THE WORLD'S ONLY GAME BOY MAGAZINE

GB ACTION

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OVER 120 REVIEWS

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THE LAWNMOWER MAN

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MAY 1993
ISSUE 12

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TIP OFF



"BRILLIANT!"

"Retains all the atmosphere and excite-ment of top ty basketball. For the n basketball action, k out Tip Off. Tunes are a delight. Best basketball game todate"

N. Force

32%

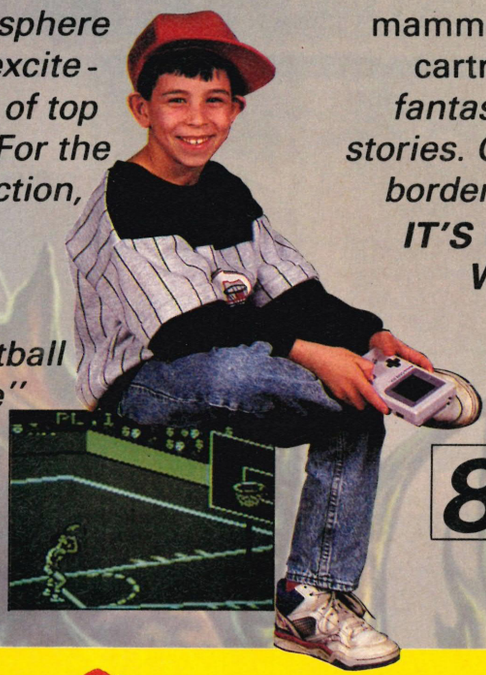
THE BATTLE OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.* ***IT'S GOT TO BE A WINNER."***

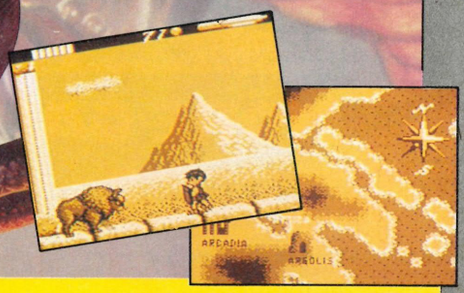
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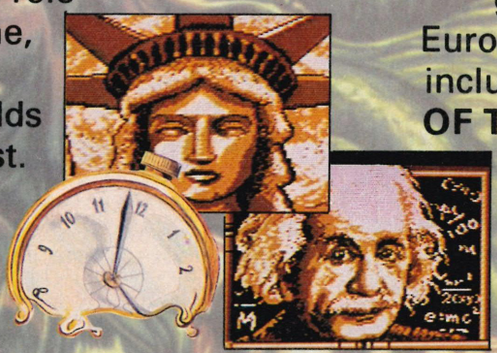
ash the Power!

POPULOUS

An ultimate role playing game, you are God. different worlds your conquest. *osses you in ntillating rio right he off".*

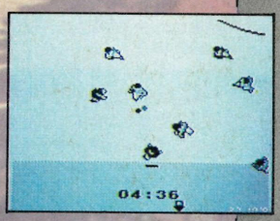
Action

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KICK OFF

Kick Off has enthralled millions of game enthusiasts right across Europe, winning countless awards including the **EUROPEAN GAME OF THE YEAR AWARD.** Now the Gameboy owner can savour its flavour and thrills.







SPLITZ

A puzzle game against the clock. *"I have never found a puzzle game which I have liked but finally one has arrived".*

G.B. Action

85%







Software Ltd. 7 Millside Industrial Estate, Kent, DA1 5BH, Tel: 0322 287782.

imagineer

100% GAME BOY

Conten

MORE GAME BOY REVIEWS THAN ANY OTH

Words
Editor: Sharon Greaves
Staff Writer: Andrew Sharp
Production Editor: Alex Lee
Editorial Correspondent: Jason Spiller

Pictures
Art Editor: Marc Keating
Deputy Art Editor: Rob Sharp
Image Scanning: Jamie Leeming
Advertising Artwork: Jason Sharples

The Mob
Advertising Exec: Simon Jones
Advertising Exec: Rita Keane
Ad Production: Leila Caston
Circulation: David Wren
Publisher: Don Lewis
Chairman: Derek Meakin

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Thanks to Jamie for helping out on the cover, to Of the Wa for producing such a brilliant debut album sleeve, to Rob for being so ace at Lemmings, to Marc for selling his car (£4500 ono), to Sharon (the Lady in Red) for her ace driving skills, to Andy for wearing such a wide selection of tour t-shirts and to Alex for being off work for two days without anyone noticing.

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Publishers of

AMIGA ACTION ST ACTION SUPER ACTION MEGA ACTION



Happy Birthday to GB Action – one year old! With hundreds more Game Boy tips, guides and info than any other mag, you'd be daft to miss it.

Dracula, vampires, bats... they all make for ripping Game Boy yarns and knife edge game sequences. Check out the Game Boy house of horror on p34.

Lawnmower Man 14

Can Virtual Reality really be transferred to the diddy Game Boy, and will it work? Check out our sneaky peek of the game in development.

Game Busters 43

More tips, guides and downright cheats than ever before, busting a gut to get in on the action this month. Guides are what you want, so we aim to keep expanding on this section to warrant lots of cheesy grins.

Cheats 43,45,52

More Super Mario 2 secret bits than you could throw a hedgehog at, plus the codes for the fun section of Lemmings, and lots more.

Player's Guides 46,48,50

Feel the force of our Star Wars guide and use the stunningly reincarnated screen maps to cruise along to the Death Star... ferret out the flying sections in Hook, defeat Rufio and move onto the Marine World... more bits 'n' bobs on Mega Man II.

GB Action Issue 12 May 1993

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Off the Wall 58

You've got the questions, stacks of 'em. We've got the answers. Whether they be about new or old games, information or solutions to solve, let your furrowed brows be soothed by those in the know.

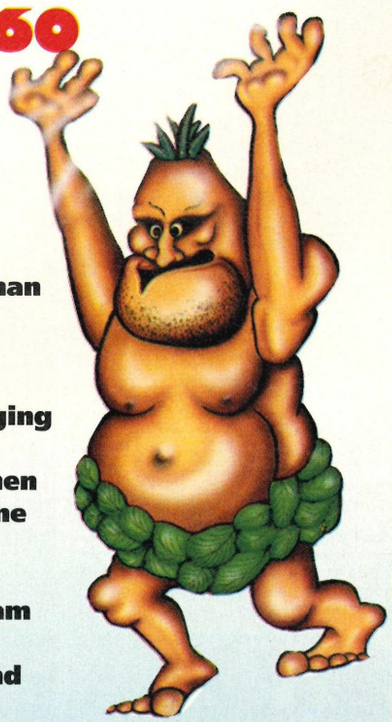
Public Eye 60

Flourish those thoughts and you could be the next Andy Sharp.

News 6

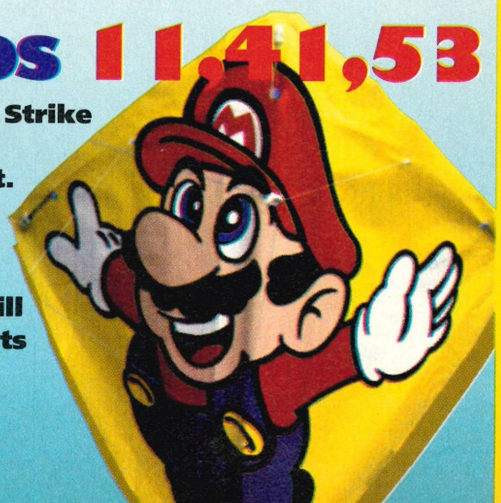
Cut and thrust with caveman clobbering as Chuck Rock gets all prehistoric.

- **Nintendo's Top Rank Tennis is soon to be swinging in on the sport's raquet.**
- **Got the munchies? Then pig out on a scrummy Game Boy cake.**
- **Star Trek: The Next Generation gets set to beam itself onto the wee screen with a mission that's bound to be bold.**



Compos 11,41,53

Win scorching F-15 Strike Eagle games and a hunky flying jacket. Wind yourself up to breeze off with one of 75 novelty Mario kites and chill to the special effects in 20 Lawnmower Man videos.



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Adventure Island II.....22
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Toothache! It's a pain in the neck

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Virtually virtual green stalk mow'em-up

Buyer's Guide

102 GAMES REVIEWED

100% GAME BOY news

Summer!

Summer is traditionally a time when the computer game industry takes a light breather. Not so with the Game Boy.

It's ideal for taking on your hols or basking in the sun with, not like those big computers and consoles that need leads and stuff. Here's a run down of some of the goodies in store for you over the next few months.

- *Barbie Fashion*
  Oh dear
- *Bartman Meets Radioactive Man*
  Homer Simpson takes centre stage in the nuclear power plant
- *Battle Ping Pong*
  Two bats and a ball
- *Batman: The Animated Series*
  Cool beat'em-up platform antics
- *Black Bass Lure Fishing*
  One electronic tacklebox
- *Cliffhanger*
  Sylvester Stallone beat'em-up licence
- *Crazy Paving*
  Slide puzzle game
- *Cycle Grand Prix*
  Push bike sim
- *Dr Franken 2*
  Excellent arcade type adventure
- *Fire Fighter*
  Beat the pyromaniacs
- *Hammer' Harry*
  Bashing frenzy
- *Itch and Scratch*
  Huge puzzle game
- *Jurassic Park*
  Dinosaurs reborn in the 20th Century in a conversion from this summer's big film
- *Malibu Beach Volleyball*
  Sea side exercise
- *Micro Machines*
  Mini racing motors
- *Mortal Kombat*
  Coin-op conversion with spin kicking, pummelling action
- *Nigel Mansell's Grand Prix*
  Tyre squealing automania
- *Out To Lunch*
  A little chef with lots of ingredients
- *Panel Action Bingo*
  What will they convert next!
- *Pinball Dreams*
  Thwack a chrome ball around six tables
- *Spider-Man 3*
  Up against the evil scientist who has created robots to kill Spidey
- *The Empire Strikes Back*
  Tougher than Star Wars and just as excellent
- *The Legend of Zelda*
  Role playing extravaganza, the biggest Game Boy game ever
- *Wayne's World*
  Is it worthy?
- *Zen Intergalactic Ninja*
  Environmentally friendly platformer
- *Zool*
  Sweet ninja from the Nth dimension

TV Fame



Go head to head with Violet Berlin. Now's your chance to appear on tellie.

This spring Violet Berlin, presenter of Bad influence, will be hosting a new twice daily TV programme on The Children's Channel, the cable and satellite channel.

Called *'Head to Head'* it invites you to join in a two-player video game challenge.

If you're aged between 9 and 16 and would like a go, then write to: Head to Head, The Children's Channel, 9-13 Grape Street, London WC2H 8DR.

Compo Winners!

The winner of a snazzy state of the art mountain bike courtesy of Imagineer in issue 10 of GB Action is Darren Mills of Manchester. His Game Boy game creation is based on Mario in Bangkok on a sleazy platform romp... the rest is sadly unprintable. Leave it to your imagination. The following five people also win a copy of the Populous game: Jamie Kidner, Taunton; Katie Goode, Birmingham; Craig Shaw, Huddersfield; Ben Clark, Bristol and Peter Ravelin from Bournemouth.

Courtesy of Ocean Software, a Lethal Weapon baseball jacket goes to Richard Hivings of Chesham, Bucks. These ten runners-up will receive a copy of the Lethal Weapon game: Kirsty Hampton, Middlesex; Jill Irwin, Co Durham; Paul Stuart Ryan, Oxford; Mark Elliot, Midlothian, Scotland; Lester O'Donaghue, London; Sam Smart, Middlesex; P Stanley, London; Chris McEleney, West Lothian; David Richardson, Northumberland; Daniel Shaw, Worksop, Notts.

Tennis



© Sky Sports

UBI Soft are bringing out a Jimmy Connors tennis game, Tecmagik, with exclusive videogame rights, have snatched up Wimbledon's fave heart throb Andre Agassi to push their sports sim to the fore court and now Nintendo are getting in on the racquet (ha) with *Top Rank Tennis*.

The beauty about the latter release is that you can play doubles thanks to a four play adaptor, only used once before in the racing simulation, F-1 Race.

The ultimate aim is to become number one seed by defeating higher ranked players.

The controls incorporate adjustable foot speed and shot power settings and the player can also change the difficulty level. The game, predictably, should be released in time for Wimbledon.

Mario Party Cake



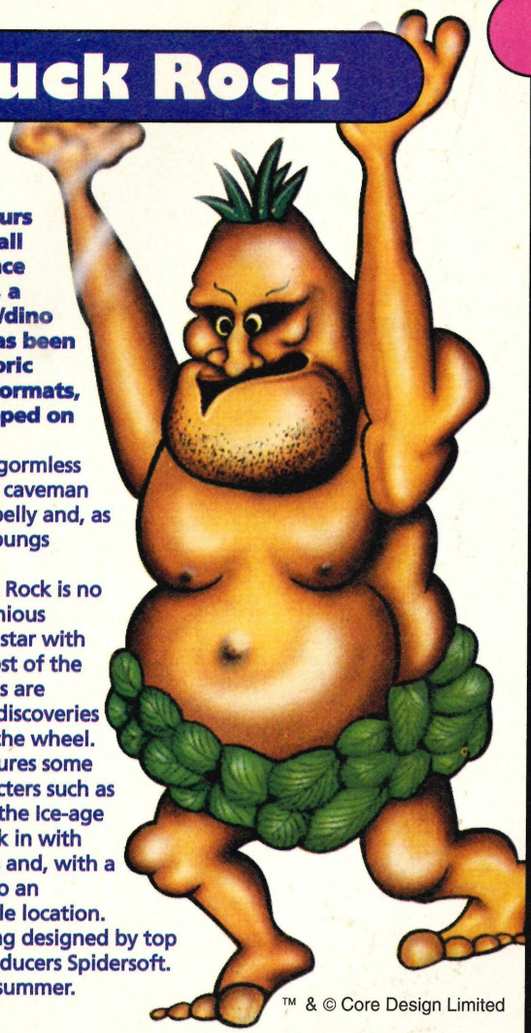
GB Action is one years old this month and going stronger than ever, thanks to you. You can celebrate the anniversary with us by getting your chompers around a Game Boy *novelty party cake*.

Mario bursts from the sponge and raspberry jam and buttercream filling and it's expertly hand decorated in soft icing.

But how does it rate on the tastiness scale? Scrumlicious! You can find the cake in Sainsburys, priced £8.25.

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Chuck Rock



According to the toy and video game industries, dinosaurs and cavemen are all the rage. Enter once again *Chuck Rock*, a game of caveman/dino high jinx which has been a popular prehistoric pursuit on other formats, now being developed on the 'Boy.

Chuck Rock is a gormless twelve pints a night caveman who leads with his belly and, as his name suggests, bungs boulders at his foe.

Pace-wise Chuck Rock is no Mario, but the ingenious puzzles make him a star with no need to rush. Most of the cunning conundrums are based around early discoveries such as gravity and the wheel.

Chuck Rock features some truly hilarious characters such as small mammoths in the ice-age level who suck Chuck in with their little fat trunks and, with a trumpet, blast him to an otherwise inaccessible location.

The game is being designed by top Game Boy game producers Spidersoft. Expect to see it this summer.

™ & © Core Design Limited

Milon's Secret Castle



Milon, a sweet little bloke in dungarees, will be embarking on a large fantasy adventure come September of this year.

Based on the NES version, it encapsulates all the thrills and brain cell twitching associated with true adventuring. There's a tangled web of mazes and puzzles to sort out too as is standard practise in any trawling action maze-like epic.

Complete with literally dozens of secret passageways, the obligatory bonus rooms and trap doors to negotiate it is looking to be a worthy edition to the fast expanding adventures sprouting up on the Game Boy. *Milon's Secret Castle* is to be published by Hudson Soft.

© 1993 Hudson Soft



He's Dead, Jim!



© Sky One

Beam me up Scotty! Oops, wrong Star Trek. This new game is based on *Star Trek The Next Generation* with Lieutenant Worf and Commander Riker rather than James T Kirk and his baby-grow clothed team.

The mission remains unchanged though as you boldly go where no Game Boy has gone before, maybe even reaching the final frontier upon game completion.

The game is a first person space flight as you embark on a series of missions involving exploration, rescues and investigations.

Alien skirmishes are rife with warships and meteor showers to contend with. Strategy will play a major part while streaking across the universe.

Star Trek: The Next Generation is to be published by Absolute Entertainment in the summer.

GAME BOY CHART

ELSPA

PENGUIN CHARTS · COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

1 (–) .....Lemmings	11 (6) Terminator 2/Arcade
2 (1) ...Super Mario Land 2	12 (16).....Terminator 2
3 (4).....Crash Dummies	13 (8) .....Home Alone 2
4 (5).....WWF Superstars 2	14 (11).....Mario and Yoshi
5 (2) .....Star Wars	15 (9) ..Krusty's Fun House
6 (–) .....Spider-Man 2	16 (18) ...Super Hunchback
7 (3) .....Alien 3	17 (–) ....Ferrari Grand Prix
8 (10) Bart Vs Juggernauts	18 (20) .....Mario Golf
9 (13).....Mario Tennis	19 (–).....Double Dragon 3
10 (15).....Tiny Toons	20 (7) ...Kirby's Dreamland

100% GAME BOY news

ALS Industries Game Boy Storage Case £14.99

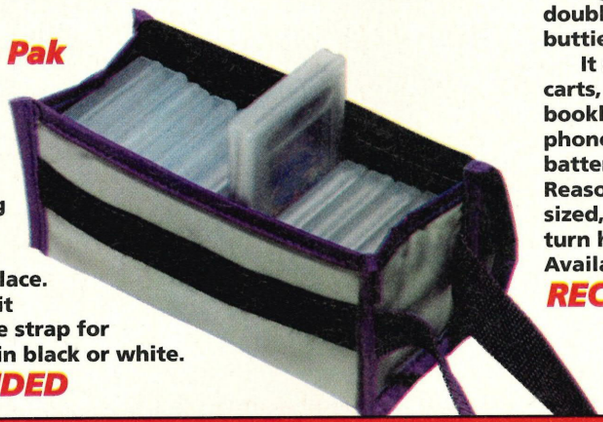


Modelled on the Game Boy itself, this is a gimmick that works amazingly well and is versatile enough to double as a buttie box.

It stores six carts, instruction booklets, ear phones and batteries. Reasonably sized, it's sure to turn heads. Available from Toys R Us.

RECOMMENDED

Nuby Game Pak Carry Case £4.99



An excellent and very affordable purchase, keeping up to 12 carts in safe tidiness together in one place.

Easy to carry, it features a durable strap for safety. Available in black or white.

RECOMMENDED

What a Carry On

Stuffing your 'Boy in a tatty plastic bag where the used hankies fester isn't ideal. There are loads of stylish hip pouches around to prim up your street cred.



Nuby Game Boy Attache Case £14.99

This boasts a leather look finish which is wipeable to keep it snazzy and clean.

It has lots of different sized compartments for all the Game Boy bits 'n' bobs but seems to be needlessly big and pricey as well.

Naki Pro Pouch £8.99

A worthy and sturdy accessory in which to keep your GB and four games and a set of replacement batteries free from dirt and unnecessary battering.

Available in black nylon only it can be slung over your shoulder or else attached to your belt. Neat and professional, it's functional too.





Joyplus Handy Carry £4.99

Made from soft plastic casing with an adjustable carrying strap, it may look stylish but isn't all that practical to use.

It's dead hard getting the Game Boy out of the case and the detachable screen cover has a habit of detaching whenever itself, not you, feels like it.

On top of that, you don't have as much freedom as usual when using the control buttons.

S & B Game Bag £8.99



Available in bright trendy colours, this softly padded item is instantly appealing.

Birthday pressie priced, you can store games and batteries in the various pouches and there's even a mystery pocket for time tables or lollipops. Available from Tandy and S & B, tel: 081 953 3185 for details.

Nuby Play and Carry Case £12.99



The cover flap flips up for easy play, letting you have a dabble on your hand held while it's still in its protective casing.

Having said that, it's not the thickest of pouches, so it doesn't give the protection you may want when out and about.

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NEW RELEASES !!

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Kid Dracula	Cool World	Joe & Mac
Zelda - Coming Soon	Tumble Pop	Pinnochio
Ninja Boy 2	Metal Masters	Dark Wing Duck
Milon's Secret Castle	Lethal Weapon	Top Gun
F15 Strike Eagle	Talespin	

TOP SELLERS !!

4 in 1 Funpack £21.99	Kick Off	Spy Vs Spy
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Alien 3	Lazlo's Leap £19.99	Super Hunchback
Barbie £19.99	Lemmings	Super Mario 2 £24.99
Battleships	Little Mermaid	Swamp Thing
Berlitz French/English £24.99	Looney Tunes	T2 Arcade Game
Berlitz Spanish/English £24.99	McDonaldland	The Jetsons
Best of the Best	Megaman 3	Tiny Toons
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Chessmaster	Parasol Stars	Track Meet £19.99
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Jeep Jamboree	Spiderman 2	Xenon 2
	Spot's Cool Adventure	

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A Flying Jacket & 5 F-15 Games



Scorching through the skies comes the F-15, shredding enemy fighters like a cheese grater, performing 360 degree rolls and as many acrobatic stunts as the Red Arrows.

F-15 Strike Eagle from Microprose (reviewed in last month's issue) is the ultimate flight sim on the Game Boy with tons of options, missions and manoeuvres to get all sweaty over.

Bandits!

A good deal of skill with a liberal dash of gung-ho blasting sorts out the Biggles from the Eddie the Eagles. Chocks away chaps!

Now, courtesy of Microprose, GB Action has a super cool genuine leather flying jacket to give away to the lucky winner, plus an amazing five copies of the F-15 Game Boy game for the runners-up.

All you have to do is answer the two questions below.

Entries to be in by 31st May 1993. Send them to:

F-15 Strike Eagle Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

1) Which American company manufactures the F-15?

2) Which brothers took the first flight in an aeroplane?

a) The Mario Brothers
b) The Wright Brothers
c) The Dangerous Brothers

Photocopies are accepted, but multiple entries are not!

❑ I do not wish to receive promotional material from other companies

My answers are:

1) .....

2) .....

Name.....

Address.....

.....

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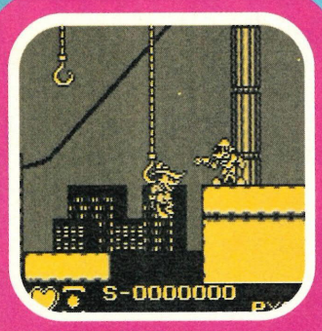
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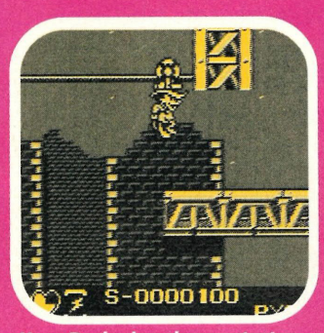
REVIEW

AMERICAN IMPORT

DARKWI



I'm hooked! Take a shot of gas my boy and no complaining. Just get out of the way



Here Darkwing demonstrates the new pulley system. Top transport, or what?

More of Disney's boys reach the small screen. Do not despair – Darkwing Duck is here to do good. Fear will stab the hearts of evildoers everywhere when they find out he's hot on their trail...

Crime! It's everywhere. Nowhere are you safe from one of society's growing problems. It's no different in Darkwing's neighbourhood.

A new rapidly increasing crime wave has taken the city by storm. No one dares take to the streets. The bigwigs believe it to be the doing of the notorious criminal organisation, F.O.W.L. Just don't ask me what it stands for.

The criminal agents have been up to their usual villainous deeds. It's up to Darkwing Duck to put a stop to The Liquidator, Quackerjack, Wolfduck and a whole bunch of other crime crazed bad guys. This has to be done before F.O.W.L. take complete control of St. Canard.

So, here you have it, seven levels and a whole bunch of other secret bonus stages for your exploration and excavation. Clear all evil before it clears you.

Don't be fooled into believing that this is just another platform challenge. Unlike a vast majority of platform games this is a colossal attack on any gamer's patience.

Quacktastic

It's undeniably difficult and requires total concentration. Maybe on occasion it requires a little too much brain usage. It's so frustrating it's not funny!

If you are a fan of Duck Tales then this will be right up your alley. There are a few noticeable similarities in the control system, game style and graphics.

Along with Disney games by Capcom, such as Duck Tales and The Little Mermaid this is a feast to the eyes! It seems to me that you can't go wrong with a Disney game, just like their movies!

Darkwing can take four hits from the nasties before he has to begin his search again.

At his disposal he has a simple



A bird's eye view of the city. It looks like there's some trouble. It's a job for Darkwing

2nd OPINION

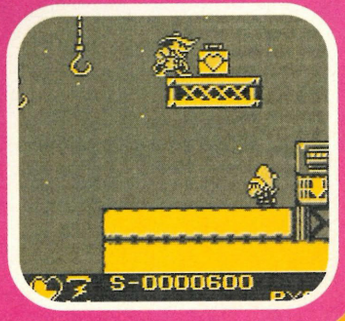


Never mind about Darkwing Duck, this game turns out to be something of a dark horse. Beneath the cartoony exterior lurks an appealing and taunting challenge set over seven mammoth levels. It's not just a straightforward left to right scrolly affair either, you'll be yo-yoing all over the place, swinging from hooks and grappling pulleys to pull off one stunt after the next. The main sprite is a bit tidgy but he's a smart mover all the same. Yeah, like it. *Sharon*



Looking at those hooks you could be forgiven for thinking you're inside a Hellraiser game

Some much needed First Aid! Bung a couple of Band Aids on and everything will be okay



© The Walt Disney Company

NG DUCK

DATA

SOFTWARE HOUSE
- CAPCOM

SUPPLIER
- CONSOLE PLUS

PRICE
- £21.99

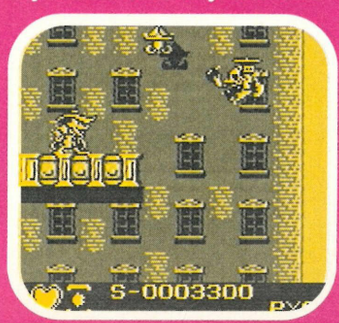
RELEASE DATE
- OUT NOW

Winged Wonder



Hey! It's Quackerjack (everybody: Quakerjack!). He's a tough nut to crack but he'll crumble eventually

It's to the top we go! Use all your skill climbing the buildings as you'll fail miserably otherwise



he is put behind bars to ponder exactly what he has done for a very long time indeed.

To begin your quest you have a choice as to which area of the city you first clear of evil. Each area is more difficult than I care to talk about right now.

As the game is so difficult to progress through it's a relief to know that the controls are easy and your progress isn't ruined while trying to suss them out.

Other items of use to Darkwing are situated around the areas. First Aid kits will always come in handy and extra gas canisters will add to your firepower at the end of a level. There's nothing more annoying than running out of ammo at the level's conclusion.

As you'd expect from a Disney game, the sound effects are cheery and bold. There are also some of those irritating tunes which are instantly carved into your brain. The only way to forget it is to have a full frontal lobotomy.

The tunes really are more annoying than an album's worth of Take That tunes. Oh alright then, maybe not quite that bad!

GB Action

weapon which is more effective on some enemies than others.

The nasties at the end of a level take a few blasts with your gas gun. The type of gun you are carrying determines the amount of energy that is used to fire it.

Duckmongous

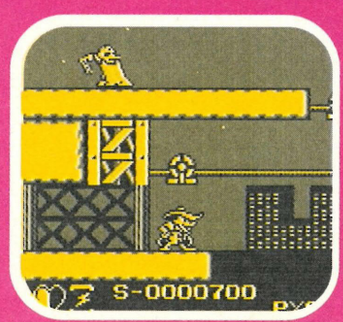
Heavy gas only takes two units of energy whereas Arrow gas uses three units. Each gas has a different effect on the enemies. Some send shock waves across the floor, others travel at 45 degree angles to your weapon.

Once the battle is complete and the evil agent has been defeated,

I Am The Wing



If somebody can tell what these nasties are maybe writing this caption would be easier



More oddities to keep you on your toes. You can't see me down here strange tree stump thing

COMMENT



This took me ages even to begin to make progress. I like a challenge and this is certainly one of the toughest games I've played in a very long time. It's similar in style to Duck Tales and for those of you who enjoyed that cart you will doubtless enjoy this. It's tougher than Duck Tales but just as playable. It's happened again. Another quality adaptation of a Disney character. *Andy*

SCORE

GAMEPLAY 9

LASTABILITY 8

PRESENTATION 9

OVERALL 88%

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PREVIEW

COVER EXCLUSIVE

THE LAWNMOWER MAN

SOFTWARE HOUSE: STORM/SALES CURVE

RELEASE DATE: JULY



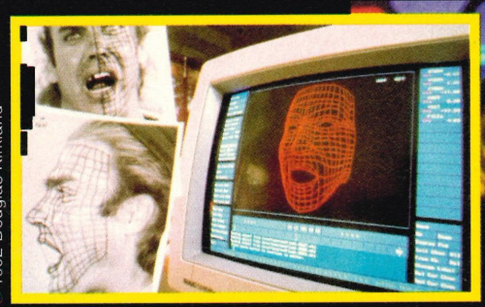
© 1991 Albert Co

Movement of each character is storyboarded



© 1992 Douglas Kirkland

Grids are drawn on photos of an actor's face, then scanned into a computer



© 1992 Douglas Kirkland

The computer uses a sequence of these grids to animate the face and simulate movement



While leading Virtual Reality design house Angel Studio is embroiled in Lawnmower Man 2, game design house Storm struggles with the limitations of humble desktop computers in a bid to produce Lawnmower Man on the Game Boy. Jason reports.

Just imagine a world which affords surgeons realistic but risk free operation practice without a lung punctured or even a single teaspoon of blood being spilt.

An environment in which scientists can push two atoms together and feel how they attract or repel without fear of blowing up half the town.

What if, just by pointing a finger, financial experts could fly around massive landscapes while architects show clients around every jacuzzi and broom cupboard of a penthouse before a single brick is laid? This is reality... well virtually.

Virtual reality or "VR" as it is termed in buzzword circles, is integrating with real-life today and transferring the body movements of an individual to a virtual world of computer coordinates and 3D visual representation via data transmission gloves and suits.

But if VR is already reality, exploited by boring grey suits showing even more boring grey-suited clients around buildings, where is the mystery, the attraction, the danger?

The mystery is the limitless, yet unknown potential. The attraction is the escape from reality into anything from the cockpit of a MiG to a gunfight at the OK Corral.

The danger is what possible effect virtual reality will, to a greater degree, have on our grasp of reality.

The fun side of all this is the hot sweaty VR helmets where you and I can be F-15 Strike Eagle pilots or Formula 1 racing drivers for as long as our 50 pences last.

But Lawnmower Man, an uneasy mix of the outlandish hi-tech achievements of VR and the long-established medium of the movie, caught everyone on the hop.

Billed as the first virtual-reality movie, The Lawnmower Man achieved many things, from some striking advances in computer-aided design and virtual reality, to stunning the critics into silence with utter weirdness.

Grass Cuttings

Game publishers Storm have bought the Lawnmower Man licence to produce games on machines from PCs to the humble Game Boy.

Perhaps the most unusual licence game cover, the question is how faithful a representation can Storm make of this spectacular graphics movie on a handheld machine.

Loosely based and much-expanded upon a seven page story by horror meister Stephen King, the movie makers saw a simple grasscutter with a mental age of six the perfect

Film stills 1992 Allied Vision/Lane Pringle Productions



Once the movement is perfected, the facial features are mapped onto the grid, and the final image can be rendered onto film

innocent in which to immerse a melting pot of reality and VR.

The Lawnmower Man or 'Cyberjobe' is the audience, affected by the simulated environment and the drugs which prepare the subject and enhance the effect. The image of white-coated Nazis is never far behind!

The astonishing VR effects in Lawnmower Man were designed and produced by San Diego-based Angel Studios, currently embroiled in the sequel Lawnmower Man 2 which, it is rumoured, will further stretch the boundaries of virtual reality. The visual experience created by Angel is spectacular.

But the reality behind the strange contradiction of VR and fantasy is painfully slow with production clocking up unbelievable expense.

Angel literally grabbed for flight, freedom and fantasy with golden wings while wearing lead boots.

In terms of expense, the smattering of VR throughout the movie, which amounted to a mere 20 minutes of celluloid, cost more than Terminator 2's entire special effects budget.

No massive, elaborate sets were built, no over-inflated actor fees paid. All expense was sponged up by technological research, development and sheer man hours.

Five minutes of final film took six months of production, averaging 18 hours a day.

Cyberboogie

Angel's director of visualisation Brad Hunt has this to say: "In Lawnmower Man, we tried to imagine what VR might be like in five years time. Our task was that of exploration."

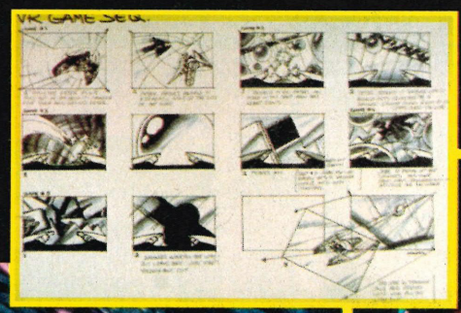
Because of the sheer scale of work, Angel defined each VR scene as very individual projects, dispelling in a stroke the myth that computers do all the work.

Although able to achieve startling results, Angel still reverts to 'old' methods of form and animation, manually and painstakingly constructing models to reconstruct in CAD.

Entitled Cyberboogie, a full immersion VR game features both main characters in a high-speed steeple chase through a series of obstacle-filled 3D environments.

In terms of the true definition of VR, audience belief is suspended as the actors participate while we are mere spectators.

After all, this is life on a different plain, and it's legal!



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Each separate shot in the Cyberboogie VR game sequence took a long long time to transfer from story-board to final image



But it is the "Cybersex" scenes which most powerfully articulate the play between fact and fiction.

In this instance, an unreal portrayal of VR represents the mental rather than physical with a curious, twisting toffee of bodies.

Millions of dollars of machinery and software, thousands of man hours invested into the likes of Cyberboogie, Cyberjobe and yes, Cybersex.

Meanwhile, back on terra firma, Storm design team's first task was to realise their limitations.

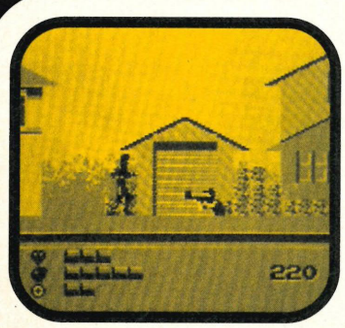
The team's very ordinary PCs are hardly a match to Angel's million dollar graphics work station but veterans of coin-op conversions, Storm, have used their resources to the full.

The Lawnmower Man has more possible game elements than some would give credit.

The challenges and sports within the VR world could be reinterpreted onto traditional interfaces and 2D field.

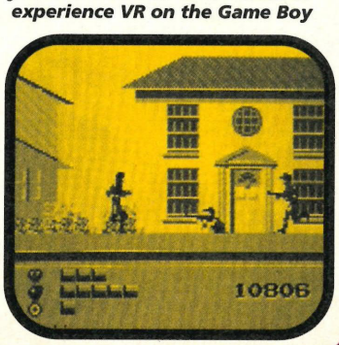
In the graphic representation Storm are realising that keeping within the boundaries of reason will save the game from becoming a heavy graphics white elephant.

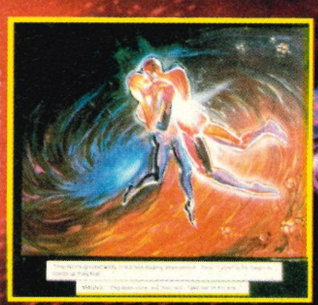
Over the coming months, we will be reporting on Angel Design's bid to out-do Lawnmower Man with a sequel and Storm's try at bringing the film to our little screens.



Not a Flymo in sight in these early pre-production shots from the Game Boy conversion

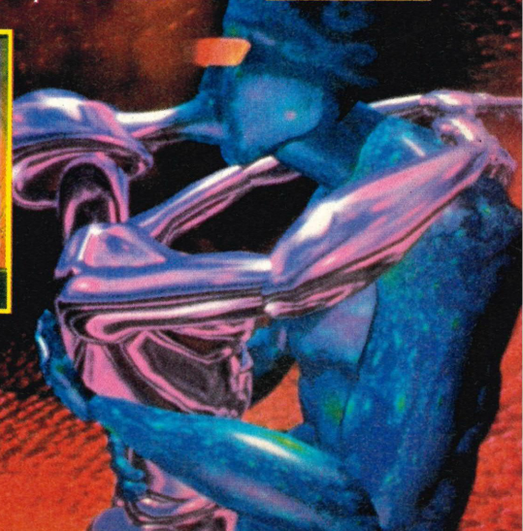
You don't have to transform yourself into a Dr Who villain to experience VR on the Game Boy





© 1991 Albert Co

The final Cybersex sequence is a lot more spectacular than the initial illustration



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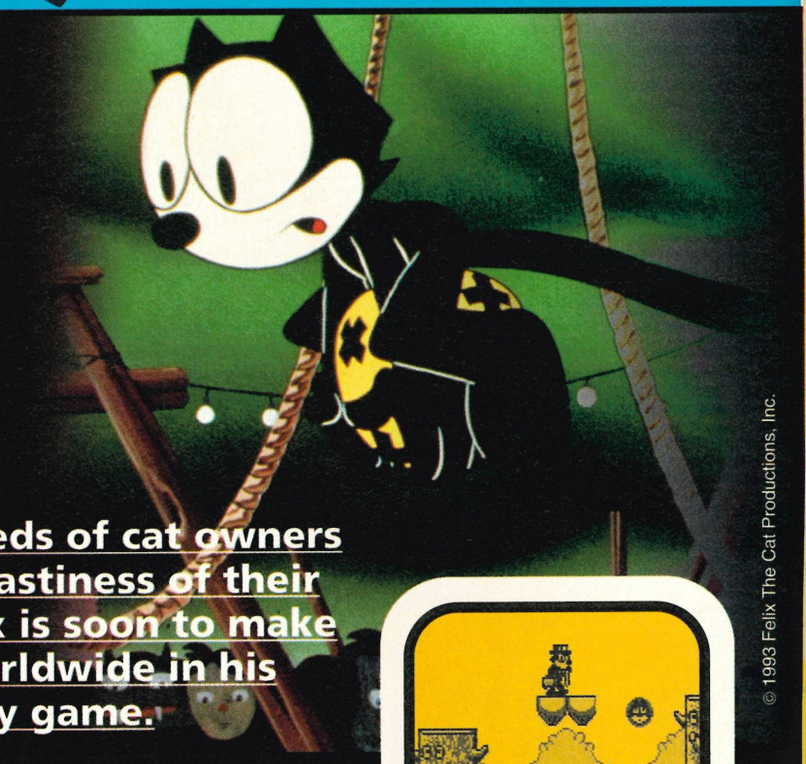
FELIX THE CAT

SOFTWARE HOUSE: HUDSON SOFT

RELEASE DATE: JUNE



Just a whisker away from a purr-fect life in Felix's new brum mobile



Fed up with hundreds of cat owners remarking on the tastiness of their food on tellie, Felix is soon to make a stand for cats worldwide in his very own Game Boy game.

Felix, once a co star with Betty Boop, is a bit of an old codger now. Nevertheless, the 60 year old plus feline has just been dragged away from his Zimmer Frame and dusted off to appear in a new comic book, and that's after just making a movie in the States.

Such newly dug up interest has tempted game designers to join in the fray.

The folk at Hudson Soft have now decided to take up the challenge, resurrecting Felix and transforming him into, well, the cat's whiskers for want of a better phrase.

If you happen to be one of those dedicated swallower of platformers with an itchy desire to have the ultimate bopping and hopping control at your fingertips, then Felix could well provide you with the buzz that you crave so much.

It is a game very much in the mould of good old Super Mario Land and MacDonaldland with platforms of different heights to bound away on plus tons of bonuses to swallow, secret rooms to poke into and fistfuls of power-ups that, used rightly, turn into palmloads of delights.

Feline Frolics

Hand in glove with this solid stone structure is the main sprite himself – and what a cutie. Marvellously animated, Felix has a wide variety of guises at his disposition to help gameplay on its way.

When just in normal mongrel form he uses a bionic punching arm to duff the enemies with but, one power-up later, stumps out onto the catwalk at his glitziest.

Felix takes temporary refuge in the heights, on the look out for an energy boost of milk

Wearing a top hat and tails, he goes prancing about clobbering enemy fiends with a sparkling twirl of his baton, making Fred Astaire look like a panto horse with mixed up legs.

He even has recourse to a mini moped. With smoke puffing out from the rear and a weapon at the front, away he brums with the greatest of ease.

Also, from his totally unhip granny's shopping bag, Felix can pull out such things as a submarine and a biplane. Yeah, like you do.

Through Arctic icebergs, wild jungles and over mysterious pyramids must Felix stalk on the quest for his (yawn) lost girlfriend. There are lifts to ride, blocks to bash out and even tree stumps with funny faces to climb over.

It may look like it's a lightweight game but Felix certainly holds his own in a release destined to be the cream of the crop. Felix the Cat is due for UK release by Hudson Soft later on in the summer.

Righty-O!



'Putting on my top hat, putting on my white tie, brushing off my tails...' Move over Fred Astaire



The tree trunk is looking a bit nosey so Felix quickly gives him a bionic arm punch

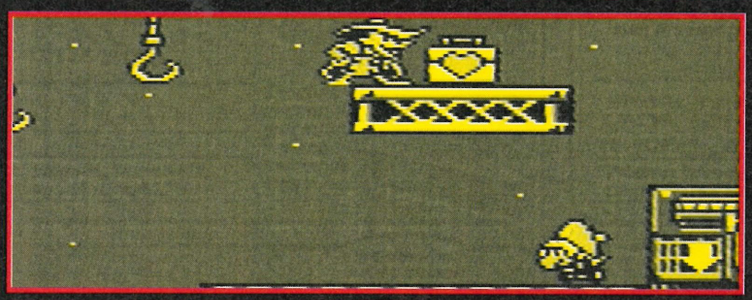
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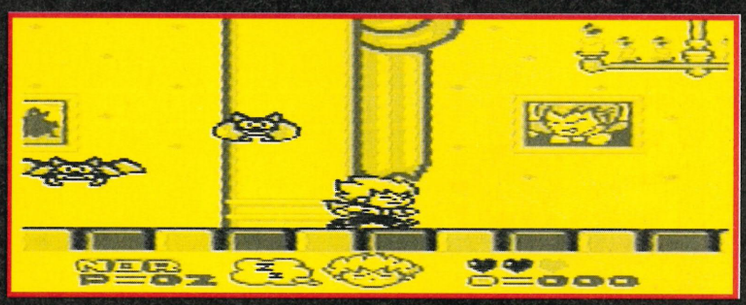
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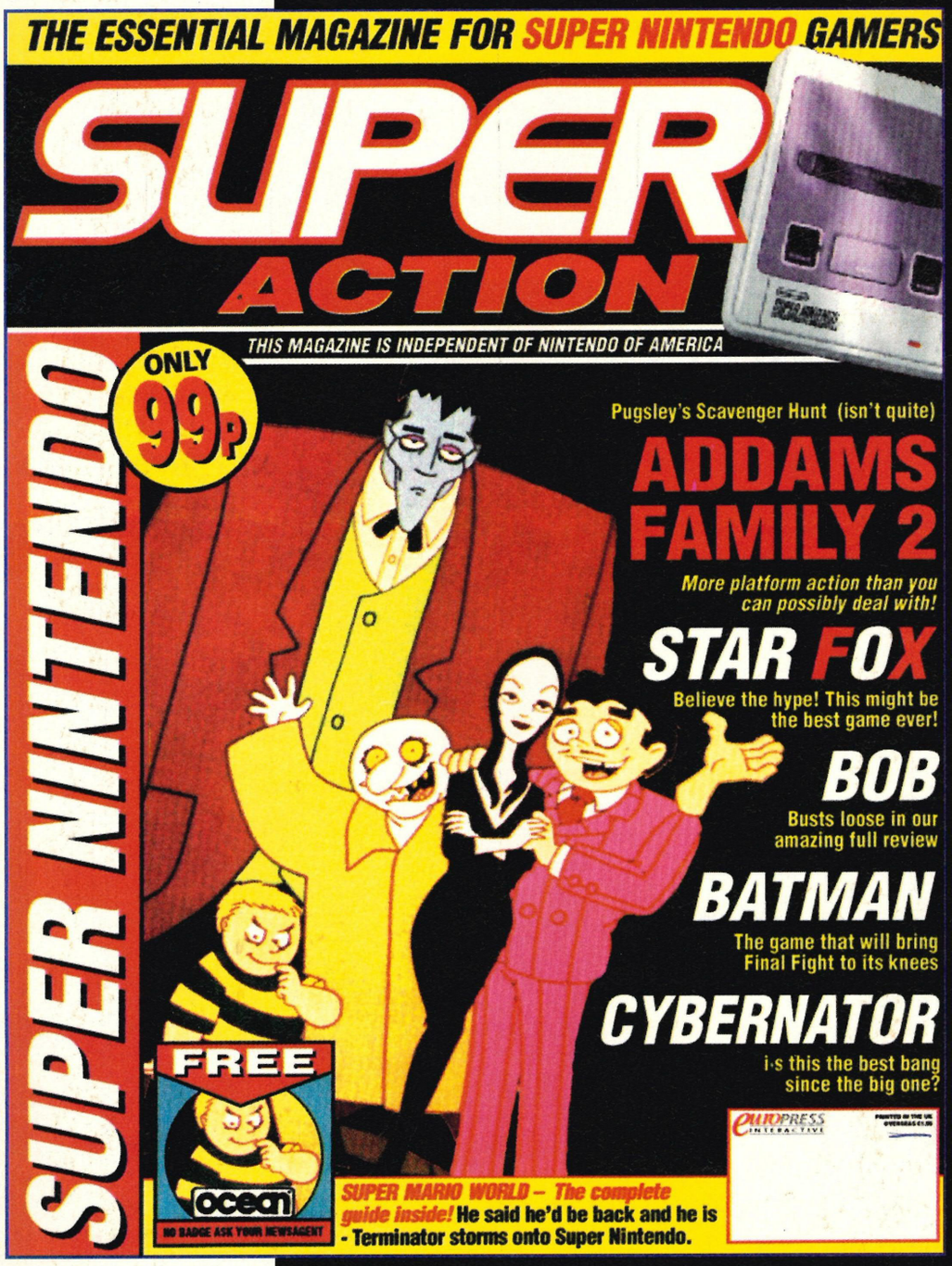
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SUPER ACTION

OUT APRIL 1

REVIEW

DATA

SOFTWARE HOUSE
- DTMC INC

SUPPLIER
- CONSOLE PLUS

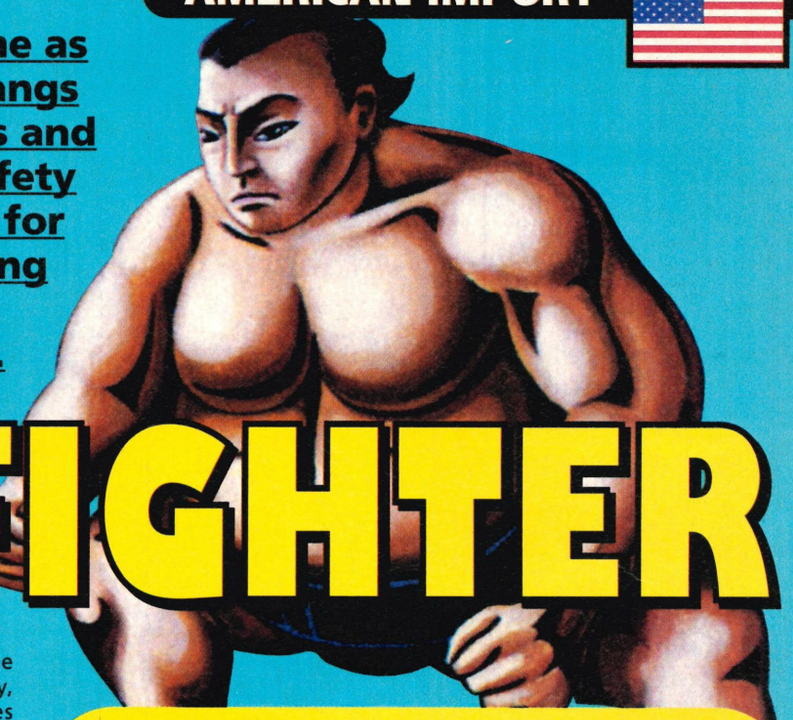
PRICE
- £21.99

RELEASE DATE
- OUT NOW

AMERICAN IMPORT

Konichi-wa! It's wobbly belly time as Chan the man hangs up his chopsticks and adds an extra safety pin to his nappy for an underwhelming bout of foot stomping action.

SUMO FIGHTER



Sweet suddenly turns to sour as the evil mayor drags Chan's girlie, kicking and screaming, off to a makeshift prison somewhere. Big mistake.

Chan's just finished his early morning scoff of a satellite dish of sushi and is ready to burp sake over the dude who's wronged him.

He's got better things to do other than appear on far fetched Japanese game shows and be smirked at by Chris Tarrant.

And as for those Endurance folk, well he's gonna show them just what sturdy stuff a big strapping Sumo wrestler is made of, apart from blubber that is.

The champ's task is to wade through 15 stages of thuggery, defeating all necessary enemies along the way.

This may sound like a lot to get through but in fact it's a cruise rather than a bruise with a password to be collected at the end of each level.

Sukiyaki

The warriors to be accosted aren't terribly agile, strapped to the ankles in their kimonos, and Chan himself shows all the grace of Nellie the Elephant at a rave.

The game is more a test of timing than anything else, figuring out which move to make to cause maximum damage.

Our wrestler can give the screen and all the people on it at that particular moment a tipsy case of the collywobbles by foot stomping.

Another cracking move is the super slap whereby he simply shoves a hand in front of the foe and barges them off a ledge or down onto a nasty set of spikes.

The running head butt is the third method of attack and the rest of the time he spends jumping from ledge to ledge, both up and down, and getting to know the location of the nasties' stake outs.

Although there may be no tuck shop available in the Japanese countryside, Chan has ample opportunity to put on an extra kilo or two if he gets his bum wobbling in the right direction.

Aprons, rice bags and bowls hover in the air or need breaking out of boulders. The more that are gobbled up, the more moves at the hero elect's disposal.

If he manages to find a temple, he'll then enter a bonus stage where there's arm, thumb and Sumo wrestling to get hot and bothered about.

The obligatory maniacal end of level guardian lurks where he should and then it's simply a case of dodge and duff before another stomping session can begin.



Chan pounds everything in his path before collecting his boil in the bag rice as reward



Just because your clothes have shrunk in the wash doesn't mean you can fight for my shell suit



The bonus stage. The two fatties wrestle over who gets the last slice of Vienetta

COMMENT



Graphically Chan's a mega looking man, albeit a bit of a stodgy mover. Graphics do not a great game maketh though and variety and excitement in gameplay have gone straight down the pan here. For a beat'em-up platformer there's absolutely nothing in the way of rollicking action and it becomes duller than a dead thing after a few ploughs through. *Sharon*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

49%

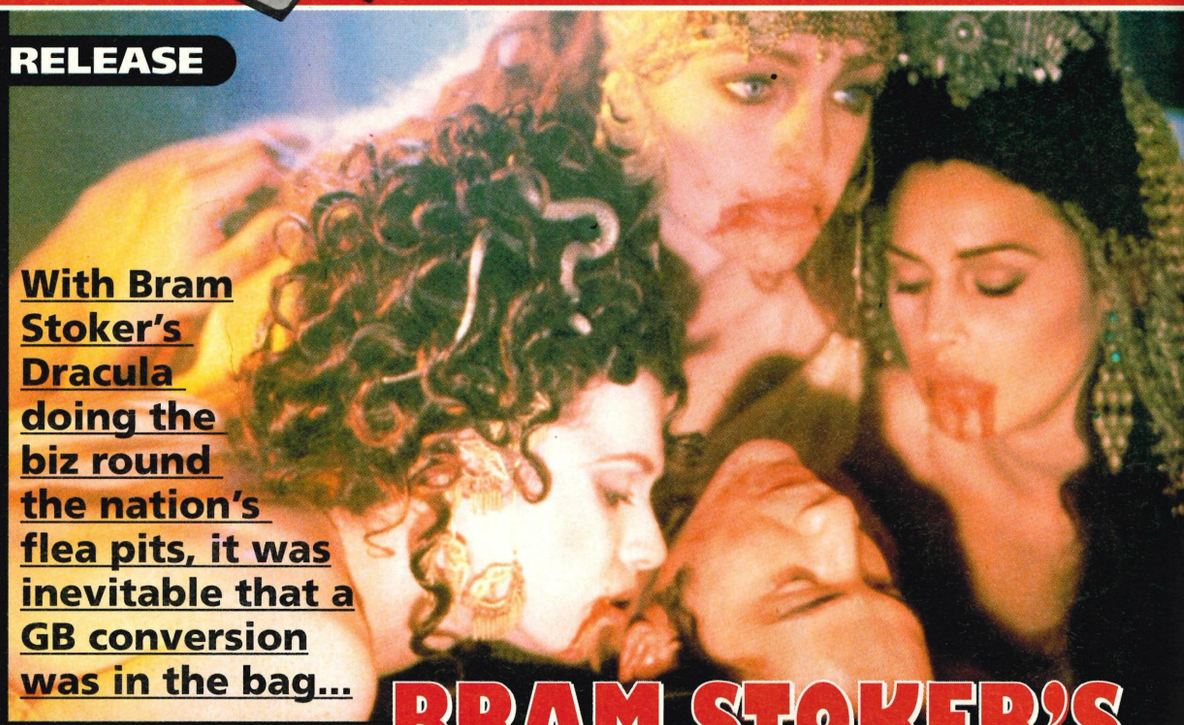
GB Action

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REVIEW

OFFICIAL RELEASE



With Bram Stoker's Dracula doing the biz round the nation's flea pits, it was inevitable that a GB conversion was in the bag...

BRAM STOKER'S DRAC



Make no bones about it, Dracula's let his dead dude out of the cupboard



Long in the tooth, Harker decides to stick his neck out and prepares to jump



F'reeze a jolly good fellow. Stay still Harker, and let the platform do the walking

Roughly following the plot of the movie you control Harker, who is played by that most bodacious of dudes in the movie, Keanu Reeves. But where's Bill? That's what I want to know!

You want an eerie atmosphere do you? Then look no further! Bram Stoker's Dracula is packed with dark and mysterious scenarios.

Take all of this away and you're left with a sideways scrolling platform game. Hurrah! Just what the Game Boy needs!

Altogether there are seven creepy levels to explore, each with a day and night section.

Along the way you should stay on the look out for bonuses and extra weapons.

As the story unfolds you will be busy during the daylight hours as well as the night.

The daylight hours are tough as you must find Van Helsing before the sun goes down. When the night time comes there's more mayhem. If you have found Van Helsing you will also have found a weapon for fighting Dracula later on.

Vampyres

No part of Dracula is simple. Each level is massive and will almost take a lifetime to plough through. That's a human lifetime, not a vampire's! They live far too long for my liking.

Dracula is not alone in trying to stall your progress. He has his 'home helps' if you like, in the form of the Brides of Dracula or the thoroughly insane Renfield. These, along with others, are sent to do their worst on you.

As if all of these fiends weren't enough, even the wildlife is distinctly unfriendly.

Bats and wolves may only appear at night but they are certainly an obstacle when it gets dark.

2nd OPINION

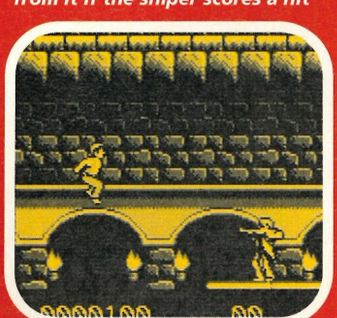


Graphically this is very sombre and atmospheric, intensifying the blood soaked vibes associated with Dracula's blood curdling habits. In its favour it's all very similar to both Dr Franken and Prince of Persia with the main sprite moving and responding equally as slinkily. Unfortunately there's not as much mind drumming to help the platform action along to turn it into a blue blooded classic. It's a good play though, with plenty to sink your teeth into. ***Sharon***



Well, what a sucker. It's love at first bite for the ghost and Harker's a dead man

An excellent adventure is about to have all the blood drained from it if the sniper scores a hit



Stills © Columbia Tri-Star Films (UK)

CULA



The usual A and B button controls have been cunningly switched and Harker's in a bit of a pickle

Now where's that spiked dog collar got to? I'm sure I hid it somewhere down here

Ghosts and zombies will also try their best to make your life a misery. And they say there's no rest for the wicked!

Completing a level involves killing Dracula who appears in several different forms – a wolf, a bat and a plain old man. Each attacks differently and can be defeated in a number of ways.

Ultimately however, once you've battled through the forests, tunnels and Dracula's castle in Transylvania there comes the final battle.

Dracula can only be defeated once and for all by dying a blood soaked death in the crypt under his own castle! Phew!

Love at First Bite

Visually, the game is as dark as the film, perhaps darker, but the characters are clear and aren't lost in the gloom.

The central character moves quickly around the areas for exploration and he's also surprisingly easy to control.

It's good to see that more and more games are containing less screen blur than they used to as there's nothing more annoying than not being able to see what's going on, except maybe locking yourself out of your house and not being able to answer the 'phone!

For fast moving action, look no further as you can make Harker move quicker than a cheetah with its tail on fire!

Exploring all the areas is a task not unlike an Indiana Jones epic as you must jump across platforms and creep through small awkward gaps into new unexplored passages.

There are also traps to catch you out. Vicious spikes rise out of the ground, not to mention the other hazards scattered around the stages.

After battling day and night through differing scenes you'll be left wondering how Harker can possibly keep going without even so much as a crumb to line his stomach.

He seems to keep battling with all his strength despite the fact he hasn't eaten, slept or drank for days on end.

GB Action

Dracula's Dog



One last giant leap to reach the power-up box and keep his spirit from the darker side of mankind



The ghost of things to come if you don't make another Bill and Ted movie my young Mr Reeves

DATA

SOFTWARE HOUSE
- PSYGNOSIS/SONY

SUPPLIER
- PSYGNOSIS

PRICE
- £24.99

RELEASE DATE
- OUT MAY/JUNE

COMMENT



Fairy tale, Duckula, Christopher Lee... The three concepts that spring to mind when I think of Dracula. I don't know if it's just me but the A and B button functions seemed to be the wrong way round. It wasn't a big problem as once I had adapted to the buttons for fire and jump it became an enjoyable feast for the senses. The graphics are dark but that adds to the atmosphere. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

84%

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REVIEW

AMERICAN IMPORT

'Have you got the ginger beer dear?' 'Lashings of it' replies Jeannie. But before Master Higgins has time to stutter the word 'Spiffing' his girlie is suddenly whisked off by a flying saucer...! The cheek of it!

ADVENTURE

Poor Master Higgins, it looks like being a short lived picnic all said and done. He should have worn his lycra skateboarding shorts instead.

Perhaps some extra terrestrial being is trying to tell him that going around in a hoola hoola grass skirt and a baseball cap isn't exactly a girl's idea of a top treat.

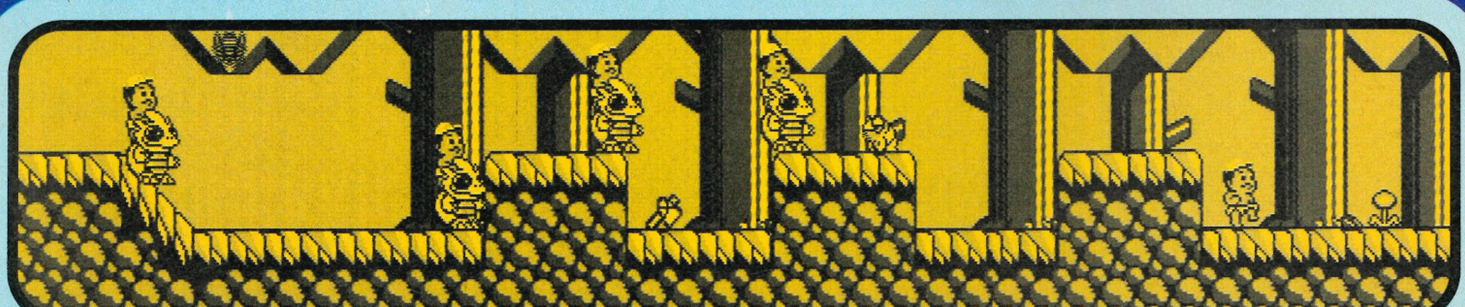
Nevertheless, Higgins is a chummy sort of bloke and, being terribly keen on rescuing Jeannie, off he gambols around eight different adventure islands in a bid to knock spots off the so-called aliens in paradise.

He's done it all before though and this second adventurous foray turns out to be nothing more than a

2nd OPINION



How could it be possible to release a game so similar in every respect to the original Adventure Island? Nevertheless here it is. Almost exactly the same. The graphics are well 'ard and the gameplay is simple and easy to adapt to. If you've played the first Adventure Island you'll know what to expect. It is certainly better than some of the platform games available. If you're feeling adventurous (haw!) or particularly loaded with cash you could do a lot worse than this! ***Andy***



Troddling through trees drawn with a ruler, Master Higgins has his adventure sussed and has a bit of a snooze while the daft dino does all the grafting

ISLAND II

ALIENS IN PARADISE



Typical, a boomerang that doesn't come back, unlike the cucumber butties I had for lunch

Shower cap, grass skirt and skateboard, this is one red hot dude. Babewatch here I come



clone of the first with precious little enhancement.

Sailing through the alien traffic, threatening and bullying the nasty mongrels that try to accost him, the game holds few chills and no gobsmacking surprises.

There are about six stages to every level with a password at the end of each.

The challenges to be sampled range from slip sliding around ice caverns through to fluffy cloud hopping although gameplay itself, hopping and bopping, remains practically identical wherever Higgins may wander.

Unchartered Waters

Sadly the levels are about as short as Willy Wonka's Oompa Loompas as Master Higgins, with about as much style as Dame Edna Everage in a gold lame bikini tries, and fails, to turn gamesplayers' heads.

Energy can be accumulated via the traditional route, that is pick up pieces of fruit suspended in mid air or tucked away under boulders.

Eggs may hold such pleasant surprises as weapons or special items, maybe even keys that lead to secret bonus rooms.

To create an aura of mystery, it is also possible to unearth hidden eggs around the levels.

Let Higgins throw a weapon and if the 'shots' seem to disappear in mid flight and it sounds as if an enemy has been hit, then that is where an egg will appear after a quick leap.

Dinosaurs, so it would seem, are the happening animals to be seen with at the mo and, along with fellow platform heroes, Master Higgins too receives a full service from the past masters dictating the shape of things to come.

He gets trendy with the ancient relics and can pick up any of five different prehistoric pals en route.

They all have varied capabilities; one can swim, another flies and another even spits fireballs.

Dig in Higgins

It then becomes so much easier for Higgins, riding piggy back style on the dinos, to stampede through the aliens with gusto.

In time honoured tradition, a battle must be fought with an alien at the end of each level.

Higgins has access to a stage select screen for where he can select any of the dinos or weapons already collected to better-equip him for the task in hand.

Even without extra accessories and invincibility crystals, a bit more Sturm and Drang wouldn't have gone amiss when it comes to heaping humiliation on these creatures. A few rapid duffs and it's all over. Blink and you might miss it.

There's not enough variety in gameplay and graphic detail for Adventure Island II to climb to the top of the platform pile.

It's more of the bread and butter rather than the jam donut type of game, rambling on with too much peacefulness amid rather uninteresting backdrops.

A soon to be achieved reunion with mercilessly dumped girlfriend Jeannie on the last island Higgins searches becomes essential to enjoy a spicing of pep me up that's sadly missing from the rest of the romp.

After all, she's got the picnic hamper. All he's got is the axe to open the tin of pilchards with.

GB Action

Choose a weapon or dino from your store for a roller coaster of a ride





Yeeh, ha, riding high on a dino buddie, Higgins whips creatures into a frenzy



The little pesky thing following him gives Higgy a spot of invincibility

DATA

SOFTWARE HOUSE
- HUDSONSOFT

SUPPLIER
- CONSOLE PLUS

PRICE
- £21.99

RELEASE DATE
- OUT MAY

COMMENT



The platform genre is now the Bible of Game Boy games. Adventure Island II, a light and fluffy offering with no major hiccups, presents one more psalm to skim over. It's certainly playable enough yet doesn't really live up to the 'adventure in paradise' promised in its title, mainly because it displays very little parade or preen and is all too easy to quickly whip into shape. *Sharon*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

76%

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REVIEW

OFFICIAL RELEASE

'So cute it'll make you puke'. So went the hype surrounding Rodland when it was released on home computer formats a year ago. Now it's time to swill your mouth out and retch afresh to the Game Boy reincarnation.

RODLAND



Rodland, a Jaleco coin-op hit, has done rather well in its various computer guises. Why, though, is it that the poor old Game Boy always brings up the rear when it comes to arcade conversions?

Dead simple but fiendishly addictive scenarios owe nothing to colour and beefy sound FX and subsequently adapt to the little hand held with all the slickness of an oil spill.

As Rodland breaks onto the little screen it prides itself on being the ultimate in cute 'em-up platform bonanzas. If you can't beat 'em, then you may as well ham 'em-up for all you can get.

Sticky Fingers

Sickeningly sweet and introducing candy floss coated characters, the game incorporates lots of ladders, hordes of meanies and scores of scrummy power-ups, sticking rigidly, but with a wry smile on its face, to true 'platform' traditions.

As for the storyline, well, it's about as original as a washing powder advert. The two fluffy bunnykin characters named Tam and Rit are living an idyllic existence, stuffing themselves with fairy cakes and supping moonshine.

Suddenly their mates turn nasty and capture their mum. Armed with only rods, hence the name Rodland, and Rainbow shoes kindly lent by dad who stays at home watching Match of the Day, they set off to scour over 40 different levels of a tower.

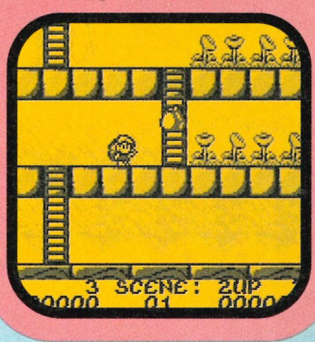
You choose to play either of the adventurers, or otherwise take it in turns with a fellow Game Boyer in two player mode.

Tam or Rit then set about playing climb and wallop with the ever increasing waves of enemies.

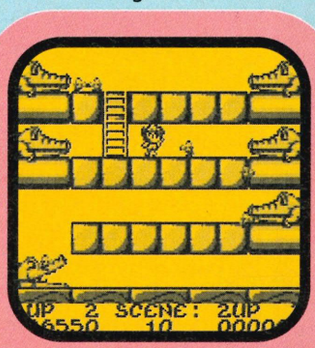
What they need to do is wait until the foes are within arm distance, then stand their ground and conk them with the rod three times until the nasty bits of work magically transform into juicy fruit.

Occasionally letters in bubbles appear. Try to collect E, X, T, R and A to get yourself an extra life. You only have three, with no continues, so it really is essential to use them sparingly.

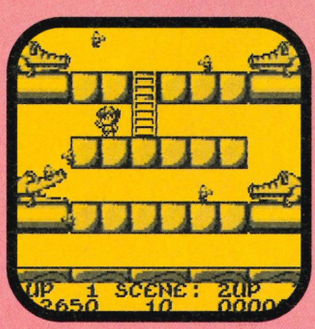
Flowers growing on the platforms boogie on down to the



And one and two, and stretch and bend, work those petals and straighten those stalks



The end of level ten and crocs enter stage left and right to take a bite of the action

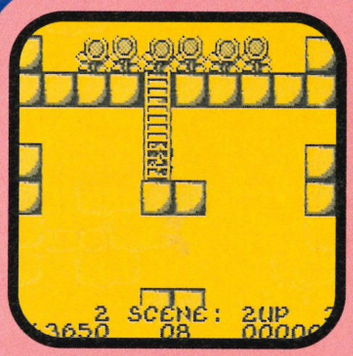


All you have to do is aim for their tonsils when they spit at you and, puff, they're goners

2nd OPINION

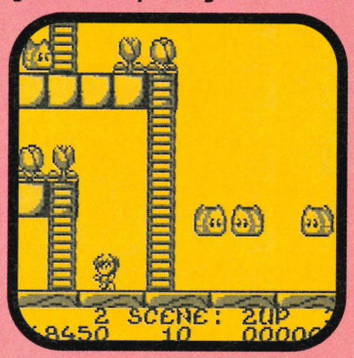


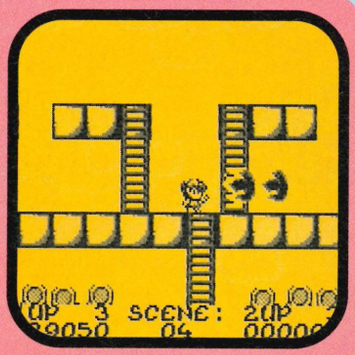
I cant say I enjoy games like this too much. They're easy to play and are quite addictive but this one, although not the most challenging of games has a strange charm. The graphics do their job and the sound is fair. It is one of those games that is fine in bursts of 60 minutes every few days. The game soon becomes horribly samey with no extra screens and a few end of level nasties around for good measure. By no means a great release, but it's worth a play or two! *Andy*



Six sun flowers hanging on the wall, and if one sun flower should accidentally fall...

The meanies come bombing in for the kill but fluffy Tam's ready to give them a spanking with his rod





Spewtastic! Great garlic breaths blow all opposition to the wind as Tam cranks up a gear



jingly music and all you have to do is trample them underfoot to gather up extra points.

When all the flowers have been mowed down on any one particular screen, then an extra game section comes into being, giving some, at times much needed, game playing mileage.

Airy Fairy

As Tam or Rit lollop along, up and down the screen, they can also construct their own ladders, granting them access to previously unreachable flowers or getting them away from a new wave of baddies on the stampede.

It becomes a case of judging where to go and how many killings can be executed in as short a time as possible.

After just 60 seconds stuck on the same screen, the pace quickens. Unless you're a crafty little dodger, you don't stand much of a chance of climbing higher up the tower.

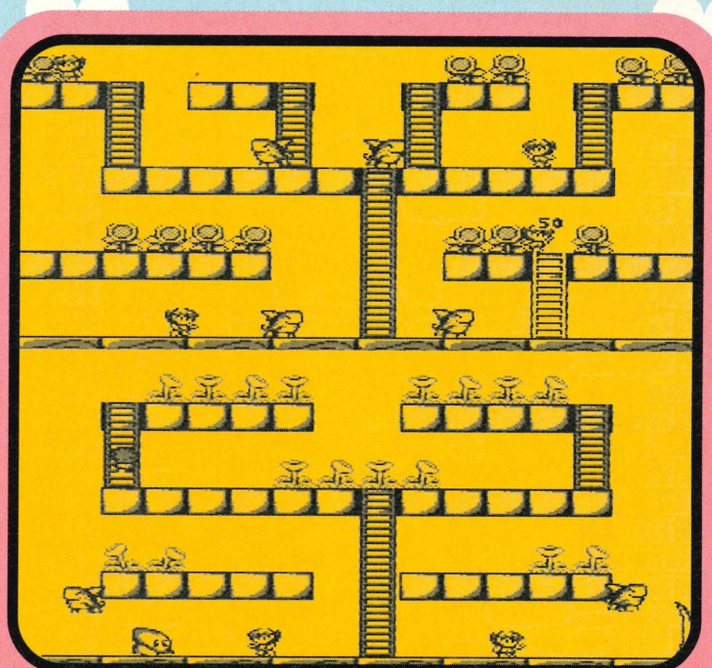
Obviously the ladder and platform set-up becomes harder the more skilled you get and the flowers perch themselves in precarious places.

You always have to remain one step ahead, maybe building a ladder with your rainbow shoes and then pulling it up after you pretty sharpish so that the meanies can't immediately follow.

At the end of every ten screens comes the end-of-level monster type battle. You see, there's nothing missing here.

There is a puzzling element though – its name, unhip or what? It doesn't exactly denote something as pukingly sickly as, say, furry dice. Judy Garland or Kiefer Sutherland perhaps, but Rodland?

GB Action



Naughty but nice is the way things are in Rodland. Sticky buns and Creme eggs come in for afternoon nibbles but when it comes down to cuddly being wopping, this is the perfect cup of tea accompaniment

DATA

SOFTWARE HOUSE
- STORM

SUPPLIER
- STORM/SALES CURVE

PRICE
- £24.99

RELEASE DATE
- OUT MAY

COMMENT



I really enjoy simply executed and totally mindless meanders on the 'Boy. This game is ideal if you fancy the odd half hour of dabbling while trying to push yourself a bit further each time. It certainly doesn't offer any variety and by no means is it a huge challenge or feast for the eyes, yet it's pleasantly entertaining and cleanly presented and the rot shouldn't set in too soon. *Sharon*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

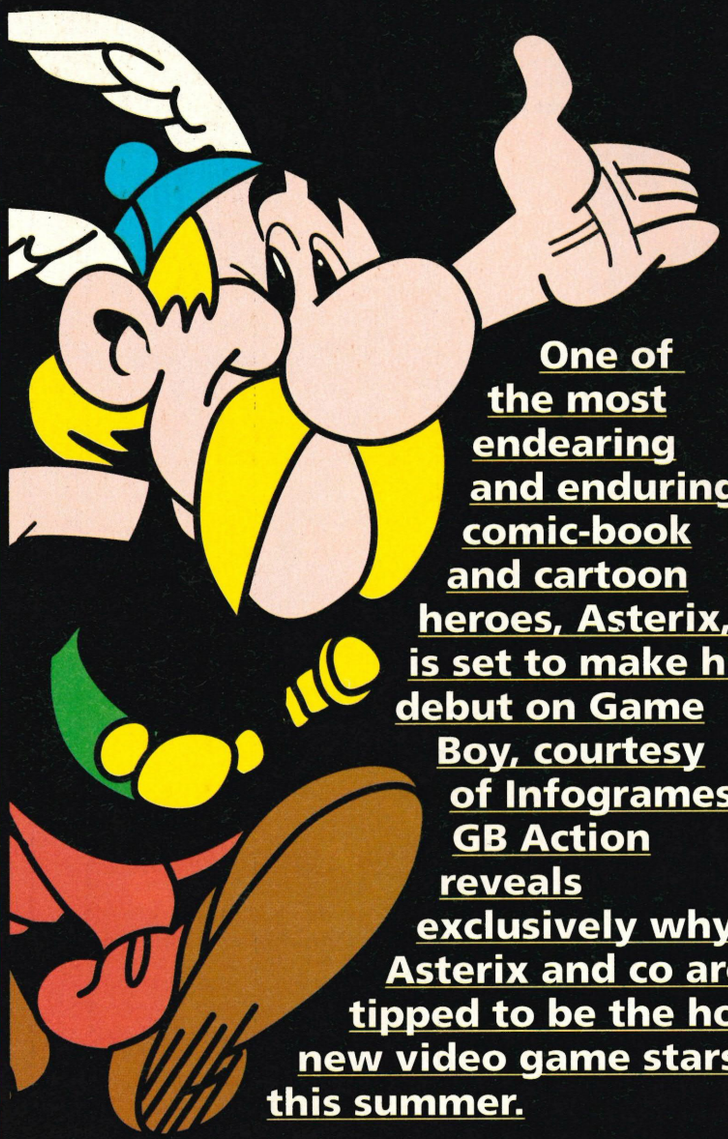
79%

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PREVIEW

ASTERIX THE GAUL

■ SOFTWARE HOUSE: INFOGRAMES ■ RELEASE DATE: JULY



One of the most endearing and enduring comic-book and cartoon heroes, Asterix, is set to make his debut on Game Boy, courtesy of Infogrames. GB Action reveals exclusively why Asterix and co are tipped to be the hot new video game stars this summer.

One of the reasons Asterix has taken so long to make the transition from comic book to video gamedom is that the originators are so touchy about the way that their much-loved cartoon creation is to be presented on the small screen.

It took fellow Frenchies, Infogrames, to finally clinch the deal that publishers from Toulouse to Timbucktoo have been vying for in vain for the past decade or so. GB Action reveals what can be expected in the sunny season.

The onus was on the Spanish designers who, curiously, are all called Pedro, to not only depict Asterix and friends perfectly but also capture the essence of these excellent characterizations and the absorbing pre Apostolic atmosphere which makes both comic-book and also cartoon into such great compelling entertainment.

If you bear in mind the limitations of the Game Boy arena, the team has achieved this with remarkable aplomb.

Asterix on the Game Boy promises to not only do the much-loved comic character justice, but to give existing video-game icon characters a run for their money.

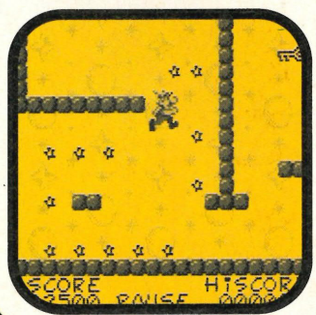
It is the year 50 BC and Gaul is suffering under Roman occupation, all except one tiny tucked away village full of indomitable and unyielding countrymen who intend to hold out against the invaders to the bitter end.

By Toutatis!

Courageous, tough, rowdy – some may say foolhardy in pursuit of a hopeless cause.

But nothing can crush the spirit of these merry peasants who never fail to raise a smile when under the most intense scrutiny from some pesky jumped up Latin despots.

Find a suspended key to enter a bonus stage where there are lots of stars for the taking



The mettle of this resolve is tested to the limit the day one of the village's much loved and admired sons and Asterix's closest friend, Obelix, goes missing in the forest during a boar hunting trip.

Fearing that the strong one has been abducted by Roman soldiers, the village council convenes and Asterix steps forward immediately and pledges to find his friend.

In the search for Obelix, the player controls Asterix through a journey that will take him from Gaul through the vast Roman Empire to Rome itself and as far afield as the Pyramids of Egypt.

Despite this being a cult character licence, there is



A wild boar comes out from the beaten track to give le pauvre a lift over the spikes. What a cherie

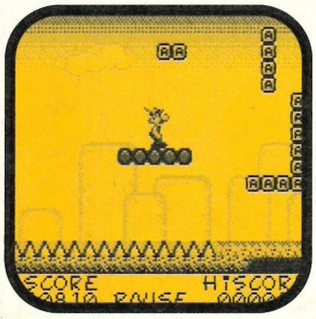
With victorious cries of Camembert and Garlic Sausage, Asterix boings to safety



© Dargaud Editeur 1961, Goscinny-Uderzo



Pitiful building blocks aren't they? How many words can you make from A and A and A



For that special je ne sais quoi, black holes ressembling French latrines appear

nothing cultish or unusual about the structure of the game. The designers have decided to stick to the platform environment which has long been state-of-the-art for licence games of all descriptions.

Nevertheless, in the designers' defence, platform action is almost certainly the best way to convey the character of Asterix and the nature of a typical adventure from the comic-book. There is scope to combine arcade, combat and puzzle in the natural run of things.

The control pad directs Asterix, naturally enough, with the A button achieving nothing short of a three-quarter screen leap while the B button makes him run.

Magic Potion

Even by platform standards, Asterix boasts a wealth of collectables which imbue the gregarious Gaul with a wide range of attributes and abilities.

At walking pace, Asterix can punch his multifarious foes to collect the attribute. This adventure is against the clock and with a nifty bit of finger shuffling on the A and B key, Asterix can knock up a fair old pace, pummel the enemy and collect the goodies, although this is an acquired skill.

Add to this the ability to duck and jump with up and down taps of the control pad and you're likely to develop a nervous little twitch while playing this.

The quest is stuffed with enemies of all descriptions. Some have even been rather ingeniously integrated into the backdrop and foreground platform such as giant catapults and SPQR symbols.

Meanwhile, many mobile nuisances around include the obvious such as Roman soldiers, gladiators and pirates to the darn right bizarre such as bees, spiders and serpents which do their utmost to call short the search for Obelix.

Asterix, the game, spans four sizeable worlds which are Gaul, Switzerland, Egypt and Rome, traversing a variety of terrain from woodland and desert underground caverns and even a dip in the briny, plagued by Caesar's killer fish – fiendishly clever those Romans!

But Asterix isn't hosting some ancient 'Wish You Were Here' episode. This is serious game quest time with every world set at a cracking pace which is haunted by sneaky Caesar's spies and sinister traps – Asterix rarely falls short of stunning surprises!

The Spanish Asterix team has certainly earnt its peseta with Asterix.

The pressure was on to get Asterix's pixelized alter-ego exactly right or face the scorn of those oh-so precious creators. Despite obvious limitations, this has been achieved to great effect.

Thankfully, this isn't a licence game for the sake of it. An absorbing platform set-up is being built around ancient Gaul and the cult character is to be immortalised in a class game.

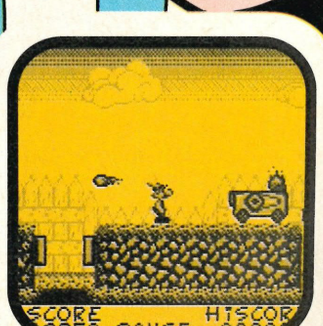
GB Action



En garde! Taken straight out of a scene from Zulu the Romans stand for no messing



The drawbridge is a bit limp. Whistle your time away until it springs back into shape



Thomas the tank engine takes a trip back to ye olde France, blowing the opposition away

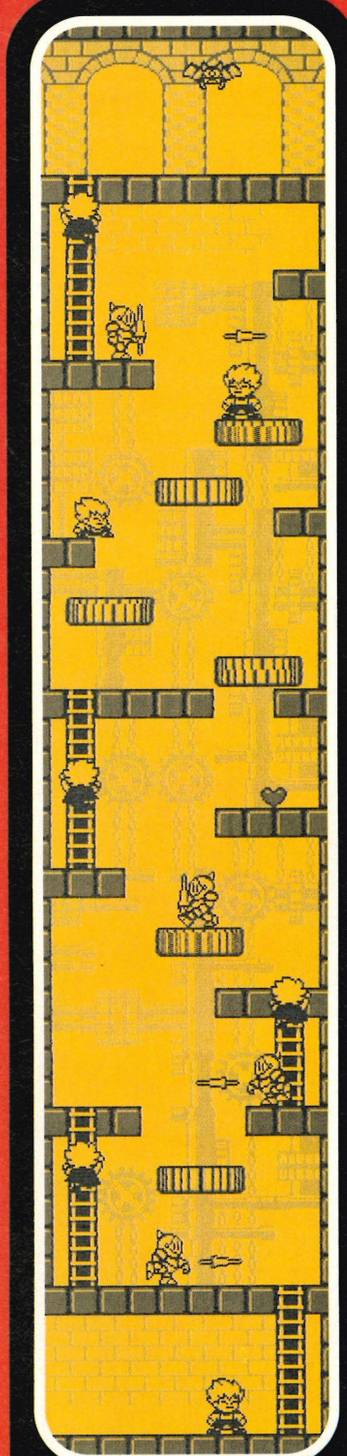
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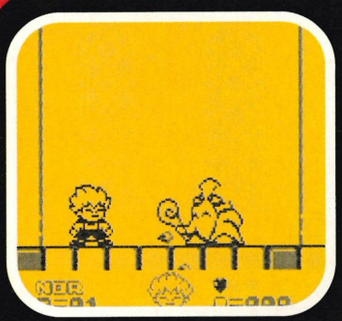
REVIEW

OFFICIAL RELEASE

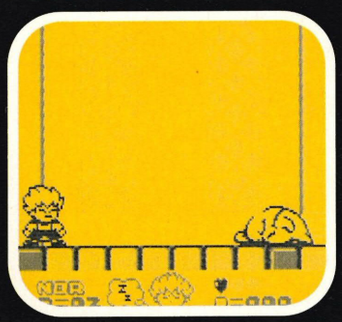
Those fearful vampires have been popping up everywhere of late. Just as you thought it was safe to switch your Game Boy on, pow, a night stalking demon goes straight for your jugular!



Up and away. Ascend this area to get that little bit closer to the end of level monster



Oh no! It's a throw away from a melt movie gone wrong. Grandad blob offers little resistance



The sheer horror of meeting The Kid face to face was too much for the old blob

KID D

Well, I don't know whether it's a stroke of luck that this game has popped up just after Bram Stoker's Dracula took off in the cinemas or if it's merely a craftily timed ploy to hit us while the King of the Vampires is in vogue... Either way, Kid Dracula is set to be a smash!

Garamoth is Kid's enemy and must be defeated. The Kid, using his magic tricks (he can only remember the 'bat' one at the start, enabling him to fly freely in any place he likes) sets out on his quest!

Apparently the evil Garamoth is stronger than ever and needs to be stopped before he does some serious damage to Kid.

Normally I suppose you'd expect a vampire to be the enemy. But our cute hero here is most definitely a good egg! A real diamond geezer.

He follows in the footsteps of surely the most fearsome vampire ever, Count Duckula!

Chris Lee

Strangely, the game tune is very jolly without even a hint of the gothic horror sound you'd expect. No atmospheric scenes either.

This is basically a platform game with a cute character who just happens to be a friendly, happy go lucky creature of the night!

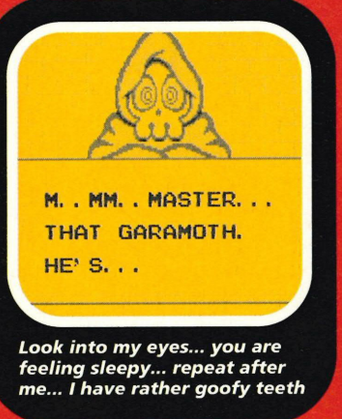
Graphically however, Kid Dracula is a feast to the eyes. It's nothing particularly original but it's done with some style.

Even the backgrounds are busy areas. There's something going on everywhere. As a matter of fact, sometimes more goes on in the background than in the actual game!

End of level nasties have to be killed before you are able to save the game to resume at a later time. It's nice to see a game with a save game option and a couple of continue options.

Unfortunately, it does take a helluva lot of battling to reach the darned guardians.

A very simple control system enhanced my enjoyment of the game. I hate having to spend loads

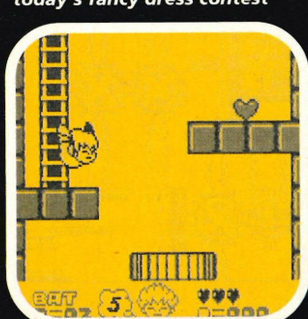


Look into my eyes... you are feeling sleepy... repeat after me... I have rather goofy teeth

2nd OPINION

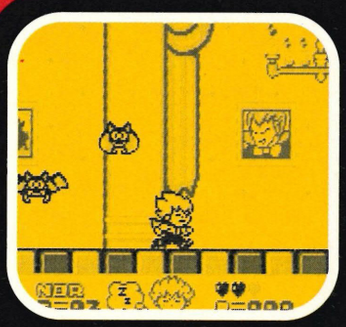


The emphasis really is on the kid in this game and it seems aimed specifically at younger players. It's jollied along, not with scarey blood sucking vampires and the like, but with silly looking blobs, cartoony Frankensteins and bats that forget to chase after you. The levels are amazingly short and enemies only few and far between but, nevertheless, it's put together with some style and you need to have your wits about you to keep hold of your life giving hearts. ***Sharon***



Drac enters into the gothic surroundings and wins today's fancy dress contest





How can bats possibly cause the Kid any problems? Luckily, he can disguise himself as one of them



Kid Drac is down at the park on his favourite ride, the suspended single seat see saw!

RACULA

of time trying to adapt to a control method with hundreds of different moves unless they're easy to do.

The only controls you need are a button for jumping, firing and the select button which lets you choose whether to use your magic or not!

Vince Price

To use the magic you simply have to choose the flight option and keep the fire button pressed down until Kid flashes. Then he'll disappear in a cloud of smoke and reappear as his bat persona!

You have to be quick off your mark though, as you only have five seconds before the magic wears off and the Kid returns to normal.

There's a rather smashing opening sequence where Kid and his man servant/skeleton have a bit of a chin wag as both Kid and yourself discover the story so far.

Before continuing a game Kid's servant comes in to wake him up. It's up to you to make a note of the code from earlier so you can resume from the level you left off.

You start the game with three lives and each life has its own three energy hearts to use up before you finally get to kick the bucket.

In other words you have to avoid being hit by the zombies wandering around or your game will be over in no time.

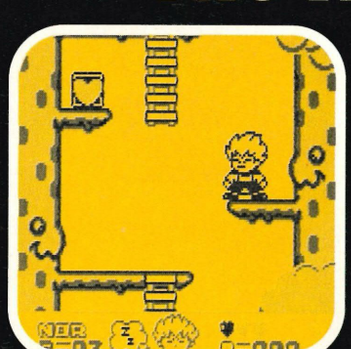
If this sounds a little bit too harsh for you, don't worry yourself too much as you can replenish lost energy by collecting the extra energy tokens dotted around the platforms.

I've just thought of something! I'm not so sure that this game is set after the witching hour.

What kind of a vampire is able to run around in the daytime hours without bursting into flames?

GB Action

The Kids Are Alright



Trees have feelings too you know. These are no ordinary trees however, they're partial to vampires

If only Drac had his stereo. He could slap some funky tunes on and watch the flowers boogie





Kid manually catches a meal. Not content with blood alone, he'll be cooking salmon as a main course

DATA

SOFTWARE HOUSE

- KONAMI

SUPPLIER

- KONAMI

PRICE

- £24.99

RELEASE DATE

- OUT JUNE

COMMENT



As far as platform romps go, this is top notch. There are rather a lot of top notch platform games available nowadays but Kid Dracula will not disappoint. For everyone wanting a challenge with quality stamped on it, this is the cart! I enjoyed it thoroughly. A fun game all round. And no spooky tune. It will leave you feeling drained of your very lifeblood. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

84%

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REVIEW

AMERICAN IMPORT

Baloo's got loopy loops and frisky flips to stun the air waves with today as another Disney cartoon chortles onto the diddy screen. No time to reach for the sick bag...



Cop that! Baloo's air speedster collects cargo. Why is it bigger than him though?

TALESPIN



Helicopters suddenly pop up like a jack in a box and Baloo's heart's racing

DATA

SOFTWARE HOUSE
- CAPCOM

SUPPLIER
- CONSOLE PLUS

PRICE
- £21.99

RELEASE DATE
- OUT NOW

© 1992 The Walt Disney Company

There really are bandits in this game, and not just at five o'clock. They're popping up from all angles and screaming down on poor Baloo with all the zippiness of the Tango grannie on a slap happy mission.

All he wanted was to do his errands, picking up cargo for his customers in his trusty helicopter, the Mini Sea-Duck.

But no, a dangerous task for a game had to be constructed and, seeing that there's no girlfriend available to be rescued, a big gang of air pirates have suddenly scorched forth from the clouds, hell bent on causing Baloo tons of grief.

The well behaved bear that he is, he has no intention of being one of their gang.

Therefore, with bullets oozing from the front of his mean machine, he changes into kamikaze mode and trundles off over the sea.



Yellow submarines aren't all friendly. This one pokes up its periscope and sees Baloo off

This bear's a bit of a fancy schmanzy on the sly and can turn his vehicle upside down to knock off lurking baddies.

When he does so, the screen scrolls backwards, allowing him to pick up the bits 'n' bobs he's missed first time around.

Rather nifty don't you think? Even more so since the greater the number of cargo boxes and money bags collected, the stronger he naturally becomes.

Sadly, that's the limit of Baloo's daredevil exploits and the main core of his rocky ride involves trying to outrun enemy helicopters that come whizzing up from right beneath him.

In later stages of the game these change to hang gliding pirates and also frisky crocodiles among a myriad of other nasties.

Bear Necessities

All this could maybe be handled on a good day when all your game playing techniques are buzzing but you also have to keep up with the scrolling of the screen.

Get caught behind a chimney while the screen moves merrily along and I'm afraid it's toodlepip. Baloo parachutes to safety with two more continues left to mess up.

Plane fun! It's more like a piggled frenzy making any sort of major progress through the four richly diverse rounds.

Apart from the sea adventure, there's also a trip through a baseball stadium, a hike though a voodoo infested jungle and a spin in the snowy alps with snowballs on the rampage.

At the end of each round, Baloo flies past a hangar to give his Mini Sea-Duck a quick fixer upper with the money he's already collected.

And that's about it. Turning a world gone topsy turvy back into a Winnie the Pooh existence is gonna take guts. Just hope the ones that are spilled aren't yours.

GB Action

COMMENT



It's not a total duffer but for a Disney licence this isn't the most captivating of games I've ever played. Graphics are jolly and music is chirpy but gameplay-wise it shows more wrinkles than revolution. The whizzing enemies are daunting and exacting skill is needed to contend with the rate of the screen scroll which even goes backwards when you're upside down. Fancy that. The game's got the 'bear' neccessities but I'd be dissapointed if I went out and bought it. ***Sharon***

SCORE

GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL

73%

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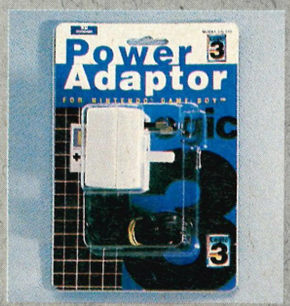
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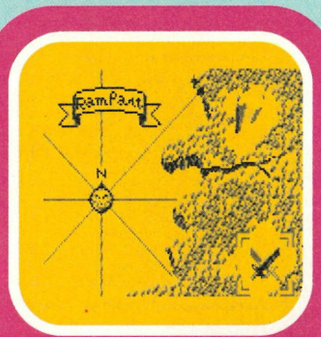
REVIEW

OFFICIAL RELEASE

Build or die! It's a game of power, battles and er.... bricks. Halt the siege on your castle and b... b... b... build!



Failure to rebuild the walls of your castle in the time allocated results in a lost battle



The map ladies and gents! Let battle commence and may the best man win (that's me)!

DATA

SOFTWARE HOUSE
- JALECO

SUPPLIER
- CONSOLE PLUS

PRICE
- £24.99

RELEASE DATE
- OUT NOW

RAMPART

My, it's a great day for a battle. At least the enemy think so. With nothing more than a measly castle and a few cannon, it's up to you to blast away and pummel the enemy into retreat.

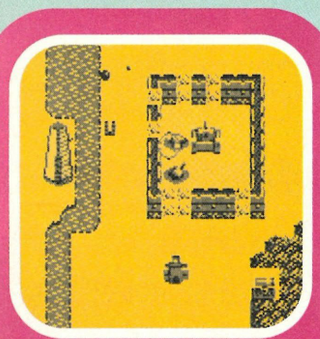
Truth be told though, this medieval war game is not quite as simple as that. It's all about fighting for the land you live on and retaining it for your own purposes.

The more battles you have, the more area you can build on. It's not too important to completely annihilate the enemy in one go.

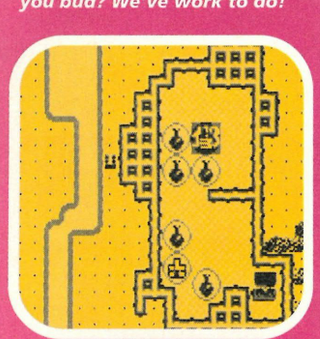
They'll retreat and come back to fight again. The damage the enemy does to your castle can only be repaired after the onslaught.

You only have a little time before the enemy returns with more reinforcements to re-commence the skirmish.

This is enforced in a time limit where you have say, thirty seconds to rebuild your walls from the blocks provided.



Just pop down to the DIY shop for some Polyfilla will you bud? We've work to do!



The walls are strong, the cannon are placed. It all looks rosy for my army actually

Castles in the Air

If it's a mind blowing challenge you're after, this is it. Even the easy level takes a few goes before you can really get your teeth into it and start winning battles.

A victory is never complete until the enemy has retreated for good from the land for the last time (it takes a few successful battles and plenty of repairs).

The battles consist of foot soldiers and cannon trying to storm the walls of your castle. You simply fire your cannon from the castle and do your utmost to stop them.

After a retreat has been called you have to totally rebuild the castle's walls and add the new artillery you've won for successfully executing the enemy's retreat!

Capturing another castle is a great advantage for your quest. The bigger the castle, the more weapons there are and the tougher it is for the enemy. I learnt this very quickly indeed!

This conversion of the arcade version is by no means the best looking game in the world, but for challenge alone this is hard to beat. I can't remember when I last played a game as tough as this.

For a little added spice, a link-up is offered, along with a choice of three different commanders with armies of differing size and strength.

If you believe you're becoming a dab hand, then up the skill level, choose extra battles to be won before you emerge victorious and then we'll see who's the greatest commander of them all!



Daleks everywhere! Oh no! I'm trapped inside an episode of Dr. Who

COMMENT



Fire! It's time for the battle of a lifetime. I really can't say I've played a tougher game in a long time. It took me a few attempts to work out exactly what was going on but the controls were easy to use so it didn't seem so bad. The frantic gameplay means you only have a short time to rebuild the walls which is where a once promising game can fall apart. This is what it's all about! Who needs the best sound and graphics when a game is this rough?

Andy

SCORE

GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL 83%

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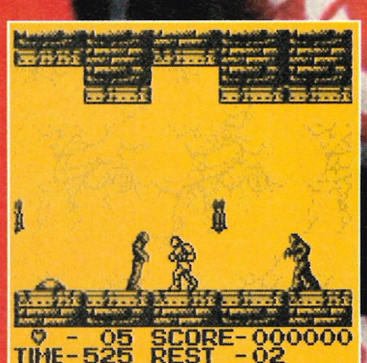
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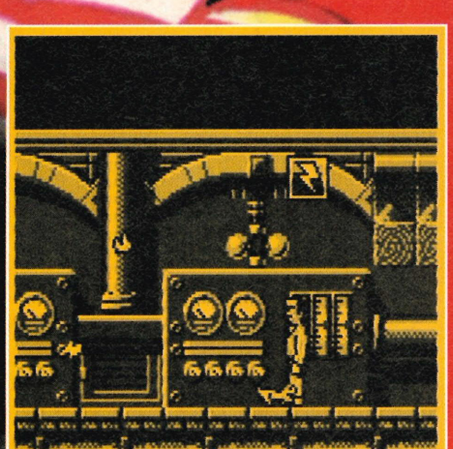
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HOUSE HOR

"Fangs ain't what they used to be!" As the late great Kenneth Williams mused in Carry on Screaming. But the classic horror genre is now all the rage on the Game Boy.



It's dungeons, dragons, castles and creatures of all shape and sizes in the Castlevania adventure



Here's Frankie frantically fumbling for a piece of Bitsy. Dr. Franken takes you deeper into his castle

The horror genre has transcended our evolution, in one form or another. All creeds and races have told stories of spirits and monsters.

Since man first began to communicate in prehistoric times, horror stories would become more outlandish, horrific and bloody with the telling to retain the interest of the listener and provoke a reaction.

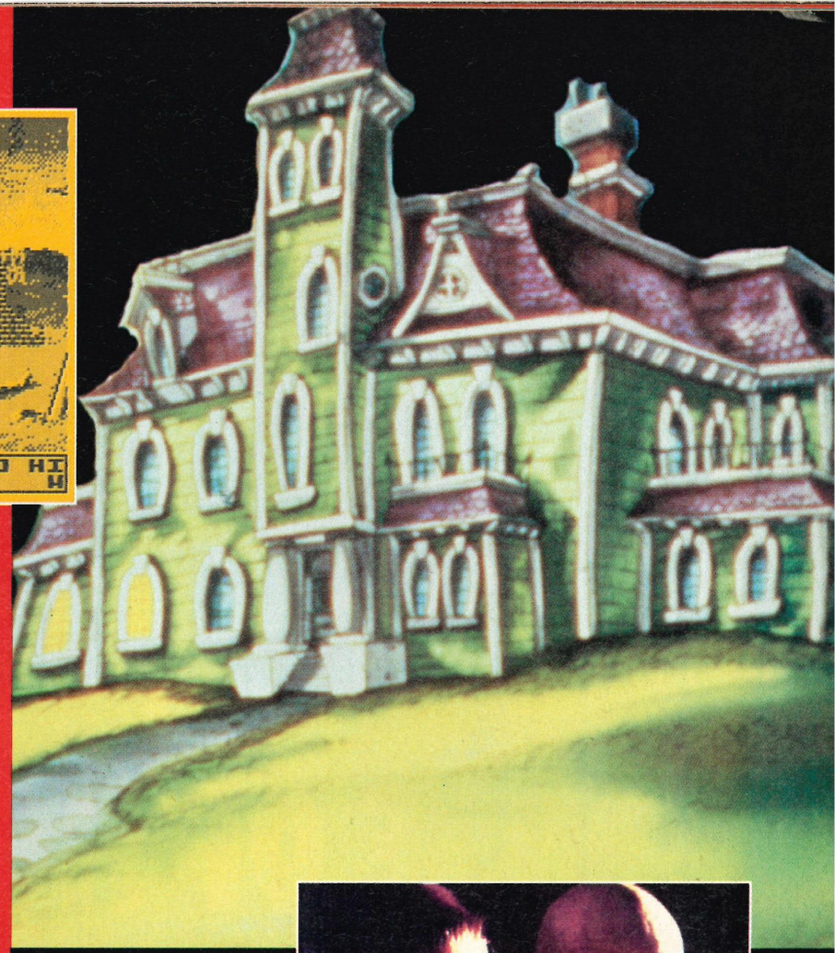
Today, our diet of horror is a bloody feast of movies, videos and video games, provoking the question of whether or not exposure to horror entertainment is influential on real life crime.

Certainly Vlad the Impaler, The Marquis de Sade, Jack the Ripper and a catalogue of evil murderers in history did not have Game Boys, video recorders or multi-screen cinemas. But the question is valid, poignant and far-reaching.

Horror was prominent throughout ancient Greek and Roman plays, as well as morality plays in medieval times and an

OF RROR





integral part of Elizabethan and Jacobean plays. But it wasn't until the Victorian era that horror began to resemble the characters, stories and icons that we recognise today. Shelley's Frankenstein, Stoker's Dracula and Robert Louis Stevenson's Jekyll and Hyde were just some of the fascinating, horrific and depraved stories to seep through the starched linen of Victorian respectability.

One of the first moving pictures was a horrific and real account of a grudge match between two men in 'A Fight With Sledgehammers'... a very short film!

Drac Attack

A number of melodramatic horrors flickered their way through the early part of the century until along came the chilling Nosferatu in 1922, a movie based far too closely on Bram Stoker's Dracula. The title, all subtitles and references had to be altered when Stoker's widow threatened litigation.

Until this point, movies were almost all silent comedies and melodramas. But the success of Nosferatu and its impact on the audience made movie-makers at once aware that the horror genre was very marketable, especially the classic Victorian stories.

When The Phantom of the Opera, starring Lon Chaney, was made it was one of the most expensive productions of its day.

Throughout the 30's, horror became a major box office attraction making big movie stars of the actors who donned cloak and fang or neck-bolt and big boot.

Bela Lugosi's Dracula was a stylish but sinister beast – curiously, Hungarian-born Lugosi was himself a direct descendant of Vlad the Impaler (Yeah, right – sceptical Ed.).

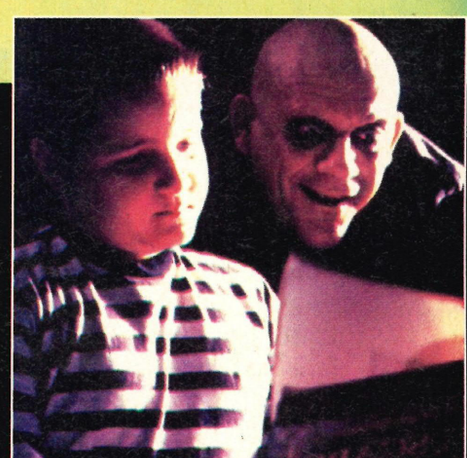
Meanwhile, English actor, Boris Karloff (a.k.a. William Pratt) stomped through a series of Frankenstein movies and Lon Chaney Jr lurched in his father's footsteps most notably as the whisker-faced Werewolf.

Horror also had its epics such as Charles Laughton's portrayal of the Hunchback of Notre Dame, which still makes for compelling viewing.

The dawn of the Second World War saw movies turn to spirit-lifting, wafer-thinly-disguised propaganda movies, leaving capes, coffins and stomping boots to gather dust in the prop department.

After the War, all thoughts of horror, death and destruction were shunned, the cellar door was opened, shards of light filtered through the dust and a series of comedy and dance/romance movies kept monsters from the silver screen for the rest of the decade.

The 50's marked the decline of the classic horror films of the 30's as the likes of Abbott and Costello set



Spooky, ooky and all that tish. Fester and Pugsley check out the latest releases in the amazing world of gaming. We're gonna be in a computer game!



(Left) This is a photo taken of Sharon after midnight. As you can see, the effects of squinting at Game Boy screens all day takes its toll



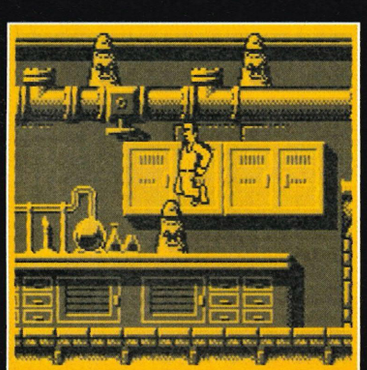




HOUSE OF HORROR



(Left) Maybe this could be called a modern horror film. The Arnie connection guaranteed the success of the movie and merchandising



about spoofing Lugosi and Karloff in various Abbott and Costello Meet... movies – sadly, the joke was now on these ageing monsters.

As if to add insult to injury, Hollywood also spawned a series of cult turkey horrors such as I Was A Teenage Frankenstein and Attack Of The 50 Foot Woman.

The 60's dawned, and, with overripe Eastman colour films featuring buckets of blood, Hammer Horror bludgeoned some of the classics with all the subtlety that its name suggested.

There was a long series of Dracula movies which ranged from camp classics to abysmal flops, starring Christopher Lee. In the 70's, Lee finally hung up his cape, dripping with rotten fruit thrown by the critics panning of The Satanic Rites of Dracula.

Meanwhile, a new vein of horror was being tapped, at once psychological and satanic. Rosemary's Baby, The Exorcist and The Omen were four of the most important movies, as horror again achieved the popularity it had reached in the 30's.

The success of these films led directly to the publication of Stephen King's Carrie and James Herbert's The Rats in 1974. These and a vast number of subsequent novels fed a mighty public appetite for supernatural pleasures .

In addition, a new breed of cinematic shockers such as The Texas Chainsaw Massacre, Halloween, Friday the 13th and Romero's Dawn of the Dead left less to the imagination while Spielberg launched his rubber shark, and the horror genre went off on another tangent.

Slick thrillers, adult comedies, expensive sci-fi epics and schoolboy hero adventures brought the audiences back to the cinemas in the 1980's and 90's with a pot-pourri of genres ranging from The Terminator to Misery, the Indiana Jones films to Cape Fear, A Nightmare on Elm Street to Thelma and Louise. This mish-mash of genres has kept the box office cash tills ringing.

Only the excellent An American Werewolf in London, Dracula starring Frank Langella and Laurence Olivier, and a TV adaptation of Stoker's story starring Louis Jourdan's wolfish interpretation kept the classics alive. But now Francis Ford Coppola's captivating Dracula is mesmerising the movie-going world, provoking a return to classic horror. The horror genre has proved to be a favourite in the video game market, with blood suckers and neck-bolted stompers galore. Stoker and Shelley must be raving in their graves!

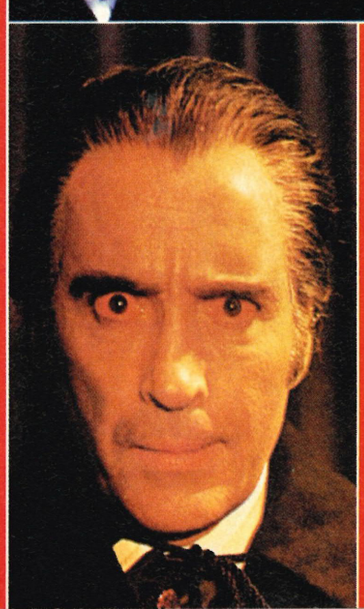
Cartoon high jinx with a crazy kid vampire character. More famous in the States than here in the UK, this jokey horror is more akin to the horror spoofs such as the Munsters and the Abbot and Costello Meets... sell-outs. The game is a light-hearted platform jaunt in which the juvenile vampire can turn into a bat for a limited period to flap none-too gracefully from one platform to another. But apart from the odd transformation to airborne-rodent, the use of the famous Dracula icons are criminally few and far between.

Kid Dracula

Then there's the curious use of features unrelated to the original fanged-fiend such as knights in armour. Kid Dracula has about as much credence and credibility as I Was a Teenage Frankenstein.

Another movie licence to give the game a good push towards the punters' pockets. A fast moving platform romp not too dissimilar to Prince of Persia, it successfully evokes the fiendishness of the film. Bats, ghouls and hideous skeletons make grisly appearances as Jonathon Harker a.k.a. Keanu





Reeves weaves his way around Transylvania. The challenge is sure to give you something to chew over.

The gruesome face-hugging skeletal Octopi and the foetal creation that ruined John Hurt's t-shirt stunned cinema audiences worldwide with its utter weirdness.

In its leathery splendour, it was indestructible and unstoppable, until the sequel where it was quite easily expendable. The final part of the trilogy was very wordy and a bit of a yawn. The game is based in the prison colony of the movie and from an overhead perspective the player directs Ripley through the maze avoiding the alien.

To truly succeed this licence required effects which the portable palm pleaser is lacking. The absence of strong graphics and sonics and a diversion from traditional gameplay elements poses the question whether a 'Boy version of this licence was relevant. lit wasn't.

The Addams Family was a funny, lovable spoof from the 60's featuring horror characters who were more naive than the 'normal' folk who surrounded them.

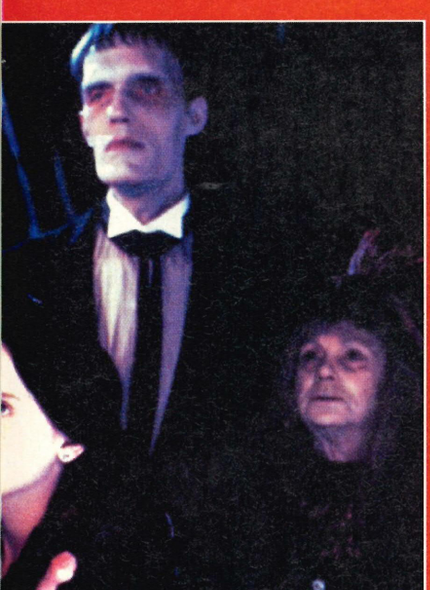
The 60's TV favourite became a movie and, not surprisingly, the licence game lurched in hot pursuit, courtesy of movie licence meisters, Ocean Software. A rescue mission, The Addams Family amounted to platform-with-puzzle with some ingenious obstacles and hazards set in the rambling Addams' mansion and adjoining graveyard. Funny and challenging it's a rare occasion when a licence game does the movie justice – this is one of them.



(Left) Arnie gets tough!

(Below) It's one of the Beatles! No, it's Gary Oldman from that dreaded Dracula film





Beetlejuice

A runaway success! Very much based on Karloff's interpretation of Shelley's creation, Franken stomps through a splendid gothic horror mansion featuring superior platform action gameplay and quirky puzzles. Unlike the majority of gothic games available for the 'Boy, which employ few traditional icons, Franken is stuffed with labs, coffin rooms and belfries. Beetlejuice, however, is a creation very much a product of the 90's brought to life by actor Michael Keaton.

A challenging romp once again based in the platform environment, there are loads of horror/comedy antics related to the character himself rather than horror. A terrific tester with loads of sub-games which prove a welcome diversion. Frankenstein has been the inspiration for the awesome Frankenstein monster of the 90's The Terminator. The movie licence cost a packet and the game rarely changes from large scale blood-letting with Arnie pointing the dangerous end of a Kalashnikov at who or whatever happens to come into his sights. There's an urgent in-game tune, machine gun fire and the action is frenetic.

Castlevania is pretty gothic in its look and has doubtless been influenced by Dracula





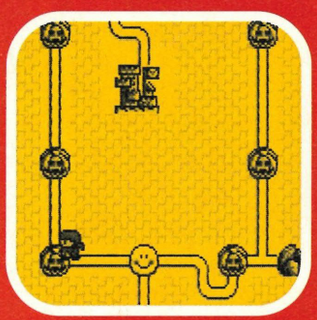
REVIEW

AMERICAN IMPORT

TUMB



'Cuum home! Our hero rushes out while Mum's not looking. Then it's on to the shop



Looks like a nice, harmless garden path. No such luck. It's screen after screen of trouble



Here's one of the said screens. It's time to do the Shake and Vac and put the freshness back

Imagine if you will being the most fearsome warrior of the day some time in the 21st century! Off into battle you go with a vacuum cleaner as your weapon. This is future warfare!

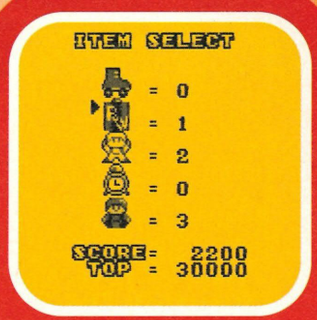
Step inside the future, ladies and gentlemen. Picture the scene, a top weapon manufacturer unleashes his new weapon for the 21st century.

Simply squeeze the trigger and suck the enemy inside the weapon. I call it a vacuulator!

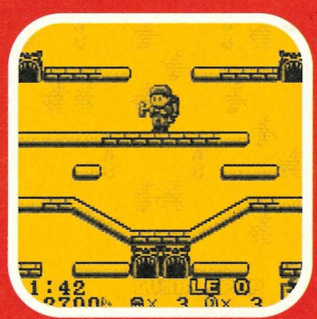
I can't see what's so special about a vacuum cleaner. A gent named Hoover invented his contraption to be simply a cleaner of dust and dirt. This one is different in that it can clean up every kind of dirt, including nasty beasts and mutant beings.

A game supposedly set in the future wouldn't be complete without horrible mutations and beasts would it? Tumblepop is no exception and has some strange mummified looking creatures to vac up. There isn't actually a whole lot else to say really.

Sure, there are a few bonus screens and a shop where you can buy speed ups, invincibility and extra lives. As well as these you can buy a cartridge to increase the power of your vac and a slow bomb which will decrease the enemies' pace for a limited time.



Here are your power-ups. The more you collect the easier it is to clean up



Where is everybody and why am I running around an empty screen? Somebody help

You can enter the shop whenever you like so it does come in a tiny bit helpful sometimes, though it doesn't always seem to make much difference. The changes are so marginal that they're difficult to notice. Yep! They do seem to be just a little pointless!

Level Nightmare

A password option seems a bit of a waste as once you've played a few times you won't want to explore any further. Taking on all eight of the levels here is like a nightmare come true!

Each one is split into sections so the game does seem to go on and on relentlessly battering your mind senseless.

As if this wasn't enough for you to chew on, there's also a two player game. Each contestant has a competition to see who can complete the platforms and wipe out the enemies first.

Tumblepop must be the least controllable character ever to be seen in a platform game. He does move quite freely, but just try to make him do a medium size jump and then you'll realise that no matter what you do he'll still only leap a very short way before stalling.

A map of the area is shown before you begin so you can choose exactly where to go to begin your

2nd OPINION



This is a little similar to Rodland also reviewed in this issue but I don't find it half as entertaining or professionally presented. There's more than enough stages to get through and wicked walkers to clobber but the action is just not hot enough nor fast enough for my liking. A bopping melody doesn't build into a whole heap of dusty vac bags. A lot more could have been made of the vacuulator method of disposal and my interest was soon sucked away. *Sharon*

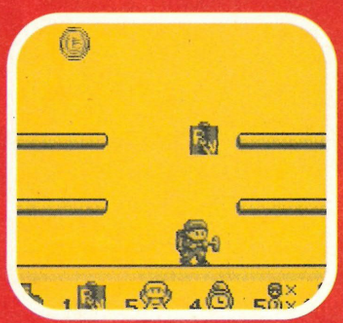
BLEPOP



Vac to the Future



Is it a bird? Is it a plane? No it's the one and only vac man! See how he simply vacs them away!



The bonus stage is far too easy also and is, to be quite frank, mind bogglingly boring!

battle for freedom. Some roads are blocked by large boulders.

To clear the boulder out of the road you have to go into battle with the big boss of the section and emerge victorious.

'Cuum As You Are

A boss cannot be killed using the vac (God knows I've tried). The other mutations and slimes have to be thrown at him from the vac with great force.

If you're in a creative mood it's possible to design your very own world map. You can save up to three stages in the memory and these can hold as many or as few enemies as you wish.

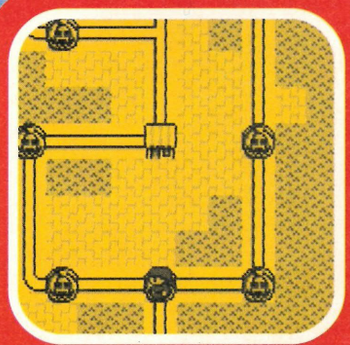
The beauty of this is you can control the speed of the enemies too. Leaving them moving at a slug's pace is quite amusing but incredibly tedious on the challenge front.

The graphics here are completely standard. There's hardly any thought or imagination gone into them. It's all been seen before, except for the vac.

It's as if they came up with the vac idea and then had a brain lapse and couldn't think of anything else. The graphics aren't eye catching in any way. There are too many better games around basically.

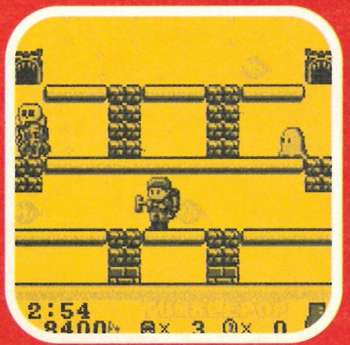
The happy tune at the beginning and the sound effects make up for this. Why isn't the rest of the game up to these standards?

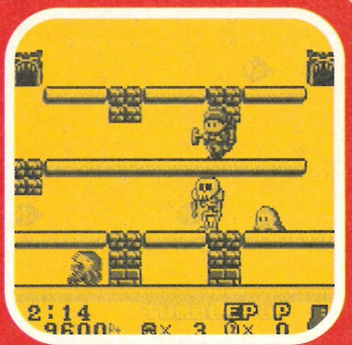
GB Action



Are you leading me up the garden path pal? Another area of dangers for you to vacuum through!

The further you get the tougher it is. Be sure to check the dust bag or you'll be in for a shock explosion





After some throwing of the mutations, they will break the walls down for some free travel

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COMMENT



It has to be said, this really is a shoddy game. I couldn't understand how anyone could find this challenging in any way. I would rather have spent my time doing something constructive. The game's only saving grace was the sound which was excellent. I believe they should have spent more time designing a decent game rather than creating a whole bunch of options. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

49%

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ON THE RECORD



'Oh no, let's go, eeh geronimo' so begins what is described as a heavenly pop dance crossover mix. Funk your strutsome stuff and jive on down, rollin', twistin', buildin' and blockin' to suicide mad Lemming-land...

After the huge chart bopping successes of the Super Mario Land and Tetris records, Lemmings has made it into the recording studios.

Boings and squeaky voices are what gets the computer game junkie nation roused nowadays.

Falling record sales but rapid growth in the video games market is maybe telling those would-be entrepreneurs something. Get rid of the pop pickers. Record sales aren't enough on their own anymore.

As a result, Psygnosis, the software house behind Lemmings have teamed up with a band called Digital Reality, mad keen on Lemmings the game.

The idea for the record came to fruition when a talent scout heard a band reworking the sound track to the first Lemmings game.

Now it's too late for this to see the light of day but the potential was there... a deal was struck...

Cliff Hanger

It was difficult making the record because the band had to work around samples from the computer game and incorporate them into their vision of the ultimate video game/pop record.

Initial ideas involved grabbing tons of folk from the street and getting them to chant 'Oh No' and other Lemming-gate niceties.

The record will come out on compact disc, seven inch, 12 inch and the 12 inch club mix. Each cover will feature a separate level of the Lemmings 2 game and on the B side will be the complete solution to that level.

The producers of the record, Ian Richardson and Nick Coler, are most famous for being the backroom boys behind the KLF. Ian fiddles with the knobs and Nick gets to press the buttons.

They were behind the Alice Cooper song in Wayne's World and the novelty record Doctor in the Tardis by The Timelords.

Comedian Freddie Starr made a bet with Ian. 'It'll never reach number one', he said, 'I'll give you an XJS Jaguar if it does'.

Freddie was proved wrong and one gleaming car cruised up outside the studios the very next day.

No bet has yet been struck with Lemmings which looks like a biggie.

If not, I suppose all that's left is to leap off the edge of some cliff with the words 'Better watch out, there's a land mine about' trailing behind in the wind.

Lemmings the record is to be released on the Synthetic label in the second week of May, distributed by EMI.

Sharon



The band has a Game Boy in the recording studio, faves being Super Mario Land, Tetris and Dynablaster.

But it is Lemmings, the game that GB Action gave a stunnning 95%, that kicked tired butts into shape.

The lads prefer puzzling conundrums to smash, crash, wallop go go meanie prancing. Games of destruction and slaughter just don't appeal to these street wise dudes.

Why bother poncing around in a spaceship rescuing a maiden when there are more realistic sports simulations and dilemmas to chew over?

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Win!

20 Lawnmower Man Videos



God made him simple. Science made him a God. So goes the slogan that spiralled The Lawnmower Man into being and made the movie into a massive blockbuster last year.

Featuring spectacular computer generated special effects, it immersed audiences in the surreal world of Virtual Reality.

The Grass is Greener...

Soon Game Boy players, not content with merely watching the action unfold in front of them, will be able to become full bodied participants in this future world themselves.

Sizzling scenarios adapted from the silver screen will spring to life in the palm of your hand as you get to grips with Storm's hotly awaited Lawnmower Man Game Boy game.

To whet your appetite, GB Action, in conjunction with Storm/The Sales Curve, now have 20 fab Lawnmower Man videos to dish out. A good couple of hours worth, and one to take time out for.

To win, all you have to do is answer the question below.

Entries to be in by 31st May 1993. Send them to:

Lawnmower Man Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

The Virtual Reality world doesn't really exist but computers make it appear that it does. Which famous person would you like a computer to replace, and why? No more than 30 words.

Photocopies are accepted, but multiple entries are not!

❑ I do not wish to receive promotional material from other companies

My answer is (30 words max):

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GAME BUSTERS

It's getting so big and so darn good that the hints and tips section can scarcely contain itself this month. Get your button tapping pinkies grooving around this lot. Keep those letters coming to:

Game Busters, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Lemmings

Just to give you a heave ho in the right direction, here are the first 25 codes, the fun section, sent in by Neil Leitch of Runcorn (again) Do you do nothing but play games? But what a hero eh?

We'll keep you waiting a bit longer for the codes for the tricky, taxing and mayhem levels.

2: TVRNVD
3: GFDRTL
4: DFGTVN
5: NNBGTQ
6: TVRBNC
7: DGBFHV
8: CVRKJT
9: JSRBSV
10: FKJTVQ
11: VSPDNQ
12: GDSWBC
13: HWQPJD
14: KXLWVZ
15: KSQHQS
16: VNWSWV
17: FTVMTS
18: GSFGHH
19: VKBLGB
20: PLSTFL
21: JXFCBS
22: SDFGLB
23: QGHSDF
24: QKZDFS
25: LZDGQH





Castlevania

On level four Kenny Pickering from Ayrshire in Scotland has found a new secret room. Here goes. On the ninth screen (the one after the fireball spitter sitting on one of the three platforms) you will encounter a single boomerang throwing bad guy.

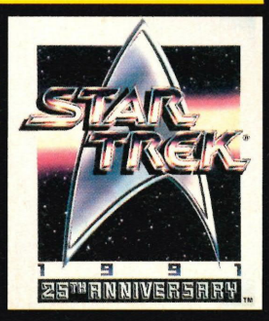
Defeat him, then climb the rope to leave the room. Stop just under the ceiling that runs from the left. Jump off to the left to land on an invisible platform and walk to the left.

At the centre of the ceiling climb an invisible rope and you will find a secret room. It contains a heart, crystal and one power-up, bound to give you a boost before the final battle with you know who.

Star Trek

Matthew Parry from Botley rates this game as the best ever. He's so much of a trekkie that he's found all the codes with full lives, power and phasers for every level. Cop that!

Planet Neural: 0523.4
Navigational map two: 7552.3
Planet Kalanda: 6541.2
Navigational map three: 5570.1
Planet Triskelion: 4567.0
Final level map four: 3516.7



Mega Man II

Daniel Watts has come up trumps with the passwords for Dr Wily's Castle in this rocky platform frenzy. It also gives you four energy cans. Just enter: A1, A3, A4, B3, C1, C2, C3, D1 and D3.

Best of the Best

Tired of getting walloped around the ring in this mega foot kicking and head busting game? Consider yourself a wimp? Richard Campbell of Tottenham has the answer.

When you're at the selection screen, place the arrow over LOAD and press button A. Then type in the following code: XVS54QDX8.

Now press button B twice and you'll be placed back on the selection screen with a greater chance of kicking some serious butt. What's more, you'll find that you have gained all but two of the medals.

Double Dragon 3

Chad Addy from Bradford has found the ways and the means of beating the baddy at the end of the first mission. Jump on the conveyor belt on the side away from the hole.

Hold down LEFT when the man approaches, then press UP before falling down the hole. Wait until he performs a flying kick, then do one yourself. Repeat until he wilts before your eyes.

AWESOME CHEATS

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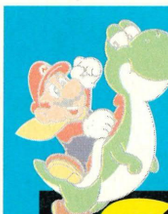
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GAME BUSTERS

Super Mario Land 2

AWESOME CHEATS

Mammoth piles of letters have been flooding in concerning the secret bits in Mario's latest game. Here come the best:



Tip 1

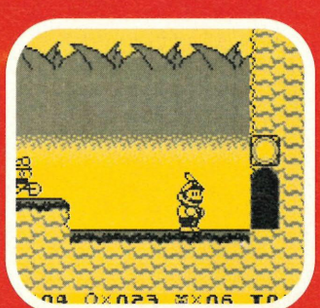


MACRO ZONE level one
Go just past the half way bell and you'll come to a platform above some coins. Jump on it and it moves downwards. Get off to the left before hitting the water and follow the bottom route until you find a block holding the fire flower which you'll need.

Head upwards and you'll find yourself on top of five question marks. Jump up and four blocks will reveal themselves.

Jump on these and then knock out the two blocks covering up the bottom of the pipe. Go up the pipe and you'll reach the doorway to a secret level.

This is also a way of getting to the very last level and the evil Wario himself. Ta very much Emily Bowie of St Andrews, Bristol for that one.



Tip 2



PUMPKIN ZONE Level three
To get to the secret room in this level you need the bunny ears. Before you get to the half way bell find the carrot as shown in the pic above, then continue all the way past the flashing blocks.

Then, instead of going down the wooden steps, simply fly off the end to the right and continue until you get to a passage leading to the door. Cheers to Leane Russell of Banchory for sending it in.



Tip 3



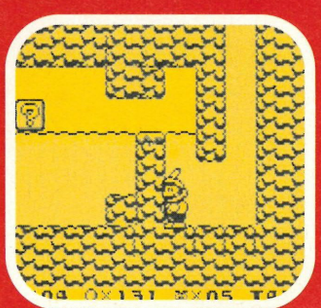
TOADSTOOL LAND
Go to the circle, Toadstool land as indicated in this shot and when you come to the second set of blocks, jump up just before the one on the right.

You'll receive an invincibility star from a block that appears. If you kill more than four enemies when invincible you get an extra life. Thanks go to Christopher Brown of North Humberside.

Tip 4

HIPPO ZONE
Tim Coughlan from Plymouth sent this snippette. Just after the first hippo, find a firepower tulip then go down in the sea and straight through the narrow passage.

Knock away the block, run into some baddies to make you small enough to fit through the gap and then enter the little room to collect two extra lives.





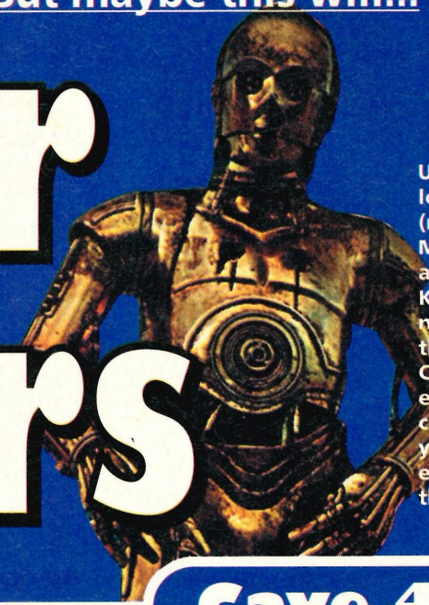
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GAME BUSTERS

PLAYER'S GUIDE

Star Wars

Use the Force, Luke! Wise words indeed but they won't help you through Star Wars on the 'Boy. But maybe this will...



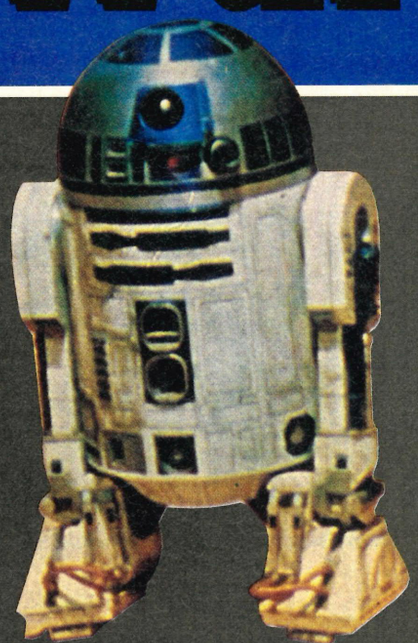
Tatooin

R2D2 situated in top right of the sandcrawler

Start of the game – Luke's blaster situated by exit

Use the map to locate the shields (needed later for the Millenium Falcon) and Ben Obi-Wan Kenobi. R2-D2 also needs rescuing from the Jawas' Sand Crawler. Shields and extra lives can be collected as often as you like. Simply re-enter cave and battle through again

A whole lot of bother for one shield



Cave 4

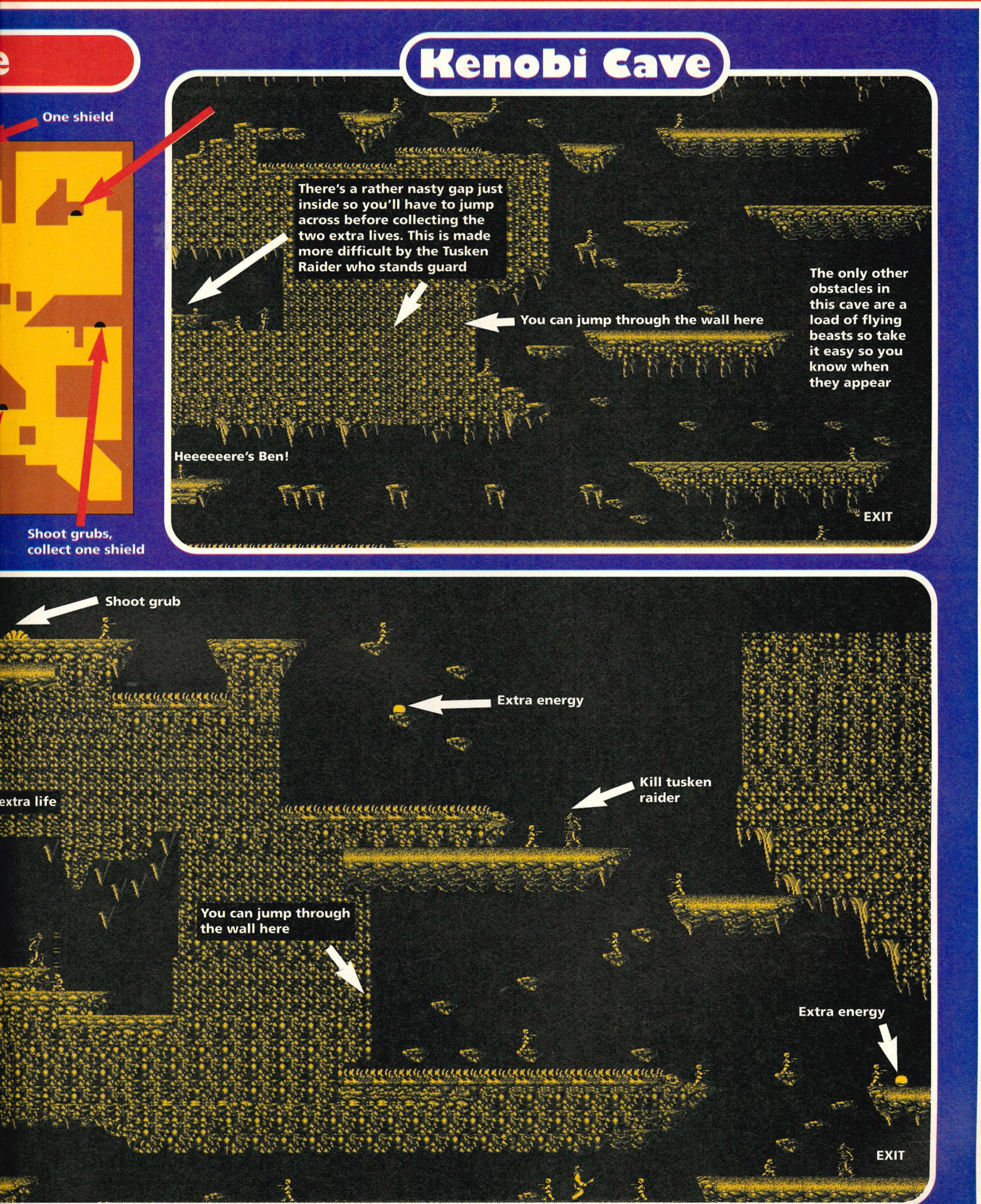
The boulders are a real pain. Avoid them at all costs by jumping over them or ducking down just by the ledges

Pick up a

Two shields

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Kenobi Cave


One shield
Shoot grubs, collect one shield
There's a rather nasty gap just inside so you'll have to jump across before collecting the two extra lives. This is made more difficult by the Tusken Raider who stands guard
You can jump through the wall here
The only other obstacles in this cave are a load of flying beasts so take it easy so you know when they appear
Heeeeeere's Ben!
EXIT
Shoot grub
Extra energy
Kill tusken raider
extra life
You can jump through the wall here
Extra energy
EXIT

GAME BUSTERS

PLAYER'S GUIDE

Hook

In part two of our guide, Peter Pan's quest is getting tougher by the minute! Duels are a great deal of bother and diving for more pearls pits you against a whole range of new and tough enemies. If you're having a bit of a crisis, this'll put you back on course...

1 Flyi

A really simple level. The controls seem a little odd to begin with but with a little practice it all becomes very simple indeed. Avoid the storm clouds and the balloons carrying dynamite.

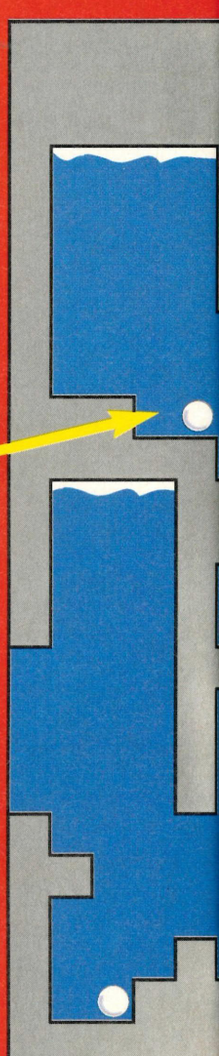
The balloons with pearls attached are the important ones as these give Pan his flying skills. There are two of these levels but they're both really simple to do



The map shows the location of the treasures to be collected. Watch for whirlpools and divers with spear guns, both diminish Pan's energy rather quickly. There's no reason why every item should be pocketed.

Use the top of the caves to breathe, collect the pearls and leave the level via the surface. As simple as that!





Key

- Anvil
- Pearl
- Barrel
- Chest

3 Flying

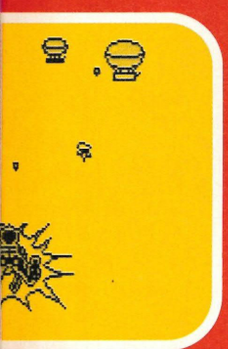




This level isn't to be confused with the last flying stage. You have to defeat Rufio beforehand or this is a non-starter. Once in the air though this is no bother whatsoever, just like the previous flying stage in fact

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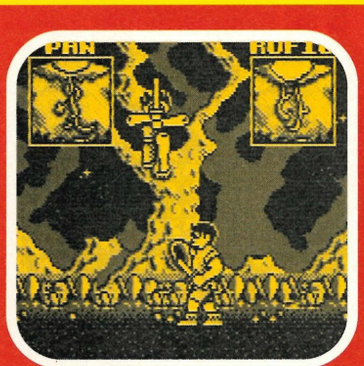
ng



2 Fight Rufio



Before moving on to the next level, you'll need the sword. Rufio is the leader of the Lost Boys and must be defeated before you can go any further.



He's dead simple to defeat when it comes to a duel.

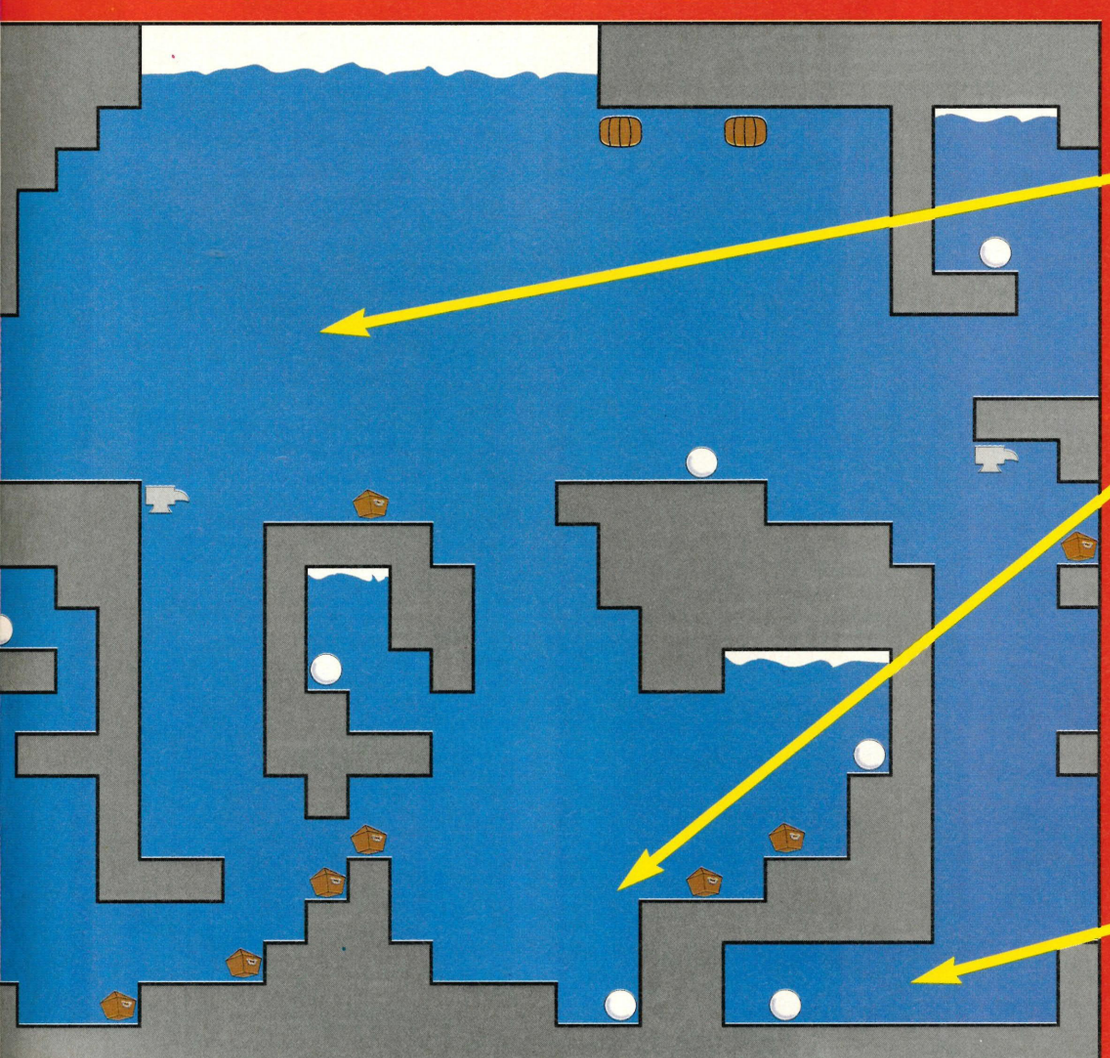
A successful move is to duck down and thrust your sword towards him. If this method



doesn't work then just stand and go for broke.

Follow his movements and before you know it his clothes will be in need of some repair

4 Marine World









GAME BUSTERS

PLAYER'S GUIDE



Mega Man II

With the first four guardians out of action, it's onto the next stage and it's a tougher ball game from here on...



(Above) The best place to start is at the top left. The bees are dropped off from above and are a real pain in the neck. The best and quickest way to halt their attack is to use the Metal Blade weapon won earlier. A couple of blasts from this and it's all over for the honey monsters (left)





Watch out for the mechanical crocs as they can cause some serious mutilations! Easy peasy to get past if you simply run across the platforms without a single pause for any reason. The same method is used on all croc areas throughout the level



A major problem to overcome are the monkeys. If you get too close to them they leap up and hang on the roof above. Take another step forward and they'll land on your head. Then they'll hop from side to side and display their skill at halting you in your tracks. Just stand close enough for the Leaf Shield or Metal Blade weapons to shoot upwards and kill them

The end of level bad guy here can be a pain. Use Metal Blade and while he tries his best to make you a part of the pavement face him and blast away. Be careful not to stand around for too long, he's accurate with his butts. You will soon notice his method and from then on it shouldn't be too much bother! Don't pay too much attention to his shots. If you've got loads of energy they aren't very powerful. It's difficult to avoid them but it can be done. Just watch how they travel





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GAME BUSTERS

No game need now be insurmountable. What with passcodes provided, secret rooms unveiled and ways of clocking up extra lives, you'll soon be eating those games up like there's no tomorrow.

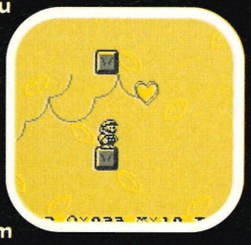
AWESOME CHEATS

Super Mario Land 2

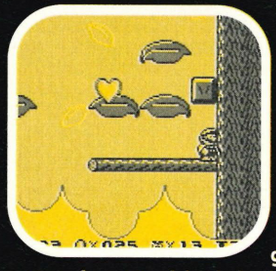
Sam Madders from Richmond, not content with a fairly easy game, now dishes the dirt on how to collect five extra lives in just one level.

On the third level of the tree section (the ant, not the bee hive one), kill the first two nasties and jump on top of the question mark. Jump straight up and you'll hit a box containing a life.

Keep going until you arrive at the far wall. Stand on the branch, jump up and collect your second life from the block that appears.



The third life is dead obvious. It's in the question mark box just after the moving platform bringing you up. Collect it by walking to the left and doing a super jump to the branch above.



Now run to the right and jump up onto the column of blocks to your right. Jump straight up and you'll hit a secret block for a fourth life.

After the flies, the ant and the moving platform, you should get two blocks with space for one block in between. Jump between them to make a carrot appear.

Pick it up and hover across until reaching the first moving platform.

Get on it, walk quickly to the right, jump up and start flying. You will hit a block containing the fifth extra life while in the air.

Boxxle

A box moving brain bending sort of a puzzle game that can have you tearing your hair out. Never fear though, here are some useful codes to push you along, kindly supplied by Alex Barnard of Leeds.

Level 2-01: DBBD
Level 3-01: GBBG
Level 4-01: HBBH
Level 5-01: JBBJ
Level 6-01: KBBK
Level 7-01: LBBL
Level 8-01: MBBM
Level 9-01: NBBN
Level 10-01: PBBP
Last level-01: QBBQ

Gargoyle's Quest

G'day to Iain Read of Torrens Park in South Australia who's got some cool codes fresh from down under for this game absolutely riddled with extra bits to find.

Level two: F445-PSOM
Level three: 9962-FQVY
Level four: MX99-LZXX
Level five: 9P5J-VQVZ
Level six: LOE5-F8D7
Level seven: OXEE-LW90

Pro Action Replay

Dr Franken

Infinite energy: 08D0 2BC8

Super Hunchback

Infinite lives: 0302 E0C3

Batman: Return of the Joker

Infinite energy: 080A AFF

Addams Family

Unlimited energy: 013FFAC1
Unlimited weapon energy: 09XX69C0

GAME GENIE

Grab the chance to win a free game by discovering a code!

If you can successfully programme a new Game Genie code, a brand spanking new one mind, then send it in and if it checks out then a freebie game could be popping itself in the post for you, courtesy of the generous Hornby Hobbies.

Looney Tunes

Get to grips with this fab little platformer by giving yourself the best possible advantage.
#008 9CF E6E: Infinite timer
#00B 02E E6E: Infinite lives
#011 ECF E62: Start with one life
#091 ECF E62: Start with nine lives



Track & Field

A very tough sports sim with enough rub your finger rawness to do some serious damage. The Game Genie now plays doctor.
#45D 999 E68: This gives you the best angle on the long jump. As you are about to jump, push up on the pad and it only goes to 45 degrees which is the best angle
#3E7 7FD 4CA: This give you 100% power
#45A 1EA E68: Gives you the best angle on the javelin
#454 D1A E68: Gives you the best possible angle on the triple jump

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Win!

75 Mario Kites

Courtesy of:

WORLDS APART



Get a whiff of fresh air and fly high with Mario. Summer is on its way (we hope) and GB Action in conjunction with Worlds Apart, leaders in the promotional kite market, now have 75 fabulous stunt kites to give away.

Catering for both the first time flyer on a breezy day and the biggest enthusiast in the strongest of gales, the stunt kites are two line controllable and can soar to a wind speed of up to 25 mph.

Hang On

Made from high density, tear resistant polythene with a fibreglass frame, they're versatile enough, if you're confident, to perform loop the loops and stunning spiral dances just before a mad bombing dive.

Kites are growing in popularity and the current Worlds Apart range comprises many famous TV and film icons, whapping, among others, Donald Duck, Snoopy and The Flintstones on the canvas. Other styles available are single line kites and sports and pro classics kites.

So, now you've got wind of what a turbulent treat lies in wait for you, get answering the questions below.

Entries to be in by 31st May 1993. Send them to:

Mario Kite Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

1) In which film does the song 'Let's Go Fly A Kite' feature?
a) Mary Poppins
b) Chitty Chitty Bang Bang
c) The Wizard of Oz

2) Which one of these is a famous TV weather presenter?
a) Andi Peters
b) Ian McCaskill
c) Kate Adie

Photocopies are accepted, but multiple entries are not!

❑ I do not wish to receive promotional material from other companies

My answers are:

1) .....

2) .....

Name.....

Address.....

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Post Code.....

All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

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BUYER'S GUIDE

The all new GB Action buyer's guide with over 100 official Game Boy releases. Dive in and take a browse through... We'll keep it constantly updated.

PLATFORMS

Addams Family
OCEAN

Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform lover and fans of the smash hit movie.

80%

Adventure Island
HUDSON SOFT



A playable if not overtly difficult romp taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to heavily slate either.

77%

Alien 3
ACCLAIM

The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, maze-like complexities and surprises make for a teasing and enduring challenge.

90%

Amazing Spider-Man
ACCLAIM

Graphically the man with the sticky stuff is excellent but the controls are a touch dodgy and unresponsive. It offers plenty of beat'em-up elements but not much else to warrant buying.

50%

Amazing Spider-Man 2
ACCLAIM

The webbed wonder makes a welcome comeback in this fun sequel which hosts six richly diverse levels around the streets, warehouses and down the sewers. It's a bit fiddly but patience pays off.

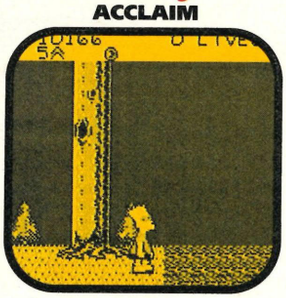
80%

Balloon Kid
NINTENDO

A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. A bit too tedious all in all.

71%

Bart Simpson's Escape from Camp Deadly
ACCLAIM



A fun and addictive cartoon licence that does Bart justice. In what other game do you get a food fight? With arcadey overtones and lots of challenging layers, this will take some beating.

84%

Batman
SUNSOFT

A platform cum shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a fairly snappy pace with tons of triggers to pull.

80%

Bill and Ted's Excellent Game Boy Adventure
ACCLAIM



A truly excellent game for any bodacious player that'll appeal to everyone. Damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace.

90%

Blues Brothers
TITUS

A true merry go round of fun and frivolity as you get to cruise up and down stairways and along pulleys in the search for your missing instruments. Brill music and graphics and a solid platform romp.

90%

Bomb Jack
INFOGRAMES

A very simple but surprisingly addictive arcade conversion in which you boing around the screen destroying fused bombs. 60 levels in total to negotiate if you don't happen to find it too monotonous.

80%

Bubble Bobble
TAITO

A stormer of a game. Extremely addictive, it's first rate action from the word go with over 200 levels and OKish graphics. Full of fun but the pass codes make it easier than it should be.

87%

Bubble Ghost
FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A pleasant and frustrating sort of game that's certainly difficult enough fo those hardened gamers.

90%

Castelian
STORM

An impressive and challenging game that'll stretch your memory, reflexes and skill as you work your way up to the top of seven different towers. The time limit leaves no room for error and it can get annoying.

72%

Castlevania 2: Belmont's Revenge
KONAMI

A very enjoyable vampire themed game and one for die hard players to sink their teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers.

86%

Dragon's Lair
ELITE



Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer.

88%

Duck Tales
CAPCOM

Set over five levels, there's plenty of exploration to get on down to. Although competent, playable and graphically well presented, some find it a little too easy in the long run.

81%

Home Alone
TOY HEADQUARTERS

A sad film has become an even sadder game and complete dross is what you get. Sprites are shamefully slow and gameplay is laughable as you leg it around a house.

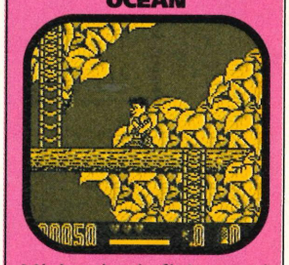
25%

Home Alone 2
TOY HEADQUARTERS

Superior to the first Home Alone but that's not saying an awful lot. An empty, humourlessness game with a poxy four levels and slow, awkward controls to boot. Amazingly yawnsome.

59%

Hook
OCEAN



Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Great graphics to complement unstoppable gameplay make for a sure treat.

85%

Kirby's Dreamland
NINTENDO

A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags of loveability.

92%

Looney Tunes
SUNSOFT

A fun and highly enjoyable hike with sparkling cartoon characters, simply gorgeous graphics and ample variety. Instantly appealing but not too long lasting.

90%

McDonaldland
OCEAN

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit

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of a cross between The Blues Brothers and Mario.

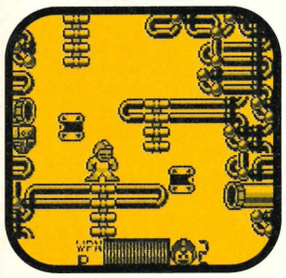
80%

Max
INFOGRAMES

A very barren, very short platformer that's readily forgettable. Max is a cute character but he can't rescue flailing gameplay.

60%

Mega Man I, II and III
CAPCOM



All three games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the 'Boy with tons of robotic fury and swiftness combined with thrills and spills.

90%

Pop Up
INFOGRAMES

Simply bounce a ball from platform to platform, collecting each and every item around the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and very hard.

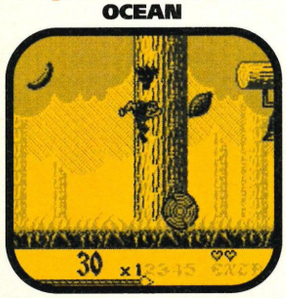
61%

Parasol Stars
OCEAN

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute and you'll need tons of stamina and intense concentration to make any headway.

76%

Super Hunchback
OCEAN



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any tough platform nut.

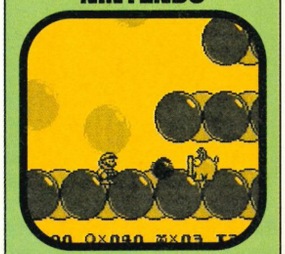
91%

Super Mario Land
NINTENDO

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from gameplay. One to come back to time and again.

92%

Super Mario Land 2
NINTENDO



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent game.

90%

Titus the Fox
TITUS

Graphically this is detailed and Titus is a lively character but there's just not enough bite. Gameplay ambles rather than gallops along and each scene resembles the next.

67%

Universal Soldier
ACCOLADE

Wielding more punch than Rocky this is non stop action all the way through with a great control system and a great array of moves to master. Tons of maiming and robot related killing.

80%

BEAT'EM-UPS

Battletoads
TRADE WEST

Time to set about rescuing your pals in a clobber happy battle with shades of the platformer chucked in there. A great little game that's action all the way.

88%

Double Dragon 1, 2, 3
ACCLAIM



The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Very predictable and totally thrill-less.

25%

Lethal Weapon
OCEAN



Action is go, go, go and the game does get better and more involving the more progress you make but, sadly, there is a distinct lack of moves to perform, making it more dull and mindless than exciting.

72%

Pit-Fighter
TOY HEADQUARTERS

Tons of choice on offer here with a mere five opponents, yeah right! Earn money with more muscles and beat the living daylights out of the others with your special moves. That's your lot.

48%

RoboCop 2
OCEAN

An improvement on the first game yet still not particularly awe inspiring as Robo wipes out drugs and tries to uphold the law. The difficulty setting is just right to make it worth a look.

73%

Teenage Mutant Ninja Turtles
ULTRA GAMES

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem a game.

59%

Terminator 2
ACCLAIM

A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to soften. Quite complicated with messy backgrounds but certainly guaranteed to last.

84%

Terminator 2: The Arcade Game
ACCLAIM

A head-on attack of ultra violence, nothing more, nothing less. Backdrops are complicated and it's easy to lose your target among the rubble and figure out just exactly what you're supposed to annihilate. Very intense.

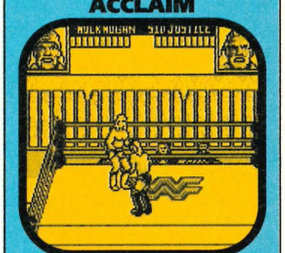
76%

WWF Superstars
ACCLAIM

Graphics are excellent, as is the sound, but the game could have done with having many more moves to practise and perform to make it live a lot longer. As it is, it's more humdrum than anything else.

77%

WWF Superstars Steel Cage Challenge
ACCLAIM



This draws on and, in doing so, improves on its predecessor. Basically though, it's nowt more than a carbon copy of the first game but, thankfully, with a wider range of moves there to practise to cater for sustained gameplay.

80%

SHOOT'EM-UPS

Asteroids
ACCOLADE

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions. It looks a bit jaded on the 'Boy and is very barren yet holds tons of nostalgia.

73%

Centipede
ACCOLADE

Based on the coin-op success this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple it may become wearisome sooner rather than later.

60%

Drop Zone
MINDSCAPE



A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal.

77%

Faceball 2000
BULLET-PROOF

Basically Pacman in 3D as you travel at break neck speeds around a maze of corridors, zapping others in your way. The fun really starts when up to four players compete.

76%

Fortified Zone
JALECO

Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but very little thought.

65%

Hunt for Red October
HI TECH EXPRESSIONS

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles and loads of enemies. Straightforward, with tricky bits and nice presentation.

65%

Navy Seals
OCEAN

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough.

73%

Nemesis
KONAMI
Widely regarded as the definitive blast on the diddy screen, and quite rightly so. It's fast action, quick reflex palaver from the off and a tough cookie to crack.
86%

R-Type
IREM


Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Great excitement is assured as you streak across space avoiding the lurid taste of death.
82%

R-Type II
IREM
Venture into the blackness of space for a blasting freak's dream. Baddies are a teensy bit tougher than in the predecessor while the backdrops are also more detailed but, on the whole, the set-up is practically unchanged. Still great stuff.
88%

Xenon II
MINDSCAPE
A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame and insubstantial to be worthy of remembrance.
63%

DRIVING GAMES

Days of Thunder
MINDSCAPE
Not really fast enough to satisfy racing pros and even fewer thrills and spills to keep you coming back. It's smoothish and pretty hard but a bit too bland.
58%

Ferrari Grand Prix Challenge
ACCLAIM
It may have all the mod cons but it's downright boring with too little challenge. Graphics are minuscule and it's a huge let down.
55%

F-1 Race
NINTENDO
A roaring speedster of a game that comes with a four-play link-up adaptor to make for one monster of a competitive challenge. Fast and frenetic, it plays like a dreamy treat.
88%

Motocross Maniacs
PALCOM
Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim.
80%

SIMULATIONS

F-15 Strike Eagle
MICROPROSE
The ultimate flight sim with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and control system is simple to master.
87%

George Foreman's KO Boxing
ACCLAIM
Lily livered punches and non existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon. Awful.
24%

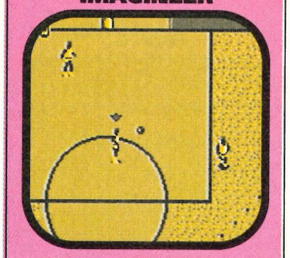
Jack Nicklaus Golf
TRADE WEST
Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master it but it's enjoyable to try. Definitely a must.
80%

Jordan Vs Bird
ELECTRONIC ARTS
Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might.
73%

Mario Golf
NINTENDO
With everything you could possibly need for a few rounds and a battery back-up to boot, this is a perfect sim for budding enthusiasts with plenty of different holes to negotiate.
80%

Side Pocket
NINTENDO
Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order. The appeal soon wanes.
63%

Speedball 2
MINDSCAPE
A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. A true hand held conversion of the Amiga classic.
60%

Tip Off
IMAGINEER

With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess.
64%

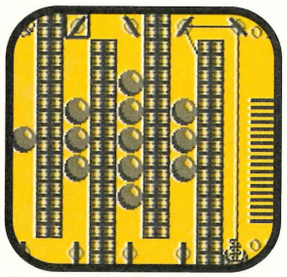
Top Gun
KONAMI
For a flight sim this isn't very flight simmy. Action simply revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies.
67%

Track and Field
KONAMI
Leaving other sports sims standing, the game is tough enough and varied enough to guarantee great mileage. Get to compete in archery, sprinting, not to mention swimming, weights and jumping for a rub your finger raw challenge.
90%

PUZZLERS

Boxxle
FCI
You shift around a selection of boxes, moving them to their correct position as indicated by a marker. A real brain teaser and a pleasant change from the run-of-the-mill offering.
76%

Boxxle 2
FCI
Over 120 levels of pleasure and punishment to be gained moving little boxes around and slotting them into the right place. A very engrossing puzzler and one to twizzle the grey matter.
80%

Brain Bender
GREMLIN

Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you mad.
59%

Dr Mario
NINTENDO
Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up coloured pills in a jar. A major disappointment all in all considering the cool Mario connection in there.
42%

Krusty's Fun House
ACCLAIM
Krusty's house is infested with rats. By the strategic placing of blocks he must block their way and guide them down to their doom. Lastability is guaranteed as each new and baffling level fries your brain to a frazzle.
92 %

Kwirk
ACCLAIM
Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. The mind bending puzzles more than amply make up for poor presentation. Suits the 'Boy to a tee.
88%

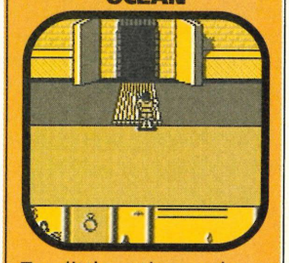
Marble Madness
MINDSCAPE
You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny corridors to negotiate.
62%

Q-Bert
NINTENDO
Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A stupid idea but one which holds much enjoyment.
83%

Splitz
IMAGINEER
A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one cool challenge with loads of skill required giving you lashings of food for thought. Excellent.
85%

ROLE PLAY

Battle of Olympus
IMAGINEER
Set in ancient Greece this is a huge game that's bound to draw you into a long and exciting epic. Graphically excellent it involves a hefty whack of violence alongside interaction with all the characters who offer you clues and set you missions.
87%

Prince Valiant
OCEAN

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get little reward for your zelous exertions.
65%

Robin Hood: Prince of Thieves
MINDSCAPE

Both combat and puzzle orientated with some fine character interaction and

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diversification, this is full of riches for any role play fan. Difficult to get into but well worth the effort.

85%

Ultima: Runes of Virtue
FCI

A massive adventure that'll take absolutely eons to progress through. Punishing but compelling all the same as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging.

79%

MISCELLANEOUS

Bart Vs the Juggernauts
ACCLAIM

Master the art of skate-boarding, weightlifting and square hopping in a series of diverse and dead hard events requiring great skill, strength and strategy. It'll take absolutely ages to get it just right.

85%

Battleship
MINDSCAPE

A modernised version of the classic board-game as you battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest.

67%

Caesar's Palace
OCEAN

Whether you're a card player or a roulette fancier, get to beat that gambling addiction in your very own home. Every whim is catered for and nicely implemented to make it worth a look.

77%

Choplifter II
JVC

Lots to see and lots to do to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to much really but playability is what matters.

78%

Crash Dummies
ACCLAIM

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five basic levels but things really do start to hot up with more obstacles to avoid second and third time around. All too easy to get hooked on.

87%

Paperboy
MINDSCAPE

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs and grumpy neighbours.

56%

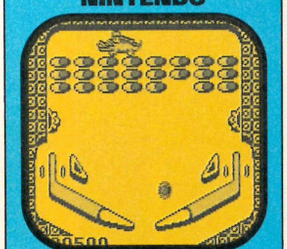
Paperboy 2
MINDSCAPE



Not much improvement has been made. It's still just as tedious as the first Paperboy and a daft idea anyway. Slow and very cumbersome, this is one that's instantly forgettable.

54%

Revenge of the 'Gator
NINTENDO



A delightful pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes and bells. The scroll is a bit jerky but gameplay overrules that.

90%

Tetris
NINTENDO

The freebie that comes with your wee digit dazzler and practically everyone's fave. Simple but hugely addictive and absolutely fab in two-player mode.

95%

The Chessmaster
HI TECH EXPRESSIONS

A stunningly accurate portable conversion of the classic board-game with nothing omitted. Clear and concise, if you love chess, you'll love this.

91%

RECOMMENDED

GB ACTION'S PICK OF THE BUNCH...

Batman: Return of the Joker
SUNSOFT



Dead, dead tough but worth plugging away at, this gets rubber pants' sequel off to a good start. Excellent sound FX and snazzy graphics complement the gameplay. Loads of mileage.

87%

Nemesis 2
KONAMI

Nothing really new gameplay wise yet it still rates as a tough and adrenaline building blast through the stars. Hectic fun by the lorry load with oodles of alien scum to splatter.

87%

Best of the Best: Championship Karate
LORICIEL

Identical to its Super NES counterpart and just as much bone crunching and face bruising fun, it's beautifully fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail to make it the best of the best.

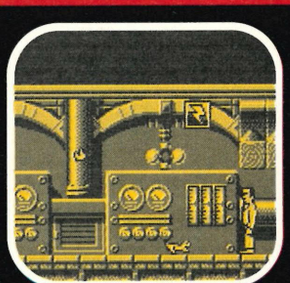
93%

Parodius
KONAMI

Cute 'n' colourful as well as challenging, this parodies the traditional blast'em-up. You now meet belly dancers and dancing pigs among others. All great revelry and tremendous fun.

90%

Dr Franken
ELITE



Ghoulish goings-on see Franky searching a Gothic castle for the bits of his girlfiend (sic) Bitsy. Solve diabolical puzzles in this graphically and sonically quite magnificent game. Gameplay too is faultless.

92%

Populous
IMAGINEER

Want an intense personal challenge with a learning curve? You've got one. Hours of involvement and strategy to be had as you, playing God, govern the fortunes of your subjects. Thoroughly engrossing.

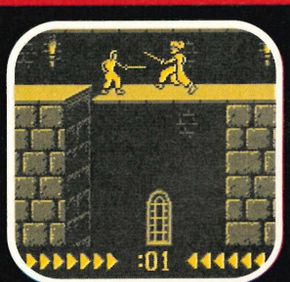
91%

Jeep Jamboree
GREMLIN

Get behind the wheel of your jeep and prepare to smell the burning of rubber in a fast action race set over some hugely diverse courses. Creates a realistic feel of the rough and tough of bumpy road racing.

91%

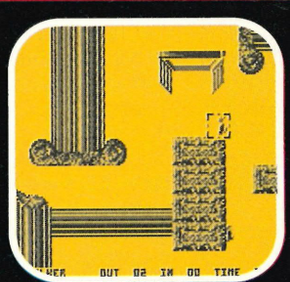
Prince of Persia
MINDSCAPE



You can almost taste the Turkish delight in this sophisticated platformer that combines teasing dilemmas with pinpoint action. The silky smooth animation and agility of the prince break new bounds.

90%

Lemmings
OCEAN



You, as the good Samaritan, guide a bunch of gormless nitwits across varied terrains, picking individual lemmings for certain tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart. Love it.

95%

Star Wars
UBI SOFT

Lasting and absorbing, it follows the plot of the film with enough platform, beat'em-up and puzzling action to cater for every whim. With characters and music from the movie, it's a great challenge.

92%

Mario Tennis
NINTENDO

Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. It's fast, addictive and four difficulty levels call for tactical thinking.

89%

Super RC Pro Am
NINTENDO

An amazingly smooth, high powered race is the treat you're in for with this little squealer. Pure pleasure to be had from a plethora of tracks to try out.

89%

OFF THE

GB ACTION'S Q & A SERVICE!

As GB Action goes from strength to strength, so do the most informative Game Boy letters pages. Keep the correspondence going. Your letter may be printed, but if it doesn't, then that's life!

All Change

I am thinking about joining a part exchange club seeing as I have so many completed games I don't know what to do with.

I was wondering whether you could recommend the cheapest and most efficient part exchange club to keep me and others playing games.

A Knowles,
Newcastle-Upon-Tyne.

Part exchange clubs are sprouting up all over the nation at the moment, particularly due to the high cost of cartridges. Browse through the notice board in this month's issue to get the lowdown on what's around.

The service costs between £2.50 and £3.50 and the usual procedure is for you to send in your finished game with a first, second and third choice of the game you want to play next.

Here's a couple of companies to contact should you want to know more: Swap-a-Game UK, 23 Mellor Road, Cheadle Hulme, Cheshire SK8 5AT and Pandora's Swap Box, 17 Irwin Ave, Eastmoor, Wakefield WF1 4QZ.

Also, most mail order companies do have an interest in part exchanges, many of them are worth a try.

Sega have come to accept the fact that video stores and the like rent out their games for people to try before buying. Nintendo, on the other hand, are directly opposed to this although, surely, there will come a time when they have to bow to public pressure.



Tick Tock

Dear Ed,
I've been looking through ads for Game Boy accessories and have noticed one called the Time Boy.

What exactly is a Time Boy?

Matthew Thompson,
Oxfordshire.

This is a Time Boy, my very own in fact and a fab piece of kit to show off with. It's a keyring in the shape of a Game Boy that also tells you the time.

You can buy them for as little as £3.99 from mail order companies and in plenty of retail outlets.

What a Sport

Dear GB Action,
I love playing basketball but have not found a good enough basketball game on the GB. What percentages would you give NBA All-Star Challenge and Jordan V Bird and the American footie game Play Action Football?

Also, are there any new basketball, American football or ice hockey games I should look out for in the future?

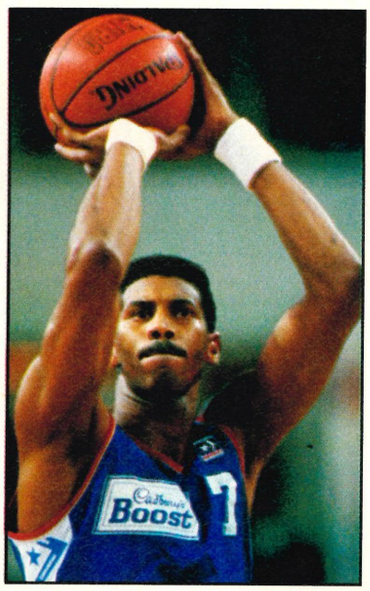
Rufus Johnstone, London.

Between All-Star Challenge and Jordan V Bird, I'd definitely go for the former as it's the fastest and most fluid of the two.

Play Action Football is a bit of a washout, mainly because the sprites are far too squinty and there's no indication as to who is who and what the blobby squirts on the screen are supposed to be doing.

Hit the Ice is the latest ice hockey sim.

It's OKish for short spells and plays quite smoothly but the sad fact of the matter is that team sports don't tend to come across as being just a little too hot on the Game Boy.



Cracking Up

Dear GBers,
Please can you help? My Game Boy has a huge scratch right across the main screen. My enjoyment is marred and I'm totally fed up with it.

Jane Hodgeon, Norwich.

Control pads that are falling to pieces, cracked screens and creaky mechanics all come with wear and tear but can be readily fixed.

Give Sterling Enterprise Ltd a call on 081-556-2275 (closed Thursdays) for a quote for any repairs. Alternatively, try DCS on 081-541-1775.

If anyone's screen just happens to be scratched, then you can buy replacement ones for a small cost from any major computer retail store.

Some just have the plain grey surround but others come with colourful Mario or surreal splodgy surrounds. They're very easy fix on and offable and add a hint of glam to your 'Boy for under a fiver.

Adding Up

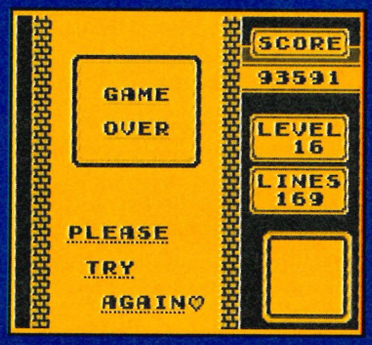
Dear All,
Would buying a Handy Boy be cheaper than buying all the different accessories and if I did buy different types of accessories would they

TETRIS CHALLENGE

We've had a fair few replies to our Tetris challenge already.

What we're interested in is the number of lines rather than points.

The results will be in next month's issue, once us lot here at GB Action have managed to save face and get more than Alex Lee's valiant lunch time effort of 108 lines!



WALL

Colour Me Bad

Dear GB Action,
Is the colour Game Boy here at last?
In issue 10 of GB Action there was an advertisement for a colour addition to the Game Boy costing £19.99.
I would like to know whether or not this is an actual accessory and, if so, how does it work?
Steve Foreman, Bristol.



Quite a number of letters and telephone calls have come in to add to our already weighty mailbag with reference to this advertisement.

We wrote to the company in question requesting a sample of the colour peripheral over three weeks ago but as of yet have not heard even the slightest whisper out of the suppliers.

In conclusion, we're all as much in the dark as you are.

I therefore recommend all our readers not to go ahead and send a cheque in reply to the aforementioned advertisement until you see (maybe) a review of the 'item' in the mag.

successfully fit onto my Game Boy at the same time or are they just not worth the money?
Luke Nava, Twickenham.

Now with wings, the Handy Boy is a lovely looker and could quite easily fit into a space age movie. However, it dismisses the idea of 'hand held' gaming, being very bulky.

Although it combines excellent lights, magnifying lens and stereo sound, it is expensive at £30.

As for other accessories, I always find amplifiers to be a waste of money. Who wants the tinny squeaks coming from the Game Boy to be louder anyway?

Lights are well worth infesting in and are made in such a way as to give you total freedom to bung on the 'Boy whatever you wish .

Webbed Off

Dear gamers,
I'm totally fed up 'cause I've been stuck on the first level of Spider-Man 2 for blinkin' ages now. Can you help?
Tim Hill-Batty, Hastings.

The key to progressing onto the second level lies with the goblin. You have to web him and hang on for dear life until he finally comes to ground.

Then give him a good punching until he fades away and a key will miraculously appear in his place. Take it to the first building and find a block on the top floor.

Collect it to give you some oil and then you'll be able to go over to the goblin glider and fly to the next stage.

Pauper Player

Dear All,
I've recently heard about the enquiry into Nintendo and Sega games costing a bomb. I wondered how much we would be paying for the games if the prices were put down and how much longer we've got to wait.
David Foster, Newport, Gwent.

There has been a raging argument since Christmas over the cost of software, more so since the Office of Fair Trading has got in on the act.

Pressure is building up on all fronts to yank prices down but it could be a while yet before any headway is made.

On the down side, sterling had fallen against the yen so publishers are being hit and subsequently retailers who then have to take a smaller slice of the cake.

On the plus side, Nintendo have just split with Bandai (their distributors) and from now on will be handling the whole distribution network by themselves.

As well as this meaning that Jap and US imports will arrive a lot speedier with the time difference between import and official releases being squashed, it may lead to the price of games coming down.

Mario Who?

Why oh why is Super Mario Land the number one in the top ten? After a recent survey carried out by myself at school they put their best top ten games in order of merit.

As a result, Super Mario Land was not mentioned by any of them. What I would like to know is, is Rainbow Island available on the Game Boy and, if not, why not?
Paul Schofield, Orpington.

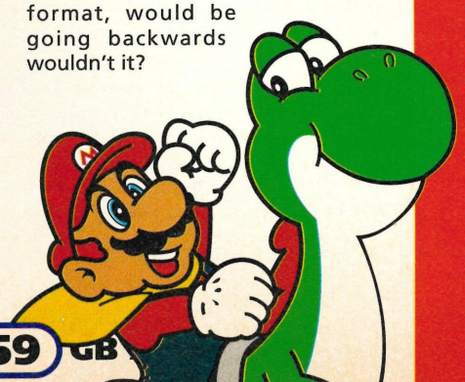
Despite your Super Mario scorn, many would agree with me in saying that Super Mario Land is one of the finest platform romps on the diddy box.

You failed to say what you and your pals came up with as the definitive top ten. It would be interesting to know.

The trilogy in which Bub and Bob star begins with Bubble Bobble, then Rainbow Islands and finally Parasol Stars. The latter has already pushed its way onto the Game Boy. We reviewed the game in November last year.

Rainbow Islands has missed the boat really.

Converting it from the Amiga now, despite its success on that format, would be going backwards wouldn't it?



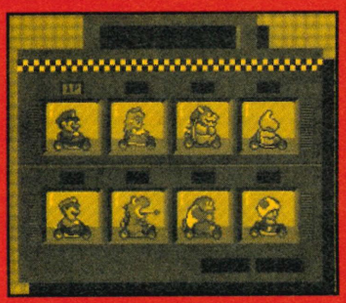
STAR LETTER

Mario Kart

In a rival console magazine the other month I saw a feature on Super Mario Kart for the Gameboy.

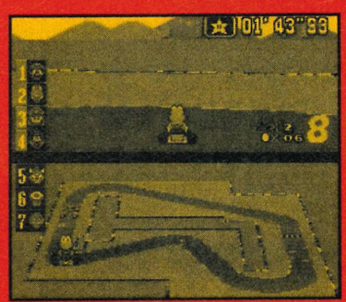
I inspected the screenshots shown and noticed that the game (originally on the Super Nintendo Entertainment System) had seemingly been converted perfectly onto its hand held cousin.

As GB Action is the only magazine dedicated 100% to the Gameboy, I thought that you would be best equipped to fill me in on such details as;
1) When it is due out officially on the Gameboy?
2) How much will it cost?
3) How many tracks will there be to choose from?
William Treacher, London.



Unfortunately William, you have been one of the many victims of a cruel hoax. Come on, think about it. Super Mario Kart is split screen thus two joypads would be needed and it uses Mode 7, the scale and rotate facility unique to the SNES.

Even our favourite portable palm pleaser would struggle to reproduce a game of such complexity.



That's it for this month! Don't be shy with your constructive criticism. Bye!

Public EYE

READER REVIEWS

OK GB Actioners, you've got a page to call your own. Use it to write about the razz and the dazz of your Game Boy games, both old and new. Who knows, one of you may be a professional reviewer one day!

PRINCE OF PERSIA
ACCOLADE

When I first saw this I thought everyone was making a fuss over nothing. But then I played it... WOW!

If you're used to games with sprites moving jerkily around you're in for the shock of your life.

The way the player moves is magic. The game itself is brilliant. Your player runs, jumps and fights through 12 levels of fun, frustration and originality.

The control method is easy to grasp and the password system is welcome.
Alyn O'Donnell, Clydebank.

SCORE 93%

JEEP JAMBOREE
GREMLIN

Ever dreamed about having your own off road adventure? Well, this is as good and as realistic as the real thing. Drive your jeep through 22 different courses which range from wet, slippery roads to dry desert tracks. Each course has a wide range of features like rocks on the track and steep hills leading to sharp bends. But watch out for the computer drivers who couldn't take the strain and have crashed in the middle of the road. It all gives a great feeling of speed and the graphics are brill.
Matthew Paterson, Aberdeen.

SCORE 90%

MISSILE COMMAND
ACCOLADE

Fans of the old arcade classics will remember Missile Command. The Game Boy version is a faithful reproduction.

You must protect cities from attack by enemy missiles, planes and bombs by aiming your own missiles so that their explosions engulf the hostile devices. It all adds up to a busy screen with explosions everywhere.

What I like about Missile Command is that it requires a little more thought than at first appears. Do you spray a row of explosions across the sky, or carefully pick off the enemy to conserve your limited supply of war heads.

And always, you must aim your missiles so that their explosions will intercept as many nasties as possible – it's quite an art.

Generally retailing at only £15, this is definitely a cart you should target.
Luke Black, Cambridge.

SCORE 80%

BOMB JACK
INFOGRAMES

In this infamous arcade hit you are jack, a flying mutant. You have to go through 60 levels collecting bombs from a screen of baddies and mazes.

Although an old game this is very very addictive and will keep you going for ages. It can get a bit repetitive and boring after a few weeks but true fans of the game will love it.
Paul Mills, Shooters Hill, London.

SCORE 84%

REVENGE OF THE GATOR
NINTENDO

This game has left me addicted. The main table is spread over three screens which link vertically. It's a shame the table does not scroll, but screen changes are very fast. I've also found four bonus screens including an original Space Invaders type screen.

The graphics are cute with lots of 'gators to zap. The movement of the ball is very precise. I love the game for its endless features.
Stuart Futrill, Worcester.

SCORE 90%

FINAL FANTASY
SQUARE

I will start off by saying this is a proper RPG for the Game Boy, yes, a proper RPG. To give you an idea of its size it has a two meg memory back-up to save up to two games and it comes with an 80 page instruction booklet.

The game has some brilliant puzzles and the quest is absolutely massive. If you like RPGs or not, I strongly recommend this to you. I think it's excellent.
Andrew Kendall, Northants.

SCORE 87%

Send letters to Public Eye at the usual address (see contents). We've had hundreds of replies – remember please try to write about a game that hasn't already been featured or else we'll chuck it straight in the bin. Okay?

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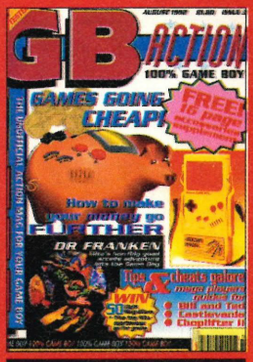


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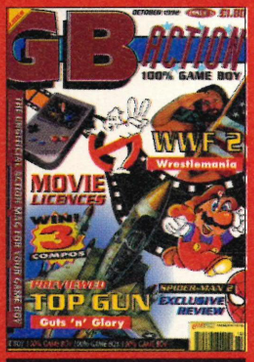
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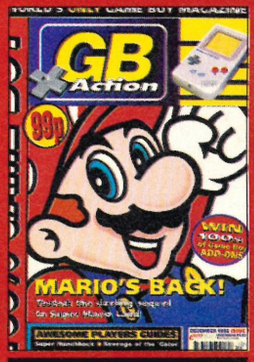
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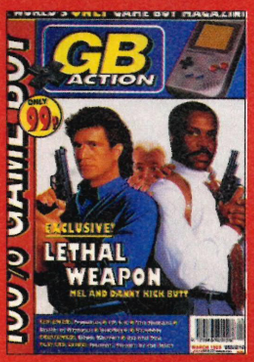
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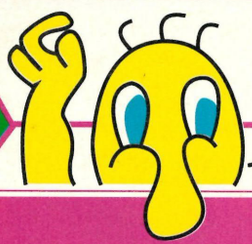
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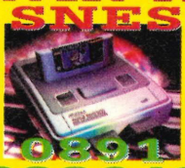
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● Will swap Harmony, Mario & Yoshi or Super RC Pro-Am, which are all boxed and complete with instructions, for Crash Dummies, Monopoly, Home Alone 2 or any good Game Boy games. Write to: Stephen Burns, 169 Cranleigh Court Road, Yate, Bristol BS17 5DP.

● I will swap my Scalextric with a new car and lots of track for Super RC Pro-Am or Super Off Road. Write to Matthew Cox, 21 Cherwell Avenue, Kidlington, Oxford OX5 2JL.

● Swap Battletoads, Castlevania, Dynablaster, Motocross Maniacs or Tennis for Nemesis 2, Alien 3, Krusty's Fun House or Prince of Persia. Other swaps considered. Also swap Lemmings only for Populous. Ask for Ian, ring 021 426 2423.

● Swap WWF 2 for Super Hunchback, Gremlins 2, F1 Race, Hook or Bart's Escape from Camp Deadly. Call 091 385 8754 and ask for Jason.

● Will swap Choplifter 2, TMNTurtles 2, Go Go Tank, Dynablaster or Batman for any good Game Boy games. Call Steve on 0442 60459.

● Will swap Super Mario Land and £5 for Jeep Jamboree. Also, will swap Nemesis and £5 for Speedball 2. Ring Sam on 07687 73961 after 6pm.

● Swap Hook or WWF for Super Mario Land 2. Phone 081 302 3640, ask for David between 5-9pm weekdays.

● Swap WWF Superstars 2, Asteroids (both not boxed) and Harmony (boxed), all including instructions, for any good game. Phone with offers to Dean on (0204) 32599.

● Swap Bart's Escape From Camp Deadly for Super Kick Off, Lemmings, Gargoyle's Quest, Jeep Jamboree, or any other Game Boy games. Ring Mark on 0348 874263.

● Will swap Super Mario Land for Terminator 2, Bugs Bunny, Best of the Best, Duck Tales or Crash Dummies. Phone 0428 724036, ask for Simon.

● Will swap my Addams Family or Double Dragon 3 for Lemmings, Star Wars, Speedball 2, Spider-Man 2, Crash Dummies, Universal Soldier, Krusty's Fun House, Terminator 2/Arcade or any others. Ring 0925 822003, ask for Matthew.

● Will swap Super Mario Land, Motocross Maniacs or Double Dragon for Bart Vs The Juggernauts, Dr Franken, Terminator 2, Super Hunchback, or Crash Dummies. Phone: Ben on 0952 820673.

● Swap Super Mario Brothers 3 (for the NES) for any one or two decent Game Boy games. All considered except Tetris and Super Mario Land. Phone Emma on 0788 567254.

● Swap my Bart/Camp Deadly, boxed as new for Battleship, Lemmings or French Translator, must live near Newark, Notts. Phone Nathanial on (0636) 892304.

● Will swap Game Boy with five games, a Game Light, and carry case for a Sega Game Gear with 4 games. Ask for Craig on 061 456 1526 after 4.30pm.

● Will swap my Super Mario Land or Parasol Stars for Krusty's Fun House, McDonaldland, Kirby's Dream Land, Tiny Toons, Dr Franken or Mega Man II. Contact Kevin on 0334 52910 (Fife, Scotland).

● Swap pouch worth £20 for Lynx or Game Boy (with pockets, strap and room for 20 games) for any Game Boy game except Tetris. Phone Andrew on (061) 368 8862.

● Swap the Final Fantasy Legend (no instructions or box) for anything! Write to: Robert Oswald, 806 Lewis Flats, Ixworth Place, Chelsea, London SW3 3QG.

● **Will swap Addams Family or Spider-Man for Star Wars, Kirby's Dream Land or Krusty's Fun House (Game Boy). Tel James on 0928 718030.**

● Will swap Prince of Persia, Super Mario Land, or Kung Fu Master for Super Kick Off, Lemmings, Populous or any good sports games. Ring James on 0463 791696.

● Swap Double Dragon 2 for Crash Dummies, Lemmings, Double Dragon 3, Jordan Vs Bird, Chase HQ, Tiny Toons or WWF 2. Call James on 0935 73892 for a great deal.

● Will swap Game Boy carts: Tennis, Batman, Super Mario Land and Burai Fighter Deluxe for any good game. Contact: Paul Williams, 171 North Road, Gabalfa, Cardiff CF4 3AG. Please note games. Thanks!

● Will swap World Cup or Chase HQ for Super Mario Land 2 or any other good Game Boy games. Call Steve on: 0442 60459.

● Will swap Game Boy game Duck Tales for Mickey Mouse 1, 2 or 3 or Super Mario Land. Must be in good condition. Phone Gavin on 0387 76 658 after 4pm.

● Will swap Lock and Chase for any good Game Boy game. It is nearly the same as Pacman. Phone Shelley on 0923 853699 (Radlett, Herts) weekends only.

● Game Boy games to swap – Metroid II, Nemesis, Mickey Mouse or Navy SEALs for your Super Kick Off, Ultima: Runes of Virtue, Lemmings, 4 in 1 Fun Pak or Populous. All games with instructions but not boxed. Phone after 6pm on 061 370 8390 and ask for Darren (any other good games may be considered).

● I will swap my TMNTurtles: Fall of the Foot Clan or Navy SEALs for Lemmings on the Game Boy. Both games are boxed with instructions. Write to: Simon Cook, 43 Buchanan Drive, Hindley Green, Wigan, WN2 4HJ.

● I will swap my Batman 2, Hudson Hawk, R-Type, Baseball or Terminator 2 for your Star Wars, Terminator 2: The Arcade Game or Looney Tunes. Contact Fred on 0488 38216 after 6.30pm (Berkshire).

● Swap Chase HQ for a Game Genie, or for Spider-Man. Call (0248) 723651 at any time, ask for Rhys.

● Gremlins 2, Deadheat Scramble, original Japanese comical version of Double Dragon 2. Swap any of the above for another Game Boy game. Write: Clement Chung, 52 Newland Road, Worthing, West Sussex BN11 1JX.

● Will swap WWF 1 for Ghostbusters 2 or Batman. Tel: Paul on 0675 464442.

● Swap Game Boy with 8 games and a Handy Boy for Sega Game Gear with 4-5 good games. Phone Joe after 5.30pm on (0709) 860992.

● Will swap!! Terminator 2, Super Mario Land, Bugs Bunny and Duck Tales for Dr Franken, Blades of Steel or Super Kick Off. Tel: 021 382 5255 and ask for Stuart.

● Will swap the SNES Scope 6 for Kirby's Dream Land, Looney Tunes or Tiny Toons on the Game Boy, or Populous on SNES. Phone Neil on (0284) 766103.

● Will swap Gremlins 2 for any game in good condition. Ask for John on 05395 34167.

● Will swap Bad 'n' Rad for R-Type or any other good games, not Tetris or any rubbishy games. Phone Gavin on 0282 697190.

● Terminator 2, Castlevania, Bill & Ted, Super Mario Land 2, Gargoyle's Quest, Hyper Lode Runner and Burai Fighter Deluxe to swap for Super Hunchback, Dynablaster, Parasol Stars, Faceball 2000 or what have you. Write to: Tony Warren, 3 Yelfs Cottages, St Lawrence, Isle of Wight PO38 1XB.

● Will swap Duck Tales for Motocross Maniacs, Crash Dummies or Super Mario Land. Phone Alex on 0493 720008 after 4pm.

● I want to swap Super Hunchback for Terminator 2: The Arcade Game or Kirby's Dream Land, and swap Bubble Bobble for Tiny Toons or any good game. Phone Ernest after 5pm on 0865 52100.

● Will swap Gremlins 2 for Krusty's Fun House, Super Hunchback, Bart Vs Juggernauts, light, magnifier and carry case. Phone Vince on 081 330 2364.

● **Swap Game Boy with 4 games and 4 add-ons for Sega Game Gear with AC power adaptor and 3 games, especially Sonic The Hedgehog 1 or 2. Contact Ryan Evans, 87 Arbor Way, Chelmsley Wood, Birmingham B37 7LB.**

● Will swap Fortress of Fear for any good games in good condition. Phone James on (0953) 455520 between 4.15pm and 6.30pm weekdays and any time weekends.

● I have 15 Game Boy games up for swaps! They include McDonaldland, Faceball 2000, Track Meet, Kirby's Dream Land and 11 others. Call David on 0942 31337 now!

● Will swap my Super Hunchback or Tennis for your Super Mario Land 1 or 2. Phone 0702 587397 and ask for Cath.

● Swap TMNTurtles for Chase HQ, Super Mario Land 1 or 2, Jeep Jamboree or World Circuit Series. Ask for Tom on 0782 415253. Buyer collects from Stoke on Trent.

● I will swap my Gremlins 2 for Terminator 2 or any good game with case and instructions. Write to: Leigh Williams, 12 Kennington Avenue, Kingswood, Bristol BS15 1UE.

● Swap TMNTurtles, Gremlins, NFL, Pinball or Head-On on the Game Boy for any decent games. Call Darren on 0732 743746.

● Will swap Radar Mission for McDonaldland, Lemmings, Hook or Super Hunchback. Call 0428 724036 and ask for Andrew.

● I will swap Mega Man and R-Type, both boxed as new, for Double Dragon II and Dr Franken. Phone Nick after 4pm on 0704 895440.

● Will swap Gremlins 2 for Mega Man II, Mega Man III or Tiny Toons. Phone Martin on 031 229 8150.

● Swap Bart Simpson/Camp Deadly, Balloon Kid, or Mickey's Dangerous Chase for Kirby's Dream Land, Dr Mario or Home Alone 2. Call Natalie on 0494 721879.

● Will swap Super Mario Land 1, no box, for any game at all. Also Terminator 2 for swaps. Call Robbie on 0397 772544 after 6pm.

● Swap Chase HQ, Addams Family, Gremlins 2 or Tennis for Star Wars, Bubble Bobble, Super Mario Land 2 or any good game. Write to: G Jones, Flat 3, 14 St Andrews Drive, Skegness, Lincs PE25 1DQ.

● Swap Castelian for Faceball 2000, or Dr Franken for Bubble Bobble. Ring 0232 623016, ask for Ciaran.

● I will swap Tennis for Probotector (Operation C), Nemesis 2, Lemmings, Robocop 2 or F1 Race with four player adaptor. Phone Robert on 0993 843270.

● Swap Navy SEALs, Turn and Burn or Metroid for Hunt for Red October, Choplifter 2 or Nemesis, all boxed with instructions. Phone Philip on 021 717 1064.

● Swap Revenge of the Gator, Super Hunchback, Super Mario Land or Final Fantasy Adventure for Prince of Persia, Krusty's Fun House, Monopoly or any really good games. Phone Tom on (0792) 863748.

● Swap Super Mario Land 1 or 2 or Snow Bros for Dr Franken, Krusty's Fun House, Addams Family, Star Wars, The Chessmaster, Prince of Persia, Lemmings, Final Fantasy Adventure or Best of the Best. Please phone 081 890 7169 after 4.30pm, ask for David.

● Will swap Super Mario Land for Super Mario Land 2, Golf or Looney Tunes. Contact Mike on 0268 282790.

● Swap Dynablaster, Battletoads, Motocross Maniacs, Bill & Ted, Mario Tennis, The Humans, Lemmings and Golf for Prince of Persia, Gargoyle's Quest, Gradius, Faceball 2000 or other games considered, especially new ones. Call Ian on 021 426 2423.

● Will swap King of the Zoo or Spider-Man for Star Wars or a new release game. Contact Simon on (0727) 822086.

● Terminator 2 or Chase HQ to swap for Duck Tales, Nemesis II or any amazing Game Boy game. Phone 0437 766885 and ask for Andrew.

● Will swap a Game Boy with Pit-Fighter, Tetris, Fortress of Fear, Navy SEALs, Nemesis and Spider-Man and a FourScore(?), and a NES with 3 games – Duck Hunt, Mario 1 and Double Dragon – a light gun and 2 controllers, FOR a Sega Mega Drive with 3-5 games, OR a SNES with 3-5 games. Ring 051 357 3247 Tues, Weds, Thurs, ask for Christine.

● Will swap my Duck Tales for Bugs Bunny's Crazy Castle, Paperboy or any good games. Phone Andy on 0977 558041.

● Swap Pit-Fighter for game light and magnifier or Hunt for Red October. Phone John on 061 797 3614.

● I will swap my Kung Fu Master for Kid Icarus, Dr Franken, Tiny Toons or any good Game Boy game. Call Vicki on: 0782 523758 between 5pm and 9pm.

SALES & SWAPS

● Will swap Prince of Persia (boxed) for Super Mario Land 1 or 2 or Dr Franken (must be boxed). Call Neil on 0461 37695.

● Will swap Terminator 2: The Arcade Game, WWF 2, Deadheat Scramble, Double Dragon 1 or 2 or World Cup, all boxed, for Jeep Jamboree, Super Mario Land 2, Speedball 2 or Alien 3. Ring Peter on 021 552 7168 (Birmingham).

● Will swap my Double Dragon and Super Mario Land for Kid Icarus, Skate or Die, Dr Mario or any of your other games. Phone Ian on 081 715 5414.

● Will swap Bart's Escape from Camp Deadly for Looney Tunes or sell for £15. Phone Richard on 0942 862110.

● Game Boy games Tetris £10 ono, and swap Batman. Phone Ian on 051 489 8931.

● Will swap Kirby's Dream Land for 4 in 1 Fun Pak or Tennis. May sell for £18 ono. Write to Joanna Rawling, 4 Hall Lane, Kettering, Northants NN15 7LJ. Game boxed please!

● Will swap Beetlejuice for Revenge of the Gator, Rainbow Islands or Lemmings. Phone Tom between 4pm and 7pm on 0636 74037. Will sell for £15.

● Sell Game Boy with 4 games plus Nuby light £100 ono, or swap for Sega Mega Drive or Sega Game Gear with Sonic The Hedgehog 1 or 2. Tel Daniel on 0452 506723.

● Game Boy games – I have around 40 carts for swaps or sale including latest titles like Looney Tunes, Best of the Best and Track and Field. Would like GB or SNES games – PAL on SNES please. Call Rich on 081 508 0685 weekdays 7-8pm.

● Hello, I've got 2 Game Boy games for sale. Radar Mission and Spider-Man, cost £37, will sell for £22, or swap for Lemmings, Probotector (Operation C), or Star Wars. Phone Garry on (0968) 71/678566 any day from 4-6pm except weekends. Cheerio.

● I will swap Hunt for Red October or Robocop for Othello or Lemmings or sell for £12 each. If interested phone Stuart on 081 458 6568 6pm to 8pm.

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Turrican for sale or swap, any offer accepted but no box or instructions. Sell for £7. Ask for Mark on 0392 423484.

For sale or swap, R-Type game for Popeye or Super Mario Land. Call a happy Mark on Telford (0952) 506581 any time. Ring ring ring ring!

Will swap any of the following: Marble Madness, Mega Man 3, Hunt for Red October, Choplifter 2 or Caesar's Palace for any of the following: Bubble Bobble, Wordtris, Jeep Jamboree, Revenge of the Gator, Super Hunchback or Nemesis 2. All in good condition, boxed with instructions only. Possible sales. "Don't 'B' long or they might 'B' gone." Phone Rich on 0724 853537.

Will swap Contra, Burai Fighter Deluxe, Choplifter II or Solar Striker for Dr Franken or Looney Tunes. Or will sell for £15. Call Gina after 5pm on 0273 682105.

Nintendo Game Boy for sale with Nuby carry case and 14 excellent games including: Blades of Steel, Super Mario Land 1 & 2, Operation C (Probotector) and Mega Man I & II. Sell for £200 or swap for SNES. Phone Ashton on (048838 540).

Selling Super Mario Land 1, £18, boxed with instructions, or swap for Prince of Persia or Mega Man I, II or III. Tel:- Sarah on 0963 220451 after 4.30pm weekdays, anytime weekends.

Game Boy plus Handy Boy and 3 games, excellent condition, still boxed, worth £135. Sell for £110 or swap for Sega Game Gear with Sonic. Ring Adrian on 0522 721492.

Swap Super Hunchback for Dr Franken or Mega Man. Also Super Mario Land, Tennis and Golf to swap or sell for £12 each. Phone Paul on 021 628 9886.

Will sell Game Boy game The Chessmaster (boxed with instructions) for £15, or swap for Super Hunchback (must be boxed). Ring Gary on 081 848 3463 after 6pm.

I will swap Dragon's Lair for Crash Dummies, Star Wars or Terminator 2. Will sell for £14.99. Phone Aaron after 6pm please at (0255) 428485.

Will swap Paperboy on the Game Boy boxed for Double Dragon or Bart/Camp Deadly, or sell for £15. Contact John on 0506 856187 (Broxburn).

For sale Game Boy games Balloon Kid, Paperboy, Chase HQ, Bubble Ghost, not in boxes, £10 each or £35 the lot. Will also swap. Phone Alastair on 0505 863466.

Game Boy with 4 games, light magnifier and adaptor, £120. Or will swap for SNES with 2 games. Phone Duncan on 0254 56775 after 5pm.

Will swap Robocop or Hunt for Red October for Othello or sell for £12 each. Call Stuart on 081 458 6568 between 6-8pm.

Will swap Ghostbusters II for Kirby's Dream Land, Super Hunchback of Mega Man III or sell for £10. Phone 0992 761856, ask for Kevin. For Game Boy.

I will swap Tiny Toons for Home Alone 2, or will sell with box as new for £20 ono. Write to: Matthew Cox, 21 Cherwell Avenue, Kidlington, Oxford OX5 2JL.

I will swap Duck Tales or Super Mario Land for Lemmings, Prince of Persia or Krusty's Fun House. Consider to sell. Phone (0383) 852508 any time and ask for Andrew.

I will swap my Super Mario Land 1 for Prince of Persia or sell for £15. I will swap my Game Boy with 3 games – Super Mario Land 1 & 2 and Tetris – for a Sega Game Gear with 3 games or more. Phone Michael on 0222 831250.

WANTS

Wanted: Lemmings, Parasol Stars, Revenge of the Gator, Golf, Solomon's Club. Will pay £11-15 each (with box and instructions) or swap for Robocop 2. Call Will on: 0603 625871.

Game Boy and SNES carts bought, sold and exchanged. Send details and SAE to: Benjamin Robinson, 118 Highlever Road, London W10 6PJ.

Want Lemmings. Will swap World Cup Football, Robocop, Balloon Kid, Tennis or Mickey's Dangerous Chase. Call Leighton on 0494 721879.

Wanted, Game Boy with Tetris and another game, will swap for Sim City, Populous, Monkey Island, Rainbow Islands, Flip-it, and Magnone for Amiga. Phone Richard on 0341 40250.

Wanted, Game Boy only. It has to be in good condition. I am willing to pay £30. Call Paul on 0954 211309.

Wanted any good Amiga PD programs for club distribution. Contact Bethan on 0269 841605 after 4pm, or send to Bethan Hawkins, Hollybush, Crwbin, Kidwelly, Dyfed SA17 5DR.

Wanted: F1 Race with instructions, will pay up to £12 or swap for Double Dragon 3. Tel: Marc on 0225 319180.

Wanted Sega Mega Drive or Sega Game Gear with Sonic the Hedgehog 1 or 2, or swap for Game Boy with 4 games and light. If interested, tel 0452 506273 any time.

I want GB Action issues 8 and 9. I will pay up to £1.50 for each of them. Phone Craig on 0332 766960, Derby.

Wanted, any good Game Boy games. Will pay around £10-15, instructions not necessary. Phone Riggy on 0484 549100 after 6pm ASAP.

Wanted, WWF 1 & 2, Lemmings, Dr Franken, Star Wars, Golf. Will pay £10-12. Write to Daniel Carpenter at 44 Holford Road, Bridwater, Somerset TA6 7NT.

Wanted: Super Scrabble, best price paid or swap for top game. Phone Chris on (0507) 606300.

SALES

Game Boy games for sale: Terminator 2, Double Dragon 2, Ferrari Grand Prix (all boxed and excellent condition) for £15 each. Plus Operation C (Probotector) and Mario Golf for £13 each, Blades of Steel and Robocop 2 for £10 each. Phone Toby on 0483 425312.

Prince of Persia for sale, £15, boxed, in good condition. Phone Chris on (0386) 860330.

For sale, Game Boy and 8 games including Track Meet, Castlevania, Duck Tales and WWF, also extra Game Boy magazines. Worth £245 but sell for £150 only. Phone Simon on 0532 689936 after 4.30pm.

Game Boy games for sale – Nemesis, R-Type, F1 Race (with four player adaptor) and Motocross Maniacs. All games boxed with instructions. £10-£15 each ono. Contact Colin on 051 426 1886. Liverpool area only please. Thanks!

For sale Game Boy Magnilight £17 ono, and Game Boy Amplifier £15 ono. If interested, phone 0268 691111 and ask for Diason.

Game Boy with 3 wicked games, a light and a carry case, good condition, sell for £65. Phone 081 577 5901 and ask for Lee.

Game Boy with 6 games, 2 months old, excellent condition, plus Briteboy. Games include Prince of Persia, Super Mario Land and Bubble Bobble. Only £100. Must be in Glos area. Phone Daniel on 0242 262478.

Game Boy games for sale: WWF Superstars 1 and Castlevania 1, only £15 each. For details call Luke at 0233 850320.

Choplifter and Fastest Lap with Logic 3 carry case, £110, 2 months old, good value. Call Mark on 0733 237535, weekends only.

Game Boy with 9 games including Faceball 2000, Operation C, Jeep Jamboree and lots more. Also hard attache case, soft game case, light boy, play and go. All boxed, very good condition, £200 ono. Will sell separately. Phone Martin on 0702 205071.

Pro Action Replay cartridge boxed with instructions, good condition, only £20. Middlesbrough area. Phone 0642 248871, ask for Alex.

Game Boy and 7 games, boxed with instructions. Sell for £115 ono. P&P not included, or collect Croydon area. Contact Stuart on 081 684 4886.

For sale, Super Mario Land 2 for £20. Wanted, Lemmings and Bubble Bobble, will pay £20 and £15. Please write to Brendan Moriarty, 547 Griffith Avenue, Dublin 11, Ireland.

Game Boy games for sale, all boxed, £15 each, including Paperboy, Batman, Terminator 2 and Solar Striker. Call Neil on 0703 455708, Southampton area only please.

Game Boy for sale — 4 months old, fully boxed with 8 games including Super Hunchback, Super Mario Land 1 & 2, Kick Off, Parodius, Castlevania 2 and WWF 2. Also with Handy Boy, mains adaptor, Konix holster and all leads. Good condition. £150. Phone Simon on (0252) 620691 after 3pm.

For sale Daedalian Opus £10. Phone Alex on 091 252 8644.

Game Boy, 2 games, Nuby carry case, car adaptor, £80. Tel Phil on 061 866 8519.

A Game Boy for sale with 9 games: Tetris, Super Mario Land, TMNTurtles 2, Double Dragon, World Cup, Spider-Man, Gremlins 2, Robocop and Paperboy. Plus a leather carry case, headphones and a link lead with case. If you are interested, please call 061 431 8985 after 3.15pm weekdays, ask for Sam. £145.

Game Boy for sale with 6 games: Tetris, Radar Mission, Batman, Phantom Air Mission, Double Dragon 3 and WWF plus magnifier and light. Very good condition. Worth £242, selling for £160. Tel Adam on 0803 851523.

Game Boy for sale with 11 games including Super Mario Land, Terminator 2, Lemmings, Dr Franken and Speedball 2, all boxed. Just £150. Phone Mark on 0904 490308 (York).

For sale, Super Mario Land £14, Monopoly £19, Mickey's Chase £17, Tennis £17, Wizards and Warriors £16, Atomic Punk £15, World Cup Football £16, and Dr Mario £15. Offers welcome, or the lot for £115 ono. Please call me, Danny, on 081 800 7717, Stoke Newington.

Game Boy for sale £130. With rechargeable batteries, lead, mains adaptor and 7 games including Super RC Pro-Am, Terminator 2, Tetris, World Cup and Super Mario Land. Phone 0376 322741 after 4pm, ask for Jody.

Game Boy games: Golf, Batman, Dr Franken, Hook, TMNTurtles, Mega Man, Nemesis, Revenge of the Gator, R-Type, Bubble Ghost and many others. From £12. Tel P Davis on 0992 893623.

For sale Game Boy with Tetris, Dr Franken, Turrican, Kirby's Dream Land, Robocop, Handy Boy and mains adaptor. Sell for £140. Ring 0246 211954 and ask for Mark.

For sale Game Boy with power pack, two-player lead and 12 games including Simpsons, TMNTurtles, Chase HQ and Golf. Phone 0405 813846 and ask for Craig. £150 ono.

Game Boy with 2 player lead, headphones, mains adaptor, batteries, and magnifier. It's boxed and comes with 5 games including Crash Dummies. £135 ono. Phone Paul on 051 645 5861.

Hi! I'm selling Game Boy games: Golf (92%), Super Mario Land (94%), Battletoads (90%), Jordan Vs Bird (80%), all for £15 ono. Also Tetris for sale £5 ono. Ask for Jonny. Tel 0903 772902.

Game Boy new plus light magnifier, power pack and 4 games including Super Mario Land 2 and Star Wars. Also guarantee and Boots game voucher. Sell for £130 ono. Phone Matthew on 0706 256681.

Game Boy games Fortress of Fear £12.50, Super Mario Land £15, Solar Striker £12.50. Also Nuby light £7.50, and Game Boy with lead, earphones and Tetris £55. Tel 0452 506273. Or the lot for £95.

Game Boy for sale, includes headphones, link cable and 2 games. They are Tetris and Super Mario Land. Bargain at £50. Phone Daniel on 08525 672.

Star Wars, boxed, mint condition, £15. Full details from Alan on (0277) 822793.

Game Boy with Tetris, Skate or Die, Bart/Camp Deadly and Robocop, a light boy, carry case and switchstix. £100 ono. Phone 071 249 5993 and ask for Luke.

For sale, Prince of Persia for Game Boy, in good condition, boxed with instructions £15. Phone Chris on 0386 860330.

For sale Game Boy two weeks old. Still in box with Tennis, Super Mario Land, Golf, Super RC Pro-Am, carry case and magnifier. Sell for £100. Ring Harvey on 081 346 8438.

For sale Game Boy, nine games, small case plus Nuby carry case and amplifier worth over £200, sell for £110. Phone Sam on 081 368 2907.

MISC

Penpals wanted for new penpal service. For more information, write to Alechia Craven, 24 Mapperley Drive, Wakes Meadow, Northampton NN3 3UF. Please enclose a SAE.

GB Link, the games swapping club. Members get unlimited swaps and magazine every four months. Send £2.50 to Alec McCormack, 27 Park Road, Belfast BT7 2KX.

Gamer-Link! The penpal club for gamers with over 200 members! Free swap service, club fanzine and more! For full details send SAE to: Stu & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

Penpal club! For Sega. Don't delay! Free swaps, penpals, mags, info, and lots more! For info, write to: Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

Sega Magazine! Only 40p. If you are interested please send a SAE to the below address for more information. Please ring 0772 796489 and ask for Paul. Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF.

Magazines for sale! Gamesmaster issue 1, NMS issues 1-4, N-Force issues 1-6, all 75p each. Also Spectrum games for sale. Phone Ben on 0602 702341.

Wanted Commodore 128 instruction booklets and manuals, will pay a fair price. Please contact Matthew on 0908 543216 as they are urgently required.

ZX Spectrum, excellent condition, boxed. All the leads included and loads of games, plus joysticks. Contact by writing to DTM Goodyear, Haig House, Dyrms, Dover, Kent, CT15 5EE between April 22nd and July 9th.

For sale C64, 2 joysticks, datasette, 130 games, magazines, art and music packages, original packaging, mint condition, £140 ono. Phone Douglas on (0388) 528178.

Will swap Sega Master System II (unopened), Commodore 64, BBC B and £100s games for Amiga, SNES, PC or Sega Mega Drive. Brilliant condition and bargain. Phone Tom on 0792 863748.

Spectrum for sale. Costs £100, will sell for £50. Comes with 4 games and light gun. Tel: Ahmed after 6pm on 021 328 5756. In excellent condition.

I will swap my Sega Master System with 7 games for a SNES with 1 game or an Amiga 600 or 500 with games. Call Tony on (0295) 261677.

Commodore C64 in excellent condition for sale, including joystick, light gun, 52 games, 2 cartridges, all original games, tape deck, all leads, power pack, etc. A great bargain at £120. So come on now... Phone Carl on 061 225 0775.

I will swap my Sega Master System with 6 games and 2 joypads for a Sega Mega Drive with 2 games and 1 joypad. Phone Sebastian on 0602 720432 (Nottingham).

Commodore 64 computer for sale, computer includes manual user, two joysticks, tape deck still boxed, all the leads, and over 100 games like Lethal Weapon, Addams Family, Cool World, James Pond 2, and Street Fighter 2. All games boxed and with booklets. Will sell for a bargain price of £60. Please Call 0384 411521 and ask for Dale.

I will swap my Super NES for an Amiga 500. SNES is 2 months old with 4 games. Will sell for £220. Phone Chris on (0532) 645107.

Atari Lynx for sale with eight games, deluxe carry case and power adaptor. Immaculate condition, £120 ono. Contact (0252) 542345, ask for T Mitchell.

NES for sale with 4 games: TMNTurtles boxed no instructions, Bionic Commando not boxed with instructions, Top Gun boxed with instructions, and Skate or Die boxed no instructions. In suitable condition. Will sell games separately for £19 each. Contact Bruno after 8pm on 081 960 9971.

For sale: Sega Game Gear with 5 games, AC adaptor and carry case, all as new, £180 ono. Phone Simon on (0684) 564408, Malvern.

C64, disk drive, printer, tape unit, over 150 games on disk, over 40 games on tape, 1 joystick and paper. Will separate, will accept £320 ono. Call Alex on 0795 424956, Kent area.

Sega Game Gear for sale with 5 games including Shinobi and The Chessmaster, Sega Master System adaptor and 2 player cable, £130, may separate. Phone Paul on (0494) 782762.

NES for sale, 2 controllers and 5 games in very good condition. Interested? Only £100 ono. Still? Call Lisa on 0353 860046.

For sale Sega Master System 2 with 5 games including Sonic the Hedgehog 2, also 1 controller with leads, £80 ono. Phone Ben on 051 645 5861.

I will buy your Garbage Pail Kids, Garbage Gang or Monster In My Pocket cards off you. Phone Sam on (081) 876 8738 (Richmond, Surrey).

Will sell my Sega Game Gear, 3 games and earphones for £140. Phone Chris on 0389 841252.

100% GAME BOY

NEXT MONTH

Reviews

Spider-Man 3 appears in a brand new web 'em-up as the evil powers that be teach him a lesson in dress sense.

The Legend of Zelda gate crashes onto the Game Boy screen with the biggest and most intense adventure to date.

And if you're lucky you may even see The Empire Strikes Back, a corking sequel to the best selling Star Wars.

Plus, we'll be giving you all the goss on the best budget games available for the hand held. There's plenty out there to be picked up for just a tenner. We'll point you in the right direction.



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Player's Guides



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Feast your eyes on the stunning second part to Star Wars where you'll find yourself swishing your light saber around on the fearsome Death Star.

Plonk Mario's blistered feet into Wario's castle and we'll treat you to a guided tour of what to do and where to do it.

Assume the guise of gladiator slave and pick your way through the vast world that is Final Fantasy Adventure in search of the Dark Lord, plus more tips than ever before.

Previews

Wimbledon peeks out from behind the strawberries and Jimmy Connors, on the verge of retirement, will teach you how to have a smashing ball bash of a time.

Meanwhile Milon, a new fluffy Game Boy character, gets his big toe over the threshold of a massive fantasy adventure.



Issue 13 Out May 13th

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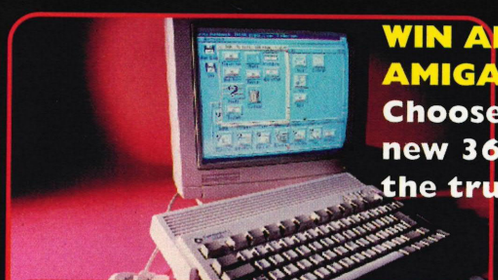
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