THE WORLD'S ONLY GAME BOY MAGAZINE

100% GAME BOY

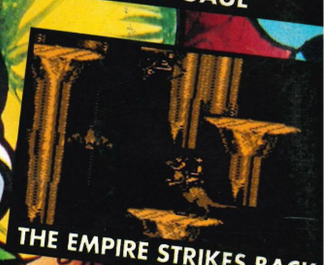
GB ACTION



ONLY 99P

JULY 1993
ISSUE 14





DR FRANKEN II

...S!

SPIDER-MAN 3, YOSHI'S COOKIE, TOP RANK TENNIS, BATTLETOADS 2 *ALIEN 3 AND FINAL FANTASY ADVENTURE CRACKED*

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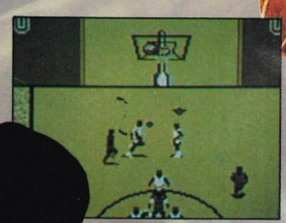
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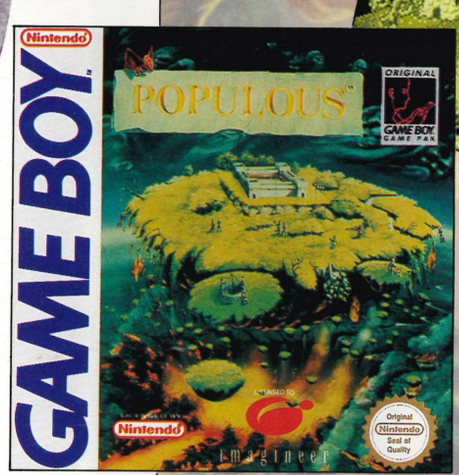
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TIP OFF



"BRILLIANT!"

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

N. Force

32%

THE BATTLE OF OLYMPUS

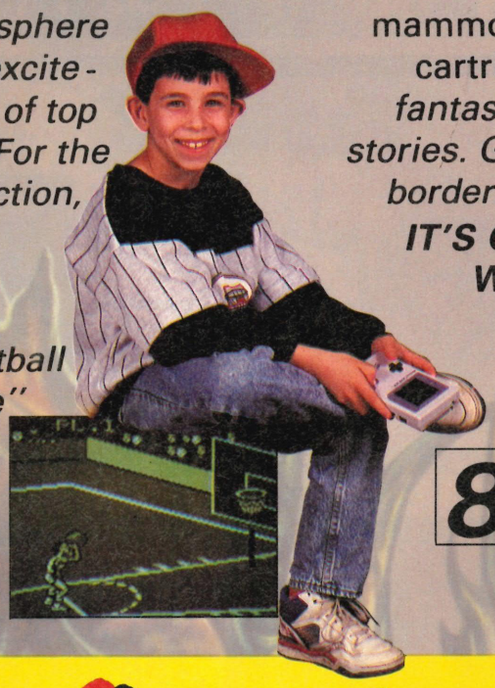
An arcade adventure of mammoth size. 2 M. Byte cartridge. *"A wealth of fantastic characters and stories. Graphically it often borders on spectacular.*

IT'S GOT TO BE A WINNER."

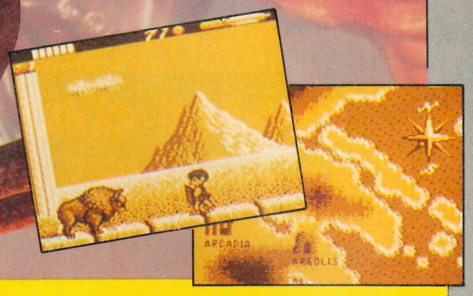
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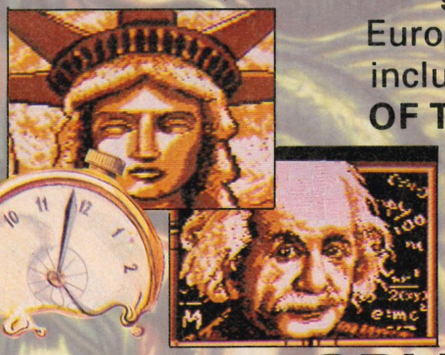
ash the Power!

POPULOUS

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

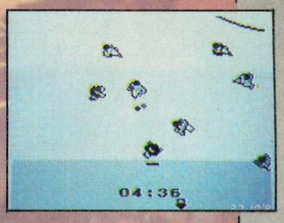
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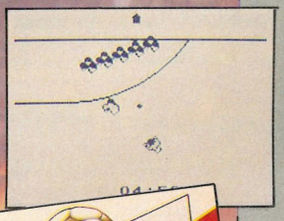
1%



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.





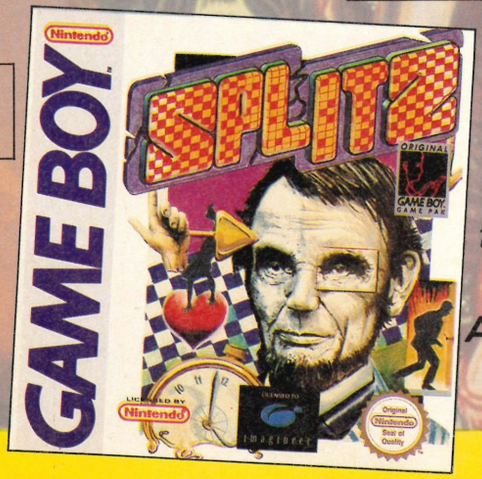


SPLITZ

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

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100% GAME BOY

Conten

MORE GAME BOY REVIEWS THAN ANY OTH

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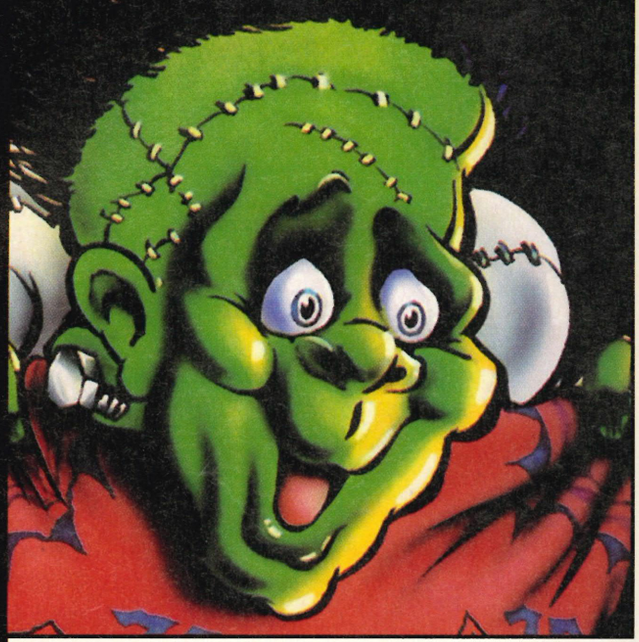
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Thanks to Don for the lollies, Jason for working his fingers to the bone (? – Ed), to Rob for wittering on, to Marc for nothing, to Sharon for being Empress of the Freebies for a glorious 2nd month and for passing the buck, to Andy for being co-operative at all times, to Jay Spiller for erm...having no eye brows, to Dave for *being* Homer Simpson, to Beverly for the Pantones, and no thanks whatsoever to Arsenal FC for being sooo lucky, but loads to Chrisie Waddle for crying!

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Got a Game Boy? get this! Yet another bulging issue of your favourite GB Action! Hurrah! Some fabulous games for you this month...

Cheap thrills are hard enough to find as it is, so we've thrown together the best of the dirt-cheap games on the market today, just for you! p55

Dr Franken II 16

GB Action delves deeper and deeper into the untold realms of Dr Franken II and comes out alive! Is it a stunner or a bummer?

Game Busters 37

Got a problem? Desperate to find out about secret levels, lives and numerous big nasty demons? Well fear no more, the GB Action game busters are here to wash all your troubles away! Hurrah!

Cheats 37,41,46

Pure Game Genie and Action Replay codes to drool over, plus tips for Mickey Mouse, Kirby's Dreamland and, of course, Lemmings...

Guides 38,40,42,44

Star Wars gets the full and final treatment, Cavey Davey probes firm but proud into the endless passages of Alien 3 and we show you how to finish Final Fantasy the easy way, and Hook part four blows into view. Will it never end? We think not!

GB Action Issue 14 July 1993

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ER MAG

Off the Wall 50

Game Boy gripes and hand held heartaches have been flooding through the Off the Wall letterbox with a vengeance. Our regular Agony Aunt, Shazza, is only too pleased to answer them!

Public Eye 52

Over to you! The page where you the reader gets his/her say on any game you choose. Good, bad or down right ugly, you tell us.

News 6

It's the place to find out just what is going on in the crazy world of the Game Boy.

- **Game Boy prices to be brought down at long last?**
- **Mortal Kombat butts and nuts onto the Game Boy.**
- **Broom down the freeway in a brand new Lamborghini.**



Compos 13 & 47

Totally awesome! YOU, yes YOU can win the TOP TEN games of your choice in our amazing Chupa Chups related compo! Also up for grabs are TEN, yes TEN copies of the utterly groovy and completely dreamsome Empire Strikes Back game for you to fill your pants over, time and time again!

Chupa Chups

Reviews

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Roman guards and heavily buffed helmets

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Frankie. Do you remember me?

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Can the wall crawler come good a third time?

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The Empire, erm... strikes back

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Is it really Top Rank or is it very poor indeed?

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Sharon gets the day off to go to Paris for free!

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It's not very dark, and there aren't any horses

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Bob Hoskins in big red pants shocker!

Buyer's Guide

118 GAMES REVIEWED

100% GAME BOY news

Boom ba

Oh boy oh boy, at long last Nintendo are set to slash the price of Game Boys by £20! The official retail price is due to come down to £39.99 for the Game Boy on its lonesome and £49.99 if it includes a software pak (probably darling Tetris again).

The Game Boy's massive consumer awareness has been steadily growing, with over 600,000 units sold last year.

Nintendo are now aiming to push it even further, offering such amazing value for money to the public with the maximum all-out end-of-level aggressive treatment.

Surely this new ploy will keep everyone happy over the summer months. If only games followed suit...

In the area!

How do you like your beef?



The spanking new restaurant, *Planet Hollywood* in Coventry Street London, has recently opened its doors and with it the beginning of a new era for the illustrious Game Boy.

Now you can nibble away at those Tetris scores before your tum gets a tuck in, because a Game Boy on a platter, posh eh, can be ordered while waiting for your meal.

Planet Hollywood is the baby of, and owned by Sylvester Stallone, Arnie Schwarzenegger and Bruce (Die Hard) Willis among others.

It seems only natural that the giants of the movie world join forces with the giant Nintendo to produce Game Boy systems specially customised with the restaurant's logo. And who said the art of conversation was dead...

Bright boys

OK dudes, especially those who live in or around the Brighton area, what are you doing on Sunday June 20th (if it's a bit too nippy for that nudist beach mind!)?

If 'absolutely nowt' is your resounding cry, then why not drag yourself out of bed and hop along to the first of a number of national *Games Only Fairs* at the Brighton Centre?

The Leicester-based company XL Marketing will be bringing together a great big truckload of independent and private traders to offer heaps of goodies at often greatly reduced prices to the adoring Great British public.

For those heathen primitives living north of Watford (like us), we'll keep you updated on fairs coming your way soon.

Listen up suckers!

Big news if you live in the Midlands. Tune in to *BHBN Hospital Radio* on 87.8FM between 6-7pm from Friday 2nd July-12th July and you could win anything from a brand-new console to a, erm, banana! The show, sponsored by Gremlin Graphics and presented by Frazer Nash, will feature interviews with magazine editors, computer game reviews, hardware info and loads of tips and cheats.

Trollocks!



Trollmania is sweeping the continent as the numero uno collectable. Take a walk down your local highstreet and no doubt you'll see candy floss hair with those big brown eyes staring you out through the shop windows.

Not to miss a trick, the computer industry has decided to cash in on this new sensation that's sweeping the nation. Cue cuddly computer game with platform heroics a-plenty and enough surprises to set your fuse a-sizzling and your heart a-pumping.

The Trolls have been trapped in the palace and it is up to you to help them escape before dark. Zapping monsters in the haunted forest and reaching dizzy heights on the flying carpet are just two of the treats in store.

Super Troll Land will be released by American Softworks Corp this summer.

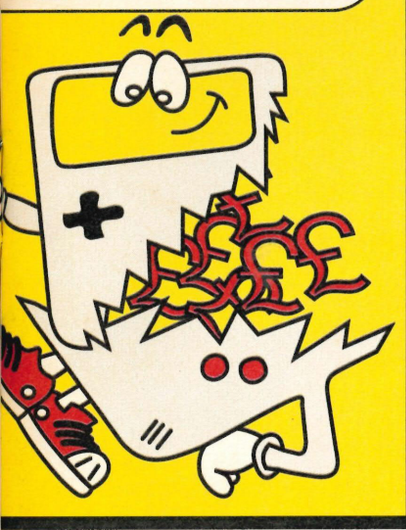
Double declutch



Troll © 1993 American Softworks Corporation

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by boom



Gory gory halleluyah







Time to get nasty, time to get mean, time to become a lean mean fighting machine.

In arcades all over the country, folk have been steeling themselves for the kill with *Mortal Kombat*, the most excellent Street Fighter II style coin-op.

Now it's time for the Game Boy to start the blood juices running afresh as Acclaim crank up the gears and set themselves the humongous task of converting such a belter of a fight sim to the wee screen.

Real digitized actors will be used to convey a sweaty realism (or as near to dammit) to the whole proceeding as you take on a choice of seven opponents and pummel and pound your way through flesh, skin and bone.

Set to be a massive release, Mortal Kombat will be released by Acclaim in October this year.

Snap 'n' go

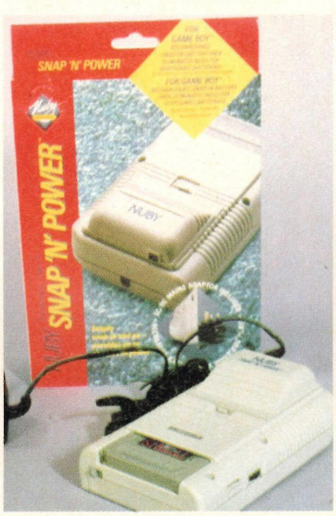
Don't you just hate waiting for batteries to recharge when you're at a crucially crucial part of your game?

Ah, but wait, Nuby have the know-how. With it they've produced an extremely nifty *Snap 'n' Power* rechargeable battery pack.

Simply snap in and go (and no swimming pool locker in sight) and you've got a whopping 14 hours playing time on one single charge.

Made in the US, this wonderful gadget laughs in the face of batteries and is guaranteed to go on and on and on.

Priced £19.99 it'll be available from the middle of June and can, initially, be found in Toys R Us and John Menzies.





With an ear piercing squealing of tyres and the squelching of muddy water drenching passers-by, racing games have been turbo boosting each other off the tracks for years now.

Crazy Cars from Titus Software was a huge success on home computer formats with rave, even revving reviews across the board. Now it hopes to repeat these tearway seat-of-your-pants vibrations on the Game Boy.

Lamborghini American Challenge welcomes you back to life in the fast lane as you zroooooom across 60 American highways, hampered, of course, by varied driving environments and their related road conditions.

Not only will you need to be the best of drivers, but also a bit of an egg head when it comes to managing the financial side of things. Each race has an entrance fee, the money for which you earn by betting.

With such rough opposition steering your way, you'll need to have tossed those L plates into the boot before the game is released in November this year by Titus.

GAME BOY CHART

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

1 (1) .....Lemmings	11 (11) .....Track and Field
2 (2) ...Super Mario Land 2	12 (10) ....T2: Arcade Game
3 (3) .....Crash Dummies	13 (9) ..Krusty's Fun House
4 (–) .....Populous	14 (8) ....Ferrari Grand Prix
5 (5) .....Star Wars	15 (–) .....Mario Golf
6 (7) ..Bart Vs Juggernauts	16 (–) .....Turrican
7 (12).....Tiny Toons	17 (–) .....Super Kick-Off
8 (4) .....WWF Superstars 2	18 (13) ...Super Hunchback
9 (6) .....Alien 3	19 (–) .....Bill and Ted
10 (–).....Super Mario Land	20 (19) .....Mickey Mouse

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F-15 Strike Eagle
Now it's in your hands



F-15 Strike Eagle, taking off on the Game Boy

BEAMING DOWN UNDER

Luv 'em or loathe 'em, peculiarities from down under are clogging up our shores thick and fast – the Neighbours' twins, Sylvania Waters, Castlemaine XXXX, Prisoner Cell Block H... how will an Aussie software company fare with all this competition?



Beam Software is the only significant company to be involved in the computer games industry in Australia.

Having recently received their licence from Nintendo, the Sheilas and Brucies are now getting the corks on their hats jiggling with excitement as they enter the European market under the name of LaserBeam.

Beam have been developing games since the '80s when the computer video game boom sent folks goggle-eyed. They're well remembered for the award winning strategy game The Hobbit which has exceeded sales of over 500,000 units.



Alfred Milgrom and Adam Lancman, the two front men at Beam in Melbourne, Australia.

This was soon to be followed by Lord of the Rings, again based on the fabulous novel by JRR Tolkien.

When the console market began to strip all the gloss off home computers, they decided to concentrate on developing console based software, and the brave move into the world of Nintendo marked the beginning of a new and exciting period.

The company started out on the Nintendo system before moving onto the Super NES, Mega Drive and Game Boy.

Luckily, being so far away from Japan and America hasn't hampered Beam's capabilities to work with Nintendo publishers and game storyboards are written, graphics put together and sprites laid on, in a bid to produce a perfect game.

Beam have already developed 10 titles for the Game Boy, including Choplifter II, Hunt for Red October and Bill & Ted's Excellent Adventure, which it certainly is.

Quacktastic

Now the software company is looking to head in a new direction, north east, loads of miles away, with the policy of creating new games to tie in with licences from Europe.

Enter Edd the Duck who is due to make his debut on the Game Boy this autumn.

Licensed from the BBC (Philip Schofield's far too pricey and clean cut) Edd the Duck has been specifically designed for the UK market.

It takes the familiar mould of a fast action platform game set over 12 levels. Being very popular, Edd looks to be a great choice to pull the venture off, not to mention the fact that the members of the development team are ardent fans. 'Quack', Now what was that Edd?

After being sucked through the tellie screen and trapped in a prehistoric world Edd battles through the jungle, caves and dungeons before reaching the main tower, where a gruesome twosome of a battle is fought with a wizard who hisses.

Penetrator

Beam's other major project chugging on over to the brown seas of Blighty has been a long time in coming.

It's none other than the Game Boy conversion of the top selling Penetrator from the Spectrum and Commodore C64.

In a far away galaxy you take command of a lone scout ship, constantly coming up against increasingly hard and unexpected attacks coming from fearsome enemy fleets.

Fast and furious, the original version is considered to be an all-time space shoot'em-up classic.

Now that gameplay and graphics have been upgraded, this version looks as if could live up to its celebrated status.

Ever rEDDie



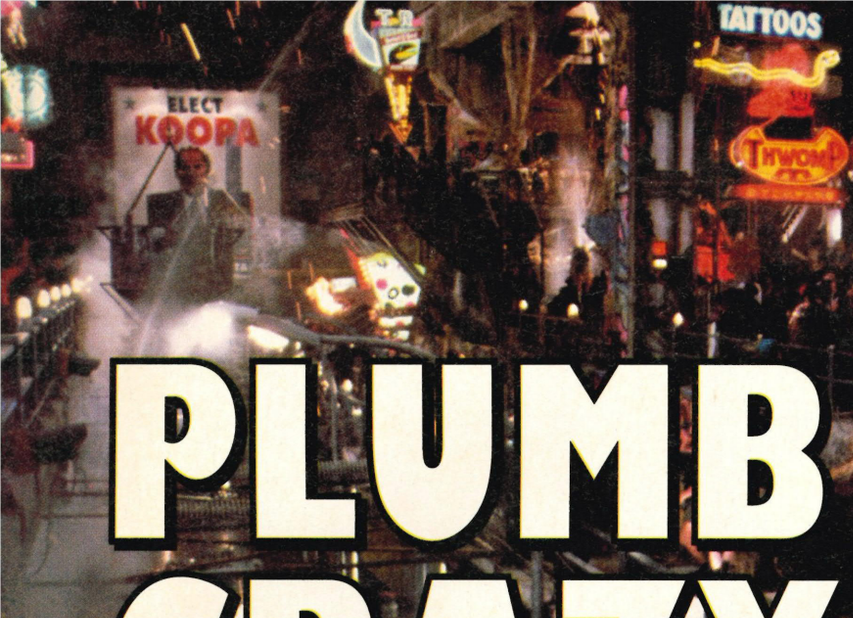
Edd is a duck with attitude, bags of it in fact, not to mention multiple tricks up his wings to rustle the opponents' feathers with.

On his skateboard, which he also uses as a weapon, he's more of a show off than elderly Basil Brush, doing somersaults, jumps and even landing on his hands.

His talents don't end there and in the game he proves to be a brilliant ten pin bowler, knocking his foes for six, or should that be a strike...

Warning: do not attempt to copy the stunt-duck unless you go and dye your hair green beforehand, and have Dave Goodyear put his hand up your bottom!!!

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PLUMB CRAZY

Nick a drop dead gorgeous film star, plonk him in a video game and, THWOMP!, you've got an almost guaranteed winner on your hands. So, what happens when you about turn and transform a game character into a big bucks movie mogul? Bums on cinema seats? You bet!



Cue lights – a contemporary modern day fairy tale starring the brothers Mario and Luigi and their rollicking adventures.

Cue camera – pan to a parallel universe existing alongside Brooklyn, one in which massive dinosaurs still thrive. Only Brooklyn's best can stop them from screwing up life as we know it.

Cue action – amazing special effects, dramatizing the imaginary Nintendo world, weaving the reality of the film with the fantasy of the video games world.

Times they are a-changing. Movie wheelers and dealers are recognising the piping hot potential embedded within the onslaught of computer games.

Just as the music industry is pinching computer boings and plonks to (ahem) enhance the jive worthy tunes of today, so too are movie producers raking through the consoles to drag some diddy sprite from the small screen to the big.

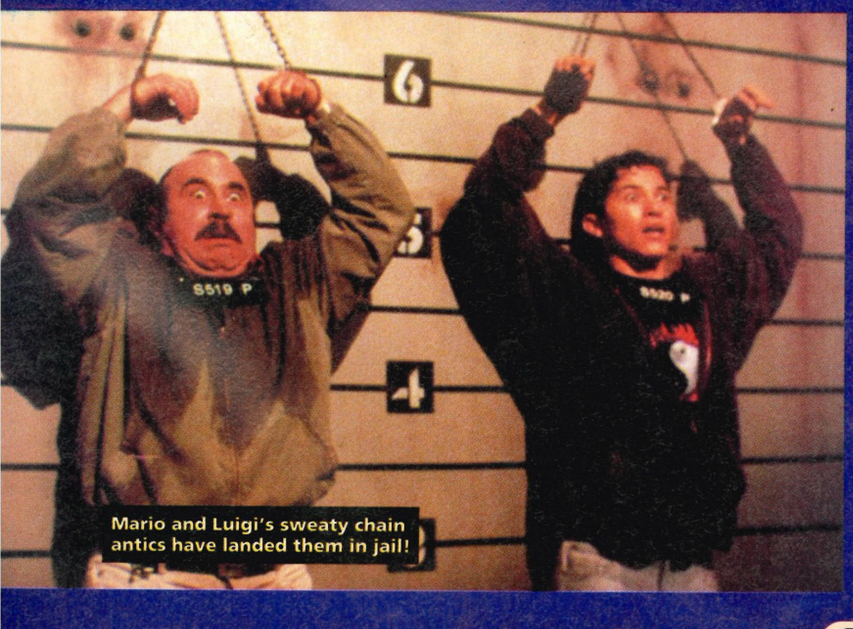
Nintendo icons, The Super Mario Bros are the obvious choice to start the reels rolling and the audiences flocking.

Classed as a comedy sci-fi adventure, the film has cost £30 million to make, padding out all the characters from the Nintendo video game to glorious full rounded bods.

Koopa capers

Combining misadventure and their own special brand of luck, as well as a few gushing tapfuls of plumbing expertise, Mario and Luigi, played by Bob Hoskins and John Leguizamo, set out to rescue Daisy, a glam dino researcher who's been sucked through a portal into a reptile dimension known as Dinohattan.

Fungus is spreading in this chaotic land and supercreep evil King Koopa, played by Dennis Hopper, is in for a right royal pasting unless he can merge the real world of Brooklyn with his less than cosy environment.



Mario and Luigi's sweaty chain antics have landed them in jail!

As it happens, the pendant Daisy wore around her neck has now been lost. It's magical powers are there for the taking. The lizard king's goal is set... ah, but so are the Mario brothers... they're out to thwart his diabolical plan. Cue ominous music...

The two plumbers, with a smattering of skill, spirit and lots of dumb luck are mugged, jailed and de-fungused before making good their escape from Koopa's Troopas in a stolen cop car.

They land in deserted wasteland where piranha plants and red hot fireballs attempt to make all these funny goings-on even more meddlesome.

The journey into the fantastical romps along at a cracking pace. Special props abound a-plenty, from 'fry guy' fireball throwers to flashing Thwomp-stomper boots.

Even Yoshi, Daisy's protector in the film, comes to life in the form of a £30,000 cable puppet animated by nine puppeteers.

Super Mario Bros is currently the most popular video game in the world with over 82 million copies sold worldwide.

The creative challenge of turning this into a large scale movie adventure has induced an imaginative and fun filled spectacular for all the family.

Who knows, maybe Mario's next video game escapade will include some slight elements from the film, thereby cementing the mutual respect and interaction between both the movie moguls and the video games media.

Don't forget, make a date with the Mario Bros when the film opens to the public on July 9th. We'll bring you the full Barry Norman treatment next issue. ***Sharon***

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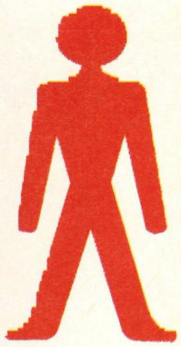
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A lolly lickin' good time is GB Action's front cover tasty treat of the month with eight different Chupa Chups flavours to choose from. Suck 'em and see – we certainly have.

Sharon recommends the strawberry and cream one, Rob goes for cappuccino every single time (boring) and Andy is never happier than when he's slurping all over the chocolate and vanilla.

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Now Chupa Chups, sponsors of Zool, the up 'n' coming Ninja from the Nth dimension and soon to wallop onto the Game Boy, have got together with GB Action to give you a mega slurpalicious compo to get all groovy about.

Who knows, you could be scampering off with ANY, yes ANY 10 Game Boy games of your choice. Whatever takes your fancy.

Runners-up receive Chupa Chups rockets jammed with over 200 lollies and guaranteed scrumminess. All you have to do to earn yourself a sure fire super dream treat is get on down to the following task.

We've hidden three Chupa Chups lollies somewhere within the pages of this magazine. Simply find them and then tell us the page numbers they're on.

Entries to be in by 15th July 1993. Send them to:

Chupa Chups Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

The lollies are on page:

1) .....
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The 10 games I'm *SO* desperate to win are:

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Photocopies are accepted, but multiple entries are not!

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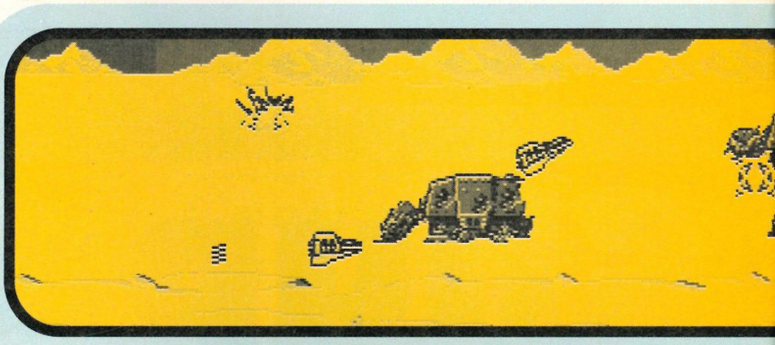
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REVIEW

OFFICIAL RELEASE

If you haven't heard about the arrival of this, from the big screen to the small, you must have blacked out for quite some time! Luke and Co use more force to escape the claws of the Empire...



Attack the AT-ATs! If shot down Luke can blast the troopers , run under the...

THE EMPIRE ST



Echo Base is a toughie to escape. The assistance comes from R2-D2 at the start



These Imperial Probe Droids need the same treatment as everything else. A blasting!



A minor appearance in the movie for these walkers. Here they are a leading force

Art © 1980 Twentieth Century Fox Film Corporation

More levels, more options and more puzzling than ever, The Empire Strikes Back is a monster.

Anyone with half a life will know about the Star Wars trilogy. They will also know that they are the greatest science fiction/action/romance films ever made. They've got the lot, plus they're all true stories! Well, alright, they're maybe not true, but they are still incredible movies. It makes me want to go get my old Star Wars figures out and re-enact those all time classic scenes.

You know the one, where Darth Vader goes, 'I have you now!' Han Solo knocks him out of the way so Luke Skywalker can fire the torpedos into the Exhaust port in the Death Star and destroy it, thus saving the Rebellion and hence the universe. Pure movie magic that, I tell you!

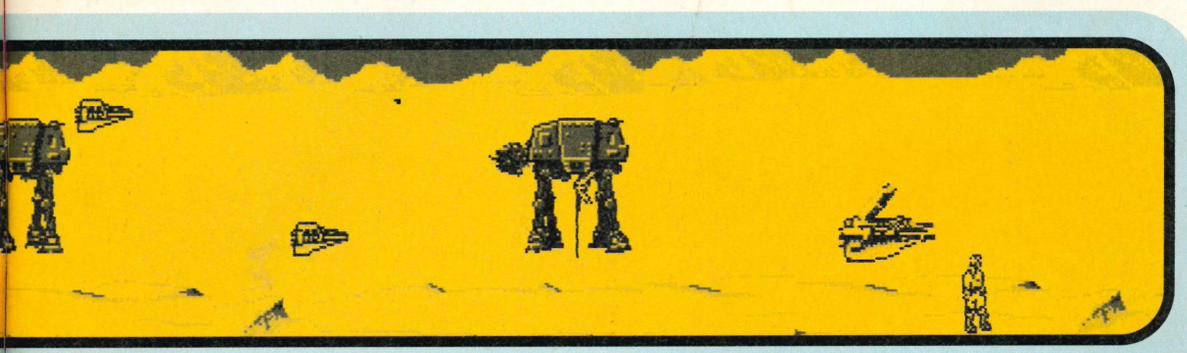
Anyway, back to the subject at hand! If you thought Star Wars was

2nd OPINION



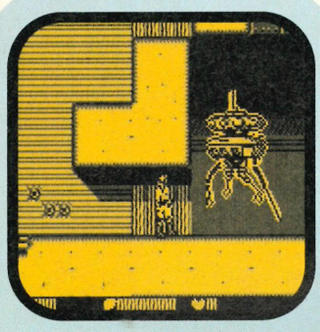
Pop this into your Game Boy and sheer class just trickles into your hands. Graphics are gorgeous, tunes are top notch and the action is more packed and dare devilled than you could ever imagine. It's a mammoth task, particulary getting through the first level, but is as playable as Star Wars and soaked with just as much fun and imagination. My only trouble is wrestling the game off Andy to have one more go. Oi, come 'ere you...

Sharon



...walkers, slash them open and bung in asmall exploding device! After a battle in Echo Base it's time to leave Hoth!

RIKES BACK



Probe Droids everywhere! Blast them before they get a message to the Empire!

one tough nut to crack, then this will leave you completely in awe.

It's vaster in every respect. The levels go on and on in that horrible 'haven't I been here before' type of way, especially the Hoth Ice Caverns. That's just the first level though!

Some use of the brain is required in getting around these levels as your quest takes you to icons which have different powers.

Yoda know-how

In the Star Wars game, Luke could only run faster and as a result, jump further. Now though you can use the Force to reflect the enemy's shots, run faster, jump higher or power up your blaster!

These are just a few of the options on offer, assuming you've collected the icon first.

Whereas Star Wars had Luke just walking out of one area into the next, the sequel occasionally has end-of-level nasties. Just when it looks like you're home and dry a meaner than mean nasty pops up to give you some grief!

Graphically, this is easily on a par with Star Wars and in some respects superior. My favourite scene is the battle against the AT-ATs in your Snow Speeder.

If you lose all your energy, the Speeder hits the ice and Luke sets off on foot. Now he can run from the foreground and out underneath an AT-AT, climb up, give it a quick taste of his light sabre and watch it collapse and explode.

Probe droids ahoy!

Each level pretty much follows the plot of the movie as the Star Wars game does, but a lot more imagination has gone into this. From Hoth to Dagobah (for some Jedi training) and to the Cloud City, it's all in here, and more.

The game even expands on the film with a few scenes included that weren't actually seen on the big screen. One of these is the battle against Slave One to recover Han Solo's frozen body.

Having said all this, some levels are surprisingly simple to complete but others seem to leave you completely struck down by their seemingly impossible challenge! This leaves you the time to recover after a particularly difficult task.

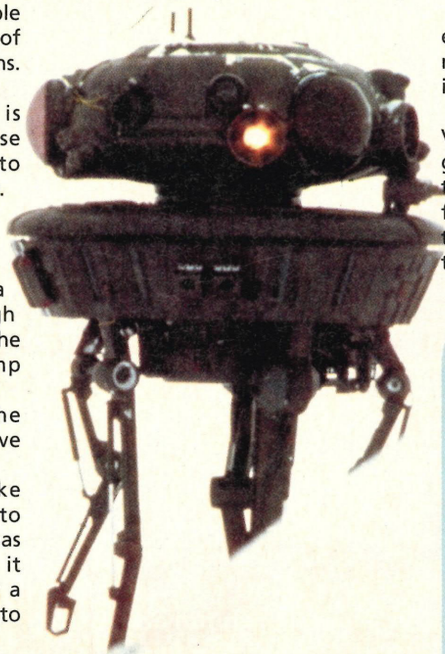
Unfortunately, just as Star Wars had no save game option, this follows suit. To make any progress you have to play it constantly without a break. You do however have a few continues to plough your way through.

Before playing you will have to know exactly what is what as far as Force Powers are concerned and how to select and use them.

These powers do wear out eventually and can only be replenished by finding other power icons or another Force Power icon.

The ultimate battle with Darth Vader comes at the end, like all great Star Wars battles. This is your task. Success or failure, it's all up to you now, may the force etc...etc.

GB Action





Brrr! It's a bit nippy. Even the flying beast looks like the harsh weather has frozen its wings

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COMMENT



I can't even begin to describe how much I enjoyed playing this. I thought Star Wars was a big game, but it seems tiny in comparison with this towering monster. It's bigger and better, although maybe a little overblown in some areas. However, no save game option means you need to go on for an age before making progress. This sequel is just what you'd expect, only bigger! *Andy*

SCORE

GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL 93%

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REVIEW

OFFICIAL RELEASE



Oooh! I don't know what they're doing but they laughh a lot behind the Green Door!

The two most helpful items in the game. The transporter and the generator. Use wisely





DR FRANKE

The return of Franky! He's back with more charged tales of Bitsy, the chateau and the debt collector at the front door...

2nd OPINION



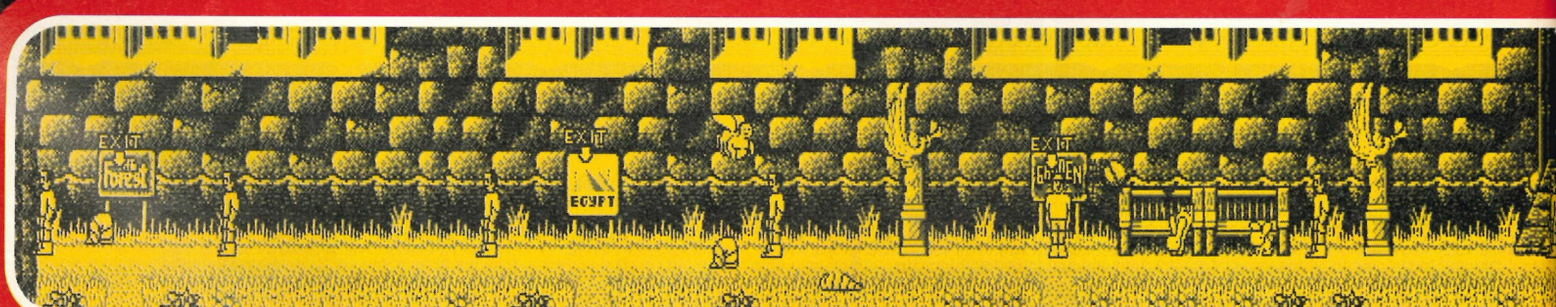
The golden smell of success once again shimmies around dear old Franky – and what a stunning sequel to lap up. Everything you could ever want in a game – puzzling dilemmas, a weird assortment of adventures and great graphics are crammed in there, making it massively playable and hugely addictive. I do agree with Andy that the transporter, once you've sussed out how to use it properly, makes it far easier than the first game, but it's still class stuff. *Sharon*

So the saying always goes, big house, needs big repairs! This is the reason Franky is hitting the small screen once again in this sequel to the mind numbing original Dr Franken.

Our main man has to set about finding the money to repair the castle. His most valuable asset is his golden tablet which depicts his babe-like girlfriend Bitsy!

Unfortunately his kind neighbours, the simple village people, have locked Franky in his castle in fear of having the construction running amuck!

Easy peasy in theory, but this is where it gets difficult! I neglected to tell you that the picture is broken and spread out through seven areas. From the chateau itself to the hidden chambers of the pyramids, our Franky has to search them all!



Outside the chateau having a stroll! All the different destinations are accessed from this area. Unfortunately, you may have to spend quite some time searching

All art © 1993 Elite Systems Ltd.

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COMMENT



It was a nightmare scoring this game! For graphics and gameplay it's hard to beat, but a few objects are just too helpful. The transporter is awesome, but takes a lot of the challenge out of the game. On the other hand, without it, it's too vast a challenge to even think about. Thankfully, the puzzles are still here as in the original. All said and done, this is one mega game. Pure entertainment! *Andy*

SCORE

GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL 87%



NII

He'll have to find a way of getting out of the chateau by some other means than the front door, the debt collector is a knockin'.

As with the original, the gameplay will have some form of method. Certain objects have to be found before other rooms or areas can be entered.

Franky himself has been improved with the ability to walk and run up stairs instead of jumping as in the original.

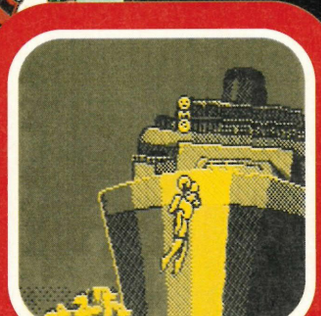
As well as this Franky runs quicker which initially makes the game that little more difficult to play. A few goes later and it's plain sailing as far as the gameplay is concerned.

Franken frolics

Similarities are kept to a minimum and improvements are noticeable where old features are seen. The chateau is only a minor part of the game. Its main asset is that it houses the generator. Even this needs a fuse before it can be used.

Rather than have extra energy in a few rooms like the original, here there are shields which leave you invincible for twenty seconds. Believe me, twenty seconds can be vitally important in this sequel.

Each level has its own arcade platform style section with Franky sometimes having to collect coins to advance further through the level.



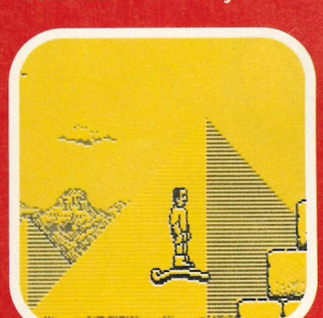
Found the Titanic! Leave nothing to chance in this game. Explore every nook and cranny



Walk like an Egyptian! The ancient cities and pyramids of the land are paid a visit

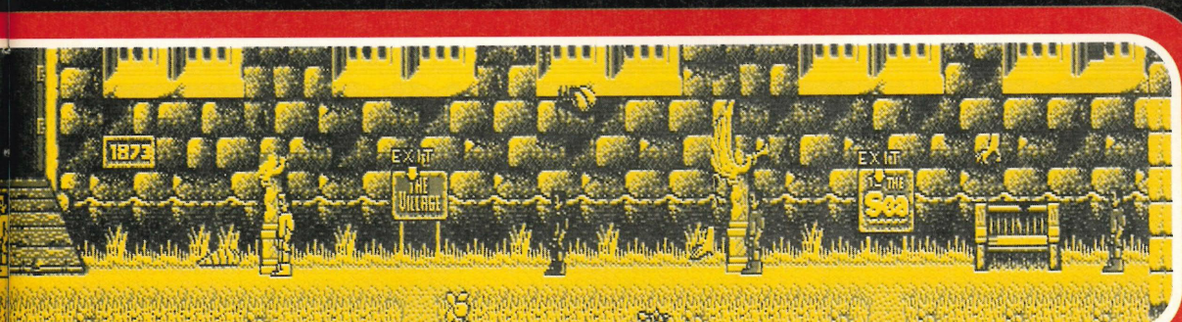


Real mummies wandering around. Surely someone would have noticed by now!



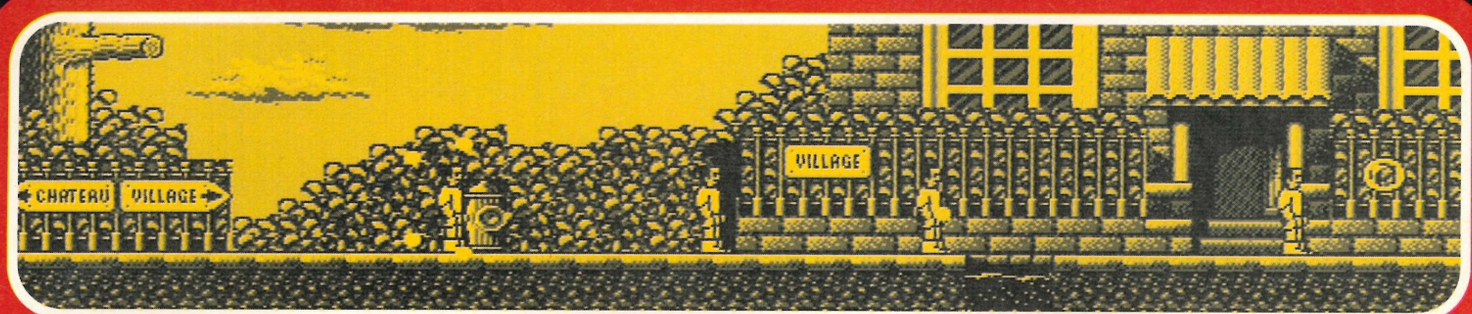
Carpet surfing is a new craze and should catch on. Furry rugs should be avoided though!

After all this running around you can cool off in the Sea World where more items are hidden. To keep Franky happy you will have to keep a beady eye on your oxygen level in the main menu. Here you



for an item to allow your passage to these places. Tons of obstacles are in the way so caution and skill will be needed!

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Frank takes a steady but firm stroll into the village. Here he can do all necessary shopping for his further adventures! What're all those bubbles for?



can also look at the maps (there are loads of 'em). Luckily there are oxygen tanks for you to collect up.

Every building has maps, no matter how small, so it's best to learn your way around as early as possible.

It's in these arcade sections where it sometimes becomes infuriatingly difficult. Because Frank moves so quickly, jumping up small sections can be difficult. One slight error and you'll have to start again. If you bear with it here, you'll be richly rewarded.

In addition to the extra areas, the most important new feature is the transporter. This has to be found before it can be used, but once found it's one helluva weight off your shoulders.

Franky Mr Shankley

It allows you to transport Franky anywhere in the game by dropping it in a room and leaving it there.

To transport back to this room from anywhere, you have to choose the option in the menu. It's as simple as that. A very handy friend indeed, it can get you out of some very ropey situations, believe me!

Graphically, it's very much superior to the classic original with heaps more detail in the background. The scenery lends you the feeling of the overall atmosphere. In the chateau you get the mood of the cold walls and in the haunted house it's very eerie indeed.

The most impressive scenario is on the Egyptian level. The graphics here are definitely some of the best I've ever seen.

Where the sequel differs is that you begin with three lives here and the shields can be used as many times as you like.

Unfortunately, once the transporter is located it makes the game easier, maybe more than you or I hoped.

Fans of the original Dr Franken game will have a rough idea of what to expect and this too will be of much importance to you all.



Natrel plus ad screen tests. Franky does his best to blend into the tree trunk!

Newcomers will be left wondering what they've got themselves into but will soon get the swing of things.

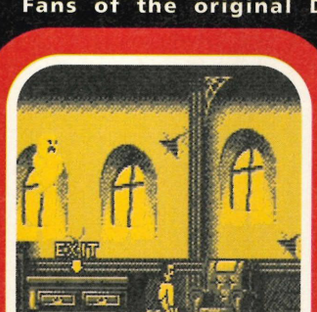
For such a complicated game the controls are so easy to use. With just the slightest touch of a couple of buttons you can access any of the game menus to find the information you need to use the transporter, or anything else for that matter.

The sound is groovy and pretty spectacular too, with some of the strangest sounds ever heard, especially when you pick up a shield.

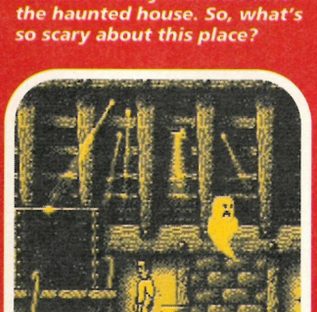
A neat little extra, probably just for show, is the control board in the generator room. By jumping up you can switch either the sound effects, room names or music off or on. It's entirely up to the players' own personal judgement.

Finally, I just thought I'd mention this, there is a save game option which gives you a 16 digit code to continue.

This will always start Franky off at the Moat outside the chateau. There I think I've mentioned everything you need to know! Or have I?



Fearless Franky wanders into the haunted house. So, what's so scary about this place?



It's getting darker! What's that shadowy thing over there? Mummy, I'm scared!

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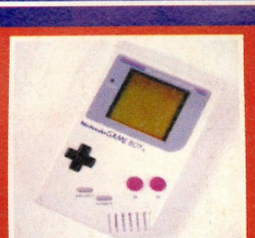
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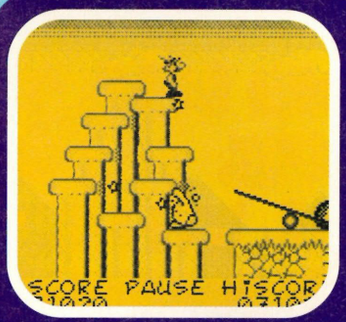
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REVIEW

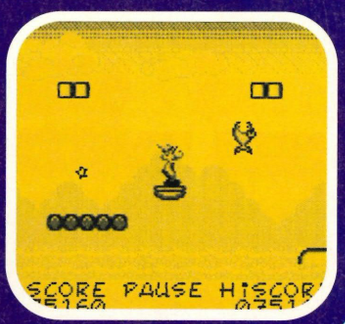
OFFICIAL RELEASE

Lug yourself off to France. The year is 50BC and Asterix, Obelix, Getafix, Vitalstatistix (Twix, Weetabix and Pick 'n' Mix perhaps too?) are holding out against the Romans. En garde! Smell that raw garlicky romp ... allez les mecs...



Au revoir Mr horrible snowball throwing snowman. Bonjour end-of-level see-saw. I'm outta here

This ledge is about to collapse and I'm a bit stuck if these flying fish don't start to behave



ASTERIX THE

Oh *****, I've fallen down one of those piddling holes again and lost yet another carefully cultivated life.**

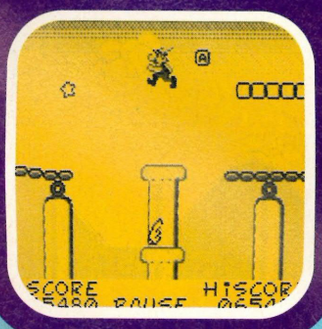
And you know what, it always happens just before I reach the see saw waiting to catapult me beyond the curses of that particular level.

I've amassed seven extra lives in the first two levels but before I even get the chance to say 'camembert', they start to trickle away with a big self satisfied pouf!

You'll find there's no continues, no passwords and I know the first few teasers of the game inside out already, even before making any startling progress at all.

This certainly isn't one of those games you can polish off with a wham bam merci madam, type of attitude. Bah non!

Helvetia is fraught with swinging platforms and platforms. No time to boogey



Bladder that gaul

Asterix, the cult French comic book character who's been troddling through oh, over 16 million books to date since 1959, is the latest well-known character to be dragged into a video game.

Beebopadoola-ing his pint sized butt from one perilous situation to the next he promptly gets himself stuck in a game as hard to resist as a freshly baked, still warm and moist french croissant.

Asterix's pal, the tubby Obelix who delivers stones and is known for his addiction to wild boar (without the lamb sauce if you please, that's for the weedy bifsteaks over in Angleterre) has been kidnapped by a marauding Roman patrol.

By Jupiter and ooh la la. Asterix must be on his speedy way to find his chum while avoiding the traps set by the churlish armies and Caesar's crafty spies.

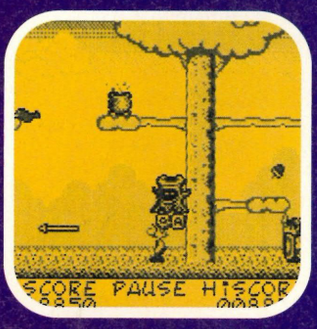
In all there are four worlds to perform all your normal platform routines plus a spot of boogie-woogieing through. They consist of three levels each with no end-of-level baddies to battle with.

Inspired by the Asterix comic books you begin in Gaul, which is fairly tame stuff, and then work up through the Roman empire, then onto Helvetia, ie Switzerland and lastly on to Egypt.

And, yes you've guessed it, the levels become progressively trickier the deeper in you get. Chut!



To be read in a David Attenborough voice... and on my left I have a wild boar...



On hard setting it's, erm, hard, even très difficile. Bandits are coming de toutes directions

By toutatis

The main thing to point out about this game is the difficulty settings. On easy level there are initially very few Roman enemies, wild boar, flying fish and the like.

But switch to hard mode and a whole new ball game bounces into view. Nasties multiply, the Romans start to lob spears, crows fly in threesomes overhead and home in on you and, generally, your life is made as hard as the baguette left over from yesterday's breakfast.

Rumour has it that a total of 50 hours of gameplay is the estimated life of this little game. On hard setting it can well be believed,



A bladdering adventurous Gaul like ....

2nd OPINION



Asterix is one of my heroes of old, so I was dying to get my hands on the game. The sprites are a little small in my opinion but this doesn't detract from the gameplay, which is top notch. There are obvious similarities to Mario and loads of other platform games you'd care to mention! This hardly matters though as for true fans of platform skirmishes this is as good as any. The only problem is there's no sign of Obelix until the final battle and he's rescued. ***Andy***

GAUL



I'm gonna hurl if this platform keeps moving!



Oh goody, a bonus room. The horseshoe wreath gives you an extra life, so go, go,go...

giving you great mileage for your hard earned moolah.

This tough challenge is also against the clock with the score depending on the speed in which Asterix completes individual levels. That said though, it's very rare that you find yourself running frantically out of time.

In the Roman Empire, docking great swinging chains aim to knock you off balance, and in Switzerland the snowmen chuck snowballs left, right and centre.

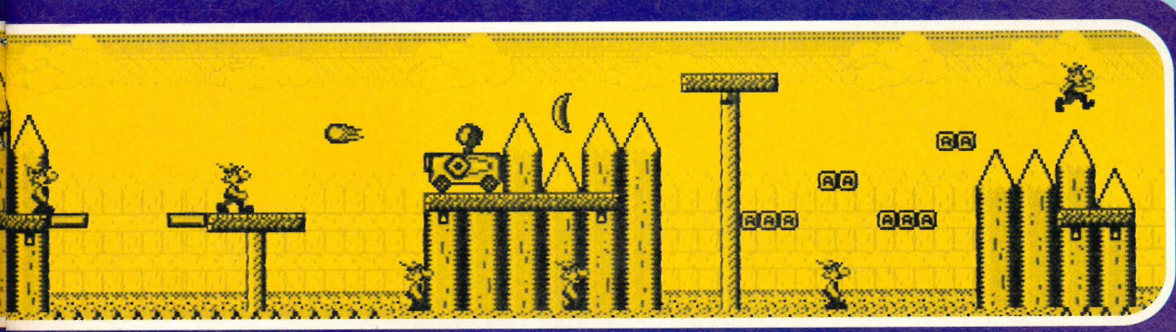
Later into the game it's hop, skip and jump time again, as platforms snake into view but they make off swiftly all on their lonesome, should you not be quite sharp enough to get a toehold.

If you've played the first Mario game to death and just love skilled platform antics – all dodgy platforms, pinpoint leaps and perfect baddie pouncing – then you'll love this game.

The floorboards have been well nailed before laying the carpets and among the midst of manufactured chaos peeks a well buckled together and sturdy game.

Graphics are adequate and tunes are plinkworthy enough without becoming too aggravating. It certainly hasn't the 'gaul' (sorry, had to get it in somewhere) to be called a classic but, nevertheless, a hardy challenge reigns. Hurrah!

GB Action



... Asterix takes the friends, foes and countrymen all in his stride as he wriggles his bot from platform to spike to ledge

DATA

SOFTWARE HOUSE
- INFOGRAMES

SUPPLIER
- INFOGRAMES

PRICE
- £24.99

RELEASE DATE
- OUT JULY

COMMENT



If you've finished the first Mario game, adore platformers, and are itching for a new finger flexer, reflex bender, then head this way. Although Asterix really is something old presented under the guise of something new, it still cuts the mustard. Platform variety is the buzzword here in a tickly, yet tough challenge deemed to last. But can you hack the pace..?

Sharon

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

82%

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REVIEW

OFFICIAL RELEASE

SPIDE

The webbed wonder returns in what may be his toughest mission yet. The third test is about to begin...

Do you really have the stamina to go the distance? Do you? Are you sure you can come up with the goods against a massive range of wild, weird, wonderful and downright crazy super villains?

Mechanoids are everywhere! Spidey doesn't realise initially while on a pleasant stroll in Central Park that said mechanical beasts are out to do him damage!

Fearsome mechanical arachnids are everywhere throughout the city. The Bronx has been hit particularly hard and it's up to the webbed one to put it all straight again!

From Central Park through to the ultimate battle against the ultimate warrior. His name, strangely enough, is The Ultimate Spider Slayer! That's enough ultimates for now methinks.



Pouff! A-ha! Spidey is bowled over by a metallic killing machine as he scales the walls

The very final words of the instruction booklet say, 'So what are you waiting for? It'll be easier than a walk in the park.' I say that they're liars!

This is one of those games to keep you battling for so long you'll gradually rub all the skin from your fingers. No section is simple to get past. I was practically certifiable after half an hour of failure to overcome the first Spider-Slayer!



He reaches into his pocket for one of two things, a paper or a pistol. Spot the mugger!

Fluffy wuffy!

Fans of the previous Spider-Man games will know what's in store for them here. The major differences are in Spidey himself. In the second game controlling him was a nightmare with complicated moves and difficult gameplay.

If you've mastered the moves in the previous game then you shouldn't have too much trouble with this. Spidey is now more responsive, much smoother moving and the moves are somehow much less complicated.

That's not to say that he doesn't have fewer moves. He still has the kicks, the webs, the ability to walk up walls and a whole load of others once you've taken time out to suss them out thoroughly.

The scrolling is silky smooth and the overall look of S3 is awe inspiring. The pedestrians in the park, the punks on skateboards, they all look amazingly realistic as they move.

The thing is, it's nigh on impossible to spot any of the



Awww! What a fluffy wuffy liccle burdy! Such cheeky chops, don't you think?



A-ha! Some serious chaffing has ocurred and the cute liccle birdy wurdy is about to die!

FACTS

In an attempt to do something different with a licensed game, Acclaim have based this third game on an actual Marvel Comics storyline. 'Invasion of the Spider-Slayers,' which was featured in *The Amazing Spider-Man* issues 368 to 373, served as their inspiration. These issues are bound to become much sought after, so get hold of them now while you can!

2nd OPINION



It's a great storyline and the game's certainly varied and long enough but it's hard, infuriatingly so, and I don't find it at all do-able. Andy's spent two solid days struggling on the first section. Even after finding a cheat giving him 99 lives he lost over 30 just trying to get to the top of the building. Spidey is well animated and has loads of moves at his disposal but you may just find that enjoyment is overtaken by frustration as the cramp sets in in your thumb. *Sharon*

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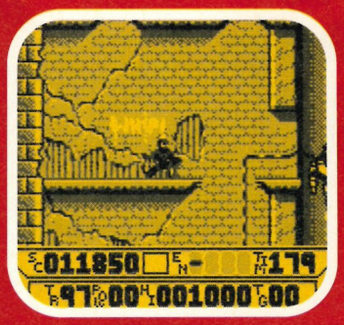
R-MAN 3



Web head wonder



The top of the skyscraper! The metallic beast gives Spidey no time to rest



The next level is a real tester! The workmen are a pain and electro is a constant hindrance



muggers/skate punks/flashers until you actually run smack straight into them! That's how rapidly it moves!

From web slinging to girlie karate kicks, good old Spidey needs all the right moves for this action packed adventure.

Cheeky chops!

Even on the very first level you will come across numerous foes, but can you beat them to a bloody pulp? No you can't! You may be able to give them some mild chaffing but that's about it.

I personally had quite a good laugh just seeing how many loop-de-loops I could do on the trees in the park!

Within seconds of starting the game you come up to a seven brick high brick wall in the park, but can Spidey jump it? No. Well can he crawl up it in seconds? No. You have to mess about for hours on end getting your controls tweeked and your fingers numb.

S3 is definitely an improvement on the first two. A more beat'em- up style has been incorporated into the game this time around.

So much so that even the first mid guardian takes a miminum of 35 kicks to kill!

Just wait till you get to scaling the buildings in the city and you're in for a right royal tester – on your thumbs, patience and, not least, your skill.

Spider-Man 3 accurately follows the plot of one of Mr Rubber Pants' comic adventures but I doubt you'll be laughing very much once the villains arrive in the game.

GB Action



Spidey climbs walls using the old plunger on end of limb trick! Getting over the ledge is tricky

In contrast to the building to the left, the erection on the right is a little run down





Free falling between the buildings isn't recommended but it is possible to cling to a wall

DATA

SOFTWARE HOUSE
- ACCLAIM

SUPPLIER
- ACCLAIM

PRICE
- £24.99

RELEASE DATE
- OUT JULY

COMMENT



Having a bit of a problem with arachnids like I do, this wasn't as spidersome as I'd expected! Spidey is beautifully animated as are the Super Villains. It's just a shame the gameplay isn't easy to grasp. Those having a 'mare with the second game will break down when discovering how horribly difficult this is! Those needing a crunching challenge may want to take a closer look... *Andy*

SCORE

GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL 83%

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BATTLETOADS IN RAGNAROK'S WORLD

■ SOFTWARE HOUSE: TRADEWEST ■ RELEASE DATE: SUMMER



It's rock tossin' action as this 'toadely tough cookie kicks slimy butt!

Since hunting went out of fashion with the royal family and conservation came into vogue, our woodland friends have provided a continuous source of exploitable characters; turtles, bears, foxes, hedgehogs... and now toads.

The huge Battletoads' merchandising success is no less baffling than that other corporate monster, those 'heroes in a half-shell', Teenage Mutant Ninja Turtles.

It seems we can't get enough of those mutated woodland creatures, more so since Battletoads is one of the top-selling NES games of all time and the first game on the diddy 'Boy has proved equally as successful.

And now a new 'toadely toadacious' (Americans... don't you just love 'em?) mega-hit is set to storm the Game Boy, boasting all of the action and most of the features from the original... well they would say that!

The game is based on a story that is embarrassing to relay to the intelligent reader. The evil Dark Queen has kidnapped Rash, Zits and the beautiful Princess and it's up to Pimple to rescue them.

Toad in the hole

Imagine a high-powered meeting in the States: 'You see JW, there's this evil queen who kidnaps a beautiful princess and she's rescued by mutant toads who are named after dermatological disorders.'

The riveting yarn continues as Pimple straps on his knee-pads, powers up his Toadster... ahem, and then heads off for the aforementioned dusky evil monarch's planet where a fiendish array of toad stool-inducing horrors await.

The mission is divided into a series of individual game-styles which prove to be a refreshing diversion from the usual platform game formula.

It will commence with a Gauntlet-style jaunt through a maze, avoiding and trouncing such unlikely-sounding enemies as Psyko Pigs and delegates of the so-called Mutant Rat Pack, not to mention the Saturn Toadtrap.

Next, a perilous absailing adventure into a mineshaft fending off similar nasties comes into play.

No time to waste as Toady mounts a speed jet thingy for a seat-of-the-pants ride flying through holes in walls in a pacey obstacle course.

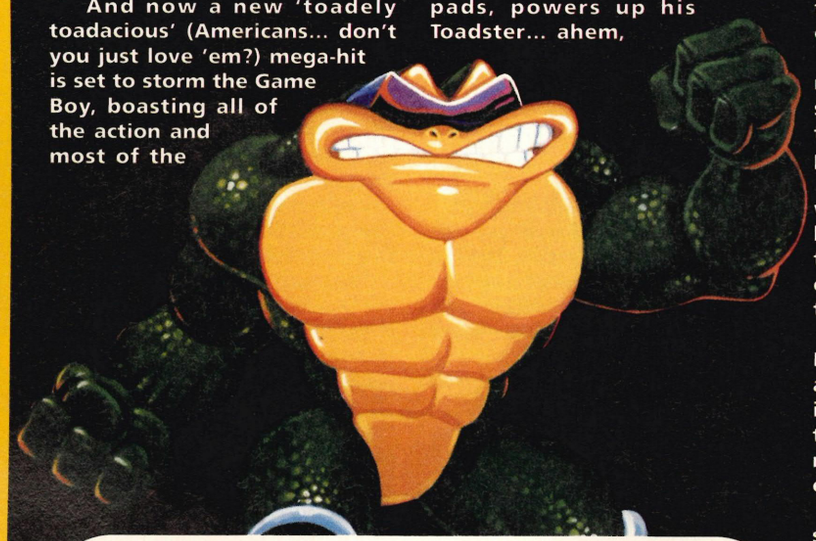
Ever onward, he is faced with an arcade puzzler which bears a striking resemblance to the revolving tower in Nebulus or Castlevania as it's called on the Game Boy.

Survival leads you to Intruder Excluder and a race up and down a wastepipe. Pimple is pitted against a racing rat, the objective being to beat the rodent before it detonates an explosive devise.

By way of a change, harum scarum ensues with Toady grabbing hold of a wheel and clinging on for dear life.

The variety of gameplay in Battletoads is remarkable. Initial inspection of the graphics reveals a game which is being carefully groomed for the top of the Game Boy charts.

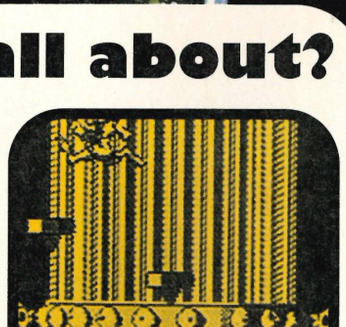
What might have started out as a really daft idea for a game is bound to turn into yet another massive hit, what with strong game characters with unmatched in-game variety and worldwide game recognition. Battletoads is set for a massive end of summer release from Trade West. So keep a look-out.



Warts it all about?



Another enemy! This one seems to have taken the form of a young slender Wayne Sleep!



Absailing adventures ahoy - avoid missiles, fight baddies and save your mates. Hoorah!

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REVIEW

OFFICIAL RELEASE

YOSHI

Cookie crunching fun, or shall we be true blue blooded Brits and call it biscuits, is the new mouth dribbling treat destined to keep your tea waiting on the table.



Push the B button and Yoshi will pull the crank down to make the biccies fall faster

Very simple indeed. Mario the plumber has substituted his plunger for a spatula and has been mightily busy with his pal Yoshi, flouring, egging and buttering his way through batch after batch of yumsome goodies for tea.

But disaster strikes! The master-chef has been over industrious and food is piling so high that death by biscuit is certain to be on the agenda if something isn't done quick sharpish.

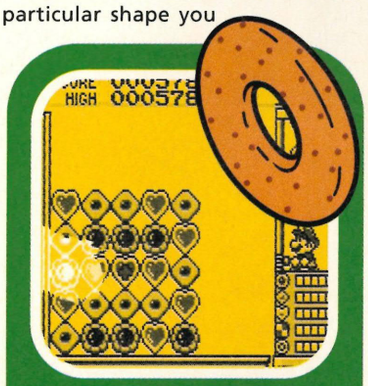
You see, freshly baked chocolate chips and hobnobs won't stop rolling out of the ovens. Mario must put his thinking cap on over his chef's hat and, with much cogitating, deliberating and some digesting, sort them out and stack them up before they pile too high and wide.

The game follows on from the old Tetris tradition. You get stacks of cookies: hearts, flowers, diamonds, checks, circles and loads of Yoshis bombing down from the top and side of the screen and you line up the similar ones to make them disappear.

Food references

Fail to digest(ive) the bics and the screen soon fills up fast and you're erm...dead mate.

Move the cursor over to the particular shape you



Sugar and spice and all things nice is what little dinosaurs are made of. Honest!

2nd OPINION



At a first glance Yoshi's Cookie looked... well, boring. But it wasn't until I actually sat down and played this game that I realised just how addictive it is. Of course everybody is going to draw similarities between this and Tetris, but to be fair, they are two different games. We all know and love Tetris, and Yoshi's Cookie proves to be a refreshing change, but if bashing biscuits around and tossing tarts isn't your bag, then stick to the good old Russian original. *Jay*

Mario and Yoshi © 1993 Nintendo of America, Inc.



Trust me, I'm a doctor

What a chappie our good old Mario is, primming himself up and flouting his mouastachioed mug on the box cover of a wide variety of Game Boy games.

This bloke's got selling power by the lorry load, and Nintendo aren't afraid to use him and his entourage to boost a Game Boy game to the top of the charts.

But what do the Mario spear headed games really play like ? Scintillating, or scabby?

Dr Mario

Mario loves playing doctors and nurses with his main squeeze Daisy. To play the part properly he dons a white coat here in a puzzling game that's really a Tetris rip-off.

It's got less style and a much higher difficulty factor right from the off though, and really is an acquired taste.



Manoeuvre the pills around to stamp out those viruses. Illness is just a control pad away

Different coloured pills fall down from the top and you have to line up four of the same colour to make them disappear. In each screen there are 'viruses'.

You have to cluster similar coloured pills around these to ward them off, not an easy task when the virus happens to be perched in mid-air.

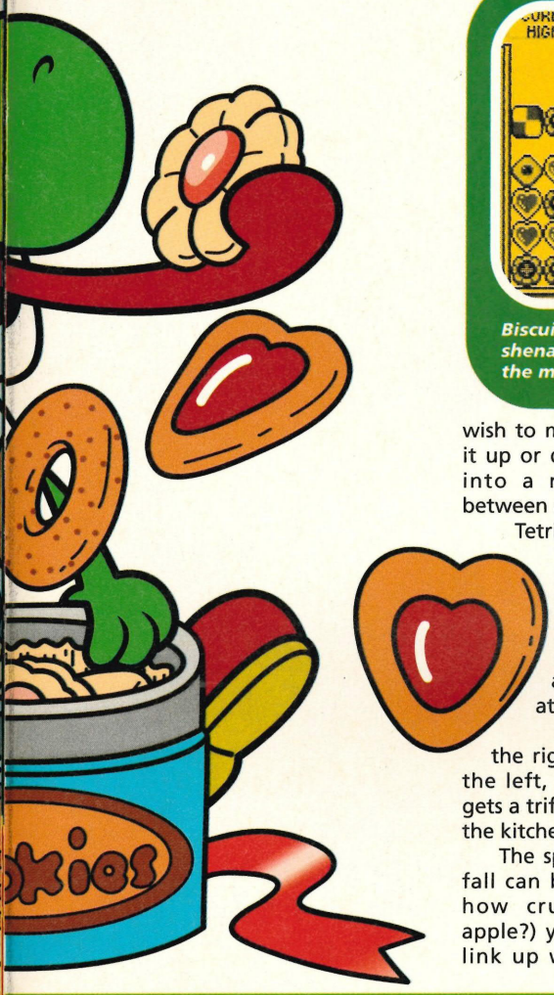
You need to be skillfull to build up a supply of pills underneath the virus you're hoping to choke.

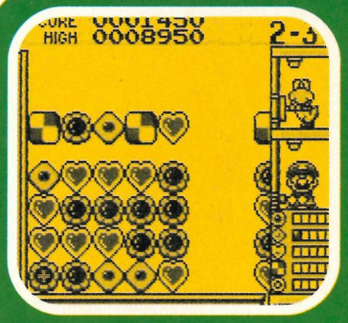
Dr Mario's just about OK in small bursts but I'd be reluctant to overdose on it. It doesn't even scratch the surface when it comes to competing with Tetris.

Mario Tennis

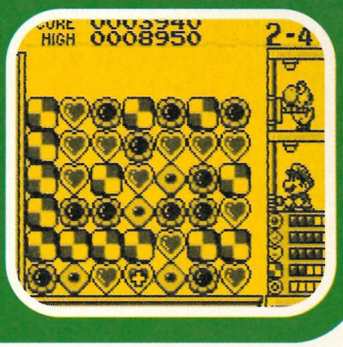
An excellent little gem to keep coming back to time and time again. Easy to get to grips with control-wise and brilliant to play, it's got heaps of long-term appeal

S COOKIE





Biscuit boo-yah and shortbread shenanigans are the flavour of the month in this little gem



Almost two rows of chequered cookies there. A few minor adjustments and you're cooking

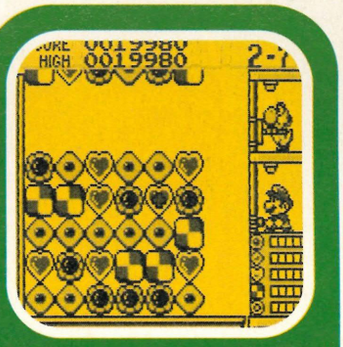
wish to move and then manoeuvre it up or down, left or right to slot into a row. It's really a cross between a glorified slide puzzle and Tetris I s'pose.

To be a right old jammy dodger bear in mind that if you move one of the top biscuit treats up, it disappears from the edge and reappears right down at the bottom.

Likewise, move one off on the right and it comes round to the left, helping you out when it gets a trifle (with cream?) too hot in the kitchen.

The speed at which the cookies fall can be altered depending on how crumbled (blackberry or apple?) you feel and you can also link up with up to four players. With over 100 stages packed in here, anyone for a second helping?

GB Action



If you can't stand the heat get out of the kitchen... wise words indeed from Bucks Fizz

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COMMENT



At first I wasn't at all sure about this, thinking it would be monotonous. Strangely enough though, the more I play the more it grows on me. It certainly isn't as mesmerising as Tetris (well what is?) but yet still pulls you in and keeps you hungry for more, despite gameplay being very samey. All in all, a very good Tetris sideline that becomes more frantic the further in you get. *Sharon*

SCORE

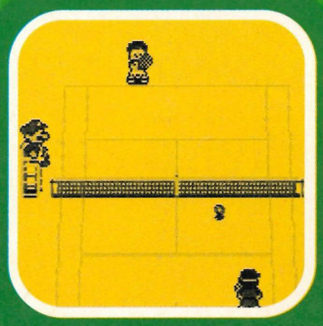
GAMEPLAY

LASTABILITY

PRESENTATION

OVERALL 76%

and remains a firm fave in the office. The players' moves are really quite realistic and all the matches are enjoyable. A racquet well worth getting into! (Arf! Arf!)



The only absence from this game is the odd strawberry and dash of cream. Yum!

Alleyway

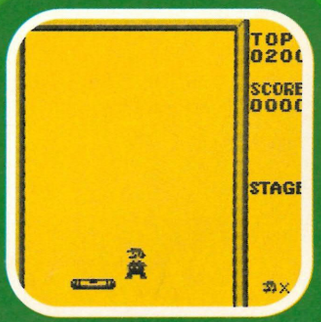
Otherwise known as Bat and Ball, this old and childishly simple game holds a great deal of fondness and appeal to gaming veterans.

And, guess what, Mario pops up to introduce the action, then pops into the bat to commence play. Like Space Invaders and Asteroids, a definite one to get nostalgic over although ultimately very boring.

Mario Golf

A good golfing game for any fan of the 'sport', played by your fave and mine, Mario, as he relaxes on golf courses in Japan and the States.

Select your club, click on the power, then on the shot bar. Hit either side of this to slice or hook the ball. The main problem is that guesswork plays a big part and only when putting can you see exactly what the hazards are on the green. Anyway I'm off to the nineteenth to sink a quick pint of ginger beer!



Mario jumps into the bat and then gets knocked all over the place as the action hots up

GB Action

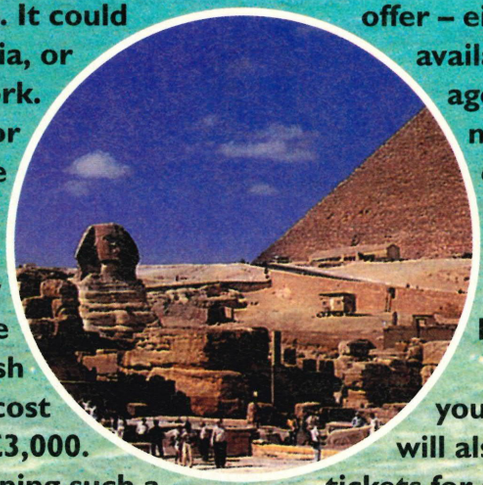
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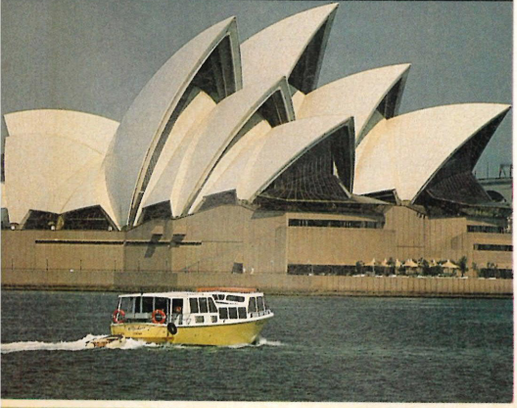
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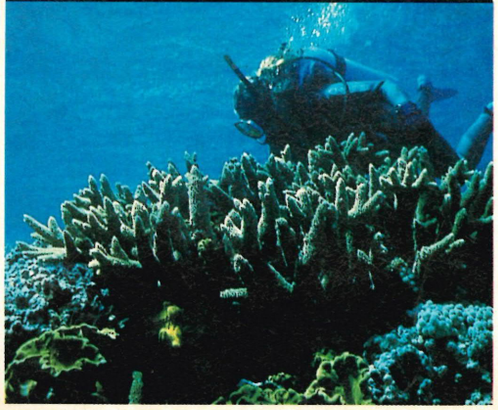
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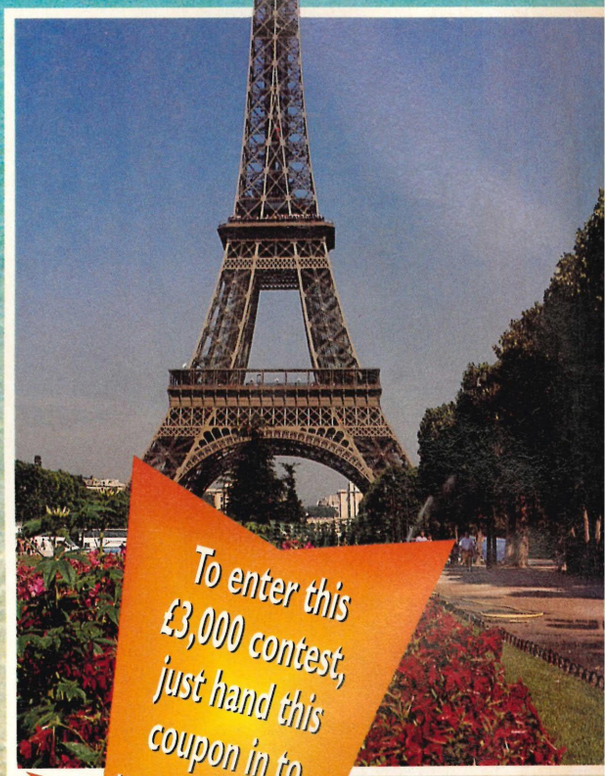
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PREVIEW

SYD THE ELEPHANT

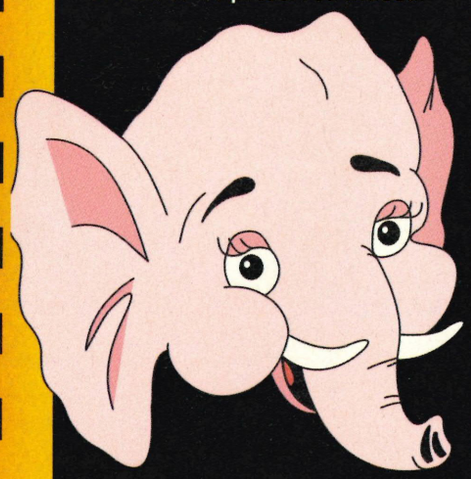
DEVELOPED BY: SPIDERSOFT

RELEASE DATE: TBA

With a trumpety trump, trump, trump, trump Syd packs his trunk and heads off to hose down all the other Game Boy squirts with a well aimed brand-new game. Sharon makes a trunk call to find out more...

Do you remember that classic It'll be Alright on the Night clip? You know, the Blue Peter one in which a baby elephant is brought into the studio.

He promptly drags his keeper all over the floor while answering, erm, lets just say more than a few calls of nature. An unforgettable five minutes of film to be preserved indeed.



The hugely experienced folk at Spidersoft who beaver away developing games, are now hoping that Syd will be just as entertaining and get just as many repeats as he plops himself down in a quirky game currently in development.

But why an elephant? Why not! Dumbo's a real star. Why the name Syd? Again, why not? His work-in-progress name has just stuck. He was going to be blue but, all said and done, pink is a more acceptable colour.

Spidersoft toyed with the idea of introducing a new kind of game, and a cross between a puzzler and a platformer sprung into mind.

Initially Syd is as happy as, erm, a pig in mud, living in the jungle with his mummy. Like all good Game Boy tales though, one day she's kidnapped and her offspring has to find her.

He moves from country to country, visiting the African jungle, Egypt, New York, The Orient and also Europe.

Baba papa

All the screens are basically the same but all the enemies within them correspond to their own environment. For example, Syd meets mummies (sadly not his own) in Egypt, and monkeys in the jungle.

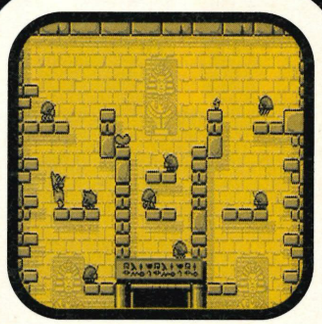
Although still in the early stages, the finished game will boast 55 different zones. Each country/level is split into 10 zones, each with an end-of-level section thrown in there just for good measure.

Syd isn't a lumbering old dodder of an animal. Oh no, he runs, romps and simply speeds around each level, collecting together currant buns and peanuts to fire, most forcefully, through his amazing trunk.

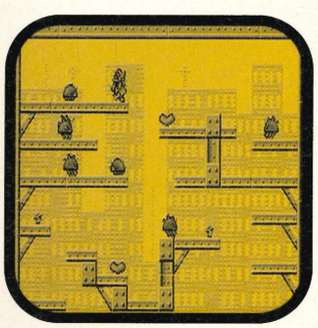
Once a bad guy is shot, it gets all mad and launches an even fiercer attack, and then each subsequent time it gets spattered, it gets even madder and faster, until finally being shackled. Only when a zone is completley clear of all the enemies and collectables, can Syd move on.

The easiest routes through the screens are not necessarily the right ones. Fall down a steep incline and Syd may be stuck there, while hard to reach places require fore-thought before pounding on in, trunk a-quivering.

Spidersoft have undertaken this project off their own back, without a set criteria. All they need now is a cool publisher to snap little Syd the elephant up and bring his dreamy, pinky plumpness into full public view.



Syd shows amazing platform action with a posse of nasties ready to strike



Girder game play and scaffolding shenanigans as the pink plump lump performs



Bizzare egyptian antics with no room to groove in this elephant escapade!

FACTS

Pick a number between one and ten. Multiply it by nine. Now add both the digits together, eg if you get 21 you add two and one together. Take five away from this number and then find the corresponding letter in the alphabet, ie A = 1, B = 2 etc. Think of a country beginning with this letter, then take the second letter of this country and think of an animal beginning with this letter. What colour is this animal? I bet I know what you're thinking. Turn to the Next Month page to see if I'm right.



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REVIEW

OFFICIAL RELEASE



Wimbledon is almost upon us. The strawberries are ripe and the grunts are in full dress rehearsal. Rummage for that sun hat and get in some schwinging practice. There's serves of over 100m/ph to turn your racquet to.

TOP RANK T

© Sky Sports

40-Lurve

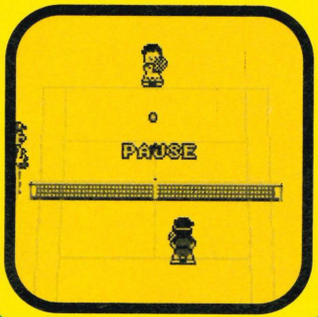
So, how does Top Rank Tennis compare to Tennis. (So far the only, erm, tennis game to appear on the Game Boy!)

Well, the sprites in the new release are definitely greatly improved on and not so chunky.

They also move about very realistically, even diving for the ball and torpedoing back and forth behind the baseline while waiting to return serve.

Graphically and gameplay-wise, Top Rank is a winner. It's hard, comparable to Tennis' fourth difficulty level even when you start off. Tennis seems positively ancient when you compare the two games side by side.

This is Tennis, umpired by Mario himself. Looking a bit old fashioned now methinks



In Mario Tennis you look down on the court while in Top Rank you have a more straight on view of the play area and a greater proportion of the screen is used.

The only thing I don't like is the fact that your opponent appears as a ghostly figure and the screen also shudders every time a point is lost and the spectators cheer.

There's even digitized speech, all a bit ropey mind, as a gruff and crackly American voice scores the game and tells you when to change ends.



Have a smashing time with a top rank game. You even get to wear a snazzy headband

From Andre Agassi's Nescafe ad through to Pat Cash's Robinsons fruit juice ad, tennis is an industry worth billions in lucrative spin off deals. The big timers are even putting their name behind computer games nowadays too.

But how can over 100m/ph serves and shots in excess of the national speed limit on the motorway really transfer to a green screen only inches in size? (Apart from the colour matching if you're a grass player that is!) Amazingly well in fact.

In this game you really do get the feel of being in a true competition. It's not simply a matter of mowing your opponent down to hedge clippings, but of slowly working your way up through the ranks until you get to that number one seed position.

Sadly over £300,000 is not at your fingertips, let's just say it's the taking part that matters.

Controls are a doddle. There's one button for every move, enabling you to perform top spins and slices where and when there's a will and a way.

Oh I say!

The same applies when it comes to serving. You can stun your opponent with a top spin or a sliced serve, or even be a real weed and opt for the underhand.

Play either in singles or doubles mode. Create a player and select his/her shot power (delicate, powerful or inbetween) and the foot speed rating, again slow, fast or middle class. All this info is saved

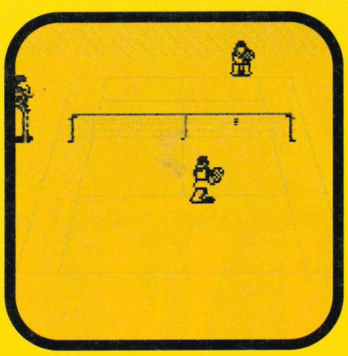


At the end of the match you learn how well you've actually performed. A stinker or a stormer

The opponent's details. Send him off court boo-hooing to gain a new ranking



Wet perms & headbands!



My shirt's untucked so if I can just casually flash my hairy belly at all the girlies I've got it made

Mm, I might even try one of those staged rolls over the net and then they'll think I'm dead cool





Yeah, best to stay at the base line, nearer to the cameras that way. I'll wiggle my bum a bit

TENNIS



I'll try a top spin serve and you won't be seeing the ball for chalkdust

in the battery backed memory.

It's then on to challenging a ranked player. Win and you exchange ranking, lose and you're labelled a complete drop out.

Finding it just too difficult? Then there's the option of limbering up over a variable number of sets, with practise matches on different surfaces beforehand.

Doubles is great fun to play, either with three computer players or with a four player link-up game, although you do need four game paks to do this.

Are you blind?

In doubles you're three stone heavier than your fellow players who are shadowy skinny ribs but there's quality tennis to savour.

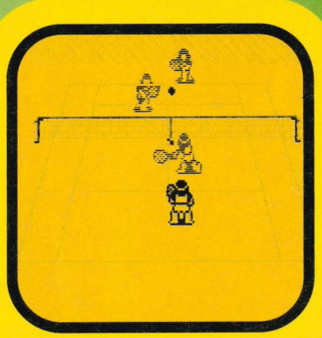
You can stand about whistling at the baseline while your partner does all the running, start off with a handicap or throw yourself like a rag doll all over the court.

There's a variety of opponents to play against. They're all men but with your token female, Sabrina Silk, thrown in as well for a spot of frilly knickers spotting.

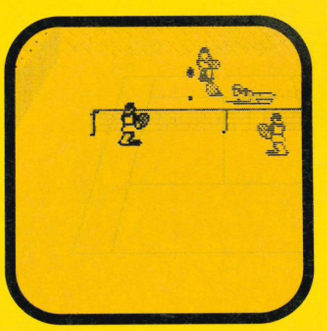
All these players have different skills and techniques. There's Ace Riley, the showman, Bobby Island the one you're most likely to win a bet on, and the Quarter Brothers whose cream puff serves should be used to your advantage.

At the end of the match you even get to know the percentage of aces you both hit, and first serve winning strokes. Top Rank Tennis! It's fruitier than Pat Cash's cordial!

GB Action



Double the chance of winning if you team up with a bomb shell who does all the work



The opponent takes a spectacular dive and the spectators go 'coo'

2nd OPINION



Top Rank Tennis comes dramatically to life the minute you turn it on. Funky techno soundtrack complete with tennis players, movin' and groovin' in perfect harmony, as the opening titles appear. The game itself is fairly realistic, and much superior to the age old Mario related Tennis. This cart comes with the added extra of an umpire, who unfortunately sounds like Metal Mickey after 16 pints of Castrol GTX. The voice samples are rank, but gameplay definitely isn't. Enjoy! *Jay*

DATA

SOFTWARE HOUSE
- NINTENDO

SUPPLIER
- CONSOLE PLUS

PRICE
- £21.99

RELEASE DATE
- OUT NOW

COMMENT



This is a perfect simulation in almost every respect. Proportionately it's as fast as the real thing with top spins and whirlwind serves to dive for. You'll need plenty of determination and skill to pull it off, but once into the swing of things you'll soon have a ball. It's been noted before so I won't be boring and say game, set and match to Top Rank, (but I'm thinking it). *Sharon*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



OVERALL

90%

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BIENVE EN GAULE

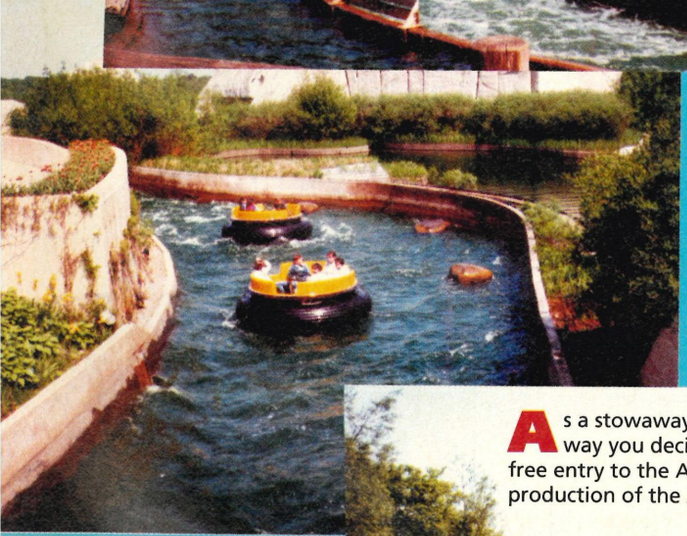


Harrh, harrh, harrh young fella me lad, XII, VI, CVIIX and other Roman numerals'. Those pesky Roman pirates are trying to be wreckless (sic) again, doing their best to shiver the Gauls' timbers. But by Jupiter, they always end up wet behind the ears

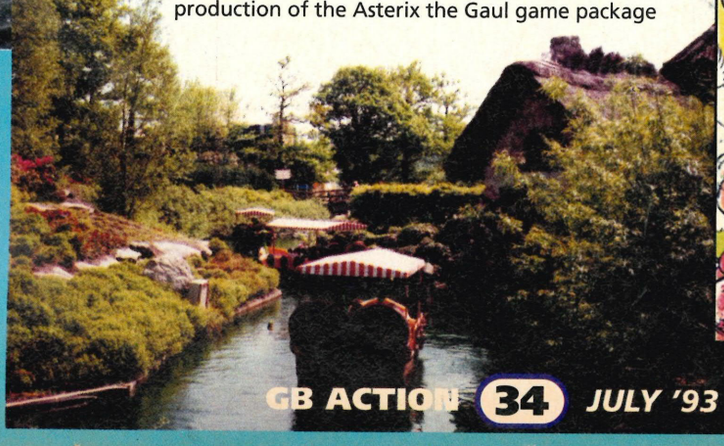


Hip hip hurrax, it's Obelix, joined at the hip, not with his pal Asterix but with a big slab of stone which he lugs around for a living. He likes his food and he likes his fights and he just adores plaiting his hair just like Laura's in Little House on the Prairie





Take five, take a twirl along the waterways as you cool off from your sweaty exertions. Just have your Wash 'n' Go at hand when you come down the shutes though 'cause an icy shower may leave you with wet pants



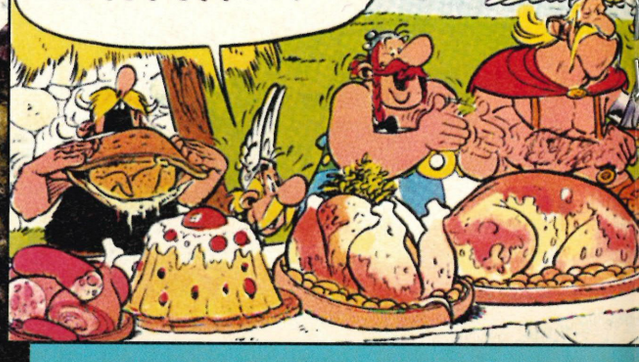
As a stowaway, by train or by plane, whichever way you decide to cross the Channel you get free entry to the Asterix theme park upon production of the Asterix the Gaul game package







Whoa, shakin is the bigge seven stomach ch catch up with it a



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NUE



Enjoying Asterix on the 'Boy? Why not take in his theme park in France?

Allo, allo peeps, my names Asterix and, in my modest little way, I've become the most recognised comic character in France.

I was first born in the French comics magazine Pilote way back in 1959. I'm positively wrinkly. Since then I've gone from strength to strength with the help of that special potion brewed by my old pal Getafix – which I certainly do. Not that I like to blow my own trumpet. (he plays solo – Ed)

The Asterix theme park just to the north of gai Paris covers an area of 120 hectares and has over one million visitors every year. It represents a journey back into oldey worldey France, a village of quaint shacks, water ways and Morris dancing music but with the added gaul of whisking victims off on a merry-go-round caper of fairground rides

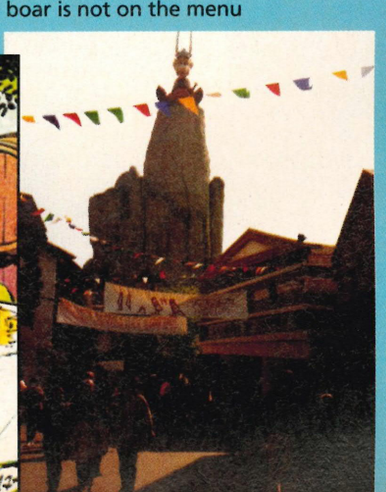


n' all over! This mean mother of a roller coaster est in Europe and loops the loop upside down urning times. Lose your lunch at the top, and t the bottom. Green face paint is optional



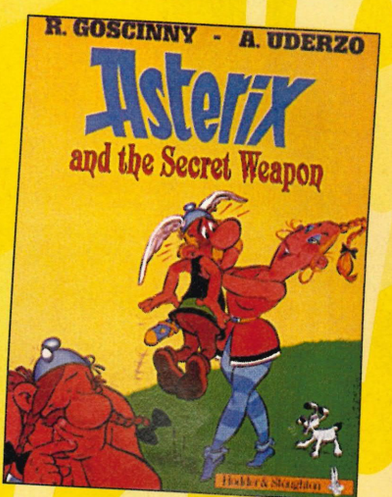
Roll up, roll up, the baguettes are here
Down your wine and luke warm beer
Stuff your face and pick 'n' mix
Get your fix with Self Servix – that's the eaterie in the parc. Unfortunately wild boar is not on the menu





Win!

10 brand new Asterix books



Translated into 58 different languages Asterix was first published in English 24 years ago. Over the last 20 years, about 16 million Asterix books have been sold, the rights to which are owned by Hodder & Stoughton Children's Books.

The latest title, called Asterix and the Secret Weapon, is now out in the shops and publishers Hodder & Stoughton are giving you the chance to win one of 10 of these tomes of mirth.

Simply answer the easy-peasy question below.

Entries to be in by 15th July 1993. Send them to: ***Asterix Book Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.***

What is the Romans' catchphrase uttered in times of dire peril?

a) Oh pants
b) By Jupiter
c) Flippin' heck

My answer is:

.....

Name .....

Address .....

.....

.....

.....

Post Code .....

Photocopies are accepted, but multiple entries are not!

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

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.

Joyplus

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- No extra battery required
- Light weight
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Logic 3



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- Extra Durable

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Rechargeable Battery Adapter which eliminates costly battery replacements.

- Fits neatly into the exisiting battery compartment — not a bulky addition to the Gameboy
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- Allows 7 hours continuous play from a single 3 hour charge

Requires LG510 Power Adaptor or equivalent to function.

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POWER ADAPTOR

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- Extra long lead for freedom of movement
- Durable mains casing for longer life
- BSI/GSTUV/SAA standard available

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- Allows Game Boy/Game Gear to run off cigarette lighter socket
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- Long lead for freedom of movement
- Light and compact to carry

LG 516 For GAME BOY

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LG 566 For GAME GEAR

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- Simply push connect into earphone socket
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- Uses two "AA" alkaline batteries (not included)

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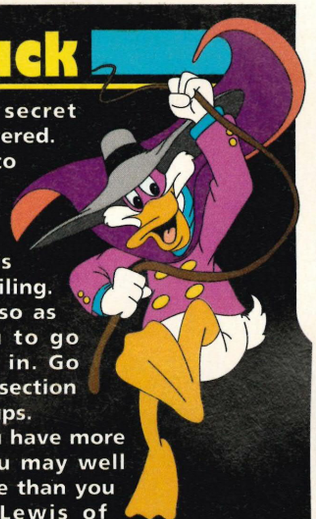
GAME BUSTERS

Your favourite handwarmer's looking forlorn and dejected. You don't want to play with it because you keep getting stuck on all those tough bits. Game Busters puts a stop to that... Send your tips to:

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

AWESOME CHEATS

Darkwing Duck



In the sewer level there's a secret room just begging to be discovered. When you fall down the gap to the second section of the level, hold onto the pipe to the left of the screen and shoot the character to your right who's chopping bits away from the ceiling.

Then fire your sucker gun so as to make a platform for you to go through the corridor he was in. Go right and you'll find an extra section of platforms containing two 1-ups.

It is a bit hard and until you have more experience with the game you may well end up actually losing more life than you gain. Ta very much David Lewis of Chippenham (again).

Lemmings

The last one to jump's a human. So c'mon, let's go, stop building that rickety bridge into nowhere. Seconds are ticking away and you're getting desperate, nay, suicidal, at not yet having conquered those mayhem stages.



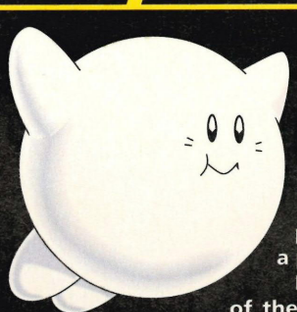
1. SJFHGD
2. HDFTGS
3. XCSFSD
4. SHDDVW
5. KRWHJS
6. PDHJDW
7. HPBXPZ
8. BZCSDS
9. LZTFUG
10. FDVSWW
11. VVSGSJ
12. GSHSHK
13. UKLSDH
14. GTGDMC
15. JDFSDB
16. WDFUHD
17. KDHGFS
18. DTGDJS
19. THRTSH
20. LJDJWR
21. KBCUXM
22. SHSJSG
23. LZTRVW
24. GXNFPL
25. ZQPLMG

Hooray for Neil Leitch of Runcorn for battling through so bravely and putting all the lemms out of their misery.

TMNTurtles: Foot Clan

On the level select screen hold down SELECT and A and B together to get a bonus game select marked as a question mark. Thank you very much Peter Vaughan of Essex. Much obliged.

Kirby's Dream Land



David Lewis of Chippenham lets you in on how to obtain a 1-up in this cutesy pie platform suck'em-up.

Near the end of level four when you're blasting away the long line of bonus blocks with the mint leaf power-up you'll come across a pipe right above you.

Press up and float up on top of the wall. Then go left as far as you can and the 1-up will fall in front of you ready to be sucked up.

Tom and Jerry

Mark Andrews has managed to chase these level codes.
Level two: heart, cheese, cream soda, clock
Level three: blank, clock, cream soda, heart
Level four: cat, heart, blank, cream soda

Bart/Camp Deadly

Conor Lynam of Ireland has unravelled a universal way of killing tree house bullies. When you first see them approach throw a boomerang to the left and jump over the bullies. The boomerang will return and kill them.

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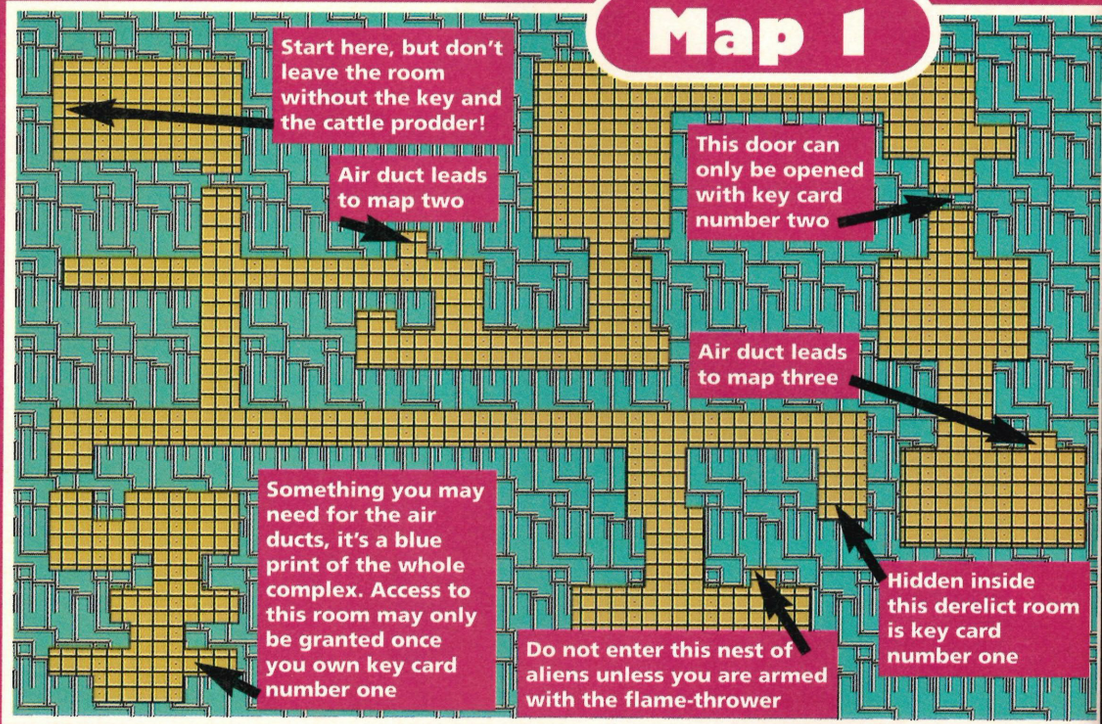
GAME BUSTERS

Alien 3

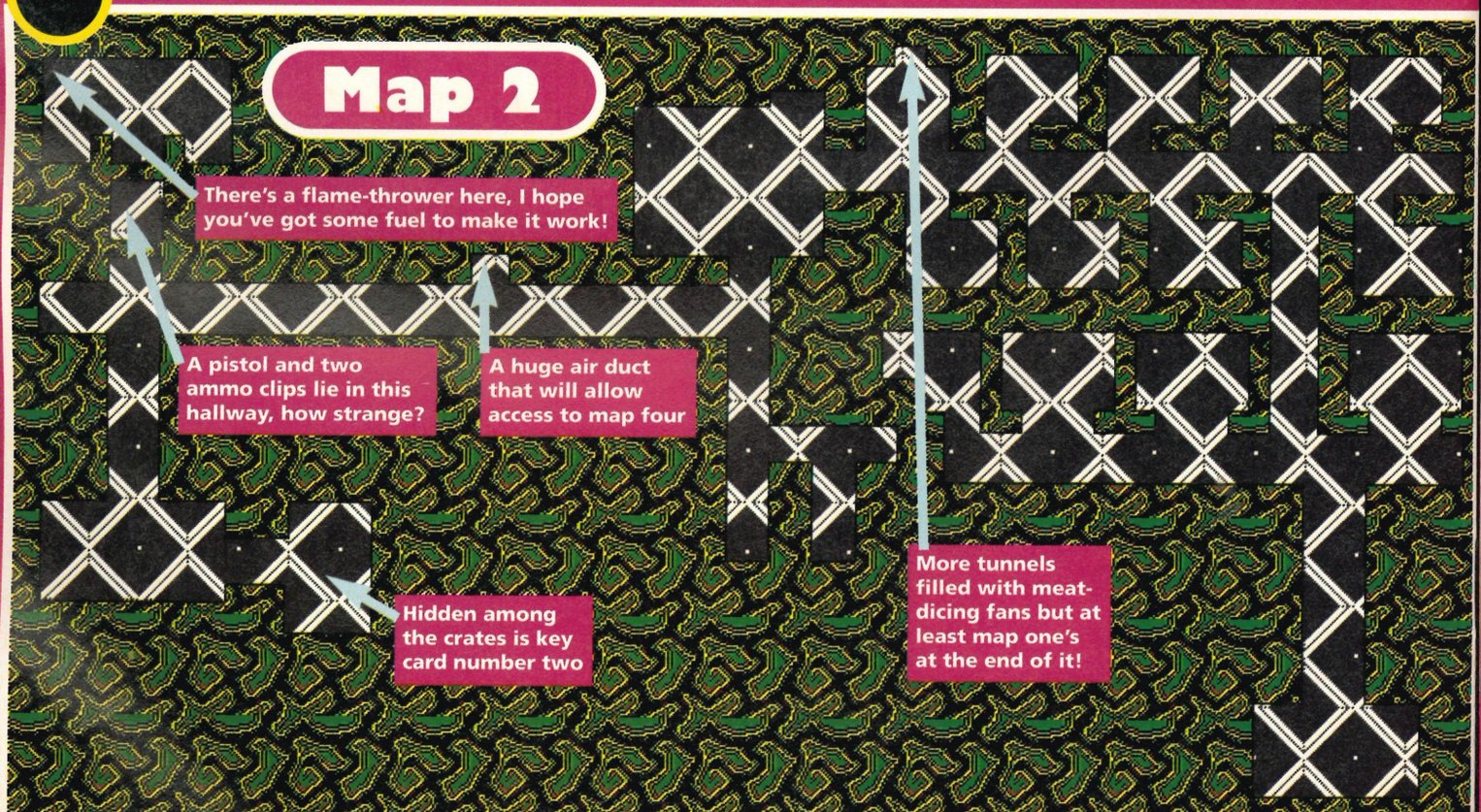
PLAYER'S GUIDE

Are you hopelessly lost within the twisty corridors of this strange complex? If you feel that the aliens are too close for comfort then read Dave's most informative (and well illustrated!) guide.

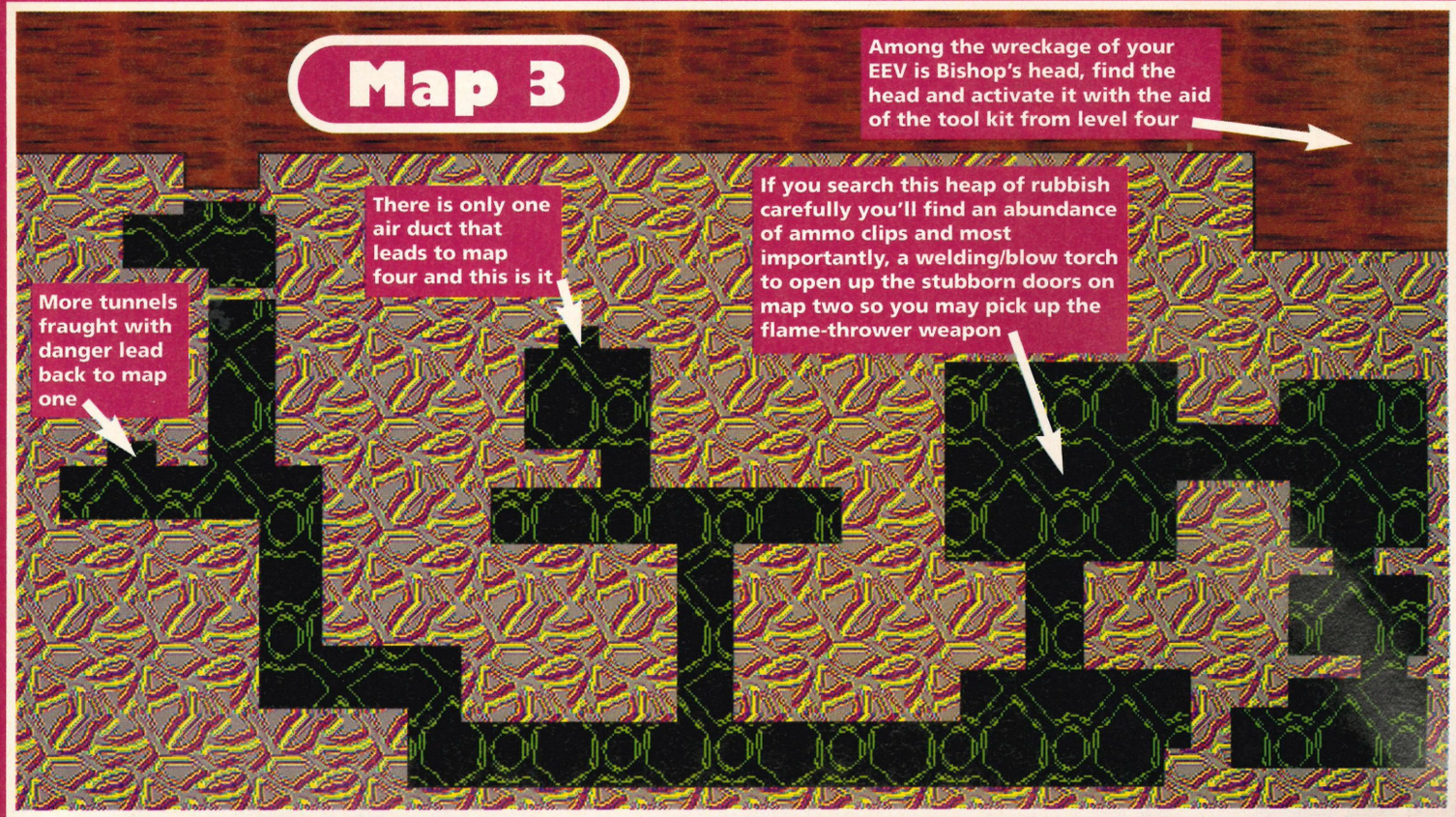
Map 1

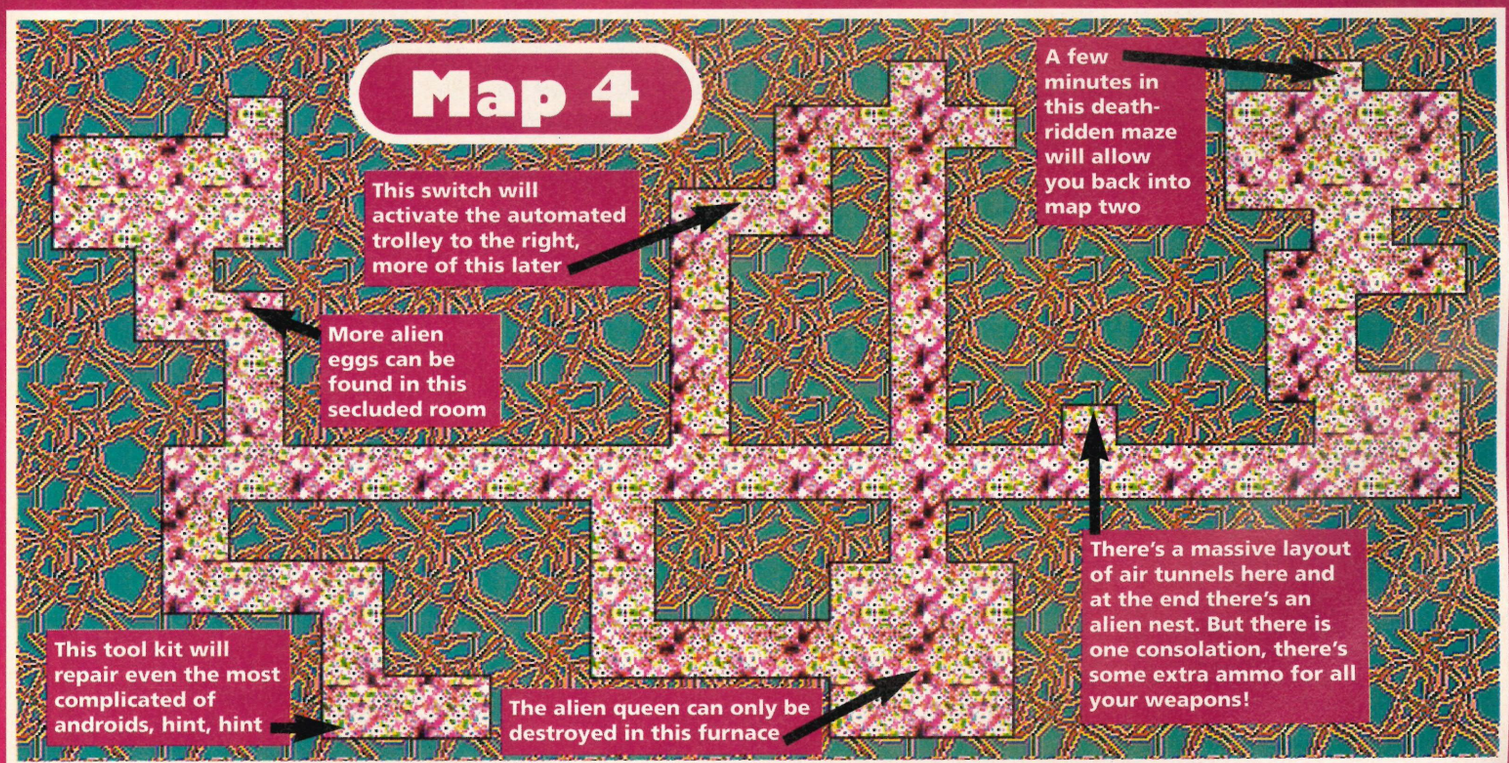


Map 2



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There's not too much to work out within this game, especially with the air ducts.

But in case some of you are still without a clue I'll give you some pointers: Firstly obtain the flame-thrower as soon as you can and proceed to destroy every single nest until nothing remains. Then search all of the levels for surviving aliens until Ripley announces a plan to kill the queen. With this you should head for map four. Once here dodge the queen until you reach the switch for the trolley. Once you've activated the switch, lure the queen to the furnace, then position her where she'll be pushed right into the roaring flames of the red hot furnace.

With the entire race of acid spitting aliens at an end you can now depart from this planet in the EEV with the help of good old Bishop. Coooool!

GAME BUSTERS

PLAYER'S GUIDE

Star Wars

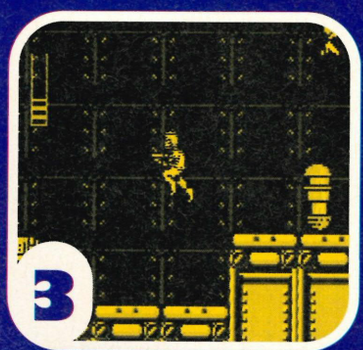
It's time to bid a fond farewell to Luke and all his merry men in the final part of Andy's super treat guide. Hurrah!

Trash Compactor



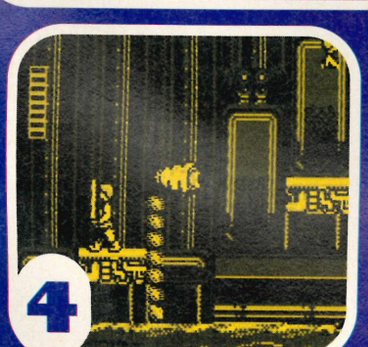
Nothing too complicated here, just take your time. These droids are indestructible so just jump over them and watch for their lasers. There's another one nearby so just repeat this method to beat them





The next thing and probably the most difficult part of the level is to get past two of these droids. It's best to stand right on the edges of the platforms to see if you can get a glimpse of their movements. When you see the droid turn, do a running jump and be careful on your landing. There's another one right next to it but it's much simpler to jump. After this it's plain sailing until you reach the end of this area

Dia Noga

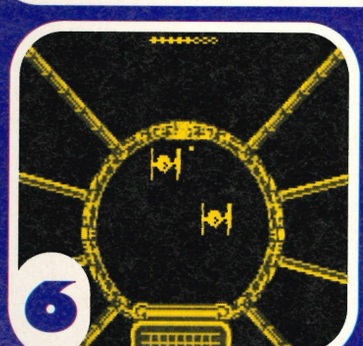


Dead simple. Select your light sabre, stand on the platform shown and when it rears its ugly head slash the slimy beast. One strike from your sturdy sabre and it'll be dead meat

5. Final Hanger

No real problems here, just remember to do running jumps over the stormtroopers with the large lasers and everything will be a piece of cake!

Tie Fighter Battles



The first battle takes place on our heroes' escape from the Death Star. The Millenium Falcon is easily capable of dealing with these. Just move the cursor to the selected target. No problems here!

The second battle takes place in an X-Wing fighter. There are more Tie fighters but it's just as simple!



Final Battle



Just use your skill here. Use the B button to launch a reverse shot to destroy all fighters attacking from the rear! Avoid all the walls and blast all other obstacles. Once the end of the trench is seen, just fire away and the Death Star will be no more! Once this is done the battle is won and the galaxy can breathe a big sigh of relief! Phew!

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GAME BUSTERS

And even more tips than your batteries know how to cope with. You're unstoppable, you're invincible, you're romping rings round those games that refuse to budge.

AWESOME CHEATS

Hyper Lode Runner

When you want to go to a level over 16, on the level and score screen at the beginning hold down A or B and go up and down in levels.

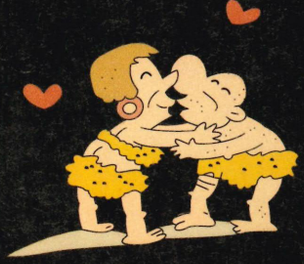
When you get to level 16 you will have to put in a password to start it.

Type in: QM-0388 and you can now go to every level in the game with only that password. James Newbert from North Yorkshire is well chuffed with that one.

The Humans

Ug! It's a hard life without satellite and remote controls, but the humans plough on, using fire, wheels and sticks to get to their goal. Why not help them on their journey with the first 18 levels?

1. XXXX
2. CVBM
3. QWSD
4. PLKP
5. MNBV
6. VBCD
7. ZXVZ
8. KJHR
9. PYST
10. LKLQ
11. HDZW
12. NBGF
13. SWQR
14. TYTL
15. XRTD
16. CDSR
17. JHYT
18. MJHN



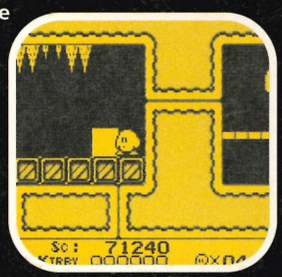
Kirby's Dream Land



Breath new life into this cuddly wuddly caper with a couple of hints from John Ruddy of Dublin. On the bubble clouds level in the part where you have to float straight up to a door, go past the door and keep going up until you reach the moon.

Go into the moon and nosedive down from the top. Two bags of magic food and two 1-ups will float down. Grab them and exit through the door.

On the float islands after getting past the first part, you will arrive at a place inhabited by bouncing heads. Don't fall down the hole you come to but continue on to where spikes come out of the roof where there are lots of blocks piled up against the wall. (See right)



You'll then arrive at a white patch. Go into it, swim down and collect the 1-up.

Mega Man II

James Bourne from Middlewich has been having a metal mangling spot of warfare to come up with...

Wood Man: A1, A3, B3, C3, D2, D4
Metal Man: A1, A3, B4, C3, D2, D4
Air Man: A2, A3, B1, B4, C3, D2, D4
Clash Man: A2, A3, B1, B4, C3, D1, D2, D4

Mickey Mouse

Both Stefan Guerzoni from Palmers Green, London and Richard Hill from Birmingham have supplied us with all the codes. No space to waste, here goes:



1. XXXX
2. TEST
3. GAME
4. SHIP
5. RACE
6. WORD
7. SHOP
8. SIZE
9. QUIZ
10. DOLL
11. DATE
12. ZOOM
13. DISK
14. GOLD
15. ZERO
16. FIRE
17. ROOT
18. READ
19. TAPE
20. UNIT
21. SONG
22. TYRE
23. LOVE
24. NOTE
25. JAZZ
26. HELP
27. KING
28. GIFT

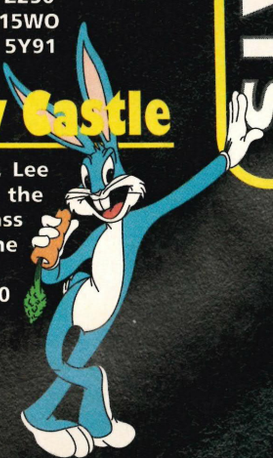
Brainbender

Mr P Renwick of Boston, Lincs has successfully completed this hugely tortuous puzzler, even as Sharon struggles valiantly on with the first ten screens.

As he says, some of us have it and some of us just, well, say no more. What a hero. Anyway, time to flatten out those U-bends in your brain with this little lot:

1. XXXX
2. 0742
3. X480
4. 586Y
5. 3081
6. 85Y7
7. 5342
8. 3YXW
9. ZOWY
10. Z250
11. 15WO
12. 5Y91

Bugs Bunny Crazy Castle



Instead of ploughing through 80 levels, Lee Crook has found a nice little cheat. At the beginning simply enter the following pass code: XHO2 which will whip you off to the last level.

And here are the codes from level 70 onwards too:

70. SHE2
71. ZE42
72. ZH92
73. W3R2
74. W1F2
75. X3J2
76. X1K2
77. WEM2
78. WHC2
79. XEA2

Probotector

Paul McCauley from Derry, N Ireland has worked out a nifty little cheat. To get a level select press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A, START on the start-up screen.

To get a sound test press UP, DOWN, LEFT, RIGHT, START also on the start-up screen.

Nintendo World Cup

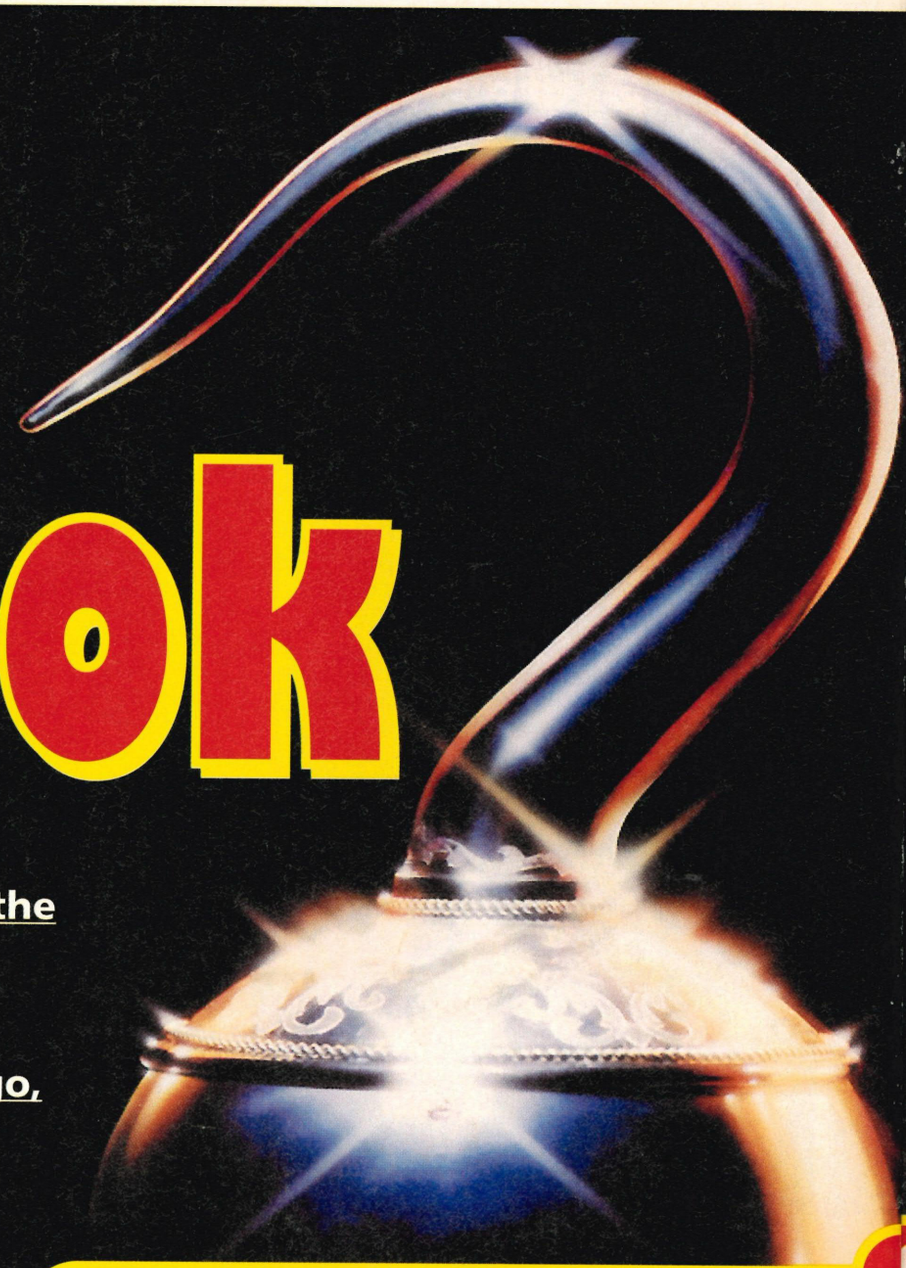
Enter 01613 to get to the final match is a sturdy recommendation from Stewart Forrest of Carluke.

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© Disney
© 1992 Warner Bros. Inc.

GAME BUSTERS

PLAYER'S GUIDE

Hook



Are you having trouble in a few of the later stages of this tricky quest? Andy (Peter Pan) Sharp, shows you how to go, go, go...

B. Flying



This is exactly the same as all the previous flying levels. Don't forget the controls are the opposite way round to flight sims, and everything will be hunky dory!



A good thing to remember is that the floor is slippery, so allow time for sliding when you stop moving. Move down the level by using the ladders and collecting the cherries! When you reach this block of ice, simply just carry on walking into it and Pan will push it aside

The water is very icy so any contact with it is dangerous. Plenty of energy will be lost. Leave no place unexplored. To get past this bit is simple enough, just jump up and down on the block. This allows you to fall onto the level below, but means you can't climb back up



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A. Wood Land



Not too difficult this stage. Go right and down the first ladder. Carry on going down all the ladders until you can go no further. Walk to the right and onto the branch below. Next, go right, and off the end of the branch without walking too fast, or you'll end up in the water! Collect the cherry! Go right again using the turtle as a stepping stone and collect the icon there! Go left now and collect the thimble



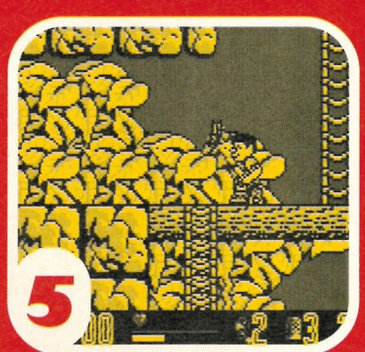
Go back up the branches to the beginning of the level. Leap across the fairy dust to the left. Down the ladder, and then jump to the right, avoiding the guru



Walk off the left and onto another branch. Collect the cherry here. Jump back up to the branch you were previously on. Go down the ladder and jump off it to the left. Go down the next ladder and across the fairy dust to the bottom. Kill the pirate if necessary, and jump up and grab the cherry. You'll just be able to reach it. Next, leap across the water to the right, using the stones and the turtle. Up the ladder here and grab the cherry



Leap onto the moving platform. As it reaches the bottom of its journey, jump off to the left. Collect the cherry. Go back to the moving platform and step off at the top



Start to ascend the ladders until you reach here. Walk left and collect the cherry. The only thing left to do now is go back to the top of the level, using the fairy dust to jump across, and then go through the exit!

c. Winter Land



Watch for the fish that jump out of the water! Time this right and they won't harm Pete. Pay attention to the frequency of their leaps. Keep on moving down the level until you reach a Yeti (or something) to the right...

It takes some practice to get past this beast, but once you've mastered how to use Tinkerbell to your advantage it's no problem. Fire Tink into the other side of the screen and the Yeti will allow you past. Don't hang around impressed with yourself as he'll soon step back in your path





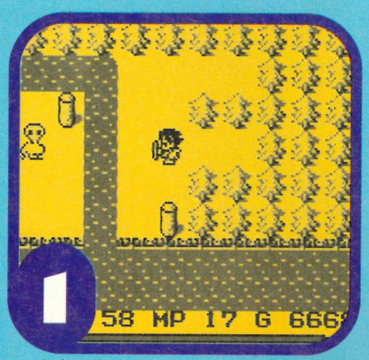
Before the final cherry is collected, you'll have to push the blocks of ice out of the way and jump on some more blocks to get you back to the bottom. After the cherry has been collected it's back past the Yeti again, and up to the surface and out via the exit

GAME BUSTERS

Final Fant

PLAYER'S GUIDE

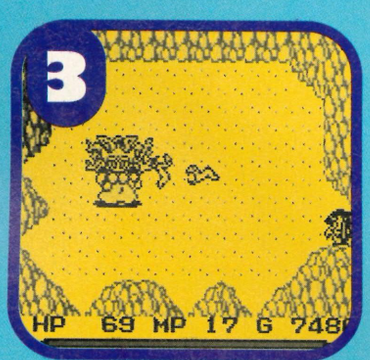
Here's the final part of Final Fantasy. If you were thinking things were tough before, then think again. It's now at the point where it's gross! But you have zip to fear for Captain Caveman is here, Homer Simpson to my friends.



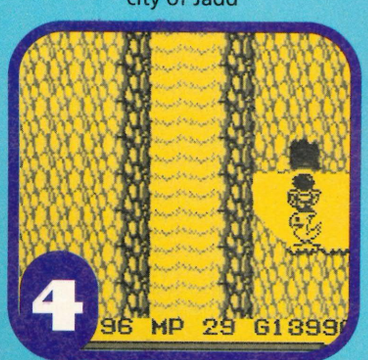
After crash landing in the village of Menos you should rest and recuperate all your strength. Once you're fighting fit again explore Menos for items of interest, such as better weapons and armour. When you've bought everything you need, head north to this location in the forest and collect the Chocobo. The Chocobo can carry you across land safely and quickly, so using this new transportation you should now travel to the city of Jadd

Once you're within the city walls of Jadd, you should find a man called Davias. After finding this man you should decide to explore the cave of Medusa for Amanda. The cave can be located near this oasis, but to make it appear you have to circle these two trees in a figure of eight





Before the confrontation with Medusa you should have found the book of ice, without this you don't get very far! Kill Medusa with blows to her head, and at the end of the battle Amanda will announce her serious injury, one that results in a metamorphosis to resemble a new Medusa! Learning this you have no choice but to strike her down. With the last tear from Amanda's face you can now take it back to release the curse on Lester (The parrot) in Davias' mansion



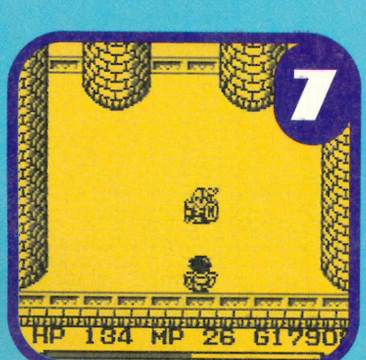
Upon exploration of Davias' house you'll find many treasures, but on the roof awaits the obviously mad Davias. Waste no time and destroy him. With this mission fulfilled you can pass through the nauseous gas in the desert. Traverse the desert until you find a cave in the northern regions. Enter and kill the metal crab that dwells inside. Leave this cave and travel to Rock mountain

In the depths of this mountain you'll find the scary cyclops, kill this beast to receive the morning star. Using this new found weapon you can defeat the golem that guards the doorway inside the mountain allowing access to new territory





Following the storyline closely you'll eventually find the legendary Chimera. Not an easy beast to kill but the rewards are justified, for awaiting your rescue is the girl!



Although the girl has been rescued, the Dark Lord awaits your prompt arrival, once here the fireworks fly as you both clash into a fight to the death. Taking rest in the nearby city of Ish, you'll need to purchase more armour and items for the oncoming quests. Also find Chocobo because since you were away he's adopted new skills! Once you're satisfied with your current situation you can move on to Lorim to speak with the king



You're horrified to learn of Cibba's fate as you listen to the king, but the cryogenic state is not permanant. Cibba can be saved if Kary, the snowbeast, is slayed. If this mission is completed, you may return to speak with Cibba

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asy Adventure



With Cibba's gift you may enter this hidden cave in the floating rocks, only to begin your quest for Excalibur! Be extra dubious when exploring these dank passages for many dangers await, especially on a bridge. Here a Kraken will attack. Only the head is vulnerable and watch out for its elongated tentacles



Once you're passed the Kraken you'll arrive at the undersea volcano. At some point during your exploration of these sulphurous caves you'll have a choice of doors like these. Open the right hand one



Using the rusty sword you attack the Iflyte. To do maximum damage with any sword let your will bar reach optimum level, then press and hold the attack button. Your character should then go berserk around the screen inflicting as much damage as possible





Your next quest lies within the cave of the palmy desert. Here you'll find the Lich, an undead magician. Only its head is open to attacks. Once killed the book of nuke is revealed to your eyes!



Now you have to make the lost Dime Tower rise from the desert. Do this by destroying this piece of crystal here and enter the hidden caves to begin the necessary spell. Hint: Only the rusty sword will activate the spell!



And here it is, the Dime Tower! You must reach the top to gain access to the Mana tree. It's not an easy task but perseverance will attain all. The main things to be on the lookout for are the two dragons and the zombie dragon, the suit of Samurai armour and Garuda the winged beast. Once you reach the tree of Mana, the girl's mum will give you the true Excalibur with which to defeat Julius. Julius will attack in three forms so keep those elixirs handy!



With the world now safe you may enjoy watching the new bud grow on top of the waterfall. Hurrah!

GAME BUSTERS

Never say die. Super power, invincibility, endless lives and a big booty bag full of weapons are ready to be lapped up for a filling gourmet feast of end-of-level scenes and big burly beefcake bosses.

AWESOME CHEATS

Pro Action Replay

Bart/Camp Deadly

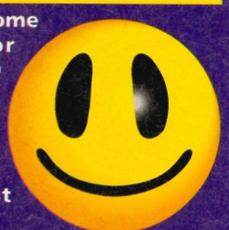
010 292 C9: Infinite lives

Ninja Gaiden Shadow

Thomas Brown of Sidcup has come up with these two beauties to have you wheeling right along:
0106 9BC0: Unlimited energy
0105 93C0: Unlimited fire wheels

Faceball 2000

Alex Dover of Devon has come up with a parameter for infinite lives on this 3-D stormer. Enter: 010370C7 taking note that the effect will only start when you have two lives left. This should get you to the last level, no problemo.



Dr Franken

Infinite energy can be gained with this: 08D02BC8. Cheers Richard Boston of Beckenham

Castlevania Adventure

Richard also has this lot to get stuck into:
010240C0: Infinite lives
080A19C5: Infinite energy
030X2BC0: Start on any level
070936C4: Infinite time
Ps, the X means either 1, 2 or 3

Star Wars

You want infinite lives and infinite energy do you? Well, Adrian McEilean from Warringstown, N Ireland comes to save your life.
08085BCA: Lives
010392FF: Energy

Alien 3

Infinite lives: 010349C3.

Krusty's Fun House

Infinite lives: 0103CFC4.

Game Genie

Discover a new code and win a free game!

The winner of a freebie game courtesy of Hornby Hobbies is Gareth Richardson from Almondbury, Hudderfield. His choice is Lemmings.

Spy Vs Spy

Ben Talbot from Cardiff has found a code to completely freeze the enemy spy: FEF EFE EFE.

Terminator 2

This code, according to Mr RS Javaid of Nottingham, makes the enemies disappear: 0A2 C5F 708.

Star Wars

Try FF5 C1C 75B to make all the enemies disappear. Unfortunately the characters such as Han and R2D2 will also vanish. The only way round this is to take the code off when you get near to where you find them and when you collect them put the code back on again. Mm, Mr Javaid, I really don't know how useful that will prove to be.

Bart Vs Juggernauts

If you're having more than your fair share of trouble on Dr Marvin Monroe's hop, skip and fry, Gareth Richardson from Huddersfield could perhaps be your saviour.

Enter the code: 3B4 B5A 67B and carry on as normal until the music changes. You'll then be able to go on the black squares without being electrocuted.

This should help you clock up a hefty amount of balls scored. However, beware, once the music goes back to normal the game returns to its normal mode and you have to wait until it changes again.

Battletoads

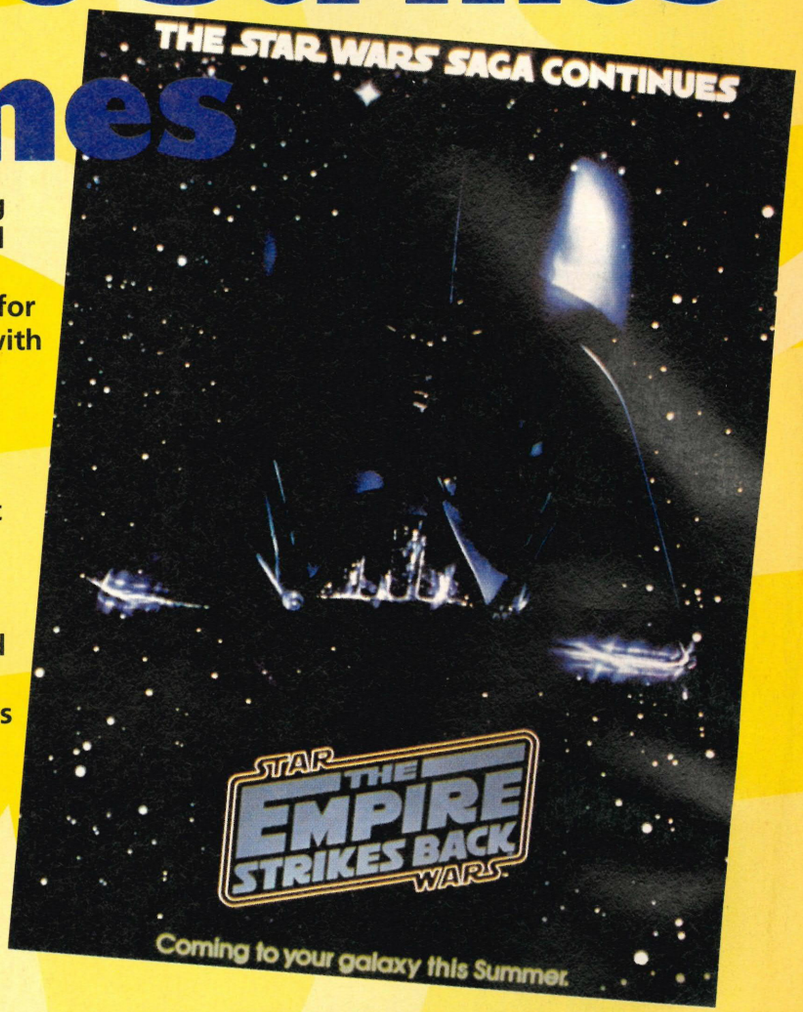
Steven Green from Devon has these codes:
0970ED8-E66: Start with 10 lives
0A7- F28-E66: Start with 10 continues
007-C2E03BE: Have infinite continues

© Bullet-Proof Software, Inc./ Xanth Software F/X, Inc.

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Win!

10 Empire Strikes Back Games



As the sequel to the excellent Star Wars comes screaming into play, it's time once more to join forces with Luke and rebel with some right riveting revenge.

A gripping adventure, The Empire Strikes Back makes for a mighty gamesplaying parade which simply squelches with unputdownability and stinks of perfection.

Jedi jamboree japes

Now, courtesy of UBI Soft, GB Action has 10 fabulous copies of the game to give away. Bury yourself in 10 vast levels, ranging from the ice world of Hoth, through to Dagobar to chill out with Yoda.

Hop into the snowspeeder and the X-Wing Fighter, romp rings around the knock kneed imperial Walkers and learn the ways of the Force from Jedi Master Yoda.

It's a stormer of a game and, complete with marvellous graphics and stereo sound, is set to thrill and delight.

Use the force wisely and take yourself back to a long time ago in a galaxy far, far away...

Now, all you have to do to stand a chance of winning one of these game beauties is answer the three easy questions below, if you can!

Entries to be in by 15th July 1993. Send them to:

Empire Strikes Back Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

1. Name the ruler of the Cloud City in the film The Empire Strikes Back?

2. Who's the bounty hunter responsible for taking Han Solo back to Jabba the Hut?

3. What does Luke lose at the very end of the movie?

Photocopies are accepted, but multiple entries are not!

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

My answers are:

1) .....

2) .....

3) .....

Name.....

Address.....

.....

.....

Post Code.....

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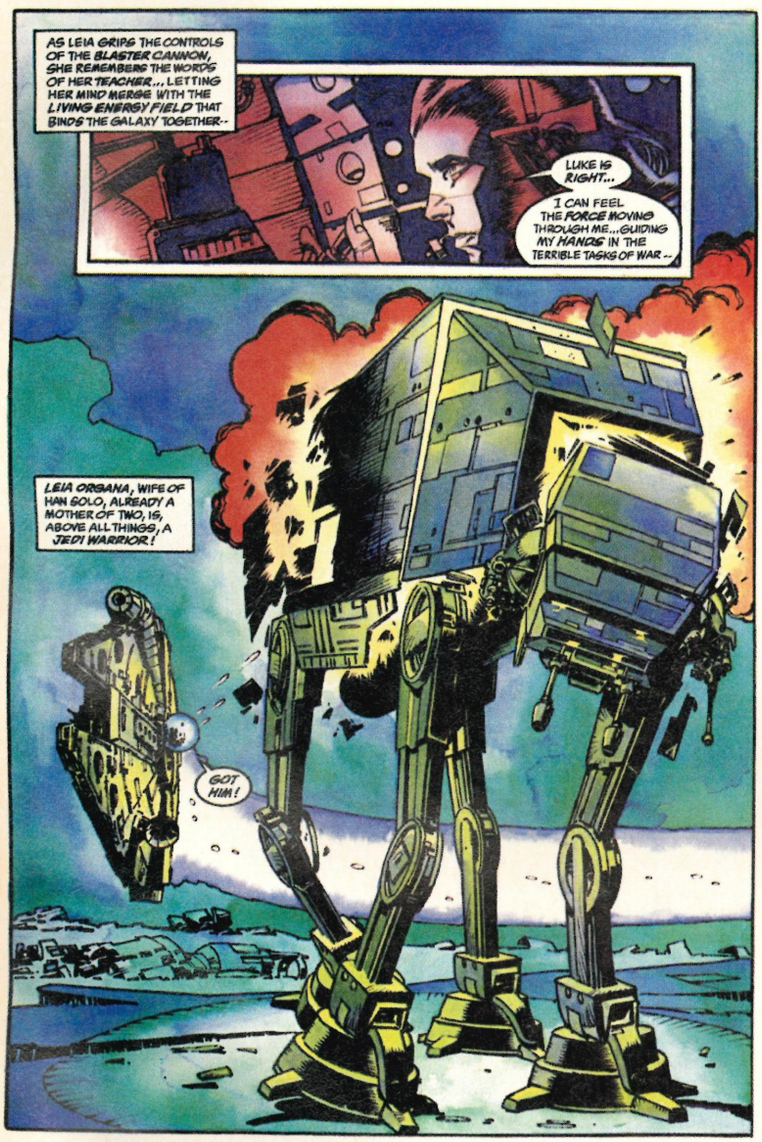
The Force is strong in your family

Comic book genius Stan Lee set about recreating comics, dragging them out of a rut and developing a new space/fiction and action genre.

He created a whole bunch of new superbeings with human failings such as The Hulk and Spider-Man and almost anyone else who liked showing off their long johns and undies in public.

Sadly, Marvel Comics Star Wars ceased publication in the mid '80s. This is where Dark Horse took over.

BLACK BEAUT



From Little Nemo to Andy Capp, for nigh on two centuries comic strips, books and cartoons have been tickling the nations funny bones with all the ka-pows and ka-splashes normally associated with the heroes' blusterings...

Vaudeville pantomimes and audience driven street galas (with much downing of cider and black, and chicken drumsticks, be assured) were the hiccuping fore runners to the comic books we all know and love today.

The first comic magazine foray began as early as 1796. Categorised as a library of mirth, humour, wit, gaiety and entertainment it was wholly text driven, just as in the early adventure role-play games on computers.

It then developed into a print plus narrative sequence serial strip, a kind of manuscript in motion with hand lettered captions and speech bubbles.

In the 1920s the adventure comics began with a flash of buckles and hairy men in tights. Stories under the sea, in lost cities and submarine-cum-planes, followed by tales of gangsters, flying and sailing, made a break from the funny tee hee mould.



He must be stopped!

Many films spurn one shot comics, but not so with Star Wars and also Dracula and Alien 3, all pushing the sci-fi world to paperback limits.

Dark Horse International publish a brilliantly drawn book complete with two or so stories, lots of narrative and interesting features on themes connected with the films.

Bram Stoker's Dracula ressurects a bloody adventure with the undead, also offering a bloodlines service which does newsie pieces on vampire related stuff.

Can you feel the Force?

Star Wars first hit the movie screens 15 years ago and the phenomenal interest in George Lucas' trilogy has still refused to die down.

The movie trilogy has spawned best selling novels and computer games and Luke, Han and co have become stars of one of the most popular comic book series in recent years.

Publishers Dark Horse International have taken a sure fire mould and recreated some cracking good comic book escapades while retaining all the flair and clout of the film counterpart.

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Aliens © 1990 Twentieth Century Fox Film Corporation. Star Wars and Indiana Jones © 1993 Lucasfilm Ltd. Bram Stoker's Dracula © 1993 Columbia Pictures Industries, Inc.



TIES

Imperial probe

And just when you thought that was it, these books open yet another new dimension, offering you all encompassing news and views about the world in which you're immersing yourself. There's informative features about, say, what Mr Lucas and the stars of the movies are currently up, the Jedi knights and the history of the lightsabre, background info, the philosophy behind its powers, plus lots more. It also includes an Indiana Jones story for all you Harrison Ford freaks.





LUKE ALONE KNOWS THAT HIS VERY PRESENCE ON THIS WORLD HAS TRIGGERED A RESPONSE OF SUCH HATRED THAT IT RENDS THE FABRIC OF SPACE ITSELF!

I have you now

Rather than just flirting with a ready made story, Dark Horse have extended the comic into something in its own right, delving into the latest events after the destruction of the Death Star. This saga is known as The Dark Empire.

The battle still rages against the dark side of the force as the multiple adventures of Han, Luke and Leia continue. Arch old rivals like Boba Fett and new friends and foes are introduced as the stories broaden, but nothing has really changed as regards the characters' behaviour.

Leia who, by the way, has got rid of her daft hub caps hairdo (thank goodness) still disbelieves in Hans' rash decisions, Luke is still a goodie goodie and faithful Chewbacca is always there in the nick of time to help his pals out of pickle after pickle.

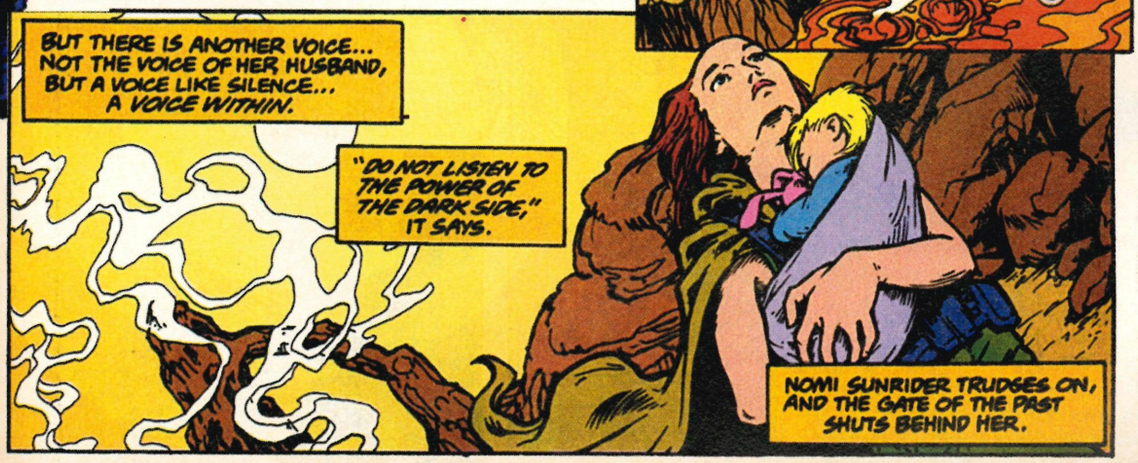
Set six years after the Return of the Jedi, the Dark Empire tale complements the movie with top marks.

Another story to unravel, called Tales of the Jedi and sanctioned by George Lucas himself, delves 4,000 years into the past of the Jedi knights.

Brightly coloured hues of action, speech and pacey movement hoist you into a fantastical yet believable land where The Force is beginning to glow. ***Sharon***

"SOMETHING AWFUL LIES AHEAD," SAY THE VOICES. "YOU WILL REGRET EVERY-THING IF YOU CONTINUE..."





Dark Horse Comics are available from newsagents and also by subscription. Write to: Subscription Dept, Dark Horse International, 16-24 Underwood Street, London N1 9EF.

Win!

4 Star Wars comic book subscriptions

When the US based Dark Horse Comics launched the new comic book Star Wars saga, Dark Empire last year, a staggering half a million plus copies were sold just in the first three issues. These copies have become something of collectors items.

The British company Dark Horse International decided to capture this success and so began publishing the comic magazine for the British market.

They've expanded on the simple action comic formula to introduce features and news related to the Star Wars saga. The title has proved to be as big a hit as its American counterpart.

Now Dark Horse International are pleased to be able to offer four one year subscriptions to the Star Wars comic books.

To be one of these oh so lucky winners all you have to do is answer the following question:

Entries to be in by 15th July 1993. Send them to:
Dark Horse Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

What is the name of the actor who played Han Solo in all three of the Star Wars movies?

My answer is:

.....

Name .....

Address .....

.....

.....

.....

.....

Post Code .....

Photocopies are accepted, but multiple entries are not!

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

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.

OFF THE

GB ACTION'S Q & A SERVICE



Once again it's time to get all those queries off your chest... Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.

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Soft centred

Dear GB Action,
Gamesplaying is for pleasure and it therefore annoys me when there is constant comment on games saying that they're too easy. I think Mario 2 is brilliant and all the better for a battery back-up.

Bear in mind that some of us have day jobs – we are not all professional gamesplayers.

Also, most games could be played in a more challenging way if required, eg beat time-limits or scores, or complete whole games without losing a single life.
MC Appleton, Poole, Dorset.

Obviously every gamer has a different skill level. There are those who really could do with getting a life, doing nothing more than beavering away day in day out, while others just fancy an odd dabble now and again.

Our reviews are aimed at the average player. I know I'd be mightily miffed if I whapped out £25 for a game, then found it had only a measly four short levels and could be easily completed within a day despite how hard I tried to botch it up.

Personally I really enjoy Mario 2 and have never said otherwise, although I still think it could have been a lot more challenging, as thousands of players will agree.

Good playable games are meant to last and, to be fair to our readers, it's only right to voice our opinions on the difficulty scale.

Spaced out

Dear Off the Wall,
I have been saving up my money to buy another GB game but I don't know which one I ought to buy, Nemesis or R-Type. Please help me in my investigation!
Simon Vincent, Hampshire.

Both games are mega blast'em-up blazes with Nemesis maybe just taking the biscuit in the longevity stakes. Because it's an old game you can buy it for about a tenner nowadays.



Look for the title Gradius (its American name) in mail order companies for more than just a few cheap thrills. There's more cheats for it too...

Basket case

Dear GB Action,
I keep looking out for a carry case (not too expensive) and with room for a Logic 3 adaptor, Game Boy, head phones, two player lead and spaces to fit a few carts in but I can't find any.

Can you recommend a good one and where could I get it?
Lorna Gargan, Mornington, Ireland.

Nuby do a big hand bag sized black attache case, priced £14.99, and is available from Toys R US and other groovy stores such as Woolworth and John Menzies.

It has got lots of different compartments for all your bits 'n' bobs and is quite stylish and unassuming.



If you want to be a real cool dudette though, then go for the trend setting Game Boy lookalike case which comes in two sizes, both of which are available from Toys R Us. Again, the smaller one's priced at £14.99.

Blarney

I write to complain about the fact that your mag is available in Ireland but none of the sales and swaps columns or fabby competitions are eligible to us loyal Irish readers.

Surely there must be enough support to include something for frustrated Irish readers who want to swap games but have no way of contacting each other?
Lara Synnott, Dublin.

Point taken. If we receive enough classifieds, not just from readers in Ireland but anywhere else too, we'll be more than happy to include a special overseas section.

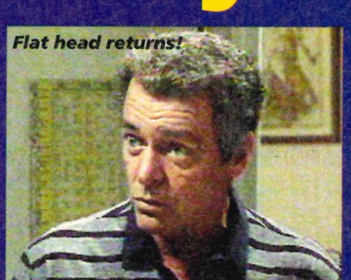
Recently we've been receiving a lot of requests for game boying pen pals so have given these people a separate column too.

I'll be back

I have been playing Terminator 2: Judgement Day loads of times now. I can get off the first

Land ahoy

Dear GB Action,
Is it safe to order games from British mail order companies and get them shipped over to Oz? How much would it cost for import, shipping and handling and such?
Someone in Australia who forgot to include their name.


Flat head returns!

I did see Lucinda in Home and Away playing with a Game Boy the other week but I take it from our readers down under that there is a real shortage of games.

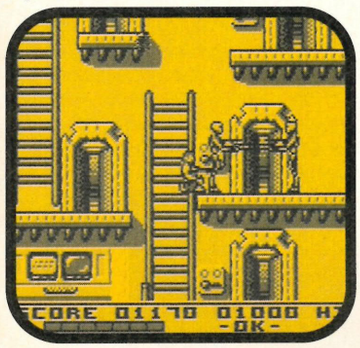
It is perfectly OK to order from mail order companies in Britain. You would have to pay by visa or credit card though, since the exchange rate is likely to fluctuate between ordering and buying the game.

Postage and packing will cost you about £3 and allow an average of 10 days for delivery.

WALL

level but I can't seem to locate the storage room. I either get killed or run out of time. Could you please help me?
Lizzy Cooke, Kidlington.

Sheer unadulterated head blasting is the only way to send the robot at the end of the first level to damnation before entering the Skynet area.



To find the door leading to the T-1000 head to the right straightaway and keep guns a gung-ho-ing until you get to a series of doors.

Loiter around flapping your raincoat for long enough and a T-1000 will eventually stride gracefully onto the screen and walk into the correct door.

Sylvester © 1992 Warner Bros Inc.

Cat's whiskers

Dear Off the Wall,
Where could I buy Power Paws and what do the A and B buttons do on it?
Paul Tallowin, Pevensey.

Power Paws, otherwise known as Catrap, will be coming out in Britain in August so we'll be reviewing it soon-ish. You'll then be able to buy it through the usual outlets.

Basically it's a puzzle game with over 100 screens, each presenting a different type of challenge. Use ladders, stones and soil to fill in gaps or block off sections to complete the stages.

The A button rewinds the action during play and selects the rooms, the B allows you to move forward.

Here we go

Dear Sharon,
Will Sensible Soccer ever come out on the Game Boy? If so, will it come out at the same time as all the other console formats?
When will that be? I support AFC Bournemouth so someone's got to give me a bit of support.
Ben Johnsen, Dorset.

Yes, I can confirm that Sensible Soccer is in fact at long last, being converted to the good old Game

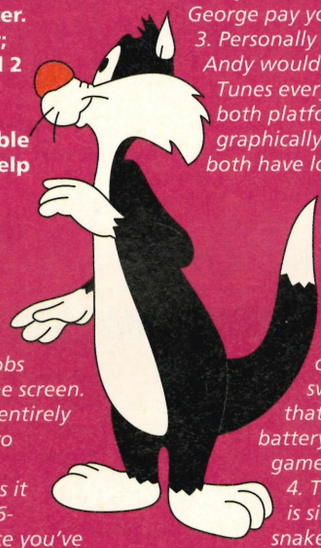


Boy screen. Sensible Software, Sony and Renegade are putting their footballing heads firmly together over it and we expect to see the finished version of the game released around the autumn time. So keep your eyes peeled for more gossip as soon as we get our sticky mits on it!

© Sky Sports

Tasty toons

Dear GB Action,
1. Do you think that Game Boy footie games are any good?
2. Why oh why oh why do you think Dr Franken is brilliant. I've got it and I think it's rubbish. George Foreman's KO Boxing is far better.
3. Which is better; Super Mario Land 2 or Looney Tunes?
4. I am stuck on level nine of Bubble Ghost. Can you help me please?
Steven Carroll, Milton Keynes.



1. No, not really, you tend to end up with some blurred pea like blobs prancing around the screen. Not to put you off entirely though, Kick Off/Pro Soccer has been converted as well as it could be from its 16-bit success and, once you've figured out who's who, it's a pretty fun filled event.

Soccer Mania is also fairly workable despite the players looking as though they've eloped from the outside of Buckingham Palace still balancing the Busbies on their heads.

2. Very sad. How much did George pay you?

3. Personally I prefer Mario but Andy would go for Looney Tunes every time. They're both platform games, both graphically excellent and both have lots of variety.

In Looney Tunes you play a different character in each stage: Sylvester, Tweetie Pie, Bugs Bunny etc. The one thing that may swing opinion is that Mario has a battery back-up save game facility.

4. The key to this level is simply to charm the snake back into its basket by tooting on the horn.

Bumpy ride

Dear Shazza,
If you remember back in issue five you did a review on Jeep Jamboree. Well, I'm absolutely desperate to get that game but I don't know where on earth to get it from.
Annabel Jenner, Hampshire.

I've only recently found out that Gremlin have STILL not officially released the game in Britain, that along with Dirty Racin', previewed way back in issue two and Nigel Mansell's World Championship.

We are awaiting the go-ahead, hopefully with no more put backs. Expect to see updated reviews towards the end of the summer.

PS, please don't send in stamped addressed envelopes because we're unable to reply personally to all your queries. Sorry!

Tetris teasers

My grandest is 201 lines
Alan Archer in Keynsham, Bristol.

I've got to level 16 with 160 lines. Will that do?
Kim Mocking, Templecombe, Somerset.



I've managed a grand total of 218 lines. This was my second best score. Unfortunately, just like the fishing tales, my best score got away before I could freeze the screen. That score was 226 lines.
Sore fingered Richard Bull, Abridge, Romford.

I have achieved 202 lines on Tetris on more than one occasion. Do you think there is a threshold because it does become very very difficult at this stage.

Also I have started on level nine and got 84 lines worth of Tetris' (four liners) before I had to use other shapes to get lines. Has anyone beaten this feat?
Gareth Revon, Blackburn.



I've managed 184 lines but unfortunately my photographic skills are quite useless.
Bev Dodd, Millom, Cumbria.

I've clocked a score of 80891, level 17, 179 lines.
Daniel Ceaton, Pontypridd.

204 lines was the best I could manage. I just hope it measures up.
Norman Morrison, Glasgow.

I've amassed a score of 40583, 127 lines.
Chris Dorkin, Isle of Wight.

Public EYE

READER REVIEWS

Hi, how's it hanging, all you handsome hand held gamers? You could win a free game! So keep 'em coming, with an ugly mug shot, to: *Public Eye, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.*

OFF ROAD RACER

Nintendo

Let's get to the point. This is another boring race game. The tracks are good and varied and you race around twice, once in the opposite direction.

The competition is good as you race against three computer controlled cars. They do move sluggishly though and the nitros can make you lose control.

The graphics are reasonable but the sound is pitiful. Lastability is very short and you could be looking elsewhere before very long.

So, unless you're a serious fan of racing games I'd avoid this and go for a good platform game instead.

Russell Treacher, East Grinstead.

SCORE 74%

TERMINATOR 2: JUDGMENT DAY

Acclaim



I saw the film, I listened to the soundtrack, so I decided to buy the game. What an excellent decision! It's based on the film with six levels.

You start as John Connor in the year 2029 trying to force your way into SKYNET. After blasting your way through you reprogramme Arnie and send him to the year 1992 to protect young John Connor and battle for the human race against the liquid metal T-1000. After breaking into Cyberdyne Systems to recover the hand and computer chip you have a head to head battle with the T-1000.

The sound's a bit dodgy but the brilliant graphics and gameplay make up for it. Hasta la vista baby.

Cynthia Brathwaite, Keighley.

SCORE 90%

BEST OF THE BEST

Loriciel

The first thing that strikes you about this game is the uncanny likeness to the Super Nintendo version. All the options are here, from selecting moves to training to build ya muscles up.

A lot of magazines and people say the graphics and main sprites are jerky and rubbish. This is untrue. The graphics are some of the best I have ever seen with the main sprites moving like the real thing from swinging punches to being caught by a full roundhouse to the head.

Playability is a major factor. Moves are easily accessible with eight different selections of 16 moves on show. Some are more lethal than others, especially the awesome double backhand punch.

The only gripe is that the computer opponents are a bit weedy so it may get a bit boring after a while, but if you're rubbish at games (like me) it'll leave you plenty of practise time!

Overall this is great, super, smashing and worthy of anyone's grey box.

Ben Johnsen, Christchurch, Dorset

Populous is now on its way to Ben.

SCORE 87%

PROPHECY: THE VIKING CHILD

GameTek



As Prophecy you venture out through a land filled with evil vikings and monsters, destroying all things evil and cute. Prophecy is a cute platform exploration game in the vein of Wonderboy but much better.

Each level is set in a different theme or period: there is a Jurassic and aquatic level, a giant tree, a castle and many more. Prophecy has a map and is armed with a mighty broadsword. He can buy numerous weapons from a shop if he has any gold coins left.

The graphics are cute and very detailed and there are loads of great tunes (about two to each level). It has a huge amount of levels and is comparable to the likes of Star Wars and Super Mario Land in terms of size.

Suchet Budon, Kingstanding, Birmingham

SCORE 92%

HOME ALONE

Toy HQ

This is one of those film games that doesn't follow in its movie's footsteps.

You play Kevin, the 12 year old brat as you run around plain levels looking for pointless objects. If you're daft enough to buy this, be prepared to sit back and wallow in boredom.

It seems attractive enough but soon the lack of gameplay sinks in. This is a hard game that will take a long time to complete, but will you want to?

Matthew W and Tom C Winchcombe.

SCORE 20%

GEORGE FOREMAN'S KO BOXING

Acclaim

I bought this game for £7 knowing what I was letting myself in for. It's a boxing sim. Your opponent hits you and you try to hit him.

It looks and sounds terrible and it has no gameplay whatsoever. Nintendo have given this their 'seal of quality'.

If this game has quality I would love to see one that hasn't.

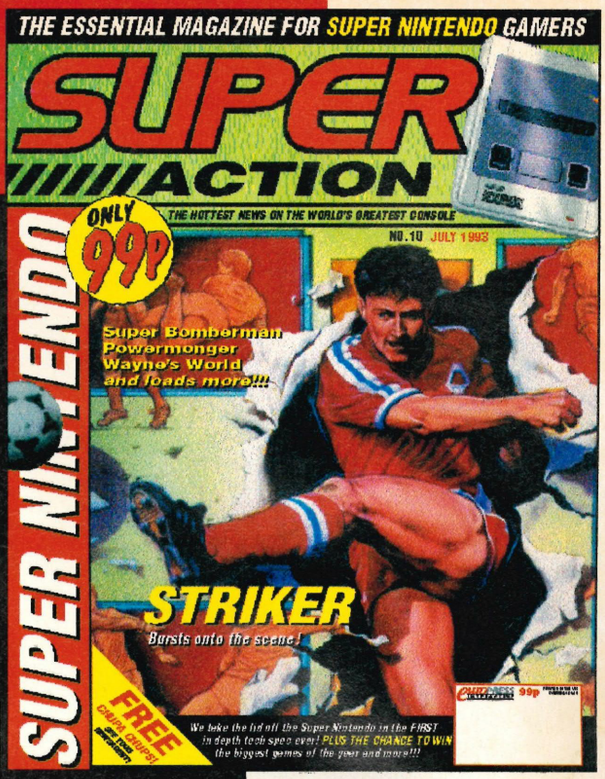
David Murdock, Wigan.

SCORE 15%

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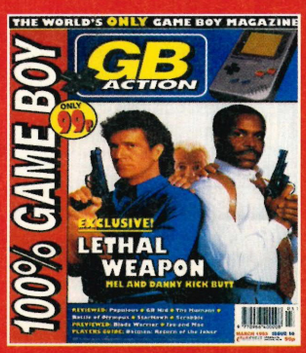


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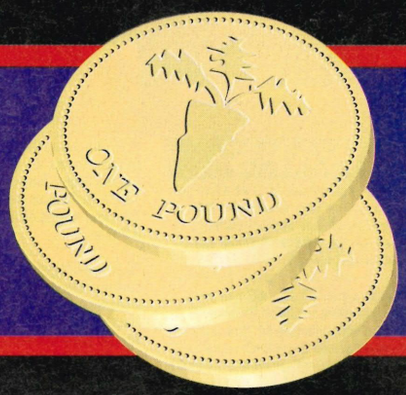


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CHEAP THRILLS



It's no fun when skint city looms on the horizon, but shop around and there's some bargains to be got. This is what we came up with...



CASTELIAN

A throbbing green frog leaps into the fray, his task being to clamber to the top of seven different towers and then destroy them.

This is going to be no straightforward frogmarch though; he'll be getting himself into a right toad in the hole and doused in ketchup (uugh) if he doesn't get his act together quickly.

Mistakes can cost him precious time, or even a life, so a good memory and incisiveness need to be dished out in order to make any sort of progress.



The towers rotate as Julius, the wannabe hero, uses lifts and gravity defying stairs to climb higher, only to be hampered by wandering eyes, bouncing balls and strange atomic twirly things which refuse to play dead when shot at.

He goes in through one doorway, sometimes to arrive in the middle of the ocean if super unlucky. He gets his bearings and then decides whether to continue upwards or sideways.

The straightforward way is not necessarily the right one, and only trial and error will sort out the frogs from the princes.

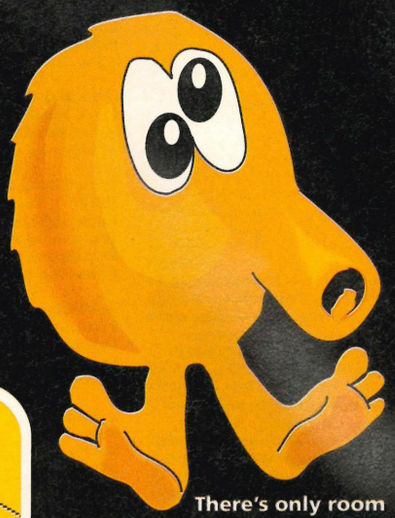
Graphically Castelian's OK and gameplay is more off the wall than most platform variations, but it is quite samey and only seven levels may not satisfy everyone.

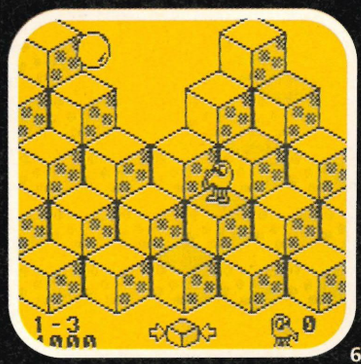
70%

Q*BERT

Stupid ideas make the best of games, and this is no exception. Simple but immensely entertaining, you play a blobby creature with a massive snozzle.

He jumps around on three dimensional cubes, trying to change the overall colour, ie dark green or pale green, to the target colour.





There's only room for one on each cube though. While Bert's boinging around for all he's worth, the baddies – Wrong Way, Slick and Coily to name but a few – pop in for a bash of square dancing too.

The longer you hold out the more hectic it all becomes. With 64 rounds in total, a real cube conquering quest, both mentally and physically, is sure to keep you hopping mad.

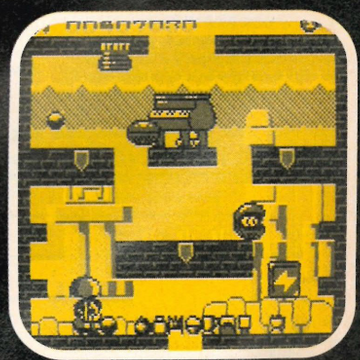
83%

PARASOL STARS

Terminally cute graphics and gameplay that jollies along form the basis of this neat little platformer. The only weapon you've got is an all purpose enemy-resistant brollie.

Collect rain droplets and then stun the cuddly but cruel villains (dancing pianos and ducks) swarming all over the multi-levelled screens.

Simple as that? Well, there's a frenzied challenge to wade through as you dispose of all the nasties, pick up all the objects dotted around and move on up through a whole host of worlds, each with their own special end-of-level guardian.



There's little variation in gameplay but there's plenty to think about if this sort of thing's your cup of tea.

76%

Castelian and Q*bert are available from Console Plus (tel: 0924 456802), priced £9.99 and £11.99 respectively. Parasol Stars is available from Robeson Marketing (tel: 081 876 7658), priced £14.99

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Free Classif

SWAPS

● Swap my Turrican or Terminator 2 for Revenge of the Gator or Bill and Ted's Excellent Adventure. Ring Andrew on 081 573 6916 (possibly in London area).

● Swap! Dragon's Lair, Chase HQ or Super Mario Land for Prince of Persia, The Chessmaster, Joe and Mac, Super James Pond, Gremlins 2, Probotector, F-1 Race, Super RC Pro-Am, Best of the Best or Super Mario Land 2. Swap one for one, or three for three. Contact Rob on (051) 924 3039. Any other games considered.

● Will swap Kirby's Dream Land for Adventure Island 2 or Castlevania 2. Phone Daniel on 081 947 0714.

● Will swap Columns (with instructions) or Factory Panic (both Sega Game Gear) for practically any Game Boy game, if not will buy for reasonable price. Phone Kerry on 0883 625325.

● Will swap Kirby's Dream Land (boxed with instructions) for Prince of Persia, Populous, Dr Franken or Lemmings (boxed with instructions). Call Nick on 0226 248025 after 6pm.

● Game Boy games to swap: Dragon's Lair, Princess Blobette, Caesar's Palace or Gargoyle's Quest for Bubble Ghost, Fortress of Fear, Dr Franken or Hook. Also swap Advanced Dungeons and Dragons role-playing board game (unplayed) for any Game Boy game. Phone Karl on 0476 60092.

● Will swap Krusty's Fun House boxed with instructions for Battletoads, must be in good condition and boxed with instructions. Phone Gavin after 4pm on (0387) 76658.

● Will swap Double Dragon 2 for Super Mario Land 1 or 2. Phone Katia on 071 354 1218.

● Will swap Terminator 2 for Lemmings, Tennis, Crash Dummies, Super Kick-Off, Parodius, Alien 3 or Best of the Best. Interested? Ring Glenn on 0205 352700.

● I will swap my Hook, Super Mario Land 2, R-Type, Castlevania Adventure, or Track Meet for your Skate or Die: Bad 'n' Rad, Lemmings, Dr Franken, Joe and Mac, Jeep Jamboree, or any other good games. If you are interested, contact Andrew on 0241 71988.

● Will swap Bart Vs The Juggernauts or Fortress of Fear for Lemmings, Super Hunchback, R-Type 2, Prince of Persia or Kirby's Dream Land. Call Gary on (0900) 61011.

● Swap Game Boy, 4 great games, carry case and adaptor for Sega Mega Drive with pad, Streets of Rage or WWF 2. Phone Lee for more info on (0278) 451931. Hurry please!

● Swap Battletoads or Super Mario Land for Super Mario Land 2, Crash Dummies, Kirby's Dream Land, Looney Tunes or Mega Man III. Phone David on 0929 553244 after 4pm.

● I will swap my Bart Simpson or Duck Tales for your Star Wars or Alfred Chicken. Call Ian on 0295 87513.

● I will swap my Track and Field, WWF 2, Tennis, or Blades of Steel for your Jeep Jamboree, Dr Franken, Lemmings, Best of the Best or any other great games. Phone Matthew on 0286 831145.

● Will swap my brand new Dr Franken for Star Wars or Kirby's Dream Land. If interested, ring Lorna in Ireland on 010 353 41 27171 after 6pm.

● I will swap my Dr Franken (not boxed but has instructions) for your Krusty's Fun House. Phone Tom on 081 648 3967, Greater South London.

● Swap Game Boy games Paperboy or Batman for Bart Vs The Juggernauts, McDonaldland, Lemmings, Crash Dummies, TMNTurtles 2, Pacman, Skate or Die: Bad 'n' Rad, Track and Field, Boxxle 2, Golf, Marble Madness, Looney Tunes or Tiny Toons. Call Jody on 0283 814185 or write to: Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● Lemmings up for swaps. Would like Mario Tennis or Golf. Would prefer Super Mario Land 2, but anything good considered. Tel Simon on (0535) 600437 after 6pm.

● Listen up! I've got WWF 2 and Nintendo World Cup, will swap for Super RC Pro-Am and Super Kick-Off. Call Duncan on (0245) 222817. Thanks!

● Will swap Bart/Camp Deadly for Dr Franken or any other good game. Phone 091 430 0686, ask for Louise.

● Does anyone want to swap Faceball 2000 or Populous for Personal Organizer on Game Boy? If so, phone Dave on (0543) 490441 after 6pm, thanks.

● Will swap Mysterium (Game Boy) for Lemmings, Star Wars, Kid Dracula, R-Type or Hook. Phone Andy on 0254 682552 (weekends only).

● Will swap Dr Franken for Bart Vs The Juggernauts or R-Type 1 or 2. Write to: Gavin Elliott, 20 Willow Rise, Thorpe, Willoughby, Selby, N Yorks YO8 9PP.

● Will swap Caesar's Palace (boxed with instructions) for The Blues Brothers or Best of the Best (must be boxed with instructions). Phone Gary on 081 848 3463.

● I will swap Duck Tales for Dig Dug or Batman. Phone Paul after 6pm on (0568) 615114. Plus 8 game cases free, and instructions.

● Swap WWF 2 or Battletoads for Batman: Return of the Joker, Bo Jackson, Tiny Toons, Super Mario Land 2, Spider-Man 2 or Alien 3. Phone 081 764 3812 after 5pm, ask for Richard.

● Swap my Super Mario Land or Baseball (Jap import, no box or instructions) for your Caesar's Palace, Kwirk or other good games, or swap both for Krusty's Fun House, Crash Dummies, Jeep Jamboree, or Dr Franken. Phone William on 081 551 3507.

● Will swap Dr Franken for Super Kick-Off, Track and Field or Lemmings. Ring (0669) 40213, ask for Colin.

● I will swap my Super Mario Land for Looney Tunes, Tiny Toons, Blades of Steel, Super Mario Land 2 or any other good game. Phone Chris on 0977 617313.

● Will swap Duck Tales (not boxed) for Tiny Toons, LooneyTunes, Mega Man III or Titus the Fox. Call Chris after 6.30pm on (0869) 242678.

● Will swap Terminator 2 for Kirby's Dream Land, Lemmings, Crash Dummies, Alien 3, or there are many more I want. Tel Glenn on 0205 352700.

● I will swap Super Mario Land 2, Spider-Man, F-1 Race, Golf or WWF for any other good Game Boy games. Ring Mark on 0925 838903.

● Will swap Castlevania Adevnture for Lemmings, Prince of Persia, Super Mario Land 1 or 2, Tip Off or Double Dribble. Ring Jonny on 0933 625098 quick!

● Light Magnifier to swap for any game. Will swap Monopoly, Dr Franken, Parasol Stars, Super Mario Land or Choplifter II for Populous, Krusty's Fun House, The Humans, Mega Man III, Prince of Persia or any other really good games. Phone Tom on 0792 863748.

● Will swap TMNTurtles or Super Mario Land for Lemmings or Prince of Persia. If interested, phone Huwi on 0935 816268 between 4-8pm week days.

● I will swap Prince of Persia which is new for Revenge of the Gator, or buy for £15. Phone: (0558) 823677, ask for Benedict.

● Will swap Super Hunchback (boxed), Gargoyle's Quest, and Super Mario Land (not boxed) for Best of the Best or Tiny Toons. Phone Martin on 0784 436726, Surrey area only.

● I have 7 Game Boy games for swaps! They include Parasol Stars, Krusty's Fun House, Nascar Fast Tracks, Fortress of Fear and Lemmings. Plus two others. Call Matthew now on: 0652 658135.

● Swap my Prince of Persia or Probotector for Lemmings, Populous, Star Wars, The Empire Strikes Back, Krusty's Fun House, or Battle of Olympus. One for one. Tel: Philip on 0384 892231.

● Will swap Super Kick-Off, Castlevania, Bubble Bobble, Dynablaster or Super Mario Land for Best of the Best, F-1 Race, Dr Franken, Populous, Alien 3 or Nemesis 2. Contact David on 0358 42432.

● Swap Double Dragon for Blades of Steel, The Humans, Talespin or any good games except Tetris. Call Peter on (0386) 48482, weekend or evenings.

● Swap Duck Tales for Bill and Ted, Kirby's Dream Land, Bubble Bobble, Mega Man or Looney Tunes. If interested, call 0272 621669, ask for Katy.

● Will swap Phantom Air Mission, Burai Fighter Deluxe, or Double Dragon 2 (vgc, all as new) for Ultima: Runes of Virtue, Final Fantasy Adventure, Battle of Olympus or Bubble Bobble. 1 for 1. Phone: Gordon on (0667) 55046, Nairn.

● Will swap my Game Boy with 6 games, Nuby hard carry-all, Nuby leather holder and Handy Boy for any other console. Ring Mark on 0925 838903.

● Swap Game Boy games Dr Mario, Motocross Maniacs or Tetris for any other game. Tel: 0283 814185 or write to Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● I will swap my Motocross Maniacs, Ghostbusters 2 or Solar Striker (sorry! none boxed or instructions; will give hand written instructions) for your Speedball 2, Lemmings or Super Mario Land 2. Write now to: Jamie Chapman-Andrews, Penlan, Gilbert Street, Ropley, Hants SO24 0BY.

● Swap Lemmings, Castlevania, Bill and Ted, Asteroids and Harmony. Ring Dean on (0204) 32599 with offers.

● Will swap Terminator 2 or Balloon Kid for Addams Family, Mega Man II or Kirby's Dream Land. Phone Drew on St Albans 0727 873989.

● Will swap Revenge of the Gator, Dr Franken or Bart/Camp Deadly for any good Game Boy games. Contact Ian on (0892) 538353 from 4pm.

● Will swap Dragon's Lair, Super Kick-Off or Terminator 2 for Castlevania 1 or II, Adventure Island or Tiny Toons. Phone Robert on (0582) 573412.

● Will swap Super Mario Land or Mickey Mouse for Prince of Persia, or The Humans. Boxed or any good games. Telephone 0264 323591, ask for Carl.

● Will swap Bugs Bunny for Lemmings, Mouse Trap Hotel or other games considered. Phone Maddy on 0473 730266.

● I would like to swap Double Dragon for Duck Tales or Prince of Persia. Write to: G Morris, 129 St Andrews Road, Enfield, Middlesex EN1 3UB.

● Will swap WWF or Tennis for Dynablaster, Faceball 2000, Krusty's Fun House or any good games. Call Robbie after 6pm on 0397 772544.

● Will swap Revenge of the Gator for Jeep Jamboree, Boulderdash, Populous, Hook, Mario Tennis, or any other good games. Phone Hannah on 0244 822218.

● Will swap Ferrari Grand Prix Challenge for Battle of Olympus. Phone Jamie on 0438 832292 (Herts), weekends only.

● Swap Dr Franken for Jeep Jamboree, Bart Vs Juggernauts or any other good games. Phone Mark on 021 355 1781, Sutton Coldfield area.

● 2 great Game Boy games: Duck Tales and Motocross Maniacs. Swap for most good games. Contact Alan on 0704 822473, Wigan area only. All offers considered.

● Will swap Beetlejuice or Mario and Yoshi for Super Mario Land 1 or 2. Phone David on 041 647 6827.

● Swap Track Meet, Robocop, R-Type, Turrican or Boomer's Adventure in Asmik World for any decent games. Contact Stephen on (0734) 428451 after 4.30pm, thanks.

● Will swap T2/Arcade Game, Jeep Jamboree, Nintendo World Cup, Mario Tennis (both not boxed), Double Dragon 1 or 2, or Dead Heat Scramble for Looney Tunes, Star Wars or Track and Field. If so ring Peter on 021 552 7168.

● Will swap Game Boy with 11 good games, carry case and magnilight for Sega Game Gear with 8+ games negotiable. Phone Ian on 0229 581284 between 6-7pm only.

● Will swap Double Dragon for Crash Dummies, Super Hunchback, or Bill and Ted. Please phone Howard on 0844 261318.

● Will swap Super Mario Land 2 for any of the following: Faceball 2000, Nemesis, Missile Command, Asteroids, or Star Wars. Ring Darren on (0253) 595300, evenings.

● Will swap Spider-Man or Chase HQ for Lemmings or Tiny Toons. Games are not boxed bit in cases. Phone Marlon on 021 523 0341, Handsworth.

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● Will swap R-Type, Star Wars, Super Mario Land 2 or Blades of Steel (all boxed as new), for Bill and Ted, Speedball 2, Dr Franken or any other good game. Must be boxed with instructions. Call Richard on 0384 231050.

● Will swap Kirby's Dream Land or Super Mario Land for any good RPGs. Phone Ben on (0543) 672036.

● Will swap Castlevania for Joe and Mac, Super Mario Land 2, Bart Simpson/Camp Deadly or Castlevania 2. Must be boxed with instructions. Phone Daniel on (0556) 610267 after 5pm.

● I will swap Super RC Pro Am, Tetris, Robocop or Nintendo World Cup for Alien 3, Joe and Mac, Crash Dummies or Jordan Vs Bird. Please help. Ring Peter on (0224) 879244.

● Will swap McDonaldland for Lemmings, The Flintstones, Felix the Cat or Addams Family 2. Phone Kelly on St Albans 0727 873989.

● Swap Dr Franken, Nemesis or Mega Man for any good games, especially Mega Man II or 4-in-1 Fun Pak. Write to: Wayne Millington, 64 Eastney Crescent, Pendeford, Wolverhampton, West Midlands WV8 1YQ. Swap by post.

● Will swap Lemmings (with instructions, no box) for Tennis only. Phone 031 337 5581 and ask for Arthur.

● Will swap my Super Mario Land, Terminator 2, Adventure Island or Gargoyle's Quest (all boxed with instructions) for your Monopoly, Lemmings, Looney Tunes, Jeep Jamboree, or Race Drivin'. Tel. Andrew on 0792 864358.

● Will swap R-Type (boxed with instructions) for Metroid II or Duck Tales. Ring Colin on 0772 35856 after 4.30pm.

● Will swap Batman Return of the Joker on the Game Boy for Best of the Best, Probotector, Super Kick-Off, or Track and Field. Write to: Alasdair McIntosh, 16 Southesk Avenue, Bishopbriggs, GlasgowG643AD.

● Swap Star Wars or Super RC Pro-Am for Best of the Best or Populous. Phone (091) 252 1631, ask for Chris.

● Will swap or sell Gargoyle's Quest (£15) or Roger Rabbit (£15). Swap for Tiny Toons, Super Mario Land 2, Kirby's Dream Land or Lemmings. Please reply soon. Ring Allison on 0736 67497.

● Swap Beetlejuice, Mickey Mouse, Dr Franken, Hyper Lode Runner, Dynablaster, Gargoyle's Quest or Boulderdash for Battletoads, Bill and Ted, Faceball 2000, Lemmings, Nemesis 2, Probotector, Hook, Tiny Toons, Krusty's Fun House or Star Wars. Or will sell for £12 each. Phone Chris on 0584 73606 (South Shropshire). All with box and instructions.

● Sell Bart Vs The Juggernauts (rated 85% in GB Action) £17 ono, or swap for Star Wars, Max, Mario Tennis or Caesar's Palace (sorry not boxed) but please send instruction manuals. Phone 0708 727566, ask for Greg.

● Will swap Super Mario Land, Tetris (with instructions) and Terminator 2 (no instructions, all not boxed) for any good game, or sell them for £13 each or £35 for the lot. Phone 0353 669094 or write to Darren Webster, 145 New Barns Avenue, Ely, Cambs CB7 4RD.

SALES & SWAPS

● Game Boy, battery pack and four great games: Dr Franken, Hook, Golf and Tetris. Everything is boxed with instructions and all in good condition. Worth £170, sell for £100, or swap for Sega Mega Drive with one or more games. Phone 081 657 3618 after 4.30pm and ask for Neil.

● Swap my Super Hunchback, Turrican, Hook, Choplifter II, Snoopy or Motocross Maniacs for your Lemmings, Populous, any Final Fantasy or Prince of Persia. Maybe sell for £10-18. Ring Martin on (021) 624 7827. Thanks.

● Game Boy, mains adaptor, Tetris, Nemesis, Populous, Star Wars, Battle of Olympus and Parasol Stars, all boxed with instructions, £135. Call 051 724 3410 week days after 6pm. Ask for Lee in Room 8006. Must be in Liverpool area please! Will swap for Sega Game Gear with 2 or more games.

● Home Alone 2 for sale, or swap for Monopoly, Lemmings, and Track and Field. Also swap my Super Mario Land 2 for Super Hunchback or Best of the Best. If interested, contact Karl on 0298 812279 (Derbyshire).

● Will swap Game Boy with Tetris, Dynablaster, rechargeable battery pack, mains adaptor, light, magnifier and Game Boy mags for SNES with 2 games, or sell Game Boy for £90. Everything is boxed and in perfect condition. Call Richard on 0476 77731.

● Will swap Hunt for Red October, Duck Tales (both boxed) or Super Mario Land (not boxed) for Game Genie or Lemmings, or sell for £15 each. Write to: Andrew Young, 28 Upper Kinneddar, Saline, Fife, Scotland KY12 9TR. Or phone on (0383) 852508.

● Swap my Dr Franken with box and instructions for Beetlejuice or Lemmings in same condition. Might consider selling. Phone Ian after 5pm on 0992 715662.

● For sale Game Boy with light magnifier, sound amplifier and 5 top games. Worth £200, will sell for £120, or swap for US SNES and 1 game. Phone Luke on 0664 76418.

● Swap Battletoads, Gargoyle's Quest, Duck Tales or Balloon Kid for Kirby's Dream Land, Prince of Persia, or Super Mario Land 2. Will sell for £15 each. Phone Patrick on 0437 768583.

● Will swap Batman, Addams Family, Krusty's Fun House, Blades of Steel, Caesar's Palace or Bubble Bobble for Jeep Jamboree, Super Mario Land 2, Prince of Persia, Jack Nicklaus Golf or Hook. Must be in good condition, boxed with instructions only. Possible sales. "Don't 'B' long or they might 'B' gone." Phone Rich on 0724 853537.

● Swap Bart/Camp Deadly for Terminator 2/Arcade, or sell for £15. Tel. Neil on 0246 410725 evenings.

● Will swap Beetlejuice and Double Dragon for Handy Boy, or sell them for £30. Ask for Ben on (0254) 824042.

● Game Boy games for sale: Alleyway £12, Home Alone £15, Penguin Wars £10. All games in mint condition, with instructions and boxed. Will swap for Jordan Vs Bird. Call (0793) 533280 after 6pm.

● Hi, I will swap an Amstrad CPC 464 with 33 games for a Game Boy with games, or sell for £100. Ring Martyn on 0460 73363.

● Will swap my Kung Fu Master for Monopoly, F-1 Race, Lemmings, Super Mario Land 2, Super Hunchback, Super Off Road Racer or Hook. Will sell for £14. Boxed with instructions. Tel Jeremy on 0792 865593.

● I have two games up for sale or swap. Sell Battletoads or Prince Valiant at £15 each, or swap them for Track and Field or Nemesis I or II. Call John on 081 866 4099.

● Game Boy with 9 games, carry case, adaptor, £150, excellent condition, or will swap for Sega Game Gear with 4 or 5 games. Phone Leigh on 061 330 2935.

● Will swap or sell Super Mario Land 2, Metroid II, or Terminator 2 for Populous, Lemmings or any other good games. Phone Philip on 0525 717718 before 8pm.

● For sale TMNTurtles 2 £15, or swap for good game. If interested, phone 0424 712608 and ask for Russell after 4pm.

● I will sell or swap Nintendo World Cup or Mickey's Dangerous Chase. Both boxed with instructions. Please ring Matthew on 0908 543216.

● Game Boy with 7 games, Super Mario Land 2, Super Kick-Off, Nemesis, Mickey Mouse, Golf, Balloon Kid and Tetris. Plus magnilight and carry case. Will sell for £120, or swap for SNES with game(s).

● For sale, Game Boy with Duck Tales, Tetris, Golf, Bart's Escape from Camp Deadly and Handy Boy. Sell for £70 ono, or swap for SNES. Call Chris on (0394) 283929.

● Will swap Best of the Best (boxed with instructions) for Mega Man II or Battletoads, or sell for £14. Will swap Tiny Toons or Mickey Mouse for Batman: Return of the Joker, or sell them for £15. Phone Kris on 081 761 1127 after 4.30pm.

● I will swap my Metroid II for your F-1 Race, or sell for £12-£15. Phone Jim on 0603 860162. Must be boxed with instructions.

● For sale Double Dragon £15, or swap for Probotector, Tiny Toons or Kirby's Dream Land. Also Handy Boy for sale £25, or both Handy Boy and Double Dragon, £36. Phone Duncan on (0934) 620343 after 6pm.

● Will swap Prince of Persia or Super Mario Land for Lemmings, or WWF 2, or might consider selling them for £17 each. Phone Gareth on (021) 742 4662.

● Will swap Shadow Warriors, Batman, Navy SEALs, or Super Mario Land for Lemmings, Best of the Best or Super Mario Land 2. Phone Shokat on 021 772 1254, or might sell.

● Sell or swap 15 brill C64 games for any 1 Game Boy game, or sell for £15 ono. Call 0283 814185, ask for Jody, or write to: Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● Swap Soloman's Club, Harmony, Qix, or Skate or Die, all boxed with instructions, for 4-in-1 Fun Pak, The Chessmaster, Parasol Stars or Tiny Toons. Or sell/buy. Tel Lynn on 0829 270393.

● Sell Game Boy with 5 games including Super Mario Land 1 and 2, plus Nuby pack and Nuby light for £115, or swap for a Sega Game Gear or Sega Mega Drive with one game. Call Alex on 0297 23728.

● Will swap my Game Boy, 4 games and a Nuby adaptor for a Sega Game Gear with 3-4 games and preferably an adaptor, or sell for £100 ono. Phone 081 648 3967 and ask for Tom. Surrey area.

● For sale Game Boy plus light magnifier, 9 games, joystick and power adaptor. £130 ono. Ring Mike on 0493 859389. Or will swap for Game Gear and Sonic the Hedgehog.

● Will swap Dr Franken with plastic case, no instructions for Lemmings, Terminator 2: The Arcade Game, or Super Mario Land 2. Or sell for £18. Phone 061 652 7710 after 3.50pm, ask for Matthew.

● Will swap Dynablaster for either Super Mario Land 2 or The Chessmaster, or sell for £15. Phone 0903 813311, ask for Robert.

● Will sell Dr Franken for £17 with instructions, or will swap for Looney Tunes or Super Mario Land 2. Phone John on 0505 862691 now!

● For sale Handy Boy worth £30, fully boxed, brand new, sell for £20-25, or swap for a good game. If interested, contact Andrew on 0241 71988.

WANTED

● Wanted, GB Action mags Nos 1 to 10. Write to: L Robinson, 23 Poolfield Avenue, Newcastle, Staffs ST5 2NL.

● Wants Scrabble for Game Boy. Must be in perfect condition. Ring G Sargent on 081 397 6854.

● Wanted, Game Boy and 4 games. Must include Side Pocket or WWF. Will pay £70. Call Rob on 081 550 8094.

● Wanted any decent Game Boy games to swap for Penguin Wars, Home Alone or Alleyway. Call Colin after 6pm on (0793) 533280.

● Wanted, Bubble Bobble, Parodius, Faceball 2000, 4 in 1 Fun Pak or Battle of Olympus. Will swap Castelian, Dr Franken, Krusty's Fun House. Call Ciaran on Belfast 0232 623016.

● Wanted Lemmings and The Humans for Game Boy, will pay £12. Also wanted SNES with Street Fighter II, will pay £50 or maybe more. Call Jamie on 0455 239514 after 4pm any day. (All things must be boxed).

● I want your Game Boy games and will pay up to £15 for them. Call Colin on 0732 351220.

● Wanted: Super Mario Land 2, Dig Dug, Super James Pond, Organiser and Phone Book, Crash Dummies and Bomb Jack. All from £8 each. Open to bargains. Also wanted: magnilight for £5 and Game Genie for £15. Call (0846) 638143 after 6pm and ask for John.

● Wanted Mario 2, also magnifier, game light and mains adaptor. Call John, telephone 0780 721621.

● Wanted Game Genie for the Game Boy. Will pay £15-25. Call Vedran on 021 478 2509.

● Wanted: Game Boy and games or Game Boy only. £40 ono. Phone James on 0267 253635. Must be in good working condition.

● Wanted WWF 1 and 2, willing to pay up to £30 for the pair. Contact Caroline Smith at 18 Leavesden Road, Watford, Herts WD2 5EB.

● Wanted: Game Boy games to buy: SPL II, Tiny Toons, Lemmings, Home Alone 1 & 2, Adventure Island, Asterix, Prince of Persia, Bill & Ted, Populous and Monopoly at reasonable prices. Phone Lynn on 0274 544190.

● Game Boy carts bought, sold and swapped. Also interested in your accessories, eg. lights, magnifier or even Game Boys. Anything considered! Phone Simon on (0535) 600437 any time.

● Wanted Prince of Persia, Populous, Lemmings, Dr Franken and Revenge of the Gator. Will pay £10-£15, boxed with instructions please. Phone Nick on 0226 248025.

● Wanted: Best of the Best, Street Fighter 2, Out-Burst, Double Dragon 2 and other good games. Contact Ben on (0993) 844612.

● Has anybody out there got GB Action back issues 1 to 8 from 1992-93. All must be in good condition with no rips or stains. I will pay one pound each. Please write to: Leslie Carroll, 24 Kings Down Walk, Brington, Stockport, Cheshire SK5 8LU.

● Help! Pinball freak desperately needs Revenge of the Gator, £20 paid, or swap for Dr Franken or Bart Simpson/Camp Deadly. Phone Nikki on 0536 83882.

● Wants Blades of Steel or Tennis for Popeye 2. Phone 0527 25802 and ask for Tim, Saturdays only, 7-9pm. Cheers!

● Game Boy wanted in good working order with or without Tetris, will pay around £30-35. Ring Deanna on 0536 514093.

● Game Boy with 4 games, all boxed with instructions, mint condition, new screen, headphones, two player lead, £80 ono. Phone (0472) 840432 and ask for Andy.

● Game Boy games, WWF and Double Dragon 2, no box or instructions, hence £8 each. Ring 'D' on 0895 638133.

● Bargain! Super Mario Land £10, all boxed, excellent condition. Ring 0924 441791, ask for Dean, Yorkshire area only.

● Game Boy for sale with Super Mario Land for £40. Ring Lucy on 0993 704315.

● For sale, Game Boy Handy Boy, boxed £20. Handy Boy is light, magnifier, amplifier and joystick. Tel Kate on 0963 62747 after 5pm week days.

● Game Boy and Sega Game Gear games for sale extremely CHEAP! Call 0233 850320, or write to: Luke Montgomery, Crampton House, High Halden, Near Ashford, Kent TN26 3HP.

● Game Boy game for sale, Jack Nicklaus Golf, excellent golf game for £15.50. In perfect condition with box and instructions. Ring Tom on (0254) 830123.

classifieds

● Game Boy games for sale, including Super Mario Land 2, Hook, Golf, Choplifter II, TMNTurtles, Batman: Return of the Joker, Mega Man II, Probotector, Ghostbusters II, Robocop, and Spider-Man. Dozens more from £10. Call Paul on 0992 893623.

● For sale, Dr Franken, as new, boxed with instructions, £15. Phone Anthony on 0892 653223.

● Game Boy, Tetris, light magnifier, Prince of Persia, Final Fantasy Adventure, Super Kick-Off, Boulderdash, Golf, F-1 Race (4 player), NEL, and Fortress of Fear. Only £150, all boxed. Ring Stuart on 0799 527162.

● Computer addiction forces sale of my extensive Game Boy game library. UK favourites, Jap imports, unreleased titles. Almost 100 games. £95 the lot! Ring Matthew on 0273 513671.

● For sale Game Boy games going cheap from £10. Call on (0244) 674610, ask for Anthony.

● For sale, Game Boy, 8 games, carry case, magnilight, rechargeable battery pack, worth over £200, will sell for £175. Contact Michael on Chesham 0494 772774.

● For sale, Nintendo Game Boy with 7 games, plus Game Genie, carry case and Game Light. Games include Super Mario Land, Popeye 2 and others. Retail price approx. £210, but I'm only asking for £150. Write to: Stephen Burns, 169 Cranleigh Court Road, Yate, Bristol BS17 5DP.

● Game Boy games for sale, including Paperboy, Gremlins 2, Terminator 2, Batman and Adventure Island. Call Neil after 6pm week days on 0703 455708. Southampton area only!

● For sale 4 Game Boy games, Attack of the Killer Tomatoes (American), Super RC Pro-Am, Dr Mario and Home Alone. Worth £90, will sell for £15 each. All 4 for £55. Phone Nichola on 021 358 6393 after 4pm.

● Will sell Super Mario Land boxed with instructions for £10. Ring Nick on (0866) 833653. Must be Worcester area.

● Game Boy for sale (price agreeable) with Tetris, Super Mario Land, Choplifter II, Duck Tales, 2 battery packs and a light magnifier. Phone Chris on 0891 566311.

● Game Boy for sale with 20 games, 16 rechargeable batteries and charger, fully boxed with headphones etc. Phone Darryl on 021 588 2035 for details, West Bromwich area. £300 vgc. Buyer collects.

● Game Boy games for sale, including Star Wars, Kirby's Dream Land, Xenon 2, Ferrari Grand Prix Challenge, Tennis, Super Mario Land and more, all boxed and in good condition. Phone Martin on 081 863 3549.

● I will sell my Game Boy with Hudson Hawk, Speedball 2 and F-1 Race with 4-player adaptor. Also Briteboy, carry case and battery pack. £120 ono. Ring D Lamb on (0751) 72661.

● Game Boy for sale with 6 top games including both Super Mario Lands, magnilight, mains adaptor and batteries. Still boxed. Bargain at £175. Contact Matty on 0532 525913.

● Game Boy, 5 games and carry case for sale. Worth around £180, sell for £100. Phone David on (0252) 623708.

● Game Boy games for sale, Super Mario Land, Nintendo World Cup and Serpent, £15 each. Call Richard on 0763 246065.

● Game Boy for sale plus 12 games, Nuby magnifier, carrying case. Not all games boxed but excellent condition throughout package. £160 ono. Ring Scott on 0656 661613 after 6pm.

● Game Boy carry case for sale. Will hold: Game Boy, 7 games, game light, link cable and earphones. Bought for £10, sell for only £5. Phone Neil on 091 386 7362.

● Game Boy game Dynablaster for sale, boxed with instructions, £15. Ring Lucy on 0993 704315.

● Game Boy with Tetris, Super Mario Land, F-1 Race, Choplifter II, Super RC Pro-Am, pouch etc. Only £130. Write to Simon Campbell, 67 Datchworth Green, Knebworth, Herts SG3 6TL, including your telephone number.

● Game Boy, nine top games including Mega Man, Super RC Pro-Am, Mario Golf, Handy Boy, all boxed, excellent condition, worth £325, sell for £200. Phone Danny on (0244) 350413 after 6pm.

● For sale WWF 2, McDonaldland, Double Dragon and Duck Tales, £15 each. Call Lewis on 0245 421840 (Essex). Thank you!!

● Game Boy with 12 games, Pro Action Replay cart. Games included Lemmings, Batman, Mega Man and Football. Worth over £400, want £250 ono. Write to: Paul Davies, 18 Robert Road, Tipton, West Midlands DY4 9BJ.

● 21 games for sale. Includes Robocop, Batman, Super Mario Land, TMNTurtles, Tetris, Mario Tennis, Alleyway and many more. £100 for all. Ask for Bosh on 0706 881673.

● I am selling WWF 1 in mint condition for £13. With instructions and boxed. Please contact Robert Webb on 0788 540574 and ask for me.

PENPALS

● Female penpals wanted from anywhere. Guaranteed reply! Age 15+. Interests: Computers and Sport. Write to: Ivor Cullen, Hillquarter, Coosan, Athlone, County Westmeath, Ireland.

● Wanted: Penpals! Nintendo or Sega users. Male or female, aged 15-17. So if you're interested, get your pen and paper ready and get writing to: Crystal Kremer, 22 Barrule Road, Willaston, Douglas, Isle of Man.

● Hi, I am looking for a penpal, female 14+. Write as soon as possible with a recent photo. 100% reply. I am 15. Write to: Andrew Hunter, 18 Turton Green, Gildersome, Morley, Near Leeds LS27 7LD.

● Penpal wanted, must own Sega Mega Drive, or Game Boy. If interested write to: Cameron Totts, 88 Lemsford Lane, Welwyn Garden City, Herts AL8 6YL.

● I am looking for a penpal 12-13 years old, male or female, with a Game Boy and experience of a lot of games. Must have Balloon Kid. Please send me a photo and a list of your hobbies. I enjoy reading, writing, swimming, school, skating (ice and roller), playing with animals, and I am totally against any animal cruelty although, I'm sorry to say, I eat meat. Write to Allison Fraser, Claremont, Bay View Villas, Redinnick, Penzance, Cornwall TR18 4HU.

● Hi! I'm looking for a penpal. A girl aged 14+. Please send recent photo and send it to Jonathan Grimshaw, 36 Kenilworth Avenue, Gildersome, Leeds, West Yorkshire LS27 7EH.

● Wanted boy or girl who likes Guns N' Roses, Game Boys, Celtic and Queen. Must be 12 to 14 and must live in Scotland. Write to: Alasdair McIntosh, 16 Southesk Avenue, Bishopbriggs, Glasgow G64 3AD.

CLUBS/MAGS

● Superior swaps! Game swapping club on any format. Only £2 per game, or £3 for two! Send no money now, write with SAE for more details to: Mark Andrews, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD. Phone: 0348 874263.

● Penpal club! Don't delay! Free swaps, penpals, accessories, mags, info, and loads of fun! For info, write to: Paul S Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

● Game Boy Power, the new monthly 100% Game Boy mag. For Issue 1, send SAE and 40p to GB Power, Greencroft, Lynngarth Drive, Kendal, Cumbria LA9 4JA. Tel: Martin Simmons on 0539 729331 for details.

● Play a different Game Boy or Sega Game Gear game for only £7 a month. Write to Colin Yates, 2 Robinson Close, Covingham, Swindon, Wiltshire SN3 5EE. Tel. 0793 533280.

● For the ultimate Game Boy fanzine, send a 50p coin to: Fanzine UK (Game Boy), Chamber House, 1 Chamber Road, Shaw, Oldham, Manchester OL2 7AR. Tel. 0706 849104.

● 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.

● New fanzine in town called "6th Sense." 95% Game Boy. Every issue includes a different feature. Please send 40p and a SAE to Mark Downie, Royal Hospital School, Drake, Holbrook, Nr Ipswich, Suffolk IP9 2RX.

● Computer games exchange. Any format. Send SAE and details of games owned and wanted to: Daniel Buchan, Computer Games Exchange, Bargrug Farm, By Dalbeattie, Dumfries and Galloway, South West Scotland DG5 4PJ. Tel: 0556 610267.

● Gamer-Link! The penpal club for gamers with over 300 members! Free swap service, club fanzine and more! For full details send SAE to: Stu & Dave, 28 Churchfield, Ware, Herts SG12 0EP.

MISC

● Wanted Sega Game Gear plus adaptor and 2-5 games including Sonic the Hedgehog. Will pay £120. Tel: 0892 835709, ask for Emma. Get ringing!!

● NES for sale, two joypads, 8 games all boxed, games rack, excellent condition, £95. Ring Matt on 0273 463136.

● For sale, computer mags: GB Action, Total, Game Zone, Gamesmaster, NMS, and C&VG. All half price, good condition. Phone Imran on 0376 552966. Vgc mags more expensive.

● Wanted Pro Action Replay Mk III for the Amiga. Willing to pay £30 or swap for a few games. Contact Nick on: (0886) 833653.

● Atari 2600 with 10 games, all accessories, £50. Or will swap for Sega Master System 1 or 2. Phone James on Exeter (0392) 59907.

● For sale, Casio pocket colour TV, pouch and aerial adaptor. Also Batman Mega Drive joystick. TV £45; joystick £15. Both in excellent condition. Ask for Paul on 0757 708805.

● Atari Lynx plus two games for sale, Road Blasters and Gates of Zedicon. Also mains adaptor. £70. Tel. Richard on 081 337 0941.

● Spectrum 128K for sale, over 40 good game titles, 1 joystick, very good condition, £80 ono. Phone Tommy on 031 343 6438 after 4pm.

● Will swap Amiga with the following games, Lotus 2, Batman Returns and Deluxe Paint II, for SNES with Street Fighter II and 1 or 2 joypads. Or will sell for £250. Phone Anthony on (081) 559 9651 after 5.30pm.

● For sale Sega Master System 2 with 4 games, £80, or swap for a Sega Mega Drive, must have 1 game. Phone Peter on 0268 281731.

● Sega Mega Drive for sale, unwanted gift, only 2-3 weeks old. Including Sonic the Hedgehog (boxed with instructions), 2 control pads and a guarantee for 12 months. The whole thing boxed with instructions. Excellent condition. Please ring Fiona on 061 396 334 (Ireland) after 5pm please. Or write to: Fiona O'Connell, Woodview House, Castleroberts, Adare, Co. Limerick, Ireland. My price for the whole lot including game is £120. By the way a big Sonic poster as well. Hopefully, we can make an agreement, and some arrangements.

● For sale, Atari ST with 16 games, 1 joystick, ST binder, good condition, £100. Contact Craig on 0778 570415. (Could be 915).

● Spectrum 128K +2 with 80 games, joystick and manual. Telephone Colin on 0793 533280. All for only £50. Call after 6pm.

● Casio electronic stereo keyboard for sale. Boxed and in excellent condition. Includes music boon and electronic drumsticks, £70 ono. Tel Andrew on 0260 272776.

● For sale. Five Gladiators videos. Never been watched. With five posters. Worth £65, will sell for £50. Phone 0536 78231 after 6pm please. Get going!

● Will sell ZX Spectrum 128K complete with over 80 games for £50. Also Game Light for Game Boy, never used, £10. Call (0793) 533280, ask for Martyn.

● C64 new type, keyboard, tape deck, disk drive, 1 joystick, 20 tape games, 1 disk, £150. Phone Kev on Brierley Hill 0384 253888 "now."

● Spectrum +2 128K for sale, excellent condition, boxed, includes joysticks, interface, manuals and around 60 games, £80 ono. Tel Andrew on 0260 272776.

● Sell Sega Master System, 17 games, and 2 joypads for £200, or will swap for Sega Mega Drive with 5 games or SNES with 3 games. Phone Tim on 0969 24338 after 6pm.

● ZX Spectrum+ boxed, complete with joystick and printer interface, tape deck, over 100 games and 3 joysticks. £60. Or swap for Sega Mega Drive games. Tel: Tim on 0386 700851 (Glos).

● Sega Master System for sale + two control pads, light phaser and seven games including Sonic the Hedgehog 1 and 2. Will sell for £100 ono. Call: 081 384 0956 and ask for Stuart.

● Commodore C64, VGC, includes tape deck, music maker, power pack and leads, also two joysticks, user manual, average 100 games, all boxed with booklets, quick sale, price of £80 ono. Will consider delivery. Phone 071 522 1045, ask for Stephen (Mon-Fri).

● For sale Sega Master System plus 6 games, Sonic, Populous etc, 2 controllers and joystick, £120. Phone Richard on (0652) 633319 (there may be an extra 3!).

● Commodore 64 for sale with over 27 games, 2 joysticks, a tape deck, all leads and manual all for £75. Phone Tim, on (0440) 63765 after 4pm on school days.

● For sale Spectrum, good condition, with over 200 games plus all leads. Will sell for £400, asking for £350 ono. Write to: Roland Clack, Tawelfa, Saron, Bethel, Caernardon, Gwynedd, N Wales LL55 1YT.

● Amiga 500 with external drive; 1 Meg update, 25+ games; Penpal W/P; + more, only £250. Write to: Simon Campbell, 67 Datchworth Green, Knebworth, Herts SG3 6TL.

● Braincells for sale, various sizes, in perfect condition. Reason for selling; there just not being used! Full list available on request. Samples can be sent but please send a small (smaller than you can imagine) envelope. Contact anyone at Europress Interactive.

BODACIOUS BADGES & HUMONGOUS MAGNETS

UNBELIEVABLE OFFER!
Calling all Nintendo junkies. GB Action has a fab offer here. Tickle your romp suits and tease your fridge doors with these simply gorgeous pin badges and fridge magnets. And just for £1 each including p & p. What a bargain! Choose the one(s) you want, fill in the order form below and post it to us.

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B9


B10


B11


B12


B13


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B15


B16


B17


B18


B19


B20


M1


M2


M3


M4


M5


M6

THE MAGNET SELECTION


M7


M8


M9


M10


M11


M12

Please send me:

Badge no(s) ☐ ☐ ☐ ☐ ☐

Magnet(s) ☐ ☐ ☐ ☐ ☐

I enclose a cheque/postal order for £.....

Post to:
Badge/magnet Offer,
GB Action,
Europress Interactive,
Europa House,
Adlington Park,
Macclesfield SK10 4NP.

Don't forget your name and address

Please make cheques/postal orders payable to: Europress Interactive

BUYER'S GUIDE

Yes we've sorted it out so everything is in alphabetical order and in its own little sections, plus GB Action's very own dreamy recommendations overleaf!

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%

Adventure Island II
HUDSON SOFT

Almost a clone of its predecessor in that there's no imagination whatsoever. It's ultimately too easy and nondescript. Definitely not adventurous, but worth its mark if taken in isolation from the original.

77%

Alien 3
ACCLAIM



The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration, and maze-like complexities 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.

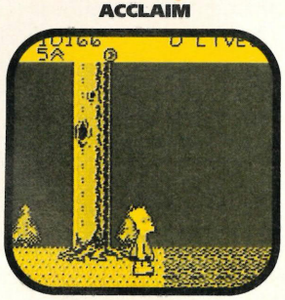
50%

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 full on food fight? With arcadey overtones and lots 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 very snappy pace with tons of triggers to pull on the baddies.

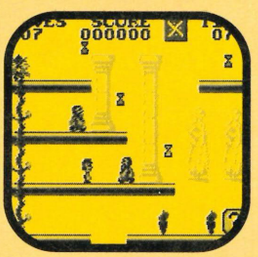
80%

Batman: Return of the Joker
SUNSOFT

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

87%

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.

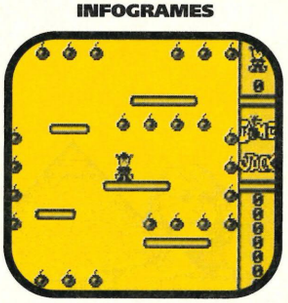
90%

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 for those hardened gamers.

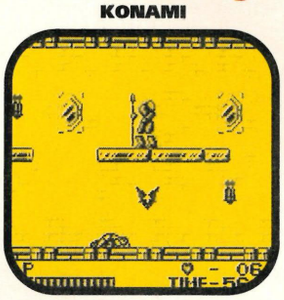
90%

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 at times.

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 of a game.

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%

Felix the Cat
HUDSON SOFT

Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last very long.

74%

Home Alone
TOY HEADQUARTERS

A sad film has become an even sadder game and complete dross is what you get. The 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. Some great graphics that complement unstoppable gameplay make for a sure fire treat.

85%

Joe and Mac
ELITE

A clobberingly good platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels.

89%

Kid Dracula
KONAMI

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short.

84%

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 super sparkling cartoon characters, simply gorgeous graphics and more than ample

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variety. It's 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 of a cross really 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 failing 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 Game Boy with tons of robotic fury and swiftness combined with thrills and spills.

90%

Popeye 2
ACTIVISION

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find.

83%

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 hard.

61%

Parasol Stars
OCEAN

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

76%

Rodland
STORM/SALES CURVE

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless worth a play.

79%

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%

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 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 keep coming back to.

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 extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background resembles the next. Top crazy platform action with a cute little fox thrown in for good measure. Bum-Bum!

67%

Universal Soldier
ACCOLADE

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

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, I don't think! 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 RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little 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.

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.

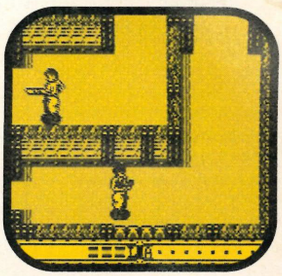
77%

Faceball 2000
BULLET-PROOF

Basically Pacman in 3D as you travel at break neck speeds around a maze of corridors, zapping hoards of others in your way. The fun really starts when up to four players begins to 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 nuclear armed enemies. Straightforward, with tricky little bits and really nice presentation. No Sean though!

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 really.

73%

Nemesis
KONAMI

Widely regarded as the ultimate definitive blast on the diddy screen, and quite rightly so. It's a fast paced action, reflex palaver right from the off and quite a tough old cookie to get your teeth into.

86%

Nemesis 2
KONAMI



Much the same as its forerunner but even tougher, faster and more adrenalin burning. Right from the off you need 100% dedication and 101% perfection on the reflex front. Will you ever reach the end?

90%

Pang
HUDSON SOFT

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm.

74%

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.

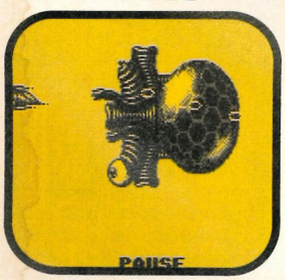
82%

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%

StarHawk
ACCOLADE



Alien pasting that follows the norm as you blast through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds are heinously lacking in originality.

69%

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 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 all in all it's a huge let down.

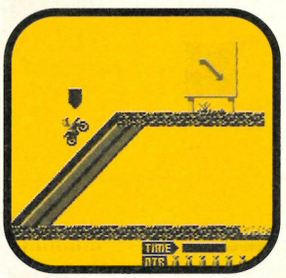
55%

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

All-Star Challenge 2
ACCLAIM

This is basketball on half a court with side on and facing the basket views. Tons of options and top quality graphics don't really create as much sweaty feel as you'd like though and its appeal is somewhat limited.

74%

F-15 Strike Eagle
MICROPROSE

The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the 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, if you're lucky. Absolutely awful. George, get a life!

24%

Hit The Ice
TAITO

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion from time to time rather than a full blooded sports action ice hockey simulation.

73%

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.

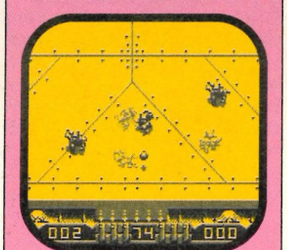
80%

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.

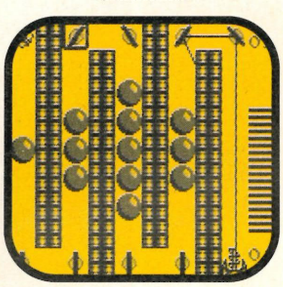
76%

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 really 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 lots of coloured pills in a jar. A major disappointment all in all considering the cool Mario connection in there.

42%

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 very 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 is enjoyable.

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%

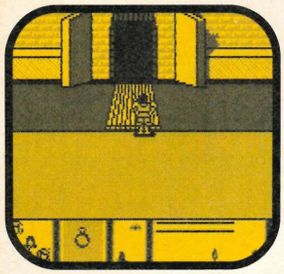
Final Fantasy Adventure
NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat.

85%

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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 zealous exertions.

65%

Robin Hood: Prince of Thieves
MINDSCAPE

Both combat and puzzle orientated with some fine character interaction and 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 stupidly hard events requiring great skill, strength and strategy. It will take you absolutely ages in order to get it just right.

85%

Battleship
MINDSCAPE

A modernised version of the dated classic board-game as you get to 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, you get to beat that gambling addiction in your very own home. Every whim is catered for and very nicely implemented to make it worth a look. But alas, not a glimpse of attractive, blonde, leggy show girls. Shame!

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.

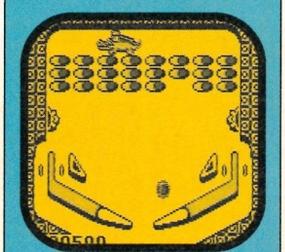
54%

Rampart
MINDSCAPE

Build or die in a medieval heave-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for rougher onslaughts. Awful graphics but great gameplay.

83%

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 scrolling is a bit jerky but gameplay overrules that.

90%

The Chessmaster
HI TECH EXPRESSIONS

A stunningly accurate portable conversion of the classic concentration board-game with nothing omitted. Clear and concise, if you love chess, you'll love this to bits. Plenty of checkmate action and Bishop bashing ahoy! Recommended!

91%

RECOMMENDED

GB ACTION'S STURDY SELECTION...

Alfred Chicken
MINDSCAPE



With so many bits 'n' pieces chucked in here, this soon becomes impossible to put down, developing into an impressive game playing extravaganza. Colourful and snappy, Alfred is deemed for greatness.

92%

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 the SNES game and just as much bone crunching and face bruising fun, it's really fluid and very realistic, smouldering with fighting spirit. There's loads of moves to learn and tons of detail.

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%

Krusty's Fun House
ACCLAIM

Krusty's house is infested with rats. By the strategic placing of blocks he must guide them to their doom. Lastability is high as each level fries your brains to a frazzle.

92%

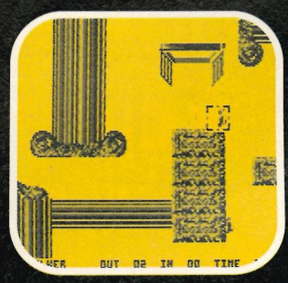
Prince of Persia
MINDSCAPE



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%

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NEXT MONTH



Reviews

Pugsley does the spooky ooky kooky routine, as he troddles around a vast arcadey platform adventure dreamt up by his mischevious sister Wednesday.

The Firefighter does just that, in the school, shipyard, factory and, erm, underground station! Cool World strumpets onto the scene, but will it fare better than its film counterpart? And hopefully, the massive role-playing extravaganza Zelda: Link's Awakening, will arrive in time to start rummaging around in.

Plus, Mystic Quest, the latest addition to Nintendo's Final Fantasy Adventure series, will no doubt merit a roam around as you enter a fantasy world fit for exploration.

Player's Guides



We hate it but you're stuck on it so, being the martyrs that we are, we shall lower ourselves to bring you the complete solution to Home Alone 2. Spider-Man 2 is a bit of a tricky one, just waiting to be cracked. We do the biz and show you how.

Answer to page 30: I bet you're thinking of a grey elephant from Denmark.

Previews



Schwing! Most excellent dudes and dudettes, Wayne's World is due to hurl your way... The Fidgetts are starting to shift uncomfortably as they prepare for a large head scratcher of an event, and Mortal Kombat is in the throws (and punches) of kicking the Game Boy's butt to a big purple blotch of a bruise.

Issue 15 Out July 8th!

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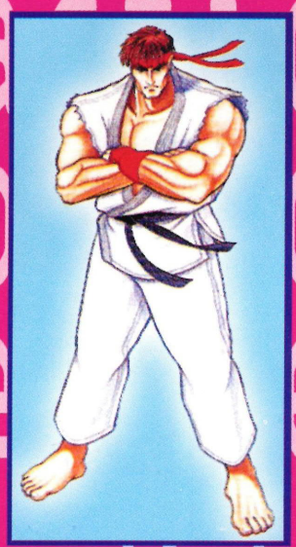
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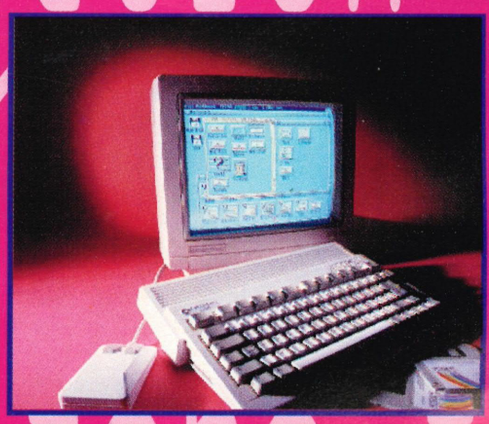
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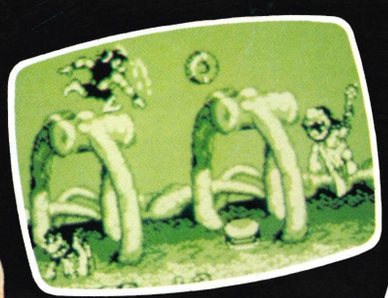
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