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100% GAME BOY

GB ACTION

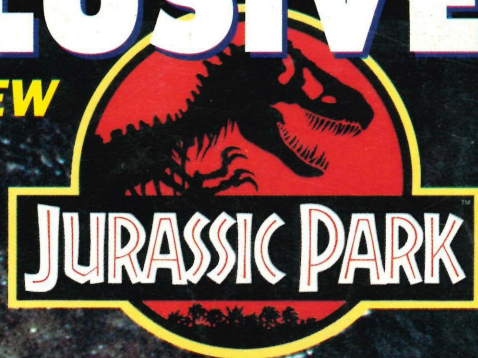
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AUG 1993
ISSUE 15



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08 >

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F-15 Strike Eagle

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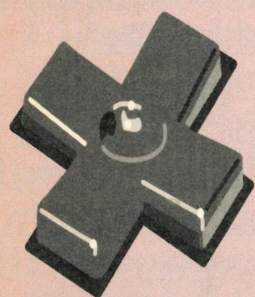


F-15 Strike Eagle, taking off on the Game Boy

MICRO PROSE
Seriously Fun Software

Welcome

GB Action, phew what a scorcher! It's the ONLY Game Boy magazine in the whole wide world, giving you heaps more gaming reviews, tips and news than any other publication anywhere.



SELECT

START

B



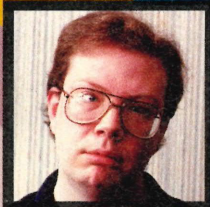
EDITOR Sharon Greaves

Once upon a time when rechargeable batteries were new and 'Oops I forgot' hadn't quite entered the English language, all was rosy for the evil despot. She ruled her domain with an iron fist and a bellyful of freebie lunches as she piled her toxic waste onto her minions' dwellings.



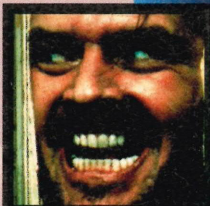
ART EDITOR Marc Keating

But suddenly the despot's corrupt sidekick burst into the dungeon where she was forcing wailing victims to tidy up her desk with the news that he had sold his golden carriage for £4,500. 'Oops I forgot,' she cackled and hurled his fifth chip butty of the week out the window.



DEPUTY ART EDITOR Rob Sharp

...Where it splattered onto the hideous visage of a passing ogre. Enraged by this insult he charged into the despot's haunt, whipped her freebie Jurassic Park T-shirt from her chamber of goodies and made his getaway on the bus, trailing the words 'Caption time' behind him.



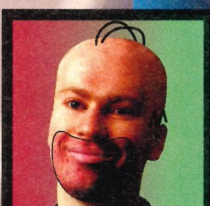
STAFF WRITER Andrew Sharp

He got off the bus and wandered through the haunted suburbs with his back a-hunched and eye a-crossed. Suddenly he was set upon by a gang of starving Andies (the evil despot had refused them dinner money). They ripped off his T-shirt and devoured it. The ogre scarpered.



PRODUCTION EDITOR Jason Sharples

Meanwhile, back in the dungeon, Bobbins the butler was being forced to eat his words. He'd got up to 'engorgement' in the dictionary. Realising he had to put a spell on the despot, he began to mumble, 'Sher right,' and waited for the despot to turn into Macauley Culkin.



GUIDE GURU Dave Goodyear

To his utter horror, Bobbins found that his face was undergoing a mysterious and terrifying metamorphosis. He had only succeeded in turning himself into Homer Simpson. Cursing his bad luck, he tried again and muttered the magical incantation, 'Doh!'



EDITORIAL CORRESPONDENT Jason Spiller

Suddenly a fiery flash of light beamed down from Boggnor, a heavenly 'Ping!' split the heavens asunder and a knight in shining armour struggled with the door key. 'These ends of levels are always the most difficult bit,' he mused. Two days later, he gave up and stropped off.

100% GAME BOY

Content

MORE GAME BOY REVIEWS THAN ANY OTHER

Words

Editor: Sharon (Freebie) Greaves
Staff Writer: Andrew (Pump) Sharp
Production Editor: Jay (Pants) Sharples
Contributor: Jason (Showgirl) Spiller
Guide Guru: Dave (Stoopid) Goodyear

Pictures

Art Editor: Marc (Cheatin') Keating
Deputy Art Editor: Rob (Dobbalina) Sharp
Scanning: Jamie (Street Hawk) Leeming
Ad Artwork: Steve (Unskinny Bop) Mattison

The Mob

Ad Manager: Simon (Ninja) Fitzsimmons
Ad Manager: Jon (Big boy) Lee
Bottle Washer: Leila (Morticia) Caston
Circulation: David Wren
Publisher: Don Lewis
Chairman: Derek Meakin

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Respect due to Jason Spiller for travelling all the way to Chicago to get some eyebrows, Sharon for going on loads of freebies, Jamie for being Evil Knieval, Marc for being Marc, Andy for groovin', Jay for foolin', Dave for losin', Rob for droolin', Leila for movin', no respect to Graham Taylor for turning England FC into Accrington Stanley. And lots of thanks to little baby Jesus for inspiration.
IK, SD, & SJ RIP!

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Yes! Yes! Yes! Yet another spanking fun-filled issue of GB Action! Don't you believe us? Well, just take a look at what we've got inside. We'll have you shaking with disbelief and gibbering on about how fab and down right groovy we all are! Honest.

Jurassic Park 14

Can the summer monster smash movie pull its weight when it comes to the Game Boy? We take a sneaky peek and tell you what's what!

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Untold cheats, tips and pokes that will have you skipping with sheer delight and swinging from the lampposts outside your local newsagents shouting 'I have the answers, I have the power!' at full volume!

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Action Replay codes? We got 'em! Game Genie codes? We got 'em! A six week holiday for four in the Bahamas? Get a grip you sad fool!

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Dave Goodyear the Game Geek rolls up the sleeves of his A-ha 1986 tour jacket and sticks his fingers deep into the dark passages of Home Alone 2, and then gets them very sticky as he comes across Spider-Man 2! Oh, and Andy swears a lot at Hook!

ts

ER MAG



Off the Wall 52

Once again good old Auntie Shazza answers all your Game Boy related moans and groans.

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The page where readers rant and rave about the games of the moment. Write in and you too could receive a game of your choice.

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All the latest bargain bucket releases to hit the 'Boy. Andy digs deep to bring you the best of the cut price bunch!

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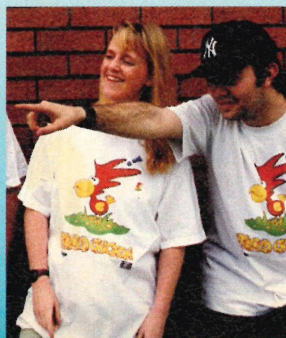
- Garfield gets off his lazy bum to give your brain a work-out.
- The Tazmanian devil whirly dervishes through a manic game.
- The roar of triumph greets Goal. Surely the best soccer sim to date?
- Mystic Quest potters hither and thither.



Compos 11, 35 & 47

It's gone totally potty! Up for grabs are 20 sets of Alfred Chicken T-shirts and badges. Egg-cellently trendy man.

- Loads and loads of completely bizarre Kelloggs and Nintendo thingies to win.
- Become a whole lot popular as you go up, up away and fly a plane, all by yourself too!



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news

Edd but

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Bad breath

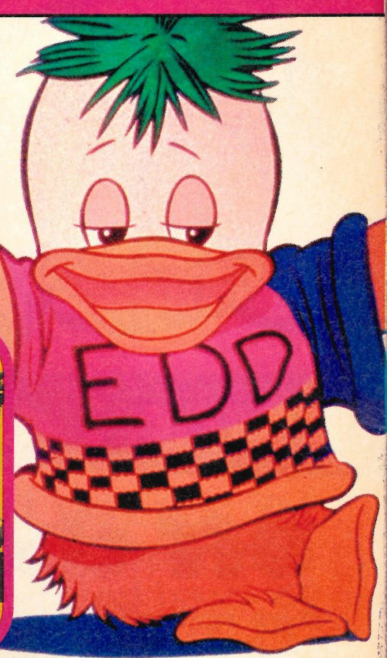


In the mid 1950s Godzilla first stomped its way onto British screens and now the Game Boy game is due to jam up all Virgin shops when it's released in September.

Contrary to what you may be thinking, this is a puzzle game short on

dinos but big on brain storming.

You have to shift rocks around to find a way to any number of different exits and onto the next level. With an assortment of 64 varied dilemmas it could be quite some time before all hell has been broken loose.



Final Quest?



Top spin



Fancy yourself as a whirling dervish of a hero, able to flatten bugs with clippings from your big toe nail and a zip of a twirly tail?

Well, now's your chance to become a cyclone-like Tazmanian devil and kick some butt blue.

Taz-Mania, to be released by Toy Headquarters in October, is looking to be a real nippy tornado of a game. Spring has sprung and this young man's fancy is turning to thoughts of, erm, kiwis?

You see he's hungry, tummy rumbling so, and thus sets off to munch through everything in his path.

Nine twisting platform levels await as he sets foot into the jungle and outback, zipping over rivers and boinging up cliff tops. It won't be just a left to right scrolling affair either; just watch him zigzag through cliff faces and in mid air on platforms.

This game is incredibly fast and Taz is a beautifully animated sprite with loads of comical ways of dying. In the past THQ have been literally head and shoulders and some outsized stilts above the rest when it comes to ploppy gameplay.

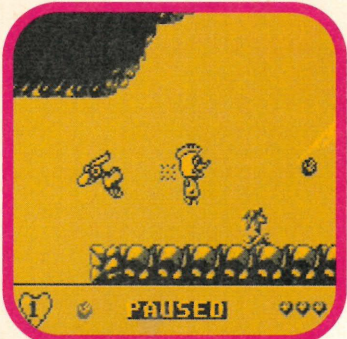
Fortunately they're getting their act together now and the acquisition of Black Pearl Software development company in the States is a stride in the right direction to focusing on bringing their games up to scratch. Taz-Mania bids to break the THQ stigma.



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A Philip Schofield playmate needs attitude, bags of it, and this duck has got the lot just pouring out of his snotty green quiff.

Yep, *Add the Duck* is nigh on set to whirl his wicked way through a number of terrains in jungle forests, dungeons and a tower, plus the obligatory end-of-level monsters and bad guys.

In the jungle Spring Bushes boing the little dare devil to new heights and he even has a go at ten pin bowling and skate-boarding.

Brought to you by LaserBeam, expect a rollicking platform game with speed aplenty and thrills galore come September.

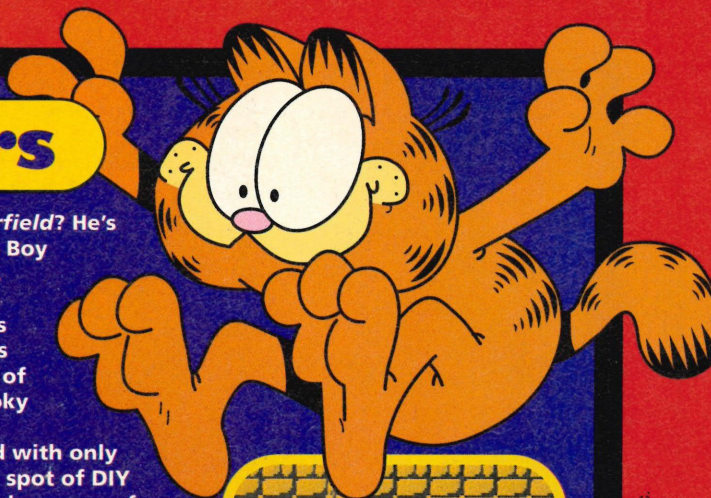
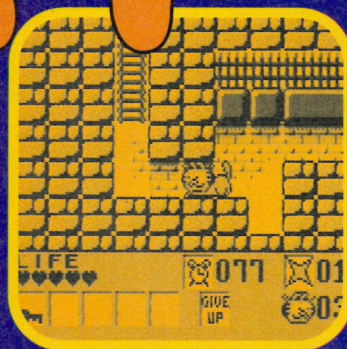
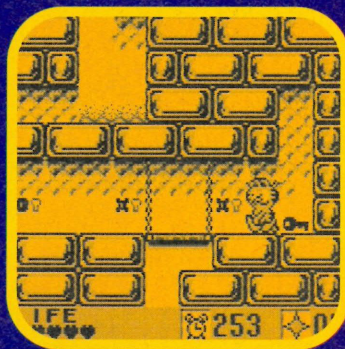
Odie eaters

You know that fat, lazy character *Garfield*? He's soon to be immortalised on a Game Boy screen in September, courtesy of Kemco.

The earth suddenly falls out of the bottom of the cool cat's world when he's playing hide and seek with pal Odie. He's plunged headlong into a complex series of labyrinths where traps abound and spooky enemies zealously guard their territory.

Armed with only a drill, a spot of DIY is the only means of burrowing through blocks that hide trap bombs and stars, while keys also need to be pinched in a bid to open gates to possible freedom.

Very much puzzle orientated, *Garfield's* looking to be a real tasty teaser. Expect the review next issue.



Shelling out

Nintendo are currently putting a rocket up the Game Boy's plug socket for a multi-million pound campaign to boost sales of the newly (and much more reasonably) priced number one hand held machine.

They have joined forces with the petrol giant *Shell UK* for a 10 million plus prize spectacular, running in almost 2,000 forecourts until July 18th.

The promotion is primarily aimed to bring in a larger adult Game Boy audience. At Shell Service Stations, customers aged 17 and



over will receive a Game Boy leaflet with a scratch off panel that may reveal a bundle of Nintendo goodies.

With over 1,000 GBs to win, plus 5,000 games (including *Top Rank Tennis*, awarded 90% in this very tome), get into gear, drive on down and get pumping some petrol.

Tackling toejobs



Ripping apart the restrains of the Game Boy, Jaleco shoot the latest in footie sims onto the pitch in November.

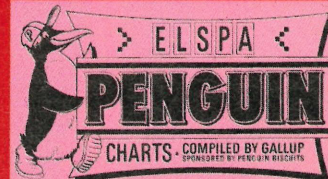
More sweat than if you were trapped in an overheating sauna for an hour, *Goal* may well be the first genuinely playable soccer game in a long, long time.

Boasting a fresh angled view of the pitch and numerous top class teams, not forgetting England (cough), everyone's favourite boys are ripe for some high class entertainment!

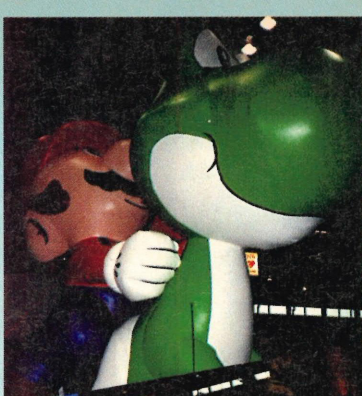
If you can't handle the embarrassment you could always try to take the German team to victory.

With the wheels of World Cup fever just beginning to roll, watch out for more football sims over the coming months, including John Madden... (isn't that American football? - Andy)

GAME BOY CHART



- | | |
|-------------------------------|------------------------------|
| 1 (1).....Lemmings | 11 (8)....WWF Superstars 2 |
| 2 (10)Super Mario Land | 12 (9)Alien 3 |
| 3 (2) ...Super Mario Land 2 | 13 (14) ..Ferrari Grand Prix |
| 4 (7).....Tiny Toons | 14 (-).....Joe and Mac |
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| 6 (4).....Populous | 16 (18) ...Super Hunchback |
| 7 (-)Jack Nicklaus Golf | 17 (-).....Parasol Stars |
| 8 (5)Star Wars | 18 (-) ...Bugs Bunny Castle |
| 9 (6) ..Bart Vs Juggernauts | 19 (11)Track and Field |
| 10 (12)T2: Arcade Game | 20 (13) Krusty's Fun House |



Goomba alert! Take off your overcoat and get ready to dance



Once a year the video games world joins forces with the huge electronics industry in its annual migration to the windy city of Chicago for what pundits consider the most important computer/electronics-related show on the calendar.

Chicago – and the sprawling video-game market commanded a vast exhibition hall all to itself, dominated by Nintendo and Sega, the big boys eyeballing each other for the biggest territory in the hall.

Pleasure dome!

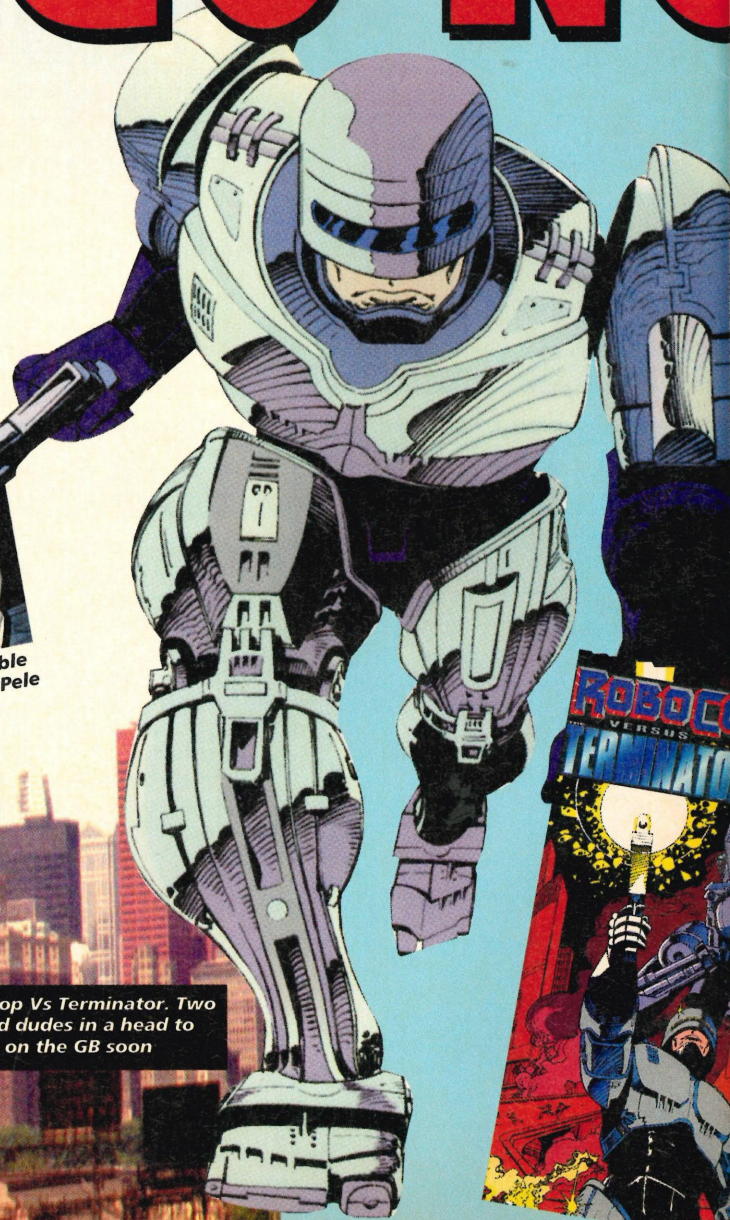
Nintendo's 'world' was totally dominated by a massive dome boasting the ultimate 3D experience inside. An impressive spectacle indeed although some of the Mario costumes looked decidedly dogeared and worn out.

CHICAGO NO

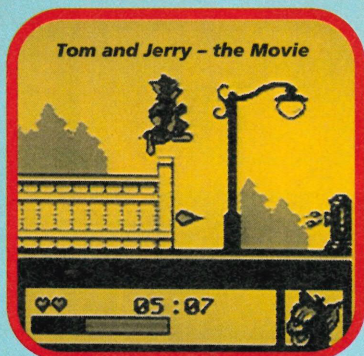
'Well folks, we're plumb near touch-down time! Y'all enjoy yourselves ya hear?' So went the voice of the captain of American Airways flight AA87 carrying us toward rain and hurricane Chicago! Jasey (Friend of the Stars) Spills reports...



A famous sporting legend, a veritable demon of the six yard area, meets Pele



RoboCop Vs Terminator. Two big bad dudes in a head to head – on the GB soon



Nintendo maintained faith in its home-grown Brooklyn-based Italian plumber theme, introducing some new characters onto the scene.

Having brought a video game to the movie screen with the Super Mario Brothers, there's now a new chapter opening in this ever growing, ever popular video game phenomenon.

OW!

Mario and Wario is due out this autumn starring the chubby plumber and introducing his arch-enemy incarnate, the evil Wario.

In this episode Mario has a bucket on his head which quite naturally renders him sightless.

In this strategy puzzle game, the player controls a guiding angel to move or eliminate objects that impede Mario's progress through eight levels, featuring 100 individual initial stages. Once completed, Mario enters Warioland for a further 20 levels.

Licence to thrill

Major game launches at CES had one thing in common. They were, without exception, licences. Interplay's high octane action between two metal-clad fighting machines, RoboCop and The Terminator was introduced in which the player controls RoboCop and a team of ED-209 law enforcement robots against an unstoppable force of tooled-up Terminators, Endoskeletons, dogs and airborne Hunter Killer aircraft.

Cats and dogs

Meanwhile, the cartoon world continues to provide more than enough fuel for a continuous stream of games. US based publisher Hi-Tech wisely scooped the license for the forthcoming film release Tom and Jerry - The Movie.

Although 50 years old the

irrepressible cat/mouse team are as popular as ever. In this game they join forces to save a friend from perilous situations based on the forthcoming movie.

Still on the pet theme, Hi-Tech is to publish a game based on the sloppy dogs dinner of a movie Beethoven, of which a sequel movie is expected this winter.

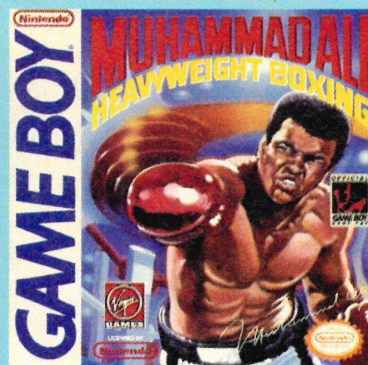
The Simpsons continue to be the most exploited game licence from Bart's Nightmare, Krusty's Funhouse and Bart Vs the Juggernauts. Now comes Bart and the Beanstalk and Itchy and Scratchy and Bartman meets Radio Active Man.

Movies! Movies!

Ocean Software proudly boasted its claim to the Nintendo versions of Spielberg's Jurassic Park and UBI Soft are due to release the super arcade/adventure Indiana Jones and the Last Crusade on the Game Boy.

Ocean is also producing a game licence based on the forthcoming '94 movie Dennis, which in itself derives from the US cartoon series starring Dennis Mitchell, and not from the UK's own beloved Beano characters, Dennis the Menace and Gnasher.

But it's Sony which is scooping up the really hot movie licences. Before Christmas expect Last Action Hero, Bram Stoker's Dracula and big boy Stallone in Cliffhanger.



Sports round-up

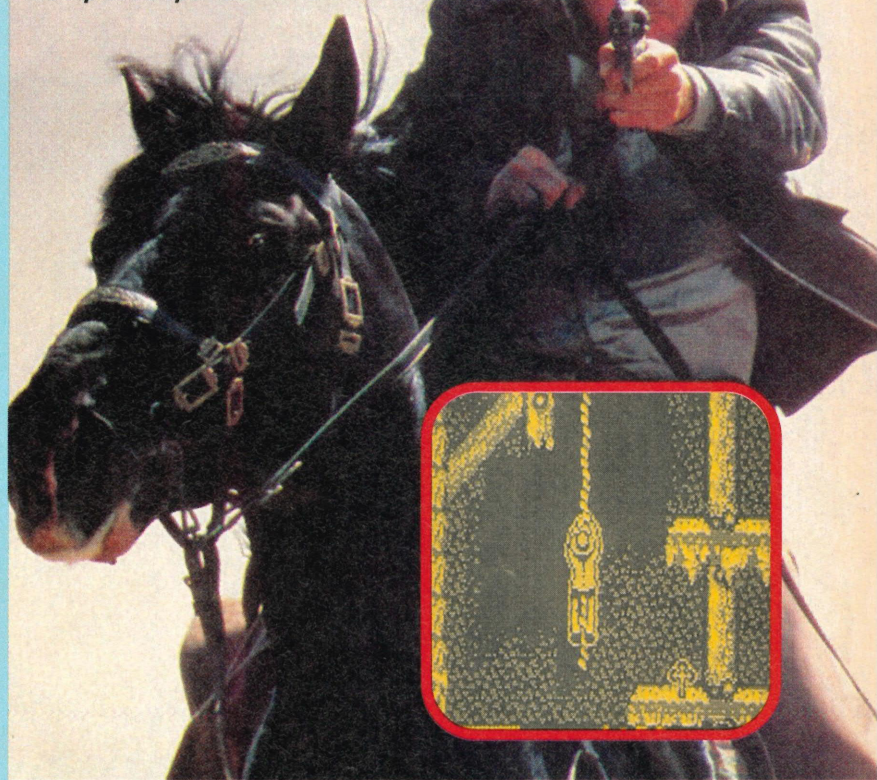
Celebrities from the world of sport are literally queuing up to endorse games. From the world of boxing, Muhammed Ali has put his name to a game from Virgin, which is technically advanced in terms of the Game Boy, featuring 360 degree revolving ring showing different angles of action as well as a pre-fight training option.

Meanwhile, there's enough wrestling-related titles to fill Hulk Hogan's trunks, and more are just bustin' to get through the ropes, including The Main Event and World Championship Wrestling.

There's certainly a wider variety of sport sims available on the Game Boy. A superb Nick Faldo golf simulation from Gametek can be expected in '94.

Right now, Nigel Mansell's a hero in the States thanks to his Indy 500 antics, and Gametek is due to release Mansell's long-awaited

Indiana Jones and the Last Crusade makes it to the Game Boy. "This is the cup of a carpenter."



Grand Prix title towards the end of the summer.

Meanwhile, in the sports arena, UBI Soft alone is to release a wide variety of sport licences. Jimmy Connors' Tennis, a fun ring-dunker simply called Basketball, and American Football sensation John Madden's Football gets the full French treatment.

As the US hots up for World Cup '94, a number of soccer titles are predicted for the Game Boy. The greatest soccer player of all time, Pele, made an appearance on the Accolade stand with a Game Boy soccer sim, but the version is still in the design stages.

The old maestro showed a real interest in his pixelized alter-ego. Other footy titles due include Goal from Jaleco

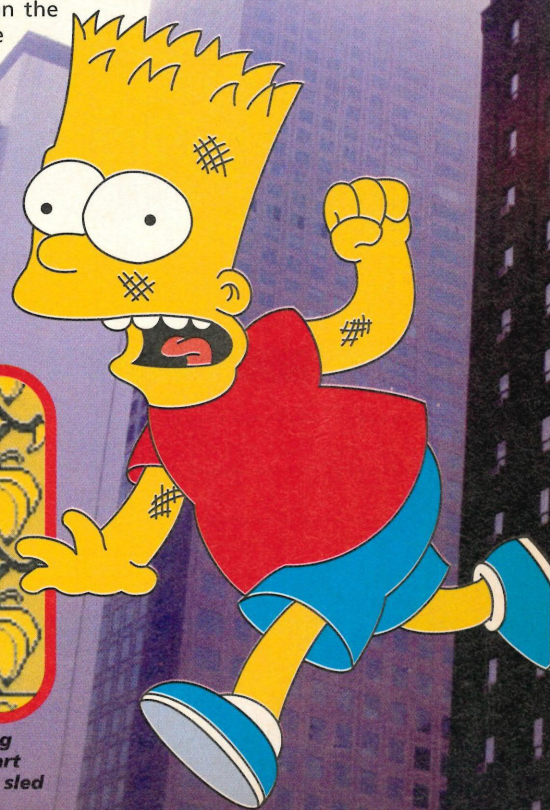
and Renegade's best-selling 16-bit title Sensible Soccer.

As the CES closed for the day, the Chicago skyline looked stunning as \$200,000 of fireworks and lights lit up the night.

Tonight the town was gripped by basketball fever and one hi-tech skyscraper had "Go Bulls!" written in lights down its side. This is Chicago! And now I'm off home to sunny old Bognor.



Look out for thigh-slapping frolics this Christmas as Bart and the Beanstalk hits the sled



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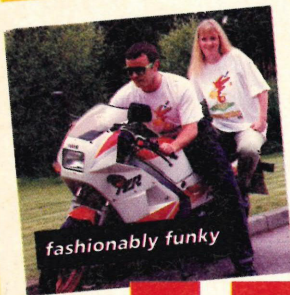
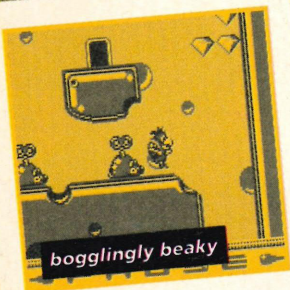


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20 Alfred Chicken Badges & T-Shirts



Meet Alfred. He's one cool chick, even destined for greatness. He's the star of an egg-straordinarily egg-xellent Game Boy game.

It's zippy, positively enormous and squawkingly good fun to play, so much so that we awarded it a stunning 92% here at GB Action.

Refreshingly different from the traditional platform bonanza you get to spring around loads of cheesy grinning rooms, floating on balloons and pecking away at secret bits 'n' bobs. Super duper quacktabulous fun.

Now those fabby folk at Mindscape are giving you the once in a lifetime chance to win one of 20 marvellously marvelous special edition Alfred Chicken T-Shirts.

Flaunt your chests and let Alf wow the world. Furthermore, there's also 20 groovaliciously groovy pin badges to win and wear with pride. What more could you wish for?



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

Alfred Chicken Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

All you have to do to be a winner is answer the following easy question...

Why did Alfred Chicken cross the road?

(No more than 20 words – anyone suggesting "To get to the other side" is unlikely to prosper).

Photocopies are accepted, but multiple entries are not!

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

My answer is:

.....
.....
.....

Name.....

Address.....

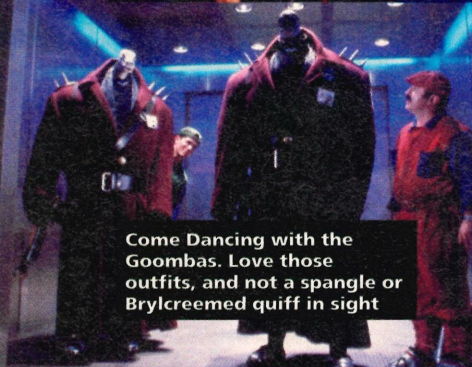
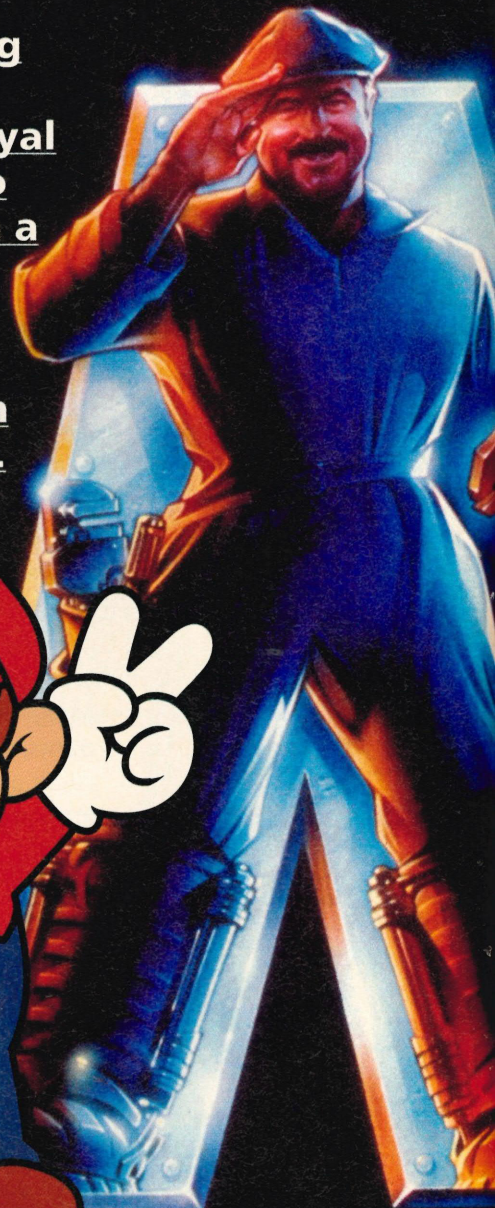
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Post Code

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

SPANNER IN T

Popcorn alert! The Goombas are starting to boogie and King Koopa's in a right royal tizz. The Super Mario Bros have more than a few stinky drains to unblock as they make their silver screen debut. Sharon went to the preview.



Come Dancing with the Goombas. Love those outfits, and not a spangle or Brylcreemed quiff in sight

So hot you could frazzle burgers with them. That's the Super Mario Bros games all over for ya. And now the pixelized sprites and potty pranks of Mario and Co have looped the loop and been miraculously brought from the land of make believe to the real world.

It's been a real end-of-level challenge for the producers, Joffe and Eberts. Watching their children sit on their bums playing Nintendo all day, first gave them the amazing idea of bringing the dungareed duo to erm... Harrison Ford movie status, well sort of.

And who better to play the part of Mario than Bob Hoskins. This man IS Mario. No need for plastic surgery or padding.

When Nintendo made the movie rights available, the two producers were on the first 192 bus outta town straight to the

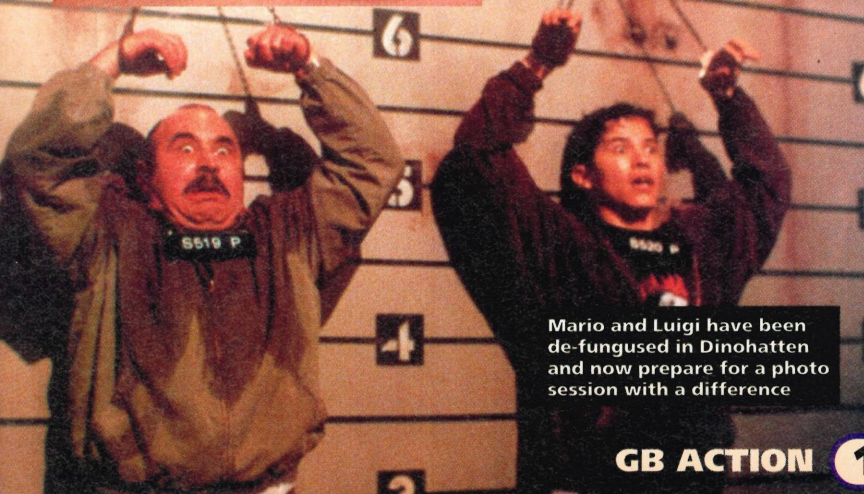


Nintendo headquarters where they were to outbid their fierce competitors and secure the Mario movie deal.

To research the plot properly they even took off for Japan to visit Shigeru Miyamoto, Mario's dad, and find out how the funny patterns in his brain work, while thinking up all the gobbledegook that makes such a perfect computer game.

After some huddled brain storming, the idea for the film began to take shape. So what's it all about then?

Well, 65 million years ago the dinosaurs ruled the earth. This is used as the starting point before the up to the



Mario and Luigi have been de-fungused in Dinohatten and now prepare for a photo session with a difference



HE WORKS



(Right) The fungus is really Daisy's dad, King Bowser. He's starting to smell a lot now, but he does prove to be a useful ally in the fight against Koopa



Thwomper stomp!

The designers have incorporated over 100 Nintendo game elements into the film set, on graffiti, neon lit signs etc. Can you spot them all?

Just like the game, you're introduced to a world popping out of the seams with nasty surprises.

With loads of pipes, ladders and sewer tunnels to find a way through, dangerous missions at breakneck speeds, lots of climbing and hanging on pulleys, it's non stop heavy breathing all the way as the bros move forward, learning to battle whatever is lobbed towards them.

Big Berthas' Thwomper Stompers are the ultimate in power-ups, while limited invincibility is to be gained in the form of mushrooms and fungus, which act as both shields and protectors.

particularly when Daisy and then the plumbers are sucked into the parallel world.

The evolution and de-evolution chambers can send citizens back to primordial state or even perk up their brains to become super large forehead intellectual beings.

When Koopa tries this on his two nitwits, his plan backfires because then they begin to see Koopa for the big ugly dude he really is.

Sweet little Yoshi too has

minute video game fairy story begins to unfold.

A large meteorite suddenly destroys the dinos. But what if they somehow managed to survive in a parallel universe? And what if that universe was to find some way of merging its world with ours?

Daisy chainsaw

A woman leaves a huge egg at a convent, out of which baby Daisy hatches. With it is a pendant, the last little bit of the fallen meteorite.

She, and it, are the plasticine joining the two worlds. Only she can help Koopa attain his goal. She's kidnapped by two

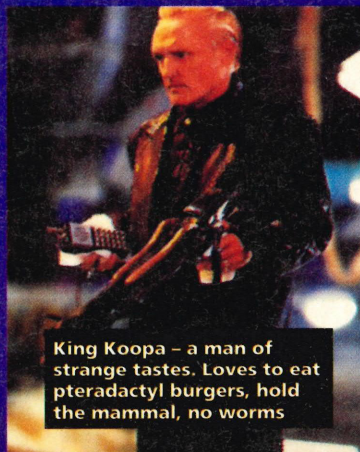
totally thick henchmen along with Mario and Luigi, the two Italian plumbers in hot pursuit.

So begins the adventure of a lifetime, melting fantasy and reality together, and topping it off with a large dollop of real sophistication and style.

Dinohatten is the reptilian mushroom world, a type of inside out back to front New York. This is where most of the action goes down.

The film is very upbeat with lots of spectacular police car chases and fireball flaming. Mario even gets to ride on a mattress down an iced up pipe like a tobaggan!

The special effects are fab,



King Koopa - a man of strange tastes. Loves to eat pteradactyl burgers, hold the mammal, no worms



been brought to life by means of a cable puppet, animated by nine highly skilled puppeteers.

The moviewas filmed in an abandoned cement factory in North Carolina with a ready prepared multi-level system of ramps and conveyor belts.

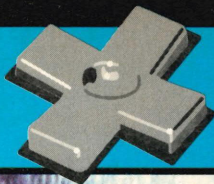
This is a hearty adventure for all the family, PG rated. Who knows, maybe we'll see bits of the action in future Mario games! I for one would love to see the dancing Goombas.



SOFTWARE HOUSE: OCEAN

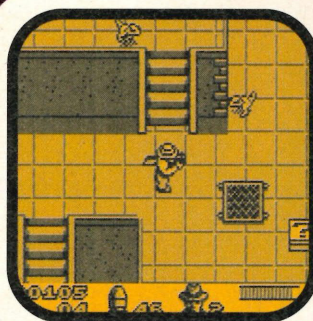
RELEASE DATE: 1ST OCTOBER

PREVIEW

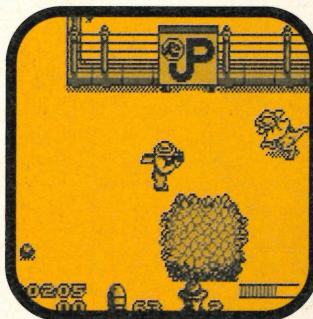


COVER EXCLUSIVE

JURASSIC PARK



The 'Raptors' even find a way up onto the roof top. Just buzz off and leave me alone



Eh, watch your manners! Don't you know there's no spitting in the park

Even before the best selling author Michael Crichton had nipped out to buy a pack of bios for his new sci-fi book Jurassic Park, Steven Spielberg had his hand through the letterbox, shaking on the biggest movie deal ever.

Before he even had time to pop down to Boots to get the film developed, big boys Ocean Software, smelling the scent of a potential monster of a hit, were galumphing in with a podgy wallet to sign the rights for all Nintendo game formats.

This IS the biggest licence deal yet. But will the gamble pay off? Sharon takes a sneaky peek at the Game Boy game.

The movie, hyped as the biggest thing since ET has cost a staggering £53 million to make. As it hot trots around

cinemas to rave reviews, cinema seats are rigged up to shake in reaction to the dinosaurs' hefty movements on screen.

They may only be plasticine models and computer graphics, albeit spectacular ones, but they're still scary enough to give you a severe case of the soiled trousers routine.

Can the game even pretend to compare? Well, it's certainly looking good...

Traces of dinosaur DNA have been extracted from fossils

Sonic boom
footsteps and a
splintering crunch
of bones...
dinosaur meets
man... the kings of
the past take on
the rulers of today.
And there can be
only one survivor.
Welcome to
Jurassic Park,
welcome to science
eventuality.

preserved in amber. An eccentric millionaire has managed to rebreed the reptiles to make them the star attraction in his fantasy theme park.

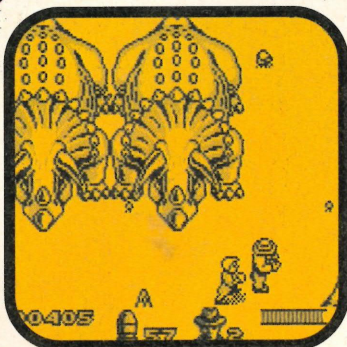
Only someone forgot to tell the dinosaurs that they're supposed to be mere show pieces. Suddenly mankind is in a whole heap full of bother. Try extinction - possibly.

Jurassic japes

For the Game Boy game this plot has been taken to pieces and rejigged into six separate sections and subsections.

It'd be easy to plump for a routine platformer, but Ocean have been aiming to get rid of the puppy fat (pew) and go for a meaty and varied helluva large adventure type game.





The Triceratops stampede towards Grant and Tim, waddling their big tails behind them. Must dash...

Is that the Loch Ness monster heading for my dinghy? Nah, must be something in the water



Grant's saved Lex but the T-Rex fancies an elevenses. Will your pop gun do any good though..?

Viewed from above it's a shoot'em-cum-puzzle-up with you stuck in the theme park and a number of rescue missions to complete along your way.

Find dino eggs to prevent further breeding, gain access to all the buildings with computer pass cards you find, and come out shaken, but not stirred, after a stampede of Triceratops have knocked you firmly on your butt!



Unatched dinos are hidden in some egg-stroardinary places. Grope for all you're worth

There's also a humdinger of a battle with a T-Rex, even a dinghy ride, oh and then there's the bit... no, no, I'm not going to tell you everything, that'd spoil the surprise.

Talking of surprises though, these dinos are no dumbos. You may not be always able to kill them with your little pop gun. Use your wit, make like a banana and split!

It originally began as a two megabyte game but because there's been so much to stuff in it's just been putting on weight since birth. The end result is a whopping four meg cartridge.

The Game Boy version is the final result of a great deal of collaboration between the programmers in Manchester and those in America who did the 8-bit Nintendo game from which the Game Boy one is adapted.

Get it on

The movie studio too has given the development team access to the script and special effects department.

The whole thing started in August '92 when the team got the breakdown of the NES version on paper. After swapping notes on bulletin boards, the style was slightly altered to make the most of the GB's capabilities.

Global fascination with dinosaurs is still buzzing. These humongous reptiles are no Basil Brushes, they really did heave and breathe, and doesn't it make you feel good when you can say all their names straight off the top of your head!

A lot of time and talent has gone into the game, 160 million years if you're really counting, and Jurassic Park is set to be a monster of a hit when released by Ocean on 1st of October. This isn't Game Boy fiction, it's fact.



No spitting

How on earth do you adapt great chunky dinosaurs to the GB screen? Quite conveniently the 'Raptors are only six foot tall so pose no probs proportion-wise.

The other dinos have had to be scaled down to size, otherwise you'd have a bit of fluff having it out with the big toe nail of a creature.

Stills from the movie, discs of graphics and templates of the T-Rex were acquired from MCA/Universal studios and the designers even nicked the models from a TV show called Dinosaurs, which is shown on British tellie.

On the Game Boy, animation has to be spot on to bring the basic drawing skills to life. There aren't millions of colours to squeeze in and so the graphics have been tailored to be in simple black and white.

The hardest bit has been getting all the different angles right, particularly since the game takes on the overhead perspective of the park.

The screen scrolls in eight different directions, so every shadow and bump in the game has to look right from every conceivable angle.

MCA are very happy with the graphics, liking the fact that there are detailed descriptions of the different types of dinosaurs, ten in all, thereby throwing a bit of edu-tainment into the gameplay.

And any grumbles? Well, initially they said that the animals' tails swished too much (and how would they know?).

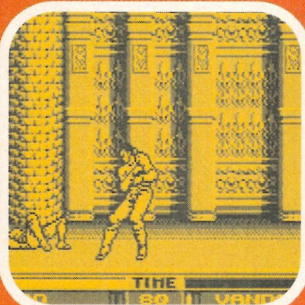




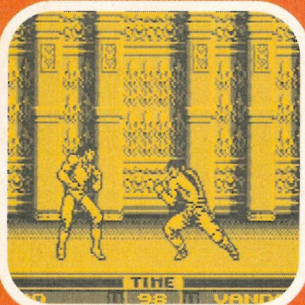
OFFICIAL RELEASE

RAGING FIGHTER

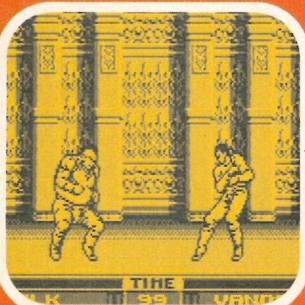
Ultra violence without a trusty shotgun at your side? No weapons of any kind except fists and feet at your disposal. It's beat'em-up time again!



Oh look! Another pick of a fighter lying in the corner. This is the most common shot



Stand and fight like a man you no good useless piece of mouldy wet lettuce!



The tall guys are out for blood! Check the really scary haircut on the fat bloke

With a shortage of tougher than tough fist-fighting games for the 'Boy, it's time to have a look at the latest on offer in the organised brawling category. After all, that's all it is. Nothing more and nothing less.

Forget about the ultimate punch-up game, Street Fighter II on the SNES, and just compare it to other brawling games on the small screen.

Best Of The Best is by far the best all round action packer for skill and graphics, but maybe with this and Mortal Kombat on the horizon it will all change!

What can anybody say about a game that's purely punching and kicking? With a whole load of different moves for a player to work out, it's pretty crazy.

So, for a do-it-yourself boxing match it has a fair few options. A player gets a choice of seven different characters, each with their own moves, strengths and weaknesses.

There's also the choice of whether you will fight one or



three rounds against your chosen opponent.

Come & 'ave a go

It's basically your average beat'em-up, only the players have their individual moves to use for turning the bout towards their favour.

A practice mode is beneficial

for toning your skills up and learning your character's moves, just before diving headlong into a fight to the finish.

The best aspect of this is that your partner will just jump around without pulling a single move on you! It's a guaranteed win here, although admittedly the traffic is a little one way!

2nd OPINION

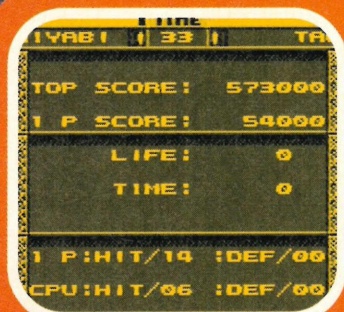


Raging Fighter by Konami is, at the moment, the ultimate in handheld kick ass action. With several characters to choose from and loads of playing options, this cart could well be a winner. Each fighter has an array of special moves to be mastered. Once you've done that, battle your way to the top of the Trial Tower to become the supreme champion. But can Raging Fighter stay top of the pile with the Mortal Kombat release on the horizon? We'll have to wait and see. **Jay**



The Trial Tower. Work your way up to the top by kicking some serious raging butt

FIGHTER



A mighty interesting shot of the statistics after you win a round of some serious scrapping! Yawn

With an uppercut from hell, the opponent seems to float away as if he were weightless



For a game of this kind, the characters move surprisingly smoothly, and as a result, you can see exactly what's going on.

From the sweat leaving the face on contact with fist or foot, to the falling to the ground at the receiving end of a punch, it all looks quite impressive really.

Hair stretch

Unfortunately, this isn't quite the whole story. Sussing the moves for each player takes effort to learn. And believe me, it does take up a fair amount of precious time!

An attempt at adding more variation into the gameplay by having different characters to choose from fails.

Although there are seven different fighters, a couple of which look unique, the moves do seem to be uncannily similar.

On top of this, there is the Tournament mode, where a player takes on more opponents in a three match bout, as you slowly make progress up the Trial Tower.

Once these have been used and completely abused for a while, what else is there to do? Absolutely nothing, unless you fancy having a fabby link-up game with a buddy! That's only if you really feel like buying another cart that is!

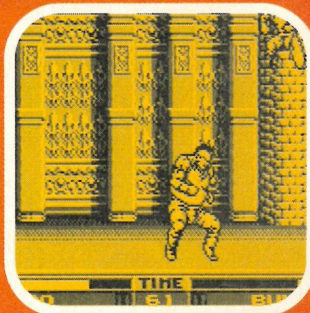
For all the fighting sims

available, they are hindered by being rather bland and samey. Raging Fighter is no exception to this rule. It's just round after round of senseless blood, sweat and snot.

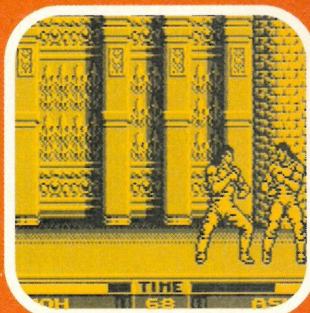
An energy bar at the bottom of the fighting screen shows exactly the amount of damage your opponent has done to your muscular features, and vice versa.

At first it may look like you will lose sight of your man in all the scrapping going on, but there's nothing to worry about. You won't have any trouble in knowing exactly where your man stands once you begin.

As far as sound effects go there is the crunching sound of a punch or kick hitting its target and a fast and furious game tune with the hitting force of



Do you like the look of my clenched fist mate? The opponent makes a flying attempt

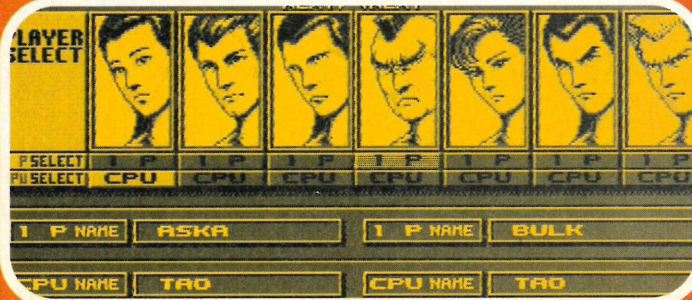


Yoga for the bored and angry! Instead of sitting and stretching, the fists do all the work



With some serious facial damage it might be wise to retire. He never will though!

say, The Muppets. It's one of those musical scores that suits the game it's in. Perhaps a funeral march would have been more appropriate however. Get ready for the fight of your life boys and girls! Rage on!



Mug shots of all players (beautifully linked too). Look mum no scars!

DATA

SOFTWARE HOUSE

● KONAMI

SUPPLIER

● KONAMI

PRICE

● £24.99

RELEASE DATE

● OUT AUGUST

COMMENT



Not exactly a raging fight, more like a few weak slaps and

some slow motion reactions. In fairness it isn't too sloppy a game. Fighting sims are always difficult to get into at first. Learning the moves took a few attempts. Graphics are clear enough to see what's happening and the tune is funky. This lies some place between the turgid Pit-Fighter and the rather special Best of the Best. **Andy**

SCORE

GAMEPLAY



LASTABILITY

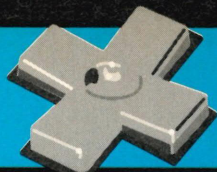


PRESENTATION

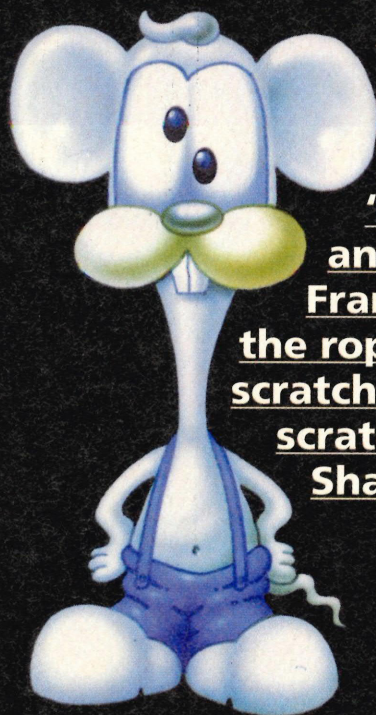


OVERALL
74%

PREVIEW



THE FIDGETS



'Well Freddie, this is a fine mess you've got me into.'
'No need to get ants in your pants Frankie. You know the ropes by now, you scratch my back and I'll scratch yours...'
Sharon listens in...

Freddie and Franky are in a bit of a stew, and one that's reaching mind cramping proportions.

You see, their Ma and Pa, well cheesed off with a mega boring life in the countryside, have suddenly got so restless as to set off with a suitcase full of blues for an idyllic life in the US of A, carting their fledgling family of mice behind them.

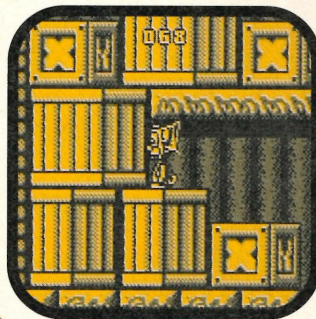
This is the land where dreams become as accessible as those little hats with propellers on the top and Macauley Culkin beaming from every billboard in every joint. Treatsville!

Maybe this is why Frankie and Freddie mysteriously get lost. And so begins the adventure of a lifetime...

Many different sources of inspiration have been welded together to produce this new platform puzzle game.

It's very much along the same lines as Krusty's Funhouse but with a dolly mixture of a

The journey will see you stuck in rodent infested sewers, bathrooms and kitchens



bag of environments and brain cauliflowering dilemmas.

In it the two mice negotiate their way through hundreds of twitching screens as they decide where to place blocks they're carrying and also how to use springs, chairs, even balloons, to help each other out.

Fun! Fun Fun!

The two GB characters, one a fatty with a goofy grin, the other a thinnie, both with different skills, were once going to be called Itch and Scratch.

However, this seemed to be cutting the bone a bit too fine because of the plagiarism of the



Even though it's a puzzler you still get end-of-level nasties. Dogs and crows pop up too

cat and mouse pair, Itchy and Scratchy, watched by the fabbo Bart Simpson.

Alternative suggestions were thus sought, initial name ideas being Bubble and Squeak, (something based on leftover cabbage and spuds doesn't really bode well for street cred) and Freddie and Franky. Finally The Fidgets stuck.

Fans of Elite's Dr Franken games may recall dear old Franky. So why's the same name but the wrong person popping up here?

The truth of the matter is that Franky is so darned popular that he's in everyone's thoughts down at Elite's HQ, from the accountants to the cleaners.

More importantly, if you bring out a new release with a tie-in with something big that's gone before, then gamers can relate to it more easily.

The Fidgets will be Elite's fourth two megabyte Game Boy game and has been developed in conjunction with Yorkshire-based Game Over.

With bonus sections, big bosses to take a pop at and even a 3D maze, this is sure to be yet another smash from Elite. Let's hope it gets you itching in all the right places.



Freddie yanks a block along to help his fatso brother climb up higher. A crate escape is set...

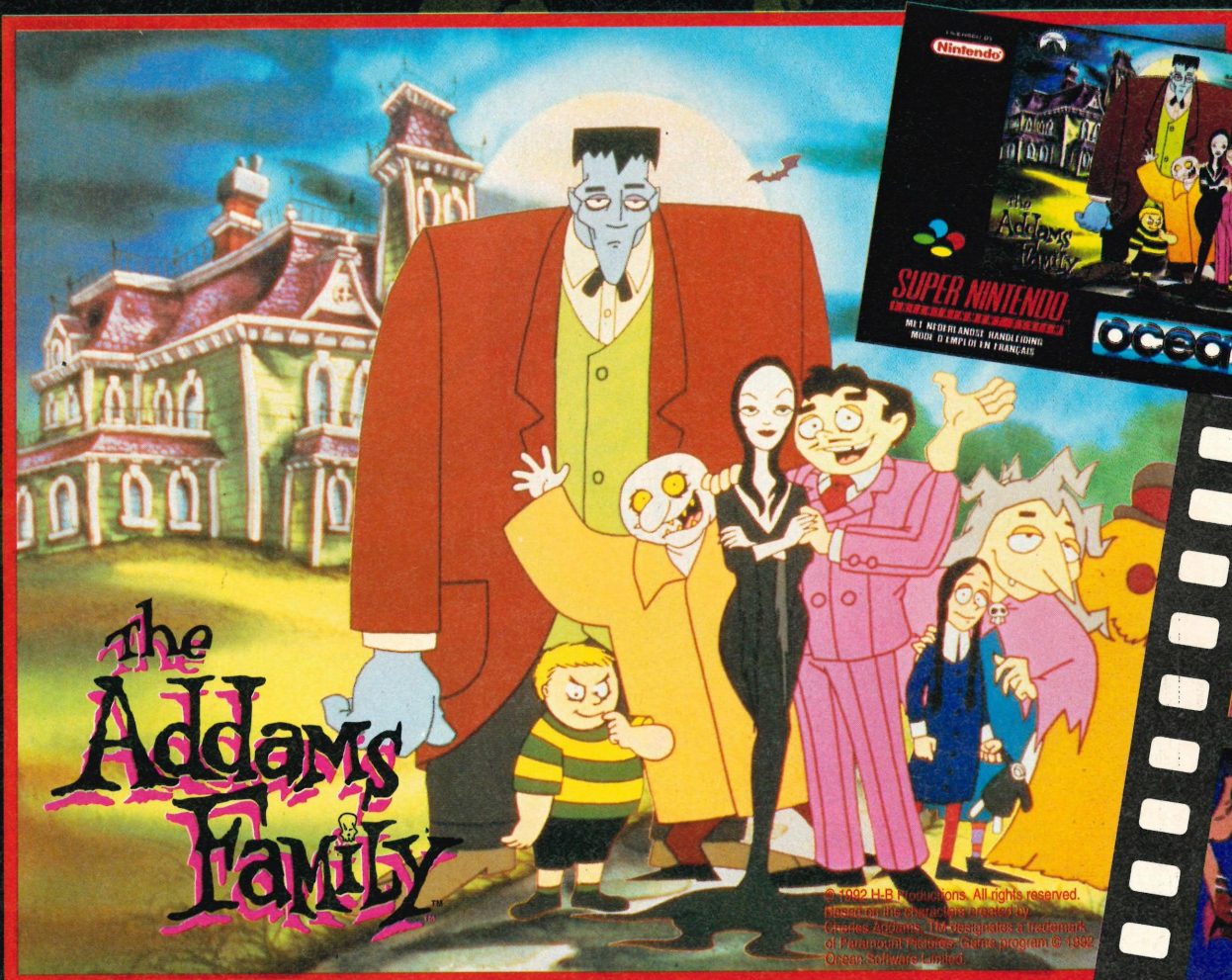


On second thoughts maybe I can wait for that cheese buttie. Don't want to invade your space



GET READY TO GET SPOOKY, AND GET SET TO GET KOOKY...

IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!



"Brilliant graphics, great sound, lots of inventive bits and a nicely pitched difficulty level add up to one of Ocean's best ever! I think it's the best platform game on the system." **Super Play**

"One of the best SNES games around!" **NMS**

"For the record, let me confirm that it sounds great, looks amazing and it'll keep you going for ages!" **Total Magazine**

"The graphic artists make the game glow, like I've never encountered before. They really know what they're doing." **Super Play**

"Overall, I have to say that Pugsley's Scavenger Hunt™ shapes up very well. The music, like the art, is brilliant, and the whole kaboodle is so instantly playable." **Game Zone**

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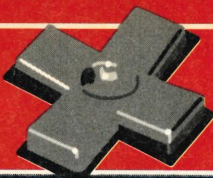
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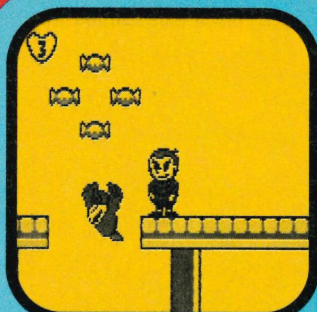
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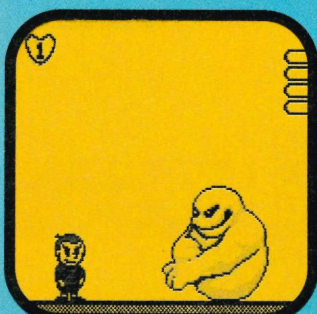


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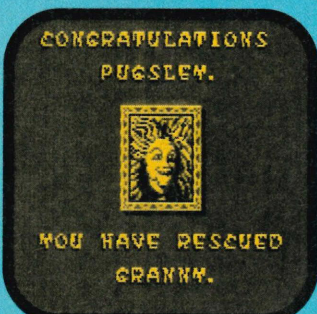
PUGSLEY SCAVENGER



Pugsley wonders whether to share his sweeties with everyone. Then doesn't!



Some serious pogoing should help you to see the end of this rounded meanie



Looking uglier than ever, Granny gives a smile upon her rescue. Pugsley is her hero!



The Addams Family have been swiped by kidnappers and hidden around their home, and it's up to portly Pugsley to hunt them down...

2nd OPINION



It's poor, and I was very disappointed. This game could have been such a winner, but I'm sorry it's a loser. Tacky gameplay with an overweight sprite from hell. Big fat Pugsley does try his very best to convince you to carry on playing the game but I just wasn't interested. Yes, the graphics are slick and smooth and there is a vast array of rooms to explore, but totally rank music and terrible backgrounds don't tempt you enough to stick with it. Very poor indeed. *Jay*

Okey dokey, Pugsley's task is to rip his home apart and try to find various members of the Addams clan. Does this sound familiar? Almost identical to the original only using Pugsley instead of Gomez.

Technically it's not a sequel to the original Addams Family game but comparisons will be made.

Each relative holds a piece of the unnaturally lovely music which Lurch must play to unlock the secret passage which is holding the absolutely gorgeous Morticia.

At first the whole thing seems

straight forward, but then you have to go and find everybody! But fear not, because the ultimate in right hand men is on your side. Yes, it's the charmingly bizarre Thing, the hand without a body.

Why oh why Ocean chose the smallest, fattest and most saddest member of the Addams posse to be the hero in this game is quite beyond me.

Lets face it, he can't jump high because he's so fat! He's got a bottomless pit for a stomach so he's perfectly happy to eat endless

Y'S HUNT



*It's a devil thing on a chain.
Its grim face should tell you to
avoid it at all costs*

sweets and cakes on his journey.

The game consists of the house, numerous rooms, passage ways and the back garden. You have to search every single one of these places in order to be completely successful in your mission.

The game has a password system so you don't have to start right at the beginning every time you switch the Game Boy on.

Little pig

I can't believe that such a big name licensed game hasn't got any music in it! A whole load of samples were there for the taking but all you get is a tinny version of the Addams theme tune at the start and then it's just plinks and plonks every time Pugsley jumps around.



*Just one wafer thin mint Sir?
Pugsley feeds his face like there's
no tomorrow*



*Nice staircase. Shall we find out
what's behind the green door
today? Notice the bland wallpaper*



*It's just not possible to play any
more. I haven't had a sweetie for
almost two screens!*

Pugsley himself is a boldly animated sprite and moves as smoothly as any lard eating kid who is immensely overweight.

How his body has the strength to keep going is beyond mine or anyone else's comprehension!

Lip up fatty!

Of course, eating a tub of lard or dripping would be just as feasible for our fat friend, only sweets are easier to digest. Just keep that glucose fix going and Pugsley will be perfectly OK!

Keeping Pugsley moving is easier than breathing as his controls are so simple to use.

Only a jump button (that if held down longer allows a higher leap) and the direction buttons are the main functions you'll need.

Other moves are just used for climbing or crouching with a simple press of the B button to shuffle along to the right.

All Pugs does is flab around from the top of one baddie to the next with precious little variety.

Bring back Hook and Super Hunchback is all I can say, at least you get some bite to those games.

It looks like the programmers simply couldn't be bothered to add a background and this lets the game down badly. The screen looks bare at times and although the sprites are easily identifiable and



*Very spooky indeed matey!
The not totally haunted front
of the mansion*

move smoothly, it doesn't really grab you by the throat.

The only backgrounds seen are in the mansion and are pretty impressive though far from spooky.

To help out in times of need there are a few icons which can be collected. These range from the Flying Beanie Cap allowing Pugs to fly around the level, cutting a load of hassle out, and a rather fetching pair of running shoes.

Obviously some rooms are better than others, but at the end of the day little fat Pugsley should stick to being the annoying billy-no-mates in the corner who won't speak and cries often. Ha Ha!



*The Bear Necessities of life. Feel
the music in your whole body and
sing as you've never sung before*



*Got the time mate? What? There's
an oversized clock right behind
me? Top embarrassment for Pugs*

DATA

SOFTWARE HOUSE

● OCEAN

SUPPLIER

● OCEAN

PRICE

● £24.99

RELEASE DATE

● OUT JULY

COMMENT



Trying to convince people that this is as infuriatingly

challenging as the original Addams Family is pushing it a bit. I know technically it isn't being promoted as a sequel, but it's too similar to be true. The sprites move nicely and the graphics are pleasant, but bland gameplay lets it down. The intro tune is catchy enough but this soon gives way to a few basic sound effects. **Andy**

SCORE

GAMEPLAY



LASTABILITY



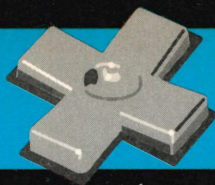
PRESENTATION



OVERALL

71%

PREVIEW



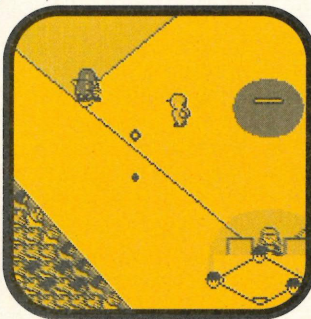
BASES LOADED

With practically every sport now converted onto the wee screen, somebody seemed to forget about one of America's famous national sports, until now! Andy plays around...

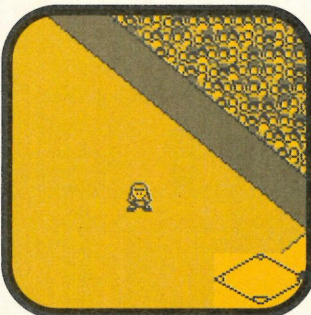


Bases Loaded is an old US import which is being given a new lease of life by Virgin who will be distributing it exclusively throughout their chain of stores in the country.

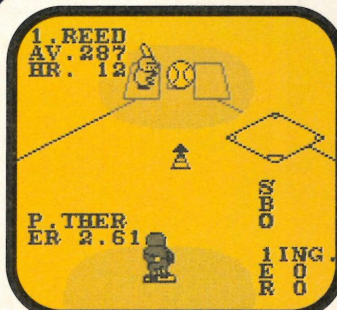
Movie after movie has been made about this crazy sport (admittedly the stories are much the same: a team of useless players play the game



Catch it someone! You can be caught out from a foul ball. It's kill or be killed here

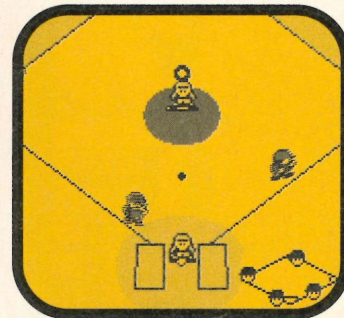


It's a lonely life in the outfield. As you can see, this is Billy and he has no mates



Let's play ball! He sets up the pitch of a lifetime. The hitter is quaking with terror...

Bases loaded! He hits it high, it could all be over with this catch. Pray for a mistake!



of a lifetime to win some stupid competition or something) and it's taken this long to appear on the small screen.

Big Babe Ruth is fondly remembered by Americans as a great player, even though he was a little on the chubby side and this is every fans way of playing the game anytime and anywhere. You could be your own Babe so to speak!

Jaleco are noted for their puzzle games (Rampart, Word Zap, Q*Bert) and the super forthcoming sport sim Goal. It seems they are now trying to spread their wings over a diverse range of games instead of sticking to just the one genre.

Firm mound!

Bases Loaded has numerous options and boasts some of the least complicated control methods for a sport sim.

Take all this along and add clear bold graphics to top it off and it looks like being a clear cut winner.

From slow pitches to stealing bases and time outs, it's all in here. All except the fat coach who spits at every opportunity!

As in real life, pitchers do get tired and it's a relief to learn that a pitcher can be changed at any time throughout the game. Each varies in skill and speed, and this makes the whole thing much more interesting.

Some other options included are the official or non-official

games. This basically alters the number of innings you will play. An official game has nine innings and the non-official can have any number up to nine.

For such a manic game, the controls are a cinch to use. Guiding the ball while fielding is as easy as sitting down.

Everything you need to know will be crystal clear if you just give it time. Be it a curve ball or a fast ball it's all dead simple to execute.

For more enjoyment, the programmers have added a link-up option which seems to be the best option on sport sims nowadays!

Are you ready to hit the ultimate homer? Do you want to be a Babe? If all the answers are all yes, this game is for you!



The sheet shows a sorry sight for Eastern fans. The girls keep their team going...



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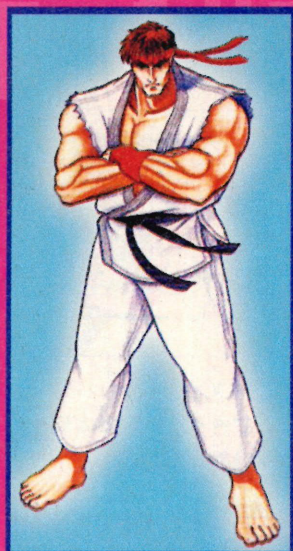
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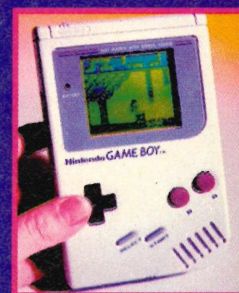
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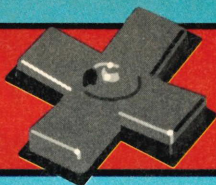
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OFFICIAL RELEASE

Stalking the alleyways and side streets, Catgirl and Catboy become the latest puzzler on the small screen we all know simply as the 'Boy...

For sure, it's a hard life being a cat. In the hour or so a day they're actually awake and standing, they have to fit in a meal, a cleaning, and maybe even a stroll in some long grass to kill a magpie. How they manage is quite beyond me.

Anyway, the hip cats in this game have no time to sprawl out

like a wet lettuce in front of the fire, oh no, because evil beings and really nasty things are lurking just around the corner!

Storyline... On the way to a picnic, one of the evil monsters in the game has cast a devious spell and left our heroes looking remarkably similar to your everyday household pets. In fact they ARE cats, and not even a slight resemblance to Felix, Sylvester or Michelle Pfeiffer!

To remove the curse, and get back to finish off the picnic lunch, they have to make their way through 100 puzzling labyrinths. Guarding these are an entire crew of ghouls and monsters. This is where the game begins...

Very paw

Choose between either Catgirl or Catboy as your playing character, although neither has the upper hand on power or moves, just a difference in cute hair.

The game itself consists of your chosen hero making his/her way through the stages, using only the blocks provided and all their cunning.

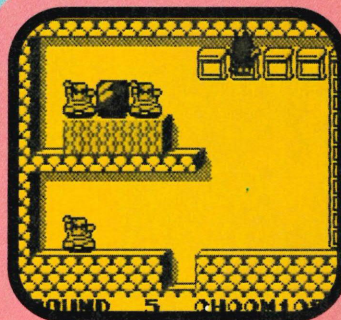
Paws is very similar in some respects to Krusty, only the comedy clown character is missing. You do have to suss the block placing out and clear the level of the nasties.

The frustration element is definitely in here. I suppose it isn't very reassuring to know that every level can in fact be cleared in some way.

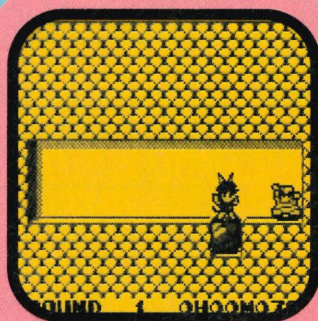
The graphics for this super game leave a lot to be desired.

POWER

Hmmm! How does one complete this 'tester?' Clue: Don't look to this shot for inspiration



More mayhem to set straight. Clear this in time for a nap



Level one is so simple it's frightening! If you can't do this you may as well give up



The option screen may not look like much but it's like the tardis. More and more appear

2nd OPINION

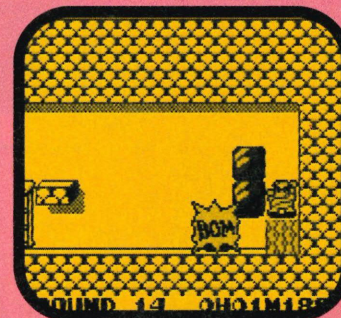


Power Paws, or Catrap if you like, is a slight variation on the Krusty's theme, only you actually hit your target instead of trapping them. The first 20 odd levels are a breeze, then it gets tougher. With more bad guys to get to and even more ladders to climb, you'll be dead chuffed to find a level select option thrown into the game for frustration's sake. With 100 levels in here, there's plenty of gameplay but, to be honest, even if you're deranged you will complete this in days. **Jay**



With the completion of a level, the clock appears showing the total time taken for the level

Take that you useless mutant type creature! Catgirl, or is it Catboy explodes into action



ER PAWS



many a puzzler lurking in the background.

If at any stage you make a major bodge of something you can reverse the action until you can set it straight.

Pussy galore

It seems strange at first having this character who can only climb ladders and push blocks, but it soon becomes second nature.

There's nothing more annoying than having to start from the beginning of the game again the next time you play, so it's possible to choose exactly where you would like to begin. This is an ideal opportunity for a spot of cheating.

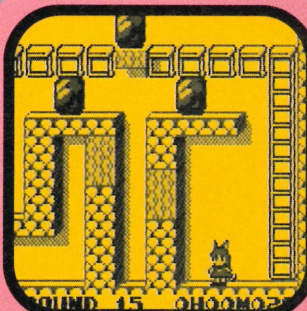
It may not be reassuring to learn that the stages are timed, so that if the game is completed you can see exactly how long the game has taken you from beginning to end!

Bonus levels are also included in abundance. These can be achieved at the start of the game by entering their codes. A helpful instruction manual gives you the codes for some reason.

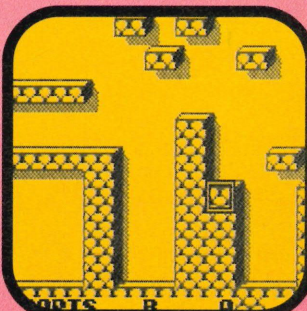
A helluva lot more could have been made of the two central characters' cuteness. As it stands however, they aren't the most original heroes and the graphics are sadly average.

As for the game itself, it's not too bad frankly. It may not be in the same league as say, Krusty's Fun House or Splitz but then they're hard to beat. Maybe it isn't fair to compare Power Paws to these two games because they really are the ultimate in puzzlers!

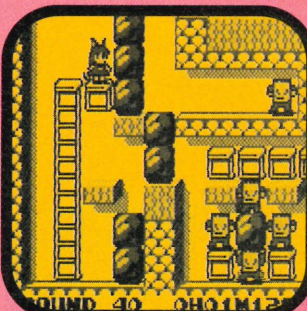
Compared to many other games, this would be a surefire winner! It's got lards and lards of brain battering levels and leaves



At times like this our heroes wish they'd had three helpings of Munchies earlier



An option to make your own levels allows you to put your Lego skills to good use



A complete nightmare! Try to sort this one out. It's a real corking brain teaser!

Our frisky feline friends are out to lose all the effects of the evil curse. With some serious thought, a little bit of skill and plenty of timing, you just might pull it all off in time to head for home to finish off that picnic you left earlier.

But without all these special qualities, you may end up in a jumbo size can of Dog Chow! Purrfect!



DATA

SOFTWARE HOUSE

● STORM/SALES CURVE

SUPPLIER

● STORM/SALES CURVE

PRICE

● £24.99

RELEASE DATE

● OUT AUGUST

COMMENT



It may come as a bit of a surprise to some but I'm not overly

keen on this game. Sure it's challenging, after a while, but it lacks that overall punch a puzzle game should have. It doesn't even begin to become difficult for what seems like forever. But when it does, it's a corker! Simple graphics and gameplay are this games' redeeming features though. Fans of puzzle games only need take a look!

Andy

SCORE

GAMEPLAY



LASTABILITY

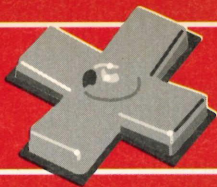


PRESENTATION



OVERALL
75%

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OFFICIAL RELEASE

FIRE

Tired of playing a policeman with a large handgun? Sick of being a sweeter than sweet cute and fluffy freak? Here's something a little different for you... be a fireman!

Would you really rush back inside a burning building? I for one certainly wouldn't! Luckily some people get paid to do this sort of thing anyway so I don't have to bother with it.

If you are really hooked on Firemen drama type stuff like London's Burning or the movie Backdraft but wouldn't much fancy being involved in a real fire, you might want to take a closer look at this.

This is the standalone game where you can be a hero without the swirling red hot flames actually harming a hair on your head.

For all fans of Sicknote, Bayleaf and Vaseline, here is your chance to rescue babes from burning buildings, just like the boys.

All ten of the rather difficult levels are crammed with action. From mini blazes to infernos, it's all down to the firemen from the town, strangely named Teeny Weeny City!

From rescuing babes in a domestic incident, to secretaries in an office and even onto a high school, a shipyard and an underground station (hmmm), there's plenty here to keep the game burning brightly.

Frying tonight



One of the crew does his best Kurt Russell impression on the burning matter



The axe will come in a treat for putting the flames out don't you think?

The first blaze puts the team into instant danger as they try to rescue the numerous toddlers who seem to be sitting around as if nothing was wrong.

Flaming heck

Rescuing the people who are trapped seems simple enough; put the fires out, pick said fire victims on shoulder and carry them to the waiting vehicle outside. No problems here, until you discover the obstacles you'll have to overcome!

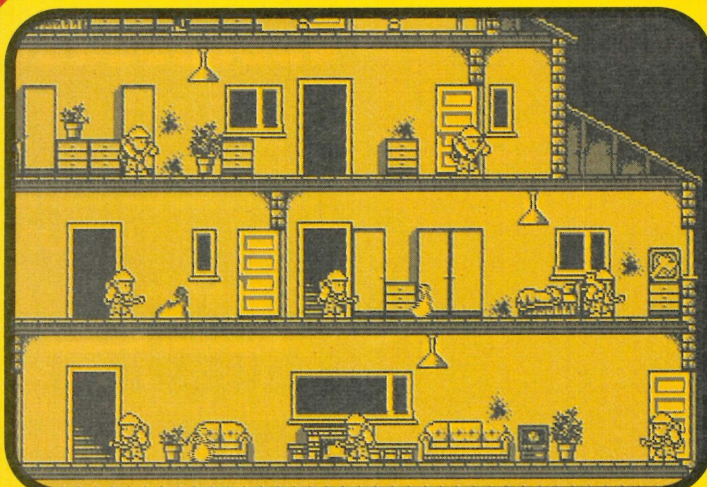
It's not only the flames which are a threat, but bizarre

things like maniac phones (?), toy soldiers (?), crazy chairs (?) and weak floor boards (now that's more like it!).

Because some of the fires are out of reach, the line of fire from the hose can be adjusted to point towards a fire on the floor or the ceiling, which frankly is a relief. Some fires are a little out reach but a spot of pogoing will help you reach these with ease.

Using a staircase during a raging inferno isn't the thing to do apparently, but the fearless firemen in this game wanders up them without batting an eyelid. Strangely, the lifts are still in perfect working order in the burning offices.

If it wasn't possible to use



My word, there seems to have been a dropped match incident here...

2nd OPINION



Top marks for a stirring attempt at something different from an out and out platformer. Bringing a puzzling factor and a harsh time-limit into multi-level mayhem is no bad thing and it really gets quite amusing frisking those hoses, leaping over dancing telephones, even chasing after tearaway clothes rails! The graphics aren't terrific but despite the dodgy subject matter this is a very cheery game with a lot of guaranteed stickability. It's certainly no squirt. **Sharon**

FIGHTER

the facilities, the game would be rather boring with no real meaty challenge in it there.

As it stands though, the struggle is almost impossible to get hooked up in (at least for a while). With a continue option open to you, life is made that little bit easier.

Lying around the house are a few icons which can do a number of things. One gives you a little more water for your hose, another is an axe which is used to dispose of unfriendly phones or toy soldiers!!

Only one weapon can be carried at a time, so the axe needs to be dropped again before resuming your fight against the flames.

The characters are basic and won't win any awards for all their impressive posturing attempts.

Burning babies

The main piece of amusement to be had is when the babies being rescued on the first level jump off your shoulders and crawl headlong into the flames.

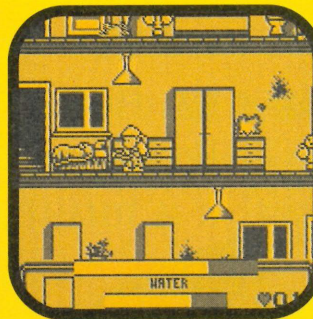
The thing is, they don't burn. They can scurry around without the slightest thing to worry about. This leaves only one question to be asked: why would they need rescuing in the first place?

The sound effects aren't ground-breaking but it's rare nowadays that a game tune or sound can really stand out.

Each mission/rescue does get



Honey, the chips are ready! Unfortunately so are the kids. No sign of Shep though



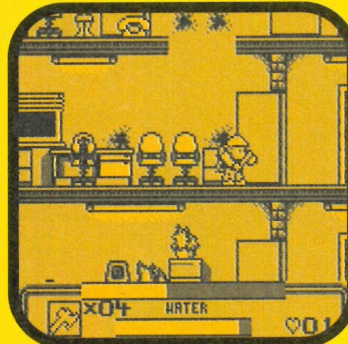
Burning inside! The house slowly crackles away. Use all your speed to gain control

progressively tougher and larger. With limited continues it's a frazzling task to face. Fires can restart at any time so it's up to you to keep a cool head and save some water. Prepare to strap on those knee length fire boots and whip out your hose!



Do the dishes, feed the cat, scrub the floor and then walk outside. The place is burning down!

The insurance company will be busy for a while. If everything's insured that is



A floorboard gives way when you least expect it so keep your wits about you

DATA

SOFTWARE HOUSE

● MINDSCAPE

SUPPLIER

● MINDSCAPE

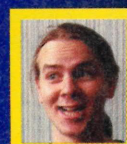
PRICE

● £24.99

RELEASE DATE

● OUT AUGUST

COMMENT



It's a rare thing nowadays for a game to have a

different concept. It has a couple of elements of a platform game and strangely, a lot of skill is needed to douse the flames. The obstacles such as the toy soldiers make things intensely difficult at times. Graphics and sound aren't gonna blow you away but an original concept and excellent gameplay keep this game afloat. *Andy*

SCORE

GAMEPLAY



LASTABILITY



PRESENTATION



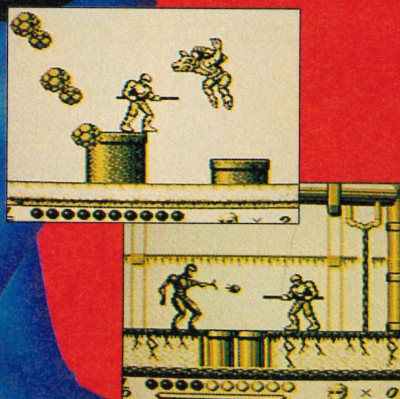
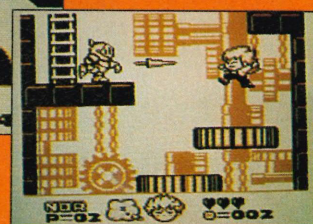
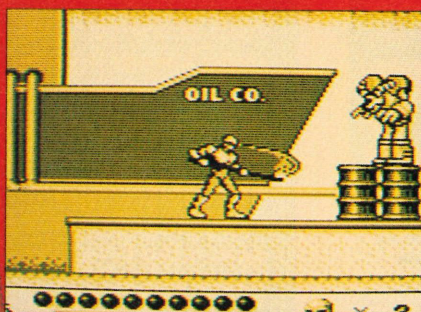
OVERALL
78%

GAME BOY

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ZEN - INTERGALACTIC NINJA, MASTER OF MARTIAL ARTS AND MEDITATION. ENVIRONMENTAL TROUBLESHOOTER, HIRED ENFORCER AND LONE SURVIVOR OF A SUPERIOR RACE FROM THE DISTANT PLANET OM. HIS MISSION: TO SAVE EARTH BEFORE IT IS TOTALLY DESTROYED BY LORD CONTAMINOUS AND HIS DISGUSTING POLLUTION.

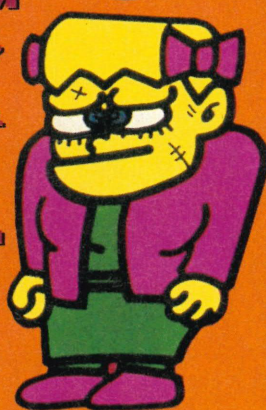


RAGING FIGHTER

KID DRACULA



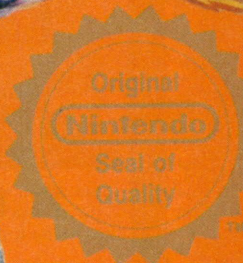
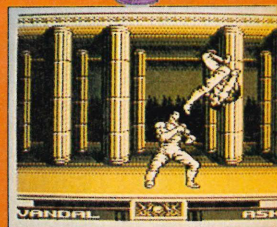
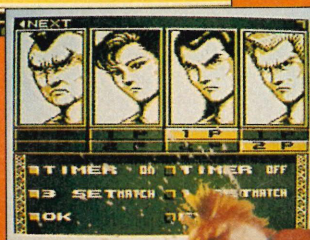
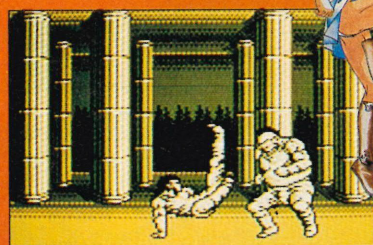
HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.



A SELECT GROUP OF MARTIAL ARTS MASTERS FACE THE ULTIMATE CHALLENGE IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT

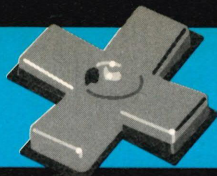
WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF

THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... A FIGHT AGAINST THEIR OWN ALTER EGO.



KONAMI

PREVIEW



MORTAL KOMBAT

The 13th September IS **Mortal Monday**, the day when the rib crunching and bottom bruising number one arcade game, **Mortal Kombat**, is to be unveiled on all console formats with the first ever world wide release. **Coo! Sharon investigates.**



Liu Kang - a Shaolin monk who works part time as a fisherman and is extremely hard as well

Kano - the criminal one bunch, and a key member of the Black Dragon Organisation



LET THE TOURNAMENT BEGIN!

How on earth do you get the bossiest fighting machine to actually look the part? First off, you make him an alien, then you knot a couple of thousand years of fighting practise into his pigtail, and then you give him four arms with which to pummel his opponents to a certain death.

If you've ever watched Tony Hart with Morph then you'll get a good idea of how Goro was created. A twelve inch plasticine model was moulded and then, with stop motion photography, every minute movement the designers wanted the ugly brute to make, was filmed frame by frame.

Put all these successive pictures together and you get a movin', groovin' perfect fightin' beast.

A heavy duty game requires a heavy duty approach and Acclaim are planning to get in some serious stomping with **Mortal Kombat**, the fighting sim earmarked to whip **Streetfighter II** into the pit where has-beens fester.

A hammering of 30 second cinema promotions, followed by full scale TV advertising and merchandising spin-offs will all lead up to the grand day.



Goro, the mean man about town, knocks his opponent firmly to the floor



Choose your player from the selection, and then it's down to you to beat them all up

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of the
n



Sonya Blade - Babe of the Kombat posse and also a member of a special para-military police force

Raiden - This man has no known relatives and manages to be a thunder god in his spare time



Sub-Zero - Life long member of the Lin Kuei, a rare clan of Chinese, ninja-type assassins

Scorpion - This man is a reincarnated spectre, a lost soul hell-bent on revenge



Finish him



There are seven contenders in the coin-op but on the Game Boy this is reduced to only six.

Even though Mortal Kombat will be a generous two meg cartridge, the Game Boy still has its memory limitations and can only take on so much.

So, a few toss ups later and John Cage is the one to be mercilessly dumped. But why him when Scorpion and Sub-Zero are so similar?

Again, the GB's pea-sized memory is to blame. Because the latter two are almost identical twins it's possible to use the same graphic detail for each, thus taking up less space on the Game Boy cartridge.

Never fear though, well, on second thoughts maybe you should, because enough room has been made for all those famed death moves to be fitted in.

With the cry of Finish him, just biff a combination of buttons and relish a spectacular death by torture sequence. Scorpion, for example, pulls his mask off to reveal a skull and breathes flames on his opponent, burning him down to a skeleton as he falls to his knees and collapses into dust.

It's messy blood splurting violence at its most realistic in a computer game.

On second thoughts, forget the blood in the Game Boy version. Nintendo have put a stop to that, and anyway, it wouldn't come across very well in yellow would it?

The arcade game evolved

from a hands on approach to everything from Streetfighter to Karate Champ and even ideas of a Van Damme tie-in.

What we have is an intensely playable beat'em-up where you fight your way up a league of hard men (and woman) with a best of three bouts formula.

Big bad Shang Tsung, the

penultimate boss takes the form of any of the fighters, so you may end up fighting a mirror image of yourself when you get that far. And then it's onto some serious slammin' with Goro.

Also included in the game will be endurance levels in which you contend with two fighters in quick succession, a bit like a tag match really, only your partner's gone and done a bunk and left you to it.

Hong Kong Phooey!

The real triumph on the GB is the use of digitized graphics. Martial arts experts are rigged up with a suit with sensors and then plugged into some very expensive equipment which monitors these sensors.

Specific moves are worked out and recorded by the computers. Once the characters have been drawn on screen, these special movements are programmed into the sprite.

Voilà! Real life people transformed into game sprites, putting the gamesplayer smack bang into the dark world he's looking at.

A development company called Probe are handling the Game Boy Kombat conversion. Programming a Game Boy game can be very restrictive, but, paradoxically, this has only made it more fun to work on.

Very clever methods have been resorted to, to cram an exact replica of the coin-op into just two megabytes of memory.

Technically this is a very surprising game. Horrendous problems with the memory has meant that all the frames have had to be squeezed down using compaction techniques to fit the tons of moves, (sweeps, roundhouses, uppercuts) sound

FX and graphic detail all in there. It's a miracle that's it's been done in only six months.

No doubt the daily tabloids will get in on the act, sprouting forth cries of 'Nintendo's killing our kids' and the like as middle aged grumps respond to such high pressure thwackability.

You could say that any publicity is good publicity though and, no doubt, Game Boyers will welcome true portable arcade action at the end of their arms when Acclaim begin to give it the full-blown whack on fated Mortal Monday.



Sub-Zero dishes out some serious freeze rays, wrap up warm or you're a dead man



Flying drop kicks are a common sight in the rough world of Mortal Kombat

Tennis World News
 SUNDAY 31 JULY 1993

Agassi Wins on Grass

Just a demo
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PLAYER SPEED
STRENGTH ACCURACY
BACKHAND
FOREHAND
SEAVE



Despite oozing ideas and getting games ready against tight deadlines, development teams often go unrecognised (sob) while the software house gets all the credit. Not a company to inacey wincey about, Spidersoft clear away the cobwebs just for Sharon...

WEBBI

When computers really started to get totally funky, everyone decided to get juicily fruity, (the Apple Macintosh, Apricot Computers). Lincoln-based Steve Marsden and Dave Cooke, in the throws of designing a number of original and

converted computer games, decided to about turn and name their company after an insect. Arachnids are what spooked them most, but Bugsoft seemed inappropriate, hence the beginning of a beautiful relationship under the name of Spidersoft. Even to this day they keep a



In all their glory the Spidersoft boys pose, a bit shiftily, for the camera

Hairy belly
With a cup of Nescafe in one hand and a tennis racquet in the other, flash a hairy belly and you ARE Andre Agassi, the winner of Wimbledon 1992 and the idol of millions of coffee drinkers.

Still in early stages of development and to be published by Tecmagik, Spidersoft are whipping up Agassi's forehand smashes for a Game Boy game destined to be as sizzling and flamboyant as the hairy main man himself.

Based on actual TV footage, it'll create a degree of realism hard to match. Angled volleys and power house serves ricochet around the screen on a variety of surfaces.

Due for release sometime in October, the gameplay takes a lot of nerve and strategy - it'll need it to complete with the three other Game Boy tennis games now doing the circuit.



Wrist action

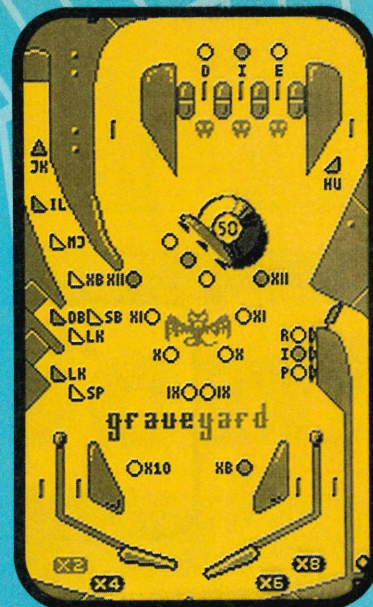
Flip flop around the bumpers and pump up the points, the Game Boy's sure gonna play a mean pinball on the end of your palm very very soon.

Pinball Dreams has been an awful long time in development but the conversion from the Amiga is definitely worth the wait with the screen scrolling at an amazing 50 frames per second. Cool!

There's no jerkiness or fuzziness and it all moves along as smooth as a baby's bottom.

On all other formats there are four individual tables to belt about on but due to the Game Boy's limitations the Beat Box has to go. Never mind though, there's still plenty to blow your mind over.

You begin on the Ignition table, the most basic one, in which you fly around the galaxy. Next up is the Graveyard and some spooky encounters with the hour of midnight before the Steel Wheels table send you off on a long train journey. Flippin' crazy if you ask me!



Chuckin' up!

An exact conversion from the Amiga platform classic Chuck Rock. Nothing more, nothing less, that's what the development team have to come up with if they don't want to have their guts for garters.

Ideally they would like greater scope, but you just can't change things in the conversion of a game.

The scenario is decided and the sprite drawn.

Basically this is a simple traced outline of Chuck.

Make his pot belly as sticky outy as possible, and there you go!

To begin with, maps of the levels are drawn, often using the skeleton of previous platformers to work from.

This map is then set in motion, and the sprites, both goodies and baddies, plonked down. The game itself is tested by the whole team, so much so in fact that they're all sick to death of the caboodle after a few months non stop 'Boy bopping jive'. In total there are 256 characters to work with. As with any platform antic, speed is the most important factor on the Game Boy.

With expertise though, you can have both slickness and great graphics side by side as well as that element of exploration that makes gamers keep on coming back for more.

Chuck Rock looks as though he'll be, well chucking rocks about, with enough spanking pace to rival the likes of Mario.

All Chuck's different positions are carefully figured out

NG'EM UP

tarantula on the premises and are about to acquire another - a 10 inches wide Theraphosa leblondii, that's a bug eating Goliath of a thing for the thickies.

Before setting up the company they were electrical engineers and people who have joined them since don't necessarily have any programming qualifications.

They start off in their spare time and then progress, thinking of themselves as artists really; you've either got the talent or not.

With tight deadlines to meet, an average of six months to complete each game, plenty of knocking of heads, and more than a few bruises later, they come together to develop a game to the publishers' specifications.

And this is what's going down at the mo...

Bulging biceps

Sylvester Stallone is the top box office star Spidersoft are in the process of shoving down to Game Boy sprite size for a project currently in hand.

Cliffhanger, Stallone's new action thriller movie is currently putting bum after bum on cinema seats. Before the big man's had time to say how he wants his hair-do in the computer game, publishers Sony have forked out loadsa money to snap up the licence.

The film tells the tale of how Stallone gets caught up with a gang of thieves on the rugged mountain tops of Colorado.

Forced into finding the villains' money as well figuring a way out of the palava, he gets brain and brawn whirring into action. And if he gets it wrong? A bullet in the head.

The movie swings from one extreme of suspense and, well, cliff hanging tension to the next, taking you on a queasy roller coaster of a ride as you clench those buttocks and grapple the rock face for dear life.

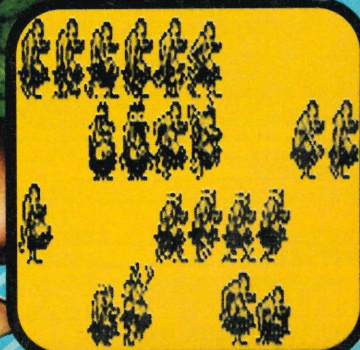
The Game Boy tie-in will closely follow the plot of the film, capturing the tension and breathtaking feeling of dangling over 13,000 feet in the air. (Sher right!)

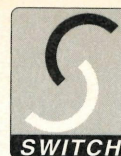


In early stages of development basic maps are drawn and shifted around



Power-ups and nasty knocks coming to Chuck are invented with glee





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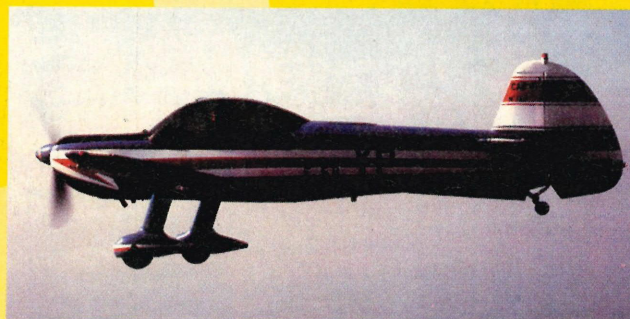
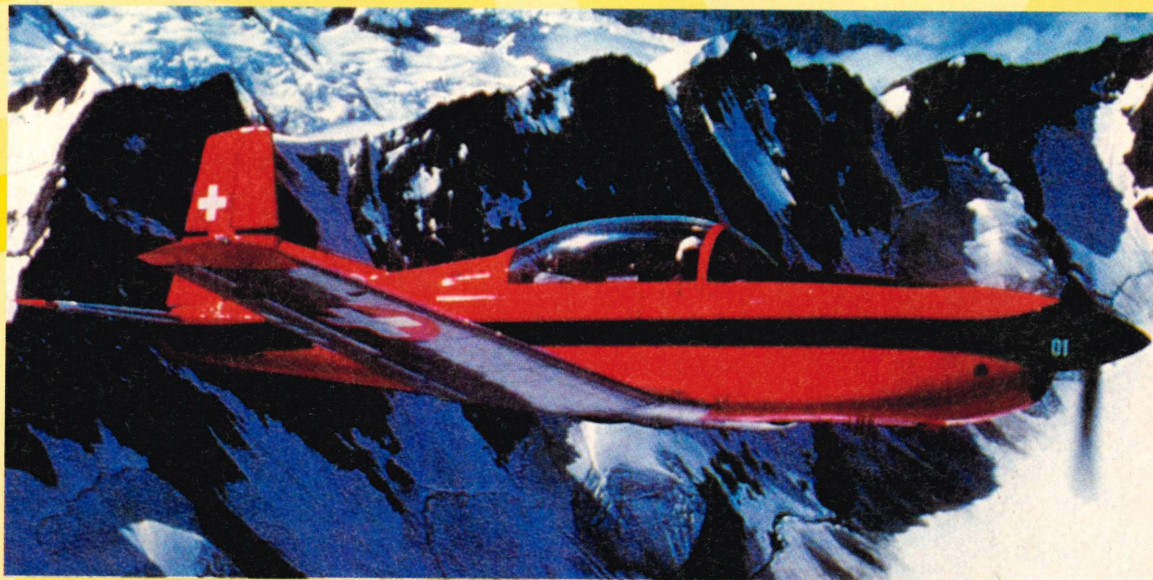
Top development team Spidersoft are offering a free flying lesson for the lucky winner and a friend. The whole caboodle is worth over £100 each!

A completely Barontastic time will be had by the winner (who may strangely become a whole lot more popular all of a sudden). After being given a full brief it's a quick wander to the light aircraft and it's chocks away for a wizard jape in the sky!

After the instructor has taken the plane up to around 3,000 feet above Lincoln it's your turn to take control. Hope you don't have sweaty palms.

Unfortunately you can't give it the full Douglas Bader treatment, you'll only be flying on a level, no aerobatics. The sick bags can be left behind.

The only qualifications required for this incredible prize are that you are 16 or over and can answer these really tough questions...



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

**Flying Lesson Compo, GB Action,
Europa House, Adlington Park,
Macclesfield SK10 4NP.**

- 1) Robert Redford starred as a stunt pilot in a 70's film, which was...?
a) The Great Waldo Pepper c) The Poseidon Adventure
b) Convoy d) Taxi Driver
- 2) If you fell out of a plane at a great height, what would be the most useful item out of the following?
a) A Grand piano b) A helicopter hat like Inspector Gadget's
c) All of The Roly Polys in a big off-the-shoulder bin bag
- 3) Ignoring the laws of physics, if the following people jumped from a plane at the same time, which one would hit the ground last?
a) Cyril Smith c) Christopher Biggins
b) Eddie Large d) Bonnie Langford

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 Age

Address

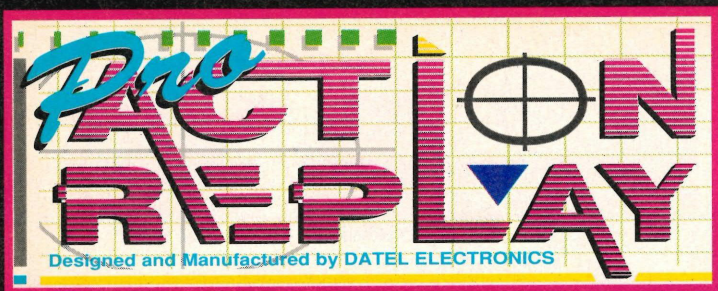
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All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.

remember, you must be aged over sixteen to enter...



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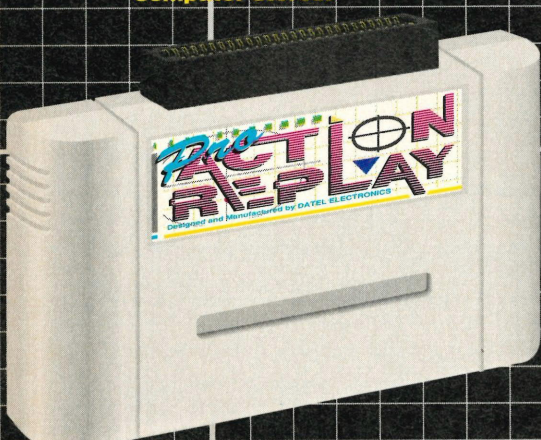
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GAME BUSTERS

Bust loose with this big booty of tips to keep your games just going on and on and on. And remember, GB Action has heaps more Game Boy cheats than any other mag on earth. Keep the letters flooding to: *Game Busters, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.*

Super Mario Land 2

Thanks to Steven Howard of Brighton for all this Mario Land related info.

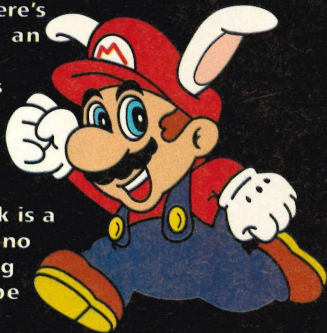
Tree Zone: Level One.

Stand on a single square of land, above the drill animal and jump up and right. A block will appear.

Then go up, left, then right, until you come to a heart. There's also a set of invisible blocks (and a heart) later on by a cloud, shaped like a fist with a finger pointing up, and where there's three diamonds and an arrowhead (Pointing up).

After the row of coins and ? blocks later on, there's a baddie and two blocks. Next to the lower one is an invisible star.

On top of the other block is a set of invisible blocks - but no heart. Instead there's a long line of coins which can be obtained using the B run.



Hyper Lode Runner

According to Russell Sloan of Worthing, everyone knows you can press the A button to get to level 16.

If you type in QM-0388 on the code screen it's then possible to get up to level 50 which is the last one.

Tiny Toon Adventures

If any of you gamesters are having problems with this cheeky young scamp of a game, then fear no more! Here, just for you, are some of the level codes...

Level 2: Space, carrot, space, carrot

Level 3: Melon, space, melon, space

Level 4: Pineapple, pineapple, melon, melon

Level 5: Melon, melon, melon, space

Level 6: Carrot, carrot, space, space

Level 7: Space, melon, melon, space

Level 8: Space, melon, space, space

Carrot, carrot, carrot, carrot: Running bonus game

Melon, melon, melon, melon: Hitting mallet bonus game



Terminator 2

To slow down the circuit clocks, hold down the Select button.

Probotector

On stage three after you've climbed the second mountain, you'll find a very tricky gap to jump. You'll be glad to know that you don't need to jump it at all.

If you stand close to the gap and do 23 jumps, a bridge will appear, letting you walk across easily. Ta very much Liam Salomone of Southall.

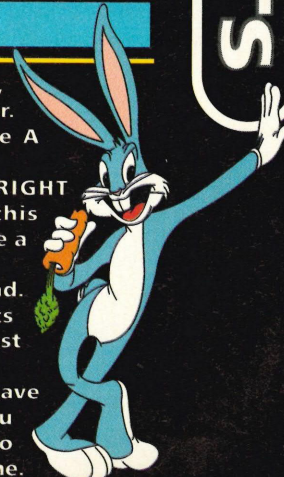
Looney Tunes

Upon entering the water on the first level, you'll find a little ledge above the water. Try to get up on it by holding down the A button and the RIGHT control.

When you're in the air press the RIGHT control. There is a wall connected to this ledge. Walk straight through it as if you are a ghost.

You'll see a frisby stuck in the ground. Collect it and you receive 100,000 points and you'll also be able to throw super fast frisbees.

They don't come back to you but you have an unlimited supply which glow, and if you die you still have the weapons. Cheers to Christopher Hall of Huddersfield for that one.



AWESOME CHEATS

GAME BUSTERS

PLAYER'S GUIDE

Dave steps into a rather fetching pair of red spandex tights, just to enlighten all you confused gibbering fools on the ins and outs of this totally amazing arcade adventure...

Level 1



Studying your unfamiliar surroundings, your senses tingle with anticipation as you search for clues and answers. The first move for you to make is to head right and enter the second building you see. Inside there you'll find a strength potion to increase your punch



Now you'll need to descend into the unlit hole in the road that workmen have abandoned. Inside the gloom can be found a healthy heart, a 1-up icon and a crowbar. Make sure you collect them all

Spider-Man

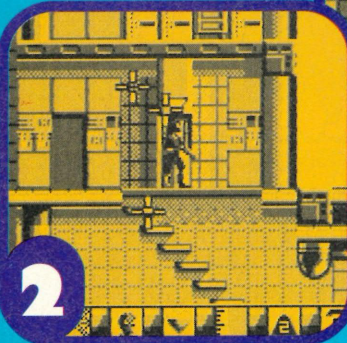


Level 2

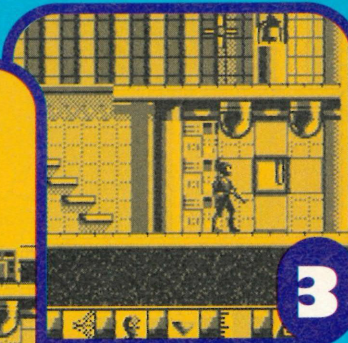
The next part of your exciting adventure is to locate the secret antidote. The actual location of the formula is in a well guarded lab to the far east, and fairly well hidden!



Now, I hope you've got that security card from level one? If not then go back and get it. But if you do own the card then enter freely



As you explore the lab your senses go wild as gun sights emerge and try to stop you. But you can use this to your advantage. Stand in front of one of the computer locks and wait till a gun sight hits your head, then move out of the way and watch as the gun misses you and destroys the lock



If you were successful in fooling the guns to destroy all of the locks, then walk all the way to the bottom-right of the building and pick up your reward, the antidote

Level 3

With the antidote proudly in your possession you may seek out the Lizard Man. But where on earth could he be? Aaah! That hole right next to the lab looks like a sewer, and that's where you can find him

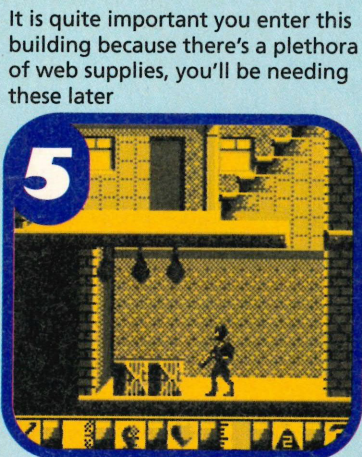
With incredible agility and fear of no heights you should jump bravely down into the sewers here. Then have a good search around as an extra life and a power-up can be found



Leaving the hole you'll need to make a quick visit into the secretive laboratory to the east. Once inside you'll need to stay extra alert, as several droids attack with full ferocity. Making your way to the top you'll find a security card. Take it for later



Now it's time to use the crowbar! Just head left after departing from the lab and enter this building by tearing down the slats of wood with your trusty lump of metal



It is quite important you enter this building because there's a plethora of web supplies, you'll be needing these later



With all of the possible items retrieved you're now ready to face the evil Hobgoblin. Start the assault by attaching yourself to the bottom of his hoverboard with your web shooter



With the Hobgoblin brought down to earth you're able to give him a good and proper kick'in. Well, just slap him a few times with the back of your hand



With the Hobgoblin no longer a threat to anybody, you can take the mysterious key he was holding. Take the key to the last building to your left and open the door with it. Then ascend the staircase and up into the loft and get the can of oil that hides within the darkness



With the can of oil, start making your way towards the hoverboard. Then fill up and take-off. Fly the craft all the way to the right and over the buzzing electrical fence

n 2

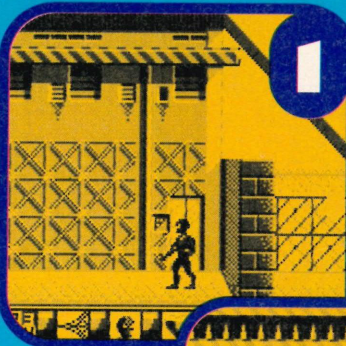
3



Eventually you'll make it to the bottom-right of the sewers and find the Lizard Man. When the fight begins, try to trap him into the corner of this cavern and lace into him with a flurry of fists. A few more beatings later and he'll morph into a human scientist. Then he'll give you a secret number for some sort of coded door

Level 4

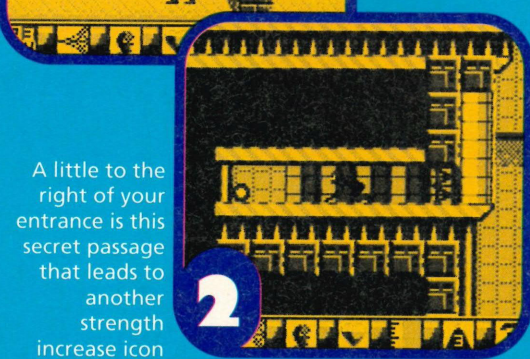
Okay, real progress is being made now as we turn our divine attention to the mysterious Graviton. He can be found in the western building, but to enter you'll need the secret combination that the Lizard Man possesses



Using the code that you received off the Lizard Man you can gain entrance to Graviton's secret base



When you make it to the room where Graviton is, start climbing the walls instantly. When you're near the ceiling, jump to the left or right and land on the very edge of the floating disc that Graviton is standing upon. Then start smacking his face in with your all powerful fists



A little to the right of your entrance is this secret passage that leads to another strength increase icon



With Graviton defeated, the path to the amusement park is now open. But do you really want to go there? I think so!

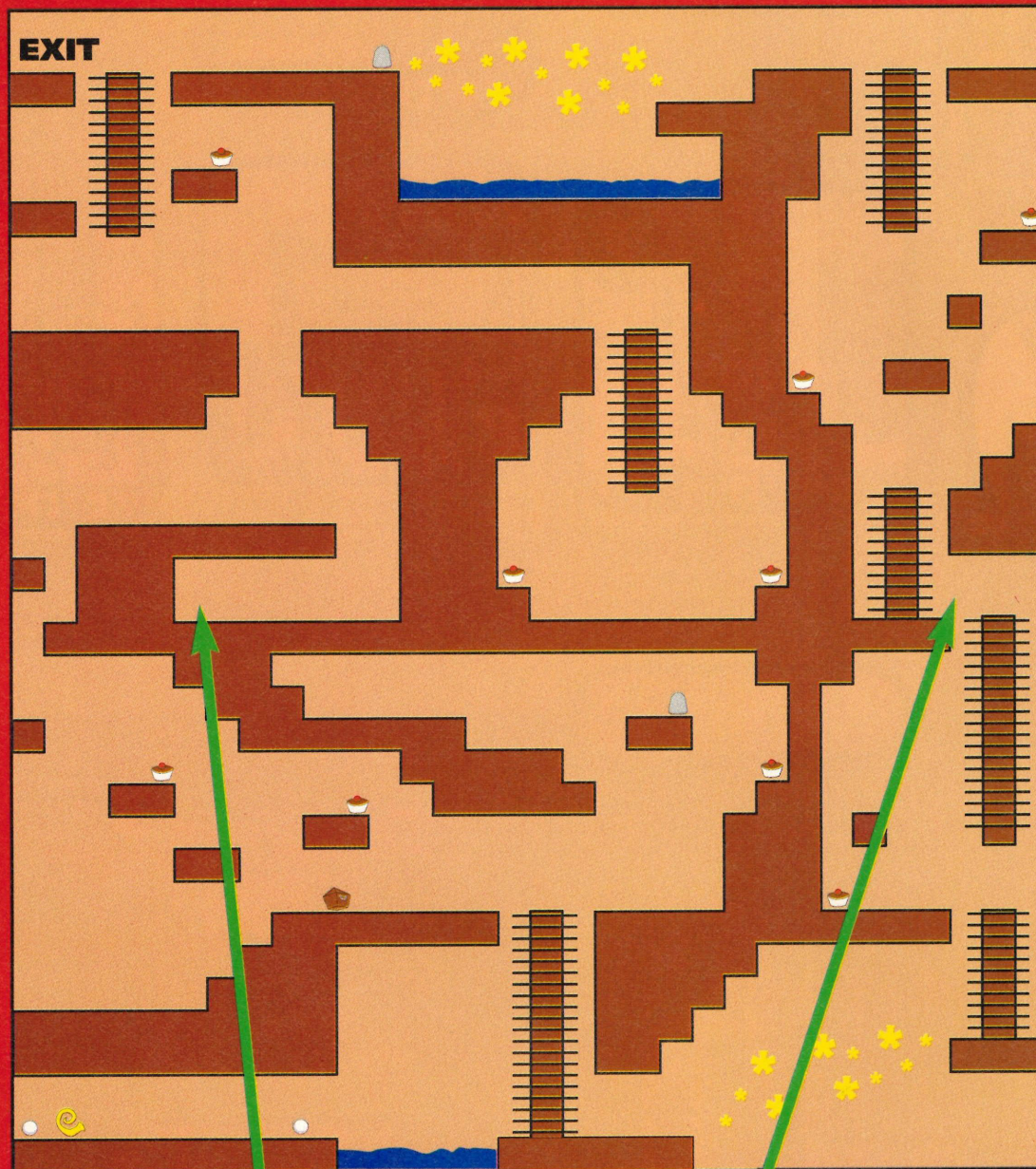
Well, that's all my children. But if you're really good I, David, might decide to reveal the concluding parts in the next enthralling issue of GB Action!

GAME BUSTERS

Andy becomes totally and utterly fed up with playing this game all month long, but still manages to produce a wonderful guide for y'all...

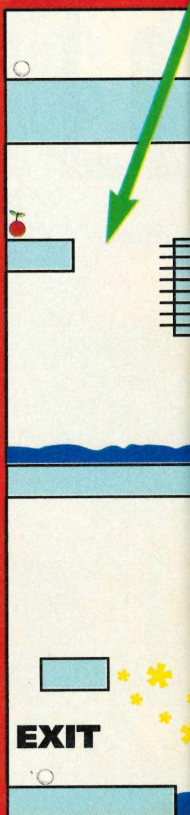
PLAYER'S GUIDE

A. Pirate Tomb



This level really is quite big, well actually it's a mean massive mother of a level!

There are items to be collected all over the place in this topsy turvy tomb. But it's not too much trouble to plough through it all though. Be sure to pick up the horn (ozer!) from the bottom left of the level or it will be totally impossible to go anywhere else in the game. ie. it's as good as Game Over!



Hook

Key



Horn



Ball



Cherry



Thimble



Cake



Chest



Fairy Dust



Movable Blocks

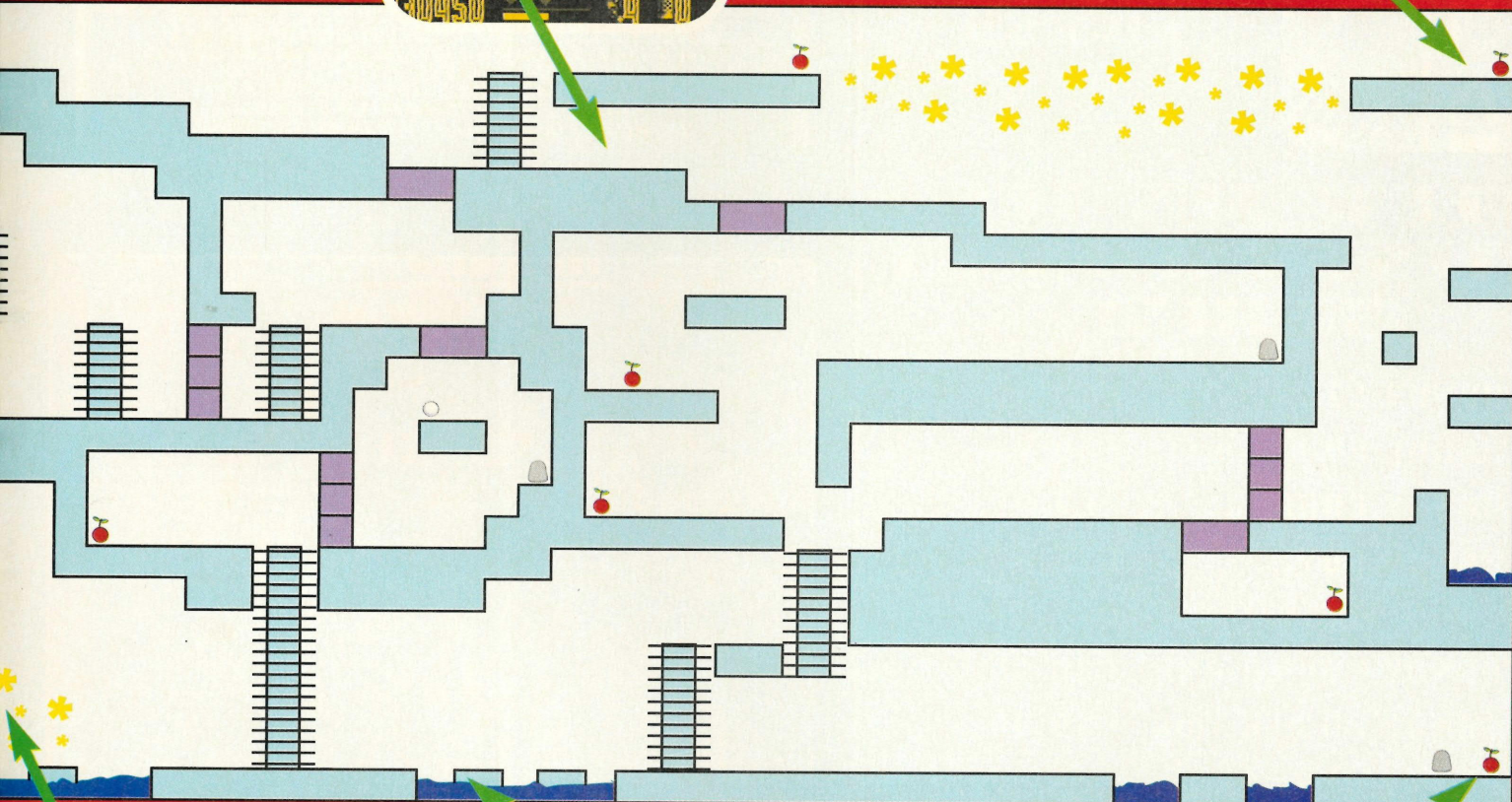
B. Snow Peaks

This level can only be done by collecting the horn from the Pirate Tomb. It's no trouble at all if you avoid the big nasty and pick up the extra energy whenever possible



This Yeti type thing isn't any threat whatsoever. You can go right past him without having to actually go near him. Use the ladders to avoid him or break the ice block to go further into the underground caves!

The fairy dust needs to be used to reach this far platform and collect the cherry! Mmmm cherries!



Peter Pan bounds high up in the air with the aid of the fairy dust to reach the platform above. It's a wasted journey though, as a simple step onto the moving platform is a much, much easier solution!



Hop onto these platforms to travel across the freezing water below. one slip and you're Mr Cold Pants!



The fish can be a pain in the pants, so time it just right to avoid their scaly and slimy attentions! What a nice snow man!



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Break down that gamesplaying dam of unstopability and use the force of these GB Game Buster tips wisely. You shall be rewarded with many crazy things beyond your wildest dreams, honest guv!



AWESOME CHEATS

Battle of Olympus

Press SELECT, CONTINUE and then KXSM4BS ?QONRFY YSLTW08 B52QMSG. This will enable you to have the following things in your possession: The harp of Apollo, Sandals of Hermes, The Divine Sword, club, The Staff of Fennel and you will also have the power to control fire (select the staff and press UP and the FIRE/B button.)

The following baddies will also have been sent to their makers: Hydra, Lamia, Gaea, Cyclops and the Lion of Nemea. Many thanks to the sender of all our funky posters, Suchet Budon of Birmingham.

Revenge of the Gator

If your pinball refuses to enter the upper screen, pause the game to lock your ball inside.

Tetris

Extra Speed Game

On the title screen, hold down on the control pad. Press Start, choose your game level, and begin the game. A heart will appear next to your level, indicating you're playing at fast speed.

Super Hunchback



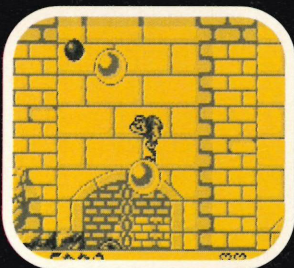
Want to find hidden rooms in this groovy platformer? Then a certain Mr G Prys from Bangor has the answer...

Go to the first stage of level three. After the first two cauldrons you will arrive at a pit.

Fall down the pit and walk left through the wall. Veer right to avoid the spikes as you fall, and there you go,

a secret room discovered!

The next hidden room is in the third stage of level three. Jump on to the bubbles from the first cauldron in the level, and as with the hidden room in the second level, you will rise through the roof and into the hidden room, but make sure the bubbles don't burst!



Mario Tennis

Press A and B together for a demon service!

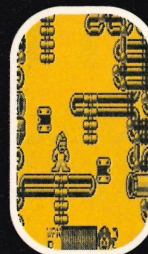
Snow Brothers

To become invincible, on the title screen press and hold LEFT, DOWN A and B at the same time and then START. For a map select, hold UP, SELECT, B and push START. So says David Walker from Pontypridd.

Mega Man II

Danile Prest from Brentwood has kindly supplied all the codes for all the levels in this metal mangler of a game.

- | | | | |
|----------|----------|----------|-----------|
| 1. * _ _ | 4. * * _ | 7. * * * | 10. * * * |
| _ * _ | _ * _ | _ * _ | _ * _ |
| _ * * | _ * * | _ * * | _ * * |
| 2. * _ | 5. * _ | 8. * _ | |
| _ * _ | _ * _ | _ * _ | |
| _ * * | _ * * | _ * * | |
| 3. * _ | 6. * _ | 9. * _ | |
| _ * _ | _ * _ | _ * _ | |
| _ * * | _ * * | _ * * | |



Castlevania II

Try inputting BLANK, BALL, BLANK, BALL for a slightly harder game, CANDLE, CANDLE, HEART, HEART to start with nine lives and BALL, HEART, CANDLE, HEART to go straight to Dracula.

Q*bert

Press RIGHT, UP, B, A, DOWN, UP and B on the title screen to see the amazing Q*BERT movie!

Hunt for Red October

Here are a quartet of special powers which can be invoked at the star of the game, but only one can be used per game.

Twenty five extra lives. At the map screen, press the A and B button at the same time and then press the SELECT button. Now press the directional controller UP and then DOWN. Then go hunting for Sean Connery or what ever takes your fancy!

Twenty five Submarines. Press A and B together, and then press UP and DOWN.

Twenty five Units of Cavitation Drive Fuel. Press A and B together, then SELECT, LEFT and RIGHT.

Here's the key to select any world: From the title screen, press B, SELECT, LEFT and then RIGHT. When your little sub is caught in a duel with a giant aircraft carrier, position yourself just past the bow or stern of your enemy and fire your missiles at an angle. Take out the aircraft on the deck first!



Batman

On the title screen, hold UP and RIGHT on the control pad. Press START and wait for Sound Test<None> to appear at the top of the screen for a special treat!

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definitive details
on this decidedly
dodgy licence...**

PLAYER'S GUIDE

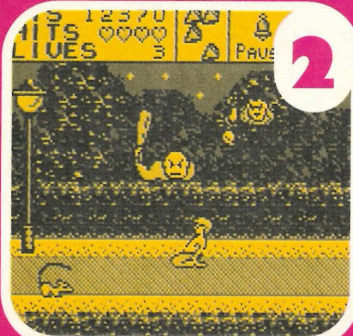
Home Alone 2

Level 2

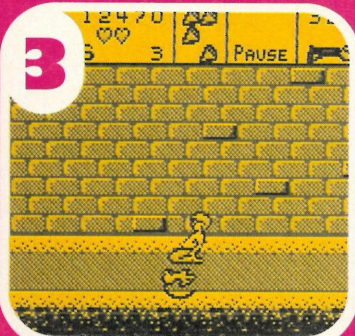
All sorts of strange things occur at night in New York's Central Park, but not so bizzare as when Kevin travels through the unseen dangers. Towards the end of this level he meets up with an old woman who proves to be an invaluable ally.



Ha! Ha! Ha! The humour of the film was so funny the programmers included some in the game. There's so many funny people that I think I may die laughing! (Hope so - Ed)



There's more than one kind of vermin in the park, there's the usual rat kind and there's the thugs. Just use your speed and the sliding trick to pass all the obstacles



If you're wondering why you can't pass these dead ends, it's simple! You'll need to jump higher by using these protruding bricks in the wall!



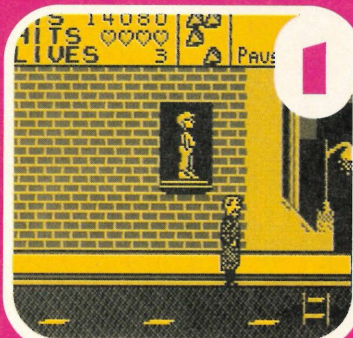
The key to success in the cave of bats is to simply take your time. If you rush you'll never last to see your friend at the end of this level

For a ten year old boy, the task of exploring an unfamiliar hotel can be a frightening experience indeed. It would seem that everyone is out to get young Kevin, including various pieces of kitchenware!

One of Kev's greatest enemies is the overwhelming affection of a granny. The hugs and kisses combined with lavender perfume, prove to be fatal, so as soon as you spot one, run and slide to pass their umbrella attacks

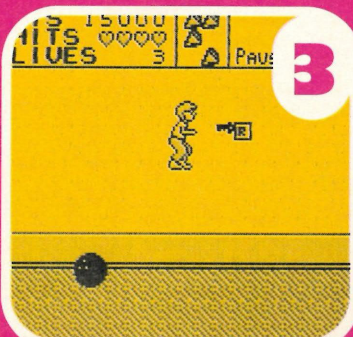
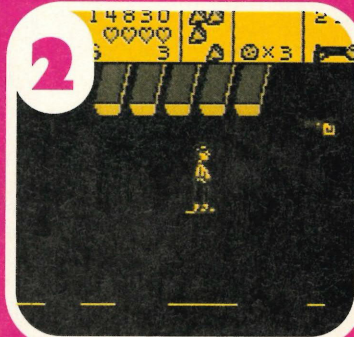


Level 3



When departing from the horrors of the park, you'll be nicely greeted by Harry's mate Marv. To dodge his blind rage leap through this window here

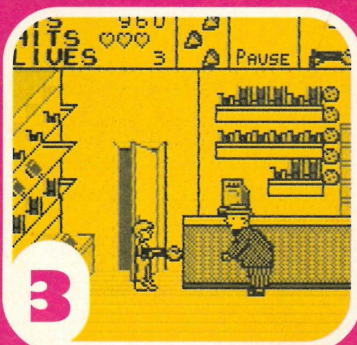
Head to the far right. Drop down the last hole in the floor. Then use the small amount of good floorboards to continue right until you find a key, then retreat back to the left and exit that way



To get the second key you'll need to use this bowling ball inside one of the cupboards. Fairly simple, just roll the ball underneath the key and use that as temporary platform to gain that extra bit of height

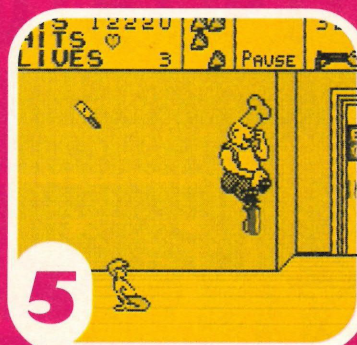
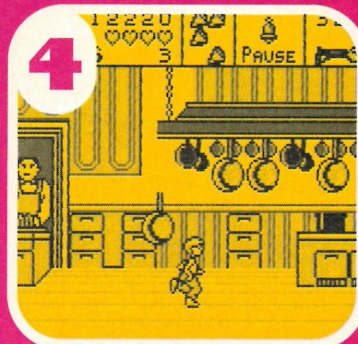
Level 1

Kev spots the gift shop. Hmm. Perhaps there's a useful weapon inside? It's mine if I can dodge the assistant



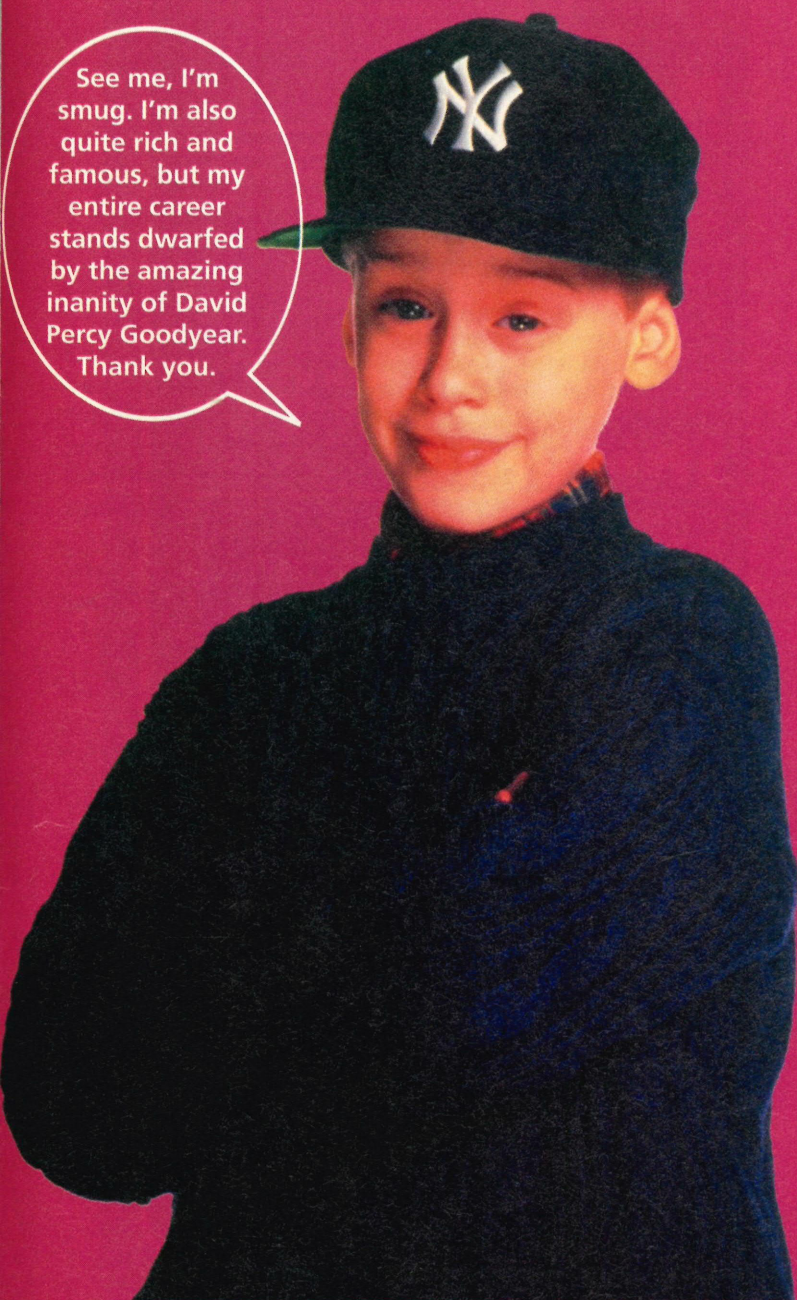
Enter the news shop to do battle with the overweight journalist. (Oh no, I've been immortalised in a game) Just hit me, I mean him twice with your fist gun to end the battle

Wobbling on their resting hooks high above, are the genetically mutated saucepans that seem to be aware of Kevin's escape plan. Just entice them to fall down by nudging forward and then retreating as soon as they fall

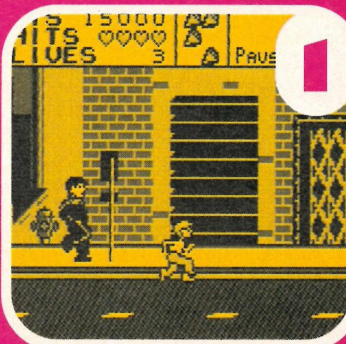


When fighting the chef inside the walls of his kitchen, just stay close and knee slide your way to victory. The secret to your success is the dodging of the knives he carelessly throws about, so stay close to him!

See me, I'm smug. I'm also quite rich and famous, but my entire career stands dwarfed by the amazing inanity of David Percy Goodyear. Thank you.



Level 4



The final encounter takes place across the rooftops, followed by the long chase in the streets of New York and then in a room, christmas tree? Wow!

Just run and slide your way to the christmas tree to the right. Don't stop or the sticky bandits will catch you!

Now I hope that you've saved plenty of ammo for your fist gun because you're gonna need it. Every time Harry or Marv get close to you on the tree, turn and fire with your fist gun to send them plummeting back down the tree. When you reach the summit, call to the old woman by pushing up to make her drop all sorts of nasty objects upon the crooks' heads



Oh it's so touching! The crooks didn't catch up with the talentless Macaulay and dissect him like the little insect he is. But instead he gets untold riches. It's soooooo PATHETIC! A bit like me really!

GAME BUSTERS

AWESOME CHEATS

You're zooming along with all these popstastic codes. You'll get to see those elusive bosses and amazing end title screens once you've tapped in a few of these magical little numbers and letters.



Spider-Man 2

Big Matt Aston of Surrey, has discovered numerous codes for this one and the two games below...

Infinite lives: 0103E0D0
Infinite energy: 08FFDFD0

Star Wars

Infinite energy: 01085BCA
Infinite continues: 050AA3CA

Mega Man

Infinite energy: 0898A3DF
Infinite lives: 020308C1

Alien 3

David Rutherford from Stirling might be ashamed of his illegible hand writing, but he can now stand proud above his friends; because he's come up trumps with codes for all the following games. What a hero!

Infinite tries: 010349C3
Infinite ammo: 043A45C3
Start with a specific weapon: 0A0X32C3
The letter X in the code can be changed to choose a different weapon, eg:

X=1 is the prodger
X=2 is the pistol
X=3 is the pulse rifle
X=4 is the flame thrower
X=5 is the smart gun

(The weapon cheat should be switched off if you want to use a weapon you have picked up)

Tiny Toons

0102C3C9: Infinite lives
0102F0C9: Infinite energy
0103F1C9: Infinite weapons for Bugs
0103F2C9: Infinite weapons for Daffy
0103F3C9: Infinite weapons for Porky

Bubble Bobble

010300C4: Will give you three lives, whenever you enable the Action Replay.
4 lives will be 010400C4
0100C3FF: Whenever you enable the Action Replay, you will go to the next level
03XX00C2: Different values for XX will take you to other levels. 08 in place of XX will be level 9



Discover a new code and win a free game!

Jonny Chapman is the winner of a brand new game, Best of the Best Championship Karate to be exact, for his valiant endeavours this month. Cheers Hornby Hobbies.

Mega Man II

Little Jonny Chapman has been a very busy lad this month. He's discovered all this month's codes from Mega Man II all the way down to T2: The Arcade Game. Behold!

Infinite lives: 008 CD4 E6E
Start with 10 lives: 09B F8F E62
Infinite energy: A75 FDC B30
Full power-ups: A7A 14C A28
Infinite power on all weapons: A7A 14C A28
Start with half your energy: 49C 55F 808
Start with a quarter of your energy: 25C 55F 808

TMNTurtles

Infinite lives: FAC C9C 4C1
Turtles never get caught: 017 B6F E6A
Infinite energy: 027 AAF C4A
Pizza restores energy to full capacity: 00C F9C F7E

Dynablaster

Game B
Start with nine lives: 090 85B E62
Start on level two: 020 71B E6E
Start on level three: 040 71B E6E
Start on level nine: 040 71B E62
Plant two bombs at once: 00A B7B 19A

Crash Dummies

Infinite timer: 001 3EC E6E
Immune to fire: 00B 00A 195
More cash per hit: 851 49C E64

T2: Arcade Game

Start with eight lives: 083 464 F7E
Infinite lives: F0C ABD 6E9
Infinite continues: FAD 5CE 4C1
Eight continues: 088 1CF E66

Win!

5 prize packs



Howdy all you computer fans! Tony the Tiger here, growling in with news of a grrrrreat Nintendo competition! Kellogg's Frosties has joined with the very, very, very nice people at Nintendo to offer you a chance to win a whole stack of groovesome Nintendo goodies!

For a double Nintendo treat, check out the latest special packs of Kellogg's Frosties. Inside each pack there are two Nintendo collector cards – just a taster of the 24 there are to collect.

You'll also find one of the 12 different Nintendo stickers in each pack, which doubles up

as a special scratch-off prize card.

Simply scratch off the circle and see if you've won one of 46,000 Nintendo prizes, including Game Boys and T-shirts! No purchase necessary, see special packs for details.

To win one of the special Kellogg's Frosties Nintendo prize packs on offer, with a brilliant Dr Mario singing alarm clock, Nintendo T-shirt, poster, badges and collector album, simply answer the following questions and complete Tony the Tiger's tie-breaker.



Closing date is 31st August 1993. Don't forget to fill in the form with your name, age and address and send it to:

Kellogg's Frosties Nintendo
Compo, 36-37 Cox Street, St Paul's
Square, Birmingham B3 1RE.

- 1) Which character thinks Kellogg's Frosties are just grrrrreat?**
- 2) Who is the wacky Nintendo character that has a moustache and wears a red cap and blue dungarees?**
- 3) Game Boys and other video games are made by _____?**

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)**

My fave video game character is.....
because

Name

Age

Address

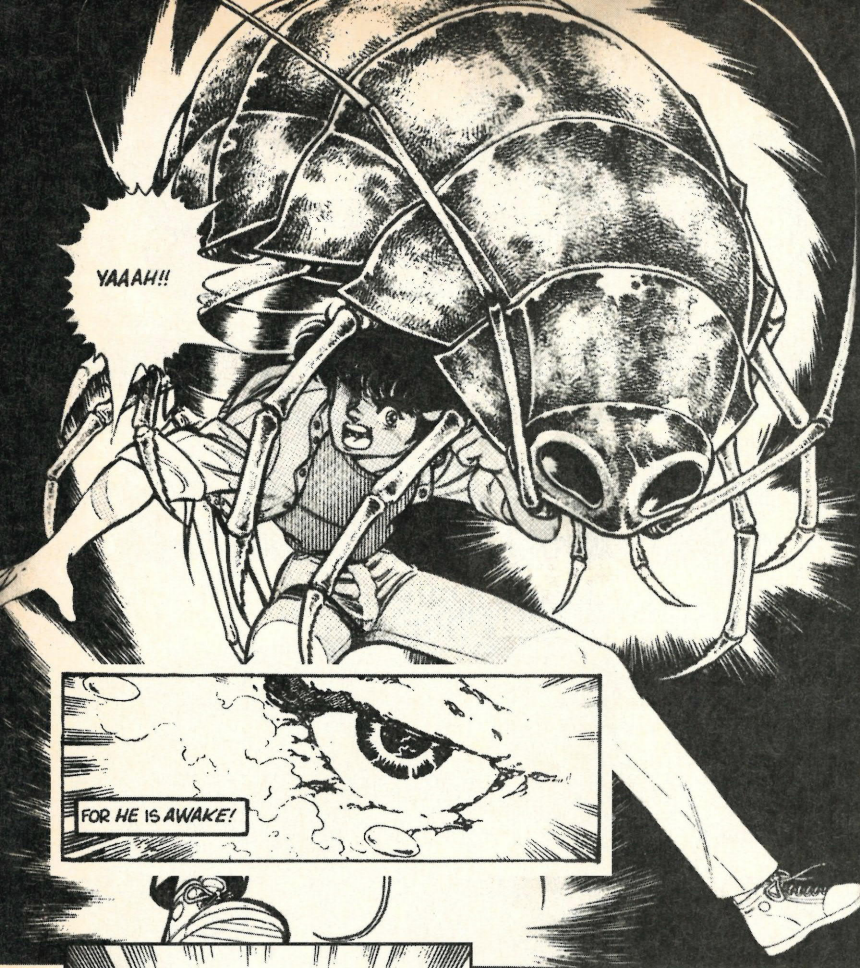
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Post Code

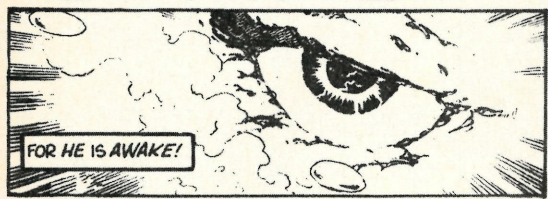
All employees of Europress Interactive and their families are banned from entering. The Editor's decision is final and no correspondence will be entered into.



(Above) High-speed motorbike hijinks as Kaneda and his gang let rip along the deserted freeways outside Neo-Yokyo in Katsuhiro Otomo's *Akira*.

(Left) An unsuspecting manga hero is unexpectedly attacked by a giant cockroach in *Godzilla* by Kazuhisa Iwata. And *Godzilla* is awake...

(Below left) The atomic bombs dropped on Hiroshima and Nagasaki were defining incidents in Japanese culture. Keiji Nakazawa was 6 years old on 6th August 1945 and living in Hiroshima. He created the semi-autobiographical manga *Barefoot Gen* as his response 30 years later



Comic books, known as MANGA, are such an integral part of Japanese culture that Japan uses more paper for them than it does for its loo rolls. The sheer momentum of manga is now sweeping through the West with spin off toys, animation films and video games. Sharon reports...

Forget karaoke warblers. Manga artists are the demi gods in Japan, the equivalent of Take That, the people who appear on talk shows and sign autographs, kick start new fashions and invent novel catchphrases that spread throughout the nation.

In Japan, manga aren't just trashy flops of paper to keep the kiddies quiet. Comparable to Judge Dredd rather than, say, Roy of the Rovers, it'd be fairer to describe them as graphic novels as opposed to comics.

Grown ups hunched on the rush hour train and women waiting for perms, yearn for just as many telephone directory sized stories as students and video game junkies.

There are even automatic vending machines in the high streets to satisfy comic cravings in the deep of the night.

The Japanese regard manga as another medium in which to

present a story with just as much to say about life as novels and films. Real life is woven into fantasy, heroes DO die for example, making the whole concept so much more sophisticated.

Skid marks

As a great source of entertainment, comics are much speedier to read than a book and as portable as a Game Boy.

Since the educational system is so stressful with students eating, drinking and sniffing exams, manga gives an instant escape.

The great exaggeration of



action and emotion in the comics are brought about by a basic love of fantasy, while the extensive use of purely visual effects (maybe two pages for a motorbike chase, cutting from squealing tyres to facial grimaces) allow a picture alone to carry a story without too much unnecessary blurb to plough through.

The action packed fiction and fantasy of manga goes straight for the jugular, sweeping aside arty fartiness and, instead, concentrating on monsters, juvenile delinquents and cutesy strong willed characters.

Blazing guns and explosions hack 'n' slash with weirdo supernatural elements and, just for a touch of light relief, there's always the odd girls knicker flashing scene thrown in too.

MANGA

It's a blast!

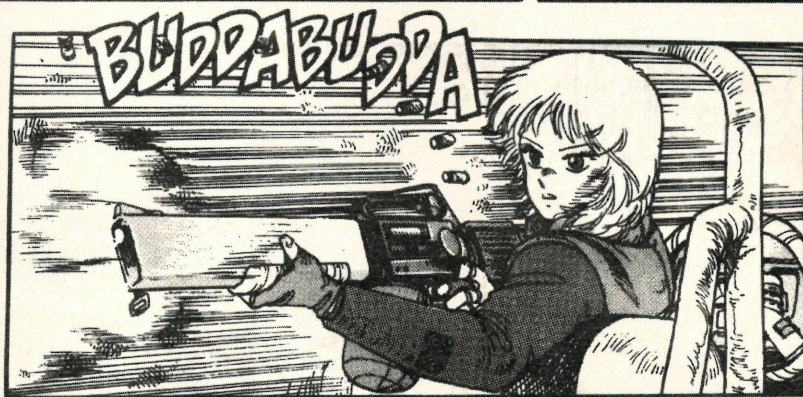
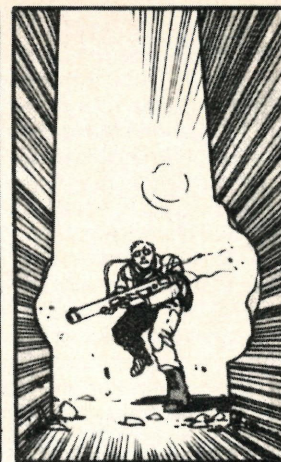
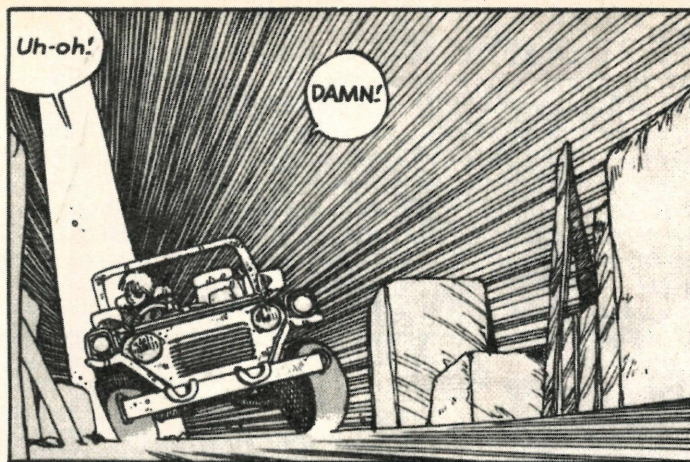
But how did this manga business originally start? How about Walt Disney? Osamu Tezuka, THE godfather of manga was an avid fan of the early Walt Disney animation and the big doe-eyed cuter than cute Bambi and Snow White much loved creations.

Then came the second world war and the totally horrific after effects of the atomic bomb dropped on both Hiroshima and Nagasaki.

This changed the history of perceptions and gave way to a new era of technology and power, not to mention devastation.

Set the Disney like fiction against a harsh background of reality and there you have it - extraordinary stories about technology, robots and honey pot characters, taking place in both foreign lands and the heart of Tokyo.

Manga often deals with good vs evil battles, thereby also adding a fable element to this melting pot.



(Above) Deunan, the heroine of Masamune Shirow's *Appleseed*, deals with an unfriendly hitchhiker

Pump action

Star Wars had a beneficial effect on sci-fi when it wham bammed onto the silver screen in 1977. It nourished demand for more of the same and so foreign films began to be transported over. (including the abysmal *Battle of the Planets*). The likes of *The Terminator* and *Aliens* have kept this demand bubbling.

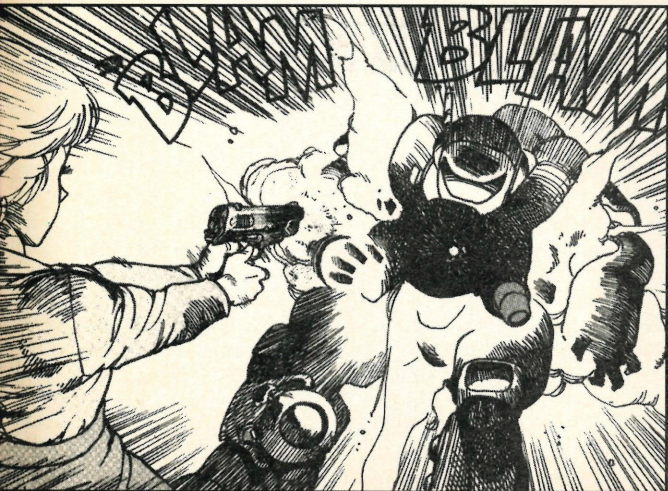
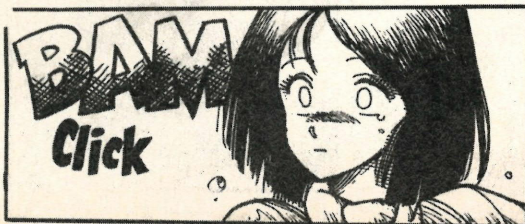
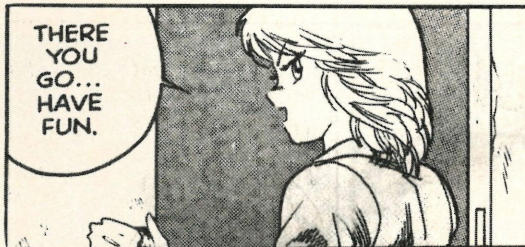
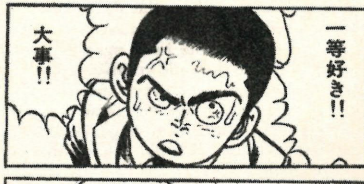
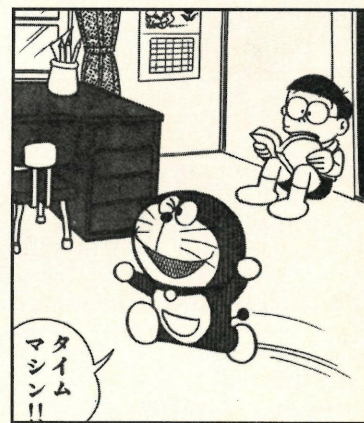
Only really in the '80s did Japanese sci-fi with sharp visuals and interesting characters really start to flourish. And so began the visual generation.

Manga experiments with cinematic techniques, making use of close-ups and different angles on the page. Lavish sound FX help the pages run, and well they need to since they often span to over 1,000 pages for just one story.

The fantasy based characters and go, go, go action are very similar to central characters in video games, in fact sprites and storyboards are increasingly being modelled from the manga stable, incorporating the fantastical and the violent element into the gameplay.

The crossover with video games and big movies has already been firmly established. Now manga, a monster of a phenomena, is moving in too...

P.T.O.



(Below) More fun and games from *Appleseed*. Deunan totals an unfriendly intruder's battle armour, and then locks up the young girl hiding inside it

(Above right) Fujio-Fujiko's *Doraemon*, the atomic powered robot cat. (Right) Jumpei dresses up and prepares to tell his girlfriend he loves her

Cyberpunk

The Japanese comics invasion has begun. For the first time the British will be able to experience all the thrills and spills of Japanese comic strips with Manga Mania, published by Dark Horse Comics, and now on sale.

The Japanese read from right to left and from top to bottom. In translation the picture boards are reversed and word balloons altered so as to cater for horizontal writing. Apart from that, the voice of manga remains unchanged.

For just £1.95 you get 128 black and white pages parading full throttle action every month.

There are articles and beginners guides on Japanese comics and animation films, newsie bits and in future issues there will also be reviews on the growing number of computer games based on manga characters.

Akira is the most popular Japanese science fiction comic to date. A



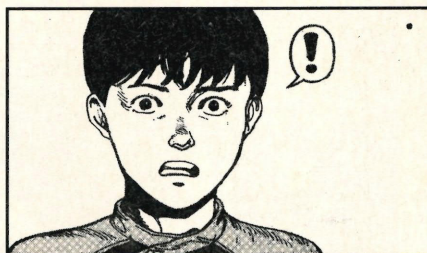
futuristic cyberpunk adventure set after World War III it will ultimately stretch to a 12 volume, 3,600 page graphic novel.

It's been made into a best selling film and video and is set for a BBC2 screening this summer. Manga Mania is now reproducing this fantasy sci-fi for the growing number of fans in the UK.

As well as the classic Akira, the magazine also embarks on the Godzilla saga, featuring a multi storey monster terrorising modern day Tokyo.

Making new inroads into the traditional comic book, Manga Mania shouts wakey wakey to the Japanese culture – its style, energy and effect on console games.

Undoubtedly it'll appeal to comic readers, computer games players and animation fans alike. Great stuff.



MANGA! MANGA!

Anime UK is, in essence, a magazine for pure manga and animation fans (see cover below). It soaks up the whole oriental culture with in-depth descriptions of what's in the pipeline film wise and background details on sci fi/fantasy tales.

There must be the germ for an idea somewhere and the writers delve deep to uproot it.

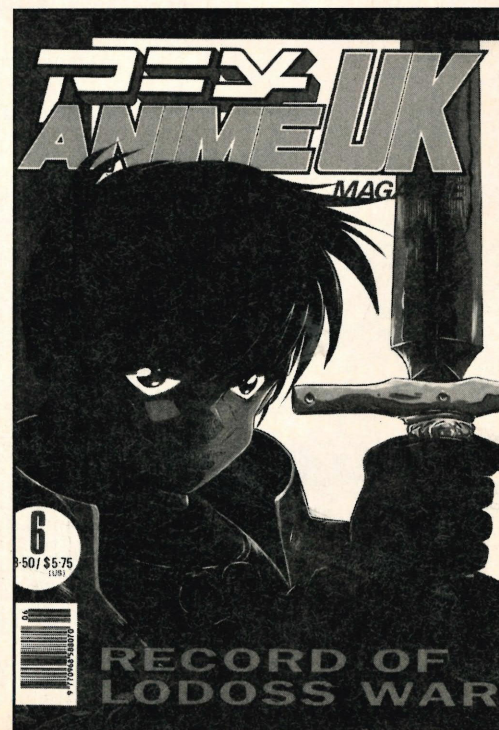
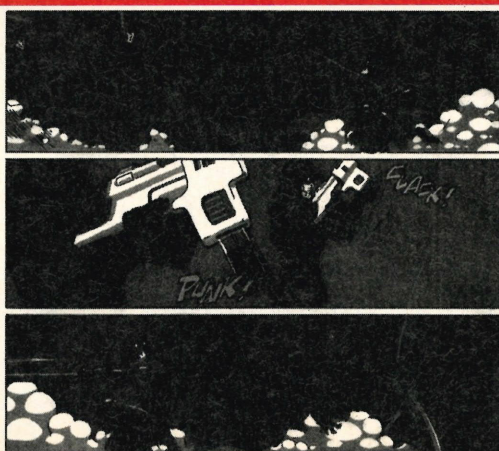
Although the mag is black and white it's stylishly designed with striking covers made distinctive by the characters with mooning eyes, supposedly the window of the soul, and pointy faces.

For newcomers it may perhaps be initially off putting because it's so specialized, but you'll soon get to grips and find it to be a faithful point of reference.

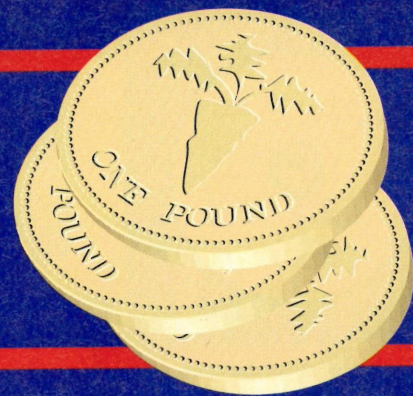
Anime UK (bi-monthly) goes the whole hog, bringing you a whole new culture to peek into.

Features on Japanese traditions, quirks and, more importantly, how they infiltrate the western world are made accessible with some fascinating insight. Totally dreamy.

(Left and above) More motorbike frenzy from Katsuhiro Otomo's Akira (Below) Manga comics influence Western comics. Two wordless swordfights, the one on the left from Kozure Okami (1970), the one on the right from Matt Wagner's Grendel: War Child 1 (1992)



CHEAP THRILLS



... with Andy this month. He's been rummaging through all the bargain buckets in the land to find some games at a knock down price...

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart Simpson has meant nothing but success in the TV stakes and is a surefire winner on the Game Boy. Camp Deadly is a tough game which has been matched only by its outstanding popularity.

Bart has basically been sent to a summer camp for a while and is non too chuffed. Hence the escape.

There are quite a few kids at camp who dislike our loveable hero and are out to do him some harm. Armed only with his bubble gum and his sense of adventure, Bart sets about his escape.

A number of power-ups are available for you. These can be collected from the few friends that Simpson Jr. can find.

With some excellent graphics which leave you feeling like part of a cartoon show, the first game in the Bart series is as dreamy as they come. What's more, you'll be hard pushed to find a cart with as much quality as this. All at a bargain price too!

The controls are instantly grasped which make any game playable and let's face it enjoyable! Doh!



86%

XENON II

A shoot'em up for the 'Boy? Yes please! There aren't too many about, but this rates as one of the better games of its kind for a machine which isn't renowned for excellent shoot'em-ups.

With some bizarre graphics and easy gameplay, you may expect more than you actually get.

The scenario is the all too familiar space ship, blasting a whole bunch of different alien beasties and oddities. After pounding the aliens for a while an end of level nasty will arrive and

will need some laser fire to get past.

Basically, it's a horizontal shooty consisting of waves of aliens, some of which carry power-ups for more firepower and eventually an end of level nasty.

With some neat graphics and crazy gameplay, you may expect a classic game. There's only one drawback with it though, the scrolling is way too slow, which leaves you craving for something with a little more hummph!



73%

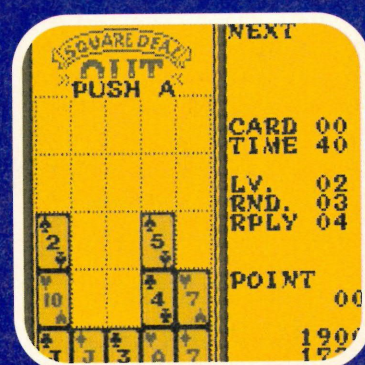
SQUARE DEAL

A furious puzzler on the cheap? This is yet another one of those Tetris adoptions and darned tough it is too! All you need is a basic knowledge of poker. For those who are clueless as to the rules of this, the most famous of all card games, except maybe snap or Top Trumps, it's really pretty simple.

You have a choice of hands. You can collect runs of numbers, a flush (cards of the same suit) or a minimum of three cards with the same value ie. three fours.

Put the game of poker alongside Tetris and you're left with Square Deal. The further into the game you get, the quicker the cards come. You have only one main form of assistance, the display which shows the next four cards. It's up to you to arrange the cards in the best and most pointsome way.

Obviously the idea is to clear all 52 cards from the deck. Unfortunately this is a lot more difficult than it sounds. With a link-up game available it may be worth your while forking out for a couple of copies rather than buying a brand spanking new full price game. Then again, maybe not!



78%



Bart Simpson's Escape from Camp Deadly and Square Deal are available from Console Plus (tel: 0924 456802), priced £18.99 & £10.99 respectively. Xenon 2 can be purchased from Robeson Marketing, priced £14.99. (tel: 081 876 7658)

OFF THE WALL

GB ACTION'S Q & A SERVICE



Yes folks! It's time to play with Sharon's mind again...

Write to: Off the Wall, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP or fax: 0625 876669.

Tetris tease

My dad has just got 202 lines on Tetris. Before that his best was 199 and 185 but there's no point in taking a photo.

Although my dad gets his lines without cheating, I have got the Action Replay and with that I can get any number of lines. My dad plays Tetris for hours and hours and my mum says she's going to hide his GB.

She bought it for him in the first place to stop him using mine. Can anyone beat 202 lines without cheating?

Helen Atkinson, Southport.

While watching Roseanne tonight I managed to get a score of 78614 on level 15 with 155 lines!

James Spencer, Nether Poppleton, York.

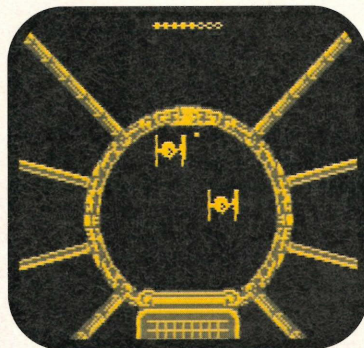
My Tetris high score is 400,518. My lines record is 206 lines. Sorry I've got no proof but I'm a very honest person.

James Hood, Surrey.

Poptastic

Dear GB Action
I have a Game Boy and I always read your mag and I was wondering whether you could answer some of my questions.

1. Is Robocod worth getting?
2. Are Looney Tunes and Probotector both good games?
3. Is Star Wars better than The Empire Strikes back?



4. Is it true that Bubsy the Bobcat is going to be converted onto the Game Boy?
5. For my Game Boy I have got Tetris, Mario 1 and 2, Mega Man 1 and 2, Sneaky Snakes, Crash Dummies, Gremlins 2, Turtles 2, Tiny Toons, Bubble Ghost and Krusty's Fun House, and I was thinking of getting a Game Genie. If I did get it would there be any cheats for my games in the codebook?
6. Which game do you think I should get next out of Alfred Chicken, Lemmings, Star Wars, Looney Tunes or Mega Man 3?

Thank you for answering my questions, I think your mag is poptastic mate.

John Miller, Lechlade, Glos.

1. Robocod will be called Super James Pond in the UK so as not to be confused with RoboCop. We'll be reviewing it next ish. We all love it to bits.

It's cute, fast and just goes on and on, but you'll have to wait until next month for the full lowdown. So there.

2. Yep.

3. Both are romping good adventures. Get Star Wars first to limber you up and then go hell for leather for the sequel. They

complement each other perfectly, the Empire just being far bigger.

4. It's a distinct possibility. Bubsy on the Super Nintendo has now been sold to Nintendo so its release has been delayed.

It would make a good conversion 'cause it's a zippy platformer with a cool rather than cute character but, as of yet, we'll have to wait and see how it does on the 16-bit first.

5. Of course, thicky. You get a dinky codebook with your game genie and there's a helpline to ring for codes and stuff.

And there's also our codes page in the mag to keep you posted on the new strange things that can be done to games.

6. Try Alfred Chicken, or then again, Lemmings is groovy, so's Star Wars too. Oh I don't know, I can't make the final decision for you.

What a racquet

Dear off the Wall,
For about half a year I have been looking for the Game Boy game, Mario Tennis. When I go to shops I see the game called just plain Tennis.



Please could you tell me if they are the same game or if Mario Tennis is an antique?

Bill Yerkess, Burnley.

Yes they are one and the same. Obviously Mario has been daubed on the box cover as a selling point. The game is a couple of years old now, so if I were you I'd hang on for Top Rank Tennis instead.

Stumped

Dear GB,
How come there are sport simulations for almost all games on the Game Boy but not cricket.



Pick this man now

I know it's not a particularly American or Japanese game but surely they should cater for other nationalities as well?

Mike Davies, Somerset.

Cricket's boring. But then again, the way England's playing at the moment sends you off to snozzeland too...

Saved in the act

Dear Sharon,
I think you and the crew are doing an excellent job with the mag and you all deserve a pay rise. (Any donations are always welcome - the team).

I was wondering if you could help me out with a few of my questions.

Could you please tell me what a battery back-up system is? Are there any baseball sims out? If not why not?

Peter Sariwee, Runcorn.

Only two meg games are really large enough to squeeze in a battery back-up. Basically it allows you to save your game so the next time you switch the Game Boy on you can start off from where you last finished. Type in some sort of password and away you go.

As for baseball, well Virgin will be selling the American Bases Loaded from September onwards. Developers in the UK seem to be concentrating on footie games.

WALL

Back again

Dear Sharon,
Help! Terminator 2 arcade version will soon have us in straight jackets. We've been working shifts on it but can't get past SKYNET area 2.

You must help us reach our potential of our ooozeeee 9mms. Hasta la vista baby.

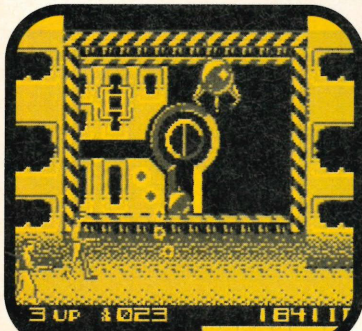
The Amazing Ingy Brothers, Bracknell.

Dear GB Action,
I am having loads and loads of trouble with Terminator 2: The Arcade Game. I've had it since Easter but still can't get past the first level.

The end-of-level ground hunter killer keeps killing me. Please, please help me if you possibly can.

Mark McGonigle, Berwick-Upon-Tweed.

There's nothing much I can say about this game except blast and be damned. For the end-of-level tin cans, knock out their two side bits and then go for the top part in the centre. Keep your finger on the A button and add some B punching every few seconds and stamina will see you through.



As for the SKYNET areas, blast out every window as soon as the ugly mugs pop their heads out to say hi. Once all the windows are wrecked, the doors will open, leaving you to hack away at the four sections.

There's no set method to follow and no specific tips. If it makes you feel any happier, I find it utterly impossible too.

New horizon

Dear Sharon,
My mum is a game addict and

Tell me a secret

Dear GB Action,
I was fiddling about with my Game Genie when suddenly 'Well done, you have found the easy code, now try and find the hard ones' came on my screen. What is going on?
Yours genie-ally, Graeme Firmin, Royson.

Aha, the cat's out of the bag. There are up to 15 cheat codes programmed into the Game Boy Game Genie. With a touch of skill and luck you should be able to mess about on the code screen and see what comes up. Here are a couple to get you going.

Press UP, DOWN, LEFT, RIGHT and you'll receive the message 'congratulations you have found the easy secret.'

on a recent trip to town we came across a reduced Game Boy US import game called The Sword of Hope which, as the title suggests, is an RPG. I was wondering if you had ever heard of it or played it.

Richard Foxen, Colchester.

We reviewed this game back in issue three and gave it 74%. Basically it's an adventure game, very much text based.

Although not one for the real action mongers who like to get some serious slaying into their gamesplaying, there's absorbing puzzles and searching to make it a tough enough cookie.

You'll be fiddling with this until the end of time!

Freak scene

Dear GB,
Me and my friend are going crazy with Super Mario Land 2. We think we've found all the secret levels on all the zones except for Mario zone.

This is driving us crazy since we know there must be a secret bit somewhere as there are on all the other zones. Please, please help us. It's really freaking us out.

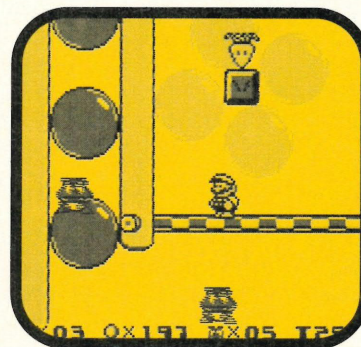
Christie and Claire in Dartford.
I've not got a secret level for you



Try UP, UP, A, B, A, DOWN, DOWN to get all the Game Genie credits and tap in B, DOWN, DOWN, A, B, UP, UP, A to turn the text upside down.

Other codes there for the finding give you poems, weird messages and also things you can type in yourself.

but I can reveal a new thing. Get to the belly level in Mario zone and every time you come to a set of four faded balls that form a square, then jump into the centre of the formation and you'll reap a reward.



It could be bunny ears, an invincibility star, a mushroom... it's a bit like a luck dip really.

GB pox

My Game Boy has got a virus of some sort. Every time I turn it on it has lines on the right side of the screen and when I play the games the whole screen goes black. What can I do?

Vai Patel, London.

Just give the Nintendo repair centre a bell on: 0329 243300 and they'll then be able to advise you on what to do next.

Compo Winners

ISSUE 12 WINNERS:

F-15 STRIKE EAGLE

Winner of the funky F-15 flying jacket from Microprose is Milkos Zoltar from Belgium, so he'll be looking just like Tom Cruise when he struts his stuff from now on.

The five lucky runners up, who each receive a copy of F-15 Strike Eagle are G.Turnbull from Huddersfield, Christopher Purcell from Redditch, Paul Keddle from Lothian, Alex Festo from Exmouth and Jason Staley from Derbyshire!

LAWNMOWER MAN VIDEOS

Here's a sample of the 20 winners who each receive a copy of The Lawnmowerman video courtesy of Storm/The Sales Curve:

"I would like to replace Madonna with a computer so I can have Cybersex with her of course." Thomas Hancock, Rugby.

"I would replace John Patton, because surely a computer could do better than National Curriculum Key Stage 3 Testing!" Tom Wilson, Aylesbury.

"Gazza, because a computer would just get on with the job and it couldn't cry because it would rust!" Joe Cannon, Essex.

"Terry Christian, as talking to a computer would be more interesting than talking to him." David Lane, Glasgow.

And here's the rest... Neil Hinshelwood, Sheffield. Mark Hill, Nottingham. Craig Wilson, Durham. Tim Rolin, Huntingdon. Jim Doherty, Durham. Martyn Heywood, Macclesfield. Les Hamilton, Chorley. Neil Hassall, Yarnfield. Andy from London. Rebecca Hart, London. Scott Bryant, S.Wales. Des Albrighton, Bucks. Alex Brownlee, Whitley Bay. Karl Smythe, Swansea. Trevor Ashley, Birmingham and Mark Merdott, Salford.

MARIO KITES

The 75 Mario Kites have been won, but we can't be bothered to write all the winners' names out. You'll know if you have won if you get a Mario Kite delivered through your front door! Thank you. Go fly a kite!

ISSUE 13 WINNERS:

PRO ACTION REPLAY

The winners of the Pro Action Replay comp, courtesy of Datel Electronics are:

Clifford Chapman, Isle of Man; Scott Mackellar, Wishaw, Scotland; Michael Heys, Chorley; Peter Kavanagh, Charlton, London; Matthew Smith, Surrey; Kevin Cushnie, Essex; Warren Blewitt, Tyne and Wear; Andrew Campbell, Glasgow; Bradley Spelman, Maidstone; Richard Braithwaite, Chesterfield; Philip John Holbrook, Congleton; Marc Beavan, Hereford; Amer Bashid, Birmingham; Chris Middlemiss, Worcestershire; Rob Christie, Bristol; James Postethwaite, Leicester; MR Edwards, Eccleshall; RN Carr, Bolton; Gary Smith, Lancashire, Bruce Bean, Burton-on-Trent.

BADGES AND MAGNETS

There's far too many badge winners from issue 13 to fit in this diddy space so just hang on and wait for the postie.

Public EYE



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your views! Don't be
shy, you could win a
brand new game of
your choice! Write to:
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Europa House,
Adlington Park,
Macclesfield SK10 4NP.***

READER REVIEWS

THE ADDAMS FAMILY

Ocean



A whole handful of reviewers described the graphics as scrappy but to my surprise they're nigh on top notch. At least the story is original.

Gameplay is excellent, with a hefty slice of challenge, and sprites and backdrops are not blurry. This means a few weeks learning what does what, and a month to put theory into practise.

With lots of skin off the thumb button pounding action to keep the blood thirsty types occupied, the frustration factor can boil over at times and hit you full in the face.

Neil Fitzpatrick, Tamworth.

SCORE 91%

TMNTURTLES: FALL OF THE FOOT CLAN

Ultra Games



If there was an award for the easiest game to complete, then this would be in the running. This has all the makings of a good game with enemies ranging from foot soldiers to spine stretchers and power-ups in the shape of pizzas.

You control one of four turtles who each have eight life blocks. There is one big boss man at the end of each level but they are fairly simple to beat.

You can choose what level you want to go on so there is no need for a password system. At the end of the day this game is too easy and you should have completed it after a few attempts.

Matthew Emery, Bristol.

SCORE 79%

XENON II

Mindscape

This fast and furious vertically scrolling blast'em-up is, I think, vastly under rated, even in this wicked mag. A good conversion of a brilliant PC game already on at least three other formats, this may be quite an old game but it is well suited to the hand held we all know and love.

The shop is what makes it more original than, say, R-Type or Nemesis. Also the end-of-level bosses are, well, er, yes... end-of-level bosses... ie, five headed monsters or serpent-like creatures.

The story is quite ludicrous so I won't go into that. The first few levels are quite easy but it does get much harder.

This is not the most addictive game I've ever played, but it's good fun and kept me busy for several weeks. The verdict: It's an OK game, and well worth considering if you're thinking about getting a shoot'em-up.

Nicholas Harvey, Leytonstone, London.

Nicholas is now battering his brand-new copy of Best of the Best Karate to bits!

SCORE 84%

DARKWING DUCK

Capcom



This is quite simply a fantastically wonderfully brilliant quacktastic type game. Place yourself in the shoes of the intrepid, aquatic hero as he attempts to rid the streets of a criminal organisation called FOWL.

You are given a starting choice of three different areas and you can try to cleanse any of them first.

Each area offers a tremendous range of baddies. You either have to shoot them or avoid them by using a number of different contraptions including levers, pulleys, hooks and wheels.

One of the wonderful things about the game is that some of the enemies are intelligent and cover up when you try to shoot them.

The graphics are a beauty to look at, and the sound is magic. Topped off with stunning gameplay and the kind of lastability which means you'll still be playing it in a year's time, this is an almost flawless platformer.

Henry Cowling, St Austell.

SCORE 95%

PIT-FIGHTER

Toy HQ

Pit-Fighter is a mega boring beat'em-up! It consists of 10 pretty easy levels, and a none too hard championship bout. You choose a character and each has his own special move.

The sound effects consist of an annoying tune, groans of pain and 'yes' every time something happens to your advantage.

With no lastability, no gameplay and a £20 budget, you'd have more fun reading a Latin dictionary.

P Ford, Wokingham.

SCORE 21%

TETRIS

Nintendo

In all the months of Public Eye no one has ever reviewed this.

All I'm going to say is that it's the most devilishly difficult, deviously designed contraption ever portrayed in monochrome.

Puzzle games have led a rather disillusioned existence with the exception of Krusty's Funhouse.

What all the others lack is that certain ingredient that makes a game shine with quality, making it a classic.

D Merifield, Bingley.

SCORE 94%

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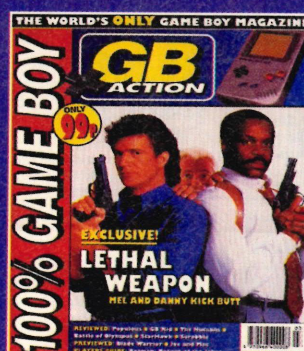
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SWAPS

- I will swap my Double Dragon, TMNTurtles: Fall of the Foot Clan or Mega Man for your Crash Dummies, Tip Off, Jeep Jamboree, Best of the Best, Lemmings, The Humans, Alfred Chicken, Jack Nicklaus Golf, Krusty's Fun House, Joe and Mac, Snow Bros or any other good Game Boy games. I will also sell them for £15 each ono. Call Daniel on 0285 655125 after 6pm.
- I will swap Bugs Bunny and Double Dragon not boxed for F-1 Race or Super Mario Land 2. Call Nicolas between 4-6pm on (091) 527 2631.
- Swap either Terminator 2 or Blades of Steel for Super Kick-Off or any good game. Tel 0942 816350, ask for Jo.
- Swap Game Boy and 9 games, Pro Action Replay, light, magnifier, carry case, all boxed for Sega Game Gear, Master System converter, 7 games, carry case, all must be boxed. Phone Daniel on 0689 847059, Croydon area.
- I will swap my T2: Arcade Game for Speedball 2, Populous or Joe and Mac. If interested, phone 0289 305395 after 6pm and ask for Mark.
- Swap my WWF 1 for Chessmaster. Call between 6-8pm, ask for Shaun on (0206) 842668.
- Will swap Bart Vs Juggernauts or Qix for WWF 2, Lemmings or Bart/Camp Deadly. Ring Chris on (0275) 858998. Thanks.
- Will swap Gremlins 2, Paperboy or Mickey's Dangerous Chase for Crash Dummies, Bill and Ted, Harmony or any good game. Phone Rachel on (0274) 616136.
- Will swap Game Boy carts: Tennis, Castlevania Adventure, Nintendo World Cup, Mega Man II, Prince Valiant, Gargoyle's Quest or Burai Fighter Deluxe for any good games. Phone Matthew on 0222 230357.
- I will swap Skate or Die for Tiny Toons, Tom and Jerry or any other good game. Phone Tony on (0524) 854307.
- Will swap Spider-Man 2 or Mega Man (both boxed with instructions) for Super Mario Land 2, Super Hunchback, Super RC Pro-Am, Populous, Alfred Chicken or Final Fantasy Adventure. Games to be swapped must be boxed and have instructions. Ring Richard on 081 660 7312.
- Exchange Mickey Mouse worth over £25 for Game Genie with box and instructions and Time Boy or Handy Boy. Phone Sam after 4pm on 0895 420329.
- I will swap my Duck Tales or Fortress of Fear for Populous or Addams Family. Tel: Chris on (0903) 503474.
- Swap WWF 2 or Blades of Steel for Tiny Toons or Crash Dummies. Phone 021 788 0488 and ask for Paul.
- I will swap American Sega Game Gear with carry case and 5 games for Game Boy with AC adaptor, carry case and 8-10 games. Ring Matthew on 0443 226272.
- Will swap Duck Tales or Super Mario on 0232 425715. Games in good condition with instructions. Hurry!!!
- Will swap Super Hunchback or Super Mario Land for Nemesis or any good adventure game. Tel Ben on 0494 452178.
- Swap Star Wars for The Humans, Lemmings or Alfred Chicken. Get ring-in!! Phone Emma on 0892 835709 after 4pm. Also wanted Game Boy cheat books, will pay under £2.99.
- Will swap my Prince of Persia (boxed with instructions) for your Lemmings or Dr Franken, boxed if possible (preferably Lemmings). If interested, phone Anthony on (0236) 732520, Scotland.
- Will swap light magnifier for power adaptor. Swap Final Fantasy II, Kirby's Dream Land, Monopoly, Viking Child, Parasol Stars, or Choplifter II for Krusty's Fun House, Alfred Chicken or any good games. Phone Tom on (0792) 863748.
- Will swap Revenge of the Gator or Super RC Pro-Am for Super Mario Land 2 or Paperboy. Also PAM for Star Trek(?) Ring Wendy on (0536) 761320 between 2-5pm.
- Will swap Bart Vs Juggernauts, Super Mario Land or TMNTurtles for Spider-Man, Tiny Toons, Lemmings or Mario Golf. Phone 09756 51213 and ask for Dijon.
- Swap my Game Boy with 5 games for your Sega Game Gear with Columns and Mick and Mack Global Gladiators. Phone Alexander on 0905 640126.
- I will swap 15 Adventure Gamebooks for any 3 of these games: Alien 3, Populous, Mouse Trap Hotel, Joe and Mac, Star Wars, Hook, McDonaldland, Terminator 2, Alfred Chicken, Crash Dummies, Rampart, Milton's Secret Castle or F-15 Strike Eagle. Or for 4 of these games: Batman, Bram Stoker's Dracula, Duck Tales, Mega Man II, Spider-Man 2, T2: Arcade Game, WWF 1, R-Type, Motocross Maniacs, Top Gun, Final Fantasy Adventure, The Flintstones or Elevator Action. Phone Jamie on (0438) 832292.
- Will swap Handy Boy for 3 good games, or will swap Hook for a good game. Call Daniel on 0524 854307.
- Swap Burai Fighter for Super Mario Land 2, WWF 1 or 2, or any good game. Ask for Chris. Tel (0733) 261407. Don't delay, call today!
- Will swap my Star Wars for your Super Mario Land 2. Phone Andrew on (0784) 471968.
- I will swap Spider-Man or Super Mario Land 2 for Star Wars after 4pm on 0443 226272, ask for Chris.
- I will swap Kirby's Dream Land for Super Mario Land 2. Phone Kerry on 0354 53627.
- Will swap Beetlejuice for Bugs Bunny, Super Mario Land 2, Home Alone 2 or Prince of Persia. Call Blair on 05474 617 after 5pm week days.
- I will swap my Terminator 2 for your Prince of Persia, Star Wars, Alien 3, Hook, Choplifter II or any good games. Phone Aaron on (0442) 240244.
- Swap Bill Elliott's NASCAR Fast Tracks (no instructions or box) for any game! Write to: Robert Oswald, 806 Lewis Flats, Ixworth Place, Chelsea, London SW3 3QG.
- Will swap Dragon's Lair (88%), Tennis (89%) or WWF (77%) for Final Fantasy Adventure, Populous, Jeep Jamboree or any other good games. Phone Robbie on 0397 772544. All games must be boxed!!
- Will swap Super RC Pro-Am, Super Mario Land, Super Kick-Off, G Foreman's KO Boxing or Mickey's Dangerous Chase for Terminator 2: The Arcade Game, Revenge of the Gator or any other good game. Phone Ray on: 0228 42877.
- Games to swap: Super Hunchback, Speedball 2, The Chessmaster, Castlevania Adventure, Pipe Dream, Dragon's Lair or Boggle. Phone John on 0825 790084. Any good games wanted.
- Will swap WWF Superstars for Ultra Golf, Mario Golf or Star Trek: 25th Anniversary. Phone Marcus on (0458) 50360.
- Will swap Hook for any other good condition game. Write to: Simon Harvey, 3 High Lane, Norton Tower, Halifax HX2 0NW.
- Will swap my Bugs Bunny for Crash Dummies, Caesar's Palace, or Mega Man I or II. Tel Philip on 081 591 0171 after 6pm.
- Will swap Gremlins 2 for Mega Man II or any other decent Game Boy game. If interested, phone Wayne on (0522) 540580.
- I will swap my Blades of Steel or Super Mario Land for F-1 Race, Track and Field, Dr Franken or Joe and Mac. Please phone Andrew on 0734 789754 after 5pm. Thank you! Full instructions and packaging included.
- Swap Bart/Camp Deadly, Lemmings, Dr Franken, Bomb Jack or Golf for Hook, Super Mario Land 1 or 2, Revenge of the Gator, Prince of Persia, Alfred Chicken or Star Wars. Ask for Mick on 0778 344539, Lincolnshire.
- I will swap Rescue of Princess Blobette for WWF 2, Dr Franken II, Joe and Mac or any other brilliant games. Please call (0980) 53689 and ask for Kevin.
- Will swap WWF 1 or Tiny Toons for Super Mario Land 2 or Addams Family. Please hurry. Desperate man/boy here. Please phone Colin after 5pm on 0642 488037.
- Swap Super Mario Land, Harmony or Revenge of the Gator for your Parodius, Monopoly or T2: Arcade Game. Phone Ireland 025 31182 after 7pm. Ask for Patrick, other games considered.
- I will swap Metroid II no box for any good game. Phone Jack on 081 806 1552. Wanted penpals. Write to Jack Smith, Sach Road, Upper Clapton, London E5 9LJ.
- Will swap WWF 2 for Looney Tunes or Hook. Phone Richard on 0942 862110.
- I will swap Super Mario Land 2 for any 2 of the following games: Prince of Persia, Parodius, Dr Franken, Kirby's Dream Land, Super Hunchback, Krusty's Fun House, Looney Tunes, Bubble Bobble, The Empire Strikes Back, Felix the Cat, The Humans, Probotector or Darkwing Duck. Phone Jamie on (0438) 832292. Hurry!
- I will swap my Gremlins 2 for Bart Simpson, Hook, Little Mermaid, Star Wars, Prince Valiant, Robin Hood or Tiny Toons. Ask for Jamie on 0827 50112.
- Swap Gremlins 2, F-1 Race, Double Dragon, or WWF 2 for Dr Franken, Parodius, Super-Man 2 or 3, Prince of Persia or Hudson Hawk. Phone Dominic on (0803) 526255.
- Yo there, I would like to swap my Castlevania, Fortress of Fear, or Super Mario Land for your Alfred Chicken, Joe and Mac, Kirby's Dream Land or any other good game. Please hurry up, I'm waiting. Write to: Kathelijne Dijkstra, Albijn van den Abeelelaan 2, 8500 Kortrijk, Belgium.
- Will swap 3 Game Boy games, Nintendo World Cup, WWF 2 and Paperboy for International Football and 2 other top games. Ring Jamie any evenings on 0782 618302.
- I will swap Dr Franken, Kung Fu Master or Tiny Toons for Mario Tennis or Joe and Mac. And I will swap any two of my games for a Handy Boy. If interested, phone Tim in Maidstone on (0622) 765584. Phone on Mon-Fri after 4pm.
- Will swap T2: Arcade Game for Tennis, Navy SEALs, or Battletoads. Tel Ian on 021 353 2377, Birmingham.
- Will swap TMNTurtles and Summer Olympiad on Amiga for Super Mario Land 2, Crash Dummies, Lemmings or Super Kick-Off on Game Boy. Phone Darren on 0244 546514.
- Swap Dr Franken or Gargoyle's Quest for Populous, Battle of Olympus, Jeep Jamboree, Prince of Persia, Track and Field, Chessmaster or other good games. Ring Mark on 0348 874263.
- I will swap my Battletoads for your Track and Field, Caesar's Palace or Empire Strikes Back. Don't delay, phone today! Well, after 6pm is best. Boxed games please! Contact Ben on (0425) 73890.
- I will swap Lemmings boxed and with instructions for Populous boxed and with instructions for the Game Boy. Contact Philip on 0477 533758.
- I will swap King of the Zoo, Duck Tales, Super Mario Land, Bubble Bobble, Bart Vs Juggernauts or Tetris for Lemmings, Crash Dummies or Mario and Yoshi. Call Charlotte on (0283) 48668, Burton.
- Will swap my Beetlejuice or Duck Tales for Super Mario Land 2 or Krusty's Fun House. Phone Paul on (060 982) 644 after 6pm or write!!! Paul Durham, Ingleby Cross Post Office, Northallerton, North Yorkshire DL6 3LN.
- Swap Super Mario Land 2, Bart/Camp Deadly, WWF 2, Spider-Man 2, and Double Dragon (boxed) for Lemmings, Bubble Bobble, Alfred Chicken or Bill and Ted. Others considered. Phone Phil evenings on (0691) 654081.
- I have 18 Game Boy games up for swaps!!! They include Populous and Dr Franken. Call David on 0942 31337.
- Swap: Super Mario Land 2, or Castlevania Adventure for: Alfred Chicken, Dr Franken I or II, Star Wars, Prince of Persia or Lemmings. Phone Duane on 081 534 0793.
- Will swap Tiny Toons (no box or instructions) for Battletoads or Kirby's Dream Land. Phone Joe on 0298 26763.
- Will swap R-Type (boxed with instructions) for Metroid II or Duck Tales. Ring Colin on 0772 35656 after 4.30pm.
- Game Boy games to swap. Send lists to: Carrie Metcalfe, 17 Wessex Avenue, Odiham, Basingstoke, Hants RG25 1PW. Also wants Game Boy light magnifier.
- Will swap Paperboy or Track and Field (with instructions) for your F-1 Race or Super RC Pro-Am. Other Game Boy games considered. Ring Will on 0392 213385 between 4-6pm on week days please.
- I will swap McDonaldland for Lemmings or Crash Dummies. Phone Neil on (0284) 766103.
- Will swap my WWF Superstars, Revenge of the Gator, Navy SEALs, Bad 'n' Rad or Blades of Steel for your Populous or Prince of Persia. Phone (0702) 204011 and ask for Nick. Or will swap 3 games for both.
- I will swap Populous, Battle of Olympus, Batman or Star Trek for Hook, Prince of Persia, Addams Family, Dragon's Lair, or Final Fantasy Legend 2 (boxed with instructions). Ring Sandie on (0703) 620828 evenings.
- Swap WWF 2, World Cup or Mario Golf for Super Mario Land 1 or 2, Batman: Return of the Joker or Krusty's Fun House. Phone Gerard on Ireland (096) 51045 after 6pm.
- Will swap Bubble Ghost for Lemmings, Krusty's Fun House, Mario Tennis or Super RC Pro-Am. Phone C on 021 358 1266.
- Swap any 2 from Bart/Camp Deadly, Balloon Kid, Home Alone or Tennis for Kirby's Dream Land or Super Mario Land 2. Ring Leighton on 0494 721879.
- Will swap Ninja Boy for Super Mario Land 2, Nemesis II, Star Wars or Populous. Phone Mat on (0892) 862100.
- I will swap my World Cup, Amazing Spider-Man or Double Dragon 2 for Tiny Toons, Super Mario Land 2, Lemmings or another good game. Ring Paul on 081 654 0702.
- I will swap Navy SEALs, Ghostbusters 2, Tetris or Solar Striker for Choplifter 2, Star Trek, Star Wars or Batman: Return of the Joker. Maybe I will swap 2 games for 1. Phone Albert on 081 361 9957 after 4.30pm. Please hurry.
- Swap my Duck Tales with box and instructions for Super Mario Land 2 or Gargoyle's Quest, must be boxed etc. Tel S on Harlow 0279 428968.
- Will swap Bart/Camp Deadly, Blades of Steel, Bomb Jack, T2: Arcade Game, or Operation C (Probotector) for Looney Tunes, Motocross Maniacs, Pang, Alfred Chicken, Jeep Jamboree, Revenge of the Gator or Track and Field. Interested? Call Paul on 081 856 9689.
- Swap Double Dragon (NMS rating 83%) for any basketball or baseball game. Swap Gremlins 2 for Split or Star Wars. Write to: Daniel J Wood, 24 Marlborough Road, Stevenage, Herts SG2 9HW.
- Will swap Super Kick-Off, Kid Icarus (boxed), Ghostbusters 2 or Gremlins 2 for Star Wars, Track and Field, The Empire Strikes Back or Top Rank Tennis. Phone James on 0992 577801.
- Swap WWF 1 or Addams Family for Star Wars or F-1 Race. Must be boxed with instructions. Call Matt on Carlisle on 0228 39382.
- I will swap my import game Muru's Mission (that isn't available here) for your Lemmings, Joe and Mac or others (1 for 2). Also Spider-Man and Gremlins 2 for swap, I want Parodius or Tiny Toons. Phone James on 0455 239514.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action

Name

Address

Post code

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Please make sure your phone number is clear, and include all your digits

Post to: GB Action Classifieds, Europa House, Adlington Park, Macclesfield, SK10 4NP

FREE!

Adverts

● I would like to swap Mega Man for Tiny Toons or Mickey's Dangerous Chase. Phone Alex on 0226 200750.

● Swap Dr Franken, Qix or Gargyle's Quest for Crash Dummies, Lemmings, Prince of Persia, Best of the Best, Populous, Speedball 2, Spy Vs Spy or Final Fantasy Adventure (Mystic Quest). Ring Mark on 0348 874263.

● Swap my Super Hunchback, Contra, Ninetend World Cup, or Hunt for Red October for your Looney Tunes, Track and Field, Tiny Toons, Best of the Best or Nemesis 1 or 2. Tel 0602 612713 after 8pm.

● Will swap my Nintendo World Cup for F-1 Race or Track Meet. Ask for Craig on 0603 890207.

● Will swap Spider-Man for Star Wars. Phone Jamie on (0698) 747303.

● Swap Gremlins 2, Japanese baseball game (Pocket Stadium) and game light with magnifier for Lemmings. All 3 for 1 game. Phone Andy after 4pm on (0234) 741292.

● Swap Alien 3, Battletoads or Double Dragon 2 for Star Wars, RPGs (ie. Ultima) or any other Game Boy game (1 for 1). Phone Gordon on Nairn (0667) 55046.

● I will swap Krusty's Fun House for Dr Franken, Kid Dracula, Super Mario Land 2, Mario Golf, Mega Man I-III or any other good game. Phone Chris on (0204) 306245.

● Will swap Bugs Bunny Crazy Castle boxed with instructions for Lemmings or Mega Man. Write to: Kay Chaplin, 18 Franklin Crescent, Peterborough, Cambs PE1 5ND.

● Swap Dr Franken or Double Dragon 3 for Super Kick-Off, Star Wars or The Blues Brothers. Tel: 0222 229216, ask for Bernard.

● I have Kirby's Dream Land, Super Mario Land, Bart/Camp Deadly, King of the Zoo and Alien 3, all boxed with instructions. Will swap for Best of the Best, Tiny Toons, Looney Tunes, Batman: Return of the Joker or any other good games. Contact Joe on (0708) 223161 after 5pm, Upminster area only.

● I will swap Football International for Mario Tennis, Crash Dummies, Alien 3, Tiny Toons or any other good game. Please call Marcus if interested on (0734) 790505.

● I'll swap my Super Mario Land, Duck Tales, Chase HQ, or Gargyle's Quest for Super Mario Land 2, Looney Tunes, Lemmings or Crash Dummies. If interested phone Daniel on (0277) 811743 after 4pm.

● Will swap my Star Wars for your Super Mario Land 2 (must work properly). Phone Andrew on 0784 471968.

● I will swap Kirby's Dream Land for Super Mario Land 2, Tiny Toons, Blades of Steel, or most other decent games. Must be in vgc with instructions. Call (0978) 760040, ask for Rob. Thanks!

● Will swap Super Hunchback or Robocop for Tiny Toons, Alien 3, Dr Franken, Prince of Persia, Looney Tunes or Star Wars. Tel James on (0432) 274491 from 4-9pm.

● Swap Addams Family or Dr Franken for Mario Golf or Pacman. Phone Alan on (0443) 815111 after 4pm. Boxed games only.

● Will swap Dr Franken or Castlevania II for Super Mario Land 2. Phone Steven on 0563 39394.

● Swap Super RC Pro-Arm, Bomb Jack, Qix, Choplifter 2 or Ferrari Grand Prix Challenge for Populous, Splitz, Monopoly, Asterix the Gaul or Revenge of the Gator. Call Colin on (0924) 444810.

● Swap Blades of Steel or Super Mario Land for Alien 3, Track and Field or any other good game. All offers considered. Phone Mark on 0892 525447 after 5pm.

● Will swap my Game Boy for a Sega Game Gear with Sonic the Hedgehog I and 2. My Game Boy includes 5 games, carry case, headphones and cable. Tel Paul on 0706 849104 after 6pm.

● Swap Krusty's Fun House for Addams Family, Super Mario Land 2 or any good games. Ring Carl on 0582 476620.

● Swap Dr Franken or Double Dragon for Lemmings, Prince of Persia or any good games. Ring Mark on 0348 874263.

● Will swap original Amiga Heimdall for Game Boy F-1 Race. Phone (0430) 871148 between 4.30-6pm, ask for Jamie.

● Swap Ninja Gaiden, Mega Man, Battletoads, Dr Franken or TMNTurtles for your Populous, Lemmings, or Faceball 2000. Phone Ireland 025 31182 after 7pm. Ask for Patrick.

SALES & SWAPS

● Will swap my Bubble Bobble, Super Hunchback or Spider-Man for Kirby's Dream Land, Mario Golf or Looney Tunes. Tel James on 0928 718030.

● Super Nintendo with five games and Super Scope, sell for £80 or swap for Game Boy with 4 games. Phone Andrew on (0522) 687983.

● Swap Mario Golf for Probotector. 100% reply. Golf comes boxed and with full instructions. I will sell Golf for £15 on. Phone Mark on 0772 632080.

● Swap Super Kick-Off, Kung Fu Master, Prince of Persia, Tetris or Fortress of Fear for Best of the Best, Batman: Return of the Joker, Castlevania II, Beetlejuice and Lethal Weapon, or sell for £15 each on. Ring Daniel on 0206 766995.

● Will sell or swap Castlevania Adventure for Nemesis or R-Type. Will sell for £12, still with instructions. Phone Alex on 081 299 0621.

● Will swap Atari 2600 with 5 game carts for Lemmings, Super Hunchback, Mega Man II or III, or Alfred Chicken on the Game Boy. Or sell for £25 on. Contact Paul on Maidstone 0622 725322 from 5-9pm daily.

● I will swap my Atari Lynx 2 with 1 game for a Game Boy with 1 game except Tetris, or sell for £70. If interested, phone 0734 427515 and ask for Alex.

● R-Type, Prophecy/Viking Child, Bart, and TMNTurtles. Will sell for £15-17, or swap for Tiny Toons or Crash Dummies. Ring 0432 356069 and ask for Kean.

● Game Boy games for swap or sale: Double Dragon, Castlevania Adventure, Dr Mario, Dr Franken, Turrican, Simpsons, or Side Pocket. If you are interested, phone David on 021 355 4213. Also have Super Mario Land 2. Swap or sell for £12-16.

● **Roll up roll up!**
R-Type with instructions for the Game Boy, I will sell for £13, yep £13 c'mon. Or I will swap for Mega Man II or Best of the Best. Don't miss this offer. Write to Mark Downie, Drake House, Royal Hospital School, Holbrook, Ipswich, Suffolk IP9 2RX.

● Will swap Gargyle's Quest or Bubble Ghost (both boxed) for Super Mario Land 2, Looney Tunes or Personal Organizer. Or sell for £10 each. Phone Joe after 4pm on (0978) 855427.

● I will swap Nintendo World Cup for the Game Boy for Tiny Toons, Probotector, Motocross Maniacs or Super James Pond. Or will sell for £30 with WWF 1. Also sell WWF and World Cup at £15 each. Contact Lee at 4.30pm on (0634) 819917.

● Will sell for £15-18 or swap R-Type, Prince of Persia, Pit-Fighter or Fortress of Fear for Alien 3, Hook, Super Mario Land 2, or Universal Soldier. Also for sale Barcode Battler, boxed, £30, unwanted gift, and various Game Boy accessories quite cheap. (Genuine). Birmingham area only, will travel. Please write to: Tariq Ali, 10 Coronation Road, Washwood Heath, Birmingham B8 2UU.

● To swap:- Paperboy, Nintendo World Cup or Gremlins 2 for Hook, Joe and Mac, Looney Tunes, Super Hunchback, Alfred Chicken or Prince of Persia. Ring Nick on 0734 477523. Thanks!

● For sale Super Kick-Off (no instructions) £9, Double Dragon £13 and Chase HQ £13. Phone David 4-5pm any day but Wednesday and weekends on (0983) 611999. Will swap one for Bart/Camp Deadly.

● Will swap Double Dragon 2, Starhawk and Dynablast for any game rated over 85%. Or sell for £15 each, £40 the lot. Phone Peter on (0995) 602503.

● For sale or swap 2 videos Stoogies and Tin Men (Danny DeVito), worth £23, sell for £15, or swap for a good Game Boy game. Game must have box and instructions. Also for swap Ghostbusters 2 and Track Meet. Phone Mike on (0639) 843335.

● For sale Tetris and Mario Golf plus link-up lead and brand new stereo headphones. Sell all for £30, or swap for Probotector (Operation C) and Super Mario Land or Lemmings. Phone Mark on 0772 632080 (100% reply).

● Listen up punks! I will sell my Amiga mags (15 of 'em) for £25 but they are worth £50, disks and all. I will swap 'em for 2 Game Boy games, either Super Mario Land 2, Kirby's Dream Land, Super RC Pro-Arm, McDonaldland, Terminator 2 or Mario Golf. Phone Chris on (0204) 306245.

● Large selection of Game Boy games to be sold or swapped. Prices range from £10-15. Please call 071 586 8314, ask for Bradley.

● Swap Super Kick-Off, Chessmaster, Amazing Spider-Man, Double Dragon or Hunt for Red October for any good games or sell for £10-15. Contact Matthew Macklin, 6 Kingston Road, Romford, Essex RM1 3NA. Write now!

● Will swap Game Boy, 12 games and Game Genie for Sega Game Gear, TV Tuner and 1 game. GB games include: Best of the Best, Super Mario Land I and 2, Lemmings, Alien 3, Dr Franken, Crash Dummies, Populous, Batman: Return of the Joker, Side Pocket, Castlevania Adventure and Tetris (most games boxed). Or will accept cash equivalent. Phone Vincent on 061 273 8118.

● Sell or swap magnifier (£7 on), amplifier (£11 on) or Tetris (£8 on) for any other Game Boy game. Phone Jody on 0283 814185, or write to: Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● Lemmings for sale (£15) or swap for Final Fantasy Adventure (Mystic Quest) or Battle of Olympus. Call Danny on 081 992 8549. All mint condition.

● Swap Dr Franken for any good game or sell for £15. Ring Jonathan on (0305) 779793.

● Swap Gremlins 2 for any good game (must have instructions) or sell for £20 on. Contact Gordon any time after 3pm on 0536 69084 (Corby).

● Sell Krusty's Fun House for £18 or swap for Super Mario Land 2 or Addams Family. Ring Carl on 0582 476620, any time.

● Sell Game Boy with 8 games including Super Mario Land 1 & 2 for £110. Or swap for SNES. Phone Ian on 081 641 7873 (might be 071).

● Will swap Super Mario Land 2 for WWF 2 or sell for £24 exactly. Phone Jonathan on 0665 576306.

● Will swap Duck Tales for Monopoly, Populous, Lemmings or Ultra Golf. Will sell for £13. Contact Antony on (0733) 261407 any day after 5pm.

● For sale Blades of Steel for NES, sell for £15 on, or swap for good Game Boy game. Phone Aaron on (0442) 240244.

● I will swap 4-in-1 Fun Pak with box and instructions for Lemmings, Populous or Jeep Jamboree (must have box and instructions). Also I will buy Dr Mario (with box and instructions) for £8. Call Caterina any time on (0202) 765697.

● I have got Revenge of the Gator, Prophecy: Viking Child and Super Hunchback for swap. I will swap for any good games or sell for £15 each. Call John on 081 866 4099.

● For sale: Nuby Game Boy mains adaptor, £5. Also Super Mario Land and Duck Tales, £15 each, or swap. Phone William on 08846 704 (Devon).

● Game Boy games for sale, including Mega Man and Speedball 2. Also SNES games for sale. Send for list to: Catherine Maughan, 2 North Close, Cockermouth, Cumbria CA13 0BQ. ● Wanted GB Action issues 2 to 8 (inclusive). I will offer approx £6 for all 7 issues. Phone Mark on 0323 833022.

● If street cred is what you want, have your dull grey Game Boy customised. Please phone Bill after 6pm on 0259 751273 for details.

WANTED

● Wanted Phantom Air Mission (Turn and Burn), swap for Mario Golf or sell for £14 on. 100% reply. Ring Mark on 0772 632080.

● Wanted any games for Game Boy, especially Super Mario Land and Adventure Island. Will pay £10-15 each (with box and instructions). *Extra payment for GB Action magazines as well.* Call Clare on 0784 242451.

● I will buy any Game Boy game with box and instructions for £8. Interested? Call me now on (0202) 765697, ask for Caterina.

● Wanted Revenge of the Gator. Will pay fair price. Phone C on 0324 861251, evenings.

● Wanted Operation C (Probotector). Swap for Mario Golf, or sell Mario Golf for £12-15 on. 100% reply. Ring Mark now on 0772 632080.

● Wanted Game Boy games to swap. Jeep Jamboree, Final Fantasy Adventure (Mystic Quest), Battle of Olympus, Revenge of the Gator, Caesar's Palace or any other good games to swap for my Dr Franken, Turrican, Super Mario Land 2, Simpsons and many more. Phone David on 021 355 4213.

● Wanted Game Boy games Tiny Toons and Crash Dummies, willing to pay £8-15. Phone Paul on (0472) 821734 after 4.30pm on week days and any time on weekends. Thanks.

● Wanted any top selling Game Boy games. I will pay £10-15 for them. Phone Richard on 0383 823669.

● Wanted Mario Tennis, Mario & Yoshi and Track and Field. I'm willing to pay up to £15 for them. Games must have instructions. Phone 0689 847041 and ask for Gary.

● Wanted games for Game Boy, Sega Game Gear, NES and Super NES. Will pay £7, £10 or £15. Ring John on 0254 887894.

● Wanted Caesar's Palace, Faceball 2000, Revenge of the Gator and Super RC Pro Arm. Up to £15 paid. Possible swaps. Phone Mark on 0323 833022.

● Wanted Jeep Jamboree, swap for Phantom Air Mission, boxed and instructions. Or Kung Fu Master and Nemesis 2 because no boxes. Phone Ed on 0525 210445.

● Wanted instructions for Solar Striker, and also want the games Hook and Prince of Persia. Will pay £10-13 per game. Contact Craig on 0253 790489 after 5pm.

● Wanted Operation C (Probotector) for Game Boy. Swap Mario Golf for Probotector. Call or write to me now. 100% reply. Ring on 0772 632080, or write to: Mark Hunter, 3 Wades Croft, Freckleton, Preston, Lancs PR4 1SU.

● I want your Game Boy or Super Nintendo games! Will pay up to £25 per game. Call Colin now on 0732 351220.

● Wanted The Empire Strikes Back, The Humans and Joe and Mac. Reasonable price paid. Phone Liam on (0889) 585776 between 5-6pm.

● Wanted Jeep Jamboree, all boxed with instructions in good condition, will pay up to £15. Contact Chris on 0272 492231.

● Wanted Parasol Stars, must be in good condition with instructions, will pay £12-14. Please deliver to Avon/Bristol area. Contact Rachael on Bath (0225) 334572. Please hurry as moving house soon!!

● Wanted Game Boy games: Super Mario Land and Adventure Island 1 or 2. Please phone Clare on: 0784 242451.

SALES

● Handy Boy (light, magnifier, amplifier and joystick) £18. Super Mario Land 2 on Game Boy, £17. Comics (2000AD, independents and others) most only 25p each, or 10 for £2. Tel John on (0494) 711946.

● Game Boy with carry case, light, leads, Tetris, headphones, Tiny Toons and Bubble Ghost. Good condition, boxed, £110 on. Phone JE on 061 881 3151.

● GB Actions for sale issues 3-9 and issues 12 and 14, 90p each. Call Chris on (0869) 242678, you don't want to miss it!

● Amazing sales! Super Hunchback, The Flash, Battletoads, Robocop 2, Prince of Persia, Contra, Double Dragon and Addams Family, £40 for all 8! Phone: 0304 204252 and ask for Chris between 8.30-10pm.

● Game Boy for sale, link cable, and 2 great games Tetris and Double Dragon. Worth £150 but will sell for £75. Call Shaw on (0703) 453536 after 6pm.

● Game Boy with 2 games, £70 on. Also Sega Game Gear with 5 games £140 on. Both boxed. Phone Tun Kin on 081 319 4492 after 6pm.

● I will sell Paperboy, WWF 1 or Mario Tennis for £10 each. Paperboy is not boxed. Will bargain price. Contact William on 029167 2625.

● Game Boy with Caesar's Palace, Tennis, Super Mario Land, Golf, Batman, Dr Mario, Missile Command, Tetris, rechargeable battery pack and case. Sell for £170. Call Neil on 0932 843035.

● Game Boy games for sale, WWF, Terminator 2, Mega Man, and Revenge of the Gator. Also carry case for £5. All boxed with instructions. For details phone Fiona on Ireland 061 396334 after 6pm.

● Game Boy for sale with 6 great games including Hook and Tiny Toons. Also battery pack and carry case worth over £230. Sell for £130 on. Tel Timothy on 081 654 8501.

● For sale, Game Boy with 7 games including Lemmings, all boxed with instructions, mint condition, batteries not included but has game link cable. Sell for £55. Phone Vince on 081 330 2364.

● For sale Game Boy games Boulderdash and Tennis, good condition, boxed with instructions. Sell for £10 each. Buyer must collect, no postal sales. Phone Liz on (0244) 332107 (Chester area).

● Game Boy for sale. With lots of games including Turtles, Spider-Man and F-1 Race, AC adaptor. Worth over £500. Sell for £300 on. Phone Steve on (0752) 665021 after 4pm.

● For sale 14 Game Boy games including Lemmings, Krusty's Fun House and Prince of Persia. £15 each, some without boxes £10. Call Joe after 6pm on (0532) 733289.

● For sale Qix on the Game Boy, only £12. Call Colin now on 0732 351220.

● For sale Game Boy and Tetris with 2 player link, no box, £35. Phone Shaw between 7-8pm week days on (0703) 453536.

● Will swap TMNTurtles for any wrestling game, Tiny Toons or any other games. Phone Martin on (0776) 2951 after 4pm.



Classifieds

● Game Boy for sale with 6 games (including Hook and WWF 2), light, magnifier, amplifier and hard carry case. Only £130. Phone Owen on 0639 722323 (Neath).

● I will sell 20 top Game Boy games including Kirby's Dream Land, Operation C, WWF 2, and Batman. All boxed as new, £14-18 each. Phone Michael on 0734 866405.

● Game Boy, light boy and Switchstix all for sale. Everything is boxed, with instructions. Excellent condition. If interested phone Bobby on 081 530 7232 between 4-6pm, week days only, immediately. £30 for everything (minimum).

● Game Boy, light and 43 games including Tiny Toons, Bart/Camp Deadly, Super Mario Land, Tennis, Castlevania, Bubble Bobble and Alleyway. Phone Justin on 0738 441257 (Scotland).

● Stuff for the Game Boy for sale: Handy Boy, light magnifier, speakers £15. Tiny Toons £10. Phone Ian on (0628) 521822.

● Sell Super Mario Land for £10 and TMNTurtles for £10. Please phone 0283 814185 or write: Jody Bunting, 7 Church Avenue, Hatton, Derby DE65 5DP.

● Game Boy for sale, 6 months old, fully boxed with 8 games including WWF 2, Super Mario Land 1 and 2, Parodius, Castlevania II, Super Hunchback and Super Kick-Off. Also with Handy Boy, power adaptor, Konix holster and all leads. £120. Ring Simon on (0252) 620691 after 3pm.

● For sale, Game Boy and 8 games: Super Mario Land 1 & 2, WWF 1, Simpsons, Addams Family and more. Plus Game light, rechargeable AC battery pack. Good condition, £130 ono. Phone Gary on 0903 752973 after 6pm.

● Game Boy with 3 games including Tetris, Speedball 2 and Lemmings. Two player lead, boxed as new, all for £95 ono. Phone Ron on 0733 252140.

● Hook, Pacman, Paperboy, Batman, Castellan, Bugs Bunny Crazy Castle, and Bart Simpson's Escape from Camp Deadly, all £12.50 each, boxed as new. Also McDonaldland, Krusty's Fun House and Super Mario Land 2 for sale, £15 each. Call Helen on 081 392 2110 week days before 6pm.

● Game Boy games for sale. Super Mario Land 1 and 2 for £10 each. Call Layla on 0708 744655.

● For sale Tennis, without box or instructions, £10, a really good game rated 89%. Will not swap. Phone Luke on 0388 777376.

● Game Boy games for sale: Hook, Addams Family and Blades of Steel, just £10 each. Tel Jon on (0736) 753505. Must be in South West area.

● For sale Game Boy plus five brilliant games including Batman, all boxed except one! Plus link-up lead. Discuss price, phone Marcus on 0204 887132.

● For sale, Super Kick-Off and Adventure Island, £15 each. Phone Edward on 0753 883653.

● Game Boy with 4 games: Tetris, Hook, Super Mario Land and Mickey Mouse. Also game light, speakers, adaptor and headphones. Will sell for £100. Call Sharon on 0623 647422 after 7pm.

● For sale Game Boy games Star Wars, Prince of Persia, Mega Man II, and Dragon's Lair, all as new, sell for £15 each. Also sell PC Engine GT handheld with 6 games; this unit boasts the sharpest colour screen on the market (better than Atari Lynx and Sega Game Gear) and is the best portable so far. Worth £300, will accept £180. Tel S on 0702 469518.

● Game Boy games for sale Super Mario Land 2, Choplifter II, Golf, Killer Tomatoes, Batman: Return of the Joker and many more. Call Paul on 0992 893623.

● For sale Game Boy with 6 games, AC adaptor and light, good condition, will sell for £100. Phone Martin on 081 669 7133 only at weekends.

● Game Boy with 5 games and game light plus for sale for £100. Also includes GB Action magazines 1-13. Phone Benjamin on (0602) 702341.

● Games for sale, Dr Franken, The Flash and Blades of Steel, £10 each. All boxed with instructions. Phone Nev on 0344 489247.

● Game Boy game for sale, Daedalian Opus, very good condition and boxed, only £10. Phone Alex on 091 252 8644.

● Game Boy game for sale, Nintendo World Cup, unboxed, £10. Also Logic 3 carry case with protective screen covering, £10. Phone (0522) 691169, ask for Gavin.

● Game Boy for sale, new screen, also Handy Power Kit and Handy Boy, 4 Game Boy cases, also cheats and loads of other goodies. Phone Michael on 0734 866405.

● I'll sell Othello for £10-15 and Little Mermaid for £15. Both games have box and instructions. Phone Tracy ASAP on (081) 556 1604.

● Brand new Game Boy comes with Tetris, earphones, and two player leads, £40. Write to: Mark Cowestake, The Crow's Nest, Upper Doveswell, Cheltenham, Glos GL54 4LT. Please include your phone number.

● Game Boy for sale. Lots of games and power supply. All boxed as new. £270. Phone Brian after 6pm on 0383 730281.

● Game Boy for sale with Super Hunchback, F-1 Race, Xenon II, Fish Dude, Amazing Spider-Man and Tetris, plus earphones and four player adaptor. Only £85. Write to: Graham Frye, 13 Lansdown Road, Gloucester GL1 3JR.

● For sale back issues of GB Action and Your Sinclair. Also Sega Master System II for sale, £45 ono. Call Darren on (0263) 740947 after 6pm.

● For sale Game Boy game, Bart Simpson's Escape from Camp Deadly, £15. Please ring Ben after 6pm on 0226 201135.

● Game Boy for sale including 2 player lead, Handy Boy, Game Boy holder, Duck Tales, Tetris and headphones, £80. Phone Patrick on 0634 719406.

● Game Boy for sale with 5 games, AC adaptor and various magazines. Games include Lemmings. Just £100. Will sell separately. Ring Steve on 0322 664726.

● For sale Terminator 2, Castellan, Hyper Lode Runner, Solar Striker, Alleyway and Qix, £10 each. Ring PJ on 0483 418739 evenings and weekends.

● For sale Game Boy games: Double Dragon £12, Spider-Man £10, Golf £10, Nemesis £8, Solar Striker £10, Bart Simpson £10, Navy SEALs £10, and Super Kick-Off £10. Write to: K Lampert, 23 Scott Avenue, Etamwell, Nr Ware, Herts SG12 8BG. Thanks.

● New Game Boy games: Lemmings £20, Ultima: Runes of Virtue £15, Star Wars £15, Super Kick-Off £14, and R-Type £12. Also new Handy Boy £20, all inc. p&p. Tel: James on 0787 237702.

● Game Boy, 7 games and carry case for sale. Games include: Speedball 2 (90% in GBA), Dr Franken (90%), Populous (91%) and Super Mario Land (92%), all with instructions. Sell for £140 (cheque), worth £220. Write to: Tom Ringrose, St Anthony House, Oundle School, Oundle, Nr Peterborough, Northants PE8 4AD.

● Game Boy game for sale still boxed with instructions (Radar Mission), about £15. Phone Eddie if interested on 0380 840424 evenings after 5pm.

PENPALS

● Male penpal wanted between 11-12, got to have Sega Mega Drive and games. Please send photo to Barry Springett, 4 Berry Road, Newquay, Cornwall TR7 1AT.

● Wanted: Penpals! Game Boy freaks aged 11-13. Male or female. First four guaranteed reply. Recent photo please. Write to: Nicholas Bramley, 55 Hamlet Drive, Colchester, Essex CO4 3SR.

● Hi, female penpals wanted, to converse about Game Boy and life in general. I'm 19. Write to: Mark Bold, 'Lyngval', Towyn Way West, Towyn, Abergel, Clywd LL22 9LF. Photo if possible.

● Lively male or female penpal wanted. Mustn't necessarily have Game Boy. Guaranteed reply! Age 14-15! Then write to: Chris Bain, 17 Hampfield Road, Ulverston, Cumbria LA12 9PX.

● Wanted: male or female penpals from anywhere, must own Game Boy and be aged between 15-19. 100% reply! Write to: Natalie Wiltshire, 20 Crescent Road, Melksham, Wiltshire SN12 7EU.

● Penpal club, £2 to join. Payable by cheque or postal order. So get scribbling! to: Lee Dalby, 5 Church Street, Stapleford, Nottingham NG9 8GA. Tel: 0602 393475.

● Wanted: penpals! Game Boy fans and Take That fans, male or female, aged 14-16. Please write to: Helen Foster, 62 Lennox Drive, Upton Park, Wakefield, West Yorks WF2 8LF.

● Penpal wanted, female aged 16-17. Apply with a recent photo with list of interests and hobbies to: John Sharples, 84 Harwood Road, Rishton, Lancs BB1 4DJ.

● Penpals wanted: Game Boy users into sci-fi and fantasy, male or female, late teens upwards to infinity. I am 22 years old. If interested then write to: Carl D Antrobus, 69 Hough Lane, Bromley Cross, Bolton, Lancs BL7 9DB.

CLUBS/MAGS

● Roberts Swap Club. You want a game, we've got the game. From anywhere in the British Isles. Lists! Send £3 to join. Newsletters, etc. Write to: Martin Shanley, 8 Bramwell Close, Christchurch, Dorset BH23 2NP.

● Penpal club! Just send a SAE to: Jayne, 2 Winkhurst Way, Burgess Hill, West Sussex RH15 0RU. Tel: (0444) 233881.

● Penpal club! Don't delay! Free swaps, penpals, accessories, mags, info, and loads of fun! £3 to join. For info, write with SAE to: Paul S Dunbavan, 4 The Green, Ribblesdale, Ribblesdale, Preston PR2 6QF. Tel: 0772 796489.

● Game Boy and Super Nintendo games to swap. Only £3 per swap (includes p&p). Write to: Stephen Smith, 5 Rosedale Gardens, Rhyl, Clywd, North Wales LL18 4TY. Tel: (0745) 334965.

● Supa Swap Swapping Service, £1 per game. Send game plus 1st, 2nd, 3rd and 4th choice. Send to David Smith, 7 Hazel Grove, Falkirk FK2 8EB. Tel (0324) 613118.

● Swapper's Directory - swap all your games for free! Send lists with an SAE plus £1 registration fee to: S White, 28 Church Field, Ware, Herts SG12 0EP. Tel: 0920 468965.

● Wanted voluntary reviewers, artists, designers etc. aged 14-18 to help out with new Game Boy fanzine! Send work examples, personal details and SAE, all work returned! Apply to: Mr D Cooper, 9 Emerald Close, Waterloo, Hants PO7 8NZ. Hurry! Few placements left!

● Free tips and cheats for all computers and consoles from 'Got a Good Name?' Write, enclosing SAE. Cheats to arrive within 2 weeks or a solemn apology. 'Got a Good Name?' 11 The Meadows, Leven, East Yorkshire HU17 5LX.

● Tips and cheats for loads of Sega Mega Drive, SNES, Game Boy and Sega Game Gear games. To get your copy send SAE and £1 cheque or PO payable to R MacDonald, 25 Hughten Lane, Hyndland, Glasgow G12 9XU.

● Tips by mail: For all Nintendo systems, send 50p coin and SAE, we will then supply you with that cheat or your money back! Action Replay and Game Genie codes also supplied! Requests to: TBM, 9 Emerald Close, Waterloo, Hants PO7 8NZ. Requests processed the minute we get them!

● Penpal wanted: must have Game Boy, male or female, any age. If interested, contact Sally Clarke, 7 Lingfield Road, Stevenage, Herts SG1 5SG.

● Loads of Game Boy cheats. Send a £1 cheque or PO and SAE to: Stephen Ingram, 11 Holmwood Close, New Duston, Northampton NN5 6QN.

● Loads of cheats, Nintendo systems £1 cheque or postal order to: Jason Rushen, Cauldwell, Hawstead, Bury St Edmunds, Suffolk IP29 5NS. Tel: 0284 386647.

● Game Genie-ous! Games too difficult? Check out this then! Our fanzine, cheat books for all systems (eg. Game Boy, 65+ games busted including Crash Dummies and Super Mario Land 2!). Street Fighter II (SNES) guide (all the codes and cheats) and Fatal Fury guides. Can you afford to miss out? Contact David (enclose SAE) at David Walker, 11 Chalfont Close, Beddau, N. Pontypridd, Mid Glamorgan CF38 2SA.

● Fanzine for Game Boy owners only £1. Also tips book for Nintendo owners £1.50. Send money to Nick Oliver, 20 Austerberry Way, Rowner, Gosport, Hants PO13 0BY. Tel: (0705) 521212.

● 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, Ribblesdale, Ribblesdale, Preston PR2 6QF.

● 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

● Mountain Bike for sale. Brand new, never been driven before (unwanted gift). Will sell for £120 ono. If interested call Ian on 041 641 6891 from 5-9pm.

● Wanted Sega and Nintendo games. Will pay good prices. Call (08323) 515 after 6pm, ask for Ben. Must have boxes and instructions.

● For sale Sega and Nintendo games at very affordable prices. If interested call (0480) 420059 after 5.30pm and ask for Nick.

● I will swap you a copy of Starwing for a copy of first issue of Edge magazine. Write to: Pete Fletcher, 2 Granary Road, Bromsgrove, Worcs B60 3QH.

● Sega Master System for sale with 3 brand new games, £50. Tel Simon after 5pm on 0892 538702. Tunbridge Wells area. Buyer collects.

● For sale, NES with 2 control pads, a zapper and Buck Hunt, Super Mario Bros, Super Mario Bros 3 and McDonaldland. Sell for £120, or swap for Sega Game Gear or Sega Mega Drive. Phone Ian on 081 641 7873.

● Sega Mega Drive for sale including Sonic the Hedgehog, boxed with instructions, 2 control pads, all in excellent condition boxed. Will sell for £70-80, unwanted gift. Phone Fiona after 6pm on Ireland 061 396334.

● C64 for sale. Tape deck, 2 joysticks, over £850 of software including cartridges. All in vgc. Will sell for £195 ono. Phone David on 021 355 4213. Also Music Maker keyboard for C64.

● For sale Sega Game Gear with Sonic the Hedgehog 2. NES with 5 good games, £110 each. Call Ben on (08323) 515, evenings.

● PC Soundblaster Audio Card. Music, sound fx, and speech for games. With software, joysticks, and MIDI attachments. Excellent condition, £50. Ring Will on (0376) 513727.

● For sale Atari Lynx, 10 games, power supply and carry case, £150. Phone Brian on 0383 730281 after 6pm.

● Swap Casio TV-470 Ultra Compact 2" screen TV for Sega Game Gear and games - must be in good condition. Phone Steve on 0272 834049.

● For sale Sega Master System II with 8 games and pad. Fully boxed, £120 ono. Write to: Gavin Hudson, 22 Porter Terrace, Hurton, Seaham, Co Durham SR7 9PZ.

● Sega Game Gear games for sale: Super Monaco Grand Prix £10, Wonderboy 3 £15, Sonic the Hedgehog £12, or all for £33 ono. Also Sega Powers for sale, 75p each. Call Gregg on (0942) 816420.

● Wanted: Any Atari XE cartridges or anything to do with Star Trek. Please write to me: Simon Sparks, 7 Prins Court, Wisbech, Cambs PE13 3HT. PS Anyone who is interested in above just write too, see ya.

● Will sell Indiana Jones and the Last Crusade for £15 on Sega Master System. Call 0532 733921 after 4.30pm, ask for Simon.

● Wanted Issue One of Edge magazine. Will pay top price for bagged copy in mint condition. Write to P Fletcher, 2 Granary Road, Bromsgrove, Worcs B60 3QH.

● Wanted Grendel 7 comic book from the late 80's Comic Grendel series 1-40. Will pay up to £5. Ring 0625 878888 ext. 285, ask for Rob.

● For sale Sega Game Gear and AC adaptor (4 weeks old), and 7 games including Shinobi, Lemmings, Mickey Mouse and both Sonics for £180. Phone Rupert on (0705) 592662.

● Atari 2600 for sale with 5 great games including Dig Dug, Q*bert, Millipede and Dark Chambers. Also has 2 joysticks, £60. Phone Jamie on (0438) 832292 weekends.

● SNES plus Scope with 6 games including Street Fighter II and Super Mario Kart, and 2 joypads. £185 ono. Phone Grant on 0634 681081.

● Sega Master System 2, 10 games with instructions, 3 controllers, includes Quick joysticks, £160 ono. Phone Anthony on (0483) 472749.

● Sega Mega Drive games for swap: Ghouls and Ghosts, Dick Tracy, and Another World for Micro Machines, Flashback, Jungle Strike, Ecco the Dolphin or any other good games. Or sell for £25. Phone Tim on 081 654 8501.

● Sega Master System, 2 pads, carry case, Sonic the Hedgehog, Champions of Europe, Wonderboy 3: The Dragon's Trap, Bubble Bobble and Alex Kidd in Miracle World built in. 2 tips books free. Hardly used. Worth £200+. Will sell for £180. Reply within two months. Phone Bradley on (021) 355 2501.

● Amiga CDTV tracker ball for sale, brand new, never touched, unwanted order, worth £75, sell for £50, quick sale. Ring Lee on 081 907 2274, evenings only.

● For sale Spectrum +2, over £300 worth of games all fully priced with instructions for all the games. Also comes with joystick. Will sell for £80. Ring Neil on 0246 811044. What a bargain.

● SEX! Now I've got your attention. Spectrum for sale, over £1000 worth of software, light gun, cables, all working, all for £250 ono. Phone PA on 0535 656986.

● I will swap my Dragon 32 with 32 games and 1 cart for a Commodore 64 with 10 games. Phone Dean on 081 508 2453 Mon-Fri 4.15-9pm. Laughton.

● Stamps from all over the world for sale as little as 4p each or even some foreign coins. Write to: G Renshaw, 34 Bittern Way, Birchwood, Lincoln, Lincs LN6 0JG, or phone (0522) 691169.

● Wanted, Anything slightly related to that great Norwegian band Aha. From classic box sets (if there are any) to world shattering cassette singles like "The Sun Always Shines on T.V." If you're really in need of clearing out your most embarrassing tapes then send these masterful pieces of music history to Dave Percy Goodyear at Europress Interactive. Don't worry we'll never reveal your true identity. That's a promise !!!

BODACIOUS BADGES & HUMONGOUS MAGNETS

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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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B2



B3



B4



B5



B6



B7



B8



B9



B10



B11



B12



B13



B14



B15



B16



B17



B18



B19



B20



M1



M2



M3



M4

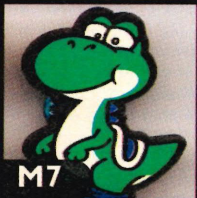


M5



M6

THE MAGNET SELECTION



M7



M8



M9



M10



M11



M12

Please send me:

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Magnet(s) ☐ ☐ ☐ ☐ ☐

I enclose a cheque/postal order

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Adlington Park,
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Please make cheques/postal orders payable to: Euopress Interactive

Don't forget your
name and address

BUYER'S GUIDE

All in alphabetical order, all in sections, just how easy do we need to make it? Anyway, take a gander through and just wonder how we fit them all in...

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.

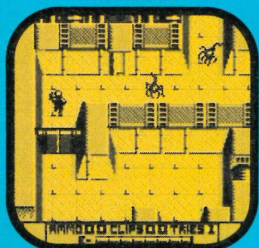
77%

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.

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 that make for a teasing and very enduring challenge against the aliens.

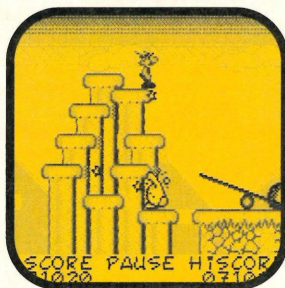
90%

Amazing Spider-Man ACCLAIM

Graphically the man with the sticky stuff is excellent but the controls are a little touch too dodgy and unresponsive. It offers plenty of beat'em-up elements, along with a whole whack of web-slinging.

50%

Asterix the Gaul INFOGRADES



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, but plenty of finger flexing to set your nerves a-leaping. By toutais!

82%

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 certainly 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%

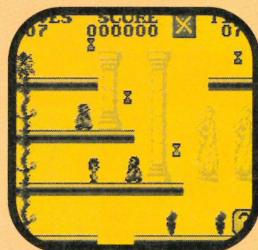
Batman: Return of the Joker SUNSOFT

Dead, dead tough but certainly worth plugging away at, this gets an old rubber pants' sequel off to a good start. Truly excellent sound FX and snazzy graphics complement the gameplay. Loads of mileage for your hard earned

money assured. That Joker returns once more!

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.

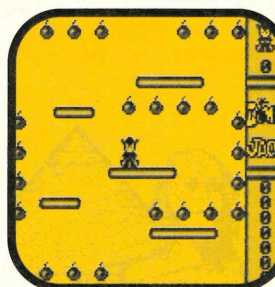
90%

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 rock solid platform romp around rock 'n' roll land.

90%

Bomb Jack INFOGRADES



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

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. Packed full of fun but the password 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 who think that platform romps are easy.

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 fanged teeth into. It's much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life.

86%

Dragon's Lair ELITE



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

88%

Duck Tales CAPCOM

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

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 you very long. Very paw.

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 more laughable than cute little Master Caulkin himself, as you endlessly leg it around your own home, alone. Very poor!

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.

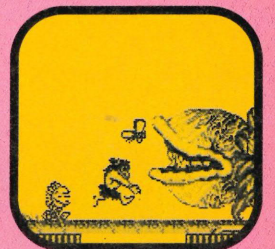
59%

Hook OCEAN

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay make for a sure fire treat. Recommended!

85%

Joe and Mac ELITE



A clobberingly groovy 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 Dream Land 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 variety. It's instantly appealing but not too long lasting.

90%

McDonaldland OCEAN

A competent jaunty and quite enjoyable jaunt although it doesn't even try to offer anything

new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac.

80%

Max
INFOGRAMES

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

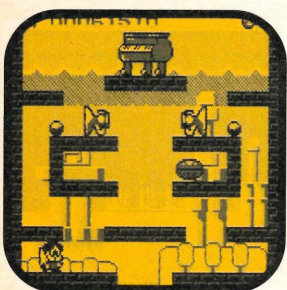
60%

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 endless thrills and spills. Mega!

90%

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%

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%

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 well worth a play about on.

79%

Spider-Man 2
ACCLAIM

The webbed wonder in bright red pants 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 when you first start off, but patience pays off, so web sling away to your heart's content!

80%

Spider-Man 3
ACCLAIM



Old web pants returns in a horribly difficult adventure that may even see off the roughie toughies of GB players. Spidey is beautifully animated and has a neat assortment of moves to be used in all types of neat situations, but, be warned, frustration may overtake your fun intake.

83%

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.

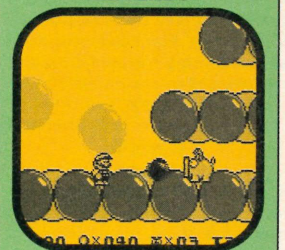
91%

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 platform 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 killing to be had. Jean Claude Van Damme it's good.

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. Where is the sequel?

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 daylight out of the others with your special moves. That's it!

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 loads of messy backgrounds and numerous sprites in there, but certainly

guaranteed to last you a long, long time. Enjoy!

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.

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 old 'Boy and is very barren, yet holds tons and tons of nostalgia.

73%

Centipede
ACCOLADE



Based on the ancient 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 just might become a little wearisome sooner rather than later. An old classic back from the dead, the centipede is bigger and badder than before.

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 to beat this.

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 Connery 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.

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 one 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.

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 a trip down memory lane.

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. Very poor.

55%

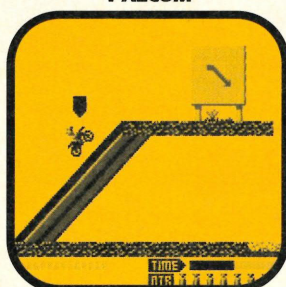
F-1 Race NINTENDO

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 big bag of dreamy treats.

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. Catch that pigeon!

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 rather than full blooded sports action ice hockey.

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. Fore!

80%

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%

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. A bad basketball sim.

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 all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile.

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.

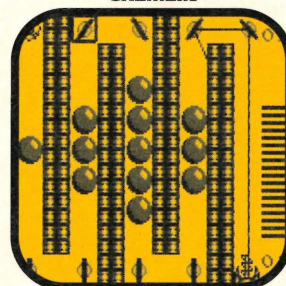
76%

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 Dr Mario connection thrown 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, very, very poor presentation. Kwirky!

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 classic old Atari game and 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. Excellent fun. Elvis spotted in Game Boy game!!!

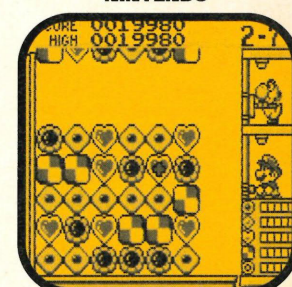
85%

Tetris NINTENDO

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate!

95%

Yoshi's Cookie NINTENDO

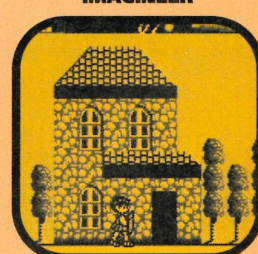


A bit similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match up similar ones to make them disappear. There's 100 stages in total and the further in you get the faster the cookies get you crumbled. Very samey but, strangely not monotonous.

76%

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%

Mystic Quest 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%

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 exertions.

65%

Robin Hood: Prince of Thieves MINDSCAPE

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches



Crash Dummies ACCLAIM

A quite original and chuckalicious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. All too easy to get actually hooked on. And don't forget - clunk click every single trip!

87%

Paperboy MINDSCAPE

A dated and frankly quite boring game in which you deliver newspapers around suburbia, dodging dogs, grids and grumpy neighbours, oh how thrilling!

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%

Populous IMAGINEER



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

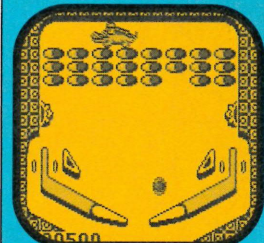
91%

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 little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but gameplay overrules that with ease.

90%

Chessmaster HI TECH EXPRESSIONS

A stunningly accurate portable conversion of the age old 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 aho! Recommended to all you budding chessmasters!

91%

Choplifter II JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up.

78%

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

As Bart Simpson you must master the total 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. Do the Bart man!

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, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look. But alas, not a glimpse of any show girls. Shame!

77%

RECOMMENDED

GB ACTION'S SUPPLE 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%



Lemmings OCEAN

You guide a bunch of gormless furry nitwits across varied terrains, picking lemmings for certain tricky tasks. Charismatic gameplay and 100 brain twizzling levels make for one stormer of a cart.

95%

Best of the Best: Championship Karate LORICEL

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

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

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 into new grounds on the 'Boy.

90%

Dr Franken II ELITE

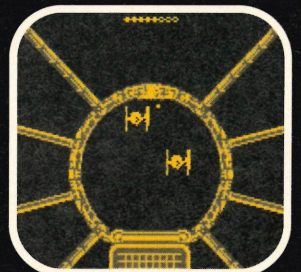
Pure entertainment all crammed into one mega game as Franky returns. Graphics are amazing, tunes are funky and gameplay is hard to beat. A totally fabulous arcade adventure but not as long lived as its forerunner.

87%

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%



The Empire Strikes Back UBI SOFT

This sequel to Star Wars is a towering monster of a game and a mammoth task to get through with more levels, more options and more puzzles than ever to keep you glued to your screen.

93%



Super RC Pro Am NINTENDO

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

89%

Top Rank Tennis NINTENDO

At last! A new tennis game! The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast, and groovy with it.

90%

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 flummoxing level fries your brains to a frazzle.

92%

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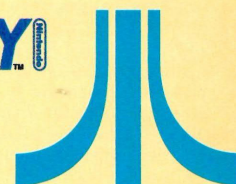
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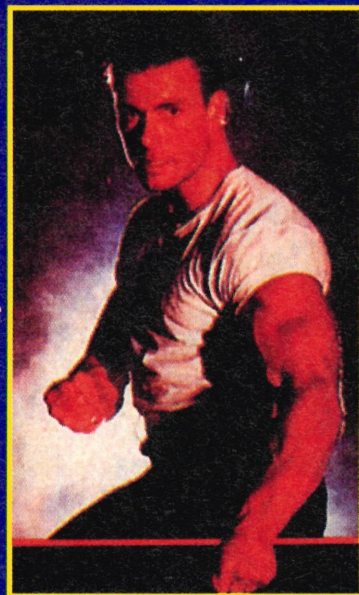
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NEXT MONTH

Reviews



His name's Pond... Super James Pond, and he's ready to reel you in for some fishy business in a swimmingly good platform adventure.

Garfield does a spot of umming and aahing in an underground maze full of puzzles... Edd the Duck speeds away for a quacktastic zip through a prehistoric world... some beefy wrestlers slug it out in WWF3 and so too do the hunky batters in Bases Loaded for the 'Boy.

Player's Guides

Previews

Arriba, arriba. Speedy Gonzales, the fastest mouse in the world, waits on the starting line for the ultimate in cheesy challenges... Zelda: Link's Awakening gets shaken apart to see just how good it's gonna be... Godzilla lumbers onto the scene and Itchy and Scratchy aim to beat Bart at his own game.



David Percy Goodyear alert? If you see a Homer Simpson lookalike wandering the streets of Macclesfield in a fetching pair of red spangly tights, then bring him here swiftly. He's still got the horrendously difficult Spider-Man 2 guide to finish. Also, hopefully, the last part of Hook to be given the old heave-ho. (But not really)

**Issue 16
Out
August
5th!**

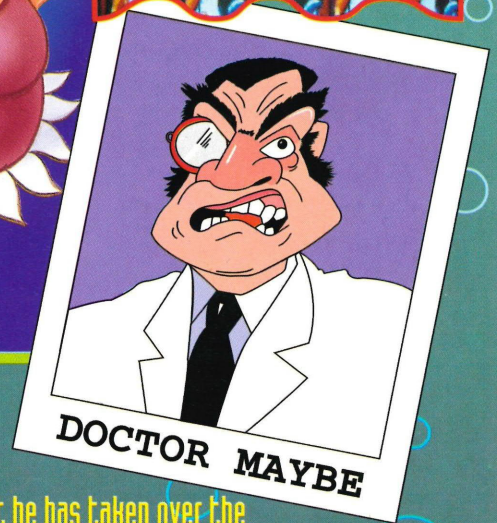
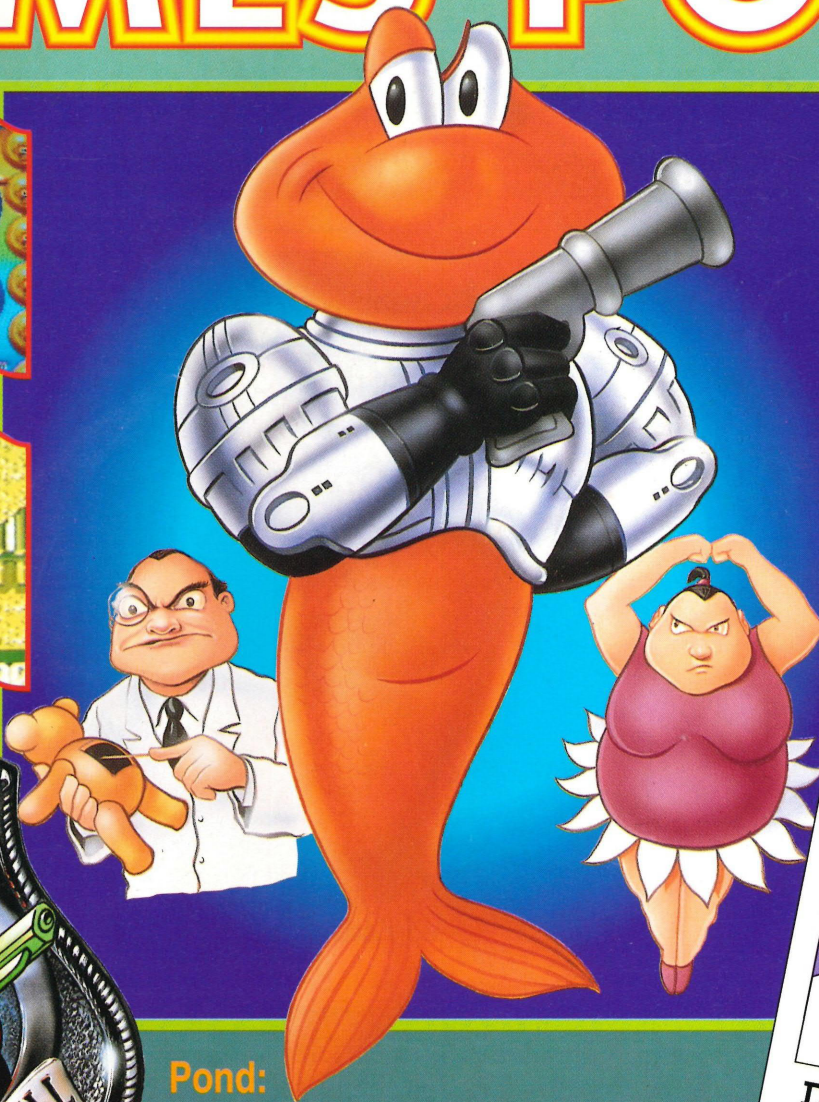
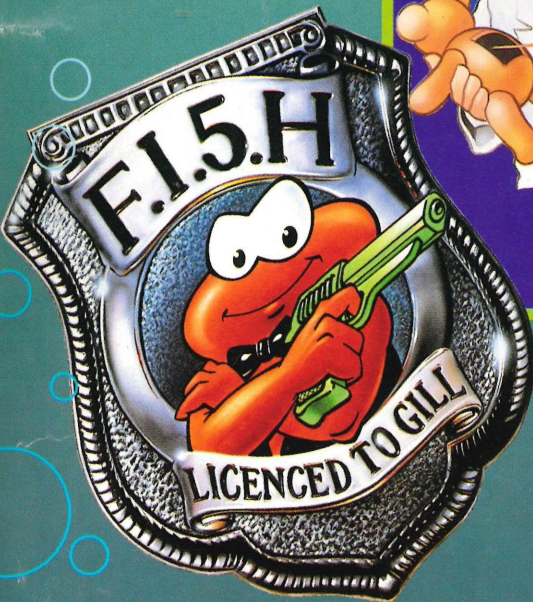
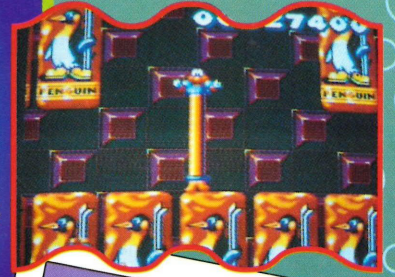
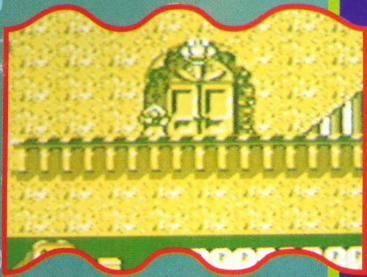
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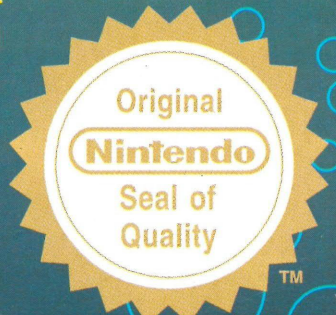
We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas. Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

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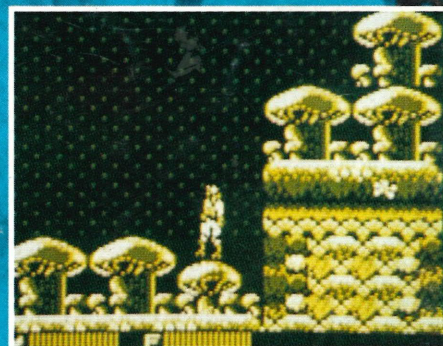
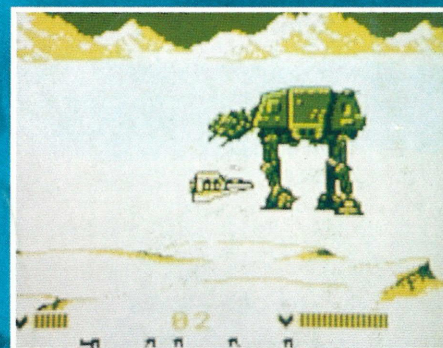
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