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ZONE

Issue Twelve Oct £1.75

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★ Mini-TV
★ Personal Stereos

Alien³
New Zealand Story ★ LHX Attack Chopper
Dragon's Lair
Blues Brothers

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Zelda III

The Legend Of Zelda: A Link To The Past

PRINTED IN THE UK

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(P) = Preview
(R) = Review

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GAME ZONE
ISSUE 12 OCTOBER 1992

4 news
More hot news from the contents of our trusty Box Brownie and dog-eared Basildon Bond notebook.

10 feature: Tips Books
Book O' Tips (and the MGs?) *Game Zone*'s own pint sized tipster *Daniel Pemberton* checks out the world of full size tips books and asks "Are they actually worth it?"

14 in the pipeline: m.a.d. at mindscape
Jeremy Daldry bought a crystal and the latest Orb track to create his own mindscape. Unfortunately the result was so obscene we couldn't print it. The new carts from Mindscape aren't. So here they are.

16 reviews
Zelda 3, Alien 3, ActRaiser, LHX Attack Chopper. A feast of over 64 pages of the hottest reviews around. So sharpen your knife and tuck your hankie into your shirt. This is one meal you ain't gonna forget.

34 compo
Tiny Toons they maybe, but this compo sure isn't. Win over £500 worth of tiny electric goodies in this easy as 3.1428 compo. *(I think you mean pie. Ed.)*

51 massive
It's huge. The one, the only Massive. That's 16 pages covering everything you've always wanted to know about handhelds, but were afraid to ask. A *Blues Brothers* mega exclusive plus *Baseball Heros, Prince of Persia* and *Wave Race*.

72 compo
For all you hopeless gamesplayers, the chance to win a Mega Drive, four games of your choice, and a veritable library of tips books.

80 readers survey
Your chance to tell us what you think of us, and win a SNES or a Mega Drive into the bargain. Lorks.

82 kill zone
Amaya 'hard man' *Lopez* is feared by one and all at the local arcade. How does she see all the best games anyone else? Demandi games with menaces, that's how.

85 pg tips
Daniel Pemberton polishes his best silver makes the cucumber sandwiches and fairy cakes and cries, 'More vicar?' Then proceeds pour out the hottest tip pages in town.

94 zone 7
Jeremy Daldry checks out tanks, guns and girls in bikini of the latest Japanese cartoons to hit the stre hard life being a journalist.

97 geez
Words, words , words. None of them meaning anything at all. Plus the death of the Crap Letter Corner.

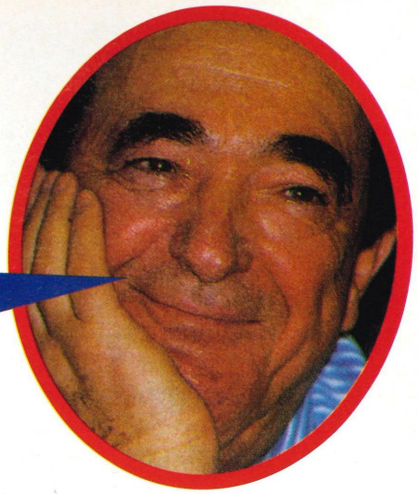
99 console countdown
Crucial reading, all offi releases reviewed and rated the *Game Zone* way. The most essential eight pages, ever.

108 soled out
'We haven't, we've kept our integrity we have.' If you car buy it, it'll be here.

111 back issues
Issue One was brilliant, it really was. But we're not gonna tell you why, so you better check out Back Issues.

112 twilight zone
Beyond sanity, beyond explanation, beyond reason. It's just there.

NEWS



The latest scandals are all revealed in the pages of *Game Zone* News, and from next month we will be exclusively serialising the sordid story of a console groupie. Watch out for Mario Ate My Hamster – only in *Game Zone* News.

shock! horror! gasp! game zone pregnant – exclusive!

That's right kids, you heard us correctly. As of next month *Game Zone* will be splitting like some bizare single celled animal featured in a *Wild Life on One* programme all about the Great Barrier Reef, and a little sprog will be pulling itself away from the main mag. What joy, a little bundle of puke and poo. Arr. But do not dismay, don't cry, put those hankies away, get down from that very high bridge you may just be trying to throw yourself off. This is an event to be celebrated and shouted about. 'Cos from next month *Game Zone* is, in fact, dividing amoeba like – into *Sega Zone* and a Nintendo only *Game Zone*. Each mag will retain the essential core of the other, one could almost say a shared nucleus but with different clear slimey bits round the outside ie. *Game Zone* just got 200% better.

a pregnant amoeba



a pregnant game zone

Butwhy act in such a way? Well, then we can concentrate on all the latest news, reviews and previews for NES, SNES and Game Boy in one mag and Master System, Mega Drive and Game Gear in the other. Clever huh?

Both mag's will be *Game Zone* in name, style, side-splittingly funny sense of humour and sexiness. And of course, both will include all those usual free gifts, and masses more brilliant previews, reviews and features that you have come to know and love so well.

"But when they be hitting the shelves of your local newsagent, accompanied by a fanfare of semi-clad angels," we hear you cry. "Why, on or around Friday October 23rd," we reply. *Game Zone* is dead, long live *Game Zone. (Struth that's a bit o.t.t. isn't it. Ed.)*

warp speed

We at *Game Zone* news have always said that what the SNES really needs is an into the screen shot 'em up that uses all its smart scaling capabilities and Mode 7 magic to the full.

Which is all quite convenient really, since Accolade is just about to bring out *Warpspeed*, a rather neat looking into the screen shoot 'em up that uses all its smart scaling capabilities and Mode 7 magic to the full, just like what we said. It's a bit like *Star Trek*, a bit like *Star Wars*, in fact it's all a bit good really.

● Available from Accolade in January 1993. Price £t.b.a.

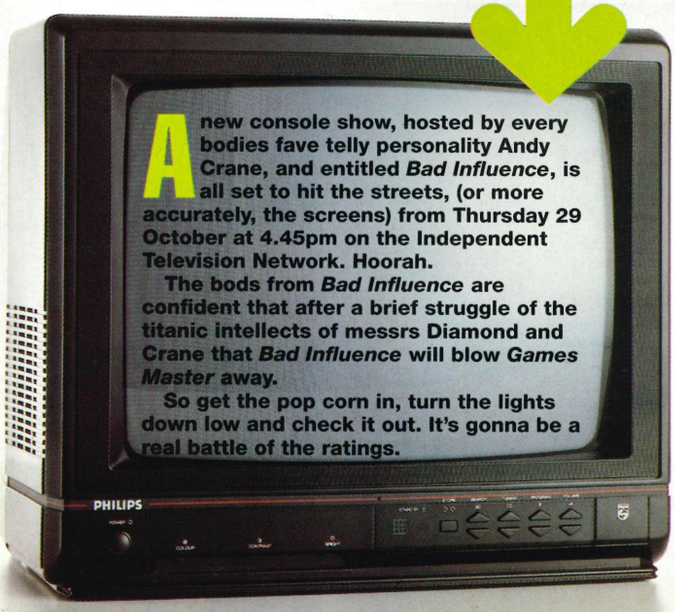


chart

1	**Turtles 1**	Konami
2	**Mega Man 3**	Nintendo
3	**California Games**	Nintendo
4	**WWF Wrestlemania**	Acclaim
5	**Super Mario Bros 2**	Nintendo
6	**Open Tournament Golf**	Nintendo
7	**Rescue Rangers**	Nintendo
8	**Hyper Soccer**	Konami
9	**Marble Madness**	MB Games
10	**Terminatoe 2**	Acclaim

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games – a bad influence



A new console show, hosted by every bodies fave telly personality Andy Crane, and entitled *Bad Influence*, is all set to hit the streets, (or more accurately, the screens) from Thursday 29 October at 4.45pm on the Independent Television Network. Hoorah.

The bods from *Bad Influence* are confident that after a brief struggle of the titanic intellects of messrs Diamond and Crane that *Bad Influence* will blow *Games Master* away.

So get the pop corn in, turn the lights down low and check it out. It's gonna be a real battle of the ratings.

kuchikomi

Bigger than (and smelling a bit like) a whole basho of Sumo wrestlers *Rik Haynes* checks out what's new in the land of the rising sun.

Frustrated Japanese games players are biting their nails in anticipation of finally getting stuck into *Dragons Quest V*. Although this fantasy role playing saga has never taken off in the USA or Europe, its popularity is only rivalled by that enduring Italian plumber in Japan. Every time one of the *Dragon Quest* games is released, kids from the outer suburbs of Tokyo quickly flock to the Akihabar district to camp out the night before to avoid disappointment. Can you really see the same thing happening in Tottenham Court Road or your local Dixons? Theres always the impending hype of *Sonic 2*, though...

Great news for diehard fighting fans. Capcom is talking to Sega about releasing a Mega Drive version of *Street Fighter II*. Or, judging by the enormous success of this smart beat 'em up in the arcades and on the SNES, should that be Sega is politely chatting with Capcom?

Meanwhile, Japanese publishers have snapped up the rights to two of the best home computer games to come out of the UK last year. *Meg-a-lomania* and *The First Samurai* are coming soon to the Mega Drive and Super NES.

Theres good news for Game Gear owners as well. You can look forward to tackling the higher echelons of *Tazmania, Chuck Rock* and *Batman Returns* this Christmas. Better than cold turkey drumsticks and Burnt Christmas pudding, en?

While everybody was tucking into 'freeplays' of the most triumphant *Super Mario* Cart at the Shoshinkai Software Show in Tokyo last month, Nintendo made a few shock announcements. Firstly, the company has designed a new custom chip for the Super NES. Capable of producing faster, smoother and more realistic 3D images with no annoying screen flicker, the game from Nintendo to use this powerful Super FX chip will be released in early 1993. Will it be a sequel to *F-Zero* or *Pilotwings*? No comment. Hiroshi Yamauchi, president of Nintendo then said the specification of the forthcoming SNES CD Rom accessory has been significantly upgraded. As a result, it's going to be at least as another year before we see anything of this amazing bit of kit. Will Nintendo publish *Super Mario Bros 5* or *Zelda 4* on CD Rom? Again, no comment. The rest of the Shoshinkai event was pretty quiet. Imagineer was proudly showing off the Super NES adaptions of *Powermonger, Sim Ant* and *Populous 2*, These three new age games, along with *King Arthur's World* from Jaleco, can be played with a joypad or the new mouse accessory from Nintendo.

What's the latest craze to hit the streets of Tokyo? Artificial animals! As landlords seldom allow pets into their crowded apartments, an enterprising Japanese toy maker has come to the rescue with a range of cute electronic cats and dogs. These stuffed toys will bark, wag their tail, meow or purr when touched. Takara says these *Mews* are the ultimate pet because you don't have to take care of them. Prices start at about ¥2800 (£11.50) for a small Baby Mew. Other companies are introducing their own fake pets too. One thing is for sure, they certainly save on gigantic food and vet bills endured by the owners of the real thing.

unlimited joy – the remix



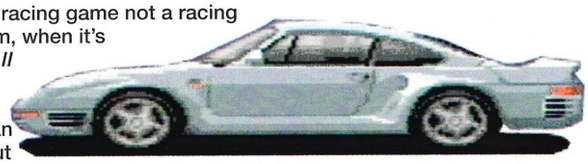
Quick Joy is about to release yet another joy pad to swell its rather impressive range. It's called the Pro Pad and takes the form of this rather smart looking transparent pad, and comes complete with auto fire and multi format compatibility. The Pro Pad should be retailing at around £15 in all good console stores now. What can you say eh? 'Relish' perhaps?



snes cock up

Nintendo recently admitted that the flow of UK games for the relatively new Super NES had not been what it would have hoped for in the months following the machine's UK launch. Initial plans involved the company releasing around 40 odd titles by Chrimbo '92. But until recently it had only managed to supply new owners with a mere half dozen games or so. Until now that is.
You see, apparently Nintendo's shipping lines have suddenly improved dramatically, meaning it should be able to release around 10 games a month between now and Christmas. Including the likes of *Street Fighter II* and *ActRaiser* (among others.) All will hit the shelves shortly.

test drive II



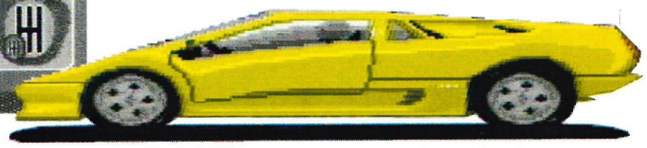
When is a racing game not a racing game? Erm, when it's *Test Drive II* actually.

A cross between an out and out boy racer job and a driving sim, *Test Drive II* gives you a choice of real cars and driving on real roads. It's you against the clock, the police and other road users who are out to stop you.

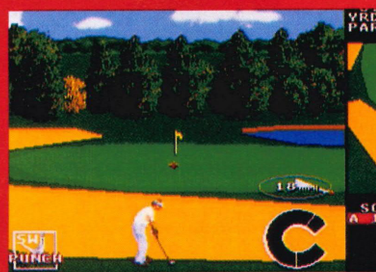
A particularly nice, if a little gory, touch is the way flies appear in the distance and splat against the wind screen of your car with a particularly nice 'plop' sound.



Available from Accolade in late November. Price £TBA.



world class leader board





Anyone for 'golf'? That's 'golf' as in 18 holes of gore filled, swing packed, laser canon toting action as you burn through hordes of alien nasties. Except it isn't. It's more 'golf' as in St Andrews, Doral Country Club, Cypress Greek or the specially designed Gaunlet course actually. That's 'golf' as in competing with up to four computer players. 'Golf' as in so realistic you can almost hear the birds tweeting in the background, and boasting loads of sampled speech. In fact it's 'golf' as in so disturbingly realistic that each course allows 14 (yup, you heard it right, 14) different types of competition, including match play, skins, foursomes and four balls. We never realised golfers where such swingers. Watch out for *World Class Leader Board* then. It has all the advantages of the real thing without having to dress up in those horrible plaid trousers.

Available from US Gold in November. Price £39.99



magic mega drive genie gems

Those cheerful chaps from deep in the inter land of Kent, Hornby Hobbies have stopped playing with their train sets just long enough to tell the *Game Zone* news team exclusively that they are planing to release their cheat-o-matic Game Genie for the Mega Drive by November 92.

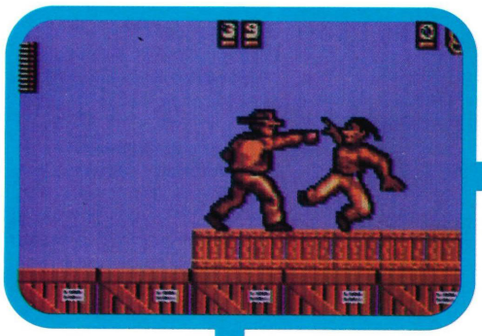
Costing a mere £44.99, the Mega Drive version of the Game Genie will allow those games playing impaired amongst you to create infie lives, super power ups and all kinds of under hand methods for powering through to the end of a game. The ideal stocking filler for all you 70's sling back games players.

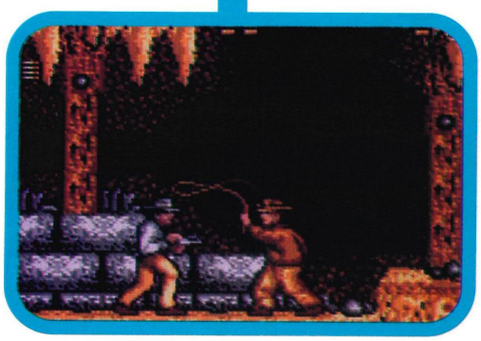


naff things number 1:

mario gets high

If you have nothing better to do on a Sunday afternoon why not head for the highest open place you can find and fly your very own Mario kite. It's 100% guaranteed to lose you every friend you have ever had. Smart.





indiana jones and the last crusade

Indie's back – still wearing that hat, and wielding that whip. Only this time he's appearing on the Mega Drive, in this brand new game from US Gold that will follow the plot of that classic film of the same name, tres closely.

Yes, once more Indie must find his father who, rather foolishly has gone missing in search of the Holy Grail. He only intended popping down to the Post Office to pick up his pension.

Battle your way through five levels of parallax, platform jumping beat 'em type up action of the kind that should keep even Frank Bough happy in the whip department.

● **Available from US Gold in November. Price £39.99**

railroad tycoon



Fancy having a go at developing your own railroad? You know, a bit like British Rail. Well now you can, thanks to the bods at Microprose.

Railroad Tycoon is a kind of build your own Chat-a-noogo-choo-choo railroad empire you see. Much more complex than *Sim City* and universaly acclaimed when it first appeared on the PC, *Railroad Tycoon* is the first game that openly and unashamedly claims to be designed for train spotters. The *Game Zone* news team can hardly wait.

● **Available from Microprose, Mid November. Price £TBA.**

unlimited joy

Triton has just released its Super NES joy pad, resplendent in the name of the Triton Game Master.

This new pad boasts an accelerate, repeat and auto function that'll allow even the most sorry of games players to whisk through any dexterously demanding sub levels. Impressive.



chart

1. **Desert Strike** Electronic Arts
2. **Taz-Mania** Sega
3. **Senna Super Monaco** Sega
4. **Olympic Gold** US Gold
5. **World Cup Italia '90** Sega
6. **EA Hockey** Electronic Arts
7. **Kid Chameleon** Sega
8. **Road Rash** Electronic Arts
9. **David Robinson's Supreme Court**/Sega
10. **Streets Of Rage** Sega

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master gear goes legit

Sega has at long last conceded a small victory to the grey import market by opening its arms and gathering the Master Gear converter to its corporate chest. The Convertor, as all of you who purchased issue one of *Game Zone* will already know, is a neat little gadget that lets you play your Master System games on your Game Gear.

Now that its about to be made officially available here in Blighty, Sega has rather smugly claimed that this nifty bit of kit has doubled the Game Gear software base over night. Ermm... well maybe. But whatever, the Master Gear Convertor will retail at the very resonable £12.99, and should be available from all good (and some bad) high street shops shortly.





galahad

Fancy some medieval fun and games with a young chap called Galahad as he wanders through the villages and marshes of Arthurian Britain on a quest to save the beautiful Princess Elaine from the not quite so beautiful Morgana?

Thought you might. Which is just as well really since you'll soon be able to do just that in the forthcoming Electronic Arts release of the same name. Play Galahad as you fight to overcome all kinds of general medieval unpleasantness, including dark nights full of evil dragons and dark dragons full of decomposing knights. Boasting all the usual horizontally scrolling action adventure tricks that you'd expect from a Psygnosis production, *Galahad* looks all set to be right up there with *Fatal Rewind* as a classic EA/Psygnosis collaboration.

● Available from Electronic Arts in Mid October. Price £39.99

mario goes to other worlds



The unthinkable has happened. Nintendo has given its permish for Mario to appear on another format! Unfortunately it's only MS DOS P.C.'s and Apple Macintosh. But the litte plumber from Brooklyn will be making more than one appearance in the originally entitled typing tuition program, *Mario Teaches Typing.* Hoorah.

game boy better than sex!

In a recent *Arena* (that hipper than hip fashion mag), it was claimed that playing Game Boy is slightly more addictive than sex. The *Game Zone* crew are currently, and feverishly, researching this statement. *(Except they're not! Morally outraged Ed)*



chart

1. **Sonic The Hedgehog** Sega
2. **Asterix** Sega
3. **Olympic Gold** US Gold
4. **Enduro Race** Sega
5. **Mickey Mouse** Sega
6. **Super Kick Off** US Gold
7. **Teddy Boy** Sega
8. **Champions Of Europe** Tecmagik
9. **Wimbledon Tennis** Sega
10. **Senna Super Monaco** Sega

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pop up telly: sort of

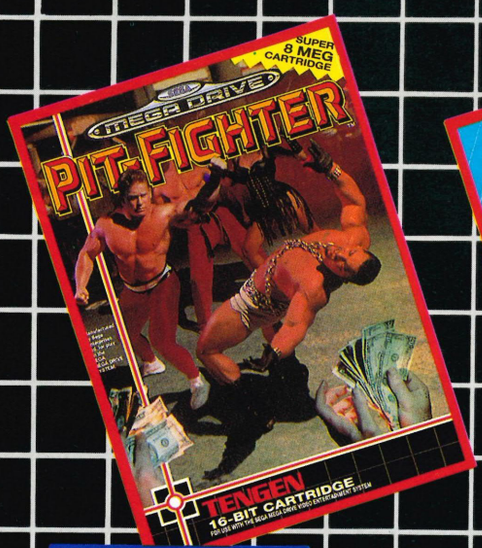
Remember the naff telly that looked like a crash helmet? Silly wasn't it? Well Philips has now brought out a telly that looks like a book. Which isn't so silly actually. And why? 'Cos although its pretty steeply priced at £250, it does, rather usefully, feature a fab scart socket for all you Famicom owners.

As for the leather glad chick with a the fan – she's extra. But we have heard the telly book does help you pull. *(In much the same way as a social disease does. Ed.)*

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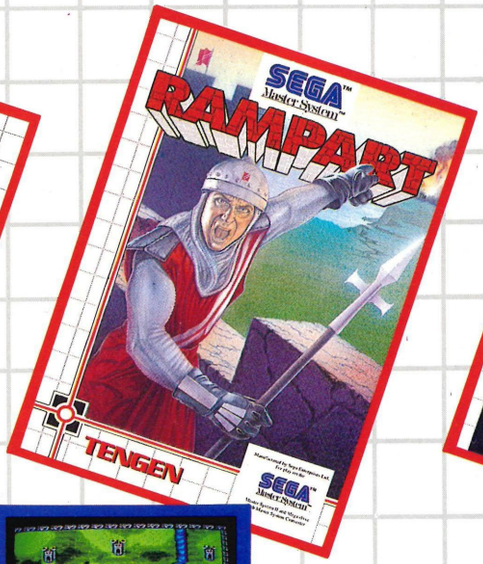
TO SUMMER

Master System

COMING SOON ON GAME GEAR

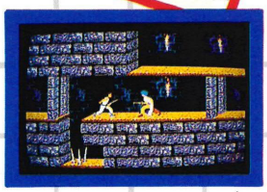




















DOMARK

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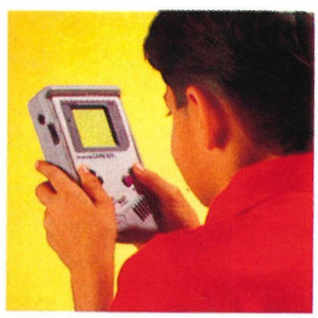


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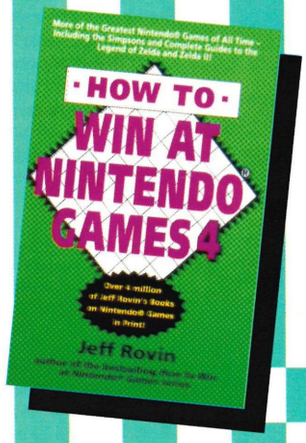
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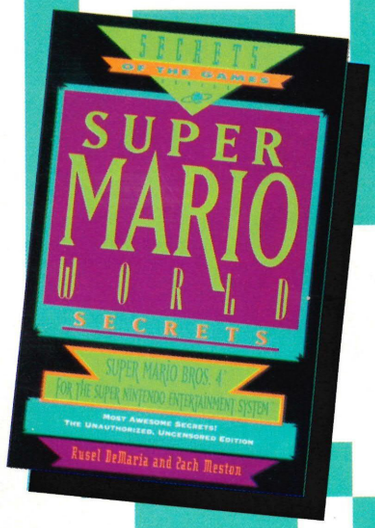
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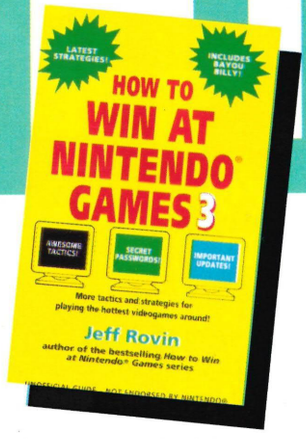


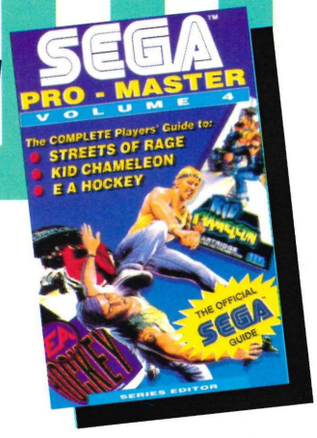


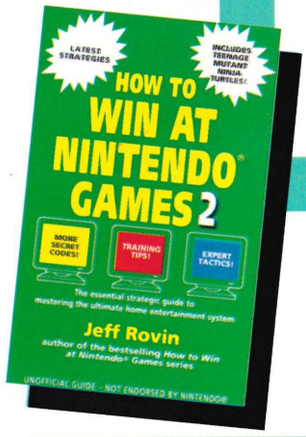


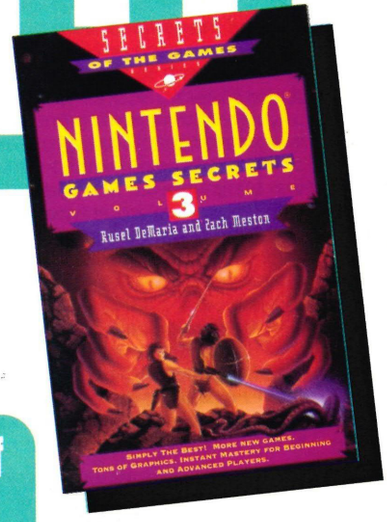
TIPS BOOKS











Tips books aren't the most exciting thing in the world, which is probably why *Daniel Pemberton* couldn't write an exciting intro about them. Oh dear.

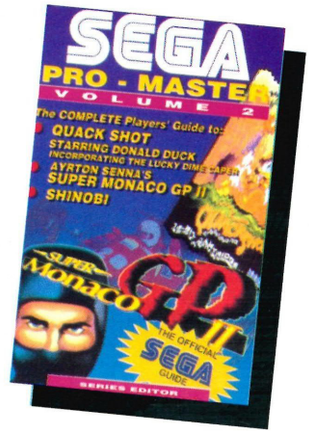
If you're the kind of person who's about as good at games as a small wet cabbage then you may have often been in need of a good cheat or solution. Now the more sensible of you would consult *PG Tips* in *Game Zone* each month, but you may feel inclined to splash out on an actual tips book. So are they worth it? Read on to find out.

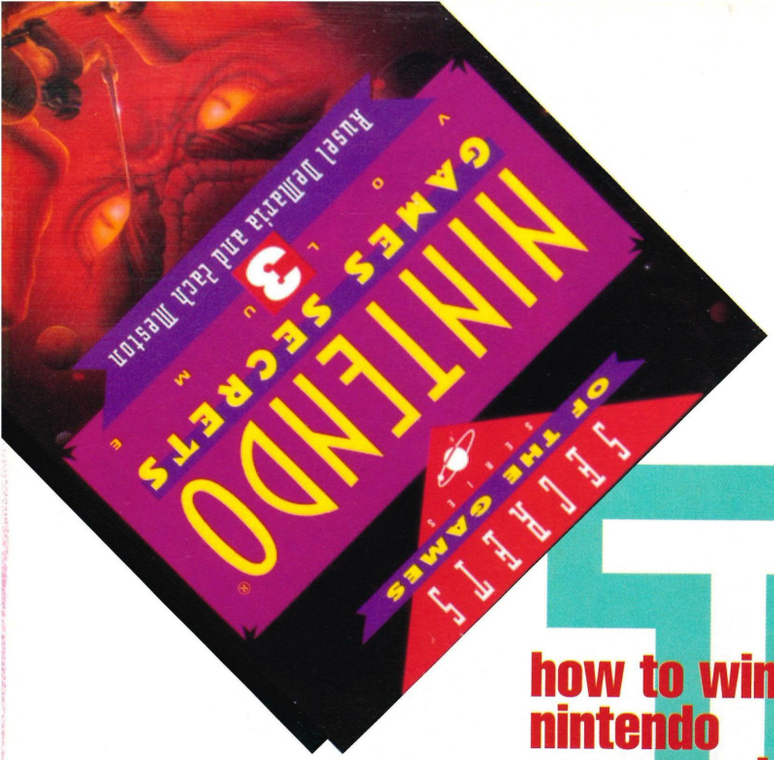
Most tips books cover about 15-20 games with usually a small section at the back for cheats. In the more expensive books there are often screenshots and diagrams to help you out. Their prices vary, small books, usually containing just text, cost about £3 while the bigger, more expensive books can cost up to £15!! You can buy them in most computer game outlets, and they can now increasingly be found in normal bookshops.

There are tips books which will cover only one game or one game series, such as *Zelda*. These, although useful, usually contain more padding than Bernard Manning's sofa and only show you a couple of new tricks. The're only worth it if you are a die-hard fan of the game or are completely stuck on it and have got lots of money to spend.

save yourself some money

Yup, it's true. If you're really stuck on a game and you own a Nintendo it'd be a lot more sensible to phone up their hot line. To contact them phone 0703 652222. Or you could simply buy *Game Zone* every month, 'cos as well as the fabby news and reviews there's also the ultra fabby *PG Tips*, which is basically ultra-fabby *(Stop blowing your own trumpet Pembers. Ed)*. Oh you could also search through the back issues to see if there was a solution printed that you'd need. A lot simpler and a hell of a lot cheaper than spending £10 on a tips book.





nintendo game secrets: volume 3

Rusel DeMaria and Zach Meston

The first thing you notice about this book is that virtually half the games featured in it aren't available in Britian yet, 'cos it was written in America. Although some of the games will be released soon, others such as *Hillsfar*, look unlikely to ever to see the light of day in Blighty. The book has plenty of screenshots and diagrams and is very easy to read. Each game has about 10 pages on it, although the first two pages are usually filled up with 'instruction' book type info, which isn't very useful at all. Each level is covered, showing any hidden bonuses, lives etc. All in all this is quite a good book to look at every now and again, but I don't think I'd like to spend £9 on it. Also seeing as a lot of the games aren't readily available yet, it's definately worth looking at before you decide to buy it.

Price: £8.95
Publisher: Prima Publishing

how to win at nintendo games: volume 2, 3 and 4

Jeff Rovin

Although these may look awful as they are just text printed on what seems like second rate bog paper, they are actually dead smart! Each volume covers about 20 NES games, with only a few of those not officially available in Britian. The solutions are either simple walk through guides or just plain tips. The best volume by far is the fourth one as not only does it cover relatively new games such as *The Simpsons* and *Mega Man 3* but classics such as *Zelda I* and *II*. It does have some 'instruction book' padding at the beginning of each game but after that the guides are quite straight forward. The author also includes a small review of the game at the end which although not terribly useful serves its purpose. They may not look good but at £3 they're a bit of a barg.

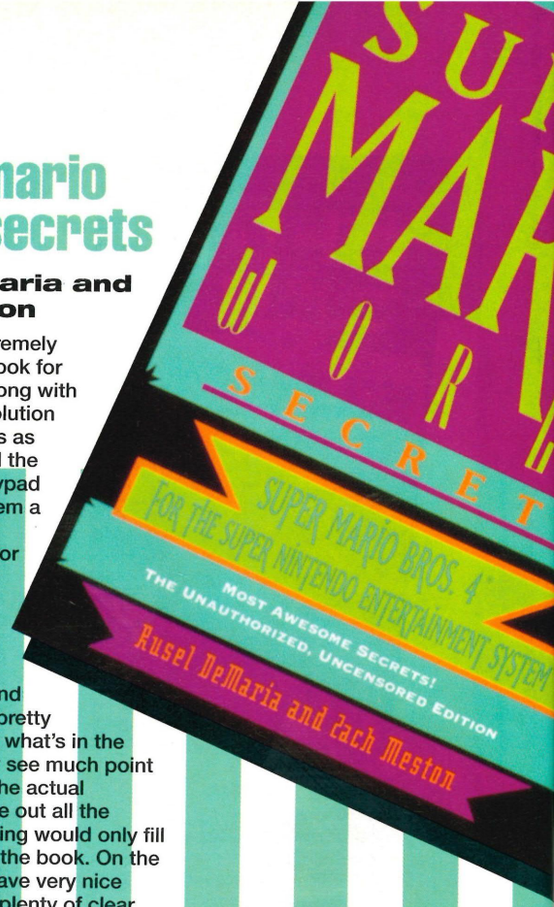
Price: £2.99
Publisher: Signet Books

super mario world secrets

Rusel DeMaria and Zach Meston

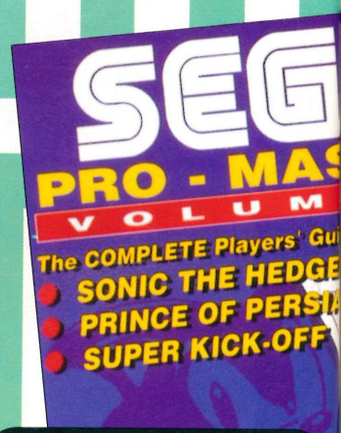
This is an extremely expensive book for what it is. Along with the actual solution there's such things as descriptions on all the characters and joypad controls which seem a tad pointless. If you're desperate for the solution to *Mario 4* it would be a lot cheaper to buy back issues of *Game Zone* (issues 10 and 11) which tell you pretty much the same as what's in the book. I don't really see much point in buying this, as the actual solution, if you take out all the unnecessary padding would only fill about a quarter of the book. On the plus side it does have very nice presentation, with plenty of clear screenshots and maps, making it very easy to read. So unless you are a loaded *Super Mario* freak it's not really worth buying. Just stick with the fabbo solution printed in *Game Zone*.

Price: £11.95
Publisher: Prima Publishing



the scoring system

The scores at the end of each tip book review take the following into account: Value for money, Usefulness, Games featured and Layout.

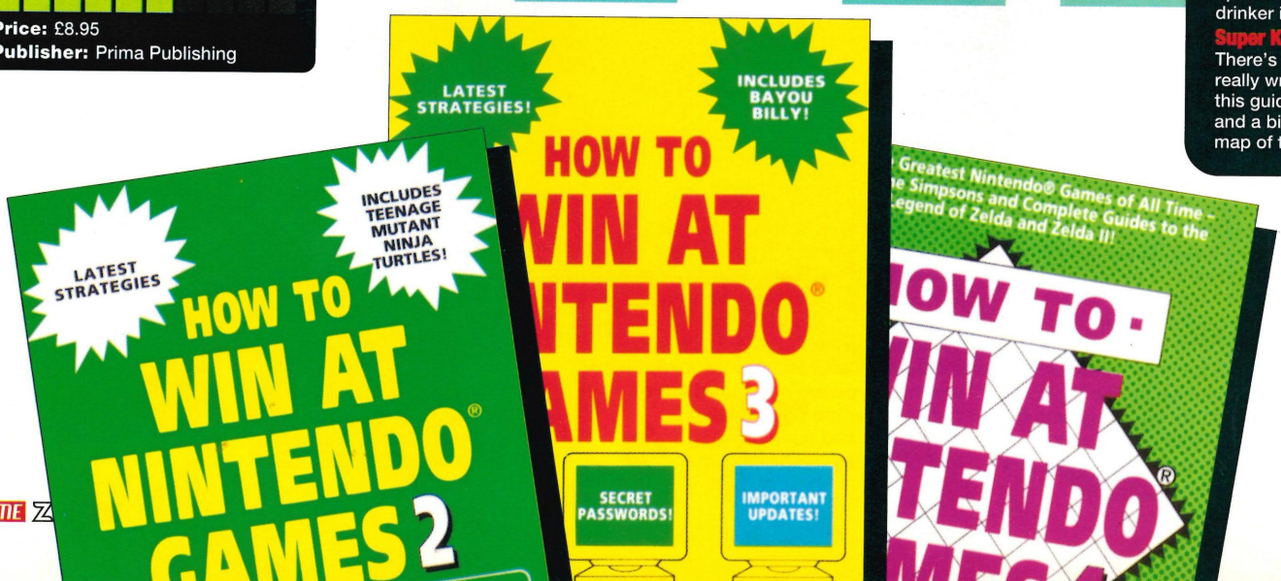


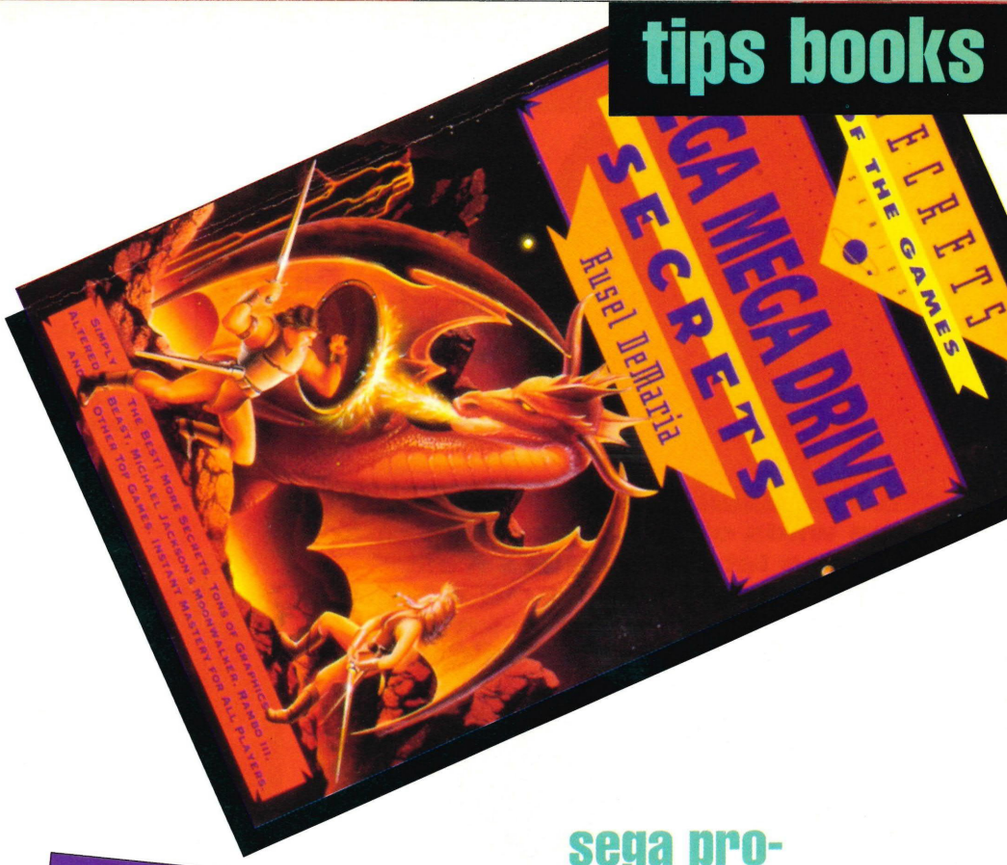
volume 1

Sonic The Hedgehog (All Formats)
If you already know the location of the Chaos Emeralds or the Mega Drive's countless cheat modes then this guide's not that handy really. Oh dear.

Prince Of Persia (MS and GG)
This one's a bit more handy really with some quite useful maps and tips. And for any budding shandy drinker it's also got all the codes.

Super Kick Off (MS and GG)
There's not many tips that you can really write about for *Kick Off*, so this guide's a bit obvious really and a bit pointless. It's even got a map of the pitch. Ha Ha Ha.





sega mega drive secrets

Rusel DeMaria

This book is very similar to the Nintendo one of the same name – probably 'cos it was written by the same person. One strange thing is that this has about 50 pages less than the NES guide, yet it costs more! As you'd expect the layout and paper quality are top notch, with lots of photos and diagrams. It's written well, but it still suffers from the 'instruction book' padding syndrome. Oh, it has got a rather interesting feature at the back which is meant to put your parents minds to rest about you indulging in the violent world of video games, except it doesn't really. Also it covers a couple of shoot 'em ups (e.g. *Truxton*) which, to be honest, don't really need a solution. The guides are pretty thorough, showing you most things that you'll need to know with accompanying screenshots. Unfortunately most of the games featured are very old, and you'll have probably completed them by now anyway (e.g. *Altered Beast, Golden Axe, Moonwalker*, etc.) so have a look at the games it covers before you decide to buy it. At almost £10 it's not cheap.

Price: £9.95
Publisher: Prima Publishing



sega pro-master: volume 1, 2, 3 and 4

David Wilson, Jason Orbaum, Andy Smith and Bob Wade

The *Pro-Master* range is the latest series of tips books to be released for all three of the Sega systems. Each volume covers three popular Sega games, such as *Sonic, Kick Off* and *Shinobi.* Although there may not be a great number of games in the volumes, the ones that are covered are done so in great detail. Unfortunately this also means that there's some useless 'instruction book' type padding included, such as the scenario, history of the game etc.

The layout of the books is very nice with not only screen shots but maps and diagrams too! It's also printed on quite good paper which is a bit of a shock as they only cost about £3 each! The covers are pretty smart too. Each guide contains lots of short tips about virtually everything in the game from the enemies you're up against to information on the scrolling! But unfortunately some of these are a tad useless, and the most handy tips are written in code so that you don't read them by mistake! One other small grumble is the fact that the writers don't seem to get proper credit, with the series editor Ian Livingstone taking all the glory. So to sum up, at just under £3 these tips books really are a bit of a barg if you own more than one of the games featured, but if not they're not really worth it.

Price: £2.99
Publisher: Simon and Schuster

volume 2

Quackshot/Lucky Dime Caper (All Formats)
Pretty good, with lots of useful hints, tips and maps. Pretty dead useful really.

Super Monaco GP II (All Formats)
This isn't that good really but I think that's mainly 'cos you can't really write much on this sort of game. The track maps could be useful though.

Shinobi (MS and GG)
The Master System's guide is pretty crap but the Game Gear one's quite good. That's about all there is to it really.

volume 3

Castle Of Illusion (All Formats)
O.K. but not excellent. Some of the tips are a bit obvious unfortunately.

Desert Strike (MD only)
Lots of maps and useful hints. Verging on the really smart.

Golden Axe/Axe Battler (All Formats)
Golden Axe is so straightforward that you don't really need a guide. But the stuff on *Ax Battler*, although small, is handy.

volume 4

Streets Of Rage (MD only)
This has got some pretty useful stuff in it, considering that it's a fairly simplistic beat 'em up.

Kid Chameleon (MD only)
The maps are very good for this, the copy's slightly less useful. All in all this is quite smart though.

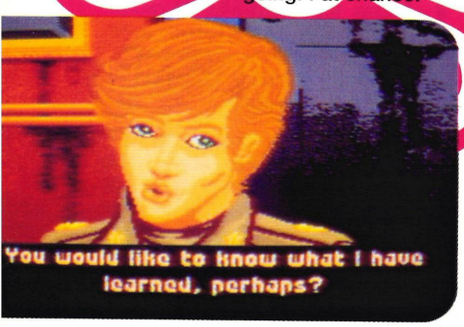
E A Hockey (MD only)
This, as with most of the sport games tips, isn't really that useful.



m.a.d.*

We sent *Jeremy Daldry* out into the wilds of East Sussex to check out the latest releases from Mindscape, the console worlds very own resident sex kittens. But he ended up talking to a cow.

There are certain things that one takes as read. Aren't there? For example, if an apple fell from the branches of a tree, took one look at the ground, decided that Issac Newton was little more that a country bumpkin and that both he and gravity could go hang, and then shot vertically upward we might feel that something was amiss. Apples fall from trees. Much in the same way as we all assume that Taxi drivers actually know where the hell they are going. Fat chance.



Open taxi door.
'This address please.'
Gives piece of paper.
'Right-o guv. That's Mindscape isn't it?'
'Yup.'
20 minutes later.
'Ermm, are we nearly there yet?'
'Nearly guv.'
10 minutes later.
'Is this it?'
'Yup. Mindscape guv.'
'It's a field.'
'Over there. Mindscape.'
'That's a barn.'
'Right guv. That'll be £25 please.'

Suffice it to say that the barn wasn't where Mindscape was based. Maybe once in a previous existence Mindscape were based in a building that looked a bit like the shed next to the barn. But not now. However, all was not lost. Using a combination of E.S.P. and origami I managed to hail a passing U.F.O. and, with my new friend Daisy the Fresian, headed of to the real Mindscape.

the 'real' mindscape

Nine blind mice. Nine circles of Hell. Nine... erm. Nine new Nintendo carts from Mindscape. Yes, well that flows with a kinda of lyric, lyric-ness. Here they are, nine of the sexiest reasons to buy anything with a Nintendo sticker on it since Mario appeared wearing nothing but a smile and a tub of clotted cream in *For Women. (Can we say that? Game Zone Lawyer.)*

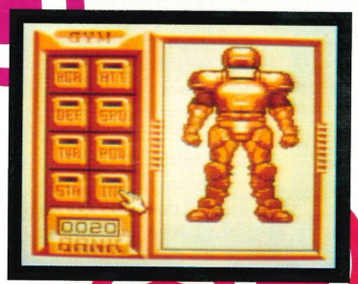
speedball 2

2

GAME BOY

Classic, classic stuff. The one, the only post-punk contact sport. Designer violence. Boasting all the qualities that can be seen in the Mega Drive. Including one off or championship play, gym training and the possibility to buy transfered players. They said it could never be done, but who the hell do they think 'they' are anyway.





wing commander

4

SUPER NES

The game of near legend on the P.C. An interactive space bound shoot 'em up/flight sim. With amazing graphics and sound, boasting a truly and previously unseen level of playability on the SNES, you play Blue Hair the all new and improved gentlemen's hair stylist and space ace who, with the help of his fly-boy buddies, must take on the whole of the rebellion. When we had a crafty peek the cart really only boasted the opening sequence and the engine to allow basic take-off and landings, but at this early stage it still looked pretty good. In fact it looked out of this world. One of the nicer touches is that the in-game 'hand on flight stick' mirrors the movements that you make on the joypad. All very virtual reality. For all you interstellar play beings this is the one for you.

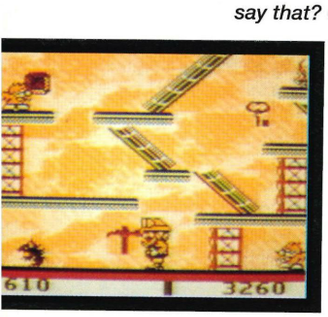


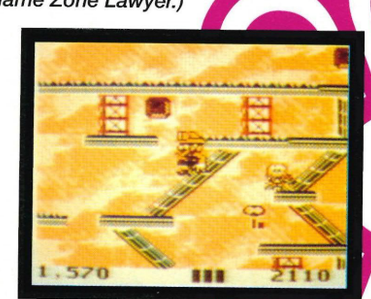
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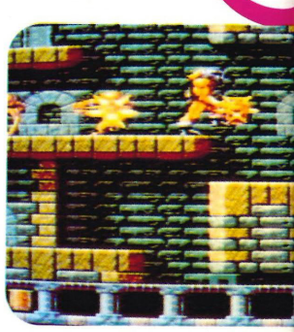
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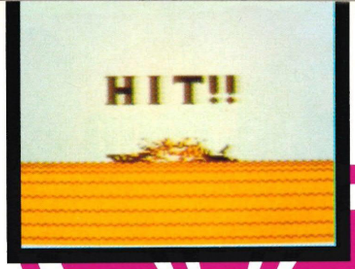
GAME BOY

The now ancient puzzle game that has appeared on every format from the Casio pocket calculator to the Hubble deep space telescope, finally makes a long overdue appearance on the Game Boy . You play a Miner (surprise, surprise,) who must collect as much coal as he can before the government close his pit down. This will be much liked by those who like this kind of thing. *(Sage. Ed.)* And Onion!





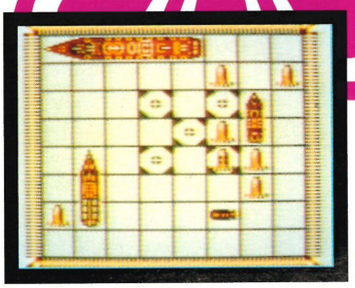


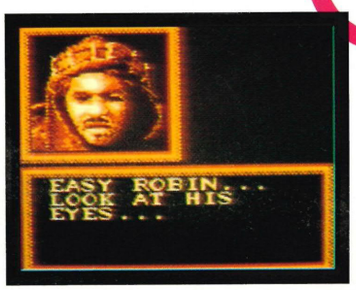


5 battle ships

GAME BOY

That old game that, along with *Monopoly*, is always dragged out on Boxing Day. This Game Boy version turns out to be remarkably playable. With different levels of play, plus a link up function, the basic game is improved on by a number of special weapons that each ship can use: Radar, sonar, ship to ship missile, all very high tech and post-Gulf. The surprise of the bunch that could turn out to be almost as addictive as it is traditional.



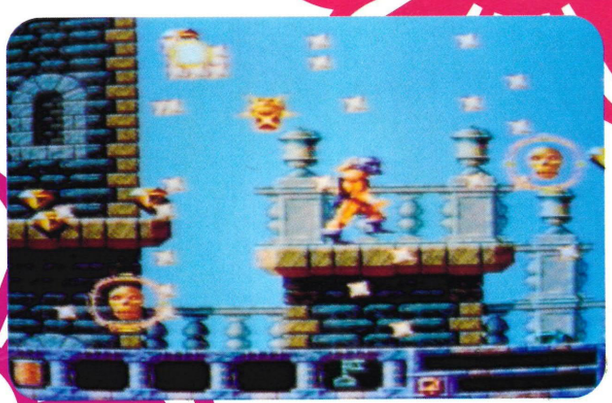


robin hood prince of thieves

GAME BOY

An exact conversion of the superb NES cart that gets the full *Game Zone* treatment on page 22. With all the ye olde England RPG action that made the original so damn playable, the Game Boy remix boasts all three different perspective changes (the overhead, the RPG combat and the side view Errol Flynn type combat sequences where you take on a specific bad guy.) Smart graphics and suitably ye olde music makes the whole thing go with a swash buckling swing. This is what the Game Boy has been crying out for, a half way decent adventure game. Definitely worth checking out.





6 terminator

SUPER NES

Based on the first Arnie outing and coded by the people behind the SNES *Krusty's Super Fun House*, *Terminator* looks all set to hit the shelves around November. And it's gonna be a winner too. Boasting seven levels, 5 beat/shoot 'em up and two very impressive looking-into-the-screen motor sections, the whole shabang boasts loadsa digi pics, both in game and between levels. Bound to be something of a winner with Arnie and non Arnie fans alike, it's by far the best *Terminator* (*I* or *II*) game so far. Smarter than a really very clever thing, *Term* could well be the big hit this Chrimbo. Check it out.





*mind altering drug

7 xenon

GAME BOY

Along with *Speedball* this Bitmap Production makes a long overdue, yet much awaited appearance on the Game Boy. Boasting the famous *Bomb the Bass* sound track and essential shop where all the extra strap-on goodies can be bought and sold. Essential blasting action that, at long last, disposes R-Type from the throne of the Game Boy shoot 'em up. Not as good as *Parodius*, but still pretty smart...



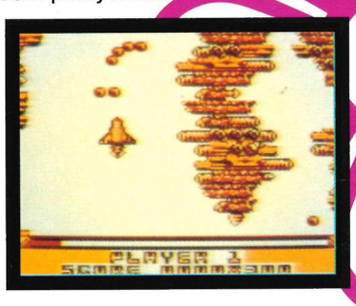
8 gods

SUPER NES

Super, duper platform game on the Amiga, all set to become a super duper platform game on the SNES. Its great graphics and non-linear gameplay, which, when it was first released, were something of a revolution, now results in a game that still looks and plays very well but isn't as breath-takingly good as it used to be. Still who am I to cast doubt on what is a classic game, a legend in it's own Big Bird lunch box.

oops!

Yes, I know it says nine carts and there are only eigth. But hey, why be so literal? Peace and, like respect man.



9

CARTRIDGE FAMILY





By day they're the *Game Zone* reviewers, but in the evenings and at weekends they're not – because after working hours they discard their working clothes in order to don attire of an altogether more exotic nature. They're The Cartridge Family, the all singing, all dancing pop sensation (they love the world, the world loves them, and adventure is never far away.) This month the Family are about to take part in a charity football match against the All Star Eleven – a football team made up of famous celebrities from the world of film, TV and sport. So who's going to win? *(The blind orphans, because all the money goes to charity. A reader.)*



The Partridge Family

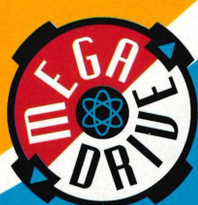
Who probably think the sweeper system is to do with cleaning.

end zone

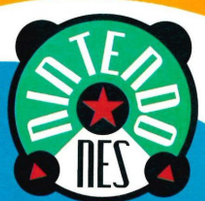
Even if you don't read the reviews you ought to at least check out the End Zone which breaks down the game into words and numbers. Here's how it all adds up.

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

The overall score is out of 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?





















Lord Paul

The Cartridge Family, clad in the most psychadelic football kit the world (orange, yellow and sky blue tie-die flower patterns), had taken their positions on the field. Lord Paul was the lone striker while everyone else apart from Jeremy was in defence. (Jeremy was the goalie, although in a way they were all goalies.) Unusual tactics, you may think, but the All Star Eleven had something of an advantage: they had Gary Lineker on their side. Lord Paul and Viv knew one thing for sure... Lineker had to be taken out of the game as early as possible.

Jackie

"I don't care what Paul says," said Jackie, "I simply refuse to go for someones legs." Janey totally agreed: "Yes," she sobbed, "Especially Gary Lineker's – he's such a nice bloke." Viv justified the heavy tactics again... "Look, If Lineker is left intact then we lose the match. It's that simple." Jeremy piped up from the goalmouth: "I don't mind going for his legs," he said, eagerly. Patrick was of a like mind: "And I don't mind going for his kidneys." The boy Lineker's fate was sealed. It would soon be delivered.

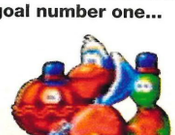
Jeremy

The match was underway. Jeremy could see Paul floundering in the distance, trying to tackle Jacqui Brambles and failing. Jacqui chipped the ball over to Mark From *EastEnders* (Jeremy couldn't remember the actor's real name.) Mark From *EastEnders* showed tremendous flair and dribbled the ball at speed down the left side of the pitch. Gary Lineker was hovering somewhere in midfield, waiting for the pass... and it came. No more than 20 seconds into the game and Lineker was already on his way to goal number one...

Amaya

With Lineker winging his way to intensive care, The Cartridge Family were able to change their tactics... everyone was brought forward except for a whinging Jeremy, who was still stuck back in goal. The massed attack began, and the Cartridge Family thundered towards the All Star Eleven goal. Paul curved the ball over to Janey, who weaved through Russ Abbott as if he wasn't even there. She got her foot under the ball and deftly chipped it over to a waiting Jackie who headed it across to Patrick. Patrick handed the ball back to Paul (the ref didn't see.)





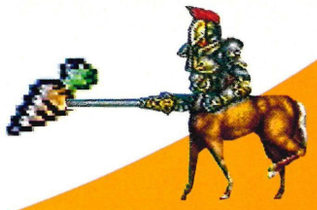




Games scoring 90 in their overall (not at all average) score win a Mega Zone which isn't a new ice cream from Lyons but shorthand for "This game is the complete and utter business".

MEGA ZONE





CONSOLE reviews

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 89

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

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

ZONE GROAN



massive HANDHELD reviews

game zones

Console reviews cover the big, sit on the table and look mean, consoles. Massive (in an almost amusing display of irony) covers their smaller, handheld cousins. Both sections contain reviews of imports, games, not officially released yet but available from a number of shops and mail order companies who dabble in the weird and wonderful world of Grey Imports.

GAME BOY



ATARI LYNX





SUPER FAMICOM

GAME GEAR





IMPORT reviews



Viv "Bring him down," yelled Viv as Patrick sped from the tight defence formation in order to meet the ex-Spurs striker just outside the penalty area. Jeremy was on his way too, approaching from a different angle: they were on a three pronged collision course – Lineker with his eyes on the goal, Jeremy with his eyes on Lineker's shin and Patrick with his eyes on Lineker's kidneys. The timing was impeccable. Just as the ball left Lineker's foot, Jeremy's studs connected with Lineker's knee. A pico second later Patrick's head crunched into the small of Lineker's back. Magic.



Patrick "You bast," yelled Patrick gleefully as Lineker lay unconscious on the ground, blood pouring from an open wound in his leg. The referee approached. He was waving his red card. "You're off," he said to Patrick. Patrick didn't agree: "Why?" he asked, "I didn't do anything." "That's right," said Viv, "I saw the whole thing – it was an accident, Lineker just slipped over. He must have fallen badly." Jeremy continued where Viv left off: "Yes, we were trying to save him, but we were too late." The referee bought the story and Lineker was stretchered off.



Janey The ball was now back with Janey (after a magnificent cross by Paul.) The All Star Eleven goal was in sight and Janey could see the whites of goalie Mike Smith's eyes. Between her and the first blow for the Cartridge Family lay only one hazard: Nick Berry and Mark From *EastEnders*. "Take the shot," screamed Viv from the other side of the pitch, but Janey was transfixed. She was transfixed by the sudden realisation that both Nick Berry and Mark From *EastEnders* had both been in *EastEnders*. She was trying to remember what Nick Berry's character had been called.



Dunc "Oh no, Wicksy's got the ball," yelped Dunc. Wicksy passed to Jacqui Brambles, who passed to Roy Castle, who passed to Su Pollard. Su Pollard zapped up the field and popped the ball past Jeremy for the All Star Eleven's goal number one. Further All Star Eleven goals followed in quick succession: one from Claire Rayner, one from Mark From *EastEnders*, one from Freddy (of *Rod, Jane and Freddy*), one from Jacqui Brambles, two from Su Pollard (giving her a hat-trick) and six from Dennis Norden. The final score? 13-0 to the All Stars. The Cartridge Family wept openly.



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

alien³

MEGA DRIVE

'Morning Paul.' Said *Jeremy Daldry* as he walked in.
'Morning.' Said Paul, just as Jeremy collapsed onto his desk in convulsions of pain, while a slimy green alien ripped itself from his stomach, splattering Paul with blood and guts. The alien laughed and skidded through the gore to hide under Jacks desk, Jeremy moaned once and expired amongst a puddle of his own blood, vomit and intestines.
'Fancy a coffee?' Asked Paul.





An immenent xenomorphic induced trauma situation. *(About to be chewed. Ed.)*



A Xenomorphic existance cessation via kinetic projection *(Shooting an alien. Ed.)*

They've cocked up this time haven't they? *Alien* was amazing. Who can forget John Hurt as the ultimate advert for *Tums*? *Aliens* was great too, moody shots and atmospheric close ups. But *Alien*³, oh dear, oh dear. So for the first time ever (?) we have the situation where the console game conversion is better than the film it came from in the first place.

But why? *(Concerned Alien fan.)*

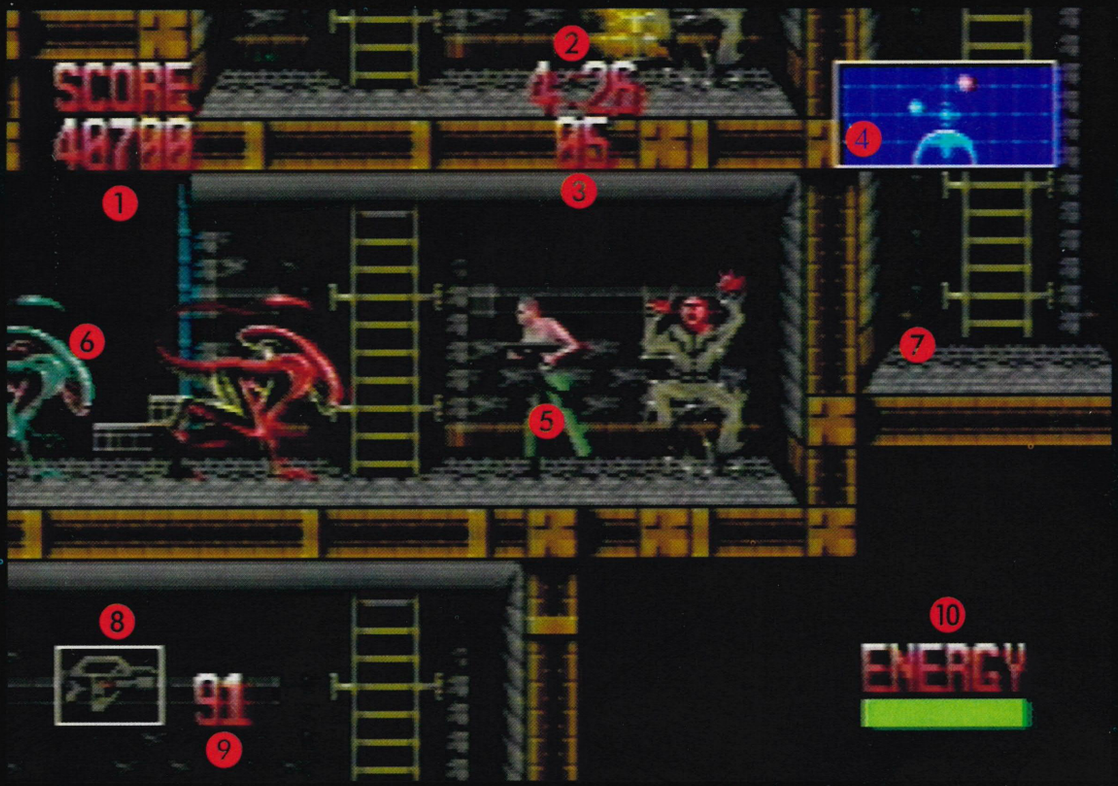
Well why don't we list the various ways in which *Alien*³ (the game) is better than *Alien*³ (the movie.), and then we could see for ourselves.

- *Alien*³, the game, (hereafter known as *Clive*) has guns. In fact it has lots and lots of guns, big ones, small ones, ones that spurt fire and ones that don't. But all of them have one thing in common. They turn Aliens into an acidic mess.
- ★*Alien*³, the movie, (hereafter known as *Janet*) has no guns. Instead everybody sits around and tries to talk to the Alien, because the Alien no doubt had a difficult child hood and needs some extra one to one dialogue to overcome it's anti-social problems.
- *Clive* has a plot. Not much of a one, I'd be the first to grant you, but one none the less. You play Ripley who must run around and 'rescue' Alien impregnated chaps who hang from the walls of the underground penal colony. She does this by killing them. No early night and a dose of *Beachams* from Ripley, oh no. Simple hey? Well no, actually. Partly because you get a time limit to do the whole shabang in but also because there are more Aliens running, jumping and generally gadding about than is good for the health of your average deep space monster hunter. After all, manic, homicidal Aliens can seriously damage your health.
- ★*Janet* has a plot, but it's really rather dull and revolves around the love life of a small vole by the name of Jasper. *(I think you do lie. Ed.)*



'Please... Killl mee...' Okay, if you insist.





Dark, brooding and very atmospheric it's yet another *Game Zone* annotated screen.

1. Your score. Maybe rather unsurprisingly this tells you how well you are doing. The bigger it is the better it is. *(How like life. Ed.)*
2. Time. Do do, do do, oodly do. (That's the *Countdown* theme if you where wondering.) Every alien host must be put out of his misery before this reaches zero.
3. Hosts. The number left to 'rescue.' (ie Kill.)
4. Scanner. Yup, you have the machine that goes ping. And very useful it is too. Showing you, as it does, not only the location of any nearby Aliens, (a little blue dot), but also the nearest hosts. (A little pink one.) Unfortunately the whole thing runs on limited battery power that can only be recharged from any one of a number of battery icons that have been left lying round the Alien maze. Most useful for avoiding charging Aliens that run at you at break neck speed. And then try to. Break your neck, that is.
5. You. Ripley, that crop haired chick that takes no stick.
6. An Alien. It's big, green, lean and a face ripping machine.
7. Someone has seen it fit to scatter any number of power ups around the disused penal colony, mainly in the form of ammo for your many weapons, but also as an often needed medi-pack.
8. Currently used weapon. In this case it's the pulse rifle.
9. Amount of ammo left to be used. This goes down very, very quickly. Often far too quickly.
10. Your energy bar. This too has a tendency to go down very quickly. Far, far too quickly.

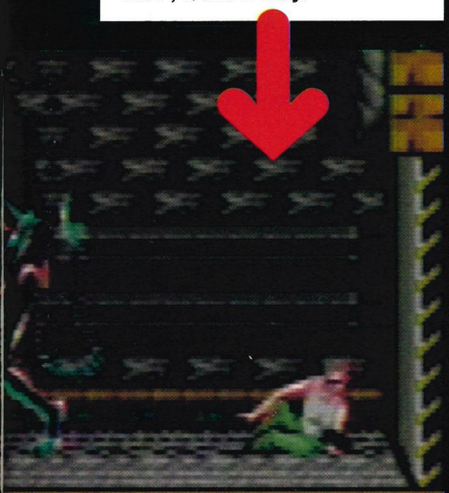
alien nation



Whatever you're gonna do, do it fast...

illegal alien

Every third level you face a Level Guardian. It's a bit like the extra big Alien at the end of *Aliens*, you know, the one who laid all the eggs, *(The Queen. Ed.)* and it jumps around causing all kinds of damage and mayhem. But it is a bit easy to kill. Just stand at one end and pile your Grenade Launcher into it. You even get a Medi-Kit after a few seconds. Not just P easy, but P, Q and R easy.



I think I do, to. *Janet's* plot involves Ripley's existential musing on how she has been impregnated by the Alien and her days are numbered. (She buys it in the end.)

- *Clive*, as it has already been mentioned has lots of Aliens.
- *Janet* has only one Alien.
- *Clive* is a boy and wears blue.
- *Janet* is a girl and wears pink.

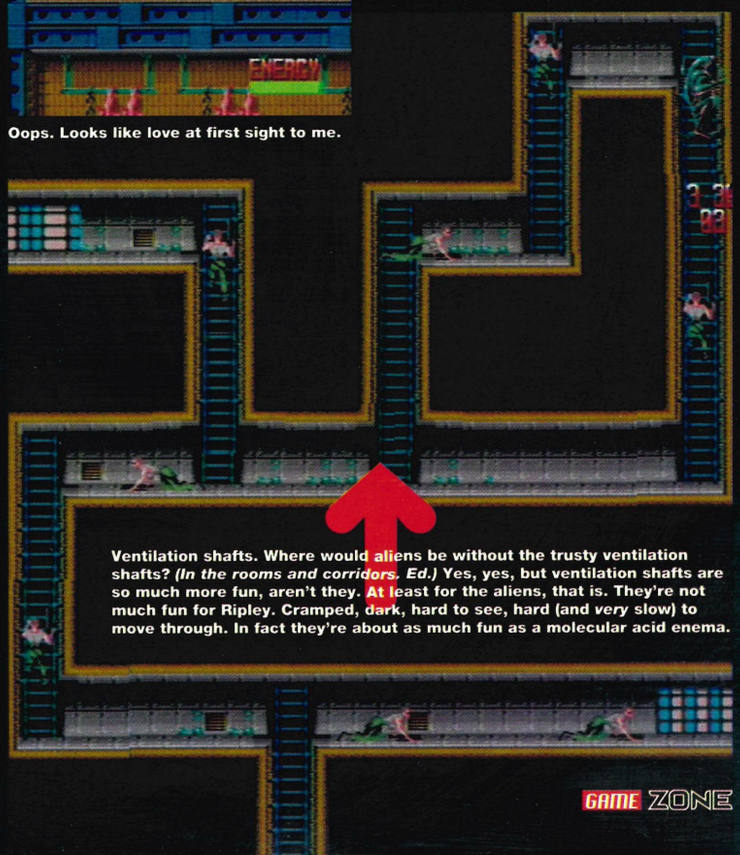
(Enough gender stereo typing. Deputy Ed.)

stomach pump

So that's the plot done. Good. I never like that bit. What now? (Jeremy quickly consults his Registrar Generals Easy Step Guide for Writing Reviews.) Oh yes, the graphics and sound. Here we go then. The graphics and sound of *Alien*^{3} are very good. *(Bit more perhaps. Ed.)* Okay, okay. Struth! What can you say about the graphics? Well this is a Probe game, those chaps of Mega Drive *Terminator* fame, and so it looks absolutely lush. The main Ripley sprite actually looks a bit like Sigourney, and leaps and bounds through the various locations with a particularly gay abandon in her step. Her jumps are a bit odd, but apart from that... The backgrounds are superb, especially on later levels and the wee Alien beasties are particularly well animated. Sound pings and pongs along with a suitable feeling of doom and gloom, with the odd exception of level 4 which



Oops. Looks like love at first sight to me.



Ventilation shafts. Where would aliens be without the trusty ventilation shafts? *(In the rooms and corridors. Ed.)* Yes, yes, but ventilation shafts are so much more fun, aren't they. At least for the aliens, that is. They're not much fun for Ripley. Cramped, dark, hard to see, hard (and *very* slow) to move through. In fact they're about as much fun as a molecular acid enema.

things that go bang

Ripley, being the women of the '90's that she is, doesn't take any shit from no extra terrestrial monster. Oh no. She knows her rights, she's political, she's a member of *Greenpeace* and a Women's Group, she eats oatbran and BO yogurt. She's not afraid to say the word 'Tampax,' in male company. She's got a gun and isn't afraid to use it. Actually she has got several guns, all of which go bang.

pulse rifle



Known to you and I as a simple machine gun, the people of the future felt this to be a woefully out of date term, and updated it. Thus the Pulse Rifle was born. Firing burst of bullets at a high rate it's really your number one thing that goes bang. Ripley keeps it in her *Armament Protection and Storage Device*. Or pocket, to you and I.

flame thrower



Very useful this, very effective in frying Alien bots. Trouble is that it eats your fuel supply like there is no tomorrow, which, if you run out right next to an Alien there won't be. Best to reserve for particularly tight spots, narrow corridors, shafts and lifts.

hand grenades



Very effective, but very difficult to use. Best to limit to using in clearing out lift shafts and stair wells. A real do or die weapon. *(What does 'do or die' mean? Ed.)* It means do use your grenade or die 'cos an Alien will chew your head off.

grenade launcher



Very effective weapon, that will blow just about anything in to next week; Aliens, pods and even internal doors. It's one great disadvantage being that the reload time is relatively slow, allowing any charging Aliens to make a running jump. At you.

other famous bald chicks

ellen ripley

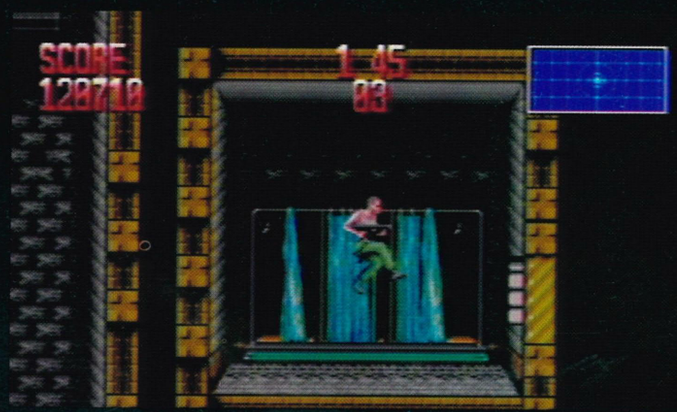
Due to an unfortunate outbreak of mutant head lice, Ripley has to have her head shaved. Therefore creating a marked resemblance to the lead singer of the famous 1970's skin head band *The Four Skins*.

sinead o'conner

Attempting to be as ideologically correct as possible our Sinead supports the *I.R.A*, does gigs for *Amnesty* and also goes to a blind barber. Right on Sinead.

elizabeth I

Boasting a full head of hair early in her life, Liz I not only went bald in later life but lost her reputation as the Virgin Queen. Known in Elizabethan times as Knickerless Liz. Bit like our own dear Queen, or should that be the Duchess of York...?



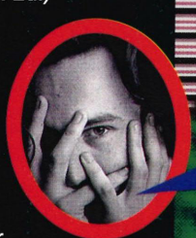
Oh goody. A room with only one way out – through the dreaded *ventilation shafts*!



Hello Mr Alien! *(Er, I say old chap, I think the appropriate phrase is* 'Eat this!!!' *Ed.)*

sounds a bit like the music that is played in Correctional Institutions to keep all the inmates calm, but in fact has the reverse effect and makes them draw disturbing black pictures in their Recreational Therapy classes. *(Gosh that was an awfully long sentence. Ed.)*

play us a tune



I'd rather tell you about the playability of *Alien*^{3}. Well, a major criticism levelled against Probe in the past is that while their games look amazing they actually play like a pile of steaming dog doo. Not so with *Alien*^{3}. Sure the control system takes a bit of getting used to, and the Ripley character is sometimes frustratingly difficult to control. (She's a real beggar to get to crawl down vertical air shafts.) And there are a couple of extra touches that *would* have been nice to add, maybe a warning light or sound when you are about to run out of ammo, so you can quickly change your gun. But for all that, these are just little moans when stacked against the fact this is really a very, *very* good shoot 'em up type game. If you are a fan of the films or just a fan of this kinda senseless violent game, then this is the best you're gonna see this year. A winner.

verdict

Bloody good. Violent, gory and challenging. For stomach ulcer suffers everywhere.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 89

Out: October **Price:** tba
Publisher: Acclaim/Probe



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robin hood prince of thieves

Robin Hood, Robin Hood, riding through the glen, Robin Hood, Robin Hood, with his band of merry men, Err, and he owns a pair of tights, And to be honest he looks a bit silly, Just like *Nick Griffiths* in fact...

Ah, the legendary Robin Hood. Lincoln Green, Friar Tuck, the Sheriff of Nottingham, Epping Forest, the bit where he turns around a few times and becomes Mayor of London; the part where he tries on the glass slipper and notices a hole in his sock; the tear-jerking finale where Bryan Adams turns up and plays the same song over and over again and Robin goes and marries Mrs Hood instead of Maid Marian by mistake.

What we forget is that Robin was a common thief. So he fell out of a few trees on top of richies, but that's only because he didn't have a very good sense of balance. If he fell out of a tree on top of me, demanding jewellery and gold pieces, I'd want to know just who he thought he was and why he was wearing that pointy hat.

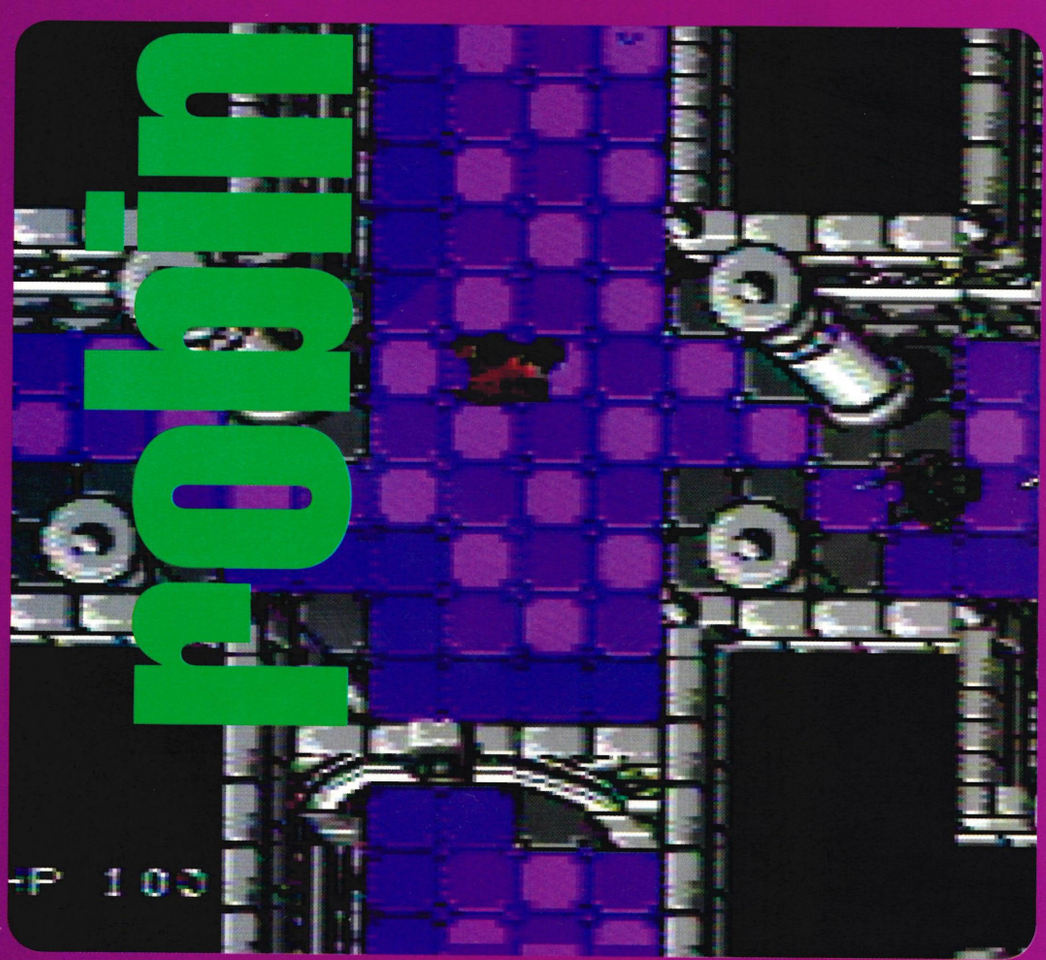
Which hasn't stopped people making about 13 million different films about him, including last year's cuddly teddy-inducing *Prince Of Thieves.* And, just to rub it in, this is the console game version. Sigh.

Rather sneakily, this follows the plot better than most film tie-ins, but forgets the glass slipper and Mayor of London bits. And y'know it's kinda fun compared to talking for a long time to someone who collects used phonecards, but it's a tad unimaginitive.

It also tends to be long-winded at times. To eat something you have to search for it. Take it, then pick it up from Robin's belongings with the cursor and put it in his mouth. Thank Matthew Kelly he sticks to legs of meat and apples, rather than sandwiches.

You start off in the Arab dungeons where you rescue Peter and Azeem who join your band of suspiciously merry men. The first guard you meet seems strangely unperturbed by Robin's general freeness, even when Robin picks up his sword and stabs him repeatedly. After that the guards become less friendly to the point of killing you too often.

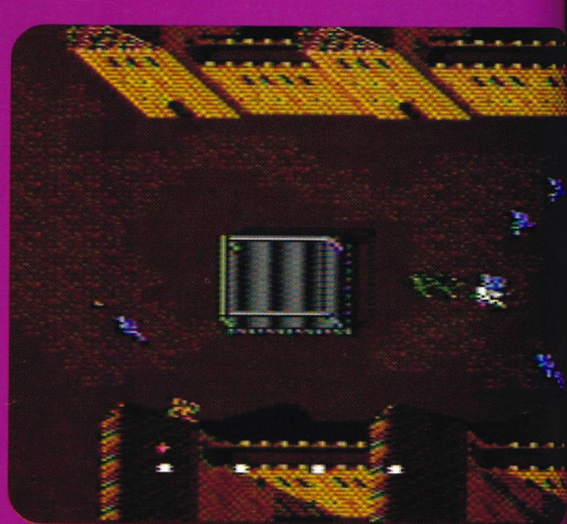
There are three attack modes: the standard overhead view; the one-on-one side view Duelling Mode and the Melee Mode where everyone looks like ants, except they fire arrows – which ants have yet to master. Hopefully.



One thing that you immediately notice is that the Robin Hood sprite is far more animated than Kevin Costner ever was.



Sherwood forest: It's green and brown, and, err, a forest.



A castle: It's brown and stony and, err, a castle.

Once you escape the dungeons you wander round various castles, picking up arrows and suchlike, stabbing people and distributing rings to Maid Marian. You can also talk to wandering old women, who – as with all these blummin' games – tell you nothing you didn't already know. So the Sherriff of Nottingham isn't very friendly then, old woman? Well strike me down with the Z tile from a set of Travel Scrabble and equip me with the attention span of a goldfish.

As you meet other friendly faces, they join you. At Locksley Castle you're fortunate enough to find Duncan, except Robin doesn't see it that way and gets all unmerry with him:

Duncan: Master Robin, is it you?
Robin: Yes.
Duncan: Master Robin, is it really you?
Robin: It is.
Duncan: No really is it you?
Robin: Shut up you stupid peasant.
Duncan: It's a miracle etc. (Notably I paraphrased that bit because I forgot to write it down.)
Robin: Are you deaf? What about my father? You left him to hang from the castle wall like a common thief. Why didn't you cut him down?

Here Azeem butts in to point out that Duncan's eyes have been gouged out. This isn't the only example of Robin's dimness. After the duel with John Little, renaming him Little John would hardly make Einstein drop his abacus and take up monking (or whatever it's called). And what if he'd been called Dick Little? Or worse Small-mound-of-rabbit's droppings or Your-mother-looks-like-a... (admittedly unlikely)...

Then there's Duncan joining the Merry Men. Now it may seem heartless to question the usefulness of a blind person in a sword fight, but when at one stage I brought up Duncan's Status Select Screen (detailing belongings, weaponry, armour, hit points), I was concerned to find him wielding a leg of meat.

Robin Hood: Prince Of Thieves does however have variety on its side. There are plenty of tasks to perform, each requiring no little thought and more than enough different scenes all portrayed with above average graphics. The game also combines geeky roleplay with adventuring and stab 'em-up and doesn't resort to snoresome platform tactics. So you even get to raise Robin's level (and hence maximum hit points) by collecting – anorak alert – Experience Points.

Ultimately, you'll get to confront the Boar, the witch Mortianna (whose face resembles a half-eaten Chewitt) and Guy of Gisbourne. Poke them once too often with your sword then spit unsportingly on their graves and you'll be armed to the teeth with the most powerful weaponry in the land.

Can you guess the finale? Send your answers on a Kevin Costner marked 'I wouldn't know if irony tickled me under the chin with the Statue of Liberty'. Well, you get to take on the Sheriff of Nottingham. And if you win, you er, win.

Maybe I've been a bit harsh on *Prince Of Thieves.* The game is no worse than most and it's cleverly, almost painstakingly detailed. But these film tie-ins are becoming churned out with such predictability that they'll soon put Russell Grant out of a job. Please. E

verdict

Predictable but fun as film tie-ins go.

oliver twist



On humid days, he and Tom Sawyer would sail down the River Thames on a raft made from cereal packets. Unsurprisingly it didn't float very well and one day they drowned.

rumplethingumyjig Let down her hair. Had a much better time after that.

robinson crusoe

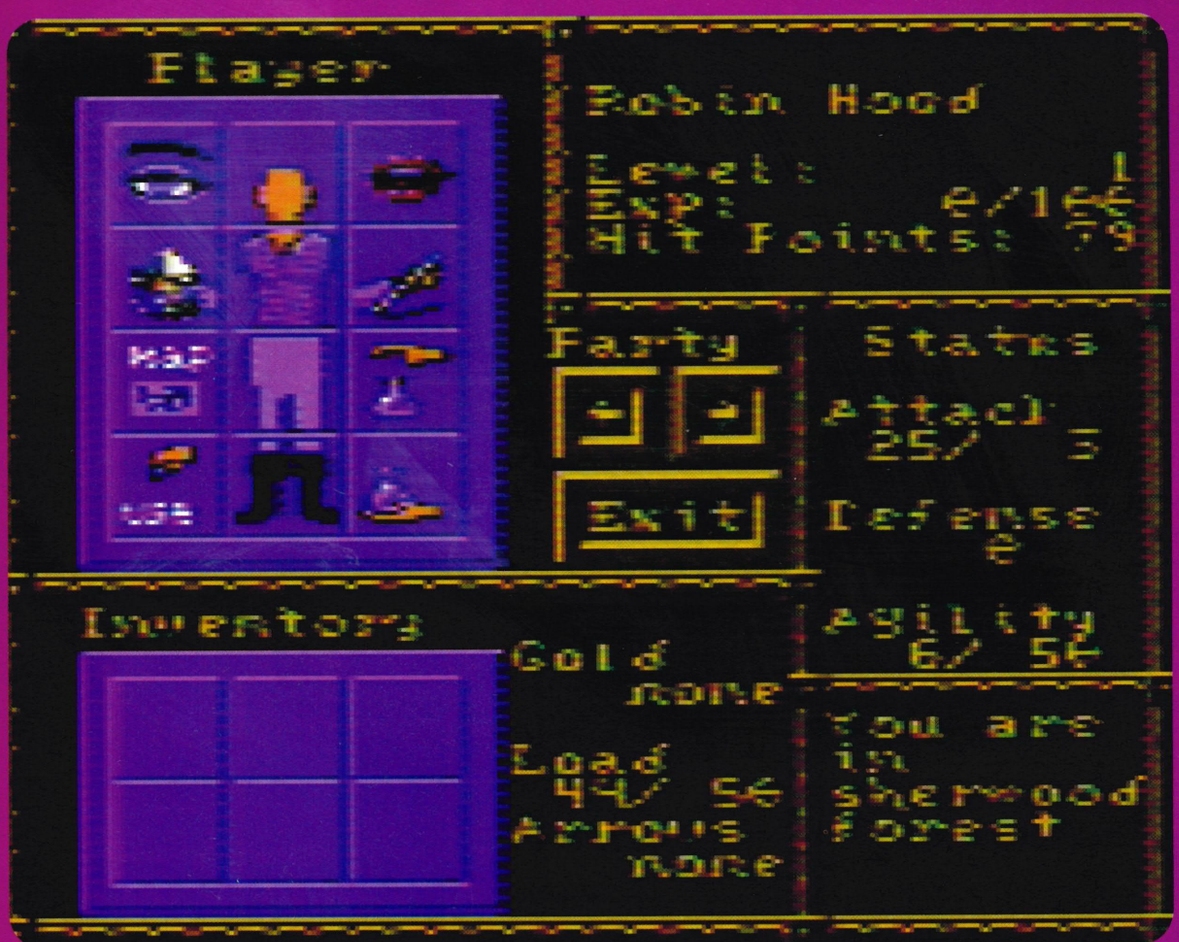


Marooned on a island. Had a friend who he called Man Tuesday, as he was a man and Tuesday was the only day he remembered. Crusoe was not famed for his originality and was later eaten by a polar bear.

lord something nelson



Found the potato but he couldn't spell it properly so he left it behind. Lost both legs and arms using a faulty tin opener. Floated out to sea and was thenceforth known as 'Bob'.



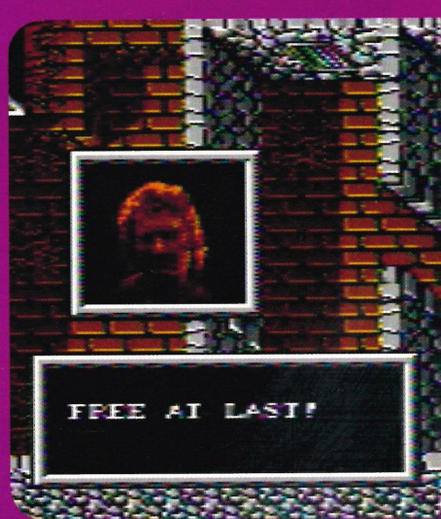
As you can see, Robin is a bit faceless, accurately simulating Kevin Costners performance in the film.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 77

Out: February **Price:** tba
Publisher: Mindscape



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SUPER NES

There were surprised looks in the *Game Zone* office when the seriously violent *David McCandless* strode in carrying a hoe and trowel. "I'm here to review this *Grass Is Greener* thing," he snarled. "Oh dear," said *Lord Paul*, "It's called *Rival Turf*." Macca grunted and went out to kill something.

rival turf

once upon a time...

There comes a time, in a man's life, when he gets bored of beat 'em ups. He wakes up one day and ceases to care whether his 'chick' has been kidnapped (for no apparent reason) by a gangland boss called Big Al. (Again.) He suddenly realises that taking on huge armies of violent hoodlums single-handed, equipped only with a range of martial arts moves and a silly tracksuit, is stupid. And, most disturbingly of all, he starts playing *Wonder Boy In Monster World* instead.



the coach

All the horror stories of inner-city public transport are confirmed as you take this bus ride into hell. Skinny, Fatty, and Medium Build launch themselves down the aisles at you, while the 'noisily snogging couple' on the backseat disarm you with their schnooky talk: "I love you icky nog", "No, but I schnooky love you my poppy noog."



the police station

It's rather open-plan this police station. So open-plan, in fact, that it's on the street. Pad nimbly along this through-fare and encounter Helmet, Case, Skinny and all the other scum-sucking riff-raff. Watch out - They linger innocently behind wire fences and inside postboxes, leap out at you, and may dazzle you with their bright orange jumpers.

pick 'em ups

knife
Slicing. Dicing. Slashing. Throwing. Good for only one throw and only if you're on exactly the same pixel line as your target. Otherwise, lethal.

wrench
Clubbing. Unscrewing heads. Car maintenance. Good timing is needed or you may get a kick in the goulads mid-swing.

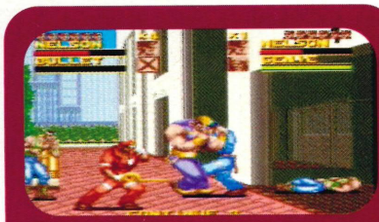
baseball bat
Braining. Clouting. Home Runs. Rarely found, but damned handy if you do.

dynamite
You have to be a screen away to hit, and don't get smacked in the marth when carrying it.

baked chicken
Hmm, you often find a cooked chicken in a South American jungle. Restores energy.

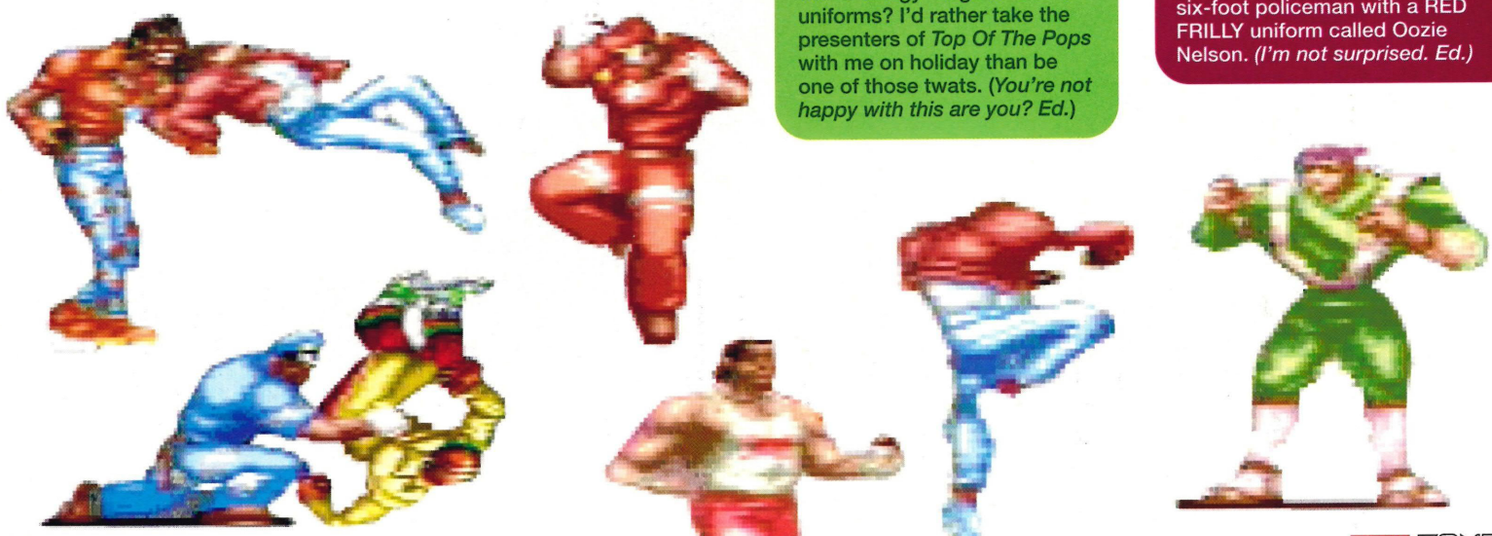
you and me
Choose either Jack Flak or Oozie Nelson, says the SNES. No, thankyou. Jack Flak? Thin but agile pro-Morris dancer? Oozie Nelson? Large, ex-cop with a dodgy range of leather uniforms? I'd rather take the presenters of *Top Of The Pops* with me on holiday than be one of those twats. (*You're not happy with this are you? Ed.*)





the stadium

The coach takes you right to the doorstep of the sports arena, where, among the spectators, are an army of racial stereotypes: Reggie (the black guy), Kato (the chinese guy) and Dingo (the Australian guy). Wade through this multi-cultural throng and charge into the locker room. Here, our sweaty thugs are violently upset at being disturbed in the showers by a six-foot policeman with a RED FRILLY uniform called Oozie Nelson. *(I'm not surprised. Ed.)*



It is a distressing time for all, especially his family. They rally around, of course, pumping him with *Streets Of Rage*, *Double Dragon* and *Street Fighter II*, hoping, nay praying, that he will turn back into the mindless joypad mangling vegetable he was before. When that fails, they resort to dressing up in lurid leather body-armour, calling themselves Dingo and Helmet, and attacking him on subways with large bits of pipe and oil drums.

But to no avail.

In desperation they turn to *Rival Turf*, the new SNES beat 'em up from Jaleco. Will this be enough? Will this turn him back to the incessant violence, crap locations and monotonous action? Or will he start playing badminton and wearing Gola trainers? Read on...



the skyscraper

The idea in this stage is to reach the heli-pad on top of the tower block. Problem is, there are about a million (billion squillion) Skinnies, Katos, Helmets and Reggies in the way. Fight your way up the lift shaft to meet Slasher, the masked madman and his amazing fists.



southern mountain

A quick helicopter journey takes you to the tropical surrounds of Big Al's southern retreat. Oh look, Skinny, Dingo and the lads have laid out a special welcome for you. Look how the poor hoodlums chuck dynamite about because they can't afford fireworks. Ahh. Oh, and look there are some bricks here and there for you to build a memorial statue (or something). And there's even a speedboat to whisk you away to the party, piloted by a warm and friendly 25 foot man eating captain. Lovely. (Super. Wonderful.)

bast 'em up

We all know that being a gangster is a very romantic occupation - Power, Money and Women - and that hoodlums are considered 'most sexy' by lots of ladies. But are they more interesting than your average God-fearing law-abider? We vox-poxed them to see...

Name: Helmet
Fav Combat Move: Short sharp right hand jab
Fav Chatline: "Do you like my helmet?"
Hobbies: Riding my bike, having dead flies squashed on his face
Fun at Parties Factor: -2

Name: Genie
Fav Combat Move: Leaping chop with scimitar
Fav Chatline: "Can I open your seasame?"
Hobbies: Wearing baggy trousers, being an extra in Sinbad films, having a very deep voice
Fun at Parties Factor: 2

Name: Skinny
Fav Combat Move: Lanky long range kick.
Fav Chatline: "Do you like snakes?"
Hobbies: Slipping through very small gaps
Fun at Parties Factor: 4

Name: Kato
Fav Combat Move: Lethal judo throw
Fav Chatline: Can't speak English.
Hobbies: Throwing things about, beating the British at Judo in the Olympics
Fun at Parties Factor: 5

Name: Captain Crook
Fav Combat Move: Fatal power pile drive
Fav Chatline: "Hello Sailor!"
Hobbies: Hanging around the docks, tiaras
Fun at Parties Factor: Depends on 'what sort' of party.

Name: Dingo
Fav Combat Move: Spinning Ninja kick
Fav Chatline: "Er, hello. My name's Dingo. I'm from Australia."
Hobbies: Looking like a complete tosser
Fun at Parties Factor: -100

verdict
Boring. Boring. Boring.

southern port

'Borrow' the boat and zip to the drugs port cum home for old hoodlums, where Skinny, Gigante, Goro and all the lads are ready to pile-drive you warmly by the hand. Cut a swathe across the jetty, through the warehouse and into the Ice-Man, Al's bodyguard and lover.

the hideout

The last instalment in this thrilling adventure is set in the control centre of Big Al's empire. Face Skinny, Fatty etc. etc. one more time before the ultimate of ultimate battles. The battle to convince your parents you spent well when you dished out £40 on this game. Or maybe it won't.

to no avail...

Rival Turf, unfortunately, is just another one of those crap games that companies churn out with their eyes closed. There are a couple of innovations like the Angry mode, which makes our chums throw a little invulnerability temper-tantrum for a while and, er, well that's it really. It really is a poor man's hybrid of all the other famous beat 'em ups you could mention. Each level is just a different backdrop with a few more basts. The pick-ups are boring. The moves old hat. And it's just too easy. I got to the fifth level on my second go (there are only six.)

Alas, our friend, who's bored rigid with beat 'em ups, shall soon be moving on to schnooky *Super Mario Worlds* and schlappy *Rainbow Islands*, and has already bought himself a lovely pair of grey Gola trainers (which he wears with yellow flourescent towelling socks.) E



END ZONE

Graphics 7/10
Sound 7/10
Addictiveness 5/10
Playability 7/10

OVERALL 60

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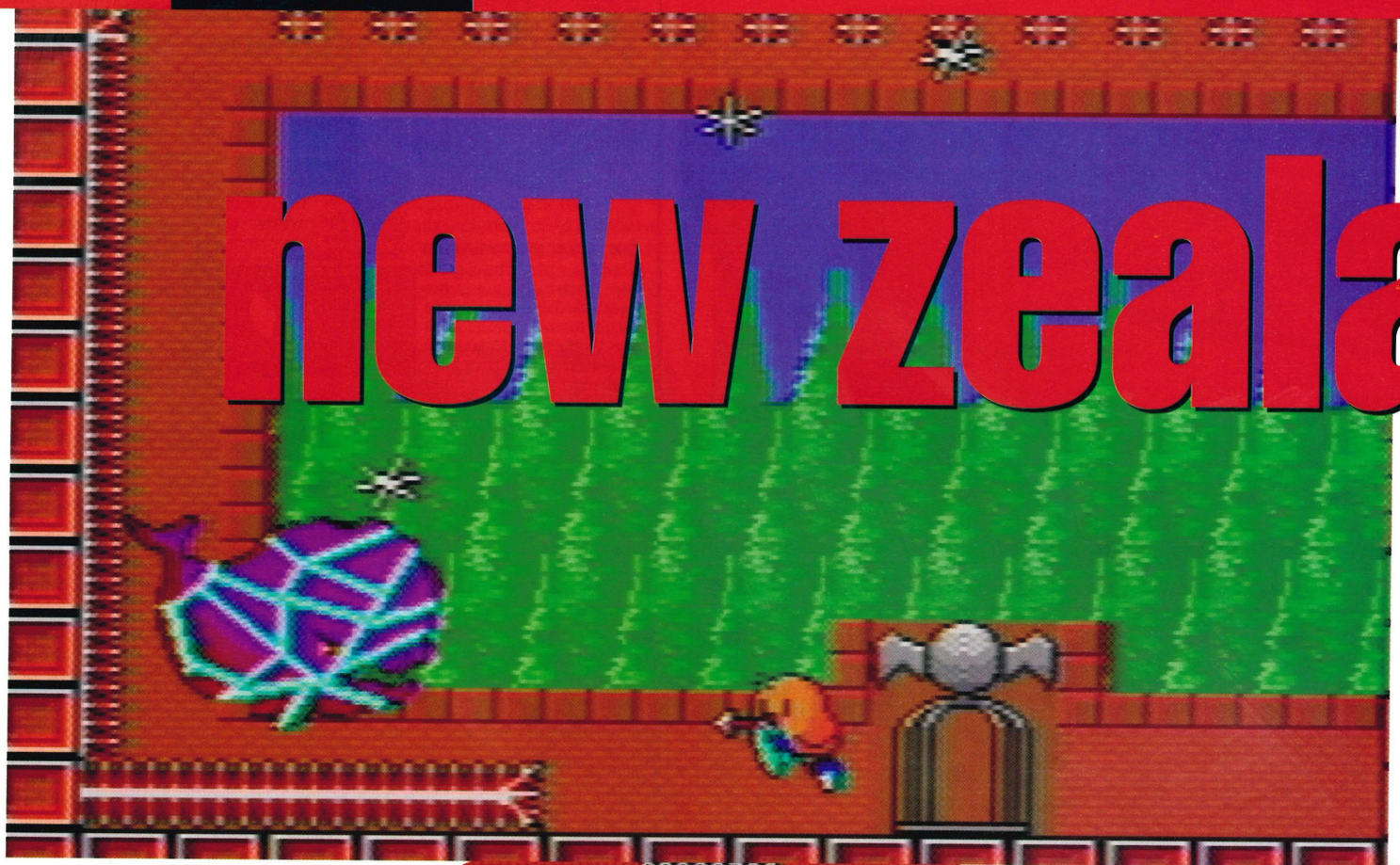
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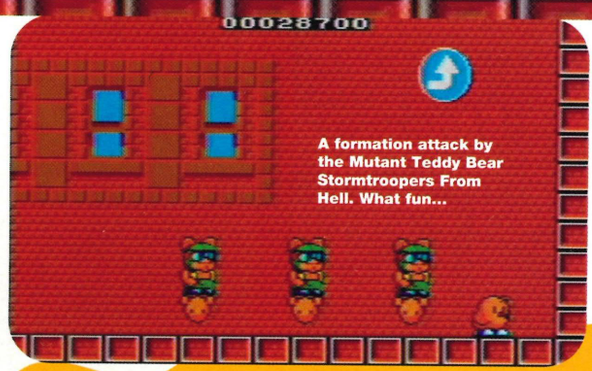
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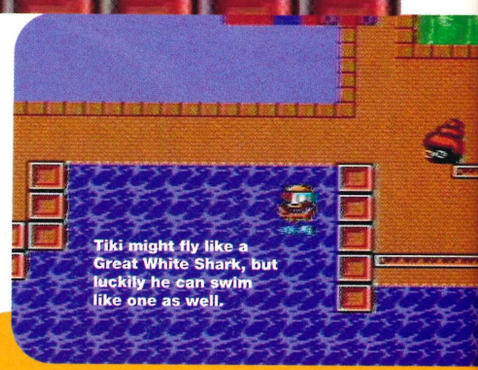
new zeala



"Ah, a *New Zealand Story*," said *Lord Paul*, "well there's the time I scored 120 not out in a test match at Wellington..." So we hit the old toff over the head with Tecmagik's new cart.



A formation attack by the Mutant Teddy Bear Stormtroopers From Hell. What fun...



Tiki might fly like a Great White Shark, but luckily he can swim like one as well.

Funny really. You'd have thought that to make a punchy game about New Zealand it would have to be crammed full of camper vans, wind surfing, rugby and cricket. And sheep of course. You couldn't do a game about New Zealand without sheep. So to be successful *New Zealand Story* would need to be a combination of *California Games*, *Kick Off* and *Shearer; The Sheep Sim*. Strange then that it should end up as a cutesy poo, platformy romp. Even stranger still that it's great fun.

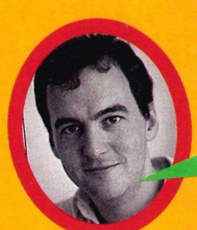
"Walrus kidnaps Kiwis in dodgy zoo scam!"

"Valiant Kiwi vows to rescue imprisoned friends."

There that's the plot. Who needs novellas? (apart from underpaid hacks that is.) Not that you want to worry too much about the plot. After all, how on earth would a Walrus go about filling a sack full of Kiwis? (You need hands, as Max Bygraves so memorably sang.) More to the point why should he sell them to New Zealand zoos? The flaming birds live in New Zealand anyway. I'd be well hacked off if I went to a zoo in New Zealand, paid over me three dollars and ended up looking at some greyish flapping bird that I could see from me bedroom window. It'd be like going to London Zoo and be forced to look at a load of sparrows.



However scenarios don't matter a jigger when you're playing the game. All you really need to know is that *New Zealand Story* was an arcade classic and a big hit on home computers. The hero, despite being a small flightless bird lacking visible wings and (even more seriously) having to suffer the indignity of the name Tiki, is prepared to travel to five different locations in search of his chums.



verdict

Excellent arcade romp. Breathes life back into the Master System

Each level breaks down into four sections, at the end of each section there's a caged Kiwi just waiting to be roasted and served up with sauted potatoes and a lovely red wine sauce. No that can't be right. They're waiting to be rescued. And at the end of every level is the end of level nasty (well you'd hardly expect to find them at the beginning of a level would you?) which isn't always as deadly as you'd expect. Fact fans will also be disappointed that you can't go into the mouth of the whale to do battle with its digestive juices as you could in the original. However this is about the only thing that is missing. No mean achievement when you consider that an arcade machine is, ooh, at least *that* big while a Master System is only *this* big.



nd story

kiwis

In *New Zealand Story* Kiwis are cute blobs of orange with little waggly feet and littler waggly wings. They're also a dab shot with a bow and arrow.

In New Zealand Kiwis are grey brown birds with hairlike feathers. They haven't got wings. Nor are they much cop with a bow and arrow. This is why they're rare.

They should not be confused with Kiwi fruit which are also small and a bit brown. The easiest way to tell them apart is to try to eat them with a tea spoon. One will taste really nice. The other will peck your eyes out.



I get around

"You need wheels" as the *Merton Parkas* so memorably sang. Well I remember them, they were crap. As would wheels be in *New Zealand Story*. You need wings. (That's wings as in feathered aerodynamical aids not slightly hopeless mid seventies band fronted by Paul McCartney.) Failing wings, other aids to flight are a necessity.



BALLOONS – The default flyer, the basic balloon is a dull, noncey basket-under-a-ball affair.



BALLOONS PT 2 – 99

Red Balloons sang Nena. She could have been singing about *New Zealand Story*, but she probably wasn't. Balloons can be flown by standing on them or hanging from them. Standing on them gets Tiki into those tricky out of reach places. Hanging from them makes you Tiki's legs dangle in a sickeningly cute way.



TEDDY HEADS – Like balloons you can only get control of these by shooting the original pilot. Unlike balloons you can only fly them from on top. Also unlike balloons teddy bear's heads don't fly in real life so throwing yourself off Beachy Head clutching a manky bit of fur covered straw is not a great idea.



new zealand stories

New Zealand is two islands, North and South, 1,200 miles South-East of Australia. It has an area of 103, 288 square miles and a population of over 3 million. One of the reasons that the country is full of fairly hopeless, if cute, animals like Kiwis is that it became separated from other land masses early in the evolutionary process. This meant these creatures grew up in a 'sheltered' environment protected from the predators that would otherwise have destroyed them. A similar thing happened to Australia leading to *Home and Away* and Danni Minogue.



A quick cross, here's the shot... And he's scored! Oh, erm, sorry, wrong game...

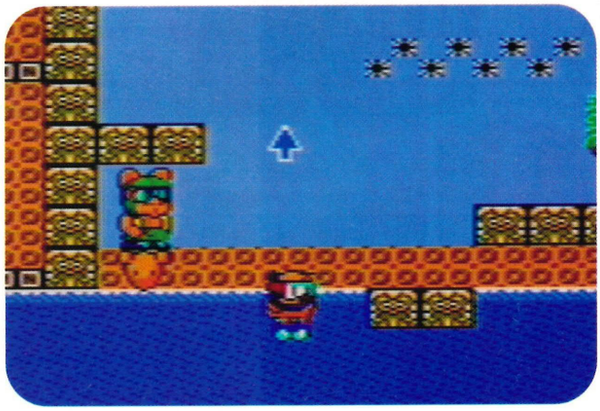


Teddy bear? More like 'Arnie-Terminator Bear' if you ask me...

Each level is a mix of monsters, traps and bonuses. Although only initially tooled up with a wimpy bow and arrow (complete with rubber suckers) Tikki can pick up a fairly fearsome range of weaponry. He's also got all the cutesy little moves that no platform hero is complete without. He's even sweet when he dies. The odd New Zealand tinge is given by enemies with boomerangs and, of course, the fireballs. New Zealand is famous for its fireballs. *(Liar. Reader.)* Rather like New Zealand, *New Zealand Story* is not as new and fresh as it used to be. Unlike New Zealand, age hasn't put it into recession. It's all a tried and tested formula, mazes, power ups, platforms and of course baddies. Lots of them.

However while it's nothing new it's still an appealing little piece of plastic. Colourful, addictive and slickly put together, *New Zealand Story* is very playable. It also mixes the blatantly cute (toy bows and arrows, cutesy caged Kiwis etc) with the refreshingly violent (thunderbolt guns, seriously BAD teddy bears wearing shades and toting big guns).

New Zealand Story is the sort of game that restores your faith in the Master System. Better than the NES version it can even hold its head up in the company of its big 16 bit relatives. A very neat piece of game indeed. E



END ZONE

Graphics

Sound

Addictiveness

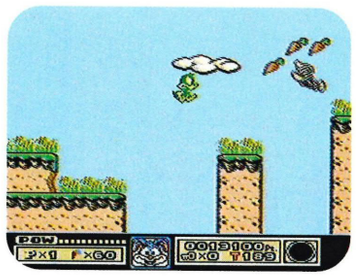
Playability

OVERALL 87

Out: October **Price:** £34.99
Publisher: Tecmagik

"Jackie A. Ryan?" giggled the rest of the *Game Zone* staff. "What does the 'A' stand for then? Anastasia? Andonella? Adelaide? Aberystwyth?" "Idiots." she replied haughtily, "It's 'Adventure' of course." And promptly stalked off to take a look at the new one from Konami. Erm, adventure that is.

Adventure has always been my middle name. Well, okay then, maybe it hasn't – but it ought to be. Because wherever I go, I always seem to have this rather odd (and, quite frankly, rather unappealing) habit of running into hair-raising escapades. Even an innocent visit to the corner shop can turn into a risky undertaking of unknown outcome where I'm concerned. Which probably explains why nowadays, wherever I go, I always carry the essential adventurers kit with me at all times ie. a swiss army pen-knife,



Green ducks (sigh.) Whatever next?

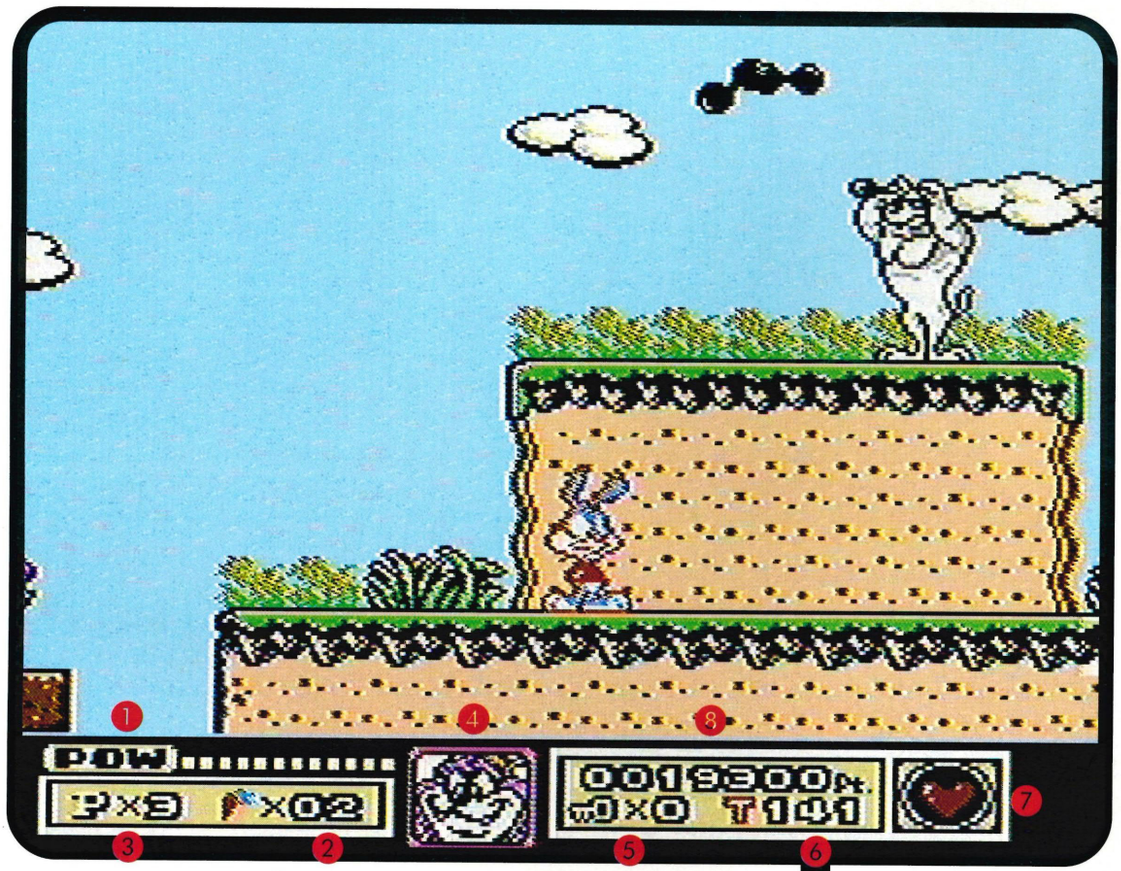
a piece of string and a copy of Enid Blyton's *Famous Five Go To Smugglers Top*. It's helped me out of a sticky moment or two quite a number of times now. But, it has to be said, it wasn't really of much use when I got into my most recent scrape to date, reviewing the latest arcade adventure to hit the NES, *Tiny Toon Adventures* from Konami.

You see Buster Bunny, (that ribbeting rabbit star of the *Tiny Toon* cartoon series of the very same name) had apparently had his babe, Babs Bunny, stolen. She'd been kidnapped by Montanna Max, the spoilt brat (also from the self-same *Tiny Toons* cartoon series). So natch, Buster felt he ought to set out across a series of six levels packed full of the stuff of high adventure, in an attempt to get Babs back.

Unfortunately there wasn't a lot to be said about kidnapped rabbits in my *Famous Five* book. 'Oh well' I thought, and throwing caution to the wind (along with my piece of



'Prepare to eat rabbit foot, you rat!'





at the hop

1 power meter
How much power have you got to complete that super sonic leap or deadly spin attack? Erm, quite a bit actually. Splendid.

2 carrot tally
What a carrot crunchers delight. Grab as many carrots as you can throughout each level. 'Cos for every 30 you collect, you'll get an extra life. Smart.

3 players remaining
Each time you start the game, you'll begin your quest with three players. So how many have we still got left here? Um, one... two... three. Hoorah!

4 partner
Your partner in crime, erm sorry, adventure, plants his ugly mug in this box here. You can always cover it up with a bit of masking tape if you like.

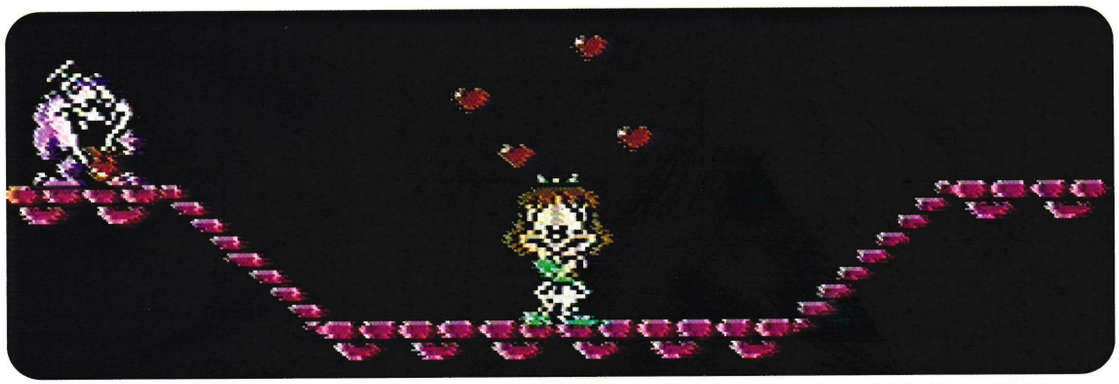
5 key tally
At the end of each level you will get yourself a key. Keys open things. What'll this one open? Er, the door to the next level, of course.

tiny toon

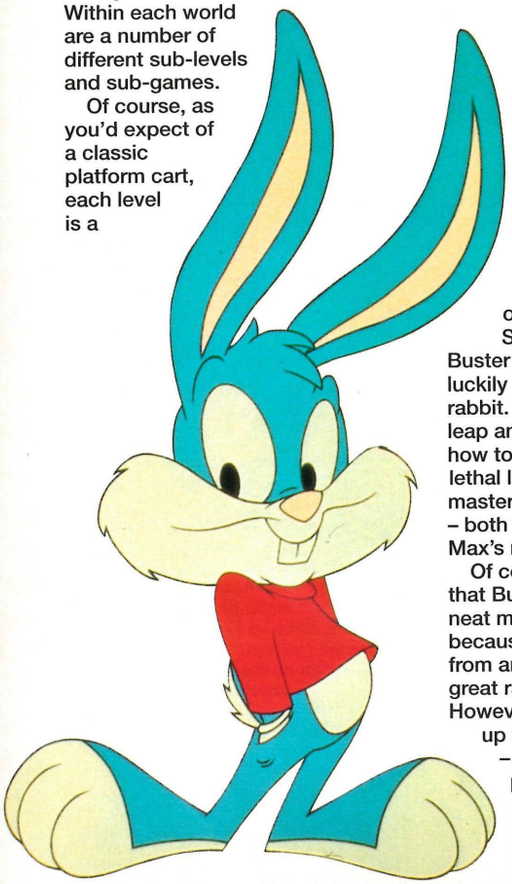
string and Swiss Army pen-knife) I leapt headlong (and rabbit-foot first) into *Tiny Toon Adventures* without a care in the world

This fast hopping, platformy arcade adventure – which may look a bit like *Bugs Bunny's Birthday Blowout* (but thankfully doesn't play like it one iota) – is one of those horizontally and vertically scrolling platform classics. There are six worlds to work your way through before you can get to your beloved – Field of Screamz, Motion Ocean, Sure Weird Forest, Boomtown, Wackyland and Monty's Mansion. Within each world are a number of different sub-levels and sub-games.

Of course, as you'd expect of a classic platform cart, each level is a dangerous place – as pouncing pigskins, slithery scats and raucous rats haunt all the highways and byways that you must traverse. And encounters with each are all the more treacherous since every enemy has their own unique move which must be carefully observed before you attempt to avoid or annihilate them.



Dizzy Devil in love? Or about to spin into a whirlwind of destruction, kill the baddie, and get the hearts? *(Whadda you think? Ed.)*



Still, when you start to move Buster himself, you realise that luckily he's quite an athletic sort of rabbit. Not only can he run, jump, leap and crouch, he also knows how to deliver a well hard and jolly lethal looking foot stomp *and* is the master of an extra high leap to boot – both useful moves for avoiding Max's meanies.

Of course, it goes without saying that Buster needs to have all these neat moves at his disposal, because all it take is one touch from an enemy – and it's off to the great rabbit in the sky. Pah! However, if he does manage to pick up a certain icon along the way – a happy heart icon to be precise – he can then sustain one touch from an enemy before he pops his rabbit foot at the second.

montanna max's meanies

Oh to be loaded. Montanna Max, the maladjusted millionaire behind the kidnapping of Babs Bunny, is so weighed down with dosh that he can afford to employ his own gang of hoods just to keep Buster and pals at bay. Here's a gander at just a few of them.

Roderick Rat



Rats – they're a bit prolific really aren't they? So it's not surprising that they literally litter all the levels of *Tiny Toon Adventures* – either marching up and down sentry like, or standing stock still for a moment before leaping up. Contact,of course, is fatal. Avoid by jumping them, or time your leap so as to connect with their craniums and mash them into oblivion.

Batty



Looks like a duck, flies like a duck – erm, in actual fact it is a duck. This flying fiend is often found hovering over a gaping chasm or two, or lurking nastily on the far side of a pillar. So check his flight path before making a move.

Pumpkin Heads



These float around castles, looking for all the world like ping-pong balls with pony tails – but dealing a more lethal sting than a wild shot to the nether regions from a Chinese international table tennis player, ie probable death. Again, check their flight paths before making any sort of move on them.

Spook



Amazingly spook-like (with sheet-like garb and cowl-like capes), they appear from nowhere (how spectral) and hem you in, zooming around you. As ever, contact with any of these meanies is fatal. But time your move carefully and you'll be able to whizz and leap past them no problem. Hoorah!

6 time remaining

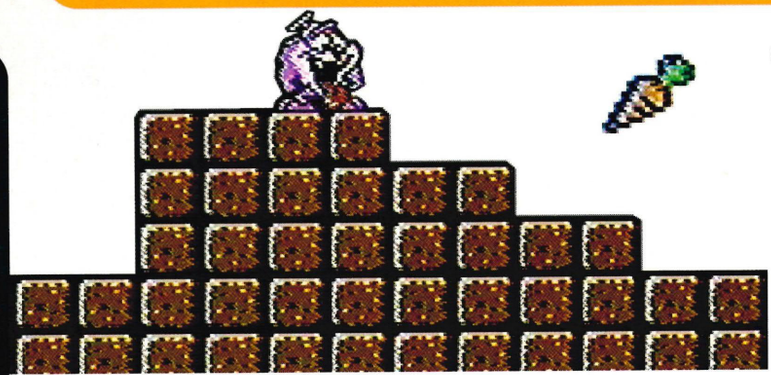
Ah-ha. And what have we here then? A race against time – or so it would seem. 'Cos if you want to have any chance at all of reaching Babs, you're going to have to battle your way through each section within the given time limit. Oh dear.

7 happy heart

These doobries are smart. Why? 'Cos whilst under usual circumstances you'd end up popping your clogs after any kind of close contact with one of Montanna Max's meanies, if you're in possession of one these things, you'll manage to sustain one extra hit before going to the great rabbit keeper in the sky.

8 points

Bash a few bonces, complete each level well within the given time span and all those luvverly extra points will be yours, yours, yours. Hoorah!



Ok, so he may not look like a donkey, but he's still a sucker for a good carrot...

adventures



Wipe that stupid grin off you face, there's a pony-tailed ping-pong ball attacking!

Ah yes, the icons – there's loads of them and in this game you'll need to nab as many as you can get. They're vital if you're going to get anywhere in *Tiny Toon Adventures*. With them you can bump up your energy, gain extra lives, even swap characters from time to time.

Yup, character swapping. Just another of the many features of this game. You see, whilst you begin the game with Buster Bunny as your main sprite, you can actually take one of your Toon chums along with you for the ride. Quite useful really, since at certain points in the game, if you can manage to nab yourself a 'Toon-A-Round' icon, you can switch your partner with Buster and utilise any special move he may have available to him. (Check out the Buster's Buddies box off for a full run down of the different moves available to each character).



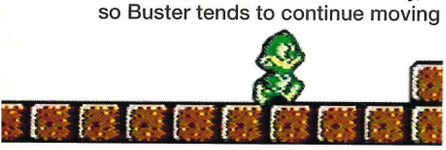
verdict

One to 'toon' into if you're a fan of classic platformy arcade adventures. Cute, cuddly and er, really rather good actually.

And let's not forget the mid level and end of level nasties you can expect to meet at the um, middle and end of each level too. They vary from Elmyra the Over Affectionate to Arnold the PitBull and each must be avoided or despatched if you want to make your way onto the next level.

All in all, *Tiny Toon Adventures* is mighty cute, beautifully animated very imaginative and would be a classic of its genre, if not for a couple of niggles. Firstly, the control system is a little bit sticky, so Buster tends to continue moving forwards just that little bit longer than he should after you've stopped pressing the forward button. This isn't really too obtrusive, but it still gets a tad annoying on occasions. Secondly, it would have been nice if some of the sub-games could have been speeded up a little or even skipped completely. Having to stop to wait while Hamton Pig converts all your carrots into extra lives does tend to slow up the pace of the game. But perhaps the most annoying thing is the lack of lives, 'cos in this game, all it takes is one hit to send you scurrying back to the beginning of each sub-level. Unless of course, you happen to have a rather dodgy sounding 'Happy Heart' – in which case it's er, two hits before you get sent back to the start. Oh dear. It would have been nice to have a few more continues really.

Still, as adventures go, *Tiny Toon Adventures* is quite a jolly romp overall. It looks great, sounds wonderful and is actually quite a challenge. Another good game from Konami – now if only I could find a Famous Five book that'd help me complete the darned thing. Tch.



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Out: October **Price:** £39.99
Publisher: Konami

buster's buddies

At the start of each stage in the game, before Buster sets out on his journey to 'rescue' Babs (sigh), he gets to pay a visit to Shirley the Loon's, where he can pick any one of three chums to accompany him on his adventures. Each chum has a special smart move which can be utilised to good effect at certain points in the game. But beware, Buster can only pick one character to take with him at a time and he can only switch characters when he comes across a Toon-A-Round balloon. Oh dear.

Buster Bunny



Let's face it, such a cute looking bundle of fluff should really only be able to do namby pamby, hoppity, skippity, fluffity, wuffity, sort of moves really shouldn't he? And of course, he can. 'Cos he can walk, duck, jump, slide and swim throughout most of the game.

But he can also deal a rather neat and deadly hard stomp, much to the chagrin of some of his more tender headed enemies. His lucky rabbits feet come in Size Nine you see. Perfect for bashing the brains out of a variety of foe.

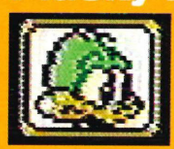
Dizzy Devil



Dizzy the manic Tasmanian Devil, lumbers around rather more slowly than Buster and Plucky. He can run, and jump with the best of them, but unfortunately his leap leaves a little to be desired in the height stakes *and* he can't slide down hills.

Mind you, he more than makes up for it with his smart spin attack move. Just press the B button and watch as he wipes the screen clear of any enemies in his path and blasts his way through brick walls.

Plucky Duck



Plucky Duck (try saying that one after a few lemonade shandys on a Saturday night.) is the one that in the immortal words of the old Slimcea ad, 'Flies like a bird in the sky-aye-aye-aye. He flies like a bird, oh me oh my...*(Sniiip! Ed).* Ahem. He also runs, jumps, swims, slides and glides, just like Buster.

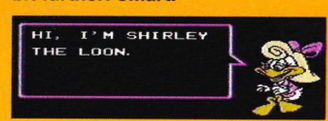
Until he needs to make a leap into the higher eschillons of the odd level – when by bashing the A button manically, you can make him flap his wings a little faster and stay in the air just that little bit longer.

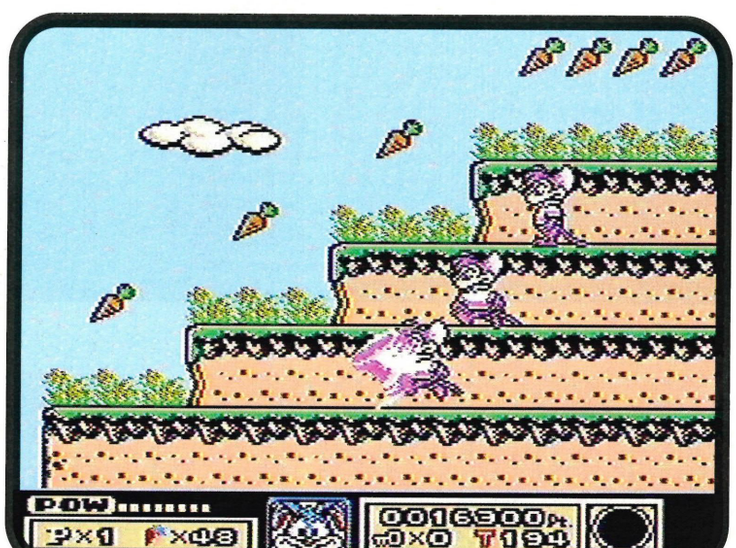
Furrball



Another cute bundle of fluff whose innocent looks belie his agile ways. Like Buster, Furrball can walk, jump, duck, slide and swim in sickeningly cutesome fashion.

But when pushed (by the A button to be precise) he can also scale vertical walls and do a rather impressive twist jump to enable him to leap just that little bit further. Smart.





Hah! Dizzy Devil, death-dealing-dervish, toasts another rat! *(Cute and cuddly? Ed.)*

You have just experienced zone one



now prepare to enter...

WIN! toon in

and win yourself your very own treasure trove of *tiny toon* prizes

As everybody knows, (well everybody under 5' 3" that is) size isn't everything. Okay, okay, so maybe things of more than average size like a *Mega Muther Burger* followed by a *King Size Coke*, do have a certain appeal. But then so too, in their own small way, (ho, ho) do tons of other things of more miniscule dimensions, like mini eggs, mini rolls, mini Baby Bells and erm, Mini Metros. *(Hmm, are you quite sure about that one? Ed.)*

Our favourite thing of less than average proportions at present though, is the brand new NES cart from Konami, called *Tiny Toon Adventures.* Small but perfectly formed, it's stuffed to the brim with miniature versions of all your favourite Warner Brother characters. Plus oodles of playability sandwiched in between too. (Check out our review over on page 30.)

what you win

Anyway, enough of things small and down to things big 'cos to celebrate the recent UK release of this miniature marvel, Konami has got together a huge and perfectly formed package of rather smart tiny tellys, teeny tape recorders and *Tiny Toon* T-shirts for some lucky *Game Zone* readers to win.

First prize in the compo is a super sleek handheld Casio pocket-sized colour TV with a mini 2.2 inch LCD screen and auto-channel search. Five second prizes of a Sanyo portable stereo/radio cassette player are also up for grabs. And 25 runners-up can win a super smart official Warner Brothers *Tiny Toons* T-Shirt with some of their favourite *Tiny Toons* characters emblazoned accross the front.

how to win

Getting your mini mitts on some of these super smart prizes is a cinch.

1. All you need to do is take a look at the three names below.

A. Jimmy Nail
B. Prince
C. Mick Fleetwood

Each one is a famed tunesmith. Only one is also known for being a bit on the short side – a sort of tiny toonster. *(That's pathetic. Ed.)* All you've got to do is decide which one it is.

2. Then, pick up the phone and dial **0839 121 156.**
3. Pin back your lug-holes and listen to the message asking you which one of the three bods is of a pint-sized popster, then simply state the letter which corresponds to that name.
4. Finally, make sure you leave us your name and address before you hang up. Otherwise there'll be no chance of your prize winging its way through your letterbox.

rules

And that's it – almost.

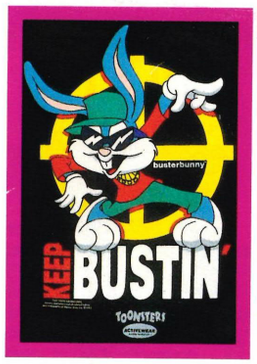
- **But don't forget, calls cost 36p per minute cheap rate and 48p per minute at any other time, so get permish from the tiny telephone owner in your house before you dial.**
- **Entries must be dialled in before Friday 23 October if you want to stand a chance of getting your paws on some of the prizes.**
- **Employees of Dennis Publishing and Konami will be shrink-wrapped in clingfilm if they attempt to enter.**
- **The Ed's decision is final! (Not surprising really – he's a rather burly 7' 3" and 20 stone!)**



second prize

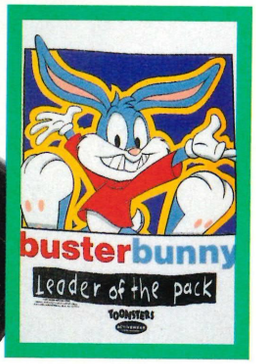


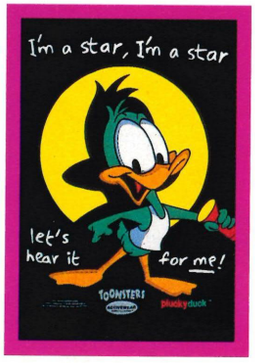
first prize











runners-up prizes

0839 121 156

zone two

That's right. Game Zone just got 200% better. We've split it in two to bring you Sega Zone - 100% for the Sega games player and Game Zone - 100% for the Nintendo games player.



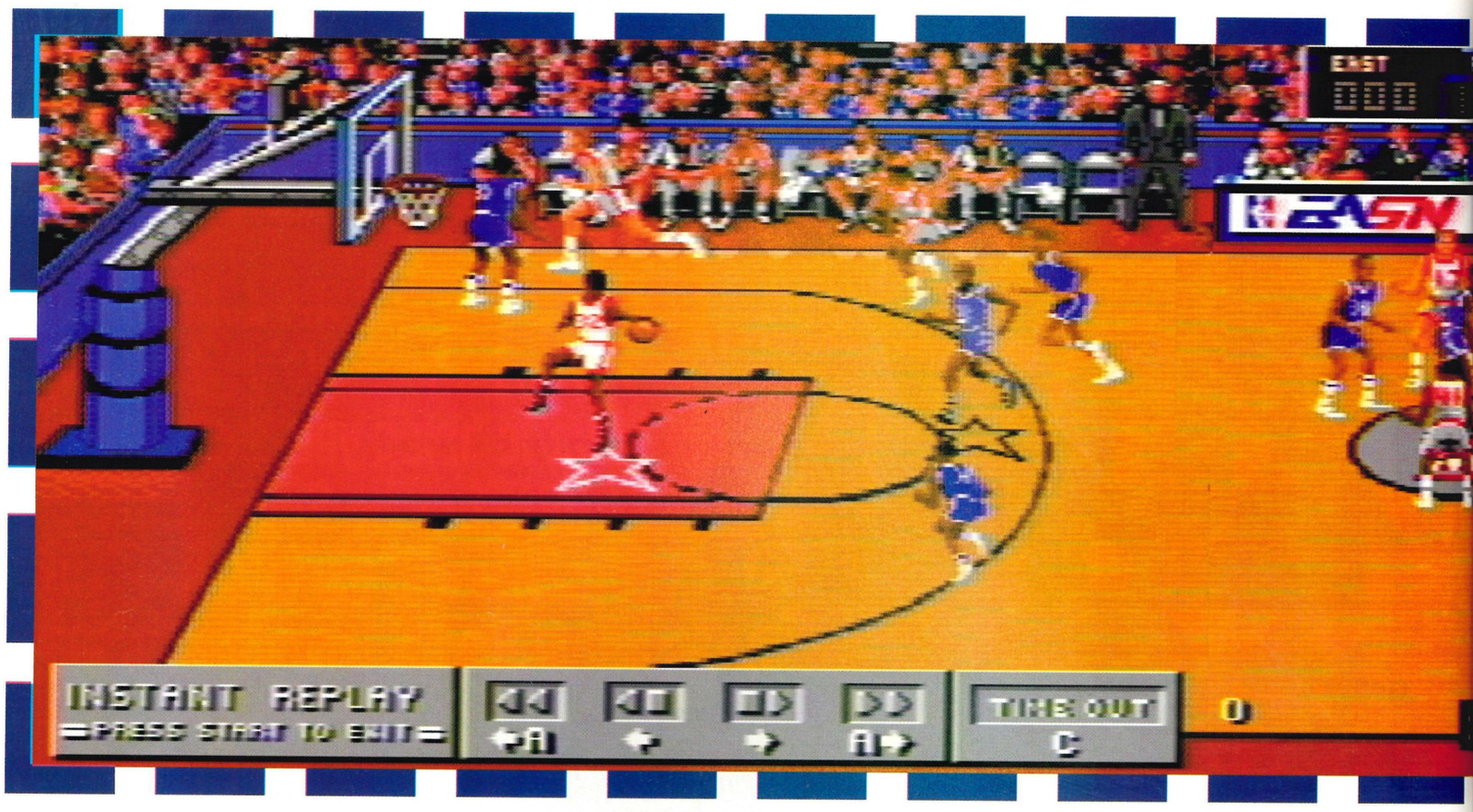


Free gift with issue one

So whether you're a sucker for Sega or a Nintendo Nut - there's a Game Zone for you!

Images and contents shown on covers will not necessarily be featured in actual issues.

GAME ZONE & SEGA ZONE OUT Wednesday 28th Oct



bulls vs lakers an

When *Bulls Vs Lakers* landed on the desk of *Patrick McCarthy,* private eye, and a beautiful but enormous broad entered his office he knew he was was going to face his toughest case yet. *(Oh, god. Ed.)*

I woke up at my desk in the same condition as a Frenchman's underwear. It was one hell of a party last night. I'd taken my two buddies with me. They travel with me everywhere – one in a holster and one in a hip flask. I keep one loaded, and the other keeps me loaded. I'm a private eye. It's a dirty job, but hey – I'm a dirty guy.

It was difficult to open my eyes. The winter sunlight coming through the blinds didn't help. The broad in the doorway did. She was my kinda dame – I like my coffee hot and with whisky in. I like my women the same. Then I noticed she had to bend to get through the door. This dame was big. I had a feeling that a new case was just starting. She picked me up by the testicles and I squeaked – *(I think we've had enough of this crap, actually. Ed.)* It was going to get relevant, honest... Okay. Fine. Have it your way.



Silly headset? Fixed grin? Patronising voice? Yup, it's an American commentator!

getting relevant(?)

Bulls Vs Lakers And The NBA Playoffs, as you've probably surmised from the pictures of basketball players all over the place, is a basketball game. (If you *haven't* surmised that, I don't hold out much hope for your future managerial career.) It's the follow-up to *Lakers Vs Celtics*, which was never officially released in this country, and has a different title because it's named after the teams who were in the final when the game was released.

It's taken EA a while to release it here because they thought there wasn't sufficient interest for basketball games. Somewhat illogically, they then released *Jordan Vs Bird*, a collection of naff basketball party-tricks, which got universally panned and did absolutely nothing to attract the sportsgame dilettante, *(or even the sportsgame fans. Ed.)* Now they've brought out their decent offering in the sport. Nodded off yet?

Like all American sports, you don't get just two, or even four teams into the playoffs. Just about everybody gets through. Thus, despite its name, there are sixteen teams to choose from, plus two All-Star teams.

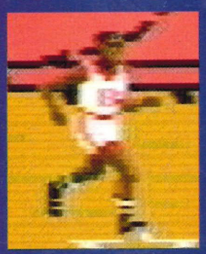
special moves

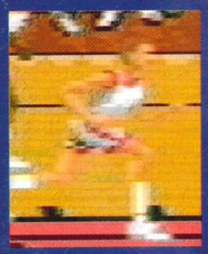
The big stars of each team, being big and, erm, star-like, all have a special, patented, trademarked way of putting the ball into the basket, all painstakingly listed in the manual. If you get them to the right point on the court (also as shown in the manual) and press A, they will duly execute these moves. For example, Michael Jordan has his 'Air Reverse™' and Karl Malone has an 'In Your Face Jam™', (which sounds like an untidy sandwich to me.) Some guy called Sooty has a 'Hand Up The Bottom Shrieking Jump Shot™.' (And so would you if it was Matthew Corbett – he never cuts his nails.)



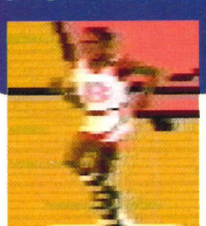
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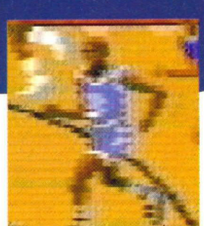
doppelganger city, usa





One way in which *Bulls* scores over its rivals is that it features real players and has a wide variety of player sprites, all attempting to look like their real-life counterparts – Michael Jordan is shaven-headed, Patrick Ewing is enormous and has a flat-top and Larry Bird is thin, blond and ugly. This is all very splendid and adds no end of atmosphere to the game. It's not much fun if you get the ball as Spud Webb (5'7") and have some 6'9" monster trying to block your shot, but there you go. Pass it instead.





EA's sports games always seem to be... well, (cough) better than Sega's – *EA Hockey* skates all over *Mario Lemieux* and *John Madden '92* runs all over *Joe Montana Sports Talk Football*; so how will *Bulls* fare against the recently-released *David Robinson's Supreme Court*? Does anybody care? How much do I get paid for writing this rubbish? *(Nothing. Ed.)*

Bulls Vs Lakers has a higher level of difficulty than *David Robinson*. Not that the controls are hard to use – they're up to EA's usual high standards, as is the 'select the player nearest the ball' facility (EA always seems to outdo Sega in this area) - it's that playing the computer, even at the easiest setting, is a pretty tough proposition.

For a start, there's always a mismatch in the percentage of successful shooting – it's rare to exceed a 30 percent success rate (or .300, as they call it) but the computer consistently scores at around the .600 mark. There's nothing as annoying as giving the ball to your pet giant right next to the basket and seeing him miss, while the computer keeps popping in speculative three pointers from miles away. (A sharp contrast to *David Robinson*, where it's easy to score from just about anywhere.) Another contrast is in the passing: You choose where you want to pass in *Bulls*, (rather than having it selected for you.)

Also, just running down the court with



Why are they smiling? 'Cos they all earn enough to buy a small 3rd world country.



The pressure's on. So are some *really* tall people.

making basketball more british

Let's face it, basketball is more fun when everyone is equally crap, like at school. Nowadays the mutants who play the game are too big, and too good. We therefore propose the following amendments:

A Height of the basket to be increased to 25 feet, so that everyone has to lob it and hope like we did.

B Ball size to be increased to three times its current diameter. Nobody should be able to hold it in one hand. Also it should be weighted on one side to drag the superstars' shooting down to our level.

C The introduction of our new all British basketball shoe. (Below)

the ball can be hard work. The computer defenders stand right in front of you, making it impossible to run around them, and only letting you move toward the sides of the court, away from the basket. This is fairly authentic, and how it should be – you have to pass to get anywhere – but it means you have to put in some serious practice if you want to beat them.

What is slightly irritating about the blocking is that you can't do the same thing to the computer players – if you stand in front of them they sometimes just drift past, and on occasion (sin of sins) even pass straight through you to make that crucial slam-dunk. Confusion is added when the computer has the ball, as the player in possession isn't highlighted, which is essential in a fast moving game like this if you're to have any chance of picking them out of the masses.

These problems disappear in the two-player mode, and this is where the game comes into its own. *(Oo-er. Ed.)* The whole game opens out and there's more space to play in without the constant pressure the computer exerts.

slam and dunk

Overall, then, and talking as ever in sweeping generalisations, I'd say that *Bulls* is a slightly better two-player game than *David Robinson* thanks to the superior passing and 'select-the-player-nearest-the-ball' facility (when will someone invent a shorter term for that?). As the one-player versions go, it depends whether you want to put in the hours and hope to reap the rewards with *Bulls*, or win almost immediately with *D-Rob*. *Bulls* is an excellent game, and my only personal reservations about it are due to the nature of the sport. *(He means there's no violent tackling. Ed.)* If you're into basketball in a big way though, this is a must.

different games for different... er... pames

(Snappy. I like it. Ed.)

As you'd probably expect, being a mollycoddled child of the technological age, (well, you are, aren't you – I bet most of you even use the old 'child-murderer at large' dodge to avoid getting a paper round and earning your keep) EA has kindly provided the chance for you to play *Bulls vs Lakers* in different ways, and at three difficulty settings (Pre-Season, Reg-Season and Showtime.)

arcade

In the arcade option the players don't tire, so you don't have to make any substitutions and you can use the starting five throughout. I was a bit disappointed, actually – I thought 'arcade' meant all the players resemble people who spend their entire lives in arcades – massively fat and unathletic, physically incapable of breaking into a walk and with complexions like relief maps of the moon. Ah well. (Sigh.)

simulation

In simulation mode you are suddenly thrust into the stressful world of the NBA coach, and are confronted with the mind-numbing prospect of actually having to read the bloody statistics that all these players (being an American sport) are categorised by. It's a hellish thing to do to anyone, isn't it?

Your players have a fatigue rating, you see, starting at four, at which setting your players are as strong and bouncy as Jason Livingstone after a jumbo-economy syringe-full of steroids, and gradually fading down to one, which makes them perform like Jack Duckworth after two bottles of Benylin. You don't really want to let them get even as low as two if you can help it, so you have to substitute. And that's where the nightmare starts.

It goes something like, "Hang on, this one's FG% is .745, but he's only made 24 rebounds, whereas this other one has a .659 FG%, but has 125 rebounds, and 78 steals – oh, hang on, the first one has 231 steals... but only three blocks... and he's only 6'0" and the person he'll be marking is 6'10" – oh bollocks." That's when you take the player nearest to the cursor.

one-off or tournament

There's also the option to play a one-off game against any of the teams at any of the difficulty and match-length settings, or enter a tournament. In tournament mode it's tough – it's best-of-seven games time, at 12 minutes a period with the setting on Showtime – all in all, a hefty challenge. There's a password option, of course, so you don't have to do the whole thing at once. Just as well, as it'd be impossible.



Arghh! Help! It's the attack of the mutants with improbably long legs!

ground lakins

Behold the antidote to the Air Jordan. Wonder, if you will, at the Ground Lakin™. None of these high-tech inflatables that add five feet to your jump – these have good old sticky-coated india rubber soles of no more than 3 millimetre thickness, guaranteed to make it really difficult to jump at all. If you do leave the ground, your arches will almost certainly collapse on landing. Note 'street' lacing arrangements.

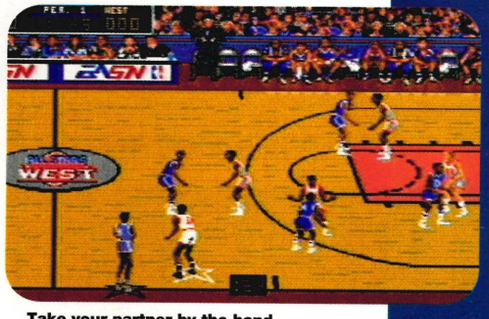
features also include:



Lace-holes: Ground Lakins™ include the revolutionary state of the art Lace-E-Z™ lace-holes which actually allow the laces to pass through them.

Uppers: All Ground Lakins™ have 100 percent Kan-vass™ uppers.

Soles: Most Ground Lakins™ have soles, painstakingly glued on by our exploited Taiwanese workforce.



Take your partner by the hand...

verdict

Recommended for basketball fans of any height.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 87

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

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SERIES EDITOR
IAN LIVINGSTONE



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The best bit is being a God...





Nah, killing things is best...



'Cos, people grovel to you...



'Cos you, err, kill things.

SUPER NES

act raiser

As the only schizoid members of the *Game Zone* team, we could think of just two people to review *Act Raiser* (the worlds first schizoid game) and both of them were *Jeremy Daldry*.



Everyday I am getting a little better. And so am I. Our Doctor suggested that we had been working too hard and that a holiday would do us the world of good. I wanted to go to a small French village. But I fancied the night life of Spain. So we compromised and decided to spend a couple (or four) happy hours playing Act Raiser. (As you do.)

us and my shadow

So why is *Act Raiser* the worlds first split personality game? Well because it pulls, like two raging white hamsters, in opposite and, some would say, conflicting directions. *Would you say that?* I would, wouldn't you? *Oh yes.* It's almost as if some very highly paid executive type at Nintendo has thought something along the lines of "Beat 'em ups are popular. Simulation games are popular. So if we mixed a simulation game with a beat 'em up, we'd have a game that was very popular... Right?" Well not really. But we're getting ahead of myself, we haven't mentioned anything about the daft story line yet, and we bet you really want to know, right kids? So with no more ado, it's over to me 'cos it's time for...



another daft plot

Generations ago the world fell into a deep Chaos because the Evil One and The Master (that's you) started arguing over who had eaten the last slice of bread, and who left the top off the milk. You know, little things like that. And, being the headstrong chaps they were, they came to blows, with the Evil One coming off best. The upshot of this was that The Master had to retire to his Sky Palace to lick his wounds, so to speak. But because The Master's wounds were either very large or maybe because he has a very small tongue, this took him an awful long time. I mean we're talking longer than it takes to receive a *Game Zone* subscription (and then some.) And of course in the meantime the Evil One wasn't sitting back twiddling his thumbs. Oh no. He'd been doing all the usual evil things you would expect a supernatural villain to do: Killing, maiming, organising raffles in aid of the local donkey sanctuary, that kind of stuff. So it's up to you as The Master to once again return to the world, undo evil deeds and return the Status Quo. (They've never been the same since Rossi left to become a gentlemen's hairdresser.) Daft hey? So it's back over to me, 'cos we still haven't really explained why *Act Raiser* is a schizoid game, have we? *No I haven't.*

i are the world

As the sun sinks behind the majestic mountains you set out to save the land. And how do you go about such a task? Well, you have to do a little beat 'em up section, and then a little simulation section and then another little beat 'em up section before moving on to another part of the land to do the whole shebang again. (There are six sections all together.) The simulation section turns out to be by far the most interesting. *No it's not, the beat 'em up sections better.* No it's not. *Yes it is... (Look Jeremy, stop arguing with yourself and let each half of your twisted psyche put forward their case one at a time. Ed.)* Okay. *Alright then.*





a jeremy says, 'simulation'

Sim City is a classic. *Populous* is a classic. The simulation section of *Act Raiser* is... well it's alright. Within the boundaries of your chosen land you must build up the population from the initial two leaders into a swarming band of happy little people. You do this *not* by supplying them with a bottle of Blue Nun, Body Shop Massage oil and then turning your back and coughing a lot in embarrassment, but by encouraging them to build new houses, introducing more productive crops and removing any natural obstacles that get in their way. (Like swamps, marsh, snow or desert.) In exchange they give you the occasional present that will help you in combat or be useful when you start developing another land. (At one point the people of Bloodpool suffer a period of social unrest, but fortunately this is solved when the people of Kasandora invent music, which apart from giving undergraduates something to do with their grant money, 'calms the savage soul.' Thus allowing the people of Bloodpool to stop bickering with each other and form their own skiffle group.) *My that was a long parenthesis*. Hey me, leave me alone, you get your chance later. *Excuuuse me*. Pompous git. *Oi, you heard that*.



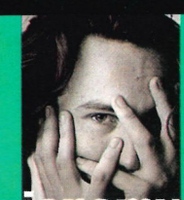
The whole thing would go swimmingly if it were not for a number of demons who are hell bent on undoing all your good work. And while you can set them back temporarily while in the guise of a bow and arrow touting cherub, a longer term solution to the monster problem must be reached by the people themselves. You guide them to the monster's lair and then let them seal it over forever, trapping the fiend within. Once all the the lairs are covered (there are usually about four per land,) the people tell you, rather rudely if you ask me, to go away and help some other poor suckers. There's gratitude for you. And that's it. Sounds all rather easy doesn't it? And that's probably because it is. All good fun, but actually there are nowhere near the range of options open to you that, say, *Sim City* has and the little demons pose no real threat. So despite the lovely graphically details (like when your little people till the fields or ride a horse,) or the rather off the wall messages the people send you (at one point they request that you send rain over the house of a dying man so he may, 'bath in the Masters tears once more,') it all becomes rather easy and lame. Oh. Err. I've just defeated my own argument haven't I? *Yes, I have*. So once you strip all the presentation tricks away you're actually left with a sub game with all the challenge of a lettuce leaf. *Ha, ha, ha. My turn now*.











b jeremy says, 'beat 'em up'

Forget all this noncey simulation crap. Beat 'em ups are smart. And the Act Raiser *beat 'em up is twice as good as the* Act Raiser *simulation sections, 'cos there are twice as many of them. The backgrounds are superb, (especially when you ride in a sky chariot pulled by doves,) the nasties are varied and the range of moves limited but highly effective. With loads of power-ups to collect and magic spells to be found during the simulation sections, it's the dog's. But it is all very, very easy. Once you've got a spell (and you get one virtually straight away) even the end of level basts can be dispatched without too much of a prob. So you do tend to whisk through the levels like a dose of salts. And, as any beat 'em up, no matter how graphically superb it is, is a bit crap without any challenge, I guess that means that the Act Raiser beat 'em sections might look good but actually are a bit cr... Oops.* Ha, ha, ha, I s'pose I think I'm really clever. *Oh bog off*.







i are the champions

If you were to ask us, I'd say that *Act Raiser* is a good looking game, great even, with some amazing sound effects and music but it's just all way too easy. *I'd say that too*. Loads of smart, detailed touches don't make up for the fact that you can finish the whole shebang in an afternoon, and at £50 a cart that's a bit of a swiz, a very nice looking swiz, but a swiz nonetheless. *I couldn't have put it better myself*. Neither could I. E

verdict

We'd say that it looks great, sounds brill, but is so *very* easy.



END ZONE

Graphics

Sound

Addictiveness

Playability

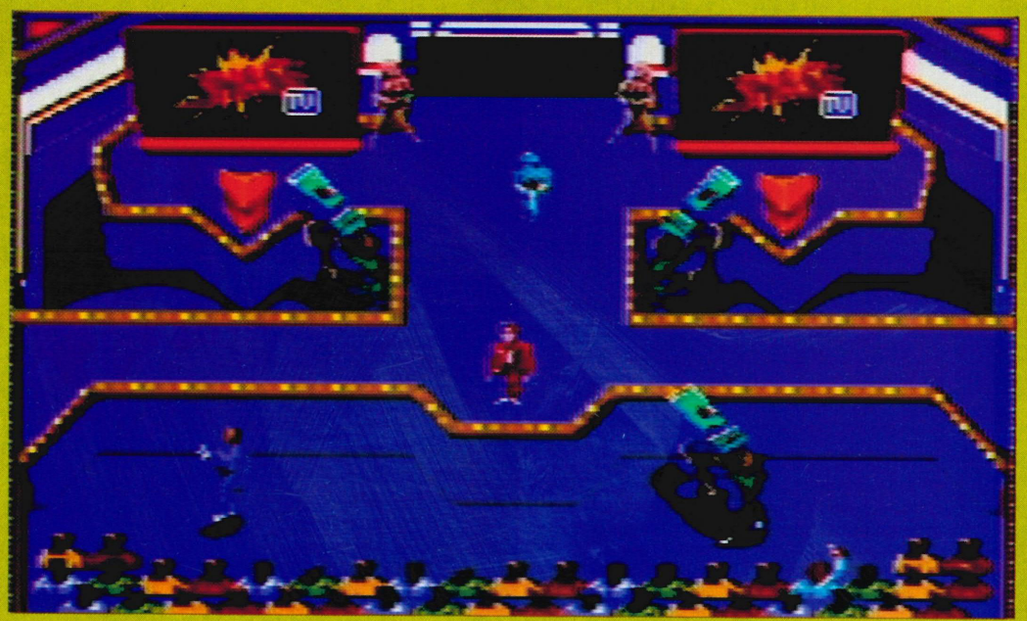
OVERALL 74

Out: Oct/Nov **Price:** £49.99
Publisher: Nintendo

picture this

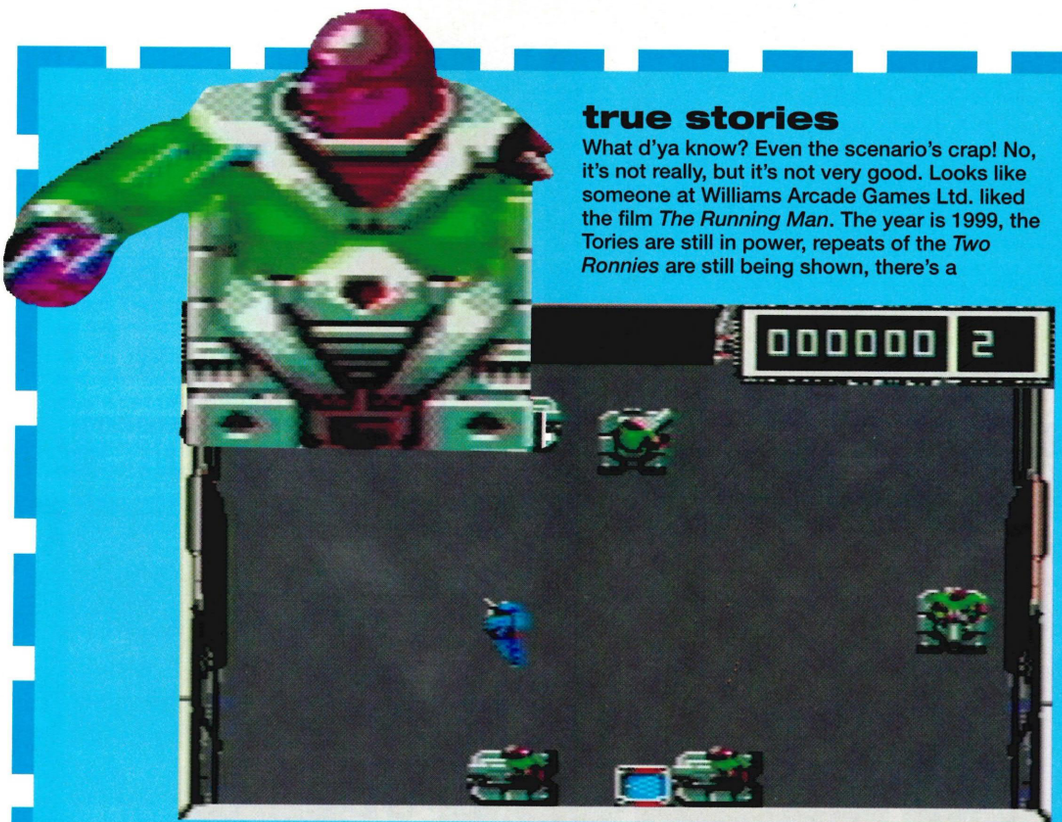
Oh dear oh dear oh dear. What happened? Well, as soon as you start off you're treated to a piccy of yourself running into the arena with the crowd cheering you on. Sounds good? Well it's not. The people in the crowd seem to have this urge to suddenly jump up, as if someone's attached electrodes to their genitals.

It looks like a Mexican Wave gone horribly wrong. It's quite funny really. Next are the bimbos who appear on and off with the host. Call me naive but I thought the point of a bimbo was to look good. These ones don't. They look like a cross between a man in drag, a horse, and a pair of oddly shaped beach balls. They also have something terribly wrong with their eyes. Then you notice that your player looks like a blue or red sausage with legs. After you've stopped laughing at the enemies who look like gorillas on roller skates, you're probably dead. The first guardian, Mutoid Man, looks like a fat version of the janitor from *Grange Hill* who's been locked in the boiler room for a month. And when you get to the high score table you see a picture of your player, who looks like a body builder who's gone on the Slim Fast Plan. Oh dear.



Ah, the smell of the blood, the roar of the automatic weapons, that's what show-biz is all about in 1999.

smash tv



Blue blobs, green blobs, grey blobs with tracks. What more could you want from a game?

true stories

What d'ya know? Even the scenario's crap! No, it's not really, but it's not very good. Looks like someone at Williams Arcade Games Ltd. liked the film *The Running Man*. The year is 1999, the Tories are still in power, repeats of the *Two Ronnies* are still being shown, there's a recession. Coo, nothings changed much has it? Anyway, the public want violence, corruption and Bob Holness on their screens so the gameshow *Smash TV* has been invented. The prizes are great, but so are the risks. Win and you're set up for life with hods of money, cars, power and possibly one of the biologically unfeasible bimbos but lose and, erm... you're dead. Oh dear. It's apparently the most popular thing on the box since *Coronation Street* was taken over by blood thirsty aliens, and renamed *Ninja Death Massacre Street Vs The 7th SAS Mutilation Battalion in Nuclear Recharge War.*

So what's the actual game like? Well even though *Smash TV* has got an almost unspoilable formula it's not very good on the Master System. It's good fun, but not that much good fun, and after a while it gets rather tedious and repetitive. In fact if it didn't have the simultaneous 2 player mode it could have received the infamous *Zone Groan* award. As I said, the graphics are only worth looking at if you fancy a laugh and the sound effects are awful. If you'd just spent £35 on this you'd feel a bit stupid really. I mean if you had £35 in your pocket and were wandering around a dark side alley in the back streets of London, *(Steady on Pemberton. Ed.)* you could get mugged *(Oh, I thought you meant something else. Ed.)* and that'd probably be a bit more exciting than playing *Smash TV* on the Master System. To be honest, the game's crap really, but I think you gathered that.



The first and possibly toughest test: spelling your name.

sound affects

Believe it or not, the music is actually quite good. No, really. If you ever remember the bop-some arcade tunes, then you'll recognise these, except it does sound as if it was played on a Casio keyboard with the 'Instant backing' mode turned on. And if you ever remember the rather excellent arcade sound effects, well, um, you'd better forget them, 'cos they're not here. Actually if you're a bit bored you can shout "I'd buy that for a dollar!" and "Good luck... you'll need it!" very loud instead, but then everyone gives you funny looks. It's a bit of a larf actually. And talking of laughing, you will when you hear the sound effects. Here's a run down of some of the best, or should that be the worst?: (Horrible death description first, then the sound effect.)

Shoot one of the enemy soldiers dead with a pump action rifle: A crunching sound that strongly resembles someone with a mouthful of stale *Corn Flakes*.

Fire a round of lethal grenades: A "Dub dub dub" kind of noise which resembles... erm... Well, it most definitely doesn't sound like a grenade launcher.

Stand on a mine which completely blows apart your body leaving your innards scattered everywhere: This sounds like someone's suddenly switched off a spin dryer while simultaneously pouring mouldy cold porridge down the back.

Die in a horrible bloodbath as you're clubbed to death by your enemies: Imagine the cheapest portable keyboard in the Casio range. And imagine what a cello would sound like on it (e.g. nothing like a cello at all). Play three different notes, completely at random, and you've got your horrible death sound.

Die horribly as you are run over by ten tons of metal, known to close friends as a tank: The same portable Casio keyboard sound as above. Oh dear.

So I think you get the message that the sound effects aren't very good. O.K. so a humble old Master System may not have the best sound chip around, but that's not going to stop me taking the piss.



No, don't shoot the wall! Shoot the gorilla! Quick!

After eating three *Shredded Wheat* and a whole box of *Weetabix*, *Daniel Pemberton* donned his *A-Team* underpants and decided to tackle Acclaim's newie, *Smash TV*.

Smash TV eh? What a bloomin' smart game. Fabbo on the SNES and even more fabber on the Arcade. It was even ok on the NES. So I had high hopes for the conversion on to the Master System. So what's it like? Well crap really. Spook! That was a bit of an easy review, I'm off home. *(Oi. You're not going 'til you tell us why it's so crap. Ed.)* Ermm.. 'cos it is.







The green gorillas on roller skates are on the attack...



END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 22

Out: October **Price:** tba
Publisher: Flying Edge/Acclaim

out of control

The arcade, as many people may remember, had two joysticks, one controlling the character and the other controlled his gun. (Actually my arcade had an *Asteroids* cabinet, a dodgy *Maxpax* machine and a very friendly woman called Julie but that's another story.) This meant you could walk in one direction and shoot in the other. Pretty smart eh? A bloke with arms like that would clean up on the manual dexterity round on top TV show, *The Krypton Factor.* Unfortunately the old Master's control pad only has two buttons, so the control system needs to be good. Surprise surprise, it's not. It's about as handy as a small wet sponge. *(But a small wet sponge is handy. Ed.)* You can either fire in the direction you're facing or lock on a particular position and move around. Or you can press the other button which will reverse the way you're firing. Although this sounds fine, it's not, it's just hassle. Add to that the fact that the bullets come out every hour or so and you're left with a very annoying control system indeed. E



the events

Since, rather like the Olympics, the events in the Aquatics stand alone and can be played individually let's do something spookily imaginative and look at each event on its own. Golly gee, where do we get these radical ideas from?

He swims like a brick and hates fish, so why did we let *Daniel Pemberton* review *The Aquatics Games*? To annoy the little bast of course.

There's nothing more embarrassing than a joystick waggler (except perhaps my unfortunate holiday accident involving an Alsation, a tractor and a tub of Ambrosia Creamed Rice.) But times are changing. You'll no longer go bright red as your mum walks into your bedroom and you're bent over your joystick giving it a good waggle while playing the latest sports sim. Nope, it's time to move on, to see the future, and the future is... button bashing!

As with waggling, bashing normally rears its head in sports sims. The latest game trying to get you to pummel a tenner's worth of joypad into pieces involves sexiest-thing-in-gills James Pond. *Aquatics* is not *James Pond 3* (you'll have to wait for Christmas for that) it's a light-hearted athletics sim in which the fishy one features quite heavily.

The Aquatic Games features eight main events and two bonus ones. All these events can be practised before you take part in the games themselves. Once in the games you must qualify in one event before being able to move onto the next. Mess it up and it's 'Game Over' time which means starting all over again. The events are in a set order so if you're not very good at one of the earlier events you can't put it off to last.

As well as lots of aquatic action the games are clammed... sorry crammed full of seriously dodgy puns. *(A bit like that one. Ed.)* For example the competitors go under such chucklesome names as Steve Clam, Billy The Squid and Scaly Thompson. Need I go on? *(Why not, you usually do. Ed.)*



100m splash

Your opponent is a F-fortesque Frog, your aim is to race him across land and water by bashing the buttons with speed and rhythm. If you lose the rhythm you start to sink and F-fortesque storms ahead. If you get it right you run on water, win the race and then get nailed to a cross. *(No you don't.Ed.)* If things are looking bad you can always jump over a pelican who'll give you a lift to the finish line. It beats steroids any day.



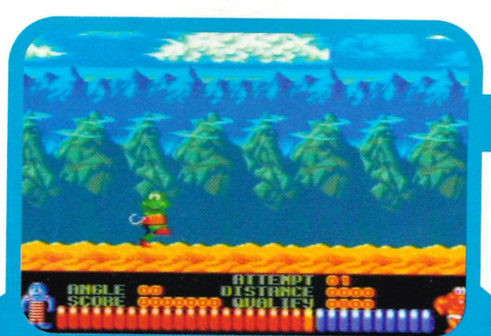
kipper watching

Great! Sit in front of the grill and watch your fish breakfast cooking! *(You're making this up as you go along Pemberton. Ed.)* Alright, so we're talking kippers as in sleepers: The seals are asleep, the beach bums are chucking beach balls to wake them, you're goalie. There's a problem, you're Scottish. *(Pemberton! Ed.)* Sorry, you're a seal. Ceceelia Seal to be precise.

Two is the number of the game. If a seal is hit by a ball twice he legs it (well, waddles it), if two seals waddle it you've lost and you've got to last for two minutes to qualify.

It's all very jolly, but after two minutes you do find yourself thinking, 'erm this is all a bit dull.' Fun for a while though.





hop, skip and jump

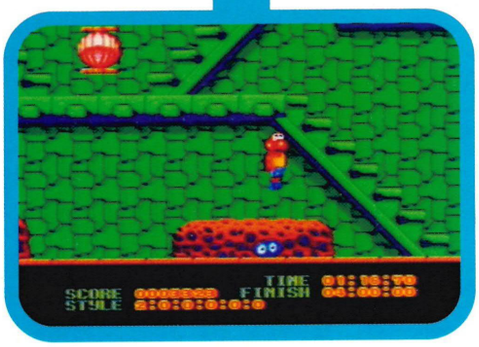
This time you're F-Fortesque Frog, and you'll need the co-ordination of a jazz drummer. The race runs something like this A, B, A, B, A, B, A, B, A, B, C, A, B, A, B, C damn! The first ABs run you to the line, C launches you into noncey skipping rope mode, the second ABs take you to the jump mark, the final C launches you on the long jump. Simple.

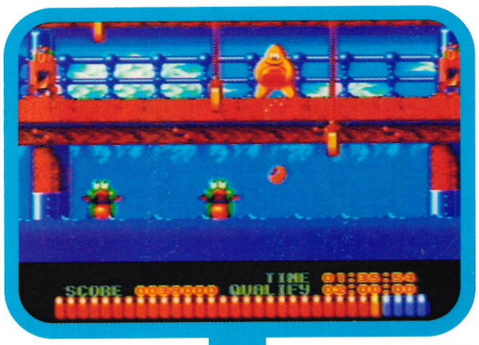
the aquatic



bouncy castle

Your chance to express your artistic side, controlling old Mr Pond while he's doing lots of flips and back twisted double salchows *(Will you stop making things up? Ed.)* within a time limit. With marks for artistic merit awarded at the end of the time limit and some high-flying bonuses this castle is bouncier than one of the Ed's cheques.





feeding time

One of the weaker levels. As Freddie Starrfish you have to feed the fish with their favourite sweets to keep them below the waterline and away from the fishermens' lines (blinkin' do-gooder.) Fun for a couple of seconds and quite hectic in the later stages, but you have to do it for an jolly long time and it's all a bit easy. Good, but not that good.

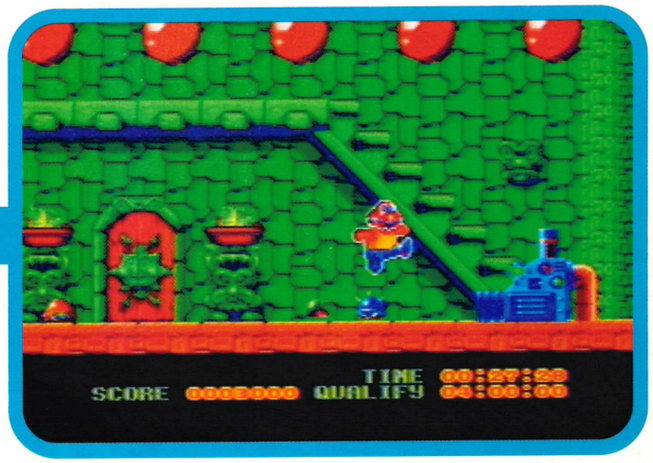
tour de grass

This event has you controlling a unicycling shark called Mark. To cycle you have to move the D-pad in a clockwise motion which really knackers your hand, particularly on the uphill bits. You also have to jump over assorted crabs which get in your way. As you do. It's against the clock... and against the laws of nature for that matter.



shell shooting

A Tricky sport where you have to jump on the backsides of small animals, now that's my kind of event! *(DP. Really! Ed.)* Limpets in fact, and you have to jump on the edge of their shell and they flip up into the air, then you catch them in a plate, and then throw them back up in the air to burst some balloons. Simple hey? No. For starters if you don't jump on the right bit of the limpet you flatten it and for main course there's all sorts of nasties sliding over the floor, knocking you off balance, electrocuting you and asking you the time of the next train to Walthamstow. *(Liar. Ed.)* Very chaotic, and hair-tearingly frustrating, especially when you're running out of time. Maybe not Nightmaresville Arizona but certainly Nightmaresville Newcastle-upon-Tyne.



Add all these sports together and you get a bag (or net) full of fun. Like most games it works best in two (or more) player mode when you're trying to out do your friends' times. It would be better if you could actually race against each other on screen mind you. And two (or more) player games are really depressing if you've got no friends. They kind of rub salt into the wound. Still all in all it's a laugh. With the James Pond humour, two hidden bonus levels and a tongue in cheek (gill) *Chariots Of Fire* soundtrack *Aquatics* has more long term appeal than your average *Track And Field*-type game.

However it should be remembered that a *Track And Field*-type game is what *Aquatics* is and so it's not really one you'll come back to time and time again. *James Pond 3* it ain't, but it'll do to keep the nation smiling until that arrives. *Aquatics* is well worth checking out if off-the-wall sports sims are your cup of infused dried leaves, mixed with bovine mammary gland excretion. *(Tea. Ed.)* E





leap frog

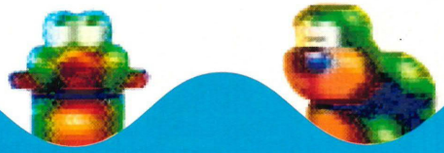
Way-hay! The hurdles! I don't really think I need to explain what happens here. *(Yes you do. Ed.)* You are once again F-fortesque Frog, having to negotiate the various obstacles such as puddles of water and electric eels without being turned into a sparky glowing thing *(You mean a light bulb? Ed.)* It's all a matter of timing. You can be charging away very nicely but once you hit one hurdle (or eel) you completely go to pieces. This is known as the Colin Jackson effect.





verdict

Captain Birdspie says: "Only the best is good enough for the Captain's table and this certainly fits the bill."





games

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 83

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the legend of zelda

a link to the past

Legend has it that *Nick Griffiths* completed *Legend Of Zelda III* in five minutes. Like most legends it's a pile of jobs.

When this game came out in America, they were queuing in the streets for a chance of first pickings. Britain's youth of today have far better things to do, of course. *(No we don't. Britain's youth of today.)* OK, so we're as consumerist as they are – but some of those eager little Melissas and Chucks had been camping outside games shops for *two days* for their copy of *Zelda.* Call me Roy Walker, but couldn't they have just waited until the shop opened and then nonchalantly strolled in and handed over their parent's hard earned cash?

Anyway, it's a British penchant to queue mindlessly. I was alone at a bus stop the other day and this old woman came and stood directly behind me. Quite unnervingly. Every time I moved a couple of paces, she picked up her carrier bags and small Yorkshire Terrier and moved with me. "Aha!" I thought, cleverly, "Time to buy some condoms! That'll get rid of her!"

Well, I ended up buying some dental floss, a pressure cooker and a subscription to *Hooray*



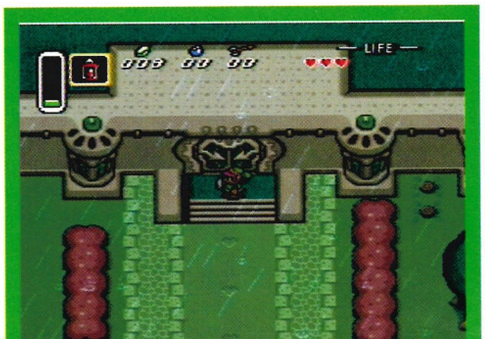
If times are slow the evil one moonlights as Paul Daniels.

I'm Pregnant! magazine, but I couldn't shake her off. So we're back at the bus stop with our floss, pressure cooker and subscriptions, and when the bus came, she pushed in! I protested vehemently, but she threatened me with the Yorkshire Terrier.

Which brings us neatly back to the game. Or rather it doesn't, but not everything can run smoothly. British athletes, for instance.

your quest

Zelda is the stuff that legends are made of (hence the name.) It's flipping good. You, as the



Typical. You just do your hair and it bloody well starts to rain.



Sad but true: Most heroes can't even spell their name...

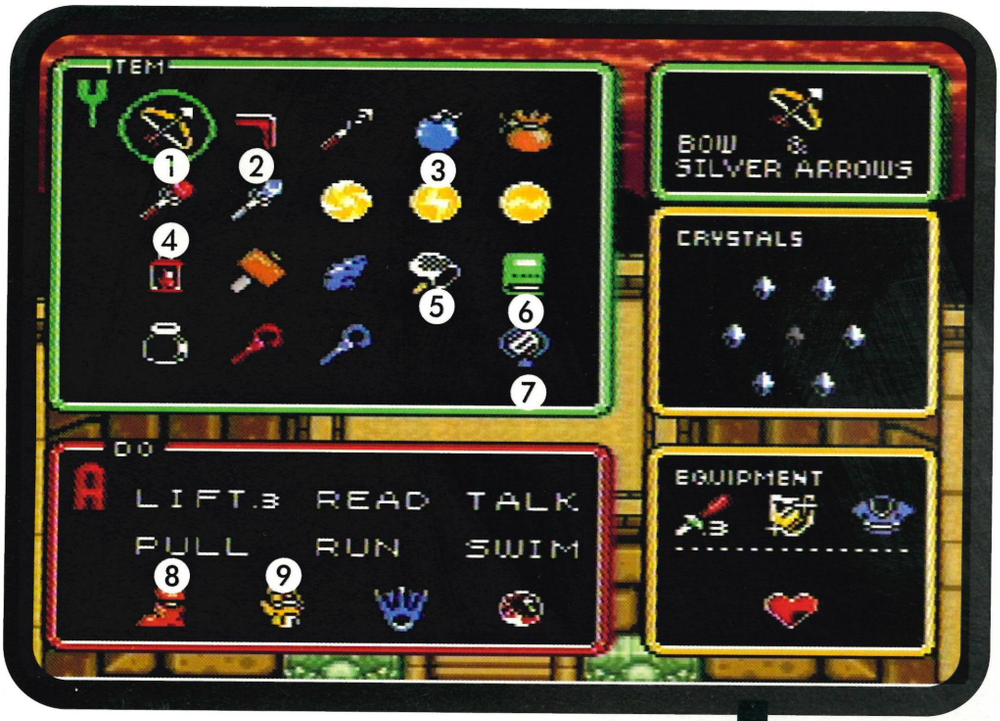
legendary Hero of Hyrule, have outsized pointy ears, an extraordinary quiff and a certificate to prove that you first met your father on *Surprise Surprise.* You also have the little-bead-of-sweat-trickling-down-your-sidely daunting task of saving the Golden Land of Triforce by stopping the evil Ganon from breaking the Seal of the Seven Wise Men, (which would turn Hyrule into a Dark World, and mean curtains for Triforce,) then rescuing numerous maidens, Zelda not least amongst them.

As if that doesn't sound tricky enough, to accomplish it you'll need to collect three pendants (the Crests of Courage, Power and Wisdom) and a magic sword, then you zip to the Dark World where you'll need seven crystals to rescue Zelda. Rome wasn't built in a day, as they say. Which is pretty obvious, since Rome is bigger than Hemel Hempstead, and that wasn't built in a day.



how then?

How then what?



how then do you play the game?

Well you.

well you what?

Sorry, just trying to prove a point. Well you travel around Hyrule dispensing with soldiers, chatting with villagers, entering houses as if you've been invited, collecting info and equipment, and finding your way to the three castles where the pendants are hidden.



On the way you can chop down bushes which might be hiding jewels or extra lives, or you start lobbing pots around in people's houses for similar prizes. Basically it's wanton vandalism. You burst unannounced into someone's house and despite that they treat you with due courtesy and divulge some snippet of information, then you lob a few pots around, nip outside and then trash their garden. There's even a couple of places where you plant bombs and blow holes in peoples walls! Believe me, the Legendary Hero of Hyrule is only one step from joyriding and underage drinking in public houses.

In the houses and caves you'll meet simple folk, fortune tellers, proverbial Wise Old Men and fairies which you can catch with a net then store in bottles for more Continues. Speaking of fairies, I've never been taken in. Like, the tooth fairy – anything that leaves *five pence* for a whole tooth just doesn't warrant the credibility when there's a fat geezer in a red suit who distributes loads of presents for no outlay whatsoever. And this fairies at the bottom of the garden business. That's a cunning ruse by your parents to tend their mushroom patch.



item screen

bow and arrow

1 Wear this on your head. Blimey, it's a bow and arrow, what do you think it's used for?! Spoon feeding? Can't get the staff these days, mumble, mutter, etc

boomerang

2 (See bow and arrow.) (Except this is a boomerang.)

bomb

3 Used mainly for blowing open secret doors.

torch

4 For illumination in dark places (sigh) and for lighting unlit torches in rooms.

net

5 catch fairies and dragonfly things in this then put them in bottles (not shown, since I've used them all.)

the book of mudora

6 Translates the sign outside the Pendant Two castle. Also makes for light reading in the pleasant lakeside setting (need to find the Deck Chair Attendant, who'll hire you the Deck Chair.)

magic mirror

7 Always answers "You are," to the question "Mirror, mirror, in my pocket, who's the fairest of them all?" and is thus useful if you're dead ugly or need a little ego boost. Of secondary importance, zaps you into the Dark World.

pegasus shoes

8 Handy fashion accessory, plus allows you to run really fast.

power glove

9 Allows you to pick up heavy rocks that may be hiding little pressies, plus you can the throw them at various nasties.

hyrule

village

1 Lots of houses. No great shock, that. Travel around demolishing peoples gardens, smashing their pot collections and stabbing soldiers (ie your average Sunday afternoon on-the-town scenario.)

pendant one

2 Wander through the castle avoiding obstacles, maiming all manner of things that thwart your every move, find the Big Key, defeat the large chaps that keep running in circles hitting you and – Hey presto! (as if that's easy): Pendant One!

pendant two

3 Avoid all the gorilla things that keep popping out of the sand, find the Book Of Mudora, use it to enter the castle, avoid and maim as before, find the Big Key and hit the three huge burrowing worms in the head lots of times. Pendant Two!

pendant three

4 Climb the mountain through the labyrinth of caves, avoiding the bats and funny twirly things, reach the castle and.. erm, well, do better than I did, 'cos that's as far as I got.

magic sword

5 Reach the cloudy bit of the mountain and, erm, get the sword (I'm guessing here.)

chocolate and pecan cookie with a green hat on

6 No dummy, that's you. *(What! I look like that! Reader.)* Pretty heroic, huh? *(Blummin' noncey if you ask me. Reader.)*

a clearing

7 There's a little kid here playing a flute which he's supposed to give to you. Except every time you approach he runs away. What can you do, I ask you. Erm: What can you do?

castle

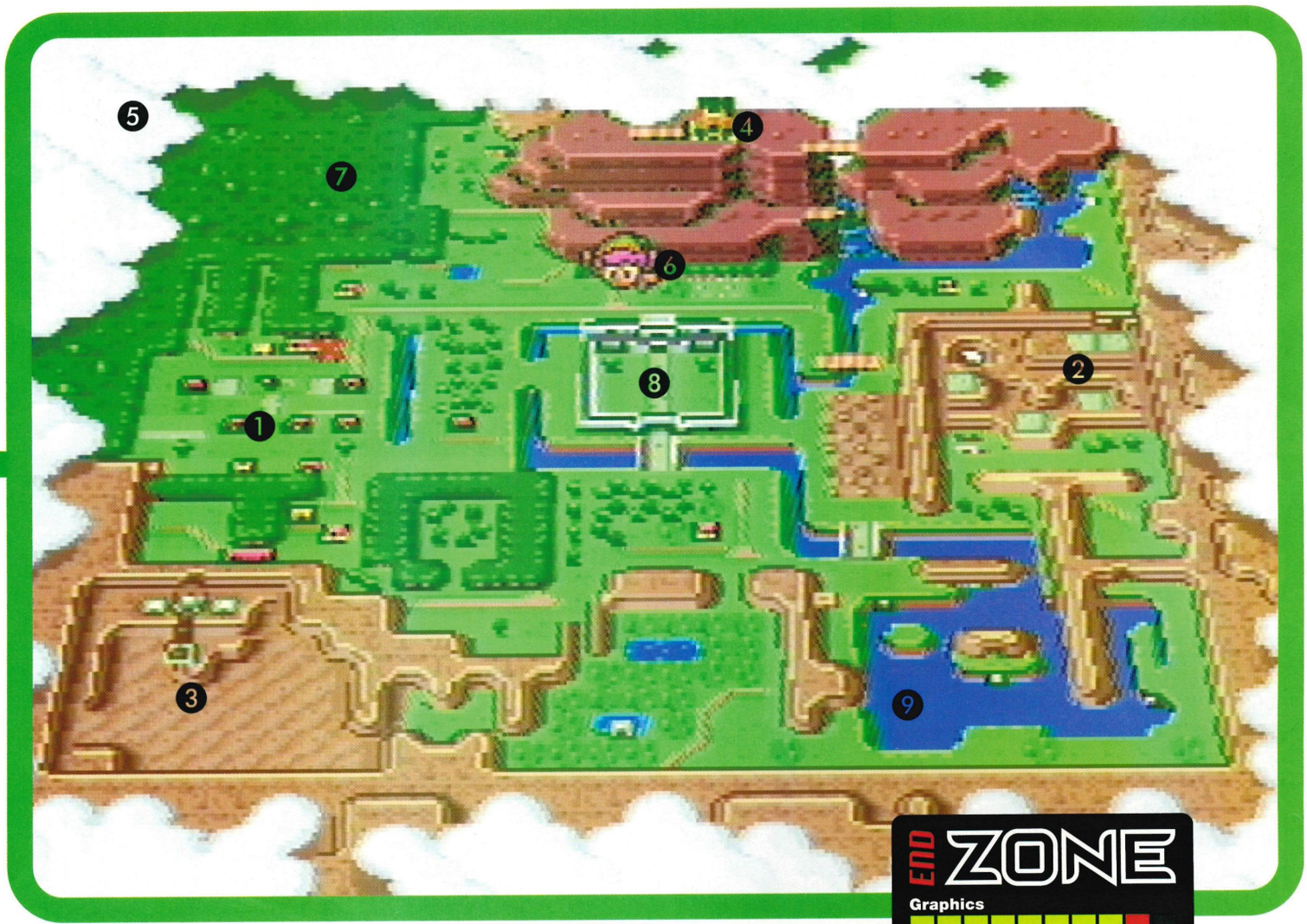
8 No pendant here, but this is where Fergie hangs out now, writing books about helicopters that talk. Wibble, wibble.

a lake

9 It's got a name but I'm blowed if I can remember it. Anyway, there's some serious cannonball shooting things around these parts and loads of fairies. Oh, and secret cave.



This here's the Dark World. Although it looks very much like Hyrule, it's not. It's darker for a start. And it's weirder. In fact 'Neo-Abstract Impressionistic Post-Existential Surreal Dark World' might have been a better name for it.



I always believed there were Wombles at the bottom of the garden, I used to leave rubbish out for them at night. My mum thought that people were dropping their litter over our fence. One day she dashed out and stabbed this bloke who was standing outside our house, So I had to admit the whole Womble business and she told me that at 27 I should be too old for that sort of thing. Anyway, I'm digressing.

yeah, get on with it

Alright, keep your shorts on. While you meet some fair monstrous monsters travelling through Hyrule, in the castles your man Ganon pulls out all the stops. Which not only makes his organ playing quite unbearable for the neighbours (and all he ever plays is that clichéd doom-laden chord nonsense – like, "Hey, aren't I weird and scary" – and *There's No One Quite Like Grandma*,) but making it in one piece through the castles, battling against laser beams, cannon balls, skeletons, soldiers and strange things that burrow into the ground and – shriek! – appear all of a sudden, is a tough brief. And, like all top games, *Zelda* throws the (very) odd puzzle at you just when you least need it.

verdict

A veritable *Casablanca*. *(I think he means classic. Ed.)*



He's got a lotta bottle for a little guy. And if he hasn't he can always buy some more.

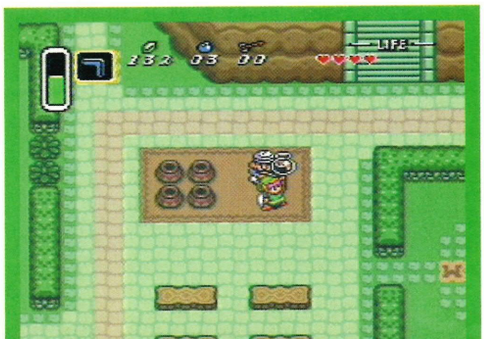
how about the graphics?

Er, what... you mean cars and lorries and things?

no - graphics

Right. Well, it's the SNES, ain't it, so the graphics are deadly cool. There's a detailed map available for pretty much everything, and the backgrounds and sprites are second to whatever came first.

Zelda's real coup is its insane addictiveness, aided hugely by the unlimited Continues, which mean that you don't have to keep repeating tasks over and over again. While I was playing, Fergie came right up to me and asked me if I'd like to cavort topless with her down Hackney Swimming Baths plus a million pounds – and I completely ignored her and carried on trashing this blokes house! Addicted, huh?!





END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 95

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



The music's excellent, too. And *Coronation Street*'s brilliant at the moment and thank god for all the little earthworms and beef *Monster Munch* and for all the clever families on *Family Fortunes.* Blimey! Got a bit carried away there!

But there's more: Having collected the three pendants and the sword, you then journey to the Dark World where you pretty much start all over again. Two games for the price of one! (Except that at around £40 a shot, you'd be Les Dennis to expect less.)

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massive



SCOOP

The Blues Brothers

On a misson from God and in the back of your Game Boy

INSIDE

Popils
Prince Of Persia
Return Of The Joker
Baseball Heroes
Soccer Mania
NFL Football
Hudson Hawk
Super Golf
Wave Race

16 PAGES OF HOT HANDHELD ACTION

issue four
october 1992

massive issue four october 1992

contents



Autumn eh? It's a bit nippy isn't it? What with chilly North winds and freezing Southern mists, there's that awful dilemma – whether to discard last year's mittens for this season's fingerless gloves, so as to play your handheld with just a mite more deftness at the bus stop in the mornings.

Luckily there's no dilemma deciding which handheld mag to read for the hottest news, reviews and previews this side of the Arctic. There's only one and this is it. So check out this month's *Massive* for an exclusive look at *Blues Brothers* on the Game Boy, *Prince Of Persia* on the Game Gear and *Baseball Heroes* on the Lynx. Smart!

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53 f15 strike eagle *(P)*
64 hudson hawk *(R)*
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game gear

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64 super golf *(R)*
52 terminator *(P)*

lynx

60 baseball heroes *(R)*
63 nfl football *(R)*

(P) = preview
(R) = review

terminator

Oooh, what a miniature marvel. That muscle laden hunk, Arnold 'Arnie' Schwarzenegger is all set to be pushed, pulled, pumelled and pulped, just so he can be squidged down to size. Why? So he can make an appearance on the small screen in Virgin's latest release for the Game Gear, *Terminator*.

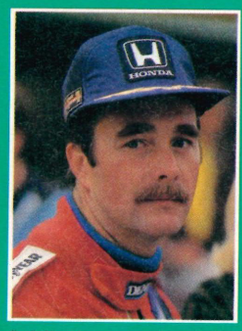
But his vastly reduced muscle bulk shouldn't effect his lethal ability with leather jacket and Uzi machine gun in this game. 'Cos this new *Terminator* game promises to be every bit as good as the Master System and Mega Drive versions of the same name. Check it out.

Available from Virgin in November. Price £TBA.





boy racer



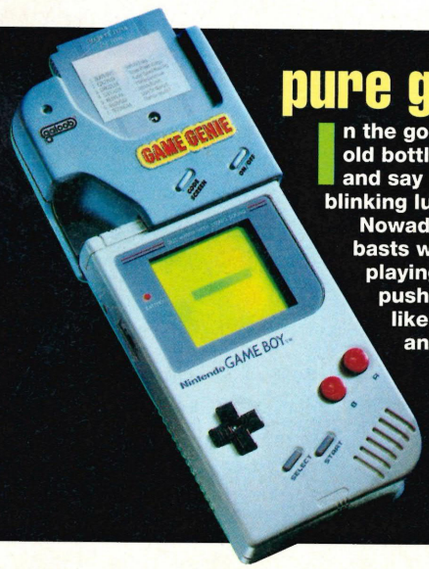
Neeeeeeeeeeoooooowwwww! Neeeeeeeeeeoooooowwwww! Neeeeeeeeeeoooooowwwww! Screeeeech! Roooaaar!

Oh dear. It looks like the bods at Gremlin have been getting a bit carried away with their timely purchase of the Nigel Mansell licence, just as our Nigel finally won the 1992 Formula One World Championship recently.

Jubilations and celebration were well underway when we tried to discover a little bit more about what kind of game this clever licensing deal would result in for all us gamesters everywhere.

Looks like we'll have to wait just that little bit longer though. The Game Boy version of Nigel Mansell's World Championship isn't due to be released until the New Year. Vroom vroom!

pure genius



In the good old days, all you had to do was rub a dirty old bottle, and a green skinned genie would jump out and say in earthy tones – "Go and make your own blinking luck you lazy bast."

Nowadays the story isn't so different either. 'Cos lazy basts who want to create their own extra bit of luck when playing their Game Boy games, will soon only need to push a trusty Game Boy Game Genie (which'll look just like the one above) into the back of their Game Boys... and hey presto!

"I'm the Game Genie of the Game Boy. From Hornby. In one fell swoop I can give you infinite lives, level select codes and extra power ups in hundreds of Game Boy games. Smart huh!"

Indeed yes. So watch out for this neat little gadget soon. It'll be appearing in console emporiums nationwide sometime in January 1993. More news as we get it.

second skin

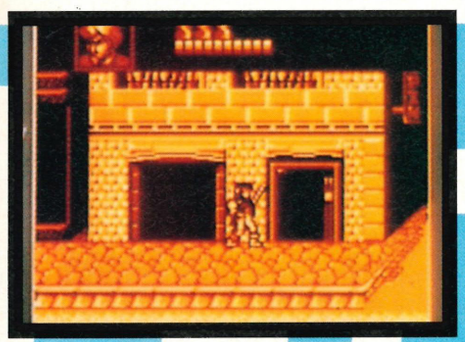


And now, it's over to David Attenborough who's coming to us live from the strange and surreal jungles of the 'fairly damn silly handheld peripheral' region.

"...and, here I am... up to my knees... in... well... urgh... it's all squishy and slimy whatever it is... and, I can actually see... not far away... from where we are actually standing... an actual example... of, an actual Lynx Skin. He is male, judging by his... rugged nylon construction... velcro stripes... and, distinctive lime green, markings... He is actually... whilst not too clever looking on his own... quite, quite useful when... teamed up with... the Lynx. For the Lynx Skin... can not only hold the Lynx... snugly... on your hip... but also up to seven game carts too. Wait a moment... he's actually trying to speak to us. Let us get... a little closer...

'Blimey!'... he is saying. 'What will they think of next. A lycra cat suit for the Game Boy?'

Well, thankyou, David, for that report, as clear and concise as ever. The Lynx Skin is available now from Cyber Vision Design. Check it out



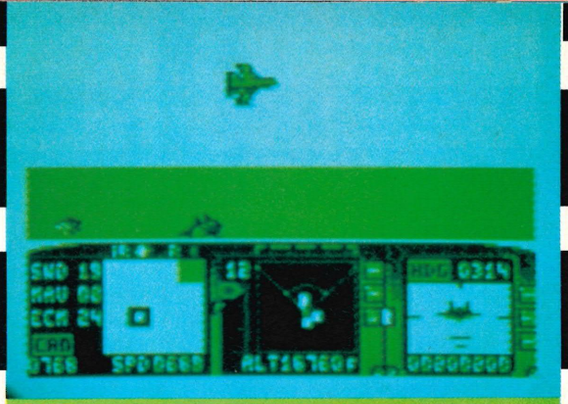


double dragon III

Why are these two fairly ordinary looking chaps trying to kick one another to pieces? Is it because these are some scenes from a rather arty sepia coloured martial arts movie? Or is it because they have just got up and pyjamas aren't 'in' this year? Or is it simply that these are some scenes from Acclaim's soon to be released newie for the Game Boy, *Double Dragon III*?

Erm, we suspect it's probably the last of all the above options actually, 'cos *Double Dragon III* – the game that chronicles the worldwide adventures of video gamings martial arts legends, Billy and Jimmy Lee, spin-kicking their way through a line of marauders in their quest to obtain the powerful Rosetta Stones – is all set to be fighting its way to your local gaming emporium soon. Watch out for it.

● **Available from Acclaim in October. Price £24.99.**

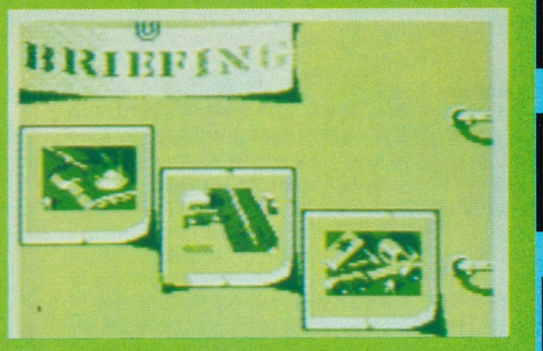


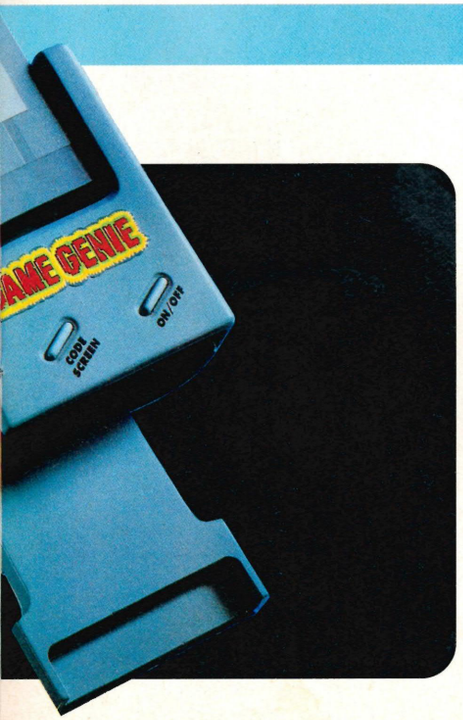
f15 strike eagle

Strike a light. Microprose is about to release the first real flight sim for the Game Boy. Called *F15 Strike Eagle*, it's a flight and combat simulation that'll give you the chance to pilot one of these powerful jets on dangerous missions, fly in seven different scenarios and through three difficulty levels.

So strap yourselves into your Strike Eagle and prepare to hit the afterburners, shoot up tanks and shoot down planes.

● **Available from Microprose in December. Price TBA.**





Game Boy chart

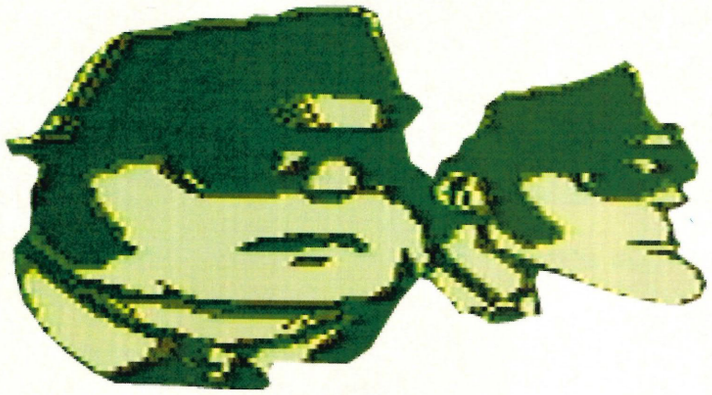
1	**Terminator 2**	Acclaim
2	**Super Mario Land**	Nintendo
3	**Hook**	Ocean
4	**WWF Superstars**	Acclaim
5	**Simpsons: Escape From Camp Deadly/**	Acclaim
6	**Mega Man**	Nintendo
7	**Bill and Ted's Great Adventure/**	Acclaim
8	**Kick Off**	Anco
9	**Bugs Bunny**	Nintendo
10	**Paperboy**	Nintendo

Game Gear chart

1	**Super Kick Off**	US Gold
2	**Olympic Gold**	US Gold
3	**Sonic The Hedgehog**	Sega
4	**Super Monaco Grand Prix**	Sega
5	**Wonderboy**	Sega
6	**Mickey Mouse**	Sega
7	**Wonderboy: Dragon's Trap**	Sega
8	**Donald Duck**	Sega
9	**G-Loc**	Sega
10	**Shinobi**	Sega

Lynx chart

1	**Batman Returns**	Atari
2	**Hockey**	Atari
3	**Rampart**	Atari
4	**Toki**	Atari
5	**Hydra**	Atari
6	**Crystal Mines II**	Atari
7	**Superskweek**	Atari
8	**Checkered Flag**	Atari
9	**Awesome Golf**	Atari
10	**Lynx Casino**	Atari



the blues

Patrick McCarthy is the only person who frequents the *Game Zone* office with the eating habits of John Belushi, so he was the obvious choice to review *The Blues Brothers*.

Music lovers of the world unite. You - yes, you - are one of the Blues Brothers, slobs and bringers of chaos, who are attempting to hold a jig *(That's gig, actually. Ed.)* in a town which has no real desire for you to do so. Anyway, so 'keen' are the town for you to play there that they've nicked all your equipment and told the police to shoot you on sight. It's a bit like being in Guns 'n' Roses, really, but with less justification for the lack of welcome. It's not as if *you* wear horrendously distended cycling shorts over your pudgy little thighs, or have a singing voice like someone beating a sea-lion to death. Anyway, it's up to you, either as skinny old Elwood or fat old Jake, to search out the gear they've nicked and get the concert going.

(Editor's note: normally at this point we get a flood of semi-literate complaining letters from deeply insecure heavy metal fans upset that anyone should criticise their poor choice of music. Let's pretend we've already received the letters and thrown them straight in the bin, shall we? That saves you writing them and us getting paper cuts from the cheap envelopes you invariably use).

let's talk about sets, bay-bee

Each level has an object vital to the success of this musical venture you've undertaken. You must locate this object and take it on to a different area of town. "But where-oh-where do I get to pursue suit-clad platformy wanderings in this fab sounding little beauty?" you are doubtless musing to yourself. (Unless you're a heavy metal fan, in which case you probably just said "Ugh.") You know the sort of essential trappings you're after - A pair of three feet high silver and pink

what's the difference between these geezers then?

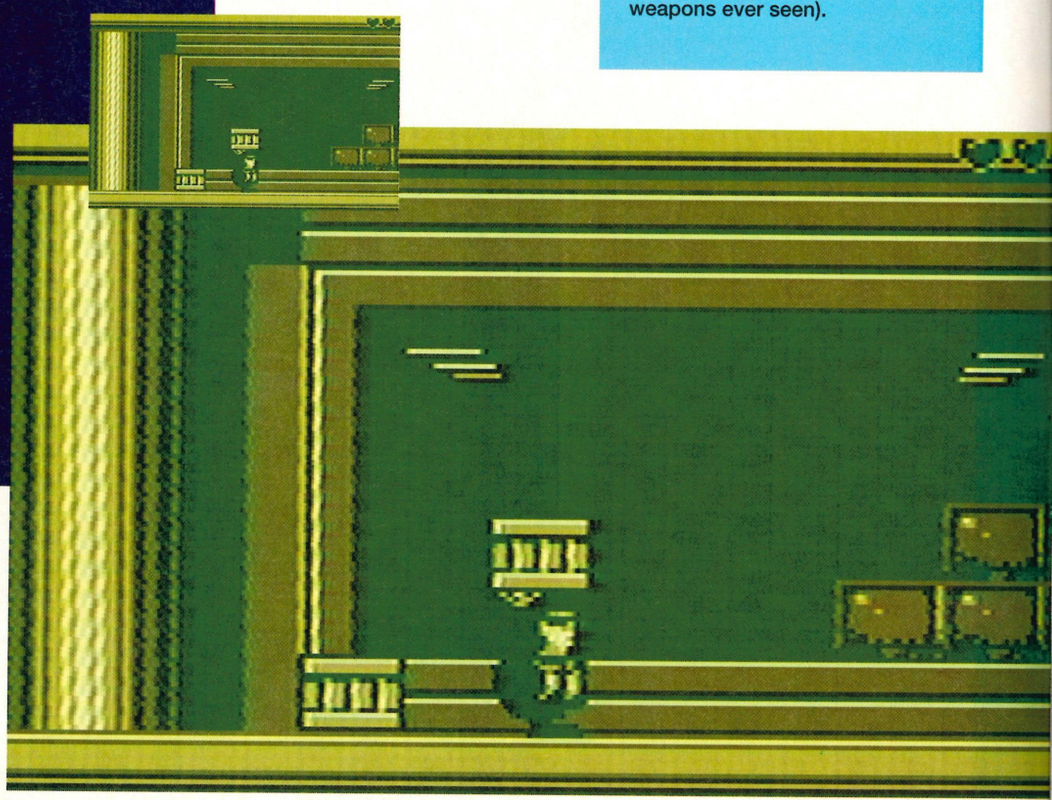
There isn't one. It would be rather splendid if the two main characters had different attributes - one was faster and could jump higher, and the other was sturdier and could take more hits, for example - and if you could change between them at any point in the game, rather like *Tiny Toon Adventures*. But it's not to be. Instead, you either pick one or the other and play your way through the whole game with that character. There's no advantage or disadvantage to being either, which perhaps is just a tiny bit of a waste of an opportunity, but who am I to criticise? (*Where d'you want me to start? Ed.*)

awesome array of weaponry

The 'ordnance' that you have to take with you on your way through this gruelling battle for life and death and the free pursuit of creative musicality are many and varied. You have:

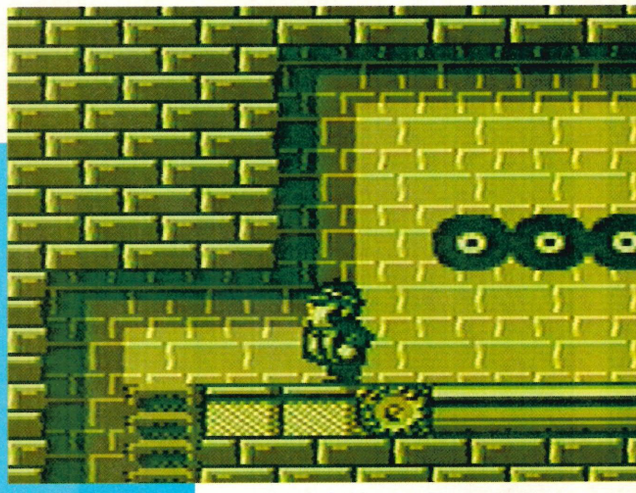
1. **A crate (pictured)**
2. **Er....another crate (pictured)**

Never mind, though, the crate is an interesting and subtle weapon, and can be picked up, held stylishly above the head and then, with great force, pegged at the police, propelled at the punks, hurled at the hippies or even bunged at the building workers. (Which probably makes it one of the most effective all-round weapons ever seen).



The crate, no. 1. 'Sometimes I feel, I feel a little sad inside, when my baby mistreats me, er, I throw a crate about.'

brothers



John Belushi. Not lean, not mean, but he was damn cool.

verdict

Damn smart film, pretty smart game, if a tad unoriginal. Give it a try at any rate.

performance enhancing weapons (sort of)

(Well, alright, not at all actually). As you'd expect in a platform game (unless you're a newcomer to the whole thing, in which case you can take my word for it) the levels are positively riddled with funny little icons that have an effect on your state of health and chances of success.

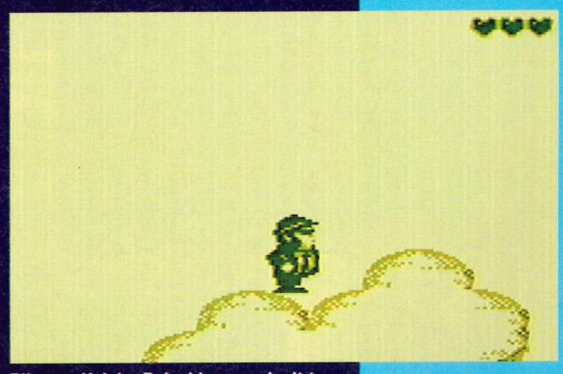
uppers (and downers)

Hearts These are nothing to do with those moronic things you see stuck in the back of beige cars saying things like "I Heart Fat Vicious Dogs Whose Name Escapes Me," or "I Heart Milton Keynes." These ones boost your energy.

Records One energy bonus point. Collect 100 of these and you get an extra energy heart.

Broken Records These take 10 points from your energy bonus total.

Hat and Glasses Give you an extra life, if you can find them (there aren't many about).



Blimey - if John Belushi can make it to heaven there's hope for us all.

transport for the upwardly mobile

Balloons Jump in the air and grab a balloon and you'll float gracefully upwards (even if you're the fat one) until it bursts on something.

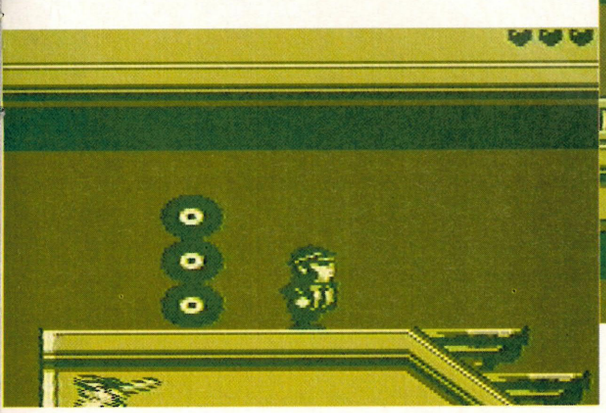
Springs Get enough of these and a cannister of carbon monoxide and you can start your own mineral water company. Ho ho. You bounce on them, dummy.



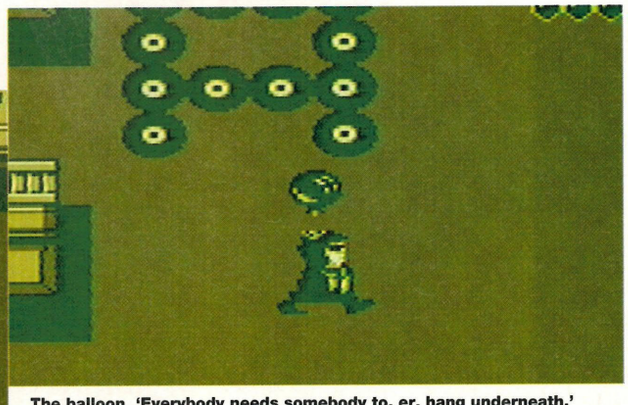
Glitter boots, some really tight denim hot pants and a set of false "Gazza" breasts with two little stars covering the nipples.

The first level takes place in an enormous department store, where you are actively seeking a guitar. After that you have to make your way through a large and tortuously complicated warehouse, avoiding homicidal machinery whilst attempting to locate those all-important headphones. (Although if I'd let the sound man find his own bleeding headphones.) From there it's jailbreak time, hopefully picking up a microphone on your way, then you have to find your way out of an enormous underground maze and find your speakers, and finally you have to get a spotlight and your concert authorisation from an exploding construction site. Where else?

The levels are fairly large and of the 'wander about' rather than linear variety. The graphics are generally pretty good. In terms of difficulty it's not up there in the *Megaman* 'Blimey O'Reilly' stratosphere, but neither is it a *Tiny Toons* 'Whistle While You Work' jobbie. Workmanlike is the phrase that springs to mind. (It swears a lot and eats chips for breakfast, ha ha.) *(Don't be silly. Ed.)* Overall though, *The Blues Brothers* is one of the better Game Boy platform games to be released recently. Although there's no startlingly original feature that makes you think 'Wow - I haven't seen that before.' Nevertheless, it's still worth a look.



Cor! It's bloody clever, the way they balance those records.



The balloon, 'Everybody needs somebody to, er, hang underneath.'

END ZONE

Graphics

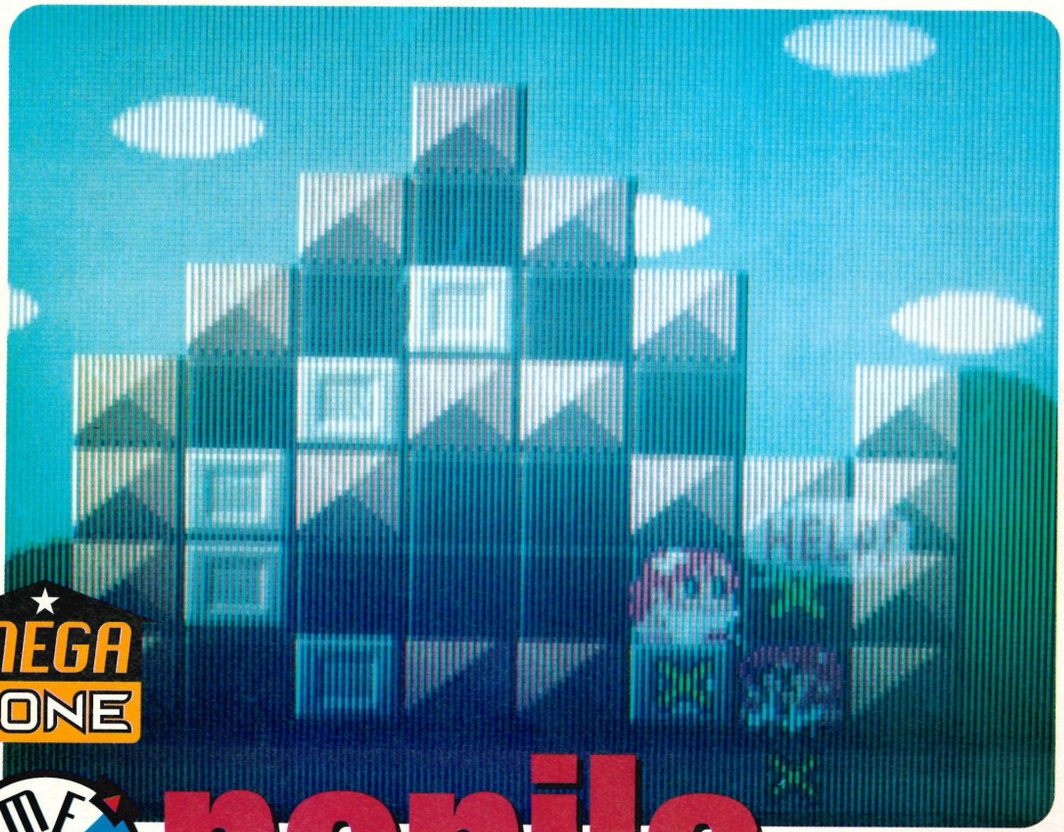
Sound

Addictiveness

Playability

OVERALL 80

Out: November **Price:** tba
Publisher: Titus



MEGA ZONE

GAME GEAR

popils

Tyler Martin is renowned for his legendary princess-rescuing abilities (it's true! it is!), so we got him to review _Popils_ to see how he could do in that.

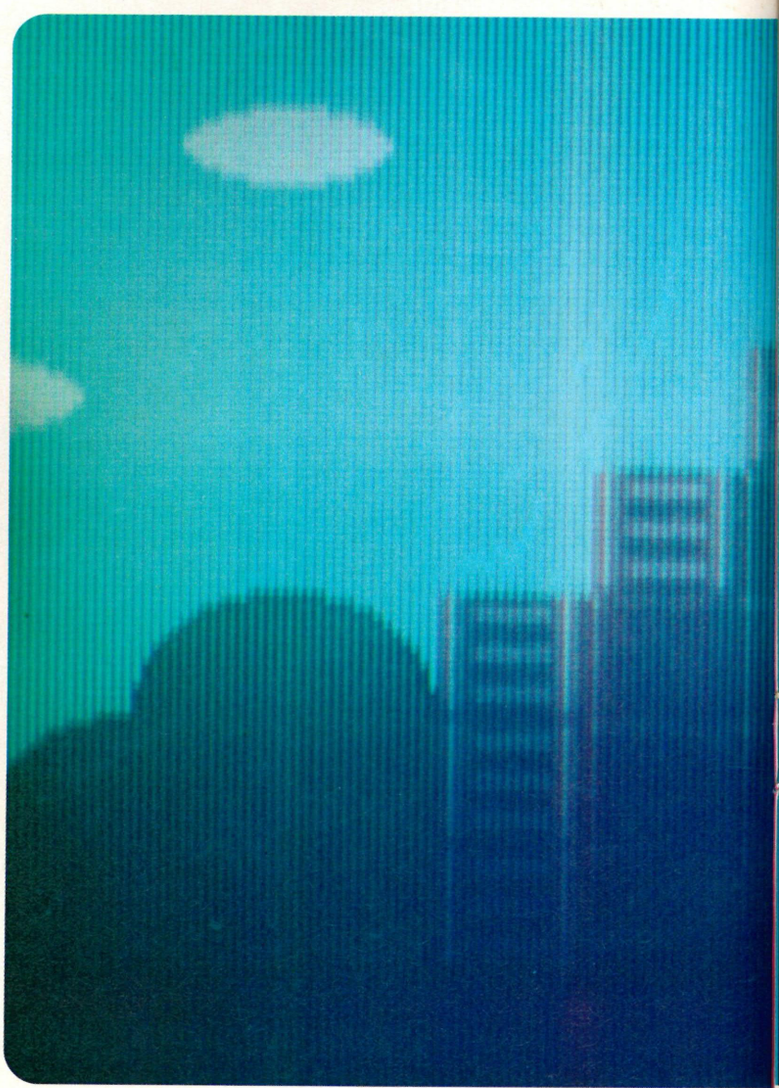
Popils, eh? Sounds like a banned substance, doesn't it? (Well, I think it does...) so before I started this game I checked there were no Policemen or German Shepherds around, and then sat back, relaxed, and began to play. And play. And play and play and play, and *(Yes, yes, we've got the idea. Ed.)*

Popils. What is it about the Game Gear that makes developing companies think up such weird names for their software? I don't understand it. The story line to this game is that a beautiful princess and you, a prince, have fallen in love. But guess what? That's right! Your sweetheart has been swiped by an evil wizard. This nasty wiz resides in the forest of 'Popil', and that's what the game takes its name from. So why didn't they call it _Sherwoods_, or _Black... Gateaux's_? Tch! Anyway, it's your job as the prince to rescue the princess from a series of fiendishly difficult labyrinths by punching, kicking and head butting your way to her. But watch out, as some of the mazes are inhabited by horrible slimes and foul vampire bats. Bit like my bedroom really.

Popils works in a rather unique way. To start off you can only select puzzles from one to five, but complete three or four of the five and you'll be awarded six to ten. Complete another three of four and you'll get eleven to fifteen and so on. It's a bit like having to fill a quota. This makes the game really quite smart because it means that if you can't do a puzzle you can move on to the next and still get to the next set of labyrinths. Another way that this method is beneficial to the amazing gameplay is that when you get to some of the later harder levels, which can be extremely tricky indeed, and get completely stuck you can go back to the levels you missed earlier and with your extra experience at puzzle solving should quite easily be able to breeze through them. This is a great asset as it reduces frustration factor (try saying that quickly after several pints of beer) to almost nowt. "But what do I do when I've done all previous puzzles and am up poohey creek without a much needed paddle?" You may ask (go on, ask me then. That's better.) Well in answer to that I'd say, umm what would I say? Just keep at it, I suppose. You will eventually get it right and if you can't be bothered to do that then you shouldn't be such a slack bast.

All this stuff makes the game amazingly addictive and many an hour (day you mean) will be spent playing this. Oh, and another thing that's super fab is that the cart saves your position in the game so that you can come back to it at any time you want and not have to redo fifty or so levels. It's like a dream come true.

Gameplay over and done with, what are the other elements that make up the game then? Let's start with the sound. The game only has one tune which is bit disappointing, even though that single tune is pretty brill. It's a very jolly bouncy tune. It sounds like something that



Blocks? I had some Lego blocks once, they were really pretty and *(Shut up. Ed.)*



My Lego blocks didn't have little girls on them, but they had really nice *(SHUT UP! Ed.)*



My *(If you start going on about you're Lego again... Ed.)*



Look, isn't it sad? Not like my Lego, that was nice *(Argh! Ed.)*

baddies, blocks and other stuff

Every screen is littered with all manner of things to destroy, use or avoid and here's a run down of them

baddies

Slime: More like green blob with two currants stuck on its head. These move back and forth horizontally on blocks of any kind.
Bats: Flying rats with shades, fly back and forth horizontally anywhere except through blocks. Real hard to kill so avoid them like the plague.

blocks

Grey block: John Major without the features (Oh how political.) You can destroy these with a swift wallop.
Brown Block: Does the same as the grey block except you can't destroy them.

other stuff

Ladder: Guess what you can do with these? That's right, climb them.
Warp door: There are four different shaped ones of these, a bit like *Playschool*. Which door shall we through today kiddies?
Spike: It's like a police cone so don't park your botty on one or you might get clamped. Or killed.
Black space: Hard to explain, but if there's one of these between two vertical blocks and you demolish the bottom block the top one will fall down one space.

hints

Helpful hint: before you start playing press button 1 on the level select screen for a top tip.
Unhelpful hint: Don't die.

pixies and gnomes would have at a tea party. The sound effects are a bit limited, but that reflects the simplistic gameplay and even enhances it. All in all the sound is in line with the gameplay's quality. What's next on my reviewing list, ah! Graphics. They invented the word cute for the ones in this game. The prince and princess both have little dumpling heads with rosy red cheeks, and even the baddies are stupidly cuddly. For instance the slime balls look like green jelly beans with plastic eyes. The backgrounds continue this line of loveableness with basic interpretations of everyday sights (gosh, how technical!) In fact this simpleness is carried out within all the games graphics, and within the game as a whole. It is odd though as I feel that this simplicity does not damage the games feel but enhances it greatly, making it instantly pick-up-able (is that a word?) and impossible to put down (I wonder how many times that phrase has been used?)

The presentation of the game is astounding, with an alarming multitude of options which include language select and a marker showing which bricks you can smash, but by far the best is the addition of a map edit which allows you to create your own levels, and save them as well. You can put in any of the sprites from the game and then playtest it to see whether it works. Fabbydoo or what?

I love this game, it definitely has to rate as one of the best puzzlers on the Game Gear, if not the supreme ruler. Its battery back up allowing you to save everything including the high scores and the puzzles you have created is just the icing on the cake giving the game a nice polished feel. I can't think of anything that rivals its sleep-missing gameplay and cutesy-wutesy feel. *(So you liked it then? Ed.)* Outstanding.

verdict
Prepare to part with your pay packet now.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 91

Out: October **Price:** tba
Publisher: Domark

GAME GEAR

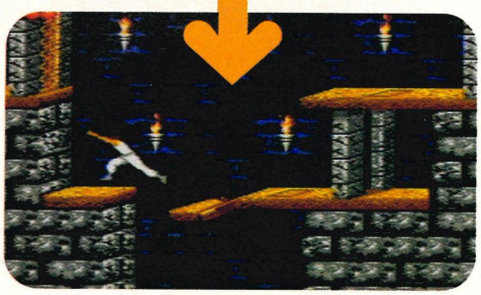
MEGA ZONE IMPORT

prince of persia

A union of royalty: *Prince Of Persia* meets king of the generalisation *Paul Lakin*.

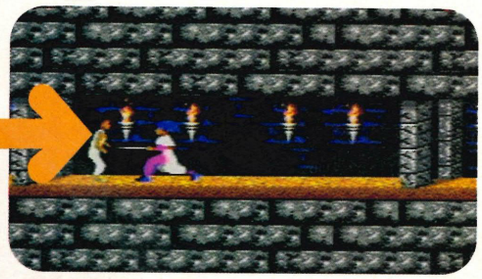
1 long jump

Here we see the pyjamed one competing in the event that made Carl Lewis a star. However there's a slight difference: The penalty for failing to complete the minimum jump is not disqualification from the games but the sight of your feet arriving through your sternum.



2 fencing

No noncing about with rubber tipped foils and mesh helmets in this fastest of Olympic Sports. None of those silly electric sensors either. You know when you've been hit because you stop breathing.



Boring. Boring, boring, boring. Not *Prince Of Persia*, (if only) but reviewing it. I wish I could hate this game. Think of the kudos of being the first reviewer to see through *Prince Of Persia*. 'Lakin calls cart's bluff - "I've seen smoother animation on a pocket calculator" - rages irate aristocrat.' I could be the John Peel of the games industry. Sadly it's not to be. *Prince Of Persia* was a brilliant game, still is a brilliant game and, at this rate, always will be a brilliant game.

Even if you've never played it before you probably know the plot (rescue the kidnapped princess from the evil Vizier in an hour) better than your own life history by now, so I'll not bother with that. However, did you know that not only is *Prince Of Persia* a brilliantly animated and addictive platformy romp in the world of the Arabian Nights, but it's also yet another in the long line of Olympic Games sims? No of course you didn't, because I just made it up.

GAME BOY

batman return of the

In keeping with the title *Batman: Return Of The Joker*, *Vivienne Nagy* decided that she ought to tell a joke too. So we let her (then wished we hadn't.)

Q: How does Batman's Mum call him in for dinner? A: (To the tune of the *Batman* TV series) Dinner, dinner, dinner, dinner, dinner, dinner, dinner, dinner Bat-man! The old ones off the back of ice lolly sticks are always the best aren't they? *(Not particularly. Ed.)*

Batman, brave, fearless and bold – he must be or else he'd never dare wear his undies outside his tights. He's also a man who farts in the face of ridicule for he has a side-kick who goes by the unlikely name of Robin. I ask you, 'Batman and Owl' or 'Batman and the Boy Gerbil' would have made slightly more sense, being nocturnal 'well hard' creatures. *(Gerbils? You sure? Ed.)* But no, his companion is called after a bird usually seen on soppy Christmas cards and who answers to the name of 'cock'.

Still, we have a lot to thank Batman for. He was one of the earliest purveyors of non-contact violence, using a simple BIFF! THUD!! or THWACK!!! to sort out the baddies from a respectable distance.

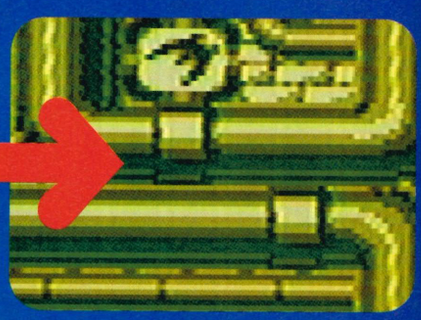
In *Batman: Revenge Of The Joker* Batman is more often than not on the receiving end of the said BIFFs, THUDs etc. 'Hit a man when he's down' seems to be the programmer's philosophy, for when you've bought it, the baddie keeps doing it to you, baby, 'it' being whatever caused you to die in the first place, as if to say, "Ha, ha, you're dead sucker!". Futile but it drives home the point.

acro-bat-ics

Bats has a variety of moves and methods of attack which enable him to move about and attack the baddies. Nuff said...

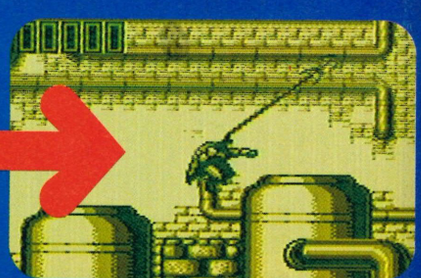
batarang

Collect a batarang icon and you can fire 10 of these babies. They don't kill baddies at once, in fact they're not as lethal as they could be.



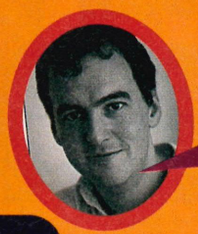
grappling hook

Press up and if there's a convenient overhead surface this will attach to it letting you swing about. Can also be used for firing upwards at undesirables.



But enough of this idle banter. Everything that could be said about *Prince Of Perisa* has been said a thousand times. The graphics are luvely-jubley. Flickering torches, murkey prison walls and the nattiest pyjamas this side of *M&S*. The animation is so smooth that if you slid down it on a plastic tray you'd reach speeds of up to 220 mph. Easily. Gameplay is fantastic. Look, you've heard all this before. There's yet to be a bad version of *Prince Of Persia*, which is something of a record in itself. Bearing in mind that this is an 8 bit version it's really impressive. In fact, even ignoring that this is an 8 bit version it's more than a bit nifty.

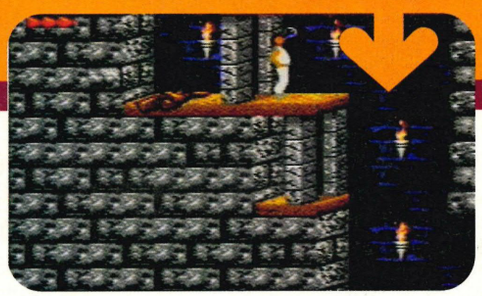
Screenshots may not show you the smooth-as a- cartoon animation, or pulse-tickling excitement that drips from the game. However they can at least let you bathe in the luxury bubblebath of the graphics. Look at them and think - 8 bit handheld? Well, scratch my ear, mint cornetto. Having said all that I'd not rate *Prince Of Persia* on the Game Gear quite as highly as *Prince Of Persia* on the Game Boy - but if you've only got a Game Gear that's irrelevant. This is a very smart piece of programming and an even smarter pair of pyjamas.

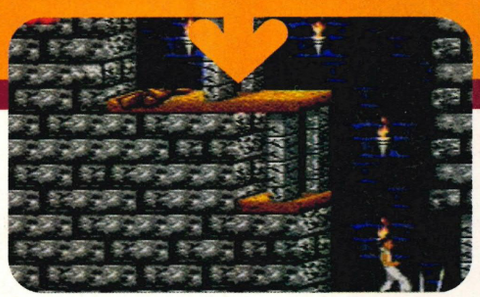


verdict
Good enough to make you start wearing pyjamas...

3 synchronised drinking
One of the more controversial Olympic sports: Each competitor takes a slug of potion. This can result in energy boosts and gold medals or poison and very bad stomach ache.

4 hopscotch
A new and highly dangerous sport. Competitors must shuffle through, or jump over, large metal spikes. Skilled competitors go on to face the "meat slicer" in later levels. The unskilled become dog food.





END ZONE

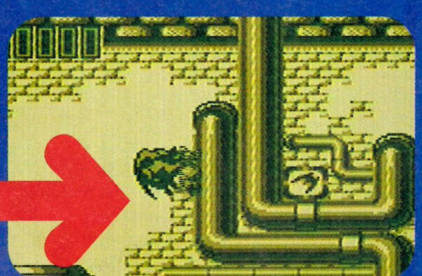
Graphics
Sound
Addictiveness
Playability

OVERALL 92

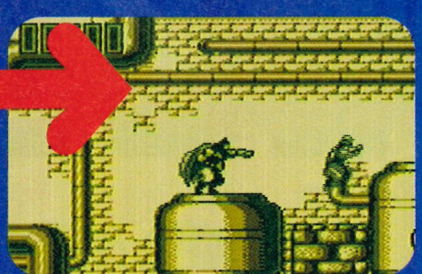
Out: October **Price:** tba
Publisher: Domark

joker

wall waggle
Batty can't climb vertically up walls. He can only 'waggle' from one to another. The only method of going up (apart from moving platforms that is).



power punch
As Max Bygraves wouldn't have said, "You need arms". Not the illegal bullet firing type, but the sort attached to armpits. By pushing an arm out from his body quickly, Bats biffs baddies.





verdict
Neat arcade adventure, but not enough of it.

sewer you?
Choose any of stages 1-3, which respectively are the sewers, machine shop and the train. Once you've defeated all the end-of-level bosses you go on to mystery level four and the mystery boss. Well, considering it's called *Revenge Of The Joker* it's doubtful it'll be Jeremy Beadle eh?.

The action varies slightly from level to level; level one is a waggly (see box-off), jumpy, grapply, beat 'em-up affair with spectacular flash floods which hinder your progress to the Dark Claw's lair. Manners were obviously not important in Dark Claw's household or his parents would've told him it was rude to snatch; all he does is grab at you with his huge, er, claw.

Two is the hardest with pumping pistons to dodge, extremely tenacious baddies, moving platforms and disappearing floors.

As if to make up for the impossibility of two, level three is a jumpy, uni-directional beat 'em-up within and without a train and it's dead easy.

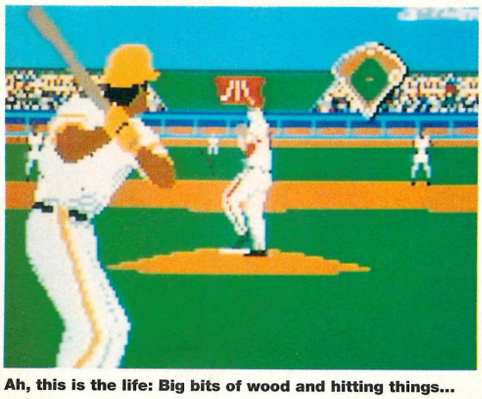
Graphically, *Batman* is quite impressive and certain bits are quite addictive but like *Viennettas*, one slice (or four levels) is never enough.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 78

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



Ah, this is the life: Big bits of wood and hitting things...



Players with improbably stupid nicknames...



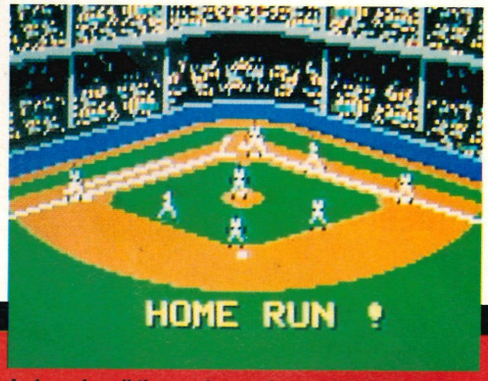
Throwing things at peoples heads at 120 mph...



Patrick McCarthy is to baseball what David Mellor is to marital fidelity. So we gleefully gave him *Baseball Heroes* to review. No not David Mellor, stupid.



Tables of pointless statistics that nobody understands...



And running all the way home when you've finished.

The number of baseball games available on the Lynx can be counted on the hand of a three-toed sloth who's had an accident with a cigar clipper. So it's with something approaching orgasmic delight that this game will be received by baseball fans desperate for a fix. As such, there's quite a degree of responsibility for the designers of this little number... will they be responsible for the country-wide mass-suicide of desperately-disappointed baseball fans, or will they be responsible for a huge increase in cleaning bills as sheets are soiled on a previously unheard-of scale? Shall I tell you now, or shall I drag it out for a bit of suspense? *(Remember you have to fill two pages. Ed.)* I'll drag it out.

So where shall I start. Erm, at the end I think. You see, *Baseball Heroes* is actually quite a nice baseball sim. It's usual baseball fare of course – two teams battle it out with a stick, a ball and a glove. But what's nice about this sim in particular is that a) it looks well smart graphically, b) there are plenty of options in the game to try to keep your attention and c) there are also a number of different sub-games involving batting and fielding that will help your performance in the real thing.

You kick off of course by choosing yourself a smart team from one of the four available. Each has two players available for each position, plus four pitchers. Choose who will play by checking out the fair smattering of personal statistics available on the team select screen. (Alternatively pick the players with the most bizarre names – it's often a good bet.)

Then lope off onto the pitch, to either bat or field and be faced by a barrage of yet more options, ie if you're pitching, control your pitchers pitch; if you're batting, control his swing at the ball, if you're fielding... *(Yes, yes, yes I think we get the idea Ed)*

Oh, and if you have a com-link there's also another option – a two-player option. Everything moves quite slowly, but that's excusable considering the level of graphical detail in the main screens.

Unfortunately though, despite the options galore and the top-hole graphics, the game is a let-down in the gameplay stakes. When you're fielding it's impossible to judge the flight of the ball – so it's difficult to get your painfully slow-moving fielder into position in time to make a catch. The game needs some kind of marker on the ground for you to get your fielder to in advance of the ball. It's a shame, because if you do get the fielder in the right area and press the jump or dive button you can pull off some smart catches.

The other main problem is the movement of the ball – or rather lack of it. Once the ball hits the ground it stops dead – it's like playing baseball with a tightly-furled soiled nappy. If you miss a catch, you have to run over and get the ball where it landed, which can take ages as the outfield graphics make it hard to direct your player to the pixel-perfect area required. It's also awkward on a throw back to the infield – if the ball doesn't go straight to an infielder it stops dead and you have to go and pick it up with one of your infielders, while the baserunner, laughing mockingly, takes a couple of extra bases.

So, *Baseball Heroes*? It scores highly in the graphics stakes and has some nice touches. But overall the gameplay is a bit naff (especially when compared to, say, *Bases Loaded* on the technically inferior Game Boy, which is graphically simplistic but fun to play.) Clever it may well be, but unfortunately, not quite clever enough.

verdict

A quite nicely-thought out and good-looking game that's let down by its playability.

a brief history of baseball

It all started when a caveman picked up a rock and threw it at a foe. The rock drove the enemy's nose-bone up into his brain and he died. Thus was baseball launched onto an unprepared world.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 59

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

baseball heroes

play the game

There are oodles of different baseball-type games to play in *Baseball Heroes*.

three flies up

Before you say anything, Three Flies Up has nothing at all to do with crotch fastenings or group sex with insects. It's a game they play in the Land of the Free, whereby you field until you score nine points, then you bat. You score three points if you catch a ball in the air, and one point if you catch it after it's bounced. It's a good way to practice your fielding, but would benefit, like the full game itself, from having some way of judging where the ball is going to land when you're fielding.

home run derby

Home Run Derby is named after Alf "Home Run" Derby, the famous middle-distance runner from the 1920s, who always ran home after a race rather than taking the tram. It has nothing whatsoever to do with taking 100 pitches from a pitching machine in an attempt to see how many you can hit over the fence.

exhibition game

An exhibition game takes place in a private gallery in the West End of London. You get five points for smashing a poorly-executed, derivative semi-abstract sculpture, three points for landing a ball in the home-made wholemeal spinach-and-broccoli quiche, and two points for hitting the snobby, leathery-skinned receptionist with the bobbed brown hair in the mouth. It has nothing to do with a one-off game of baseball, the result of which matters not a jot.

final series

It's a play-off type thang, but since there are only four teams on the cart, and you've probably played them all before anyway, it's not going to be much of a playoff in terms of suspense and atmosphere. All it really means is you play someone more than once and see who wins in the end. What do you care? – it won't be you, sissy.



pick a finger, any finger

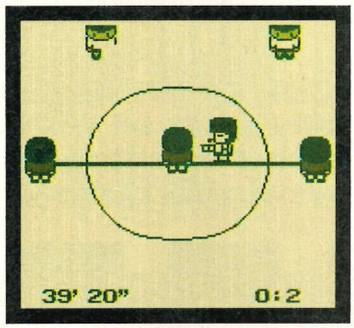
One of the nice things about the game is the method for choosing what type of pitch your pitcher will throw. It's (sigh) *just* like *real* baseball. The catcher holds his hand suspiciously close to his...well...you know...*Down There*, and the number of fingers showing indicate the type of pitch he supposedly thinks you should throw – one for a fastball, two for a curve, three for a slider and four for a screwball. (*You're making these up. Ed.*) Philistine. If you don't agree with what the catcher calls, you can call something else, but he probably won't talk to you in the shower after the game. But what the hell, he never lends you his soap, does he?

It all sounds nice, but in practice the catcher only signals for whatever you last called. That's because he doesn't make his own mind up at all. You do. It's a trick, and I fell for it

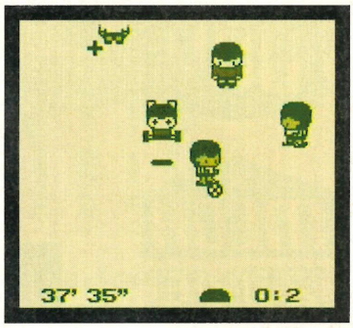
pick a nose, any nose

You have a fair degree of control over where you aim the pitch after it's been launched on its fateful journey to the catcher's glove (or via the bat, out of the stadium) – by skilful manipulation of the joypad you can even guide it rather unsportingly toward the batter's nose if you want. Of course, he won't thank you for it. But what the hell, he never lends you his soap in the shower either.

soccer mania



Lorks! The *Homepride* men playing footy!



Double Lorks! He's got no arms or mouth!



GAME BOY

IMPORT ZONE

GROAN

Sad, tragic, pathetic, lame, crap, embarrassing and smelly. Not only can these words be used about *Daniel Pemberton's* dress sense but they also apply to the game *Soccer Mania*.

Hurrah! A footy game! Nice title screen. Ooh goody, a team select screen. What country shall I be? Well, I can choose any team I want, as long as it's the U.S.A. Whaattt? Everyone knows that the Yanks are crap at footy, and what's the point of a team select screen when you can't select a team? O.K. so you can select the opponents. Big hairy deal. The game itself is your usual soccer game, you know two goals, crowd, players etc.

After the kick off I thought that I'd pressed the Pause button. Then one wobbled a bit, and wobbled a bit more. Cripes! Maybe I'd chosen 'Testimonial' mode where all the players are a bunch of old fogies who haven't played for a couple of decades, but it appears not. I don't know how to convey the lameness of the speed but perhaps the words 'Zimmer frame' might help. The control method is just as bad, making you extremely frustrated 'cos your players are so slow. Also trying to work out what player you are controlling is a bit of a guessing game and very annoying.

Once you've got past that travesty you then have to contend with the sound. The music is not worth mentioning as it sounds like someone's dropped a synthesizer in the bath and the sound effects resemble a baby with trapped wind. In fact the only good thing could be either the two player mode (but why the game should sell more than one copy is a mystery to me) or the graphics which are quite nice, even if they do flicker when more than four sprites come on screen. It's also good when you score a goal, and when the game has ended. That anyone would be able to survive a whole match, though. is doubtful. The game has the playability of a small green cabbage, mainly due to the fact it is sooo slow.

So if you enjoy wasting your money and getting frustrated then this is the game for you. Otherwise stay well clear!!

verdict
About as much fun as an offside trap.

Supplier: B & S Electronics 071 323 6673

END ZONE

Graphics 4

Sound 1

Addictiveness 1

Playability 1

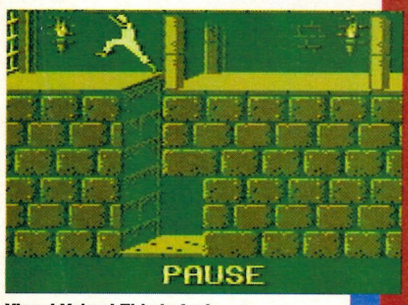
OVERALL 18

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

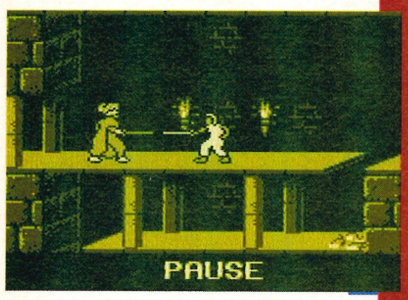


prince of persia

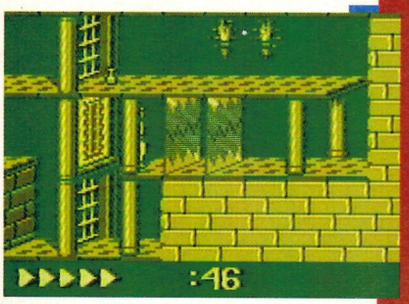
Nick Griffiths used to think the Prince Of Wales a jolly sort of chap until he heard his name linked with Pershing missiles. Perhaps he needs his ears syringed before he tackles _Prince Of Persia_.



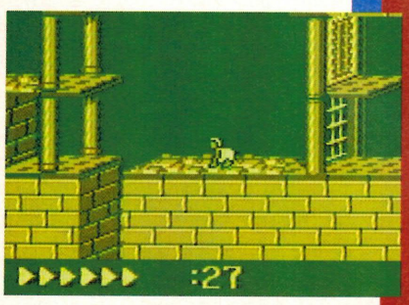
Yipee! Yahaa! This is fun!



Oops, this is a bit trickier. Take that!



You can't see me. Nernie-nernie-ner!



Oh for crying out loud, there's more?

level one

Once upon a time there was a handsome young Prince. Well, actually he wasn't that handsome. I mean, look at him. But he could move in the slinkiest, sexiest, smoothest way in the history of two-dimensional on-screen movement. And he fell in love with a beautiful princess. Except, he just wouldn't make things easy for himself. He could have fallen in love with pretty much anyone and, well, he's got loads of money even if he has forgotten to change out of his pyjamas. No, he had to chase after a woman who's been imprisoned in a twelve level palace by the not-very-generous Grand Vizier Jaffar, who has given Princey only 60 minutes to rescue her.

As my dad always says, there's plenty more fish in the sea, But no, Princey doesn't want to marry a fish. So he deserves all he gets.

level two

So here he is, he's been through the easy bit and Princey thinks it's plain sailing. Pah! A swift verse of *Purple Rain* and a sell-out stint at Earl's Court just won't wash with the guards here. Oh no, legendary pop status means doodle squip here. And that doesn't mean a thing.

Here we find our foolish young and in-love thing taking on one of the easy-peasy palace guards who occupy the earlier levels. A thrust, another thrust, a parry and... uh-oh he's dead.

level three

But death won't stop a young man when he's after his girl. Well it does actually. It tends to stop them quite efficiently. I remember popping my clogs a couple of years back and this girl I fancied completely lost interest. It wasn't as if my conversation got any worse, and what's wrong with the odd involuntary corpse gas emission between friends?

Anyway, Princey has no such problems since this game has a brilliant and nigh-on revolutionary password system, which means he can rejoin any level with the self-same hit points and number of minutes already used up. So he can practise his giant leaps, his dainty one-steps, and then take on this ghost chappie who can't be killed! The fun! And all for love!

level four

Here we find Princey out of the dungeon and into the palace proper. Unhappily, to get to that potion which will give him an extra hit point, he has to negotiate the Grand Vizier's giant nostril hair trimmer. The Vizier is very sensitive about his outsized nose, and the palace guards can often be heard tittering among themselves and referring to him as *Big Nose*. Not very original, these guards, and pretty childish, considering they're all 37, but it keeps them all happy and out of trouble.

Later our smitten hero finds himself face to face with... himself! And he's about to click that he's forgotten to change out of his pyjamas. How can he possibly confront the Princess like this? Even worse, his mum bought them for him (the ones with the teddy bear on the front and the love heart and 'Big hugs from Ted' in huge letters) and he's still got the top button done up. The squareness! The shame!

level five

Two giant hair trimmers! And it's all getting a bit mazey now, so Princey ends up taking loads of wrong turnings, triggering all the wrong floorplates to open and shut the doors and jumping all the wrong gaps, and time's ticking away.

Love's young dreamer decides to scribble out 'Big hugs from Ted" and change it to "I'm with this idiot". Then he changes his mind and alters it to "My girlfriend went to Ibizia and all I got were these lousy pyjamas", changes his mind again and settles for a drawing of a large willy.

level six

More of those dreaded spikes that litter the palace floors. Step gingerly through those ones, leap the next ones and ... oops.

Okay, try again. Here we find our amorous love detective in a tricky situation. The mirror image of himself which he unleashed in level four and which has been plagueing him ever since and drinking all the tastiest potions, has now triggered the door shut on him. And it's a long way down. You'd have thought your mirror image would have your best interests at heart, but it just goes to show, you never really know yourself as well as you think.

level eight

So we've skipped level seven altogether and come up smiling in level eight. Well, not exactly smiling. That 300-foot drop has bruised Princey quite badly. Understandably his pyjamas are ripped to shreds, there are holes in his carpet slippers and, well, he's not the presentable and eligible bachelor he once was. Still, he's loaded – and what woman would turn a blind eye to a leathern pouch crammed with tenners?

Here we find him taking on one of the trickiest jumps in the game... not very successfully

level nine

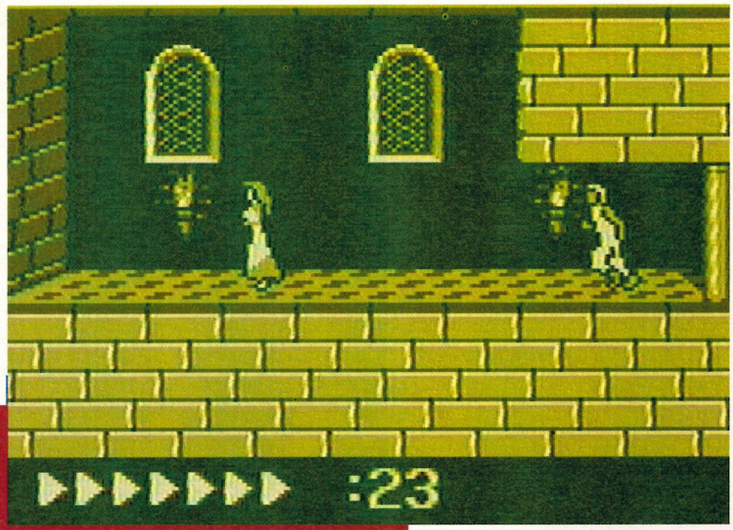
Sort this one out! Get through the giant nostril hair trimmer without triggering the footplate on the other side which closes the door! It calls for split second timing and a giant leap. Or, failing that, blind luck. Our wounded human love ferret survives, but guzzles a potion to restore... blimey, one measly hit point. Hardly *Ready Brek* is it? Luckily.



Notice, by the way, how I'm sneakily and really quite brilliantly getting all the different aspects of the gameplay into the continuous narrative. See the potion bit back then? Clever, eh? Thing is, how do I get the music in?

level ten

Our minister of carnal appointment takes some time out to listen to his pocket radio. And Terry Wogan's playing the complete soundtrack to *Prince Of Persia*. (No surprises there.) "Wow!" thinks Princey, "this is utterly brilliant. Really subtle at times, and with just the right Far



No, please, don't leave me! Not after this!

Eastern flavour." He is hooked and makes a mental note to buy the album just as soon as he's worked out why the floor keeps disappearing from under him.

level eleven

Yet more disappearing floors! And ceilings! The Grand Vizier's workmen had run out of glue at this point and were hoping that His Noseness wouldn't notice. And now Princey's come along and made it rather obvious. "Still," thinks our toe-tapping pyjama-wearing hero, "this must be the best game I've ever played on the Game Boy. Ever. I really can't think of anything to fault it."

level twelve

The tower! At last! Lots of climbing and jumping called for here, and no palace guards to contend with since they're all scared of heights and anyway it wasn't their idea to lock up some poor innocent maiden. And it's time for the final confrontation with Princey's mirror image, who turns out not to be such a bad sort after all. HINT!

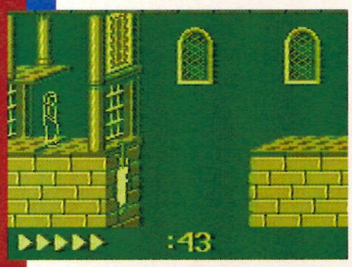


And finally, the long anticipated meeting. Except it all goes horribly wrong...

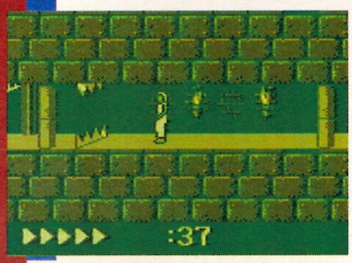
Princey: "Hello, I've come to rescue you."
Princess: "Why's there a large willy drawn on your pyjamas?"
Princey: "Erm."
Princess: "Leave me alone you bruised and tatty pervert!"

Princey popped it soon afterwards because of a broken heart (well, of exhaustion and because he kept dropping unhealthily large distances) and the princess married the Grand Vizier. And they didn't live happily ever after.

THE END



Well, don't just stand there!



You think I'd fall for those? Huh!

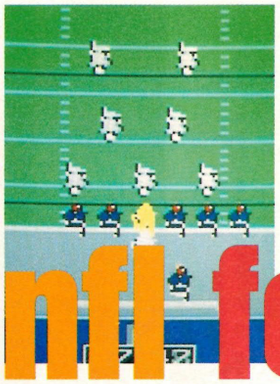
verdict
I hate doing the verdicts. Can't we just ignore this bit?

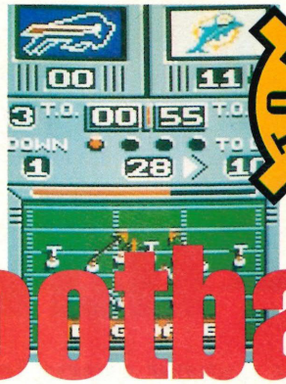
END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 96

Out: November **Price:** £24.99
Publisher: Virgin





nfl football

"Not another darned American football game!" We cried in anguish as *NFL Football* plopped onto our desk, "What ignorant sucker can we get to look at it?" In staggered *Patrick McCarthy*, after another 'business breakfast.' Perfect...

officially endorsed!

The first thing you notice about *NFL Football* is that it's officially endorsed. This means either the governing body has seen and approved of the game and it's quality, or the game company has had to lash out a wodge of dosh to use the logos™. Having seen *NFL Football*, I can only assume it's the latter. Let me explain...

oh god it's up the wrong way!

First up, you hold the Lynx on its end so that it's vertical. This is so that more of the pitch shows. Unfortunately it's a waste of time.

lots of teams to choose from!

But they all perform in exactly the same way.

lightning fast receivers!

Thirdly, your so called 'lightning fast receivers' are only lightning fast if they're computer controlled. And as for...

huge range of plays?

Well, 24 offensive ones and six defensive ones, anyway.

revolutionary control system!

It's not that revolutionary, actually - the crosshair passing thing was first seen in the original PC version of *John Madden Football*.

quick, make a joke about the game!

I can't be bothered.

alright then, give us a quick summing-up instead!

Okay then. Here goes. It's easy to win every time. And when you couple this with the graphics (that aren't very good really), the sound (which leaves a lot to be desired too) and the dire gameplay, all in all *NFL Football* seems more like a novelty game from a packet of cereal than a 16-bit simulation.



verdict
NFL? N.f.i....

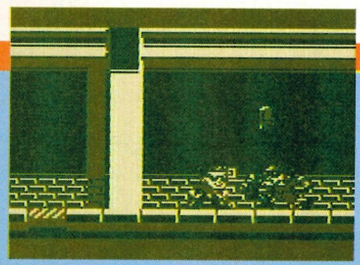
OVERALL 37

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

GAME BOY IMPORT

hudson hawk

Q: How many people who went to see *Hudson Hawk* at the cinema does it take to change a lightbulb? A: Both of them! *(Ahem. Ed.)* Joke ©*Mark Towse*, as is this review.



Nearly all of the films that Bruce Willis stars in turn out to be bigger flops than *El Dorado*. Lucky then that in this newie for the Game Boy Eddie Hawkins, (cat burglar extraordinaire, known to his mates as the Hudson Hawk), makes a better impression on the small screen than he did on the big.

In *Hudson Hawk* you see, Eddie has turned to the big time. Instead of pillaging poor helpless felines, he's started breaking into peoples homes and stealing all of their valuables, the scamp!

This also happened to be the time that two scientists decided to create an alchemy machine (gold making machine, you clots!) from plans that top science bod Leonardo Da Vinci thought up hundreds of years ago, which they need Hudson to recover for them.

Just to make sure he accomplishes this little 'favour' for them they've half-inched his best friend.

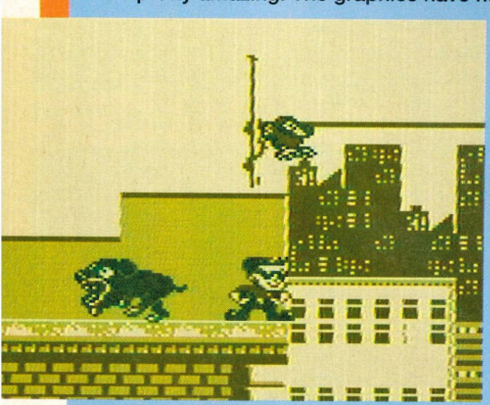
Now it's your turn to play good ol' Hudson, retrieve the plans, and maybe even sabotage the machine and save the world.

Along the way you face huge guard dogs, huge owls, huge guards, yup - you've guessed it - it's a pretty huge type of game. You must dodge all of the security devices or trigger alarms and risk guards coming and giving you a bonk. (On the head of course.)

verdict

G-g-g-g-great, as someone crunching a mega muther of a gobstopper would probably say!

It has to be said that the graphics and sound are pretty amazing. The graphics have heaps of top class animation, and boast some of the most gruesome sequences ever. The sound is also above average, a well put together bouncy tune that can be turned off if you want. There is, however, a noticeable absence of any mega-nasties, which does dampen the thrill of completing a huge level: You just feel a tad let down. All in all though, a pretty funky game. It ought to take you ages to complete, as it isn't easy, and the action is pretty hot. Damn smart.



OVERALL 82

SUPPLIER: B+S Electronics 071 323 6673

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

GAME GEAR

IMPORT ***Tyler Martin* is a bit of a bogey so we gave him *Super Golf* to review to try and rectify that.**

super golf

Super Golf is actually quite a fitting title. Admittedly a title like '*Pretty Smart Cartoony Golf*' might have been more accurate, but it hasn't got quite the same ring to it, has it? The rules of golf are pretty simple (as is anyone who doesn't have at least a rough idea about them.) All you have to do is hit a little white bumpy ball into a small hole some distance away. "That's not too hard!" I hear you cry. And you're right, it isn't. But here comes the cunning part: The point is to achieve this task using as few shots as possible. And that's exactly what you have to do in this game. See, I told you it was simple. (To be honest there are lots of other intricate rules, but I don't know them, so not to worry...)

You can choose three modes of play in *Super Golf* and up to four players can participate. In matchplay you and a friend (or the Game Gear, if you haven't got any friends) play a series of holes, and whomsoever wins the most of 'em wins the game. Tournament is more your standard whoever finishes the course having used the least number of shots wins kind of golf,

GAME BOY IMPORT

wave race

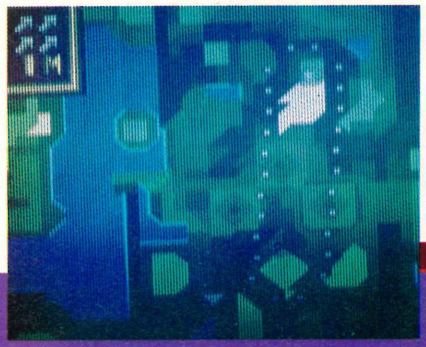
"Water, water everywhere but not a drop to drink," said *Jeremy Daldry* dramatically. Paul looked at him. "Except for that bottle of Evian." said Jeremy, somewhat less dramatically.

'What a political statement,' I thought. This new Game Boy cart must feature convoys of happy party goers bombing through the countryside in an attempt to set up an illegal jump, maybe with a Lucozade swigging subgame, finally all coming together in a frenzied attempt to get a sound system together and kick the bass in, before the police arrive and shut the whole thing down. But then I realised that I'd gone and misheard Paul, and he had said *Wave Race*. Not *Rave Race*. Oh well, bang go all my 'dancin' jokes.

water sports

Now, the main problem with any racing game is the sense of movement, or the lack of it. The sense that you are actually in a car, and are moving along a road. All too often it feels as if you are on water. Which is handy really 'cos *Wave Race* finds you dashing (or should that be splashing, boom, boom,) along on the crest of a wave. Astride your P.W.C. (or





playable with four people. Once you've chosen what to play you are presented with a character select screen and can pick one of four people, each having their own strengths and weaknesses in different areas. After this you decide which caddie to use. Each of these people have different assets, such as luck or knowledge. Then you fiddle with your players parameters (oh yeah!) You can take some points from your power and add them to your putting abilities (that's what I meant Oh dirty minded ones.) Then you're onto the lucious fairways and smooth greens, not forgetting to take in wind and whether you want to top or backspin your ball.

All of these factors make this a damn good golf game with some pretty graphics. When you get a birdie or an eagle your chunky little Lego-man jumps about in a fit of happiness, and every character has his or her own little ditty that plays happily in the background. It's all great fun.

After all this praise I only have one niggle and that's with the putting. It can get very annoying, as the collision detection on the hole is a bit dodgy. Sometimes the ball will float magically over the hole and not go in, no matter how hard you shake your Game Gear. Also, on the green the ball has a tendency to stop dead just after it had been zooming along, which leads to much grinding of teeth. Apart from that I would recommend this to golf fans everywhere.

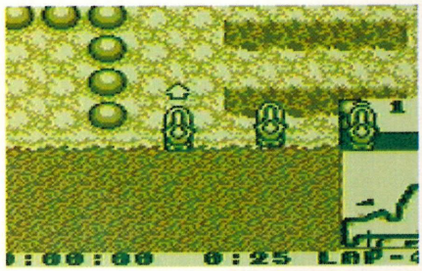
ΣΥΠΠΛΙΕΡ: Β+Σ Ελεχτρονιχσ
071 323 6673

verdict
It's guilty of being a super game.

OVERALL 89

Out: Now Price: £32.99
Publisher: Sega







verdict
Yer well, all very average. Seen it all before.



Personal Water Craft) you can chose to either compete in one of eight racing circuits or, if you so wish, across eight break-neck slalom courses. What a richness of choice this game offers you. Lo, not only 16 different courses but also the choice of three powers of P.W.C: The quick 550cc, the quicker 650ccc and the blooming speedy 800cc. As far as the graphics go, well they are okay rather than smart and the sound buzz's rather than kicks. The game play? Well there certainly is some, but it is spread very thinly indeed.

water works

Which means after playing *Wave Race* you are left with the overwhelming feeling of anticlimax. *(Indeed? Ed.)* Very much a case of been there, seen that, bought the T-shirt.

ΣΥΠΠΛΙΕΡ: Β+Σ Ελεχτρονιχσ
071 323 6673

OVERALL 50

Out: Now Price: £19.99
Publisher: Nintendo

also out

A side from the cream of this months crop of handheld games, what other games can you expect to see nestling on the shelves of your local console store this month? And are they really worth buying? Read on and find out.

game boy releases

paperboy 2

Test out your media delivering skills in this jolly interesting paper-round sim. Go through Monday to Sunday, delivering papers to subscribers through three different weeks. Each time you fail to deliver to a subscriber's house, they become a non-subscriber. If you fail to complete a day you're fired. If you're successful, you can negotiate a training course of jumps and obstacles.

If you liked the original, you might enjoy this 'enhanced' version. But seeing as its only as interesting as the real thing – you probably won't.
Reviewed: Massive Issue One July 1992.

tiny toons

A super smart 'platform save-yer-chick.' In which you play Tiny Toon Buster Rabbit whose chick's missing, and also his mates the duck and the pig – who must fancy her too to put themselves through all this. *(All what? A reader.)* Erm, four levels of manic mayhem actually. ie. fight your way across streets and sewers, through spooky forests and ghost houses, past bulldogs, Tasmanian Devils and things that throw anvils at you, that sort of thing.

Not the hardest game in the world and with two continues and a password facility, the fabbo thumbsmiths among you may finish it quickly. Still it's such a smartly fun game that you'll probably want to play it again and again and again anyway.
Reviewed: Massive Issue One July 1992

game gear releases

marble madness

Roundness galore in this miniature Game Gear version of the old arcade classic of the same name. Negotiate a blue marble around a series of weird and wonderful landscapes an an attempt to reach the finishing line within a certain time limit. Avoid the marble munchers and acid pools whilst aiming to pick up the occasional magic wand to help you reach the end within the given time limit.

A fine, addictive game with great playability.
Reviewed: Massive Issue Three September 1992.

senna super monaco

Jolly famous racing driver Ayrton Senna challenges you to beat him in all the races that make up the world Grand Prix. Zoom around the best grand prix circuits the world has to offer, in the vain hope that you'll be able to beat the pants off ol' Ayrton himself and reach that rare number one top spot.

If you have the first *Monaco* game, this is probably too similar to be worth shelling out for. If not, then you could give this a shot.
Reviewed: Massive Issue Three September 1992

spider-man v kingpin

Another super hero makes it onto the small Game Gear screen. Only this time he's wearing vermillion rather than black and goes by the name of Spiderman rather than Batman.

You play Peter Parker (aka Spidey) whose arch enemy, the Kingpin (aka the Kingpin) has placed a huge bomb in the middle of New Yawk (aka...) *(Enough. Ed)* and blamed the whole caboodle on poor ol' Spider-man.

Fight your way through seven levels in a kind of beat 'em up come arcade adventure in search of the five keys that will allow you to disarm the bomb that threatens the whole of the Big Apple. Buckets of playability make this all a bit of a must.
Reviewed: Massive Issue Three September 1992.

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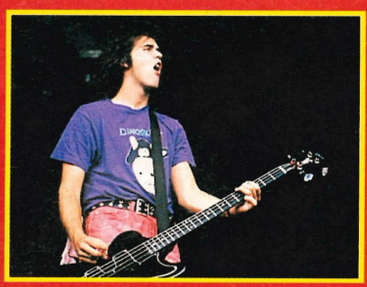
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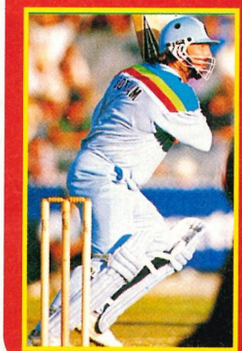
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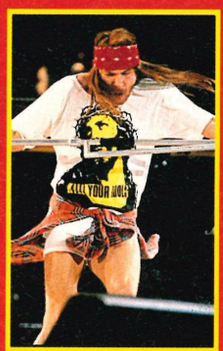
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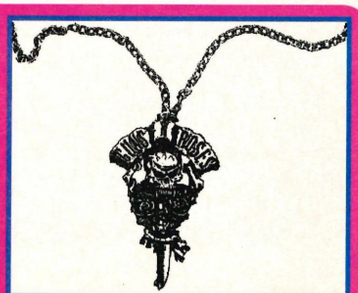
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MEGA DRIVE

MEGA ZONE

lhx attack chopper

Once upon a time *Duncan MacDonald* couldn't think of an intro for his review of *LHX Attack Chopper* from Electronic Arts. So did he live happily ever after? *(No, he was severely punished by being locked overnight in the infamous* Game Zone *'small wardrobe full of spiders'. Ed.)*



The fact that you're reading this review tells me **one** thing of which I can be fairly certain: You own a Megadrive... or you intend to own one in the near future. But now it gets less distinct. For instance, have you ever played a 'proper' flight sim before? And I don't mean *Afterburner*, 'cos that's a shoot'em-up with as much resemblance to a proper flight sim as a banana has to a lemming. You see how hard my task is? As I'm not telepathic there's no way of knowing whether a game such as *LHX Attack Chopper* would be your first foray into the world of real simulated aerial combat or not. So what I'll do is this: I'll split you up. If you've never played a flight sim before and are a bit of a 'virgin' when it comes to pilot style capers then you're in group 'A'. Okay? Group 'A'. So anyone who's left must have access to an ST, an Amiga or a PC and therefore knows their way around flight sims in general. If this means you, then welcome to group 'B'. If there's anyone left over (and there really shouldn't be) then you can go into group 'C' – the group for terminally spasmoid people. Right, now you know your groups so it's time to continue with the review, which is going to be a sort of 'three in one' experience. Things are explained three times: once for group 'A' then slightly differently for group 'B' and then totally differently for group 'C'. Ready?



MacDonald! This mission *will* be a failure *if* we all die!
Okay, I lost control there for a second. But now everything's *coool*...



what is a helicopter?

Group A You'll know the answer to this one already.
Group B You'll know the answer as well.
Group C It's a bit like an aeroplane, but instead of having its wings sticking out of the side it's got them mounted over the top of its 'head'. They spin round, these 'over the head wings' – the pilot turns on the engine and around they go. An aeroplane takes off because its wings are pushed into the air at speed by the power of its engines. In a helicopter the wings are spun round on the spot, which is why helicopters don't need runways. A helicopter, to answer the main question concisely, is an 'up and down machine'. In *LHX Attack Chopper* it's an 'up and down machine' that can blow things up and kill people.

is a helicopter better than a plane?

Group A It depends on your definition of 'better' really. There are things that only a helicopter can do, and other things that only a plane can do. On the plus side for helicopters, let's take picking up troops from the heat of a battle zone: A quick "in, pick up and then out again". It's something planes aren't too good at. A plane would have to have a massive net hanging off the back. It would have to swoop in, net the troops and fly out – all at three or four hundred mph. The result would be that the troops would be killed anyway, by the net.
Group B A helicopter is a bit harder to control than a plane – but things have been simplified in *LHX Attack Chopper*, meaning that once you get used to the fundamental control differences you'll be throwing the chopper round like nobody's business. Don't expect any high-altitude high-speed inverted dog fights though, because helicopters (a) can't go very high, (b) can't go very fast and (c) can't fly upside-down. (Mind you, a plane can't hover behind a mountain, hiding from the enemy – so yah boo sucks to planes).
Group C Oh dear, group 'C' time is it? Er, no, a helicopter isn't better than a plane, and it's not worse. It's just different. Now go away.



I am the greatest! I am the grea*(Yes, yes. Ed.)*

so what exactly is the lhx attack chopper?

Group A Funny you should ask. Well, it's a sort of 'fictional' helicopter – it doesn't actually exist as such, but it's not very far removed from the attack helicopters of today.
Group B I expect you already know it's not for real.
Group C I'll spell it out for you, because otherwise we'll be here all day... Electronic Arts could easily have called this game *LHX "Pretend" Chopper.* It doesn't exist in real life.

are there any other aircraft in the game?

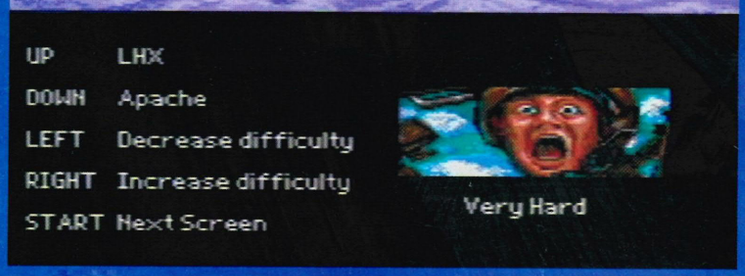
Group A: Computer controlled aircraft, yes. Loads of them. Jets, other helicopters... you name something that flies in the air and it's there, generally trying to kill you. But I haven't mentioned the Apache helicopter yet, have I? Read group 'B's bit and you'll find out what I'm talking about...
Group B: The game may well be called *LHX Attack Chopper*, but that doesn't mean you only get to fly the one aircraft. You get to fly two. The second helicopter you can take up is a real one, the McDonnell Douglas AH-64A Apache. The really weird thing about this game is that the Apache (i.e. the real one) can go over 20 mph faster than the LHX (the pretend one): the Apache's top speed is 228 mph while the LHX can only manage 206 mph. Surely the brilliant thing about flying a pretend helicopter is that there's no reason why it shouldn't fly at nine times the speed of sound, or the speed of light even? Still, I'm not complaining – just making a point.
Group C There are lots of 'up and down machines' in this game. And there are lots of 'always on the ground machines' too.



Wheeee! Thwupa-thwupa-thwup! *(Hey? Ed.)*







The choice come dow to this: Do you want slick, smooth, post modern and sexy...



Or do you want angular, ugly, brutish, and sexy? Hey, what the hell. Why not have both?

so what exactly do you have to do?

Group A Well, it's missions basically. You can be forgiven for not knowing, seeing as you haven't played a game like this before, but it's as simple as that really. Missions. Do as you're told in the way you see fit to do it. First of all (as with all flight sims) you have to understand how your aircraft and weaponry work. Having done that (i.e. having been shot down about a zillion times) you have to make your mind up about something – and it's this... "Can I be bothered?" You see a game like *LHX Attack Chopper* is all about involvement: When you turn on your Megadrive and load up *LHX*, there's a real mini war going on inside its memory. You, as a top (you hope) pilot, are an important part of the allied war effort. You're given a pre-mission briefing so you know what's going down, then you get your specific mission orders – what you need to blow up, who you need to save and so on – and then you get a weather report (strong wind can play havoc with a low flying helicopter). Add to this that missions can take place at night or during the day, and you may begin to realise that tactics are involved. You have to study the map screen (selectable at all times) and decide on the best course of action. You can fart about, playing hide and seek, or you can go guns blazing in true gung-ho style. *(And get killed. Ed)*. You have to realise that *LHX* isn't the sort of game you can just 'have a quick go on'. It's not instantly addictive either. (It becomes addictive, but you've got to put some effort in first).
Group B You know all about mission briefings, choosing weapons, studying maps and following waypoints. In fact you seem to know about everything, you smartarse. Anyway, yes, the proceedings are along the same lines here as they are in most other flight sims, but with the important difference that you're flying a helicopter, not a plane. The same, but different.
Group C You have to make your 'up and down machine' go up and down, without blowing up.



what weapons are available?

Group A Part of the secret to success is good weapons management. There are quite a few different types of weapons available to you, but there's only a finite supply: shoot at everything that moves you'll be weaponless before you're a couple of miles out from home base. However, if you **don't** shoot at something that really needs to be shot at, then you'll very soon be dead. You have to be sensible. Here's an example. Scenario: You're hacking along at low level between a couple of mountains when you notice a lot of ground activity ahead. There are several tanks, several troop carriers, you suspect there are SAMs (Surface to Air Missiles), and you spy, in the distance, a radar vehicle. You only have three Hellfire Laser Guided missiles left, and you want to save at least two for your primary target (the main target – the whole point of the mission). So what do you do? Well, ideally you'd like to avoid the area, but you've flown into it now, and the enemy is alerted. Decision time. The answer? How about letting one of your remaining Hellfires off at the radar vehicle? It'll be broadcasting your exact position to a lot of the troops in the vicinity and so one carefully placed shot right now could save you a lot of heartache (and physical pain) in the next few minutes. Leave the radar vehicle intact and you could be in even more trouble just round the corner. Yup, weapons management is the order of the day.

Group B: Weapons are weapons, and they vary little from one flight sim to another – as you know. The weapons on offer in *LHX Attack Chopper* are as follows.

Sidewinders Infra-red, fire-and-forget, anti-aircraft missiles which can also be used against enemy personnel. They're ineffective against armour or buildings.

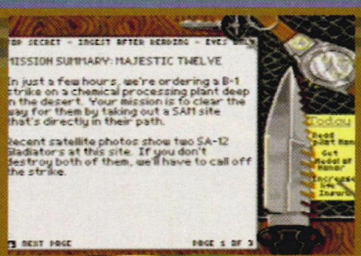
Stingers Much the same as Sidewinders but with a slightly snappier name... Stingers are Sidewinders with a designer label.

Hellfires These are laser-guided, air-to-ground missiles. They're pretty punchy and can take out just about anything, but you have to keep a 'laser lock' on whatever you're firing at until the missile impacts... Remove the lock too early and the Hellfire gets totally confused and misses. A clever trick is to hide from your target, launch a Hellfire in its general direction, and then pop out from behind your cover and get a lock at the last moment. Bang. Target is totally buggered.

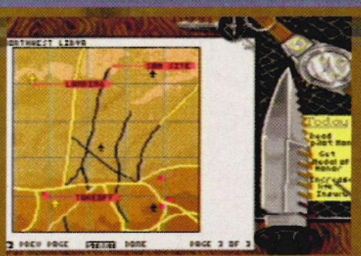
57mm Fear Rockets These rockets aren't guided, so you have to point the nose of your copter directly at the target. The verdict – cheap and cheerful but a pain to aim.

Chain Guns Armour piercing shells which are effective against most things. Cheaper and even more cheerful than the FEARS.

Group C The weapons? Um, there are loads of long, pointy exploding things and a gun which fires giant bullets.



It's fourth and 1, here's the game-plan...



A quick peek at the layout of the field...



Here's the play! He's got a clear run...



And the quarterback is toast! *(Nearly. Ed.)*



verdict

By jingo, it's only a bloomin' excellent heli-simulation for the Megadrive. Apples and pears!!!!

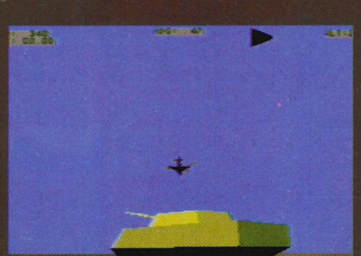
what are the graphics like?

Group A At first you'll think it's all very messy and you won't know where the hell you are. But these are vector graphics, and vector graphics are like that. You have to get used to them. When you are used to them, suddenly everything becomes clear.

Group B: You can see from the screenshots so I'll leave it at that.

Regarding the animation, the screen update isn't the most amazing thing in the world, but then again it's not too bad either. In fact, considering this is a Megadrive, I'll take all that back and say the screen update is rather good (I've seen better on the ST and Amiga, but I've also seen much worse).

Group C The internal cockpit view will be a closed book to you, but you might understand the external ones – and there are plenty of these, all accessed with the greatest of ease thanks to thoughtful joypad implementation.



what's the overall verdict then?

Group A If you think you'll like a game with an ongoing realistic war scenario in which you're pitted against stiff opposition and incredible firepower in a world of pseudo 3D vector graphics, then try this... you'll find out soon enough. My advice, if any is needed, is **do** try it. Just don't give up too quickly – the learning curve has a bit of a cliff at the beginning for the uninitiated. Scale this and you're laughing all the way to late night oblivion.

Group B Why bother reading on? You know you like flight sims, you quite fancy getting to grips with a helicopter, and here's a chance for you to do just that actually on your Megadrive. And it's not a case of 'this is the only helicopter game available so it'll have to do', either, as *LHX Attack Chopper* has been expertly converted (considering the limitations) from the totally bodacious PC original. (And something smart to bear in mind is that Megadrive flight sims will get better and better as new benchmark standards are set – of which this is essentially the first).

Group C If you like the idea of things which go up and down, I suggest you go out and buy yourself a yo-yo. E



Slash 'em, mash 'em, cook 'em, fry 'em!

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

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

MEGA DRIVE

This month sees the first in a new series in which we encourage bilious attacks upon innocent and inoffensive computer games. This month, the man they call "Mr Vitriol" lays into EA's new pinball simulation, *Cruë Ball*. Take it away, *Arthur Vitriol*:

cruë ball

This game was originally to have been called *Twisted Flipper*, but after complaints from the Cetacean Society that it was pejorative to portray the sixties TV star, and dolphins in general, as psychopaths, the name was changed to *Cruë Ball* and Motley Cruë took the place of the erstwhile blubber-coated children's hero. So although the game has lost its appeal to people heavily into cavorting with naked sea-bound mammals, ("they're just as intelligent as we are you know but they chose to live in harmony with the sea,") it has perhaps gained appeal for those into listening to music that sounds as if it's played by guitarists with flippers.

heavy metal fans – the facts

I've never been sure exactly what it is about heavy metal fans that makes the rest of the world dislike them so. I think perhaps it's the bizarre idea they have that they're in some way rebellious. They don't tidy their rooms, they absolutely refuse to take out the trash and they just will not get short tidy haircuts or take off their cheap leather jackets. Phew. How rebellious can you get? The very fabric of society is in danger from these people. When you add those peculiarly tight jeans on really skinny legs to the equation you can see how near to being agents of the antichrist they really are.



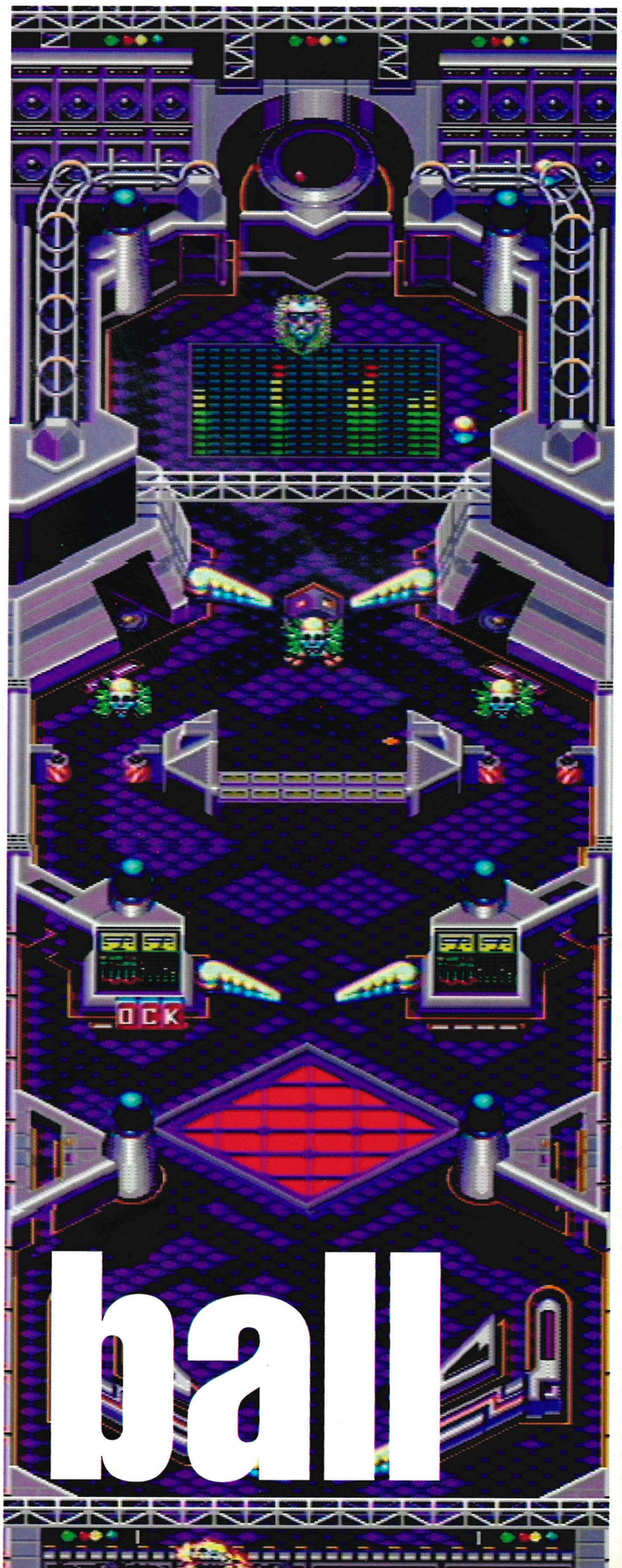
how do I dislike thee? let me count the ways...

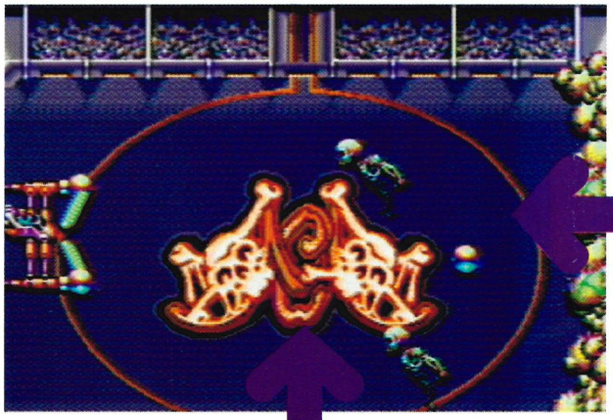
Let's take my objections to this game one at a time, shall we?

Firstly, it's a pinball game. A straightforward pinball game, with very little in the way of fancy extras. Which is all very well if that's what you want, but I don't really see the point of producing a pinball game for a computer that doesn't utilise any of the inherent qualities the computer can bring to the game. And if you are going to do a straight pinball game, surely an absolute essential inclusion is a high-score table? Astonishingly, *Cruë Ball* doesn't have one.

Secondly, because it's a straight pinball game, there isn't a great deal of difference between the levels. The same creatures come creeping out of the woodwork (or metalwork) on every level. The same patterns of play are reproduced in order to achieve the same results. The one bonus level that appears (admittedly, sideways on) gets a bit tiresome and the table layout is a bit boring after a while.

The sound is okay – spot-effect sounds are



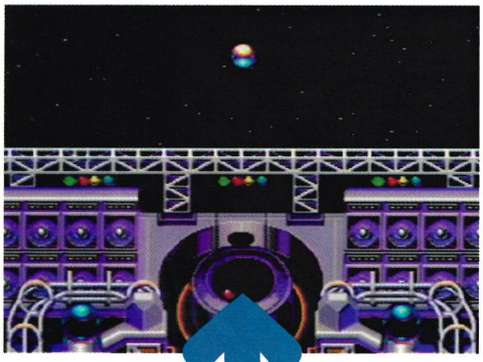




bonus game thing

If you hit all the right sticky-up bits at all the right times you end up with a jump ramp in the middle of the lowest section. Whack the ball up the jump ramp and your ball is launched in such a spooky fashion that it warps the very fabric of time and space and you end up in a bonus bit that you play sideways-on.

You can only keep the three balls you're given in play as long as one of the skeletons doesn't make it to the left of the screen, and your score is calculated on the number of hits you get. This is the nearest you get to any major variations in the game, but unfortunately this too never changes, no matter which level you get to it from, and how many times you get to it – the same old flippers flip and the same old skeletons come wibbling toward you.



leaving a level

In order to leave a level you have to do all the right stuff to get into the top part of the table, then smash the wall behind the long-haired chap in the sunglasses, then get the ball past him. A little voice shouts "Crank it up" and you find you're not just on level two, but volume level two. (Because it's all to do with music, see?) Smart! *(Reader's Voice: It's not that smart.)* Alright, I'm lying. But I tried.

fine, but although one of the major selling points of this is going to be the music, this isn't that wonderful. It just sounds like a speeded-up Rob Hubbard jobbie as heard in *Road Rash* and just about everything else.

Finally, and most damnably, the whole thing is pretty boring really. It's hypnotic, in that you can sit there playing away without thinking about what you're doing, but as soon as you start concentrating it dawns on you that there isn't really much to concentrate on and you start feeling rather pent up and frustrated.

It's obviously supposed to be the kind of thing you whack on after staggering back from the pub, so being a diligent play-tester I've tried it both sober and drunk. To a certain extent it improves if your central nervous system is impaired by alcohol, if only because you can sit transfixed in front of the flashing lights and chunking noises – but then you can get the same effect by jamming a fork into a toaster.

unkind summing-up

In a way you can see why *Cruë Ball's* supposed to appeal to fans of heavy metal, because it's derivative and unimaginative. It also manages to be incredibly repetitive, which if nothing else at least explains why they didn't call it *Motley Ball*. (Smiles brightly to camera): But hey – it's not all bad. The movement of the ball is quite nicely animated, and the game's generous collision detection at least gives it instant playability. It would be okay if it was about 20 quid, because it *is* a short-term laugh, but the repetitiveness of it all means I can't really recommend it. *EA Produce Duff Megadrive Game Shock.* E



Huh, my one goes up to eleven.



Three shots of different levels. Let's see if we can spot the difference...



Aha! The scores have changed! What more variation do you want, eh?



ten alternative things to do after leaving the pub

1. Licking other people's belly-button fluff.
2. Eating bacon with bristles on the rind.
3. Pulling your nostrils outward with a claw hammer.
4. Watching *The Word*.
5. Eating a doner kebab.
6. Poking courgettes up your bottom.
7. Thrusting – *(That's enough things to do, methinks. Ed.)*

verdict

Apparently if you put this cart in back-to-front it encourages you to hack your parents to death.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 60

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

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& a complete set of *sega pro master* cheat books

+ runners up prizes of nine (yes *nine*) complete sets of *sega pro master* cheat books

tip of the iceberg

Lorks, surely it can't be true that *Game Zone* in conjunction with Simon Shooster, the sexy bods who publish the hottest Cheat Books in the world, the *Sega Pro Master* series, are giving away such a stonkingly huge amount of really superb goodies? But oh yes it is. Not only can you win;

A Mega Drive plus four games from this stonking list of, erm, stonking games, all of which are covered in depth in *Sega Pro Master* cheat books; ***Sonic the Hedgehog, Quack Shot, Super Monaco II, Castle Of Illusion, Desert Strike, Golden Axe, Streets of Rage, Kid Chameleon, EA Hockey.***

But also nine complete sets of *Sega Pro Masters* cheat books.

tip top

All you have to do is answer these three simple questions:

What is the full title of *Desert Strike?* Is it

A *Desert Strike – Return to the Gulf*
B *Desert Strike – Return to Cardiff*
C *Desert Strike – Return to Sender*

***Castle of Illusion* stars which loveable character? Is it**

A Donald Duck
B Mickey Mouse
C John Gummer

***EA Hockey* is a**

A Flower arranging simulator
B Deep space shoot 'em up
C Hockey game

Now just pick up the old dog and bone and dial;

0839 121157

Leave your answers and your name and address, but DON'T leave your choice of games. If you win, we'll contact you. And then hang up. Easy as falling of a log hey? In fact I'd go as far as to say falling of a lightly greased log, in a very heavy breeze.

tip for the top

Even we hedonistic pleasure seekers at *Game Zone* have rules, most of them, we'll grant you involve black bin liners and double virgin olive oil, but we have rules none the less. Here are the more printable;

- **Entries received after 23 Oct will be ignored with an intensity that would make people of a nervous disposition cry.**
- **Calls cost 36p per min cheap rate, and 48p per min if you are using someones else's phone. So get the owners per-mish.**
- **If after you get through a husky voice talks about something that sounds like tips, but isn't, hang up. You'll go blind.**
- **The Ed's word is final with regards to many things, competitions among them.**

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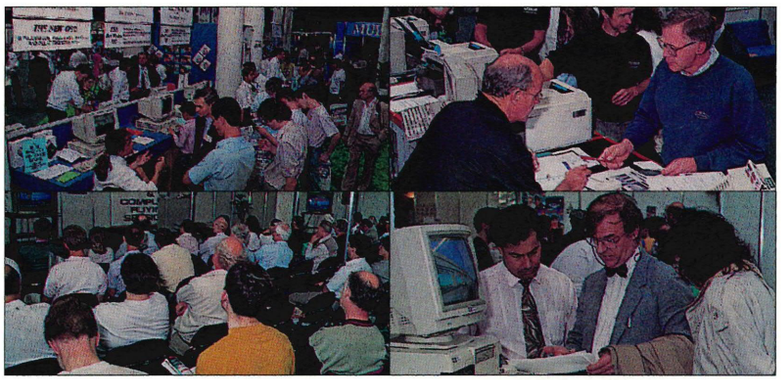
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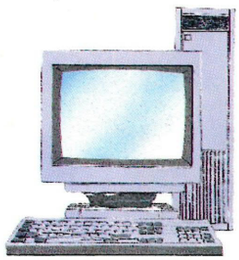
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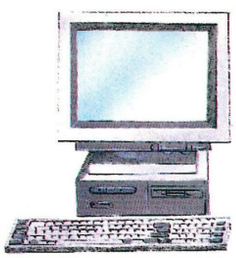
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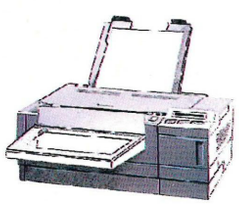
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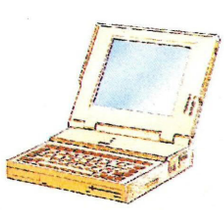
486's



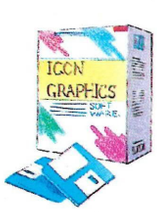
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Which of the following are you interested in seeing at the show?

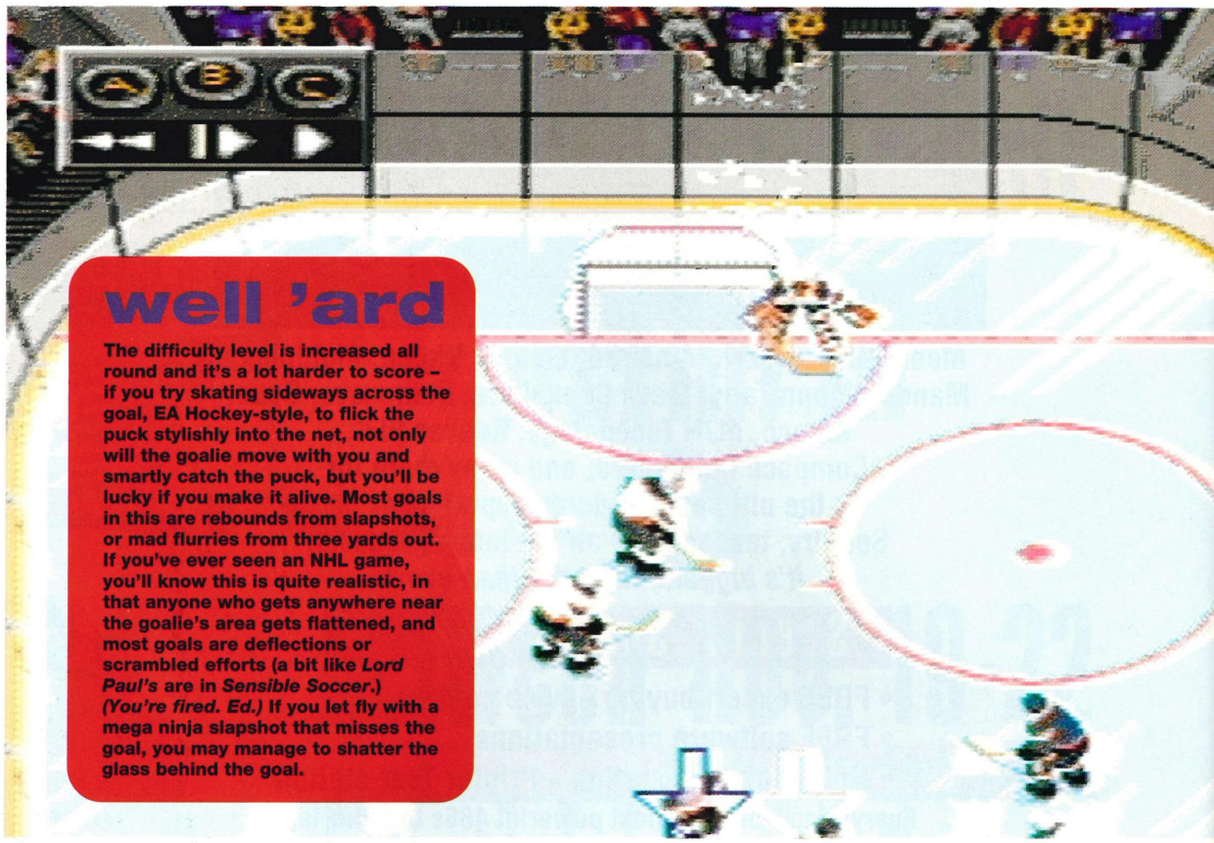
☐ Desktop PCs ☐ Portable PCs
☐ Apple Mac ☐ Amiga/Atari
☐ Software ☐ Printers

M ☐ A

MEGA ZONE

MEGA DRIVE

When *NHLPA Hockey* plopped into our laps we asked *Patrick McCarthy* to give it a look. Why on earth did he immediately burst into tears?



well 'ard

The difficulty level is increased all round and it's a lot harder to score – if you try skating sideways across the goal, EA Hockey-style, to flick the puck stylishly into the net, not only will the goalie move with you and smartly catch the puck, but you'll be lucky if you make it alive. Most goals in this are rebounds from slapshots, or mad flurries from three yards out. If you've ever seen an NHL game, you'll know this is quite realistic, in that anyone who gets anywhere near the goalie's area gets flattened, and most goals are deflections or scrambled efforts (a bit like *Lord Paul's* are in *Sensible Soccer*.) *(You're fired. Ed.)* If you let fly with a mega ninja slapshot that misses the goal, you may manage to shatter the glass behind the goal.

NHLPA hoc



I approached this game in an emotional turmoil. Ice hockey has too many unpleasant memories for me. My mother used to be a defenseman for the *Edmonton Oilers*, you see. Her career was ended in a freak accident, and...and – sorry, I keep filling up. (Loud nose-blowing noises.) She'd finished her first complete season to universal acclaim and was in her physical prime. 6'6" tall and 265lbs of finely-hewn muscle and bone, she looked like Desperate Dan in an Edna Everidge wig.

The accident was all so bizarre. The local circus was in town and some Irish-Italian moron calling himself *"The Great Macarthi"* was practising his human cannonball act on the common. It was a cold day. His nipples (always too pert at the best of times) were protruding from his Bri-nylon catsuit, and they got caught in the rifling of the gun barrel as he fired. He plummeted out of control, spiralling helmet-first into the lap of my mother, out on a training run. Her pelvis was crushed and her oh-so-promising career was at an end.

Even worse, she married the lunatic. (Sniff!) Sorry..I'll be alright in a minute...(Parp!) *(Pardon? Ed.)* I was blowing my nose. *(Thank God for that. Ed.)* Anyway, *NHLPA* is effectively *EA Hockey 2*.



line changes

Teams as a whole are rated in far more categories than they were before, and every single one of the players are "real," and are individually graded in far too many areas for my tiny brain. I just get dizzy and press frantically at the nearest button.

Like in *EA Hockey*, these individuals are grouped into "lines" to suit every occasion – had a man sent to the penalty box? Bring on the Penalty-Killing line. Got a man advantage? Bring on the Scoring line. Got an opponent with a fat bottom? Bring on the Heartless Taunting line.



sound & vision

The big new innovation on the sound front is the Crowd Meter. The better the home team performs, the louder the crowd scream, and the more pumped up the team in turn gets. Why not try to incite the crowd to riot and loot the surrounding town?

Visually, the sprites seem more refined and there are lots of extra bits of animation – there's a fab somersault when you catch a player from behind, and the goalkeeper has a whole range of animated moves, including a rather cute little lunging snatch (if you'll pardon the phrase.)



fighting

The fighting is even better than the original: No more rocking back and forth in a confined space – catch someone right and he'll shoot across the ice; follow it up quickly and you might be able to keep driving him across the whole width of the rink (but then, he can do the same to you.) If you batter someone particularly badly, they'll leave bloodstains on the ice, which you can point out to your team-mates as you skate by later in the game. "See that?" you can say proudly, "I did that..." "Well done, Tomkins, old chap!" they'll respond with joviality.





checking

"Checking" is ice hockey talk for "Smashing Someone In The Gob," and is as much fun as ever. There are little differences here, too. If you don't catch the enemy perfectly, or if he's stronger than you, he'll only wobble a bit but stay on his feet. If you really lay into someone, you might be lucky enough to injure him really badly and see blood and cranial juices pump from his temple onto the ice. Smart, eh? You don't get that in *Sonic* the Bloody *Hedgehog*.



key '93





injuries (or tactics)



If indeed you "lay someone out big-style," you might even be lucky enough to put him out of action for a whole period, or even the rest of the game. In fact, should you wish, you can bring on all your best fighters, pick on the opponent's "star," and hopefully coax him into the ranks of the quadraplegic. This counts as tactics in ice hockey.

What's different, then?

For the purpose of this comparison we'll pretend you aren't one of those smartie-knickers who own an import copy of NHL Hockey. We'll pretend you're only familiar with EA Hockey.

Unlike EA Hockey, NHLPA isn't based on the World Championships (which is lucky, because unfortunately some of the best teams featured don't exist any more.)

The artificial intelligence has been vastly improved. For example, if you take the puck up the ice with a defender, a bit smart like, one of your wingmen or your centre drops back to cover. Your defenders generally defend your goal better; unfortunately the computer opponents defend theirs better too. And if you try to blithely skate past a defender you'll usually end up with his stick in your mouth.

The "Penalties On" bit is much better. You averaged about 90 minutes of penalties in a 15-minute game in EA Hockey, while the computer has none. Now it's all a lot fairer, and if you play an aggressive team they'll probably commit more penalties than you do (assuming you're reasonably sane.)

It's almost a different game to EA Hockey really; you could say it accurately reflects the toughness of NHL hockey in the same way that EA Hockey reflects the more open international game (but people would laugh at you.) If you've already got EA Hockey, even EA admit you probably won't need to buy it. But if you're mad keen on the NHL, or very rich, you may want to buy it anyway. If you don't have an ice hockey game and want one, maybe you should try both and see which you prefer while you can – but they don't come any better than this. E



verdict

Faaab! (But distressingly remindful of my poor mother's fate.)

END ZONE

Graphics

Sound

Addictiveness

Playability

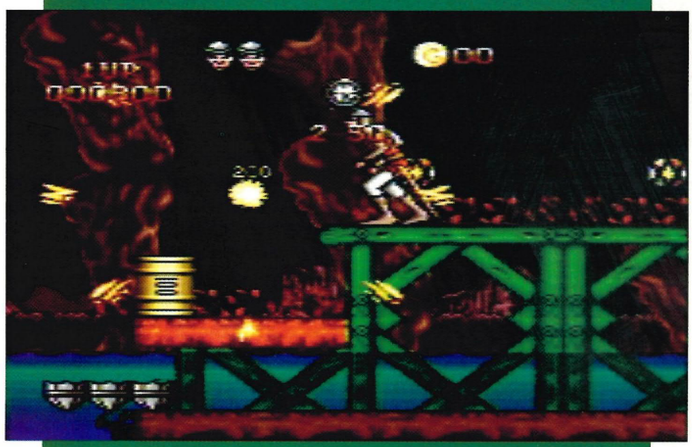
OVERALL 93

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

SUPER NES

dragon's lair

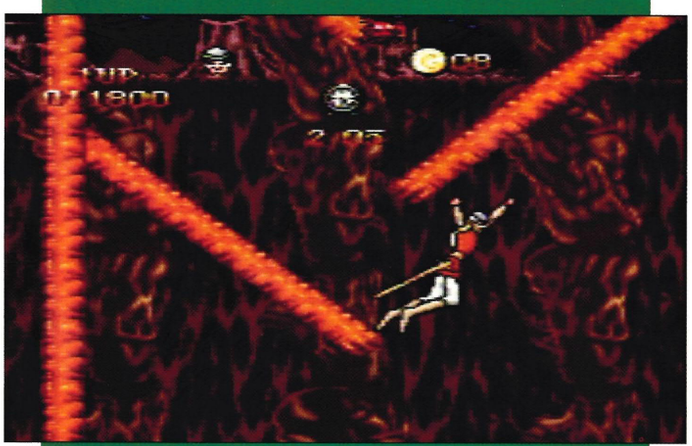
We did write an intro to *Jane Goldman's* review of *Dragon's Lair*. It was pithy, witty and mentioned Dragons, Lairs and Jane. Unfortunately it was very rude as well so we decided not to print it.



We also thought of captions which were intelligent, snappy, relevant and completely printable. Unfortunately we can't remember them. So let's talk about Dirk, our hero, instead. One of the first things to notice is that Dirk has a very big nose...



In this next example we see Dirk using his faithful standby, a long pointy bit of metal with sharp edges, otherwise known as a sword. Dirk is a veritable master with this essential piece of kit, the only problem being his habit of continually swinging it at knee-height...



When not perfecting his dwarf-disembowling techniques, Dirk puts in a lot of time pretending to be SuperMan. Here we see him yet again attempting to fly. Sadly this continually eludes him, and brief moments of success are followed by leg-crushing impacts...

Dragon's Lair? What, surely not that *Dragon's Lair?*

Ah yes indeed, we remember *Dragon's Lair*, don't we? That wee masterpiece from the desk of cartoony mogul-type Don Bluth? That diskful of delicious cartoon graphics, booming sound effects, and gameplay that was roughly up to the same standard as my backside playing the ukelele? Obviously you may not actually have seen my backside attempting to play the ukelele, but rest assured, it's not terribly impressive. Not nearly as impressive, for intance, as Paul's backside's rendition of the *Marseillese* on a kazoo, but then that's another story entirely. Anyway, where was I? Oh yes. Gameplay. Basically, there wasn't any – it was all a matter of watching the pretty cartoon, knocking the joystick once or twice in the right direction at precisely the right millisecond in time, upon which you had the honour of sitting like a lemon and watching some more footage, either featuring you dying, or plodding along on your way. All told – in my humble opinion – it frankly sucked the donkey. This, however, is a completely different jar of pickles. It actually bears a much stronger resemblance to a *Castlevania/Simon's Quest* kind of affair than it does to the steaming pile of dubious waste matter that it inherited its name from, being a wander-along-in-and-around-a-spooky-castle-find-the hidden weapons-slice-up-baddies-jump-on-things-climb-on-things-slide-down-some-other-things sort of game.

so what's the deal here?

You are Dirk. And as if life hadn't already dealt you a cruel enough blow by saddling you with such a preposterous name, you're also in the unfortunate position of having discovered that your best girlie has gone and got herself kidnapped. Of course, you live in the strange and mysterious parallel universe where game characters live, so this comes as no surprise to you whatsoever – after all, it's virtually impossible to actually have a girlfriend, or even a female aquaintance, for more than two minutes without her getting kidnapped. Actually, if you've ever wondered why *Game Zone* never features in any games, it's because the *Game Zone* office in the strange and mysterious parallel universe is always empty, as all the female members of staff are always busy getting kidnapped, and all the male members of staff are busy rescuing them, and no one ever gets a chance to actually write the blessed thing.

get on with it

Okay, okay. You are Dirk

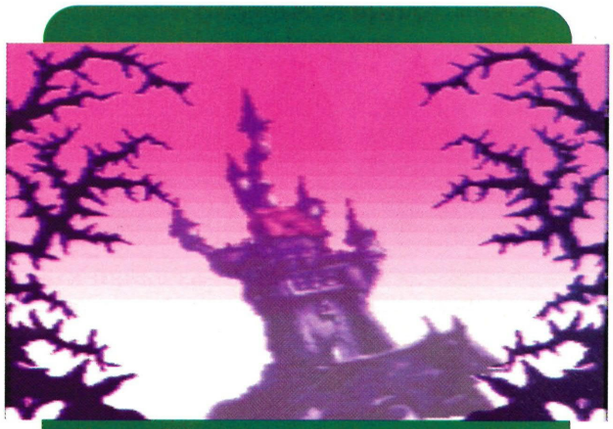
you said that already

Yeah, yeah, right. Let's get serious then. *Dragon's Lair* features all the stuff you'd expect to find in this kind of game – and let's face it, it has all become a bit formularised, hasn't it? It probably won't come as any surprise to you, for instance, if I tell you that as Dirk you start your quest with just a sword, but you can collect other weapons along the way, some of which are more useful than others against specific enemies? You probably won't say "Golly gee!" (or something) when you read on to discover that there are other things to collect, like one-ups, energy-replenishers, time-increasers and bonus coins that can help you gain entrance to a bonus zone at the end of the level you're on. Nor are your eyes likely to bug out in surprise while I regale you with descriptions of climbing up ladders, sliding down ropes, hopping on platforms, springing on springs or coming up against end-of-level baddies that are bigger than you and require several hits to a so-called secret

weak spot. Am I right? Let's face it, we all know the deal, we know it backwards, and we know it in our sleep, blindfolded, with our hands tied behind our backs. But let's not get into that personal stuff right now, eh? Basically, if *Dragons Lair* is saving a space on its mantelpiece for prizes for originality, it had better get itself a nice pot plant or a little glass dish of *Quality Street* to put there instead, because it's just not going to win any. To be fair, there are a few bits and bobs here that, although not exactly never-before-seen, are not quite as commonplace as the other elements. For instance, there's some neat little see-saws with weights on one end that Dirk can leap onto, sending the weight flying, hopefully onto a platform that requires more than Dirk's weight to make it descend to a level you need to reach – and Dirk can control the weight's trajectory by jumping from different heights. There's also friendly, useful items that look like baddies – such as anvils that Dirk can push across dangerous fire-pots in order to make his way across safely. These look exactly like the down-right nasty, hopping anvils that will kill Dirk without so much as a by-your-leave (whatever that might be), thus introducing an element of risk-taking and judgement. Some levels are also neatly designed so that you have to make your own choice as to whether you should take the easy, direct route to the exit, and thus complete it with plenty of time to spare (but having missed out on numerous useful items and possible secret short-cut exits), or bumble around in the depths of the level and run the risk of copping it if you can't make it to the exit before the time limit runs out. All this stuff means that *Dragon's Lair* actually requires you to use your head a little more than other games of this kind. I think the game designers must be as aware as we all are that things are getting a bit samey, and here, they've obviously decided to soup up the puzzling element, which, while not exactly giving the genre a new twist, at least distracts from the tedium of just wandering hither and yon slashing at an endless stream of baddies.

so, is it any good?

Yes, it *is* pretty good. The graphics are good – the backgrounds live up to the sumptuous, crisp standards set by all the good recent arcade adventures, the sprites are all kind of neat and cartoony and detailed, and Dirk moves impressively smoothly and tidyly for someone so neat and cartoony and detailed. The sound's good, as you would reasonably expect. The variations in the terrains are good – there's all the usual indoors, outdoors, in the dungeon, under-water stuff, and also a level or two where you're plunged into virtual darkness and can only clearly see the small area around Dirk. The gameplay *is* good – although if the hacking up of baddies is your favourite element in this kind of game, you won't find youself *too* stretched here – there're just four weapons to master and no special powers. The foes are fairly challenging, but more in terms of being tricky to dodge or slay than in terms of relentless onslaught, and the end of level bosses are nothing to write home about. Like I said, although there's action aplenty, the leaning here does seem to be slightly towards getting your grey matter working as well as your trigger finger, which is worth bearing in mind if you're strictly a blood-an'-guts-an'-lots-of-em kinda guy or gal. If you've got an appetite for this kind of game, there's no question that *Dragon's Lair* will satisfy it fully, and it wouldn't be fair to write it off as just more of the same old stuff – it *is* the same old stuff, but it's been finely honed, polished and even improved upon, and until someone actually comes up with some new stuff, you could do a lot worse.



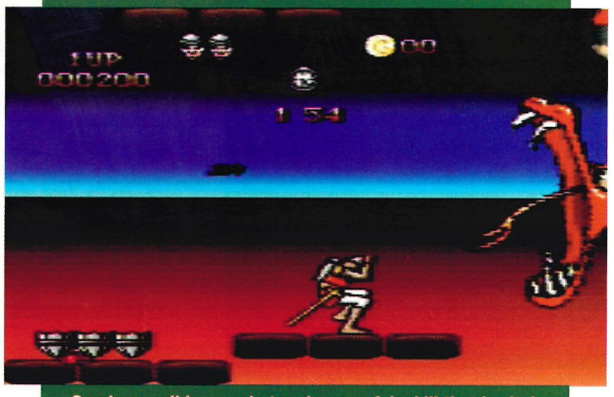
Of course, Dirk, as a hero, obviously needs somewhere to be heroic. Thus it was rather considerate of the dragon Singe to build this castle, despite the fact that he's too big to fit inside it, and has to live underneath...



Not content with blowing millions on an artchitectually improbable castle that needs constant bracing to prevent it from falling over, Singe has even been accomodating enough to install lifts for Dirk to use...



Getting back to Dirk, we see that not even a dragon can think of everything, however, as is here demonstrated by the notable lack of air-conditioning inside his lair...



One less well known, but no less useful, skill that is vital for a hero to possess is the ability to cower and cringe, whilst begging and grovelling convincingly for his life. Dirk, as a true hero, has got this one down pat...



Heroic endevours often involve a fair amount of wandering around...



Also of utility once the quest is embarked upon is the knack of running away...



...and, of course, avoiding drowning by magically creating a bubble of air.



verdict

A faultlessly slick, immensely playable – if not terribly original – arcade adventure.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 88

Out: November **Price:** £44.99
Publisher: Elite

WIN! 1st prize

a SNES or a mega drive

10 runners up prizes of console games





spy zone

Are our compos too difficult? Then why not try and win something in our fab readers survey. You can't get these wrong 'cos the questions are all about you, so you know the answers better than we do! And we're still offering prizes for the first eleven names drawn from the sack, hat or whatever manky receptacle your entries end up in. Money for old rope or what?

how to enter

1. Fill in the survey by ticking the box/boxes next to your answers.
2. Fill in your name, address and prefered prize.
3. Tear out both pages and send them to: **Readers Survey, *Game Zone*, 19 Bolsover Street, London, W1P 7HJ. Closing date 31 October 1992.**

1. How did you get hold of your copy of *Game Zone*?

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

2. How many of the last 6 issues of *Game Zone* have you read?

- One 1 ☐
- Two 2 ☐
- Three 3 ☐
- Four 4 ☐
- Five 5 ☐
- Six 6 ☐ **(6)**

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

- One 1 ☐
- Two 2 ☐
- Three 3 ☐
- Four or more 4 ☐
- None 5 ☐ **(7)**

4. Which of these other mags do you buy regularly?

- C+VG 1 ☐
- Console-XS 2 ☐
- Control 3 ☐
- Game Pro 4 ☐
- GB Action 5 ☐
- Login 6 ☐
- Mean Machines 7 ☐
- Mega Drive Advanced Gaming 8 ☐ **(8)**
- Megatech 0 ☐
- N-Force x ☐
- Sega Force v ☐
- Sega Power 1 ☐
- Sega Pro 2 ☐
- Total 3 ☐
- Zero 4 ☐
- Other *(please state below)* 5 ☐ **(9)**

_____

NON-COMPUTER:

- 90 Minutes 1 ☐
- 2000AD 2 ☐
- Kerrang 3 ☐
- NME 4 ☐
- Smash Hits 5 ☐
- Viz 6 ☐
- Other *(please state below)* 7 ☐ **(10)**

_____

5. Which free gifts would you like with *Game Zone* (tick one only)?

- Badges 1 ☐
- Key Ring 2 ☐
- Money Off Vouchers 3 ☐
- Posters 4 ☐
- Stickers 5 ☐
- Tips Booklet 6 ☐
- Other *(please state below)* 7 ☐ **(11)**

_____

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

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

7. Where do you buy games?

- Boots 1 ☐
- Dixons 2 ☐
- Local Shop 3 ☐
- Mail Order 4 ☐
- Menzies 5 ☐
- Our Price 6 ☐
- Toys R Us 7 ☐
- Virgin 8 ☐
- W.H. Smiths 9 ☐
- Woolworths 0 ☐
- Other *(please state below)* x ☐ **(13)**

_____

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

- Compos ☐ **(14)**
- Console Countdown ☐ **(15)**
- Features ☐ **(16)**
- In The Pipeline ☐ **(17)**
- Kill Zone ☐ **(18)**
- Massive ☐ **(19)**
- News ☐ **(20)**
- PG Tips ☐ **(21)**
- Reviews ☐ **(22)**
- Soled Out ☐ **(23)**
- Twilight Zone ☐ **(24)**
- Zone 7 ☐ **(25)**

9. Which of the above is your favourite part of *Game Zone*?

_____

_____ **(26)**

10. Which of the above is your least favourite part of *Game Zone*?

_____

_____ **(27)**

11. Which was your favourite *Game Zone* cover?

- Mario 1 ☐
- Predator 2 2 ☐
- Mega Man III 3 ☐
- Robocop 3 4 ☐
- Tom and Jerry 5 ☐
- Zelda III 6 ☐ **(28)**

12. Which of the above was your least favourite Game Zone cover?

_____

_____ **(29)**

13. Which type of game do you prefer?

- Arcade adventure 1 ☐
- Arcade conversion 2 ☐
- Beat 'em ups 3 ☐
- Film Licence 4 ☐
- Platform 5 ☐
- Puzzle 6 ☐
- Shoot 'em ups 7 ☐
- Simulator 8 ☐
- Sports 9 ☐ **(30)**

14. What helps you in choosing a game

- Reviews in games mags 1 ☐
- Advertising 2 ☐
- Packaging 3 ☐
- Price 4 ☐
- Friend's recommendation 5 ☐
- Sequel 6 ☐
- Other *(please state below)* 7 ☐ **(31)**

_____

_____

readers survey

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

CURRENTLY OWN:

NES 1 ☐
Master System 2 ☐
Game Boy 3 ☐
Game Gear 4 ☐
Lynx 5 ☐
Mega Drive 6 ☐
Super Famicom 7 ☐
Super NES 8 ☐
PC Engine 9 ☐
Neo Geo 0 ☐
Other *(please state below)* x ☐ **(32)**

_____

PLAN TO BUY:

NES 1 ☐
Master System 2 ☐
Game Boy 3 ☐
Game Gear 4 ☐
Lynx 5 ☐
Mega Drive 6 ☐
Super Famicom 7 ☐
Super NES 8 ☐
PC Engine 9 ☐
Neo Geo 0 ☐
Mega CD x ☐
Other *(please state below)* v ☐ **(33)**

_____

16. Sex

Male 1 ☐
Female 2 ☐ **(34)**

17. Age

Under 10 1 ☐
10-14 2 ☐
15-19 3 ☐
20-24 4 ☐
25-29 5 ☐
30-wrinklie 6 ☐ **(35)**

18. Do you go to...

School 1 ☐
Further Education 2 ☐
Work 3 ☐
Sign On 4 ☐ **(36)**

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

HAVE AN ACCOUNT WITH:

Barclays 1 ☐
Lloyds 2 ☐
Midlands 3 ☐
NatWest 4 ☐
TSB 5 ☐
Other *(please state below)* 6 ☐ **(37)**

_____

PLAN TO HAVE AN ACCOUNT WITH:

Barclays 1 ☐
Lloyds 2 ☐
Midlands 3 ☐
NatWest 4 ☐
TSB 5 ☐
Other *(please state below)* 6 ☐ **(38)**

_____

20. Your favourite soft drink is?

Irn Bru 1 ☐
Coke 2 ☐
Pepsi 3 ☐
Lilt 4 ☐
Sunkist 5 ☐
7-Up 6 ☐ **(39)**

21. How many of the below have you bought in the last month?

CDs:

one 1 ☐
2/3 2 ☐
4 or more 3 ☐
none 4 ☐ **(40)**

MUSIC CASSETTES:

one 1 ☐
2/3 2 ☐
4 or more 3 ☐
none 4 ☐ **(41)**

RECORDS:

one 1 ☐
2/3 2 ☐
4 or more 3 ☐
none 4 ☐ **(42)**

VIDEOS:

one 1 ☐
2/3 2 ☐
4 or more 3 ☐
none 4 ☐ **(43)**

22. Where do you buy most of the above?

Boots 1 ☐
Dixons 2 ☐
HMV 3 ☐
Our Price 4 ☐
Virgin 5 ☐
WH Smiths 6 ☐
Woolworths 7 ☐
Other record store 8 ☐ **(44)**

23. How often do you use the following?

AFTERSHAVE:

Less than once a month 1 ☐
2-5 times a month 2 ☐
6-10 times a month 3 ☐
More than 10 times a month 4 ☐ **(45)**

HAIR GEL:

Less than once a month 1 ☐
2-5 times a month 2 ☐
6-10 times a month 3 ☐
More than 10 times a month 4 ☐ **(46)**

SHOWER GEL:

Less than once a month 1 ☐
2-5 times a month 2 ☐
6-10 times a month 3 ☐
More than 10 times a month 4 ☐ **(47)**

FACE CLEANSER:

Less than once a month 1 ☐
2-5 times a month 2 ☐
6-10 times a month 3 ☐
More than 10 times a month 4 ☐ **(48)**

24. How do you rate these magazines, give marks out of 10:

10=REALLY SMART, 1=TOTAL C.

C+VG 1 ☐
Console-XS 2 ☐
Control 3 ☐
Game Pro 4 ☐
GB Action 5 ☐
Login 6 ☐
Mean Machines 7 ☐
Mega Drive Advanced Gaming 8 ☐ **(49)**
Megatech 0 ☐
N-Force x ☐
Sega Force v ☐
Sega Power 1 ☐
Sega Pro 2 ☐
Total 3 ☐
Zero 4 ☐ **(50)**

Now don't go away 'cos we don't know who and where you are yet. So fill in the bits below pronto.

NAME _____

_____

ADDRESS _____

_____

_____

_____

_____

POSTCODE _____

If I win (please please please) I'd like a Mega Drive/SNES*

☐ **Please tick here if you have Ostrich tendencies and don't want us to bombard you with bumpf about any spanky new releases.**

***(delete as applicable)**

QDGZ210B

Hurry! Closing date 31 October '92

kill ZONE

I'll only do the arcade section this month if you buy me a gun," *Amaya Lopez* demanded of the Lordly Editor. "You don't know what it's like out there in the real world of arcade machines – it's a far cry from a poncey polo match or a week-end break with Fergie." Fearing that the fiery Amaya would spill the beans on his private life, Lord Paul obtained a .44 Magnum. And good thing too, or these pages would feature some rather raunchy photos. *(Bloody swiz. A billion readers.)*

bomberman world



It's the new *Dynablasters*, the fab frazzle 'em up – but bigger and better than before. If you've never played the original *Dynablasters*, then you won't know that it's a highly addictive puzzler which takes place on a large grid. You're a cute little pig-tailed thing who has to dash around the screen dropping bombs from your derriere faster than a battery hen and basically scarpering before you get blown up yourself. The aim is to lay your little bomblettes in the path of the approaching fluffy-wuffy enemies – all so adorable you almost feel you should hug them goodbye. Amongst them are such darlings as chickens, space hopper blob things and jelly-like purple warriors. There are also blocks of grid that stand in your way, which you have to deftly dispose of. The power-ups are plentiful and it's worth risking life and limb to plunder them. There's a speed up, invincibility doopha, extra dynablaster, bomb number increaser, explosive power-up and even a remote control bomb.

The plot is recounted through some fetching intro screens, describing in cuddly cartoony detail the woeful tale of King Bomber who's spreading his evil ways. Heavens, he's even gone as far as taking control of the UN building and you, as a pig-tailed prodigy, are the chosen one when it comes to stopping him. As you complete each level, a brilliant Champion screen appears with you, as the hero, being snogged by a foxy chick. Should you lose, your mates don't mince their words: "You're history man."

Essentially, you have a choice of two types of game. There's the normal game where you trot around on your own and the Super Game where if you're playing on your own you'll be pitched against three other computer opponents. Things here can get really hairy as it's a case of avoiding all the other bombs that your rivals lay, apart from your own. However, it's almost worth indulging in a quick frazzle to watch yourself transformed into a quivering blob of brown jelly. *Bomberman World* is hugely addictive and the toetapping, schmaltzy sound eggs you on throughout. There are endless levels to grapple with and your sovs seem to last for ever (well, if you're a natural comme moi of course). It's absolutely blinkin' smart.

● **Publisher:** Irem

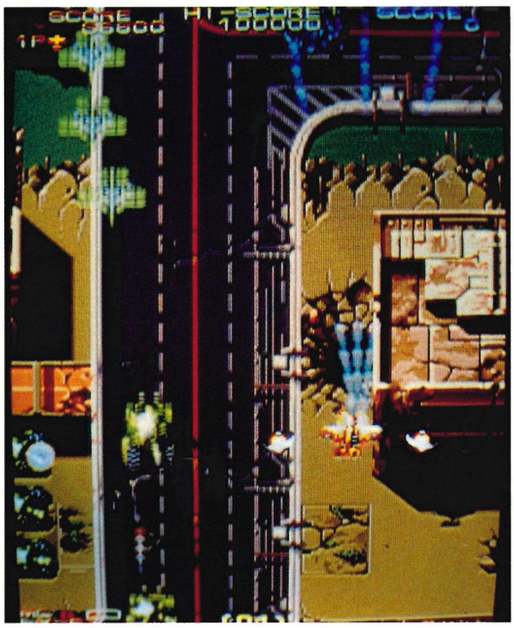
SCORE 

euro footba



Fans of Taito's original football game will be donning their strip and cans of lager and dashing out to play this enhanced version. It's got all the features of the original and more – with the kind of atmosphere that would put Saint and Greavsie straight out of a job. You start off selecting your fave national team and choosing your manager – the googlier the eyes the better. Then you launch into action with a balding, overweight ref ambitiously trying to keep up with your nimble players. They can all perform a variety of smart moves – little pass shots, intricate tackles, sliding into the ball shots, backheel passes, fabulous fouling and compulsory snogging. It's all there – and wonderfully open to abuse. The crowd roars and a booming digitised voice cries "Goooaaal" in absolute ecstasy whenever a team scores. Then you're treated to the managers' reactions – one

varth – operation thunderstorm



If you like a furious shoot 'em up then you could do a lot worse than to have a blast on *Operation Varth*. It's a vertically scrolling slottie where it's almost impossible to keep up with the frenetic pace. You just can't seem to go anywhere without about a billion little plane thingies, tank doophas and armoured ships homing in on you at a rate of knots. No time for a breather on this baby and no mistake. Thankfully you do have all sorts of murderous weapons at your diposal: there's a charming napalm missile, for example, which inflicts extensive damage. Then there's a wide shot fire missile which attacks the on-coming basts over a wide range. And where would we be today, eh, without the laser shot which gives a totally new meaning to fireworks? Ah, the joys of trigger-happiness. Which brings me to perhaps the most satifying thing of all – no matter how many bombs you use they never run out, although you must take care to allow them to recharge. It's also a game of pods – not the Patsy Kensit type, thank God – but more a case of smart pods and fixed pods. At the start of the game you have a choice between them and the differences lie in the fact that smart pods respond automatically to the enemy's bullets whilst the fixed pods offer absolute defence against the enemy immediately ahead. Got that? Good, 'cos it's crucial to know your pods. And that's really all there is to it apart from the wealth of curvy *Xenon*esque fire and that you have to be pretty nifty about dodging the enemy to lap up all those luscious power-ups. You'll know when you've grabbed one because a Jane Fonderesque voice booms "power up" to you just when you thought you'd snapped up an *M & S* sarnie. Well, okay the graphics are rather scrum and the game is dauntingly challenging, but there's really nothing here that you haven't seen before. Like a bit of gung-ho action? Wish you were American? Then give it go. But personally, I don't feel the need to indulge in kidsplay now I've got my Magnum.



● **Publisher:** Taito

SCORE

ll champ '92



leaping for joy, the other in floods. An indispensable arrow not only points out your player who's nearest to the ball but also indicates the direction you should be running should you get in a tizzy. There's also a very effective zoom-in, zoom-out motion so that you can really note the player whose limbs need breaking. In addition you can refer to a handy top-down view of the pitch at the top of the screen which allows you to get your bearings. The animation is fab with brilliant attention to detail – even the goalie waves back the players in irritation as he's about to take a goal kick. You can play for ages too – it's really good value for money. So come on footie fans, with this little beauty around, who needs Sky TV?



● **Publisher:** Taito

SCORE

nitroball

Come on down to *Nitroball*, the arcade game that makes *The Generation Game* look like a trolley dash through *KwikSave*. Essentially it's a fast and furious little number where players blast their way through a myriad of pinball worlds collecting goodies Brucie would die for and generally avoiding the goons.

The prizes are sumptuous, no *Blankety Blank* all-expenses-spared nonsense here. From giant gold Rolexs and 82 carat rings to motorbikes, ships, private jets and even huge houses on their own plot of land. Why, I was beginning to think I'd got it made – and was put out to discover that the minute you run into them, they're instantly transformed into bonuses (snore). Mind you, they'll help save your skin, if nothing else. And even if, like me, you can fire four guns simultanteously from the hip, you could do with the odd power-up, just for the added excitement, of course. And what darned fine weapons they are – machine guns, missile launchers, rail blasters, ring lasers and Z-weapons (which shoot spectacular rings of fire) – why it's almost enough to make you want to join the army. *(Except it's not. Ed.)* In addition, if you want to go for a really hi-score, you can gain extra points by bouncing the goons and bumpers.

***Nitroball* is divided into five levels or 'pinball worlds' – Strange Football, the Combat Field, the Ghost Town, Alien World and the Space Station. All incredibly varied as you scroll vertically through one pinball table and onto another, meeting the humungous end of level mutha on each last stage. My favourite was The Ghost Town world with giant space hoppery ghosts lolling about the place equipped with sneering Jack Nicholson grins. There's definitely something of the *Smash TV*'s about this game – the replusively, oily Game Show Host which keeps popping up and insincerely booming "good luck" as you embark on a journey of no return. But overall it's the combination of shooty shooty aggression and materialistic greed that sets your adrenalin pumping and makes *Nitroball* a tricky but unbearably irrestible shoot 'em up.**



● **Publisher:** Data East

SCORE

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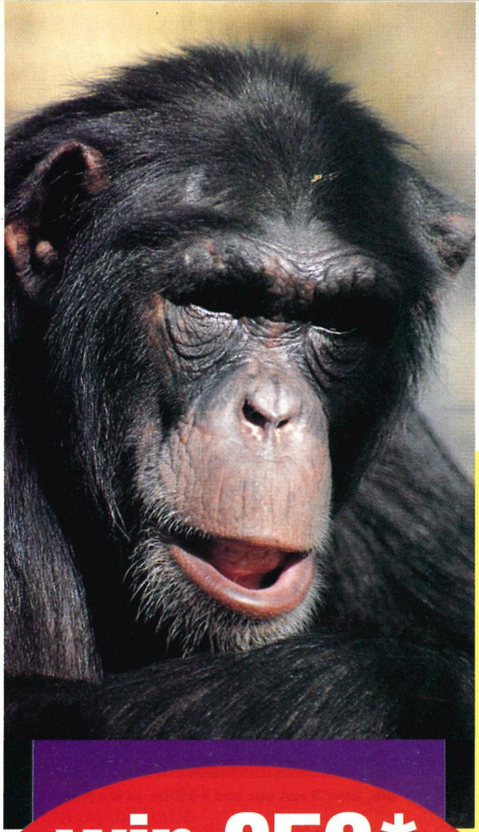
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PG tips

Everyone and everywhere is famous for something. You know, BR Buffets are famous for crap food, *The News at Ten* is famous for... erm... news, Tony Slattery is famous for woeful quiz shows, and of course *Game Zone* is famous 'cos of *Daniel Pemberton* and PG Tips. *(A word in your ear. Ed.)*

win £50* in cash!

*plus a packet of biscuits

And whilst on the subject of what's famous for what, another obvious combo that springs to mind (or my mind at least) is that herbal tea sippers ('herbies') are famous for being crap. Crap at almost everything, but especially crap at games. Crapity crap crap. These people can't get past the title screen of *Tetris* without a cheat. That's where you come in: Help these social outcasts by sending in your tips, maps, hints, cheats and homemade *'fingermouse'* puppets.

But you won't be doing this for nothing. Oh no. Everyone printed will receive a smart PG Tips badge, which is smarter than something very smart. Not only that but the best tip of the month will win a staggering £50 in cash! *And* they'll also get this month's top biscuit. And world-wide fame and fortune, of course. So what are you waiting for? All solutions, maps, cheats etc. should be sent to:

Don't call me Darjeeling
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NB The biscuit of the month is the *Hob Nob* choccy bar.

populous

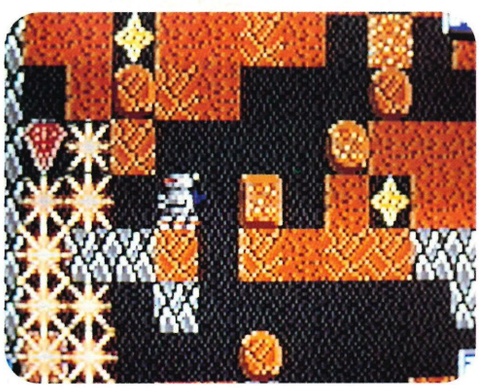
Here's some more passwords to this brilliant god sim, courtesy of **Matthew Spriggs**.
KILLCEAL, AIRUPIL, KILLUSPAL, SADENG, FUTINBAR, MORBHILL, SADEILL, CALGAZDOR, MOROXBOY, UIMDEHILL, HURTOUTLAS.

ea hockey

More password capers, this time for the fabbo ice hockey game from EA. Thanks to **Shaun Ducon** for the following passwords:
GWVXG1WCMHXTO2M7 **(Sweden)**
DN3GBFW4G45OPFSB **(Finland)**
D18RHSWMZMBPFNJO **(Netherlands)**
C4EP8X9OJSRTDJOS **(Spain)**
H5G628721Y9GDKJW **(Czechoslovakia)**

f1 exhaust heat

If you fancy having a go at a hidden course, then **Matthew Harlesworth** suggests that you try this: Choose 'Training' and then the 'Monaco' course. Start the race. Then while racing, look for a body of water that comes to a point between 2 grey barriers (!) When you've done this, get up to max speed and head straight for the water. If you place the car just right, it should run right onto the water without falling in! Then search for a significant opening from the water to the grass. Once you get to this, you will see that it leads to a new course that is not on the map. Hurrah!



Cor! Big stones hanging in mid-air! Where's Paul Daniels?

things to do

There are lots of things to do, aren't there boys and girls? And here's just a few things you should do while sending in your top tips:

Enclose your name and address. Or else!.

Make sure it's got nothing to do with *Mario (1, 2, 3 or 4!)*

Enclose the name of the game and the machine it's for.

Don't go copying cheats out of other mags.

Bend a spoon around a card players atlas*

Enclose a blank cheque*

Use readable handwriting. *(That's rich, coming from you. Ed)*

*** Optional**

contra spirits

Lots of handy shandies here for all you herbal tea sippers out there, and we have **Spike Cartledge** to thank for them. 'rah! If you fancy bagging 30 lives on the title screen press DOWN, DOWN-RIGHT and DOWN. But you have to do this very fast so do persevere. If you fancy a stage select simply repeat this, so that the sequence has been done twice. Or if you want to bop on down to the groovy sounds then press RIGHT, DOWN, DOWN+RIGHT and X on the title screen for a sound test. (But remember to be fast.)

krusty's funhouse

So last month we printed the codes for this okayish game. But for those with short memories you may be wondering why we are printing them again. The simple answer is because this time they are for the megadrive. Spook! But I'm sure you gathered that already. Anyway the codes also happen to be completely different.
Double spook!
Level 2: WHOAMAMA
Level 3: FLANDERS
Level 4: BROCKMAN
Level 5: SIDESHOW

pg tips

krusty's super funhouse

To get the special item that opens the secret passage in section one, go to the level with the trees and then to the platform at the top to get the large bullets. Then go to the top right and shoot the blocks. Go through, kicking all the bonus blocks until you find it.

These words come from **Hieran Sampson** (although it could be Kieran - not very good handwriting) and I must also mention another Kieran, **Kieran Titheridge** in fact, 'cos I didn't credit him for a Mario 3 tip a couple of issues back. Sorry!



Krusty's got atomic balls, a useful bit of kit, but if he keeps on flashing 'em, they'll run out and he'll be in the *(Snip.Ed.)*

super thunderblade

"An Oldie but a Goldie," is often said about games like this. But unfortunately that phrase can't apply to this mockery, 'cos it's crap. If you are unfortunate enough to own this, like poor old **Edward Agbettor**, this tip that he's sent in might come in handy. To get 30 lives press A, B, C and START simultaneously on the title screen, or if a level select is more your bag then press A, UP, DOWN, LEFT, RIGHT, RIGHT, LEFT, DOWN, UP and then UP and START together.

life force

Okay, so this game may be very old, but **Remco Dykshccrn (?)** (His/her writing is not very good so that might not be their proper surname) has threatened to put a bomb under Dennis Publishing's building. Oooo, I'm really scared. Anyway on the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT to get 120 lives. I've also got a funny feeling that if you pause the game and repeat that, something else should happen.

metroid 2

Game Zone has it's readers from many different countries but this is the first time we've received a letter from Croatia! The sender, **Stefano 'DLD' Zafred**, reckons that every time the cave shakes the level of water (acid), go down to reach the next level. Also when you collect the bomb and Spider Ball, crawl and bomb every wall because there are loads of secret passages to be found. Finally on the last level, when you come to the bit where the pool is right after the passage, go right 'til the end, and, with the spider ball, crawl on the wall until you find a passage. Enter this passage to fill up your energy and rockets (You'll need them!!)

jackie chan

Oh deary, deary me. It looks like we made a mistake in iss. 7 when we printed this cheat. Well, the appropriate wrists have been slapped and luckily we've got **Suzy Wan** to rectify our blunder. Anyway, on the title screen press start. Then, when you see Jackie sitting down press RESET (the title screen now shows up, START continues.) Press UP, UP, DOWN, DOWN, UP, DOWN, B, A on controller. Then press START. Now press B on the controller 2. Once this has been done, the title screen should indicate 99 continues and also a '1' next to the word 'start'. Press UP/DOWN to change this, which happens to be the level...

zelda ii: the adventure of link

Here're some rather excellent hints for this rather excellent super dooper game. Unfortunately the sender forgot to put her/his name and address on so I can't credit them. Duh!

the spells

shield
Go to Rauru town and talk to the lady in fifth house along. Simple, eh?

jump
Go to the town of Ruto and talk to the lady in the fourth house along. She will tell you that her trophy has been stolen. To find the trophy you must go to the large cave above the north castle (your starting point.) From there it is six spaces east, and then due north. Make sure you have the candle, then go into the cave, grab the trophy and take it back to the lady.

life
Go to Saria town and talk to the lady in the second house along and she will tell that she has lost her mirror. Go in the second house along and search under the table.

fairy
Go to Mido town (which is above the Kings tomb at the west.) Go to the ninth door along and talk to the old woman. She will tell you that her Daughter is sick and she wants you to find the medicine. Go to the town of Ruto, then south into the cave that is blocked by a round block. Destroy it using the hammer then go in.

fire
Go to the fourth house along in the town of Nabooru, which is west of the raft crossing. The lady at the house will tell you that she is thirsty, so go further into the town and you will come to a water fountain. If you search it you will get some water, which you should return to the old lady to receive your spell.

reflect
Go to the town of Darunia (which is north from the raft crossing, past the mountains.) Talk to the lady in the tenth house and she will ask you to rescue her kidnapped son. The baby is on the Maze Island. From the castle go three paces west and to a hidden underground cave where you should find him.

spell
When you have dug away the trees to find the hidden town of Kasuto, enter the eighth house along. Climb in the fire place and get the spell.

thunder
To get this spell you need all the others. Go to the first house in Kasuto town (not the hidden Kasuto town) and collect the spell.

the weapons

candle
Hidden in the first castle.

glove
Hidden in the second castle.

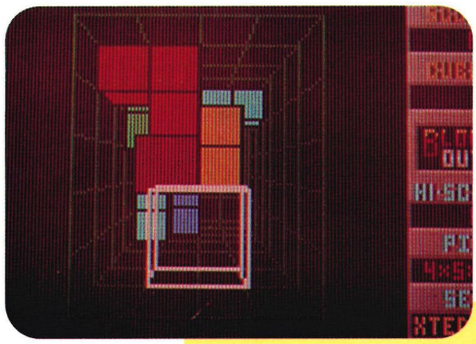
hammer
Go to Saria and cross the bridge over the river, then south into the maze of caves. When you get out go into the hole in the ground next to the rock. Go right, then down the lift and then right a bit more to find the hammer. Grab it. Exit, stage left.

raft
Hidden in the third castle.

boot
Hidden in the fourth castle.

magic key
Go to the edge of the hidden Kasuto town and cast the spell to make the castle appear - go inside and collect the key.

cross
Hidden in the sixth castle.



Left a bit. Stop. Up. No, not that much! Oh just drop it.

wrestlewar

If you want to 'kill' your opponents quickly in this game, **Matthew Davis** suggests that you follow these easy to follow steps.

1. Go down to the shops
2. Choose a 'turbo' joystick
3. See if it's cheaper in Exchange and Mart
4. Kick yourself
5. Plug in the joystick
6. Turn on the turbo
7. Play *Wrestlewar* and kill everyone.

Well it seems simple enough...NOT!

darius twin

Here is a really pointless cheat, but I'll use it anyway. If you fancy seeing no enemies whatsoever in the demo, then you'd better listen to the words of **P. Priestley**, who reckons that you should play the game as normal, beat the high score of 100,000, then kill yourself on purpose. Then on the high score table enter your initials as ZZT, then wait for the demo and thrills of thrills! There are no baddies!

lakers vs celtics

You could do a lot worse than try some of these codes that have been supplied by **Shaun Ducon**. To get to the final (Jordan Vs Bird) try this password: T22 ROJ. Or if you want the Trailblazers Vs Bulls try 94L BJS.
Also just try some of the following:
9N2 BBQ, L86 LBK, L86 LWS.

crystal mines 2

If any herbies out there are getting stuck on this game then they'd better thank **Michael Flynn** for his smart passwords:

5: ZCXP
10: ITCU, **15:** RFVC, **20:** AURV, **25:** KYPO
30: FQCS, **35:** OHXY, **40:** PNGU, **45:** CXRI
50: INUK, **55:** KEHL, **60:** SOVS, **65:** HJHT
70: WBHD, **75:** YJKJ, **80:** SVWK, **85:** YNXR
90: QKOA, **95:** IDIC, **100:** RERF, **105:** WCEF
110: LFXQ, **115:** NBFD
Bonus level codes: KQVW, BNRY, NMXS, UJIL, CHRN.
Also try: GEFA, RAIQ, PDSQ, RGEI, WVOM, OIGT, FUIX

tetris

If you fancy completing *Tetris* then you'd better listen to **Mark Taylor** with his super dodgy tip. He says that you should select Game type B on level 6 - 9, Height 5. Start the game, then push select as many times as possible until 'success' appears in the middle on the screen.

splatterhouse II

Hurrah! All the passwords to this gory game courtesy of **Ben 'Spook' Byrne**.
level 2: EDK NAI ZOL LDC
level 3: IDO GEM IAC LDL
level 4: ADE XOE ZOL OME
level 5: EFH VEI RAG ORD
level 6: ADE NAI WRA LKA
level 7: EFH XOE IAL LDL
level 8: EDK VEI IAL LDL

Also, if you're having probs over where to find the weapons then you'd better listen to Ben's words of advice. To find the pole is easy: It's about half way through the first level. The bone is in the corridor on the second level, while if it's the chainsaw and shears that you're after then you'd better get to the third level guardian The oar is on the bridge, fourth level, while the shotgun is under the first stags head on level five. The pottasium bombs are in the lab on the fifth level and the spikes are in the boat on level eight.

street fighter 2

Here's a tip from **Mark 'Damian' Towse** who thinks himself the master of *Street Fighter 2*. If you're having any probs killing any of the first eight characters you can press start on player 2's joypad and select the character you want to get rid of, then just beat him up. Unfortunately you'll have to do a bit of playing for the final four.

prince of persia

Coo! Thanks to Game Zone reviewer **Tyler 'shorty' Martin** there's lots of codes afoot for this fabber than fab game.
Level 2: GKHIFU
Level 3: FIHHDO
Level 4: FFKFCL
Level 5: LJKKHF

A quick mention must also go **Simon Dunn** who did a rather fab book but unfortunately all the cheats have already been printed.

fantasia

Okay, so it may be old and not very good, but I'm still printing this tip, as sent in by **Tom Bach** and **Richard Ray**. Fly your way through the first part and locate the 1-Up on the top set of platforms. Continue through the levels until you get to the magic book. Take it and keep moving right until you get to a treasure chest. Enter this, which warps you back to the 1-Up! Repeat this lots and lots for lots and lots of lives.

faceball 2000

Level skipping japes ahoy! Once more it's **Joseph Lang** who's receiving the name check. Anyway, on level 5 you must back up as far as you can and bump into the left wall five times and then shoot the right wall five times. The right wall should vanish. Go in and you see a pad with a key inside. Collect this by pressing B and then turn to the left wall. This should have disappeared, and if you go in you see an exit (a flashing wall.) Go into it to skip to level 7! If you manage to survive up to level 75, when you exit you are put back to level 6! Swizz!

kid icarus

Some pretty damn handy tips have been sent in by **Andrew 'handy tips' Harrison**. And here they are. Coincidence or what?

When you are in any shops and the goods they sell aren't any good (so to speak) press DOWN and you'll get another list with more to choose from.

If you are in a high place and you want to glide down, tap A over and over again.

When you are in a treasure room and you shoot a hammer or a heart, do not pick it up straight away. Shoot all the others first, then if you get the unlucky one and the dastardly God of Poverty turns up, you'll still be able take the others. Get the hearts, the hammers and then the item.

On each level, on the second or third stage, stay on that stage for as long as possible and gain loads and loads of money and points. Then when you complete that stage you will be generously awarded an extra block of life, which will make it far easier to kill the end of level boss.



'Ello. Ma nam' iz Inigo Montaya. You kill-ed ma fadder. Pre-pare to die!

dragon's lair

drawbridge

This is the first section of the game and starts with Dirk outside the castle with the drawbridge in front of him. To complete this section the player has to defeat the water snake, open the portcullis, and then walk over the drawbridge and into the castle. Simple.

hints

A section of the drawbridge will begin to crumble when walked upon but as long as Dirk does not stop he will walk safely across. Any attempt, however, to walk over the now collapsed section will, surprisingly enough, result in Dirk falling through and into the moat. This would not be a good idea.

The noise of Dirk walking on the drawbridge will wake the watersnake and he will burst through to oppose Dirk's progress. Retreating back onto dry land Dirk will now be able to throw daggers at the snake, sapping its energy until it is vanquished. But beware; this snake spits fire at Dirk's head - Duck or die! (what a good title for a game...)

When the snake is dead, jump over the holes in the drawbridge and enter Singe's castle.



entrance hall

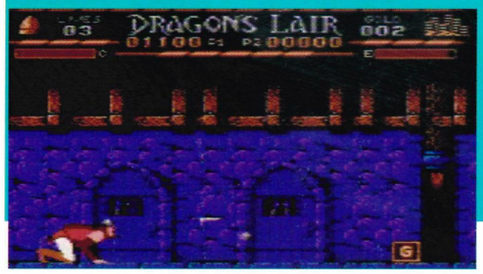
Dirk is now in the outer regions of Singe's castle. To stop unwanted guests, the entrance hall has been lined with portcullis' designed to squash any intruder. As if this wasn't enough, even the prisoners are against our hero's efforts to reach the bars of their cage. In the entrance hall Dirk will encounter spitting snakes hiding in the walls, poisonous spiders, bats coming in through the air vents and man-eating hornets - Shoot or avoid these. The end of the entrance hall is guarded by the Snake King. This huge beast won't allow Dirk to pass without a fight. He fires poisonous gas clouds at Dirk's head and feet and takes some killing, but defeat him and Dirk will be ready to enter the depths of the castle.

hints

The prisoners throw the rocks in pairs, then go back inside their cell for more; take this chance to get past.

Dirk must walk through the first portcullis, do a little jump (short press of B) over the hole, shoot the hornets, and when the prisoner stops throwing, crawl under the next portcullis.

When the Snake King retreats the clouds that he shoots can either be shot or jumped over. The Snake King is only vulnerable if hit in the mouth, so fire when jumping. The Snake King will flash when hit and will eventually be defeated.



dungeon

The Dungeon screen should be avoided if at all possible as it's only any use for getting the axe which should not be necessary if Dirk finds some of the hidden bonuses.

hints

As soon as Dirk enters, walk forward and collect the Fireball weapon. By standing level with the third window both throwers will miss Dirk. Jump up and shoot the prisoner's throwing arm on the left whilst you can see it. Immediately it has been shot, crawl to the left of the screen and destroy the second throwing arm - Make sure you are standing close enough to the portcullis so that when the third arm starts to fire it will not reach Dirk. Walk past the third throwing arm and shoot it from the right whilst crouched just behind it so that Dirk is out of reach of the prisoner behind the door. Lastly shoot the fourth throwing arm in the same manner as the first, which will cause the portcullis to be raised, allowing Dirk to exit and pick up the more useful Axe weapon on his way out.



treasury

If your gold gets taken by the Lizard King you can recover it by visiting the treasury. The treasury is always the last exit on every elevator. The idea is to collect the Gold bonus icon and exit from the same side that you entered from, whereupon you will be returned to the elevator that you started in. The Gold bonus icon flashes on/off and must be collected when on. Firing at the Lizard King makes him retreat for a short while - He cannot be killed.

hints

When the Lizard King homes in on Dirk, jump into the air and he wil rise up. By repeatedly jumping he will get high enough for Dirk to crawl underneath him. If Dirk does this whilst standing on the Lizard King's throne and then drops off as the Lizard King approaches, Dirk may find it easier to crawl under him. Once Dirk is to the right of the Lizard King he will find it much easier to collect the gold bonus icon. Alternatively, by repeatedly firing at the Lizard King, the Gold bonus icon can be collected whilst Dirk is still to the left of the Lizard King. Jump off the throne to collect the bonus icon and fire at the Lizard King in mid air to force him back.



general hints

Dirk Has 3 Weapons he can use; each takes different amounts of energy from the enemies

Dagger Energy loss of 1 unit from the enemy
Axe Energy loss of 2 units from the enemy
Fireball Energy loss of 3 units from the enemy

Every level contains hidden bonuses, revealed by depressing the candle (SELECT) button. Hidden Bonuses contain energy, weapons, extra lives and points. Try to find these and the game will become MUCH easier.

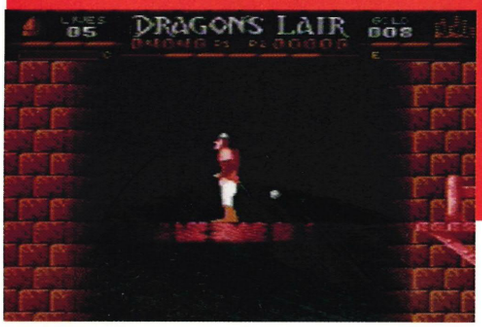
elevator

The elevators allow Dirk to take different paths through the castle. There is an elevator at the end of each section with four exits on each one. The exits lead to the following levels:

elevator at end of entrance hall level
Exit 1: Entrance Hall
Exit 2: Mines
Exit 3: Dungeon
Exit 4: Treasury

elevator at end of mines level
Exit 1: Dungeon
Exit 2: Mines
Exit 3: Grim Reaper
Exit 4: Treasury

elevator at end of grim reaper level
Exit 1: Singe's Lair
Exit 2: Dungeon
Exit 3: Grim Reaper
Exit 4: Treasury



mines level

As Dirk progresses deeper into Singe's Castle, he needs to travel through the deserted mines. The mines have low ceilings and rock crushers forcing Dirk to crawl on hands and knees whilst avoiding the bats which inhabit the mines. As well as the bats, the mines contain clouds of poisonous gases, moving ledges, extending and retracting ledges, dark sections which require the use of the candle, Dragon's Breath requiring Dirk to flap his arms if he is to ride the hot air currents from the sleeping dragon, and finally the remaining Trolls hiding in the old railway trucks.

hints

To pass the crushers, wait until they just finish, then crawl without stopping. Beware the red bats – they take three hits. In the dark sections turn on Dirk's candle, but use it sparingly – If it runs out the moving ledges at the end of the dark sections are very hard! Hidden bonuses that'll be useful are the candle and energy in the raised section after the first crusher, an axe just before the two moving ledges before Dragon's Breath, and an extra life right after Dragon's Breath. To defeat the Trolls stand about a third of a screen away from them, fire two weapons (preferably axes from the hidden bonuses mentioned above) just before they appear and then jump over the rocks that they throw (two at a time).



grim reaper

Dirk is now deep inside the castle and the going is getting very easy. Not! Chomping and rotating skulls, swinging balls, flying ghouls, moving ledges, collapsing floors, and the Grim Reaper himself all combine to try and prevent Dirk reaching the now very close Dragon's Lair.

hints

Try to stand over the support posts as the floor only collapses in unsupported sections. The swinging balls can be tricky, especially the double ones. The first one can be simply crawled under; the next requires only a small jump over the bottom ball following the top one through. The fast ones require this sequence: Walk into them after the first ball has gone into the wall, jump over the bottom one, duck under the top one, stand up, jump over the bottom one, then crawl out, to avoid the top one. Get that? Easy(!?!) Shoot the skulls at the top to allow room to crawl under them.

To defeat the Grim Reaper, stand just past the first full floor support and duck under all but the very short fire bolts from the Grim Reaper's hand. The Reaper fires four bolts at a time, and after he has thrown four, jump up and hit him in the head.

N.B. The Axe, hidden just before the Reaper, will make it twice as quick.
By repeating this the Grim Reaper will be vanquished, but don't breathe yet – the worst is to come!



singe's lair

The final conflict; the baby and flying dragons and energy sapping lava bubbles need to be passed before Dirk will reach Singe himself. Defeat the dastardly Singe, and Dirk will be reunited with his true love - The Princess Daphne...Aaaahhhh!

hints

Try to avoid jumping through the bubbles as they drain energy. The eggs crack when Dirk gets near them. Walk back, duck down and shoot the hatched baby dragon. It takes four hits to destroy them, so the axe is useful here. It is virtually impossible to defeat Singe without the Axe, and there is a very awkwardly placed Dagger icon near the end of the level, so make a careful note of where to position Dirk before the jump onto this final ledge so that he lands before the icon and can jump over it, retaining the axe. At the end of Singe's Lair is.....wait for it.....Singe himself!! (*Nooooo!!! Shocked reader*). To defeat him, stand at the back of the screen, jump over the low fireballs and duck under the high ones. The baby dragons make life difficult, so make sure these are destroyed as soon after they appear as possible. Singe can only be shot in the head so take advantage of the low fireballs and fire whilst Dirk jumps in the air to hit Singe.

Congratulations for completing the game... and completely cheating in the process!

pg tips



Which way now? Life is just full of decisions (sigh.)

super fantasy zone

Wahay! **Chris Roche** has sent in more *Fantasy Zone* tips than I've had 'Lemon Surprise' biscuits (Which is one, 'cos they were sick.) In fact he's sent in a staggering 4 different tips. Wow! Actually it's not that amazing, I just thought I'd write an exciting intro. Anyway, here are the tips.

Pause the game, press B on the second joypad while at the same time pressing DOWN and LEFT and START. 'Pass' should appear on screen, and a quick press of the C button should transport you off to that jolly occasion they call level 2.

Pause the game, and repeat the above so that 'pass' appears again. Now instead of pressing C press B and you'll have the choice between No-Hits (invincibility) or Free-Play (unlimited lives.)

To get the groove-bound soundtrack to the original *Fantasy Zone* simply press A, B, B and START on the title screen.

Pause the game, and on the second joypad press A, DOWN, LEFT and START simultaneously for a gold value of $99,999,999!!

street fighter 2

Any avid *SF2* fan out there wondering how to get to Sheng Long need wonder no longer, for **Stephen Stanger** has the solution.

To fight this mysterious *Street Fighter* legend you must use Ryu throughout your entire game. You must not get hit from the moment you begin until the final round with M. Bison. Once there you must spar with M. Bison without hitting each other for TEN rounds. The tenth round is the final round and after the last draw game Sheng Long appears and tosses M. Bison away! Now the timer is stuck at 99, so you are forced into a fight to the death! Sheng Long's powers are immense. His Hyper Dragon punch is backed by his Flaming Fist. He throws fireballs faster than Sagat, and he has a spin kick deadlier than Chun Li's! He does not pause for a second, and can attack immediately after throwing a fireball. Sheng Long can even grab Ryu from the air and throw him to the turf! He is very strong and can perform the moves and attacks of each world warrior. If you just manage to beat him as I did then you are in for a magnificent ending sequence. This cheat also works on the arcade.

taz mania

Hurrah! All herbies out there having difficulty with this game should thank **Chris Bragg** for his useful tips:

On **level 2** you need the extra life first, which is at the top, on the left. To get the continue, firstly stand on the stone mans head, then touch the statue net to the bridge and get killed. Repeat until you have enough continues.

On the **third level** just throw the bomb at the car to destroy it.

On the **ice level** there is a sinking iceberg between two solid ice platforms. Stand on the iceberg and sink with it. You should fall into a cavern containing loads o' goodies.

On the **minecart level** there are 7 gaps. The lights are in this sequence: Green, Green, Green, Orange, Green, Green.

To kill the end bird jump onto the platform, and do a flying spin into its head. Keep spinning from side to side until the head appears again, then repeat the process.

prince of persia

No sooner is it out than some busy bod has sent in all the codes, and we have **Sean Cliffe** to thank for the following handy list:

Level 2	RF3MYPA
Level 3	YFQQ52A
Level 4	4N5EWJW
Level 5	QMVYW2W
Level 6	JETSWBW
Level 7	ALHCQMW
Level 8	RL2KYFZ
Level 9	A3GLA3A
Level 10	4O32CHE
Level 11	QTGZYWC
Level 12	4FO25EU
Level 13	O2ZAQJ
Level 14	4ETNCNN
Level 15	IFHHYXN
Level 16	FDP4WY6
Level 17	MY5Q432
Level 18	VIY5PV6
Level 19	MXQOXES
Level 20	N6UCP21

super soccer

Jeepers! Here's two handier than handy tips for the excellent football game, Super Soccer. They were sent in by **Steve and Mart 'large' Large**. Anyway here's the first cheat, which allows you to play as the Nintendo team! From the title screen select a one player vs. two player exhibition match. Then, on the team select screen, using control pad 2, move the cursor on to the team flag that you wish to play as. Still using control pad 2, hold down the START button and press B. Player two's team will now be the 'Nintendo' team, who have the best all-round abilities and player statistics, and are VERY hard to beat.

The second tip allows you to play as the same team with away strips! After selecting the 'Nintendo' team using the first tip (above) use the controller 1 to move the cursor onto the same flag as player 2. (Player 2 MUST have selected the Nintendo team.) Player 2 must then press the Y button on their control pad, to cancel the selected 'Nintendo' team. Without moving off the chosen flag, both players must press button B on their control pads, to confirm their selection. The cheat should now be active!!

super smash tv

Any herbies out there who are dying for a level select? Well luckily **Faisel 'Elephants, pots and pans' Mohamed** (?) has sent one in. He reckons that on the options screen you should press RIGHT, RIGHT, UP, DOWN, RIGHT and LEFT. You should then hear the word 'bingo' and a level select will be yours.

star wars

Short, small and not very big. Those words could be said about **Russel Burtons** letter and this intro. Spooky, eh? Anyway in Star Wars when you reach the monster in the trash compacter use Luke and his Light Saber. It then only takes 2 hits to kill the monster. Hurrah!

castlevania ii

Oliver Lawrence has sent in more codes than I've had Custard Creams and here's a small selection from the vast number of passwords. N.B. H stands for heart, C stands for crystal ball, B is for blank and W is for candle. Anyway try the following passwords:

HHHB, HHCB, HWCC, HCWB, HCBB, WHHC, WHCC, WWHH, WCWC, WCBC, HHHH, CHWH, CWCW, CBWW, CBBW, BWCH, BBBH, CWHW

pitfighter

Are **Peter Banister** and **Matthew Felly** taking the piss or being serious? I mean I didn't know that pitfighter was out on the Game Boy but then maybe it is. Anyway if it is, when you die and the man says "Still the best," hold DOWN and A at the same time for a continue.

gynoug

More **Matthew Davis** related tippery. This time it's for a level select on the game *Gynoug*. He says that if you choose 'control' on the options screen and hold down A you should be on the recieving end of a level select!

r-type

Well somebody wrote in complaining about the cheat in iss. 9 and would have got a name check for this one - Except he forgot to enclose his name. Duh! Press LEFT + DOWN, A and B simultaneously on the high score table and you should be able to draw things using the A button and the D-Pad.

super soccer

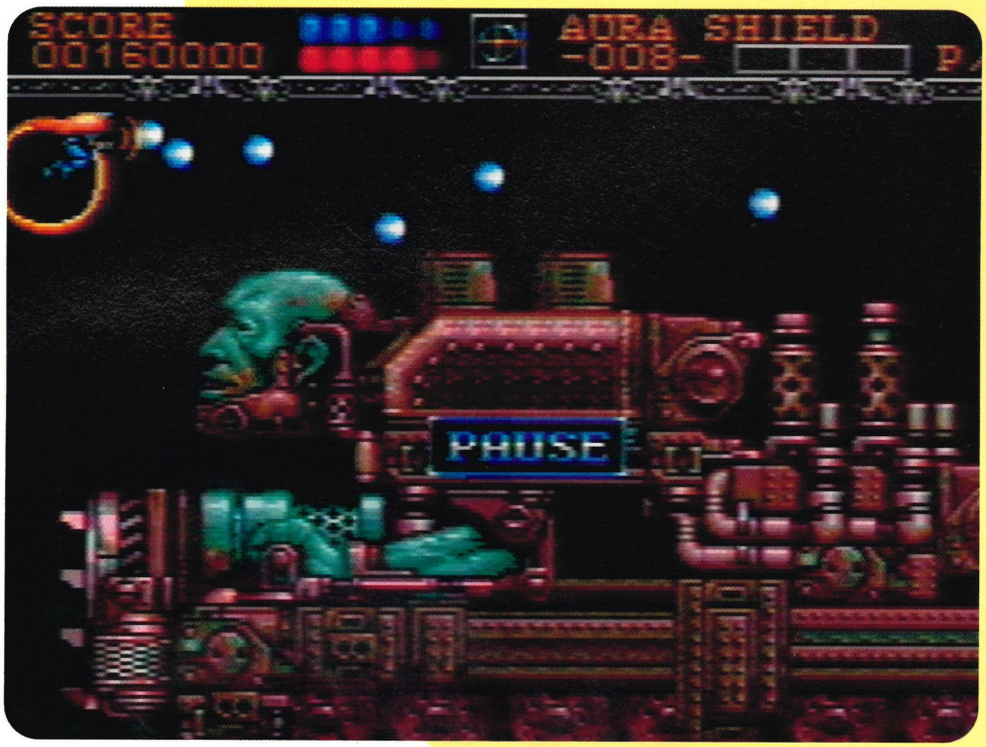
Use your goal keeper to dribble the ball down the pitch and score. Only their own keeper and one other player will get in your way. That rather useful cheat came from **Robert Holland** who lives in Southampton. He adds that it is surprising that he knows what what soccer means, living in Southampton.

final fight (guy)

Another cheat from **Marcus Powling**. He suggests that if you fancy some extra energy on this beat 'em up, on level four just walk up and down in front of one of the white dogs. As long as you keep on walking up and down your energy bar should keep on increasing.

xenophobe

"If you go into the room where the bomb machine is," said **Dave 'megger mag' Evans**, "level 2, Room 25, stand in front of the door of the machine and press OPT2, it'll stop lobbing bombs. Then pressing OPT1 will stock your hand grenade gauge up." Oh thanks, Dave.



Look, it's a steam-age Terminator!

legend of the mystical ninja

Nicholas 'natural games player' Hudson has been a jolly busy chap. But why has he been jolly busy? Well, he's managed to scrape together all the codes for the *Legend of the Mystical Ninja*'s Warlock Zones (or levels, as normal people call them.)

War Zone	Kid Ying	Dr Yang	Name of Zone
I	TXZZkZ	K4HJVJ	Mystical Ghost
II	h8HXXX	z+PLQH	Statue of Cat
III	/jK232	z+2HQH	Amusement Pk
IV	7GRvov	+ZK696	Defeat Otafu
V	XTtttW	33B8D8	Ninja Castle
VI	Z+nHTH	TXrZyZ	Tengu Mount.
VII	33t8G8	RMTYyY	White Mirror
VIII	4Kmy7y	MRDj1j	Save Princess
IX	JP2m5m	RMdV5Y	Final Story

Here are two codes for the extremely sad people who can't get past the intro. They put you on the last level with loads of lives, full armour etc, all the Jutsu Powers and a little bit of spending money. The first one is for Dr Yang and the second for Kid Ying:

;1!y8 +88Hz 8Hx6D q?8KR ZPD1X 8:!DP + qj#;b ;9"vB rrHYv :wbt& "2yPv bj#vy v

blockout

For a very easy game, **Kieran Hawken** suggests that we enter the pit dimensions as depth 12, Width 3 and Length 3. Short and simple, but effective. Hopefully.

hard drivin'

Even more Lynx related tippery here from the man known as **Kieran Hawken**. He suggests that on the last race against the Photon Phantom, when the signs in the road point to the stunt course run them over and you will complete the race no probs.

fighting master

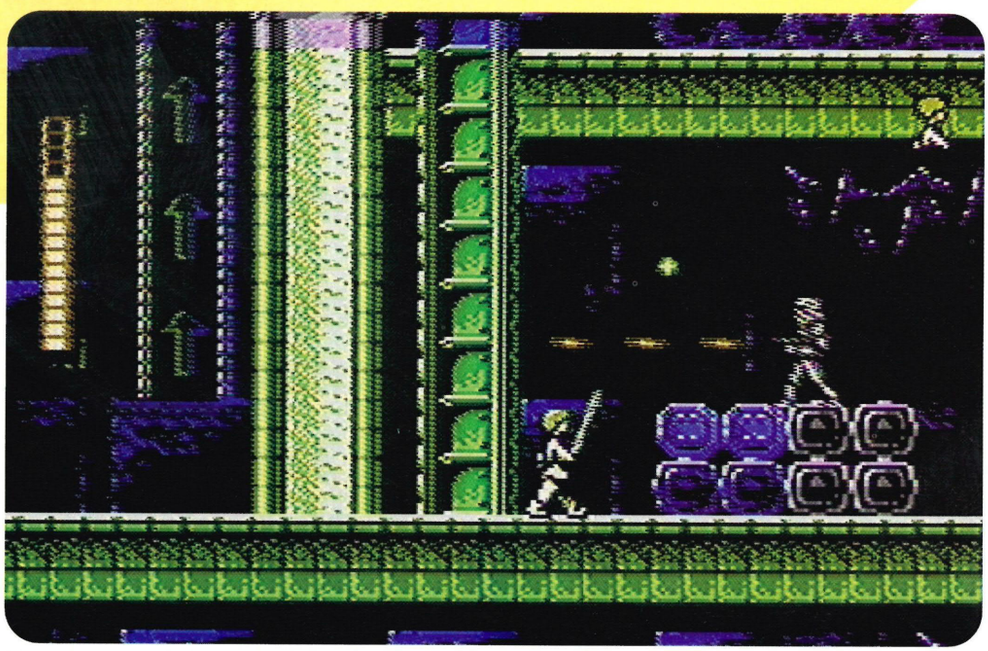
Here's a cheat which sounds a bit similar to the *Street Fighter II* one we printed a couple of issues back. Anyway, if you fancy allowing two players to play with the same character make sure that player one presses Up and A when he selects his character. Now it should be possible for Player two to select exactly the same character. Thanks to **Marcus Powling** for that.

captain silver

If you fancy a good old fashioned continue you could do a lot worse than listening to **Bruce Thomas**. He suggests that you press UP and button ONE on the game over screen.

secret command

More continue related capers from Australian **Bruce Thomas**. This time to continue in any other round except 1, 2 and 3 press button ONE rapidly and move the D-Pad from left to right.



Why do they always have guns when all I've got is this swordy-thing? I ask you, is it fair? *(Stop whinging.Ed.)*

pg tips



Quick! Run away, run away! Argh! Help! I'm not moving! Oh, the game's paused...

hyper lode runner

If you are a complete herbie and fancy starting on any level that you please then you could do a lot worse than listen to **Mark Vent** who reckons that he is the 'Gameboy Genie'. Cough, cough, splutter. Anyway, to get that level select enter the following code and you shall be able to play any stage from 18-50. The code is **QM-0388**

kid icarus

The return of **Barry 'Bazman' Blake**, **Wayne 'China' Kearney** and **Stephen 'Horse' Faulknek** means only one thing, it's code time! Try out the following two passwords:
DANGER !!!!!! TERROR HORROR
8uuuuu uuuuuu uuuuuu uuuuuu

lakers vs celtics

Thanks to the man they call **Saul Neighbour** we can give you lots of passwords. And by some spooky coincidence here they are.
Try out some of the following:
71VBBBVT, 71VBBCV3, 71ZBBBBQ, 71ZBBGBN, 71XBBBBM and 71OBBBBP.

awesome golf

Here's a list of the maximum distances for all of the golf clubs, courtesy of **Kieren Hawken.** (In yards.)

1 WOOD - 262
3 WOOD - 220
4 WOOD - 205
1 IRON - 225
3 IRON - 200
4 IRON - 195
5 IRON - 180
6 IRON - 175
7 IRON - 156
8 IRON - 148
9 IRON - 130
SAND WEDGE - 105
PITCHING WEDGE - 105
PUTTER - 42

test drive II: the duel

Herbies (apart from the one in the film) are notorously slow drivers, and so could well need some help with this little number. To find a secret option menu in the game all you have to do, reckons **Raymond Black**, is to simultaneously hold down A, B, and C while driving. That's the kind of tip I like: Simple but effective.

super soccer

Penalties are often the critical point in a game. When you take one, **Kevin Sawyer** reckons that you should hold down the L and R buttons at the top of the controller and aim where you are shooting. You should do a totally unstoppable shot that not even Gordon 'Nat-West' Banks could save. Apparently you should score every time, and seeing as this is supposed to work against the computer and a friend, it's quite handy really.

the addams family

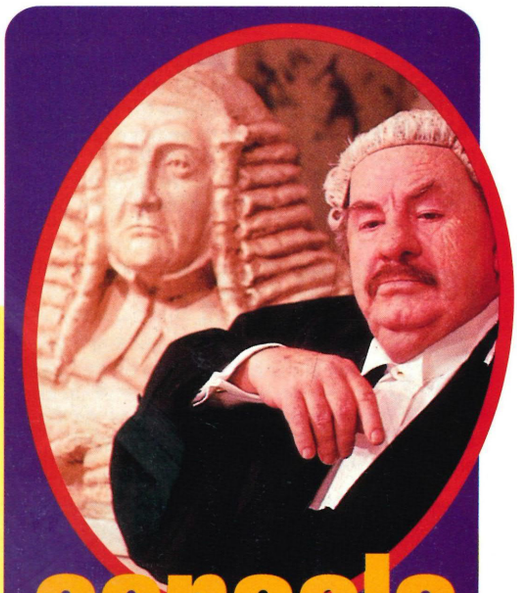
For anyone having problems with this spooky, ooky, etc. game, here're codes-a-plenty, thanks to the man they call **Tom Lodge**, ('cos that's his name...) Try the following passwords:
B1R&?, BD#XJ, BL9XG, and 11111

augusta open golf

Hurrah! Some passwords, but what mystery man has sent them in? Well it is none other than **Joseph Lany** who apparently is an articulate for the state education system. Ooh! But don't let that worry you, try out these codes:
L3FHPOZNGW, NXDSF3JNXF, OSTCT1SQ4B, GREB2UVSME.

arnold palmer's golf

Another golf game, but this time it's more *Fantasy Zone* related tippery from the irrepressable **Chris Roche**, who reckons that if you've got the patience to take a mere hundred shots at a hole (and can stay awake that long), then press A, B, C, and Up, you'll go to a secret *Fantasy Zone* game! Spooook!



console counsel

Hello Darlings. Yes once more it's that time many people call 'Console Counsel'. They also call it 'crap' and 'not very good' but we won't go into that. Anyway I, your caring Console Counsellor, am on hand to help you with your problems, frustrations or queries.

So be brave and remember that a problem shared is a problem halved, which is a problem quartered multiplied by two. So send your problems to Console Counsel, Game Zone, 19 Bolsover Street, London, W1P 7HJ, but please remember that I haven't the time to reply to individuals, even with SAEs, so save your stamps.

Dear Console Counsel,

I'm confused. In a past copy of your excellent magazine you printed codes for the Game Gear game, *Ninja Gaiden*. How do you put them in?
Yours sincerely,
Edward James Hare, Watford.
Well, that Pemberton fool who writes PG-Tips forgot to tell most people that the codes only work on the import versions. They were taken out of the official British game because they made it too easy, so I'm afraid those codes are about as much use as an inflatable dartboard.

Dear Console Counsel,

Can you HELP!! Please, please, please can you help me. I cannot get by stage 4 on *R-Type* for the Game Boy!
Yours,
D.J. Hoggard, No Address.
The answer is unfortunately not very useful. You basically have to get to know where the enemy ships come out. See, I told you it wasn't going to be very useful. If you've got the dongle thing don't let it out, 'cos it's better protection on your ship. This is probably one of the hardest levels, so you just have to persevere. Soz.



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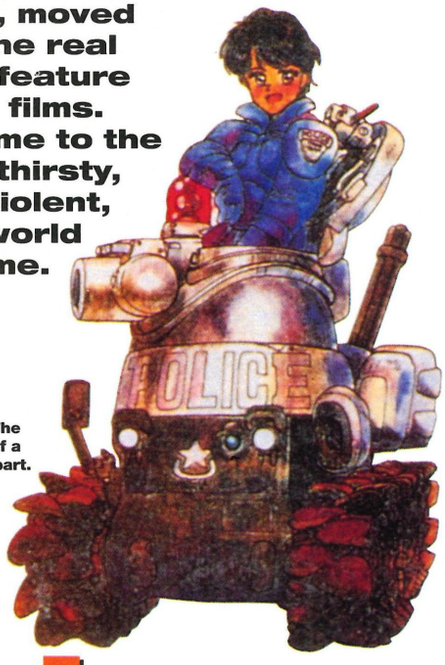
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ZONE 7

Following hard on the heels of last months hugely successful, Console Ad Zone 7, *Jeremy Daldry* has, this month, moved onto the real thing, feature length films. Welcome to the blood thirsty, ultra violent, sexy world of Anime.



***Tank Police*: The simple story of a girl and Bonapart. (Her tank...)**



***Project A-ko* concerns wholesome young girls and, erm, aliens.**

Just another school night in *Akira*'s Neo Tokyo...

intergalactic pun

Japan. Home of the rising sun, the Sushi bar, the geisha girl. And the Anime film. Pronounced AN – EE – MAY these are cartoons in name only, bearing about as much resemblance to *Micky Mouse* as I do. Violent, often post-apocalypse based and boasting a very large number of under age girls in bikinis, often with big guns. Here are the best of the tidal wave of new titles about to hit the U.K. Move over George Jetson, this is the dawn of the age of Kenshiro.

cyberpunk bible

anime uk

If you want to know even more about the whole Anime scene, including where to get hold of vids, merchandise and all the latest news. Then check out *Anime UK*, the new magazine totally dedicated to Anime vid. Available from specialist magazine shops, costing a mere £3.50 an issue, or direct from:

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Already boasting a circulation of 5000 and distribution throughout Europe and the States. It's absolutely there. Check it out.



fist of the north star

Manga Video – Cert 18
Running time – 112mins

The most violent of the bunch and the only one to boast, rather unfairly, an 18 certificate. Civilisation has been destroyed by a massive nuclear attack, leaving the earth a barren desert, devoid of vegetation and decent places to have lunch. Gangs of rather unpleasant bikers roam the dust bowls and indulge in totally unwarranted bouts of close choral singing. That is until Ken *(What a poncy name. Ed.)* a.k.a. the Fist of the North Star, part time saviour of the world and Moris Dancer, attempts to re-establish world order, grow a couple of trees and rescue his kidnapped girlfriend Julia. *(I used to know someone called Julia, she played the Cello. Ed.)* He's thwarted by his brothers and rivals for the title of Fist of the North Star; Jagi, Roah and Shin. *(Now they are more matcho names. Ed.)* What follows is large amounts of exploding heads, spurting blood and twitching corpses.

Rather long winded and with some bizarre plot twists, around about the hour and half mark you really do begin to get a little bit bored.

Animation SCORE
Plot SCORE
Sensory Amplifiication SCORE

project a-ko

Manga Video – Cert 15
Running time – 86mins

Pop. Bubble gum pop. *Project A-KO* is a plot hatched by the spolit little rich school girl, B-ko to destroy the super powered A-ko and take her place in C-ko's affections. Why everybody is called something 'ko' is never really explained *(I was wondering. Ed.)* and frankly doesn't matter a toss. *(Oh. Ed.)* Years before a huge space meteor crashed into Graviton City, giving A-ko her special powers. It all turns out that this wasn't a meteor after all, but in fact a space craft from which C-ko fell, and that she is the princess of the planet where the space ship comes from. Confused? You better believe it. The plot's got more twists than a batch of egg noddles. It all gets fiendishly more complicated when the aliens turn up to try and pick up C-ko and take her home, but unfortunately the ship is piloted by an alcoholic captain. Very strange.

Low on violence, but high on humour and girly fight scenes this is the odd ball and least stereotypical blood-n'-guts Anime of the bunch. Bubble gum video.

Animation SCORE
Plot SCORE
Sensory Amplifiication SCORE



More wholesome fun, frolics and partial nudity in *Project A-KO*



Fist of the North Star's got it all: Blood 'n guts, Love and hate, pleasure and pain. And exploding heads.

k rock hip hop



Exploding heads (and bodies) also feature in *Akira*.

dominion tank police
acts I and II/acts III and IV

Manga Video – Cert 15
Running time – 67mins and 69mins

Girls, guns and tanks. What more could a boy ask for? The state of the worlds environment has reached new lows, a cloud of toxic bacteria has surrounded the planet, and the only way the people of Newport can survive any length of time in the open is by wearing a huge face mask that makes them look like a womble. Thanks to this cloud the crime rate has rocketed, with an organised crime happening every 36 seconds. Thus the Tank Police were born. A home for the disturbed, disfunctional and downright psychotic, all hiding behind a gun and a badge. And a tank.

Funny, sexy and with large dollops of *Tom and Jerry*-style violence, *Tank Police* even manages to have a plot simple enough for a non Anime freak to follow. Very nearly the best of the bunch, made all the better by the presence of the unforgettable post feminist Puma Twins, Anna and Uni, gun-toting, wise-cracking, strip-teasing chicks for the nineties.

Animation SCORE
Plot SCORE
Sensory Amplifiication SCORE

akira

Island World – Cert 15
Running time 124mins

This is the one. Described by the *New York Times* as, '...an instant cult classic.' And they were right. It's 2019. Post atomic Neo Tokyo is becoming increasingly drowned by designer Fascism, Tech-Noir Fetishisms and waring gangs of Cyberpunk bikers. In the middle of all this the government appropriate a new 'volunteer' for the Akira project, an E.S.P. enhancing program thats previous 'success', Akira, resulted in the destruction of Tokyo. Things go drastically wrong when the young punk they pick turns out to be mentally unstable and way too powerful. As he begins to destroy the city shades of religious fanaticism creep in as the people of Neo Tokyo take on the Akira myth as a new religion in the hope of being delivered from their present plight.

The plot twists and turns, and in the second half becomes increasingly bizarre and hard to follow. Despite this the out-of-this-world animation and new age soundtrack produce an incredible experience that comes at you with a razor-edged swing. Compulsive viewing.

Animation SCORE
Plot SCORE
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geez!



Send all your words of wisdom to: Geez!, *Game Zone*, 19 Bolsover Street, London W1P 7HJ

What is Geez? The essence lurking behind the philosophy, the belief behind the rhetoric, the bare bones beneath the pert and smoothly rounded bottom? Essentially Geez is both one and many things, is all and is nothing, is the very beginning and the end. What is Geez? Well it's our letters page, of course. Stupid question really.

famicom r.i.p?

I am writing on behalf of all Famicom owners to ask;
1 Why you've taken the Famicom out of *Console Countdown?*
2 Why does *Streetfighter II* cost over £80?
3 Will there ever be a CD add-on for the Famicom?
4 Will you give me a Neo Geo? (There that's a good letter. Now you can give me a prize.)
Phil Kennedy, Peterborough, Cambs.

● *Well Phil, some good answers:*
1 *Console Countdown is the only definitive list of console games anywhere. Since Famicom games are released in Japan we felt an attempt at a definitive list was unfeasable. Instead we're gonna concentrate on the SNES.*
2 *It doesn't. Or rather won't, when it's officially released later in the year. The only reason it costs £80 now is 'cos Grey Importers charge that much because they need to cover their importing costs and because there are some people who are rich/mad enough to pay that much. I think it's called free market economics.*
3 *There certainly will. Still shrouded in mystery the SNES/Famicom CD drive is tipped to hit the Japanese shelves early in '93.*
4 *Errr. No.* **Ed.**

half-hearted praise

I love your wonderful magazine, ohh it's just soooo good, the amazing reviewers ohh, ohh, ohh and I love the way you use completely witty words to draw the reader in , ohh, ohh, ohh. Your magazine is by far the best magazine in the world, ohh, ohh, ohh. Yes it's true I really do love your magazine and the reviewers, what can I say about them other than they are by far the most sexiest in the whole world, ohh, ohh, ohh!

From a man afflicted by a sarcastic tone of voice.
Ray, Haywards Heath, West Sussex.

● *Shame that you are not only afflicted by a sarcastic voice, but by a very silly name. Ray! Ha, ha, ha.* **Ed.**

comic great

Bernie Clifton is hilarious. I'll hear no more about it.
Jimmy McFadden, No fixed abode.

● *Anyone who dresses up in half an emu and runs a Snickers is okay by us.* **Ed.** *(We think that's a Marathon, and a very old joke. Worthy of the great Mr Clifton himself. The Game Zone Office.)*

we-air iss are cather mornt?

I have just walked down to my local newsagent to look at the new *Game Zone* magazines and I was shocked to discover a stamp: The Free Gift Will No Longer Be Available To People In South Africa.

Well that is disgusting! Why are you no longer sending the free gifts with your cool mag? They make it so much better.

Now if your answer to my question is: "Well, er, because of the political situation," then I say "Are you now blaming the political situation of this country on an 11 year old boy,". (This doesn't mean I won't buy your mag any more.)

Well, that was the main reason of my letter but I would now like to talk about the inside of your mag: Pretty darn good I must say, but a little more on the Game Gear would make it better. Your mag has a little bit of everything: humour, tips,



crap letter corner

The voting has been intense, questions have been asked in the House, petitions sit piled high in the *Game Zone* office. What is the outcome? Should the Crap Letter Corner live or die?

Well, after a tense couple of months here are the final results.

76% of you said LET IT LIVE.
18% of you said MAIM AND KILL IT.
6% of you said RULA LENSKA.

And after many hours of careful consideration and sleepless nights we decided to burn the bast anyway. 'But why?' We hear you cry? Well because we don't like it anymore, and it's our magazine so we'll do what we damn well please. Ha, ha, ha. (Manic laughter.)

—But is this the end?

—What will replace the CLC next month?

—Will we be forced to run a blank quarter of a page?

Who knows? Catch Geez! in four weeks time for the next gripping episode.

news, reviews, previews and competitions.

I would also like to compliment that Ed bloke that writes all those funny phrases in the brackets.

Dane Marcus, Durban, Republic of South Africa.

● *Well Dane many thanks for the words of praise. But down to the nuts and bolts. Why are their no free gifts on South African GZ's? In the great tradition of buck passing, it actually isn't up to us. You see, we ship out the mags to various countries, America, Portugal, Greece, all over the shop. And then it's up to the distributor in that country as to what they do with the mags. They decide which newsagents receive copies, where you can find the mag and whether or not to remove any free gifts (for reasons of weight, bulk and all those other distribution-type words). You are not alone. There are no free gifts on US copies either. Soz.* **Ed.**

paint? snow?

If you buy second-hand paint, does it come in the shape of a house?

A concerned DIY fan, London

● *Hmm. And how does the man who drives the snow-plough get to work in the morning?* **Ed.**

shower power

I am drawing this letter in the shower because it is making me dry. My name is Neil and I have never been in a comic, never. I see my Dad every 10 years because he lives in the same house. I am sending this letter because I do not want the Atara but I do not know how to spell it

1stly I like running because I go every wair on my bike

2ndly I like football because I play Badminton

4thly my best subject as school is maths.

PS It's from my daddy because he didn't write it.

Neil Jones, Lutterworth, Leics.

● *Neil it warms our hearts to see that your days are so full that you can spare a couple of minutes to jot down these words of wisdom and enlighten our lives. They really gave us all something to think about. In fact Daniel Pemberton (GZ's resident tipster and cake decorater) rushed off to the toilet with your letter and re-emerged a couple of hours later declaring that he had discovered a new form of religion.* **Ed.**

half hearted praise 2

Why is the Editor so brilliant, crucial, fabulous, bodacious etc? He should be given a raise. He should be knighted.

A joke: Why do the *Zone* staff (apart from Sir Ed) have to wear sunglasses? Because the editor's too bright for them.

PS. I'm not your mother

PPS. Can I have some software please, sir. (I have a Game Boy.)

Asif Akhtar, High Wycombe, Bucks.

● *What a fine, intelligent person you are Asif. If there was a £100 prize for the best letter you'd surely win it! Shame there isn't really. No you can't have any software.* **Ed.**



sonnet boom boy

Ode To Mario World

I had a bit of cash to spare
And overcome with joy,
I went along to Rumbelows
and bought myself a toy.
I used to have a Spectrum
But I flushed it down the bog.
'Cos now I've got Mario, and
that game is just the dog's.

How I loved that little game
I played it every day.
But after I had finished it,
The thrills all went away.
With no more hidden levels
And Bowser being no more,
All I've got is Mario
And he's becoming quite a
bore.

There's the European
Championship
And tennis on the telly
And *Game Zone* said *F-Zero*
was boring, crap and
smelly.
I don't fancy *R-Type* much
(The scrolling's far too slow)
So all I've got is Mario
And that guy has got to go...

What I want is *Street Fighter Castlevania* or *Sim City*
These are games that aren't
quite
So dull and crap and shitty.
Looking at my only game,
Though that game was once
the mutt's,
All I've got is Mario
And I hate his f*@%*&* guts.

Paul Wallace, Bute, Scotland.

● *Pithy and to the point, yet deceptively existentialist in its implication, a work worthy of inclusion in the Oxford Book Of Modern English Verse. It's a shame that the rhythm breaks down a bit in the last verse, but that's modern poets for you. This seems like as good a time as any to announce the imminent publication of the the first Game Zone poetry anthology entitled, Poetry And The Cart: A Post Structuralist Re-interpretation.* **Ed.**

kev's kool kode

With more style in one of his verruca's than most people have in their entire little toe, our man Kev is well known to be the envy of many less fortunate men. Why? Well apart from being a fashion guru, our Kev also has a sense of humour.



Dear Kev,

Like you I enjoy showing off when it comes to dressing up and impressing those around me. Especially the chicks!

Recently I purchased a very nice black velvet jacket with shoulder pads, perfect for the summer. My friends at college were well impressed.

Have you any ideas for dressing up to impress?

Yours, a dedicated follower of fashion,

Ian Cullen, Dunfermline, Fife.

Well Ian, black has never been one of my most flavoursome colours. I'd tend to err more towards lime green or possibly cerise, both of which, in conjunction with the juiciness of velvet, create an overall effect that is truly pert. However, I must still compliment you on both your jacket and on having a truly splendid surname.

As for the crumbs from my fashion table, I feel that with the sultry dampness of Autumn about to leap upon us in exactly the same way that a large Basking Shark won't be, that the only real fashion statement worth making will be in kagoules. Whether worn casually, Batman-style, by just the hood, with the main garment body flowing out in an elegant train-like manner behind, or as a body wrap, hood up, every drawstring tightly pulled leaving just a wisp of hair and bright red ears jutting out, jut-like, from the hood, it's always a true fashion winner. Colours to watch for? Well, it simply has to be orange, of course. It's a must, and it'll certainly make an impression. I like to call it the all over condom look.

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.

1 2 3 4 5 Essential buy
1 2 3 4 Well worth a blast
1 2 3 Mediocresville Arizona
1 2 Seriously dodgy wodgy
1 As much fun as the offside trap.

MASTER SYSTEM | NINTENDO NES | MEGA DRIVE | PC ENGINE | SUPER NES | GAME BOY | GAME GEAR | ATARI LYNX

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. 1

Action Fighter
Sega/£12.99 • Cheap and tacky. Full of, ermm... action and fighting. 1 2

Aerial Assault
Sega/£29.99 • Very unimaginative shoot 'em-up. A case of holding down the fire button and tuning your brain to vacant. 1 2 3

After Burner
Sega/£29.99 • Classic arcade game makes a disappointing appearance on the 8-bit. 1 2

Alex Kidd In High Tech World
Sega/£29.99 • Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. 1 2 3

Alex Kidd In Lost Stars
Sega/£29.99 • Yet another adventure for the Kidd. Only for hearty A. K. fans. 1 2

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. 1 2 3

Alien Storm
Sega/£29.99 • Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega. 1

Alien Syndrome
Sega/£29.99 • Shoot 'em-up, beat 'em-up kinda thing. Rather uneventful. 1

Altered Beast
Sega/£29.99 • One of the oldest games around. Rather a crap, fighting fantasy beat 'em-up. Very poor. Avoid. 1

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. 1 2 3 4

American Pro Football
Sega/£29.99 • Not just American football, not just American good football, but *American Pro Football*. Says it all really. 1 2 3

Assault City
Virgin/£29.99 • An atmospheric, shoot 'em-up. Very colourful and action packed, if a little low on originality. 1 2 3

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. 1 2 3 4 5

NEW ENTRY Ayrton Senna GP
Sega/£34.99 • Fairly good race game staring everyone's most hated driver, Ayrton Senna. 1 2 3

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. 1 2 3

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. 1

Back To The Future III
Acclaim/£32.99 • How long is a piece of string? How long should a game 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. 1 2

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. 1 2

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. 1 2 3

Basketball Nightmare
Virgin/£29.99 • Standard basketball game with the twist of playing against various mythical and fantasy creatures. 1 2 3 4

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. 1 2 3 4

Black Belt
Sega/£12.99 • Cheap, but unoriginal, beat 'em-up. 1 2

Blade Eagle 3D
Sega/£9.99 • Stonkingly cheap and cheerful, but unfortunately stonkingly crap. Ho hum. 1



Bomber Raid
Sega/£29.99 • Take that, Jerry Hun trousers. Standard jolly japes in the RAF kinda shoot 'em-up. 1 2

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. 1 2 3 4 5

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. 1 2 3

California Games
Sega/£29.99 • Surfs up on the Master System. A classic game and a poor conversion. 1 2

Captain Silver
Sega/£29.99 • Follow the adventures of Captain Silver as he rights wrongs, does good and generally acts in a heroic way. 1 2 3

Casino Games
Sega/£29.99 • Roulette, blackjack poker and craps, to name but a few in this pointless gambling sim. 1 2

Chase HQ
Sega/£29.99 • Various chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. 1 2 3 4

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. 1 2

Chess
Sega/£34.99 • What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. 1 2 3

Choplifter
Sega/£24.99 • Classic horizontally viewed shoot 'em-up that, despite being as old as the hills, is still pretty damn playable. 1 2 3 4

Chuck Rock
Virgin/£34.99 • Moderate platform game that, despite looking great, plays a bit sluggishly. Not worth getting very excited about. 1 2 3

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. 1 2 3 4

Cyber Shinobi
Sega/£29.99 • *Shinobi* goes electronic but retains the same old beat 'em-up formula. 1 2 3

Cyborg Hunter
Sega/£29.99 • Earth-bound shoot 'em-up with little new or exciting to offer you. 1 2

Darius II
Sega/£32.99 • Normally associated with Nintendo, *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em-up. 1 2 3 4

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. 1



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

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

Ninja Gaiden
Sega/£32.99 ● Smart ninja bash, high on action, high on gameplay, buy it and get high! ❶ ❷ ❸ ❹

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, boring 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

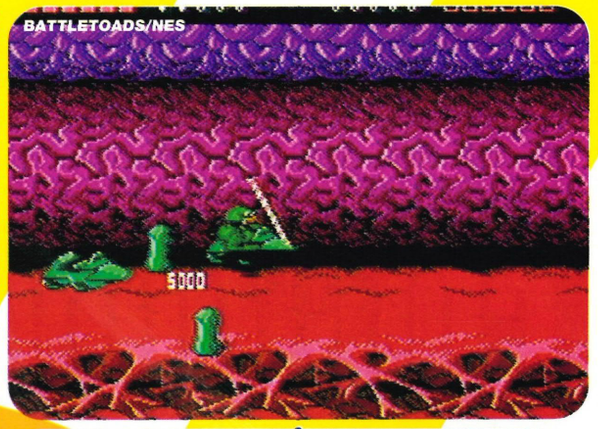
Tecmagik/£34.99 ● Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near legendary game,shapes up well on the Master System. Potter around 5,000 worlds and act in a generally godly manner. A superior game

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. A must.

Pro Wrestling
Sega/£24.99 ● Sorry kinda cart, with loads of block o vision sprites and little playability. Brave attempt, but... ❶ ❷





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 get to dash round in a remote controlled car for a change. 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's a first. 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 kill and maim sports sim. Furious and violent action makes this one of the funniest, fastest and most addictive Master System games. Shows the Master System to be the best 8-bit machine out.

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

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

NINTENDO NES

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

NEW ENTRY Battletoads

Tradewest/£42.99 • Totally amazing game with everyone's favourite amphibians, Zitz, Rash and Pimple!

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. *(Very weird if you ask me. Ed.)* 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

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

NEW ENTRY Ferrari Challenge

Acclaim/£34.99 • Average NES racing cart, not bad, not good, kind of in the middle actually. ❶ ❷ ❸

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 at the time, but that was a 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, with items to collect and enemies to remove. 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

Nintendo/£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 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 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.

Metal Gear

Nintendo/£34.99 • Nothing new, nothing exciting, nothing worth playing. ❶ ❷

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. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹

The New Ghostbusters 2

Nintendo/£34.99 • Little more than an average outing for the evil Vigo and those busters of ghosts. Nothing special, and if truth be told, the whole shebang was a lot better on the Game Boy. ❶ ❷ ❸

NES Golf

Nintendo/£29.99 • It's that bloody plumber again, this time 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 one of the other preset players. The best sports sim on the NES at the moment.

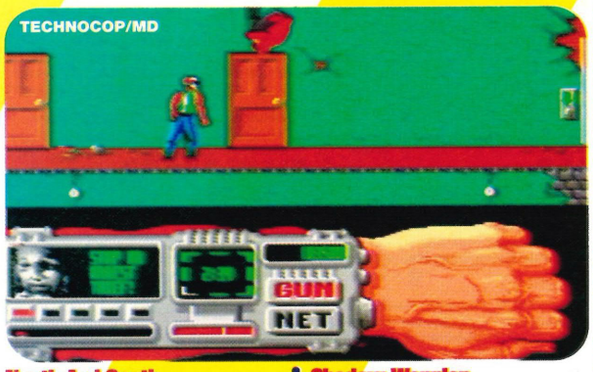
New Zealand Story

Nintendo/£42.99 • Cute platforms abound down under with that sweet little Kiwi. Smart conversion of a smart game. However unlike real Kiwis there is absolutely no singing of rugby songs, beer drinking or vomiting. Who needs wings, when you've got a game like this?

Nintendo World Cup

Nintendo/£34.99 • Average footie game, that is let down by very poor sprite management and animation. ❶ ❷

console countdown



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

Paperboy
Nintendo/£24.99 ● Jolly japes while you throw assorted papers through windows and into mail boxes. The odd perspective makes it almost unplayable. ❶

Pin Bot
Rare/£34.99 ● Pinball simulator which manages to convey the feel and playability of a table. ❶ ❷ ❸ ❹

Popeye
Nintendo/£19.99 ● Cheap game, but only because it ain't no good. You play the spinach muncher in a graphic adventure. ❶

Power Blade
Nintendo/£34.99 ● Fly some things, shoot others and then collect the occasional power-up. Wake me up when it's over. ❶ ❷

Probotector
Konami/£34.99 ● After mastering the odd control system this game holds little to challenge any games player. Not really worth the price. ❶ ❷ ❸

Rad Gravity
Activision/£34.99 ● A challenging graphic adventure with a huge playing area. High on originality and humour, with the technical back-up of superb sound and graphics. Will keep you going for hours. ❶ ❷ ❸ ❹ ❺

Rad Racer
Nintendo/£29.99 ● Poor motor racing game. Pathetically easy and with no long term challenge. ❶

Rainbow Islands
Ocean/£42.99 ● Disappointing version of the old classic. Not terribly good graphics or animation coupled with easy playability, means that instead of "Wow!" you're left feeling,"So what?" ❶ ❷ ❸

Rescue Rangers
Capcom/£34.99 ● Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but enaoyable for a few hours. ❶ ❷ ❸ ❹

Rescue: Embassy Mission
Kemco/£34.99 ● Remember the Iranian embassy siege in the early Eighties? This is the video game of that international incident. The Iranian embassy is never mentioned but the connection is obvious. It's a rather sick idea but it translates into a good game nevertheless. ❶ ❷ ❸ ❹

Road Fighter
Palcom/£19.99 ● Sad excuse for a racing game. Dodgy graphics, animation and gameplay makes even the low cover price no excuse. Avoid. ❶

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. ❶

Robo Warrior
Jaleco/£29.95 ● A dull and dated concept with very little to justify the price. ❶

Roller Games
Nintendo/£39.99 ● This rollerskate bound beat 'em-up rises above the average offering thanks to some smart graphic touches. ❶ ❷ ❸

Rush 'N Attack
Konami/£22.95 ● Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels. ❶ ❷ ❸

Shadow Gate
Nintendo/£49.99 ● Adventure time. All a bit taxing with loads of thinking and very little out 'n' out action but worthwhile if adventures are your thing. ❶ ❷ ❸ ❹

Shadow Warrior
Nintendo/£34.99 ● A standard slash 'n' dash, horizontally scrolling adventure which is well worth a look, if only for the brill animation. ❶ ❷ ❸ ❹

Silent Service
Nintendo/£34.99 ● Fun and japes in submarines. Nothing special. ❶ ❷ ❸

Simon's Quest
Nintendo/£34.99 ● *Castlevania* game that once more finds Simon Belmont out to nail the dude with the teeth. Good graphic adventure. ❶ ❷ ❸

The Simpsons
Acclaim/£39.99 ● The inevitable spin-off from the cartoon. A rewarding mix of arcade action and strategy, with a fair splash of humour. Definitely not an underachiever. ❶ ❷ ❸ ❹ ❺

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

Smash TV
Acclaim/£39.99 ● Oh dear. A poor version of the arcade smash, but with some playability to be rescued. A brave attempt at an out and out NES shoot 'em-up. ❶ ❷ ❸

Snake Rattle 'N Roll
Rare/£29.99 ● Original 3D platform adventure with sound graphics and animation, all of a high standard plus excellent playability. Well worth the moolah. ❶ ❷ ❸ ❹ ❺

Snakes' Revenge
Konami/£39.99 ● Yuk. What a pile of smelly brown stuff. You'd be better advised to eat your week-old socks than play *Snakes' Revenge*. Avoid like the plague. ❶

Solar Jetman
Tradewest/£29.99 ● Little new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive.

Solstice
Imagesoft/£34.99 ● Hmm. This is a pale version of *Cadaver* which lacks the necessary oomph to lift it beyond averageness. Poor puzzles that are too few and too easy. Not much good at all. ❶ ❷

Star Wars
Lucasfilms/£49.99 ● Superb conversion of the classic Seventies movie, it follows the plot of the film closely and stars all your fave space chums in battle against that deadly dude, Darth Vadar. This huge and highly addictive arcade adventure is set across three worlds, utilises three different kinds of gameplay from platform puzzler to space born shoot 'em-up and even includes an element of RPG. A veritable galaxy of entertainment awaits.

Stealth ATF
Nintendo/£34.99 ● Above average shoot 'em-up that has longer lasting appeal than might at first be expected. ❶ ❷ ❸

Super Mario Bros
Nintendo/£29.99 ● Original Mario, now looking a bit dated and only of interest to the serious Mario fan. ❶ ❷ ❸

Super Mario Bros 2
Nintendo/£39.99 ● Classic pre-cursor to *Super Mario 3*. ❶ ❷ ❸ ❹

Super Mario Bros 3
Nintendo/£39.95 ● What can be said about this 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! ❶ ❷ ❸ ❹

Super Spike V'Ball
Nintendo/£34.99 ● If you like rolling around in the sand, but don't really like getting grit in yer kacks, then *V'Ball* is for you. A nifty sports sim. Good control, sound and a surprisingly varied range of graphics gives you something nice to look at. ❶ ❷ ❸ ❹

Swords And Serpents
Acclaim/£34.99 ● A rather unusual offering from the regular purveyors of film and telly licences, this well-structured RPG adventure contains all the usual RPG goodies. More suited to *Dungeons And Dragons* freaks. ❶ ❷ ❸

Teenage Mutant Hero Turtles
Nintendo/£39.95 ● This superbly designed game holds many surprises. Excellent animation and sound add to marvellous gameplay. A worthy addition to any games library. ❶ ❷ ❸ ❹ ❺

TMHT II
Konami/£39.99 ● Once again that dumb bim, April O'Neil, has got herself kidnapped by Shredder and it's up to the green dudes to rescue her. Uneven beat 'em-up, which unfortunately suffers from sprite flicker, but still a merry jaunt. ❶ ❷ ❸ ❹

Terminator 2
Acclaim/£34.99 ● Promising-looking opening all too quickly gives way to rather thin and tad too easy gameplay. Nice graphics and excellent inter-level screens do add to this game's feel. But do you really want to fork out a load of dosh on something you'll probably finish in the first few sittings? ❶ ❷ ❸ ❹

Tetris
Nintendo/£29.99 ● If you don't know what this one's like then you should be reading *Practical Fishkeeping*.The Game Boy classic makes an appearance on the NES. ❶ ❷ ❸

NEW ENTRY Tom & Jerry
Hi-Tech Expressions/£45 ● Favourite toons Tom and Jerry debut in this pretty smart cartoon romp. ❶ ❷ ❸ ❹ ❺

Top Gun: The Second Mission
Konami/£29.99 ● Not so much a flight sim as an uneventful shoot 'em-up that tries to look like a flight sim. Neither one thing nor another really. ❶

Totally Rad
Jaleco/£39.99 ● An above average kinda platform, arcadey beat and shoot 'em-up game. Okay fun. ❶ ❷ ❸

Track And Field 2
Nintendo/£34.99 ● Follow up to the ancient *Track And Field 1* which must be among the oldest games around. It shows its age as well. Not very interesting. ❶ ❷

Trog
Acclaim/£29.99 ● Stone age *Pac-Man*. Avoid the trogs and collect the eggs. Very simple and really very good. Nice graphics and sound make this one to check out. ❶ ❷ ❸ ❹

Turbo Racing
Nintendo/£39.99 ● Motor racing game that is totally unrealistic but harmless fun. If you like that kind of thing. ❶ ❷

Wizards And Warriors
Acclaim/£19.99 ● Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special. ❶ ❷

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

WWF Wrestle Mania
LJN/£29.99 ● Three things that have all been hyped in their time: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*. Three things that were crap when they arrived: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*. ❶ ❷

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. ❶ ❷ ❸

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. ❶ ❷ ❸ ❹

Alex Kidd: Enchanted Castle
Virgin/£29.99 ● Adventure-based, multi-level quest game. Another addition to the Alex Kidd series of 'cute' games that lacks serious challenge. ❶ ❷

Alien Storm
Sega/£34.99 ● *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf* 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. ❶ ❷ ❸ ❹

Alisia Dragoon
Sega/£44.99 ● Magical platform game in which has smart graphics that are unfortunately overshadowed by an almost unplayable difficulty level. ❶ ❷ ❸

Altered Beast
Sega/£34.99 ● Until recently the game that came free with your Mega Drive, which always seemed odd as it was one of the crapest. Dull beat 'em-up. ❶ ❷

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. ❶ ❷ ❸

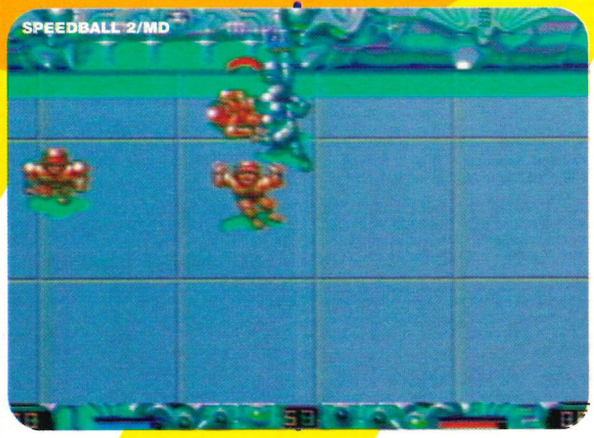
Arcus Odyssey
Renovation/£44.99 ● An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. Well I never! ❶ ❷ ❸ ❹ ❺

Arnold Palmer Golf
Sega/£34.99 ● Fine golf simulator, which may not be high on action, but is certainly well animated and accurate to the game itself. Fairly nifty if you fancy a more laid back sports sim. ❶ ❷ ❸ ❹

Arrow Flash
Sega/£34.99 ● Rather humdrum shoot 'em-up, with little or no variation. Not really worth nearly forty quid. ❶ ❷

Art Alive
Sega/£29.99 ● Sad and pointless. Sega's pathetic attempt to produce an art package totally misses the point. Useless range of colours, brushes and an animation facility that sucks, means you're better off splashing your cash somewhere else. ❶

688 Attack Sub
Sega/£39.99 ● You can play either a Russian or American sub commander in a range of missions from a training exercise to subaquatic war. Complex gameplay, nifty graphics and reams of sampled speech make this rewarding game worth having. ❶ ❷ ❸ ❹



NEW ENTRY Bad Omen
Hot B/£35.99 ● A pretty funky *Breakout* clone with a bit of pinball thrown in for good measure. ❶ ❷ ❸ ❹ ❺

Back To The Future II
Sega/£39.99 ● Poor console version of the even poorer film. Not the best of games you can get for your Mega Drive. ❶

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. ❶ ❷ ❸

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. ❶ ❷ ❸

Battle Squadron
Sega/£39.99 ● Standard run of the mill shoot 'em-up. Nothing special. ❶ ❷

Bonanza Brothers
Sega/£34.99 ● Okay puzzle cum arcade adventure game, with loads of levels and secret rooms to explore. Better than some, not as good as others. ❶ ❷ ❸

Buck Rogers
Electronic Arts/£49.99 ● This is a smart, if complex, RPG game. From picking your adventuring companions to doing battle against the evil space monster from beyond the end of time itself, you roleplay and game for all you are worth. Good combat, good animation, good stuff.

Budokan
Electronic Arts/£39.99 ● Martial arts sim. All the karate moves are very realistic which may be why the animation is so slow. Only for die-hard karate fans. ❶ ❷

Bulls V Lakers
Sega/£39.99 ● 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

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. ❶ ❷ ❸ ❹

Centurion
Electronic Arts/£39.99 ● As the title suggests, this is a strategy shoot 'em-up which requires a large amount of thought and planning to be able to achieve the ultimate goal – namely world domination. ❶ ❷ ❸ ❹

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*. ❶ ❷ ❸ ❹

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

NEW ENTRY D. Robinson's Court
Telnet/£39.99 ● Like most basketball games on the MD it's not really that good, but it's not that bad either. ❶ ❷ ❸

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
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

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. 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 E. Holyfield boxing
Sega/£49.99 ● Yet another appalling boxing sim, not worth the box it comes in. ❶ ❷

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 for 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

NEW ENTRY Ferrari GP Challenge
Acclaim/£39.99 ● Let's see if you can guess what this game's about. I'll give you a hint – there's a strong vein of Formula One in it. ❶ ❷

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 ● Human contestants are dragged into a maze full of android nasties in this uninspiring strategic shoot 'em up ❶ ❷

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

NEW ENTRY Grandslam Tennis
Telnet/£34.99 ● Not bad at all, even though this is just a blatant copy of *Super Tennis* on another format. ❶ ❷ ❸ ❹

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

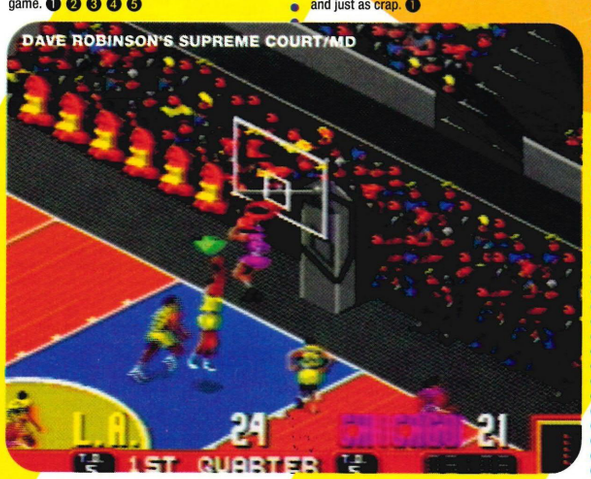
Electronic Arts/£39.99 ● Despite the fair hefty price tag *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market, incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not; save your pennies and buy this game. It's really the dog's.

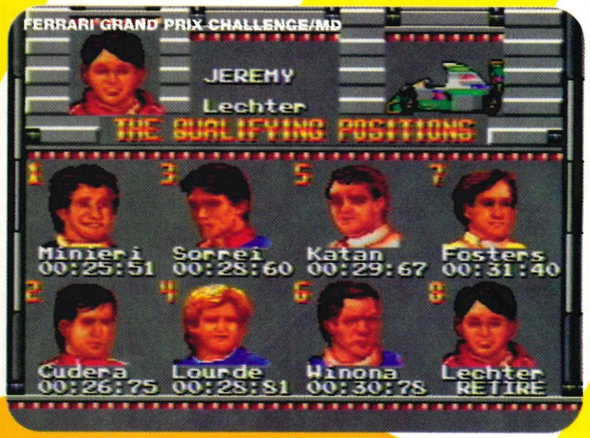
Hard Drivin'
Tengen/Domark/£34.99 ● Not so much *Hard Drivin'* as rather easy drivin'. A bit crap really. ❶ ❷

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

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. ❶ ❷ ❸

M1 Abrams Battle Tank
Sega/£39.99 ● A cross between simulator and shoot 'em-up has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action. ❶ ❷ ❸ ❹

Marble Madness
Electronic Arts/£39.99 ● An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses. ❶ ❷ ❸ ❹

Mario Lemieux Hockey
Sega/£39.99 ● Nothing to do with plumbers, *Mario Lemieux* is a Yankie ice hockey star who plays for the bizarrely named Penguins. Okay, except you find yourself thinking about *EA Hockey*. ❶ ❷ ❸

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

Mickey Mouse
MEGA ZONE

Sega/£39.99 ● Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the aptly named Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. An outstanding game.

Mike Ditka Power Football
Accolade/£34.99 ● Difficult to get into, but once there a worthwhile play. Not as good as *John Madden*, but let's face it, will anything be as good as *John Madden*? ❶ ❷ ❸ ❹

Midnight Resistance
Sega/£39.99 ● Smart (-ish) under cover spy shoot 'em-up. Nothing original plot-wise but nice graphics. ❶ ❷ ❸

Might And Magic
Sega/£49.99 ● A menu driven adventure of the first class. Especially nice for the bearded games players who are into dex points. ❶ ❷ ❸

Moonwalker
Sega/£34.99 ● A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved only by excellent graphics and sound. ❶ ❷ ❸ ❹

Mystic Defender
Sega/£34.99 ● *Ghouls 'N' Ghosts* rip off that totally fails to deliver. Weak and watery. ❶

Ninja Gaiden
Sega/£39.99 ● Classic beat 'em-up appears on Mega Drive after 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

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 ● A hefty price tag, but this graphic adventure is worth it. 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

Phelios
Sega/£34.99 ● Horizontally scrolling shoot 'em-up that has little new to offer any serious game player. ❶ ❷

Pitfighter
Tengen/Domark/£39.99 ● Bare knuckle fighting is very violent, very illegal and very dangerous. It's also a bit of a stonking Mega Drive game. With loads of digitised graphics and sampled sound, you get almost the real thing. One of the best single location beat 'em-ups around. ❶ ❷ ❸ ❹ ❺

Populous
Electronic Arts/£39.99 ● Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. A classic game. ❶ ❷ ❸ ❹ ❺

Quackshot
Sega/£39.99 ● Similar to other Sega/Disney tie-ins *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald 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
Supervision/£40 ● Leaps and bounds ahead of pretty much anything on either console or computer, *Super Shinobi* is one of the best games of its type. ❶ ❷ ❸ ❹ ❺

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

Shadow Of The Beast
Electronic Arts/£45 ● Trog around the inside of a really large tree in search of revenge for your mutation from a mild mannered home boy to green slimey thing. Classic game with stunning graphics, let down somewhat by disappointing gameplay. Think hard before splashing the cash. ❶ ❷ ❸ ❹

Shining In The Darkness
Sega/£49.99 ● Unfortunately for these guys they were released at the same time as *The Immortal*. An okay kinda graphic adventure but not a patch on *The Imm*. The only way it scores over its better EA partner is that you can save your position within the game. ❶ ❷ ❸

Sonic The Hedgehog
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 hours. *Sonic The Hedgehog* is a true console classic.

NEW ENTRY Speedball 2
Virgin/£39.99 ● Amazing game that's been around for ages. Falls down a bit in conversion, but still manages to stay up there with the best of the new crop. Smaaart. ❶ ❷ ❸ ❹ ❺

Spiderman
Sega/£39.99 ● A 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. ❶ ❷ ❸ ❹ ❺

Star Control
Ballistic/£39.99 ● Stonkingly playable and great fun, especially in two player mode, *Star Control* really is the dog's naughties. Great reworking of an old-fashioned kinda game. It's a little bit pricey, but hell it's worth it. ❶ ❷ ❸ ❹

console countdown

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 fall flat on their faces, but EA has managed to save *Starflight* from being too boring. ❶ ❷ ❸

Streets Of Rage
Sega/£34.99 • Widely regarded as the beat 'em-up for the Sega. Little new as far as plot is concerned. But for animation, range of movements and pure blood and balls style, you really can't beat it. ❶ ❷ ❸ ❹ ❺

Strider
Sega/£44.99 • Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat. ❶ ❷ ❸ ❹ ❺

Super Hang On
Sega/£34.99 • Sega's attempt to copy the success of *Road Rash*. They failed. ❶ ❷

Super Hydlide
Sega/£39.99 • Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades. ❶

Super League Baseball
Sega/£34.99 • Baseball game, that isn't as super as the title might suggest. ❶ ❷

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. ❶ ❷ ❸ ❹ ❺

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. ❶ ❷ ❸ ❹

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 original, but it does look old now. ❶ ❷

Sword Of Sodan
Electronic Arts/£39.99 • Below par sword and sorcery graphic adventure which is really rather easy to complete. Bit of a let down at nearly forty quid. ❶ ❷

Sword Of Vermillion
Sega/£49.99 • Very expensive, but very good. One of the best RPG games available for the Mega Drive. If not the best. Easy to use, with loads of action and a high rate of play, means that you never get bored. A game for everyone, not just for the seriously bearded. ❶ ❷ ❸ ❹ ❺

NEW ENTRY

Tazmania
Sega/£39.99 • Classic cartoon game with top class action and animation. Quite simply a top class game.

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. ❶ ❷

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. ❶ ❷ ❸

Thunder Force 2
Techno Soft/£34.99 • Fast and smooth scrolling shoot 'em-up. Excellent sound and graphics – one of the ultimate shoot 'em-ups. ❶ ❷ ❸ ❹ ❺

Thunderforce 3
Techno Soft/£35.99 • Kersplat, pow, spagoo. This is our kind of game. This is the real thing, a shoot 'em-up to end all shoot 'em-ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games, pretty far out. ❶ ❷ ❸ ❹ ❺

ToeJam And Earl
Sega/£39.99 • The much vaunted *TJ And E* is a bit like a *Sonic* house mix. So laid back it's 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. ❶ ❷ ❸

Truxton
Sega/£34.99 • A straightforward arcade conversion of the well known shoot 'em-up. Very good arcade conversion with sound and graphics to match the original. ❶ ❷ ❸ ❹

Turbo Out Run
Sega/£39.99 • Very poor and very dated. Not worth the cardboard box it comes in. ❶

Turrican
Ballistic/£39.99 • *Turrican* is truly vast and really rather brill. A conversion which stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two finger salute and then saunters off into the nearest bar to start a fight. It's that cool. ❶ ❷ ❸ ❹ ❺

Twin Hawk
Sega/£39.99 • Average shoot 'em-up. The same as every other Mega Drive shoot 'em-up before it. ❶ ❷ ❸

Vapor Trail
Ubi Soft/£44.99 • Yet another arcade shoot 'em-up conversion. Fine as far as it goes, it just doesn't go very far. Truly dull. ❶ ❷

Where Is Carmen Sandiego?
Electronic Arts/£49.99 • Otherwise known as Where In The Game Is Carmen Playability? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. ❶ ❷

Winter Challenge
Ballistic/£34.99 • Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski jump without having to embark on a bone crunching Thompson's winter holiday. A sim so real, you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive yet.

Wonderboy 3: Monster Lair
Sega/£39.99 • Usual platform game with Wonderboy once again having to rescue his girlfriend. Neat puzzles, good graphics and sound keep this from being just another *Wonderboy* game. ❶ ❷ ❸ ❹

World Cup Italia '90
Sega/£29.99 • Under par footie simulator which, like so many other footie sims is disappointing mainly because the animation lets it down so badly. ❶

Wrestle War
Sega/£34.99 • Probably the best wrestling game around for the Mega Drive. Large graphics and sprites result in a very playable game. ❶ ❷ ❸ ❹

Xenon II
Sega/£39.99 • Not as good as the Amiga version, but still a merry little jaunt through deep space, laser canons blazing. ❶ ❷ ❸



Zany Golf
Electronic Arts/£19.99 • Despite its low cover price, this is still a pile of brown and smelly stuff. ❶

Zero Wing
Sega/£39.99 • Tough shoot 'em-up that raises its head above the every day by being particularly impressive graphically. One of the best. ❶ ❷ ❸ ❹

Zoom
Sega/£29.99 • Small scale arcadey puzzle game, not unlike *Qiz*. ❶ ❷ ❸

PC ENGINE

Atomic Robokid
UPL/£20 • Super sweet graphics and a fair touch of cuddly gameplay make this release a bit hard to swallow. Its learning curve bombs along at six cm above the ground until level three and then shoots off in a vertical line to several thousand metres. ❶ ❷ ❸

Batman
Sun Soft/£35 • Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all. ❶ ❷

Bloodia
Hudson Soft/£29.99 • Very complex strategy game where you control a rolling ball through various sized pipes. A very simple idea – but not particularly addictive. ❶ ❷

Chan And Chan
Import/£30 • If you took *Super Mario Brothers*, removed the cuteness, and replaced it with a good dash of toilet humour, you would have *Chan And Chan*. ❶ ❷ ❸ ❹

Chase HQ II
Taito/£35 • Pathetically easy coin-op conversion with all the appeal of an enema. ❶ ❷

Cyber Combat Police
FACE/£25 • Variety is the spice of life, so this game must be a veritable cornucopia of pepper, cayenne, chilli, ginger and the like. Loads of locations, plenty of power-ups and tons of monsters. This game's got a lot going for it. ❶ ❷ ❸ ❹

Davis Cup Tennis
Loriciel/£tba • Who is this chap Davis and why would anyone want his cup anyway? A pretty smart tennis game in which you can play any number of countries in an attempt to win glory and adulation. With a choice of either split or single screen action *Davis Cup* is well smart.

Dead Moon
TSS/£31 • Deep space shoot 'em-up that has little new to offer. ❶ ❷ ❸

Devil Crash
Irem/£35 • This computerised pinball game is one of the best of its type and combines the traditional aspects of the pinball machine with a shoot 'em-up. ❶ ❷ ❸ ❹ ❺



Dungeon Explorer
Import/£34.99 • A high quality rip-off of *Gauntlet*. However, despite its obvious origins this game holds its own rather well, with a large playing area and a multi-play option. ❶ ❷ ❸ ❹

Formation Armed F
Big Don/£25 • A vertically scrolling spacey shoot 'em-up, not too dissimilar from *Xenon II*. Overall a shoot 'em-up of no particular merit or originality. ❶ ❷

Gunhed
Hudson Soft/£34.99 • Coin-op quality shoot 'em-up. A definite must for the shoot 'em-up addict. ❶ ❷ ❸ ❹ ❺

Hell Explorer
Taito/£35 • Tired graphic adventure with little long-term appeal. You play a monk on a journey of enlightenment. Very poor. ❶

Image Fight
IREM/£25 • A shoot 'em-up that is about as original as a very un-original thing. You trog along, then you shoot something, collect another thing and then shoot some more things. Ho hum. ❶ ❷

Jackie Chan
Hudson Soft/£31 • Jackie Chan is a bit of a mega film star in Asia. In console form he also has mega hit written all over him. A combined beat 'em-up and platform game, with both elements equally strong. The fighting sequences contain an impressive number of moves from arm flails to ultra kicks. The platform sections drip with puzzles and landscapes. Add to this mix some large, sugar-sweet and well animated graphics and this is definitely one for anyones software shopping list.

Japan Warrior
Micro Media/£29.95 • A cross between a traditional hack and slay ninja game and *Space Harrier*. Big, bright and very colourful sprites are well animated. ❶ ❷ ❸

Legend Of Hero Tonma
Hucard/£35 • A cute platform adventure, which, while nothing original, is well put together and highly playable. ❶ ❷ ❸ ❹

Mr Heli
Irem/£29.95 • This shoot 'em-up has rather colourful and detailed graphics. Cute, but not sickly, *Mr Heli* is highly playable and well worth a look. ❶ ❷ ❸ ❹

Puzzle Boy
Telenet Atlus/£30 • *Puzzle Boy* is one of those standard format puzzlers which has very little new to offer anyone who's played *Tetris* or *Klax*, so it's not really worth the £30 price tag. ❶ ❷ ❸

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. ❶ ❷ ❸ copy

Saint Dragon
Aicom/£33 • Superior shoot 'em-up. Animated with thought and care, *Saint Dragon* is good value for money. ❶ ❷ ❸ ❹

Violent Soldier
IGS/£31 • The title says it all really. There are soldiers in it and they're not into knitting fluffy jumpers and helping out at the church fete. Nothing to write home about. ❶ ❷ ❸

Volfied
Taito/£24.95 • A simple and much used game format. You must recover segments of the playing area by leaving a trail but without your enemy touching your trail, which causes you to lose a life. Very simple, very addictive. ❶ ❷ ❸ ❹

SUPER NES

NEW ENTRY

Adventure Island
Hudson Soft/£44.99 • Classic platform game with plenty of neat touches. And that's it. ❶ ❷ ❸ ❹

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. ❶ ❷ ❸ ❹

F-Zero
Nintendo/£39.99 • Futuristic boy racer game, released, so it would seem, primarily to show off the SNES' graphic abilities. However there is a pretty smart game floating round in there too, with smart little vehicles and spectacular crashes. However if you want a better ride wait till *Exhaust Heat* makes a SNES appearance. ❶ ❷ ❸ ❹

NEW ENTRY

Krusty's Funhouse
Acclaim/£44.99 • First of the Simpsons games and a reet goodie at that, just like *Lemmings* only the other way around.

NEW ENTRY

Parodius
Konami/£39.99 • A totally spaced out shoot 'em-up with more weirdness than the *Game Zone* office.

NEW ENTRY

Pilotwings
Nintendo/£39.99 • Classic game with simply the best graphics on any game anywhere. Take to the skies in numerous aircraft types and perform tricks and win medals. Sounds boring, it ain't. ❶ ❷ ❸ ❹ ❺

NEW ENTRY

Prince Of Persia
NCS/£45 • Classic game that's available on every single format of popular console or computer, and I mean EVERY one. This is an utterly classic game just goes to prove how amazing the Famicom is.

NEW ENTRY

Super Aleste
TOHO/£45 • As yet the best shoot 'em-up on any console, amazing graphics, amazing weaponry, amazing gameplay, sums up the game and the machine perfectly.

NEW ENTRY

Super Battletank
Absolute/£39.99 • Although it pains me to say – this is a bit of a naff game: Nice graphics, shame about the game. (Doncha just love cliches?) ❶ ❷ ❸

Super Mario 4
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 Sim City

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 Soccer

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

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.

NEW ENTRY Turtles IV

Konami/£39.99 ● *Turtles* hit the SNES and boy do they hit it! This game has more variety and plays even better than the arcade game, a classic in the making.

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

GAME BOY

Alleyway

Nintendo/£21.99 ● A very tired version of the very tired *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, featuring a variety of both levels and traps that 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

Batman

Sun Soft/£24.99 ● The dude who wears his Y-fronts outside his pants is back! *(I thought that was Superman? Ed.)* One of the best platform shoot 'em-up games around, a bit of a classic. Stonking stuff. ❶ ❷ ❸ ❹

Batman Returns

Nintendo/£29.99 ● Okay sequel that has great graphics, great sound and impressive sprite size, but a distinct lack of levels that means it's all a bit easy. ❶ ❷

Battletoads

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 very large 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

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

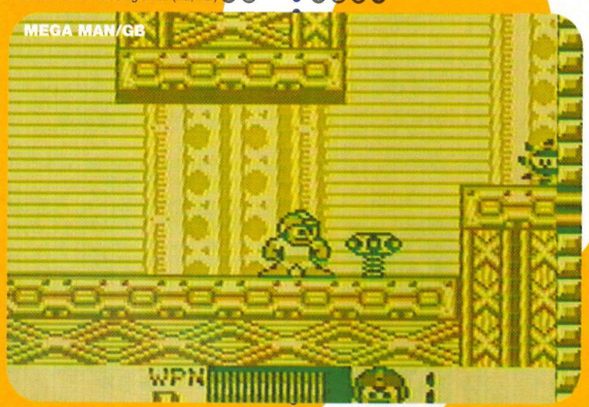
Kemco/£21.99 ● Well animated game with 60 levels to complete, Bugs Bunny is very playable and, on this format at least, he's destined to become a classic. ❶ ❷ ❸ ❹

Burai Fighter Duluxe

Nintendo/£24.99 ● Not a bad little shoot 'em-up, all the usual power-ups and bad guys to blow away. Fun in a mind-numbing 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

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.

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

NEW ENTRY Centipede

Nintendo/£24.99 ● Very much like *Missile Command* it's a classic arcade game; Very much unlike *Missile Command* it's a wee bit crap. 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 ● Unoriginal adventure in which you must rescue a 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

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

NEW ENTRY Jack Nicklaus

Tradewest/£27.99 ● Golfing game and a dead good one at that, well worth the asking price. 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

NEW ENTRY Mega Man

Capcom/£21.99 ● Mega by name and Mega by nature in one of the Game Boy's star cartridge heroes of all time.

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

NEW ENTRY Mickey's Chase

Nintendo/£24.99 ● Big ears, big nose, big game. Whilst not as good as some other games of its class it does stand out as quite a nice player. 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

NEW ENTRY Missile Command

Nintendo/£24.99 ● Yet another of the classic arcade game conversions that seem to be popping up all over the place these days. 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 very good 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

NEW ENTRY Popeye 2

Nintendo/£24.99 ● Popeye appears in his second spinach-guzzling incarnation. A bit of a mazey kind of game, and a pretty good one. 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 pinbally 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 it might have had. 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

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

NEW ENTRY Track Meet

Interplay/£24.99 ● Nice to see an athletics game on the Game Boy, the sprites are a bit fiddly but the game is non too bad. ❶ ❷ ❸

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

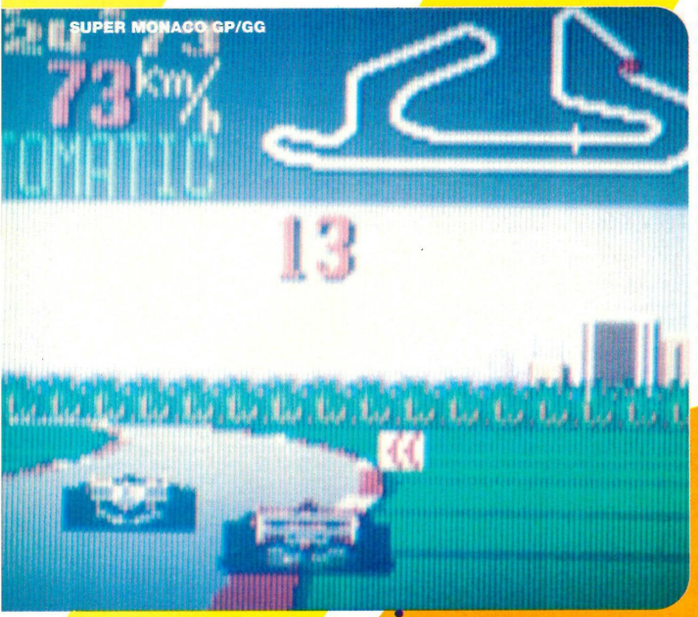
Wizard and Warriors

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

NEW ENTRY Yoshi

Nintendo/£24.99 ● Nice idea but it's been done to death so many times before; *Dr Mario* is better. ❶ ❷

console countdown



GAME GEAR

NEW ENTRY **A. Senna's G. Prix**
Sega/£29.99 • Kind of like the original, but with enough new twists and effects to make it a pretty good game. ❶ ❷ ❸ ❹

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, if you want to it on your Game Gear, this is it. 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/£24.99 • *A Zelda* clone if ever there was one, and it's a pretty funksome one at that. 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.

Donald Duck/Dime Caper
Sega/£29.99 • Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares, it still looks very nice. ❶ ❷ ❸ ❹

Dragon Crystal
Sega/£24.99 • 'In days of old...' Fire breathing action, but with no sign of Puff. Nothing Special. ❶ ❷ ❸

Factory Panic
Sega/£24.99 • Odd little puzzle game, but worth a look if puzzles are your thing. ❶ ❷ ❸

Fantasy Zone Gear
Sega/£24.99 • Flawed handheld version of *Fantasy Zone* on the Mega Drive. Not good. ❶

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

NEW ENTRY **Klax**
Domark/£29.99 • Classic game that makes a welcome appearance on the GG. ❶ ❷ ❸ ❹

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

NEW ENTRY **Marble Madness**
MEGA ZONE
Domark/£27.99 • Same as the Master System version, only the screen's smaller.

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, symbol of 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

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 happily journey across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun. ❶ ❷ ❸ ❹

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 most excellent 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

NEW ENTRY **Paperboy**
Atari/£24.99 • This game has outlived its usefulness, I'm afraid and whilst the Lynx plays the game quite well you'd be well advised to buy something else. ❶

NEW ENTRY **Pinball Jam**
Atari/£29.99 • A fairly good attempt at a pinball sim; it's got balls, bumpers, bouncers (it'd be a bit drab if it didn't). 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 arcade game. Some very nice inter-level graphic screens and even a fair whack of gameplay thrown in, results in this being a more than 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 that's 'cos it's a strategy game. If you want a brain teaser, you can't get much better than this. ❶ ❷ ❸

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 very curious creatures and try to rescue your girl *(Oh, big surprise.Ed.)* 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? Or a viking who's cute? 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

NEW ENTRY **World Class Soccer**
Atari/£30.99 • Classic footie game that goes really well on the Lynx, a well advised buy. ❶ ❷ ❸ ❹ ❺

Xenophobe
MEGA ZONE
Atari/£29.99 • This game proves wrong those people who said the Lynx didn't have any good software. Superbly animated graphic adventure which will keep even 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



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soled out

Soled Out. It's a modest little column for you, our readers, to do a bit of buying and selling on a modest Arthur Daley-type scale. It's not the place for putting the world to rights or showing off, mark my words. We've got *Geez* for that.

hard ZONE

✪ **Sega Game Gear for sale** with AC adaptor, *Sonic* and one other game, Wide Gear, Master Gear and attache case – all new. Worth £280, sell for £120. Phone 081 536 1315 evenings.

✪ **Sega Master System,** two joypads, light phaser, seven games, three built in, great condition, only £95. Tel. 0438 365597.

✪ **Atari Lynx** seven games, carry pouch, headphones, power supply and Com-Lynx cable. All £250. All boxed, willing to haggle. Call now! 071 243 2763.

✪ **Mega Drive** plus five games for sale, including *Immortal, EA Hockey, Streets Of Rage, Gynoug* and *ESWAT* with extra joystick for only £180. Phone 0484 665215 and ask for David.

✪ **Game Boy for sale,** stereo headphones, 2-player lead, Nuby carrier case, 5 games, boxed with instructions including *Castlevania, Double Dragon* and *Motocross Maniacs.* Worth around £120. Ring now 081 892 4123.

✪ **Buyer's Bargain.** Super 10-in-1 cartridge plus four other games, also Game Gear, carrier case, mains adaptor and *Sonic.* All very good condition £335. Phone Philip Keen on 0249 816465.

✪ **Mega Drive** with seven games, stereo speakers, two joypads, two game holsters + dustcover, games include *Quackshot, Road Rash, Strider, Shinobi, Tournament Golf, Atomic Robokid, Darwin 4081.* Sell £200+. Tel 021 707 397.

✪ **Mega Drive** and nine games with Jap adaptor, joystick and SCART lead. All boxed and in mint condition. Call John on 051 420 6205. £250.

✪ Sega **Game Gear** for sale with three games. *Super Monaco, Columns, Shinobi*. All boxed as new £100. Phone 0526 52312

✪ **Atari Lynx 2**, mains adaptor, kitcase, midi connector and four great games. As new, seven months guarantee. All yours for just £125 ono. Telephone 0602 720597.

✪ **Game Gear for sale.** Eight games, battery pack, link-up cable, PSU. Worth £360, will sell for £259 or swap for SNES with a few games. Telephone 010 4122 490802

✪ **NIntendo NES, semi US converted** with *Mario 1* and 3. Vgc. Bargain at £65. Phone Tom on 081 863 5481

✪ **Game Boy** with five games plus NES and C64. Phone Chris on 0483 574625. Great buys, will sell all three for £300 ono or will sell separately.

✪ **Game Gear for sale** with *Sonic, Shinobi* and *Joe Montana*. Will sell for a meagre 3120, or swap for a Game Boy with around eight games. Ring me on 0859 85235.

✪ **Mega Drive** for sale. Two pads, five games – *Sonic, Wrestling Wars, Two Crude Dudes, Atomic Robokid, Altered Beast*. All worth £304, sell for just £200. Phone Mark on 0268 522147

✪ **Game Boy** with battery pack, light, magnifier, softcase, hardcase and six games. Boxed with instructions; costs £245 new, offers invited. Phone Stephen on 0535 644916.

✪ **Atari Lynx 2 for sale** with four games including *Bill And Ted, Ninja Gaiden, Xenophobe and Rampage*. Tel Chris on 0474 350243.

✪ **For sale Atari Lynx 2** with two games, *Viking Child* and *California Games.* Also with mains adaptor, all boxed. Call Lee Jefferson on 0908 660588. After 4pm. Please reply quickly.

✪ **Master System** with nine games, two joypads, one Quickshot joystick and light gun worth over £300. Will sell for £200 ono. Phone 081 599 9306. Ask for Kevin.

✪ **Sega Game Gear**, *Columns* game £12 + black and white telly, portable £10. Phone 0708 330574.

Super NES for sale plus games converter, *Super Soccer, Exhaust Heat, Beach Golf, Mario Land.* Bargain at £230 ovno. Call Chris 081 997 1501.

✪ *Pit Fighter,* the super beat 'em-up for the **Mega Drive** will sell in perfect condition for only £25 ono. Phone Tom on 081 836 5481.

✪ **Sega Master System Plus**, three built in games plus seven extra: *Mickey Mouse, Ghouls 'N Ghosts, Operation Wolf* etc. Plus control stick. £195. Phone Matt after 5pm on 0329 663262.

✪ **NES for sale,** four games, *Duck Tales, Mario 2* and others worth £175. Sell for £80, only eight months old + mags. 0243 543415.

✪ **Atari 520 STFM** with lots of games, mouse. immaculate condition. £200 ono. Call Jill or Richard after 5pm 0443 422375.

✪ **NES including** Zapper controllers, Quickshot joypad, game caddy, mags, six games: *T2, SMB1+3,* instructs for £200. Phone 0266 656105. Ask for Richard. Will accept offers. Urgent.

✪ **Monster Beetle for sale,** with all radio gear and battery, both with charger. Good condition, worth £160 will sell for £100 ono. Contact Paul after 4pm on 0430 440203.

✪ **Game Boy with seven games.** All worth over £90. *Tetris, Mega Man, T2, Castlevania II, Battletoads, Operation C* and Lightboy. All for only £135, will split machine. Phone Tom 081 836 5481.

✪ **NES for sale,** includes two joypads, four games and Club Nintendo mags. All for £120. Tel 0792 206397.

✪ **Game Boy for sale** including magnifier and light, six games all boxed as new, all for £170. Phone 0271 870354.

✪ **Mega Drive**, ten games, joypad, Jap converter. Price negotiable. Phone Simon Howard on 0637 878304

✪ **Game Boy** for sale with 11 games inc. *Superman, Mario Land, Double Dragon, Duck Tales and Robocop*. Includes carrycase. All for £195. Phone 0628 472230 after 3.45pm.

✪ **Sega Master System 2**, two months old, two joypads, boxed as new, two year guarantee. Five games: *Sonic, Asterix, Moonwalker, Alex Kidd, Pacmania*. Worth £180 but I will sell for only £95. Phone Tomma on Sheffield 0742 365185. Bargain.

✪ **Sega Master System** with *Super Monaco GP, Astro Warrior, Hang On*, Quickshot joystick, and two control pads, £45. Phone 0603 39391 if in Norwich area only. Must be paid in cash.

✪ **Amstrad CPC for sale.** Over 80 games worth £150. Comes with monitor, keyboard three joysticks and manual, sell the lot for just £200 or swap for a SNES with *Super Mario*. If you are interested just call me up on 0727 83362.

✪ **NES & *Chip 'N' Dale,*** *Super Spike, Volleyball, Blades Of Steel, Double Dribble* for sale, all for £70. All are in good condition. Phone me up on Leeds 588133 and ask for Nick.

✪ **Mega Drive for sale** with two pads and *Two Crude Dudes* all going for £100. If you are interested call this number 071 253 3839. You must be in London. Also call between 12-3pm or 6-10pm.

✪ **Mega Drive,** six months old, joypad, Python joystick, ten games, including *F-22, Quackshot, Desert Strike, Madden '92*, all worth over £500 but will sell for just £300. Call up Craig on 041 881 6658 after 5 o'clock in the evening.

✪ **NES and 14 games** inc. *Turtles, WWF, DD2* with two control pads and American converter and stack system. Will accept £220. Phone Matt 0709 564129. Bargain.

✪ **Giveaway! Sega Master System** with light phaser, two controllers and five games. *Sonic, Columns, Fantasy Zone, Hang On* and *Safari Hunt*. All for £100. Phone NOW on 0524 824754.

✪ **Game Gear** with ten games *Sonic, Spiderman, Donald, Olympic Gold, Super Kick Off*, rechargeables and recharger, Master Gear, PSU all worth £400, sell for £300 ono. Write to 4, Cuba Street, Grangetown, Sunderland SR2 8RU.

✪ **Nintendo Deluxe** for sale with seven great games including *SMB2* and *Robocop* with Advantage joystick. Worth over £400, sell for £200. Ring David on 0377 46012.

✪ **Lynx 2** with adaptor and five games, worth £220, sell for £120. Phone 0344 22548 and ask for Lawrence.

✪ **Atari Lynx** plus 17 games and power cable – all boxed. £300. Call Rob on 081 743 3309.

✪ **For sale Sega Mega Drive** plus two games and joypad. Good condition, £65. No offers. 09323 52751 (Surrey).

✪ **Sega Master System for sale.** Seven good games inc. *Fantasy Zone, Cloud Master* and *Volleyball*. RFU and light gun, two controllers. All for only £100. Tel 0525 370303 after 5pm.

✪ **NES for sale with six games,** light gun and control pads. If interested call Martyn on 0476 67360.

✪ **NES** inc. *Robot,SM3, Tecmo World, Wrestling* plus others. Two controllers and NES Advantage. £125. 0514941700.

✪ **Game Boy** with six games for only £100 phone Sanhurt on 081 850 373.

✪ **I am selling my Game Gear** with two games including *Sonic* and a Master Gear converter. Everything boxed, in excellent condition. Real bargain at £100. Call 0543 268328.

✪ **Atari Lynx** with powerpack, five games inc *Blue Lightning, Rampage, Awesome Golf, California Games* and *Toki.* Only £160. Phone 0251 83825 after 5pm.

✪ **Lynx 2** for sale, two games, *Ninja Gaiden* and *Xenophobe* for £110 or swap for Game Boy. Phone Toby on Norwich 580295.

✪ **Master System** for sale, with sixx games. One year old. Worth over £300, sell for £200. 081 554 2657.

✪ **Jap PAL Mega Drive** with five games including *Pitfighter*, 2 pads, about six months old, any decent offers ring 0909 486976 and ask for Mathew, or swap for a Famicom.

✪ **Atari Lynx mark 1** for sale , boxed with 3 games and an adaptor and sun visor. All for £75 phone 0753 823216.

✪ **Lynx 2** with *Ninja Gaiden*, screen guard and mains adaptor for £80. Phone Paul on 021 743 8367.

✪ **NES** plus two games for sale and two joypads £70. Four months old, boxed as new. Ring Simon on 0727 874150.

✪ **NES** for sale with five games including all three *Marios*. Mint condition, plus light gun. £130 ono. Phone Matt on 0288 356807.

✪ **Sega Master System** with six games including *Sonic* and *Mickey Mouse.* Ring 081 892 2562.

✪ **For sale or swap:** radio controlled car (Boomerang) with battery and controller. Was £200 will sell for £150 or swap for a Game Boy or Lynx. Contact Geoff on 0434 604823.

✪ **NES** with six games, include *Star Wars* and *SMB 3*. Worth £285, a giveaway at £150. Call Matt on 081 977 5876.

✪ **Sega Mega Drive for sale** with three top games inc *Streets Of Rage, Shadow Dancer* and *Sonic*. Mega Drive is one month old, boxed with instructions, quick sale £179 ono. Tel 0628 482674.

✪ **UK Mega Drive**. Two pads, five games inc. *Robocod, F-22, Monaco and SOR.* Worth £300, sell for £240. Contact Atim on 021 351 2281 after 6pm.

✪ **Mega Drive** with 13 games, two control pads and Master System converter, all in mint condition. Worth over £600, will sell for £450 ono.Phone 0604 843704. Ask for Jay.

✪ **NES UK action set,** includes zapper, two pads and NES Advantage, *SMB1, Duckhunt and Bayou Billy* for a staggering £95. Phone Phil on 081 805 5004.

✪ **Game Boy** for sale with *Super Mario, Tetris, Fist Of The North Star* and *Ninja Boy.* All for £100, boxed as new. Phone 0565 652651.

✪ **Sega Master System**, one pad, five games, *Hang On, Fantasy Zone 2, Alex Kidd, Populous* and *Super Kick Off*. Only £90. Phone Kirsten after 4pm on 0455 840392.

soft ZONE

✪ **Nintendo games** for sale, priced between £15 and £25. Games include *Zelda 2 , Punch Out , Kid Icarus and Wizards And Warriors.* Phone Chris on 0334 53991 after 4pm. *Castlevania* also available.

✪ **Master System** games for sale. *R-Type* and *Galaxy Force*. Both of these two games for the paltry sum of £25, or just buy one for £14. Phone P.J. on 0737 3513320, after 7 pm every day except Thursdays and Fridays, please hurry up!

✪ **NES games** for sale: *Mega Man 2 £20. Turtles £15, Tennis* minus instructions for £5. All games are boxed and come (apart from *Tennis*) as new, excellent condition. Some prices can be negotiated. Contact Barry on 0387 51423.

✪ **Famicom** games for sale: *Final Fight* (Jap) £20, *Actraisers* (Jap) £20, *Addams*

Family (US) £30 and *F-Zero* (Jap) £25. Phone Ben on 0562 751861.
✪ **For sale Atari 2600** games: *Ms Pacman* for £10, *Space Invaders* for £10 or sega game *Golden Axe* for £20. Contact Abdul Hoque, 98 Cyril Road, Small Heath, Birmingham, B10 OTG.
✪ Jap **Famicom** *Castlevania 4* £20, *USA Krusty's Funhouse* £25, *USA Rival Turf* £20 and *Zelda 3* for £25, or I will sell the lot for £80, I might even swap *Zelda*, ring 0792 232729.
✪ **NES games for sale,** £20 each. *Exitebike, Kung Fu and Skate Or Die*. Please phone Charles on Godstone 744418 after 7pm.
✪ **Mega Drive** *Mickey Mouse Castle Of Illusion*, Jap, swap for *Zerowings* or *Super Monaco GP*. Eng or Jap, for £20, phone Ben on 0934 415074.
✪ **Mega Drive joypad** plus Python 3 joystick, boxed in excellent condition, £10 for both. Also Famicom software. Phone Jason on 0909 771707.
✪ **US Famicom** games. *Final Fight, Sim City, Ghouls 'N' Ghosts, WWF Wrestlemania,* £30. *Streetfighter 2* only £57. Call Tim on 0462 482652.
✪ **Game Boy** games worth £25 vgc, just £16. *Castlevania, Chessmaster, Hunt For Red October,* all boxed. Also NES games. *Digger T-Rock* and *Marble Madness* never used sell for £32. 0843 588 736.
✪ **NES** games for sale. Price is between £15 and £25. Games include *Zelda 2, Punch Out, Kid Icarus* and *Wizards And Warriors.* Phone Chris on 0344 53991 after 4pm. Also available *Castlevania*.

want ZONE

✪ **Want SNES or Famicom games.** I am willing to pay about £20 for each good condition game. Call Lee on 0504 882089.
✪ **Wanted:** Super NES or Super Famicom games. Must be boxed with instructions. Send list with prices to: Andrew Bignall, 22 Beauchamp Road, Hollington, St Leonards on Sea, Sussex TN38 9HL.
✪ I want **SNES, Mega Drive, Master System carts**. May buy complete packages. I've got *Quackshot* and *Valis III* to swap. Phone 0983 840363.
✪ **Want PC Engine games**, *PC Kid 2 , Splatterhouse* and *Gunhed*. Will pay up to £18. Phone Tom on 081 863 5481.
✪ **Hey, I want Super Famicom** games for around £20, will consider anything. Also Lynx with games for sale. Phone Seth on 0286 871515 after 5.30pm.
✪ **Want Game Boy** games for up to £10? If interested phone Kelly on 0272 690059. After 6pm on week days.
✪ **Atari Lynx** games. I've got *Klax* to swap for *Slimeworld* or *Scrapyard Dog*. Phone Alan on 0246 864627.
✪ **I want a booklet** for *Gunhed* on the PC Engine. Will pay you a fiver. Ring 0782 717123 after 6pm.
✪ **I want *Monkey Island 2***, IBM compatible, will pay £20. Also want *Shinobi,* pay £5. Both 3.5" and 5.25" size disk. Phone 0628 474688

love ZONE

✪ **13-year old girl** looking for a funny boy, older than me – about 14-15, quite cute. Don't be shy, write to me, Maria Conroy, Rosella, Pullox Hill Road, Greenfield, Beds, MK4 5ES.
✪ **Lonely, cute-looking male** seeks horny female between 13 and 16 to play games with. If interested call Toby Wood on Sandhurst 850373.
✪ **11-year old boy desperate** for pretty girl of same age for long relationship. Send photo and address to Simon Goodenough, South Lodge, Thornbury Road, Thornbury, Bristol.
✪ **Are you female,** 12-14, conole crazy and looking for a boy? Well I might be able to help. Write to Ed Povey, 51 Crowther Road, Wolverhampton WV6 0HZ.
✪ **Beautiful blonde,14,** seeks gorgeous sexy male 13-15. All letters will receive a reply. Photos if posible. Write to Emma Garner, 53 Woodman Close, Leighton Buzzard, Bedfordshire, LU7 8NV.

fan ZONE

✪ **Fanzine club for Mega Drive and Atari lynx.** Send a sae for a newsletter to Matthew Street,158 Hadleigh Road, Leigh-on-Sea. Essex, SS9 2LP. Beats other clubs by 100%, join now.
✪ **Console Tech** is the ultimate console fanzine, 16 bitties only. Packed with news reviews and more stuff than your brains can handle. Contact Mark on 08675 352606 or write to me at 12 Orchard Way, Chinnor, Oxfordshire, OX9 4UD. Fully laser printed with screen shots! Smart!
✪ **Atari Lynx User** – the no.1 fanzine for the Atari Lynx. News, reviews and interviews. Send 95p incl. P+P to Lynx User, 11 Montgomery Drive, Spencers Wood, Reading RG7 1BQ. Long live the Lynx.
✪ **Neo Geo** owners unite!!! Join the first free membership club!!! We offer a multitude of tantalising services which support and benefit Neo Geo owners. Call Steve asap: 081 904 0088. Join and enjoy Neo Geo!!
✪ **Mega Nintendo Fanzine**, full of reviews, tips and more. First issue only £1 send to Haycass, Kiln Lane, Welton, Daventry, Northhants, NN11 5JN.
✪ **Wyld Katz**, the Lynx magazine. Send cheque or postal order payable to Andrew Reid to: 63 Croftway, Selby, North Yorks, YO8 A00. It's Cool for Katz, £1.00.
✪ **Console Crazy**, only £1.30. Full of news, reviews and features. send cheques payable to 'CC' to PO Box 5, Liverpool, L25 8T.
✪ **Mega Drive Fanzine**, issue one has reviews, tips etc...! Called Megaforce. Please send 50p and a large stamped addressed envelope to 1 Smithers Drive, Great Baddow, Chelmsford, Essex, CM2 7JP. It's read!

swap ZONE

✪ **Swap *ToeJam And Earl,*** *Castle Of Illusion, Shining In The Darkness* for any other good Mega Drive games, or sell for £25 each. Must be in Manchester area. 7431951 after 6pm.
✪ **Radio controlled, Tamiya Toyota Celica** with two batteries and all other accessories. Worth £250 but I am willing to swap this car for your Game Gear with two games or more, or a Mega Drive. Phone 0294 58336 and just ask for James.
✪ **Lynx games** to swap, *Xenophobe, Turbo Sub, STUN Runner, California Games* for *Toki, Blockout, Chess, Klax* or similar. Also for sale Lynx Console £50. Tel Ray 0543 422507. Midlands.
✪ **Swap** my Master System for your £150-£200. Includes light phaser, two joypads and nine fab games including *Super Kick Off, Wonderboy III, Sonic* and *Spiderman*. Immaculate condition. Phone Shaun after 7pm. 0684 575580.
✪ **I will swap** *Double Dragon* and *WWF Superstars* for a rechargeable battery pack for Game Boy or will sell both games for £25. Great bargain. Write to Adam Betts, 11, Roberts Road, Mill Hill, London, NW7 1ET.
✪ **Swap** my UK Mega Drive + four games inc. *Kid Chameleon + John Madden '92* for your UK SNES, Mario +2 pads or sell for £150. Phone Jeremy on 0264 781 840.
✪ **Swap** *Chase HQ* for Game Boy for any other reasonable Game Boy game. Phone Steve on 0279 813661.
✪ **I will swap** my Game Boy with two games, *Turtles* and *Tetris,* two player link up lead and headphones for your Lynx with a game. Phone NOW on 0252 312625. HURRY!
✪ **I will swap** my Game Boy and three games with two player lead, stereo head phones and game light magnifier for a Mega Drive with one or no games or sell for £99.99. Phone Bolton on 0204 690288. Ask for Bryn after 6pm.
✪ **I will swap Nintendos** *Link* and *Zelda* for *Rescue Rangers, Star Wars* or any other good game. Or Game Boy's *Fortress Of Fear.* For good games contact Steven on 051 677 4301 after 4.30pm.
✪ **Swap my *Sonic*** or *Mercs* for *EA Ice Hockey, Populous, ToeJam And Earl, Ghouls 'N' Ghosts, Road Rash*, or any other good games. Phone Chris on 0388 663192.
✪ **I would like to** swap my NES games , phone 0976 876 4275 after 6pm.
✪ **Swap Gizmo** arcade joystick, cost £65, for three or four Mega Drive games, also Amstrad 464 with monitor, joystick and games for sale, only £100. Phone Paul on 0628 527875.
✪ **Lynx games:** I've got 5 great games inc. *Ninja Gaiden*. I want *Rygar, Warbirds* or *Chequered Flag*, all games considered, will buy and sell. Give Tristan a buzz on 0202 523922.
✪ **Nintendo NES** with three games for a Mega Drive or a Nintendo Famicom. Call 0694 22203.
✪ **Game Boy** *Super Mario Land*, boxed with instructions, will swap for *NBA Allstars*. 0639 888152.
✪ **Urgent!** Swap my Game Boy games, *Mario, Gremlins 2, Fortress Of Fear, Dr Mario, Spiderman* for *Megaman 1* or *2, Mickey Mouse 2, Bubble Bobble, Simpsons* or any others. Phone Ross on 0843 822533, PLEASE.
✪ **I will sell or swap** for top games, *Mercs* £20, *Eswat* £15, £15 for *Midnight Resistance,* £18 for *Heavy Unit*. Phone Mark on 061 789 6960, all games are Japs.
✪ **Swap my** 'Mazin' Master 2 for your NES with games. My games include *Kickoff* and *Alex Kidd*. Must have *Mario* and/or *Mario 3.* Phone between 4-11pm, 0279 412072.
✪ **Swap Atari Lynx 1**, carrycase, PSU, carlighter adaptor, Comlynx, *California Games, Gates Of Zendecon* and *Ninja Gaiden* for Super NES, possibly Super Scope and games. Phone Ashley on 0753 858421.
✪ **Swap Nintendo NES** with light gun, three games, *Mario 3, Mario 1* and *Duck Hunt*. Still boxed, will swap for Mega Drive plus any game. 0642 565301.
✪ **Swap Mega Drive** games, *Immortal, Robocod, ToeJam And Earl, Road Rash, Streets Of Rage* and *EA Hockey.* Tel Irvine on 0294 215041
✪ **Swap your official UK SNES** with three games and £300 for an ST (1meg) with tons of games, call for a full list. Includes printer, games, DTP, etc. Quick sale needed. Stamford 720519.
✪ **I'll swap** *Slime World* or *Blue Lightning* on the Lynx for *Cyberball, Awesome Golf, NFL Superbowl* or *World Soccer.* Contact Paul after 4pm. Mon-Fri on 0430 440203.
✪ **Tamiya Thunder Shot 4WD** quite fast, loads of spares, two chargers, fast and slow, three batteries. Brand new radio gear. Worth £150 will swap for SNES/NES. Contact Mark on 0245 401241.
✪ **I will swap** *Psycho Fox, Rescue Mission* (Light Phaser game) and *Teddy Boy* for the *Simpsons* and *Chess* or *Spellcaster* on the Master System and/or *Ultima IV.* Please! Phone 044 485 334.
✪ ***Ten Yard Fight* on the NES** will swap for either *Rad Gravity, Duck Tales or Solstice*. For details phone 0842 828770 and ask for Keith.
✪ **I'll swap** my *Gremlins 2* with passwords and my *Kung Fu* for your *Mario Bros 3* and *Duck Tales*, what a swop! Phone Leicester 777191 and ask for Vicky.
✪ **I will swap** my *F-Zero* for any of the following. *Super Smash TV, Lemmings, Castlevania 4* or *Super R-Type*. Call Daniel on 0272 462759.
✪ **Sega simulator Chair/Mega Drive** to swap for PC Engine/Mega CD, or loads of Lynx games. Any reasonable ofers to 0223 276037.
✪ **Lynx owners!** Swap my *Xenophobe* for your *Hard Drivin', Road Blasters, Turbo Sub, Hockey* or maybe something else. Phone Andrew on 0342 311348. Thanks.
✪ **I'll swap my Game Boy** carts for your Master System carts, preferably *Wonderboy 1, 2* or *3*. Call after 5pm 0209 710695 and ask for Luke.
✪ Swap my *Revenge Of Shinobi, Populous, Aero Blasters, Wrestle Wars* for your *Quackshot, ToeJam And Earl, Pitfighter* or *DeacapAttack*. Phone 0602 862781, ask for Darren.
✪ **Atari Lynx** games to swap, *Slime World* and *Blue Lightning* for any other good games. And list to Miles Turner, 14 Edmunds Street, Ixworth, Bury St Edmunds, Suffolk, IP31 2HH.
✪ **Mega Drive** games to swap, the *Immortal, PGA, Two Crude Dudes, Desert Strike, Fantasia, Populous* and *Magical Hat*. Call Daniel after 6pm on 0850 353484.
✪ **Nintendo NES** *Batman, Rush 'N' Attack* and *Gradius*, will swap for good NES carts, phone between 11-7pm, 021 4447895
✪ **Swap *Ghostbusters* for any other game** on Sega Master system, especially *Captain Silver*. Phone 0534 51073.
✪ **Swap your C64** for my Mega Drive with two games, phone Bracknell 0344 51526, plus games. Ask for Stanley Finn. I will swap my *Thunderblade* or *Super Monaco GP* Master System for your *Castle Of Illusion* or *Lucky Dime Caper*. Call 081 968 0964 and ask for Marc.
✪ **Lynx games;** swap *Viking Child, Gauntlet* for *Crystal Mines 2* , *Rampart* or *Warbirds*. Phone 061 432 8881.
✪ **Swap my Lynx for your Mega Drive** (Lynx 2 that is). Mega Drive should have *Sonic* and *Road Rash*. My Lynx has got five games, including *Scrapyard Dog, Ninja Gaiden* and three more. It also has a mains adaptor. Phone 0768 891431 ask for Peter.
✪ **I will swap my handheld** 40 channel CB radio for your Game Boy (worth £130). Phone 0525 210445, ask for Edward on Mon, Tue, Wed, Thur, Fri. Ta!
✪ **Yo hi** to all you really cool people! Do you want to swap your *ToeJam And Earl, Quackshot* for my *James Pond 2,* or sell for £25 ono, also *Super Hang On* £12. Phone 0656 863759, between 4 and 5pm. Ask for Neil.
✪ **Yo Lynx owners!** Swap my *Electrocop* (game comes with instructions but there ain't no box!) for your *Viking Child, Pac-land* or *Toki* . Phone 0600 772861 and ask for Jonathan. Don't miss this smart deal!
✪ **Master System** games. Will swap

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Action Fighter plus *Italia '90* for either *Wimbledon* or *Olympic Gold* or sell for £35. Call 641 0337. Must be able to collect. Ask for Jamie.

✪ **Swap mint condition Lynx**, pouch, adaptor, *Blue Lightening* and *Rampage* for Game Boy in excellent condition plus games or sell for £100. Tel. Simon on 0442 216400 after 6pm.

✪ **Swap my Master System** converter for *Devil Crash* on Mega Drive; also swap Amiga games for Mega Drive games. Two Amiga titles for one Mega Drive title. Phone 0723 585329.

✪ **I will swap my Sega Master System** for your Mega Drive. My games include *Sonic, Spiderman* and three more. If interested phone 0424 36162 and ask for Matthew. Mega Drive must have one good game.

✪ **Master System** with five games inc. *Golden Axe, Populous*. It is six months old. Swap it for a Mega Drive with *Sonic* and one more game or sell for £150. Call Ross on 0992 29355. Buyer collects, local if at all possible.

✪ **Sega Master System 2** with *Alex Kidd* plus *Shinobi, Moonwalker, Golf, Wolf!,* one pad, all for your Lynx 2 with power unit plus one or two games, or sell the lot for £80. Ring 0203 306835.

✪ **Game Boy.** Anyone interested in swapping Game Boy for a Game Gear plus a game, only it can not be the game known as *Sonic*; headphones, link-up, batteries, all boxed except for carts – hardly used. Phone Roy on 0903 201848.

✪ **Game Gear.** I will swap my *Sonic* and *Outrun* for *Streets Of Rage* for Mega Drive or sell for £15 each. Phone Sam on 0799 522502 all of them are in mint condition.

✪ **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.

✪ **Swap Game Boy** with *Tetris* for Super NES with four games, great swap hey!! Interested? If so ring the coolest dude this side of *Mario Land* on 0525 717852.

✪ **Swap Mega Drive plus *Sonic*** plus 30+ C64 games for Lynx with two to five games ie. *APB, Gauntlet 3*, will do it separately. Phone Chris on 0234 348460. A battery pack would be nice. Phone 4.30pm or after.

✪ **I will swap** both the *Flintstones* and *Choplifter for Asterix* or *Indiana Jones* on the Master System, or for £20 for both of them.

✪ **Swap my *Sonic***, *Thunderforce 2, Abrams Tank* or *New Zealand Story* for *Afterburner 2* (MD). Phone John on 0707 873473 also Mega Drive for sale, £200 with six games and it has a power stick with it.

✪ **Sega Game Gear** games, I would swap *Wonderboy* for *Sonic, Super Monaco GP, Super Kick Off* or *Spiderman*, just phone Ben on 0227 263996 after 4pm thanks.

✪ **I will swap my Lynx** with six games inc *Blue Lightning* and *Ninja Gaiden,* sun visor/screen guard and carry case for your Mega Drive with one or two games.

✪ **Mega Drive** swaps, *Wrestle War, Mickey Mouse, DecapAttack, Buck Rogers, Sonic 1*, and in return I am looking to get hold of *PGA Golf, Columns, Immortal, Robocod* or other ace games. Please would you phone Gavin on 0786 832002.

✪ **Super NES** games for sale. *Krusty's Super Fun House* £35, *Jap Pro Soccer* £20, *Darius Twin* £25, *Super Tennis* £28, *Super Soccer* £25 . Phone Steve on 081 948 7736.

✪ **All Lynx owners.** I will swap *Ninja Gaiden, Tournament Cyberball* for your *Gauntlet 3, Hockey* or *Golf*. Phone Falkirk 612790.

✪ **Super Famicom** for sale with a Phillips 883311 monitor, two joypads, converter for games, four games, including *Street Fighter 2,* for £300, but I would be willing to swap for a Neo Geo with one game. Ring up 081 291 0422 in the evenings.

✪ **Game Boy** with six games, fully boxed, carry case, perfect condition, worth over £200 swap for a Game Gear with PSU and games. Call Keiran now on 0858 463549.

✪ **Bigfoot remote controlled car** to swap for Lynx games, mostly wants *Pitfighter, Ninja Gaiden* or *Dirty Larry*. Also Amstrad *Rally Cross* game, £4 ono. Call Peter on 0933 622503 after 5pm.

✪ **Game Gear** I will swap *Outrun* for *Donald Duck*. If interested call Jack on 081 5492195, after 5.30 pm.

✪ ***Altered Beast*** appreciation society. Lots of Mega Drive and Super NES games for sale and for swap. Swaps considered, please ring 021 4597576 for a big list.

✪ **Mega Drive** games to swap, *Populous, Fatal Rewind, Kings Bounty, Maddens, SOR, EA Ice Hockey* + more. Call Dan on 0850 353484, after 6pm.

✪ **Master System**, two controllers, *Sonic, World Class Leaderboard* and *Secret Command,* worth £120 for your Game Boy +3 games plus play and go case. Phone Eddie on 081 848 40768, after 4pm, NOW!

✪ **Swap Master System** *Choplifter, Rocky, Rampage* and *Secret Command* for TV tuner on the Game Gear or for a Game Boy. Games are in good condition. Worth £95! I may sell, write to Bsheena, 16 Poplar Road, Oldbury, Warley, West Midlands, B69 4AA.

✪ **Mega Drive games for swap**. I want: *Revenge Of Shinobi, Pitfighter, Mercs, Hellfire, DecapAttack*, RPGs, eg. *Sword Of Vermillion, Buck Rogers*. Must be in good condition. Hello to my brother Tommy. Phone Jasper on 07697722.

✪ **Sega Master System** with six great games. *Italia '90, Black Belt* and lots more. Swap for Game Gear with *Shinobi,* or *Wonderboy* or *Mickey Mouse* and an AC adaptor. Ring up Jamie on 071 641 0337.

✪ **Swap Mega Drive** *Quackshot, Mercs, Sonic* for *Desert Strike, Joe Montana 2* or *EA Hockey*. For more info phone Rob on 0707 332078 after 4pm

✪ **Will swap *Sonic*** and *Phantasy Star, Wonderboy* and *Spy Vs Spy,* for *Super KickOff* for Master System. Exchange by hand only, Blackpool area. Ring 0253 875306.

✪ **I have *Xenophobe*** and will swap it for *Ninja Gaiden or Awesome Golf* for the Lynx. Straight swap, no money involved, contact Alasdair on 041 942 1206 after 4pm.

✪ **Master System** game *Wonderboy Two*, will swap for *Heavyweight Champ, Shadow Dancer, Psyco Fox* or *Ghouls 'N' Ghosts*. Phone Richie 081 773 0094, games must have their box and instructions.

✪ **Sega Game Gear** with eight games, including *Sonic, Baseball, Wonderboy* and a carry case. I will swap it for a Mega Drive with five or more games or sell for £250 ono. Ring Andrew on 061 439 7921 any time.

✪ **I will swap** my *Ninja Gaiden* for the Lynx for any of your Lynx games, any games considered. Write to Dara, 9 Birchview Close, Yately, Camberley, Surrey, GUI7 7DL.

✪ **Swap NES game *Rescue Rangers*** for *Duck Tales* or any other good games. Write to Angie Fidle, Flat 1, 277 Hasland Park, Chesterfield, Derbys, S41 0AA.

✪ **Mega Drive swaps**, my *Streets Of Rage* for *John Madden '92, The Immortal* for *EA Hockey* or *F-22, Super Monaco GP* for *Speedball 2* or *Road Rash.* Phone Paul (Welly) 0823 279771.

✪ **Swap Game Boy** with 22 games and lightboy, carry case, power adaptor for a Game Gear or Super Famicom with games; also swap Game Boy games for Atari Lynx games, phone Sam on 0204 495857.

✪ **NES games.** Anyone interested in swapping my *Rescue Rangers* for *SMB2* or *SMB3, Caveman Ninja, Digger T-Rock* or *Star Wars.* Phone Simon (Poole) after 4pm on 0202 632 378.

✪ **I am willing to swap my SNES** with games for your mountain bike; only good condition bikes considered. Phone 0272 358642. Please phone me up after 5 pm or sell it for £300.

✪ **Will swap** *Psycho Fox, Rescue Mission* (requires light phaser) and *Teddy Boy* for *Phantasy Star, Ultima IV* or *Spellcaster* for the Master System. Phone Julien on 044 485334.

✪ **Can you swap** two Master System games for a Game Boy. If interested phone 0293 782420 and one game for Game Boy. The two games are *Global Defence* and *Paperboy.*

✪ **Swap** my *Golden Axe* and/or *Fantasy Zone* (perfect condition) for your *Golvellius* and/or *Psycho Fox* (same condition). Ring Richard on Bexhill 0424 219358.

✪ **Swap** my *Warbirds* or *California Games* for your *Toki* or *Super Skweek* or *APB* or *Lemmings* or *Klax* on Atari Lynx. 081 874 1073.

✪ **Swap** my Game Boy with four games for Game Gear with three/four games or sell for £110 + Game Boy comes with carry case. Phone Simon on 0792 460802 NOW.

✪ **Swap** Game Boy with *Tetris, Nemesis* and Shogun 4X4 radio controlled car, all boxed worth £300, for Mega Drive with Sonic and three other games. Phone Paul on 0737 645920.

thing ZONE

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THE TWILIGHT ZONE

Hello, and welcome again to The Twilight Zone, the...

OH NO, HERE COMES ANOTHER 8 PAGE INTRODUCTION. YOU'RE SO PREDICTABLE.

...the pages where you might win a prize if you send stuff to Twilight Zone, 19 Bolsover Street, London, W1P 7HJ. There, fooled you.

the crap model court extravaganza

As far as we can make out, you *Game Zone* readers all have one thing in common – none of you are very good at making models. (Or, if you prefer, you're all very good at making crap models.) Okay, so there are the occasional exceptions to the rule... Every so often an excellent model comes in (but as we said, these are the exceptions.) What we do nowadays (in case you're a new reader and don't know) is to take all the models we receive and put them on trial. It's a giant court case. We play the counsel for the prosecution, we play the counsel for the defence, we sometimes play the judge, and then it's over to you lot for the final say, because you're the jury: The final decision as to whether the defendants are actually guilty of the charges laid against them depends on which box you tick on the coupon. Read on and you'll get the idea – but keep quiet though, because the golden rule is as follows: silence in court. Okay? Here goes...

1 colgate box with gray plastic robot

THE PROSECUTION: M'lud, this model, from Wayne Allen of Mayfield in East Sussex, is – I think – some sort of 'joke'. He claims it is Robo Colgate. Is this funny? I do not think so.
THE DEFENCE: My learned friend is not reknowned for his sense of humour, m'lud. And besides... it is mainly the quality of the model that is on trial, not whether or not it is funny.
THE PROSECUTION: In that case, m'lud, I rest my case. This model is not even a model. It is just 'two items'.
THE DEFENCE: Objection, your honour... imagination is involved.

2 plasticine jeremy model

THE PROSECUTION: M'lud, I think the court knows my feelings on blu-tac, and I think Paul Corcoran of Rochester in Kent knows too: So, quite why he decided to fashion this model of *Game Zone's* Jeremy Daldry from the substance in question is beyond me.
THE DEFENCE: Your honour, I have two points. Firstly there is no law against blu-tac. Secondly Paul's model is not made from blu-tac... it is rendered excellently in plasticine. I applaud it.
THE PROSECUTION: M'lud, my learned friend would very probably applaud a pile of dog's stools on the pavement.

3 blutac heinz wolf and neil kinnock

THE DEFENCE: M'lud, I feel I should pre-empt my learned colleague... yes, these models (from Jonathan and Ben Brown of Northampton) are indeed made from blu-tac. There is no law, as I said, against using blu-tac. What does my learned friend say now?
THE PROSECUTION: It is not the modelling substance I object to in this case, m'lud – it is the models themselves.
THE DEFENCE: And what, pray, is wrong with them? One is of Professor Heinz Wolf and the other is of Neil Kinnock.
THE PROSECUTION: They are useless, m'lud, that is what is wrong with them.

4 plasticine PC and packaging

THE PROSECUTION: M'lud, Margeret Cromar of Glenthroes in Scotland appears to have sent in a small cardboard box containing some brown plasticine. I ask myself this: "Why?"
THE DEFENCE: Your honour, my learned friend is, as usual, being deliberately obtuse. This is a model of (and I quote) "A Craptronics PC 2000 with a 1Mhz processor." It comes complete with packaging, as if bought from a shop. I think it is marvellous.
THE PROSECUTION: My colleague's opinion, m'lud. My own opinion is that girls should stick to hoovering, dusting, ironing and washing dishes. Making models is obviously beyond them.

5 plasticine sonic and plasticine lemming

THE PROSECUTION: Your honour, Ian Armstrong of Edinburgh doesn't seem to have got my message regarding the court's attitudes to the blatant use of blu-tac.
THE DEFENCE: I really must object, m'lud. For the umpteenth time, there is no law against using blu-tac.
THE PROSECUTION: So, my learned friend agrees that these models have been fashioned from blu-tac.
THE DEFENCE: I didn't say that. This Sonic and this Lemming have been made from plasticine – some of which happens to be blue.

6 squashed bit of blu-tac

THE PROSECUTION: Well m'lud. I'll say nothing about blu-tac. In fact I'll say very little at all except that my learned colleague might try to justify this model. I am, as they say, all ears.
THE DEFENCE: It's from Bev Briggs of Bolton, m'lud. Her model is of a mushroom, the type Mario favours.
THE PROSECUTION: It's a flat piece of blu-tac, your honour...
THE DEFENCE: It's most definitely a mushroom, m'lud.
THE JUDGE: Overruled. The prosecution is correct. Next.

7 purple woman monstrosity

THE PROSECUTION: Your honour, all I can tell you about this model is that it was sent by Thomas Hamilton and Stewart Cromar of Kinglassie of Fife. Quite what it is and quite why they bothered are guesses I shall leave to my learned friend...
THE DEFENCE: M'lud, it is a purple plasticine woman.
THE PROSECUTION: Or a purple plasticine monstrosity, m'lud, a description which I myself favour.
THE DEFENCE: My learned colleague seems to think that all the models are monstrosities, m'lud. He has no heart, no soul.



NOW TURN TO PAGE 114 TO CAST YOUR VOTE

8 black body, orange daglo head, figure

THE PROSECUTION: The writing was illegible, m'lud, but I think the defendent in this case is called Srvl Fdrglehymo.
THE DEFENCE: Or possibly Saul Ferbletyme, m'lud. He appears to come from somewhere in London, although we cannot be sure.
THE PROSECUTION: Quite what the model is meant to be would seem to be another mystery, m'lud.
THE DEFENCE: It's true that he didn't say, m'lud, but nobody, not even my learned friend, could deny that it is colourful.
THE PROSECUTION: If my colleague's defenition of colourful is 'something which contains five colours' then that is his problem.

9 fimo Kool Kev

THE PROSECUTION: Simon Park of Shrewsbury has sent a rather flat fimo model of Elvis Presley, m'lud. I would say that it was average, but alas it is far worse than that. It is an abortion.
THE DEFENCE: Again my learned colleague attempts to lead the jurors with his aggressive and opiniated banter. But I have him here. He has overstepped the mark one too many times. He has his facts wrong. It is not Elvis Presley at all, it is a model of Kool Kev from the *Geez* pages. I wonder what my friend will say now?
THE PROSECUTION: Simon Park has sent a rather flat fimo model of Kool Kev, m'lud. It is an abortion.

10 fimo yellow blobby thing

THE PROSECUTION: Alan Maclean of Broomhill in Glasgow enclosed an excuse with this model, m'lud, in the hope we would take it into consideration if we found him guilty. His excuse is as follows: "I was hit over the head with a shovel while making this model." Judging by the model in question I would suggest that he was hit over the head with a shovel long before making it. The shovel incident probably happened while he was still a baby.
THE DEFENCE: Again, m'lud, my learned colleague has failed to spot talent. I only hope the jurors have more intelligence than he credits them with. This is a fine Fimo model. Not guilty.

11 fimo Dragon Lance

THE PROSECUTION: M'lud, I will read an extract from Charlotte Collett's letter: "Please find enclosed half of the re-designed Dragon Lance from Heroes Of The Lance. It's made from Fimo. Notice the modern colouring and the natty blobs on the hilt." Over to my learned friend.
THE DEFENCE: Uh? Is my colleague going to say nothing more? This really is most irregular. I don't know what to say...
THE PROSECUTION: I have an ace up my sleeve, m'lud. I am biding my time. I am trying to make the defence feel uneasy.
THE DEFENCE: And it's worked. I'm too scared to continue.

12 cardboard gameboy

THE PROSECUTION: Kevin Morris of Harwich sent this m'lud. A model of a Gameboy? Hardly. A drawing of a Gameboy, perhaps...
THE DEFENCE: As Kevin freely admits, m'lud. I shall read his letter. "This is a drawing of a Gameboy. It was made from a shoebox. I think you should have a crap drawing court as well."
THE PROSECUTION: So he admits it is a drawing, but that does not exonerate him. It would be like a murderer saying to a court, "Okay, I admit it," and the court leting him off for honesty.
THE DEFENCE: My colleague has a point, m'lud, but I think the court for drawings is a good idea and worth a reduced sentence.

more crap model court extravaganza

So there you have it. And now it's down to you lot, the jurors. All you have to do is fill in the coupon and send it in – but note that to be an elegible jury member you also, with the coupon, have to enclose a model of your own making. (Out of any substance you wish, even blu-tac if you feel you have to.)

Oh, and we **are** going to take Kevin Morris's suggestion on board – which means that as well as a Crap Model Court there's to be, from next issue on, a Crap Drawing Court as well. So get scribbling, get sculpting, but before you do either of these, get filling in the coupon...

crap model coupon

I have thought about the evidence and have ticked the relevent boxes on this coupon. I have also enclosed a drawing/model* of my own making.

Name	Charge	Tick if Guilty
1 Wayne Allen	Calling two items 'a model'	☐
2 Paul Corcoran	Making a model out of blu-tac	☐
3 Jon & Ben Brown	Making two unrecognisable models	☐
4 Margeret Cromar	Not sticking to ironing/hoovering	☐
5 Ian Armstrong	Using too much blue plasticine	☐
6 Bev Briggs	Making a lame excuse for a mushroom	☐
7 Tom and Stew	Making a purple monstrosity	☐
8 Srvl Flbyhheno	Not being able to write legibly	☐
9 Simon Park	Making a model of Elvis Presley	☐
10 Alan Maclean	Being hit on the head as a baby	☐
11 harlotte Collette	Only making half a model	☐
12 Kevin Morris	Thinking a drawing was a model	☐

My name is

My address is

My model is

(Please tell us what your model is as it helps the proceedings. In fact enclose a whole letter if you can be bothered.)

much more crap next month!

THE THUMBPRINT ANALYSIS

with *bobby zillion*, thumbprint reader and clairvoyant

Just in case you're a new reader, we'd better explain who Bobby Zillion is... he's a thumbprint expert. Bobby can cast an eye over any thumbprint and tell you, almost instantly, all about the owner of the thumb itself. He has a near perfect track record. It's all extremely uncanny. All we ask you lot to do is to send in (a) a thumbprint and (b) a short description of yourself so we all know how accurate Bobby has been once he's finished. (Needless to say, we don't actually show Bobby the description, just the thumbprint.) This month we're going to show Bobby two thumbprints: can he guess the identity of both donors? Or will he only guess one of them? We think he'll get both.

the donor of thumbprint 'a'...

Full name: Andrew Mark Blake.
Address: Kingsway, Bath.
Age: 25.
Interests: Viv, computers (I've got two Amigas, a Lynx, a Game Gear and a Megadrive), racing model cars and helping to ban the bomb therefore saving the world for conventional warfare.
Fave Music: Anything from *B52s* to *MegaDeth* or *Sacrilege*
Fave Reading: *Dune Trilogy, 2000AD, GZ,* anything by Terry Pratchett.
Golden Memories: *Tiswas, The Multi-coloured Swap Shop, Vision On,* Rolf Harris and his Stylophone, *Pan's People*.
Pet Hates: People stating the obvious and asking questions that have an obvious answer.

the donor of thumbprint 'b'...

Full Name: Peter Kennedy.
Address: Corby, Northants.
Age: 17.
Starsign: Cancer/Leo cusp (but more Leo really.)
Girlfriend: None at present, so sad.
Family: One brother, one sister, a mum, a dad and a dog (my sister's.)
Temperement: I'm weird, I love a laugh, I'm a party animal, and I'm an Aussie soaps fan.
Do I Watch *Eldorado*: Yes, I do.
Strange Habits: See above (i.e. watching *Eldorado*.)

over to bobby...



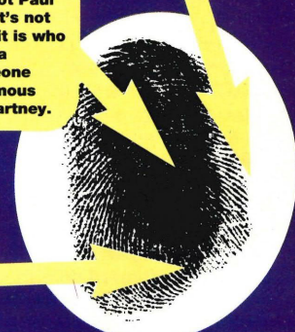
A Two thumbprints? Hmmm, I'm sure I was given two thumbprints in a previous issue – and if my memory serves me right they were both Bob Geldof's. *(Your memory doesn't serve you right. Ed.)* Well, to my trained eye these prints look like they belong to the same person... I'll concentrate on the darker one.

B Well, this is clear enough: it's the 'Leave It Out Geezer, I'm A Right Old Lovable Cockney Chappie And No Mistake' Line. The meaning of this line should even be clear to a layperson... the owner of this thumb (indeed of both thumbs) is a male Londoner with a strong accent. He speaks in cockney rhyming slang.

C Aha. And wouldn't you just know it, I've found the 'Sings In Pubs These Days, But Used To Be In A Very Famous Pop Group' Line. Hmmm. Famous groups, famous groups. It's obviously an old group. *Duran Duran*? No, maybe even older. I know. Yes...

D At this point I try not to automatically go with my initial guesses, but with this sort of evidence it's hard not to... this is the 'Not Paul McCartney' Line. So it's not Paul McCartney, but it is who I thought it might be a minute ago. It's someone who was in a very famous group with Paul McCartney.

E And as if to clinch it, this is the 'Yoko Ono' Line, this person's wife. Yup, these thumbprints belong, without a shadow of a doubt, to none other than John Lennon of *The Beatles*. So he sings in pubs now does he? Very interesting – I could sell that fact to the newspapers for a lot of money.



Oh dear, it seems that Bobby lost the case a little on that one, and he obviously doesn't know that John Lennon was killed over ten years ago. And he obviously doesn't know that John Lennon came from Liverpool and definitely didn't speak in a cockney accent. Still, you can't expect a 100% success rate, can you? And anyway, he came quite close to guessing the real identities of the thumbs in question a couple of times at least. *(Not that I noticed. A reader.)*

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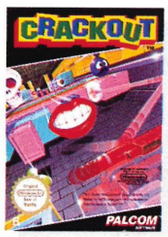
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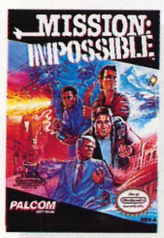
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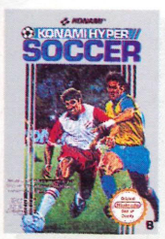
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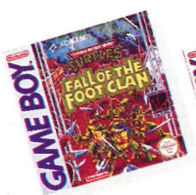
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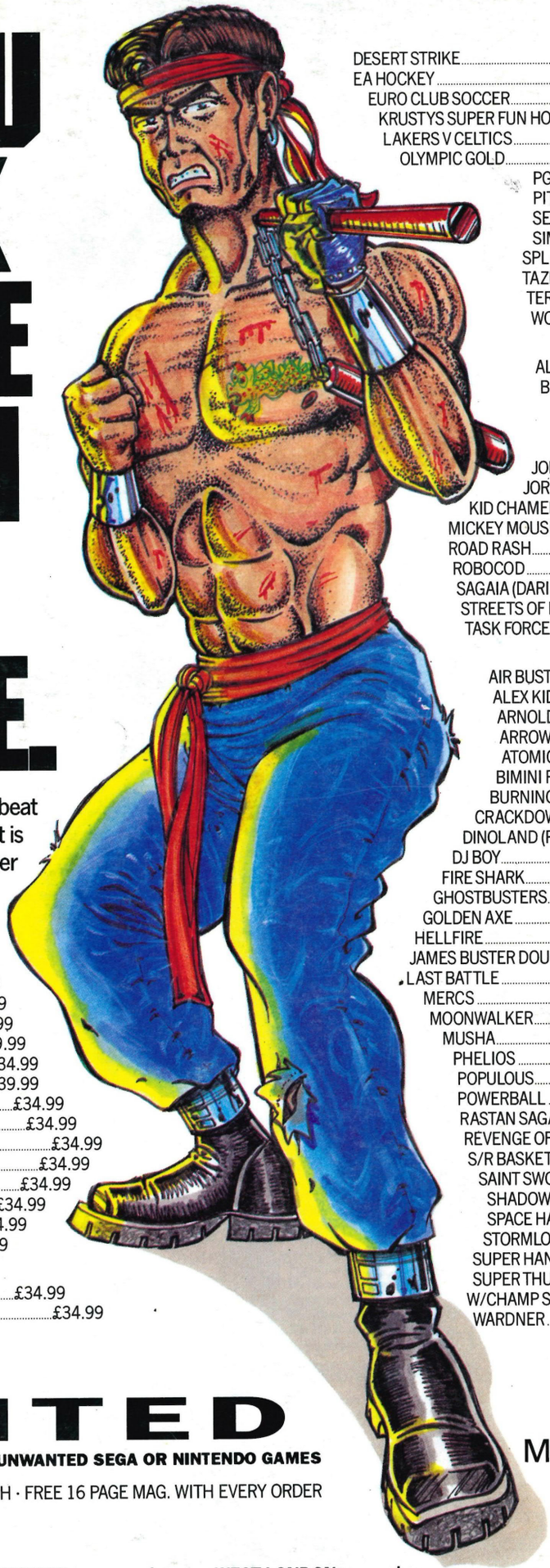
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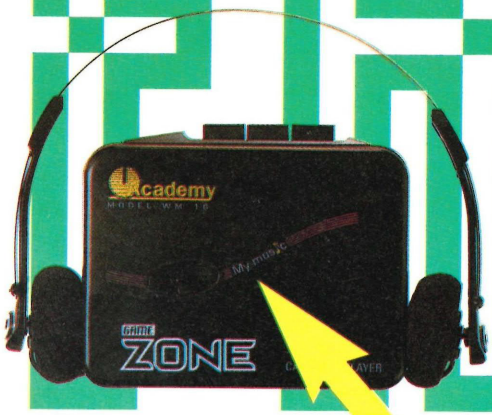
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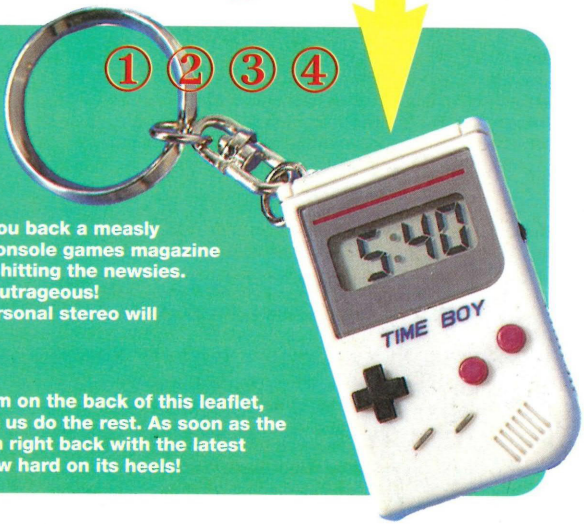
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Computer Games
Wembley Stadium Market.
Sunday 10am - 2pm

ROMFORD
That'z Entertainment
6 Moray Way,
Romford,
Essex RM1 4YD.
Tel: 0708 736663 9am - 7pm



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GAME ZONE

official subs order form

Please fill in parts 1-4 using BLOCK CAPITALS and ticking relevant boxes.

1. smart! i can't wait to subscribe!

☐ Please start my subscription from the next available issue *(ie. the December issue will be the next available issue for new subscribers, available from 20 November).*

OR: ☐ Please start my subscription with issue _____

2. now where's my free gift?

☐ Please send me a FREE TIME BOY

OR: ☐ Please send me a FREE *GAME ZONE* personal stereo

OR: ☐ Please call me Cliff, and hit me over the head with a root vegetable.

(Offer subject to availability)

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☐ UK £19.95 ☐ Europe £24.95 ☐ World £29.95

☐ I enclose a cheque/postal order for £ _____ made payable to Dennis Publishing Ltd *(Game Zone)*

OR: ☐ Please charge my Visa/AMEX/Mastercard:

Credit Card No: _____

Expiry Date _____ Signature _____ Date _____

(Sorry, credit card orders only available if you're over 18yrs)

4. you've got my dosh, now send me my goodies!

FIRST NAME ..... SURNAME .....

DATE OF BIRTH ..... ADDRESS .....

.....

.....

POSTCODE ..... DAYTIME TEL: .....

IDGZ210P

NOW SEND THIS FORM AND YOUR READIES TO:

***GAME ZONE* SUBSCRIPTIONS DEPT, FREEPOST 9 (WD7), LONDON, W1E 4UZ**

(There's no need for a stamp!)

OR: CALL OUR 24HR ANSALINE ON 071 580 8908!

OVERSEAS SUBSCRIBERS SEND TO:

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HURRY! THIS OFFER CLOSES ON FRI 30 OCTOBER!

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☐ Please tick here if you don't want to receive any interesting bumpf about other incredible offers or spanky new products.

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OR Please start my subscription with issue _____

2. NOW WHERE'S MY FREE GIFT?

○ **Please send me a FREE TIME BOY**

OR: ○ **Please send me a FREE *GAME ZONE* personal stereo**

OR: ○ **Please call me Cliff, and hit me over the head with a root vegetable.**

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Credit Card No: ○○○○○○○○○○○○○○○○

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First Name _____ **Surname** _____

Date of Birth _____ **Address** _____

_____

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Postcode _____ **Daytime Tel** _____

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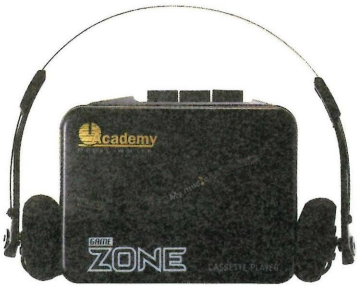
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○ **Please tick here if you don't want to receive any interesting bumpf about other incredible offers or spanky new products.**

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the first 250 super-speedy subscribers snaffle an acclaim t-shirt (offer subject to availability)

