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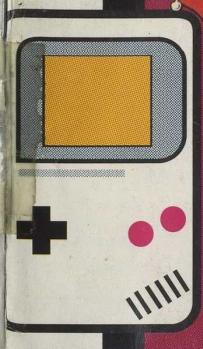
GB ACTION

5 MEGA COMPOS!!

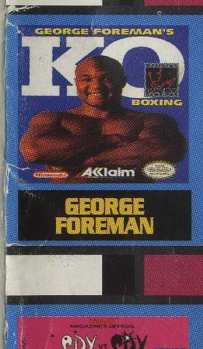


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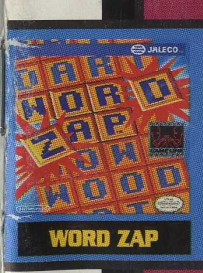
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SPEEDBALL 2

'Brutal Deluxe?'

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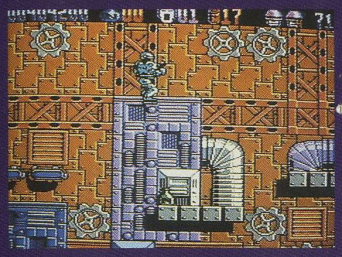
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MEAN MACHINE / MARCH 1992



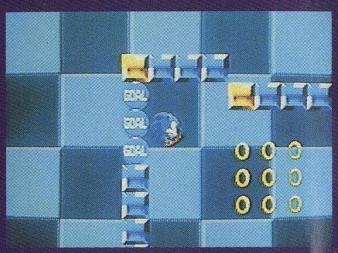
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CVG / MARCH 1992



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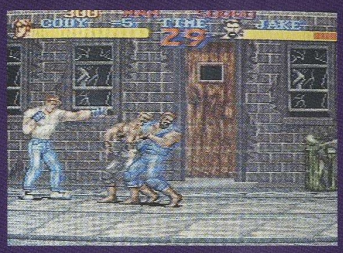
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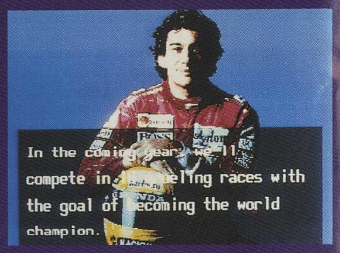
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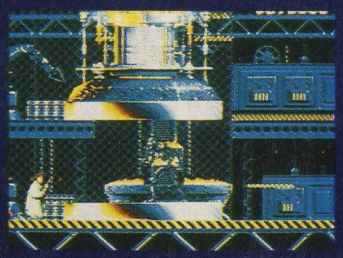


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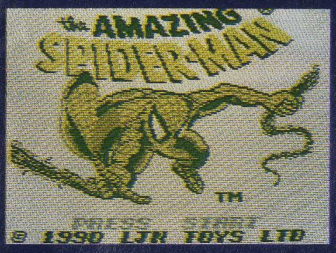
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4
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And hot new games is where the Gamesmaster Zone really has the edge. The day a title is out, is the day that title will be in.

And not just boxed behind the counter, but loaded up and ready to play in our demonstration units.

By now the doubting Thomases amongst you may be thinking we're telling a few wobblies ourselves.

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CON

Issue 6 November 1992

6 News



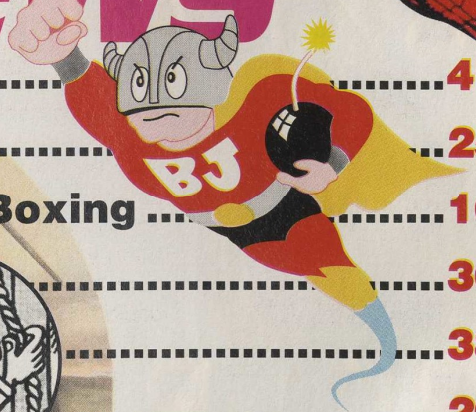
- Dirt-digging news, designed to turn your hand held into a throbbing orb of importance.
- There's fin-sucking scandal in RoboCod with a top Whitehall o-fish-ial, and rumours of a mass suicidal cult with a gang of madcap Lemmings.
- Elsewhere, we bring you exclusive shots of Super Mario 2 and the most up-to-the-minute gossip on games as various as Krusty's Fun House and Zool.

Features

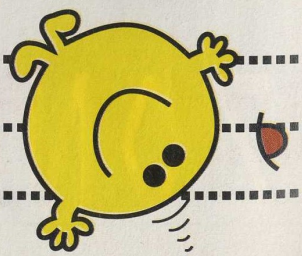


Reviews

Asteroids 41
Bomb Jack 25
George Foreman's KO Boxing 16
Parasol Stars 30
Pop Up 38
Speedball 2 20
Spy Vs Spy 28
Ultima: Runes of Virtue 14
Word Zap 18
Xenon II 22







TENTS

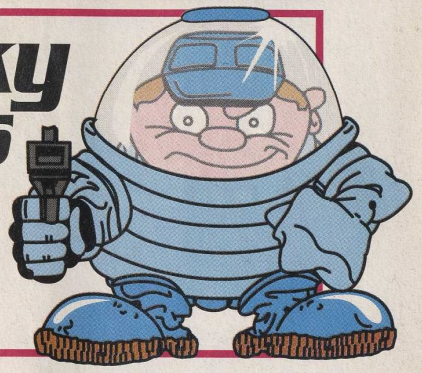


Games that Bite

42 ➥ R-Type, Alien 3, T2, Robin Hood, Spider-Man 2... An astounding list of titles all from one design team, BITS.

26 ➥

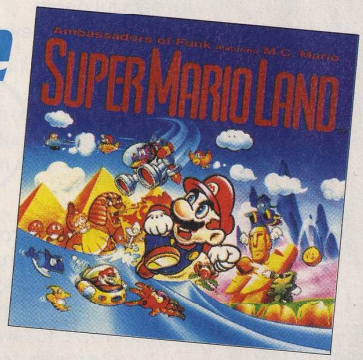
Sneaky Peeks



Mark Hamill may be 40, Harrison Ford is pushing 50, but Star Wars remains youthful thanks to the speed of light! Ubi Soft takes the sci-fi spectacular from the big screen to the little screen. Also this month, Sigourney Weaver returns to fight a nasty beastie in Alien 3 and there's a further dose of interplanetary mayhem in Max.

Funk the Groove

63 ➥ From stardom to super stardom to super-duper stardom, MC Mario and Andrew Lloyd Webber lend their talents to the vocals of the latest happening tunes...



44 ➥ Tips

We bring you another two pages of scrumlicious tippettes from Bart Simpson's Escape through to Tetris!

53 ➥ Q & A

You can't keep a good man down, and you can't keep Brad down either. The man with the plan returns yet again to help you with all your problems – or does he?

8, 9, 34 & 39 ➥ Win!

5 COMPOS

It's compo frenzy this issue. You could win one of 50 CDs of The Shamen's top five album 'Boss Drum', or an awesome looking Handy Boy. And how well do you know your Star Wars characters? A superb Star Wars trilogy video set could be x-winging its way to you.



Player's Guides



The Addams Family 48
Batman: Return of the Joker 46

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COMPO Winners

A Switchstix is now on its way to every entrant who wrote in with a jingle for our compo in issue four. Here are a few odes to savour:

You want some cool arcade control?
Get Switchstix on and you'll really roll.

If your control pad is feeling queasy
Fit a Switchstix and make it easy.

Switchstix, Switchstix really great
Feel the power and you will faint.

Megatastic, megadocious, whoopy do, whoopy do
if you don't have a Switchstix you'll have to use a twig
Ha ha ha, ha ha ha.

if you think that joypads are lame
Then use these Switchstix to improve your game.

I've been fumbling in the dark
Switchstix will give me extra spark.

When your joypad needs a wobble
Use a Switchstix, it's a doddle.

There was a young man from Baghdad
Whose Nintendo thumb was really quite bad
They had blisters galore
They made gaming too sore
This made him feel totally sad
But now there's a solution and cure
its price will suit even the poor
It's called a Switchstix
To your Game Boy it's fixed
It's a brilliant idea, that's for sure.

200 Castelian badges have just been popped in the post too.

GAME BOY TOP TEN

1 (1).....Super Mario Land
2 (-).....Dr Franken
3 (2) .....Terminator 2
4 (3) .....Hook
5 (6) .....Mario Golf
6 (10) Motocross Maniacs
7 (5) ....Bart/Camp Deadly
8 (9) .....Blades of Steel
9 (4).....Bill and Ted
10 (7) .Bugs Bunny Castle

ELSPA
PENGUIN
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Lemmings

Lemmings has been acclaimed as the most innovative and successful game ever. The great news is that a Game Boy version is in production to be released by Ocean in February '93.

Dozens of lemmings march around the terrain doing what comes natural to them – following each other off cliff edges and into all sorts of peril.

As chief lemming you must dig tunnels, build bridges etc to save them from committing hara-kiri. More and more of your buddies enter the game, aimlessly moving towards disaster and increasing the pressure.

It's addictive, infuriating and the best fun you're ever likely to get out of a game. Watch out for a preview soon.





Krusty's Fun House

Simpsons mania has been one of the most enduring crazes thanks to fresh and highly original material. It seems games are being produced on every conceivable aspect of the cult cartoon series.

Krusty the Clown is Bart's favourite TV star and this 60 level game has a variety of puzzles based in Krusty's crazy funhouse with guest appearances from the likes of Homer, Corporal Punishment and Sideshow Mel, not to mention Bart of course who is the Trap Master.

Krusty's Funhouse is due for release in January '92, published by Acclaim LJN.

MATT GROENING

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Ship Ahoy!

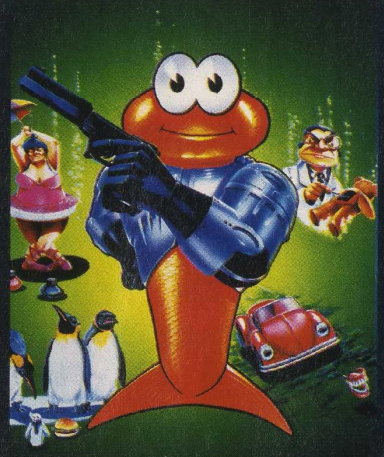
How many F grades in exams have been a result of playing Battleships at the back of the classroom? From pen and paper to board-game to Game Boy game is a remarkable transition, but the principals of the game remain much the same.



You use the directional keys to place your fleet and then plot your missiles to sink your opponent's navy.

Its a shame there isn't going to be a two-player link-up option but it's well worth a look. Battleships will be released by Mindscape in December.

The name's Pond... James Pond



As underwater agent James Pond he was licensed to gill and churn out a whole string of criminally unfunny fish related jokes and anecdotes.

A freak accident meant that he had to be rebuilt and James Pond became RoboCod! Now we can exclusively reveal that this mean, green and part machine super hero is to hit the Game Boy screen in early '93, published by Ocean.

In this epic adventure the evil Dr Maybe has taken over Father Christmas' toy factory and is producing toys with booby traps in them.

RoboCod must infiltrate the factory and thwart Maybe's despicable plans, fighting off the evil quack's minions and the crazed brain-washed toys.

With some ingenious features making Mario seem decidedly old hat, RoboCod promises to be a resounding hit next year!

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Carry on Carrying

Logic 3 have come up with a new carry case for your Game Boy. Although small in size, it can hold up to six games, cables and the all-important batteries.

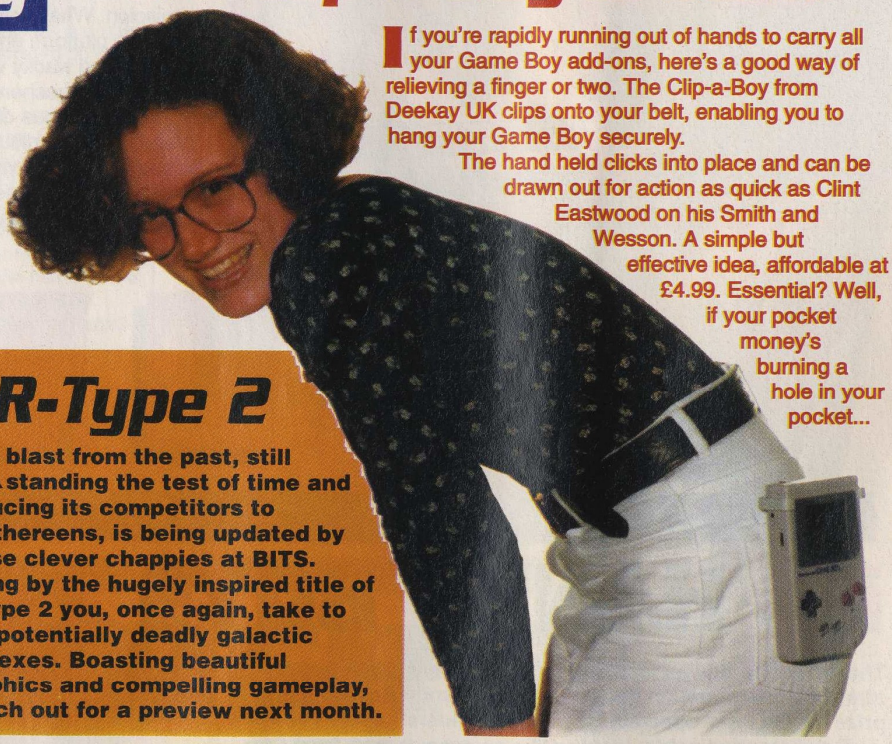
Extra durable, the case also has added cushion protection. Now you can sit down with a Game Boy in your back pocket without ever worrying about the consequences. Available from Spectravideo, this add-on costs a reasonable £10.99.



The Clip-a-Boy is Here!

If you're rapidly running out of hands to carry all your Game Boy add-ons, here's a good way of relieving a finger or two. The Clip-a-Boy from Deekay UK clips onto your belt, enabling you to hang your Game Boy securely.

The hand held clicks into place and can be drawn out for action as quick as Clint Eastwood on his Smith and Wesson. A simple but effective idea, affordable at £4.99. Essential? Well, if your pocket money's burning a hole in your pocket...



R-Type 2

A blast from the past, still standing the test of time and reducing its competitors to smithereens, is being updated by those clever chappies at BITS. Going by the hugely inspired title of R-Type 2 you, once again, take to the potentially deadly galactic vortexes. Boasting beautiful graphics and compelling gameplay, watch out for a preview next month.

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Ninja from the Nth Dimension



© 1992 Gremlin Graphics Software Ltd.

If ever there was a game character designed to knock the likes of Mario and Sonic into the proverbial cocked hat, Zool is the one.

A weird aggressive looking character billed as 'a Ninja from the Nth dimension', Zool has been sent down to earth on a mission. What's awaiting our pint-sized hero is a furious platform environment in a bizarre series of weird and wacky venues ranging from a sweet factory to a treacherous underground lair.

Each level has different threats and difficulties related to the particular environment. On the Game Boy, it is one of the most varied and fast moving arcade romps ever produced.

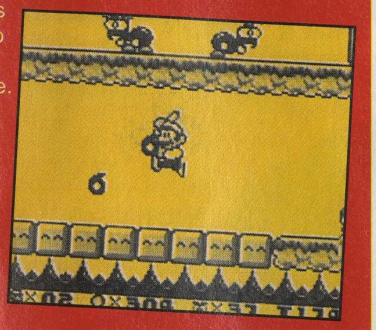
The game is presently in the early stages of production but Zool is expected to be released in summer '93.

Mario 2

GB Action presents you with the very first screenshots of Mario 2. With a myriad more levels to battle through, tougher and meaner nasties to beat, secret bonus rooms and a battery back-up enabling you to save your game, it's gonna be a goodie.

Mario will have a whole new range of acrobatic antics – spinning and twizzling in the air and soaring up in the clouds with his 'bunny' ears.





WIN!

24 HANDY BOYS

The old Game Boy as fashion item is certainly prone to strange transformation but we think the Handy Boy wins first prize for the most spectacular metamorphosis.

Barely recognisable, looking like an assault craft from Star Wars, your Game Boy becomes a portable arcade machine, complete with joystick, quick fire buttons, bigger, magnified screen and stereo sound.

The Handy Boy is the ultimate Game Boy add-on. Courtesy of Spectravideo, we have 24 worth £29.99 to give away.



Here are some famous Andys. All you have to do is match each Andy with what they are best known for. If you think Andy Crane (a) is one half of pop duo Erasure (2), then write 2. a, and so on.

a. Andy Crane
b. Andy Williams
c. Andy Pandy
d. Andy Ridgley
e. Andy Bell

1. Ex Whamster who's a bit lost without his talented chum
2. High camp half of pop duo Erasure
3. Ageing American crooner
4. Chirpy children's TV presenter
5. Daft looking puppet in stripy jimjams

The Handy Boy is available from: Spectravideo, Unit 27, Northfield Ind Est, Beresford Ave, Wembley HA0 1NU. Tel: 081 902 2211.

Entries to be in by 30th November. Send them to: (note the new address) Database Direct, Junction 8 Business centre, Rosscliffe Road, Ellesmere Port, South Wirral, Cheshire L65 3BN.

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WIN!

20 MARIO BIKE BLASTERS

The Mario Bike Blaster is just one of a diverse range of Mario merchandising. The biggest bike accessory since the Spokey Dokey, the Blaster is an electronic siren, fashioned in the shape of the chirpy Italian plumber's face.

It can emit any one of eight very loud 'biddly biddlyboom' and 'peewitpeewit noises'... or a startling crescendo of all eight if you keep the button pressed for long enough.

Launched this month by Creative Concepts, priced £9.99, we have 20 Mario Bike Blasters to give away. Simply answer these bikey horny-type questions.

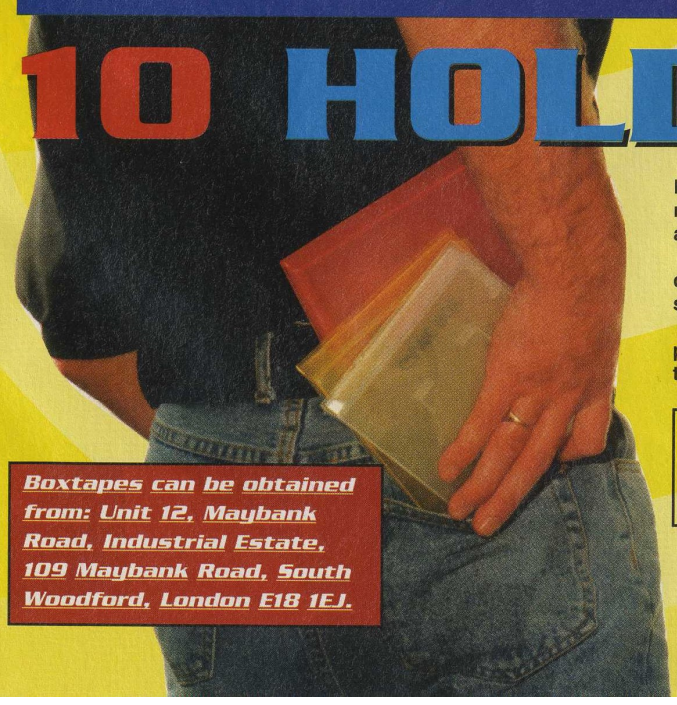


To obtain a Super Mario Bros bike blaster send a cheque or postal order for £9.99 inc p &p to: Creative Concept Development Ltd at PO Box 92, Reading, Berkshire RG4 7HX. Allow 28 days for delivery.

1. What 16th century naval explorer is also a make of bike?
2. What old-fashioned bike with two very different size wheels was named after two coins?
3. What is the name of the annual bike race that always finishes in Paris?

WIN!

10 HOLDERS



Let's face it. How could your life be truly fulfilled without these magnificent, rainbow coloured Game Boy cartridge holders from Boxtapes Unlimited, priced at £3.99 for a three pack and £5.99 for a five pack.

Simply insert your fragile cart in this robust box made from high clarity, durable translucent plastic to make it indestructable, impervious to light, shockproof and a lot more difficult to misplace.

If you want your fave games to last well into the next Ice Age, a sensible precaution would be to enter the compo. Simply match up these objects with the building/place that protects them from the environment.

1. garage	a. aircraft
2. safe	b. horse
3. hangar	c. car
4. stable	d. valuables

Boxtapes can be obtained from: Unit 12, Maybank Road, Industrial Estate, 109 Maybank Road, South Woodford, London E18 1EJ.

Entries to be in by 30th November. Send them to: (note the new address) Database Direct, Junction 8 Business centre, Rosscliffe Road, Ellesmere Port, South Wirral, Cheshire L65 3BN.



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Logic 3



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Reviews

Jason Spiller

His nerves shredded by the pressures of the job, our hapless Ed has taken a relaxing holiday in the glamorous seaside resort of Pontefract in Devon. Booked into Pontins, Jason has been riding the dodgems, bopping to the Birdie Song and entering the Mr Puniverse competition, which he's odds on to win.



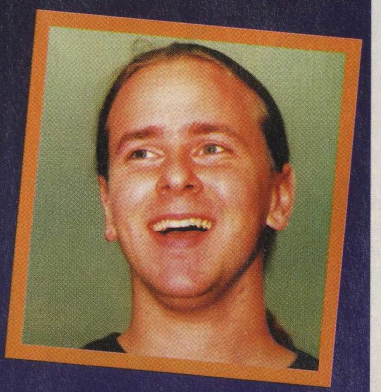


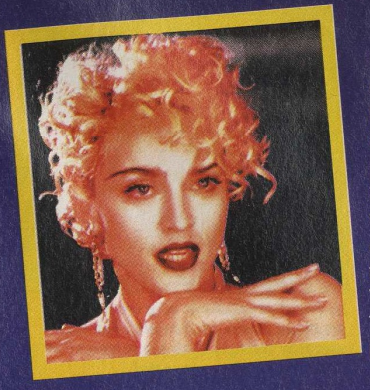
Sharon Greaves

Our dear Fergie has been seeking psychiatric aid to help her with all her traumas and toe related problems. These include: what time to leave home in the mornings, how many sugars to take in her coffee, and whether a constitutional monarchy in contemporary society is at all compatible with late capitalist democracy.

Andy Sharp

Although keen to promote his musical tastes as noisy, grungy hardcore-type stuff, we can exclusively reveal that Andy has an extensive collection of Mr Men books and records and thus stands revealed as something of a soft, fluffy pussycat at heart. If only he tidied his desk and put away all the stuff Fergie keeps piling on it ...





Madonna

In between her stints as office dogsbody stapling the mag together, our Maddie has found the time to produce an expensive coffee table book of herself in a variety of saucy situations, drawing inspiration from her favourite Game Boy games: The Self Punisher, Sordid Tales, Madonna's Lair, Hook, and Flaunter 2.

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Inside

Asteroids.....41

Zap your way out of a field of um, asteroids... er, that's it

Bomb Jack 25

Fizzing frolics from a bundle of dynamite

George Foreman's KO Boxing 16

Punching preacher pummels pugilists to a pulsating pulp

Parasol Stars.....30

Mary Poppins gives up the day job

Pop Up.....38

Snapping, crackling, krisping - eat it up!

Speedball 2.....20

Rolling, rolling, rolling... Rawhide!

Spy Vs Spy...28

What's through the round window?



Ultima: Runes of Virtue.....14

What evil lurks in the hearts of men? Sherry the Talking Mouse knows...

Word Zap 18

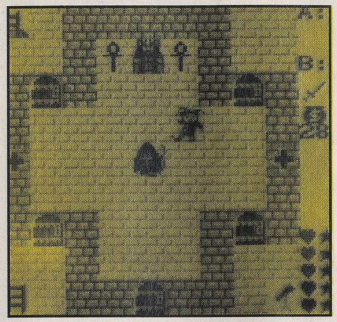
Beguiling verbosity in a sesquipedalian soliloquy

Xenon II.....22

"Eat plutonium death, you weird undersea beastie!"

ULTIMA
RUNES OF VIRTUE

Salmon paste butties – check, pickled onions – check, twiglets – check. Shove them all in my rucksack and I'm ready to pop off through the jetsam of time for a bit of inter-dimensional travel.



Choose one of four knights, either the Mage, the Bard, the Fighter or the Ranger, to consult with the King and then go off on a bewildering jaunt around the land

Doctor Who had a most befuddling time squeezing through the fabric in the loose stitching of time, so much so as to became as woolly as his fashion statement of a scarf.

Now it's your turn to encounter an odd assortment of friends and foes as you delve into the past for a spellbinding adventure.

Speaking of Doctor Who, this game resembles something of a Tardis – the game pak with its powerful 1 meg chip groans under the weight of a huge 170 levels.

It's also one of the first adventure games to make use of a two-player link, opening up a further 80 levels.

Plonk yourself down somewhere comfortable because this romp is going to take you absolutely yonks to complete. On a world scale I've probably got about as far as Blackpool by now.

CAVERNOUS



Adventure games are starting to burgeon on the GB and this is the most tantalising one so far. I've not yet emitted any whoops of joy because I still have to find a rune but I'm not fed up – well OK, just a little. It's impelling but you'll need the patience of an artist waiting for the Mona Lisa to break into a grin to make any startling progress. ***Sharon***

Rule Brittanica

The rough 'n' ready folk in the land of Britannica give you a headbut of a welcome as you shout a hearty greeting. Lord British, the sovereign ruler, is in a right royal tizz.

Bad vibes are tickling his subjects' fancies; selfishness, dishonour, cowardice and deceit are taking over.

Aptly categorised as a champion due to the strength, intelligence and dexterity oozing from your every pore, it's time for you to enter into the fray and embark on a quest to find eight



Shamino the Ranger has accumulated trillions of really useless points, along with tons of swords and an axe or two

FACT FILE

SOFTWARE HOUSE: **FCI Origin**

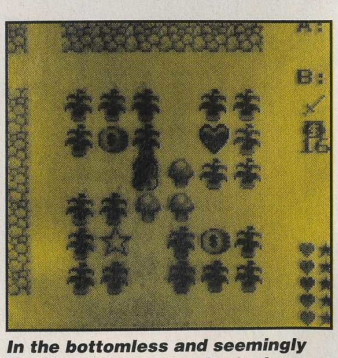
SUPPLIER: **Nintendo**

PRICE: **£19.99**

NO OF PLAYERS: **1 or 2**

RELEASE DATE: **Out now**

AMERICAN IMPORT



In the bottomless and seemingly endless cave of Deceit, the lone warrior bumps into an arsenal of power-ups. Whoopy-do!

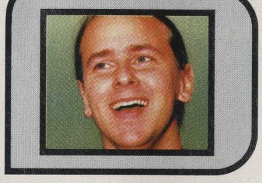
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Into the Shrubbery





KNIGHT KNIGHT



Adventure games of a high quality are few and far between on the Game Boy. Ultima rates as one of the best adventures for your hand held, if not the best. It seemed to take an eternity before I began to make any progress, probably because I'm a bit rubbish at adventures but this will keep all fans of this genre engaged for hours. *Andy*



Spoilsport!

runes, symbols of such great virtues as justice, love and courage that are now skulking in eight different caves.

You begin in the royal court and then follow instructions as to which direction to take.

It is essential to memorise where you travel, unless you happen to have a dippy fondness about aimlessly meandering all over the place without ever getting anywhere.

Brain rummaging conundrums mingle with hack 'n' slay episodes, admittedly not over frenzied but still hectic enough to have Kate Adie half reaching for her pearl earrings and jumping on her four-wheel drive.

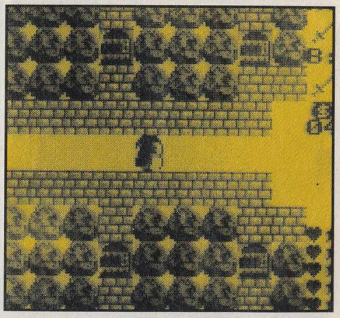
A strange assortment of characters also break into your loneliness to proffer words of advise, be they wise or not.

You are warned that Finn likes to pepper his conversation with lies but when he told me to head north I thought, ha ha, can't fool me and went the other way, only to be jumped on by mimics pretending to be treasure troves!

I go up one possible avenue of exploration but, oops, it turns out to be a dead end. About turn and, oh lummy, I've just accidently knocked against a pressure plate and released a gang of lions.



"Brain rummaging conundrums mingle with hack 'n' slay episodes."



'Pack up your worries in your old kit bag and smile, smile, smile...' well that's the idea, if only he could find a way to the doors...

A Dead Loss

With my extended kitchen knife I slice a few heads and make a dash for the door but, by heck, it's locked and I've not yet found anything remotely looking like a key.

A few more head swipes later and I bolt out the other door to take a peek inside the adjacent room. Oh fabulous, there's oodles of extra hearts and power-ups to be scooped up here.

Through the next opening and, blimey, after all that I'm telewarped back to where I started! And that's just for tasters. The further in you venture, the more betwiddling it gets.

Discover who and what are your friends and foes. Trolls, gremlins and 'splodos impede your progress while, in contrast, friendly gargoyles, boomerangs and lightning amulets give you a welcome boost.

I've crossed the choppy waters a few times to explore foreign soil but, bottom lip quivering and bogged down in a smelly cave, have had to turn to the ankh for a respite.

When selected, this gadget transports you back to the royal court and you can then set off afresh in a different direction.

Should you start to feel droopy at any time, the game comes with an excellent battery save game option, allowing you to halt the action whenever you want before the next thrilling instalment looms into view. ***Sharon***

SCORE

79

PER CENT

Gameplay: 7/10

Lastability: 9/10

Presentation: 6/10

GEORGE FOREMAN'S KO BOXING

As the former heavyweight champ lends his muscle to the latest sports sim, are we in for a game of bruises and bloody noses, or has the veteran punching preacher been stitched up good and proper..?

Put a big name behind a licence and it automatically transmutes into a big bucks game. Right? Well, that's what publishers would sometimes like to think, by-passing the fact that glamming up a title does nothing to the entertainment value if gameplay is left to wilt.

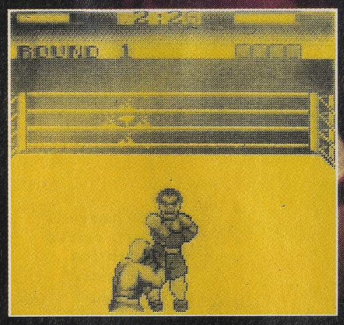
Beat'em-up elements feature in most platform and arcade-based games. Therefore, a prerequisite of a title concentrating solely on the jab 'n' punch approach is that it exhibits a definite edge.

Unfortunately George Foreman's KO Boxing lacks those special tactical moves, exhilaration and downright thuggish behaviour to help it flourish.

> **Lily-livered punches lacking in soul.**

Your aim, as big George, is to defeat all the world ranked Heavyweight contenders, of which there are nine, in a bid to win all three Championship belts and subsequently progress to become the holder of the Heavyweight World title.

Four knockdowns in a round will win a bout, enabling you to move onto the next pectoral blocking your view.



JAB! RUMBLE! The seasoned boxers let their fists do the talking

A password system removes the tediousness of starting from scratch every time you play.

With an over-the-shoulder perspective, George's punches and crosses are controlled via the 'A' and 'B' buttons and the directional pad.

You Got Lucky

Sadly, actual body movement is kept to a bare minimum, so much so that it produces a false sense of security.

in fact, the pace is more akin to an over fifties synchronised swimming class – lots of shoulder wiggles and floppy arm movements – rather than a full scale wager.

At least you could say that George's in-ring presence has been accurately transcribed. There he stands, a solid lump of flesh, rejecting the Fred Astaire flighty feet approach.

Suddenly he gets annoyed and – wham! – with a flex of the wrists and a heavy hand, the opponent's out cold.

A few victorious pelvic thrusts later, a glance at the punchstats screen showing how many punches have been thrown and landed, and it's back to bone crunching antics.

The fighters are well animated, yet the practically obsolete detail and minimal spot sound effects only serve to cripple their impact.

Furthermore, duckin' and divin' is limited to a fractional movement or two to the left or right, only really using the bottom half of the screen.

To lift the game from its dormant stage maybe Mr Foreman should adopt the all-singing, all-dancing approach and throw in his gloves for a ukele. All together now, 'When I'm cleaning windows!' ***Sharon***

FACT FILE

SOFTWARE HOUSE: Acclaim

SUPPLIER: Console Plus

PRICE: £19.99

NO OF PLAYERS: 1

RELEASE DATE: Out now

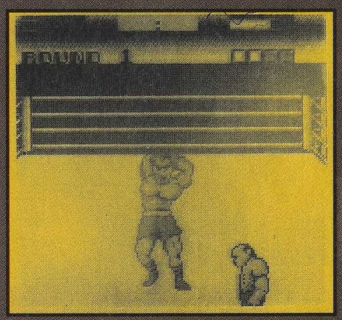
OFFICIAL

BLOODY NOSES



Big George's voracious appetite for glory, food and fame appear to be mooted on the little screen. A game revolving around fisticuffs is never really an eye-catcher, but even those with a taste for fighting sims will find the lily-livered punches on display to be lacking in soul. Is the king of comebacks destined to end up on the has-been heap? *Sharon*

Lampost Leaning



Goaded by the pull of such luxuries as Gianni Versace designer suits and free bottles of HP sauce, the boxers embark on their gladitorial activity. Putting the memory of boyhood taunts behind them, the beat'em rough life has taken firm hold

SCORE 40 PER CENT

Gameplay: 4/10

Lastability: 3/10

Presentation: 5/10

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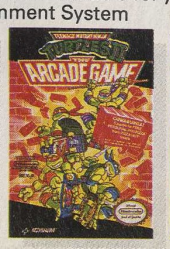
- For one player only
- System: GAME BOY

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F&P 92/285 P1

word *n. & v.* –*n.* **1** a sound or combination of sounds forming a meaningful element of speech, usu. shown with a space on either side of it when written or printed, used as part (or occas. as the whole) of a sentence. **2** speech, esp. as distinct from actio (*bold in word only*). **3** one's promi or assurance (*gave us their word*). (in *sing.* or *pl.*) thing said, rem or conversation. (in *pl.*) t a song or an act part. (*they had word* **7** ne message. **8** a co (*gave the word to* expression of data wor elect word *word tha* **as good as** exceed) **wor word** (ofte

Word; a group of sounds forming a meaningful element of speech + Zap; an overwhelming burst of energy = informative vigour on your Game Boy = Word Zap.

WORD ZAP

ZAP THAT



Across between Channel 4's Countdown and Scrabble, Word Zap gnaws right down to the marrow of infotainment on the GB. It's fun, challenging, infuriatingly accessible and even smuggles a learning curve in there too. Just like Tetris and Boxxle, it'll percolate into your every pore. Simple to play, you'd be simple to miss it. *Sharon*

No dudette to go and rescue, no slobbering widget to engage in battle with, no platforms to romp? That's right, this is a clean livin' and no killin' word puzzle game that works a scrumlicious treat.

Just by diddling with your hand held you can now learn how to incorporate the most groovesome of arty-farty words into those conversation stoppers.

Bedazzle friends by throwing in recently acquired 'what a futz', 'zayen' and 'oh tyee' when chatter is beginning to stagnate.

Tell someone to get knotted with a beautifully constructed phrase such as, 'you see that hik there, he's your grandad he is' and even invent new colloquialisms like 'krik' – the marks left on your legs after you've been sitting in a wicker chair.

Word Zap involves as much or as little brain flexing, panicky activity and buzz as you wish.

Given an eight letter assortment, you form seven different words of between three and five letters each.

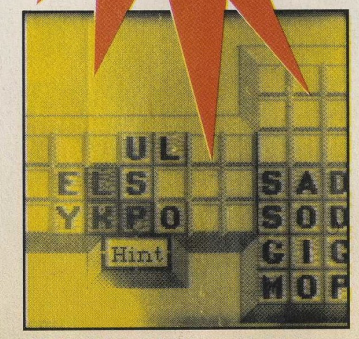
The level of trickiness is up to you. Whether you feel sluggish or whether your brain's sparking with a tonful of nippy words, alter the skill level accordingly.

The difficulty is set on a scale of one to five, easy-peasy to fast mind-and-button moving, while the complexity of the vocabulary used can also be increased or decreased, making great leaps from the beginner's 'cat', 'sat' and 'mat' to the much more cosmopolitan 'tiki', 'hajj' and 'chez'.



The first one to fill all the columns wins. Did you know that 'sate' means 'to desire to the full'? You learn something new every day

> **It'll percolate into your every pore.**



Nine letters left, three more non fictional words to make. Press the hint option and it may say, 'you could make the word 'yes". Radical

Spell Challenge

Unless in a link-up game the computer acts as the opponent and it becomes a race against time as to who can come up with a set of seven words the first.

Should you both telecommunicate and produce the same combinations then, ZAP! the word is exterminated and both sides rethink.

To twizzle your mind even further, an option exists whereby only the letters positioned at either side of the one you've chosen are free to be used next. If you don't want to be left with an impossible combination such as a K an X and a W, think carefully.

Word Hai is the name of the other game in the cart. This involves making seven three letter words out of a selection of 21 letters.

Once done there should be no letters left out and no misconstrued words. If so, then just mess vowels around to make the odd one out fit.

Again this can be played as a challenge, timed or otherwise and with a hint option too. And again, the next letter to be selected depends on what's just gone before.

You can invent a word, register it, and if there are no objections, then buy it and have your very own copyright.

FACT FILE

SOFTWARE HOUSE: Jaleco

SUPPLIER: Console Plus

PRICE: £19.99

NO OF PLAYERS: 1 or 2 (link-up)

RELEASE DATE: Out now

AMERICAN IMPORT



Word Zap – a great advert to illustrate the fact that education could never be made so much fun. Tell your English teacher today!

SCORE

88

PER CENT

Gameplay: 8/10

Lastability: 9/10

Presentation: 7/10

Can only 'bon mots' express the addictiveness of this game? Well, there is one drawback, why does the otherwise wonderful 10,000,000 word dictionary accept 'rad' and 'bozo' but not 'yob'? Hmm. ***Sharon***

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Dr. Franken™

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TOTAL – 91%
GAME ZONE – 92%
FISTFUL – "POSSIBLY THE BEST GAME EVER ON GAMEBOY"





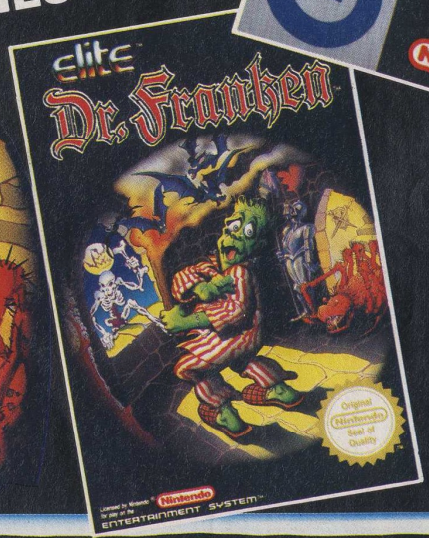






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FACT FILE

SOFTWARE HOUSE: Renegade

SUPPLIER: Mindscape

PRICE: £24.00

NO OF PLAYERS: 1

RELEASE DATE: Out now

OFFICIAL



The cold, steel and granite arena of the future sport – Speedball

The heavy steel ball thudded into the glove, near wrenching the shoulder from its socket. "JONATHON... JONATHON", the crowd chanted! Blinded by blood, sweat, a searing pain, Jonathon picked his way through the scattered injured and launched the projectile... CrrRang!

SPEED BALL 2

A series of near-future novels and movies in the '70s and '80s had a profound affect on the all too fertile imaginations of certain adolescents of the time.

The likes of Ultimate Warrior, Omega Man, Logan's Run, Blade Runner, Escape From New York and also Rollerball provided the stimulus for many of the games that we play today.

One of the greatest future-prediction statements from the software design fraternity was the superb 'future-sport' game, Speedball 2, designed and produced by the Bitmap Brothers.

Inspired by Rollerball, this future-sport was a chart-busting smash on the 16-bit.

Now this superb production has been pumped into the Game Boy, courtesy of top designers Spidersoft.

'This game truly is Brutal Deluxe in almost every sense.'

The brief was to produce an exact hand held version of the game... nothing less would do.

Technically, Speedball 2 is advanced, even by today's standards, boasting features that would seem unfeasible on the Game Boy.

Miraculously, the conversion survives pretty much intact. Spidersoft approached the project through a process of physical, all-round size reduction.

Inspired

Fortunately, the great definition of the sprites and solid coding meant that the graphics and background detail in the Game Boy version have retained much of the clarity.

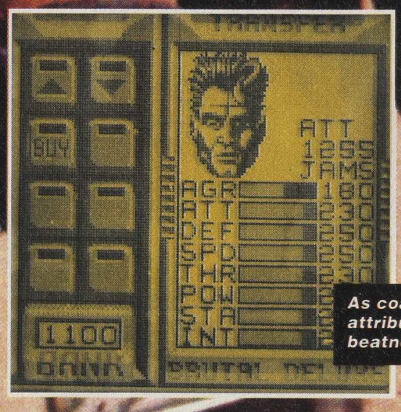
In relation to size, the scroll pace is unmarred by jerkiness and interruption.

The original artist Bitmap Brother Dan Malone was inspired by the characterizations in the cult comic

BRUTAL



Anyone who has seen the heavy production of Speedball 2 would be doubtful that this Bitmap classic could survive the drastic reduction to the GB arena. But sacrifices have been intelligently selected to preserve the true essence of the original game. Despite the lack of the two-player option, this is a true hand held version. *Jason*



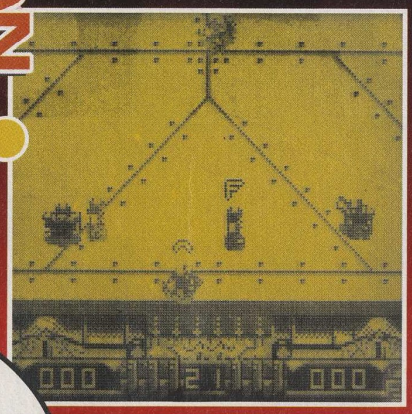
As coach, hone the attributes of the rough beatnecks in the team

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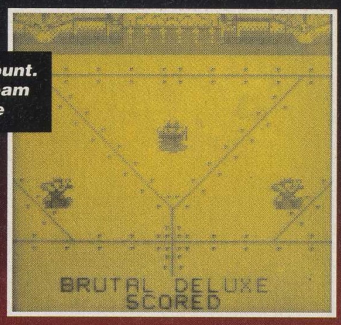


ACTION PACKED!!!

Speedball may be the danger sport of the future, but research shows that today's sport is prone to injury. In England and Wales alone, there's 29 million sport injuries costing £60,000,000 in treatment!



Even in considerably reduced circumstances a good deal of graphic definition remains



It's the goals that count. The Brutal Deluxe team piles on the pressure

2000 AD and the spirit and atmosphere of his creations survive the transition to the little screen.

Speedball 2 is a combination of brutal, non-stop action in the arena, with team management and coaching being a fundamental aspect of performance in this competitive sport.

As manager of the team named Brutal Deluxe, the objective is to strengthen a squad of 12, which comprises of nine players and three substitutes.

This is achieved by referring to league and player statistics and using this information to sell, buy and condition players.



The steel ball is spat into the arena. Gain the initiative and seek to maim the enemy

A gym section corresponds to the management responsibilities with the fitness and general attributes being a crucial issue.

Pep Talk

In the gym, you can concentrate on a single troublesome area of an individual player, or implement an overall change to the whole team.

The arena... a cold, grey, granite and steel world, hosts a minimum rule free-for-all game. The objective is to get the ball, go for goal and let nothing, NOTHING get in your way!

The steel ball is ejected from the centre of the arena and the joypad controls the nearest man to it

Tapping and releasing the 'A' key throws the ball. Meanwhile, when the opposition has the ball, a timely tap of the 'A' button affects an aggressive slide-tackle designed to send the enemy reeling.

During the course of this furore they call sport, certain icons appear which relate to identifying each player's in-built attributes such as attack, tackle or defend and marking the player in possession of the ball.

Other icons relate to specific point and bonus opportunities; score multiplier and Electro Ball which stuns the player to come in contact with it.

The 16-bit original boasted two-player games and this is sadly missed in the Game Boy version.

However, the folks at Spidersoft have sweated more than a few buckets perfecting the computer intelligence to offer competition to players of all levels.

Control is responsive on all fronts as you manipulate the squad, pass and go for goal. Amazingly, the non-stop action feel of the game has been faithfully translated .

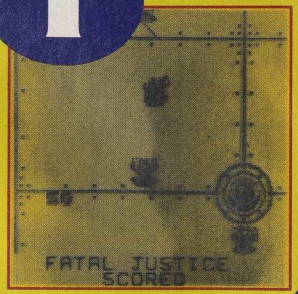
Whether you're aiming for the league championship or just fancy a dirty brawl or two, this game truly is Brutal Deluxe in almost every sense of the word. ***Jason***

SWEATY THRILLS



Speedball 2 has always been one of my favourite games on the Amiga. I approached this conversion with some caution, but I was surprised by how impressive everything looked. It's also dead simple to play, just like the original in fact. The main, and only, problem I encountered was I couldn't tell the difference in the team colours! *Andy*

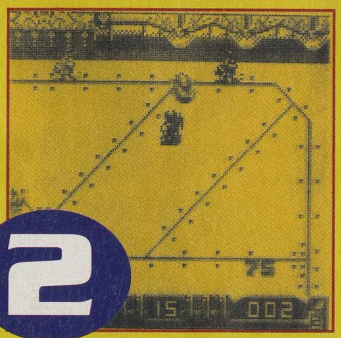
1 Soulless



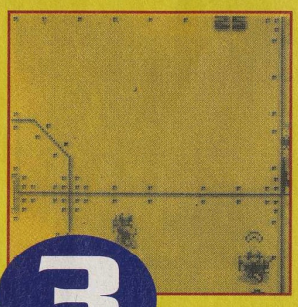
More trouble in the tournament! Another goal against us already and we haven't even had a shot yet!

2

Plenty of old-fashioned stamina and nerve is needed



3



Watch out! One of the players looks like he's about to be hit by a boomerang. There aren't any in the game though. Weird

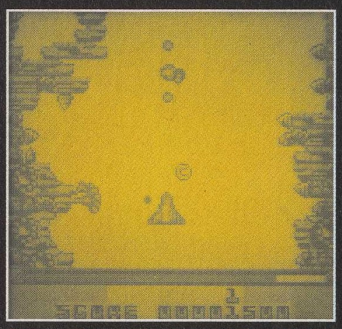
SCORE 91 PER CENT

Gameplay: 9/10

Lastability: 8/10

Presentation: 9/10

XENON



Stripped to the bare metal with a cannon strapped to the nose cone, some serious fire button clicking and cash grabbing is in order

Xenon 2 on the Game Boy? The Bitmap Brothers' blast deluxe on the little screen? You're pulling my pud! With its fist-sized aliens, devastating weaponry and explosive effects, how could this blast be squashed into the little screen?



FACT FILE

SOFTWARE HOUSE: Renegade

SUPPLIER: Mindscape

PRICE: £TBA

NO OF PLAYERS: 1 or 2

RELEASE DATE: TBA

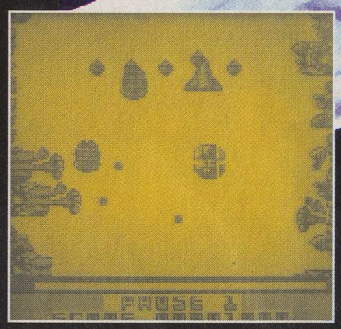
OFFICIAL

AWESOME



Xenon 2 hits the Game Boy screen with all the conviction of a blast of Nashwan power. This original cast-iron production has made the journey to the little screen with ease. Behind the scenes, designers Teeny Weeny's efforts have been tireless in their execution of this quite complex conversion. An emphatic success. *Jason*

TM & © Mindscape



Massive background graphics scroll smoothly with hardly a glitch or murmur of complaint on the Game Boy screen

The shoot'em-up has always been one of the most prolific themes of true arcade entertainment. However, three years ago, fad-conscious game fans grew somewhat tired of the relentless scroll 'n' shoot alien bashes.

They took to the roads in rear-view race games such as Out Run and Chase HQ. But the Bitmap Brothers were determined to see their dream through to fruition – a sequel to the hit alien blaster, Xenon!

The Bitmaps researched into why the shoot'em-up had become so hackneyed and predictable. They came up with some stunning features and effects which turned Xenon 2 into the blast that all other shoot'em-ups would be compared with.

Xenon 2 single-handedly revitalized the trade in alien ass-kicking, cracking the flabby and predictable shoot'em-up mould with a 24 pound steel sledge-hammer.

Breaking the Mould

What made this game a blast meister's delight was the spectacular effects, and that's what makes a convincing Game Boy conversion seem even more improbable.

However, the small but perfectly formed design team, Teeny Weeny Games, ignored the odds and never shirked from its obligation to produce a believable hand held version of this blast deluxe.

A whispy sprinkling of Bomb the Bass' Hip Hop on Precinct 13 is emitted from the dinky GB speaker.

Just as the gulf between a stereo, full-colour monitor and an LCD display hand held unit is all too obvious, so is the daunting task of producing a faithful conversion.

Reminiscent of the original, the Game Boy scroll routine is set at a somnolent pace which draws you into a dangerously false sense of security. It contrasts unnervingly with a frenetic yet constant and unpredictable enemy attack.

The Bitmaps turned to the old 'Natural History Encyclopedia' to find enemies, and discovered some gruesome looking beasts which shaped Earth's evolution.

Xenon 2 has you blasting the guts from the very beginning of time and on to man's future technology.

At first the 'assault craft', for want of a better phrase, is stripped to the bare metal, with a simple, single-shot fore-mounted cannon.

Blast of the Past

Fortunately, the first waves of attack are tentative, allowing you to really get to grips with both the joypad controls and the weaponry.

This honeymoon period is short-lived though as the ingenious attack patterns are designed to commit you, tax you, beguile, then bludgeon you.

Level one is the world of Molluscs.

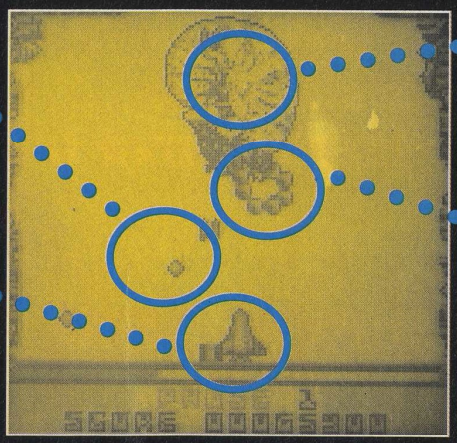


Even the environment pits its wits against you as all manner of flora and fauna spit vicious shield-depleting projectiles

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2





1 *There seems to be precious little cash to be had at this early stage in the game*

2 *Great! All you've got is one wing-mounted missile launcher. You're dogmeat unless you can zap it first*

3 *The Nautilus – claimed to be the oldest inhabitant of Earth and your mortal enemy*

4 *Vicious tail with more than enough venom to destroy the vessel in one fell swoop*

Mollusc Marauder Mayhem

Space Invaders was the first alien shoot'em-up in the arcade. The graphics were in black and white, so coloured strips of plastic were stuck on the screen for that colour effect. Sound familiar?



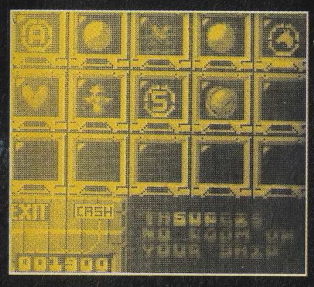
Big money! Get it while it's hot

RUTHLESS



OK, it's professionally sanded down and varnished with some well turned effects, but I still don't feel the game reveals any true explosion of freshness to make it really stand out amid the foray of class blast'em-ups. Gameplay is fairly tame and the enemies too insubstanstial to be worthy of rememberance. I like the music though. *Sharon*

Inside the corner shop there are lots of explosive toys for you to buy



Like a Jacques Cousteau deep sea expedition, schools of these weird looking critters from the deep become mortal enemies.

Despite the mono graphics and the drastic reduction in size, the sprites, whether they be fat screen-sized end-of-level beasties or even subtle little annoyances, are immensely clear.

An example is the multi-thorax worms which, when blasted, multiply into lots of smaller worms. Other similar beasts can be well and truly blasted into little chunks.

> **All the conviction of a blast of Nashwan power.**

All hell breaks loose as all manner of beasts relative to the era adopt bewildering attack patterns.

Assuming the role of bounty hunter-cum-mercenary, each and every slaughter yields cash in the form of bubbles which must be collected while also maintaining your bastion.

The only solace is to dive into the local Galactic trader to tool up with weaponry. And what an arsenal it is!

Side shots and rear-shots powered up to three times, double-shot, homing missiles, awesome laser cannons that annihilate everything they come into contact with, not to mention the expensive but all-powerful Super Nashwan.

All tooled up and blasting some screen-sized enemy, you'll see there's hardly a murmur of complaint from the Game Boy, nor a noticeable glitch or wobble on screen.

Attack wave supersedes attack wave, weakening your resolve and testing your reflexes to the limit.

Each beast becomes more spectacular than the last, not to mention more intelligent.

Gaining strength and force, evolution learns to adapt and put up a tough fight when faced with your aggressive presence. *Jason*

SCORE

79

PER CENT

Gameplay: 7/10

Lastability: 8/10

Presentation: 8/10

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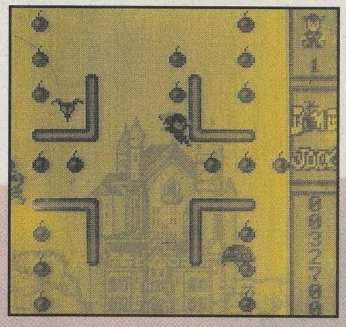
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BOMB JACK

Action that's hot enough to melt the buttons on your flameproof pyjamas, that's what the sizzling Bomb Jack is aiming for, once he's lit a fuse or two.



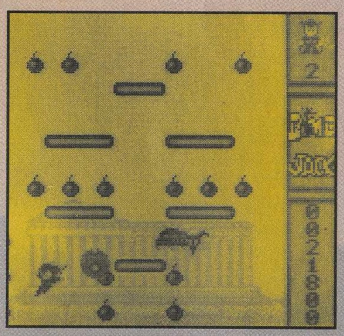
By pressing up on the control pad with the 'A' button our Jack of all trades can do a superhuman leap

Simple arcade entertainment, thoughtfully implemented, works a treat within the framework of everyone's favourite digital dazzler. Bomb Jack, an accurate conversion of the popular coin op game, fits extremely snuggly into this mould.

You assume the role of lilliputian Jack, a cross-eyed character with a taste for Superman-type garb. Swift and nimble in the air, he's got the art of flying – just throw yourself at the ground and miss – down to a T.

His task is to venture forth through a mammoth 60 levels of varying difficulty while lighting row after row of bombs as he does so.

It is believed that Carter, Carnarvon and the team that first uncovered the tomb of the boy king Tutankhamun in the Valley of the Kings in Egypt were all victims of the 'mummy's curse'. They all died prematurely in mysterious circumstances.



Perhaps taking up residence in a bomb factory would be easier on our caped crusader's nerves

Rather than exploding in his face and producing a nasty char-grilled effect, the bombs then simply vanish and Jack receives a number of power balls, special bonuses or extra lives.

'Nudges you into addict mode.'

The infamous power ball will neutralise the evil-doers bopping about all over the place, thus allowing Jack to swat them out of existence.

Then is not the time to assume the world has begot a rosy hue though. Enemies have the ability to change their spots and adapt themselves so as to take Jack by complete surprise.

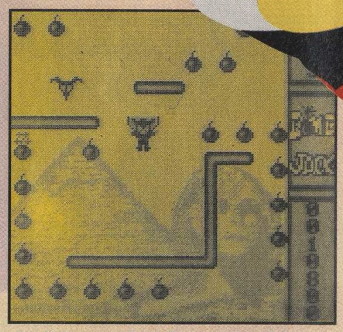
Skilful and dynamic flight paths are therefore required at all times by careful manipulation of the 'A' button. This enables Jack to jump and hover and also serves to stop or break his fall when required.

Bombs Away

It is possible to remove any residue of real toughness by lighting the bombs randomly, fused or not, rather than tackling those that are already lit in a preset order.

Although it may make life easier, this method of approach does involve cheating a little.

It's a bit like saying you've reached the summit of a mountain but have used the cable car to get there.



Jack hovers briefly, strains his neck to see if there are any unwanted visitors lurking, then sets out towards the lit fuses

For a real challenge, make sure to abide by the rules.

The baddies speed up along their flight path and the whole caboodle becomes more frenzied the further into the game you get.

But no doubt you'll have become a whizz at flying by that time and may even wish to quicken Jack's moving speed by changing the game options.

The Egyptian landmarks serving as backdrops seem to be rather superfluous, while music is limited to between levels with only a few plinks and boings during play to accompany your endeavours.

However, once you've got into the swing of things, minor quibbles are of little consequence.

Above all, it's the immense playability factor that has you supping the game up by the pint pot, taking you through all the emotions of rage, despair, glee and triumph. If entertainment is what you're after, then look no further. ***Sharon***

SCORE

82

PER CENT

Gameplay: 9/10

Lastability: 8/10

Presentation: 6/10

FIZZLE



Although it may not offer any electrifying newness, this state-of-the-art coin-op conversion nudges you into addict mode after you've passed beyond the 'mmm, I'm not too sure' initial period. A total of 60 screens with an increasing level of difficulty allures both new and old gamers into the thick of the action. Definitely grows on you. *Sharon*

FACT FILE

SOFTWARE HOUSE: **Infogrames**

SUPPLIER: **Infogrames**

PRICE: **£24.99**

NO OF PLAYERS: **1**

RELEASE DATE: **Out now**

OFFICIAL

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SNEAKY PEEK



Even on the little Game Boy screen, Giger's awesome alien is a fearsome sight

ALIEN 3

No one meant to do a sequel to Alien but Giger's awesome creations nurtured enough material for three movies and tons of licence related merchandise! We take an EXCLUSIVE look at Alien 3.

Well, it's been 13 years since Giger's awesome Alien creation burst out of John Hurt's stomach to begin a reign of terror never seen before in a movie.

Remorseless, unstoppable and certainly not the sort of character you'd take home to meet your folks, the Alien has slithered, slobbered and slavered its way through three films.

There really is no hiding place – Alien 3 is about to appear on a Game Boy near you. Designed by top licence game team BITS, the game is based on certain action sequences.

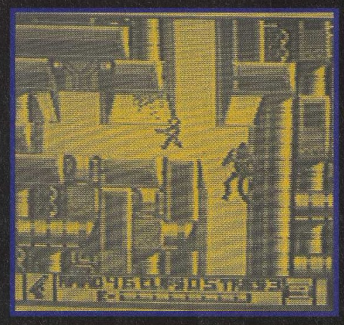
The emergency escape vehicle, an EEV, carrying Ripley, Hicks, Newt and the synthetic Bishop has crash-landed on planet Fiorini Fury 161. Ripley is the only survivor. The colonists are all serious sexual offenders who have formed their own religious cult.

Ripley's presence causes quite a stir on the planet, but there is something even more sinister and sickening lurking in her stomach.

The Bitch is Back

The game, played from an isometric perspective, begins at the point when Ripley realises that the EEV has brought the aliens with it.

The first to appear are the Facehuggers. Your primary objective is to destroy them. In this section the game adopts a scrolling platform shoot'em-up with you taking full control of Ripley.



The labyrinthine network in the movie has been accurately mapped out in the game

An element of reasoning as well as quick fire blast action is required as you avoid the beasts and pick a path through a perilous environment.

At every step there are hazards requiring strategy. One particularly dangerous episode is a close shave with the massive ventilation fans.

These cause enough draft to suck a human into their massive blades, so lightning reflexes are needed to switch the fans and progress safely.

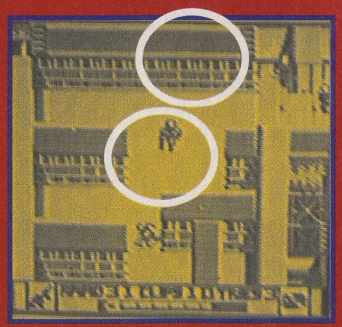
In the furore of battle, the shaven-headed one must unravel a series of puzzles essential to ridding the colony of the unstoppable alien.

Major objectives include the retrieval of the flight recorder from the wreckage of the EEV which contains information essential to the cause.

The inevitable confrontation with the queen Alien is being designed as the most competitive end-of-game confrontation ever produced.

BITS are approaching this licence project – presenting an interactive movie on the little yellow screen – with true professionalism. Such slick presentation is something that other designers will aspire to. ***Jason.***

The Alien Weaver



1. ***Isometric projection enables you to see a large section of the gameplay area***

2. ***Confronted by the alien, the only hope of survival is to get as much space inbetween Ripley and certain and sudden death***

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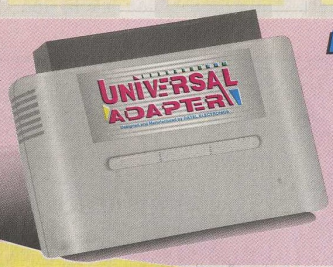


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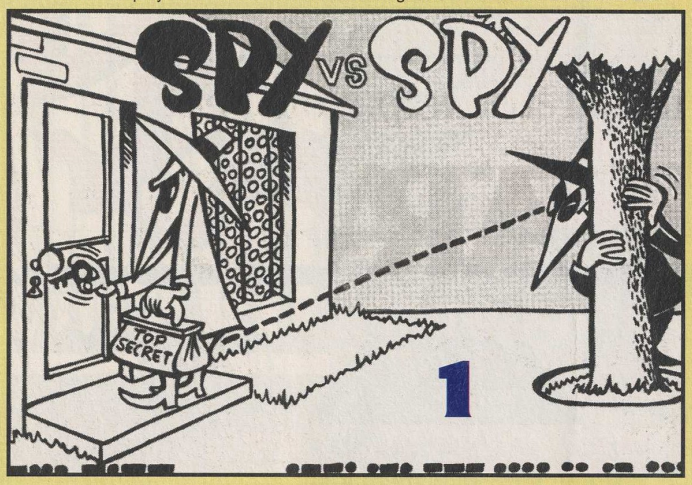
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SPY VS SPY strip by Antonio Prohias from MAD Magazine © 1990 EC Publications Ltd.



SPY V

Easily the best known spy world-wide is Bond, James Bond, and he a fictional character at that. The spies in this game have been adapted from MAD Magazine. Those familiar with said magazine will already know their history.



Among the actors considered for the part of James Bond before Sean Connery was chosen were Trevor Howard, Cary Grant, Richard Burton, Patrick McGoohan... and Roger Moore.



It's a shame you aren't carrying your Colt 45 today. If you had remembered it, this situation could be easily avoided





Well, all that's left to say to save myself from sounding too much like a loser is "I didn't like the job anyway pal!"



Big Boss has been accusing both spies of not concentrating properly on their job in hand. Instead, they've both been setting booby-traps for each other to pass the time of day.

Time and time again they've been caught daydreaming and plotting on how to get their revenge on each other instead of doing the interesting work like filling out expense reports! What would you rather be doing?

The spies' superiors eventually came across a mission so dangerous and difficult that only a slim chance of survival is on the cards.

There are only two people alive who could possibly attempt this mission. Hopefully they'll both fail to return – permanently.

White and Black, the characters here set out into the field again, eager to face each other for another battle. May the best spy win.

"Characters are impressive and easily identifiable."

Out in the field, the pair have to collect five documents which can be hidden anywhere within the stage. As there are only the five documents and both of the spies have the same mission, it's every man for himself.

To collect the documents, the spy has to open one of the treasure chests. The only drawback is that if you don't manage to find the attache case first you can only carry one item.

If your opponent is carrying the case the only chance of getting it for yourself is to set a booby-trap and hope he walks into it.

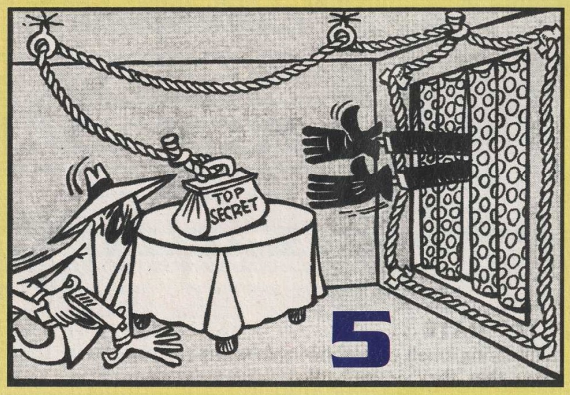
First Come, First Served

Traps can be placed just about anywhere and the display at the top of the screen will tell you exactly where one can be set.

The case will be replaced somewhere in the area. It's up to you to find it before the other guy does.

No, Spy Vs Spy isn't an easy game in any respect and can become really frustrating if you let it get to you. One drawback is that you can easily forget where you have placed a trap and walk into it yourself!

If your traps don't seem to work, there is just one option left to you.





FACT FILE

SOFTWARE HOUSE: First Star

SUPPLIER: Console Plus

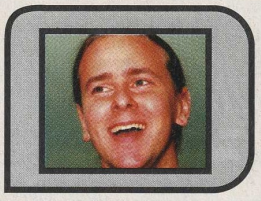
PRICE: £19.99

NO OF PLAYERS: 1 or 2

RELEASE DATE: Out now

AMERICAN IMPORT

CABBIE



It didn't take me long to suss the controls and get heavily addicted. The characters are impressive and easily identifiable and a cinch to control. Graphics are impressive with a busy screen, but it's still clear as to what's what. The energy/ items collected set-up is excellent and each area has different scenery and a bunch of new places to set traps. *Andy*

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S SPY



Yes, it's fisticuffs time. Easy to execute and very effective, you just have to locate the other chappie first.

As if all of this doesn't put you under enough pressure already, the whole game is set against the clock. This makes it sometimes seem nigh on impossible.

Mission In Hand

Perseverance will pay off though and eventually you'll begin to advance through the missions.

Unlike some games, Spy will take ages to complete and plenty of skill, and occasionally a bit of luck will come in handy too.

The traps can be placed in the trees, in the treasure chests or, if you get further on, in the thunder clouds.



Quick! Don't allow the other guy to make good his escape with all the goodies. A few blows will make him lose everything he's collected

At no time is there any way of knowing exactly where a trap has been placed so plenty of caution is also needed.

Just below the energy bar at the top of the screen is the indicator to let you know exactly how many items you and your opponent are carrying.

Once every item has been obtained you have to find the exit to the level before moving on to the next.

Pressing the select option shows you where everything of importance is situated. This will save you time so you don't run around aimlessly trying to find one of the items.

Luckily, the control system for the game as a whole isn't very complicated once you've played it a few times.

Nothing is either too difficult to use or understand and everything points to this becoming a very addictive game indeed. ***Andy***

MATA HARI



Picturesque backdrops, of which there are a great variety, and your two loveable rogues doing the dirty on each other give this game a wonderful cartoony feel. At first it's very easy, especially with the help of the map, but battling against the clock adds that necessary element of frenzied scurrying to lift gameplay up high. *Sharon*

SCORE

80

PER CENT

Gameplay: 7/10

Lastability: 7/10

Presentation: 8/10

Live and Let Die



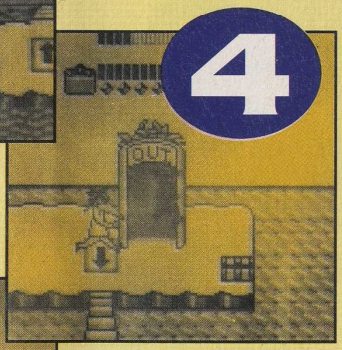
Your boss doesn't look like too mean a guy, but cross him and you'll regret it

Use the map to locate each item of importance for the completion of the mission in hand

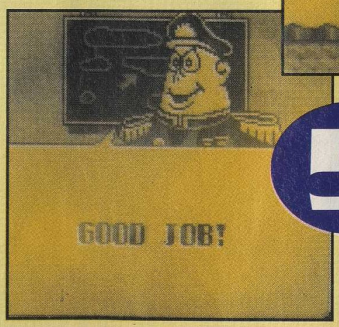




The large W on the ground allows you to warp to another part of the level

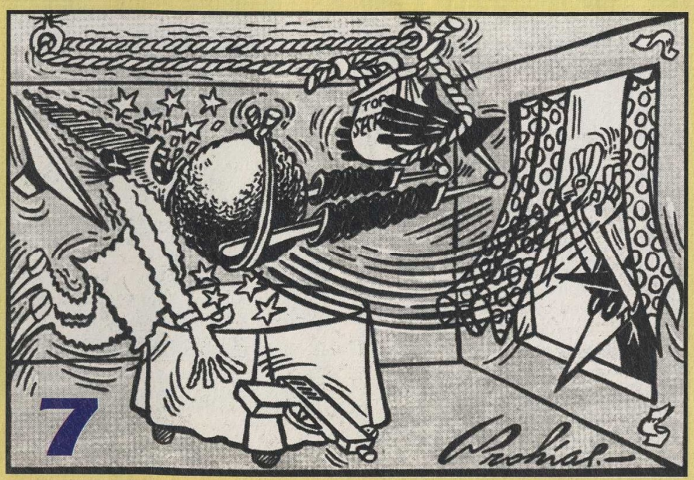


Once each item has been collected it's time to make your way out of one of the exits to the next level



If you keep your boss happy, he will always look this cheerful. He'll then brief you on your next mission





SPY VS SPY strip by Antonio Prohias from MAD Magazine © 1990 EC Publications Ltd.

PARAS
STA



BASE jumping - throwing yourself from a building such as St Paul's Cathedral with a parachute – is to feature in an MTV sport's programme.

FACT FILE

SOFTWARE HOUSE: Ocean

SUPPLIER: Ocean

PRICE: £TBA

NO OF PLAYERS: 1

RELEASE DATE: Out now

OFFICIAL

Why Bub has taken his umbrella out on a fine day such as this we'll probably never know

Unleashed onto a poor unsuspecting world, Parasol Stars makes its way on the crest of a wave to arrive onto the Game Boy screen – in time for Christmas I should add too.

Here we go one more time with the all-important story behind the game-type talk. In this case our fearless warrior goes by the not very macho name of Bub. He leads a simple and peaceful life with no real worries.

All this changed the day the evil Chaostikahn unleashed his monsters throughout the universe, quite obviously just out to cause trouble for everyone, everywhere.

Bub, being a decent kind of chap, decides to do the honourable thing and dispel this evil. He grabs his magic parasol and then sets out to try and free the universe from the evil menace at large.

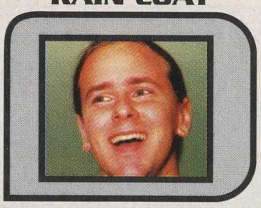
In each world Bub has to travel through seven levels, the last of which is host to an evil guardian who needs a severe kicking before moving to the next world.

Doctor Foster...

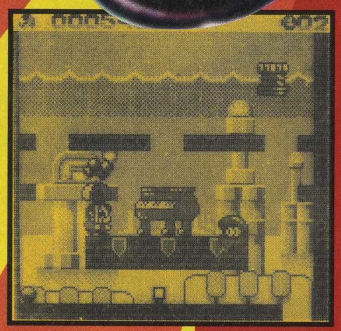
Before reaching the guardians each preceding screen has to be cleared of all the monsters lurking there before the time expires.

To kill the beasts, they first have to be stunned using your parasol (in this instance a bit more dangerous

RAIN COAT



I didn't think it was possible to make a game where the only weapon is a multi-purpose brolly. It's a welcome surprise to find that it isn't a complete flop all-round. Graphics are cute, sound is well above average and gameplay, although very samey, is good too. Not a classic game by any stretch of the imagination, but it did keep my attention. *Andy*



It may not seem likely, but the piano is your greatest enemy as it churns out more enemies at you

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SOL ARS



Some screens cover a larger area than others. The harmless looking duck thing is a real threat



Firing weapons across the screen shows the areas where the bonus items are hidden. Grab them quick

than your everyday brolly) before then throwing them or giving them a clout with another object.

The stronger enemies may need a large droplet or one of their counterparts to be thrown at them before they die.

To collect a large droplet, just hold the fire button down and then keep the button pressed down while five other small drops are collected on the brolly.

When you feel like releasing it, let go of the button and watch the carnage it causes. There are loads of different types of droplets, including the electrifying lightning drop and the scorching fire drop, each with their own personal effects.

If you fail to finish the level in time, a nasty bloke called Gaiko will promptly arrive on the scene. It's no use trying to escape him because, basically, it's life over!

There are plenty of bonuses to collect, some of which add to your bonus when the end of the level is reached. Other bonuses allow you to exit the level via a different opening.

...Went to Gloucester

Controlling Bub is quite simple after playing a few games and this adds to the overall enjoyment.

The only problem I had was that the background was too dark, sometimes distracting me from the game itself as I couldn't see what was going on.

> **"The gameplay, although very samey, is good."**

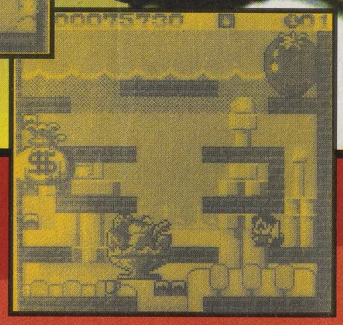
Some levels have hidden objects in them which can be made visible by firing droplets around. These give you extra lives and credits.

The guardian at the end of each level can be destroyed using the powers that are contained in the magic potion bottle somewhere on the screen. It's very refreshing to see end-of-level nasties looking different to everyday monsters. Someone has put a lot of thought and effort into the look of this game.

So, as you can see, life as a super hero isn't everything it's cracked up to be. It's not all fun and games with a little bit of work here and there.

Oh no siree, it's all go for Bub (I know just how he feels). There's no resting at any point in this game, which is just as well because it's not too bad at all.

Could you possibly save, not just our world, but the other worlds here? We'll have to wait and see. ***Andy***



These oversize bonuses fall from the top of the screen, just move into their path to collect them



The end-of-level nasties, this one in particular, aren't nasty at all. A few shots and he's off to mummy

SCORE

76

PER CENT

Gameplay: 7/10

Lastability: 8/10

Presentation: 7/10

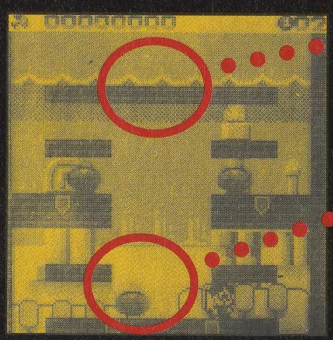
NOV '92 GBA 31

WELLIES

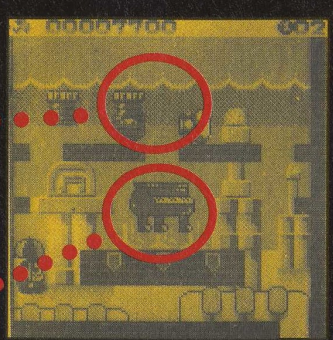


Despite terminally cute antics, a boppy tune and bonny graphics this won't have you singing in the rain. It's not a washout though and gameplay, not really diverse enough, is worth wading through. Controls are a pain, especially when you're trying to jump with a mega drop. One last wet gag to get in – not an all-out reigning game! *Sharon*

In a Shower of Rain



1. *Fire a shot from any platform and you may find hidden bonuses*
2. *These drum thingies bounce at random all around the screen*
3. *When the enemies are stunned, they will sometimes clam up, literally!*
4. *A piano is basically a factory for producing enemies. A cunning disguise!*



SNEAKY PEEK

The big news is that there's to be three more Star Wars movies planned over the next five years. In the meantime, the 'Force' could be with you on the bus, on the train... or wherever you play your Game Boy, as an exciting adventure game based on the first in the Star Wars trilogy is nearing completion.

George Lucas' fascination with interactive entertainment is more than just an idle passing fancy, although I'll bet a rye grin played about his lips on hearing that his cinematic spectacular Star Wars, is to be adapted on a tiny LCD screen.

Nevertheless, brave game design group, NMS, is adapting some of the spectacular action scenes from this box office smash onto the Game Boy.

The team freely admit that this project was a true labour of love. The first task was to watch the movie over and over to decide which scenes would make the best gameplay while re-tell the plot of the movie.

Lucasfilm provided a full specification and the entire authentic script and storyboard used in the making of the movie which helped the team decide on which scenes to use.

What has been achieved is noteworthy indeed, an epic 22 levels featuring a variety of gameplay styles which take you from the Desert World of Tatooine at the beginning of the movie, to the stunning rebellion attack on the Death Star.

Here's the plot! Each scene has a series of objectives which have been designed to loosely mimic occurrences in the movie.

In the desert scene, Tatooine is the linking world displayed as an overhead-view with the player at the controls of a Landspeeder.

Real Bad Feelings

Here you must make the first of many destined meetings and discoveries, your trusty old droid, R2D2. In subsequent levels you'll find Obe One Kenobi, Han Solo and the Millennium Falcon, as well as Luke's Light Sabre and shields for the Millennium Falcon.

Control is via the joypad as you steer the Landspeeder around natural desert obstacles and hazards, avoiding Banthas and Flying Mines and retaliating with a simple foremounted cannon, activated with the 'A' key.

On locating a Sandcrawler, the perspective changes to a side-view. Here the game takes on a more traditional side-scrolling shoot'em-up with trusty R2D2 as co-pilot.

Next it's the cave scene which was filmed in the Sahara desert, home of the Trogladites.

You must locate Ben Kenobe who will give you the Light Sabre and converse, giving crucial details concerning your objectives.

The journey continues to Mos Eisley Street where Han and Chewy are trying to get served in the bar. On foot, you must look for the Millennium

Sta
W

Onboard the Deathstar Luke and his buddies have to rescue Princess Leia who is about to be terminated



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Falcon which has been impounded, avoiding an attack from Storm troopers and hungry bounty hunters.

Upon leaving Tatooine, the perspective changes to a 3D view for the next confrontation, an asteroid belt. Piloting the Millennium Falcon through the rain of rocks, the goal is to reach the Death Star Hangar.

Fighting off the Stormtroopers, the aim is to locate the Control room and the tractor beam which Han Solo must destroy.

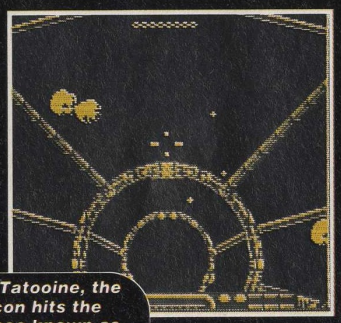
Just For Luck

Then, faced with a maze of corridors, map your way to Princess Leia's prison cell, fight your way back to Millennium Falcon, and then make good your escape.

The perspective reverts to the in-cockpit 3D view for a shoot-out with Vaders' Tie Fighters fighters. The epic attack on the Death Star takes an overhead perspective as you launch an assault on the Deathstar.

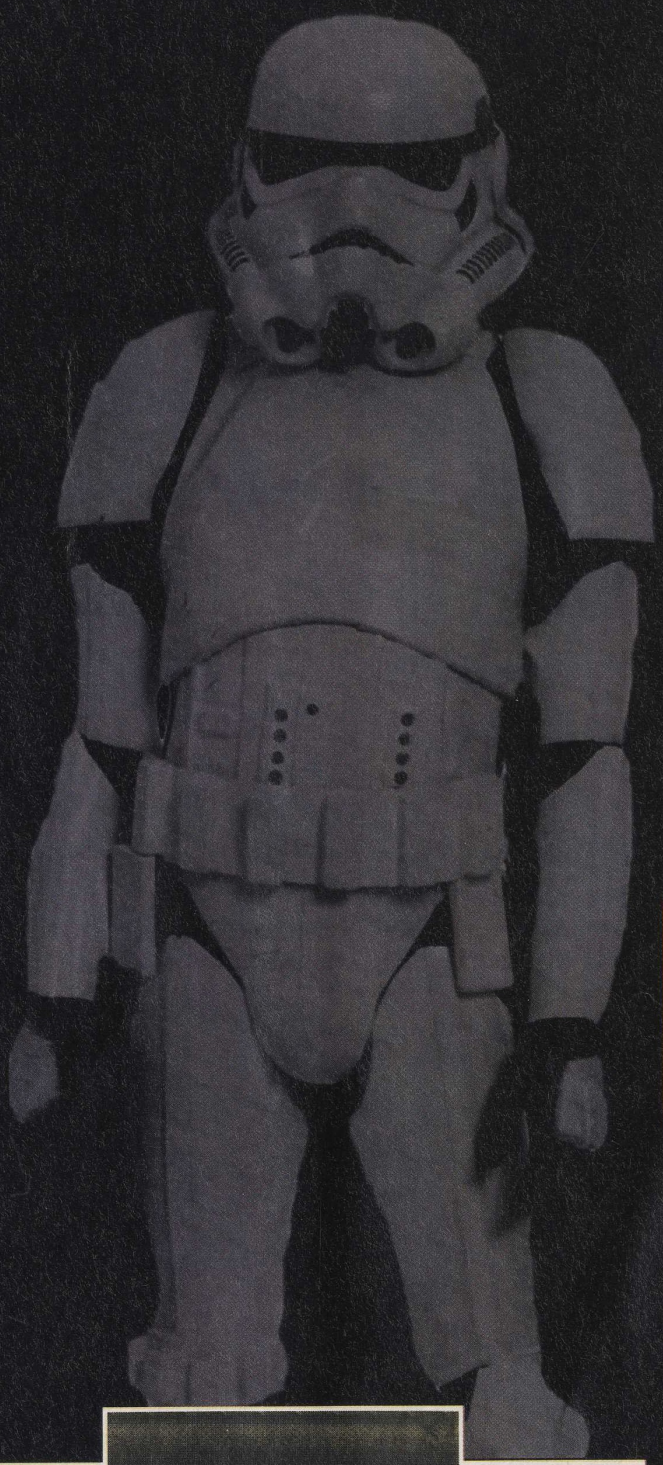
Adapting Star Wars on any machine is a tall order; recreating the plot on the GB is an amazing feat.

Nevertheless, NMS have kept faithful to the plot with enjoyable gameplay. Accompanied with a rendition of the original John Williams music score, this is a featureful movie licence to look forward to. ***Jason***



After escaping Tatooine, the Millennium Falcon hits the asteroid belt once known as Alderaan, and now destroyed by the Empire

ar Wars



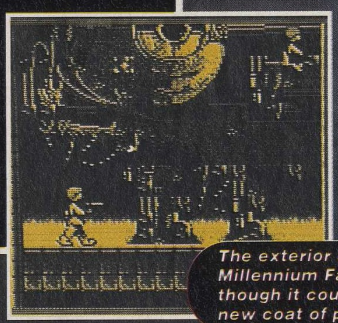
Ridiculous as it may seem, in the early 1970s George Lucas just couldn't sell the idea of Star Wars to the money men in Hollywood. They all laughed at his 'fairy story in space'. The very idea of hairy Wookies and Jedi Knights seemed preposterous when you could make good money by having Burt Reynolds tearing around in a Pontiac.

With one low-budget movie called THX1138 under his belt, Lucas devised a script for a movie which would be cheap to make and yield a decent return – that was the cult hit American Graffiti.

Lucas was inspired by his good friend Steven Spielberg who had used the revenue from the 1971 TV film Duel and Sugarland Express to launch Jaws, grossing $98,470,000.

Lucas poured all the profits into the Star Wars project and remortgaged his home many times over. He was so sure that it would flop that he went into hiding.

He needn't have worried though. Star Wars made a net profit of $164,765,000, the biggest box office smash to date.



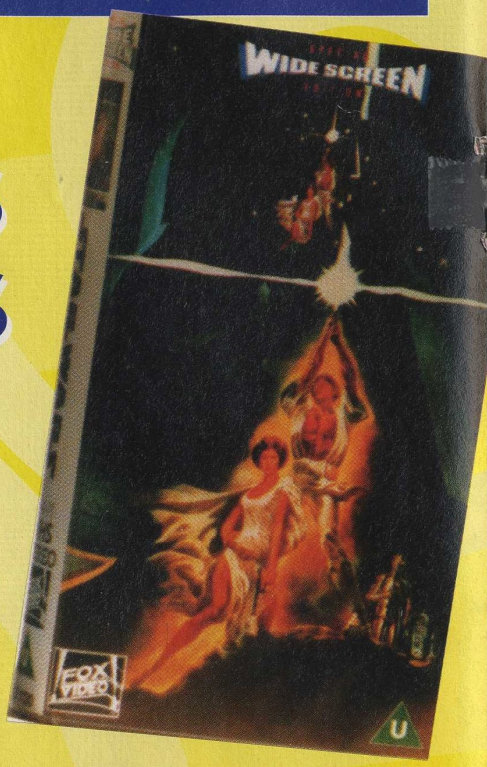
The exterior of the Millennium Falcon. Looks as though it could do with a new coat of paint



Luke finds R2-D2 before then moving on to search for Ben Obi Wan Kenobi in one of the other caves on Tatooine

WIN!

EXCLUSIVE STAR WARS VIDEO SETS



To mark the completion of the superb Game Boy version of Star Wars to be launched in the new year, UBI Soft, in conjunction with GB Action have 20 stunning Star Wars trilogy video sets to be won. Worth £40 each the videos are now in wide screen format, letting you experience the full glory of the sci-fi adventure.

If boggle-eyed goggle box watching is your cup of tea, then all you need do is simply identify the four characters depicted here from the original movie.



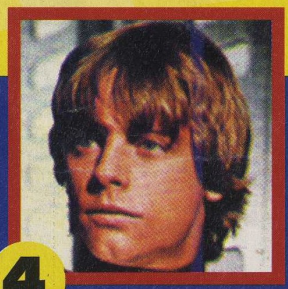
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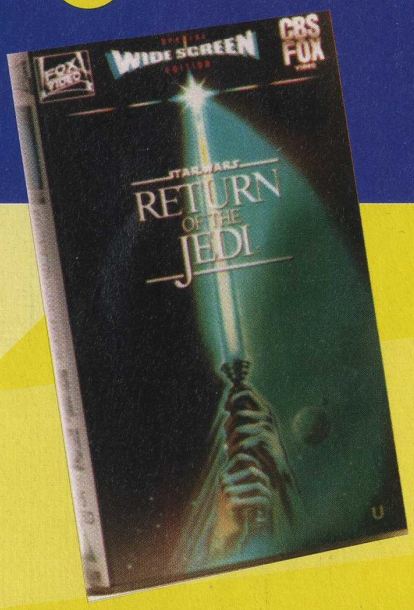
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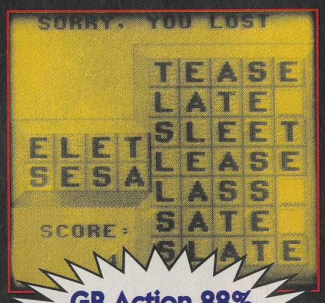
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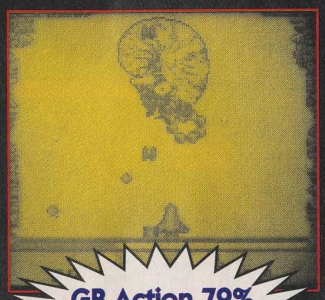
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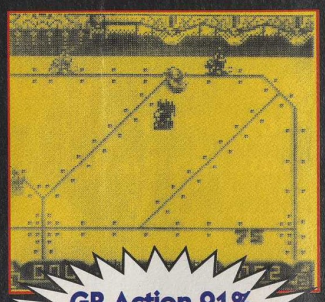
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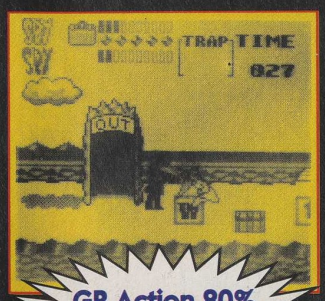
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SNEAKY MAX

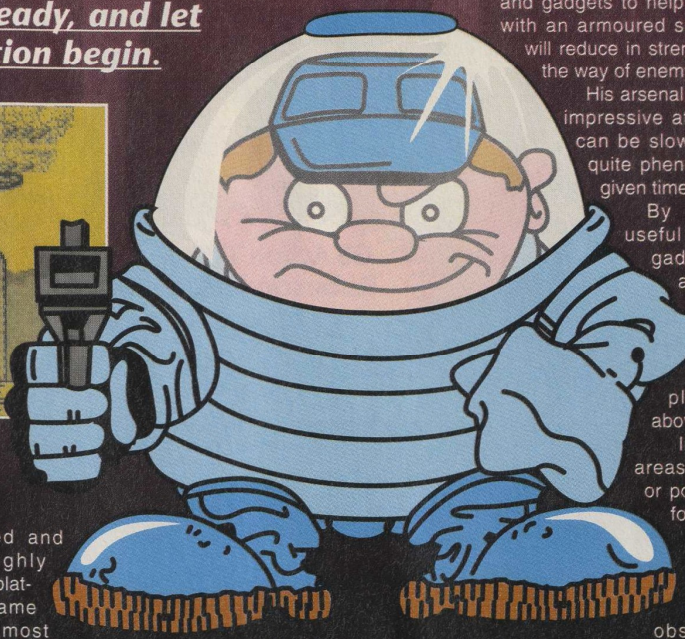
More mayhem than can possibly be imagined is the main feature of Infogrames' Max. It's time for more interplanetary warfare everyone. Get those lasers ready, and let mass destruction begin.



Not Bygraves, nor Boyce, nor Mad, nor Headroom. Definitely not Wax and certainly not Schell. It's just plain and simple... Max



At his side Max has his trusty plunger for that all-important climb to the higher platforms



The tried and thoroughly tested platform game is the most successful genre on the Game Boy. The folk at Infogrames have taken this as a starting point in order to create a platform romp with a curious twist.

Max opens up new avenues in the field of exploration as well as offering the player the traditional range of weapons and planets on which to do battle.

In all there are seven varying worlds with both smooth horizontal and vertical scroll. Each comes complete with its own array of evil monsters to fight against.

Your main enemy is a guy called Draco who controls all the fast paced baddies throughout. Draco is such a threat to the galaxy that no one anywhere is safe.

Yep! He's not a very nice chappie at all. If there was no evil in the universe though, where would ideas for shoot'em-ups come from, that's what I want to know?

Pray He's Still Out There

All this said, it will come as no surprise to learn that it's up to one guy to save the entire galaxy. It will also come as no surprise to discover that his name is none other than Max.

So, Max, an original character created specifically for this project, sets out to rid the galaxy of evil. Luckily he has a few special weapons and gadgets to help him. He begins with an armoured space-suit which will reduce in strength if he gets in the way of enemy bullets.

His arsenal, though not very impressive at the beginning, can be slowly built up to a quite phenomenal strength given time.

By far the most useful and innovative gadget that Max is able to carry is his telescopic sucker. This allows him to explore all the places situated above him.

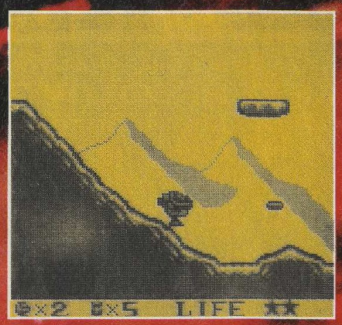
In some of these areas extra weapons or power-ups can be found.

As with most platform games there are plenty of indestructible obstacles to pass before reaching the guardians at the end of each planet.

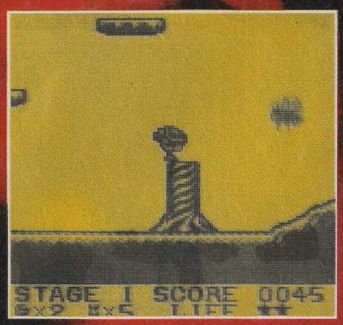
Before trying to free one of the planets you're given the choice of exactly which world to enter first. It's then up to the player as to where Max will begin his quest.

Also, after a game is completed and Max has been defeated before saving the entire galaxy, a continue option will be offered.

The game has recently acquired its approval from Nintendo to go ahead with the official release and it should be available in February of 1993. One to look out for. ***Andy***



Max begins the game with this rather impressive space age-type armour. He also begins with a pitiful excuse for a gun



Look out! It looks like there is a rather horrible nasty trying to slow Max down. A perfect opportunity to obliterate the opposition. Fire!

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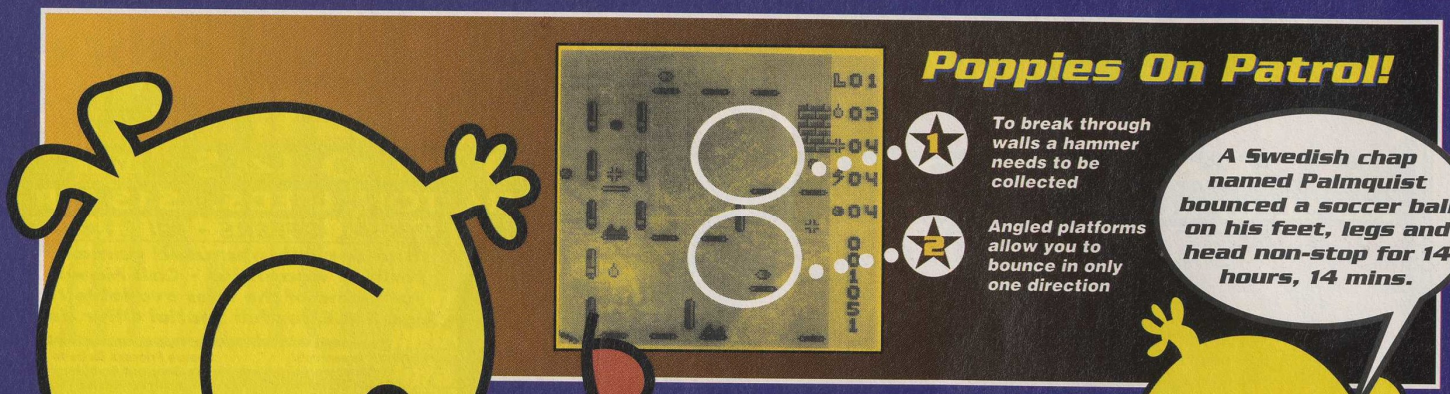
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POP UP

Does anyone remember Roger Hargreaves? The guy wrote loads of brilliant little stories about the Mr Men. One of my favourite characters among the lot was Mr Bounce, which brings me neatly onto the main subject of Pop Up – bouncing!

Just what popping up has to do with this game I will probably never find out in my entire life. The only thing I can think of that pops up is the toast from the toaster once it is sufficiently browned!

There is no cute character to speak of and no macho, muscle-bound Uzi-firing psycho. You are simply a ball bouncing from platform to platform. A strange concept I know, but there you go!

Making progress through each of the levels calls for you to collect each and every item from the screen.

There are many different platforms on each. Some are angled at 45 degrees, left or right, and some require you to collect keys before going through them.

To extinguish the fire on others you need the drops of water obtained along the way.

To help you remember the items you've collected there is a column to the right of the playing screen which shows you every accumulated item.

This column is constantly updated. If you forget to look at it, it's possible to run out of items and be stuck on a level with no exit.

> **'Some sort of a brain might be useful.'**

To gain a greater bonus, cover the area quickly. Once done, the exit will appear and you'll have to get back to it to make your departure.

Boing!

Some levels house enemies. These can't be destroyed so all you can do is make sure you don't run into them.

With advancement, the more your brain will come in useful as tactics become of greater importance.

Each level uses a different background from the beginning of the universe onwards. At the start a code is shown. Writing this down allows you to begin where you left off.

Graphics aren't too impressive. They aren't very clear and neither are they big enough.

You seem to spend a few seconds at the start of a new level trying to find where the ball is!

The controls are simple to use since there are so few moves to do. A high or low bounce is your lot, so make the most of what you've got.

If you can get your brain in gear and time everything right you'll be OK. This doesn't mean to say that this is simple though, far from it! ***Andy***

FACT FILE

SOFTWARE HOUSE: Infogrames

SUPPLIER: Infogrames

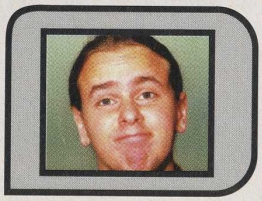
PRICE: £24.99

NO OF PLAYERS: 1

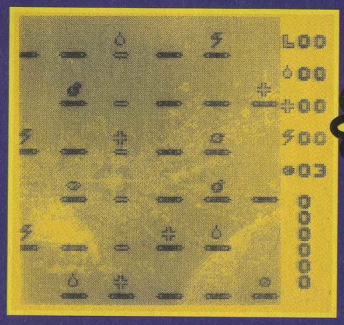
RELEASE DATE: Out now

OFFICIAL

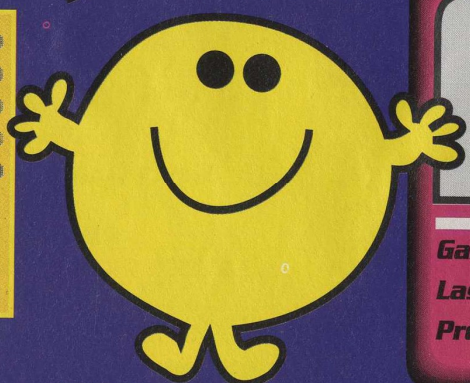
SNAP CRACKLE



At first, I wasn't too impressed with Pop Up. The graphics are plain, the tune isn't up to much and gameplay doesn't change nearly as much as it should. I like to see a new approach, but this does leave room for improvement. The idea is good though and the difficulty level high enough to keep you coming back for more. *Andy*



There's no hop, skip jump in this game. Just plain and simple bouncing from and to platforms



SCORE 61 PER CENT

Gameplay: 6/10
Lastability: 5/10
Presentation: 5/10

©1976 Roger Hargreaves

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WIN!

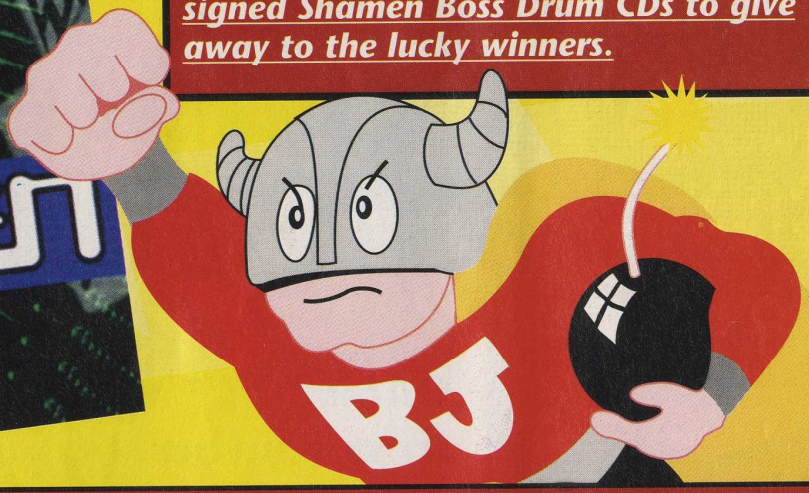
SHAMEN CDs

Lots of fizz and kilometres of whizz make Infogrames' latest Game Boy offerings Bomb Jack and Pop Up irresistible to the gamer who enjoys a bouncy spell.

To coincide with the launch of these games, Infogrames have 50 signed Shamen Boss Drum CDs to give away to the lucky winners.







Over the last six years the Shamen have developed into a mountainous force in the world of pop with such chart busting hits as 'Love, Sex, Intelligence', 'Move Any Mountain' and the number one mass appeal record 'Ebeneezer Goode'.

Mirroring this commercial success, 'Boss Drum' entered the album charts at number three and went gold (100,000 copies) in its first week of sales.

Now what do you have to do to win one of these 50 much sought-after albums. Simple. Just pop from one once happening band to the next and complete the name of each.

1. The Bay ....
2. The Brotherhood ....
3. The Dave ....

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ASTEROIDS

Blasting your way through hundreds of large boulders may seem a bit pointless to some, but for others it's one of the most addictive activities ever. Does the Game Boy conversion stand proud with the test of time?

The asteroid belt between Mars and Jupiter is widely believed to be all that remains of a planet that originally occupied the space and mysteriously exploded many millions of years ago.



As with the original Asteroids it's non-stop action all the way with no time to catch your breath throughout. Keep blasting away

FACT FILE

SOFTWARE HOUSE: Accolade

SUPPLIER: Accolade

PRICE: £24.99

NO OF PLAYERS: 1 or 2

RELEASE DATE: Out now

OFFICIAL

For those people who haven't heard of Asteroids, if that is at all possible, it's one of the simplest games ever developed in the history of the universe.

Basically, all you do is blast your way out of a large group of asteroids. Each time a rock is hit it splits into several smaller pieces that also need to be destroyed.

Your space cruiser is only equipped with a few useful devices to assist in blowing your way free from the vast amount of shrapnel around.

You can either use the lasers to blast free or, if you get yourself hopelessly trapped, warp to another place in the area. Unfortunately the warp option will replace you in a random position, so there's no way of telling if you will reappear in even more trouble than you were originally.

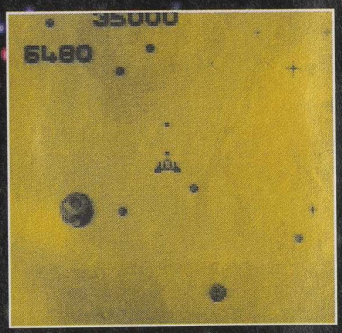
The only other option you can use is your ship's thrust. This is the most skilled part of the game as you try to guide the ship through the area without stupidly bumbling into a piece of debris.



In a dazzling display of flying skills, a strange object flies past. Your doubts can be put behind you. As this frame shows, UFOs are real

> **One of those timeless gems.**

There are a few game options to make life that bit more interesting. If you find it all too easy, then alter the difficulty level and you'll notice the difference straight away. There are also options for a competition or team play included.



Look out! Being too trigger happy leaves you with the difficult task of trying to blast the tiny asteroids up. Take it easy on the fire button

One other obstacle to look out for is the UFO which does a fly past every now and then. Sometimes this can be a great help to you by blasting a few asteroids away.

Other times it will fire at you so it's up to the player to decide what to do about it.

Most of the classic games of the last 10 years or so have one thing in common – they're all simple ideas and challenging to play.

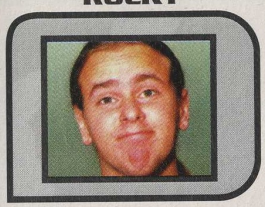
Asteroids was one of the first games I ever played and I thought it was absolutely the second best game ever (after Space Invaders).

Now though, it doesn't seem to be the challenge it once was. It's still better than a lot of the releases around today, so that can't be bad.

Throughout there is no monotonous tune playing, just the basic sound effects such as the lasers and explosions.

This is in keeping with making this release as honest a conversion as possible, which is exactly what it is. As the old cliché goes, this is an oldie, but a goldie. ***Andy***

ROCKY



Asteroids is one of those timeless gems. Simplicity is the main feature of this conversion, both graphically and in gameplay. The game itself is a massive test of skill and speed which is where it comes into its own. Sometimes it was too difficult to make progress. All in all though this is as good a job as you can expect. ***Andy***

SCORE

73

PER CENT

Gameplay: 8/10

Lastability: 7/10

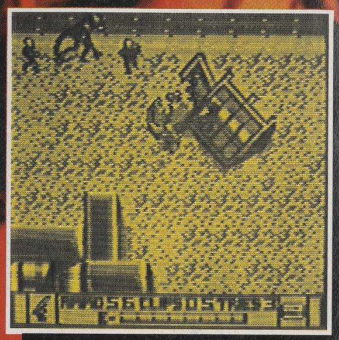
Presentation: 8/10

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GA TH BI



BITS have captivated the sinister atmosphere of Alien 3 on the small yellow screen



Quick, smooth scroll from an overhead perspective. BITS mapped the prison colony in the movie

Big movie licences don't always make good games! However, for leading edge game design team BITS, big names and great games go hand in glove.

The calibre of Game Boy titles to BITS' credit is astounding by anyone's standard! They are masters of massive movie licences like T2, Robin Hood: Prince of Thieves and Alien 3 as well as architects of the arcade blast R-Type and creators of cult comic 'marvel', Spider-Man 2.

Big names make great games as well thanks to BITS' skill, technology and ingenuity.

For too long, many licences were used to prop up lame games at the expense of game players.

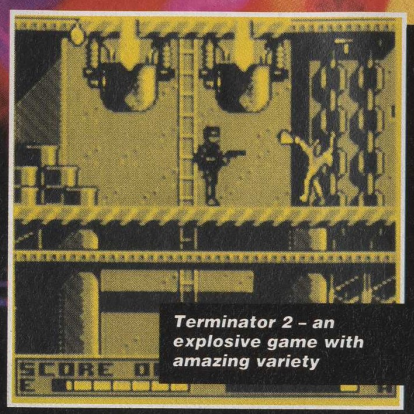
BITS' first project was R-Type – a gigantic task in every respect, it was a direct conversion from the graphically and sonically powerful coin-op.

Fou explains, "At the time, the Game Boy had hardly been stretched sonically or graphically and so we really were in unchartered territory."

Flying High

The team started the project by formulating an engine which could smooth scroll screen-sized graphics with the minimum of flicker.

Then some poor sod set about the awesome task of mapping every single inch of this vast blast in order to portray a perfect version of the coin-op original.



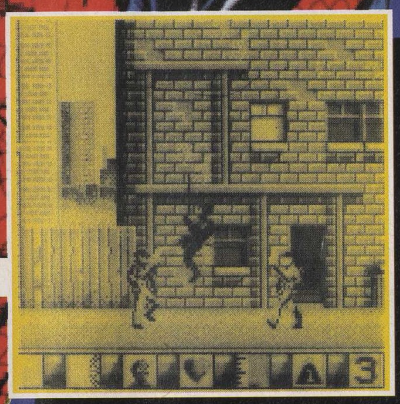
Terminator 2 – an explosive game with amazing variety



Features normally associated with 16-bit colour machines are neatly integrated

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MES AT TE



A most amazing sprite animation doing Stan Lee's creation justice

R-Type went on to win the Golden Joystick award. But there were many things that Fou and the team wanted to put in R-Type which they just didn't have the time to do.

Fortunately this has been redressed as they now put the finishing touches to the sequel R-Type 2, to be released in the new year.

Four years ago, Nebulus was heralded as one of the most original and innovative arcade concepts in recent years. BITS took on the Game Boy conversion called Castelian.

Fou says, "Castelian was one of the most difficult projects we've ever done. The problem was caused by a technical idio-syncrasy on the GB which always centralises on the priority sprite. This caused hassle when we tried to get the columns in the tower to rotate individually.

"We achieved the effect with visual trickery which redraws the tower every frame, coupled with a 32k compression routine and the algorithm borrowed from the C64 version – a bit of a Frankenstein monster but it did the trick!"

BITS' first big movie licence coup was Terminator 2, the biggest grossing movie of all time with most spectacular and expensive effects.

A convincing Game Boy licence seemed unlikely but BITS didn't hesitate! Fou explained, "The pressure was certainly on with T2!

"Acclaim paid a King's ransom for the licence and they were obviously keen to recoup the money. We looked at both Terminator and T2 and decided to concentrate on the future scenes with the spectacular battles.

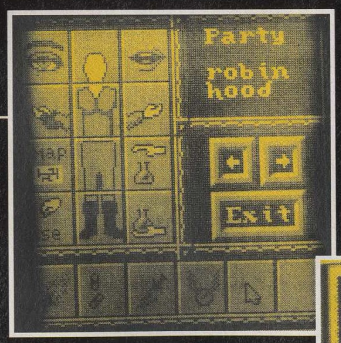
"Incorporating elements of the original movie turned out to be a legal minefield – we couldn't use any element or imagery from T1.

"That was only the tip of the iceberg! When we sent the sprite of Sarah Connor for the OK it was returned with a demand that certain changes be made. One in particular caused a smile, it said simply 'breast reduction! Other alterations were a smaller nose and a fringe.

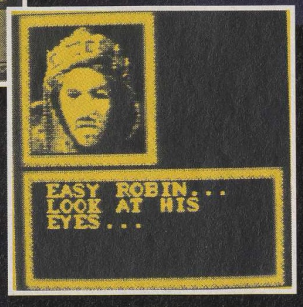
"Throughout the game, you will not see Arnie's face – he insists on adjudicating imagery himself. I imagined this guttural voice booming down the phone that his ears were too big... we didn't bother!"

Spider-Man 2 was a real labour of love. The whole team was really inspired by the Marvel comic imagery and Spider-Man's agility represented a real animation challenge. Spidey moves magnificently though.

Whether it be real-time adventuring or big movie licences BITS' dedication to stretching the capabilities of the Game Boy is unequalled. ***Jason***



Robin Hood: Prince of Thieves – the most adventurous game yet



From combat to RPG, the characters are redrawn from the movie



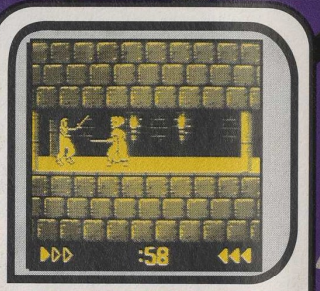


Pack up your worries in your old game bag. It's curtains to rummaging around in the dark, losing lives and having compatibility problems with end-of-level creeps. Send your tips to: The Cheats Supremos, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

1 DYNABLASTER

Matthew Ker from Birmingham has supplied us with the following bundle of tips:

On game A, to get tons of dosh, type in the following codes:
LLWRLWCW – 10,000 gold pieces and no cities destroyed.
B?1RL1CW – 50,000 gold pieces and no cities destroyed.
B?IRL2XW – 50,000 gold pieces. Windrid destroyed and flame pass obtained.
44PP4P4P – end sequence.



PRINCE OF PERSIA

6 More helpful codes from Matthew Ker.
Level 2: 06769075
Level 4: 97115115
Level 6: 41305135
Level 8: 63906695
Level 10: 23430453
Level 13: 77027514

7 ADVENTURE ISLAND



If you throw axes everywhere, you'll be able to pinpoint hidden eggs which absorb your shots.

There is a warp egg hidden on Ferns area four. You'll find it two paces after the first rock in the second clearing where there are no trees in the background.

A strange look flower planted in the background means an enemy is about to ambush you from behind.

Thanks to Richard (Muppet) Eastwood for those.

OPERATION C

8 On level four, if you shoot the twelfth alien rip-off, pulsing, exploding, egg-type thingy, you'll get a homing gun power-up. Be careful though, it's pretty tough to grab.

When at the top of the first set of platforms on level five, you'll come across another alien rip-off that doesn't jump out of its jar. Stand on the platform on the bottom left, then jump up and keep shooting it. You should then receive another homing gun power-up.

GARGOYLE'S QUEST

9 To get to the final level, enter this code: KKKK KKKK.

MOTOCROSS MANIACS

10 Don't use any nitros on course five except for when you need to get other ones. Just before the third N capsule when you're going up the hill, keep frantically tapping down on the B button. The biker will then take off skywards and, lo and behold, 28 nitro cans will be awaiting collection.



PRINCE OF PERSIA

14 The following level codes should be of great assistance in this fab little game.
Level 2: 06769075
Level 3: 24613065
Level 4: 99116015
Level 5: 53004005
Level 6: 46308135
Level 8: 43961795
Level 9: 77865785
Level 10: 12463454
Level 11: 36717444
Level 12: 20610574
Final: 87017514

BATMAN

11 Should you want to access the sound test for this game, push UP and RIGHT and then START on the title screen.



HYPER LODE RUNNER

12 In order to reach levels higher than 16, enter the following password: QM-0388.

THE CHESSMASTER

13 Now for a sure-fire way of beating the master and making it totally impossible to lose. When you play the castle, keep pressing A and your king will then disappear.



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TINY TOON ADVENTURES

2 Of course you'd like to grab a few extra lives for yourself wouldn't you? Well, go to the second section of level one and then jump into the first inverted tree stump. Simple as that really.

FACEBALL 2000

3 As well as original 3D vector graphics, this game also boasts a number of warps. On level one you can warp to level 10 by shooting the wall opposite the exit once.

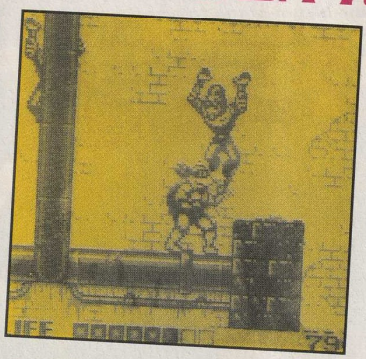
Alternatively, continue play up to level five Touch the Pod, and warp to level 71.



4 TETRIS

Find Tetris far too easy? Want to speed it up a little? Well, here's your answer: Select game A and then go to the level select screen. Move to the level you want to start on, hold down A and press START.

5 TEENAGE MUTANT NINJA TURTLES



If you'd like to play any of the three bonus games, simply go to the stage select screen and press both the A and B button at the same time. A question mark will appear on the menu. Select it and then press START.

15 BART SIMPSON'S ESCAPE FROM CAMP DEADLY



To kill Blindside Bill. leap over him and then throw the boomerang diagonally so that it hits him on the back of the head, thus defeating him with just the one attempt.

He'll then drop the candy which you have to pick up before walking to the right and jumping over the black pit. Lisa's waiting with a beekeeper's outfit for you to put on.

As for Rebound Rodney, defeat him by first of all throwing the boomerang away from him. Jump over Rodders so that the boomerang hits him squarely on its return journey.

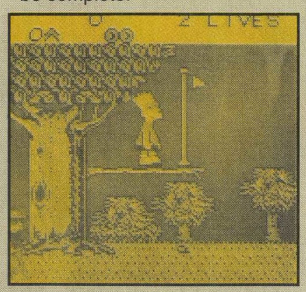
Keep repeating this procedure and then move to the right to receive a football helmet from Lucy.

There'll be a radiation suit waiting for you once you've defeated Slipshod Sammy. Keep hitting him with your boomerang to knock him backwards. Force him down into the black pit where he'll meet his doom.

Once you've made good your escape, Iron Fist has to be faced. Throw a good few boomerangs so that they bounce off him and smash the light bulbs hanging above you.

The screen will then go dark. Jump over Burns and move to the right. Climb up the ladder and jump up to hit the switch that says Do Not Touch.

You'll appear on a clifftop overlooking Camp Deadly. Walk to the right to emerge a very happy soul. The game will now be complete!



DIAL A TIP

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Console Game Tips.....0891 445 991
Cheats Galore (Say Yes for GB)..0891 101 234
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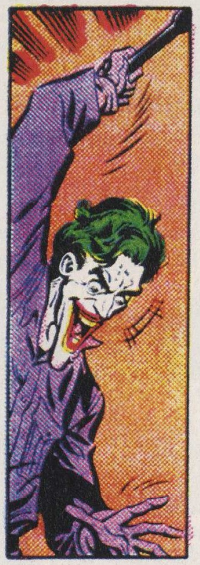
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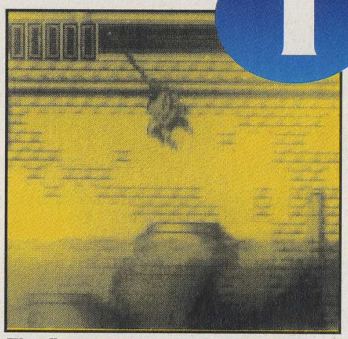
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BA
RETURN

Jim Aparo and Mike DeCarlo

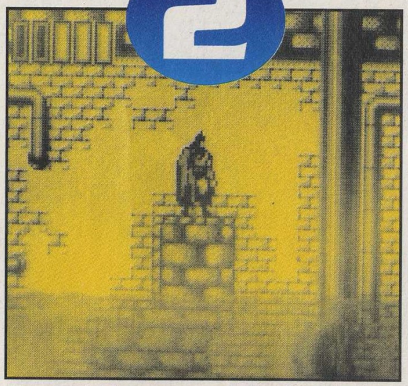




1

The first stage is split into three different sections, not including the final battle with the evil Dark Claw. The flooding sewers are a huge source of trouble for our main man.

The burst container tells you when the sewer will begin to flood. Leap up onto the higher of the two containers and jump as close to the roof as possible before using the grappling hook. The rising water will soon reach its peak and then subside again



2

Move quickly across and stand on the top of the staircase. The water won't reach you here, so just wait until it's safe to drop down onto the ground again



Brian Bolland

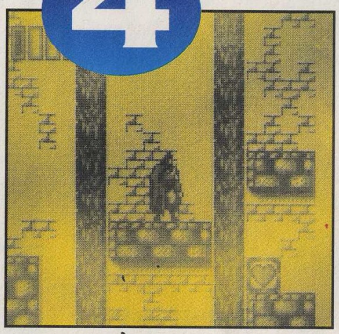
3

Go up the next container and wait for the water again, remembering to swing on the rope above the platform. Move down the staircase and you'll reach the most difficult part of this section



Brian Bolland

4



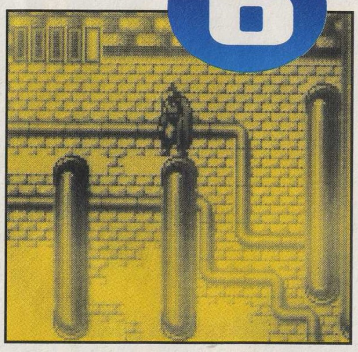
Just one mistake and it's game over. The waterfalls will knock you down into the dirty waste below. Take your time leaping onto the platforms. After getting across, swing across the gap to reach the first continue point

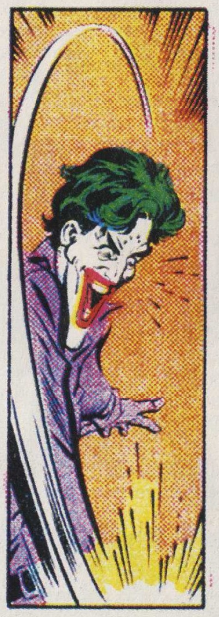
5

The second area gives you the chance to gain more Batarangs and get your energy back to maximum. It's only a small section but very important if you are to make progress

6

Move over to the right and then jump up to the top of the screen using the pipes. Leap across the top of these and try to swing across to the next pipe





Jim Aparo and Mike DeCarlo



7

Sometimes your hook seems to fail and you'll fall back to ground level. Persevere and eventually you will be able to jump across and collect the energy and Batarangs.

Walk off the left and swing across to the right again. Climb up the right to reach the next continue stage

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TMAN
OF THE JOKER

One of the most difficult games ever produced on the Game Boy is definitely Return Of The Joker. Luckily, our totally dedicated and hard working game players have come up with a guide to the opening stage...

GAME BUSTERS PART 1



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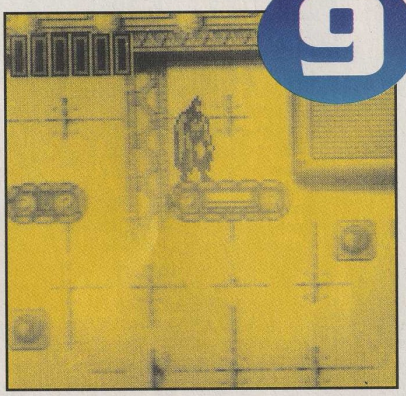
NOV '92 GBA 47

8

By far the most difficult section of the first stage with conveyor belts moving in different directions just to confuse you

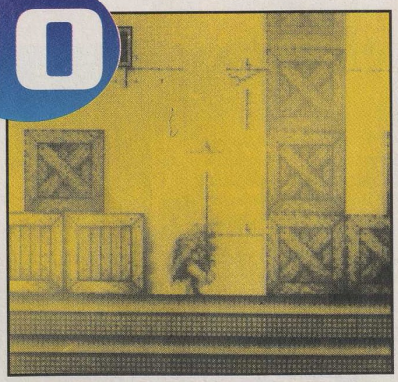


9



Keep at the top of the screen and move across the conveyor belts to gain an extra energy bar. You'll need this at the end of the level

10



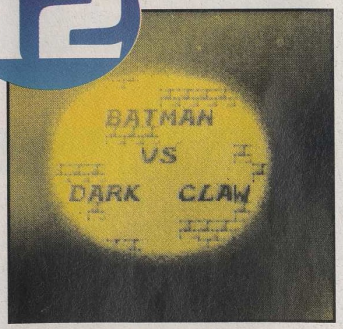
Straight after collecting the energy, fall to the ground again and be careful not to rush to the right, unless you want to be minced under a load of falling crates.

Wait until they've fallen and walk as close to them as you can get and fire your Batarangs at them

11

Swing across to bring your energy bar back up to the max by picking the energy item up

12



It's Doom For Dark Claw.

If you've managed to keep a few Batarangs, throw them at the Dark Claw to lower his energy. On the other hand, if you don't have any Batarangs, all-out attack is your best bet.

When Dark Claw jumps in the air, get as close to his landing point as possible. As soon as he lands, punch him as many times in quick succession as you can. Keep doing this and eventually Dark Claw will be no more



Jim Aparo and Mike DeCarlo

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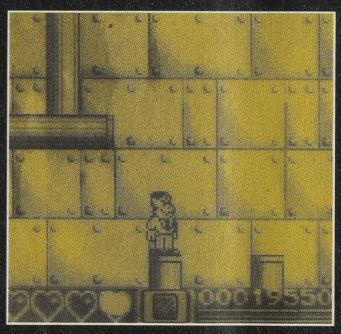
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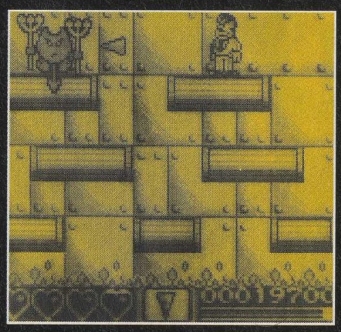
THE AI



Not yet managed to advance any further than The Ice Box in this mind-bending game? We tell you what to do and what to look out for and, more importantly, how to finish it...

THE BOILER ROOM





After leaving The Ice Box, walk down the first and second staircases you come across. And hey presto, you will find yourself in the boiler room.

Go through the door with the arrow above it and make your way along the pipes. Keep moving to the right, watch for the rats and collect the W potion.

Don't miss this; it will allow you to run twice as quickly as normal and will be needed at the end of the level. The only worry is when it looks as if you can't move any further to the right.

Jump off the end. If you do it properly you will land on one of the two tiny ledges. It will take plenty of practice, but persevere.

Miss the ledge and it's life over. Once the end is reached go through the open door to greet the end-of-level nasty.

The guardian here is a real pain to kill. The easiest way is to stay on the top left and right platforms. Select the icicles you have collected from The Ice Box and fire these at the devil.

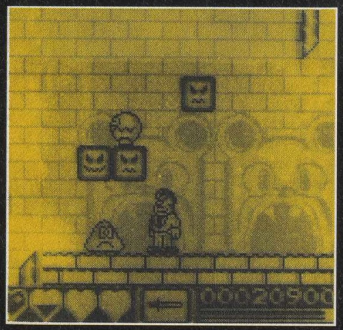
He will rush at you so time it right and leap across to the other platform. Keep doing this and you will soon be victorious.



THE TOY BOX

The hot coals, given to you by Granny need to be saved for the guardian of the Toy Box. After leaving the boiler room, go back up the stairs and then go left to the next staircase up towards the attic.

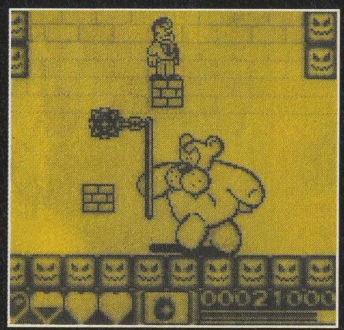
Traverse the next four flights heading up to the right and then keep going right until you reach the far end of the room. Then enter the Toy Box.



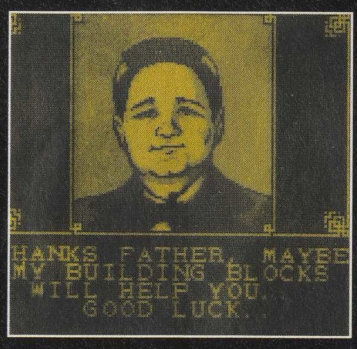
Walk to the right, being careful not to touch the blades on the ceiling and the crumbling blocks, both of which are in abundance.

Try not to make a landing on the triangular things which bounce you skywards towards all the blades on the ceiling.

The oversized teddy bear carries a weapon which he spins around his head on a chain. Don't worry about this guy; just jump up onto the platform at the top of the screen and wait for him to walk beneath you.



Then fall to the ground again, select the hot coals and blast away. The teddy will be toast in no time (so to speak).



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DDAMS FAMILY

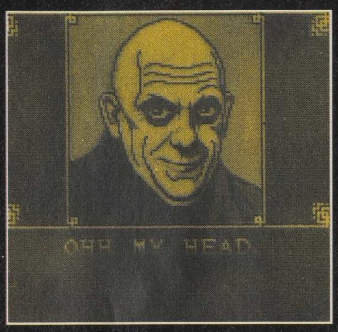
GAME BUSTERS PART 2

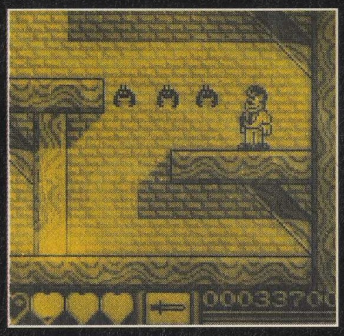
THE ATTIC

Walk to the left and keep going until you find the door which will now be open. Go inside. It's a synch to reach the top, just watch out for the seemingly endless flow of bats.

If you go up the left you will be able to collect the potion and restore your energy.

Once at the top of the attic you will go out onto the roof to do battle against Fester to help him



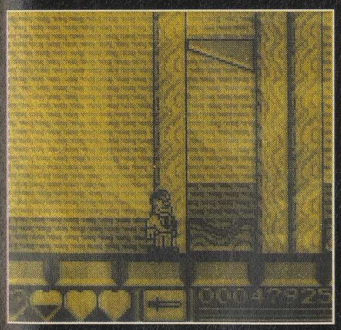


regain his memory. Force him into the lightning at the right side of the screen.

Use the icicles again, they seem to have more power than most other weapons. Whatever you do, don't get hit by one of his shots or you will turn to dust.

After the lightning has helped Fester to regain his memory, he'll tell you where Morticia is being held captive.

DUNGEONS



Make your way down as far as you can go in the house and go to the right. A secret entrance will now be open. Go inside to get into the home stretch.

Before rescuing Morticia, you will have to go through the dungeons. This is the most hazardous area so be extremely cautious.

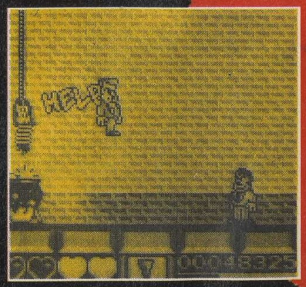
The main obstacles are the large ball and chain things that spin around. Leap across to the small platform in the middle and duck so that it passes over your head. A moments' hesitation could cause you to fall onto the spikes or be hit by the ball and chain and then fall onto the spikes.

Also, be careful not to be hit by spikes that fall from the roof or walk into the guillotines. Get past all these and you can go through to face your final challenge.

TORTURE CHAMBER

The final battle is surprisingly simple. Just fire an arrow at Tully and he will jump to avoid it. As he comes down again fire once more and you will hit him.

Jump over Tully's shots. Eventually he will be defeated and The Addams Family will regain the ownership of their home. If your ammo runs out, change your choice of weapon. And there you have it!





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OVER TO YOU

The crack team at GB Action, dashing willy-nilly here there and everwhere with their Game Boys strapped holster-like to their belts, do their utmost to bring you the latest on the most scorching news, games and tips around. But what do you think of the mag? Do tell. Let us in.

Simply fill in the survey and send it to the usual address: Over To You, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Pop it in the post today!

1. How old are you?
- ❑ 6-10
- ❑ 11-14
- ❑ 15-18
- ❑ 19-24
- ❑ Over 25

2. Which one are you?
- ❑ Male
- ❑ Female
- ❑ Vegetable

3. Are you at school, a student or working?

.....

4. Apart from your Game Boy what other games machines do you own?
- ❑ Amiga
- ❑ Atari ST/STE
- ❑ PC Compatible
- ❑ Sega Game Gear
- ❑ Sega Master System
- ❑ Sega Mega Drive
- ❑ Nintendo Entertainment System
- ❑ Nintendo Super NES/Famicom
- ❑ Amstrad CPC
- ❑ Spectrum
- ❑ Commodore 64
- ❑ Atari Lynx
- ❑ Others (please say)

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5. What other computer magazines do you buy regularly (ie at least three out of four issues)?

.....

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.....

.....

6. How many games do you buy a month?
- ❑ Less than one
- ❑ One
- ❑ Two
- ❑ Three
- ❑ More (please state)

.....

7. Where do you buy your games from?
- ❑ Computer shop
- ❑ Toy shop
- ❑ Mail order
- ❑ Other (please state)

.....

.....

8. If you buy through mail order, which company do you use?

.....

.....

9. What other non-computer magazines do you buy regularly (eg music, comics)?

.....

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.....

10. What is your favourite type of game?
- ❑ Platform
- ❑ Strategy
- ❑ Shoot'em-up
- ❑ Arcade adventure
- ❑ Sport simulation
- ❑ Flight simulation
- ❑ Driving simulation
- ❑ Beat'em-up
- ❑ Puzzle
- ❑ Other (please say)

.....

11. What, if any, accessories do you have for your Game Boy (eg game light, magnifier, carry case)?

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12. Where do you play your Game Boy?

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13. How do you buy *GB Action*?
- ❑ Pick up at newsagent
- ❑ Have copy reserved/delivered
- ❑ Subscribe
- ❑ Other (please say)

.....

.....

14. Does *GB Action* help you choose which games to buy?
- ❑ All of the time
- ❑ Most of the time
- ❑ Some of the time
- ❑ Never

15. How many other people will see your copy of *GB Action*?
- ❑ No one else
- ❑ One
- ❑ Two
- ❑ Three
- ❑ Four
- ❑ More than four

16. Rate – Excellent to Very Poor – the following *GB Action* articles?

Excellent	Good	Okay	Sad	Very poor	
❑	❑	❑	❑	❑	Cover
❑	❑	❑	❑	❑	Contents
❑	❑	❑	❑	❑	News
❑	❑	❑	❑	❑	Game Reviews
❑	❑	❑	❑	❑	Features
❑	❑	❑	❑	❑	Player's Guides
❑	❑	❑	❑	❑	Cheats
❑	❑	❑	❑	❑	Sneaky Peeks
❑	❑	❑	❑	❑	Competitions
❑	❑	❑	❑	❑	Brad's Q & A
❑	❑	❑	❑	❑	Jason's Forum
❑	❑	❑	❑	❑	Buyer's Guide
❑	❑	❑	❑	❑	Classic Game
❑	❑	❑	❑	❑	Classifieds
❑	❑	❑	❑	❑	Adverts
❑	❑	❑	❑	❑	Next Month

17. What other topics would you like to see covered in *GB Action* (eg videos, films, pop music)?

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18. Please write any other comments:

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Name .....

Address .....

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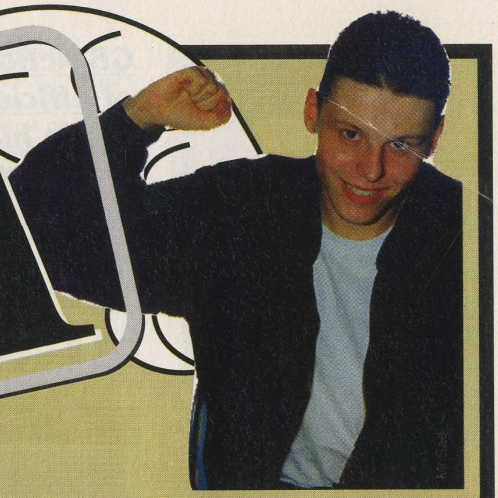
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Postcode .....

Phone number .....

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Q&A



Jam, jam here comes the man... alright my loves? A big sloppy kiss for those strange letters I've received this month. As usual, no question is avoided...

Bad Flavour

Yo what's popping Gee,
While on the Bring The Noise tour with Anthrax earlier this year, I bought Terminator 2 because it looked 'bad', ya know what I'm saying.

The trouble is I can't suss out the order in which to destroy the generators. Ya gotta help me man, ya know what I'm saying. Word to ya mother, peeace!
Flavour Flav Huxstable (Public Enemy), Compton.

Brad: Yeeea boy, not the old generator problem. Here's the correct order in which to 'Shut 'em down'. Counting from left to right, destroy the generators in this order, 4th, 1st, 5th, 2nd, 3rd.



After the last tower run far right and you'll be confronted with a big end-of-level robot baddie which you shouldn't have to many problems with.

Bubble Trouble

Hi there gnarly dude,
I've been buying your magazine from issue one and let me tell you, I lurve it. What I was wondering was whether or not you've played Bubble Bobble? (Have I played Bubble Bobble, tsk. What do you take me for?) Well I'm after some password for any level after 30.
Chris 'Hardcore, you know the score' Quinlan, Glasgow.

Brad: You really are quite sad, I'll wager you wear a gas mask and rub Vicks on your chest. Hmmm, anyway if you do find you can't progress, try these passwords. XGBF, 4TBF, GZBW and finally try round 94, 5ZBW.

Money Matter

Dear Brad,
I had your address given to me from my secretary who believes you may be able to help me. Basically, I'd appreciate it if you could give me any pointers on how to get the value of the pound back up.
A worried N Lamont, Westminster.

Brad: Hmmm, tricky one, that Norm'. After consulting my financial expert, Mr Cannon, he reckons the obvious answer is, of course to stay out of the Exchange Rate Mechanism, lower interest rates and stimulate the economy via investment.

Put new life into the property market and allow sterling to find its own level on the world currency markets.

This will lead to almost instant recovery, reduced unemployment and ultimately lead to a general utopia. Alternatively, you could try a cruise just off Tenerife. Either way, you'll cheer up a lot of Britons... especially Leon.

Rhythm Method

Hi there sexy,
I've got a load of questions that I know you can help me with.

1. Is there a level select on Super Mario Land?

2. In Kung Fu Master I can reach Daddy Long Legs, but he always defeats me. What's my best form of attack?

3. Which is the best character in the game Ghostbusters 2? My friend says that Ray is by far the best, is she right?

I hope you answer my questions and keep up your fun/informative page to the high standards of the last issue.
Danielle 'Jimi' Hendrix, Clayton.



Brad: Thanks Danielle for your wonderful letter and constructive comments. As we all know it's nice to receive compliments. Down to business – the answers.

1.The good news is, yes. The bad news is that you can only access it once you have completed the game twice!

2. Yes he is a bit nasty isn't he? When you get within range, wait until he jumps up with a flying kick, back off slightly, then do a flip kick. Initially you may find this a bit difficult but once you've got your rhythm sorted out you'll have no trouble whatsoever.

3. Strangely enough, they're all exactly the same and no character is stronger than any other, it's all down to personal preference. I always liked Dan Ackroyd myself. Now who did he play, hmmm?

Incy, Winsy,

Dear Supreme Being,
Maybe you can help me, it's that game Spider-Man. I can get all the way to that leathery skinned bad guy, the Rhinoman on level four, but under no circumstances can I defeat the horned adversary. Can you help me?
Stan Carstain, Kings Cross, London.



Brad: Yikes! In answer to your question, defeating the fat mammal/human combination is not really that difficult when you know how.

When you reach the dead end, face the monstrosity, then when he charges you, simply jump over him and hit him twice.

Repeat the process until he dies. Don't make the mistake of using your web because it doesn't do much damage at all.

WRITE TO

Brad's 'Now with wings' Q&A Page, *GB Action*, Europa House, Adlington Park, Macclesfield SK10 4NP.

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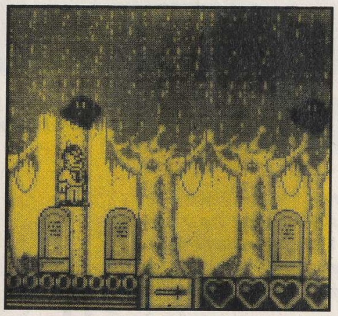
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BUYER'S GUIDE

GB Action sifts through the growing pile of official Game Boy releases easily found in the high street, on the bus, in the living room, at the breakfast table, on the throne, and chooses the best of the bunch.

THE ADDAMS FAMILY

Ocean
Platform romp
£24.95
1 player
Released 1992

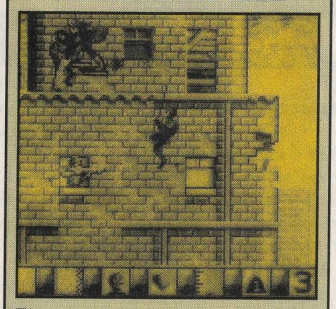


Platform movie antics with the strangest family this side of the grave (or is it the other side?). Ocean's third game on the Game Boy is a step in the right direction, being both fun and addictive. Gomez has to find the rest of the family, who have mysteriously disappeared. Although graphically not tremendous it is competent and cute, strange for a bunch of ghouls don't you think? Recommended to fans of Mario and the smash hit movie.

80%

THE AMAZING SPIDER-MAN 2

Acclaim
Web'em-up
£24.99
1 player
Released Oct 1992



The webbed wonder makes a welcome comeback in this fun and highly entertaining sequel. Six teasing and richly diverse levels take you around crime-ridden streets, have you rummaging inside the warehouse and lab and crawling down the sewers. Graphics are snappy and well presented and Spider-Man's huge range of antics, from wall crawling, web slinging and aerial kicking attacks, will appeal to any gamer looking for action.

80%

ADVENTURE ISLAND

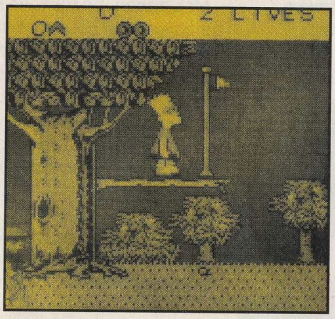
Hudson Soft
Platform romp
£24.95
1 player
Released 1992

Adventure Island is a playable platform romp that'll keep you addicted right from the word go. Graphically the game is nothing more than average with fairly smooth scrolling and defined sprites. Sound can be a little nauseating at times but on the other hand gameplay helps to elevate it to a damn good and enjoyable platform romp.

76%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Acclaim
Platform adventure
£25.00
1 player
Released 1992



Seldom does a decent game emerge from a cartoon licence, yet Escape from Camp Deadly turns out to be fun and addictive. You control Bart as he attempts to make his escape and rescue his sister Lisa from her predicament. Along the way you'll have to solve a few puzzles, plus put a stop to the evil doings of some nasty people, all of which adds up to an enjoyable release.

84%

BATMAN

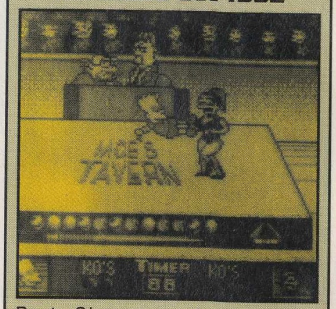
Sunsoft
Platform romp
£25.00
1 player
Released 1991

Yet another platform game based upon a hit movie. Is the software industry aware of any other game style? However, all moaning aside, this really is a cracking little romp in which you take on the role of the Dark Knight himself and have the task of stopping the plans of the evil Joker. Great, but miniscule, graphics and generally absorbing gameplay take it to new heights.

83%

BART VS THE JUGGERNAUTS

Acclaim
Action/puzzle
£24.99
1 player
Released Oct 1992



Bart Simpson takes on the Juggernauts through a series of difficult events, each requiring great strategy, strength and skill. These include mastering the art of skateboarding, weightlifting and square hopping, plus the obligatory beat'em-up sequences. Some of the puzzles take patience to fathom out and it's a real pain starting from scratch again every time you fail, but you'll be returning time and again in a bid to get it just right. Totally different from Bart's earlier adventure, yet just as fun to play.

85%

BOULDER DASH

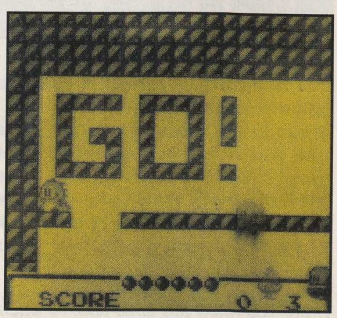
Sunsoft
Arcade action
£24.99
1 player
Released 1990

An all-time classic this one: puzzles, mazes and falling perils – what more could you ask for? The aim is to leg it around the place, avoiding rocks dropping on your head and collecting diamonds. When you've obtained enough, you then have to find the exit and leave. With hundreds of levels like this, you can't question the value, or can you?

93%

BUBBLE BOBBLE

Taito
Platform romp
£24.00
1 player
Released 1991



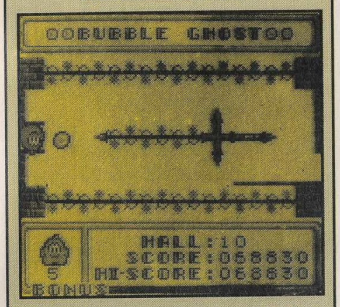
Bubble Bobble is arguably the definitive platform romp on any game machine. The Game Boy version emerges as being particularly

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impressive. Unlike many other conversions the screen scrolls, but this is no major gripe since the action is still as exciting as ever. Graphics are generally OK and the sound is good, and although a tad annoying after a while, it is still the same as the coin-op! It's a shame it's not for two players, but a fun-packed cartridge all the same. First class.

87%

BUBBLE GHOST
Infogrames
Puzzle game
£20.00
1 player
Released 1991



Friendly ghosts are hard to find nowadays; Bubble Ghost is an exception. The aim of the game is to successfully guide a bubble through many hazardous screens by simply blowing it with your delicate breath. Difficult enough to keep even the most hardened of gamers busy for eons despite the fact that there are less than 50 screens. Pleasantly addictive and frustrating mindblowing fun as well.

86%

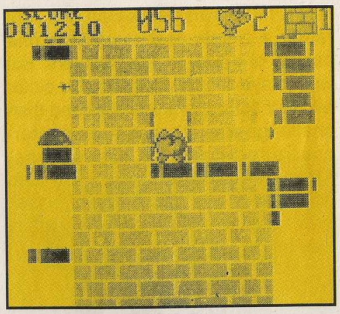
CAESAR'S PALACE
Ocean
Gambling game
£25.99
1 player
Released 1992

Beat that addiction with Ocean's remedy to the gambler's disease. Travel to Las Vegas without leaving home comforts. Whether you're a card player or a roulette fancier, every whim is catered for and implemented in such a way as to make it tremendously appealing. Games in this mould suffer from a lastability problem but it's still worth a look.

77%

CASTELIAN
Storm/The Sales Curve
Arcade game
£24.99
1 player
Released 1992

The hero of the piece is a frog by the name of Julius whose island has been surrounded by six alien towers. His task is to climb to the top of the rotating structures in order to place a bomb and destroy them. Simple and fuss-free gameplay is perfectly suited to the Game Boy, but don't think it's going to be an easy ride! It's nigh on impossible to avoid colliding with the



onslaught of meanies who'll send you plummeting to a watery grave. You'll need nerves of steel to make any real progress. You'll need a good memory, speed and plenty of skill and accuracy in this great long-term challenge.

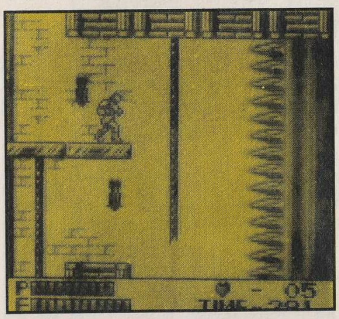
72%

CASTLEVANIA ADVENTURE
Konami
Platform adventure
£24.95
1 player
Released 1991

If running around in battle armour whipping anyone who crosses your path is your idea of a good time, this could well be for you. Featuring some truly stunning visuals and atmospheric sound effects, witness one superior platform jaunt. Unfortunately the whole thing is a little on the short side with only four levels to play.

78%

CASTLEVANIA 2: BELMONT'S REVENGE
Platform romp
Konami
£24.99
1 player
Released 1992



There isn't much difference in the visuals department here from the graphics in the original game. This time around though there has been some fine tweaking on the gameplay side of things and the end result is very enjoyable. Neither are the levels too damn hard to complete and the inclusion of a level selector keeps you interested for longer than before. Belmont's Revenge is superb.

86%

DOUBLE DRAGON 3
Acclaim
Beat'em-up
£24.95
1 or 2 players
Released 1992

Billy and Jimmy are back in what's their third confrontation against the dark oriental forces that cover the globe. This time the boys are searching for the three mysterious Rosetta Stones. As with previous games of the ilk, you'll spend all your time kicking and punching anyone who dares to walk the streets. Add to this the shops from which you can buy all manner of offensive weapons and you've got a fairly reasonable beat'em-up on your hands.

80%

DR FRANKEN
Elite
Arcade adventure
£24.99
1 player
Released Sept 1992



Ghoulish goings on see the loveable Dr Franken searching his Gothic castle in search of the severed bits of his long-time girlfiend (sic). There are around 100 spook-filled rooms to search, each packed to bursting point with all manner of marauding monsters. Gathering anything that isn't bolted down, Dr Franken must solve diabolical puzzles if he is ever to discover all the bits of his girl. Only when he has gathered all the pieces can he bring her back to life and live in eternal happiness.

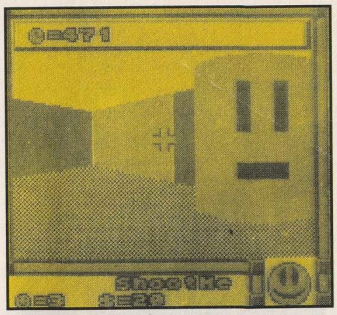
86%

DUCK TALES
Capcom USA
Platform romp
£25.00
1 player
Released 1991

When the graphics, sound and gameplay on a piece of software are all of a well above average standard, then you may well guess that it is a worthwhile purchase to make. You take control over Scrooge McDuck as you endeavour to venture around level after level of fun and frolics. Things may initially seem a little bit on the easy side but it's best to view that as a challenge. Huey, Louie and Dewey also pop up as you move from one location to another.

76%

FACEBALL 2000
Bullet-Proof Software
Maze/shoot'em-up
£24.99
1 to 4 players
Released 1992



Faceball 2000 is Pacman in 3D. As a faceball you must travel around the labyrinth of corridors hunting down and zapping others of your kind. The fun really starts when up to four players compete. Chase each other at breakneck speeds and ultimately shoot to kill. What more could you possible want? It's action all the way and as you get better the challenge certainly gets tougher. Try out Faceball 2000 at all costs and, if possible, rope in your mates too!

76%

FERRARI GRAND PRIX CHALLENGE
Acclaim
Racing simulator
£24.99
1 player
Released Oct 1992

Your goal is to become the all-out winner of the Grand Prix World Championships as you race against 19 top international drivers on a selection of different courses around the world. Graphics are disappointing and car size has been reduced in favour of a superfluous backdrop. The thrills and spills of high-speed driving have not translated effectively to the GB screen and lack of trackside obstacles makes it more of a flop.

67%

F-1 RACE
Nintendo
Racing simulator
£29.95
Up to 4 players
Released 1992

Racing games are very popular both in the arcades and on home computers. F-1 Race is a fast paced racer, helped immensely by the presence of a four-player link-up option. The actual game is fast and furious despite becoming a little tedious when in one-player mode.

79%

FORTIFIED ZONE
Jaleco
Shoot'em-up
£19.95
1 or 2 players
Released 1991

Butch guy and girlie alien basher take on the world in this run-of-the-mill room to room blast'em-up. Dash around shooting anything that moves and then jump up and down on the power-ups to gain extra weapons and health boosts. Not bad, but no more than an adequate meanie mangler.

66%

PTO

BUYER'S GUIDE

HOOK
Ocean
Platform romp
£25.99
1 or 2 players
Released 1992



If you've been disappointed by the movie, like so many, then the game from Ocean will redeem all. This is a platform romp of the highest quality, bound to have you addicted for months. Platform leaping isn't all it contains either as there are flying and beat'em-up sections as well. Controlling Peter Pan, the quest sees you trying to rescue your children from the clutches of Captain Hook. Great graphics and gameplay add up to one amazing treat...

93%

JEEP JAMBOREE
Gremlin
Driving simulator
£24.99
1 or 2 players
Released Oct 1992



Whether you happen to be a driving game freak or not, this comes highly recommended. Get behind the wheel of your jeep and prepare to burn rubber in a fast action and highly addictive race. The choice of courses on offer, each varying in difficulty, leave little room for boredom and the tracks create a realistic feel of the rough and tough of bumpy road racing. All you need do is concentrate on the tight corners, road side objects and other vehicles in your way. Brilliantly simple to play, an essential purchase to make.

91%

JORDAN VS BIRD: ONE ON ONE
Electronic Arts
Sports simulator
£24.99
1 player
Released 1992

Not a full-blown basketball sim, but rather a simple game involving one basket, one ball, and two players. But what players! You choose to be either Michael Jordan or Larry Bird and then challenge the other in a computer-controlled game of one on one. Although highly entertaining and possessing long lasting appeal, not all aspects of the game work as well as they might.

79%

KWIRK
Acclaim
Puzzle game
£14.95
1 player
Released 1992

A game where the central character is a fruit has got to be the strangest title ever (almost!) Either way, Kwirk is a fun, exciting puzzle game that will tease your brain to the full. Rotating blocks are the order of the day and it ain't arf strange! It takes a minute to play but ages to master.

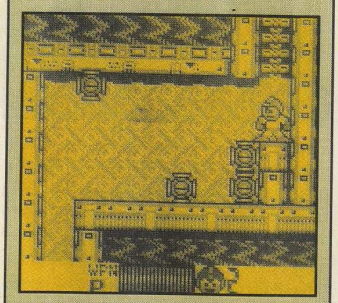
88%

MARIO TENNIS
Nintendo
Sports simulator
£20.00
1 or 2 players
Released 1989

Mario and Luigi battle it out with backhands, smashes and volleys in this highly enjoyable tennis tournament. With four levels to choose from, each more difficult than the last, skill and tactical thinking will be called for. Your opponent is no walk-over and you'll keep returning for more onslaughts in your bid to emerge victorious. It's fast paced with realistic ball and player movement and not something you'll easily tire of. Game, set and match to Mario.

93%

MEGA MAN
Capcom
Platform romp
£25.00
1 player
Released 1991



Mega Man is the new futuristic hero on your Game Boy and, as ever, he has appeared in a platform game. This is no ordinary release – it is damn addictive and brilliant to boot. The graphics are excellent and the gameplay just can't be faulted. Rush out and get it now, unless you happen to have done so already!

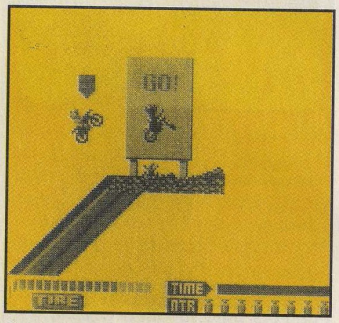
92%

METROID II
Nintendo
Shoot'em-up/platform game
£19.95
1 player
Released 1991

Nice, big, well-animated sprites dashing through nicely drawn scrolling scenarios killing things. Hmmm, well! There is good fast-paced violent action here, topped off with some really super-duper presentation. Check out the animation of the central sprite, surely the smoothest you're likely to see! But it isn't the best one ever written, so beware!

88%

MOTOCROSS MANIACS
Palcom Software
Racing game
£19.95
1 or 2 players
Released 1991



Strange but somewhat addictive racing romp reminiscent of Kick Start, only this has much simpler stunts for you to attempt. The graphics aren't particularly stunning but they serve their purpose well enough. Eight levels is a bit on the short side for they can be beaten within a very short time of keen and dedicated playing. Nonetheless, a fun game that turns out to be somewhat of a challenge!

86%

MR DO!
Ocean
Arcade adventure
£25.99
1 player
Released 1992

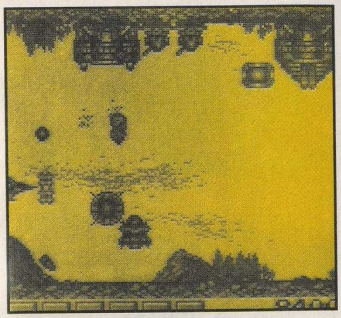
Converted straight from the arcade machine to your Game Boy, Mr Do! follows the antics of the clown of the title as he collects fruit. Something seems to have gone amiss in the translation and sadly this version is not something you'll spend hours at a time playing. I can't put my finger on the problem since the game seems the same as the coin-op.

82%

NEMESIS
Konami
Shoot'em-up
£25.00
1 player
Released 1991

Nemesis is widely regarded as the best blasting game on the Game Boy, and quite rightly so, for the time being!

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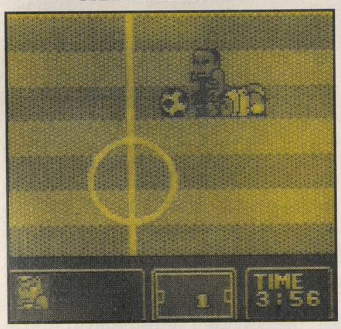


It is a fast action, addictive blast pulled straight out of the arcade and brought to your mono screen. Graphics, although small, are detailed and serve their purpose well enough.

38%

NINTENDO WORLD CUP

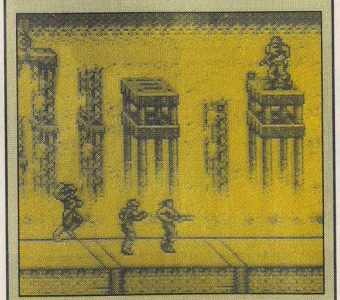
Nintendo
Sports simulator
£20.00
1 player
Released 1991



With my memory only able to remember two football games on the Game Boy, the other being Pro Soccer, World Cup is the worst so far! The side on view is OK at a push but the men on the field look more like overgrown animals than football players! A fairly average game.

OPERATION C

Ultra Games
Shoot'em-up
£19.95
1 player
Released 1991

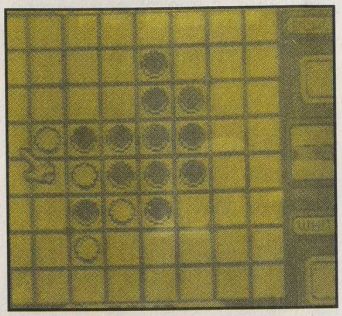


Excellent blasting game with two different styles of play that keep your interest throughout. The graphics are great with good looking backdrops and well drawn sprites. Difficulty is set just right and the end result is something well worth having in your collection.

87%

OTHELLO

Nintendo
Board game
£19.95
1 or 2 players
Released 1991

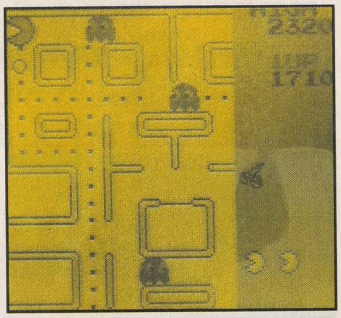


Othello is a good strategy board-game that most households will have at least seen at some time or other. This conversion is as good as you're likely to get on the Game Boy. Thankfully this is no mean thing and it is good to play and considerable fun in two-player mode as well!

84%

PACMAN

Namco
Maze game
£24.00
1 player
Released 1991

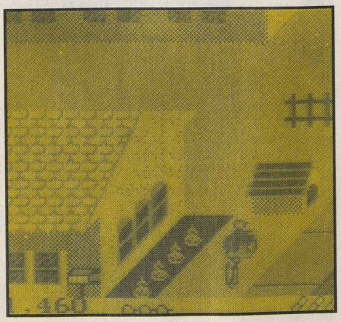


Games come and games go but few have the staying power of Pac-Man. It was one of the first releases ever and is still remembered today. See if the same can be said for Mario! The Game Boy version of this classic is every bit as fun to play as the original but it is a little bit slower and therefore a lot of people won't want to partake.

65%

PAPERBOY 2

Mindscape
Arcade action
£24.99
1 or 2 players



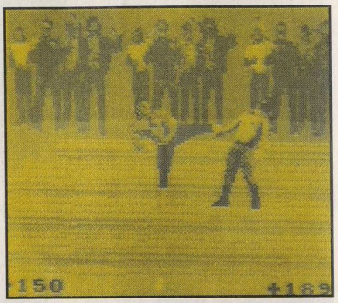
Released July 1992

This wasn't a game that we were looking forward to since the original on which it is based isn't much cop. Thankfully we were wrong to make assumptions and Paperboy 2 is an incredible improvement over the original. Basically what we have here is more of the same but it has been programmed a lot better by the boffins at Mindscape. Recommended.

73%

PIT-FIGHTER

Toy Headquarters
Beat'em-up
£25.99
1 player
Released 1992



Originally an Atari coin-op, Pit-Fighter wowed audiences with its first class digitized graphics. Naturally, the humble Game Boy can't match the glorious graphics of its arcade counterpart but the programmers have certainly done an amazing job. The aim of the game is to earn money with your muscles alone. Assume the role of Buzz, Kato or Ty and take on a wealth of would-be challengers. Using your special moves you should be able to beat the first couple of contenders, but then things start to really hot up.

48%

Q BERT

Nintendo
Puzzle game
£24.95
1 player
Released 1991

Not much to this game. Leap about a 3D pyramid and land on each square to change the colour. And there's more. The obligatory hoards of meanies appear and as you advance through the levels things suddenly begin to get very hard indeed. Q-Bert is a conversion of a not very successful coin-op. Plaform players might enjoy the challenge. However, if you persevere with it Q-Bert can soon become highly addictive.

82%

ROBOCOP

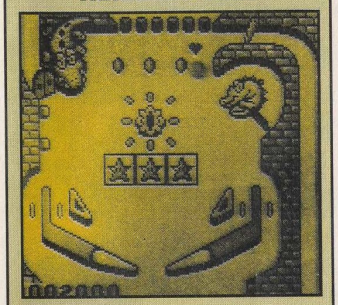
Ocean
Shoot'em-up
£25.99
1 player
Released 1991

Basically this game is a direct conversion of the Spectrum version which in turn was a direct conversion of the coin-op. Thankfully the 16-bit abominations haven't been converted! You control Detroit's metallic lawman as he patrols the streets ridding the world of drugs and crime through, what else, brazen violence. It takes an acquired taste to learn to like this.

68%

REVENGE OF THE GATOR

Nintendo
Bat 'n' Ball
£19.95
2 players
Released 1991

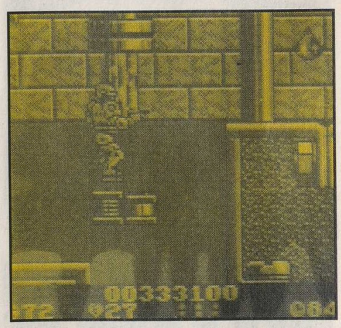


A delightful and hugely addictive pinball game which comes with all the trimmings associated with the arcade counterpart. With five separate tables to scroll up and down, realistic, rapid ball motion, the obligatory buzzes and bells and a tremendous smattering of targets to knock out and bonuses to collect, you'll be onto a real gem of a game. A tilt hasn't been included but that can be easily overlooked since gameplay as a whole is quite superb. Not one to be missed.

88%

ROBOCOP 2

Ocean
Platform romp
£25.99
1 or 2 players
Released 1992



The first game wasn't particularly awe-inspiring and, to be honest, neither is the sequel although it is thankfully something of an improvement over the first. Once again you control Robo as he wipes out yet more drug dealers and upholds the law. However, good graphics and above average sound don't stop it from becoming very frustrating. The difficulty is set at a good level and it should at least be worth a look.

73%

PTO

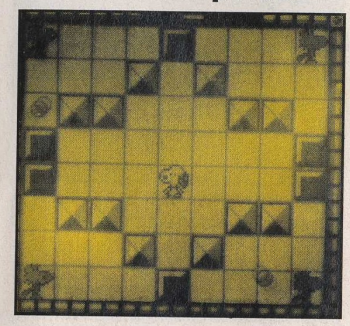
BUYER'S GUIDE

SNEAKY SNAKES
Tradewest
Platform romp
£25.00
1 player
Released 1992

Sneaky Snakes is not your typical platform romp, in fact the basic premise to the game is highly original. The aim is to eat as much as possible. At the end of each level there is a weighing machine and if the bell rings then you progress forever onwards. Fun and addictive, Sneaky Snakes seems set to be a neat little earner for Tradewest!

74%

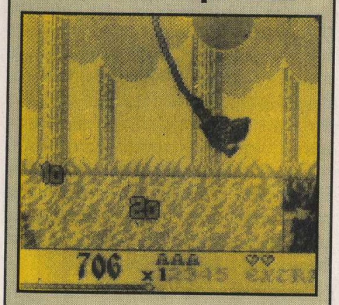
SNOOPY'S MAGIC SHOW
Kemco
Puzzle game
£24.99
1 or 2 players
Released Sept 1992



You control Snoopy in this arcade-cum-puzzle game which offers excellent lasting appeal. You must save Woodstock who, like the bird brain he is, has gone and got lost. Snoopy must avoid a lethal bouncing ball, negotiate a maze and look for secret passages into the next zone.

87%

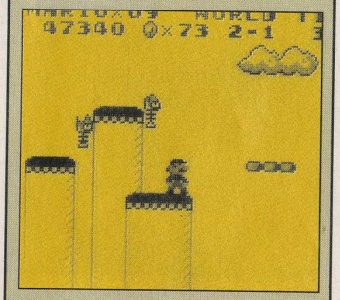
SUPER HUNCHBACK
Ocean
Platform romp
£25.99
1 player
Released Sept 1992



Not many releases reach this high standard on any machine but this is one you must own. It features some of the most humorous graphics you'll ever see on top of incredibly addictive gameplay, not to mention some terrific sound effects too. Rescuing Esmerelda is a task that every GB owner should take part in, rush and buy it now!

91%

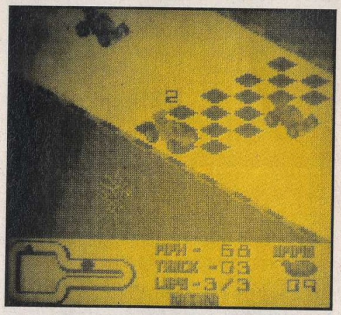
SUPER MARIO LAND
Nintendo
Platform romp
£19.95
1 player
Released 1989



Released to coincide with the launch of the GB itself this is still regarded as the best in its genre. Mario is such a recognised character now that you needn't be told what is involved. If you don't own this one yet then you just can't comprehend what you've been missing out on. The only gripe in the whole product is that there is no continue option or password system to help you along. Still, who needs them?

91%

SUPER RC PRO AM
Rare
Racing simulator
£24.95
1 player
Released 1991



Few racing titles have ever reached the quality attained by Super RC, very few have ever used the graphical style. Viewed from a forced isometric perspective this game really is something special. If you are a fan of squeeling rubber and frantic bumper to bumper action then this is the best you're likely to get on the little grey box. Superb!

90%

TEENAGE MUTANT NINJA TURTLES: THE FALL OF THE FOOT CLAN
Ultra Games
Beat'em-up
£24.95
1 player
Released 1991

Now, none of us in the office have ever been great fans of the Turtles, yet we were prepared to give the game a try. Sadly it lives up to all expectations and is not the type of thing we'd spend hours playing. The characters are recognisable and the whole thing is presented well, but gameplay is very bland indeed, rather like watching either of the two movies!

55%

TERMINATOR 2
Acclaim
Shoot'em-up
£24.95
1 player
Released 1992

Terminator 2 is a six stage shoot'em-up which takes you through time as both John Connor and the Terminator himself. Graphics are top-notch, although the first level is a little too complicated and things tend to get lost in the background. The variation between stages adds to the longevity with hours of fun gained from the tough task ahead. An excellent conversion of the smash-hit film, one to look out for.

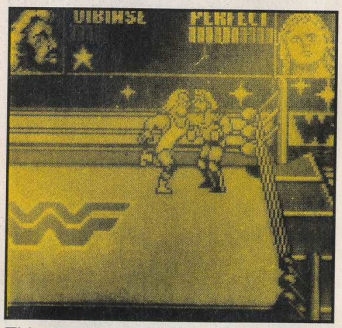
84%

WWF SUPERSTARS
Ljn
Beat'em-up
£25.99
1 or 2 players
Released 1991

The latest craze to hit the teenagers in this country, thanks to the wonders of Sky TV, is the WWF Wrestling. This is the umpteenth computer version of the 'Sport' to hit the screens in the last year. All said and done though, none of these have been particularly excellent and this is no exception. Graphics are splendid, as is the sound, but it's sadly let down by a lack of moves to practise and perform.

77%

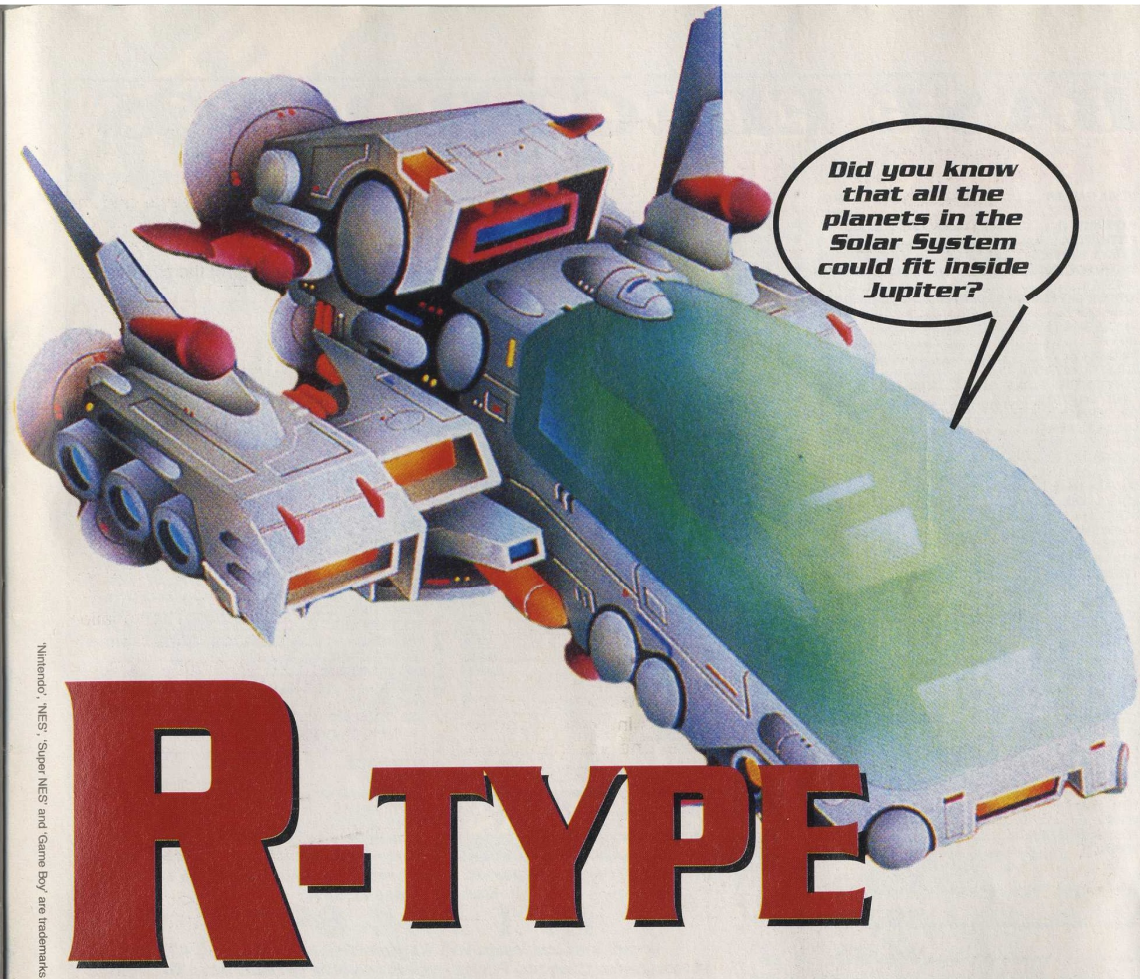
WWF SUPERSTARS 2
Acclaim
Beat'em-up
£24.99
1 or 2 players
Released Nov 1992



This draws and, in doing so, improves on its predecessor but is still basically a carbon copy of the first wrestling game. Be sure to think twice about purchasing them both. Graphics are faultless and the range of moves has been widened considerably to cater for more sustained gameplay. Definitely entertaining, but all said and done, grappling one opponent after the next can become slightly tedious.

83%

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CLASSIC GAME

R-TYPE

More splats than a squeezable bottle of ketchup can manage, more boldness then the USS Enterprise, that's R-type of game.

Sucking hard on your boiled sweet and finger tentatively poised over the fire button, it's time to stop dilly-dallying. Overdrive mode beckons and hero status may be just a power pod away.

Your ultimate goal, single-handedly, is to defend the planet Earth from a somewhat trouble-some bunch of extra terrestrial mutants, sadly not of the Steven Spielberg cuddlesome variety.

The BYDO Empire has already consolidated its powerful forces and caused a frenzied whirlwind of chaos in the galaxy.

In your R-Type spaceship you must now launch a counter-attack, your goal being to defeat El Supremo and his five huge warlords.

> **It's time to stop dilly dallying now.**

Competing with any TV advert's dream car on the manoeuvrability front, simply blast every dreg of blood out of the enemies blocking your route to the end-of-level warlord.

Snipers clinging to both walls and ceilings and a vast range of baddies zoom into sight ready to experience a rather nasty splintering courtesy of a few rapid and well-timed taps of your 'A' button.

FACT FILE

SOFTWARE HOUSE: Irem

SUPPLIER: Console Plus

PRICE: £19.99

NO OF PLAYERS: 1

RELEASE DATE: 1991

R You Ready?

The lunar-type landscape forms its very own obstacle and you must weave your way through narrow passages while avoiding their serrated edges.

The power pods present an additional source of vitality for the lone pilot. The first shuttle destroyed will provide the pod.

This can then be placed on the front or back of your ship or even used as a shield.

By packing it off ahead it spreads out your fire, thus enlarging the target range and causing enough damage to feed anyone's taste for dominance.

Every POW shuttle that succumbs to the furious onslaught leaves behind a most conducive power item, be it a laser, a fire chain or a bouncing ball of energy, lethal to the touch.

All you need remember now is to sharpen your reflexes and fine tune your sense of urgency, timing and nimbleness in order to guide the craft through the rough and tough of galaxy travelling.

As for overall presentation, the horizontal screen scroll could maybe have been a little faster.

Notwithstanding, it's smooth and devoid of unnecessary flickers with big, bold graphics complimenting the overall beauty.

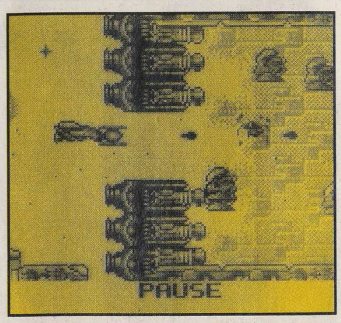
Shoot'em-ups abound with astonishing success on the small screen. Fuss-free, their appeal extends to a wide circle of gamers.

Although it could be argued that R-Type doesn't emerge as the definitive blast of its genre, its addictive appeal will ensure its light doesn't dim with the advent of more sophisticated games. ***Sharon***

SCORE

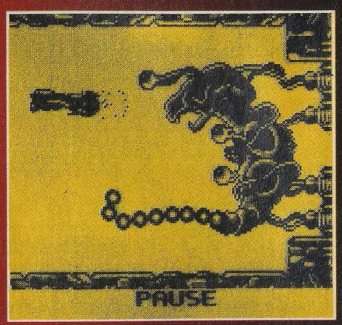
82

PER CENT



Wiggling through the vastness of the unexplored, an unprecedented volume of missiles is required

Lost in Space...



Of all the alien formations in all the galaxy it had to be this one! Is the lone space traveller fit to take on the rage of The Gladiator? About as moreish as a Sarah Lee sticky chocolate cake, R-Type is perfectly suited to a good binge or two

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- Game Boy and six games, as new, boxed inc Choplifter 2, Bill and Ted, Boulderdash, Revenge of the Gator, magnifier vgc new. Worth £200 plus but sell for £110 ono. Phone Paul after 4pm on: 0273 305857.

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- Game Boy, three games, mags etc. Sell for £70 or swap for Game Gear and a few games. Good condition. Phone Basingstoke on: 0256 465752. Ask for Cherry.

- Game Boy game Super Mario Land. Unwanted gift, brand-new in sealed box. £15 only. Ring Alex on: 0684 893348 after 6pm.

- Mario Land, Turtles and Burger Time, £15 each and boxed. Also Super Magicom for sale, all leads. plus disk drive, boxed, brand-new. All details from Alan on: 0277 822793.

- Game Boy for sale with Super Mario Land, Hook, Duck Tales and Tetris. All boxed in mint condition, £65. Phone Chris on: 0842 754627.

- Game Boy games for sale; Ultra Golf brand new £14. Motor Cycle Maniacs £12. Volleyball £12. Battle Unit Zeoth £12, or the lot for £44 ono. Phone Mark on: 021 423 3371.

- Nine month old Game Boy with a brand-new screen and two games; Mario Land and Double Dragon, both boxed, £75. Also six games £15 each. Tel Dean on: 0594 833447.

- Four Game Boy games for £15 each, Castelvania, Spider-Man, Gremlins 2 and Ghost Busters 2. Phone Tom on: 061 434 6612 if interested. Games boxed with instructions.

- For sale, Game Boy with seven games: Mario Land, Tennis, Tetris, Nemesis, R-Type, Final Fantasy, Castlevania, stereo ear phone included, £120. Phone: 0453 821229.

- Game Boy game for sale, Chase HQ £10 ono. Will swap for WHY. Phone Mark on: 0708 225676 after 5pm.

- Game Boy games for sale, 20 in all inc RoboCop, Mega man, Castlevania, Mickey Mouse, Boulder Dash, Turtles, Qix, Pac--Man. Call Colin on: 0294 601124. No swaps. £10 to £15 each.

- For sale, Simpsons game and WWF. Sell or swap for Prince of Persia, Skate or Die, Motor Maniacs. Phone Sam on: 0972 863090 after 7am to 11pm.

- Game Boy carts for sale: Batman £17, RoboCop £17 both fully boxed with instructions in very good condition. Phone Kevin on: 081 599 9306 btween 5pm and 10pm.

- For sale, Super Mario for £15 or will swap for Bart Simpson or TMHT. Boxed with instructions. Phone Oliver on: 0462 730641.

- Game Boy games for sale: Choplifter II, Navy Seals, Ninja Shadow, Blades of Steel. Would swap for Castlevania !!. Games £12.50 each. Phone Paul on: 0582 768727. All games are boxed.

- For sale, Game Boy games: Dr Franken £18, Super RC Pro Am £15. Both boxed and in excellent condition. Phone Davod on: 091 3731556.

- Nine Game Boy games for sale, £12 each. includes RoboCop, Double Dragon, Skate or Die, WWF, Dr Mario and more. Contact David on: 081 958 8029 after 5pm.

- For sale, Game Boy about four months old. Five games including Tetris, Kick Off, Batman, Golf, over £160. Will accept £100 ono. A bargain. Contact Duncan Macphee, 62 Lewes Road, Newhaven, E Sussex BN9 9SH. Will swap for Super NES.

- Three Game Boy games for sale: Radar Mission, Kung Fu Master, Balloon Kid, all for £16 each plus battery pack, includes box £15. Call Paul on: 549 9980.

- Game Boy with game light and five fabulous games incuding Revenge of the Gator, Super Mario Land, Castlevania, Double Dragon and Tetris, £110. Contact mark on: 091 2864690.

SWAPS

- Swap my Ghostbusters 2 for Revenge of theGator or Caesar's Palace. Phone: 0202 484194 between 4pm and 9pm. (I'm desperate)

- Will swap Simpsons, Duck Tales, Spider-man, Dragon's Lair, Double Dragon or Fortress of Fear for any good games, especially Castlevania II, WWF2, Batman II, Addams Family, Final Fantasy I or II. if interested write or phone Michael Wiessman, Manor Hamilton, CO Leitrim, Ireland. Tel: 072 55222.

- I will swap my Mario, Othello, RoboCop, Castlevania, Double Dragon and Bad 'n' rad for any of tyour games, preferably sports or beat-em-ups. Tel: 0952 590784 and ask for Darren.

- Swap Gauntlet 2. Any newish games considered. Phone Colin on: 0304 242355 and tell me what you have.

- Will swap my Game Boy and three good games for a Game Gear with two games. Game Boy includes head phones and link cable. Call: 03224 63745 and ask for Gavin.

- Will swap my sega Master with six games, light gun and rapid fire for a Game Boy with a couple of games, case. ear phones and mabe a game light. Contact graham on: 0703 701852 after 7pm.

- Will swap Spider--Man, Chase HQ or Alleyways for any good Game Boy game. Phone Alan on: 0923 222135. Also Master System for sale, includes Shinobi, Hang on and Alex the Kid, £35 ono.

- I will swap Hook and Duck Tales for WWF or sell them for £15. Phone Graham on: 0789 720360.

- Will swap Gargoyle's Quest and Fortified Zone (map included), boxed, in good condition, for two good Game Boy games. Phone Nicky after 6pm on: 0786 824977.

- Will swap Double Dragon 2 for Navy Seals or Beatle Juice or Gremlins 2 or R-Type or T2 or Battle Toads. Phone: 0344 489614. (Berks area).

- I'll swap my Game Boy with four games and game light for a Game Gear with at least two games. Contact Russell on: 091 416 4305.

- Swap my Game Boy with six games, ac adaptor, light magnifier for a Game gear wirth ac adaptor and four games, or sell for £120. Tel Max on: 0675 470477.

- Will swap Duck Tales, Bart Simpson or Nail and Scale for your Mega Man I or II or Motor Cross maniacs. Phone Andrew on: 0782 774869.

- Will swap ny Battle Toads or Castlevania or Mickey's Dangerous Chase for Double Dragon 1, 2, 3 or OPit-Fighter. Must have instructions. Liverpool area. Tel Vincent on; 051 226 8601.

- Gremlins 2 swap for Terminator 2 or Prince of Persia or Fortress of fear or Turtles 2, Megaman, Megaman 2. Sell for £14. Call Lee on: 0633 876822.

- Will swap Baseball for any good game. Phone Amy on: 081 573 8844 between 5pm and 8pm.

- Swap Super Mario Land or Turtles: Fall of the Foot Clan for Hook Game Boy game. Must have box and instructions. Phone: 05617 594 after 5pm and ask for Kevin.

- Wanted, Terminator 2 with instructions and box. Pay £15, call Lee on: 0633 876822

WANTS

- Wanted, Chessmaster with box and instructions for the Game Boy. Will pay £12. Phone: 0209 213584. For sale, Gremlins 2, £10 with box and instructions.

- Will buy any Game Boy game rated over 76% for cash. Will pay £10 or £15. Phone David on: 0303 258478 or write to 12 Sugar Loaf Walk, Folkestone, Kent CT19 6LE now.

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Funk The GROOVE



Modern day movie stars, determined to make that leap from mega stardom to megaphonic stardom have scratched and blitzed their way (with surprising success) into the dazzling arena of music with the likes of Kim Basinger and Bruce Willis gracing the world with purry voices.

What, indeed, would civilization be like without such body bopping melodies as 'I Should Be So Lucky' and 'Mona' produced, it would seem, by the entire cast of Neighbours? Let's not forget, of course, the infamous Neighbours theme tune too.

Now Mario has jumped on the bandwagon with a record destined to flip anyone's funkability button. Super Mario Land is where it's at...

MC Mario's had a rut with his best pal Luigi and has gone and teamed up with a pair of oil rig workers from Texas known as the Ambassadors of Funk.

Together they've been getting slick and, with more than a helping hand from producer Simon Harris, have been making a Super Mario Land record.

Is Nintendo's gaming icon's rise to multi-media stardom on target to become even more meteoric?

The Game Boy Mario tune has been run, jumped and mushroomed into a dance rap invincible ditto, destined for the hot spot in the charts.

Simon loves the Game Boy game to bits and has been playing it ever since its release back in 1989. He himself will don those famous red dungarees and play Mario for promotional reasons.

On the CD an additional track consisting of samples from the Game Boy tune is included, allowing game boy and girls to introduce their own lyrics and have a go at sampling for themselves.

And where is this new trend going to stop... well Simon's next best fave game is Streetfighter II on the Super NES. Look out for a new record sampled from said game soon...





It had to happen guys and gals! That terrific toe-tapping melody that accompanies that totally tessellating teaser Tetris has been popped into a neat tune.

This smashing new 45 is already climbing up the hip parade, pop pickers, and guess what, this happening bopper by Dr Spin was produced by tip-top West End musical meister Andrew Lloyd Webber, himself a huge fan of the Game Boy game.

An undisputed aficionado of today's rave scene, Andy has teamed up with producer Nigel Wright, the man behind the irrepressible hit, Itsy Bitsy Teeny Weeny Yellow Polka Dot Bikini, to turn the Game Boy plinky tune into a top tune. Groovy? Not 'arf!

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Tense? Nervous? Headache? Then you should be taking an aspirin. But if that won't soothe your woes, you could always try writing to: Jason's Forum, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP. (You'd be better off with a junior disprin.)

STAR LETTER

Trouble in Oz

Dear Ed,
I've got a problem which is making me really question my friends' intelligence and judgement. I've just bought a Game Boy and I think it's great but all my friends say I should have bought a Game Gear or Lynx because they've got better graphics, sound and a larger screen. I think gameplay is far more important than the quality of graphics. What's your opinion?
David Haldane, Victoria, Australia.

Although your mates take the mickey of your recent and discerning purchase I'll bet it doesn't stop them playing it! You stick to your guns! If you want a hand held you can't beat the Game Boy for portability. Have you ever tried slipping a Lynx in your pocket?

As for economy, both the Lynx and Game Gear guzzle the old powercells like there's no tomorrow. Graphic and sonic quality is a sacrifice in order to fit the hand held criteria and, as you rightly say, it's gameplay that counts.

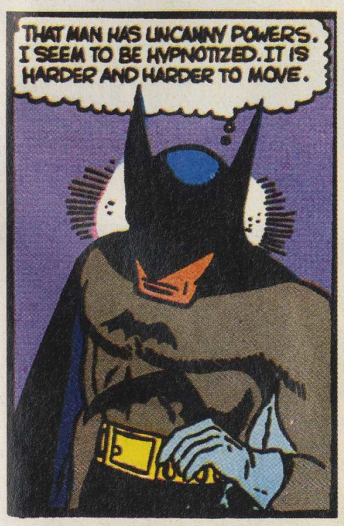
There have been far too many games that have relied on pretty graphics. Game designers haven't got any excuse with the GB.

We have a number of correspondents in Oz. Keep your letters coming in. It's handy to learn of the scene over there.

Jason's Forum

Batman Balls Up

Dear Jason,
I just thought I'd put pen to paper to point out that while, on the whole, you produce a very sound magazine indeed, your research sometimes leaves a lot to be desired.



I refer, of course, to the birth of the Black Knight aka Bruce Wayne aka Batman. I find it hard to believe that in your review issue of the game based on the aforementioned super hero, you referred to Batman's first appearance as dated 1969 when in fact it was 1939 in issue 27 of 'Detective Comics'.
Dean Allen Jones, Miffed of Morriston.

If only you knew how many people have phoned, written and commented about this one silly mistake? Of course we manfully except a sharp slap on the wrist for this carnal crime, although what's 30 years among friends?

I spoke to the reviewer in question who is claiming diminished responsibility - we have removed his little finger and sent it to his family!

I remember doing a review of Star Trek five years ago where I made a false reference to an event in one of the episodes, 'Trouble with Tribbles', so I can't talk!

All I can say is that we'll endeavour to check all statistics before putting them to print!

Budget Blues

Dear Jason,
Are Nintendo going to start a budget range? Many games I've seen reviewed are certainly not worth £25.
Rhyss Bebb, Aberystworth.

Nintendo's policy is that while games are selling well at full price there is no point in releasing a budget range since this would be a sign that the market is beginning to die off.

I suppose that, eventually, a decrease in price is inevitable as new machines are launched, but it will be a long time before that happens.

Nosy Parker

Dear Jason,
Please could you answer a few questions? Apart from Duck Tales and Super Mario Land what is the best platform game? When is Speedball 2 coming out? Is Beetlejuice any good? Are there any other adventures like Prince of Persia?
Nick Wood, Epping.

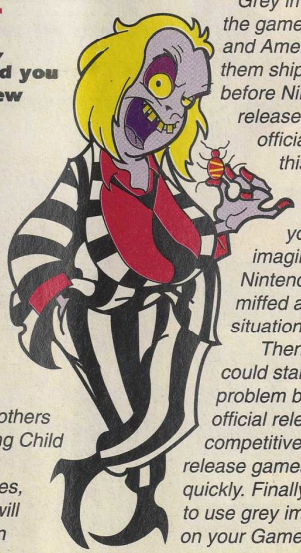
The Blues Brothers and The Viking Child are excellent platform games, Speedball 2 will be released in November, (check out the review in this issue). Beetlejuice is a sound purchase and Robin Hood: Prince of Thieves, published by Mindscape in December should satisfy your thirst for Persia-like adventuring.

Grey Day

Dear Jason,
I keep hearing about 'grey imports' and I've noticed that these games are cheaper and new titles appear much quicker. Are these cartridges OK to use on my Game Boy.
Scott Kelsall, Mansfield, Notts.

Many games hit the shelves in the States and Japan before they are officially released by Nintendo in the UK. The price of games is also considerably less than in this country. Grey importers buy the games in Japan and America and get them shipped over before Nintendo can release them officially. Although this practice is not technically illegal, you can imagine that Nintendo are a bit miffed about the situation.

Then again, they could stamp out the problem by making official releases more competitively priced and release games more quickly. Finally, yes it is OK to use grey import games on your Game Boy.



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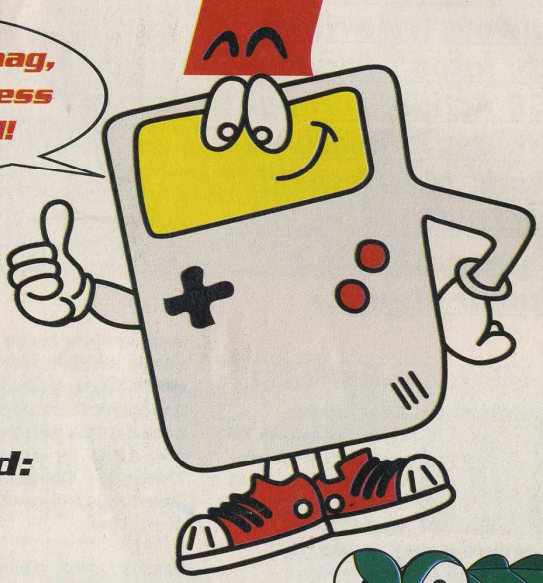
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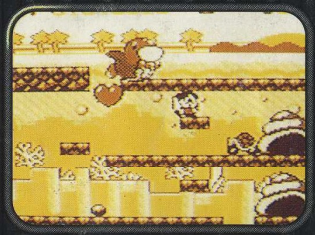


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