PURE GAME BOY EXCITEMENT

GB ACTION

LEADING GAME BOY MAG ACCUSED!



GB Action magazine stands accused of being the greatest publication to be totally devoted to the Nintendo® Game Boy. The case for the prosecution states that the defendant was originally established by Europress Interactive in June 1992 and became the essential purchase for any Nintendo® Game Boy owner with a few coins to spare. Since then the publication has gone from strength to strength, bringing you the best in reviews, previews, news, features and competitions from the world of the Nintendo® Game Boy. This month's issue, as a typical example, has secured the services of the Nintendo® Hotline on page 20. There are countless hints, tips and guides, commencing on page 33 and over 200 games are featured. No witnesses can be found in its defence. The verdict: Guilty.

WARNING: DON'T BUY THIS MAG IF YOU DON'T WANT TO BE IN THE KNOW ABOUT THE GAME BOY.

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GAME BOY®

BLOCKBUSTERS



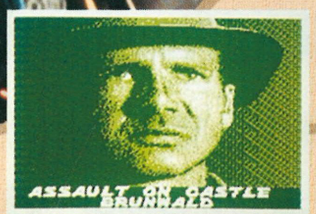
Now you can experience the thrills and spills of the movies on your own hand-held...

You are Indy on a quest to rescue your father and find the Holy Grail. Use your whip, weapons and fists... jump over bridges, rivers and spikes... try to survive 6 huge levels of challenges.

NOW SHOWING









ALSO SHOWING

"What a stunner. Star Wars on the GameBoy is without a doubt one of the best games ever to grace a hand-held"
94% - CVG

"More levels, more puzzling than ever. The Empire Strikes Back is a monster"
93% - GB Action

Original Nintendo Seal of Quality

GAME BOY

Nintendo®

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WELCOME TO THE SCHOOL REPORT...

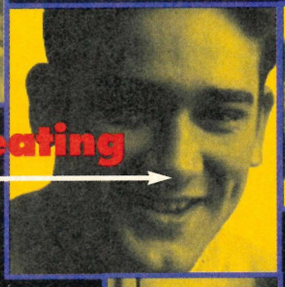
It has been brought to my attention that a bunch of slackers have been skiving off in downtown Macclesfield. Their purpose? Producing the best GB mag known to Man...



Alex Lee

Editor

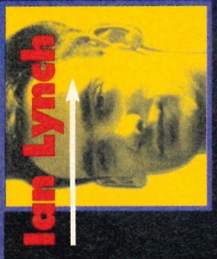
His favourite subjects are Chemistry and Biology, and he's demonstrated a keen interest in practicals. However a regrettable incident with a dead rat and the spaced-out behaviour of much of the third form have led us to believe that more goes on in the labs than is healthy for the school. Sadly we've had to recombine his DNA and turn him into a lower life form.



Marc Keating

Art Editor

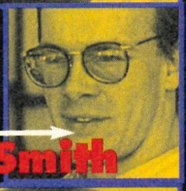
Keating once showed promise in art but the end of term display of his recent work has saddened all of us here at Adlington House. He claims the insidious squiggles and drips of paint are known in the contemporary art world as Abstract Expressionism. The consensus amongst the staff was that a chimpanzee could do better. As a result I'm afraid we've had to strap him to one of his own canvases and drip paint all over him to see how he likes it.



Ian Lynch

Production Editor

At first we were all amazed by the zest and life he brought to an unceasing round of sports and activities. The revelation that this was a mask for his wicked intention to ferment revolution in the sixth form is nigh on unbearable. Who would've thought it? As an act of petty revenge, and in a futile attempt to get him here on time in the mornings, we've stapled an alarm clock to his forehead.



Robert Smith

Staff Writer

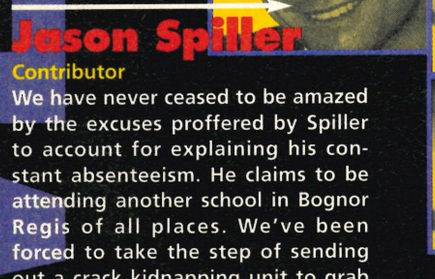
Entrusting a new boy with the task of taking this year's school photograph turned out, in retrospect, to be an error on a grand scale. Smith had led us to believe he was a seasoned snapper but our suspicions were first aroused when he failed to remove his lens cap and then claimed the motor drive was stuck. As punishment Smith must grow his hair and sing in a crap goth band.



Andy Sharp

Senior Staff Writer

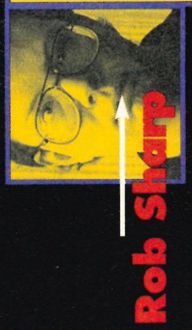
We never enjoy suspending any of our pupils and normally feel the loss keenly, although sad to say not in this case. Sharp has an infinite talent for havoc. He obviouly plays far too many video games. His unfortunate near incineration of three woodwork teachers was unforgivable. His excuse, "Listening to Judas Priest made me do it" is blatant rubbish.



Jason Spiller

Contributor

We have never ceased to be amazed by the excuses proffered by Spiller to account for explaining his constant absenteeism. He claims to be attending another school in Bognor Regis of all places. We've been forced to take the step of sending out a crack kidnapping unit to grab him. Sargeant-Major Lee tells us that the hunt is going well. He's definitely not in any of the Bognor nightclubs. Hang on a minute.



Rob Sharp

Deputy Art Editor

The school dentist has revealed that Sharp has not attended half the appointments he claims to have done. He has sadly missed a number of important classes, including Mr Beavis' fascinating exploration of medieval plagues. This flagrant disregard for the strictures of the timetable has led us to wire his jaws shut and feed him through a tube.

PURE GAME BOY EXCITEMENT

GB ACTION

...ut the 'Boy MAD about the 'Boy



Oscar Wilde said, 'The old believe everything, the middle aged suspect everything, the young know everything.' We know the lot about the Game Boy.

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europress INTERACTIVE

GB Action is still the best hand held magazine £1.25 can buy. With 68 pages of Game Boy related fun, there is no better value mag around.

Anyway, how have you been enjoying 1994 so far? If you'd like to see your school or workplace featured inside in future months, why not drop us a line saying why we should feature your factory/office/school rather than anyone else's.

One of our roving reporters will call round to take pictures and ask awkward questions. Write to me at the address on the left. Look forward to hearing from you soon.

Bye for now, **ALEX LEE**

WIN!
LOADS OF UNBELIEVABLE PRIZES!

REGULARS

NEWS
06 GB Action's news pages are once again full of the most informed, exciting and generally brilliant tidings related to the wonderful world of the Game Boy. Check out the latest Gallup chart if you still can't decide on your next cart purchase.

REVIEWS
08 The scores to be relied upon are right here in GB action's review section. If there's any disagreement within the team, then we tell you. You won't be kept in the dark if you stay with us, the fellas who know a good game from a turkey (we found this out last Christmas).

FEATURES
18 This month sees a slight change in direction for GB Action. Replacing the previews this month are a host of intuitive Game Boy features. See how a school in Middlesex reacts to one of our ace writers turning up, check out the Lawnmower Man and an updated guide to sports games.

COMPOS
30 Top software giants Elite have got together with us to provide you with a host of ace prizes in conjunction with their amazing puzzler, the Fidgetts. As well as that, there's also the chance to win some quality peripherals from our own add-on collection. Yep, they've been touched by the stars!

GAME BUSTERS
51 Two of the biggets and hardest Game Boy games are given the treatment this month. The second half of our exclusive Legend Of Zelda – Link's Awakening poster map can be found on the centre pages. Dr. Franken II admirably brings up the rear. And don't forget our extensive hints 'n' tips!

BUYERS GUIDE
58 Welcome back to the definitive Game Boy cart chart. Don't believe the hype of expensive advertising campaigns or scores featured in other mags. Check out the most accurate and thorough Buyers Guide you'll ever see. Four pages of precise, concise mini reviews and scores.

THE ONLY GAME BO

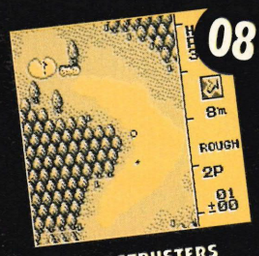
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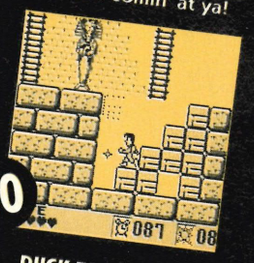
MAD about the 'Boy

REVIEWS

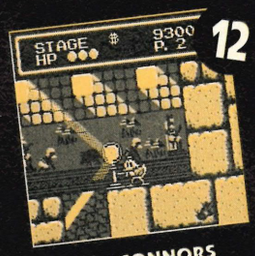
The time has come to separate the wheat from the chaff. You'll only find sheaves of the purest wheat in GB Action's quality review section.



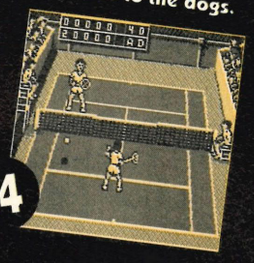
08 **KONAMI GOLF**
Corking Game Boy golf simulation comin' at ya!



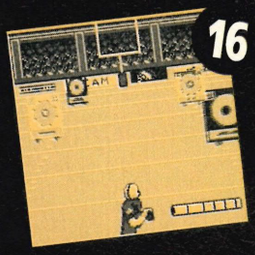
REAL GHOSTBUSTERS
They're Ghostbusters and they're real! 10



12 **DUCK TALES 2**
The story of a quack who's gone to the dogs.



JIMMY CONNORS
An old tennis player, a new and brilliant game. 14



16 **NFL QUARTERBACK CLUB**
A club, a quarterback and an NFL get together.

MANGA MANIA



Three of the finest Manga videos are reviewed in full this month. Wicked City, Crying Freeman and Rumik World – Fire Tripper are dissected for your perusal courtesy of star writer Mr. Andrew Sharp. Don't worry Andy fans, he hasn't had his hair cut yet!

Nintendo® HOTLINE



The heroes who brought us the Game Boy and more marvellous games than you can shake a telephone receiver at are here at your service. Yes, Nintendo have agreed to let us borrow the services of their two top Hotliners Olly Julnes and Dylan Bowles to help you all through the hard bits!



REVIEWS-PREVIEWS-PLAYERS GUIDES-TIPS-FEATURES-COMPOS

Y MAG IN THE WORLD



NEWS

FROM THE GAME BOY WORLD

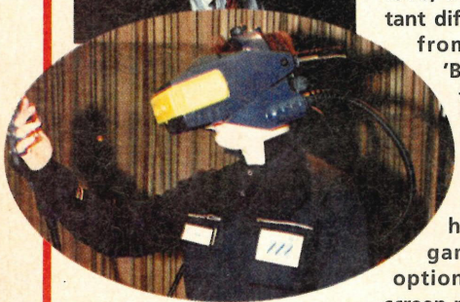


The GB Action team have their fingers bang on the pulse of the wonderful world of the Game Boy. See below!



VIRTUALLY REAL



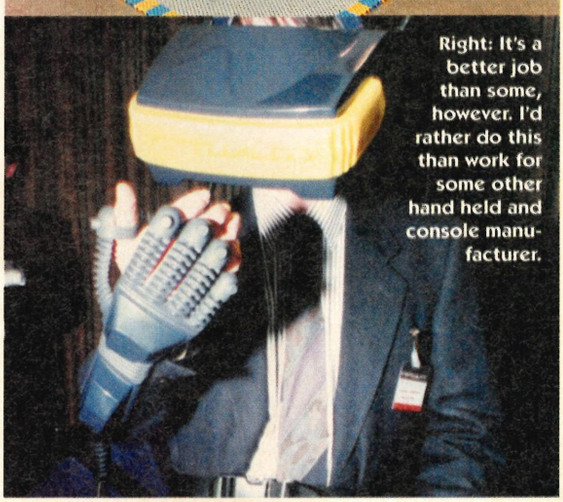


Rumour has it that the Game Boy may be entering into the world of virtual reality. Some time in the future (we're still waiting for the colour Game Boy, reported on in our first issue, so don't hold your breath), a VR Game Boy pak may well be available for sale to the general public.

The Game Boy unit, if the talk is to be believed, will be similar in shape and size to the one we all know and love, but with one important difference. Coming out from the sides of the 'Boy will be rubber VR thimbles to slip your thumbs into and from the top a detachable lead running into a VR helmet. All the new games will have a VR option and although the screen may well remain of a dot matrix nature, the VR alternative will take the player right into the hostile monochrome environment of the Game Boy. Current games which would lend themselves well to VR are the likes of the mammoth Legend Of Zelda: Link's Awakening and the Super Mario Land series. Mortal Kombat would also be a good 'un. Imagine being hit by Sub Zero's power slide in the virtual world!



The main problem with any hand held VR unit is the cost. To produce a VR Game Boy as described above would be prohibitively expensive and thus not a viable proposition for general release. Let's face it, not many people are likely to shell out sums in excess of £300! Keep your eyes peeled for the latest developments in further GB Action updates. True?



Right: It's a better job than some, however. I'd rather do this than work for some other hand held and console manufacturer.

SISTER MAGS

The four mags on the right are all related to GB Action. All published by Europress Interactive, these titles are guaranteed to be considerably more of a riveting read than rival publications. You read it here first. Buy 'em.

SUPER ACTION

MEGA ACTION

AMIGA ACTION

PC action
BRITAIN'S BRIGHTEST PC GAMES MAGAZINE

HI-TEC TROUBLE



Britain is still not a high-tech society, according to a new report published by market info company Key Note. A survey carried out by Gallup for Key Note revealed that many people in the UK haven't yet entered the computer age. Computers have been accepted in the workplace, but while over half of the 1000 people surveyed reckoned using a computer is necessary today, only 21% thought they were easy to use. Under half believed that computers had made business more sophisticated, but 19% also reckoned they also made business unnecessarily complicated.

Surprisingly, 42% still saw computers as a threat to employment, and almost a quarter thought computers

SUPER MARIO COMPACT DISCO



Left: The Super Mario Compact Disco in its full, unashamed glory. You can win one!

Is there no end to Super Mario memorabilia? It seems not. Available on import, the Super Mario Compact Disco is a CD of re-mixed tunes taken from various Mario-related games.

Lasting over an hour, the singing credits go to the Ambassadors of Funk featuring MC Mario. The highlight of the disc is an extended re-mix of Super Mario Kart with a wicked vocal on it, saying such things as 'Nigel Mansell think twice.'

If you fancy winning a copy of this ace disc, which features Mario & Yoshi, Save Me (With Your Charm) and Go, Mario, Go! among the 20 tracks, send in a title for an imaginary single along with some home made lyrics relating to your favourite Game Boy game.

Send your entries to: Mario Compact Disco Compo, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP before 10th March.

Don't forget to enclose your name and address. The winner's lyrics will be published in a future issue of GB Action.

SCOOP



The latest Cadbury's Creme Egg television advertisements in conjunction with Photo-Me are part of the biggest Creme Egg promo for 10 years. A number of Spitting Image puppets, including snooker player Dennis Taylor and old jockey Lester Piggott will appear on the ads.

The fun starts, though, in photo booths across the country. There are 3000 selected booths nationwide with Creme Egg promo posters on. The posters entice punters to send in 'original and amusing' pictures taken of themselves in the booths.

Winners will receive some great prizes, including a Spitting Image model, a camcorder, t-shirts and mugs. Cadbury's marketing manager Peter Creighton is confident the new campaign will 'inject even greater excitement and humour into a familiar subject'.

No more astrologists!



GALLIC GAME BOY Nintendo®



We don't normally promote other mags covering Nintendo stuff, but exceptions can always be made.

The French 'Nintendo Player' dropped through our letterbox recently and we thought you lot would be interested in which Game Boy games our counterparts across the Channel are getting into these days.

What we couldn't help but notice, however, was that the Game Boy coverage was shoved to the rear of the mag and amounted to a measly 22 pages.

At a cost of 30 Francs, which is around £3.75, it's obvious that GB Action represents brilliant value for money even compared to magazines outside the British Isles.

TOP 20

1) The Legend Of Zelda
2) Super Mario Land 2
3) Super Mario Land
4) Gargoyle's Quest
5) Tetris
6) Tiny Toons
7) Kirby's Dream Land
8) Duck Tales
9) Megaman 2
10) Star Wars
11) The Addams Family
12) Batman
13) Megaman II
14) Asterix
15) Castlevania
16) Batman
17) Mystic Quest
18) Dr. Mario
19) Prince Of Persia
20) Battletoads



(Left and above) The French charts and a page from the official French Nintendo mag, Nintendo Player.



represented a threat to our ability to deal with fellow humans. Domestically speaking, 23% stated that portable computers would encourage them to work at home. Almost a third said that they'd never buy a computer. Kids were seen to be more computer literate than adultts. A huge 68% said that children spend too much time playing computer games. But how much is too much? For more info, 'phone David Jones or Clare Williams Fannin at Key Note on 081 783 1122.

UK CHART

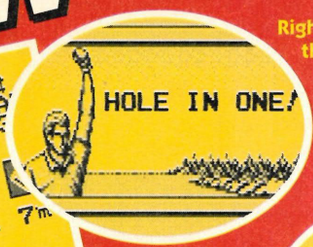
This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

1) ZELDA Nintendo
2) JURASSIC PARK Ocean
3) SUPER MARIO LAND Nintendo
4) SUPER MARIO LAND 2 Nintendo
5) MORTAL KOMBAT Acclaim
6) NIGEL MANSELL Nintendo
7) TAZMANIA THQ International
8) TINY TOONS MONTANA Konami
9) GOLF Nintendo
10) PUGSLEY'S SCAVENGER Ocean

Zelda has zipped to the top, outselling Jurassic Park over the vital Christmas period. Nintendo games continue to dominate, although Ocean can be pleased with their placings. The much hyped Mortal Kombat is still going strong.

REVIEW

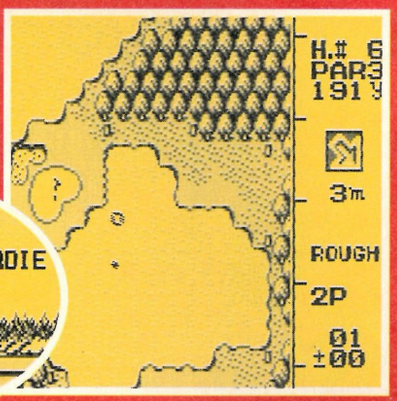




Right: Don't land in the water or it's time to don flippers and snorkel. Below: Watch for the birdies.

Left: A bold stroke over rough territory straight at the pin. Above: What a star! But I pay at the 19th!





KONAMI GOLF

Now to the rolling links of the fairways for a few holes without the usual golfing hassles of wind, rain and lost balls. Konami's Ultra Golf brings all the grace of the great game to your Game Boy... almost!

Competing against the illustrious names of Nick, Jack, Greg and Tony was out of the reach of 28-handicappers like you and I until now. Konami's Golf offers the opportunity to play in a tournament against such luminaries.

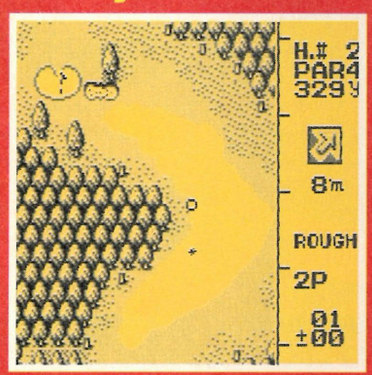
Of course, you don't just walk on to the course and say "Hi Nick, fancy a few holes?". This privilege has to be earned by completing the master course under par. Manage this little feat and you're into the tournament proper.

Standing on the tee, the trees, bunkers and ponds stretch out before you. Ponder the route to the pin from above before setting the cursor to begin your shot. The shot select screen allows you to change aim, club and stance before setting the swing in motion.

As the power bar lifts up don't try to hit too hard or the ball will bobble, all too familiarly, about five yards forward. As the swing comes down press A to stop the bar. Try to hit it between the back and top spin markers for the best results.

"Hazards such as water and bunkers are evilly positioned"

The ball will now sail down the fairway, affected by the wind and the kind of contact which you managed to produce. Hazards such as water and bunkers are evilly positioned. Much care and skill is needed to avoid them.



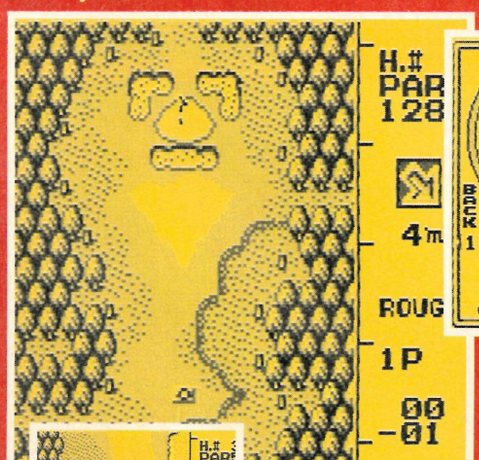
Above: Straight at the green? Actually this one is flying out of bounds!

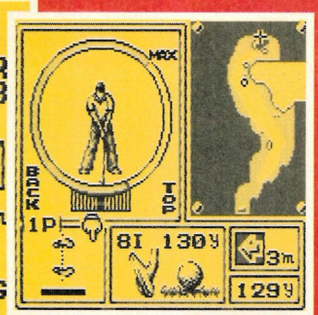
Land the ball on the green and grab your trusty putter. Now try and sink those match winning putts. The greens are contoured with arrows pointing out the direction of slope. This has to be accounted for when aiming and deciding the strength of your putt.

This is an effective simulation of both the power and touch needed to be successful in the golfing world. Shot selection is vital, but then so is the art of swinging the club. Get it wrong and it's trouble!

Fortunately, Ultra Golf is really easy to get into. More complex shots using draw, fade, back and top spin soon join the basic 'whack it and see' approach after you've had a little practice.

The graphics guy's have done their job admirably with everything presented in clear and informative manner. A battery back up allows the rounds to be continued over months, and a two player option (requiring just one cart) gives added spice to the game. A pity about there being just 36 holes but any golf enthusiast should still be well satisfied with this. **ROB SMITH**

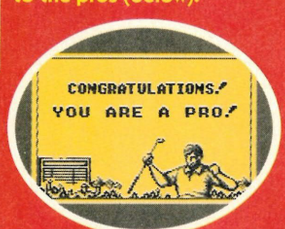




Above: Select your club, aim and power then swing to the pros (below).



Above: An aerial view of a quite picturesque par 3. Left: A great drive sets up another testing little pitch across the water.



GB PANEL



OFFICIAL RELEASE
PUBLISHER Konami
GENRE Sports sim
RELEASE DATE March
PRICE £24.99

Ultra Golf manages to fit enough variety in the style of shot and wind direction to make up for the lack of holes. With a method of control which is both easy to use, and offers a realistic touch, there is plenty of challenge. Just like the pros you won't hit every shot perfectly and with courses as difficult as these it'll take a few rounds to suss out which is the best club selection.

Even when you think you know the course perfectly you've always got the challenge of recording a new best score.

Match and stroke play competitions against your mates add to the lifespan.

All in all, Ultra Golf is an entertaining simulation and should keep you 'hooked' for weeks.



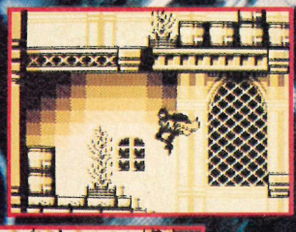
OVERALL
81%

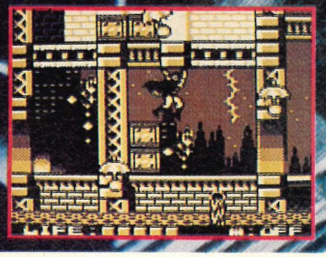
KONAMI

BATMAN
The Animated Series

THE JOKER, THE RIDDLER, THE PENGUIN, CATWOMAN, POISON IVY AND THE SCARECROW.

BATMAN AND ROBIN HAVE THEIR WORK CUT OUT IF THEY'RE TO KEEP GOTHAM CITY FREE OF THESE MISERABLE MUTANTS AND THEIR DASTARDLY DEEDS





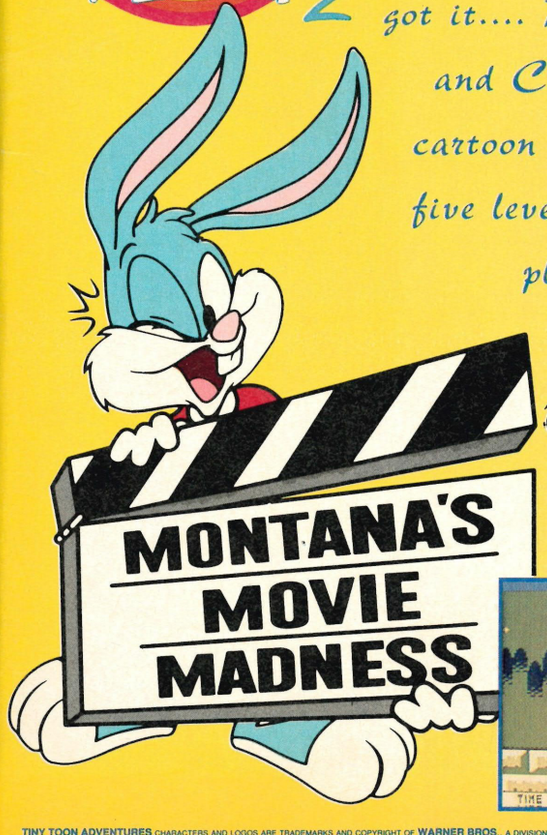
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GAME BOY™

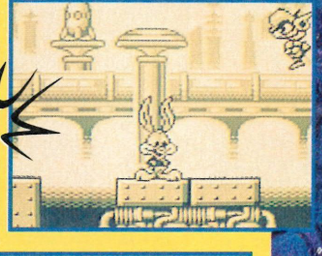
Nintendo®

TINY TOON Adventures 2

Montana Max is causing havoc in movie land and guess who has to sort him out? You got it.... Buster Bunny and Co. More crazy cartoon capers through five levels of hilarious platform action.

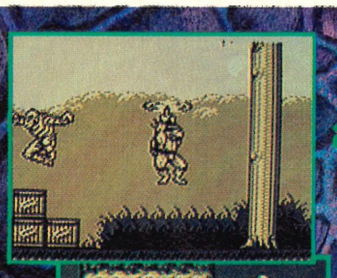


MONTANA'S MOVIE MADNESS





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The fearless foursome are back once more, in their latest all action beat'em up adventure for GameBoy.

TEENAGE MUTANT HERO TURTLES® III

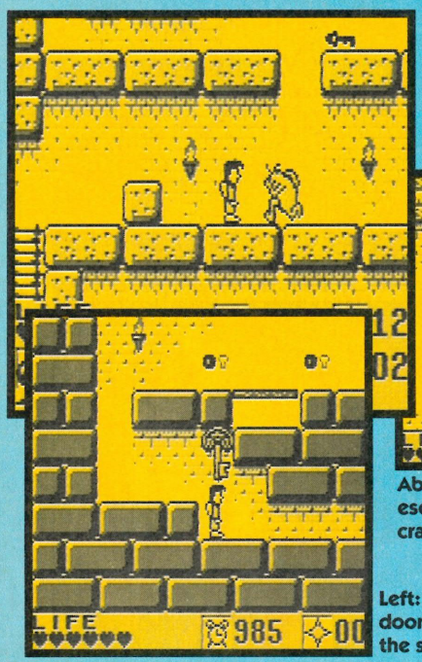
Radical Rescue™

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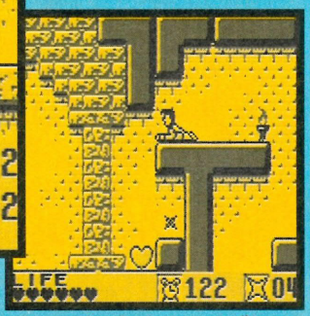
Konami (UK) Limited Konami House 54A Cowley Mill Road Uxbridge UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

REVIEW

I've been slimed

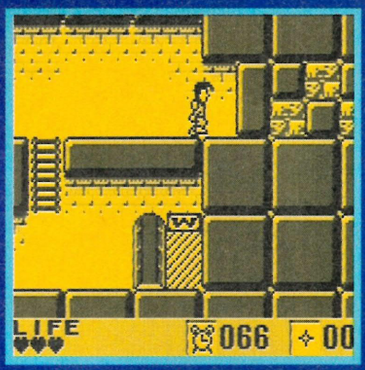


Left: Confrontation time with one of the baddies. A quickly planted bomb will vaporize him – hurrah!



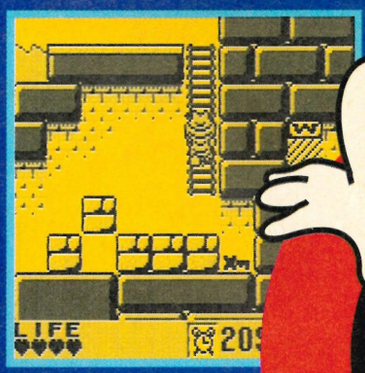
Above: You have to get dirty to escape some levels. A quick crawl to grab the heart.

Left: The exit key opens the door to escape the level, but all the stars have to be found first.



Above: The exit door is opened, just down the ladder and the Doc escapes another haunting level.

Below: Spot the similarity. Garfield and The Real Ghostbusters – one and the same game! Oh dear.



THE REAL GHOS

Dr. Venkman, I presume.
A haunted mansion, I espy.
A mission to escape, I undertake.
Let's go bust some 'real' ghosts...

Dr. Venkman has gone and got himself trapped in a haunted house. Idiot. He now has the straightforward mission of avoiding the ghosts and ghouls and escaping.

Actually, if the little intro animation is anything to go by his own curiosity led him into this mess. Still, whatever the reasons for being there now he has to get out, and quick.

Armed with a Proton Pak you, as Venkman, have to conquer a multitude of different stages. The basic idea is to collect enough Spirit Stars to get the exit-door-opening key.

As per usual there are a number of other icons to help the doc escape before he's scared out of his wits by the spooky goings on. Keys open different locked doors, hearts replenish energy, clocks give a bit of an extension to the already generous time limits and magic potions give you a spell of invincibility.

The Proton Pak is used to zap zapable blocks. These blocks can hide new areas and also conceal icons. Some of the icons are visible, others require trial and error to find. Once zapped the blocks re-emerge a few seconds later so nifty footwork is needed to jump in and out of these areas.

The designers obviously anticipated frustration as a 'give up' option is included should you get stuck. With some levels you may have to use this option a few times before sussing which is the best (or only) way to negotiate a particular area.

Teleporters send Dr. Venkman shooting off to previously inaccessible areas which hide the stars needed to get the exit key. Then, of course, you've to find your way to said exit before time is up. Should you fail Venkman will sit down with a perplexed look on his face.

"It's exactly the same as Garfield, not just similar, but identical"

Of course the stages get more difficult. Pressing time limits herald a frantic search for time boosters or the necessary stars to allow a speedy exit.

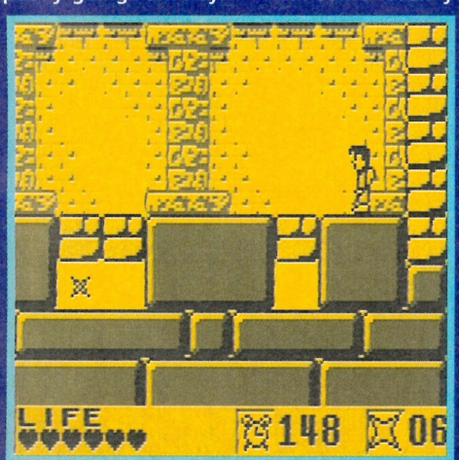
The level of difficulty is just right. The opening stages are very easy and gently ease the Doc into the methods needing to be used in order to escape from this ghoulish conundrum of creeps.

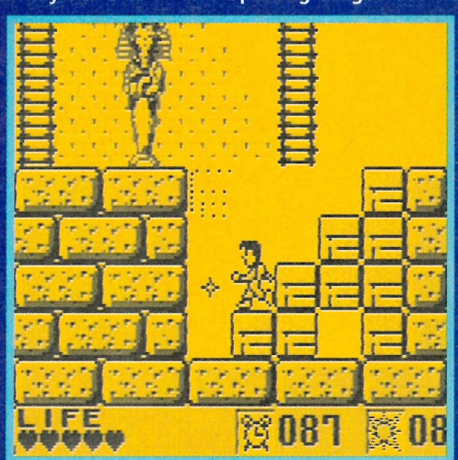
Graphically, The game is okay. The main sprite moves along quite freely, leaping with great agility from block to block.

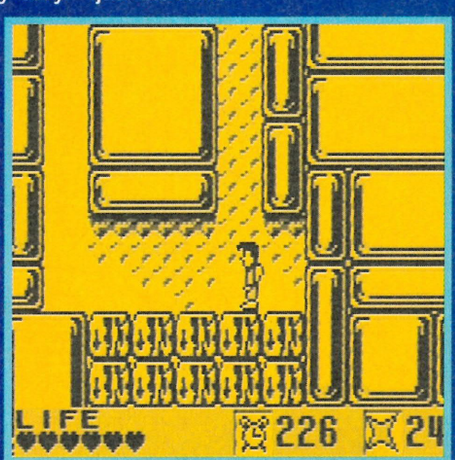
The backdrops are quite nicely detailed and coupled with the simple gameplay and interesting challenge it really is quite a playable platform puzzler.

BUT, and here comes the gripe. It's exactly the same as Garfield. I mean not just a little similar but almost identical. The graphics are the same apart from a ghostbusting doctor sprite in place of the fat cat. Even the Proton Pak is the same as Garfield's weapon. Everything is just the same.

Far Right: The cold glint of metal (or is it ice?) in another Garfield-esque level. Mid Right: Check under all blocks for those stars. Right: That old zapping stick always comes in handy, like here!

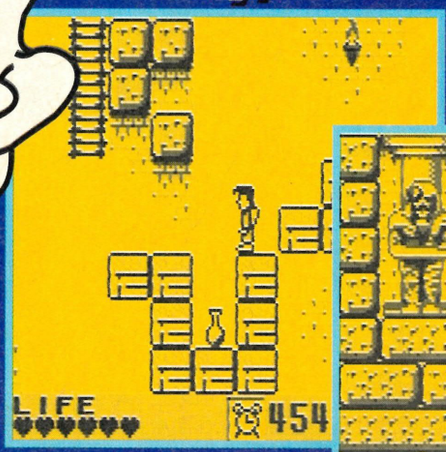




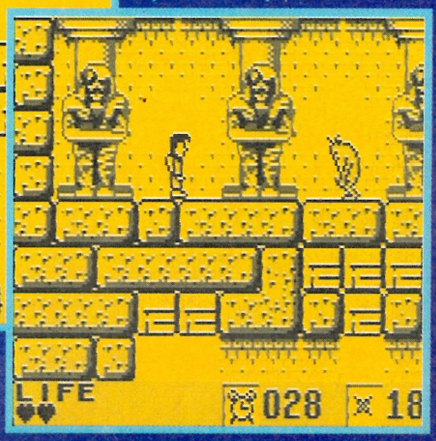




Okay, so she's a dog



Below: There's no time to admire the fine detail of the surrounding sculptures. Imposing and impressive they are too.



Above: An invincibility potion which needs to be grabbed a bit sharpish before the blocks reappear and trap the Doc in this haunted hell hole.

Logo © 1989 Columbia Tri-Star Pictures

TBUSTERS

This is not necessarily a bad thing since Garfield scored a highly commendable 86% back in issue 16 but if you own Garfield there's no need to go running out to spend more cash on this.

A blatant ploy to cash in on the licence is redeemed only by the fact that the game is quite good.

> "Ghostbusters has some neat features, despite the rip-off"

Much in the Krusty's mould, Real Ghostbusters is still a playable puzzle game with some neat features despite the rip-off.

The gameplay can get a little samey but the increasingly mind-numbing challenge found in some of the later levels provides the spark necessary to keep you interested in the Doc's escape attempt.

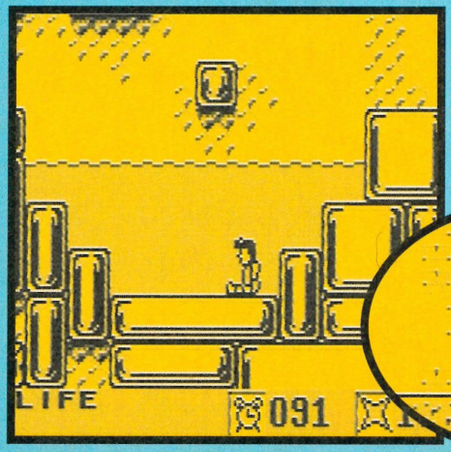
A password entry system allows you to return to the more tricky levels. Before the Doc gets to escape there'll be some serious head scratching and numb brain. Some of the little tricks are devilish.

You'd think that Activision might just have managed to come up with some different level pass codes to Garfield even if the games are identical, but alas, no. The codes we've printed for Garfield will work on Real Ghostbusters although admittedly not to the exact same levels.

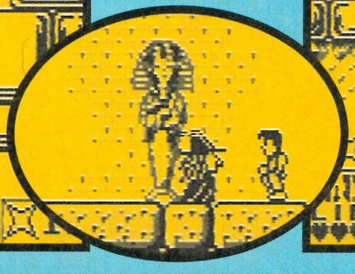
While Real Ghostbusters is good enough to command a good mark, surprisingly enough we've given it the same as Garfield, it's disappointing that two games so similar can be released under different licences. Where's the originality gone guys?

Still, Real Ghostbusters is an entertaining challenge, but one to avoid if you've already got the Garfield cart. **ROB SMITH**

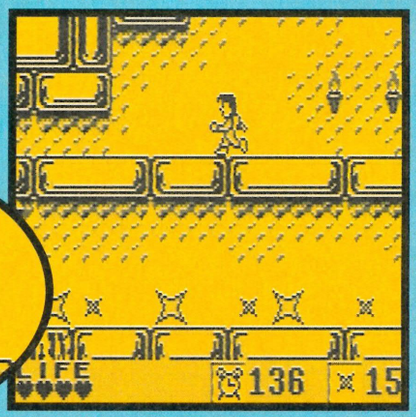
This chick is toast



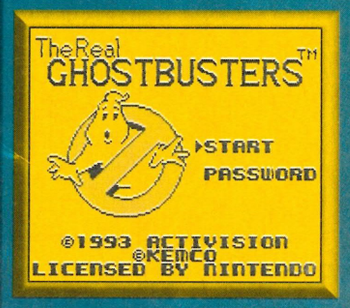
Left: Posh haunted house this, an indoor swimming pool. Pity the Doc can't swim. Below: A bold confrontation with a hideous witch. Time to run.



Below: Loads of Spirit Stars, just waiting there to be collected, but how on earth does the Doc get to them? Run, seek and discover, with a bit of luck!



GB PANEL



AMERICAN IMPORT
PUBLISHER Activision
GENRE Platform/Puzzle
SUPPLIER Console Plus
PRICE £22.99

I was quite enjoying zipping through the first stages of Real Ghostbusters until Andy pointed out that it was just Garfield in diguise. Despite this there is quite a challenge under the surface. It's not so mind bendingly difficult as Lemmings and so one perhaps for the younger puzzle fan.

Don't expect the high octane excitement found in the cartoon series, or any other similarity to the cartoon for that matter. Real Ghostbusters is a decent, challenging puzzle game without a spark of originality. The concept is simple enough to ignore the fact that it's a copy of the fat cat's foray into the game world.

One to take a look at if you don't have Garfield, one to definitely avoid if you do.



OVERALL
86%

REVIEW

Quacktastic!



Below: All sorts of bits are hidden, or need discovering, if you're to make any progress at all.

Left: Legend eat your heart out! Mirrors find a new vocation.
Above: A tough guy takes some beating.

© Disney

DUCK TALES 2

The original Duck Tales game was a cute and cuddly platform romp. Will the sequel live up to the standards laid down by its predecessor?

Scrooge McDuck returns to find more wealth for his mountain of notes. Not content with having more money stashed than most people would dream of, he still has an undying urge for more.

When one of Scrooges nephews chances upon a piece of Great, Great Uncle Fergus' secret treasure map Scrooge comes up with the incredible deduction that Fergus tore his map up and hid the pieces all over the world. How he came to this conclusion we'll probably never know.

> "The sequel is basically a bunch of extra levels for you to tackle"

Regardless of this little matter off they trot to complete the map and become even richer than they already are. Some people are just never happy!

From Niagara to the Nile off they go collecting each piece of the puzzle in their desperate struggle for wealth and power.

Scrooge McDuck, however, is going to have to be quick about it as he's not alone in the search for hidden wealth. Flintheart Glomgold, a greedy self-centred slime ball, is also on the scent.

For those who've already played Duck Tales, the sequel is basically a bunch of extra levels for you to tackle. There isn't much new for you to do. Scrooge is animated in the same way, has the same movements and even the levels are similar.

For that new element of the game Capcom have a little goody shop. After completion of a level Scrooge enters a shop to buy a new item to help him out. He can buy either extra lives or chances, a safe for the storage of loot and some extra energy. Choice rather depends on Scrooges needs at the time and how much money he's earned.



Get your rain mac out and experience the ultimate in surfing waves. Don't expect to live afterwards however!

Some levels hold other items such as X-ray specks so each treasure item can be seen no matter where it may be.

Scrooge has his nephews with him to help out along the way. Treasures can be hidden almost anywhere so it's best to take a good look around.

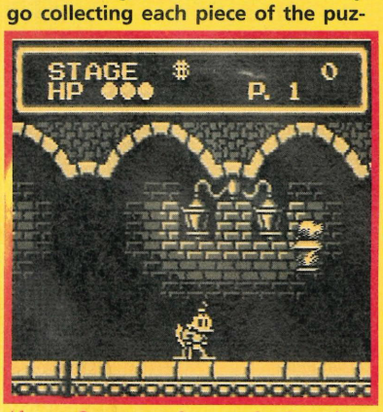
His trusty walking stick is also here to help dispose of the numerous creepy crawlies about.

The old McDuck still moves easily and can be controlled with no hassles especially by those people with the first game in their collections.

Graphically, there's not much, if any difference from the original game as there was no point in improving something that's as good as they can get is there?

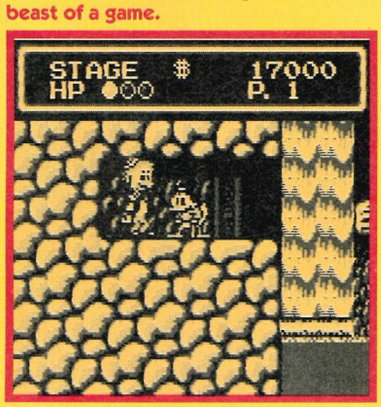
It would have been nice to see something a little different but this still holds its own with the cream of the crop.

ANDY SHARP



Above: Scrooge takes on the Scottish opposition for one stage. Keep your eyes peeled for flying bagpipes.

Below: One of the many people you will need to rescue throughout this beast of a game.



GB PANEL

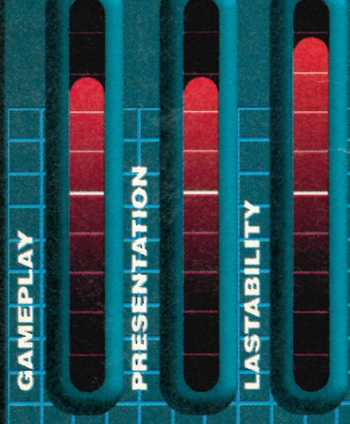


AMERICAN IMPORT
PUBLISHER Capcom
GENRE Platform
SUPPLIER Console Plus
PRICE £22.99

Having a bit of a soft spot for the original Duck Tales I was eager to review the sequel. After playing for a while I felt a little disappointed in the new features.

There's only a tiny shopping section and a shot of the McDuck family flying around the world. It's still a cute, easy to play platform bash but maybe I was expecting a little too much. Fans of the original will enjoy this as will newcomers to Duck Tales.

Not a complete classic but it still wipes the floor with most of the platform games of late, except maybe Batman and Speedy Gonzales. With a few nifty little touches, Scrooge takes on the baddies. Why he searches for more wealth is a mystery. No search, however, no game!



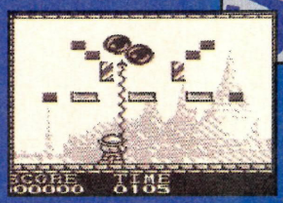
OVERALL
83%

GOOD NEWS FOR YOUR GAME BOY

ACTION

Fast-paced thumb-numbing action features prominently in this classic arcade shoot 'em up. Save mankind from an invasion of killer ballons - power-ups, exotic locations, wandering baddies, and wave after wave of murderous inflatables.

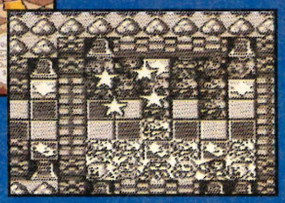




STRATEGY

Chess meets swords ‚n´ sorcery meets medieval warfare in this game of high strategy. Castle Quest is a totally new kind of electronic board game for 1 or 2 players.

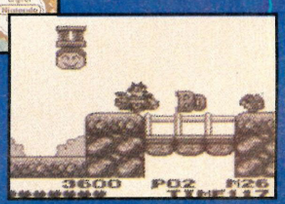




CARTOON

One of the history´s most popular and enduring cartoon characters take on the cream of the world´s super villains in this brilliantly varied action adventure. Boasting sections on land, sea and air, and a whole Magic Bag of different tricks - Felix The Cat has playability by the pawful.

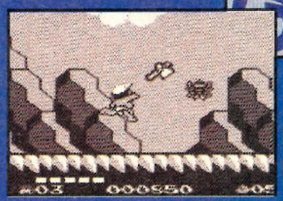




ADVENTURE

A heady mix of action, adventure and prehistoric nasties combine in this excellent sequel to Adventure Island. Features some weird and wonderful pick ups, and a whole gang of helpful dinosaurs to befriend and use.





TIME TO PLAY...

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Competition Coupon

When you put the raised coloured letters in the correct order, you will find a wellknown SNES title from „Hudson Soft", which can be played by up 4 people at the same time.

S U P E R _ _ _ _ _ _ _ _ _

Name: _____

Town: _____

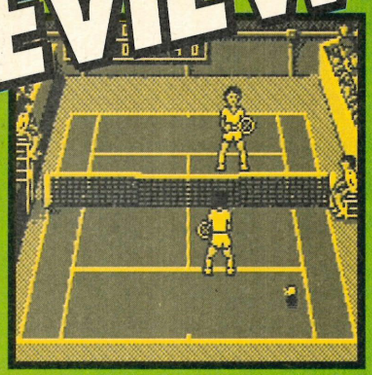
Street: _____

Age: _____ Your Machine: _____

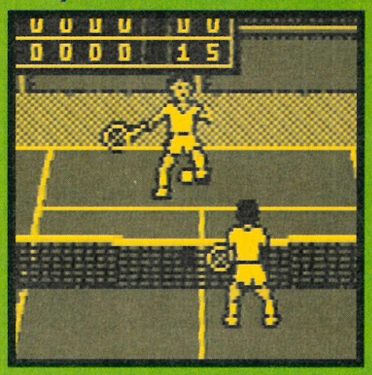
Every month we will pick out winners who will receive great prizes (t-shirts, clocks etc.). The decision of the judge is final.

Hudson Soft (Europe) GmbH • GB Competition
PO Box 3310 • London SW1Y 6DP

REVIEW



Above: Anticipation is the key to success on advanced level. Come into the net and go for the tramline.



The computer opponent prepares to blast the ball back. A backhand stop volley return is needed here.



The man himself! Old JC in double handed backhand frenzy. What a boy! He's won loads of tournaments in his time.

The mop top star whose success lasted over two decades now has his own tennis game. Jimmy Connors is comin' at ya!

JIMMY C

Ever watched Wimbledon on television? I'm referring to the tennis tournament and not the football team, although there are certain similarities. Lobbing the ball forward and the direct approach to the net being a couple of examples.

Veering straight off that tangent, the reason why I asked if you had watched Wimbledon is to explain the viewing angle that Ubisoft's Jimmy Connors Tennis (JCT) takes.

"Timing, position, and anticipation are essential for success"

The whole of the court can be seen courtesy of a camera positioned behind one baseline (the line from which the server serves) several feet above ground level.

In other words, when the game is in progress, it is as if you're actually watching a game of tennis on the telly, albeit a very small yellow and black one. The one important distinction is that you're in control of one of the players, instead of just screaming 'Lob him/her, you geek!'

The fun is only just beginning. This particular tennis simulation is fast, authentic and is certainly very playable indeed.

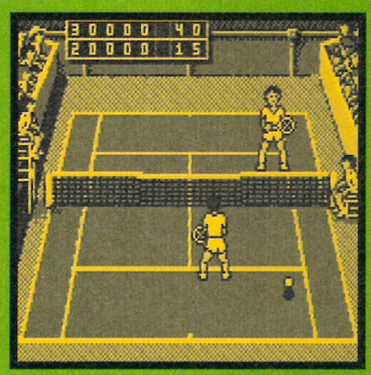
It's one game, however, that needs perseverance for success. The practise mode comes in very handy.

An automatic server, modelled on the real life ones, positioned in the middle of the far baseline sends balls down to your end at the foot of the screen.

Up to 300 balls fly towards you (separately) at various speeds, angles and even lengths. It's up to you to fathom out the best return shot for each.

Timing, positioning and anticipation are essential for success, just like the real thing. The longer you hold down the A or B button (one is for a lob, the other for a straight hit – you decide which in the options screen), the harder your shot will be upon release – holding down the D-pad diagonally will send the ball in the appropriate direction.

The exact rules of tennis are adhered to in terms of swapping ends, tie breaks and so forth but you'll never see either sprite sit down and happily munch on a banana or enjoy a much needed sup of refreshing barley water.



Come into the net, watch where your opponent is positioned, and smash the ball down the opposite side.

Nor will you see temper tantrums at dubious line calls. That's the joy of JCT – all the fun of the real game is included while the few drab and annoying time wasting nuances affecting all sports are deleted.

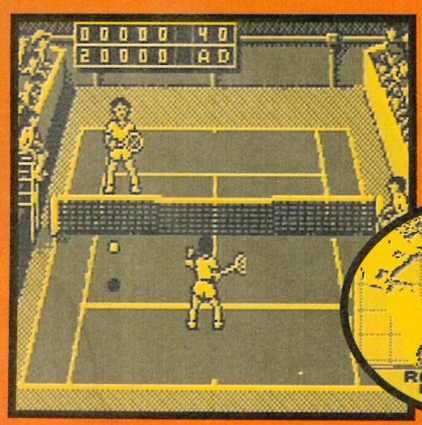
The difficulty level is near perfect. There are three standards from which to choose; beginner, intermediate and advanced.

Just as you start getting cocky at one strata, the next looms and knocks you down a peg or two.

Even if, after several long hours of exciting gameplay, you think you're a bit of a dude and can handle yourself on the advanced setting there's the two player link up mode to set a further challenge.

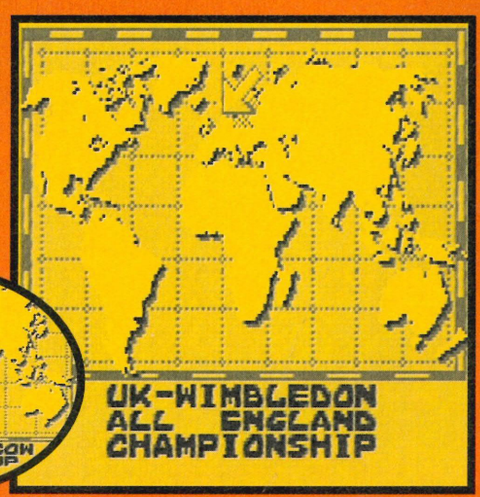
Playing against a friend/enemy

Three sets to love



The forehand passing shot is often one of the most effective. Time it, or else it'll be returned.

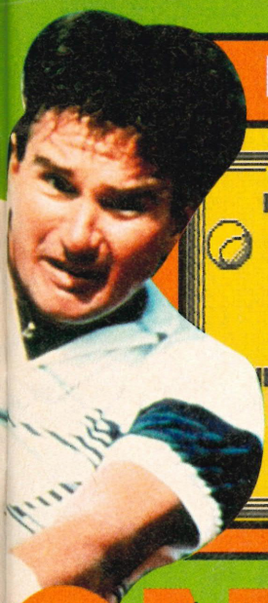


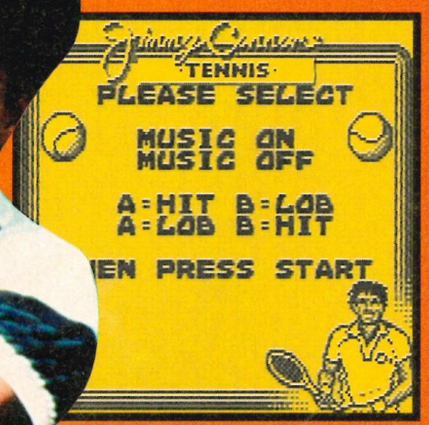


Left: The greatest tournament of all. Below: Practise your range of shots with a serving machine. The smash when in at the net can be devastating.

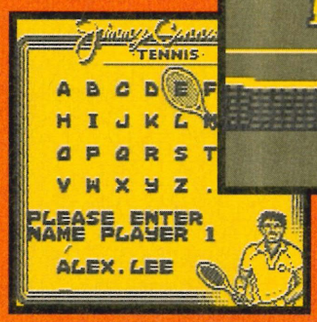


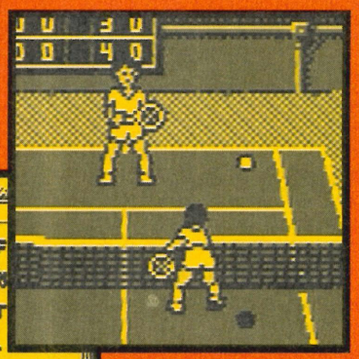
New balls





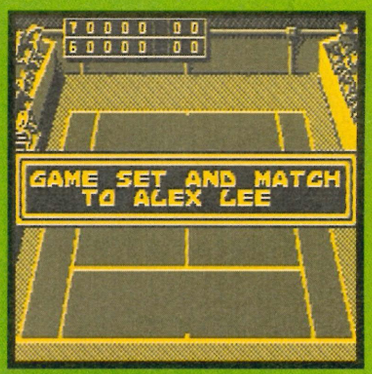
Two of the many options screens. See below for the convenient number of spaces in which to fit my name. How chuffed am I?





Above: This is what a missed smash looks like. There's still enough time to run to the back of the court, though.

JIMMY CONNORS TENNIS



Yep, I'm so brilliant at Tennis that I've won by a milion miles, outclassing the rather nougatty opposition.

who's also lucky enough to possess a copy of JCT is tougher than any computer opponent.

When you're soundly thrashing the computer, it won't put its hand across your Game Boy's screen.

Nor will it rip out the two player link up cable or press pause erratically in order to try and gain an unfair advantage. Computers can't cheat, but you can.

Yes, John McEnroe style gamesmanship can be transferred onto the portable palm pleaser in two player mode thus enriching JCT no end. Why play fair when you can cheat your pants off?

> "Jimmy Connors must be proud to endorse this game"

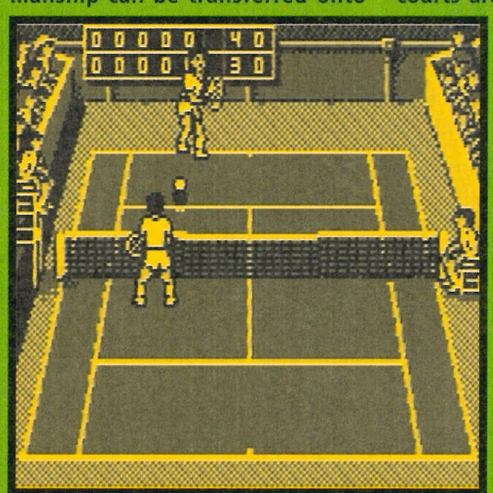
Jimmy Connors must be proud to endorse this game, although I don't know how he feels about all the players being right handed! (Connors was a left hander, in case you didn't know).

If one criticism of JCT could be raised, it would be that none of the courts around the world play any differently in terms of speed and bounce of the ball.

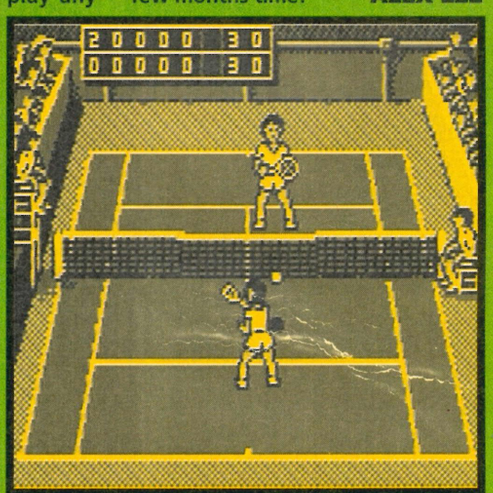
I'm sure that the Australian Open, which is played on clay, for example is a different proposition to the lush, freshly mown grass of the All-England Championships at our very own Wimbledon.

Having said that, in its own genre, and in the broader context of all Game Boy carts, it stands up proudly as one of the most professional, playable and enjoyable releases ever.

Jimmy Connors Tennis has persuaded all the GB Action team to go and watch Wimbledon this summer. Rob's even talking about taking part. Find out how we got on in a few months time! **ALEX LEE**

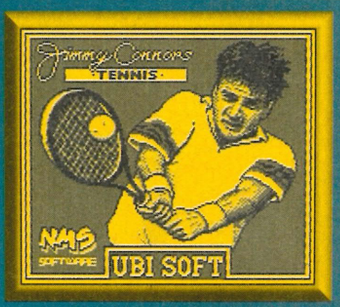


Left: Preparing to play a backhand shot. Note the perfect balance and concentration. What a dedicated professional.



Right: Both players are attacking the net. As in the real thing, success is more likely when coming forward.

GB PANEL



AMERICAN IMPORT
PUBLISHER UBI Soft
GENRE Sports Sim
RELEASE DATE Out Now
PRICE £24.99

The sprites move smoothly and realistically, the view angle is faultless (although the ball's bloody tiny) and it plays like the real thing, although rain never stops play. The tunes are jolly and the spot effects are as good as the Game Boy allows them to be.

To pack so much into a Game Boy game takes a lot of doing and it doesn't look like any sports sim will be able to come near it for accuracy and addiction.

After seeing such quality British releases as F1 Pole Position and Indiana Jones And The Last Crusade it wasn't going to be easy for Ubisoft to keep up such a high standard. With JCT they've eclipsed their previous games. Let's hope the official release is very soon.



OVERALL
91%

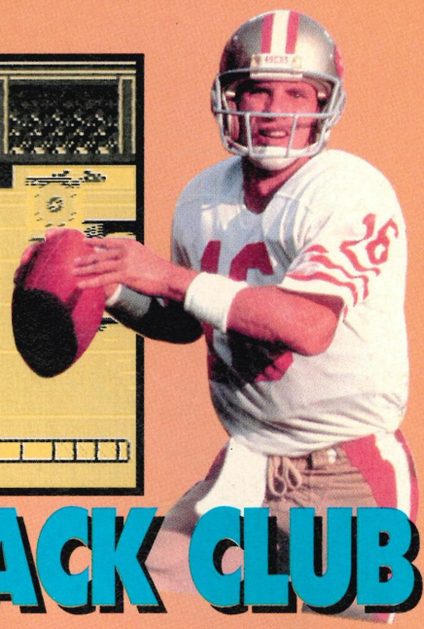
REVIEW



Above: It's a bulls eye. Pinpoint accuracy over the long distances scores top marks.

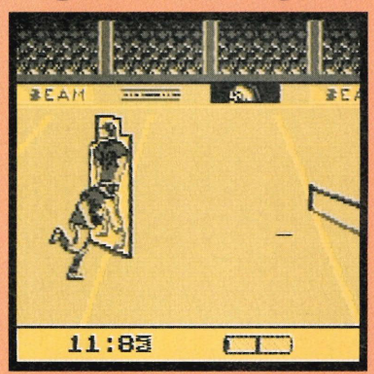


Read the situation and recognise your receivers. Then hit them with the telling pass which could win the game.



NFL QUARTERBACK CLUB

The role of the NFL Quarterback is to lead, to direct, to run, to throw and to win in the high pressure, high intensity world of gridiron.



Above: The speed and mobility test. It's over in about ten seconds and doesn't change on any level. Fun, eh!

The best have congregated for the ultimate contest, the NFL Quarterback challenge. Only the top names can compete for this sought after trophy. Now you have the chance to join this elite band.

The challenge consists of four tests of the quarterback's abilities, beginning with the accuracy challenge. Targets emerge from the sides of the field. Using all those skills of hand and arm co-ordination needed to put your helmet on without banging your head you have to shoot for the bulls eye.

A small bar indicator is used to judge the strength of throw and direction. This little device will take all of about ten seconds to get used to. Within no time at all you're fully into the flow of top competition.

A test of speed and mobility comes next. Spin from the line and then duck, weave, leap and finally throw at a target. The fastest time gets the points and the $20,000 prize.

It's fourth and long, two seconds to go, you're on your own 20 yard line. This calls for the 'bomb', the huge throw down field which can, hopefully, make that dramatic last minute touchdown.

In anticipation of this situation the next challenge is one of distance. Rapidly pressing A and B will set the power to send the ball hurtling down field. The farther the distance the more points in the overall competition you score.

The final challenge is the meat and drink of the quarterback, read and recognition. This sets four targets in motion, two of which will flash as the potential receivers. Hit these for points, hit the 'defenders' and you'll be penalised.

Points add up over the four events and one quarterback will emerge as the victor. Then, surely, you progress into a real game. Actually you don't. That's it, the credits roll and you sit in wonderment. Is that it!? I'm afraid so.

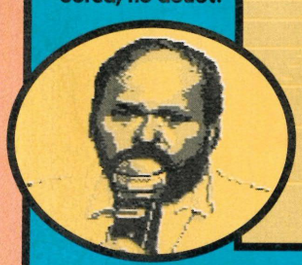
"No game, no simulation, just a mind bendingly dull practise session"

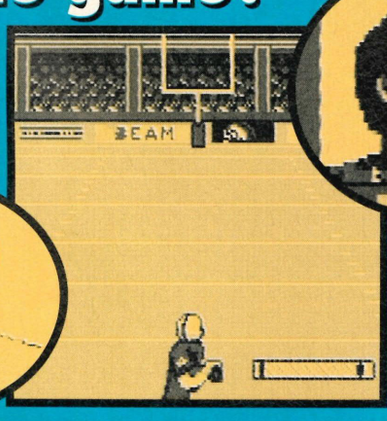
Okay so there are 13 quarterbacks to play with and the representations of their various strengths and weaknesses are quite accurate. So there are three difficulty levels to make things a little harder, but that's it. No game, no simulation, just a quite mind bendingly dull practise session.

Simple graphics add absolutely nothing to the appeal, and you're left to wonder what this game might have been if some effort had been put into it. **ROB SMITH**

Wot no game?

Below: The commentator keeps you up to date with all the action. Gets very bored, no doubt!





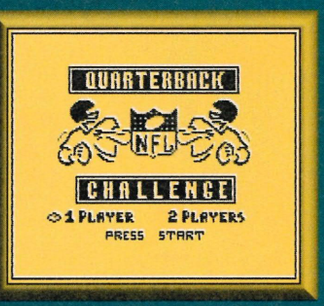


Left: Where are the receivers? Above: The Bills' Jim Kelly looks out for them too!

Below: Steve Young shows his mettle with a fine championship win. Hurrah!



GB PANEL



AMERICAN IMPORT
PUBLISHER Acclaim
GENRE Sports sim
SUPPLIER Console Plus
PRICE £22.99

I like sport, I like sports sims. I waited with anticipation as to how Acclaim would cope with fitting the technicalities of American football on to the 'Boy, and boy was I disappointed. The four challenges provide very little entertainment. Including a gradually increasing level of difficulty just doesn't work when the challenges are all the same and are pretty dull anyway.

NFL Quarterback Club just seems to be a complete cop out. Yes, simulating American football would be difficult, but at least Acclaim could have given it a go instead of releasing this boring attempt to cash in on the popularity of the sport. Even big fans of the game will get bored very quickly. Hugely disappointing.

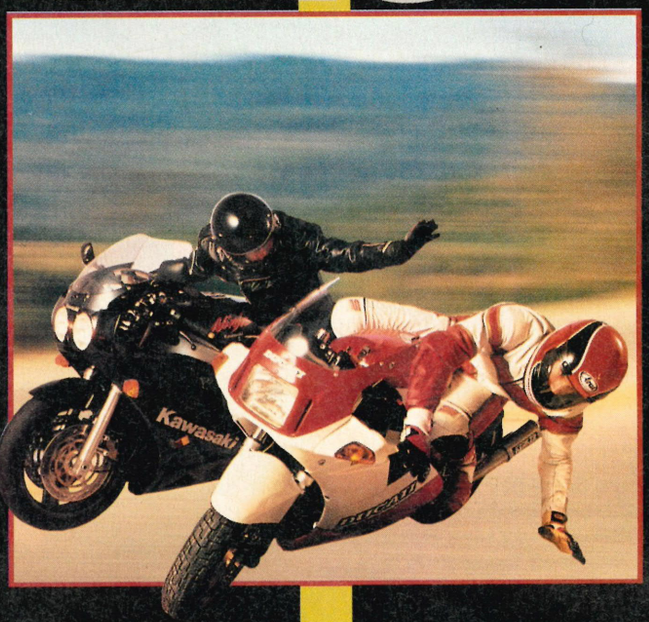


OVERALL
52%

ROAD RASH

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GAME BOY™



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PERIPHERAL VISION

With over ten years experience in the games industry, Jason Spiller advises Game Boy fans on which add-ons to buy and which to prod with a very long barge pole.

ADD-ONS

NUBY PLAY AND CARRY

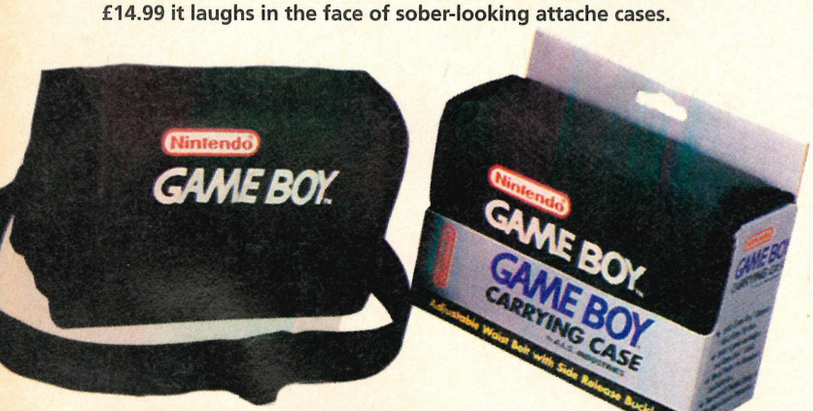
NUBY really has explored all possible add-on exploitation. Their 'Play and Carry' enables one to do just that and little more. A flimsy leather-look case with peephole cutouts displaying buttons might turn the Game Boy into a leather-enclosed dream machine but it offers no extra protection against possible damage. At £12.99, this is for leather fetishists only.





GAME BOY STORAGE CASE

This wittily-named case is modelled on the Game Boy itself, leaving onlookers in no doubt of the goodies stored inside. It could be likened to a durable sarny box, and stores up to six carts batteries, instruction booklets plus an ear-piece which all languish in utter safety within the tough plastic container. Fun and practical, at £14.99 it laughs in the face of sober-looking attache cases.



NUBY GAME PAK CARRY CASE

No longer need you be limited to the number of carts you can cram into your jean pockets, the serious player can now transport up to twelve carts in utter safety. Available in every colour, providing it's black or white.

Coming complete with a shoulder strap this is well worth the £4.99 asking price for those with a bountiful library of Game Boy carts to fill it.



UPD



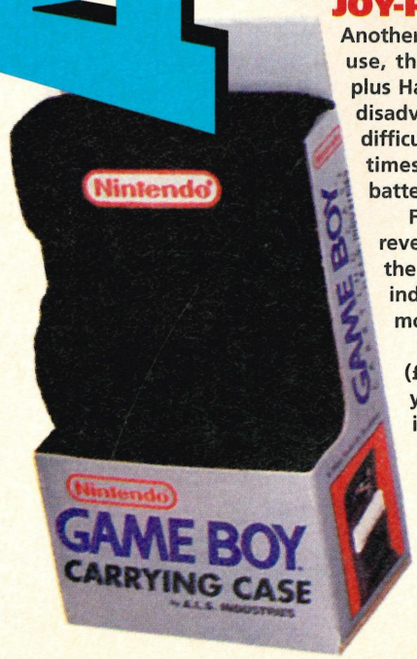
JOY-PLUS CARRY CASE

Another add-on with no real discernable use, the soft plastic casing of the Joy-plus Handy-Carry has quite a number of disadvantages; none more so than the difficulty of removing the Game Boy in times of crisis such as when needing battery replacement.

Further investigation of this device reveals that the plastic casing places the buttons and control pad in deep indentations, thus making gameplay more difficult.

The only bonus is its price (£4.99) and the fact that it makes your Game Boy look like that instrument Mr. Spock uses* in Star Trek in order to check for life forms on an otherwise barren alien planet.

*Ah yes, the tricorder!



LIGHT MAGNIFIERS

There are lights and there are magnifiers. But there also light magnifiers which as there name might suggest, combine the two.

Again, candidates in this particular field of add-ons feature a variety of price, performance and styling which naturally will effect your choice. A major consideration in buying a light magnifier, however, is that some require extra batteries to run, separate to the Game Boy's own power supply.





LOGIC 3 BATTERY ADAPTOR

Spectra Video is a company that has been producing games machine peripherals and add-ons for about a decade now. Spectra, On the Logic 3 label presents the most streamline design battery pack available. Rather uninspiringly named, the Battery Adaptor charges in three hours which yields a relatively modest seven hours of play. But at £14.99 it's around a fiver cheaper than the majority of battery packs, although this price does not include a mains adaptor.

The Logic 3's strong point is its slim profile, although this comes at the sacrifice of playing time. At seven hours of playing time it only gives exactly half the time achieved by the Snap n Play, the best performer in this category. Five pound cheaper than the majority of candidates, the Logic 3 would be ideal for players who already own a suitable mains adaptor.

ATE

THE HANDY BOY

The Handy Boy turns the humble, unassuming Game Boy into something resembling a scary alien assault craft. What could be likened to putting a body-styling kit on a Ford Fiesta 1.1, the Handy Boy has the incredible effect of making the Game Boy almost unrecognisable, while stripping the handheld of its claim of being the most portable games machine completely.

At £30.00 the Handy Boy is expensive, but it does feature almost every conceivable enhancer.

It comes complete with stereo speakers, to convey the true beauty and subtlety of every squeaky/farty Dot Matrix sound, two illuminating lights that could fire up Wembley, adjustable magnifying lens, joystick and enlarged fire-buttons.

Not surprisingly, the Handy Boy requires a battery out of a DAF artic, and so evenings not too far from the mains are guaranteed with the Handy Boy.

Verdict: For those wanting to turn their Game Boy into what resembles a Romulan assault vessel, the Handy Boy is here. But this awesome-looking unit turns your Boy from a lean, lithe traveller into a bulky, homebound entertainer.





THE SOLAR BOY

The ingenious Solar Boy provides a ray of sunshine for gameplayers with a sense of adventure.

It bypasses conventional batteries and sidesteps the mains supply by charging the Game Boy up with solar power.

In full sunlight the Solar Boy takes around six hours to fully charge.

This is worth waiting for, however, as this produces an impressive 14 hours of non-stop play.

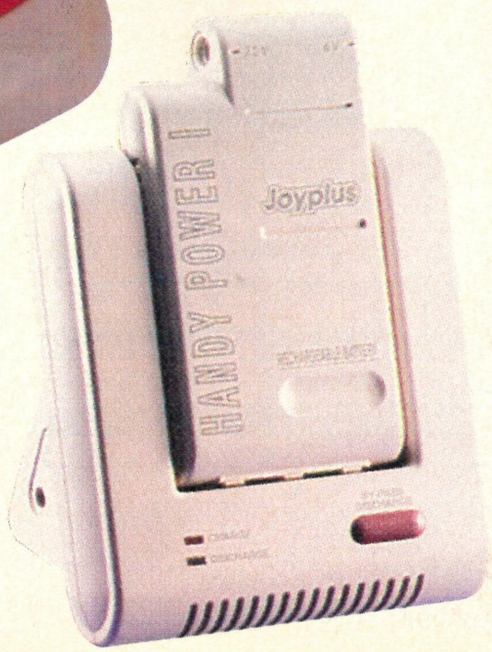
Also, for rainy days, it has a conventional mains adaptor. The Solar Boy yields at least 500 recharge life-cycles and at £24.99 it is an economic and environmentally friendly option. Verdict: Environmentally sound and essential for those long, hot summer holidays.

Yes, it is permissable to play on your Game Boy outdoors!

BATTERY PACKS

The introduction of the battery pack was a revolution for handheld fans and was received with wild enthusiasm by all except the disposable battery industry.

They were less than euphoric. Consequently, battery-paks are the biggest add-on sellers for the Game Boy and there are a number of battery packs available ranging in price, performance and style. GB Actions advice is to ensure that the battery pack are BS approved.



The add-ons shown may differ slightly in the shops due to design and colour variations. Next month, we'll bring you reviews of some more of the best and worst Game Boy peripherals.

Nintendo®



HOTLINE

In 1985, Mattel started distributing the NES, but it didn't take off. It wasn't until 1989 when Bandai took over the distribution that the NES started to sell.

The Americans and another couple of countries already had hotlines, so Britain followed suit and on the 1st January 1991 Bandai opened the UK Nintendo Hotline. As the NES grew, so did Bandai.

By Christmas 1991, Bandai extended their offices from Fareham to Southampton. It wasn't until early 1993, however, that Nintendo decided to take over distribution of their product.

Initially, there were only five Hotliners. By 1992 there were seven and today there are 10. Every day, each Hotliner takes around 250 calls. The bulk of these concern the large adventure games such as Zelda, Lagoon and Shadowrun.

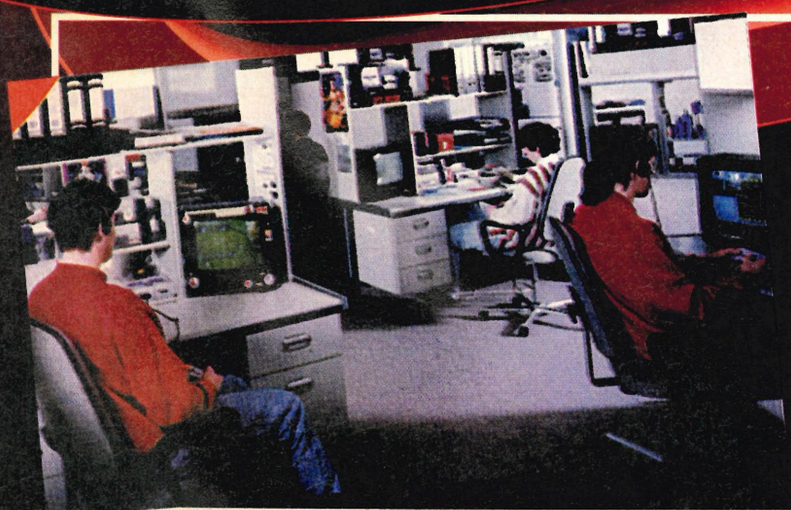
The Hotline strives to give help on most Nintendo games and selected third party releases. The Hotline has continued to grow into one of the most valuable departments in Nintendo.

GB Action is proud to announce the coming of the Official Nintendo Hotline. In the next few months we're gonna bring ya countless exclusive hints, tips and guides, all live and direct from the professionals at Nintendoland HQ.

Olly Julnes
Age: 20
Fave Games: Cannon Fodder (Amiga), Tetris
Fave Band: Bad Brains
Worked On Hotline: One whole year & nine crazy months
Fave Film: Ninja Apocalypse

Dylan Bowles
Age: 21
Fave Games: Streetfighter II Turbo, Syndicate 2
Fave Band: Bob Marley And The Wailers
Worked On Hotline: Two years, two months
Fave Film: Sakura Killers

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You'll be getting to know the geezers profiled above very well over the next few months. Olly Julnes and Dylan Bowles are glad to be contributing their hints, tips and cheats as well as stamping their personality on this regular slot in GB Action magazine. Look out for a special feature on Kirby's Pinball next month.

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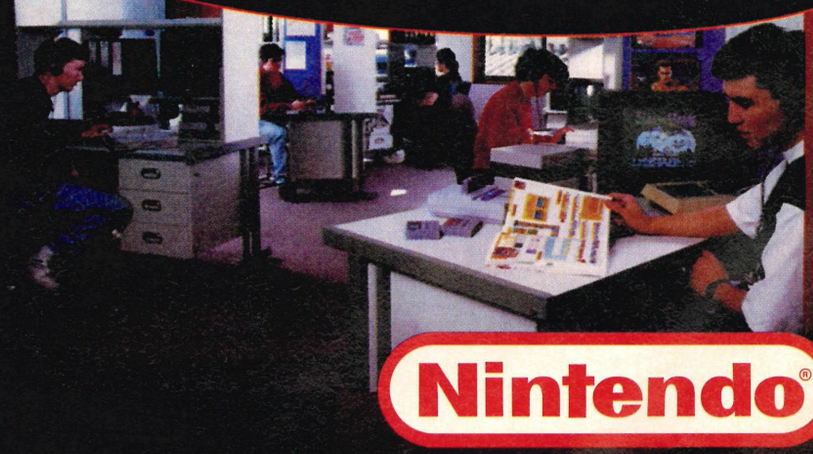
A Day In The Life Of The Hotliners

11.00: Arrive at Hotline Office looking forward to a grreeeaaat day's work.
11.05: Head in hands crying because crash detection on Ren & Stimpy is evil.
11.06: Ren & Stimpy cart sails across office in fits of anger.
12.00: 'Nintendo Hotline, can I help you?'
12.05: 'You're trying to turn the power on. All you have to do is flick the switch that says power.'
12.10: 'Just flick the switch.'
12.15: 'The switch. Flick it.'
13.00: 'Have you tried going near him and hitting him with the sword.'
14.00: Break time. Thank God.
15.00: Only another five hours to go. Grrreeeaaat!
15.01: On Mario 5, how do I get the third sword?
15.02: 'What?'
17.30: Everyone out! Caffeine and nicotine time.*
18.00: 'Game of Turbo anyone?'
19.58: Last call. Nintendo Hotline on snakes revenge! Aaarrrggghhh!
20.02: Full time! Yes! See ya...

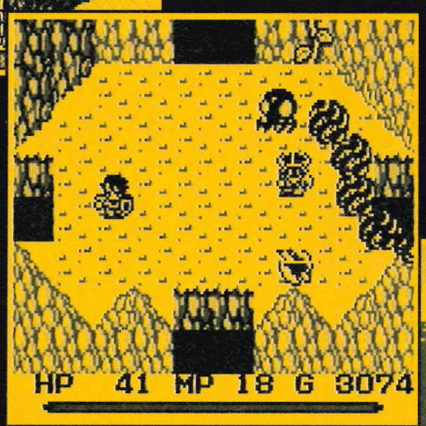
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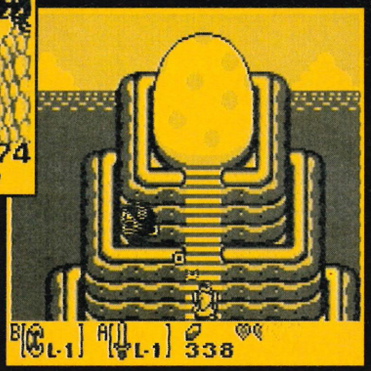


Left and below: Here are the three Game Boy games that cause the most hassle for the Hotliners; Mystic Quest, Dr. Franken 2 and Zelda – Link's Awakening. Countless calls come in, especially regarding the latest Zelda release.



Rob Smith at GB Action often suffers the same fate as the Hotliners. He receives dozens of letters and calls a day asking him how to deal with particular stages of Zelda. He loves it really (honest)!





In case you're wondering what all the fuss is about, the three aforementioned games are stormers. Zelda scored 96%, Dr. Franken 2 scored 87% and Mystic Quest scored 85%.

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SUPER ACTION

A few things you *won't* get when you buy SUPER ACTION.

Bad reviews, shoddy player's guides, Manga overkill, endless Japanese games which only get 22%, game reviews of carts you'll never see for ten months, made up letters, uninformed news, reviews of unfinished carts, last month's 'exclusives', useless cover gifts, pages and pages of advertising, fat, ugly game reviewers, second hand info, re-prints of old pages, unfunny gags, patronising writing styles, rank page layouts and a load of old nonsense.

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91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION *"Instantly playable. Fast, furious fun"*



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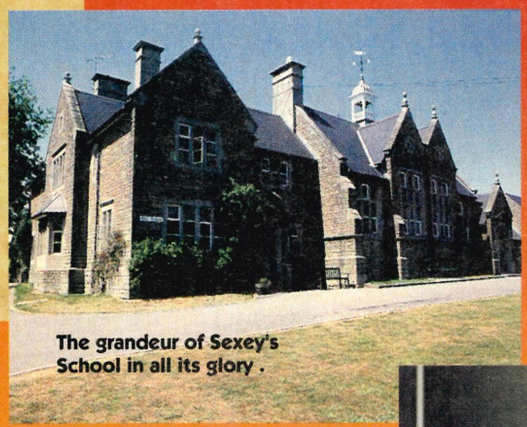
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GB ACTION LOCATION REPORT

SEXEY'S BRUTON

Games players and games buyers, just what do they want? In an effort to seek out some comments roving Rob Smith ventured into deepest Somerset. Here's what the Game Boy fans of Sexey's School, Bruton thought...



The grandeur of Sexey's School in all its glory.

The popularity of the little green-screened hand held continues to grow. The Game Boy enjoys a healthy 80% market share among hand helds. Good news for all as games will definitely continue to be produced.

New releases highlight the developments which continue to be made, with Zelda and Monster Max being two notable advances in the capabilities of Game Boy games...

But what is it that gets people to go and part with their hard earned cash (or their parents hard earned cash)? The students of Sexey's School, Bruton speak...

They felt that the standard of the graphics was highly important in providing that initial spark of interest and added significantly to the overall appeal.

Playability was next in order. Games need to be easy to play. Natural impatience to get going makes any kind of difficult or complex controls a put off. Then there's the challenge which the game presents.

This is a bit of a contentious issue since everyone has different game playing standards. Many want hard games that challenge their nimble fingers. Others need a more sedate challenge, something taxing but not so mind-bendingly difficult that boredom soon sets in.

What comes across most is how everyone's opinions are different. This does give the games producing companies scope to release games safe in the knowledge that they'll appeal to a good number of the owners. I asked what each person's favourite game was. Nearly everyone gave a different answer although Tip Off and Mickey Mouse both got a couple of votes.

Sports simulations emerged as the most popular style of game. Football was high on the agenda as the popularity of the Goal! Challenge proved, but tennis, golf and basketball games also had their fans. So, in our efforts to cover all tastes and styles I draw your attention to the wonderful feature on sports simulations that can be found on pages 28-9.



Naturally GB Action was the favoured reading with the vast majority agreeing with our reviews and rating system. There was an almost universal request for more tips and cheats which the Nintendo Hotline section will provide, giving yet more details of how to crack the puzzles and tricks of all your favourite games.

Many wanted to see more posters. Well, the A2 sized Zelda pull out is just a taster of some of the fine wall coverings which will appear over the year.

GB Action remains the only mag committed to total coverage of all aspects of the Game Boy scene. The opinions expressed by the GB owners at Sexey's School backed up this commitment. But what do you think? Are this small band of ardent GB fans unique or are there others out there who can tell us what they think? Why don't you let us know your ideas. For the cost of a stamp you can make a contribution to this fine magazine and to the whole Game Boy scene.







Game Boy fans one and all. The Goal! challenge provided some great action and frenzied contests.



Y'S Shooters

The Sexey's School Goal! Challenge

Of course we had to have a bit of game playing fun. Jaleco's fine football sim Goal! provided the excitement and the lads and lasses took over for the Super Cup challenge.

Football has always been a highly emotive game. The players appeared tense as they took the pitch, mistakes proved inevitable but the level of passion and committment was impressive.

The combatants stood quietly in the corner pitting their gameplaying skills against each other. Suddenly a cry of "suck on that" reverberated around the room and young Charles stood there celebrating a goal. As I said, it's an emotive game is football!

The pride and honour at stake showed in the faces of the victors and the vanquished. Those who'd progressed were elated, others sadly rued missed chances.

After two rounds 16 teams had been reduced to the last four. Sweden (Alaric) lined up against Spain (Tom). In a close affair Spain eventually won through on penalties. The second semi-final pitted Austria (Sandy) against Denmark (Peter). Again tension crackled across the room like electricity but Peter finally won through to provide a final of Spain vs Denmark.

Crowds flocked to the final. Nerves jangled in the dressing room and the atmosphere seemed so heated it positively bubbled. Fans peered over shoulders and strained to see the action.

In a close opening there was little between the teams but on the stroke of half-time Denmark snatched a vital lead. Tom rallied his troops for a second half assault but it turned out to be in vain as Peter clung on to his slender lead and took the title with a fine 1 - 0 victory.

The prize for Peter's marvellous achievement, apart from the honour among his schoolmates, was a copy of the game, kindly provided by Bandai.

A great two-player game, a fine tournament and a worthy winner in Peter Belmore.

Left: The winner, Peter Belmore, enjoys the fame and fortune which his nimble fingered triumph over his fellow students brought. The next Nintendo champion in the making?

Many thanks to Sue for helping organise the visit and enjoying herself so much! Special mentions due to Chris and Alex for, er, being there and to all at Junior House, especially Jennifer for a fine game idea and Stuart for being a star.

Thanks of course to Jaleco for producing such a fine game and Bandai for providing the prize.

We can reveal that Storm's Lawnmower Man is gonna take the Game Boy by storm (excuse the very poor pun) very soon. We've also got the first finished pre-production cart so here's a taster, and a review of the movie.

OUT O





GB Action's issue 12 (May '93) won 'Best Cover' at the Europress Annual Awards Dinner.

Lawnmower Man – the First Independent video

By the turn of the millenium, Virtual Reality will probably be in widespread use. It will allow you to enter computer generated worlds, as unlimited as imagination itself. It's creators foresee millions of positive uses. Others fear it as a new form of mind control...

So begins Lawnmower Man, by Allied Vision and the Big Red Trading Company. The film is set in present day sleepy smalltown America where Pierce Brosnan plays Dr Angelo, an eminent scientist obsessed with artificial intelligence and the possibilities this has for enhancing the human mind.

Jeff Fahey is cast in the title role. His real name is Jobe Smith, but he's referred to as the Lawnmower Man by the locals. They have no respect for him as he is a grown man with the mental age of a six year old who mows lawns for a living.

The local clergyman, the garage attendant and the father of his prepubescent best friend Peter are the main antagonists – they pay for their assorted evils towards the climax when Jobe's intelligence has been increased to such a degree that he can move solid objects by will power alone.

Lawnmower Man, notwithstanding its fairly simplistic plot, is more than a special effects fest. The audience's sympathies initially rest with the intellectually disabled Jobe until his personality changes into that of a megalomaniac with more intelligence than you can shake a Flymo at.

When Angelo realises what he has unwittingly done by taking advantage of Jobe's nature, the sympathies lie with him.

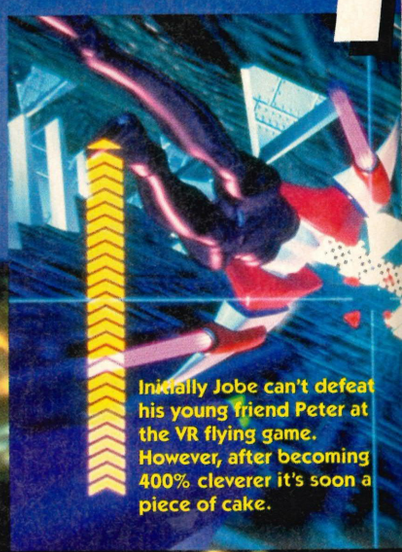
The best moments, for me, are the Virtual Reality space race sequences, which make Star Wars' holographic Chess look like a Sinclair ZX81 game, and the revenge on the garage attendant. He's firstly tied up by mind controlled petrol hoses and then given Jobe's orginial mental capacity.

Jobe breaks into the Virtual Reality development HQ with ease, creating a molecular swarm headed by an enormous VR bee to take out several armed security guards.

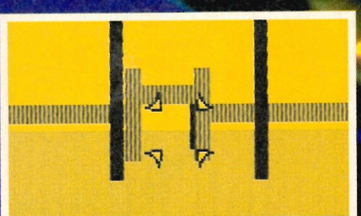
Dr Angelo follows him, only to find Jobe has transported himself into the world of VR, thus becoming a powered-up Cyberjobe.

A cacophony of noise, created by the simultaneous ringing of telephones, signals Cyberjobe has accessed the mainline computers of the world and brings the film to an end. Dr Angelo looks on anxiously, knowing that somewhere out there is a sequel...

ALEX LEE



Initially Jobe can't defeat his young friend Peter at the VR flying game. However, after becoming 400% cleverer it's soon a piece of cake.



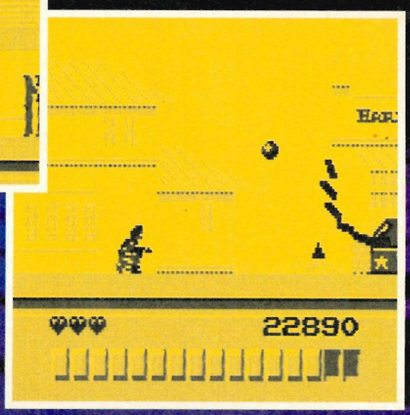
The early VR stages of Lawnmower Man are fairly simple 3D affairs. They're a good way, however, to get used to the style of the game.



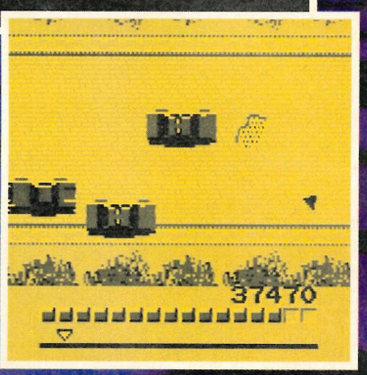
Pierce Brosnan stars as Dr Angelo, the scientist who wouldn't let it lie. He's pictured here in full virtual reality garb.



The platform stages of Lawnmower Man are the easiest. Shoot the guards and monkeys, collecting the CDs they leave behind.







The driving stage of Lawnmower Man is a hoot. Side rockets can be picked up and launched along the way. You may be barged off the road, though.

CONTROL

Lawnmower Man – the Game Boy game by Storm

We were going to review Lawnmower Man this issue, but to do it full justice many more hours of gameplay are required for this one than for the majority of games that land on our cluttered desks.

Therefore, here's further information coupled with an array of the incredible screens that go towards making Lawnmower Man the massive game it is.

Loyal followers of GB Action will have seen in-development features in the award winning* May '93 issue and the first new-look GB Action (December '93). If you're one of those lucky people, fear not for I won't repeat myself too much.

Following the plot of the film more closely than most licences – I think you'll agree that this is certainly no rush release – the Lawnmower Man Game Boy cart is structured in the following manner.

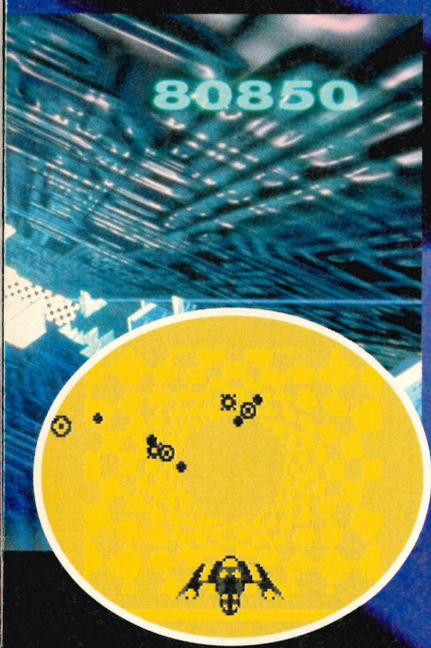
Upon successful completion of each mini-stage, a Virtual Reality (VR) portal can be entered by blasting into it with your machine gun. Once in cyberspace, you must complete a 3D challenge in order to progress further.

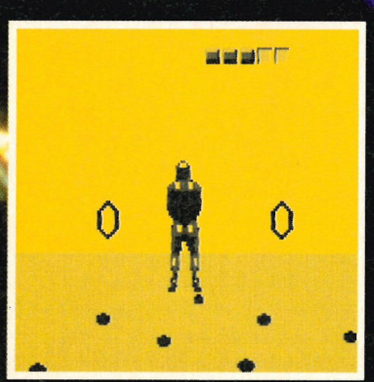
In other words, the development team at the Sales Curve have followed the plot as closely as the limits of the Game Boy dictate while staying within the traditional game design of stage followed by end of level guardian. Having said that, there is a lot more variety to Lawnmower Man than most Game Boy releases, thus making it difficult to categorise into any genre.

It would seem difficult to produce a workable Game Boy film licence featuring 3D stages, platform stages, driving stages and shoot 'em up stages. Storm have managed to do this with some aplomb without straying too far from the plot and, more importantly, without ruining it by sacrificing gameplay and good graphics.

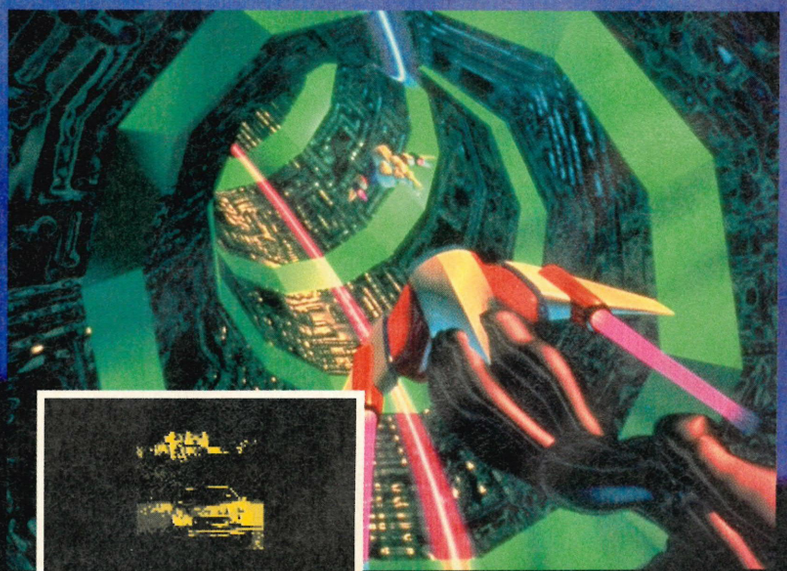
They're all in there in abundance – check out the exclusive screenshots. Next month, barring any more unforeseen circumstances, GB Action will be proud to be the very first mag to review the incredible Lawnmower Man.

ALEX LEE





Cyberjobe has been blasted away and all you must do now is shoot the hexagons. The hyper-intelligent menace is still at large though.

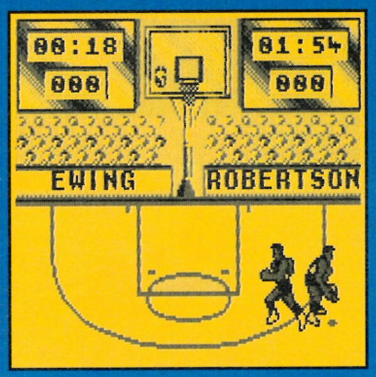


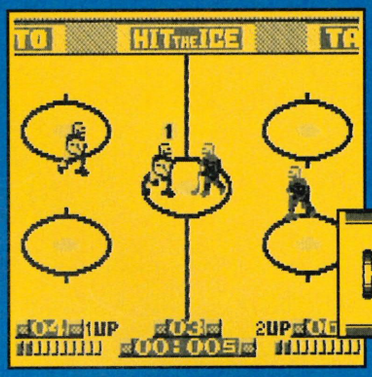
Left: The latter half of the Game Boy incarnation is loosely based on the scenario of the movie's sequel. I can't say any more.





Above and left: Sports games on the 'Boy give you the chance to emulate these heroes in a portable fashion.

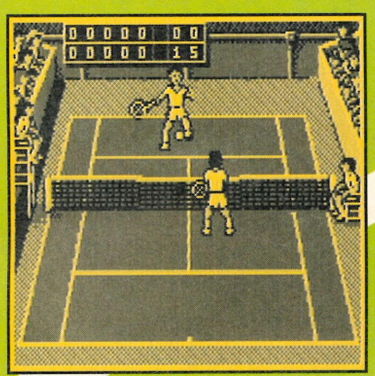




Next month we feature the invasion of American sports on Britain's most popular hand held. Baseball, American football, Basketball and Ice hockey all get the once over in the definitive guide to sport on the Game Boy.



A QUESTION O



Left: Jimmy Connors Tennis makes a top entry into the world of the sports game.

Below: Do you have the hairy (or shaven) chest needed to make it big?



"Serious sport has nothing to do with fair play. It is bound up with hatred, jealousy, boastfulness, disregard of all rules and sadistic pleasure in witnessing violence: in other words it is war minus the shooting."*

A number of sports games have appeared on the Game Boy over the years, some good, some rather poor. Here's a brief look at a bucket load of games which can really get your pulse racing.

Football

The most popular game in the world. It's not surprising then that many companies have tried to get their share of what is a lucrative market. The levels of success each has had varies. Here's a look at the good, the bad and the beautiful...

Goal! by Jaleco 90% Issue 19

My personal favourite for the two player link-up and its simplicity. Goal! introduced a new perspective to the football game genre by flicking between close up and aerial views of the action. It's eminently playable with plenty of variation in team selection and tactics available and you can play against your mates. A winner.

Sensible Soccer by Sony Imagesoft 85% Issue 20

A close runner up, Sensi offers more variations in teams, selection and formations but the small sprites on the small screen are sometimes difficult to make out. There's more of a realistic football feel to Sensi than you get in Goal! but it's let down by the lack of a two player option.

Soccer Mania by Sony Imagesoft 77% Issue 4

This little game appeared on American import well over a year ago. You play the United States against five other teams in order to win the world cup. With large sprites the game was quite playable and the link-up gives a certain lasting appeal. Against competition from Goal! and Sensi, Soccer Mania does looks dated.

Soccer by Tonkin House 54% Issue 3

Yes, well! Not too well received due to its poor graphics and gameplay. This Soccer game is certainly not one to go routing through games stores to find.

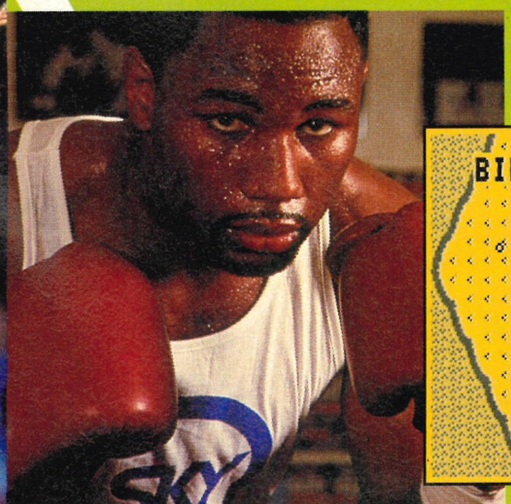
Pro Soccer by Anco 78% Issue 1

Or Super Kick Off as it is more popularly known. The translation to the Game Boy was fairly successful. Having enjoyed massive success on nearly all other formats a conversion to the 'Boy was inevitable.

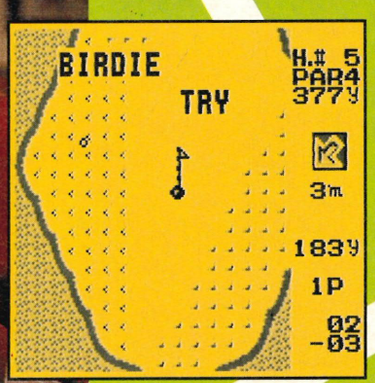
Lacking some of the fluidity which made Kick Off a smash on the Amiga, Pro Soccer got as close as the specs of the Game Boy could manage. This was certainly the best of an average bunch until Goal! and Sensi appeared.

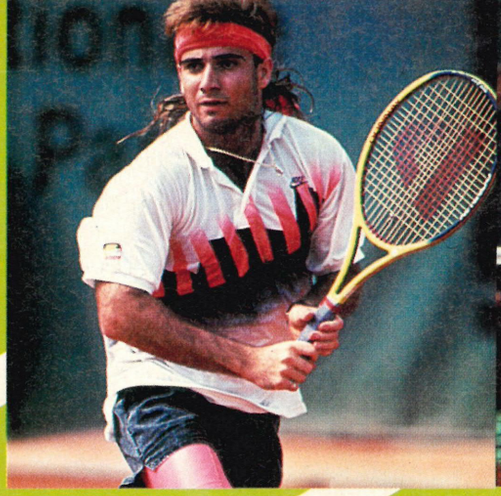
Nintendo World Cup 75%

An early effort which included pitches full of rocks and weeds. Large spud headed sprites dominated the



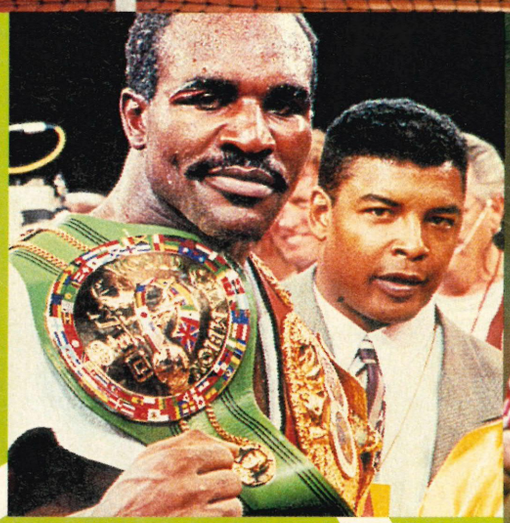
Below: Try your luck on the rolling links of Konami's Golf. You never know, you might catch the birdie!







F SPORT





proceedings in a fairly playable simulation. Again not one to go rushing out to buy now.

Tennis

Tennis has proved popular with Top Ranking Tennis just pipping Mario for the title with scores of 90% and 89% respectively. But there's a new endorser on the court, Mr. Jimmy Connors, and one look at pages 14/15 will show you who's the boss.

Boxing

Two poor efforts so far (Muhammed Ali 65%, George Foreman 40%) means there's certainly room for improvement. What's the betting that a young pretender like Riddick Bowe or Lennox Lewis will throw their endorsing gloves into the ring to challenge for this vacant title?

Golf

Out on to the rolling links we go for a relaxing eighteen or so holes. Ultra Golf chips to the green first scoring 81% in this issue. A pleasantly simple to play game featuring all the nuances of the game including match, stroke and tournament play. Unfortunately only having 36 holes lets it down a little. Still, you can't have everything.

Mario Golf scored 69% in the pull out attached to issue one but in the quirks of the game scene it now commands a distinctly respectable 80%. It's simple to play but a little haphazard in the, er, hazards which aren't very well-defined. The accuracy that you associate with golf is, therefore, a little lacking.

Jack Nicklaus Golf appeared in issue two and weighed in with 80%. It sported neatly animated graphics of both the player and the course.

With a number of courses to choose from, easy and hard levels and nifty tunes this sim beats the others at the last hole, just. Exactly the way the 'Golden Bear' used to do it. Now quickly onward to the 19th methinks.

Pool

Way back in Issue one came Side Pocket from Nintendo scoring a pretty average 63%. A bit disappointing this little effort. Okay, so it's pool, but there's nothing here to cause any kind of excitement.

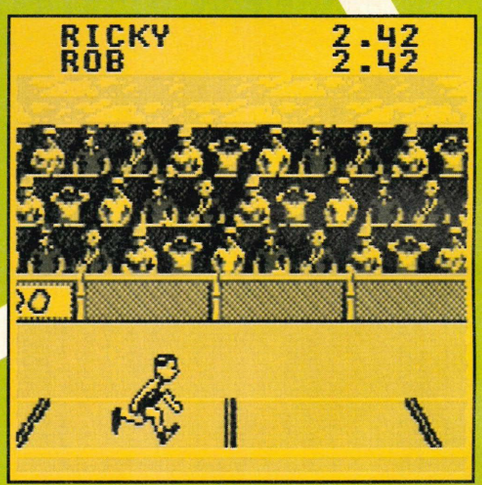
If you're after a pool sim, you might like to seek out Mindscape's Championship Pool but even that loks a bit mixed in quality.

Athletics

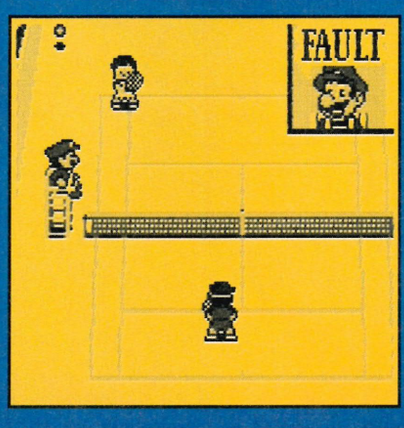
It's a head-to-head sprint between Track Meet from Hiro and old arcade fave Track and Field by Konami.

Track and Field leaps into action on the 'b of the bang' leaving Track Meet stumbling in the blocks. With eleven events to compete in there's certainly loads of variation. Genuine sweat-inducing controls add to the athletic feel.

Track Meet pulls a muscle early on to finish a disappointing second. Offering only seven events it rated 70% back in issue seven. A bit like Christie versus Lewis – no contest.



Above: Track Meet and Track and Field represent athletics during this boom time for the sport. Top: You needn't put in all the time and dedication shown by some of these stars to make it to the top – a Game Boy will do!





Far left: Mario Tennis provided a quite playable, if a little simplistic, simulation. Alongside Top Ranking Tennis it reigned supreme - until now. Left: One of the plethora of football games which have appeared over the years. Goal! and Sensi are the top two offering contrasting styles to provide something for all fans.

*George Orwell.

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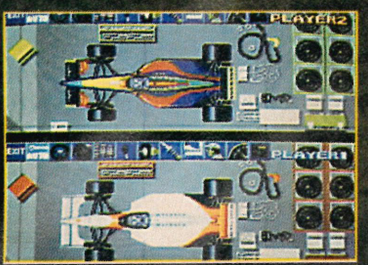
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TIPS & GUIDES

All the latest codes, Part Two of our extensive Zelda guide plus complete map and a totally wholesome guide to Dr Franken II.

With a piece of tape and last issue's map, Koholint Island will be at your mercy. Send your best to: Tips & Guides, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP.

Castle Quest

Here are a few passcodes to help your progress through the opening castles on your quest.

1. 1PPL2
2. GR1P2
3. 4R1NG2
4. M2L4N
5. CH2RR6

Addams Family

Brendan Connal of North Walsham has sent this tip for the creepy game of traps and tricks. To top up your energy pause the game then press A,B, Select and then restart the game. Simple as that!

Populous

More world codes? You want even more world codes? Okay, here they are.

105. BOROXLAS
110. WEAVDEPAL
115. BUGGBJOB
120. LOWEAT
125. FUTDIMAR
130. JOSASING
135. KILLDIEMET
140. BILKOPILL
145. IMMSODOND
150. BINQUEME
155. MININGHOLE
160. SHIYLOW
165. SCOUOLD
170. MORILAS
175. ALPAPAL
180. SHADPEJOB
185. QAZCET
190. SUZUSMAR
195. TIMOZING
200. EOAMPMET

Legend of Zelda



There's a brilliant way of getting the bow and arrows without having to fork out 980 rupees. Inside the shop run around the shopkeeper anti-clockwise about five times. When his back's turned, you can run out of the shop without paying. Ecstacy! A word of warning: don't ever go back to the shop!

Here's where to find the useful items in the first two dungeons.

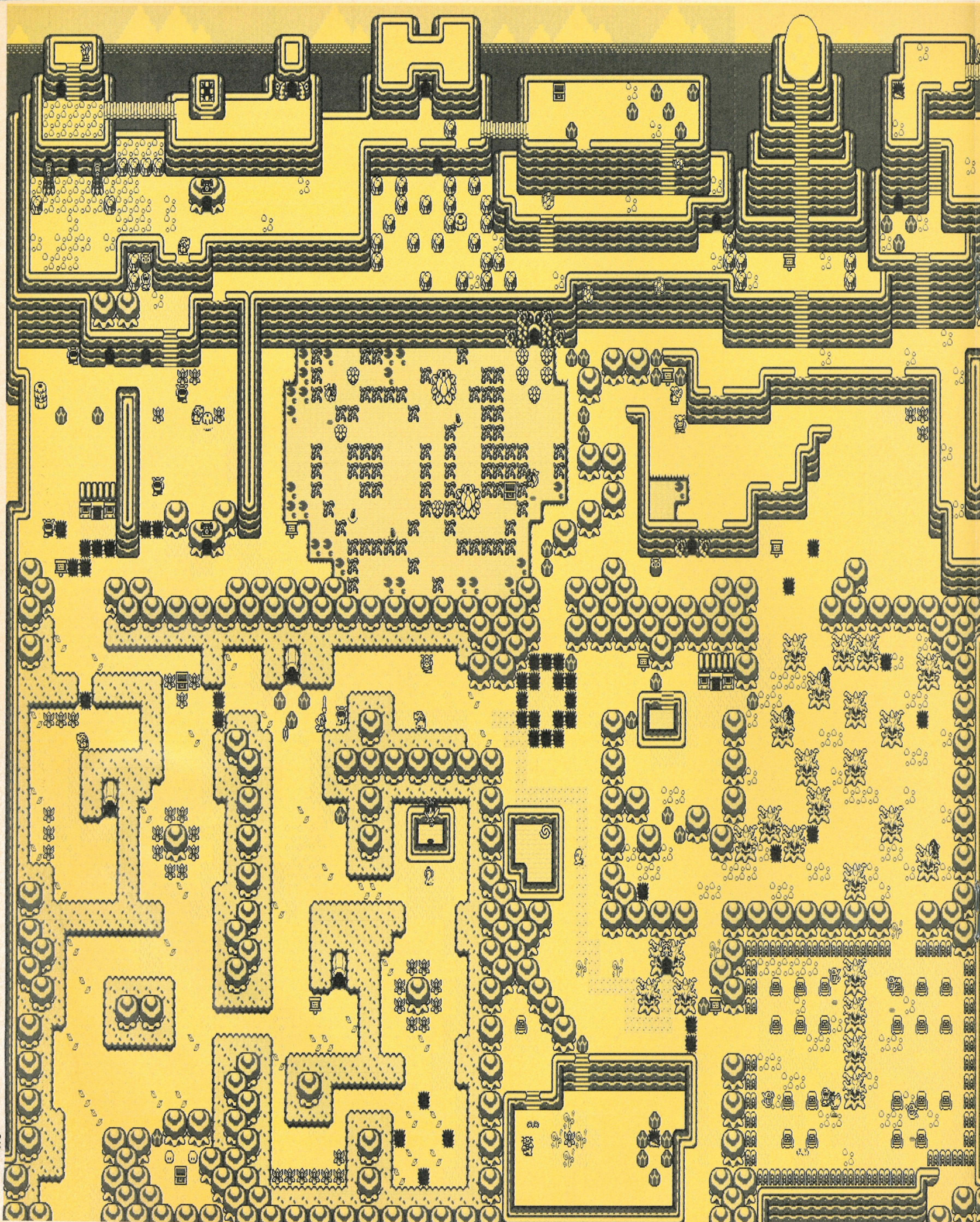
The Roc's Feather: Look in the top left room and use the shield to bounce the spiked monsters into the pits. A staircase will appear and the Feather is yours.

The Power Bracelet: This handy device is found in the top left room in the dungeon behind a locked door. Use a little bit of magic powder to light two fires and hey presto! the chest is revealed.

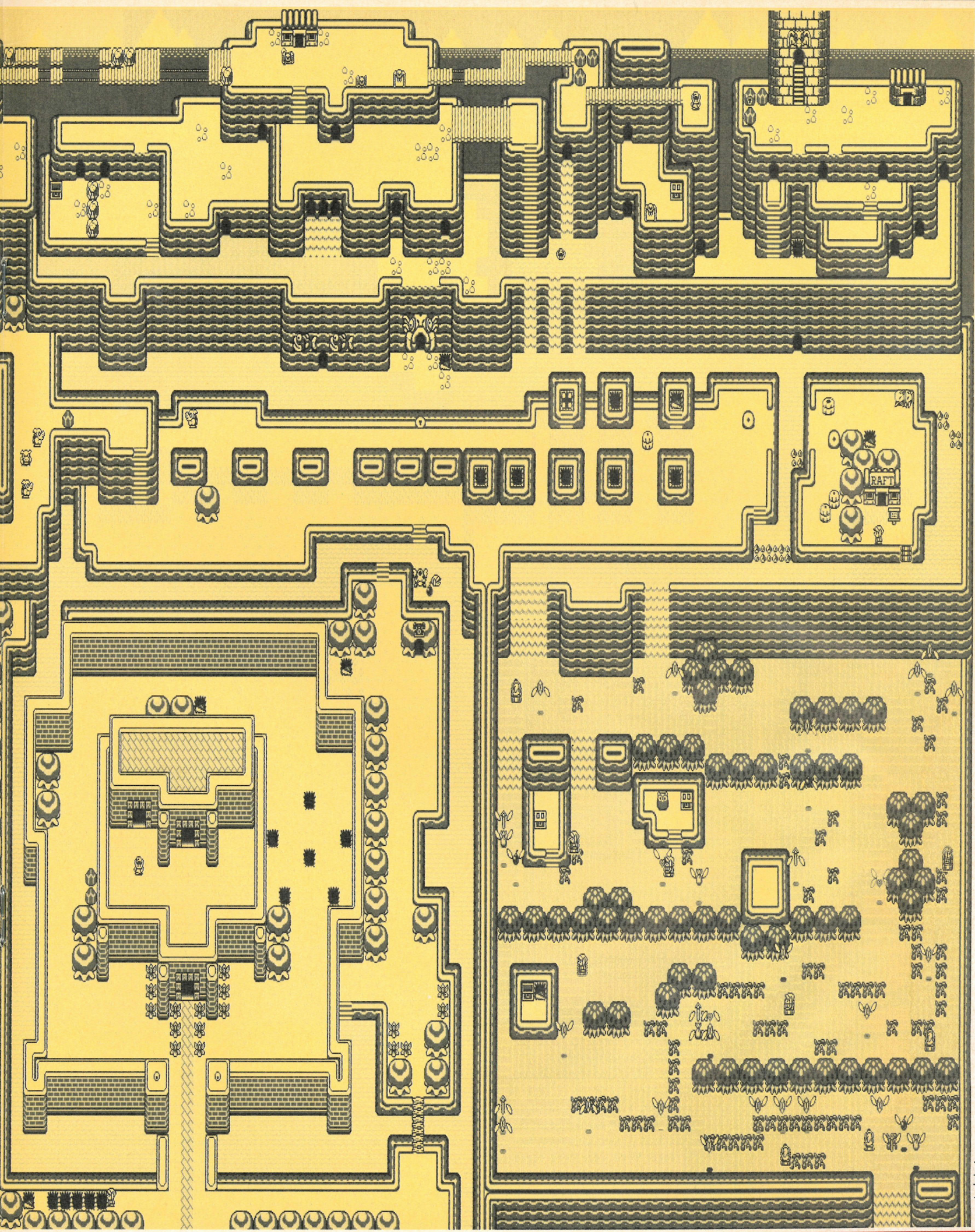
Ghost busting

There's a bit of ghost busting to be done after the Angler's Tunnel. A lost soul needs to be escorted to the House By The Bay for a final look around. He then demands to be taken to his grave to the east of the cemetry (the one sat on it's own) where he can finally find peace. The reward for all this is a secret seashell back at the House By The Bay.

▼ Part 2 of the complete map to The Legend of Zelda overleaf



The Legend of Zelda: Link's Awakening



- Part 2 of the complete map

ACTION PLAYERS GUIDE

THE L

As last month, refer to each lettered box (A to H for each dungeon). The coloured numbers match up with a room on a map. Follow the instructions for each room, and proceed through the dungeon in the order shown.

A bit of a dip in the large lake and a dive under the rocks will lead to the fifth dungeon, the Catfish's Maw.

The Catfish's Maw

Go through 17 and 18 (or 13 and 12) to get back to 4. Take stairs to 5.
19. Kill the final skeleton and get the Hook Shot.

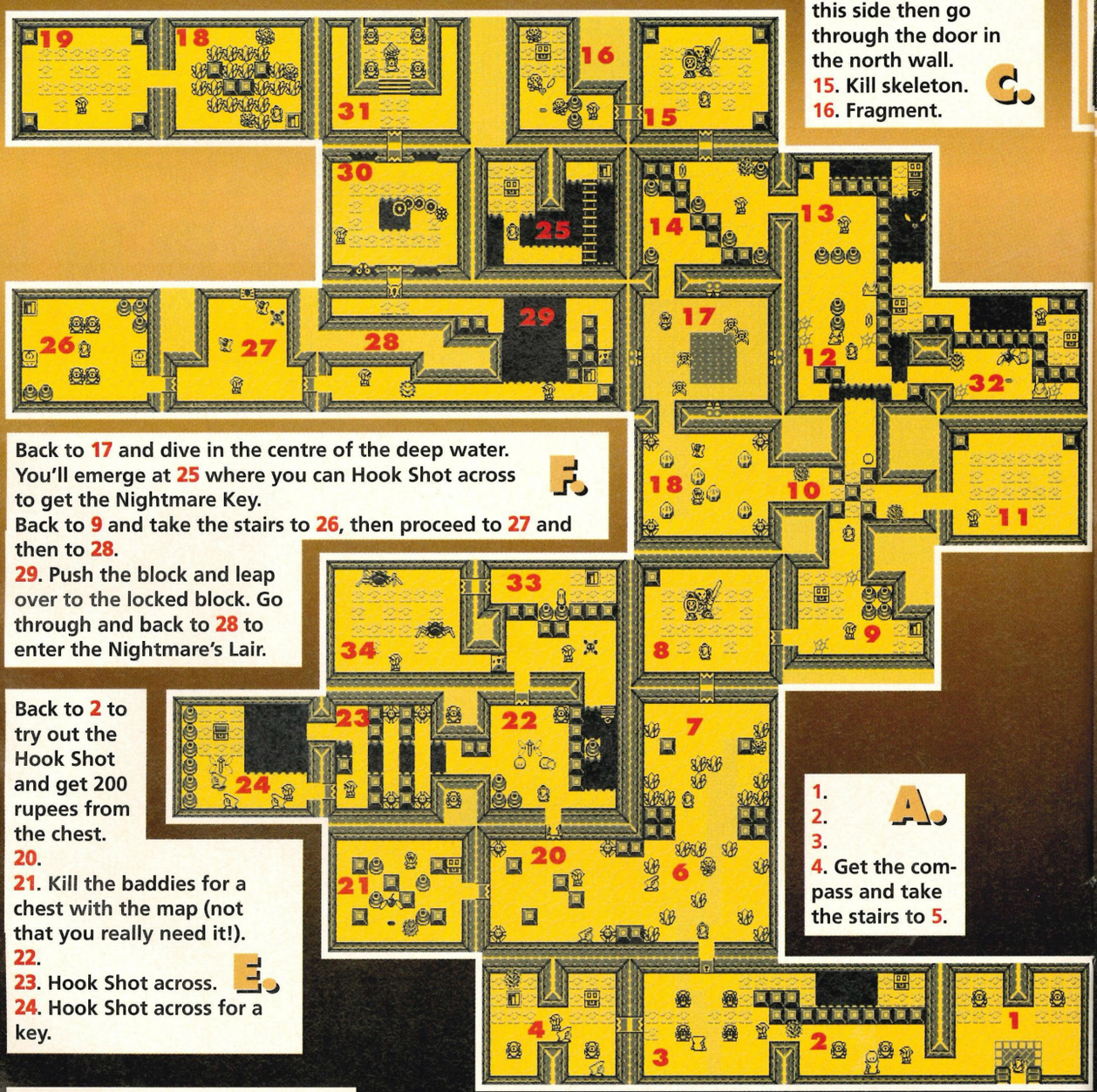
D.

30. Avoid the swinging tail and fire the Hook Shot into the monster's mouth when it pops out. Slash like mad once you've hooked it.
31. Your reward — the Instrument.

G.

12. Pegasus jump to the chest for 50 rupees.
13.
14. Kill the blobs and push a block to get to the other side of the divide. Kill the blob on this side then go through the door in the north wall.
15. Kill skeleton.
16. Fragment.

C.



Back to 17 and dive in the centre of the deep water. You'll emerge at 25 where you can Hook Shot across to get the Nightmare Key.
Back to 9 and take the stairs to 26, then proceed to 27 and then to 28.
29. Push the block and leap over to the locked block. Go through and back to 28 to enter the Nightmare's Lair.

F.

Back to 2 to try out the Hook Shot and get 200 rupees from the chest.
20.
21. Kill the baddies for a chest with the map (not that you really need it!).
22.
23. Hook Shot across.
24. Hook Shot across for a key.

E.

1.
2.
3.
4. Get the compass and take the stairs to 5.

A.

You can now nip back to 13 to get the 50 rupees from the chest.

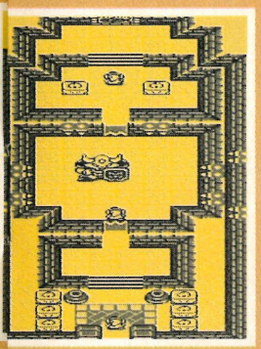
By using this route there seems to be no reason to go to 32 (the chest contains a key) or 33 and 34 the stairs at 33 can be by-passed. The spiders at 33 are killed by firing the Hook Shot into their open eyes. Try it if you wish but there's really no need!

H.

5. Push the blocks into a square for a key.
Take the stairs back to 4.
3. Unlock door.
6. Then to 7.
8. Hit the skeleton under his sword arm and then place a bomb when crumples. Repeat a few times until he's had enough.
9. You can open the chest but there's just a sarcastic message from the Master Skeleton.
10. Push the centre block up. Go left off screen and then back to 10. Now push the block right and go up to stand on the switch. Go off screen again and back on, push the block down and enter room 11.
11. Kill the skeleton as you did in room 8.

B.

EGEND OF ZELDA



Towards the Face Shrine and into it below

As a break from dungeon delving you can complete the swapping chain. I'll let you work out who gets what for yourselves. It all culminates at the mermaid statue which reveals a passage and the magnifying glass. The significance of this little device will be revealed later.

A visit to the maze will show you the way to the third Ocarina tune but make sure you have the 300 rupee fee handy. Follow the signs in a straight line to each post. A secret entrance will then be revealed.

In order to get to dungeon six you need the Face Key which is guarded by this big dude in a shrine just to the north of the Animal Village. Find your way through the columns and guards to the entrance to the shrine. The bow and a few arrows will soon sort this guardian out and leave you the key. Take a peek at the mural on the wall to begin working out what this little adventure is all about.

The entrance to the dungeon proper is hidden under the left of the two guards stood on the island north of the guardian shrine.

5. Bomb the orb again going up the left passage.
6. Lift the pots for a switch to open the left door.
10. Bomb the ghosts for a chest with the dungeon map.
11. Throw a pot at the door.
12.
13. Get compass. Hit the orb and back to 12.
14. Get the 100 rupees from the chest. The stairs lead outside to a Secret Seashell. Hit the switch.

Get the fragment from the chest at 15 and go back round to 13 and hit the switch. Carry on along the corridor through 16 and 17 to 18.
18. Kill the ghosts for a small key. Back to 5. Throw statue at the right door and get yourself 100 rupees from the chest at 4. Go back to 1 and go right. **D.**

29. As before. Go south.
36. Skirt around the edge to get all the monsters sucked into the pit. **H.**
37.
38. Light the fires with powder for two fairies.
39. Keep slashing and bomb the face whenever possible.
40. Collect the Coral Triangle.

26. Bomb north wall.
27. Throw the ball back at the playful little scamp.
28. Lift left statue and take the stairs.
29. Go to the bottom left corner and slash like mad.
17. Throw statue at the left door. **F.**
16.
15. Take stairs.

30. Bomb rabbits, then to 31.
32. Bomb switch for the chest and 50 rupees.
33. Bomb worms. **G.**
24. Hook Shot across.
25.
34. Get the Nightmare Key and hit the orb.
Down to 35 and get the 50 rupees from the chest in 22.
Take the stairs at 28.



8. Throw a bomb as the ghosts have disappeared. Time it right and it blows up as they reappear. Alternatively hit them with the Hook Shot and bomb them while they are stunned. **B.**
9. The level two Power Bracelet. Lift the big statue and go north to 5.

19.
20. Swing like mad!
21. Throw statue at door to the right.
22.
23. **E.**
24.
25. Key. Back to 21. Go north.

1. **A.**
2.
3b. 50 rupees

5. Place a bomb at the switch and go up the right passage.
6. Bomb the centre of the east wall.
7. Kill the monsters for a set of stairs.

Continued...

THE L

The

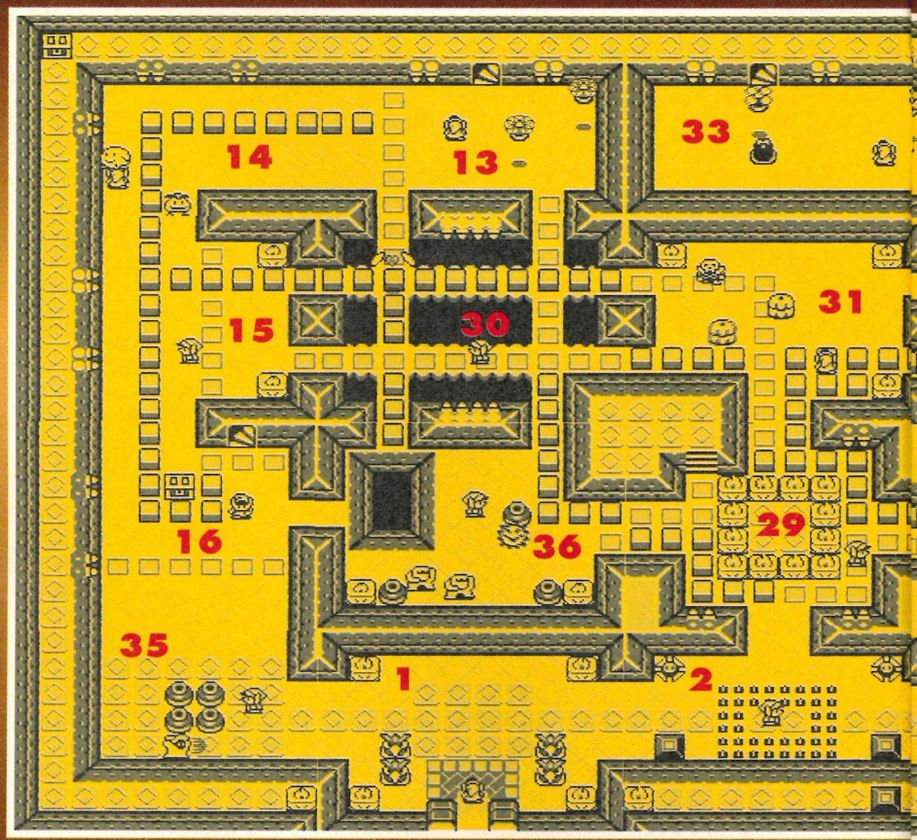
We're getting there! You now need the help of a Flying Rooster found under the statue in the square of Mabe Village. The third Ocarina tune has a startling effect on what at first appears to be a heap of junk. A trip north to the mountains is now in order.

While you have the Rooster another Secret Seashell can be retrieved from just south of the castle. The Rooster will lift you over the previously impassable pits.

With the rooster's help to retrieve the key for the Eagle's Tower you can now attack probably the most complicated dungeon in the whole of the game.

Y'see there aren't four floors as the map screen indicates, there are only three. The fourth falls into the gaps on the third once you've achieved the first objective of bringing down the pillars on the second floor. With me so far? Here we go...

Floor 1



13.
14. Go round the outside of the blocks avoiding Kirby. The chest contains a secret seashell and can be reached at any stage by falling through any of the outside pits in 18 or 20.
15.
16.Take stairs.

C.

Back to 12.
13 to 16.
17.
19. Push the top and bottom blocks and place a bomb in each to create a passage in between them.

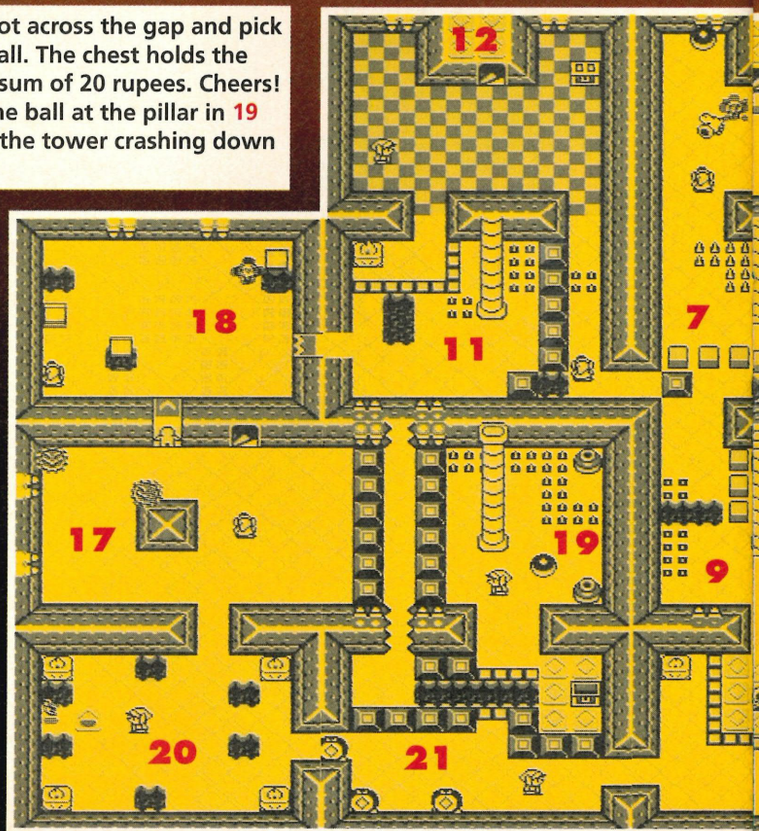
E.

20. Kill ogre for key.
21. Kill penguins for a chest. Go to 10, pick up the ball and throw it across over the railed pit. Back round to 11 and through the blown passage to 21.

F.

Hook Shot across the gap and pick up the ball. The chest holds the princely sum of 20 rupees. Cheers! Throw the ball at the pillar in 19 to bring the tower crashing down to earth.

Floor 2

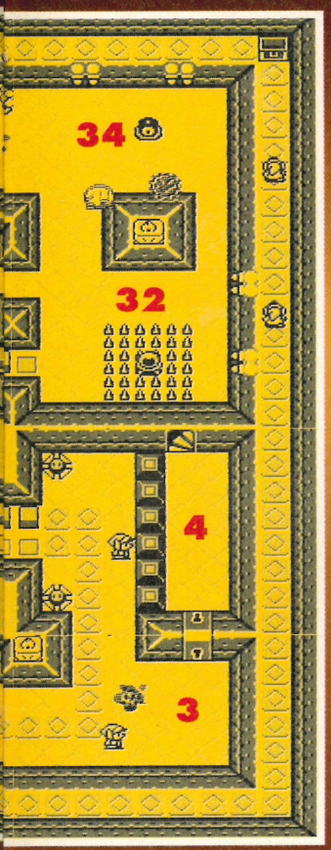


17.
18. stand in corner and slash tiles.
11. Throw ball at pillar. Push bottom block into pit and take the ball to 10. You can't jump with the ball so throw it over first and then jump.
Go down to 10 and throw the ball over the rail.

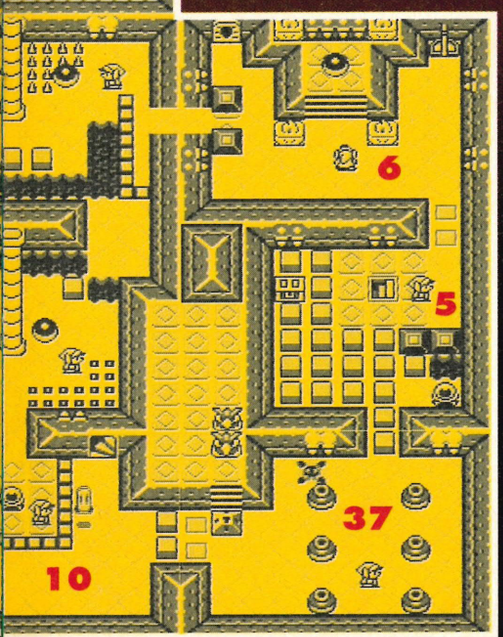
D.

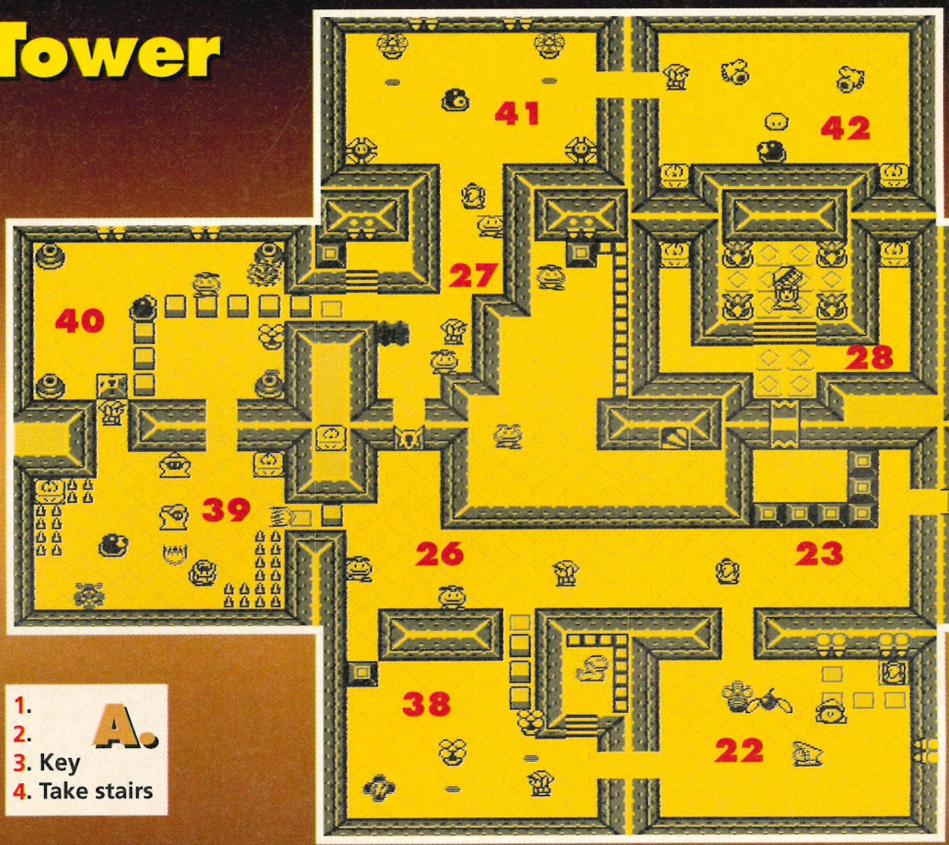
EGEND OF ZELDA

Eagle's Tower









Floor 3

1.
2.
3. Key
4. Take stairs

A.

Go back round to 10 and take the stairs to 22.

23.

24. Kill the bat squadron.

25. Push the blocks together for the Nightmare Key. Hit orb.

26.

27. Hook Shot across and take the stairs at 23 to the roof for the meeting with the guardian. Select the mirror shield and your sword. Swipe if the bird's in reach. When it uses the feather and wind attacks defend yourself using the shield. Easy, really. Barring natural disasters you can now get into 28 and grab the Organ of Evening Calm.

G.

5. (The chest contains the mirror shield. At some point before meeting the guardian you'll need to get this. Hitting the orb at 10 should let you get to it.)

6. Place ball by the lever. Pull lever then pick up ball and run through closing blocks.

7. Throw ball at pillar.

8. Horse heads reveal map.

9. Throw ball at pillar.

10. Hit orb.

11. Take ball to 11 and throw it over the rail (not into the pit!).

12. Kill penguins for the compass. Take stairs.

B.

Other rooms

In what is a quite complex dungeon this is probably the easiest way through. A number of rooms have been missed and here's a brief run down of these in case you get lost or are curious about what you're missing.

29 to 33. The orb at 32 will change the pegs if you get stuck. Aim for the stairs at 16 to regain your bearings. The stairs at 33 lead to 8.

34. The chest holds a key which you don't really need but could use at 37. Get on to the ledge by falling through the pit at 5.

42. A chest with 100 rupees is the reward for surviving this room and throwing the horses heads around.

H.

Continued...

inRETRO REVIEWED IN ISSUE 20

On, and on, and on it goes. Zelda remains easily the best, most playable and addictive Game Boy game ever designed. Superb.

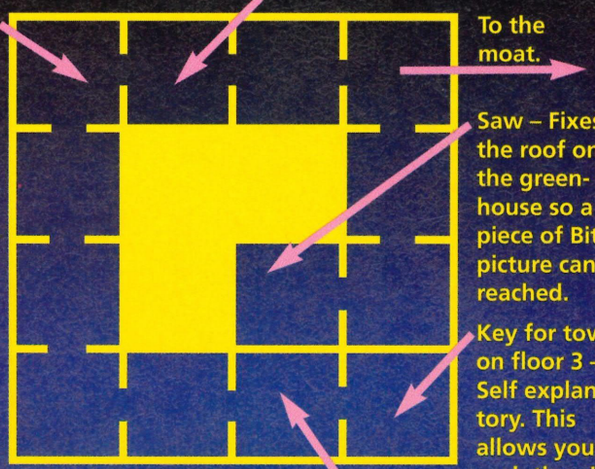
If you don't have a copy of the first part of our wonderful guide and map then check out how to order a back issue. You'll find the coupon on page 49.

96%

ACTION PLAYERS GUIDE

The Chateau

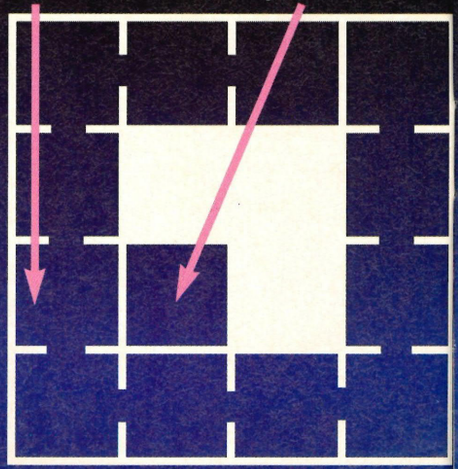
The central part of the game. This is where Franky begins his quest and ends his quest. But there's a whole bunch to do and loads of places to go between the start and finish...



Floor 1

Matches – Needed to blow rocks away for access to the mine. Use with the cannonball from the shed and the gunpowder for a big bang.

Aqualung – This is needed for underwater exploration and can't be collected until you have the raft and the coat hanger from the garden.

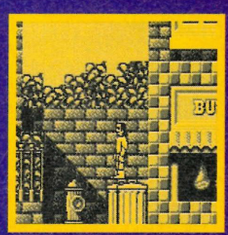


Floor 2

DR FRANK

The Village

A few helpful bits and bobs here, including maybe the most important item in the game – the transporter.

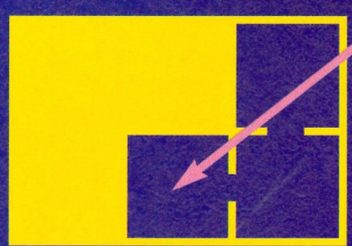


When you reach here first jump onto the dustbins, the fire hydrant to the left and finally onto the hedge. The buildings have items on the outside, namely a door knocker to get into the first house in the village.

House in Village

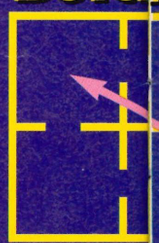


Floor 1

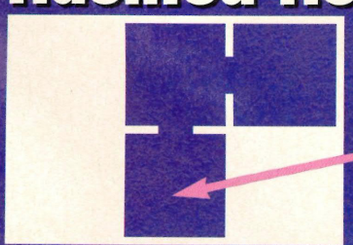


Floor 2

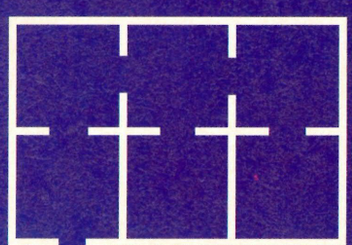
Butch



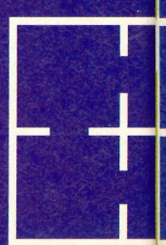
Haunted House



Floor 1



Floor 2

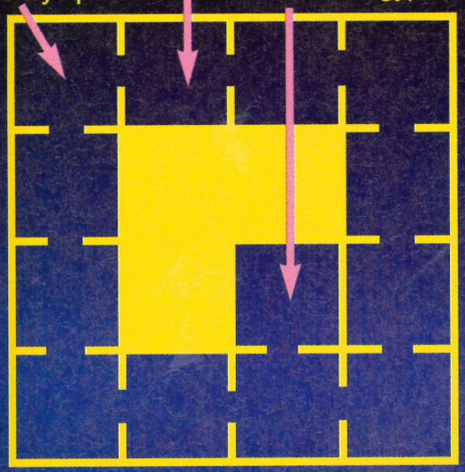


Floor

Back Door Key – The most important item in the entire game. Without this you can't even leave the castle to collect any of the other necessary items.

Piece of Bitsy's picture.

Passport – Needed for travel to Egypt.



Floor 3

The Forest

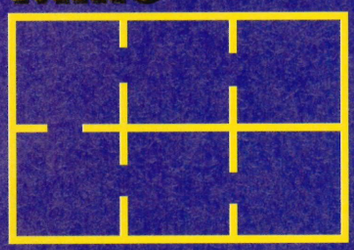
A few important items can be snatched from here. Firstly you will have to collect the coins in the trees tops above the shed. This allows you to get past the geezer stood by the bridge. You can find a ladder in the tree tops, it gives you access to the village.

Fall into the pond below the bridge and collect the fish. This feeds the hungry bloke by the hut and allows you to step inside and collect the cannonball.

Hut

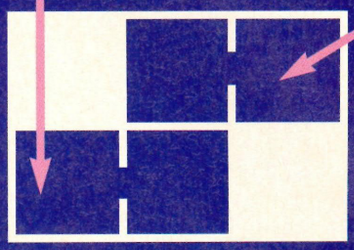


Mine



Floor 1

Piece of Bitsy's picture.

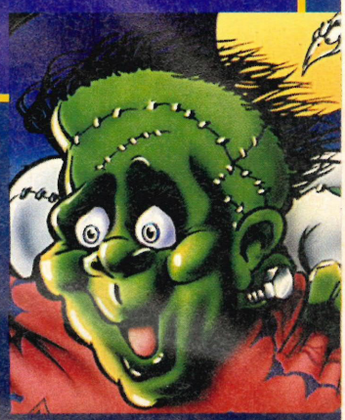


Fuse – This is for bringing the generator into action so Franky can rejuvinate at any time.

Floor 2

KEN II

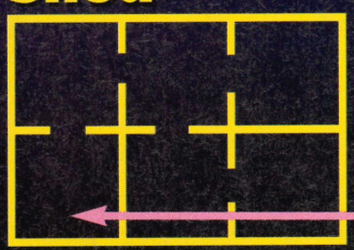
Although not as vast a task as it's haunting predecessor, Dr. Franken II still manages to pose a few problems...



The Garden

When you've found the bone Franky can step into the garden.

Shed



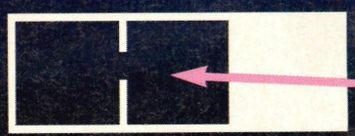
Raft – Allows you to get across the pond to the greenhouse.

Floor 1

Greenhouse

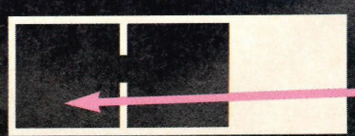


Floor 1



Floor 2

Axe – Chops tree back at the chateau so you can reach the sword.



Floor 3

Piece of Bitsy's picture.

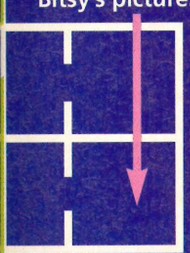
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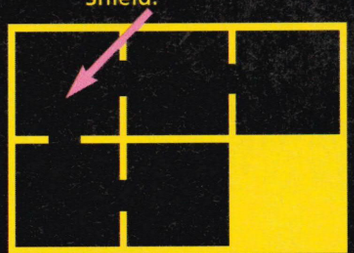
Collect the bone from here to give you access to the garden.

Piece of Bitsy's picture.



3

Shield.



Floor 2

Halfway across the pond, a coat hanger is suspended in mid air. Collect this to hang the picture back on the wall in the art gallery back at the chateau. This allows Franky to find the aqualung for underwater travel.

inRETRO

REVIEWED IN ISSUE 14

Although Franky's quest takes him around the world the transporter makes this task easier. Maybe much too easy, as some found.

Neat graphics, excellent gameplay and a decent puzzle element make Franken II a must. Not as tough as its predecessor, but a credible follow up.

87%

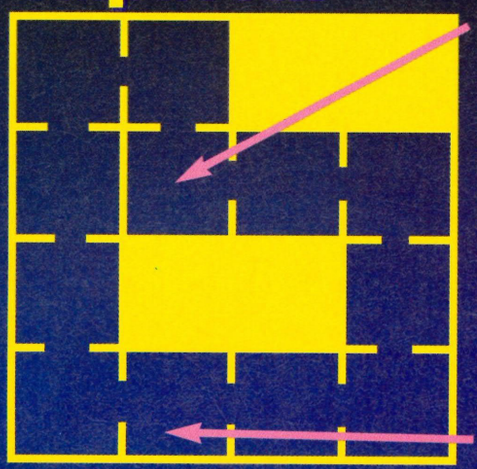
ACTION PLAYERS GUIDE

DR FRANKEN II

The Sea

Be sure to collect the oxygen cannisters to keep Franky alive.

Shipwreck



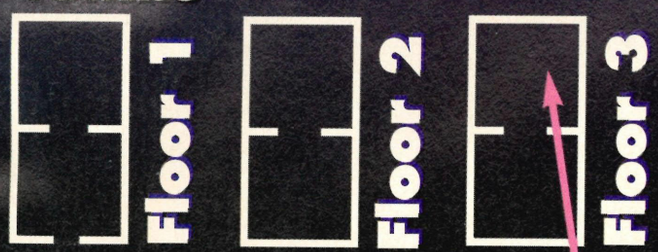


Directly above the shipwreck there should be a spade floating about. Pick this up and the underwater cave opens up. Go into the cave and pick up the trumpet. This opens a door in the music room back in the chateau. Return and collect your passport.

Egypt

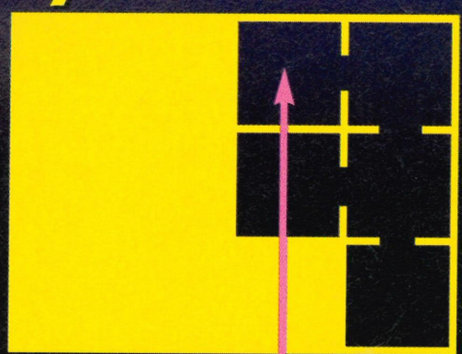
Collect your passport before heading off to Egypt for this part of Franky's quest.

Tombs



Scroll – Get the scroll. This will give you the task of collecting coins necessary to pay for the magic carpet needed for safe travel to the pyramids.

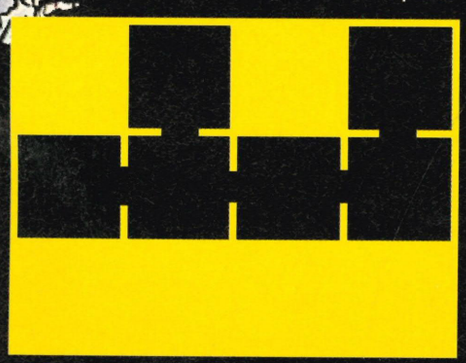
Pyramids

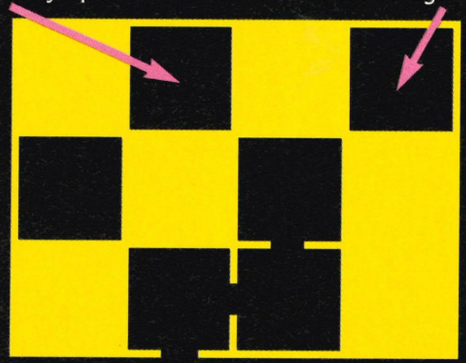




Hammer – knocks the wall through so Franky can collect the piece of Bitsy's picture.

Light bulb – illuminates the haunted house in the village.





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Logic 3



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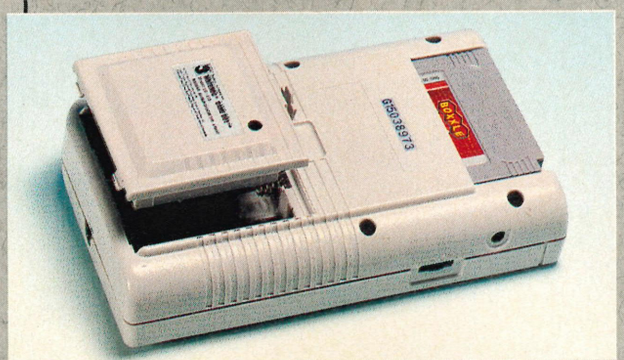
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Pro Action Replay

Crash Dummies

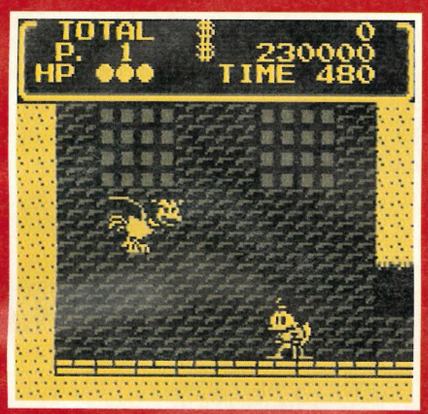
For no time limit punch in 016084C0
For infinite lives simply punch this combination in 01058AC0

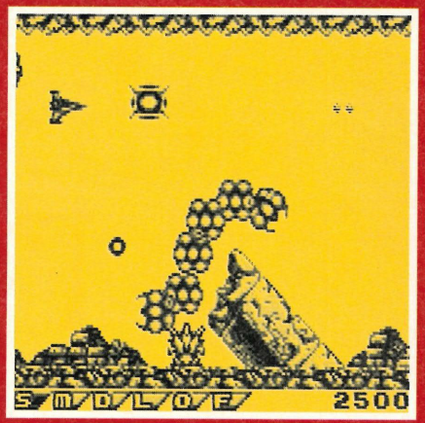
Nemesis II

010280C9 gives infinite continues
0A033CCC invincibility is yours when this code is enabled.

Super Kick-Off

073104C9 is a code sent in by John 'Windy' Miller for infinite time. This means your game could go on until you either go blind or die. Nice one.





Duck Tales

01021ACA – infinite lives
079611CA – infinite time. These were also sent in by John Miller, I wonder if he's done any more?

Castelian

John Miller worked overtime for these codes. His efforts have been rewarded. For infinite time to complete any inferno bung in 079912C5. Alternatively you could have infinite lives by using the following code: – 010316C5. That wasn't hard now, was it?

Game Genie

Motocross Maniacs

For infinite tyres and jet after you've first collected them punch in FAD-CDE-4C1 and FAD-C7E-4C1 respectively.

Sword Of Hope

001-72B-F75 gives you infinite hit points
09A-BFD-F7E starts you with a grand total of nine dexterity points
09A-C4D-F7E starts you with, guess what, nine stamina points
F04-A0C-6E9 frees the Shaman
F0A-3CC-6E9 Forest Shop is free.

George Foreman's Boxing

For the unfortunates who forked out the readies for this dog of a cart, and still insist on playing it, here are a few little codes for ya!
3E9-CBE-4CA gives fat Georgie boy infinite energy
001-89E-E6E no timer
3E7-EEE-08A infinite superpunch.



Super Hunchback

003 A39 3BE is a code sent in by Rhydian Davies from Pontyclun which gives you infinite time. Be absolutely sure, however, to switch this off at the end of the level.

Looney Toons

Michael Cocke from Ireland has sent us this bizzare code for speeding the timer up. 028-9CF-E6E



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EuroFeb

A NATION OF KILL

150 Children were probed about violence. Nearly three quarters of the sample admitted to losing their temper when playing video games. Could video games make children more violent? Read on...

Entitled 'Children And Video Games', the report by Aston University's Communications Research Group probes the experiences of 150 children. The kids, aged between seven and 16, were picked only if they were interested in video games.

The 37 page long report comes up with some fascinating facts and figures. The main findings are summarised here – parents and children alike could do a lot worse than to read them and take heed from them.

Research Director Dr Guy Cumberbatch was surprised to see that video game playing was in the top three preferred pastimes in only 20% of the children surveyed. Sporting activities such as football, cycling, tennis and cricket were the most popular.

Television, paradoxically, was the least popular pastime. Less than one in seven of the children surveyed gave up their hobbies or reduced the time spent doing them to play video games.

On the more emotive subjects of addiction and violence, 97% of the children agreed that young people could become addicted to video games. Having said that, 84% revealed that other pastimes could be just as addictive.

Almost 75% of the sample admitted to losing their temper when playing video games. When asked if they tended to lose their temper more often with video games than when playing other things, however, most of the kids (60%) said no.

Fifty-eight percent of children thought that video games could make people more violent, but only in the form of fun fights.

Only one child thought the violence could be serious if a fun fight went too far.

One of the most interesting points to be raised was that only 3% of parents placed restrictions on the type of video game the kids could play. This was in marked contrast to 58% of parents who censored their television viewing time.

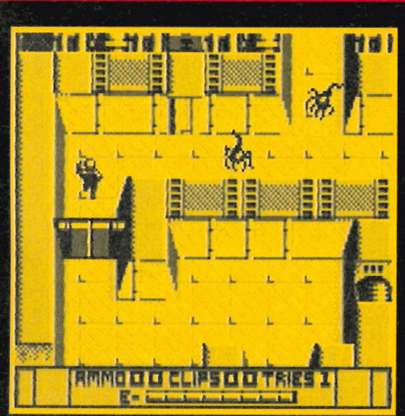
Dr Cumberbatch's conclusion was that the biggest problem was the lack of parental knowledge regarding video games.

He was reassured, however, to find that the children surveyed showed an intelligent interest in the concerns sometimes expressed by adults.

IN CONCLUSION...

Subjects in the study were mainly (79% of 'em) recruited from the audiences attending Gamesmaster while it was being recorded in Oxford. The remainder were made up of customers in a video games store in Birmingham city centre. All the interviews were carried out in August '93.

The research was stimulated by media concern that children are becoming addicted to video games and are therefore becoming more violent because of them.





Far left: Alien 3. It's a kid's game taken from an adult movie as is... Left: Terminator 2 – The Arcade Game.

E R S ?

Children And Video Games:
An Exploratory Study
By Dr Guy Cumberbatch,
Andrea Maguire and
Samantha Woods

It's obvious that video games have inherited the legacy of social concerns about the effects of the various mass media on kids.

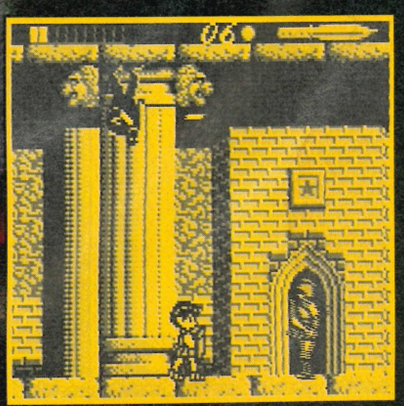
Evidence from the study points to video game playing as a time filler which relieves boredom rather than encroaches on other hobbies. The children surveyed distinguished play violence from serious violence and admitted to copying play fighting. Even so, however, the kids were unsure as to the inspiration for their play (video games or TV wrestling for example).

In conclusion, concerns that young people are becoming increasingly violent because of being hooked on video games receive little support judging by this study.
ALEX LEE

The Communications Research Group
Aston University
Aston Triangle
Birmingham
B4 7ET



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TESSERAE

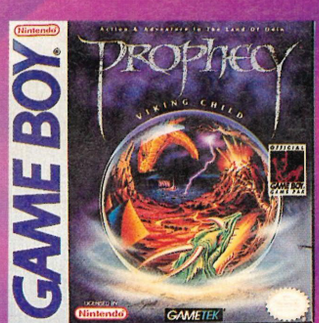
"Easy to play, but difficult to master", Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.



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Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

With Gametek's Humans the only missing link is you!!



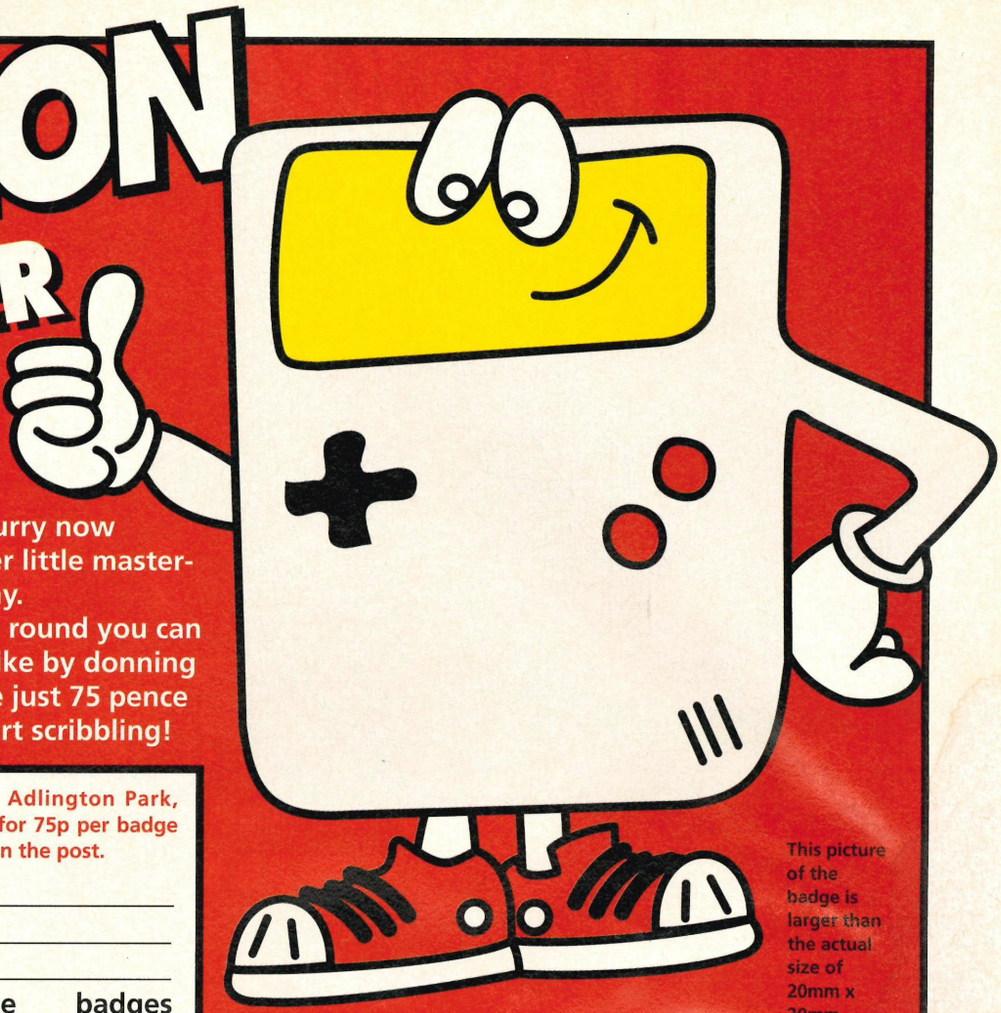
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GB ACTION BADGE OFFER



Remember issue seventeen anyone? The issue with Mortal Kombat on the cover? The swanky GB character badge? Well, hurry now and send in just 75 new pence for another little masterpiece to keep badge number one company. Alternatively, if you missed him first time round you can be the envy of your friends and family alike by donning one of these beauties. Remember, they're just 75 pence each. Well, what are you waiting for? Start scribbling!

Send to: Badge Offer, GB Action, Europa House, Adlington Park, Macclesfield SK10 4NP. Make cheque or postal order for 75p per badge payable to Europress Interactive. Do not send money in the post.

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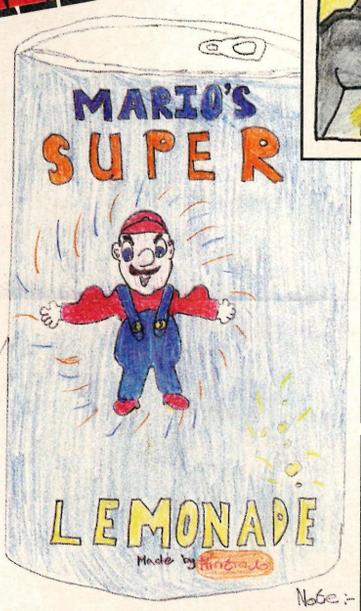
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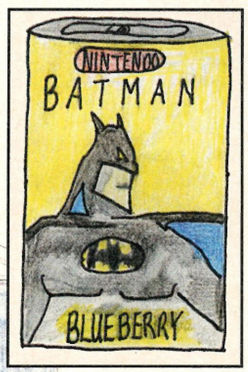
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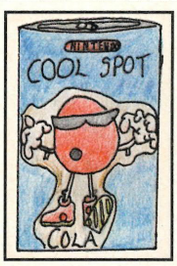
This picture of the badge is larger than the actual size of 20mm x 20mm.

GB ACTION THE GALLERY











Well, we asked you if you could come up something better than our design (news last ish) and you tried. Thanks to Jimmy Leadbetter, Cheshire Simon Erskine, Belfast Scott Wallace, Sheffield

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Ten Mortal Kombat Hint Books:
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COMPETITION



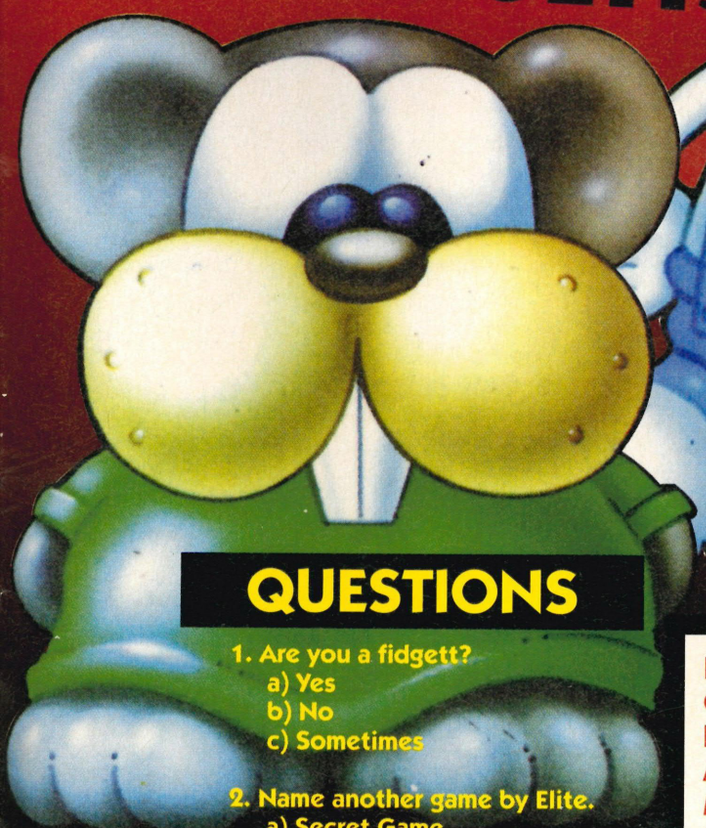
The fantastic Fidgetts cart has been testing some of the nation's finest games players over the last month or two. Many a nightmare's been had as players try and guide the dynamic duo from the depths of the drains back to the port to grab the ocean liner taking them to the States.

Imagine how incredibly fab you'd look with an Elite T-shirt and a spanking brand new copy of the cart. Your friends would totally worship you, really.

All you have to do is answer the rather taxing questions below, bung the form in an envelope, apply a stamp to the envelope and send it to us at GB Action.

ANTS IN YER PANTS?

WIN FIDGETTS SHIRTS & CARTS





QUESTIONS

1. Are you a fidgett?
   a) Yes
   b) No
   c) Sometimes

2. Name another game by Elite.
   a) Secret Game
   b) Dr. Franken
   c) Mortal Kombat

3. Which rather splendid chappie reviewed the game in issue19? There's absolutely no bias here by the way...
   a) Andy Sharp
   b) Andy Sharp
   c) Andy Sharp

Fidgetts Compo,
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Adlington Park,
Macclesfield,
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ANSWERS _____

1) _____

2) _____

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Answers to be in by 25TH FEBRUARY 1994.

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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 or phone conversations will be entered into.

MANGA

SPECIAL REVIEW UPDATE



There's more to Manga than mindless violence, demons and gore. Prepare yourselves for part one of the Rumik World series and more!



Above: A few of the cronies in Crying Freeman Chapter 3. Right: African Tusk bloke Far right: Wicked City heroes.

More and more people are looking into the Manga genre and our new instalment has three very different animated beauties for everyone to look through. Here's the pick of the more recent releases.

WICKED CITY

Recently released by Manga video, Wicked City is a bizarre chiller set in Tokyo. The film is set at a time when an absolutely vital ancient treaty of non-aggression between the human and demon world is up for renewal.

The treaty has been in effect for centuries. Without it life as we know it would be plunged into chaos and terror. The pact has always been upheld by a group called the Black Guard.

With the treaty almost being up for renewal every new agreement is contested by both sides until an all out sabotage attempt is made. The target for all the saboteurs is Dr. Joseppe Malyart. Without him, the signing ceremony won't be successful.

The doctor arrives into Tokyo to oversee the signing of the treaty and is put under the protection of the Black Guard.

Needless to say this is where the action really begins as a whole manner of strange goings on begin to happen. Will the treaty be signed?

Running in at 83 minutes this should warrant viewing several times. The overall gore content is pretty high. This coupled with the bizarre story leaves the viewer open mouthed. A killer!

OUT NOW! Cert: 18 Price: £12.99

CRYING FREEMAN Chapter 3: Retribution

Continuing from the two previous excursions, the Chinese Mafia's most potent killing machine returns to take on the bad guys. Freeman Yoh is a world famous assassin for the 108 Dragons gang. Crying after killing is the only hint to his inner struggle against his murderous 'occupation.'

In the third chapter of the series a gang of political mercenaries with the strange name of 'African Tusk' perform a terrifying assault on the 108 Dragons.

As with the previous two excursions there's neat animation, plenty of violence and a corking storyline as Yoh vows to seek out the attackers and exact his revenge.

African Tusk are no pushovers and it's up to Yoh to put an end to their reign throughout Africa and Europe.

The storyline is beginning to become offbeat but the overall effect is still stunning.

OUT NOW! Cert: 18 Price: £8.99

RUMIK WORLD-FIRE TRIPPER

Japan's most popular comic artist Rumiko Takahashi, who also created Ranma 1/2, brings Fire Tripper out to grab our attention.

A weird bell holds the key for time travel for seventeen year old Suzuko who gets blown back in time after an enormous gas explosion in modern day Tokyo.

Awakening on a battlefield 500 years ago, and rescued by a young warrior, Suzuko sets about finding out exactly what's going on.

As is the norm, it's an extremely unlikely story, but with a potential younger audience able to see this, the monsters, black magic and cyberpunk take a well earned rest.

The twists and turns in the plot don't leave the viewer confused as can be the case. Short and sweet at 49 mins. **OUT NOW** Cert: PG Price: £8.99







Above: A mutation from man to monster is quite common in Wicked City.
Left: Freeman Yoh and spouse show off their tattooes. More violence is witnessed here, keeping in line with all the previous chapters.





Left: Rumik World – Fire Tripper seeks a younger audience than Freeman and Wicked City.
Below: The Black Guard burst into action with force and venom in the weird and wonderful Wicked City.



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NEW RELEASES - JAN/FEB 94

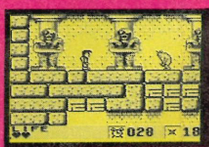
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GBA/FEB

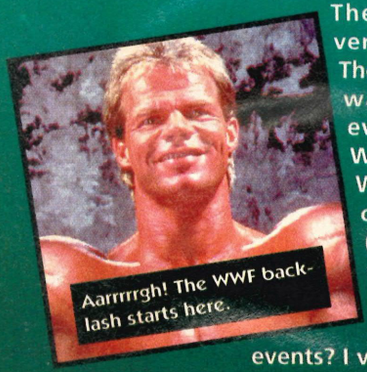
WRITE HERE WRITE NOW

Welcome to the new and improved Write Here, Write Now, the brightest letters page in the known universe, now complete with opinions!

We love WWF... not!

Dear GB Action,

I like GBA and get it every month. It's reviews and Buyer's Guide are very good. The GBA team are very good (Thanks – The team). I look forward to buying it every month. BUT... Why do you pick on WWF? It has got over 5 billion fans (how many?) world wide. Have you ever watched any of the main events? I very nearly stopped buying GBA due to the things you wrote about WWF. I am a very big fan of WWF. Also why print stuff on Manga?


Aarrrrgh! The WWF backlash starts here.

You're right about Double Dragon, it's rubbish.

Peter Wilson, Bedfont

Actually we pick on WWF 'cos it's naff. The games are naff, the bouts are naff, it's all naff. We've all seen these dreadful main events and that's exactly why we pick on it.

We do realise that there are fans out there although five billion is pushing it a bit. I hope you're not too offended. The reason for the occasional Manga coverage is its growing popularity (with us especially) and with an Akira game imminent it's relevant to a Game Boy mag. Erm, so there!

New to the fold

Dear GB Action,

I think you and your mag are brilliant (why, thank you Chris!) It's colourful and well set out. I got a Game Boy for Christmas and was thinking of buying Jurassic Park and The Empire Strikes Back. I know you've reviewed Empire... but I'd like you to do one on Jurassic Park. Also I'd like to know the best two accesories for the Game Boy.

Christopher Conroy, Hartlepool

Well, Jurassic Park got 85% in issue 18 and Empire an awe-inspiring 93% in issue 14. For your accessories info you've come to the right place. Just check out the cornucopia of add-ons covered in this month's feature.

How to be a manager

Dear GB Action,

I am getting a Game Boy for Christmas and would like to know if Player Manager, Championship Manager or Football Manager are available because I think they're pretty good games. If they are available does the gameplay include ground improvements, transfer market, results, highlights, squad statistics, history, the bank, telephone etc?

Also can you create your own teams on Sensible Soccer like you can on the Amiga, Atari and PC versions?


Brian Horton – the game, not coming soon

I read in a magazine that Kick Off 2 and Super Kick Off had been released on the Game Boy six months ago. Is this true?

Andrew Ball, Bletchley

So, you want to try your hand at being a manager, emulating the greats like Dave Bassett, eh? (Oh dear, Rob's off on another Blades kick) Unfortunately none of the games you mention are available. It's a shame because I think that they would work well on the Gamè Boy so long as there was a Zelda-esque battery back-up system. But who knows, some software house might realise the potential and release one.

As for Sensi you can have any of the six-

Exsqueeze me?!

Dear GB Action,

Yo yo I'd like to say your mag is wicked stuff, well worth the price too. Keep it up. GB Action — lively and kickin'.

Respect.

I have just started to get GB Action as I just got my Game Boy the other week and it's wicked. I shall keep on getting GB Action every month.

Wicked mag, wicked mag.

Enuf sed

P.S. An idea for yous which will make GB Action wickeder is if yous could put freebies on the cover like the odd little nice and wonderful Game Boy cart etc.

Enuf sed.

Peace.

Bye for now.

Respect.

Keep it up.

Bye GB Action people.

Nice one.

Cliff T (TC Cliffy T Techno), Redcar, Cleveland

You've been listening to Brad Burton, überführer of Over The Edge magazine and TV 'star', haven't you? But Brad would surely be disappointed that you failed to spell 'Respect' with a 'k'. Make sure you get your 'posse' to join the growing ranks of Game Boy fans. Spread the word and earn the Respekt!

'Free' Game Boy carts on the cover would push the cost of the mag up to about £15 and we could do without that, couldn't we?

teen squad members in the team. This is about as near to creating your own team as it gets.

And yup, Super Kick Off has been out for months.

Sorry Jody but...

Dear GB Action,

This letter is in reference to the letter Jody Bunting sent in for issue 20. I would just like to say that if you got more enjoyment out of the elastic band than the magazine I feel sorry for you.

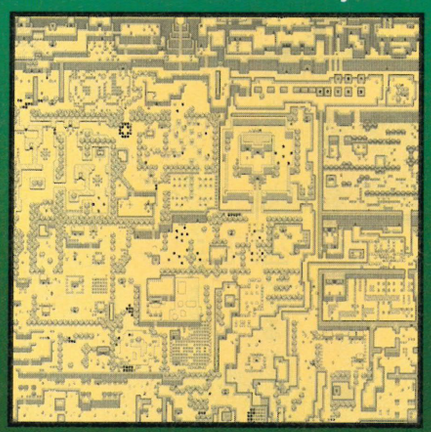
No name, London

We got a number of letters along the same lines and none agreed with Jody's sentiments – says something doesn't it! Thanks for the support Mr (?) no name but please include your name when sending a letter.

Better and better

Dear GB Action,

I've bought every GB Action since issue one and it just keeps getting better and better. I loved the reviews of Zelda and Mortal Kombat but it would be better if you said how many players it involved. I also loved the map of Zelda. I think the compo's are brilliant as well (although I've never won one). Anyway I really like reading the letters each month so I decided to write one myself. Now I would like you to answer some questions for me. (Go on then we'll try, since you've been reading since the beginning).



Zelda Map revisited

1. What do you have to do on the last level of Super Hunchback (the mirrors)? I've been stuck for ages.
2. Do you know any Game Genie codes for Parasol Stars and Krusty's Fun House?
3. Is it okay to enter your competitions by writing the answer on a piece of paper because I don't want to cut up my beloved GB Action.

Stephen Sargeant, Liverpool

Thanks for your comments. We endeavour to keep getting better and want to get all your letters in saying what you want to see. Actually, we can't be that helpful with your problems. For Super Huchback here's a couple of Genie codes: 632 3BA 311 No logs, acorns, cannons, etc and B53 20F Complete one stage to finish a level.

For Krusty's here's five level codes: HI KIDS, MCBAIN, MILHOUSE, CMBURNS and also PRINCESS.

Also try FA3 ACF 4C1 for infinite lives and FA6 EBB 4C1 for infinite pies.

As for Parasol Stars, can anyone out there help this poor chap with codes or tips 'cos we're flummoxed!



Suggest away

Dear GB Action,

I am writing with a few suggestions for your excellent mag.

1. How about a more extensive list in the Buyers Guide that includes a lot more games that are currently on the market, yet not listed eg. Gremlins 2, Solomon's Club and many others.
2. Any chance of changing the highlighted features in the Buyers Guide so that we don't always have to look at Centipede, Asterix etc.



A final word of warning to all readers contemplating buying Turtles 2, DON'T! It's the old story of good graphics, poor gameplay.

Jonathan and Stephen Wylie, Searby

We are going to work on expanding the Buyers Guide when time and space allow. And we happen to like Centipede, long may it majestically reign the classic world of old faithful games!

WRITE HERE WRITE NOW

Send your opinions and comments to:
GB Action,
Europa House,
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SK10 4NP

STAR LETTER

Dear GB Action,

...In a majority of your reviews you complain about lack of originality but in ten years of computer ownership (I'm 24) I've seen little which is new but a hell of a lot which is worth updating. There are obviously some games and styles which would not carry across to the 'Boy well...

Dungeonmaster was brilliant and would be exceptional on the 'Boy, being a first perspective RPG with interchangeable characters.

On all formats you get a period when almost everything that appears is either the same as, or not much better, than everything else. Now we have Zelda and Castle Quest, not completely original but done in a new and innovative way.

There's also Monster Max which in the preview says "... a refreshing new viewpoint for the 'Boy." This is very similar to the old Ultimate titles like Knight Lore so some of the old titles would work – good, there's still hope for old fogies like me.

Great mag, thank you.

P.S. If you do start sending out carts willy-nilly, mine's a Chessmaster.

Steve Benyon, St. Loyes, Exeter

Good points, Steve. There are very few truly original games around but there is a difference between adding new and different features and just producing endless clones.

The games you mention deserve special merit because like you say they aren't entirely original but offer enough to make you think you're doing something different.

As a Spectrum owner still (it's in a box gathering dust and the occasional remenisce about the good 'ole days of Manic Miner and Jetpac) I've noticed the similarities between those games and Game Boy releases.

This isn't a bad thing. The Speccy lasted a long and fruitful ten years, who's to say that with continued interest and development the Game Boy won't? Games like the forthcoming Lawnmower Man give renewed faith that the Game Boy scene is still alive and moving forwards.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Photocopy this ad and get someone else to do it

Listen to Rodigan's next show, in the park

Only boil as much water as you need

Spend an afternoon speculating on how to make a million

Learn a new word every day

Forgive someone

Do one thing to make the world a better place to live

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Kiss 100fm

BUYERS GUIDE

Somewhere in the UK there's probably someone who's never heard of the GB Action buyer's guide. How empty their life must be.

PLATFORMS

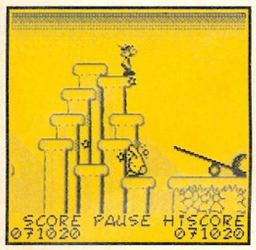
Addams Family
Ocean

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 loving fan of the movie. 80%

Adventure Island I & II
Hudson Soft

Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

Asterix
INFOGRAMES



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, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

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%

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. Despite this it's a bit too tedious. 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. 86%

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. No sign of Robin though, which is a bit of a shame. 80%

Batman: Return of the Joker
Sunsoft

Dead, dead tough but certainly worth plugging away at, this gets old rubber pants' sequel off to a good start. Truly excellent sound FX and well 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. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are naff but gameplay is ace. Will keep you air guitaring for ages. 90%

Blues Brothers
Titus

Shades on everyone! Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brill music and graphics and a rock solid platform romp around rock 'n' roll land make this a worthy addition to any collection. 90%

Bomb Jack
Infogrames

A very simple but addictive arcade conversion in which you boing around the screen destroying fused bombs. There's 60 levels to negotiate if you can last the pace. 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%

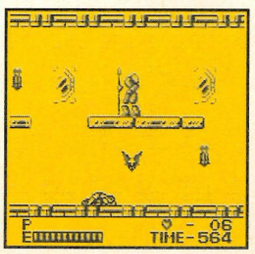
Bubble Ghost
FCI

Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players 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. 65%

Castlevania 2
Konami



A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well nearly anyway. 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 with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

Edd the Duck
LASERBEAM

Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover, perhaps too much so at times as sheer momentum rather than skill carries him through some levels. Not bad but a bit like Taz-Mania. 77%

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. 70%

Fire Fighter
MINDSCAPE

Quite a nice little attempt at moving away from the traditional platform environment. You play firefighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

The Flintstones
TAITO

Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

Home Alone 1 & 2
Toy Headquarters

Two sad films have become even sadder games and complete dross is what you get. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! 35%

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%

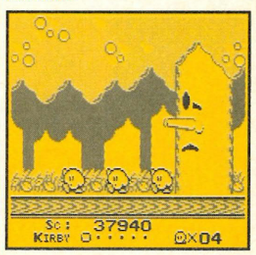
Joe and Mac
ELITE

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 and bags of fluffy loveability. In other words buy this game. 89%

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, unfortunetly, too long lasting. 90%

Max
Infogrames

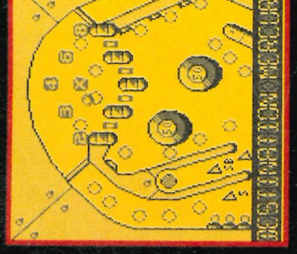
A very barren, very very short platformer that's forgettable. Max is a cute character but can't rescue the failing, sluggish gameplay. 60%

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MUST BUYS

Pinball Dreams
Gametek

Silver ball action of the slickest kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts, You'll be hooked. 92%



Prince of Persia
MINDSCAPE

Silky smooth animation is just the polish on this very sweet turkish delight of a exploration platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The opening levels are perfectly designed to get you into the comprehensive controls, the final levels keep you playing on and on. 90%

Lemmings
OCEAN

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night, on the bus past your stop, and use up all your spare battery collection. Puzzle players will find a last-

McDonaldland
Ocean
A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

Mega Man I, II & III
Capcom
Although 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 concentration to make any headway. 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
Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

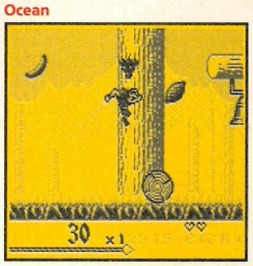
Pugsley's Scavenger Hunt
OCEAN
Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are minimal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

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%

Speedy Gonzales
SUNSOFT
Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

Spider-Man 1, 2 & 3
Acclaim
If you avoid the first game in this series, you'll have a fine web-sling of a time with a beautifully animated Spidey sprite. Levels are richly diverse as the webbed wonder defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult and huge heaps of mind-warping frustration may spoil your fun. 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 dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

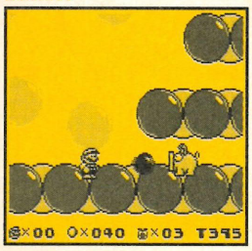
Super James Pond
OCEAN
Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

Star Wars
UBI SOFT
Varied and absorbing. This lasts longer than a Tatoine Winter and is far more fun. With a playably faithful version of the film's event it's a class product, even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

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 the absoluely fantastic gameplay. Certainly one to keep coming back to. 92%

Talespin
CAPCOM
Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

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%

Taz-Mania
TOY HEADQUARTERS
Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit like Edd the Duck though. 76%

Tiny Toon Adventures
KONAMI
Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

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. Crazy platform action with a cute fox thrown in for good measure. 67%

Universal Soldier
Accolade
Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

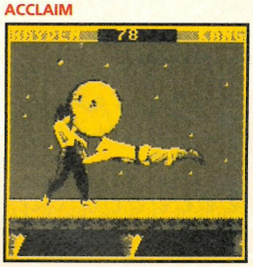
BEAT'EM-UPS

Battletoads
Trade West
Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave, well nearly anyway. 91%

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. 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 lack of moves to perform, making it more dull and boring than exciting. 72%

Mortal Kombat
ACCLAIM



Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. Better than ice-cream. 87%

Pit-Fighter
Toy Headquarters
Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylights out of the others with your special moves. Boring, boring, boring, boring, get the message? 33%

Raging Fighter
KONAMI
A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There's seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It should be good but its really quite middle of the range. 74%

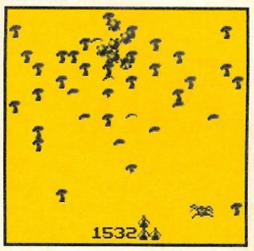
Teenage Mutant Ninja Turtles
Ultra Games
Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but they can't redeem this game. 59%

WWF Superstars 1, 2 & 3
ACCLAIM
The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

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 has tons and tons of nostalgia value. 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 becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

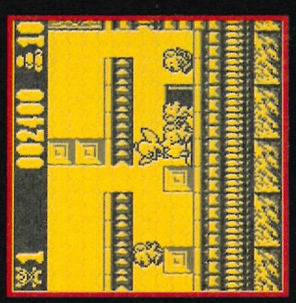
Drop Zone
Mindscape
A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal. 77%

Faceball 2000
Bullet-Proof
Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players begin to compete. Then its above average, just. 76%

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ing challenge to fall in love with and want to marry. 95%

Krusty's Fun House
ACCLAIM
Hi Kids! Bart's all time fave TV show trips onto the green screen with class. A platform puzzler that's got very little to do with the Simpsons (aww), but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



Super RC Pro Am
NINTENDO
Slick fast and playable, loads of tracks and the four playerLink option offers the greatest multi player fun the 'Boy can offer. Car upgrades, weapons and tough competitors keep the fun going when you're playing alone. The sort of game you can just pick up for a quick game and play all day. Full of fun, the Link option must be played to be believed. 89%



Fortified Zone
Jaleco
Nuke your way through four levels overloaded with gun toting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 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. 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 1 & 2
Konami
Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs 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%

Probotector
KONAMI
Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea, then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing! 91%

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%

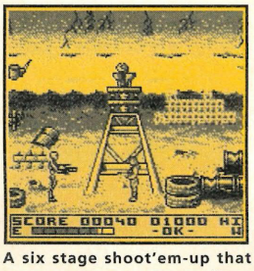
R-Type I & II
Irem
Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's ability and is superbly drawn. Excitement is assured as you streak across space avoiding the taste of death. Not much to choose between them. 88%

StarHawk
ACCOLADE
Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds lack originality. 69%

Star Trek
ULTRA GAMES
A game that boldly goes where so many other games have gone before. Plenty of levels but warp drive is about as fast as a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

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 the heck you're supposed to annihilate. 76%

Terminator 2
Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

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

Lamborghini
Titus
Despite a few minor faults Lamborghin is fast, furious fun. It may not look like the greateset driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

Ferrari Grand Prix Challenge
Acclaim
It may have all the mod cons and technical stuff but frankly it's downright boring with too little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

F-1 Race
Nintendo
A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 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%

Race Drivin'
TOY HEADQUARTERS
Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are cool. 73%

Road Rash
Ocean
A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything worthwhile. 53%

SPORTS

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 limited. 74%

Bases Loaded
JALECO
A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 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. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instaed. 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 the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetitie then try this. 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 have done. Not the best basketball game around. 73%

Mario Tennis
Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Just about the best possible Tennis game you could fit on the screen. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

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

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

Speedball 2
Mindscape
A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A not terribly top 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. Not one of the greatest basketball sims on the shelves to say the least. 64%

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%

SIMULATIONS

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

Phantom Air Mission
ACTIVISION
An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Unfortunately, each mission has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

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. Not exactly a Tom Cruise of a game this one, not even an Alex Lee of a game 67%

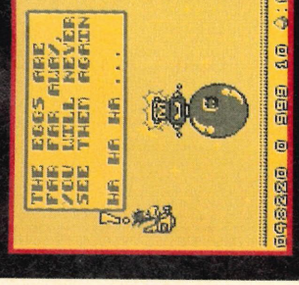
PUZZLERS

Boxxle 1 & 2
FCI
You shift around a selection of boxes, moving them to their correct position as indicated by a marker. Sounds boring but it isn't. Two real brain teasers make a pleasant change from more run-of-the-mill offerings. A pretty good effort in all. 80%

Essential Game Boy Purchases

MUST BUYS

Alfred Chicken
MINDSCAPE
Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platforms then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



Best of the Best: Championship Karate
LORICIEL
This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with with this knock out cart. 93%

The Legend Of Zelda
NINTENDO
The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. Nobody will be disapointed with this wonderful game. 96%

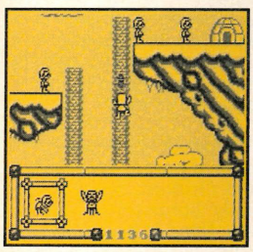
Brain Bender
Gremlin
Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you mad. 59%

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%

Garfield
KEMCO
Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

Godzilla
VIRGIN GAMES
This blast from the past is an ordinary re-issued 64 level puzzler. But there's a criminal shortage of radioactive breath and Tokyo-stomping from the big green dude in the large rubber suit. Shame. 65%

The Humans
GAMETEK



Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

Kwirk
Acclaim
Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 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%

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 well presented violence alongside good interaction with all the freaky characters who offer you clues and set you on your many missions. 87%

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. The further in you get the faster they fly. Trading on the name one thinks. 76%

ROLE PLAY

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. Also known as Final Fantasy Adventure. 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 for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort if you stick with it. 85%

Ultima: Runes of Virtue
FCI
A massive adventure that'll take eons to finish. Punishing but compelling 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 skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

Battleship
Mindscape
A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

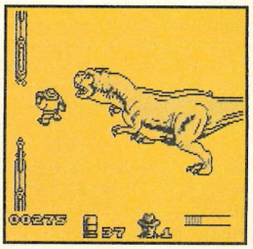
Caesar's Palace
Ocean
Whether you're a card player or a roulette fancier, even if you just like money you can beat that gambling addiction in your own home. Every whim is catered for and nicely implemented to make it worth a look. 77%

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. Recommended to all you budding chessmasters out there in the great beyond! Plays a much better game than Nigel Short! 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%

Crash Dummies
Acclaim
A quite original and chuckalicious game that offers more variety than is at first apparent. There may well be 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 totally hooked on. Clunk click, every single trip! 87%

Jurassic Park
Ocean



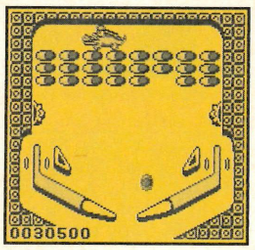
A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

Paperboy 1 & 2
Mindscape
Dated, slow, and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs, grids, and grumpy neighbours. Oh how thrilling! 56%

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%

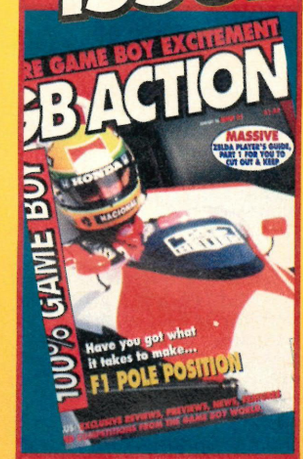
Rampart
MINDSCAPE
Build or die in a medieval heave-ho involving power, battle and bricks. It's tough and frantic as you rebuild walls within a time-limit and prepare for much rougher onslaughts. 83%

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 then again the gameplay is easily good enough to ignore that. 87%

BACK ISSUES

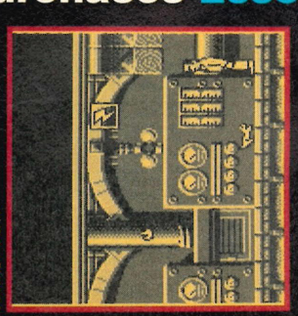


Telephone Database Direct to confirm availability on: 051 3571275 quoting the appropriate number(s).
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Then write, enclosing cheque or postal order to **Database Direct, PO Box 2, Ellesmere Port L65 3EA.** Credit card payment is an option as well.

Purchases Essential Game Boy Purchases Essential Game Boy Purchases Ess



Dr Franken
ELITE
Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. Its her body bits that he searches for. Loads of nasties, locations and challenges add upto extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a welcome change from endless platforms. 92%



The Empire Strikes Back
UBI SOFT
This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaption that has lots to do with the film. Probably the finest film tie in to date. Something special that you won't complete in a day! 93%

Check out the GB Action guide every month for the definitive list of what's what in the world of the 'boy.

Free classif

SWAPS

● Will swap R-Type, Star Trek or Burai Fighter Deluxe for Mortal Kombat, T2: Arcade Game or R-Type II. Phone 0461 202081 any time after 4pm.

● Swap Lemmings or original Star Trek for Star Trek: The Next Generation. Phone 0482 801614 before 5pm. Both games are unboxed.

● I will swap my Spider-Man 2 for your Bugs Bunny Crazy Castle or Tiny Toons. Phone 0243 553343, thanks.

● Swap my Super Mario Land with no instructions for your Mario Tennis or Track and Field, or swap Super Kick-Off as new vgc for Mortal Kombat or The Empire Strikes Back. Phone 021 354 6867 after 5pm.

● I will swap Lemmings or Dr Franken for Mortal Kombat, Best of the Best, Kirby's Dream Land, Super Mario Land 2, Pang or Battletoads. No other games are really acceptable, but I may also accept Titus the Fox or Pinball Dreams. Please hurry. Phone 021 777 5642.

● Swap my Lemmings for your Side Pocket, Mortal Kombat or Best of the Best. Send your game to: S Parkes, 22 Lavender Road, Priory Estate, Dudley, West Midlands DY1 4HP. PS. Send game recorded delivery. Happy Xmas everyone.

● I will swap Terminator 2 or WWF 1 or 2 (sorry, WWF 1 has no instructions or box) for Mortal Kombat, Alfred Chicken or Alien 3. Please phone 0463 235850 after 4pm, not on Fridays, Saturdays or Sundays. Thank you!

● I will swap my Bill and Ted, Double Dragon II or NASCAR Fast Track for your Alfred Chicken, Crash Dummies, Populous or any other games over 80% in GB Action. Please ring quick on 0628 478216 after 4pm.

● I will swap my Super Mario Land 1 or 2, Balloon Kid, Dynablaster or Ghostbusters II for Crash Dummies, Mortal Kombat, Joe and Mac, Looney Tunes, Skate or Die or The Humans. Ring 0395 445443.

● Would like to swap my NES with 2 games for some Game Boy games. If so ring the number 081 570 4590 after 6.30pm. NES is fully boxed with instructions. The games are Duck Tales and TMNTurtles. The NES is 4 months old.

● Swap Jurassic Park for Lamborghini, Speedy Gonzales, Road Rash, Zool or The Empire Strikes Back. Call 0622 729651 after 7pm.

● Swap Parasol Stars or Rodland (both boxed) for Super Mario Land 1 or 2, Tetris, Speedy Gonzales, Bomb Jack, Top Ranking Tennis or Track and Field. Will consider if unboxed/without instructions. Phone 0443 402991.

● I will swap Game Boy game Nintendo World Cup for Track and Field or any other track simulations. Please hurry, phone 021 749 1315.

● Swap my Super Mario Land for your Lemmings, The Chessmaster, Tiny Toons or Nintendo World Cup. If interested phone 0244 374886.

● I have 15 games to swap including Alleyway, Battle City, Dr Mario, Karateka, Hyper Lode Runner, Motocross Maniacs, Penguin Land, Super Mario Land or Mario Tennis. I will swap them for 14 games possibly including Mortal Kombat, Raging Fighter, Bart and the Beanstalk or any other good games. Call 071 639 0610 for more information.

● Will swap Japanese version of Super Kick-Off with box, instructions and £8 for Mortal Kombat, Best of the Best, Race Drivin', F-15 Strike Eagle or Populous. Must have box and instructions. Phone 0302 532367.

● I will swap my Super Mario Land 2, Nemesis or Solar Striker (not boxed) for Best of the Best, F-15 Strike Eagle, Top Ranking Tennis, Track and Field, Battletoads, Goal or Crash Dummies. Please hurry and write to: W Coles, 7 Orchard Close, Freckleton, Lancs PR4 1UP.

● Swap Ninja Gaiden Shadow, Qix, Splitz, Super RC Pro-Am, Bill and Ted, Lemmings or Kirby's Dream Land for any good games, especially want Mortal Kombat, Jurassic Park, Battletoads 2 or Spy Vs Spy. All games considered. Ring 0348 874263 now!!

● I will swap Home Alone 2 for Top Gun or F-15 Strike Eagle. Ring 021 733 7263, Birmingham.

● Yo!! You! Over here! This is an offer you can't afford to miss!! I will swap my Super Mario Land (94%), Mario Tennis (89%), F-1 Race (89%), Bugs Bunny Crazy Castle (83%), Adventure Island (76%) or Tiny Toons (91%) for Monopoly, The Chessmaster, Best of the Best, Jurassic Park, Bases Loaded, All-Star Challenge 2, Looney Tunes, Alien 3 or Prince of Persia. If so ring 0792 864358, or send letters to: A Williams, 46 High Street, Pontardawe, Swansea, West Glamorgan, SW Wales SA8 4JH. You'll be glad you did!!!

● I will swap my Super Mario Land for Revenge of the Gator or Super Mario Land 2. Just phone me on 0384 262549. Please hurry. Plus I will chuck in some issues of GB Action.

● Swap brand new Game Boy with 3 games for Sega Mega Drive or SNES with 1 game, or for Sega Game Gear or Atari Lynx with 2 games. Swap Game Boy games TMNTurtles and Motocross Maniacs for your Top Ranking Tennis, Super Mario Land 2, Nigel Mansell or Alien 3. Write to: M Cassar, 69 Sir Adrien Dingli Street, Slieme, SLM 09, Malta.

● Swap my Alfred Chicken, Mega Man III or The Empire Strikes Back for Speedy Gonzales, Asterix, Pinball Dreams, Popeye 2, Kirby's Dream Land, Probotector or any other good games. Must be boxed with instructions as mine are. Phone 041 427 2128 after 6pm.

● Swap my Mortal Kombat 1 month old for your Zool, Star Wars, Nemesis II or Nigel Mansell. Write to: M Snowie, 7 King George Road, Hempton, Fakenham, Norfolk NR21 7LP.

● Will swap Super Mario Land for The Empire Strikes Back, Looney Tunes, Bomb Jack, Snow Bros, Star Trek, Track and Field, Fire Fighter or any other good game. Ring 0623 643271.

● Will swap Super Mario Land 2, Terminator 2 or Home Alone for your Motocross Maniacs, Jeep Jamboree, The Empire Strikes Back, Zelda, Alfred Chicken or Mortal Kombat. Call 0461 203793. Scotland. Quick.

● I will swap my Kirby's Dream Land for Super Kick-Off, Asterix, Tiny Toons or Mario Golf. Ring 0707 874344.

● Will swap my Gremlins 2 or Krusty's Fun House for Zelda or Mortal Kombat. May consider 2 for 1. Phone 0225 765749.

● Will swap Tetris for almost any game out. If it could be a game scored over 70% I would grateful. Please ring 0784 434956 between 6-9pm.

● I will swap my Game Boy with around 8 games including Lemmings, Super Mario Land and Mystic Quest for your SNES with at least 2 games (one must be Street Fighter II). Ring 0272 241710 and ask for Richard. Happy New Year!

● Will swap my Lemmings or Bart Vs Juggernauts for your Kirby's Dream Land, Looney Tunes or Tiny Toons. All Game Boy! Or swap both games for Pro Action Replay or Game Genie. Mine are boxed with instructions, I would appreciate the same! Phone 081 300 0637.

● Swap Super Mario Land 2 or Kirby's Dream Land for Pinball Dreams or Bart/Camp Deadly. Phone 041 883 1087.

● I will swap Battletoads and King of the Zoo (no boxes) for one of the following: Super Mario Land 2, Jurassic Park, Alfred Chicken, Prince of Persia, Tiny Toons, Star Wars, Lemmings or The Empire Strikes Back (must have box and instructions). Phone 0934 712087.

● I will swap my Duck Tales or Revenge of the Gator with no boxes or instructions for your Lemmings, Bases Loaded, Yoshi's Cookie, Mortal Kombat, Krusty's Fun House or any good game. Phone 038 983423.

● I will swap Dr Franken for any good game, especially Alfred Chicken, Boulder Dash, Speedy Gonzales or Tiny Toons. Mine is boxed with instructions but yours don't have to be. Ring Bolton 0204 862617 evenings.

● Will swap Paperboy for your Lemmings or The Chessmaster. Hurry, it's an emergency! PS. May swap for Zelda. Ring 0505 325652.

● I will swap Ghostbusters II for T2: Arcade Game, Double Dragon I or II, Yoshi's Cookie or Super Mario Land. Others considered. Phone 0604 753286.

● I will swap Super Hunchback for your Tiny Toons, Mortal Kombat or Super James Pond (games don't have to have boxes). Interested? Ring 091 534 5208.

● Swap my Mega Man III for your Crash Dummies. Write to: C Robbins, 46 Brocket Way, Chigwell, Essex IG7 4ES.

● Hello readers! You would be a fool to miss this! I will swap my Lemmings for Kirby's Dream Land or Yoshi's Cookie. So call 0580 200780 now!

● I will swap my Lemmings for Crash Dummies, Mortal Kombat, Road Rash or Jurassic Park. Phone 0977 617313, hurry.

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

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ied Adverts

● I will swap my Super Mario Land for a Game Genie, Super Mario Land 2 or Mortal Kombat. Please hurry. Phone 0384 262549.

● Swap! I will swap my Metroid II for Dynablaster, Kung Fu Master or any good game. Write to me as soon as possible: D Alexander, 33 Portree Walk, Corby, Northants NN17 2QY.

● Swap my Speedball 2, R-Type or Jeep Jamboree for Super Mario Land 1 or 2, The Chessmaster, Jack Nicklaus Golf, Dynablaster or any Mega Man game. All in good condition with instructions please. Phone 0909 565906.

● Swap my Super Mario Land or Tiny Toons for any of the following: Mortal Kombat, Super Kick-Off, F-1 Race, Pinball Dreams, Best of the Best or Top Ranking Tennis. Doesn't matter if they're not boxed. Call 0788 541910.

● I will swap Super Mario Land, Double Dragon II, Lemmings, Ghostbusters II or Robocop 2 for Mortal Kombat, The Humans, Tiny Toons, Dr Franken I or II, Speedy Gonzales or Taz-Mania. Phone 0793 828801.

SALES & SWAPS

● I will swap The Flash, TMNTurtles, Batman: Return of the Joker, Gremlins 2, Double Dragon III or Super Mario Land for Mortal Kombat, Alfred Chicken, Raging Fighter, Battletoads or Mega Man III, or sell for £20 each. Ring 0582 591054.

● I will swap my Terminator 2 boxed for Star Wars or The Empire Strikes Back boxed, and I will swap my Nemesis for Super Mario Land 2 boxed or not. Or I will swap my Terminator 2 boxed for these NES games: Elite boxed, New Zealand Story or Micro Machines boxed or not. I also have a game light and magnifier for £8. Write to: P Chandler, 36 Branston Road, Clacton-on-Sea, Essex CO15 3HE.

● I will sell my Game Boy game Pit-Fighter for £8-10, or swap for another good game, boxed with possible instructions like mine! Ring 0532 533507.

● For sale Game Boy with 12 games including Goal!, Zelda, Krusty's Fun House, Universal Soldier, Parasol Stars and TMNTurtles. Also includes light, magnifier, Handy Carry, about 25 computer mags and loads of cheat books. A bargain at just £200 ono, or will swap for Amiga with about 30 or 40 games. Phone 081 541 3297.

● I will swap Lemmings for Speedy Gonzales, Super Hunchback, Battletoads 1 or 2 or Zelda. Or will sell for £15. Ring 0670 715805.

● I will swap my Game Boy games for your unwanted Sega Game Gear games, 1 for 1 or 2 for 1! Also Game Boy games for sale £5 each, boxed with instructions. Also Game Boy and accessories £35. Also C64 carts, instant loading, etc. Call 0732 833376.

● Sell Game Boy for £70 ono with 4 games all boxed, light magnifier, carry case and Handy Carry. Worth £120, good condition. Or swap for SNES with 1 or more games and 1 controller in good condition. Phone 0483 271285.

● Game Boy for sale with 3 games including Spider-Man, Golf, Tetris and light, all boxed, £45. Also wanted Sega Mega Drive and Sega Mega CD games to buy or swap. So ring 0908 543216. Or will swap Game Boy for Sega Mega Drive or Sega Mega CD games.

● Boo! Now I've got your attention I want to swap my Terminator 2 for your Super Mario Land 1 or 2 or any other good game, or sell for £10-15. Tel: 0246 235771.

● Will sell my Track and Field, Bugs Bunny Crazy Castle or Batman, or swap one for any of your Pinball Dreams, Bugs Bunny Crazy Castle 2, 4-in-1 Fun Pak I or II, The Humans, Tetris, Bubble Bobble or Super Mario Land. I may also but the games mentioned for the right price. All sales and swaps include boxes and instructions. All must be in good condition and unmarked. Phone 0342 892377 between 4-6pm only. Thanks. South London area only.

● For sale Super Kick-Off boxed £10, or swap for Super Mario Land, Super Hunchback, Monopoly or Lemmings. Phone 0256 56914.

● Will swap NES Terminator 2 or WWF Challenge for any Game Boy games, or will sell some Game Boy games also for swap. Write for list to: D Kumar, 16 Cameron Avenue, Leicester LE4 7QZ.

● I will either swap Robocop for any other good game or sell it for £9, generous or what?!!! Phone 0395 232059.

● I will swap my Lemmings for your Dr Franken, Battle of Olympus, Speedy Gonzales or any other good games, or will sell for £15. Ring 0670 715805.

● I will swap my light amplifier, magnifier and a Brite Boy for any game, or will sell for £15. Phone 041 883 9715. Oh yeah, Merry Xmas and a Happy New Year.

● Sell WWF 1, Super Kick-Off or Super Mario Land for £10 each, or swap them for Track and Field, Crash Dummies or Mortal Kombat. Phone 0960 365792 now! Thank you!

● For sale F-1 Race, Duck Tales and Mario Golf from £10-20, or swap for Pinball Dreams. Phone 0291 423653.

● For sale Metroid II Game Boy game, offers considered, or may swap for any good game. Phone 0673 861424.

● I will swap Bart/Camp Deadly or Krusty's Fun House for Tiny Toons, Speedy Gonzales or Mario Tennis. Also lots of Amiga A500 games to sell or swap for Game Boy games. Phone 0843 851695.

● For sale Chase HQ Game Boy game, offers considered, or swap for any good game. Phone 0673 861424.

WANTED

● Wanted: Looney Tunes, Mystic Quest, Asterix, Felix the Cat, The Blues Brothers, Garfield or Dr Mario. Only the above wanted. Loads of swaps, even 2 for 1's including: Faceball 2000, Dr Franken, The Humans, etc. Please help, call any time on 0829 270393.

● Anyone willing to sell Scrabble for Game Boy? Also Lemmings. Ring 0633 256091.

● Want: Battle of Olympus, Mystic Quest, Ultima: Runes of Virtue and Zelda, including box and instructions. Name your price. Will also swap Nintendo World Cup, Populous or F-15 Strike Eagle for any role playing game. Send SAE to: E Gent, 115 West Road, Fenham, Newcastle upon Tyne NE15 6PQ.

● Wanted: Game Boy with 1 or more games (ie. Tetris). Will pay up to £45. Call 010 254 88166. Or send to: JGPG Williams, 1st Bn Coldstream Gds, Oxford Barracks, BFPO 17 only from 21st Dec-11th Jan!

● Badly wanted, issues 1-6, 8-15, 17 & 18 of GB Action. Will pay £1 each. Phone 0793 827594.

● I really want Asterix, Kid Dracula, Crash Dummies, The Fidgetts or Raging Fighter. I have to swap Track and Field or Tiny Toons, or I will pay up to £14. Phone 0793 827594.

● Wanted Game Boy games: Populous, Bart/Camp Deadly, Alfred Chicken, Nemesis 2 and Race Drivin'. Call 071 928 5600 ext. 613. Good prices paid including postage COD.

● Urgently wanted Super Scrabble, Monopoly, The Chessmaster or 4-in-1 Fun Pak. Games to swap are Super Mario Land, Terminator 2, TMNTurtles, Battletoads or Star Wars, or will buy for £10-15. If interested write to: S Ramskill, 16 Okeover Avenue, Ashbourne, Derbyshire DE6 1FX, or phone Weds on 0335 342401.

● Wanted Alfred Chicken, Zelda or Dr Franken II, will pay £15 each. Phone 0252 510489 after 8.30pm. All games have to be boxed with full instructions. Game Boy games only please!

● Wanted: R-Type or any other shoot'em-up of a similar type. Will pay £10-12.50. Tel: 0206 540873 after 4pm. Must have box and instructions.

● I am looking for Super Mario Land 2 or Mega Man I, II or III for under £15 each thanks. Please ring 0634 828998.

● Wanted Monopoly game for Sega Game Gear or Game Boy with box and instructions or any similar games like Monopoly, will pay up to £18. Phone 0276 675972.

● Wanted The Chessmaster, The Hunt for Red October, Alfred Chicken and Zelda. Swap any for one of my games plus £5: Super Mario Land, Kid Icarus, Dynablaster and Dr Franken, or just £13.50 for your game. Must have box and instructions. Phone 0903 207914.

● I want Alfred Chicken. I will swap Super Mario Land (unboxed), The Humans, Bart/Camp Deadly or Best of the Best. Also swap my Handy Boy for any 2 games that got over 80% in GB Action. Please hurry! Ring 0472 824638.

● Wanted! Super Mario Land with instructions, will pay £10. Phone Dublin 364365, must be in Dublin area.

● Wanted urgently issues 1 & 2 of GB Action. I will swap Game Boy cart Bugs Bunny Crazy Castle for these 2 issues or will buy. Send SAE to: P Sen, 41 Regent Park Square, Glasgow G41 2AF.

● Wanted instructions for Pro Action Replay for Game Boy. Willing to pay. Send to: S Parkes, 22 Lavender Road, Dudley, West Midlands DY1 4HR.

● I want carts, not Tetris, at dirt cheap prices. Games with instructions £4.75, without £3.75. Send lists. Also I have games for swaps like Choplifter II or TMNTurtles 2 etc. for your Mortal Kombat, Addams Family, Populous, Pinball Dreams, Speedy Gonzales, Zelda, Nigel Mansell or anything. Write to: J Rith, 8 Chelson Gardens, Mainstone, Plymouth, Devon PL6 8SA.

● Wanted Super Kick-Off. Will pay good cash. Ring Ireland 023 47295.

● Want: Super Scrabble, Star Wars, The Chessmaster, Splitz and Dr Franken, including box and instructions. Name your price. Send SAE to: E Gent, 115 West Road, Fenham, Newcastle upon Tyne NE15 6PQ.

● Wanted large cage for rats. Will swap for Game Boy games, Sega Mega Drive games and/or money. Contact 0727 822086.

● Wanted I will pay £20 for each of the following games: Super Scrabble and Monopoly. They must be in good nick, boxed plus instructions please. Please ring with details on 0392 882213.

● Wanted: Revenge of the Gator and Space Invaders for the Game Boy, boxed or unboxed. Will pay £10+. Ring Leics 0533 770034 evenings.

● Wanted Garfield, Speedy Gonzales or Zool for the Game Boy for a low price, at least £15-17 with instructions, thanks! Ring 081 841 5303.

● Desperately wanted! Revenge of the Gator. Will pay good price immediately. Also wanted: F-1 Race, Battle of Olympus, Pang and Taz-Mania. Call 0295 670433.

● Wanted Game Boy games, must include box and instructions, £5-10 paid, any games considered. Ring 0323 833022 Sunday and Monday nights after 7pm.

● Wanted Blades of Steel for

▼ Continued...

Free classif

Game Boy. Will pay £14 if boxed with instructions and £10 without. Phone 0482 821317.

● Wanted: Tip Off or NBA All-Star Challenge 2. I will swap Super Kick-Off, Bill and Ted or Tetris for either of them. I will also sell these games. Phone 0403 710980.

● Wanted Game Boy games as follows: Asterix, Kirby's Dream Land, Super Hunchback, Super James Pond, Star Wars, Super Mario Land 1 & 2, Mortal Kombat, Probotector, Mario Tennis, Pinball Dreams, Alfred Chicken, Goal, The Empire Strikes Back and Lamborghini. Will pay between £8-15. Phone 0920 877341.

● Wanted: I will pay £5 for either Dynablaster or Princess Blobette. I will also pay £15 for Star Wars. All must be boxed with instructions and in good condition. Ring 0302 344611 after 5pm.

● Wanted! Super Mario Land for Game Boy. Urgently! Will swap for HAL Wrestling, Turrican, Duck Tales, Tetris or Serpent. I will also buy at a reasonable price. I may be able to get hold of Fortress of Fear but I do not know yet. Phone 081 952 8031 or write to: M Goldman, 57 Howberry Road, Cannons Park, Edgeware, Middlesex HA8 6TB.

SALES

● For sale Gargoyle's Quest for the Game Boy £10 and Starwing for the SNES £25. Phone me now on Wokingham 0734 784488.

● For sale: Super Mario Land 2 and Track Meet, both complete with box and instructions, £25 the pair. Phone 0225 469514.

● Game Boy with 6 games, carry case, AC adaptor, as new condition, £110. Tel: 0452 713667.

● I will sell my soft multi carry case in fluorescent colours, GB Action issues 8 & 17-20, a desk organiser, a snorkel and books: The Complete Solutions to Super Mario Land, R-Type and Bart/Camp Deadly, How to Win at Game Boy Games and 4 handheld games, all for £10, bargain. Ring 0742 471291.

● For sale Prince of Persia for Game Boy, still sealed, £18. Ring 0946 693959.

● For sale Game Boy with 11 games, magnifier and light boy, worth £310, sell for £175. Phone 0243 829247 after 6pm.

● Mickey Mouse for sale in mint condition, in case with instructions, normally sell for around £26, sell for only £10. Ring 0705 781827 only before 3.15pm please.

● I have 5 games for sale: Kirby's Dream Land £12, WWF 2 £12, Terminator 2 £10, Duck Tales £12 and Caesar's Palace £12. Ring 081 573 6916.

● **For sale! Game Boy light, magnifier and amplifier. £12 for the lot or £5 each. Also for sale Game Boy adaptor £7. If you are interested please phone 0203 664653.**

● For sale: Game Boy light, carry case, £25. Will separate. Plus mains adaptor £7. If interested phone 0203 664653. (Incomplete fax).

● Hi, 2 top games for sale, 2 games with class and action throughout. They are Batman: Return of the Joker and Prince Valiant, in great condition and boxed with instructions, £13 each! Phone 0442 862011.

● For sale: Game Boy games. 4 games for £50, most with box and instructions. Sorry but must be bought as one purchase not separately. If interested call 0323 833022 Sunday or Monday nights after 7pm please.

● For sale Game Boy with adaptor, link cable, earphones, magnilight, Bart/Camp Deadly, Tetris, WWF 2, Super Mario Land 2 and carry case. All instructions, excellent condition, £100 ono. Phone 021 444 2438 after 4pm.

● Attention, I will swll WWF Game Boy game £10 and Parasol Stars £15, or sell both for £20. Also I have mint condition Phantom roller blades (black), size 5-7 (professional) for £25, worth £40. Just phone 0993 774289 thanks.

● For sale: Game Boy, Tetris, headphones, game-link cables, adaptor, magnifier, Boxxle and Radar Mission, £45. Also games: Darkwing Duck, Probotector and Lemmings, £14 each or £35 for all 3. Tel: 0782 327110.

● Game Boy for sale. Brand new unwanted Xmas gift. Unused complete with Mortal Kombat and Spider-Man 3 plus stereo speakers and batteries. Bargain at £75 inc p&p. Tel: Sheffield 0742 438542.

● Game Boy games for sale: Parodius £15, Prince of Persia £10, Probotector £15, Dr Franken £12, Batman: Return of the Joker £15, Super Mario Land £10, Mega Man £10, Castlevania Adventure £10 and Spider-Man £10. Most games boxed with instructions, excellent condition. Also carry case £5. Phone 021 358 1157.

● Game Boy plus magnilight, carry case and 9 games for sale. Games include F-1 Race, Dragon's Lair, Super Mario Land, etc. Sell for £120 ono. Phone 0823 443627.

● Handy Carry for sale, only £5. If interested please phone 0323 843959 after 6pm.

● Game Boy for sale with Tetris and accessories, all boxed, vgc for £30. Also The Hunt for Red October £10, and holster which holds Game Boy and 7 games £5. Or you can buy it all for £40. Treat yourself, just phone 0329 235183.

● For sale, Game Boy with battery pack, charger, mains adaptor, game light and 5 games including Krusty's Fun House, Final Fantasy, Top Ranking Tennis and Populous. All excellent condition, all boxed with instructions. Cost over £200, sell for £110. Phone 0787 237702.

● Game Boy for sale with Chase HQ, Bart/Camp Deadly, headphones and batteries, good as new, £40. Phone 0943 600437 after 5pm.

● Game Boy with 5 brill games and carry case for sale. Games include Zelda, Top Ranking Tennis, Battletoads, Nemesis II and Tetris. Everything boxed with instructions, excellent condition, £100. All games rated 90% and above in GB Action. Phone 021 358 1157.

● For sale: Mario Tennis, Robocop, Navy SEALs, Baseball, TMNTurtles, Probotector, Super Mario Land, Jimmy Connor's Tennis, Rockman World, Snow Bros, Mickey Mouse II, Bill and Ted and Chase HQ for £8-12 each. Buyer must live in London area. Will also sell Game Boy for £20. Phone 071 722 6017.

● For sale: Game Boy, adaptor, magnilight, link cable, Super Mario Land 1 & 2, WWF 1 & 2, Robocop, Tetris, Terminator 2, Mortal Kombat, Spider-Man, all instruction booklets, carry case and joystick attachment. £100 ono. Phone 021 747 9705 after 7pm.

● For sale Game Boy with 8 games, amplifier, carry case and 2 pouches. Most games boxed, all games with instructions. £135 ono. Ring 0707 658925 week days after 4pm.

PERSONALS

● For sale Super Mario Land 2, boxed with instructions, £15. Ring Cirencester 0285 657867.

● Thank you GB Action for a great year of top class work. Your magazine has been totally brilliant. Also love to Gemma from Stephen XXXX.

● If you are the girl who said she will sell me Star Trek: The Next Generation, please can you ring me again as I have lost your address! Thanks. Ring 081 952 0613.

● Dear NV of Clywd, what you wanted to do is illegal.

● The Ad Typist writes: Starting your ad with the word 'Sex' in a cheap attempt to draw attention to it is a waste of time. And a happy new year.

PEN PALS

● Wanted penpal, male or female, aged 11-12. Got to love Game Boys and have a good sense of humour. Photo doesn't matter. Write to: C Dickens, 8 Faringdon Avenue, Blackpool, Lancs FY4 3QQ.

● **Hi, I'm looking for a male penpal aged between 12-13. Must own Game Boy. Send photo if possible. Will reply to the first person who writes to me with address. All letters, 100% reply. Write to: R Oliver, 6 Wyvern Close, Crowle, Nr Scunthorpe, South Humberside DN17 4NW.**

● Hi, penpal needed for lonely male: female aged between 12-15 years old. Must support Liverpool and have Game Boy. First three will get reply. Recent photo please. Write to: M Smith, 40 Glebe Street, Penarth, South Glamorgan, Wales CF64 1EF.

● I want a penpal: female and aged 14-15, must like rave or heavy metal and having fun. I am 14 and waiting for a reply, so please make me happy and write to me, enclosing a photo if possible. Must have Game Boy. Write to: M Hall, 32 Stubbs Court, Andover, Hants SP10 3QR.

● Female penpal wanted, aged 11-12. Must like playing on Game Boy, playing Atmosfear, hockey and netball. Please write to: K Devlin, 9 York Avenue, Jarrow, Tyne and Wear NE32 5LP.

● Female penpal wanted, aged 14-16. Male aged 14 likes Game Boys, snooker, cars and animals. Please write to: P Quinton, 24 Riefield Avenue, Penwortham, Preston, Lancs PR1 9EB.

● Hi! Boy penpal wanted, aged 10 with Game Boy. Interests: fishing and music. Recent photo if possible. Write to: I Milner, 9 Broadmanor, The Balk, Pocklington, York YO4 2QJ.

● Calling all 12-14 year old boys out there. I'm 13 and female. If you like music, fun and reading then get scribbling to: C Walker, Kimmeridge, Langley Green, Suckley, Worcs WR6 5DU. Don't forget a photo!

● Wanted: penpals, male/female, don't mind. Plus please send a photograph. Thank you. Write to: J Hall, 6 Kynaston Avenue, Stoke Mandeville, Aylesbury, Bucks HP21 9DS.

● Penpal wanted! Any age, any sex, photo if possible, 100% reply. Write to: J James, Tyepitte House, Loddiswell, Kingsbridge, Devon TQ7 4RL.

● Penpal wanted any age, male or female. I'm 14 and male. I enjoy life. Please enclose photo. Write to: D Rickards, 99 Pirton Lane, Churchdown, Glos GL3 2SB.

● Penpals wanted m/f, good sense of humour essential, photo appreciated. I'm into Game Boys, Amigas, sport and really anything. I'm a lad. I want a long writing friendship to swap games, Amiga or Game Boy is essential. Write now, please. Answers to all. Write to: J Rith, 8 Chelson Gardens, Mainstone, Plymouth, Devon PL6 8SA.

● Yo! female penpals needed, must be attractive, smart, interested in computers, football, etc., etc. I am 14, male and a computer nutter with a good sense of humour. All letters replied to. If possible please send a good photo. Write to: L Sisk, 2 Hunter Road, Southgate, Crawley, West Sussex RH10 6DD.

● Hi, female penpal wanted. Doesn't have to have a Game Boy but must be good looking. I'm 11. Write to: S Buckley, 5 Marshall Road, Mapperley, Nottingham NG3 6HS. Send an extremely recent photo.

● Penpal wanted aged 13+. Must have a good sense of

ied Adverts

humour and like the charts and football. Male/female. Want to have a good laugh? If this is you write to: J Winship, 7 Knox Chase, Harrogate, N Yorks HG1 3HZ. Get writing! Hurry!

● Male seeks 13-15 year old female penpal. Must like chart music and football. I will reply to all letters. Please send a photo as well. Write to: M Wallace, 25 Durham Avenue, Edinburgh EH15 1PA.

CLUBS/MAGS

● Paul's penpal club! Don't delay, loads of fun and games! Help with anything! Please remember to send a SAE. Free to join! And penpals too! Get writing to: P Dunbavan, 4 The Green, Ribblevillage, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

● Leigh's penpal club. Get your ideal male or female penpal for only 50p per month. You choose the sex that your penpal should be. So get writing to: L Pear, 69 Willingham Road, Knaith Park, Nr Lea, Gainsborough, Lincs DN21 5ET. Don't forget to add your name, address, 50p and what sex your penpal should be. 100% reply within 2 months.

● New the official UK penpal club is waiting to hear from you. Don't bother with any other expensive amateur club. This is the ultimate penpal agency. We are bound to match you up with someone similar and it's free. Send a SAE to: D Tipples, 24 Lan-y-Eors, Lan-y-Llyn, Caerphilly CF8 1DP. Tel: 0222 882809.

● Yo! Want to join the mega cool D-Club free? One of the best agencies around! Write now to: D-Club, 8 Coresford Drive, Priesthill, Glasgow, Scotland G53 6PH. Send recent photo if possible. Also you reserve a free fact sheet!

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

● Gamer-Link! The original penpal club for gamers! Over 350 members world wide! Send stamp for full details to: Gamer-Link, 28 Churchfield, Ware, Herts SG12 0EP.

● The Zelda Guide is still available. Send a cheque for £2 made payable to A Ferenbach and an A4 or A3 SAE to get the Game Boy Zelda Guide. Or call for help over the phone, evenings only, on 031 453 3453. Write to: A Ferenbach, 38 Baberton Avenue, Juniper Green, Edinburgh, Scotland EH14 5DR.

● For all the latest TV, video and game reviews write to Rev. Ltd. at D Wislen, 22 Hillcrest, Middle Herrington, Sunderland SR3 3NL as our old office has shut down. Free first issue with lots of classic games. Free gift included. Phone: 091 528 3281.

● Free hints on letter writing. Send your name and address on a piece of paper and send it to: M Keene, 11 St Patrick's Avenue, Coleriane, Co Londonderry, N Ireland BT52 1HZ. No SAE required! Send now!

● If you have need for any cheats (limited) send a stamped SAE and 50p to: Cheats Limited, 30 Byre Road, Carshalton, Surrey SM9 2SH. So get writing. Money refunded if no cheats available. Only Game Boy!!

● Here is the one and only problem page. I want to help any of you Game Boy readers. Everything will be confidential, so please write, I'll reply. No money needed. Send your problem with your address to: G Thomson, 4 Towers Road, Airdrie, Strathclyde, Scotland ML6 7BY.

● Hyper Talk! The new magazine that's as smooth as a Game Boy. Send a SAE for a free fact sheet or 50p to: R Dawda, 158 Winsford Avenue, Allesley Park, Coventry CV5 9NH.

● The Small Green Screen is the fanzine for all Game Boy lovers everywhere. Send a letter with your name and address to: TSGS, M Hewitt, 80 Epsom Drive, Ipswich, Suffolk IP1 6SU. Phone: 0473 747919.

● New fanzine "GB Powerzone" needs readers. Send a SAE and 60p to: M Campbell, GB Powerzone, 180 Comber Road, Dundonald, .Co Down, N Ireland BT16 0BP.

● Fab Game Boy magazine, GB Magic! If you still want a cool copy, February's mag is out soon. Thousands of people wrote in for a copy. It's 20p now. If you want the new edition (2) or would like to send reviews, pictures, etc., send a SAE and 20p to: F Hopkins, 27 Burnside, Haddington, East Lothian, Scotland EH41 4ER.

MISC

● Dartboard, mat, cabinet and set of darts. Bought for £40, bargain at £20. Ring 0474 823768 after 4pm.

● Radio controlled car, needs some attention, small part, was £250 new, sell for only £75. Write to: S Campbell, Rose Cottage, 67 Datchworth Green, Knebworth, Herts SG3 6TL.

● Mint condition Atari Lynx with 3 games including Toki and carry case, all for £70 (rrp £190). Phone Edinburgh 031 441 1547 after 7pm, buyer must pick up.

● I will sell my Sega Master System with 6 of the latest games: Sonic the Hedgehog, World Class Leaderboard, Olympics, Lemmings, Alex Kidd and Champions of Europe. Everything boxed, good condition, £120 ono. Includes 2 controllers. Or I will swap for a SNES with 1 game. Write to: J Taylor, Plot 1, Westerlea, Alyth Road, Blairgowrie, Perthshire, Scotland PH10 7DY.

● Assorted computer games for Atari ST 520 from £2 each, eg. Treasure Island Dizzy, R-Type and Tournament Golf, all with instructions. Ring 0724 662848.

● Keyboard for sale. Bought for £30, bargain at £10. Ring 0474 823768 after 4pm.

● Sega Mega Drive games: Sonic the Hedgehog 2 £25, Golden Axe £20, John Madden '92 & EA Hockey £30 and Streets of Rage 2 £30. Sonic the Hedgehog and Sega Mega Drive with 2 pads £80. All for £150. Tel: 0452 713667.

● SNES, Super Mario World, F-Zero, US convertor and SN Propad, only £100. Aquarium with gravel, pump and rocks only – offers? Amiga games for sale including: Striker, Zool, Premier Manager and compilations, over 30 in all and a further 27 coverdisks, £3 upwards, £25 the lot. Buyer collects or pays postage. For info/list write to: S Campbell, Rose Cottage, 67 Datchworth Green, Knebworth, Herts SG3 6TL.

● Atari 65XE computer with 35 tape games, joystick, all fully boxed, bargain, great birthday present, buyer must collect, £45. Write to: J Rith, 8 Chelson Gardens, Mainstone, Plymouth, Devon PL6 8SA.

● Outstanding bargain!!! Street Fighter II for any Amiga. Cost £26 but sell for only £15 ono including p&p. Or swap for Pro-Set 1990-91 cards. Incredible! Write to: D Wood, 24 Marlborough Road, Stevenage, Herts SG2 9HW.

● Spectrum +2 for sale, 100+ games, all in full working order. Bargain, £30. Ring 0474 823768 after 4pm.

● Amstrad CPC 464, dust covers, 164 games, 17 educational, introduction package, colour, monitor, light pen and typing tutor. Ideal Xmas present, £160. Phone 081 531 5611.

● Are you stuck for a pressie for Granny or anyone this Christmas? Candlecraft sells many Christmas, birthday, Halloween and novelty candles all at cheap prices. I'll be pleased to help. Ring 021 624 8191.

● A basketball ring and net plus basketball. Bought for £40, bargain at £20. Ring 0474 823768 after 4pm.

● G'day groovers! I have issues 1, 2 & 4 of Games Master. To you my friends only £15 for a good issue 1, £10 for issue 2 and £5 for issue 4. All mags fairly good condition. Phone 0442 862011.

● 10 different mags: Mean Machines, Sega Pro, Super Play, Game Pro, Super Control and C&VG. Will separate. £13 ono. Send SAE for list to: J Rith, 8 Chelson Gardens, Mainstone, Plymouth, Devon PL6 8SA.

● Sale: I will sell my Sega Mega Drive with Mortal Kombat, Jungle Strike, Sonic the Hedgehog 2 and a infra red control pad for £60. Phone 0788 561307. Please hurry as I need the money.

● Earn £100+ part time distributing catalogues in your local area. You must be over 18. Phone 0203 694172 for full details, immediate start for the right person.

● Sega Master System with 8 games, light phaser and 2 controllers for £70 ono, or swap for Sega Mega Drive with 3 games. Ring 081 785 9805 after 6pm, but must be in South London area, you may need to pick it up.

● NES for sale with 10 brilliant games and 2 joypads, only 1 year old and hardly ever been used. All this for only £85. Ring 0926 624861 after 7pm.

● C64 with tape deck, 2 joysticks, disk drive, printer and 4 games, £150, will separate. Tel: 081 941 0735.

● For sale Sega Mega Drive, a SCART lead and 5 games: Flashback, Sonic the Hedgehog 1 & 2, Micro Machines and Tiny Toons. Phone 0223 842712.

● DC Comics. 35 comics in total. All in mint condition. All comics are in special comic bags. All comics together in comic box. Everything for just £30. If interested please ring 0753 866980. If you get the answerphone, please leave your phone number.

● Total! back issues for sale: issues 3, 5 & 21, £4 each inc. p&p. Very good condition. Phone 0226 712055 after 8pm. Plus other mags.

● Wanted: SNES games. Must be PAL or English carts with box and instructions, predominately platform or sports games wanted, £15 paid, any games considered. Ring 0323 833022 Sunday and Monday nights after 7pm.

● For sale fruit machine £50, includes £5 worth of old 10ps. Phone 0273 833421. Buyer collects from West Sussex area.

● NES for sale. Great condition with 8 games including Super Mario Bros 1 & 2, California Games and Marble Madness with Zapper. Boxed with instructions. £80 ono. Ring 0482 781517, Humberside area.

● Wanted: SNES games. I will pay £15 for most English/PAL carts. They must have their boxes and instructions though. Call 0323 833022 Sunday or Monday nights after 7pm please.

● For sale, all issues of Games-X, over 40 issues, £30 inc. p&p. Phone 0226 712055 after 8pm. Plus other mags for same.

● Wanted: early computer games book "Invasion of the Space Invaders" by Martin Amis (1982). Will pay £6 plus postage for 5 copies. Phone 0442 862011. Hurry!!!

● Wanted issues 1 & 2 of Total. Also I want your used phonecards. Will pay £3 each for mags and £1.50 for 20 phonecards. All phonecards and mags must be in mint condition. Cheers Big Ears!! Phone 0442 862011.

● Swap NES, SNES and Game Boy games or sell some, eg. Street Fighter II US cart only £15. Not all in boxes. Call 0924 848007 between 4.30-6pm. Also wanted NES and SNES 4 player adaptors.

● Sega Mega Drive with 3 games: Taz-Mania, Moonwalker and Sonic the Hedgehog, £100 ono. Ring 0474 823768 after 4pm.

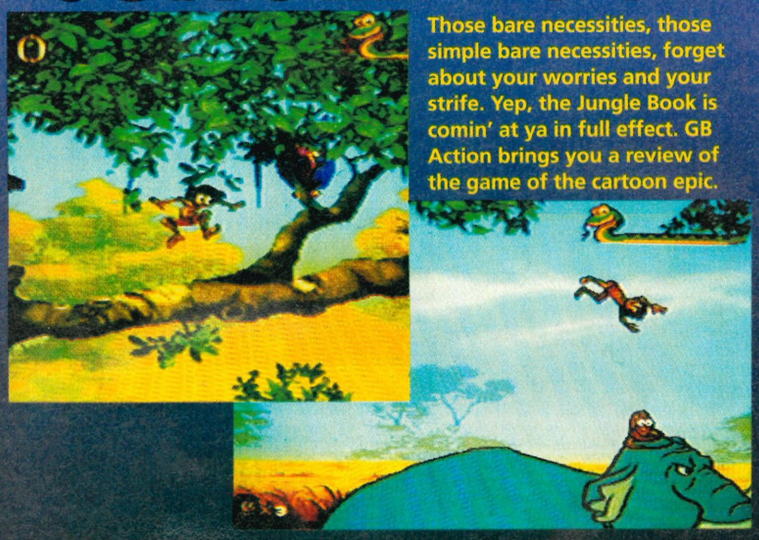
PURE GAME BOY EXCITEMENT

NEXT MONTH

Valentine's day is not too far away and our labour of love with the portable palm pleaser continues evermore. No more teasing, Lawnmower Man is comin' at ya!



JUNGLE BOOK



Those bare necessities, those simple bare necessities, forget about your worries and your strife. Yep, the Jungle Book is comin' at ya in full effect. GB Action brings you a review of the game of the cartoon epic.

REALLY! LAWNMOWER MAN

We're not kidding this time. You've heard the hype, you've seen the film, you've read the preview and the feature. Now it's time for a full unexpurgated review. Can it possibly be as good as the build-up would have us believe? All will be revealed next month.

NINTENDO HOTLINE

The Nintendo Hotline really takes off next month with a special feature on the new Nintendo Game Boy release Kirby's Pinball. Will it be as good as Pinball Dreams? What do the Hotliners think about it? Find out next month.

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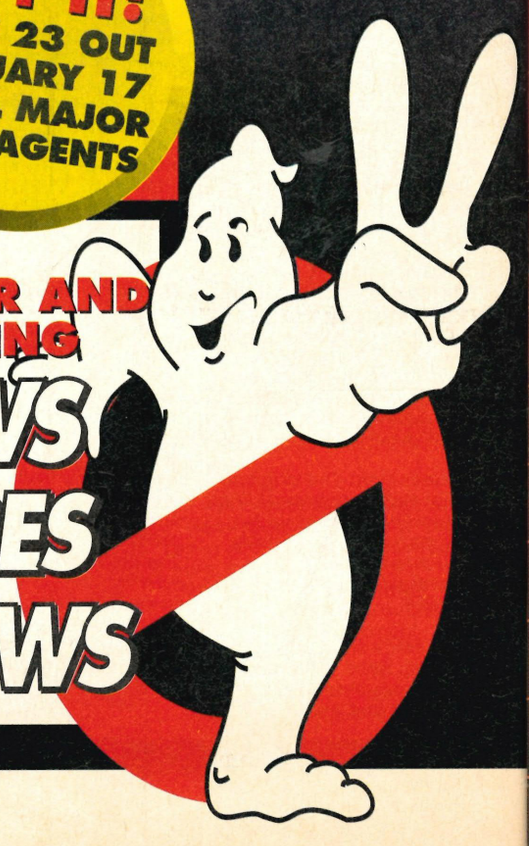
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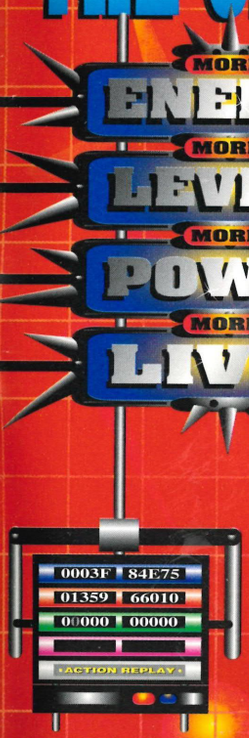
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