy (either that or I'm incredibly skill... er, which of course, I am) but nevertheless it's very refreshing to see such a novel beat 'em-up.

● **Publisher:** Mitchell Corporation

SCORE

# arabian fight

Life can be tough when you're a beautiful princess, particularly if you happen to be called Lurana. One minute she was happily sunbathing on her ship, the next she'd been whisked away by a horrible lizard-like creature and taken to the evil Sarabiss.

Not content to have her join his harem, he intends to offer her as a sacrifice to God. And funnily enough this is where you come in. You can quit the belly-dancing lessons right away as your task is to rescue the maiden against all odds. With a choice of sumptuous characters available, I opted to be Ramaya, for obvious reasons. (She's the Princess' faithful servant who rather rashly knows no fear.)

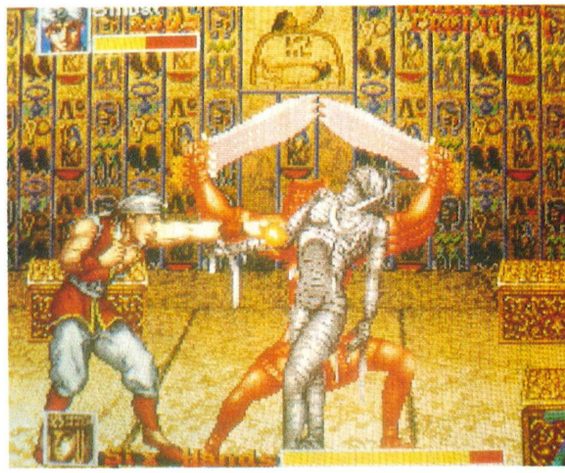
The fighting starts on a pirate ship and moves on to the desert, Egyptian temples and more ships. The graphics really are a treat – the background detail is easily as impressive as the huge sprites, bringing taste of eastern promise.

There are lumbering camels in the desert, unnerving Egyptian dancers, lethal mummies and formidable pirates to name but a few – and these are the tame ones. Watch out for the Evil Shoulder, equipped with eyepatch and telescopic hooked claw who makes Captain Hook look like Noddy. There's also the slightly pornographic, lime green Snakewoman – complete with bow, arrow and bare chest – she'd make a novel page three candidate if ever there was one.

In this game magic bonuses abound in the form of lamps, rings, wands and books. These are mainly hidden in caskets and trunks and increase your fighting power when used, providing thunder, lightning and fire to thwart the biggest of foes. The sound effects are also fab and the sheer variety and attractiveness of the locations really get you hooked.

*Arabian Fight* is truly superb fighting fun but, perhaps best of all, is the fact your money lasts for yonks. Smart!

● **Publisher:** Sega



Put the hanky away! You'll spread germs doing that.

SCORE

# olympic soccer '92

Seibu is celebrating the Barcelona Olympics with a new footie game – and why not? *(This isn't a film review, you know. Ed.)* Pick your fave national team and then your most hated rival and off you trot onto a pitch greener than the most tended Wimbledon lawn. The whistle blows and your men are hit by the cruel realisation that their fate is in your hands.

Unfortunately, you can only continue if the computer loses – even if you draw you'll be treated to the soul-destroying 'Game Over' logo. Your players have a variety of moves available – non-stop shooting, short passes, bouncing shoots, jump kicking and dynamite kicking.

There's a handy on-screen arrow indicating your nearest player to the ball, should you forget which side you're on. Although the vivid graphics are fab, somehow the fluidity just isn't there. The players are animated in a staccato fashion which feels cumbersome and would probably be more at home with American footie.

There's a catchy theme tune and aggressive noises during strenuous moves as well as the crowd roaring but overall it just doesn't generate the same atmosphere as *Euro Football Champ.* The brilliant humorous touches of the latter are attempted but again fall short. When someone scores, you see the managers – one looking despondent, the other making use of his elbow in a most provocative manner. There were no smart features like the fat, panting ref, the uncontrollable ecstasy of the fans or a range of viewpoints. Having said that, *Olympic Soccer '92* is still fun to play – it's just not quite on form.

● **Publisher:** Seibu




Weird, I thought you spelt it 'Gooooooaaaaaalllllll!!!'

SCORE

# x-men

Yet another set of Marvel Comic-book heroes are coming to a screen near you. This time it's the turn of the *X-Men* to take a starring role in a bid to stop the forces of evil mutants led by their heinous leader, Magneto. His unambitious aim is to destroy mankind and rule the world.

Thankfully, the *X-Men* are superhuman mutants of both sexes who possess individual powers to aid them in their mission. Their mentor, Professor X, has been captured by the mutants and so your task is to find the poor old Prof before he buys the farm. You start off scouring the city, battling against the hoards of Magneto's soldiers and then have to face Pyro – a manucurist's nightmare – whose fingertips shoot fire. Eliminate him and the immovable Blob with the help of your particular X-Person's special powers and then it's off to Island M, Magneto's secret hideout.

Here tail-whipping lizards and ferocious flora abound and there's no getting out of fighting the vicious Wendigo. Manage that and your next task is to rescue Kitty, the youngest X-Person who's being held captive in a cave. It's time to negotiate the likes of giant bats, mud monsters as well as the White Queen and Juggernaut, the Prof's wicked stepbrother. Then off to Asteroid M, to find Magneto for the final face-off.

The smart thing about this game is there's an X-Person to cater for all tastes. If you're into psychics you can choose to be Storm, the mysterious African princess who can control the weather with her mind. Then there's Cyclops who can blast the enemy with his optic force beam; Dazzler who can convert sound into sonic light blasts; Colossus who can zap himself into steel during hairy moments; Wolverine with the retractable claws and Nightcrawler, whose teleporting skills mean business.

*X-Men* has an impressive intro sequence boasting outstanding graphics and enormous beautifully animated sprites. With more enemies than you could shake a large stick at and a thundering digitised soundtrack, it's pretty darned x-cellent all round.

● **Publisher:** Konami

SCORE





Spook! More muscles than a G-string of Chippendales!




What's the X mean? Xtremely hard – don't mess with me.

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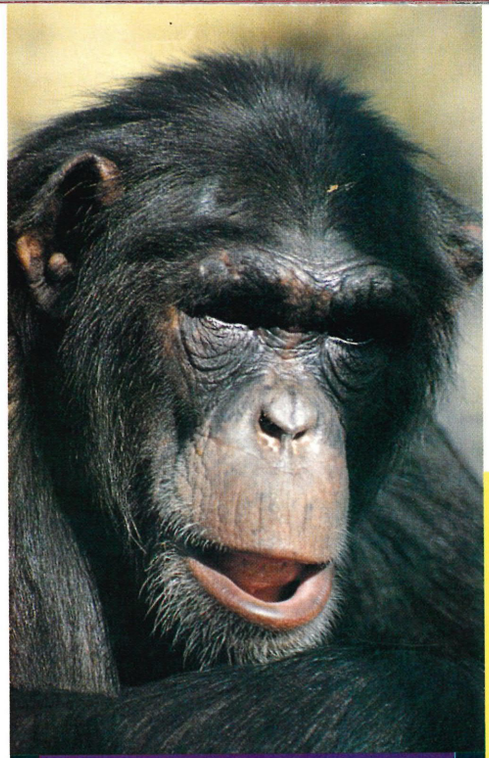
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# PG tips

**Big, Massive, Huge, Enormous, Titanic, Large, Bulging, Mammoth, Stupendous. These are just some of the things that have been said about *Daniel Pemberton's... (Snip. I think he means ego. Ed.)* And by coincidence those same words can be used about this month's dose of PG Tips. Spook!**

## win £50* in cash!

*plus a packet of biscuits

Those shandy drinkers and herbal tea sippers should be having a whale of a time with this month's extra big PG Tips. But for those poor deluded souls it isn't all one big holiday. Day in, day out they face the prospect of being crap at most things but especially crap at games. Crap, crap, crap. PG Tips is a kind of Samaritan's service to them, and as you're probably well aware we can't do it all on our own.

That's why we are asking you, yes you, to send us your top tips, cheats, maps, guides, solutions. But you won't be doing this for nothing, oh no. Every tip printed will receive the infamous PG Tips badge, one of the most sought after fashion items since... erm... the last most sought after fashion item. Not only that but the best contribution will walk away with not only a pack of this month's top biccies but a staggering £50 in cash! And of course, sacks of fan mail and worldwide stardom. *(Err, yeah, right. Ed.)* Enough to swell ego, stomach and wallet. So what are you waiting for? Send your stuff to:

**Don't call me Darjeeling**
**Game Zone**
**19 Bolsover Street**
**London**
**W1P 7HJ**

**NB The biscuit of the month is the lemon puff.**

## wanderers from ys

SUPER TIPS

After taking more than his fair share of digestives from the biccy barrel, **P. Priestly** gave us some rather handy shandies. The first was an invincibility code. He/she said that we should begin a game, press the RESET button and then, when the logo appears use controller two and press UP, DOWN, SELECT and START **before** the logo fades out.

When the continue screen comes up, select continue on controller one and go into any previously saved area. Press SELECT to display the options screen, then go to the status screen. When this appears the thing to do is press START on controller two. The word delay should appear next to status and when you continue, you'll be invincible. Fab!

Alternatively if you want a sound test whilst in the game you must press SELECT on controller one to enter the command window. Next press the SELECT button on the second controller to get the sound test. Try experimenting with the buttons (because UP, DOWN and B are meant to do something).

## things that annoy me by daniel pemberton

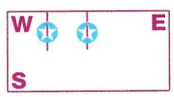
- People who don't include their FULL name and address.
- Crap, illegible handwriting. *(That's rich coming from you Pemberton. Ed.)*
- People who don't include the name of the machine and game that the tip is for.
- Cliff Richard.
- Cheats copied out of other mags.
- Anything to do with *Sonic The Hedgehog* and *Mario.*
- Toilets that have really itchy bog paper. You know, the kind you could descale a kettle with.
- Stubbing my toe – in fact it makes me hopping mad! *(That's funny you make me hopping mad Daniel. Ed.)*
- Every top biscuit being crushed.

£50 CHEAT

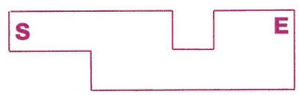
## Faceball 2000

Coconut cream fan **Tim Asby** has sent in a map for *Faceball 2000*. He's left out the monsters 'cos they move about too much and the orbs as there are too many of them! Part timer!

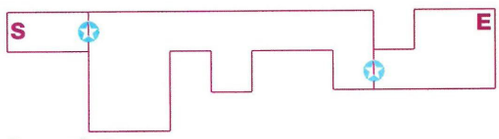
| Key | | | |
|---|---|---|---|
| Door | | Teleporter | |
| For Door | | E | Exit |
| I | Secret Door | W | Warp |
| | Button for Secret Door | S | Start |
| B | Black Wall | K | Key |
| IIIII | Glass Wall | I | Key Door |



Level 1



Level 2



Level 3

# pg tips

## bonanza bros

**William '14 In September' Simpson** reckons that if you want a level select you should try the one following. Put the game in the Master System and push UP and both buttons and keep them held down on the second controller. Now turn the machine on, still holding down UP and the buttons. Keep them held down until the screen comes up where it says START or OPTIONS. Go to OPTIONS and you should find yourself a level select.

Or if you fancy something different, such as disguising yourself, listen to the following. On level five (the department store) if you are Mobo and are being chased towards the melons, go to the side of them and push to whatever way they are, and he will put the melon over his head! The melon will stay there until you move (in the basement). If you are Robo, do the same with the bats (second floor).

## prince of persia

**David 'Faxman' Marshall** seems to think that he's got a record. Well I've got lots, but I prefer CDs. Anyway here's a password for level 12 with full energy (seven bars!!) and 34 minutes left on the clock. "Is this a record?" asks David. Could well be. But "Do I care?" Anyway here's that well smart code: **62091614**. Also try **66095614** or **40697674.**

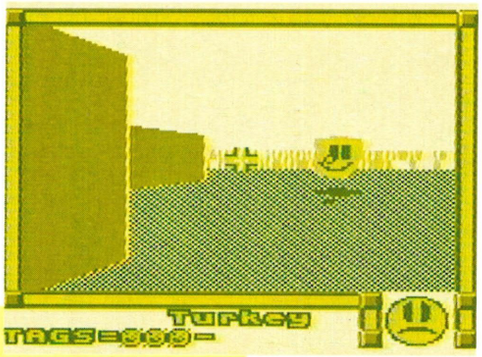
## ranma1/2

**Jeff Watkins** and his friend **Jason Loft** have come up with three handy shandies for this beat 'em-up. The first is that in two player mode, if you both want to be the same person, both select the same character on the selection screen, then down on L and K buttons and press start. You'll now be the same. The second chart lets you select any of the eight fighters! On one player mode when the player select screen comes up and you can choose from the male and female Ranmas, press the LEFT and RIGHT buttons and press LEFT or RIGHT on the joypad. You can now select your character, but make sure you keep holding down LEFT and RIGHT.

For the final shandy, on the title screen press LEFT on the joypad so the cursor moves to the two player option, press LEFT, RIGHT and START and if you have done it correctly a screen should come up with some text on it; now you can be any of the characters plus Happy and Colon (they only usually appear on the bonus levels). Also you can choose the background you fight on by pressing SELECT. If you select a player as computer you can change his speed. (NB The computer will not fight against Happy or Colon.)

## little maruko chan's exciting shopping

When I heard of this game I thought somebody was rather severely taking the piss but no, it does exist. Anyway, for a soundtest, press UP and A simultaneously on the title screen.



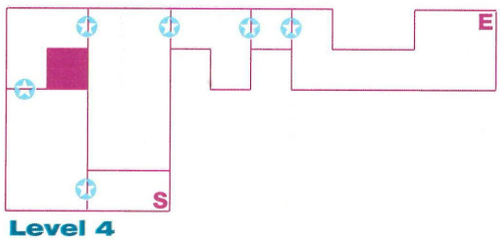

**Bring back the *Golden Shot!* Right a bit, right a bit!**

## star trek 25th anniversary

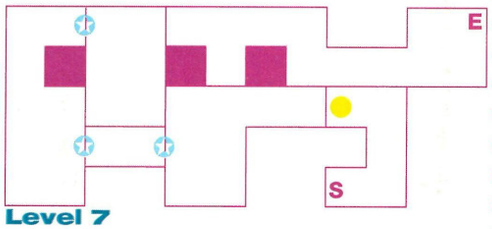
Once more **David Marshall** has come up with the goods, this time passwords which should help any budding Spock or Cling-On.
**stage 1** 0523.4, **stage 2** 4262.0, **stage 3** 6841.2
**stage 4** 3310.7, **stage 5** 7057.3, **stage 6** 6046.2

## sim city

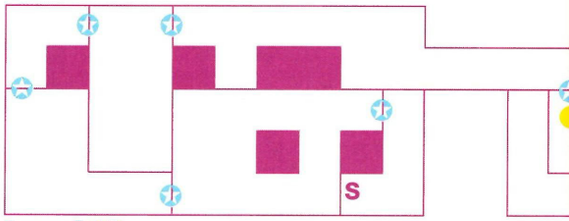
If you fancy some instant cash then set the tax rate at zero and wait until the end of the year. When the budget screen appears hold down the LEFT button and exit the screen. Quickly re-enter the budget screen (while still holding the LEFT button) and boost all your funding to 100 percent. £999,999 is now yours! Thanks to **P. Priestly** for that.



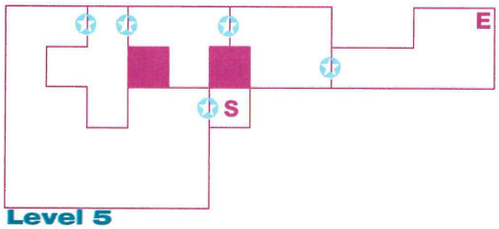

Level 4



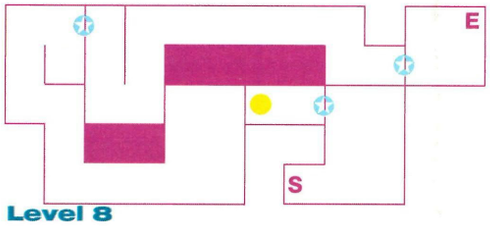

Level 7



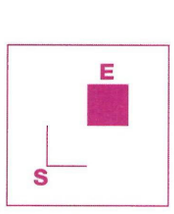

Level 10



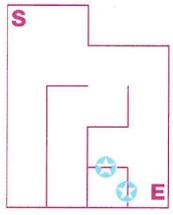

Level 5



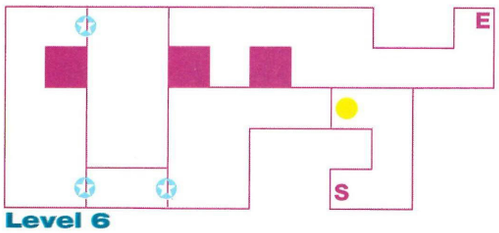

Level 8



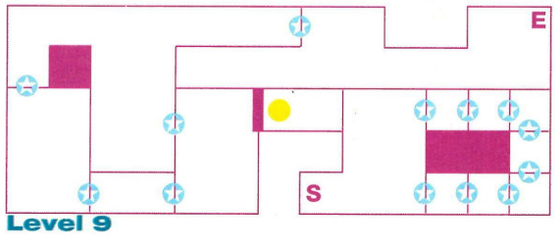

Level 11



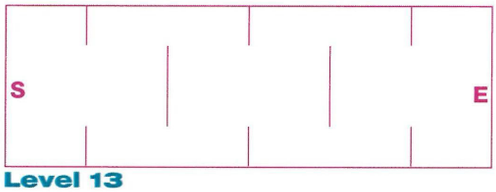

Level 12




Level 6




Level 9




Level 13



# pg tips

## addams family

If you want to start the last level with 52 lives and 5 bars of energy, enter the code BL982, or alternatively you could try &1K16. Also enter the Addams residence, says **Andrew Bartlett**, and position yourself under the first door on the left and press up to enter a secret room. Inside this room is another secret door. It is located in the top left of the room. Enter this door to discover many rooms with one containing 22 extra lives!! Also thanks to **Nigel Taylor** and **Woja** for that.

## super smash tv

To get lots more lives and continues go to the player/skill selection screen. Push the control pad down to the level of skill. Now press and hold the LEFT button and whilst doing this press and hold the RIGHT button. With these held down, press UP on the pad and you should hear 'Bingo'. A new screen will appear that lets you change your lives and credits. Many thanks must go to **P. Priestley** for that.

Or if you fancy changing your starting level go to the options screen and press RIGHT, RIGHT, UP, DOWN, RIGHT, LEFT and again you should hear 'Bingo'. You now have a level select. **Steve Scott** provided us with that one.

## metal gear

For loads of weapons, equipment, and stuff, try entering this code, as supplied by **Gursy Singh.**
**J.6""5""""N, QX2B9 9#6"6, 2#6"Q**

## slime world

Firstly **Lee Miln** gets a big mention 'cos he sent me some *Simpson* stickers and stuff including a picture that he drew of Terry Waite. Wow!! Anyway, not only that but he enclosed some passwords for those who 'are rubbish at the logic adventure'. Here are the codes:
**02A2FF, C02032, C4E17F, C2A1B2, 032770, DF67F4, 022470**

## toki

"On level three," said **Michael Flynn**, "after killing the first firebird you can avoid part of the level by proceeding down the slope and onto a lift. When it has reached the bottom you will be able to see the slope that you just came from; jump back onto it, and walk left and keep jumping. Thank you."

## battle bull

More tips from the elusive he of no surname, **Mo**. It's all the passwords for this not too good game. Hurrah!... Kind of!
**5:** L3**, **10:** WP**, **15:** W***, **20:** 6Z**, **25:** FK**, **30:** F7**, **35:** QT**, **40:** 1F**, **45:** 13**, **48:** 4F**
Also try FF**, 1**, 17**, F***, Q3** and Q***

## castlevania iv

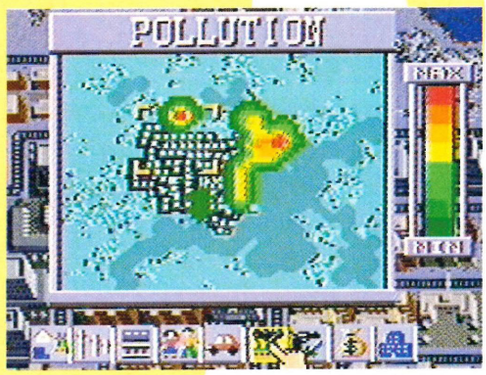
For those of you feeling peckish, hop on a treasure chest 225 (!) times on level nine to get a pork chop! Thanks to **S. Clark** for that one.

## john madden '92

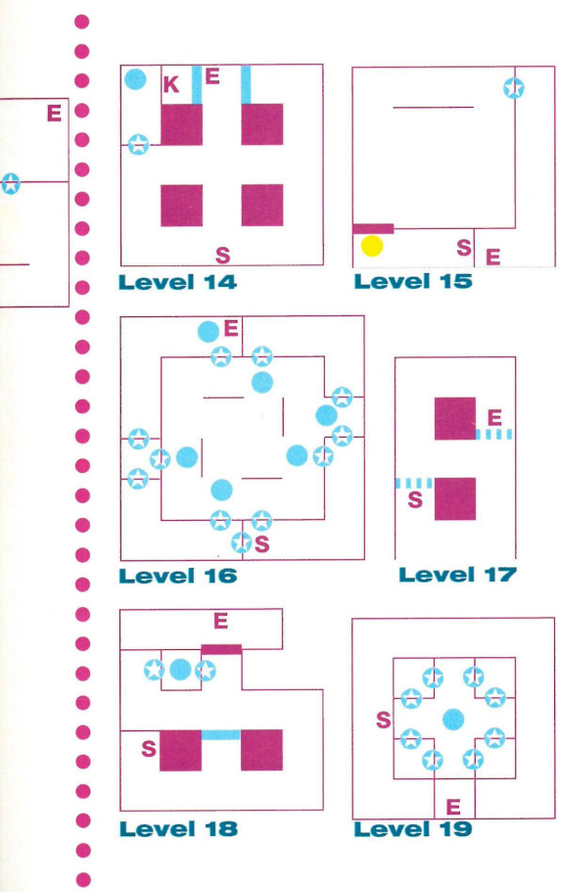
Thanks to **Ian 'Chocolate Biscuit' Bourbon** I can give you some more *JM* codes. Hurrah!
**B4266CX7, DPSC84GF, CFGJLYTJ, C7DKN7ZF, C74NHB9J, BC5L6FND, BDXTK62K**

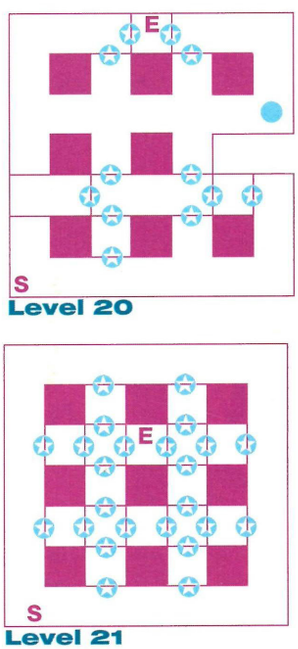
## teenage mutant ninja turtles

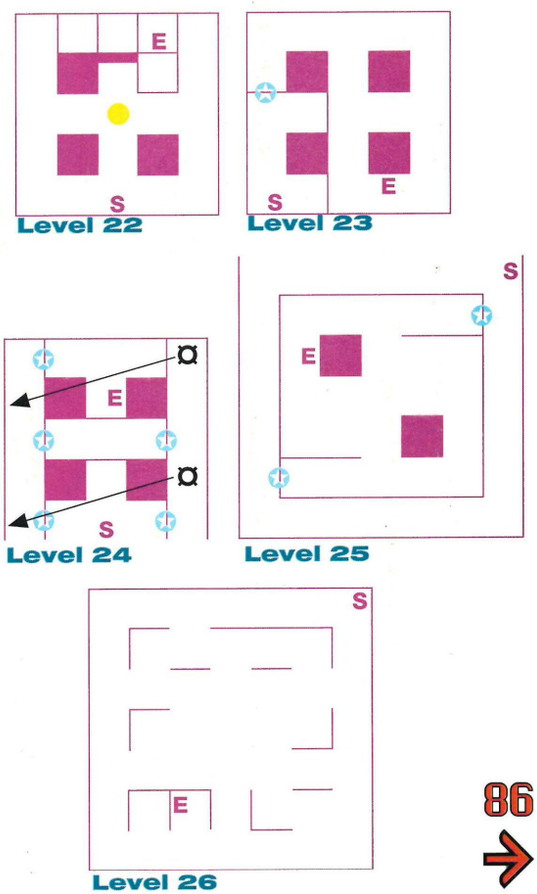
For those who need a little bit of help on the throwing star puzzle game, better listen to **Joseph Drake**, who incidentally did a rather good map for the game... but it wasn't much use. Oh dear. Anyway on your first go take three stars on the top row, on your second take three stars on the second and on your final go take three stars from the third row. You should now have won!




**Uh-oh, someone's spilt tea on a colour change T-shirt.**



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# super mario world

## COMPLETE SOLUTION

## PART TWO

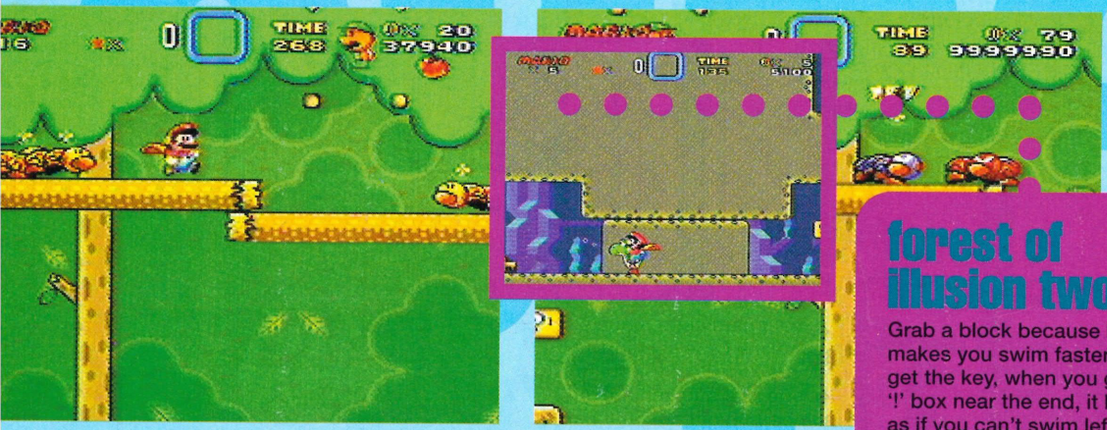




**After many hours of work *Daniel Pemberton* and *Paul Bush* have finally finished the concluding part of the *Mario 4* guide. They hope no-one's noticed that they couldn't be bothered to write a proper intro.**

**If you forgot to get the last issue of *Game Zone*, which contained the first part of the *Mario* solution, then get thee hence to the Back Issues page.**

# 5 forest of illusion



## forest of illusion one

The caterpillars are completely invincible, so unless you've got Yoshi, or are invincible yourself, you can't kill them. To get 17 lives get an Invincibility Star from the Multiple Choice boxy thing then leg it to the exit. You'll receive a 2-Up for every caterpillar you kill! Keep repeating this if you want to get 99 lives and very bored! To get your mitts on the key, grab the P-balloon and fly to your left. The key is hidden in the '?' box.

It's possible to get almost 10 million points in under three minutes on this level. But to do it you MUST have the cape. Get to the section with the wigglers and the koopas on the logs.

Now jump in the air and descend slowly so that you hit a wiggler (the caterpillar thingies) and you'll receive 100 points; now steer yourself so that you hit another wiggler but DON'T TOUCH THE GROUND. You should now get 200 points. Again repeat this and you'll get loads of points and lives, and the scores will turn into weird symbols.

If there aren't any wigglers left (or if they are red ones) then quickly float off the screen, come back on and the wigglers will be back! The maximum score of 9,999,990 points will be yours!

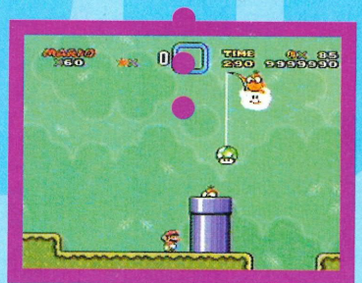
Go to Forest Of Illusion Two when complete.

## forest of illusion two

Grab a block because it makes you swim faster. To get the key, when you get to a '!' box near the end, it looks as if you can't swim left, (See Pic ) but you can. Swim through the wall to get the key and exit the level. When complete go to Forest Of Illusion Three.

## forest of illusion four

DON'T get the 1-Up at the start. Norman in the clouds will keep dropping baddies on you. There's a very good bonus room down the first purple pipe after the halfway marker containing the key and a keyhole. There's also another bonus room down the second green pipe from the halfway mark. If you want you can exit the level as normal. Once finished go to Forest Secret Area.



## forest of illusion three

Try and make sure that you have a power-up in reserve 'cos this level's tricky. Go down the second pipe for a bonus stage. Try not to hit the bubbles unless they contain a power-up, and especially watch out for the exploding bombs. Make sure you go down the green pipe nearest the end to get a key. Once this level is complete go to Blue Switch Palace.

## blue switch palace

Collect all the coins that you can, then hit the blue P-switch, then the grey one. Once you've collected all the coins, exit and go to the Ghost House.

## forest ghost house

Keep running to the right for the exit. Then on the next section grab the P-switch, DON'T go in the yellow door, jump over it. Collect the coins and drop and stamp on the P-switch for another door to appear. Go through this door and exit! Alternatively you could jump over this door and keep on running until you come across another door. Go into this for a 3-Up and the exit. When you've completed this go to the Forest Of Illusion Four.

## forest secret area

Quite tricky, so take your time and don't bother going for the power-ups unless you really know you can get them. Go to the Forest Fortress when complete.

## forest fortress

This level's nasty!! Don't rush too much or you'll get squashed or minced by the chainsaws. The end guardian is the same as in all the fortresses, so usual rules apply. Once complete go to Roy's Castle.

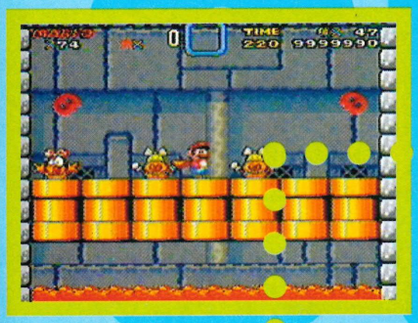
## roy's castle

No sign of Norris McWhirter, er the great man himself, but this level's still scarier than Mr McWhirter with a length of rope and a chair. Always stay on the moving blocks and never bother going on the dragon coins. To kill Roy at the end, just jump on his head three times, but don't take too long or the walls will cave in and squash you. When complete move to Chocolate Island One.



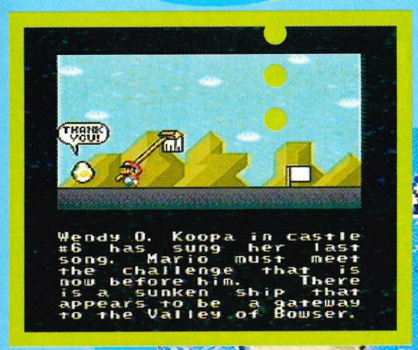


# 6 chocolate island



## wendy's castle

Nothing special about this level, just use your head. You do really need a cape for this level, so get one beforehand. To kill Wendy simply jump on her head a couple of times when she comes out of the pipes. She has the same attack pattern as Lemmy. Once this level is complete go onto the Sunken Ghost Ship.




## chocolate island one

Pretty simple, there's a really obvious power-up mushroom hidden in one of the bushes. To get it just walk straight to the bush. Go down the first yellow pipe to be shot out of the green one. Towards the end there's an unpassable chasm. To get past it go down the last grey pipe to be catapulted across the chasm. Go to Choco-Ghost house when done.

## sunken ghost ship

This is very hard, due to the randomly appearing ghosts. The next section's brilliant – a massive freefall stage. Collect as many power-ups as poss and as you hit the water swim to the bottom for two 1-Ups. Swim up and touch '?' to exit. Onto Valley Of Bowser One.





## choco-ghost house

The first bit is really easy, just dodge the ghosts and go through the exit. On the next section use the ghost blocks to walk over the chasms, then use them on the platform with the door on it. Now use them to climb up the door and exit. When you've finished go on to Chocolate Island Two.

## chocolate island two

The other sections on this level change depending on how much time you've got left and how many coins you have. To enter the third section and to get the lock and key, just get to the second exit pipe in under 250 seconds. As was said earlier, one third of the section is different, depending on how many coins you have so you're on your own now. After the level is completed you can either take a massive shortcut through the pipe to Chocolate Secret or go onto Chocolate Island Three.

## chocolate island four

If you haven't got a cape this is very tricky, so if I were you I'd go back to another level and pick one up. Anyway there is a really good bonus room on this level, and to get to it, when you come across the P-switch stamp on it and you can go down the grey pipe on your left. Go down this, hit the P-switch and get to the bottom as fast as possible, then fly up and collect the power-ups. Then exit the bonus room, run to the right and exit the level. Once complete go to Chocolate Island Five.

## chocolate fortress

Watch out for the fireballs and spikes. Otherwise this level's a bit obvious really. The end-of-level guardian is exactly the same as the one on all other fortresses, so no probs there. When complete go to Chocolate Island Four.



## chocolate island five

Stamp on the P-switch near the beginning and go down the yellow pipe for a bonus room. Also there's a silver P-switch on the top of the clouds near the start. Pick it up and bring it down to the ground. Stamp on it and magically all the spike tops will turn into super valuble silver coins. Hurrah! The rest of the level is very easy, and when it is complete go on to Wendy's Castle.



## chocolate secret

It's easier to just dodge the American footballers rather than kill them. On the next section just slide down the slope and you'll automatically kill the baddies. On the next section after that when you get to the moving sand bags keep running and jumping or you'll die! Once complete either use the short cut or go back to Chocolate Island Three.

## chocolate island three

Go up the first purple pipe for a smart bonus room and a short-cut. Once you're out, go right until you come across the sign posts for the exit. Here you can either go up the beanstalk to one exit or fly across the chasm to another. Spook! Once the level is completed go to Chocolate Fortress.

# 7 valley of bowser

## valley of bowser one

Basically it's quite handy to pick up the blue blocks, because they will get rid of the fat mole things. It's not worth going up the pipe to the bonus room 'cos it's loads of hassle. Once complete go to Valley Of Bowser Two.

## larry's castle

Usual castle rules apply here. If you have not got a cape, to get past the yellow bricks simply let the wizard fire at them, which'll knock them away. Larry's pretty easy too. Just jump on him a couple of times to knock him into the lava. Then go to the Front or Back Door.





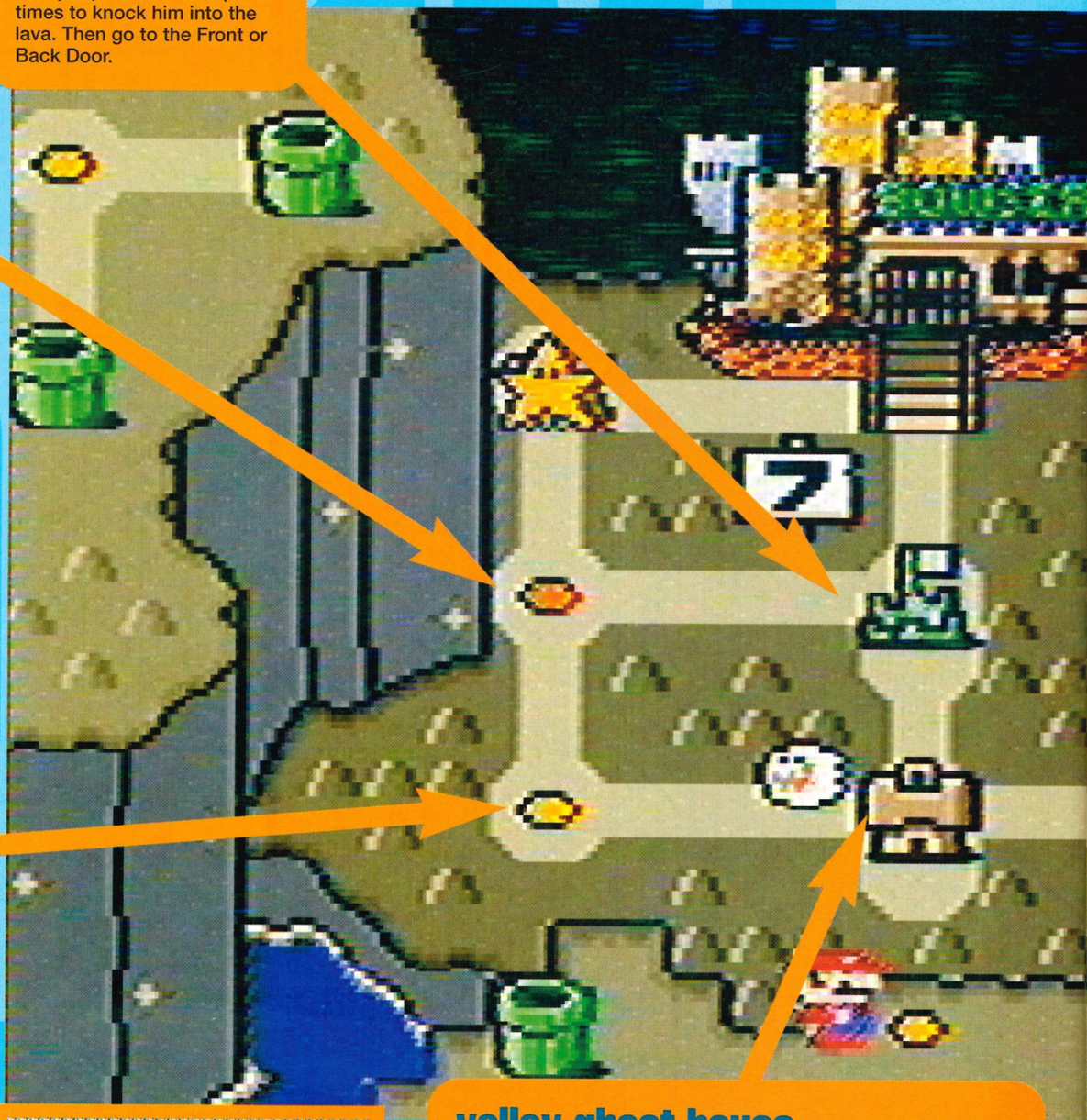

## valley of bowser four

Again this is equally obvious. To get the lock and key at the end of the level, use Yoshi to break the blocks. Otherwise it's easy. Go to Larry's Castle when you've finished.



## valley of bowser three

Very obvious this level, and there's nothing special about it, so all I'm going to tell you is that you'd best go to Valley Of Bowser Four when complete.




## valley fortress

This is very hard. Try and have a cape if possible. Look out for the loose spikes and when you come across the mushroom, pick it up as you'll fall quicker with this. Jump as soon as the spikes go up or you'll die! The end-of-level guardians are exactly the same as all the other fortresses. Surprise eh? Once complete move onto Valley Ghost House.



## valley ghost house

Go through the first door as normal. On the next section stamp on the P-block. Run to your right, go past as many doors as possible, collecting coins before the P-block's time runs out. Then go through to the secret room. Pick up the P-block, but don't stamp on it until you get to the '?' box. Now stamp and quickly hit the '?'. A travelling path appears! Jump on it and get to the top before the P-block's time expires. Squeeze through the gap for the lock and key. Be patient, this is VERY hard to do. To exit the normal way, just take the second to last door on the early section with loads of doors. When complete go to Valley Of Bowser Three.

## back door

Hit the '?' to get some pretty lights. The rest is more obvious than a Little And Large sketch. Get ready for the encounter with Bowser! Ooo scary!



## front door

Go through door number two, get across the wire netting, go through the door, and you should be next to another door with number five near it. Go through this to get to a section with loads of spikes. As soon as the spikes go up, run as fast as you can to the right without stopping to get to the back door.




## valley of bowser two

On the second section as soon as you come out of the pipe, go to the extreme left and jump up for a power-up. Take your time on the moving sand section or you'll get squashed. On the next bit, when you reach the first megamole, climb or fly up to the top left of the screen; keep running left to get a lock and key then exit the level. Or alternatively if you fancy going to the normal exit, just forget about going to the top of the screen and just go to the right. Once this is finished go to Valley Fortress.











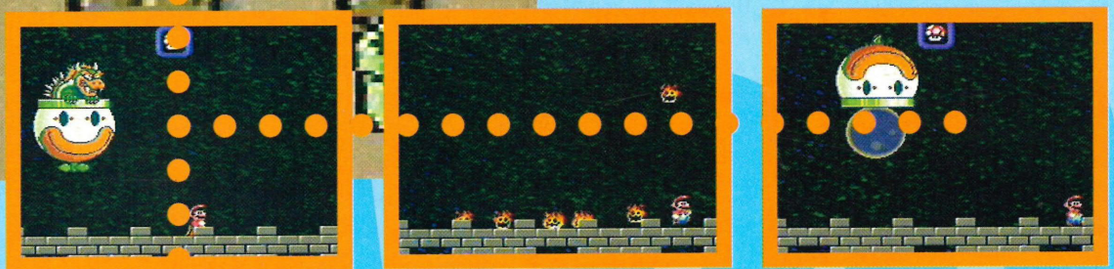


## bowser

Bowser is actually pretty easy to kill. He will release two koopas at a time. Stamp on them, pick them up and then throw them up so that they hit Bowser on the head.

Just watch out for the different attack patterns which include a fire shower and a big ball thing. Otherwise it's easy. Keep on hitting him with the koopas until he's dead and Princess Daisy is rescued. Hurrah!!!!!






## the end

Now sit back and watch the rather good end sequence and give yourself a pat on the back. And if your arms can't reach that far, get someone else to do it. For now we can all sleep safely in our beds knowing that Bowser is dead and the world is once more a safe place. Or is it?

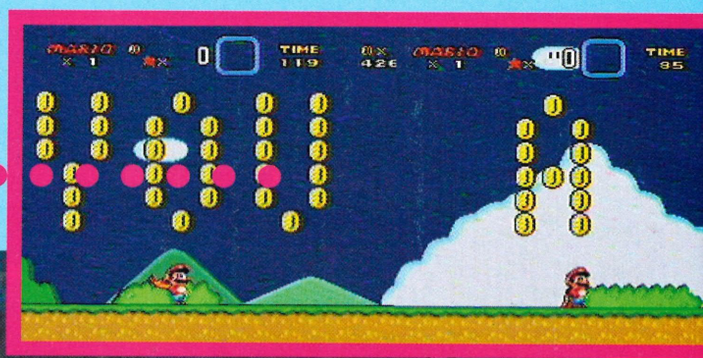
# star world

## swing on a star

Every land has a route to Star World, represented by a star. To get to them just stand on the star and press any button to be transported there. Each Star World has two exits, a normal one and a secret one. And spook! – here's a guide for all the Star Worlds.

## funky

Try to get Yoshi who's hidden in the first '?' box and the wings to fly over the whole level which incidently is very long. There's nothing hidden or special in it except near the end the coins spell out 'You are a super player' Which is rather sweet. The exit is, surprise, surprise, at the far right.




## gnarly

To get to the exit, simply make your way up to the top, go right and down. You should come across a pipe on your way down. If you use a P-block before you fall down you should be able to go through this pipe and get a 3-Up. Otherwise simply fall to the bottom and through to the pipe to exit!




## star world two

Really simple this level. Pick up Yoshi and the invincibility star and swim off the top of the screen. When you get to the pipe near the end either go through this for the normal exit, or swim underneath it for the secret exit.

## star world one

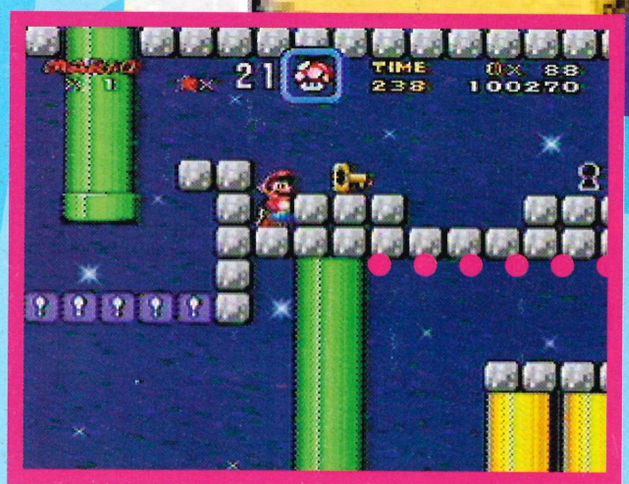
To get to the secret exit go to the far right and keep bashing the blocks until you come across the lock and key. If you fancy going to the normal exit though, just go left at the start and keep making your way down to the bottom, go through the pipe and exit.

## tubular

This is probably the hardest level of the whole game! Jump on the P-switch at the start and bounce off the trampoline below to get the P-balloon. Quickly eat this and Mario does his Hercule Poirot impression. Now float to the top remembering to pick up the other P-balloon or you'll die. The exit is at the far right but be warned this level is very tricky indeed!!

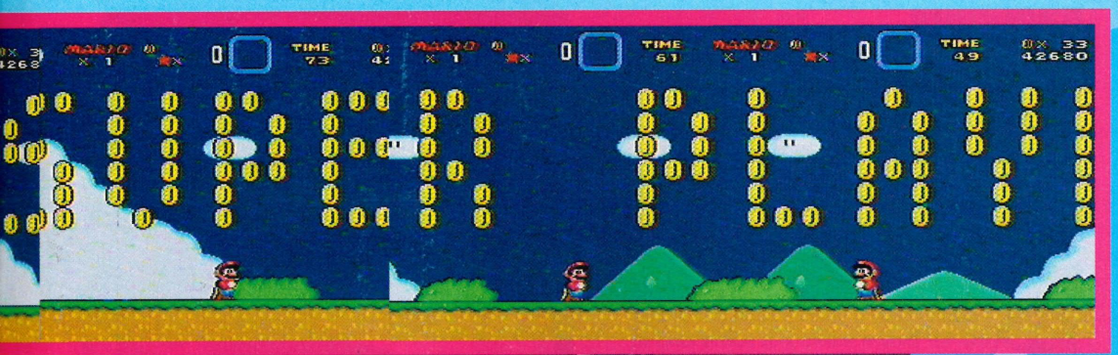
## way cool

If you've got Yoshi and wings this level's quite easy, but if you don't you're in for a hard time! Jump onto the moving platform and go past the first two switches without hitting them. Hit the third switch so that it says OFF and change the fourth to ON. The platform will take you to a yellow pipe. Go down this to get to a bonus room. Then exit and collect the wings, the rest is pretty obvious really.




## star world five

To get to the normal exit, your best bet is to fly the whole level. But if you want to go to the secret level fly over the top until you get to the section with loads of '!' boxes. Dismount from Yoshi if you're on him and leg it to the right to find the lock and key.



## awesome

You really need a cape for this level. When you get to the P-switch, pick it up until you get to a bit where there's five coins and a '?' box. Drop the P-switch and hit the '?' box and collect one star. Now leg it as fast as you can to the right and fly over the chasm to the exit!

## groovy

Pick up the koopa mask, chuck it at the '?' to get Yoshi. The rest of the level's pretty easy, the exit, as usual, is on the far right.

## mondo

On this level you can't hit any of the baddies if they are underwater, so take care. Try and get Yoshi beforehand, but if you can't he's hidden in one of the '?' boxes later on. There's a bonus room and a shortcut hidden down the second purple pipe. Also near the end there's a power-up hidden in one of the '?' boxes. Exciting eh? The exit's on the far right.

## outrageous

This level is virtually impossible without the cape, so you'd better get it first, then simply fly over the whole level to get to the exit. A lot harder than it sounds!

## star world three

Pick up the mini Yoshi and feed him. If you can, fly right up to the top off the screen and go through the gap for the secret exit, or simply go right for the normal exit.

## special

To get to the special level, go to the star in the centre of Star World and press any button. Incidently if you wait for around three minutes on the Star World map the music will change to a remix of the old Mario tune!




## star world four

Pick up Yoshi at the start and feed him until he's big. Simply fly over the whole level until you get to the exit. To find the secret exit, when you get to the section with the orange and green pipes and pick up a turtle shell or something similar, go to the left and fall onto the '!' boxes. Go to the right and fire the shell at the '?' box to get a key. Now use this in the lock to exit.



## shortcuts

It's actually possible to finish the game by completing only 11 levels! But be warned it's not easy! Here's the list of the levels, and the order you should visit them:

1. Yoshi's Island Two
2. Yoshi's Island Three
3. Yoshi's Island Four
4. Iggy's Castle
5. Donut Plains One (Lock and Key exit)
6. Donut Secret One (Lock and Key exit)
7. Donut Secret House (Lock and Key exit)
8. Star World One (Lock and Key exit)
9. Star World Two (Lock and Key exit)
10. Star World Three (Lock and Key exit)
11. Star World Four (Lock and Key exit)
12. Front Door (Bowser's Castle) And using this you can finish the game in under 15 minutes!

# pg tips

## f-22 interceptor

Here are loads of codes for this fabbo flight sim, and the person to thank for them is **Peter Glikofridis.**

**Russia:** HHG01O, MLQ1H3, I501H7, ICG39V, MKQ41E, J4G6L7, J8G7D4, JKG8DO, JOK8L8, JSS9HH, K0GA1K, K8GA1S, KGPB1L, MKVBHO, KSGCPC.

**USA:** 3904P0, 2903D1, 31041P, 450654, 4906LV, 51G7PK, 61G910, 651952, GDU9HG, 6LG9TM, 69GAPU.

**Korea:** 7PG0D2, 8DV1D7, 8PG35N, 950413, 9D04DS, 9HQ4D9, MKD8T8, AGO8T4, AK49TD, B40ADB, BG0BTF.

**Iraq:** MKUGHB, E8G3P7, D4G199, FCU61V, FK1712, FOG714, G4Q8LE, GKGA5F, EKG4TV, G5GATM.

## turrican

This tip works on all copies of *Turrican* including the computer ones! At the start, run to the far left and wait. A 1-UP should fall from the sky. Then turn round and shoot a lot. An invisible block should now be made visible (?). Shoot this a lot for loads of power-ups. Thanks to **S. Mehta** for that one.

## top gear

Hurrah! Thanks to Holland's **Robert Paul Kranenbourg** I can give all you herbies the passwords to this fab racer.

| | Amateur | Professional | Championship |
|---|---|---|---|
| S. America | Moonbath | Four Meg | Educated |
| Japan | Gearbox | Legend | Oilcloth |
| Germany | Car Park | The World | Wreckage |
| Scandinavia | Road Hog | Letsrace | Caracole |
| France | Emulator | Alchemy | Epyllion |
| Italy | Analyser | A Loupet | Glucagon |
| UK | Horizons | Seasonal | Keelson |

## parodius

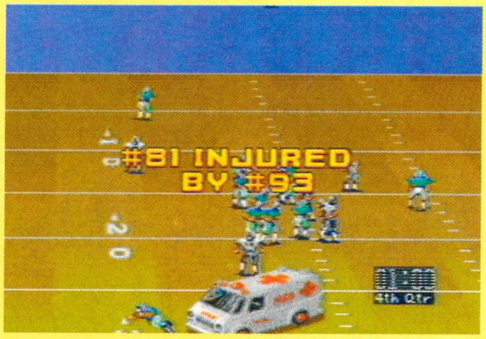
As I so skillfully predicted in issue seven of *Game Zone*, if you pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, two and one, you'll have a vast array of power-ups. Spook! The person to tell me that that cheat worked was none other than the man with no surname, **Woja**.

## earnest evans

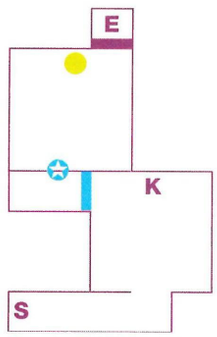
I don't know if you've seen this game but Mr Evans walks like some kind of demented giraffe. Anyway if you want to skip the current level you're playing, **S. Clarke** suggests that you pause the game and press UP, A, DOWN, B, LEFT, A, RIGHT, B and then unpause.

## moonwalker

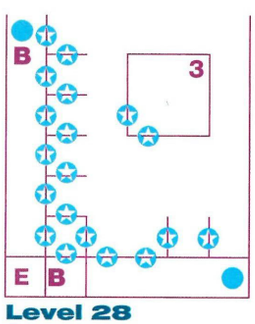
**Michael 'Flash Signature' Torcasio** reckons that you should press UP, LEFT, A and START altogether on controller two, then press START again on controller one. The number one should start again on controller one. The number one should appear in the top left hand corner. Change this with the joypad for your starting level.



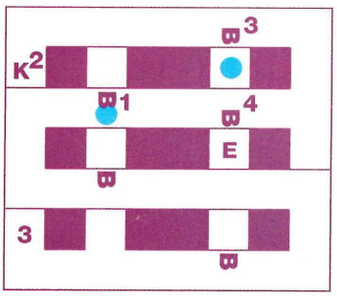

**X marks the spot. Treasure!** ***(No it's the Red Cross! Ed.)***



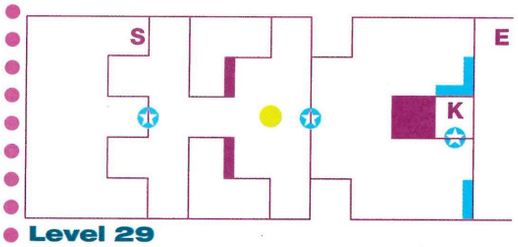

**Level 26**



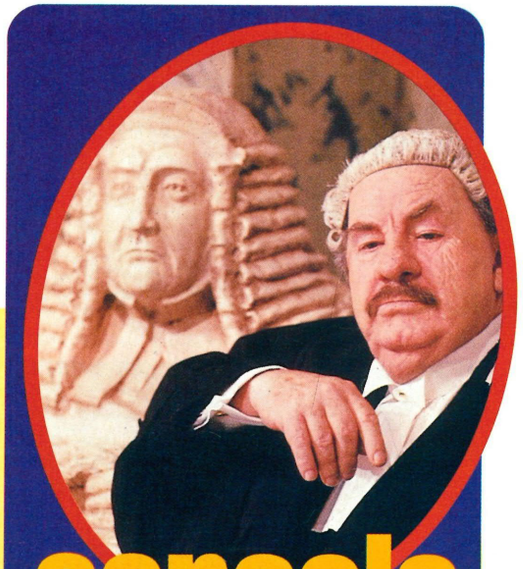

**Level 28**




**Level 27**




**Level 29**



# console counsel

**Greetings, oh hopeless herbies and shameful shandy drinkers to another meeting with your friendly Console Counsellor. So if you're stuck on *Sonic*, pissed off by *Populous*, beaten by *Back To The Future* or just fed up with trying to be clever and use alliteration, don't hesitate to write to me, and remember a problem shared is a problem quartered.**

**So send me your problems, queries, and annoyances and I'll do my very best to try and help. If not I'll just laugh at you a lot!**

**So write to: Console Counsel, *Game Zone*, 19 Bolsover Street, London, W1P 7HJ. But please remember that as I am such a busy man that I can't reply to individuals, even with SAEs, so don't bother wasting your stamps. Anyway roll forth the crap ones... Sorry I mean those problems!**

**Dear Console Counsel,**
How do you kill the T-1000 at the end of *T-2* on the Game Boy? I have tried punching him a lot but his energy doesn't move, he just hits me back a lot and I die. Please could you help me!
Yours,
**Amy and Leanne McLean, Leicester.**

**Pick up the weapon icons and keep firing at the T-1000 and eventually he should fall into the lava pit thing. If your ammo runs out, just pick up a new weapon.**

**Dear Console Counsel,**
I'm stuck on *Burgertime Deluxe* for the Game Boy and I can't get past level 4-2. Can you help me?
Yours sincerely,
**Jasper Plate, London.**
**Well Jasper, the answer is simple, just skip to the next level. Simply enter the following password for level 5-1. Two tomatoes, a pickle and a burger guy.**

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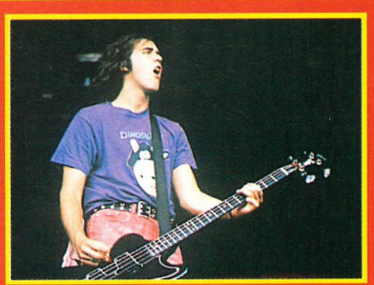

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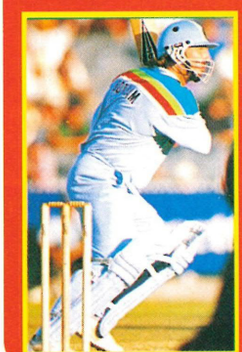
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**Grand Final - Saturday Oct 10**

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

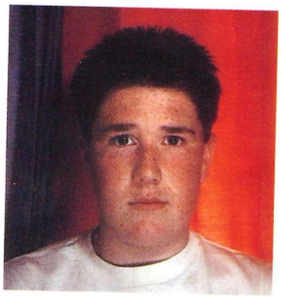
**Goode Ideas**
***Game Zone* Kings**
**103-105 Spinney Hill**
**Addlestone**
**Weybridge KT15 1AZ**

**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.**

## scores from the stores

**Here's the sort of competition you could find yourself up against.**

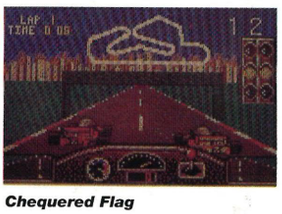
**toki**
Richard Worsley (17) 205420
**Daniels Windsor**
Antony H. (12) 56020
**Computability**
Alex Passman (14) 50750
**Computerbase, Plymouth**
Paul Stonehouse (20) 50000
**Computer Cavern**
Glen Gennella (12) 49150
**Micro Centre Ports**
Mark Andrews (12) 48800
**Micro Centre Ports**
Paul Jobson (12) 48200
**Game Ltd., Romford**
Stuart Kirby (11) 47850
**Micro Centre Ports**
Adrian Whitchill (12) 47550
**Micro Centre Ports**
Jamie Westcott (15) 44850
**Computerbase, Plymouth**



**Graeme McGregor**
***Ninja Gaiden***

**roadblasters**
Alex Holland (15) 544500
**Computer Games New.**
Justin Baker (15) 250000
**Computer Games New.**
Tom Smith (13) 230900
**Computer Games New.**
Richard Hurst (14) 211630
**Computer Games New.**

**xenophobe**
Richard Shilson (16) 73360
**Computer Base, Plymouth**
K. Lacey (15) 72755
**Electronic Computer**
R. Smithson (17) 66940
**The Game Store, Middlesborough**



***Chequered Flag***



**Craig Aranjo**
***Ninja Gaiden***

## 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

***Xybots***

win!

# prizes worth over

win prizes worth over £3,000!

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 81Q

**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

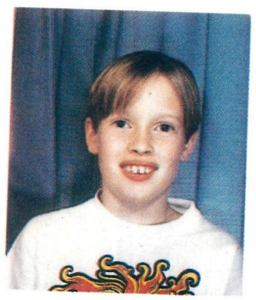
**Comtazia**
171-177 High Street
West Bromwich
West Midlands
B70 7RB

**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



**Hugo Farrant**
***Zalor Mercenary***

**Gates Of Zendecon**
Chris Mealor (12) 987000
**J Daniels, Windsor**
Simon Hall (15) 2854800
**Tomorrows World, Hull**
David Potts (18) 2599100
**The Game Store, Newcastle**



***APB***

**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.**

**Game Title** **Highest Score**

**Name**

**Address**

**Post Code** **Tel No**

**Venue**

**Validated by signature of sales staff**

# £3,000!

# i'm ready for my close up



## cyber razor cut



1 Blue smoke mingles with blues slide guitar riffs. A figure lies back. Asleep or just dead? Is this the new Riddley Scott film? Who knows or even gives a toss?



2 The man in black – yup it's a Sega ad. Where'd they get him? Even the fat bast laughs at him behind his back. Squint those eyes, mumble "Cyber razor cut".



3 What it is, what it's got to do with a Mega Drive or why you'd want one isn't really obvious. Still, the funny lights dancing up your arm look nice though.

**Having once watched almost half of a French sub-titled film, *Jeremy Daldry* was the nearest thing in the office to a cinema critic so we asked him to cast an eye over the classic console ads. Eat your heart out Barry Norman.**

Consoles are sexy. Consoles are big business. Consoles are hip. *(So are console magazine reviewers! Ed.)* Maybe because of this, both Nintendo and Sega have spent the kind of money that makes the defence budget of the United States look like loose change on convincing us that the thing we need more than anything in the world, is one of their consoles. It's time to wake up and smell the cutlery suckers, this is the decade of the hard console sell.

## mario

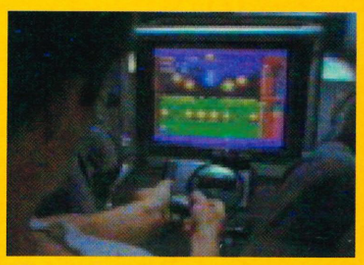


1 What a nice young man. Sensible hair cut, clean, perfect skin over a perfect bone structure, chanting, "Mario! Mario!" In a world of his own. Mario's ideal follower?

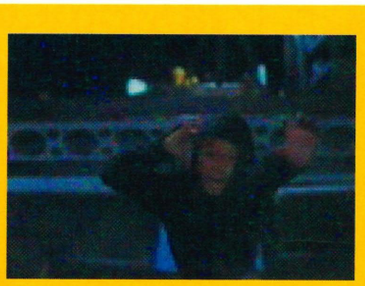
## sonic



1 This moody number from Sega opens on that 501 reject in his barber's chair, legs akimbo, fiddling between his legs. Looks embarrasing, should we leave?



2 But fortunately he's just playing Sonic on his Sega, accompanied by some rather grungy heavy metal musak.



3 This chap again. He doesn't look particularly happy. I'm getting just a little bit confused. Where's the story, the beginning, middle and (happy) ending?



4 Things get worse; for no apparent reason he's shot through the truck's roof, while Canary Wharf looks on. Ad peeps, they're a worry aren't they?

## do it



1 The ad that made Game Boy trendy. This is the one – the best. More images in 45 seconds than you can shake a stick at. The only handheld in your pocket.



2 Freefall *Tetris?* Why not. Although if you were this near to the ground it might be advisable to pull your rip cord, and open the chute. Nice moustache.



3 What can I say? *(How about 'I'd be her Game Boy any day?' Ed.)* Groan. Game Boy gets sultry. No-one ever accused the Amiga of being sexy, how times change.



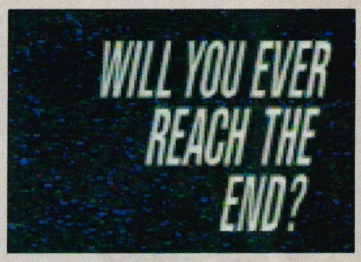
1 Out of the primeval darkness a strange shape looms while thumping industrial clanks, ermm... clank in the background. It's square-ish and ominous.



2 It's a Super NES. A breathy voice announces "The ultimate challenge has arrived." The challenge for the voice is to finish the ad without an asthma attack.



3 Time for a quick whoosh round the outside of the SNES before plunging right into it. What a sense of speed and motion. It makes me quite dizzy.




4 Industrial clanks expire, the punchline looms. The end – of what? Super NintENDo. When I first saw it, I had an overwhelming urge to go buy some coffee.



4 It also involves having your eyeballs gouged out and replaced by painted ping-pong balls. I did wonder if this was a Sega ad or a revolution in plastic surgery.



5 Of course. You need surgery on both your right arm and left eyeball so you can twizzle your comb in a more impressive manner. I 'spose the chicks like it.

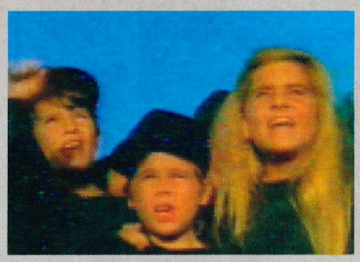


6 "They [the games] get faster, they get harder. What are you going to do?" He can't afford the surgery. Please Sega, Mega Drives bundled with £50 BUPA vouchers?

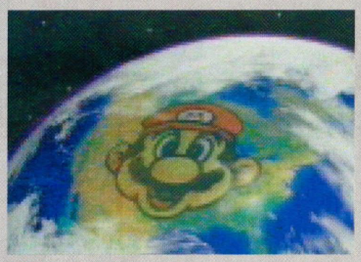




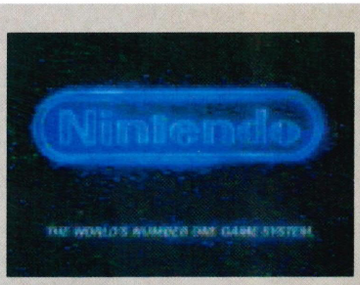

2 Another perfect young face, lifted up to the sky chanting, 'Mario, Mario'. This time he has blond hair and blue eyes. Hold on. Chanting, perfect looks, hmmm.



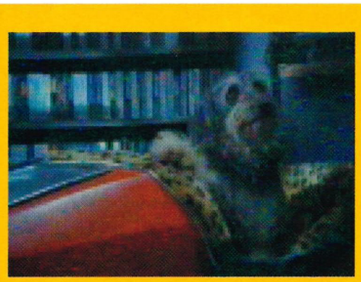
3 Not that I'm paranoid or anything but this is getting less and less like a game and more and more like a political rally. God save the youth of America.



4 He's taken over the whole of the US. A large happy Mario fatherland. Come to think of it, Mario's got the little moustache, the mad staring eyes. It makes you wonder.




5 Ah what a relief, it's only an advert for the NES not a new political organisation attempting to subvert the minds of the world's youth. Then again...



5 It's a dog's life. *(Very good. Ed.)* If he could talk he'd say "By a hundred and one dalmations! Even the Pedigree Chum ad wasn't this degrading!"

# mr de mille



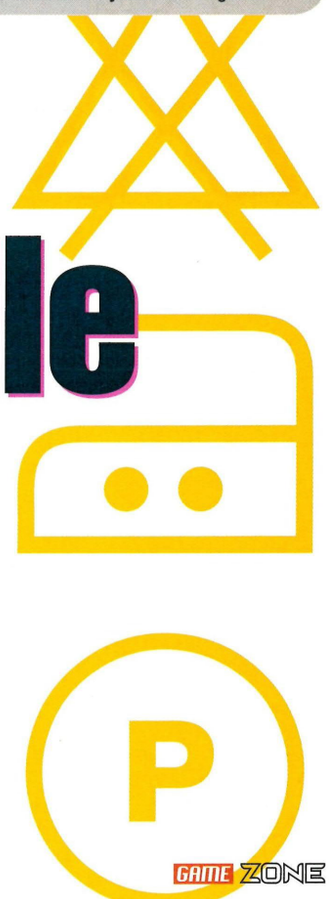
4 Even the grunts are in on it. After a busy day coaxing confessions and adjusting statements there's nothing PC 1054 likes more than *Super Mario World*.

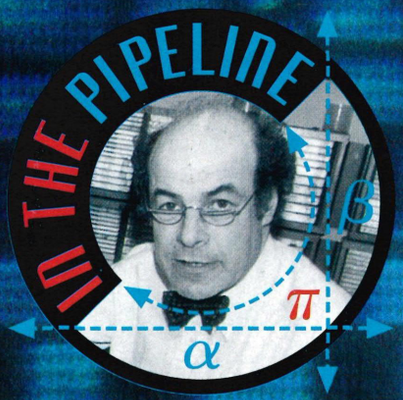



5 Game Boy goes arty. Even Lichtenstein gets in on the act. After all Just What Is It About Game Boy's That Make Them So Different, So Appealing?




6 Mario once again takes over the world. And, to be honest, as long as I've got my Game Boy, I don't care. Mindbendo? Very probably. Two player *Tetris* anyone?

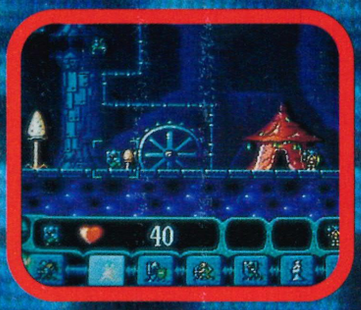





## puzzles, platforms and plunder

### medieval world (training stages 1-5)

Itching for the fray? First, learn how to manage engineers, barrelmen, archers, knights and last, but by no means least, the foe.




Tents weren't like this in the Scouts.

### medieval world (castles 1-3)

Each of the castles is ruled by one of the Southern Barons and must be overthrown by King Arthur and his army. Ooyah!

### medieval world (end-of-level boss)

Odds blood! Your path to the next world is blocked by a big, bad ogre on the rampage. He's busy devouring poor little sheep.

# king arthur's world

SUPER NES

**Once upon a time, there lived a fearless and noble ruler. Being well versed in the arts of war, he trained a goodly bunch of average peasant folk into a mighty army of warriors. Their daring deeds of do *(Shouldn't that be deeds of derring do? Ed.)* and high adventure have been magically transformed into an epic SNES production by Jaleco and Argonaut Software. Is this jolly medieval romp more than just another *Lemmings* clone in bright shiny armour? With his faithful weapon in hand, *Rik Haynes* embarks on a quest for further enlightenment...**



Bizarre! Anyone for a game of hangman?

## men at arms

### king arthur

Used for collecting bonus items such as gold or keys for secret rooms. This totally imperial dude is also needed for the final surrender of each opponent leader.

### knights

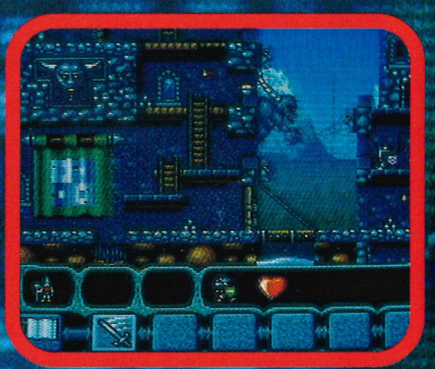
One of the King's more powerful warriors. Knights hasten to the fray and are the best champions of your cause. Whoopee!

### soldiers

Employ their large shields to block enemy attacks. They too know their knightly duty.

### archers

Shoot enemy troops and other targets by carefully positioning these bowmen and selecting one of the three possible trajectory settings for their arrows.



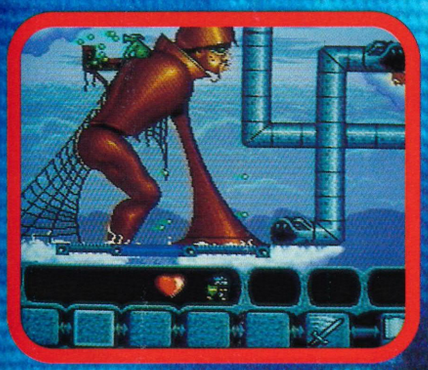
Creeping castles all bathed in blue.



# in the pipeline



Is it the Alps or a model village in Hastings?



Fetching little outfit or should that be fetish?

### goblin underworld (caverns 1-4)

By the saints, these dark and dangerous levels include teleporting dung demons, flamethrowers, lava pits, deadly moving cogs on tracks and speeding mining carts filled with rock-chucking goblins.

### goblin underworld (steam hammer)

Oafs! The crafty goblins have been secretly constructing a massive war engine. What a mighty piece of ordnance! Guess who has to destroy it?

### cloud world (clouds 1-7)

Here you'll meet acid spraying 'Freddies', multiplying zombies, teleports, giant 80 foot snails with cannons strapped to their backs, flying imp generators, transport pipes and seemingly impassable forcefields. Wilt thou yield before such fearsome foes and bellowing beasts? No way.

### cloud world (the demon overlord)

Almost there! Just avoid the crushing talons and fiery breath of the demon overlord. Easy, huh?

## saturday night fever

Gadzooks! Some are born to knighthood, others have the 'hood thrust down their throats. In *King Arthur's World,* players take on the role of our legendary monarch and command his army of knights, serfs, engineers and wizards. There are actually three separate worlds, split up into a number of stages. Luckily, the first world has five training stages to introduce beginners to the general idea and how to handle each type of troop under their control. With only a cursor and some icons, it's a far more flexible system than, say, *Lemmings* or *Krusty's Fun House*.

The training levels, like all game levels, commence at the tent, with the King standing beside it. Your objective is simple. Get thy troops' King past thee opposition and yonder traps to claim a handsome reward in gold coinage. Have at them with scaling ladders, siege engines, swordplay and prove your worth. Aye, methinks for this game a goodly stratagem is much required.

Battle orders are issued in a very civilised way with up to three units doing their thang at any one time. This is enough to give a decent scope to the game without making it too complex and unplayable. All the men move at the same speed to avoid confusion. 'Tis basically a question of cutting the enemy knaves down a peg or two, sire. Aargh!

Each level contains a number of obstacles like spiked pits which can be overcome in a variety of ways. That's the real joy of playing the game. Everything is left open to a range of methods. You could, for example, just travel around the land freely setting fire to buildings or concentrating on hand-to-hand combat.

It's usually quite easy to work out what's going on and how to tackle it. The death of your king is the only way to lose. *King Arthur's World* a bit like *Lemmings* meets *Super Mario World* with a satisfying helping of *Powermonger* thrown in for good measure. Yummy.

## what's in a name?

Originally entitled *Castles* because the first game world features the conquest of many fortified keeps and battlements, *King Arthur's World* started life almost one year ago. The project was nicknamed *Havoc* inside Argonaut Software as development progressed in an attempt to reflect the differing nature of the stages and events that occur during the game. Jaleco, the leading coin-op company, acquired the worldwide publishing and marketing rights to *Havoc* earlier this year and they decided to go with the titles *Royal Conquest* and *King Arthur's World* in Japan and Europe respectively.





### barrelmen

Specialist footsoldiers with a keg of gunpowder at hand. Strategically place these barrels to blow away obstructions.

### engineers

A bunch of clever guys who devise and construct battlefield contraptions to assist the rest of the King's troops. Sir Clive Sinclair has got nothing on their inventive gadgets like the flame-throwing catapult, battering ram and bridge pontoons. Engineers can also build shelter platforms to protect your minions from sharp projectiles and burning oil.

### light wizards

Casts defensive and healing spells to increase the health and strength of your humble foot soldiers.

### dark wizards

Conjures up nasty meteor storms, fireballs and bolts of lightning. Such magic can be invoked for a deliciously unfair advantage. Yippee!

# in the pipeline



## hey dj, spin that wheel

Instead of synthesized effects and instruments, the musical duo at Argonaut Software have utilised everyday sounds for added realism. Justin Scharvona and Martin Simpson have composed ten jolly ye olde tunes on their Ensoniq EPS-16 Plus Digital Sampling Workstation. Smart!

This professional MIDI keyboard features a 16-track sequencer and library of over 1,000 sounds. Via in-house software running on an IBM PC, the Ensoniq's samples are then converted to the SNES's format. Scharvona and Simpson have a wide taste in music, encompassing techno, jazz and funk. This is obviously a great help when creating neat spot FX for stuff like sheep baas, thunder claps and arrow twangs!

## jez and the argonauts

Best known for creating smart 3D graphics in games like *Starglider 2* and *Birds Of Prey*, Argonaut Software was founded by programmer Jez San. Cramming *King Arthur's World* into a meagre four megabit cart has been a tiresome challenge for the gang. *(Most of the games currently released on the Super NES are double this size. Ed.)* The team has worked on a variety of golden oldies ranging from *Ghostbusters 2* and *Kick Off* to *Dan Dare 3* and *Maria Whittaker's Christmas Box* on various computer formats. Meanwhile, their first Game Boy effort, *Lunar Chase*, shot to the top of Japan's game charts.

## things can only get better...

If Argonaut Software ever attempt a sequel to *King Arthur's World* the designers would like to double the memory available and generally add more of everything.






## a mouse may help...

As a bonus feature, *King Arthur's World* is compatible with the fancy new mouse gizmo from Nintendo. It certainly makes the game easier to play.




**"We were negatively influenced by *Lemmings*. We saw what things to avoid."**
**Nick Halstead, Argonaut Software**

**"There is a perfect strategy for creating a game but a game can never have a perfect design."**
**Ian Crowther, Argonaut Software**

- Passwords may be used to jump to levels.
- *King Arthur's World* employs Mode 1 graphics with over 100 colours on screen.
- The people at Argonaut Software admire the superb attention to detail in games like *Super Mario World* and *Legend Of Zelda III*.

## who's the boss?

Formed back in 1971, Jaleco stands for JApan LEisure COmpany. With over 350 employees on the payroll today, the company started manufacturing amusement machines in 1977 and has introduced a parade of coin-op hits such as *P47, Big Run, Cisco Heat, Arm Wrestle Champ, 64th Street, BOTSS* and *Grand Prix Star*. Jaleco has also published the NES versions of *Maniac Mansion, Super Bases Loaded* and *The Last Ninja*.



The peeps behind the programming and other stuff...




## the credits

**Ian Crowther, Nick Halstead and Colin Reed**
***(Programming and Design)***

**Nigel Brownjohn, Scott Butler and Stephen Robertson**
***(Artwork and Design)***

**Matt Risley and Herman Serrano**
***(Artwork)***

**Justin Scharvona and Martin Simpson**
***(Music and Sound Effects)***

**Jon Dean**
***(Production and Design)***

**Dylan Cuthbert and Darren Drabwell**
***(Design)***

***Additional contributions from***
**Jez San, Jacqui Lyons and the staff of Jaleco**

**Out:** Early 1993
**Price:** £tba
**Publisher:** Jaleco

# subscriptions ZONE

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# Should we give up?



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

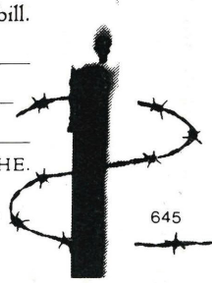
Left to themselves, governments will go on imprisoning, torturing and killing and other governments will go on turning a blind eye.

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

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

I wish to be a member of Amnesty International. I enclose £15 Individual ☐
£20 Family ☐ £6 OAP ☐ £6 Student, Under 18, Claimant ☐ I wish to donate
£250 ☐ £100 ☐ £50 ☐ £25 ☐ £10 ☐ Other ☐ I enter my Access, Visa,
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Signed _____ If paying by credit card.
you should give the address where you receive your credit card bill.
Mr/Ms. _____
Address _____
_____ Postcode _____
To: Amnesty International British Section, FREEPOST, London EC1B 1HE.

**AMNESTY INTERNATIONAL**



645

# geez!



**Send all your words of wisdom to: Geez! *Game Zone*, 19 Bolsover Street, London W1P 7HJ**

**It's been said that within everyone there lies a great novel. A work that will express some great truth about the human condition, that will change people's lives and touch their hearts.**

**It's said it takes but the smallest of events to bring it bubbling to the surface, like some creative spring.**

**We at *Game Zone* have thought long and hard about this and concluded that it's crap, which brings us very neatly to Geez.**

## words of wisdom #1

Give me a GX 4000 because... er... ermm... nope, sorry it's gone.
**Charles Hatcher, Braintree, Essex**
*You know Charles I was going to... er... but then I... umm... and so it... er... ahh... oh forget it.* **Ed.**

## fjords off

I Sweden from came and just moved in. Sorry English not good, my sister speaks English good but me don't be very good. Game Boy me have. Me say GX4000 rubbish are. Goodbye.
**Philip Witcherley, Eversham, Worcs.**
*We* Game Zone *at say that if Swedish you be, we all are root vegetables, especially potatoes. Maybe turnip or beetroot, that and maybe you being should waste our not time.* **Ed.**

## mass debate

I am writing to you regarding a letter you printed in your issue of *Game Zone* entitled *Toilet Humour*.

Please do explain why you felt the need to ridicule it. I am sure that you must have had other letters complaining about your disgusting habit of using the word 'crap' and other such obscenities at every given moment. Surely there must be other words you can use.

Please do not ridicule this letter in any way, as I am sure there must be a higher authority I can write to who could sort it out.

Parents have a hard enough job as it is bringing kids up without them being encouraged by reading the wrong sort of thing. Anyway please do something about it.
**Name and address supplied.**

I think you should use words like crap and bast. It's the real world.
**Andrew, Dover.**

*Move over Anne Robinson Geez has become* Points Of View. *Bad language is just a matter of taste or fashion. What one person or generation finds shocking another finds normal. ('Naughty' was very rude four hundred years ago.) To be honest, I find the self satisfied complacency of the Tory party or indeed the language of a mother who described our readers as 'gutter common' and 'cannon fodder' far more offensive than anything we print. If you don't like what you're reading, the best form of censorship is, don't buy it. Old argument but valid.*

*Nice one Andrew, there are some well smart people in Dover.* **Ed.**

## hang on in there

**Well, it all hangs by a very thin thread. The ultimate survival of the Crap Letter Corner is still in your hands, the voting lies at 54 percent in favour of doing away with the CLC to 46 percent in keeping the old duffer alive. Now it's all up to you, Crap Letter Corner's life is in your hands. Geez will accept petitions as well as multiple votes. So if you want to keep the crap letter corner you better pull your fingers out. *(Yuk. Ed.)***



■ **I think the *Crap Letter Corner* should live.**



■ **I think the *Crap Letter Corner* should be hung drawn and quartered.**

**Name** _____

**Address** _____

_____

_____

**Consoles owned** _____

## we love you phill

I have got a complaint to make. In issue one, in the PG Tips section I was thrilled to see Phillip Hodgson. I immediately placed a subscription for *Game Zone* on the strength of this. But, lo, the next month he was gone!

If he doesn't come back I'm cancelling my subscription.
**Andrew Calo (A Phillip Hodgson fan), Mottison, Swansea.**
*Well Andrew we're all big fans of Philip too and were very happy for him to continue appearing in the magazine... er... unfortunately he wasn't. Despite being spurned, we still love him.* **Ed.**

## two too many

I've got two things to say. 'Squawk,' and 'Egg'.
**Ben Stevenson, Kendal, Cumbria.**
*Oh dear.* **Ed.**

## r-souls

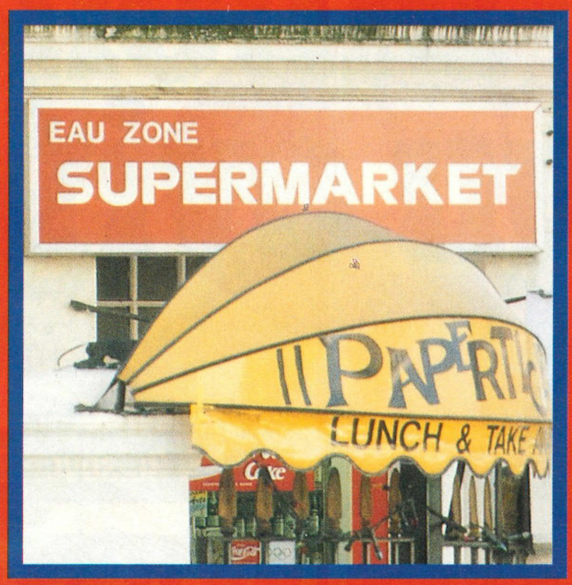
Do you think the name of *R-Type* could be changed? Here are some of my suggestions:
**SLBS-Type:** Smart Little Begger of a Ship-Type
**BHOE-Type:** Blow the Hell Out of Everything-Type
**NMER-Type:** No Mercy Er, Renegade-Type
**EMLCWTK-Type:** Eat My Laser Cannon With Tomato Ketchup-Type
I mean don't you think plain old 'R' is boring?
**Jon Williams, Brynteg, Anglesey.**
● *To be brutally honest with you Jon, after reading your alternatives I can see why they stuck with plain old 'R'.* **Ed.**

## plane silly

Ya know I feel a bit bored today – I think I'll invent the air plane.
**Orville Wright, aka The Invisible Cat, Kitty Hawk, North Carolina.**
● *If I'm bored I blob out in front of a Channel Four matinee, but your idea is very interesting Orville. But hey! Didn't you die in 1948?* **Ed.**

## words of wisdom #2

I wrote this letter all by myself, although my mum helped me with the first line.
**Charles Hatcher, Braintree, Essex.**
● *My mum is out so I can to write words like 'willy' and 'fart' in my reply.* **Ed.**




# say "geez"

**Yet another London bound Say Geez this month. This time from Jasper Plate, who spotted the Eau ZONE supermarket in Kensington. Remember folks, if you see any consoley-like names in an out of console context, or even any *Game Zone*-y words in unusual places take a snap and send them in. Points for achievement in the face of adversity will be awarded to those using brightly coloured freebie cameras. The best each month wins a prize.**

## brave words

*Toki* is the best game on the Lynx. I think it is superb, it's almost arcade perfect. I also think it is a better game than *Sonic The Hedgehog* on the Mega Drive and *Super Mario* on the SNES. However I would like to know if there is a lead that can connect a Lynx to a TV.
**John Hamill, Willsden, London.**
● *Blimey,* Toki *better than* Super Mario World! *Brave words indeed. There is a little black box that will connect your Lynx to a TV, but it costs a small fortune and is not gonna be put on the market, ever, ever, ever. So 'fraid you're gonna have to put up with the old eye strain for a little while longer.* **Ed.**

## warning

Remember, a console is for life not just until it becomes un-hip to write about it.
**Anon, Cylde Valley, Wales.**
● *Sobering words from the valleys. I can assure you, all our consoles are well fed, watered and live in large airy pens that allow them to run around a lot. Too often we read about consoles that have been abandoned in a motorway lay-by, left to fend for themselves as best they can. That's why we, at* Game Zone, *have formed the Society for the Protection of Abused Consoles. Or SPAC for short. Write and tell us if you know of a console that's being mistreated.* **Ed.**

## football crazy

In the last edition of *Game Zone* I noticed the marking system in *Console Countdown*. You rated the crapest games as 'as much fun as Cambridge United'. How can you say this? If you haven't noticed they only missed promotion to the first division this year by a tinsle because they lost 6-1 in the play-offs. If a team loses by this much how can you call them boring?
**John Frederick, Cambridge.**
● *The lads done well over the last few seasons, but if you'd stood through the draw with Brighton you'd know why we use them as a definition of dull. We still love them though... well I do.* **Ed.**

# kev's kool kode

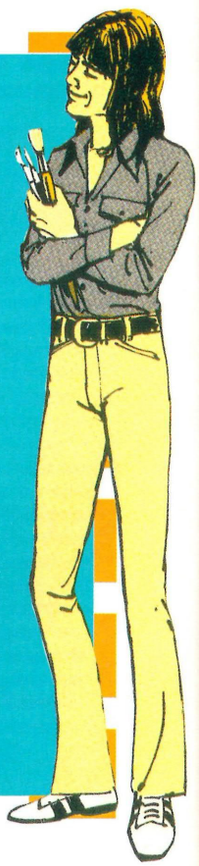
**Kool Kev is, as everyone knows, a fashion god. But, shock! horror! this month he is challenged by a newcomer to the world of international fashion. Grappling gurus! Who'll win this battle of the fashion titans?**



## Kev Darling,

Kev you are so kool, for groovy clothes you're my man, but oh Kool Kev beware! You have a rival. It's me! Yup that's right Groovy Gordon. And Gordon knows what's best when it comes to fashion. I am regularly spotted doing a bit of fashion spotting, decked out in my periwinkles, blue tank top and tartan slacks. So beware.
**GG**
*Sandbach, Cheshire.*
PS. My fashion prediction for Autumn '92. Corduroy.

Ah, a young upstart who thinks he can challenge my fashion crown. I have heard rumours of this, so-called, fashion guru, but it is quite obvious that he has no real knowledge of the cut and thrust world of couture. Imagine thinking that corduroy is *the* fashion statement; everyone knows that in '92 the thing to be seen in is an all in one Abba-esque cat suit, preferably in a shade of neon Lycra and definitely fastened by an interlocking S belt. Set off this ensemble with a pair of stacked, tinsel encrusted moon boots, and then we are talking fashion. Be gone Groovy Gordon, go back to your world of off-the-peg Burton suits and C&A bargain basement pullovers and bother me no more. Only real fashion gurus who know the difference between a spandex jock strap and a lycra boob tube may be my friend, walk in my foot steps and bask in my shadow. I am Kev, I am fashion, I am *love god*. Hear me raw.
**K.K. (The only true fashion expert.)**



# console countdown

## 8 page pull-out game guide!

**The long hot Summer drifts sadly to a close and there's nothing left to remind you of its lazy hazy days except for an address scribbled on the back of a beer mat. Forget those memories, Winter's ahead, the time for long evenings curled up with a smouldering console and some really hot games. Here's a guide to what's hot and what's not.**

**MEGA ZONE Games so good that we dare not gauge their greatness get one of these - Mega Zone.**

❶❷❸❹❺ **Essential buy**
❶❷❸❹ **Well worth a blast**
❶❷❸ **Mediocresville Arizona**
❶❷ **Seriously dodgy wodgy**
❶ **As much fun as the offside trap.**

MASTER SYSTEM | NINTENDO NES | MEGA DRIVE | PC ENGINE | SUPER NES | GAME BOY | GAME GEAR | ATARI 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. ❶❷

### Aerial Assault
**Sega/£29.99** • Very unimaginative shoot 'em-up. A case of holding down the fire button and tuning your brain to vacant. ❶❷❸

### After Burner
**Sega/£29.99** • Classic arcade game makes a disappointing appearance on the 8-bit. ❶❷

### Alex Kidd In High Tech World
**Sega/£29.99** • Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ❶❷❸

### Alex Kidd In Lost Stars
**Sega/£29.99** • Yet another adventure for the Kidd. Only for hearty A. K. fans. ❶❷

### 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. ❶❷❸

### 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. ❶❷❸❹

### American Pro Football
**Sega/£29.99** • Not just American football, not just American good football, but *American Pro Football*. Says it all really. ❶❷❸

### Assault City
**Virgin/£29.99** • An atmospheric, shoot 'em-up. Very colourful and action packed, if a little low on originality. ❶❷❸

### 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. ❶❷❸❹❺

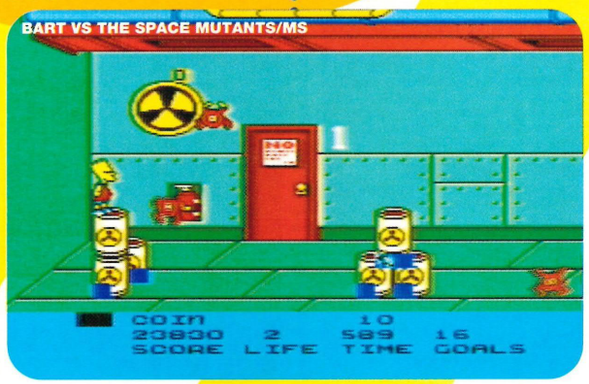
### Aztec Adventure
**Sega/£12.99** • Everything to do with arcade adventures in Brazil, and nothing to do with trying to see Roddy Frame in concert. ❶❷❸

### 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? Can't say can you? Equally you can't tell how long a console game should be. One, two or three levels? 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*. *(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. Three levels ain't value for money. ❶❷

### 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. ❶❷

### Bart Vs The Space Mutants
**Flying Edge/£29.99** • Pretty smart conversion of the old NES game, once again finds BS trying to fend off an alien invasion single handedly. ❶❷❸




### Basketball Nightmare
**Virgin/£29.99** • Standard basketball game with the twist of playing against various mythical and fantasy creatures. ❶❷❸❹

### 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. ❶❷❸❹

### Black Belt
**Sega/£12.99** • Cheap, but unoriginal, beat 'em-up. ❶❷

### 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. ❶❷

### Bonanza Brothers
**Sega/£29.99** • Smart multi-layered arcade action puzzle game.. With traps to overcome and swag to be half-inched, *BB* suffers little in its conversion from the Mega Drive. ❶❷❸❹❺

### 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. ❶❷❸

### California Games
**Sega/£29.99** • Surfs up on the Master System. A classic game and a poor conversion. ❶❷

### Captain Silver
**Sega/£29.99** • Follow the adventures of Captain Silver as he rights wrongs, does good and generally acts in a heroic way. ❶❷❸

### Casino Games
**Sega/£29.99** • Roulette, blackjack poker and craps, to name but a few in this pointless gambling sim. ❶❷

### Chase HQ
**Sega/£29.99** • Various chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. ❶❷❸❹

### 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. ❶❷

### Chess
**Sega/£34.99** • What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ❶❷❸

### Choplifter
**Sega/£24.99** • Classic horizontally viewed shoot 'em-up that, despite being as old as the hills, is still pretty damn playable. ❶❷❸❹

### Chuck Rock
**Virgin/£34.99** • Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little play. Not worth getting very excited about. ❶❷❸

### 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. ❶❷❸❹

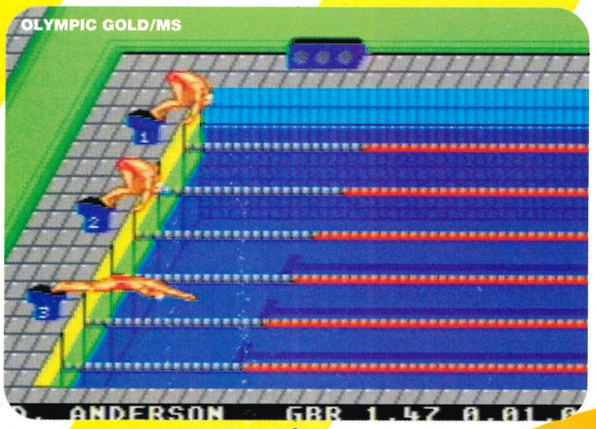
### Cyber Shinobi
**Sega/£29.99** • *Shinobi* goes electronic but retains the same old beat 'em-up formula. ❶❷❸

### Cyborg Hunter
**Sega/£29.99** • Earth-bound shoot 'em-up which really has little new or exciting to offer you. ❶❷

### Darius II
**Sega/£32.99** • Normally associated with Nintendo, *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em-up. ❶❷❸❹

### Dick Tracy
**Sega/£29.99** • Despite, perhaps in spite, of Warren Beatty and Madonna, the film was pretty hopeless, and the game lives up, or rather, down to it nicely. ❶

# console countdown




## 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

## 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 unlike 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** ● Not nearly as good as it could have been. Only for hardened fans. ❶ ❷

## Ghouls 'N' Ghosts
**Sega/£29.99** ● 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

## NEW ENTRY Marble Madness
**Domark/£29.99** ● Arcade classic that works well on the Master System. Mind you if you've seen one version of *Marble Madness* you've seen them all. ❶ ❷ ❸

## 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** ● All really 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

## NEW ENTRY Olympic Gold
**US Gold/£34.99** ● Okay version of the disappointing Mega Drive game. Again seven sports to compete in against either the computer or a pal. Average. ❶ ❷ ❸

## 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,shapes up well on the Master System. Potter around 5,000 worlds and act in a generally godly manner. A superior game

## 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 playabillity. Brave attempt, but... ❶ ❷

## NEW ENTRY Putt And Putter Golf
**Sega/£29.99** ● Crazy golf game that is fun for a little while but soon begins to wain in the interest department. 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

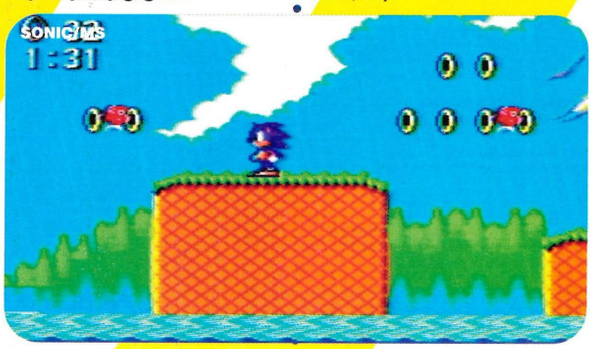
## Shooting Gallery
**Sega/£24.99** ● Loads of different things to shoot at. Almost as much fun as a major traffic accident. But not quite. ❶

## Shooting Games
**Sega/£24.99** ● Loads of different things to shoot at. Almost as much fun as a maj... *(Yer , 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 and he's even better on the Master System 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. It's a 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

**Virgin/£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** ● Forget baked bean tins and a plate. Much more arcade bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing. ❶ ❷ ❸

## Super Monaco II
**Sega/£30.00** ● Sad, sad, sad game that is almost as playable as a dead puppy. Please avoid. Shame on you Sega. ❶

## 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 wearing drapes and giving Mods a 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, beat 'em-up. Good visually, plenty of action and screens. Plenty of fun but just how many more ninja games can we take? 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




## Addams Family
**Ocean/£29.99** • In spite of a very good film, this is a very poor film licence, with all the sparkle of a week old kipper. Poor graphics and appalling music coupled with one of the worst playability and control systems that you could hope to see. Avoid. ❶ ❷

## 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

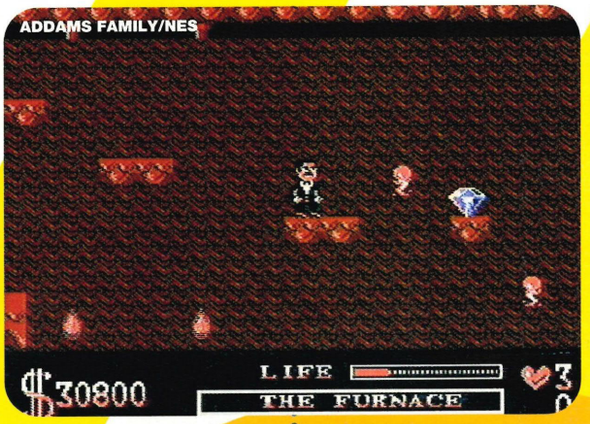
## Bad Dudes
**Nintendo/£39.99** • Might be bad dudes, but this isn't a bad game. Well actually it is a bad game, but not a baaddd game. You know what I mean. ❶ ❷

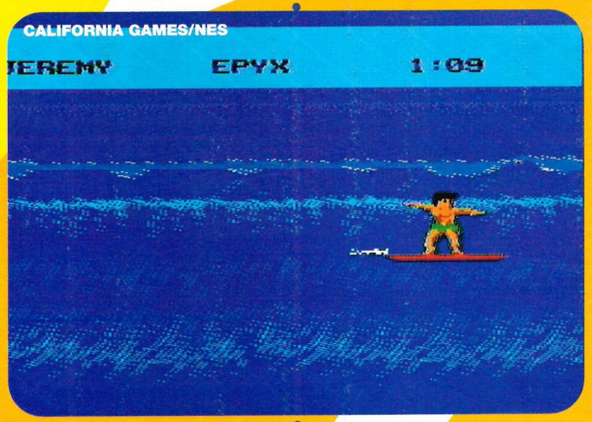
## Batman
**Sunsoft/£44.99** • More action than a very action packed thing. You play the caped crusader in his one man mission to clean up Gotham City. Smart game. ❶ ❷ ❸ ❹

## 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

## Castlevania II
**Konami/£35.00** • Good graphics and a fair belt of playability more than make up for the rather obvious limitations of the NES. Worth a look if whip-cracking is your bag. ❶ ❷ ❸ ❹

## NEW ENTRY Castlevania III
**Konami/£35.00** • The best of the bunch finds young Mr Belmont off and running again in an attempt to do a quick dentistry job on the dude with the secondhand magician's cape. Loads of nice graphics and level variations make it worth a look. ❶ ❷ ❸ ❹ ❺

## Caveman Ninja
**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 serious NES fanatics. Check it out at your peril. ❶ ❷ ❸

## Days Of Thunder
**Nintendo/£42.99** • Bloomin' expensive and also a fair bit crap. Take heed and avoid it as if it were 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

## Die Hard
**Activision/£29.99** • Surprisingly okay game. With a fair thwack of both shoot 'em-up bits and thinky bits. Only slight prob may be that it's a bit easy. ❶ ❷ ❸ ❹

## Donkey Kong Classic
**Nintendo/£24.99** • More of interest to people who want to see Mario in his first ever incarnation than to serious games player. Old game, 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 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 the 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

## 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

## Little Nemo/Dream Master
**Nintendo/£29.99** • Based on an ancient early 40s cartoon, *Little Nemo* turns out to be surprisingly good. Nice graphic touches and a challenging learning curve result in a game that you will come back to time after time. ❶ ❷ ❸ ❹

## 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

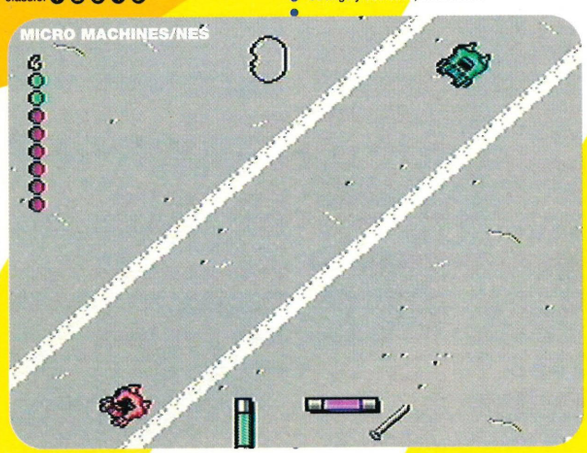
## Maniac Mansions
**Nintendo/£54.99** • Possibly a fine game, but there is little justification for the ridiculously high cover price. Nearly £60 for a game is just not on. *Maniac Mansions* is placed very firmly in Nintendo rip off land. ❶ ❷

## 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.

## Mega Man III
**Nintendo/£29.99** • Yet another outing for that oh so sweet, oh so cuddly, gun-totting maniac who will blow your head off soon as look at yer. All good fun. Once more you must stand up to eight of the meanest, weirdest basts around. Strangely addictive, smart stuff.



# console countdown

## Metal Gear
**Nintendo/£34.99** • Nothing new, nothing exciting, nothing worth playing. 1 2

## NEW ENTRY Micro Machines
**Camarica/£39.99** • The basic idea is little more than a top down racing game that works very well. You race little cars, boats, planes etc round the breakfast table, the garden or even the bath. Addictive, fast and fun. 1 2 3 4 5

## Mission: Impossible
**Konami/£39.99** • Above average arcade adventure where you're out to rescue Dr O and destroy the Sinister 7 hide-out. Slick, addictive little number; excellent gameplay outweighs the slightly wobbly graphics. 1 2 3 4

## 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. 1 2 3

## NES Golf
MEGA ZONE

**Nintendo/£29.99** • It's that bloody plumber again. This time he's playing golf. And, galling as it is to say it, the whole thing is really very good. Over 18 holes you get to battle against either Mario himself or, if you wish, one of the other preset players. It's the best sports sim on the NES at the moment.

## New Zealand Story
MEGA ZONE

**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. 1 2

## 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. 1 2 3 4

## Paperboy
**Nintendo/£24.99** • Jolly japes while you throw assorted papers through windows and into mail boxes. The odd perspective makes it almost unplayable. 1

## Pin Bot
**Rare/£34.99** • Pinball simulator which manages to convey the feel and playability of a table. 1 2 3 4

## Popeye
**Nintendo/£19.99** • Cheap game, but only because it ain't no good. You play the spinach muncher in a graphic adventure. 1

## Power Blade
**Nintendo/£34.99** • Fly some things, shoot others and then collect the occasional power-up. Wake me up when it's over. 1 2

## Probotector
**Konami/£34.99** • After mastering the odd control system this game holds little to challenge any games player. Not really worth the price. 1 2 3

## 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. 1 2 3 4 5

## Rad Racer
**Nintendo/£29.99** • Poor motor racing game. Pathetically easy and with no long term challenge. 1

## Rainbow Islands
**Ocean/£42.99** • Disappointing version of the old classic. Not terribly good graphics or animation coupled with easy playability, means that instead of "Wow!" you're left feeling,"So what?" 1 2 3

## Rescue Rangers
**Capcom/£34.99** • Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but enaoyable for a few hours. 1 2 3 4

## 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. It's a rather sick idea but it translates into a good game nevertheless. 1 2 3 4

## Road Fighter
**Palcom/£19.99** • Sad excuse for a racing game. Dodgy graphics, animation and gameplay makes even the low cover price no excuse. Avoid. 1

## RoboCop
**Data East/£42.99** • A very pale conversion of the best selling computer game which doesn't do justice to the film. Poor animation, lousy sound and awful gameplay makes *RoboCop* a real stinker. 1

## Robo Warrior
**Jaleco/£29.95** • A dull and dated concept with very little to justify the price. 1

## Roller Games
**Nintendo/£39.99** • This rollerskate bound beat 'em-up rises above the average offering thanks to some smart graphic touches. 1 2 3

## Rush 'N Attack
**Konami/£22.95** • Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels. 1 2 3

## 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. 1 2 3 4

## 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. 1 2 3 4

## Silent Service
**Nintendo/£34.99** • Fun and japes in submarines. Nothing special. 1 2 3

## 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. 1 2 3

## 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. 1 2 3 4 5

## 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. 1

## 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. 1 2 3

## 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. 1 2 3 4 5

## Snakes' Revenge
**Konami/£39.99** • Yuk. What a pile of smelly brown stuff. You'd be better advised to eat your week-old socks than play *Snakes' Revenge.* Avoid like the plague. 1

## Solar Jetman
MEGA ZONE

**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. 1 2

## Star Wars
MEGA ZONE

**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. 1 2 3

## Super Mario Bros
**Nintendo/£29.99** • Original Mario, now looking a bit dated and only of interest to the serious Mario fan. 1 2 3

## Super Mario Bros 2
**Nintendo/£39.99** • Classic pre-cursor to *Super Mario 3.* 1 2 3 4

## Super Mario Bros 3
MEGA ZONE

**Nintendo/£39.95** • What can be said about this that has not already been said with so much more wit and skill in this magazine? *Mario 3,* simply the best NES Mario to date. Platforms, 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! 1 2 3 4

## 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 surprisingly varied range of graphics gives you something nice to look at. 1 2 3 4

## 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. 1 2 3

## Teenage Mutant Hero Turtles
**Nintendo/£39.95** • This superbly designed game holds many surprises. Excellent animation and sound add to marvellous gameplay. A worthy addition to any games library. 1 2 3 4 5

## 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. 1 2 3 4

## 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? 1 2 3 4

## 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. 1 2 3

## 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. 1

## Totally Rad
**Jaleco/£39.99** • An above average kinda platform, arcadey beat and shoot 'em-up game. Okay fun. 1 2 3

## 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. 1 2

## 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. 1 2 3 4

## Turbo Racing
**Nintendo/£39.99** • Motor racing game that is totally unrealistic but harmless fun. If you like that kind of thing. 1 2

## Wizards And Warriors
**Acclaim/£19.99** • Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special. 1 2

## 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. 1

## 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.* 1 2




MEGA DRIVE

## 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. 1 2 3

## After Burner 2
**Sega/£34.99** • Classic arcade coin-op transfer which does not suffer in the transition to the Mega Drive. Fast, slick and very deadly. 1 2 3 4

## 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. 1 2

## Alien Storm
**Sega/£34.99** • *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf* thrown in for good measure. 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. 1 2 3 4

## Alisia Dragoon
**Sega/£44.99** • Bog standard mythical cart which has all the long term appeal of a dead stoat. 1 2

## 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. 1 2

## NEW ENTRY Arch Rivals
**Acclaim/£37.99** • Basketball crossed with a beat 'em-up that all looks (and plays) a little flat. Nice idea that fails to get off the ground. 1 2 3

## 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! 1 2 3 4 5




## 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. 1 2 3 4

## Arrow Flash
**Sega/£34.99** • Rather humdrum shoot 'em-up, with little or no variation. Not really worth nearly forty quid. 1 2

## 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. 1

## 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. 1 2 3 4

## 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. 1

## NEW ENTRY Bart Vs The Mutants
**Flying Edge/£39.99** • Disappointing rehash of the NES smash. The Mega Drive is not pushed at all. For serious 'eat your shorts' fans only. 1 2 3

## NEW ENTRY Batman
**Sega/£39.99** • Brill timing from Sega means that just as the second *Batman* film comes out they release the licenced game for the first. Nice one guys. Okay beat 'em-up game that follows the film quite closely, but fails to add that extra ping that makes a game outstanding. 1 2 3

## Battle Squadron
**Sega/£39.99** • Standard run of the mill shoot 'em-up. Nothing special. 1 2

## 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. 1 2 3

## Buck Rogers
MEGA ZONE

**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.

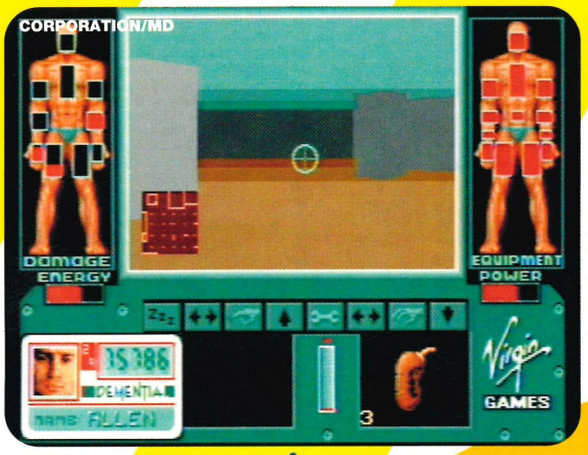
## Budokan
**Electronic Arts/£39.99** • Martial arts sim. All the karate moves are very realistic which may be why the animation is so slow. Only for die-hard karate fans. 1 2

## Bulls V Lakers
**Sega/£39.99** • Average sports sim. 1 2 3

## California Games
**Sega/£29.99** • 'Everybody's gone surfing, Cal-i-for-ny-ay'. Shorts, surf and sun, all on your Mega Drive. Okay fun, okay conversion. 1 2 3 4

## 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. 1 2 3 4

## NEW ENTRY Chuck Rock
**Virgin/£39.99** • Much better version than on the Master System, but still rather flat, especially when compared to something like Mickey Mouse in the *Castle Of Illusion.* 1 2 3 4




NEW ENTRY **Corporation**
**Virgin/£tba** ● Indepth and slightly frustrating space age RPG that bears more than a passing nod to *Blade Runner*. Good fun for the serious RPG-er, but unless you're a fan of dex roles and hit points this will leave you cold. 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 Endorsed 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

NEW ENTRY **DJ Boy**
**Sega/£34.99** ● Long awaited but ultimately very disappointing beat 'em-up with a badly set learning curve that results in a near impossible playability factor. ❶

**Double Dragon**
**Ballistic/£29.99** ● Cartoony graphics and predictable gameplay leave you feeling a bit lettuce-like, ie 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.

NEW ENTRY **Empire Of Steel**
**Flying Edge/£34.99** ● Graphically highly original shoot 'em-up that mixes space age ships with Victorian designs. Unfortunately the playability doesn't quite live up to the graphics. It's a case of nice to look at, real bummer to play. ❶ ❷

**ESWAT**
**Sega/£34.99** ● Highly unoriginal beat 'em-up that looks as dated as a very old thing. No plot, just a fair workout if your brain is in your trigger finger. ❶

**European Cup Soccer**
**Tecmagik/£34.99** ● Very good footie game based on the Man Utd games on the Amiga. Closer to *Super Soccer* than *Kick Off* in look and animation but not quite as fast and hampered by a slightly strange control system. Still quite smart though. ❶ ❷ ❸ ❹ ❺

**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 but 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. 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 G-string is back. Unfortunately II isn't that different from I. So unless you're a fan, I'd stick with the 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

**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 007, 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. 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.) 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. Okay if you like arranging fast-moving coloured blocks into ever-more complex patterns. 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

**PacMania**
**Domark/£34.99** ● Classic old arcade game that has been around longer than most gamesplayers. Our old friend, the little yellow blob, trundles round eating pills and avoiding ghosties 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 little in the 'down-grade' to the Mega Drive. This one's 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** ● This is almost the spitting image of *Phantasy Star 2*. Somehow it's rather too expensive for a sequel that is so like the original. ❶ ❷ ❸

**Phellos**
**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 Duck) 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




**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

**Olympic Gold**
**US Gold/£34.99** ● Okay *Track And Field* restyle that, while fun in multi player mode, leaves you in one player mode thinking that it's really time to wake up and smell the cutlery. ❶ ❷ ❸

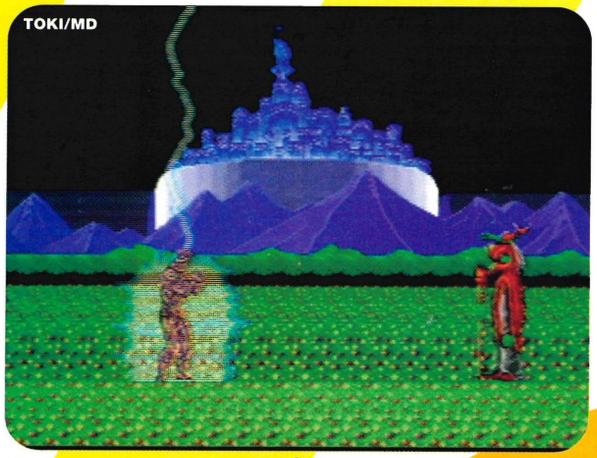
**Outrun**
**Sega/£39.99** ● An old classic that dates very badly. The plot is, of course, near legend. You must dash across the States in a kind of road movie cum hippy dream. ❶ ❷

**Rings Of Power**
**Electronic Arts/£49.99** ● Peculiar 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

**Road Rash**
MEGA ZONE
**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

# console countdown




## 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. ❶❷❸❹

## 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. ❶❷❸

## Sonic The Hedgehog
MEGA ZONE
**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.

## Spiderman
**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 Spiderman 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. ❶❷❸❹❺

## 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. ❶❷❸❹

## 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. ❶❷❸

## 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. ❶❷❸❹❺

## Strider
**Sega/£44.99** ● Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat. ❶❷❸❹❺

## Super Hang On
**Sega/£34.99** ● Sega's attempt to copy the success of *Road Rash*. They failed. ❶❷

## 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. ❶❷

## Super Monaco Grand Prix
**Sega/£36** ● A completely fab Grand Prix simulator. You have to compete in all 16 rounds of the World Championship, prequalifying in each for a grid position. The control system takes some getting used to, but then you'll be able to race with the best of them. ❶❷❸❹❺

## Super Monaco II
**Sega/£49.99** ● Smart sequel that improves on the original in mainly cosmetic ways. Not worth shelling out £50 for it, if you own the original. ❶❷❸❹

## 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. ❶❷

## 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. ❶❷❸❹❺

## 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. ❶❷

## 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 that you never get bored. A game for everyone, not just for the seriously bearded. ❶❷❸❹❺

## Taz Mania
**Sega/£39.99** ● Stunning graphical jaunt featuring everyone's fave Warner Bros cartoon character (well, mine anyway). Unfortunately suffers from being rather shallow in the field of playability. Still, if you want something that looks nice... ❶❷❸❹

## 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

## Terminator
**Virgin/£34.99** ● Well it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night. ❶❷

## The Duel-Test Drive II
**Ballistic/£34.99** ● Good idea, ie. you belt round a real road environment in some sort of driving sim, but it turns out to be a bit disappointing in the playablity department. Okay, but nothing special. ❶❷❸

## 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. ❶❷❸❹❺

## 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. ❶❷❸❹❺

## ToeJam And Earl
MEGA ZONE
**Sega/£39.99** ● The much vaunted *TJ And E* is a bit like a *Sonic* house mix. So laid back it's horizontal. Funky tunes, spaced out graphics and rad sampled speech. Pretty far out. A graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting way. Cooler than cool, they expose *Sonic* and *Mario* to be Seventies throwbacks they always were.

## Toki
**Sega/£34.99** ● Monkey spit eh? It's dreadful trying to get it off your clothes.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. ❶❷❸

## 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. ❶❷❸❹

## 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. ❶❷❸❹❺

## Twin Hawk
**Sega/£39.99** ● Average shoot 'em-up. The same as every other Mega Drive shoot 'em-up before it. ❶❷❸

## 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. ❶❷

## 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. ❶❷

## Winter Challenge
MEGA ZONE
**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. ❶❷❸❹

## 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. ❶❷❸❹

## Xenon II
**Sega/£39.99** ● Not as good as the Amiga version, but still a merry little jaunt through deep space, laser canons blazing. ❶❷❸

## 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. ❶❷❸❹

## Zoom
**Sega/£29.99** ● Small scale arcadey puzzle game, not unlike *Qiz*. ❶❷❸

# 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. ❶❷❸

## Batman
**Sun Soft/£35** ● Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all. ❶❷

## 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. ❶❷

## 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*. ❶❷❸❹

## Chase HQ II
**Taito/£35** ● Pathetically easy coin-op conversion with all the appeal of an enema. ❶❷

## 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. ❶❷❸❹

## Davis Cup Tennis
MEGA ZONE
**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. ❶❷❸

## 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. ❶❷❸❹❺

## Dungeon Explorer
**Import/£34.99** ● A high quality rip-off of *Gauntlet*. However, despite its obvious origins this game holds its own rather well, with a large playing area and a multi-play option. ❶❷❸❹

## 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. ❶❷

## Gunhed
**Hudson Soft/£34.99** ● Coin-op quality shoot 'em-up. A definite must for the shoot 'em-up addict. ❶❷❸❹❺

## 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. You trog along, then you shoot something, collect another thing and then shoot some more things. Ho hum. ❶❷

## Jackie Chan
MEGA ZONE
**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. ❶❷❸

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

## Mr Heli
**Irem/£29.95** ● This shoot 'em-up has rather colourful and detailed graphics. Cute, but not sickly, *Mr Heli* is highly playable and well worth a look. ❶❷❸❹

## 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. ❶❷❸

## Rabio Lepus Special
**Video System/£35** ● Ultimate rabbit's revenge. After being looked at down the barrel for years the boot is now on the rabbit's foot. 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. ❶❷❸

## Saint Dragon
**Aicom/£33** ● Superior shoot 'em-up. Animated with thought and care, *Saint Dragon* is good value for money. ❶❷❸❹

## Violent Soldier
**IGS/£31** ● The title says it all really. There are soldiers in it and they're not into knitting fluffy jumpers and helping out at the church fete. Nothing to write home about. ❶❷❸

## 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. ❶❷❸❹




# SUPER NES

NEW ENTRY
## Castlevania IV
**Konami/£44.99** ● Yet another outing for Simon Belmont in his, seemingly, never-ending quest to do away with the dude with the teeth and the blood-sucking fetish. Graphically superb, with okay rather than stunning gameplay, the whole game is a good solid jobbie rather than anything gob-smackingly good. ❶❷❸❹

## 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, bwith smart little vehicles and spectacular crashes. However if you want a better ride wait till *Exhaust Heat* makes a SNES appearance. ❶❷❸❹

## Super Sim City
MEGA ZONE
**Nintendo/£45** ● Truly the best version of one of the all-time best games around. *Sim City* is a true classic. Affectionately known as the powermonger sim, you're in full control. You build your city, balance your population and keep the pollution and transport probs under control. A true all-nighter that will keep you going for months and months.

## 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.

## 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 aSNES then *Tennis* must be it. This is 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. ❶ ❷ ❸ ❹ ❺




## 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. ❶ ❷ ❸ ❹

## NEW ENTRY Batman Returns

**Nintendo/£29.99** • Okay sequel that has great graphics, sound and sprite size but the lack of levels means it's all a bit easy. ❶ ❷

## Battletoads

MEGA ZONE

**Tradewest/£24.99** • This game is the best. It's just so brill, full of fun and frolics. You play one of the kicking toady dudes in an attempt to rescue his buddies from the Dark Queen. Loads of funny animation and with more varied gameplay sequences than you could shake a stick at. This is the one.

## 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. ❶ ❷ ❸

## 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. ❶ ❷ ❸

## 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. ❶ ❷ ❸

## The Boy And His Blob 2

**Nintendo/£19.99** • Aka The Boy And His Nasal Discharge. You and your pal, the handy jelly bean-scoffing shape-shifting blob, wander around collecting things. Good fun. ❶ ❷ ❸ ❹

## NEW ENTRY Castelian

**Sales Curve/£24.99** • Disappointing, though not crap, puzzle game that now looks as old as the hills. But not as interesting. ❶ ❷

## Chase HQ

**Nintendo/£24.99** • Boring combat racer, jerky and uneventful. ❶ ❷

## 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. ❶ ❷ ❸ ❹ ❺

## Contra

**Nintendo/£24.99** • Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special. ❶ ❷ ❸ ❹ ❺

## 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. ❶ ❷

## 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. ❶ ❷ ❸

## 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. ❶ ❷ ❸

## 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. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸ ❹

## Duck Tales

**Nintendo/£24.99** • Disney outing for all platform fans. ❶ ❷ ❸

## NEW ENTRY Faceball 2000

**Datawest/£24.99** • 3D *Pacman*, that despite being a very simple idea works very, very well. Check it out. ❶ ❷ ❸ ❹ ❺

## 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. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸ ❹

## Gargoyles Quest

**Nintendo/£24.99** • Unfriendly platform game with more baddies to be quashed than you could ever imagine. ❶ ❷ ❸

## 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. ❶ ❷ ❸

## Golf

**Nintendo/£19.99** • Classic Game Boy game that at only £20 is a bit of a must. ❶ ❷ ❸ ❹

## 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. ❶ ❷

## Hunt For Red October

**Ocean/£24.99** • Underwater larks in this fab film licence. Similar to *Submarine Command*, you chug along trying to blow up other subs. Sounds simple, but isn't. Addictive and playable, almost as good as the film. ❶ ❷ ❸ ❹

## 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 30 seconds. ❶ ❷

## 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. ❶ ❷ ❸

## Kwirk

**Nintendo/£24.99** • Original puzzler that involves shifting assorted blocks in a maze to reveal an exit. ❶ ❷ ❸




## Marble Madness

**Nintendo/£19.99** • Everything the original had (except colour) squished down onto the Game Boy's diddy little screen. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸

## 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. ❶ ❷ ❸ ❹

## Navy Seals

**Nintendo/£24.99** • Super hard and super unoriginal platform shoot 'em-up. ❶ ❷ ❸

## 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. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸ ❹

## Paperboy 2

**Mindscape/£24.99** • Sad, tired and boring version of the arcade 'classic'. Not really worth a second look. ❶

## 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. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸ ❹

## Q-Bert

**Nintendo/£24.99** • Ancient puzzle game that, despite being the kind of thing the Game Boy is good at, falls rather flat. ❶ ❷

## Qix

**Nintendo/£24.99** • Old puzzle game that involves boxing off areas of a rectangle. Sounds strange and is stangely addictive. ❶ ❷ ❸

## Revenge Of The Gator

**Nintendo/£24.99** • A really smart pinball game for the Game Boy. Ramps, flippers and all kind of pinball gear make this well worth a look. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸

## R-Type

**Nintendo/£19.99** • The shoot 'em-up of Biblical proportions squishes down onto the Game Boy. And in its miniscule form, it's not bad either. The lack of colour makes for some frustrating moments, but for all that, it's a pretty nifty conversion. ❶ ❷ ❸ ❹

## Side Pocket

**Nintendo/£24.99** • Overrated pool game that boasts one of the most difficult control systems around. ❶ ❷

## The Simpsons

**Acclaim/£19.99** • Cartoon capers spin-off. Yet another outing for the dude with the jaundice problem and the hair dried in custard. This time he is sent off to summer camp. Very addictive, with nice graphics and sound. Good stuff. ❶ ❷ ❸ ❹

## 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. ❶ ❷

## 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. ❶ ❷ ❸ ❹

## Solomon's Club

**Tecmo/£24.99** • Smart puzzle game that proves to be almost as addictive as the Game Boy is black and white. ❶ ❷ ❸ ❹ ❺

GAME BOY

## Alleyway

**Nintendo/£21.99** • A tired version of *Breakout*. Not really worth the cover price. ❶

## The Amazing Spiderman

**Enter Active/£26** • Good quality beat 'em -up has old web features Spiderman out to rescue his kidnapped boss. Face all Spidey's traditional foes. ❶ ❷ ❸

## The Amazing Spiderman

**OJN/£19.95** • A cheaper and slightly better game than Enter Active's. A variety of both levels and traps must be overcome. ❶ ❷ ❸ ❹

## Balloon Kid

**Nintendo/£21.99** • Not unlike *Wonderboy*, this multi-platform adventure is low on originality. ❶ ❷ ❸

## 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. ❶ ❷ ❸ ❹

## 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. ❶ ❷ ❸

## Bubble Ghost

**Nintendo/£24.99** • Not unlike an undead *Bubble Bobble*. ❶ ❷

## 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. ❶ ❷ ❸ ❹

## Burai Fighter Deluxe

**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. ❶ ❷ ❸ ❹

## 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.) ❶ ❷

## Castlevania

**Konami/£24.99** • Something to get your teeth into. Original outing for Dracula hunter Simon Belmont, which is now overshadowed by the sequel. ❶ ❷ ❸ ❹

## 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.



# console countdown

NEW ENTRY **Super Hunchback**
**Ocean/£24.99** • Good looking, but ultimately rather dull platform game, à la Tiny Toons. Better than a sharp stick in the eye, but then again what isn't? ❶ ❷ ❸

**Super Mario Land**
**Nintendo/£24.99** • Rather an easy to finish outing for Mario, but all the same it's a pretty smart game. Certainly as good as *Mario 2.* ❶ ❷ ❸ ❹

**Super RC Pro Am**
**Nintendo/£24.99** • Pleasing enough little racing game, with the added twist that you race with remote-controlled cars. ❶ ❷

**Super Scrabble**
**MB Games/£25** • Superb version of the classic board game Scrabble. Simple to play, various levels of challenge and totally and utterly addictive. Has all the essential ingredients needed for a classic.

**Teenage Mutant Hero Turtles**
**Nintendo/£24.99** • Even thoughthe popularity of these turtles' is waning due to the threat of young bloods the *Battletoads*,this is a decent enough beat 'em-up that delivers all you could reasonably expect from something green and wearing a headband. ❶ ❷ ❸

**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. ❶ ❷ ❸

**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. ❶ ❷ ❸

**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. ❶ ❷ ❸ ❹ ❺

**Tiny Toons**
**Konami/£24.99** • Brill arcade adventure game in which you jump, spring and generally act in an platformy kinda way. Cute? Maybe. Sweet? Probably. But, all in all, a jolly good little game. ❶ ❷ ❸ ❹ ❺

**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. ❶ ❷ ❸

**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. ❶ ❷

**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. ❶ ❷ ❸

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. Although chess is chess is chess, if you want to play it 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

NEW ENTRY **Crystal Warriors**
**Sega/£29.99** • Superb graphic RPG that despite treading well worn ground manages to do so in such a way as to inject some real playability. Real winner. 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/Dino 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

NEW ENTRY **George Foreman**
**Flying Edge/£28.99** • Okay-ish boxing game that fails to hit the spot. *(Groan. Ed.)* Better than some but not as good as others. ❶ ❷

**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, which is loads of zooming triangles... 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

**Outrun Europa**
**US Gold/£24.99** • The tired and tested formula of the ancient *Outrun* goes all continental. With more than a passing nod to the likes of *Road Rash, Outrun Europa* pulls it all together on the Game Gear. Smart stuff. ❶ ❷ ❸ ❹

**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

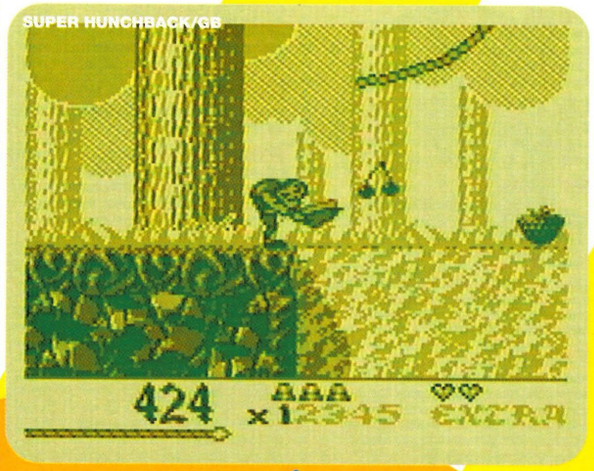
**Putt & Putter**
**Sega/£19.99** • The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole in one in this game. ❶ ❷

**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.* Very poor. ❶ ❷

**Solitaire Poker**
**Sega/£24.99** • Sadly, more like patience than poker. Nevertheless, still well-executed. Your bag if you're into hair-tearing puzzle games. ❶ ❷ ❸

SUPER HUNCHBACK/GB




**Sonic The Hedgehog**
MEGA ZONE
**Sega/£29.99** • What can you say about *Sonic?* More classic than a very classical thing. *Sonic* is brill on every format. Some even go as far as to say this is the best version yet. *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

**Spiderman Vs The Kingpin**
**Accliaim/£24.99** • Spidey hits the streets in a major way. A superb conversion of the Mega Drive smash. A steep learning curve sets just the right level of challenge and playability. It's the dog's, or more precisely the spider's. ❶ ❷ ❸ ❹ ❺

**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 journey across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun. ❶ ❷ ❸ ❹

NEW ENTRY **Batman Returns**
**Atari/£29.99** • Rather disappointing film tie-in. Beat 'em-up addicts may get a kick out of this, but if not, I wouldn't bother. A way too steep learning curve leads to frustration and, ultimately, boredom. ❶ ❷ ❸

**Bill And Ted's Adventure**
**Atari/£29.99** • How many versions of this film 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 Ninja,* and what have you got? You've got *Dino Dudes.* Rather a fun little cart. ❶ ❷ ❸ ❹

**Dirty Larry**
**Atari/£29.99** • Below par beat 'em-up that finds the hero, Grubby Larry wandering around downtown New York kicking the poo out of anybody who once had a parking ticket. Yawn, yawn, yawn. ❶ ❷

**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** • Happening 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

**Kung Food**
**Atari/£29.99** • Above average beat 'em-up set in the depths of a fridge freezer. You're a radio-active killer of ninja proportions. Original and odd, and slightly unplayable due to rubbery controls. Sort of *Double Dragon* on acid. ❶ ❷ ❸

**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 it's 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

NEW ENTRY **Steel Talons**
MEGA ZONE
**Atari/£29.99** • Smarter than smart conversion of one of the best coin-op cabs around. Brill graphics, superb sound and gameplay that gives *Desert Strike* a run for its money. Steel Talons is the dog's. Buy it.

**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, in *Toki* you run around a huge world peopled by curious creatures and try to rescue your girl. Originally on the Amiga, nobody 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

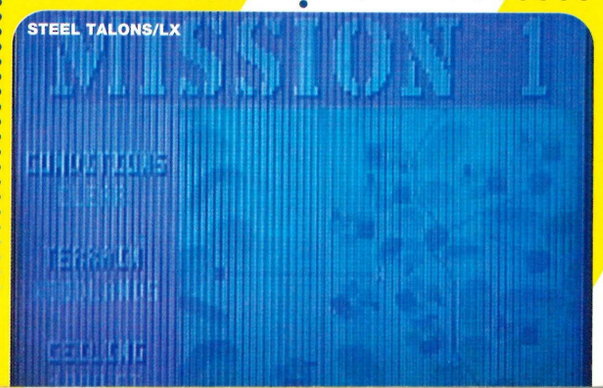
**Viking Child**
**Atari/£29.99** • Ever come across a Viking called Brian? Me neither, but this hasn't stopped Atari, for Brian is the name of the hero from their latest, cutest platform adventure to date. ❶ ❷ ❸ ❹

**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. Superbly animated graphic adventure which will keep the most hardened adventurer happy

**XY Bots**
**Lynx/£29.99** • Big bot or small bot, *XY Bots* will appeal to all bots.Trog around a 3D maze, blasting monsters in a splatty way. ❶ ❷ ❸ ❹

STEEL TALONS/LX

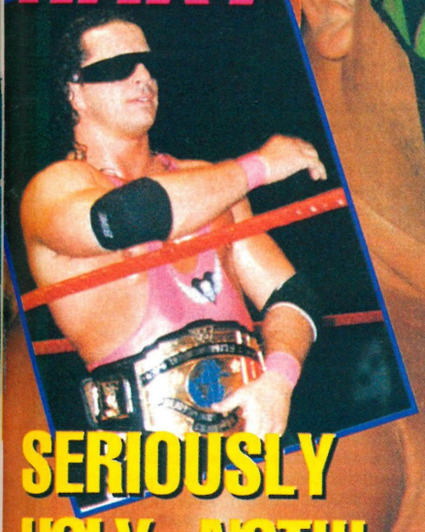


# TV Wrestlers

BRITAIN'S BRIGHTEST WRESTLING MAGAZINE!!!

© 1992 2/'92 £1.80

BRET HART



SERIOUSLY UGLY...NOT!!!

PLUS! Your letters, your pictures, Bobby Good and Nicky Steal

LEGION OF DOOM

MIND-BL

FREE INSIDE!!!

GRAPPLE WITH TV WRESTLERS!

Issue two of Britain's best full colour wrestling mag is out on July 30th and features a Hulk Hogan pull-out section, plus the lowdown on Bret Hart, Legion Of Doom, Ricky Steamboat and loads more. Jammed with top WWF and WCW coverage - TV Wrestlers slams it to ya every quarter!

# soled out

**Clipetty clop, trundle trundle. "Any old iron? Rag-bone!" Hark! Is that the old Bolsover Street rag and bone man I hear uttering his outdated cry? "Rag-bone! Any old consoles? Bring out all your unwanted handhelds!" Luv a duck - he's moving with the times! If only he'd got Soled Out, then Dobbin wouldn't have to cart that heavy load, including that kitchen sink...**

## hard ZONE

✪ **Atari Lynx** for sale, 11 games including *Gauntlet, Ninja Gaiden, Robotron* etc. With all leads and manuals, good condition worth £500 sell for £200 o.o. Phone after 6pm on 0233 636 850 ask for Neil.

✪ **Game Boy** for sale, two GB mags, carry case, cheat book, all in good condition. Games are *Chase HQ, Tetris*. Contact Paul on 0590 671610. All for only £50.

✪ **Atari Lynx for sale** with two games *APB* and *Hard Drivin'*. I will sell for £60 or swap for Game Boy and three games. Phone Colin on 0708 522991.

✪ For sale: **Sega Master System 2** with *Shinobi, World Soccer, Great Basketball, AKIMW* and arcade style joystick. If interested phone Chris on 0422 822 461. Plus a joypad.

✪ **Commodore 64** for sale. Datacassette, power pack, two joysticks, over £450 worth of games. Boxed. All worth £600. Sell for £250. Phone Bradford 665172 and ask for Dean, (after 6pm).

✪ For sale: **English Game Gear** with four games – *Mickey Mouse, D. Duck, Shinobi, Super Kick Off*. Worth £200, swap with Lynx 2 and four good games or sell for £170. Contact Atin on 021 551 2281 after 6pm.

✪ **Mega Drive with five games** for sale. *Alisia, Dragoon, Immortal, Quackshot, Shinobi and Altered Beast* only £200 ono. Also free Jap converter. Phone Wayne on 0422 934 585. Quick!!

✪ **Commodore 64** one year old 150+ games, two joysticks worth £600. Sell for £200 ono. Ring Dunc on 0778 344161 after 4pm. Also games *Super Shinobi and Burning Force*. Mega Drive swap.

✪ **Amiga 500** including manuals, monitors, second disk drive, 30+ games, business software, blank disks, IBM emulator plus software and more. £450 ono. Phone Simon on 0252 541632 after 5pm.

✪ For sale: **Atari Lynx 2** with carry case and three games including *Klax, Rampage* and *Xenophobe* with six rechargeable batteries. All booklets to games and manual for Lynx. £120.

✪ **PC Engine** plus games wanted. Must include *Parodius!* Also games wanted separately as well. *Chase HQ, Outrun, Parasol Stars* etc. Will pay top prices. Tel Carl after 4pm please. 0452 330978.

✪ **Nintendo NES** for sale with five games inc. *Turtles, Robocop, Super Mario 3, Kung Fu* and *Super Spike Volleyball*, worth £220, will sell for £145. Call 081 656 7337 and ask for Stephen.

✪ **Atari Lynx**, Five games; *Slimeworlds, Rampage, Xenophobe, Roadblasters and Turbo Sub*. Mains adaptor and pouch, sell for £140 ono. Write to: C. Townsley, 47 High Street, Southwold Suffolk, IP18 6DJ.

✪ **Spectrum +2 128K,** two joysticks 126 games also light gun including four games, value of games £150. Bargain at £100. Complete. Call Paul after 4.30pm on 0302 710031.

✪ **Game Boy** for sale with six good games and headphones worth £185. Will sell for £120 ono. If interested phone 0223 833532 after 5.30pm on weekdays.

✪ **Game Boy** for sale, plus Game Light, *Tetris, R-Type, T2, Super Mario* + magazines, smooth condition, £90 ono. Phone Jon on 0248 852245 after 6pm. Cheers! Quick buy needed!

✪ **NES** with seven great games including *SMB 1+2, Solstice, Snake, Rattle And Roll, Goal, Duck Hunt* and *WWF*. Boxed with two controllers and light gun. £170 ono. Phone Rob on 051 638 0669.

✪ **Game Gear** for sale, perfect condition five brilliant games, *Kick Off, Sonic, D. Duck* etc. Master System converter, power supply. All for just £150, or swap for SNES. Phone Daniel 03727 42659.

✪ **NES** for sale (boxed) with seven excellent games including *Mega Man 2, Mario1+2, D. Dragon 2 World Wrestling, Bionic Commando Track + Field 2.* Worth over £300 will sell for £175 ono. Phone Tony on 0628 783 855.

✪ For sale: **Game Boy and eight games** including *M. Mouse, Blobette, Batman,* etc. Also Game light, hard carry case, and mains adaptor. All for £160. Phone Adam after 6pm on 0502 722 768.

✪ **Game Boy** for sale with *Tetris, Super Mario Land, Ghostbusters 2, Double Dragon, Fortress Of Fear.* Also amplifier, magnifier and light. All in excellent condition. Worth £200, only £130.

✪ **Mega Drive**, three months old, plays all games, 10 games, one normal, one turbo joypad, one turbo arcade stick. Worth £540! Will sell for £300! Please ring Ruchir on 081 398 7822.

✪ **Mega Drive** for sale runs all games, two joypads, seven excellent games (not including *Altered Beast).* Boxed with instructions, three months old, mint condition £250 ono. Phone after 4pm 0473 745510.

✪ **NES** for sale, two control pads and five games, including: *Bubble Bobble, Simpsons* and *Mario Bros.1* Boxed and in excellent condition. £175. Phone Chris on 657054 (Sheffield).

✪ **Sega Master System 2** and game (*Y's The Vanished Omen*) hardly used £70. *Alex Kidd in Miracle World* built in. Phone 05268 33643 and ask for Andrew.

✪ **ZX Spectrum** for sale including joystick and games, still boxed with all manuals. Ring Neil 051 678 2581. Offers over £35 considered.

✪ **Japanese Mega Drive** for sale. Includes two joypads and seven great games. £250 ono. Must be Manchester area. Cannot deliver. Please phone 061 903 9465.

✪ **Master System 2** for sale with controller, *Cyber, Shinobi, Wonder Boy 3 Heavy Weight Champ, Donald Duck, Lucky Dime Caper.* Boxed with instructions, everything three months old only £130, phone James on 0240 62053.

✪ **NES** for sale, one game and zapper £150 ono. boxed with instructions. Phone Jason on 0733 341 098.

✪ **Game Gear** for sale, 10 games included. *Leaderboard, Donald Duck, Mickey Mouse* and many more. Worth £370, sell for £150. Also includes case and adaptor. Phone 0634 711364.

✪ **Master System** for sale, four games and one joypad all for £100 or less games such as *Sonic , California Games. Dick Tracy* and *Alex Kidd In Miracle World.* Phone 257 7632.

✪ **Mega Drive** for sale, can play English and Jap games and includes two games. With control pad £110 ono. If interested contact Steve on 081 671 8456.

✪ **Nintendo for sale + 11 games.** *SMB. 12+3, Rush 'N' Attack, Duck Tales, Bubble Bobble, Solar Jetman, Tetris, Kabuki, Chip ''N' Dale, Rad Gravity,* one joypad, one joystick. £200 ono.

✪ **Nintendo NES** with *Solomon's Key, Trojan* £60, *ToeJam And Earl* £25, Sega Master System games *Sonic* £20, *Afterburner* £18, *Black Belt* £15, *Miracle Warriors* £15, Atari ST mouse £16, phone 0983 840363.

✪ **Toshiba MSX 64K** computer for sale. Games like: *Outrun, Robocop* and many more. Will sell for a reasonable price. Phone David on 041 776 3535.

✪ **NES** including two mini controllers and NES advantage joystick. 10 games including *Mario 3 , Duck Tales* and *Chip 'N' Dale.* £250. Ring Paul on 0734 863 124 after 6pm.

✪ **Master System 2** and Super NES for sale, both boxed. £150 ono. Tel. Sharon on 071 263 6658.

✪ **Game Boy** . Two player leads etc. plus *WWF, Batman, Spiderman, Tetris.* £125. Phone Martin after 5pm on 339 1297.

✪ **Atari Lynx** for sale with adaptor, Comlynx and two games. Everything boxed as new. Sell for £85. Call Bryn on 0492 518667 .

✪ **Nintendo** for sale with five games and Advantage Zapper. Games include *Mario 1/3, Duck Hunt.* Sell for £120. Phone Aaron on 0702 557785. Need quick sale! Oh yes! And game rack worth £305. What a deal !

✪ **Master System 2** with *Alex Kidd , Casino Games, Populous* and Taito *Chase HQ* only two months old, in original box with one joypad. Sell for £100 ono. Ring after 6pm 0635 248744.

✪ **Game Boy two weeks old**, four games including *Mickey's Dangerous Chase, Marioland* plus Game light, holsters, belt (never used) sell £120 ono. Write to C. Ho, Lynden Hall, 110 High Road, South Woodford, London E18 2QJ.

✪ **Nintendo and games** and R.O.B the robot, two joypads, phaser, and TV console convertor. All worth over £300, sell for £120 ono. Ring Mark on 0271 878681 after 5pm.

✪ **Mega Drive,** joystick, Jap adaptor, nine games, *Sonic, James Pond II, Mickey Mouse, F-22, Shining Starflight, John Madden, DecapAttack, Altered Beast,* all boxed with leads etc. £270 ono. John 051 420 6205.

✪ **Game Boy** £70, includes four games. *Turrican, Mario, Tennis, F1 Race*. Phone 0642 723464 for quick sale. Will swap for Mega Drive + 1 game. Phone quickly or else.

✪ **Amiga 500,** half meg upgrade, joysticks, diskboxes, a load of games, mouse, mouse mat and lots more. Any offers around £380? Phone Simon after 4pm on 0734 402246. Reading area.

✪ **Mega Drive,** Jap adaptor, SCART lead 15 games, including *Road Rash, SMGP, Mickey, Sonic*. 12 months old, boxed, cost £610, sell £480 ovno. Buyer to collect, contact Paul after 7pm.

✪ **Spectrum Sinclair 128K+2A** built in tape recorder, light gun, joystick and loads of great games, worth over £400. Sell for £100. Phone 0533 837732.

✪ **New Mega Drive** for sale, boxed as new with five games like *EA Hockey, Pit Fighter* and *DecapAttack*. Unwanted gift will sell for around £200+. Phone Dave on 0494 533558 any time.

✪ **Game Boy** for sale with *Tetris, Double Dragon* and *Gargoyles Quest,* boxed with instructions, headphones and cables included. Very good condition only £60. Phone 0745 351560 and ask for Dave.

✪ **Master System** for sale, two control pads and three games, *Chase HQ, Alien Storm* and *Wonderboy In Monster Land.* Phone now and ask for James on 0973 830727.

✪ **Sega Master System** + six games. *My Hero, Great Football, Golden Axe, Outrun 3D, Secret Commando, Sonic,* light phaser, two control pads – £100, phone 0726 882073. Cornwall.

✪ **Game Boy** with WWF, *Fortress Of Fear, Marioland, Navy Seals* and case. All in excellent condition. Worth £150, sell for £100. Phone 0582 766976 after 4pm or anytime weekends.

✪ **Game Gear,** three games which are Mickey Mouse, Shinobi and Donald Duck for £100 or swap for Mega Drive with one game. Ring if interested and ask for James. 0628 822862.

✪ **Customized Lynx I** plus ten games including: *APB, Slime World, Ninja Gaiden* etc. Also PSU and Comlynx cable. Sell for £230 ono. Phone Nick on 0588 638890. Caller must collect.

✪ **Sega Game Gear** for sale with eight games, power supply, and magni-screen, games include *Ninja Gaiden* and *Mickey Mouse,* worth over £300 will sell for £150. Phone 0784 252542 after 4pm.

✪ For sale **NES + seven games**, two control pads only £150 or part exchange for Super NES or Famicom (PAL version) only must include *Super Mario Four* and any other game. Phone 0407 764859.

✪ For sale **Game Gear and six games**, e.g *Shinobi, Sonic.* TV tuner all boxed, new condition. Unwanted gift worth over £300 must sell for £235 ono. Phone Simon on 0661 72356. No time wasters!

✪ **Game Boy** with *T2, Castlevania, Super Mario Land, Dragon's Lair, Navy Seals, Duck Tales, Blobette and Tetris.* Fully boxed with instructions. Worth £245, sell for £200. Tel. Ivan on 0751 73637.

✪ **Atari Lynx** six months old with *Klox, California Games, Ninja Gaiden, Warbirds, Awesome Golf, Hard Drivin'*, screen guard, power supply. Worth over £200. Phone Martin, 0229 57995.

✪ **Amstrad for sale CPC464.** Includes over 30 games. Instruction book and adaptor so you can play on a TV, three joysticks and a basic guide. Phone 081 876 8247 £100 in the evening.

✪ One **Nintendo plus four games,** *Mario 3 Ninja Turtles, Captain Skyhawk, Bubble Bobble*. Worth £200 will sell for £120 ono. Three months old. Phone 0256 64381.

✪ **Nintendo NES** for sale, five games,

*Super Mario 12+3, Duck Hunt* and *The Simpsons,* all for only £110. Phone 0253 812380 ask for Philip after 5pm only.
✪ **C64 for sale**, approx 400 games old and new. Can split games, I will sell for £150. If interested please ring Matthew after 6pm on 0902 493 820.
✪ **Commodore 64** for sale. Heaps of software included, two joysticks plus a case for the games, all for £80. Call Dale now on 0298 79488.
✪ **Lynx** for sale with four great games including *Ninja Gaiden.* Worth a lot but now only £126. Grab that phone and dial 04950 20377 (Netherlands) before I change my mind!
✪ **NES for sale**, six games including *Super Mario Bros.* One, two and three and NES advantage. Yours for only £150 when you call up Karl Morris on 0295 252905.
✪ **Mega Drive for sale.** Three games, still guaranteed, £150. Shane Baylis on 0788 764674.
✪ **Does anyone out there** want to buy a Master System including four games: *California Games + Sonic* included. All games are fully boxed and so is the console for £80.
✪ **Mega Drive with arcade joystick,** joypad, *Sonic the Hedgehog, Road Rash, F-22* all of them hardly used and still in the original boxes. They are a bargain at only £130. Yours when you call 0823 660 574 (Somerset) and ask to speak to Richard.
✪ **Mega Drive with three games** and two pads, all in mint condition, plays all games, only £128. Amiga with printer, word processor and games, the Bug and more for just £130. *Gauntlet* is yours for £20. Call William on 0223 67912.
✪ **Spectrum plus 3**, cassette player, £270+ worth of games, magazines, two joysticks and also included is *Smash TV, R-Type, Turrican, Myth* and loads more. All this could become your personal property for the small sum of £150 ono. Ring Duncan on 0527 60852. Please ring quickly!
✪ Well over **330 Amiga 31/2 disks** and 16 Amiga format mags and £40 worth of phono cable and cyclone adaptor, plus Amiga to Scart lead. I will sell all of this gear for the tiddly little sum of just £90 ono. Please phone Barry after 5pm on this number: 0383 736481.
✪ **Atari STFM** for sale including mouse, joystick, word processor, over 50 games, including *Kick Off 2 and Speedball.* Worth over £1,200, but I will sell the whole shebang for only £275. Phone 081 508 1106 (Loughton) Essex.
✪ **Mega Drive games to swap**: *Robocop, Quackshot, Fantasia, John Maddens, PGA, Magical Hat, Wardner, Shadow Dancer, Phantasy Star 2, Streets Of Rage, Thunderblade* and more. Call Dan very quickly on this hotline number 0850 353 484, but make sure you call after 6pm.
✪ **Mega Drive** complete with an English to Japanese convertor plus nine great top title games including: *Super Monaco GP, Forgotten Worlds, Gynoug, Wrestle Wars* etc. This lot is all on sale for just £300 or nearest offer. Please phone Freddie on 071 291 0409 after 6pm.
✪ **Nintendo NES for sale** includes two controllers, and four games: *Super Mario Bros 1, Life Force, Batman,* and *Bubble Bobble.* Worth nearly £200, but will sell for £130 or nearest offer. Phone 0727 869467 and ask for Neal Bingham.

## soft ZONE

✪ ***Pitfighter*, the super beat 'em-up** for the Mega Drive. In perfect condition, will sell for only £25 ono. Phone Tom on 081 863 5481.
✪ **Master System *World Games* for sale. £7 or open to offers. call Kirk on 081 319 3600 after 4pm (no intructions).**
✪ **Pounds worth of C64** games including *Viz, Soccer, Robocop* and many other thrilling titles. An opportunity not to be missed!!! Phone 0842 75478.
✪ ***Super Thunder Blade*** cartridge for Mega Drive, boxed as new, with instructions sell for £25 or swap for other game cartridge. Ring Darrel on 0205 352393.
✪ **Lynx games for sale**. *Warbirds, Slimeworld, Klax, Zarlor Mercenary*, £15 ono. Or swap for *STUN Runner, Turbo Sub* or *Hockey*. Call 0590 22552 after 4.30pm. Mon-Fri. Ask for Nick.
✪ ***Super Soccer*** and *Super R-Type* on the Super Nintendo only £30 each. Contact Ady on 0423 889492.
✪ **Four NES games** for sale. £15 each or £60 the lot. Phone Ali after 4pm weekdays, includes *Turtles, SMB3, Captain Skyhawk* and *Blades Of Steel.*
✪ For sale **NES game *Rescue Rangers*** which is in mint condition for £35! Phone Paul on 0429 234926!
✪ **Four great Mega Drive** games for sale. *Shadow Of The Beast, Streets Of Rage, Monaco GP, Zero Lining* and a Japanese adaptor worth £170, sell for £110 or sell separately. Phone Chris on 0309 674855.
✪ **NES** games for sale, *Mega Man, Link, Zelda* sell for £25 each. *Bubble Bobble* sell for £15. *Double Dragon 2* sell for £20, Zapper sell for £15. NES and *Mario/Duck Hunt* sell for £70. Phone 0684 310288 and ask for Richard.
✪ **Mega Drive games** for sale. *Quackshot* £27, *Starflight* £35, *DecapAttack* £25, *Alien Storm* £23, *RBI Baseball 3* £30, *Columns* £20. Tel Chris on 0443 812768.
✪ **Mega Drive game** for sale or swap. *World Cup Italia 90* swap for *EA Hockey* or *Mickey Mouse* or any other good game. Phone 0933 313159.
✪ **Mega Drive games** for sale. *Desert Strike* £25 and *Quackshot* £20. Ring 0734 791806.
✪ **Lynx games** for sale; *Electrocop, Slime World* will swap for *Awesome Golf*, or sell for £20 each. Still in boxes. Phone 0404 822175. Ask for Michael.
✪ **Six original Amiga games** for sale: *Striders 1, Xenon 2, Thexder, Thepawn* & *Lords Of The Rising Sun*. Boxed vgc £60 , write to Tim , 83 Tyndage Mansions, Upper Street, London N1 2XG.
✪ **CBM 64 games** for sale. 35 games like *Predator* etc worth £100, will sell for £35. Contact Dominic Price on 0256 474079. Also has a Scalextric set for £65 to sell.
✪ **Atari Lynx** game for sale – *Blue Lightning* only £15. Tel Nick on 0274 621118.
✪ **Nintendo games** for sale all from £15-£20 if you are interested in games like *Airwolf, Bad Dudes, Golf, Rescue* and lots more. Phone Paul on 0883 343818.
✪ For sale **Super Famicom's *Super Ghouls 'N' Ghosts*** £37. UK *Super Tennis* £30. Cash only. Must be able to collect, call 0772 626968 after 4.30pm.
✪ **Game Boy games** for sale: *Cosmotank* £12, *Qix* £12, *Solar Striker* £10, *Hyenkio Alien* £10, *Golf* £10. All games in good condition, phone Andrew on 0222 766571.
✪ **NES games** *Kung Fu, Kid Icarus, Turtles, Skate Or Die, Zelda 1, Gumloe*, Zapper £20 each. Ring Matthew Copp on 0792 586037, plus *Nuby Hard Case* with *Chase HQ* £30. All games boxed.
✪ **Game Boy games** for sale: *Burai Fighter Deluxe* for £15, *T2* and *Gremlins 2* for £17 each. Telephone Paul (school days only) between 6-6.30 on 0722 324732.
✪ **Lynx games** for sale:*Gates Of Zendecon* £15, *Ninja Gaiden* £20. Phone 0483 274366, Surrey area .
✪ For sale, **games for Mega Drive**. *Winter Games* boxed £25, or *Golden Axe* £15. Phone 0850 934079 after 4pm or weekend after 1pm. Good prices. Will swap for good games.
✪ **Lynx games for sale**. *APB Robo Squash, Chequered Flag, Warbirds* £15 each. *Roadblasters,* no box, no instructions £8. Phone Paul 0474 872777. Will also consider swapping for Game Gear games.
✪ For sale for the **Game Gear**: *Sonic* £23, *Wonderboy* £15, *Castle Of Illusion* £20 plus over 50 back issues of different magazines. If interested phone 081 348 5827 after 6.30pm.
✪ **Free!** Well nearly – **Lynx carts**, excellent condition, worth £150 only £85. *Electrocop, Blue Lightning* £15 each. *Cal Games, Rygar* £17.50 each. *Shanghai* £20, more titles... Can go lower! Call Greg on 071 274 3988.
✪ **Mega Drive games** for sale, *Winter Challenge* £25, *Immortal* £25, *Altered Beast* £15, *Faery Tale Adventure* £20, consider swaps, call Richard on 0249 822648, weekends and after 6pm in the week.
✪ **Game Boy games** for sale! *Robocop* and *Blades Of Steel*, almost new! £14 each! Phone Luke on 0733 261681 weekdays after 6pm.
✪ **Mega Drive games** for sale. *Robocop* £25, or swap for *PGA Tour. Golden Axe* £20, *Ghouls 'N' Ghosts* £25 plus more. Tel 0222 811019, ask for Michael. Cardiff area only.
✪ Nintendo **Game Boy games** for sale. *Robocop, Boulderdash, Revenge Of The Gator*, excellent condition, boxed with instructions, £15 each. Telephone 0244 532124.
✪ **PC Engine games** for sale. Reasonable prices, send SAE for list to: Steven Gould, 17 Leander Road, Wollescoute, Stourbridge, West Midlands, DY9 8YB.
✪ **C64 games** for sale. Cheap prices £1-3, quick sale. So come on and get ringing now!!! On 0635 578284 after 5.30pm.
✪ **For sale: Amiga** and **Commodore 64 games**, including *Back To The Future 2, War Zone* and *Full Contact*. £3-10 each. Call James on 021 459 7426.

## want ZONE

✪ **Wanted Sega Mega Drive** and **Master System** large or small collection or single games. Also wanted instructions for *Strider, Ghouls 'N' Ghosts, SMG Prix, Revenge Of Shinobi, Mickey Mouse, Quackshot.* Pay £4 each, tel 0527 32230.
✪ **Wanted for Mega Drive**, *Gynoug, Desert Strike, Madden '92, Winter Games*,and Arcade Power stick, willing to pay £15-£25 for games and £15 for joystick. If interested phone Peter on 0389 5076.
✪ **Wanted Super Nintendo/Famicom** with *Mario World, Final Fight* and one other game. Will pay up to £300 or swap for **Game Boy** with 55 games and £50, phone Robbie 051 608 8353.
✪ **Nintendo NES** games and **Game Boy** games wanted, good price paid. Send list with price to: 43 Mosslands, Eccleston, St Helens, WA10 5BN.
✪ **Neo Geo wanted** with joystick and a couple of games. PAL version prefered. Also wanted, Famicom with a couple of games and joypads, PAL version again. 0480 215235.
✪ **Wanted: Commodore 64** computer in fairly good condition. New model will pay up to £30. Tel 0704 66258. Ask for Howard. Weekends only or write to 46a Liverpool Road, Southport, Merseyside.
✪ **Wanted: Lynx game carts.** Send lists or prices to Leo Kearse, Park View, Main Street, Penpoint, Dumfries, DG3 4BP.
✪ **Wanted: Sun visor** for the Atari Lynx I plus old games. Good prices paid. Contact Ben on 0342 712165 after 6pm.
✪ **Wanted Super Famicon games**. Will pay good price. Phone 031 442 2491 after 4.30pm.
✪ **Game Boy wanted** will pay £40 ono any workable condition. Hurry, contact me on 0695 574608 after 4.30pm.
✪ **Wanted: *Blue Lightning*** for Atari Lynx. I am prepared to kill to get this game and will pay any price. Ring Richard on 081 908 4763 if you have one to sell.
✪ **Game Boy wanted** in good condition, willing to pay £75 must have games, phone Andrew on 0480 830794.
✪ **Lynx** games wanted. As many as possible for excellent prices. Must come with instructions and be in perfect condition. Ring Richard Halford on 0672 514918. The faster you call the higher the prices. Hurry now!!!
✪ **Wanted Super Nintendo** *USA games*. Will pay £10-£15. Must have box with instructions. Phone Andy 0522 530895 after 4pm school days. Any time at weekends. Lynx *Toki* for SNES game.
✪ Wanted **Sega Mega Drive** games: *Quackshot, Toki* and the *Immortal*. Will pay £10-£15 each or £40 the lot. Phone Southend 0702 614196. Also for sale WWF video *Greatest Matches* £5.
✪ **Wanted Mega Drive** games UK £5-£25, send lists with prices to Mr E McKissock, 50 Barshare Road, Cumnock, Ayrshire, KA18 1ND.
✪ **Wanted: *Mickey Mouse*** or *Donald Duck* on Game Gear. Get in touch with David at 98 Thistle Road, Portlethen, Aberdeen, AB1 4QU.
✪ **Urgently wanted: A Mega Drive game** either *Sonic, Mickey Mouse or Quackshot.* Willing to pay £25-£30. Phone 0602 812288.
✪ Wanted! **PC Engine cartridges,** especially *Splatterhouse, Outrun, Formation Soccer, Jackie Chan, PC Kid 2, Victory Run, Chan & Chan,* and *Motoroader*, will pay up to £25. Chris 091 389 2256.
✪ **Wanted:Lynx games** in good condition. Will pay £10-£20, any offers considered. Send lists to Andrew Wilde, 34 Grange Fields Road, Shrewsbury, Shropshire, SY3 9DB. Please include your address and phone number.
✪ **Wanted: Sega Mega Drive** with or without games pay up to £75. Contact Daniel on 870934 now or write to D Hibble, 17 Gardonia Walk, Colchester, Essex, CO4 3RX Now!
✪ **Game Boy games wanted.** Must be boxed and in good condition. Reasonable prices paid, phone 0606 559186 after 6pm and ask for Will.
✪ **Wanted: Actraiser** (American version only). In good condition with all instructions will pay £20. Ring 0235 526313 after 4pm, ask for Gareth. Other games considered (SNES or Super Famicon version).
✪ Wanted **Sega Mega Drive in good condition,** will pay up to £100 or swap for my **Master System 2** with five games including: *Donald Duck, Alex Kidd, Spiderman, Monaco G.P, Heavyweight Champ* or sell for £100.

## love ZONE

✪ **Girls.** 14-year old male with excellent sense of humour, looking for girls into wrestling and Mega Drives, would like photo if possible. I like drumming too.

# soled out

Contact Dave, 59 Grosvenor Road, Staines, Middlesex, TW18 2RN.
✪ **13-year old** boy seeks sexy outgoing female with sense of humour. Likes Madonna, but hate NKOTB! Please include a photograph. Replies to... Steve at 72 Harlech Crescent, Tycoch, Swansea SA2 9LJ.
✪ **Young horny man,** 16, seeks passionate female partner of similar age for fun and frolics! I love RAVE, Techno yeah! Require photo. Write to James, 8 Birchwood, Orton Goldhay, Peterborough.
✪ **Wanted 13/14 year old boys** who love Game Boys and NES as I have them and play with them a lot. Please send a photo, all letters will be answered. So get writing boys! Write to Karen at 13 Grove End, Stradbroke, Suffolk IP21 5HQ.
✪ **Boy aged 12 seeks** a really sexy girlfriend aged 12. I just like rave music and fishing. Phone now on 0889 590118. Hurry I'm desperate, look forward to hearing from you.
✪ **6"4' mellow RAF lad** (22) looking for chilled out ladies to swap letters. Own Lynx/ST. Into most music. Photo appreciated. Write to Mark Savage, Photo Section, RAF Lossiemouth, Moray, IV31 6SD.
✪ **Lonely misunderstood** 15-year old seeks attractive girls of same age for a lasting relationship, must be intrested in computers and the cinema. Girls contact Brad Morris on 0689 826 796.
✪ **Sexy, handsome,** sporting male Amiga owner is seeking a gorgeous, sexy, female (13-16)with great personality. Send photo to: Paul Jessemey, 3 Victoria Ave, Rayleigh, Essex, SS6 9DH.

## fan ZONE

✪ **Lynxuser**: the regular Lynx mag news, reviews and competitions. Plus colour screenshots, send 95p incl p+p or just 65p + SAE to Lynxuser, 11 Montgomery Drive, Spencers Wood, Reading, RG7 1BQ. Or ring 0734 88516.
✪ **Old fanzine mag** closing down, new club starting up. Send SAE for leaflet, give us your support. Write to: M. Street, 158 Hadleigh Road, Leigh-on-Sea, Essex, SS9 2LP. Please help.
✪ **Wyld Katz**: The ultimate Lynx fanzine. For current issue send 90p payable to Andrew Reid, Wyld Katz, 63 Croftway, Selby, North Yorks, YO8 9DD. For new age gamers not lamers!
✪ **Mega Tip**. The computer and console mag made for the user. Mega tips has 55 pages of the latest reviews and tips. If you're interested phone Edward on 0394 386161.

## scribble ZONE

✪ **Somebody speak to me!** Anyone out there who wishes to speak to an insane artist and his pen, please write to Xtra, 2 Weeford Park Cotts, London Road, Canwell West, Midlands, B75 5ST now!
✪ **Looking** for a Nintendo owner who wants a pen pal aged about 9 years old? Write to Alex at Weybread Lodge, Weybread, Nr Diss, Norfolk, IP21 5TH.
✪ **Pen pal 13**, Mega Drive and Game Boy owner, will swap pokes, tips, meaningless rubbish and also a good laugh. So quickly reply or cry for the rest of your life. Write to John Dickerson, Raleigh House, Royal Hospital School, IP9 2RX.
✪ **Sara Watt needs** a female penpal, must have a Nintendo aged 12 +. Write to 8 Islay Court, Ellon, Aberdeenshire, AB41 9WN. Or tel 0358 23538.
✪ **Hi!** I'm a fun-loving girl looking for male penpals aged 13 or over. I am 13. Write to Tash, 85 Lady Lane, Chelmsford, Essex, CM2 0TH.

## swap ZONE

✪ **Swap my Mega Drive** with one game inc: *JM 2*, *Lakers Vs Celtics*, *PGA*, Jap adaptor, one pad, one joystick. All that for a good conditioned Amiga with games. Phone Chris on 0268 729948.
✪ **I will swap** my C64, disk drive plus hundreds of games for a Game Boy and six games plus headphones. If interested call 0873 859725 and ask for Jonathan after 6.30pm. Thanks.
✪ **Swap** *Viking Child* (Lynx) for *California Games* (Lynx). Write to Paul at 55 Riverside Walk , Isleworth, Middx. Must be in mint condition and boxed.
✪ **Exchange** your unwanted Mega Drive games!! Simply send me a cheque/PO for £4, your old game and a list of games you have and I will send you another game. A. Beasley, 14 Winters Field, Crowmarsh, Oxon OX10 8EE.
✪ **Swap my Game Boy** with *World Circuit, King Of The Zoo, Blades Of Steel* and *Tetris* for Mega Drive. Must have at least two games. I'll throw in £20. Phone 0698 747100.
✪ **Swap Game Boy** with *Burai Fighter*, *Tetris,* Gamelight, holder, headphones and Game Link for a Lynx 2 with mains adaptor and any one game or sell for £80. Tel after 7pm. 0629 813147.
✪ **Anyone want to swap** SNES American *Final Fight* for UK or US *Joe & Mac, Addams Family, Turtles 4*: or others. Just phone 0462 437426.
✪ **Will swap** Master System with four games for a Lynx preferably with one or two games. Master System games include *Sonic + California Games*. Contact me on Newcastle 281 7632. Ask for Drew.
✪ **Will swap** STFM and a Lynx 2 for an Amiga 500 or +. Phone 0629 55614.
✪ **I will swap** my mega Drive for an Amiga 500 1 meg. Includes five games, *Streets Of Rage* and lots more. Phone 0738 36907 and ask for Colin. Must have some games please.
✪ **Game Boy** *Robocop* and *Double Dragon* to swap for almost any other game of pack of C64 games or a tenner each. Kristian Griffen, 23 Ayresome Oval, Allerton, Bradford, W. Yorks, BD15 7UP.
✪ **Lynx swap.** Will swap my *Slime World* for one of your Lynx games, especially want *720 Degrees, Dirty Harry, Rolling Thunder* and *Toki*. Phone 0932 865929 and ask for James.
✪ I will **swap Master System** + four games including: *Shinobi* and *Wonderboy In Monster Land* for Game Boy + four or more good games. Tel 0208 873584 and ask for Richard.
✪ **Swap Game Gear**, adaptor, *Sonic* and *Wonderboy* (boxed, one month old) for Mega Drive and one game. Must be in immaculate condition. Ring Gavin 0502 730937 after 6pm.
✪ **Lynx games.** Will anyone swap *Scrapyard Dog, Viking Child* or *Toki* for *Turbo Sub*, or *Zalor Mercenary*? Phone Ollie on 0753853576 after 4.15pm.
✪ I will **swap my Amiga** with loads of games for a Famicom (PAL) or Mega Drive with games. Phone Lloyd on 0245 380948 after 5pm weekdays or after 6pm on weekends.
✪ **Exchange my Lynx** with six games for Game Boy with seven games, 0273 601688, East Sussex.
✪ **Swap my Sanyo** portable CD system excellent condition (boxed) worth £150, for Mega Drive with games or Game Gear with games. Contact Steve on 0245 360182 after 4pm.
✪ I will swap my **Nintendo wireless remote control** for *Duck Hunt, SMB3, Mega Man 2, Rescue Rangers* or *Chip 'N' Dale.*
✪ I will **swap *Sonic The Hedgehog*** or *Shinobi* for *Castle Of Illusion, Kick Off* or *Donald Duck*. All for the Game Gear. Phone 0244 546030.
✪ Will **swap my Game Boy** with four games for your Lynx 1 or 2 with games. Phone James on 021 733 2354.
✪ **Swap your C64** plus games for my Mega Drive + two games. Phone 0344 51526 ask for Stanley Flynn.
✪ I will **swap my *ThunderBlade*** or *Super Monaco GP* (Master System), for your *Castle Of Illusion* or *Lucky Dime Caper*. Call 081 968 0964, ask for Marc.
✪ **Lynx games.** Swap *Viking Child, Gauntlet for Crystal Mines 2, Rampart* or *Warbirds*. Phone 061 432 8881.

## thing ZONE

✪ **Happy 50th wedding anniversary** to the best nana and papa a boy could wish for. Freda and Ben. I hope you have a wonderful day. All my love Lloyd.
✪ For sale: **issues 1-7 of *Game Zone,*** will sell for £7 the lot or for a pound each, which is a reduction on the real price. They would normally be worth £13, so grab that bargain now and complete your collection of *Game Zone.* Phone Richard 0602 200212 after 6pm.
✪ **Happy birthday Debbles.** Hope you have a lovely day. Fame at last! All my love, Stuart xxxxx.
✪ **Thanks** mum and dad for lending me some money to buy an Atari Lynx. Much appreciated. Love James.
✪ **Amazing** tips book! 27 A4 sheets of tips for Master, Mega and Gear! Almost every game covered! Send £1 + A4 SAE to Robert Walker, 36 Debenham Road, Stretford, Manchester M32 9DG.
✪ Looking for a **console cheat?** Then send 50p coin and SAE and list of up to 20 games you need cheats for to: Cheats 'R' Us, The Oaks, Walwyn Road, Colwall, Nr. Malvern, WR13 6QT.
✪ **World Wrestling Federation videos** for sale, Summerslam '88, '89, British Bulldogs, Ultimate Warrior, Hulkamania, Wrestle Fest '88, Saturday Night's Main Event. £25 for the lot or £5 each. Tel 081 751 0495.
✪ **Bargain!** Black Peugeot racing bike for sale. Ten gears, Absolutely brilliant condition and for only £100. Phone Richard after 6pm on Newbury 248248.
✪ **Arcade music soundtracks**: Exclusive *ToeJam And Earl* rap and others. Send SAE to: M Pearson, 113 Kingslex Close, Ashton-under-Lyne, Lancashire, OL6 9DF.
✪ **Technic Lego for sale.** Seven sets with instructions. All sets make two or more models. £15 for large, £5 for small ones. Contact Matt on Ipswich 622635.
✪ **Stereo.** Double tape deck, great condition only £30, also Amiga mags for sale £1 each. American comics £2. If interested phone Tom on 0324 825215.

## book your free ad here!

**If you want to advertise FREE, in Soled Out, please write in BLOCK CAPITALS below and send the coupon to Soled Out, *Game Zone*, 14 Rathbone Place, London, W1P 1DE. Don't be a plonker and remember to include your address and phone number. Business advertisers will not be accepted, they can jolly well go and advertise in the classified section and pay for it 'cos we all know they are stinking rich.**

**So, get writing and include any advert, (which is no more than 30 words), under the following headings.**

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HARD ZONE ○ SOFT ZONE ○ WANT ZONE ○ LOVE ZONE ○
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***Game Zone* cannot guarantee to place every ad received. Sorry!**

# back issues

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**Six** FREE Lynx badge • Handy hints for *Blob II* • *Dr Franken* and *Hook* • Work Boy – feature • Plus *Toki, Battletoads, Home Alone, Speedball 2, Mario Golf, Super Soccer, Tiny Toons* and more!

**Seven** *Camp Deadly* guide • Exclusive! – SNES feature • Plus *Super Mario 4, Carmen Sandiego, Rampart, F-Zero, Super Wrestlemania, Champions Of Europe.*

**Eight** Fab free tattoos • Exclusive *Predator 2* preview • Jap comics feature • Plus *Olympic Gold, Dr Franken, Kid Icarus, Super Smash TV* and *Wrestlemania.*

**Nine** It's here and it's Massive, the super 16-page handheld pull-out! • Exclusive *Mega Man III* preview • Get to grips with a load of joysticks • Plus *Sim City, Populous, European Cup Soccer* and *Bart Vs The Space Mutants.*

**Ten** FREE *Batman* poster • Heavy metal exclusive – *Robocop 3* • *Mario 4* – super solution • Plus the superb *Street Fighter 2, Battletoads, Castlevania IV, Micro Machines* and many more!

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**Please rush me the following back issues at £2.50 each: (Tick appropriate boxes)**

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**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**

# THE TWILIGHT ZONE

Welcome again to the least popular part of *Game Zone*, The Twilight Zone...

THAT'S A BIT OF AN UNDERSTATEMENT ISN'T IT?

Okay It's the least popular section ever In the whole of magazine history.

THAT'S MORE LIKE IT.

Yes. It's even less popular than a section in a magazine called *Door Monthly.*

*DOOR MONTHLY?* WHAT WAS THAT THEN? NOT A MAGAZINE ABOUT DOORS, SURELY?

It was actually... Kitchen doors, bathroom doors, bedroom doors, shed doors. Just doors, household doors.

THAT SOUNDS A BIT PATHETIC.

Yes, but not as pathetic as the section inside it called Hinge Care. Hinge Care was three pages per month all about how to remove hinges, replace hinges, choose which hinges were the best choice for which door, and so on. There was even a crap little cartoon strip called The Adventures Of Henry Hinge And The Hingelets.

AND TWILIGHT ZONE IS EVEN LESS POPULAR THAN THAT?

Yup. That's about the size of it.

HMMM. ANYWAY, ENOUGH IDLE CHIT CHAT, I'M OFF TO HAVE A GAME OF FOOTBALL ROUND MY MATE MACKIE'S PLACE. CATCH YOU LATER.

*(It's not really worth mentioning as no-one will be reading this, but the Twilight Zone address is Twilight Zone, 19 Bolsover Street, London, W1P 7HJ. You might win prizes for getting in print but you probably won't. Now I'm off for a game of football round Mackie's place as well... Ed.)*

Business • Bureau • Brummy

# job c

**Eventually everyone has to get a job. It's not a pleasant thought, we know, but it's a fact of life. So whether you're at school, at college, or having an easy life on the dole, you'd better come to terms with the fact that one day you'll (a) finish school, (b)**

## JOBCENTRE

**Job title:** SKIVER.
**Job description:** Not turning up for work in busy factory.
**Salary:** DSS sick pay rates.
**Qualifications:** One GCSE (preferably Metalwork).
**Hours:** 15 minutes per week making excuses over the telephone.
**Holidays:** It's one gigantic on-going holiday.
**Notes:** Eventually the successful applicant will be dismissed by the factory foreman for bad time-keeping, but with carefully planned excuses this could take anything up to six months.

## JOBCENTRE

**Job title:** SEWAGE SCRAPER.
**Job description:** Scraping shite off the inside of the giant sewage tanks at Solihull Sewage Purification Plant.
**Salary:** Not much.
**Qualifications:** A degree in Philosophy.
**Hours:** 80 hours per week.
**Holidays:** One week per annum.
**Notes:** This job has been available for three years. Soon we're going to forcibly give it to one of our long-term dole fiends.

## JOBCENTRE

**Job title:** SORTER.
**Job description:** A sorter at Solihull Post Office.
**Salary:** £2.50 per hour plus overtime.
**Qualifications:** Would suit student.
**Hours:** Three nights on, three nights off, 10 hours per night.
**Holidays:** Three days out of every six.
**Notes:** The applicant must be able to throw letters (in a totally random fashion) into boxes marked with place names. He or she would have to be more accurate when the supervisor was about.

## JOBCENTRE

**Job title:** TRAMP.
**Job description:** Begging on the streets and slowly going mad.
**Salary:** Variable.
**Qualifications:** A Business Studies degree.
**Hours:** Never-ending.
**Holidays:** None.
**Notes:** The applicant should be partial to the odd drop of Thunderbird or Taunton Cider (about 12 bottles per day) and would ideally have a tattooed forehead. Cardboard box provided.




# entre

**finish college or (c) be forced off the dole when it's phased out.**
**So what do you do? Easy, you move to Birmingham. Here are a few of the fantastic jobs currently available through Solihull Job Centre.**

## JOBCENTRE

**Job title:** **BOLLARD.**
**Job description:** Standing stationary at the side of the road.
**Salary:** £1.29 per hour plus overtime.
**Qualifications:** No qualifications necessary.
**Hours:** During peak traffic flow, Monday to Saturday.
**Holidays:** Three weeks per annum.
**Notes:** The successful applicant will be required to wear an orange and white striped shell suit at all times. The upkeep and cleaning of this uniform will be his or her own responsibility.

## JOBCENTRE

**Job title:** **FORECOURT ATTENDANT**
**Job description:** Sitting on a chair and looking out of a window.
**Salary:** £3,000 per hour plus swindles.
**Qualifications:** Two GCSEs in Geography.
**Hours:** One hour per week, split shift.
**Holidays:** Who'd need one?
**Notes:** The applicant, when asked "Was that a twenty pound note I just gave you?" must be able to reply "No, it was a tenner actually," without looking shifty.

## JOBCENTRE

**Job title:** **SILVER SERVICE WAITER/WAITRESS**
**Job description:** Serving people in a slightly posh restaurant.
**Salary:** 50p per hour plus one percent of no tips.
**Qualifications:** Being able to make the customers believe the restaurant is posher than it actually is (which it isn't).
**Hours:** One thousand trillion hours per week.
**Holidays:** None.
**Notes:** The applicant must be able to balance 500 plates on his or her elbow while shouting "Eighteen prawn cocktails!" to the chef.

## JOBCENTRE

**Job title:** **LEAF.**
**Job description:** Hanging from an elm tree outside Solihull Council Offices in a realistically 'leaflike' manner.
**Salary:** Negotiable, but probably quite surreal.
**Qualifications:** A background in Drama would be useful, but flora training can be arranged if necessary.
**Hours:** Continuous.
**Holidays:** The last half of Autumn and most of Winter.
**Notes:** A greeny brown leaf shaped uniform will be supplied.

# crap model court

**We ask you to send us models and then we put them on trial, that's the basic idea here in case you're a new reader. This month we've got to keep the proceedings short for two reasons: (a) the judge wants to go to the toilet, and (b) ...we've only got two models anyway. But are they crap enough to warrant a prison sentence for their creators? Read on.**





**Prosecution:** Your honour, Christopher Mickleburgh of Newington in Kent had the foresight to enclose a choice of prison if found guilty on the charges of making a crap model. His jail choice was Swaleside. A good choice, m'lud, if a tad overcrowded.
**Defence:** M'lud, I really must protest again... My learned colleague has omitted to even mention the model under scrutiny...
**Prosecution:** For the simple reason that I don't know what it is, m'lud. Maybe the counsel for the defence has some ideas?
**Defence:** A starfish? A shuriken? A medal? Oh, I don't know... Okay, string him up then m'lud, I just don't care any more.
**The Judge:** I won a medal in WW1 you know... killed two Krauts.

**Prosecution:** M'lud, let me say this in a jerky, stop-start, lots of full stops sort of a way in order to accentuate my disgust. Here goes... Daniel Bromley of Herne Bay in Kent. Wasted stamp. Total waste of court's time. Blu-Tack. A handbag he says. More like a padlock. Hang him. Have his body wrenched apart by tractors. Put the remains on a stake. I rest my case.
**Defence:** Your honour, I object in a very loud voice while wearing an outraged expression and glancing briefly at the jury.
**The Judge:** Objection overruled, the record stands.
**Prosecution:** Well done, M'lud. I knew I could count on you.
**Defence:** *(Philosophically.)* Oh well, I gave it my best shot. Anyone coming to the *Wig And Senility* for a few G and Ts?

**Oh dear, well that's two more *Game Zone* readers banged up behind bars, isn't it. Please, please, restore our faith and send in some good models for a change... okay, so the counsel for the prosecution is still going to give them a slagging, but that's his prerogative after all. (And the counsel for the defence is actually pretty brilliant at his job when he feels he's got a hope of winning a case, so you'll get off with a total pardon anyway.)**
**If you do decide to send in a model (made of anything and of anything) then why not enclose the following coupon?**

**These court hearings are getting beyond a joke – they're open and shut cases in favour of the prosecution. But I'm hoping to redress the balance. The counsel for the defence will have an easy job defending this model...**

**description of model** _____

(Continue on a separate sheet if necessary)

**my name** _____

**my address** _____

_____

*In the event of my model being found guilty of being crap, here are a few facts the court might take into consideration. (Tick box).*

☐ **I am French/Welsh**
☐ **I am blind and all my fingers are broken**
☐ **I am two years old**

# the thumbprint analysis with bobby Zillion

## (thumb reader and clairvoyant)

**Got thumbs? You probably have, unless you were born without them or have been in some sort of accident of course. Anyway, if you do have thumbs, our resident thumb expert Bobby Zillion can look at them, work out what all the little thumbprint lines are doing, and make what they call in the trade 'a thumb reading'. It's like a palm reading, but it's far more accurate. In fact there's been a scientific investigation – yes, Bobby was investigated – and the findings were that a good thumbprint reading (such as those done by Bobby) is not slightly iffy, like a horoscope or whatever, but pure, 100 percent, definite and for certain, fact. Smart eh?**

**A science rather than a con. So who's up for a thumb reading this month? Well, we're trying to trick Bobby by giving him a thumbprint he ought to recognise. Can you guess whose it is?**

over to bobby



A Well, I've seen hundreds of prints like this one. The only really impressive thing about it is that it's so ordinary... nothing special at all. This is the 'Ordinary' Line, and it's not even particularly pronounced. It's unbelievably average come to that.

B It's hard, this. Normally I've got some sort of a 'lead' to go on by now: a clue in the thumb lines somewhere. Not on this one though. Er, well, this line here is the 'Average' Line. It's average. This person, as I said before, is extremely average.





C Blimey, a real tricky one. This is the 'Talent' Line, but again it's average. Aha, no, actually it's fainter than that. This person is not very talented. At last, a clue. This is an untalented person who, I assume, is famous – maybe for being very ordinary in some way.

D So it's someone who's famous for being ordinary. Hmmm. Famous for being untalented. But I can't think of anyone who fits the bill. Oh, I don't know, I'm just going to have to take a stab in the dark. Yoko Ono. No, Les Dennis. No, Jason Priestly etc. etc... *(Try Bobby Zillion. Ed.)*



# the optical illusion zone



The part of the Twilight Zone where all is not as it may first appear. Study the picture opposite. It looks like an ordinary milk bottle, but is it half empty or half full? Now read our upside-down answer. You could be in for quite a surprise...

**ANSWER:** Of course it's not half full. Are you stupid or what? How can you say it's exactly half full without doing any experiments on it? And even if you **did** some experiments who's to say you wouldn't be out by a couple of molecules one way or another. Honestly. Tell us another.

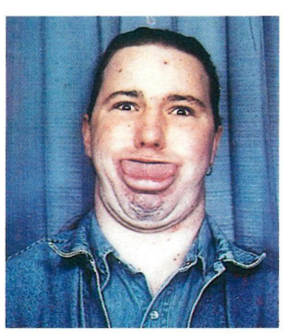
# red light at customs



We could say "Send in a photo of yourself and we'll take the piss out of it," but we don't. Instead we say "Send in a passport photo and we'll pass it onto Major Susan Farquar, a customs official." It's much the same thing though, because he takes the piss out of it for us.

First up we have Erica Hamilton of Romford in Essex – the passport shot, by the way, was sent by her caring sister Sam, who says in her letter: "Please print this to show the world what a total prat Erica is. PS. If they aren't marbles in her mouth, they might be something small and round that's illegal – and knowing my sister as I do they probably are". Over to the Major then.

**Major Farquar says:** I've seen quite a few 'couldn't quite get to grips with the photo booth stool' mugshots on passports in my time, but if this one was ever handed to me at my customs desk, well, what can I say? What a twat. Stripsearch and a crowbar between the teeth. Enough said.



Andy Higham of Fazakerley in Liverpool sent in this passport shot glued onto a large piece of paper which contained the words "This is a picture of Dickie Higham". So it's Dickie is it? Oh dear. Over to the Major.

**Major Farquar says:** They say a passport picture paints a thousand words. Not so. This passport photo only paints two words to me... 'total' and 'plonker'. A stripsearch followed by a beating would be the order of the day if this chap tried to get past my customs desk on the way back from holiday. In fact two stripsearches would be required: one to look for drugs and the other to try and locate his brain.



Finally Elliot 'Garsh' Marsh and Tim 'Raz' Hamilton of Porton in Wiltshire sent this one. No covering letter or anything, so let's move straight over to the Major...

**Major Farquar Says:** What? Is this some sort of sick joke? I could only assume that this was a ventriloquist and his dummy. Instant blazing suspicion. All customs officials know how many illegal items are smuggled into the country hidden inside ventriloquists' dummies. The ventriloquist himself would receive a beating. And as for the dummy? You really wouldn't want to know what we'd do to that, take my word for it.

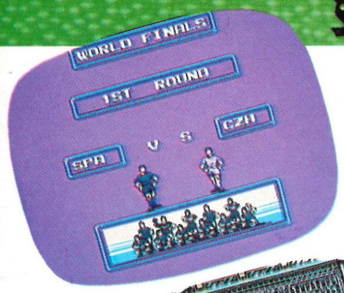
New. For Your Nintendo Entertainment System. New. For Your Nintendo Entertainment

# Football Action

## Super League Special



## KONAMI HYPER SOCCER




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● For 1 or 2 players ● System: Nintendo Entertainment System.

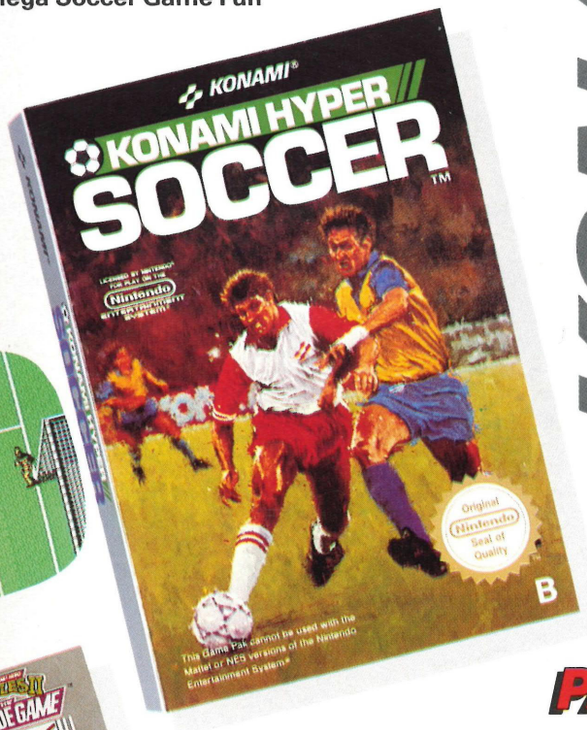
**HYPER SOCCER – Mega Soccer Game Fun**





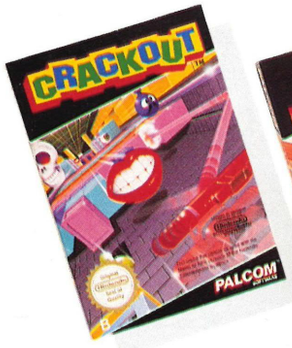







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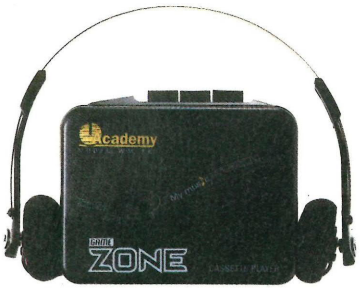
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