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GB ACTION

JUNE 94 ISSUE 26 £1.50

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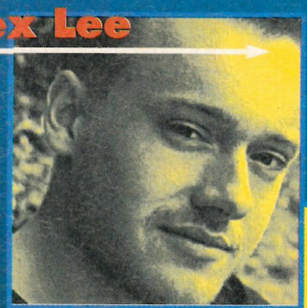
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BONJOUR MES ENFANTS.....

Okay people, hold on to your hats and brace yourselves for the next explosive, cram-packed issue of the world's wildest GB mag.

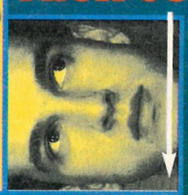
Alex Lee



Editor

Well here we are again with more inane banter to fill this month's welcome page. I racked my brain to come up with something more informative and interesting than the usual nonsense. The answer was as obvious as the nose on my face. Get the rest of the crew to describe in graphic biological detail their favourite medical conditions. Great eh? Gibber.

Alex Jefferies



Co-Art Editor

There is no doubt about it, Alex is suffering from a very rare affliction known as Fly Talkin' Black Squidly Didley's disease. This affects only one in...well actually Alex is the only case in the entire Universe. It is extremely dangerous and there is sadly no known cure.

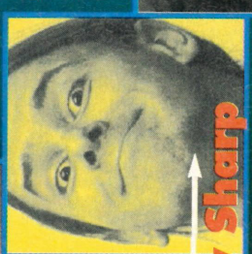
Marc Keating



Art Editor

Mark is a man of simple tastes and loves nothing more than a good old fashioned in-growing toe nail. "It's the ease with which you can acquire one, I mean simply wearing tight fitting shoes is enough," says Mark. His collection of removed toe nails is the envy of collectors worldwide. Actaully it isn't, and this is a total fabrication of the truth.

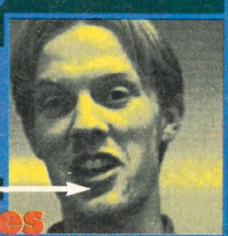
Andy Sharp



Deputy Editor

Tape worms are Andy's personal favourites. These parasitic string-like creatures anchor themselves to the lower intestine and live off partly digested food. "My Grandad had one removed and it was over 10 feet long and totally filled a big jam jar," claimed Andy. "I named him Bob and loved him as my own, until my mum threw him away that is." Ah, shame!

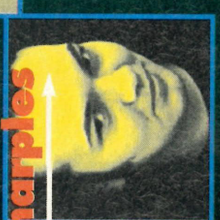
Neil Jones



Staff Writer

Neil is a big fan of the common ailment, tonsillitis. His colleagues are also fond of it, especially when Neil has it, because it means they don't have to listen to his nonsensical gibberish anymore.

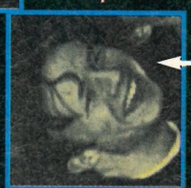
Jay Sharples



Contributor

"Otomycosis!" shouted Jay, "It's a disease that really grows on you!" Oh tee hee, having just referred to a big medical book I find that otomycosis is a fungal infection of the inner ear that does quite literally grow on you. Patients should avoid scratching the condition with toothpicks, hairpins or other sharp objects as it may hurt them quite a lot.

Dave Longworth



Production Editor

Being the exotic playboy-type character at GBA, it came as no surprise that Dave had a 'thing' for tropical diseases. "They're so glamourous" said Dave. "I'm interested in them all but my favourite has to be the alluring Poison frog fever." Keep taking the medication Dave.

GB ACTIO

PURE COLOUR GAM

Usually a quiet time for game releases, this Summer is proving to be a happy exception. Several quality releases are hitting the shelves right now and GB Action has 'em all!



Nintendo® HOTLINE

The Legend Of Zelda – Link's Awakening is selling by the truck load. The kids at the Nintendo Hotline are well into it and because of this they're keen to share all their hints, tips and cheats with us one more time. There's also Gremlins 2 and Lolo – the official word from the guys in the know. See it all on 48-49.

INTERACTIVE FOOTBALL



The third part of GB Action's rather special football competition in which you can win a load of official World Cup souvenirs can be found right here. Check pages 46-47 to see whether your name and back four are in there. If you can't find your name, don't worry – it may appear next month.

06/NEWS

Sony Imagesoft are planning an all-out assault on the video games market. Their world domination plan includes some corking Game Boy releases. Find out what they are on pages 6-7. Also covered: the BBC's Big Bash, the new Mario Land Game Boy pack and much, much more.

08/REVIEWS

There are five monstrous new game reviews for you this month and, for a change, they're all magnificent. Monster Max from Titus, World Cup Striker from Elite, Ms Pac Man from Nintendo, World Cup USA '94 from US Gold and New Chessmaster from Hi-Tech Expressions.

30/FEATURES

New Editorial Correspondent Rob Smith has been all over England to do these features. Top development team Spidersoft had a chat with him about their stunning new projects and Justin Saunderson from Middlesex Uni has been telling him about his new hi-tech course.

37/TIPS, GUIDES

You want Action Replay codes? You got 'em! You want Game Genie codes? You got 'em! You want hints, tips and cheats? You got 'em! Plus special Firefighter and Tetris mini-guides all packed into an extra special guide section. It's a beauty! Don't miss it for the world.

56/LIBRARY

Five whole pages packed full of the most important Game Boy carts released over the years. Each game is given a mini review and there's a reminder of the score it got when originally reviewed. GB Action is Game Boy only, and we play the games to the death – believe the scores.

THE BRAINS BEHIND IT ALL...

Editor: Alex Lee, **Art Editors:** Marc Keating, Alex Jeffries, **Deputy Editor:** Andy Sharp, **Production Editor:** Dave Longworth, **Staff Writer:** Neil Jones, **Contributors:** Jason Sharples, Rob Smith, **Ad Manager:** Simon Lees, **Ad Sales:** Jane Normington, **Ad Production:** Barbara Newall, **Marketing Manager:** Lucy Oliver, **Production Manager:** Sandra Childs, **Circulation:** David Wren, Commercial Director: Denise Wright, **Managing Director:** Ian Bloomfield, **Chairman:** Derek Meakin, **Systems Manager:** Dave Stewart.

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The most thorough low down on all the latest Nintendo Game Boy releases begins here. Enjoy.

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GB ACTION ISSUE 26 June 1994

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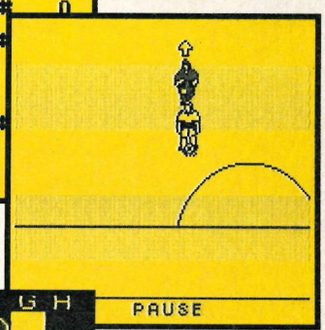
E BOY MENT



Reviews and previews that ooze quality from every pore supplied to you by GB Action.



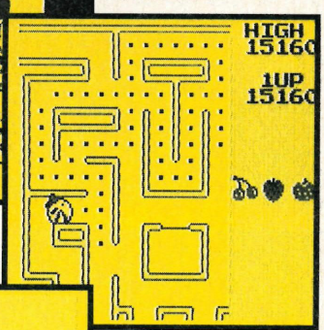
8) MONSTER MAX
Titus's greatest isometric adventure!



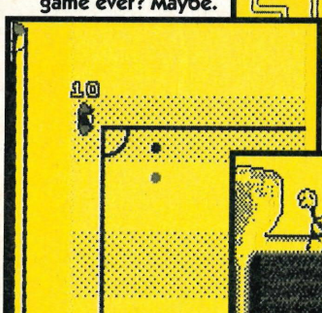
12) WORLD CUP STRIKER
From Elite, for footy addicts everywhere.



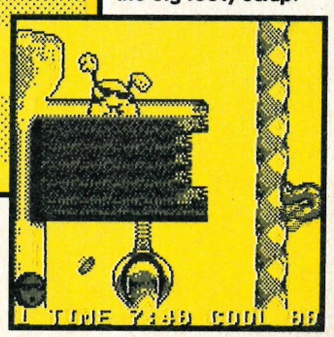
16) NEW CHESSMASTER
It's Chess, it's new and it's masterful.



18) MS PAC MAN
The best Game Boy game ever? Maybe.



22) WORLD CUP USA '94
US Gold's entrant in the big footy scrap.



26) COOL SPOT
Animation like you've never seen before.



32/MANGA

What will they think of next? Japanese tomfoolery in the shape of bizarre cartoon adventures from the Manga stable. Four top quality video reviews.



28/COMPETITIONS

US Gold's competition is hotting up to volcanic proportions! The entries have been pouring in like thick lava and some of the team selections we've seen are world beaters. As well as that, Titus have yet another original competition, this time in conjunction with Monster Max!

WIN!
THE FINEST PRIZES ON EARTH!



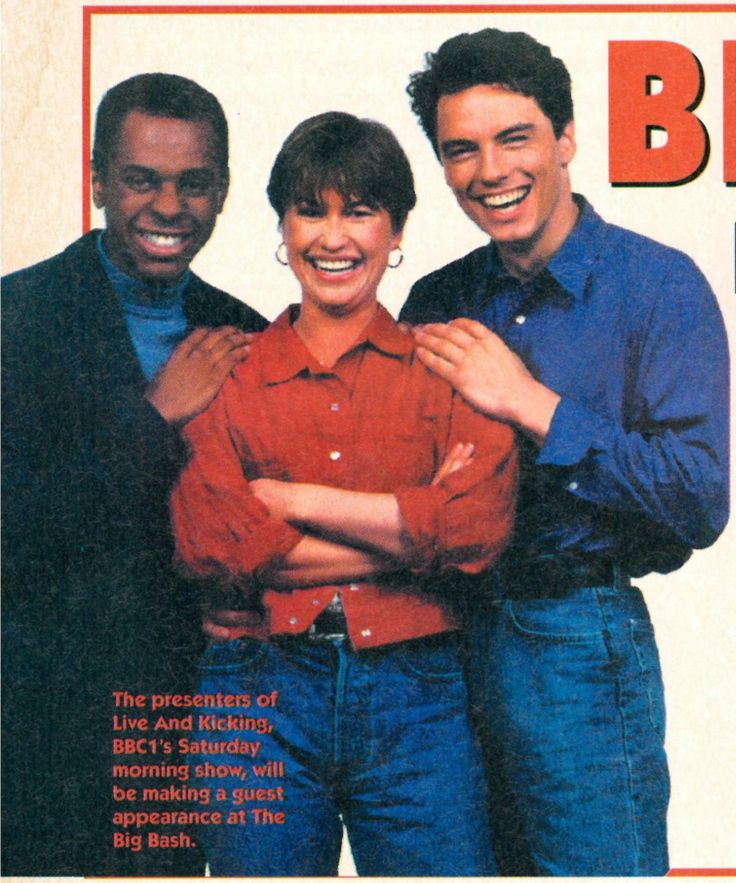
NEWS

FROM THE GAME BOY WORLD



For the most informative news on the wonderful world of the Nintendo Game Boy, look no further than these two pages!

BIG BASH



The presenters of Live And Kicking, BBC1's Saturday morning show, will be making a guest appearance at The Big Bash.

Produced in association with Children's BBC, The BBC's Big Bash promises to attract thousands of families to the NEC in Birmingham this October. The exhibition site will consist of six worlds: Style, Sports, Real, Fun, Future and Entertainment – each with its own appeal and structured environment.

Anna Home, Head of BBC Children's Programmes, says: "The BBC's Children's Department will be working closely with the exhibition team to bring the very best of Children's TV to life and I am delighted we will be involved in the project."

Timed to coincide with the build up to Christmas, The BBC's Big Bash will be used by companies to give their customers the chance to 'try before they buy'.

Fun World, Entertainment World and Future World should prove the biggest attractions. Hasbro, one of the largest toy manufacturers in the world, are "thrilled to be involved in such an exciting event" according to Managing Director Bryan Ellis.

Andy Feather, Marketing Manager at TSR (manufacturers of Dungeons And Dragons), shares Ellis' enthusiasm: "We'll be showing our updated D & D... streamlined, repackaged and including, for the first time, miniature figures of the heroes and villains."

Entertainment World will be an aural treat – from space age sound effects for the latest electronic games, to the boom of a hot dance act performing their latest tune. Yamaha and Bontempi will be contributing to the cacophony of sound, with punters having the chance to have a dabble on some of the world's greatest organs.

Future World is set to be a computer fest, but details of it have yet to be released. GB Action will tell you all about it first.

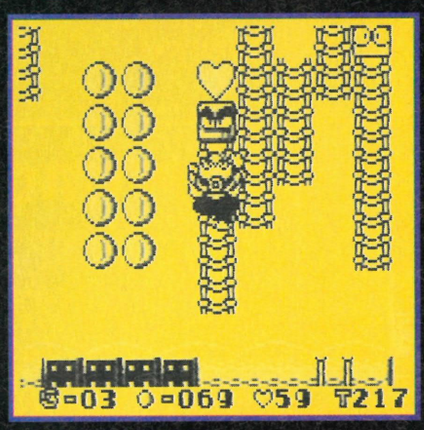
SUPER MARIO PACK



A new package from Nintendo is now available comprising Game Boy, headphones, batteries, link-up cable, Tetris and Super Mario Land.

Super Mario Land, the seminal Mario adventure on the Game Boy, is a best seller in the United Kingdom with sales of over half a million (which is how many mags we sell in a year). The unstoppable might of Mario combined with the addictive powers of Tetris is a tasty combination and for £59.99 it's well worth the asking price.

The two game pack will replace the existing Tetris edition, but the solus pack (Game Boy only) will remain available for £39.99. Thanks Nintendo, we love you!



(Above) Wario Land, the third Mario adventure on the Game Boy.

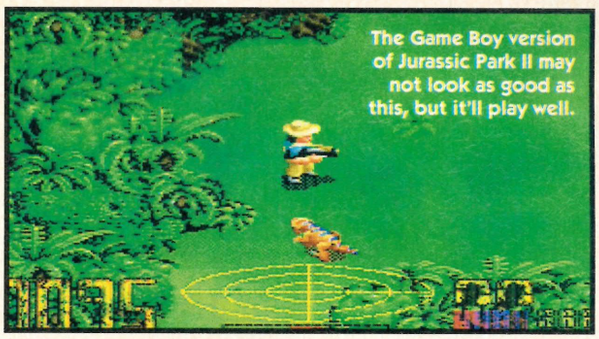
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SONY TRIO



Sony Electronic Publishing are preparing for a three-pronged attack on the Game Boy market. Choplifter is scheduled for Autumn, followed by the Flintstones and Jurassic Park 2 in time for Christmas.

The Flinstones is being hyped as one of the biggest movies of the year, so the developers have taken the John Goodman film for their inspiration rather than the Hanna-Barbera cartoon. All the familiar locations and characters will be present in a platform scenario. The end-of-level guardians are massive prehistoric animals.



The Game Boy version of Jurassic Park II may not look as good as this, but it'll play well.

There will be more dinosaurs than ever before in Jurassic Park 2. There are 14 species with enhanced animation and realistic behaviour. Each sprite will react to players or enemy workers depending on the species and the situation. Apart from the dino threat, there are 12 different 'human' opponents from scientists and guards to paratroopers and snipers all trying to stop you.

Choplifter puts the player at the controls of a GA 27 Thunderlord Helicopter on a mission to smash a terrorist organisation. Players must pilot the 'copter through four sectors.

SCOOP

Games manufacturers and retailers are soon to be facing hard times, it seems, with retail sales down 5% in 1993 and imports set to swamp domestic producers.

A new report, published by business info company Key Note last month, says that annual retail sales have dropped for the first time since 1990, to around £1.14 billion in 1993.

Massive expenditure on advertising is failing to drag the industry out of the mire. In 1993, promo spending on traditional toys and games rose to £35 million – an increase of more than a third on the 1992 figure. Around £25 million was spent on advertising computers, TV games and consoles alone.

In the long term the news is not all bad. An increase in the number of under 15s with cash in their pockets may well inject new lifeblood into the toys and games market. The under 15s age group is predicted to increase dramatically, until there are 12.1 million of 'em in 2001.

It's also assumed that computer games are set to cause a bigger dent in their parents' wallets than ever before.

Toys & Games – A Market Sector Overview is available from key Note Publications, tel 081 783 1122, price £169.

ECTS REPORT



The spring European Computer Trade Show was a roaring success. Hundreds of software houses, publishers and dealers plied their latest wares at the Business Design Centre in Islington. The good news for Game Boy owners was that several of the top software houses are planning to continue supporting the Game Boy software market.

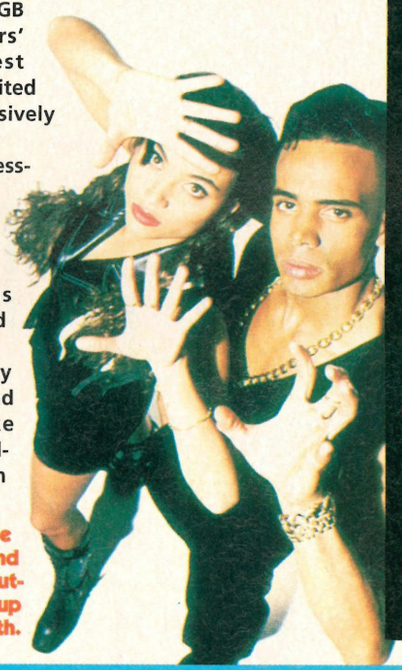
Nintendo's efforts in particular should keep the Game Boy at the top of the hand held charts with the official British launches of Tetris 2, Donkey Kong and Ms Pac Man.

COMING SOON

Winners of the GB Action readers' survey 'Best Group' award, 2Unlimited are interviewed exclusively in next month's mag.

Holland's most successful band ever recently took time out from their busy recording schedule to relax and have a chat with us about their careers and life in general.

Place your order early to ensure that you find out what they're like and whether there really is no limit. Only in GB Action.



(Right) Anita and Ray, the beauty and brains behind the world's top techno outfit 2Unlimited. Catch up with them next month.

KURT COBAIN

KURT COBAIN, THE LEAD SINGER OF NIRVANA, COMMITTED SUICIDE WHILE WE WERE WORKING ON PRODUCING THIS ISSUE OF GB ACTION. HIS MUSIC WAS AN INSPIRATION TO US ALL. MANY WORKING HOURS HAVE BEEN SPENT WITH NIRVANA PUMPING OUT FROM THE OFFICE CASSETTE PLAYER. REST IN PEACE, KURT.



UK CHART

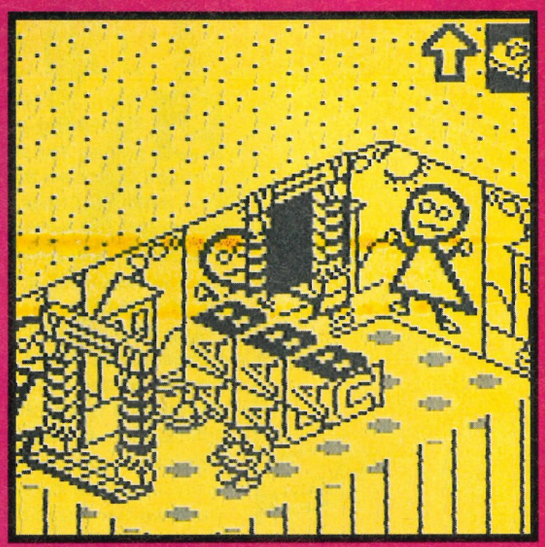
This is the chart to be believed. Elspa have the most accurate chart rendering facilities known to man.

1) KIRBY'S PINBALL LAND Nintendo
2) SUPER MARIO LAND 2 Nintendo
3) ZELDA Nintendo
4) SENSIBLE SOCCER Sony
5) SUPER MARIO LAND Nintendo
6) KIRBY'S DREAMLAND Nintendo
7) LEMMINGS Ocean
8) KID DRACULA Konami
9) JURASSIC PARK Ocean
10) TINY TOONS MONTANA Konami

Kirby's Pinball remains at no. 1 - Nintendo continue to dominate the top ten. Konami, Ocean and Sony show their strength by retaining top ten slots. The next chart'll see some changes with the release of new summer titles.

REVIEW



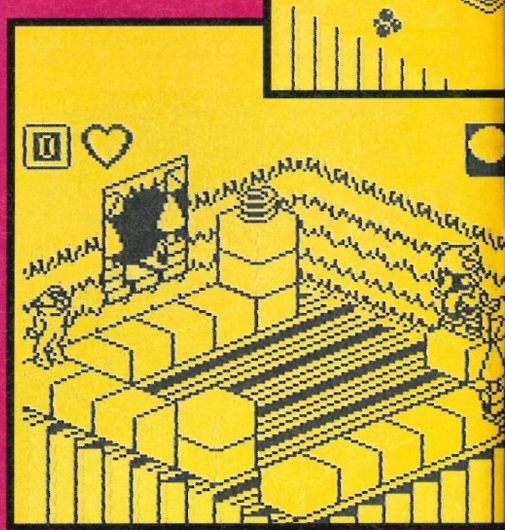


The duck icon will allow Max to duck under the block on the right. Duck, geddit?

MONSTER MAX

Each and every mission begins from this transporter. After this, you're on your own.





One problem you'll have to overcome are the lethal floors. One touch and Max will be fried alive.

The days of Zelda are numbered! Monster Max blasts out from Titus headquarters after months of hard toil improving the finer points. The new master of adventure is here.

First previewed about an ice age ago, the speculation was that this cart was a breath of fresh air and would be one of the finest games ever to have hit the small screen. And today?

Things haven't changed! This blows away just about anything I've ever played on the 'Boy, probably due to its originality and simplicity. Although the graphics are stunning, the 3D isometric view is someting rarely seen before on a screen as tiny as the Game Boy's. The backgrounds don't clutter the screen and make it look so complicated you can't see exactly where you're going.

As you'll probably know, the 3D isometric view has been utilised to its full potential on other formats, so it was inevitable that somebody would attempt to bring that success to the small screen. But I was amazed at the ease with which it seems to have been done.

"Admittedly, Max is a little tricky..."

Admittedly, Max is a little tricky to control until you suss the way he moves, but once this skill has been mastered, Max is unstoppable.

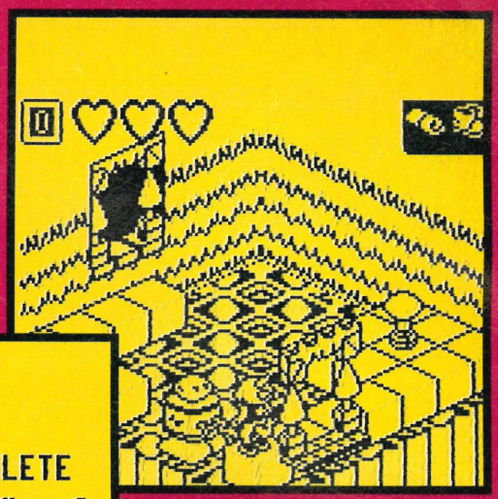


The idea is to train Max through nine levels, each with three sub-levels, until he's ready to fight the ultimate battle against the evil dictator who's taken charge of his and presumably our world!

Yes, I know it's the same old story but you don't know Max's reasoning yet do you? This dispicable dictator chappie has banned all forms of rock music apparantly. Max, being a bit of a mosher, loves his tunes and sets about overthrowing this heathen's regime. Max meets up with a group of underground freedom fighters and begins his training.

Throughout each and every training mission, you'll encounter several nasties and traps set out to scupper any chance of survival. It's no wonder then that you'll have to keep your senses on full alert at all times. Danger could be lurking only one step away!

Left: The mission is explained before Max makes his move.
Below: Each mission completed results in awards of points, but no prizes!



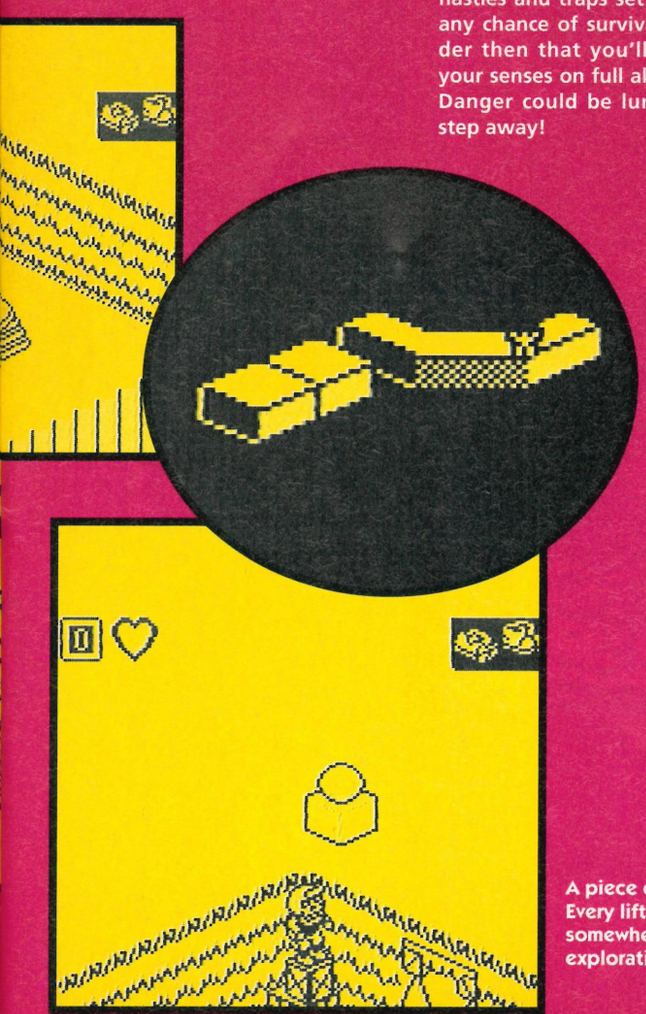


Above: Don't make Max mad, you won't like him when he's mad. Mad Max takes 'em all on. Mad Max, geddit?

Exploring all rooms thoroughly is a wise idea. Check out where the lifts go even if they seem to be going nowhere. You may be in for a pleasant surprise.

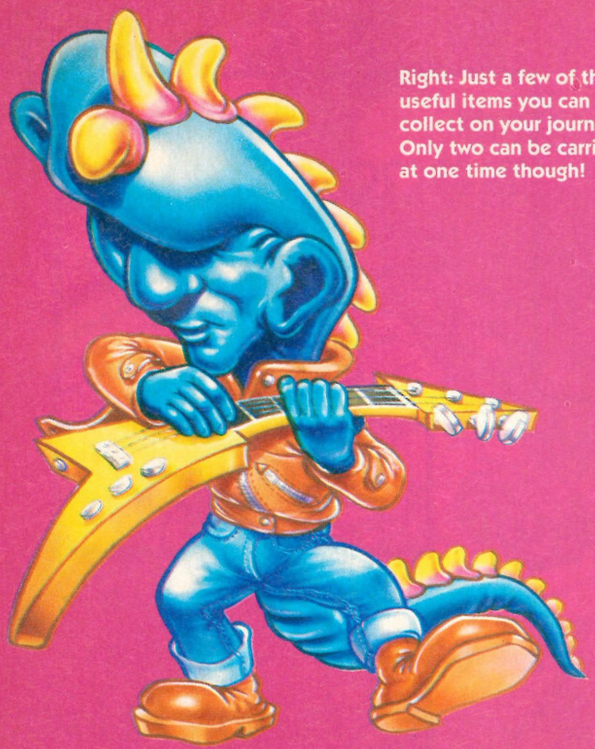
To make each stage a little friendlier, there are a few items around for you to collect. Unfortunately you can only carry a couple of items at a time so it's best to discover where these items are most useful. Whether it be a spring for a higher jump, a duck to (surprise) duck or a sword, you'll need them all at some time or another.

To keep track of your progress there's a map option showing only the rooms you've entered. This can be entered at any time so you don't wander aimlessly around attempting to break out of the smallest of areas. Why a game of this magnitude and look hasn't been attmpted before is a mystery to me. It appears in my mind to be one of the genres which best suits the 'Boy and its limitations.



A piece of advice: Every lift will lead somewhere. Happy exploration.





Right: Just a few of the useful items you can collect on your journeys. Only two can be carried at one time though!





Above: Some strategy is called for. Bombing these platforms won't work unfortunately!

Monster Max has knocked the barriers down. Let's hope others follow in the future.

Before entering one of the areas, you should access the computer in the small entrance room. This will explain your goal for the area. Whether it's collecting prize jewels or destroying the deadly hamburgers (why?), the mainframe computer terminals will let you know.

An area can only be exited once the mission has been completed. For these tasks you will be given four lives with extra lives to be found as well as invincibility icons and shields. Everything you may need is included. The programmers have been working overtime to make Monster Max the killer cart it truly is.

At the conclusion of each level Max is rewarded with credit. And the more credit he has, the greater chance he has of obtaining those extra lives.

Each life remaining at the the end of a level is also rewarded with credit. The potential for a balance in excess of Rod Stewart's annual profit margin is definitely an added incentive for caution.

Over 300 rooms to explore, 28 levels of mayhem and more options than you can shake a stick at, and nothing has yet sprung to mind as regards omissions.

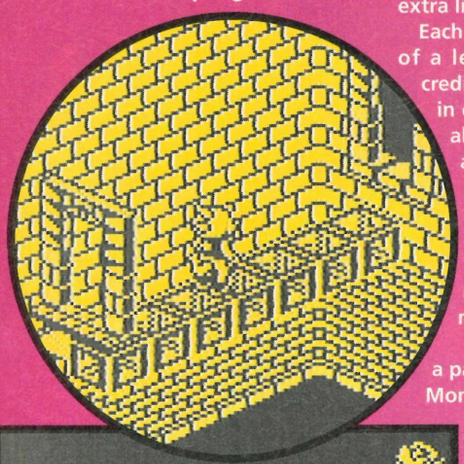
All of this and there's even a password option.

Monster Max is far and away the greatest game of the year if not one of the fore-runners in the ongoing struggle to release the most impressive cart of all time. I'm not kidding.

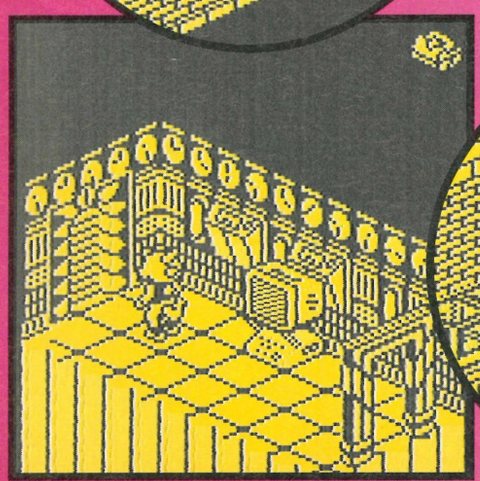
So step aside Zelda, Max has reached the edge of town and he's not much impressed with your past successes.

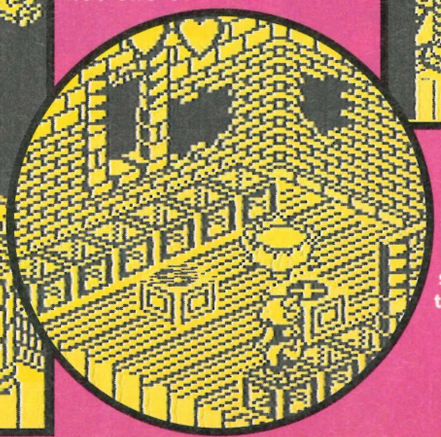
I really cannot see anyone surpassing this in terms of size, quality and originality. It's a runaway success. Encore!

Bottom: The door opens and your mission is about to begin.
Below: Beware collapsing blocks.









Above: Déja vu methinks.
Left: X marks the spot. It's all about timing and precision.

GB PANEL



OFFICIAL
PUBLISHER TITUS
GENRE RPG/ADVENTURE
SUPPLIER TITUS
PRICE £24.99

When Zelda was shoved in our faces with its massive advertising campaign last Christmas, the whole of Game Boy land exploded into action trying to solve this massive RPG. I for one hope everybody believes me when I say that this is lengths ahead of the Zelda phenomenon. It's unbelieveable that nobody has attempted the 3D isometric view on the Game Boy before. This genre is something that we need more of and when people see this they'll no doubt realise what an opportunity they've missed. Graphics are stunning, as are the options and control systems. If you haven't grasped it yet, I rather like this cart and everything it stands for. Let's hope it gets the recognition it deserves. Bravo!

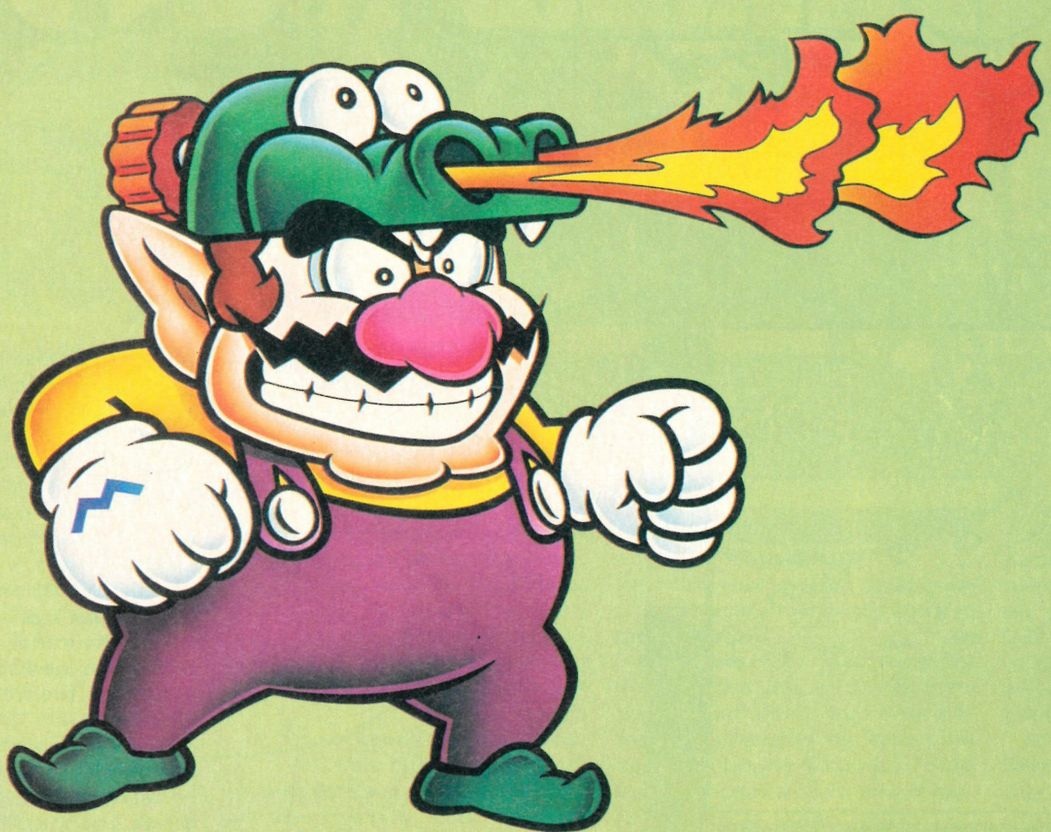


OVERALL
94%

WARIO LAND
SUPER MARIO LAND 3™

Total Magazine 92% rating

You are entering a WELL 'ARD hat area



Mind yer heads Wario's back. Yes, that short fat evil guy from Super Mario Land 2 is back with a scheme of great scheminess.

To steal all the treasure from the Kitchen Tool pirates to pay for a castle so 'appenin' Mario will be gutted.

There are 40 levels to get through, so even with a battery backed memory and a pile of hats that give him awesome powers, you'll still find it pretty hard to knock it on the 'ead.



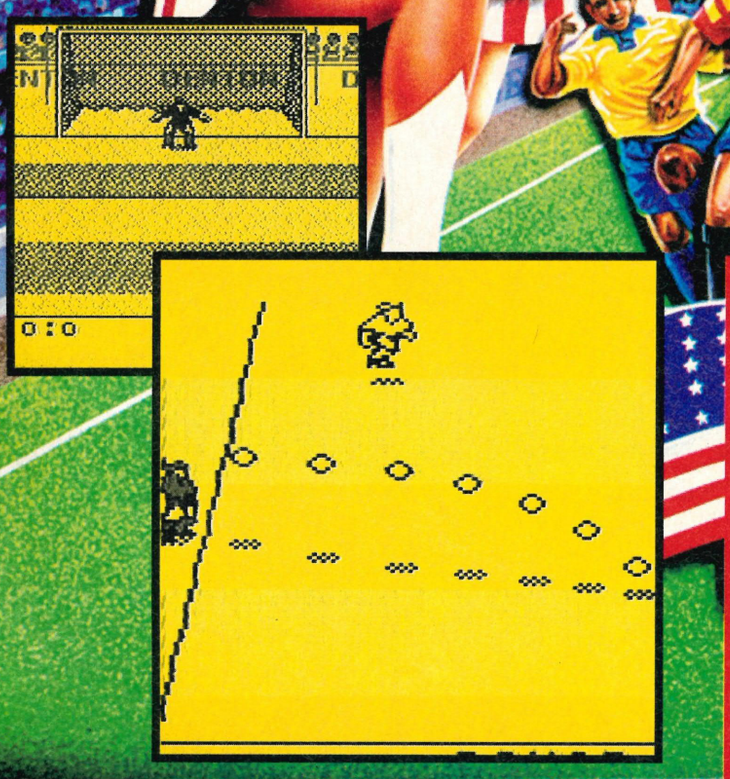
Ninfamous Ninsane

Nintendo®

The latest release on Game Boy price £24.99.

REVIEW

WORLD CUP



Fighting in the recent footie frenzy from hell, World Cup Striker simply wants to be the best sim around. But with all of the competition hot on its heels who will reign supreme?

Standing firmly in opposition to US Golds' official World Cup USA '94, WCS arrives with the force of a Ryan Giggs free kick. Anybody with a SNES will know exactly what's coming their way from Elite's latest. Striker appeared on the SNES in the summer of 1993 and is one of the most popular sport sims ever.

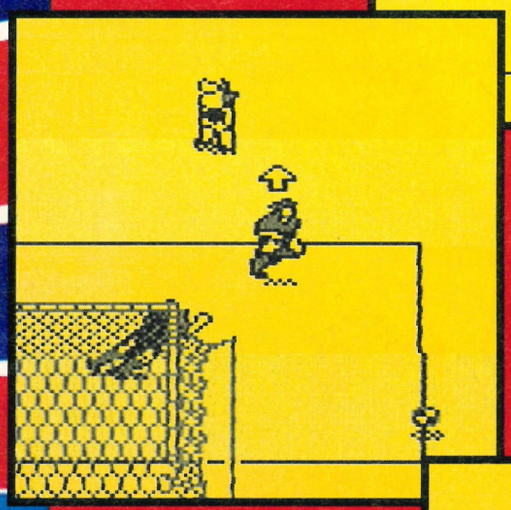
After its initial success on the SNES it was inevitable that it would appear on the small grey screen eventually and Elite seized the opportunity to tie this in to the summer's biggest sporting event.

Unlike so many other footie games already available, this has an

STRIKER



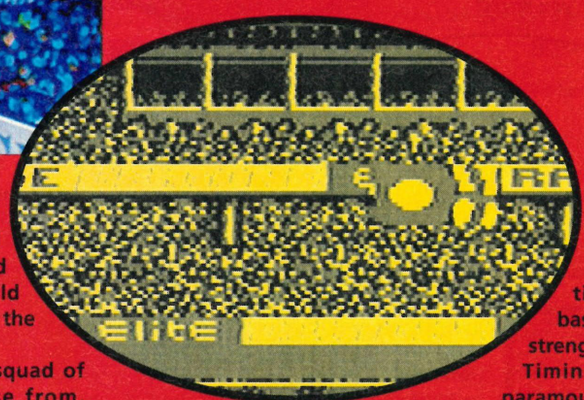
Large sprites, simple gameplay and blistered thumbs -from-hell.



Left: Forget Fantasy Football, get out there and kick the ball around yourself. Or alternatively, try the next best thing in a quick blast of Striker.



Above: The computer team have laid out one of your players. What no free kick? Come on ref.



unbelievable number of options for you to choose from. If it's a knock-out or a World Cup competition you want, then you can have it. Likewise with a league championship.

There are tons of countries to choose from (24 actually), each signified by their flag. The problem here is that a lot of flags look kind of similar without colour – I'm trying to point out a slight flaw you see – but they've thought of everything and it's displayed in text as well.

Strangely there are a couple of teams in the options not in the approaching World Cup. But it's not so surprising that both England and France have been included really. Why on Earth would they want to add these to the line up I wonder?

Each team has the full squad of players to choose from, with their individual strengths and weaknesses indicated in the player stats. And if this isn't enough for you, there's always the tactic variants with a number of attacking and defensive plays. That all important team decision could make or break your chances of victory in the cup final.

"Each team has the full squad of players"

A big difference you'll instantly notice is the size of the players. Unlike their Goal! and Sensible Soccer counterparts, the sprites are bold and clearly distinguishable from the opposite team. And if controlling your 11 players seems a little daunting don't worry, an arrow shows you exactly which player you're moving at any given time. The A and B buttons basically control a player's kick strength and his tackling.

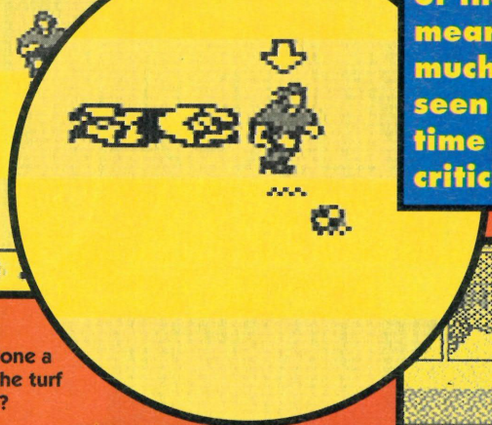
Timing a tackle correctly is of paramount importance and the ref seems to be a little biased towards the computer team so you should take this into account. You won't be needing any star strikers sent off and any ranting in disgust won't be heard, so don't waste your breath.

Admittedly it's not as quick as the SNES conversion but very little is. One improvement on the SNES version is that the aftertouch isn't



CONVERSELY

The enormity of options could, pedantically speaking, be seen as spurious. The size of the sprites means that not much of the pitch is seen at any one time – okay, these criticisms are poor.

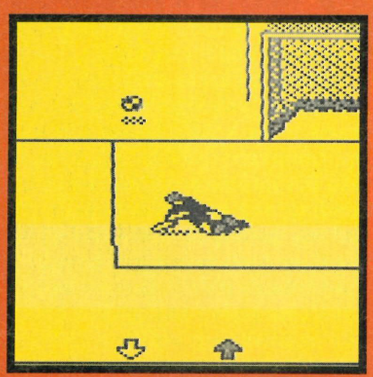


Above: The groundsman's done a good job with the turf don't you think?

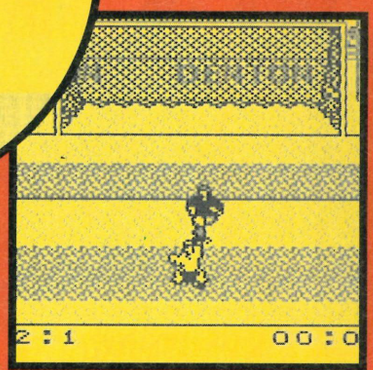
wildly exaggerated. You can forget those shots that veer off to the corner flag with the slightest piece of aftertouch. As far as footie sims go, this is probably the ultimate. More options, playability and, let's face it, clearer, more identifiable players are going to make this one difficult to beat. You should check out the infamous penalty shoot-out after a draw in the competition. It drops you straight into Chris Waddles' shoes in the last World Cup. And only the best can win I'm afraid, although you will get a second chance at a later date.

"Only the best can win I'm afraid"

Striker really does have the lot. Playability is excellent, graphics are clear and uncomplicated and all the available options really do spoil you.



Left: Looks suspiciously like a shot from Lee Dixon to me. Others would disagree I'm sure. Oh well!

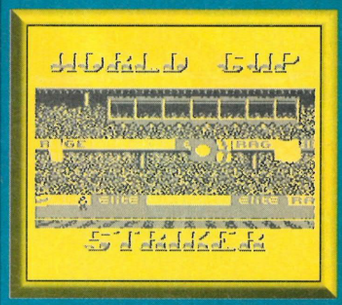


Above: It's a beauty! The penalty shoot-out is a corker. Celebrations ahoy!

Unbeatable, unlike a certain national team I could mention.

How will US Gold's effort stand up to this tough competition? Let's hope they've fielded a strong team or they'll be slaughtered. Turn to page 22 for the review of Striker's opposition. I simply can't wait, the tension is killing me. Let the game begin, may the best team win and all the other well known footie clichés. Shoot!

GB PANEL



OFFICIAL RELEASE
PUBLISHER Elite
GENRE Footie Sim
RELEASE DATE Out Now
PRICE £24.99

Unbelievable all round. With poor competition in the form of Goal! and Sensible Soccer which were previously the ultimate as far as footie sims went, World Cup Striker certainly wins the cup hands down. Large sprites, top gameplay and more options than you could shake a stick at, this will put the ball firmly in US Golds' court. Whether they will have a winning shot we will have to wait and see. All of this and a password option leaves one hell of a tough act to follow. The recent rush for releases to coincide with the World Cup is almost as action packed and as tension filled as the real thing! US Gold are poised for a counter attack. Elite's World Cup Striker is a winner. One of the greats to date!



OVERALL
90%

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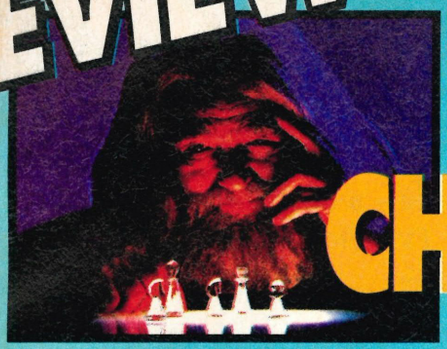
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REVIEW



THE NEW CHESSMASTER

Computer chess isn't new, but this latest attempt for the Game Boy could easily become the definitive portable strategy game.

No need to worry about all those fiddly little pawns, about knocking the board and losing your positions, and no need to look for a flat surface. This is 'go anywhere' chess at its most impressive.

The New Chessmaster on the Game Boy is every bit as enthralling and addictive as the actual game, the only difference being that you can use the Game Boy equipment to play games like Total Carnage seconds after checkmate. Well I suppose you could use your actual chess board for similar activities but that's a different story and one best forgotten I think.

Chessmaster is a very clear and concise version of the original 2000-year-old strategy game. It has all the detail and nuances of the real thing jam packed into one small cartridge so you can 'castle' and move 'en passant' till the cows come home.

"It's a no-nonsense cart that just oozes gameplay"

Unlike a traditional game of chess, The New Chessmaster has 16 levels of play plus a teaching mode which means it can be both an adversary and an instructor for chess players of all abilities. You can select newcomer levels or chose a series of levels in which a specific number of moves must be made in a set amount of time. Naturally, there is also a two player option allowing you to take on your mates.



Above: What can I say. It's a chess board covered in chess pieces!

In chess there are many styles of play, so Chessmaster gives you the option to set up the pieces in different positions so you can practice, analyse and solve set plays. Similarly, a replay option allows you to play backwards through the moves and, if necessary, change some of your more suicidal decisions.

Graphically there isn't a lot you can do with a chess board. But the play is clear and the method of moving pieces around is well designed and extremely easy to use. Having said that each time a piece moves a rather annoying fanfare noise occurs but don't turn the sound down because there are a couple of very nice speech samples which indicate the state of play - captured pieces, checkmates, stalemates and the like.

Uncomplicated controls, helpful options (especially the game save facility) and tons of gameplay make this a must buy for all chess fans with a 'Boy. With an official release from High Tech Entertainment sometime around June and a possible £19.99 price tag this looks like it's going to be great value.

So, kick start the old grey matter, stop all that mindless beastie blasting and enter the cerebral world of the New Chessmaster. You won't regret it. Unless you just can't play chess that is. Or you haven't got a Game Boy!



Grandmaster Flash!

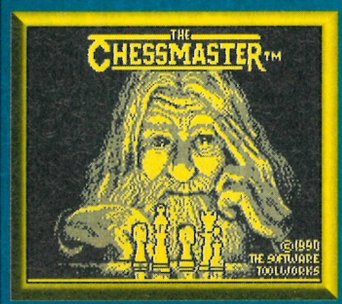


Left: Oh knickers! The Gameboy has whupped me at chess yet again and this is newcomer level!



Right: When a pawn reaches the opposing end it can be promoted, but I'm sure you knew that already

GB PANEL



AMERICAN IMPORT
PUBLISHER High Tech Expressions
SUPPLIED BY Console Plus
RELEASE DATE Out now
PRICE £23.99

If you're looking for a decent strategy game then look no further. Chess is the original and it's still the best. More to the point Chessmaster is the best chess game on the 'Boy. It is a no-nonsense cart that just oozes gameplay. Obviously you are going to have to be a chess fan to fully appreciate this game, but I'm sure this could possibly convert a few non-believers too.

With enough options and difficulty levels to put many other carts to shame, Chessmaster should provide plenty of entertainment for beginners and budding Gary Kasparovs alike. The gameplay is enhanced by the simple controls and the cherry on the presentation cake has to be the decent speech samples. It's good!



OVERALL
85%

ROAD RASH

Nintendo

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It's dagerous - watch out for the stray stears, roadblocks and oil spills.
But that's not all... look out for the black & whites - those eagle-eyed cycle cops who'll haul you in for any highway violation... this race is illegal!

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REVIEW



Wackawackawacka... one of the best arcade games ever makes its Game Boy debut. Can you tell what it is yet?

MS PA

Congratulations to Namco and Nintendo. Namco for creating the original arcade game, Nintendo for bringing it out on the Game Boy.

Ms Pac Man, in its arcade form, followed up Pac Man, the ubiquitous arcade maze game, more than a decade ago.

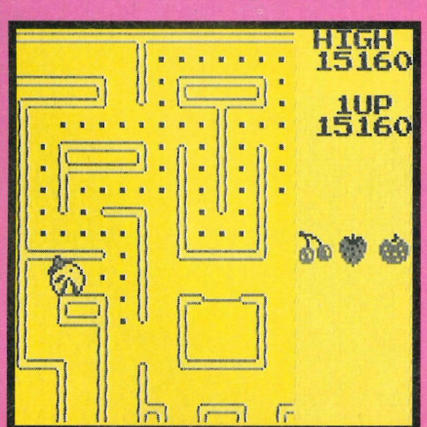
"Pac Man, the ubiquitous arcade maze game"

It can safely be said that Ms Pac Man will cause as much of a stir on the Game Boy as Pac Man did in the arcades. Ms Pac Man is basically Pac Man with knobs on, with ribbons and lipstick being the knobs. The single player game sees you controlling Ms Pac Man around the mazes. In two player mode, Pac Man is controlled by the second contestant.

Viewed from a bird's eye perspective, the object of the game is to clear each labyrinth of all the dots. This is done by simply running over them – the dots are 'munched' automatically. In the centre of the screen is a square pen housing four ghosts. These are your worst enemies.

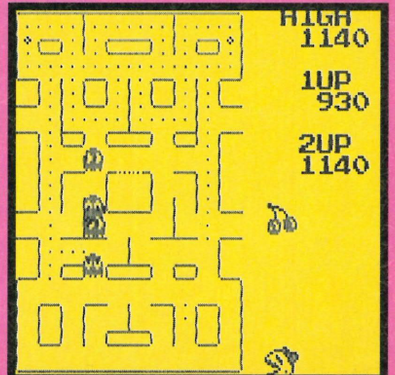
The gang of four emerge from

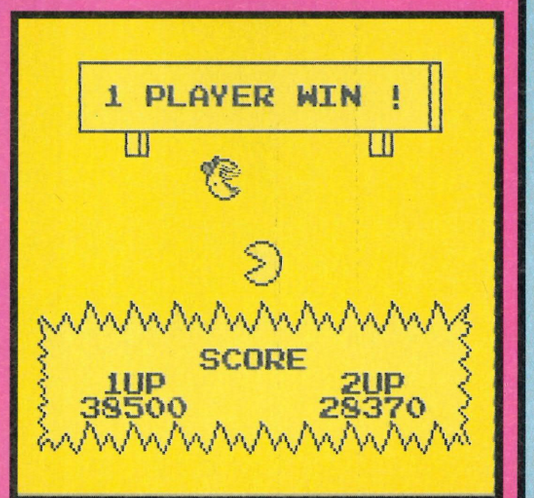
Popping pills



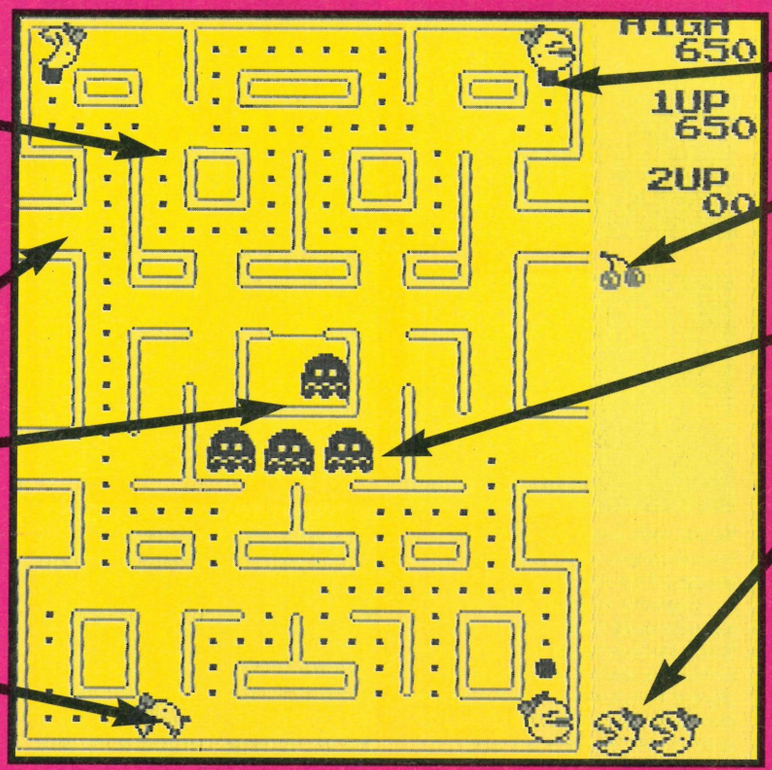
A typical screenshot of Ms Pac Man – in the regular game only a section of the maze is seen.

Below: Ms Pac Man can be played half size, but it's for novelty value only. Right: Ms Pac Man takes the honours in this particular two player contest.





Amazing Place



A humble 10 points are awarded when a dot is munched. Eat 'em all.

One of the secret wraparound passages. Don't rely on it too much.

The pen. All the ghosts originate from here. Don't loiter nearby.

The star of the show – Ms Pac Man. Check out her ribbons and lips.

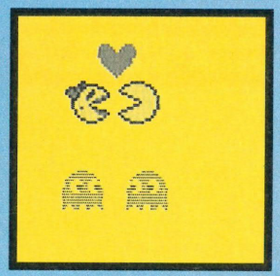
A power pill. Scoff this and the ghosts become edible.

Fruit. Never chase this – dot and ghost munching is more important.

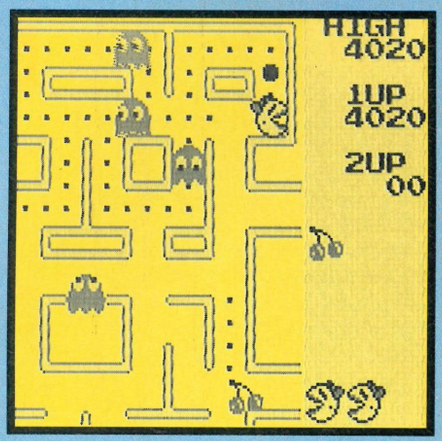
Some edible ghosts. Hurry, for they don't stay like this for long.

Number of lives remaining. An extra life is awarded at 10,000.

C MAN



Above: The lovers! A little further into the game, a stork brings them a baby.



Right: A good time to gobble a pill is when the ghosts are within spitting distance.

their pen one at a time and start hunting you down just as you think you're doing okay. Located in the corners of each maze are power pills. These large dots, when munched, enable you to chase the ghosts and munch them. But beware, the ghosts are only edible for a short time.

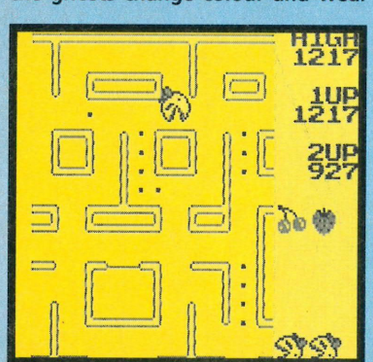
When a power pill is munched, the ghosts change colour and wear a frightened expression. Gradually, they morph back into 'attack' form. Munching one ghost scores you 200 points. Another scores 400, a third scores 800 and if you scoff all four another 1600 points are awarded.

Each dot scores only 10 points, so it's obvious what you need to do to accumulate a rather special high score. The first two mazes are identical, then there's a brief animated break for a chase sequence. This sets the pattern for the rest of the game – there's a new maze after every animated sequence.

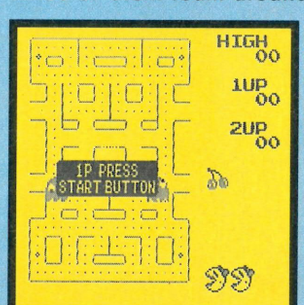
Everything that was in the arcade original has been recreated on the Game Boy. Each screen has two secret passages on either side. These can come in incredibly useful. If a ghost's hot on your heels and gaining fast, steam down a secret passage and you'll emerge on the opposite side of the screen.

As in the arcade original, the ghosts cannot run as fast as you through the passages although they may often outpace you within the labyrinth in later stages.

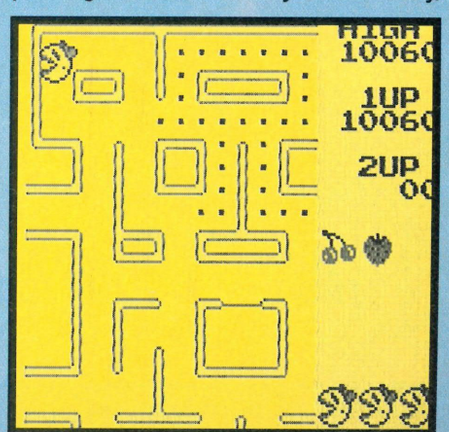
Another feature that has been retained from the arcade is the programming of the four ghosts. Three of them roam around the mazes completely at random, no matter what you may think when playing. The fourth, however, is programmed to follow you relentlessly,



Not many dots left to munch. The next sheet is nigh.



Above: Ready, steady, go. How the screen looks when a game's about to commence.



like a ghoulish Terminator. The mazes are all drawn to the exact arcade specifications.

There are even pieces of fruit which float incongruously around. The scores awarded for munching fruit are on an ascending scale, starting at 100 points and increasing by a further 100 each time a new piece is gobbled.

Unless you have incredible eyesight, it's best to play Ms Pac Man at full size rather than half size where you can see the full maze but the protagonists are miniscule.

The screen scrolls horizontally and vertically to give the impression of large, foreboding mazes when in reality they're just scaled down versions of the arcade originals.

Even the control feels the same as the original joystick. Pardon? One tap of the pad sends you in the prescribed direction – you don't have to keep on pushing. Another single tap sends you elsewhere.

However hard and long you press on the d-pad, you ain't gonna go any quicker!

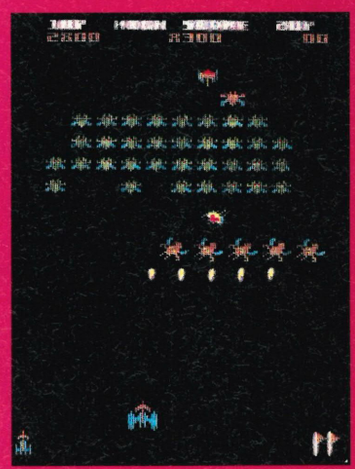
Speed your way to the games store. Ms Pac Man will re-awaken a lost generation of video games players and educate a whole load of new ones. Wackawackawacka...

Whatever Next?









So far, only a handful of 'classic' arcade games have been redesigned for the 'Boy.

From the top left, clockwise, are Asteroids (available on the 'Boy), Donkey Kong (the first game to feature Mario) and Galaxians (Space Invaders with knobs on) and Defender (the daddy of all horizontally scrolling shoot 'em ups).

Defender has had homage paid to it by Mindscape's Drop Zone – an incredibly fast but ultimately repetitive Defender wannabe.

Game Boy Donkey Kong will be reviewed in a couple of issues' time. It's the first Game Boy game to be developed with 256 colours for use on the Super Game Boy.

Ms Pac Man Hints 'N' Tips

1. Only one of the four ghosts is actually programmed to follow you. It's soon apparent which one it is, so bear this in mind when they're giving chase. Often, what seems like a suicidal turn towards a ghost leads to a great escape as the ghost peels off the other way.

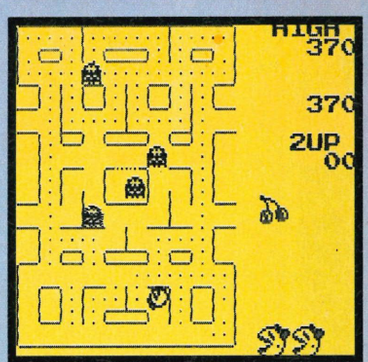
2. Whenever possible, wait until the ghosts are bearing down on you before you power up as it's points that make prizes in Ms Pac Man rather than completed sheets.

3. Do not hoard your power pills until the end of the sheet. Certain parts of the maze are only safely negotiable when the ghosts are scared. Leaving the pills till last means you're covering wasted ground. Often, power pills are best used as a defensive, evasive tool.

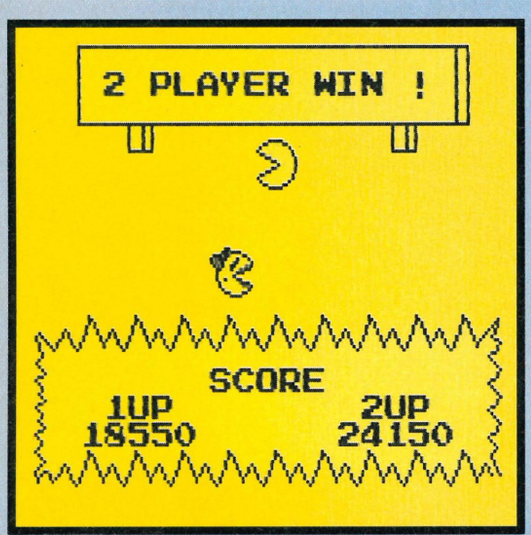
4. Don't go out of your way to munch the fruit. The points reward isn't high enough to justify the risk.

5. Don't rely on the wraparound avenues too much. Although the ghosts slow down when you use the escape passages, you need to face up to the fact that you'll never clear a sheet by hiding – they'll get you in the end.

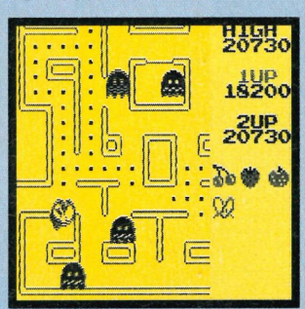
6. Develop a route for at least the initial few seconds of each maze. This way, you'll be guaranteed a few points, you'll know how the ghosts are going to react and your confidence will be high for the rest of the wave.



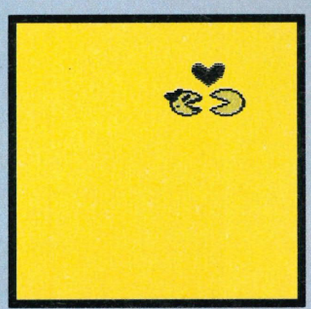
Above: When the ghosts are scared, it's time to give chase.



Pac Man wins this two player contest.



Four very scared ghosts.



It's love at first bite.

GB PANEL



OFFICIAL
PUBLISHER Nintendo
DEVELOPER Nintendo
RELEASE DATE Out now
PRICE £24.99

Ms Pac Man takes you back to bygone days when singles were on seven inch black vinyl and cost less than a quid. Levels were called sheets and extra men were only awarded at 10,000.

This is an all time classic beautifully, no, perfectly converted onto the 'Boy. It's the most playable and addictive Game Boy game ever and, although the idea is well over a decade old, it will stand up as an all-time classic in the same league as Zelda and Tetris. There is no substitute for gameplay and sheer quality.

Ms Pac Man oozes both like lava. The last GB Action speculated as to whether Ms Pac Man would lead a retro revival. If the next revamp is half as good as this no-one will complain.



OVERALL
97%

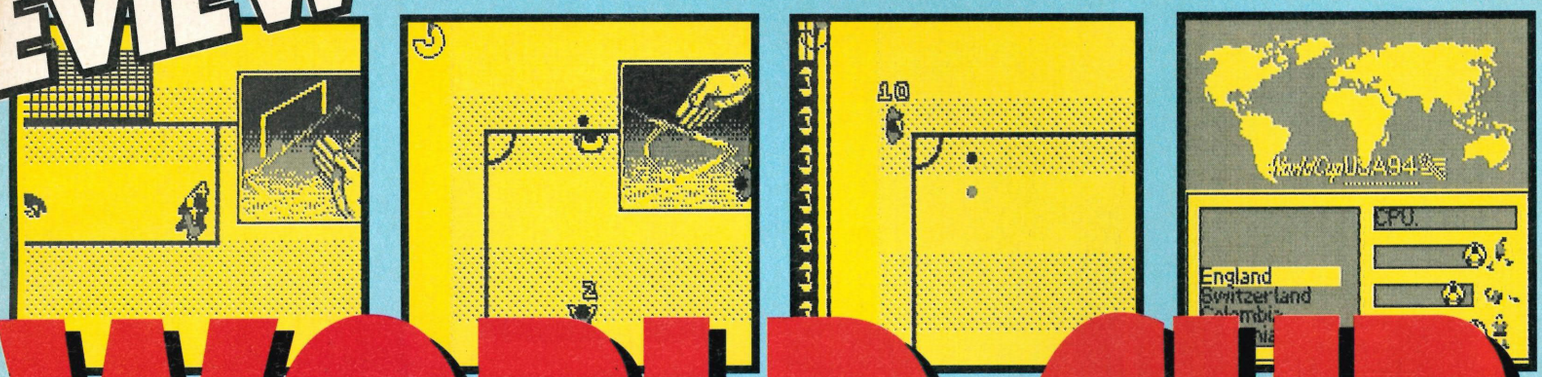


Manga Video. Head food.

The constantly expanding range of Manga titles is available from the best comic, video and game stores, including Virgin, HMV, WH Smith, Our Price, Sam Goody, John Menzies, Game Ltd, Future Zone, Woolworth, Tower Records and Forbidden Planet.

AN ISLAND INTERNATIONAL COMPANY ISLAND

REVIEW



WORLD CUP

Is World Cup USA '94 a serious pretender to the World Cup footy sim Crown, or just a load of hype? Ahem, welcome to GB Action Your Majesty!

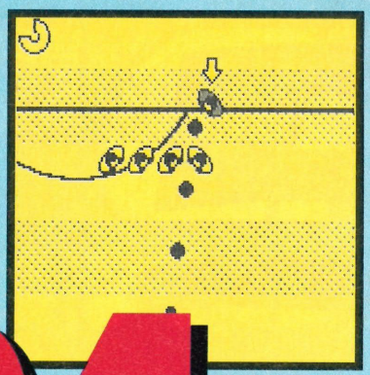
On the 17th of June 1994 world war is to break out in America! The world's greatest football stars are set to do battle for probably the most prestigious prize in sport - the FIFA World cup. Audiences from around the globe will tune in to watch their heroes compete for the honour and glory that has surrounded the cup for over 60 years.

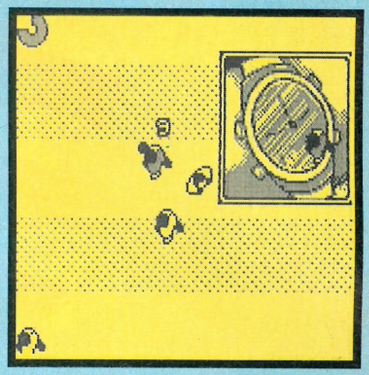
To mark the event there has been the inevitable flurry of football games released, but only one has the official licence and only one is to be released on nine formats simultaneously around the world. World Cup USA '94 from US Gold certainly stands out as one of the main heavyweight contenders in the battle for football simulation supremacy.

So what's all the fuss about? When designing World Cup USA '94 the programmers began with the premise that game-play was by far the most important







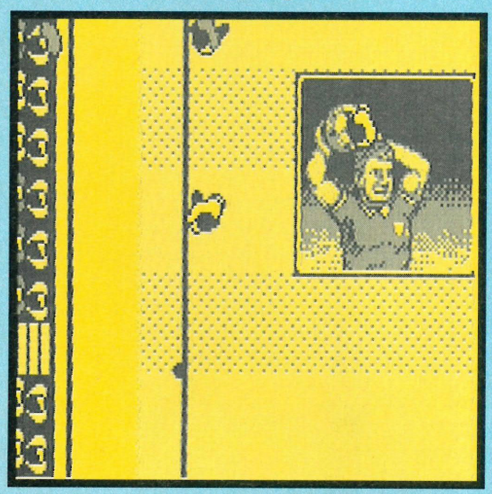


Above: Full time and the players leave the pitch for the dressing rooms.

USA '94

element in any game. Based on such an assertion, the team working on WC '94 have concentrated on playability and on creating more options than you'd think it was possible to fit on such a small cart.

The box on the right indictaes any events that take place in the game.



Valuable memory hasn't been wasted on things such as complicated play perspectives and huge player sprites. Instead they have opted for a clear, straightforward overhead view. This doesn't diminish the game in any way. On the contrary, it allows a much greater understanding and control of the play. Game boy games are not renowned for their graphical speed, smoothness and clarity but these are aspects that World Cup '94 has just about mastered.

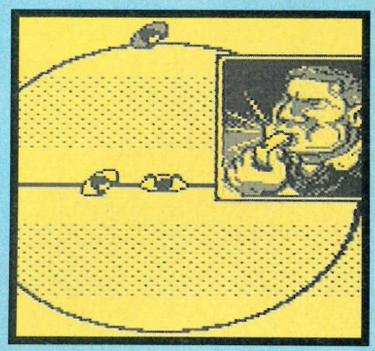
"More options than you'd think possible"

The extraordinary number of options within the game allow the format to be changed to such an extent that it is sure to encompass everyone's footballing preferences and skill level. Every type of player, from the 'Look I don't give a toss, I just want to kick the ball' to the 'If Brazil adopt a 4-4-2 then surely we must utilise a sweeper movement' is more than adequately catered for.

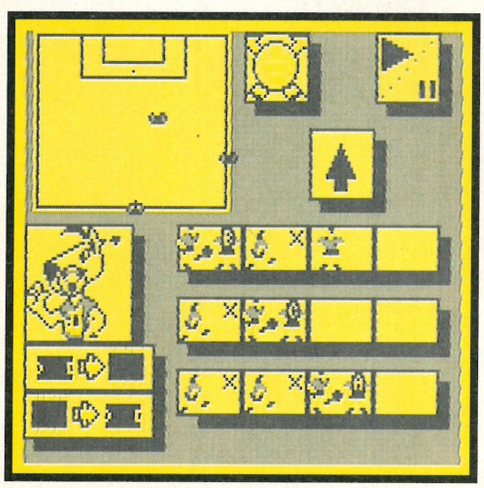
Options dictating weather conditions, offside rules, and even the distance the ball will be tapped ahead of the player whilst dribbling (the glue factor) only scratch the surface of those available.

Probably the two most unique and powerful aspects of this game are the set piece/special plays editor and the formation editor. It is well known and accepted that set plays occur in American football but not many games take account of the numerous special plays which arise in 'proper' football! World Cup '94 allows you to dictate where certain players should be in relation to oth-

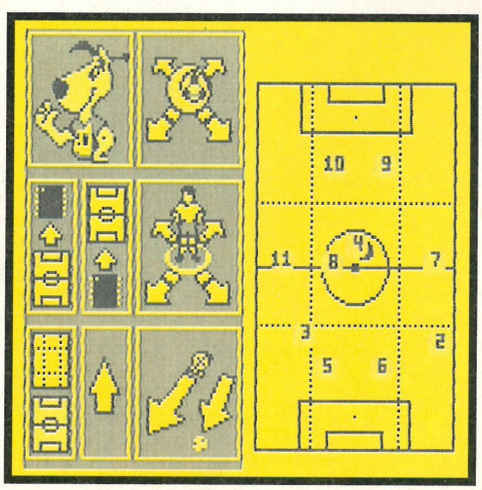




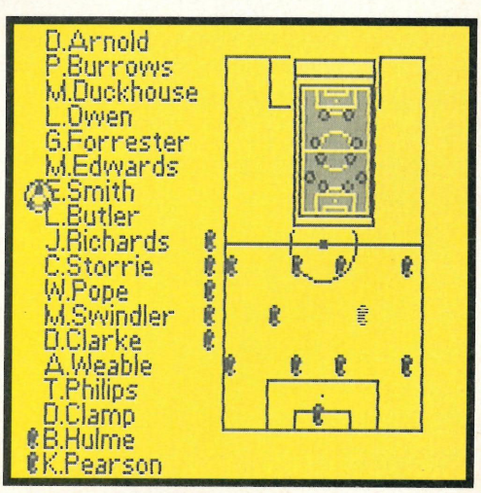
Tactical Manoeuvres



Set Piece editor – Position the players and then run through the sequences. Once saved they can be used within match play situations.



Formation editor – This will determine how your entire team, or even individual players will react to different situations on the pitch.



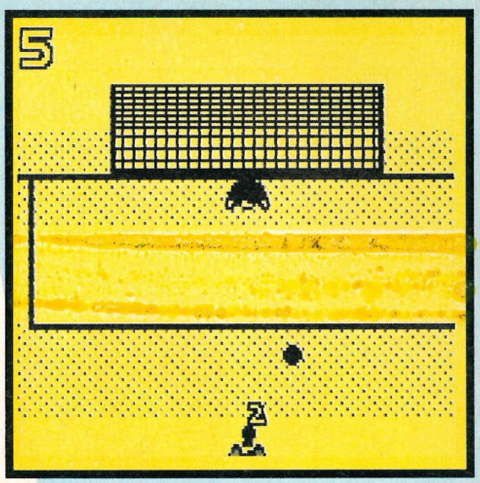
Team editor – Choose any of the players on the left and swap them for the players on the pitch to create your desired squad.

WorldCupUSA94



© 1991 WC '94/ISL

Official Licensed Product



Timing the penalties is more tricky than you're probably use to.

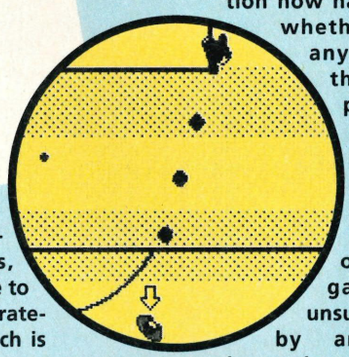
ers when a dead ball situation arises. For example, if you have a throw-in situation you can be certain that a couple of your players will be in predetermined positions to receive the ball and make a quick pass into space.

The second main powerful feature of this game is the formation editor. Where most other games only allow you to toggle between a couple of different formations, World Cup '94 makes it possible to completely plan your game strategies. Within the editor the pitch is divided into nine sections.

By moving a ball around these sections you can see how your formation changes with the flow of play and then instruct specific players how to react in many different situations.

Sound overly complicated? Well let me assure you it isn't. The simple icons make it easy to locate and modify whatever you want within the game. Besides, this is not just a game for those who wish to completely immerse themselves, it is just as playable as a straightforward football simulation. Having said that, it does seem a real shame to ignore the considerable effort that has been put in.

Without a doubt World Cup '94 is a big leap forward in Game Boy sports simulation. Never before have all the subtleties and depth of a football game been captured in such detail on a cart. The big question now has to be whether it is any better than the present-competition. Some elements of this game are unsurpassed by anything else on the market at the moment.

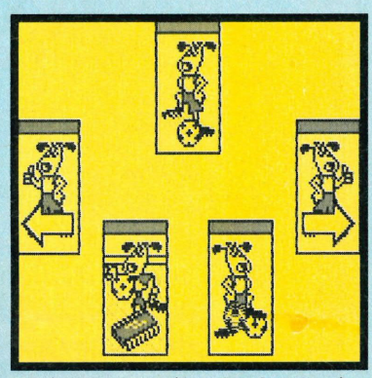


The amount of control over the game tactics is nothing short of superb, the graphics are clean and simple, and the scrolling is silky smooth.

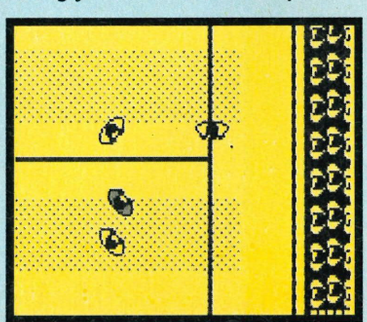
However, other games do have more impressive graphics and overall presentation (though they often suffer from deficiencies in gameplay). Basically this boils down to individual choice, I personally favour the emphasis on gameplay strongly evident in World Cup '94.

CONVERSELY

It's all too easy to be blinded by science with this cart – there are so many options. But the gameplay is excellent, and damn fast. The only real criticism is the unrealistic view angle.



The icons are designed to be as universally accessible as possible.



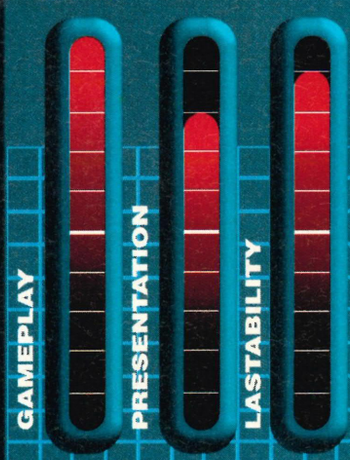
GB PANEL



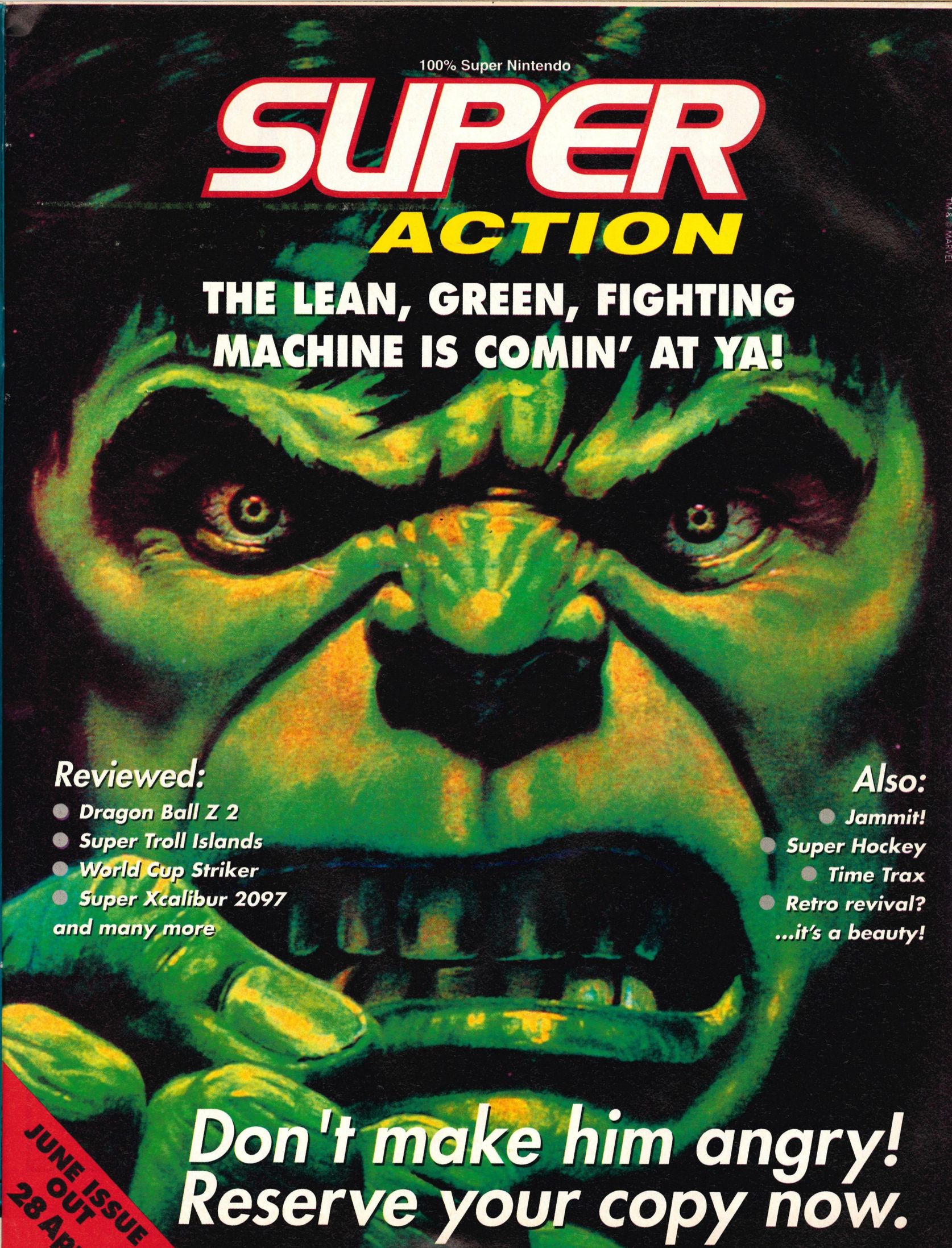
OFFICIAL RELEASE
PUBLISHER US Gold
DEVELOPER In house
RELEASE DATE June
PRICE £23.99

With US Gold having acquired the official licence for the World Cup, this was always destined to be a big game. Plenty of time has been taken to make this the most realistic and playable sport simulation around and by crikey it comes very close.

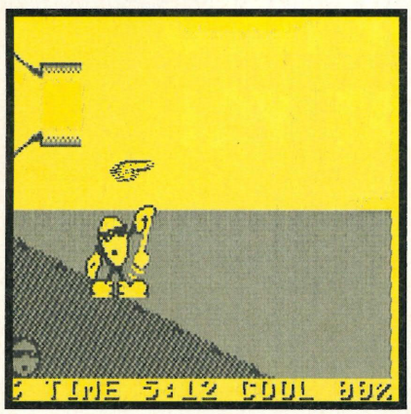
What is particularly good about this game is that it doesn't need to ride the wave of World Cup hype for it's success. This is a footy sim of real substance which should appeal to sports fans of all ages and abilities. Whilst not the most visually impressive of this genre, it more than makes up for this in other areas and you'll be hard pushed to find a game of such depth and authenticity considering the limitations of the Game Boy.



OVERALL
92%

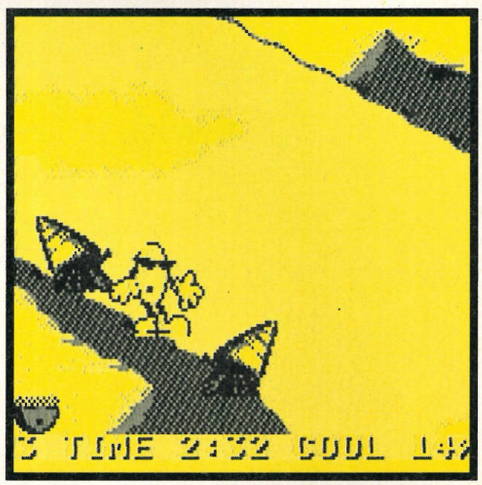

100% Super Nintendo
SUPER
ACTION
THE LEAN, GREEN, FIGHTING MACHINE IS COMIN' AT YA!
Reviewed:
Dragon Ball Z 2
Super Troll Islands
World Cup Striker
Super Xcalibur 2097
and many more
Also:
Jammit!
Super Hockey
Time Trax
Retro revival?
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More than just a full stop





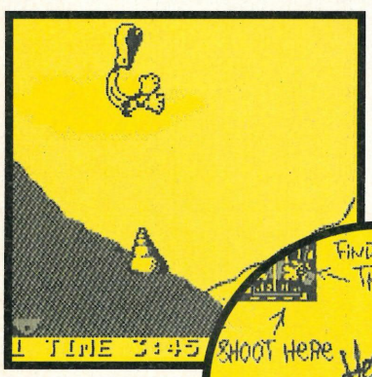
Far left: Cool Spot takes his first step into the game and still has time for yo-yo practice. Left: CS floats away. Right: Momma!

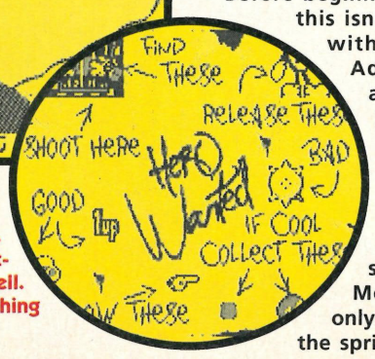


COOL SP

When the red red spot comes hop, hop, hoppin' along, there's bound to be some confusion surely. But sure enough Cool Spot is due to hit the small screen in June.

FROM: Virgin OUT: June





Above: A large fall will result in CS taking this form. Right: An instruction screen from hell. What a refreshing

Virgin will be releasing Cool Spot for the 'Boy this summer and not before time. Released what seems ages ago on the SNES, this looks like being the all round corker we wouldn't have expected in a million years.

Before beginning, I must stress this isn't to be confused with Spot The Cool Adventure which appeared on import a lifetime ago. I don't know if you remember but that particular monstosity was exactly the same as McDonaldland. The only difference was in the sprites themselves. A bit of a con really. But this is the real thing as far as you're concerned.

Made up of 11 levels and 6 bonus stages, this looks like being the greatest platformer in eons. Quick, smooth scrolling and some amazingly simple gameplay will surely make this the huge hit it deserves to be.

Graphics too are impressive with Cool Spot himself portrayed as a large sprite, unlike the central characters in other platformers. There's no squinting at a microscopic dot on the screen here. Bold is a word which springs to mind, not only in appearance but in every aspect offered.

The all important scenario involves Spot in a search to rescue all his friends, confusingly also called Spot, who have been swiped and held captive. Their captor, Wild Wicked Wily Will obviously needs a good kicking and Cool Spot is the dude to do it.

Among the surfing Cool Spot's enemies are the jealous hermit crabs and mice. They each try in their own way to cause some sort of obstruction for Cool Spot. What they haven't banked on is that can also hang and leaping from balloon to balloon. Clever spot!

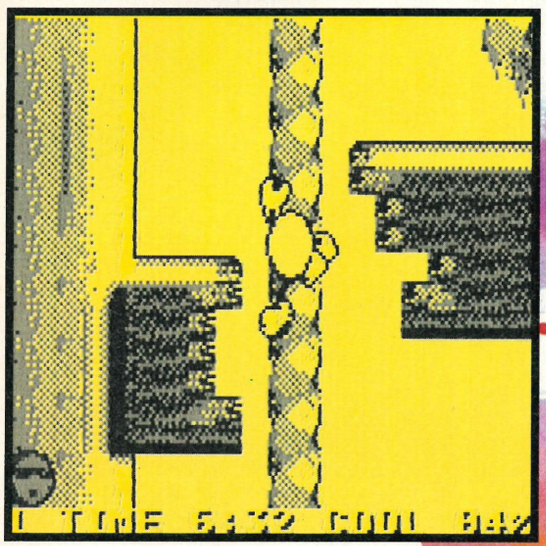




Above left: Surfin' USA. Above: Extra time and a spot to pick!

Game Boy near you

SPOT





The clock ticks down as CS collects spots. A certain percentage will have to be collected before CS can find the cage, set his buddy Spot free and race into the next level.

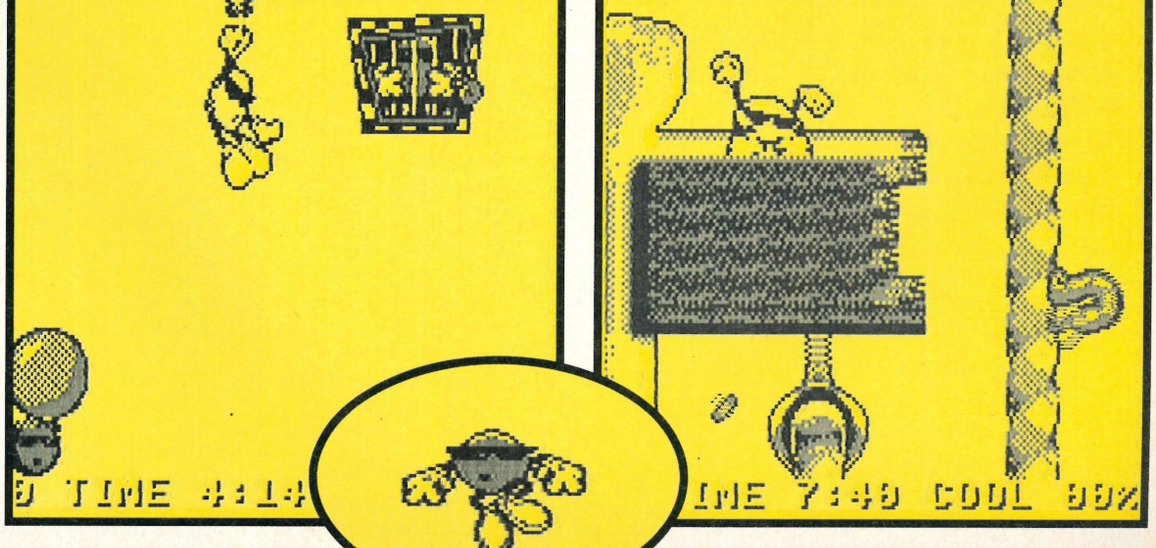
Leaving the control for a little while will result in him dusting himself down, cleaning his shades and playing with his yo-yo. He's that kind of guy.

With all of the superb animation, over 250 frames apparantly, Cool Spot should tear the roof off your expectations and leave you in awe. Hey! Even the sound's got what it takes.

This unlikely character looks like becoming one of the year's most talked about heroes and proving that the platform genre hasn't actually been totally exhausted.

Official releases have been a vast improvement on the games of old recently and the competition's getting tough at the top. How will Cool Spot fare? The full review will be winging its way over to us in the near future. Until then you'll just have to keep calm and stay cool!

Will Wild Wicked Wily Will be slapped away where he deserves or will he get off spot free? Will the Game Boy version be the resounding success it has been on the other formats. Only time will tell. This is the surf dude from hell and he's on a mission!



Spot needs a large percentage of collected spots before he can release Spot from his cage. This results in a dance routine!

COMPETITION

Practical jokes may be cruel but they're also extremely funny. Now Titus gives you the chance to relive those childish japes.



THE MONSTER OF ROCK!

Here it is, the first game on the 'Boy to use a 3D isometric view of the playing area and it looks an absolute belter. To mark its release, our best mates at Titus have come up with an, erm well an unusual prize for a Monster Max compo. Simply answer the questions below and you could be the proud owner of a goodies-bag full of practical jokes. Yes, you'll be able to break your friends' fingers with the 'snappy' flavoured chewing gum or psychologically scar them with the fake blood and vampire teeth. We are talking serious fun!

1. Monster Max may be a great new move forward in 'Boy gaming but which Amiga game does it vaguely resemble?
a) Secret Games
b) Russian Roulette
c) Head Over Heels

2. Which of the following is unlikely to appear in a big sack of practical jokes?
a) A whoopee cushion
b) A hand buzzer
c) A blue Vauxhall Nova 1.1L

3. How many laughs are you likely to get with this great prize?
a) None! I had my sense of humour surgically removed at birth
b) It's immature and stupid but still fairly amusing
c) I'll need a supply of clean pants as I'm sure to wet myself laughing!

GB Monster ,
Database Direct,
P.O. Box 2,
Ellesmere Port,
South Wirral,
L65 3EA

Name _____
Address _____
_____
_____
Post Code _____

ANSWERS

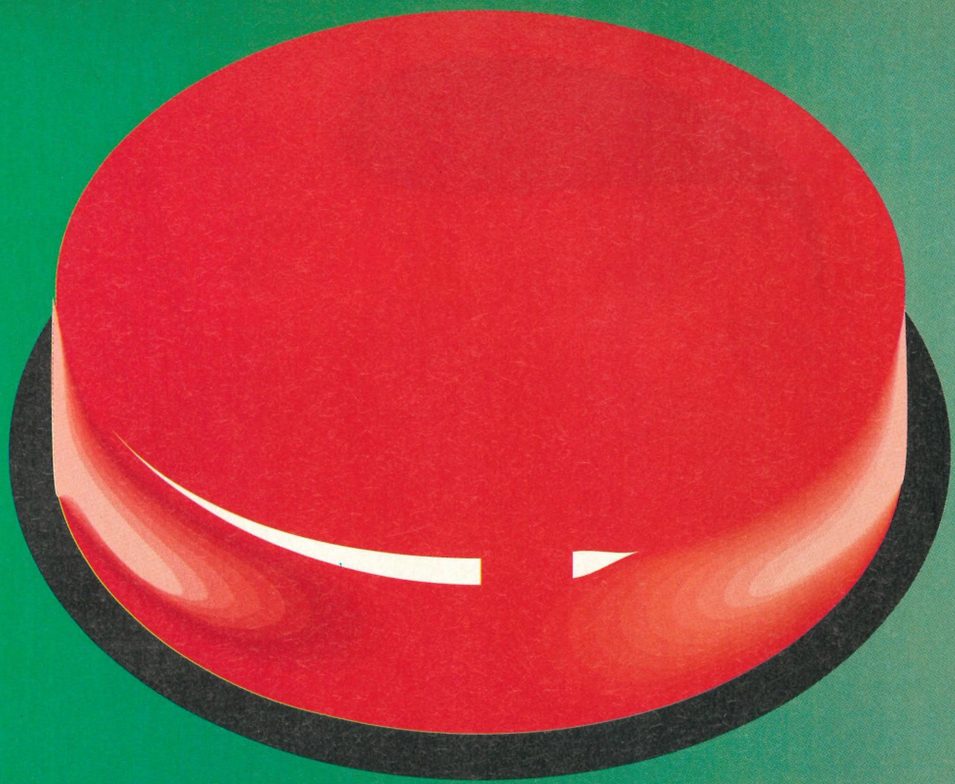
1) _____
2) _____
3) _____

Answers to be in by JULY 20

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

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





Just what goes into designing and producing a game for the Game Boy? Rob Smith paid a visit to Spidersoft to find the answers to that very question.

GENESIS OF

Spidersoft have some impressive titles to their credit, notably Pinball Dreams which scored a well deserved 93% in issue 18 of GB Action. So under the capable direction of Managing Director Steve Marsden they are well placed to guide us through a game's development.

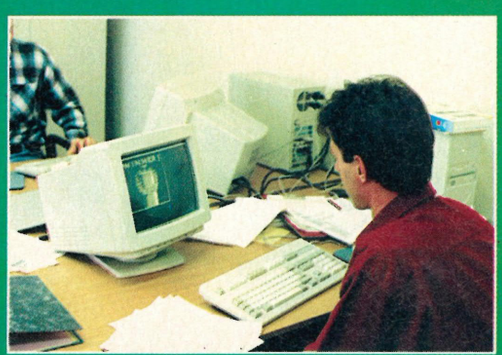
Original ideas are few and far between these days and Current trends seem to favour licences which are deemed commercially viable. These games have their plot lines built in and require the programmers, artists and musicians to work within set boundaries.

When you start from scratch however, there are no such boundaries. With this free reign, Spidersoft are currently working on three card game titles for the Game Boy which will be released shortly. Using these as examples we can take a peek at some of the bits 'n' bobs needed to get a game up and running.

Firstly, for card games and all other games you need to do some careful research. Rule books can throw up conflicting stories which require sifting through until you find what's right.

Then the programmers take over. With a brief to make the game playable, entertaining and educational, they set about putting these ideas into practice. Things start to get a bit technical at this point, since games are programmed on PCs in either C or Z80 assembler languages. To get this information translated into something which the Game Boy can understand, you need a development kit.

You may remember from last month's feature on Apex Developments how vital this piece of equipment is to the whole games design project. Spidersoft are well up on their technical info since it was electronics wiz Steve Marsden who designed and built the kits which are now available from himself and also from 21st Century Entertainment.

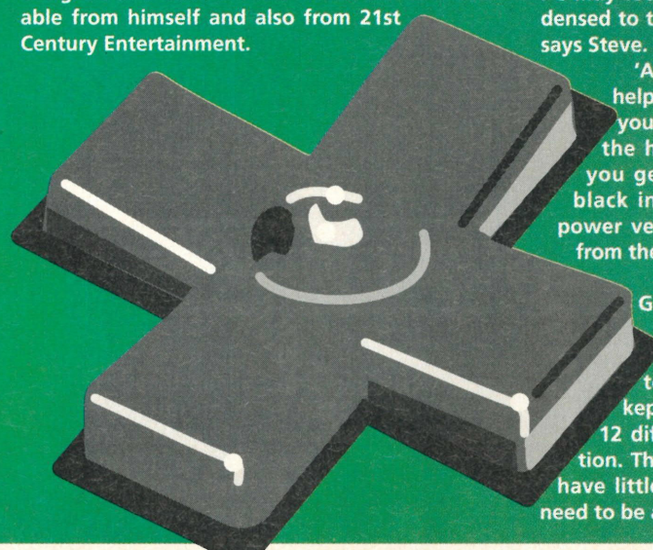


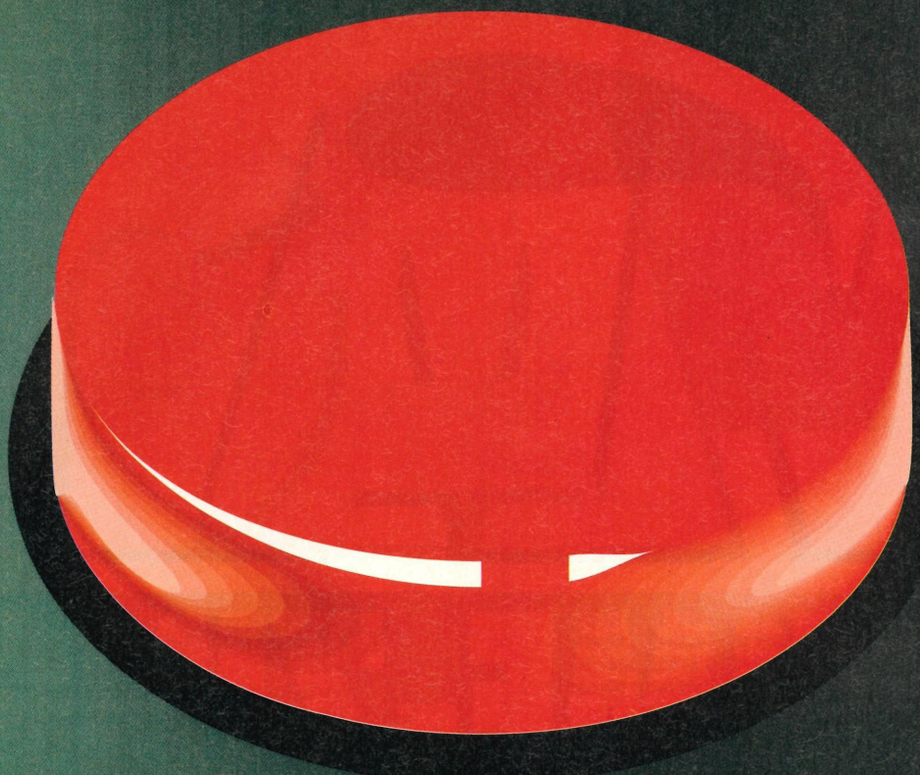


Cables run between the PC and Game Boy sending commands backwards and forwards. 'What might look good on the big screen of the PC may look distinctly unimpressive when condensed to the two inch screen of the Game Boy,' says Steve.

'Also a knowledge of electronics really helps. If you understand how LCD works you'll get to know how to apply current, the higher the current the more display you get. This means: don't put too much black in your games or you'll use battery power very quickly. But you won't learn that from the Z80 book.'

You also need to know how the Game Boy works. Nintendo do keep an eye on who's designing games for their machines and even those privy to this programming information are kept on their toes since there are, in fact, 12 different types of Game Boy in circulation. They all seem to run the same way but have little differences of which programmers need to be aware.





A GAME

Corners can be cut when dealing with a piece of hardware like the Game Boy with its obvious restrictions. To save on memory, the graphics for the compere in the Blackjack game consist of one torso but several different heads and arms. To create the image of a moving character, rather than draw a full character on the screen each time, the expression or hand movements change, just the head and arms are replaced.

This little process saves on the number of graphics characters which have to be moved, thus saving on memory. It works, honest, and is just one of the clever little tools in a programmer's arsenal which bring some of the great graphic effects to life.

Then there's a whole team working on one project. Most professional companies like Spidersoft employ specialists to do certain aspects of the job. Artists do the art, musicians do the music and programmers programme. These parts, when completed, will be put together to resemble something like the finished game.



Techno know-how

Development Kits

Vital to creating games on the Game Boy, as is a PC and a working knowledge of one of the programming languages. To get hold of a development kit you can contact Spidersoft direct on 0522 538826 and find out about the kits designed by Steve, which include a 16Meg version which will work on all consoles.

These kits are also available from 21st Century Entertainment who can be contacted on 0235 851852.

Innovations

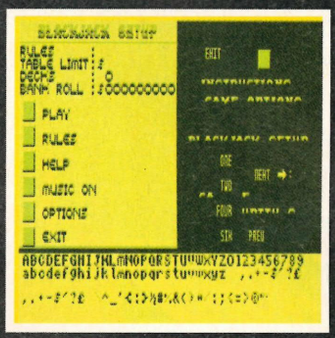
Not content with designing top games, Steve Marsden also has his eye on some future applications of the Game Boy apart from playing your favourite games.

An in-car fuel consumption gauge could be useful, especially if it included a route planner. Ideas go so far as including a satellite receiver so that travellers can pinpoint their location, wherever in the world they may be.

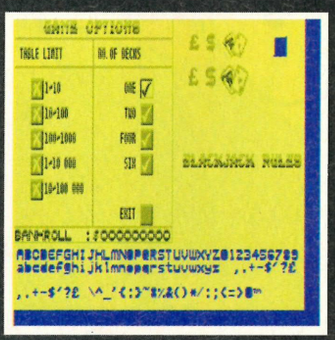
A radio receiver could also use the LCD display as a frequency tuner.

These are just a few of the thoughts being thrown around for future uses of the portable palm pleaser.

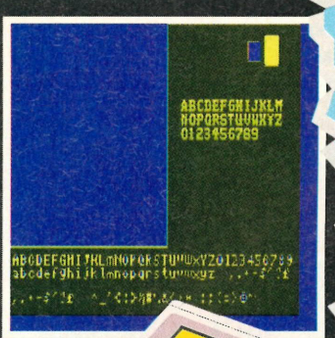
Have you any more ideas? Send your thoughts to the usual address. Who knows, you could be designing an invention for the future.













Careers TALK

So you want to be a games designer? And you wonder where all the people who put these games together come from?

Most are self-taught. At Spidersoft, Steve Marsden feels that these people are more in touch with trends in style and technology than, say, college graduates.

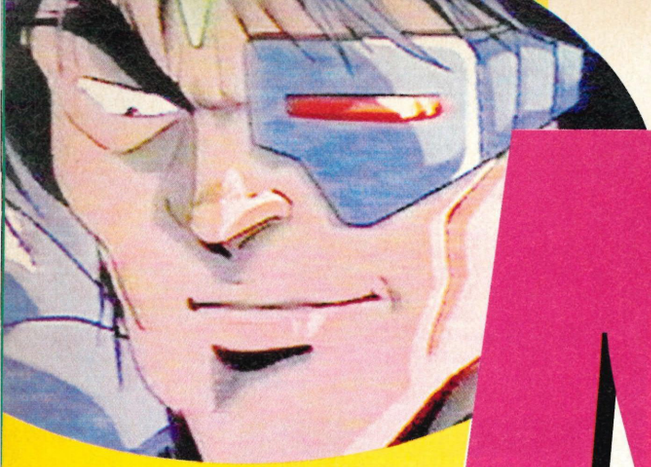
'At college you can only learn what's there at the moment and you have to keep on top of developments to stay ahead,' he says. 'There's no other field, other than medicine perhaps, where things move so fast'.

The whole process of getting a game together can be a lengthy one. Pinball Dreams took between six and seven months to complete while the sequel, to be released some time next year, took five months.

Having said that, both Blackjack and Solitaire took only 25 days to be completed! Depends what kind of game you're working on, I suppose, and how many complicated routines have to be sussed before it even resembles a game.

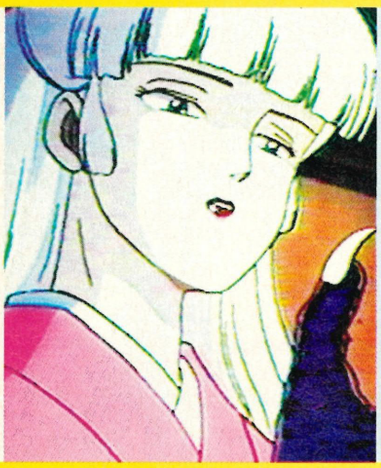
Y'see it's not easy. There's a whole host of problems to be worked out, complications to overcome and things to know.

If that lot hasn't put you off and you still fancy the idea, check out the feature on the games designing course coming up at Middlesex University to find an academic route into this business.



Above: A nasty of the tallest order.
Below: Without Fairy Liquid this could be you.

MAN



ANIME-ZING SHOW

May 9th sees Manga releasing their latest four brain-curdling excursions into worlds unknown and unheard of. Are you able to keep up with the front runners in Japanese animation?

Strange phenomenon brought some of the strongest winds ever experienced. As if this wasn't enough to put a little downer on your day, the wind also brought with it total memory loss for the inhabitants of the planet.

THE WIND OF AMNESIA

More than a gore-fest, TWOA marks a return to the 90-minute movies we've been missing over the last few releases.

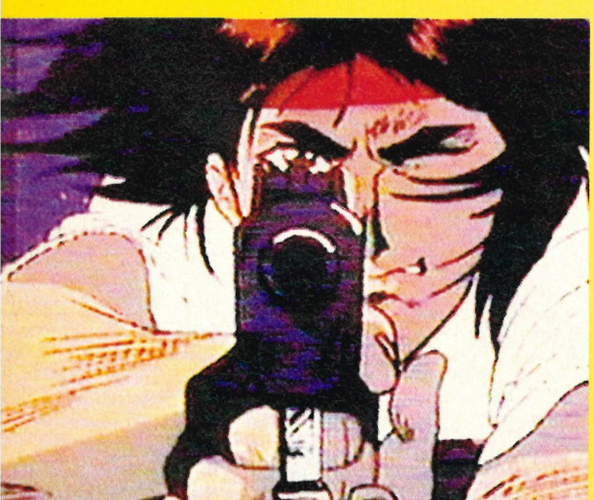
Curiously, this isn't a no-holds-barred action movie, it's more a road movie set in the future and it has the same sort of atmosphere as The Hitcher or Thelma & Louise.

The reason that the hero of this movie is on the road is due to an unforeseen weather front. This strange phenomenon brought some of the strongest winds ever experienced. As if this wasn't enough to put a little downer on your day, the wind also brought with it total memory loss for the inhabitants of the planet.

Imagine not remembering the slightest thing about how you lived, how to drive, eat or worst of all speak. This is exactly what the human race has to overcome. Survival has become everyone's priority with people fighting over shelter, food and water.

The hero Wataru is re-educated by a young boy who has a mini computer installed inside his head, therefore he kept his memory when the wind came.

After the boy's death, Wataru has to set about re-educating the world and discover a way, if any, of preventing this disaster happening again.



DANGAIOH

Billed as an inter-stellar sci-fi animation which portrays the battle of the forces of good and evil.Indeed.

The four central warriors in this Transformer-type episode are warriors in their own right. When their powers are combined to form Dangaioh, they become one of the most powerful weapons in the universe.

Captain Garimoth is the evil element in this film and along with his henchman Gil Burg, they both need a good thumping to be quite frank. But nothing is as clear cut as it seems nowadays and there's no exception made here. Garimoth has a few tricks of his own stashed away.

Dangaioh features two episodes to make this 90 minute action movie the full length thriller it most certainly is.

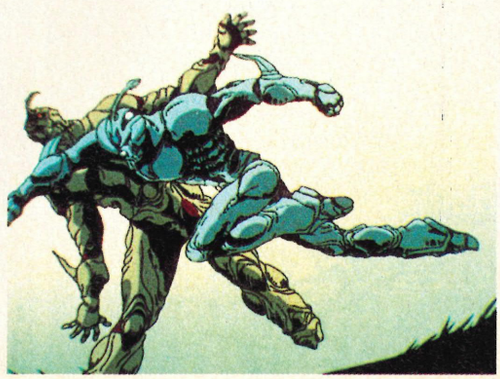
RUMIK WORLD: MERMAID FOREST

The third of Rumiko Takashi's Rumik World series is also on sale at the same time. This one's obtained an '18' certificate. It really is a little odd.

The whole film revolves around a legend which says that immortality can be obtained by eating the flesh of a mermaid. This is all well and good but for Yuta it's become a lonely existence. He's spent hundreds of years searching for a woman to share his infinite life with.

After finding the young girl Mana, it seems his search has ended. Unfortunately others know the secret and with hideous medical experiments try to uncover the mystery.

It's now up to Yuta to put an end to this curse once and for all.



MANGA





Right: This chap is one tough momma. The Wind Of Amnesia is a sci-fi road movie from hell.

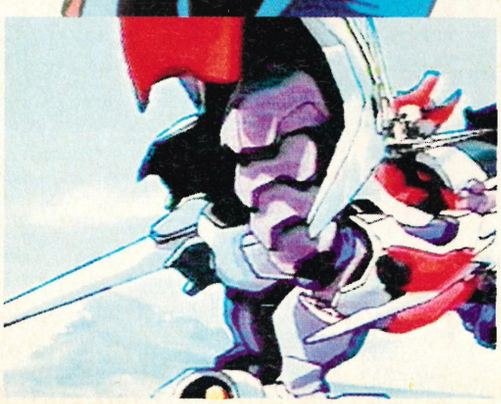
THE GUYVER data2: Battle Of The Guyvers

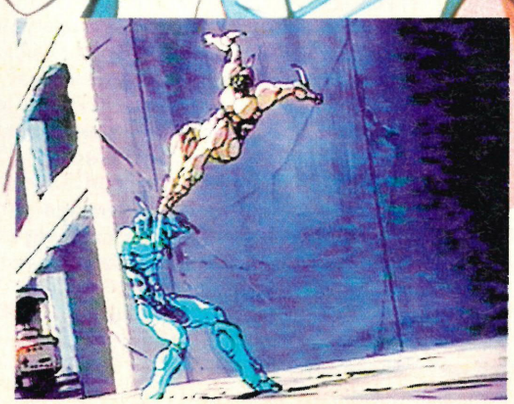
The second half hour segment of The Guyver follows Chronos on his mission to recover the stolen Guyvers. The agent he sends on this mission involuntarily becomes Guyver 2. Sho has to summon the original Guyver for the clash of the century where two fighting machines battle it out for survival.

Part 2 of Hellkat is also printed on the reverse of the sleeve. It's an exclusive strip from the hottest comic talents in Japan. And guess what? They're Brits!



The latest Manga releases have something for everyone. Monsters, robots and even transformers.







Spod INFO

For the real Manga video enthusiasts and lovers of collecting useless facts and trivia, here's a full run down of the details of all the Manga videos reviewed by Andy Sharp in GB Action this month. The following information was kindly supplied to us by Manga themselves.

WIND OF AMNESIA
Label: Manga
Cat. No: MANV1042
Director: Kazuo Yamazaki
Length: 90 minutes (approx)
RRP: £12-99
Cert: 15(tbc)

DANKAIOH
Label: Manga
Cat. No: MANV.1034
Director: Toshiro Hirano
Running Time: 90 minutes (approx)
RRP: £12-99
Cert: 15(tbc)

RUMIK WORLD: MERMAID FOREST
Label: Manga
Cat. No: MANV.1045
Director: Takaya Mizutani
Running time: 50 minutes (approx)
RRP: £8-99
Cert: 18

THE GUYVER
Label: Manga
Cat. No: MANV.1029
Director: Koichi Ishiguro
Created by: Yoshiki Takaya
Running time: 30 minutes (approx)
RRP: £5-99
Cert: 15

SIT ON FLOOR, DRINK BEER

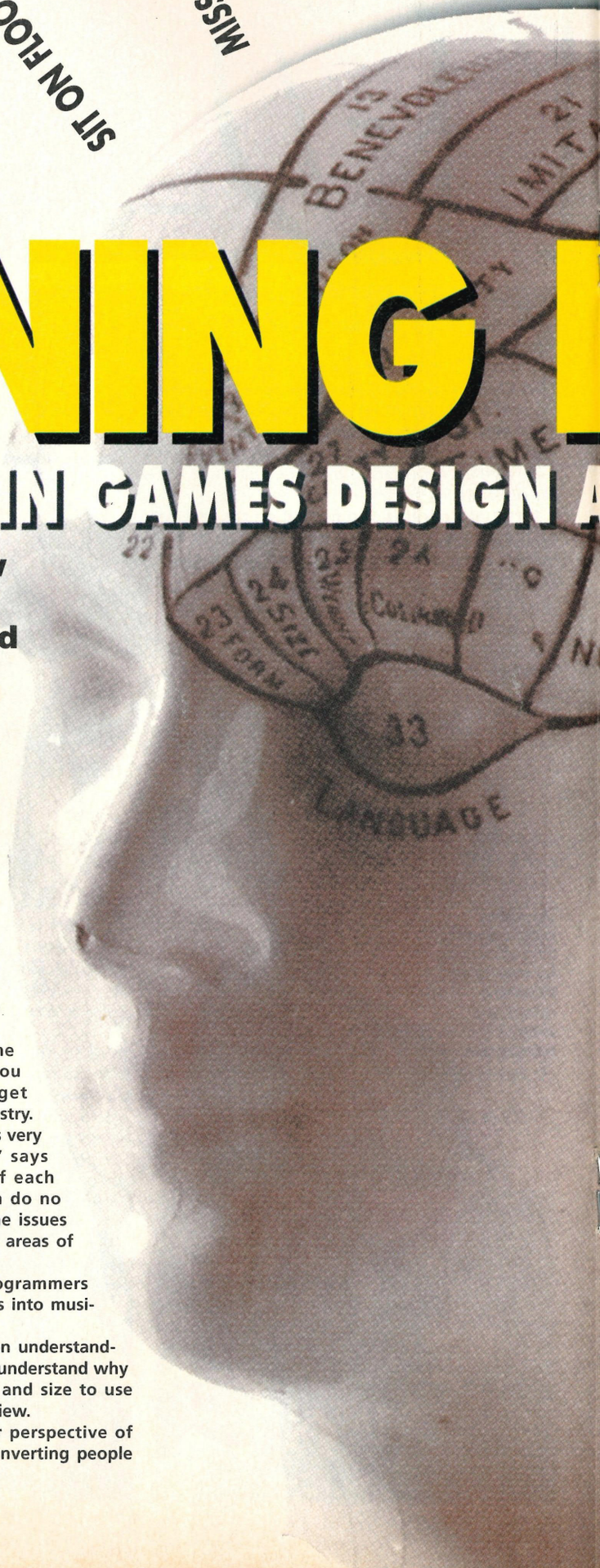
MISS ALL LECTURES

EDUCATION

RAG MAG

DESIGNING

THE NEW MA COURSE IN GAMES DESIGN A



Fancy earning an MA DPIG? It's the new course in games design coming from Middlesex University. Rob Smith chatted to Program Leader Julian Saunderson and asked 'what's it all about?'

Are you over 21? Do you have some experience of programming, graphic design, animation or music? Would you like to direct these skills towards the video games industry? If the answer is 'yes' then Middlesex University could have a course right up your street.

So, a MA DPIG, affectionately known as the 'mad pig', what is it exactly? Rest assured, it's not a new strain of Mad Cow Disease. It is, in fact, the Master of Arts in Design and Production of Interactive Games. Now MA's are top qualifications, usually requiring the students to possess a degree (a BA or BSc) before starting. If you don't have a degree then you'll need a few years work experience as a programmer, designer etc.

But don't fret if all these qualifications seem a long way off or out of reach. The BA (Bachelor of Arts) in Design and Technology of Video Games begins in October 1995. This first degree is for 18 year olds ready to take their first steps on the academic ladder.

So, you're approaching 18, you're thinking about careers and all the dead serious stuff that gets in the way of you enjoying your youth, and you're into computer and video games, is this the course for you?

I asked Program Leader Julian Saunderson what they would be looking for in potential students for the BA course. 'As it stands at the moment they should be directed towards one of three pathways. These pathways are software engineering (programming), graphic design and music and audio. In the second year of the three year course they will be specialising in one of those areas. At interview they should have some idea which of the pathways they will choose to follow.'

The pathways are quite different and people will have different experiences, different 'A' levels, non-school music qualifications etc, which will naturally lead to one of the pathways. If sciences were their thing then it could be software engineering, art leads to the graphics side etc.'

So that should give you some idea of the kind of subjects you ought to be aiming for to get involved in this fast moving industry. But what else will it involve? 'It's very much group orientated work' says Julian, 'students will feed off each other as much as off us. It can do no harm to understand some of the issues and problems involved in other areas of the work.'

But we won't be turning programmers into designers, graphic designers into musicians etc. '

We do want to give a common understanding, for example, for an artist to understand why they are limited in the colours and size to use from the programmers point of view.

'We'll give everyone a wider perspective of games designing rather than converting people into jacks-of-all-trades'.

VIDEO GAMES

DEGREE COURSE

CAP AND GOWN

SCRUFFY COATS, DMs

DY DEGREE

AT MIDDLESEX UNIVERSITY

The natural progression from this BA course is to the MA. Around 16 people will begin this advanced study in October, but the numbers depend on a few factors. Not surprisingly, one of these factors is money. Sponsorship is vital.

Julian explains: 'The sponsors will pay the student's fees which are £5400 [for the MA]. Then there are living grants which we recommend a minimum of £4500 for the year. This is a big advantage over other courses where students have to pay their fees and living expenses. It's a hell of a strain'.

New and changing technology is also vital to the course. Which of the new systems will be covered is still uncertain at the moment. As Julian says 'Largely it depends on the kind of sponsorship we can get. For the moment I'll be happy if we can cover the existing kits (SNES, Game Boy, Mega Drive and so forth).

'I hope by next year we'll be moving on to the 32 bits. We accept that there could be a reluctance from the industry to give us their cutting edge gear'.

As developments continue there are a whole host of new machines in the pipeline including the Atari Jaguar, Sony's PS-X, 3DO, Sega's Saturn, CD-I, Nintendo's Project Reality, the list goes on. Surely, in this highly competitive market, not all of these machines are going to survive. So which will the students cover?

Julian answers 'We're hoping that by next year there'll be a more limited choice'. So some will fall by the wayside but the course will remain flexible enough to cope with changing trends.

What about the games themselves? The last truly original game style to appear was the Populous/Sim City type and that was a few years ago. Will this course encourage new ideas or simply take the old ones to a new level?

Julian says 'One of the main reasons companies have come to help us is that they feel that there is a bit of stagnation. We will try new approaches but one of the spurs for this will be the new technology. But we want to get the creative juices flowing, not just say "this is a great new shoot 'em up, adventure game etc."'.

So what happens if the students get together, bring in all their specialisations and produce a game which is quite superb. Will it ever get published? Julian hopes so: 'We'd like to find a way of making a profit out of the games. We would then put this back into the course for future years.

'I don't see us developing a full scale game in the short term but when the BA is up and running there will be a lot of games being made. We may, then, be able to sell prototypes and ideas. It's early days yet.'

It may be early days, but the potential is massive.

Job HUNT

So where will all this studying take you? Will there be jobs at the end? Well it's very likely that there will. Video games and interactive entertainment are becoming ever more popular and also accepted as a serious art form.

The MA course which will commence this October should provide the pioneers for the future. As Julian says 'An aim is to get to a point where we produce the people who will be taking the jobs at the cutting edge of games design. We want to be in a position to lead the industry in many ways. It sounds a bit arrogant at this early stage but we want to provide new blood and new approaches'.

Early days of a new dawning in interactive entertainment, perhaps. Games are finally being accepted as a serious art form, in much the same way as feature films are. Middlesex University will pioneer these developments at a time when technological advances are booming and multi-media entertainment is being lapped up throughout the world.

If that's your thing don't you want to get involved at the cutting edge?

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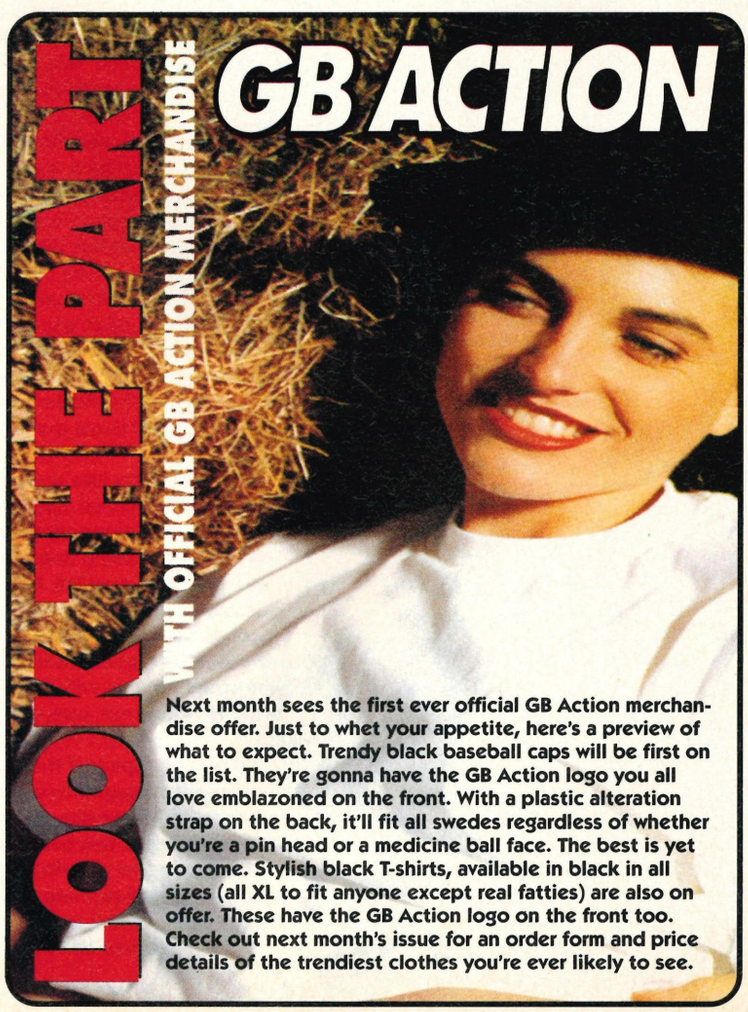
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Next month sees the first ever official GB Action merchandise offer. Just to whet your appetite, here's a preview of what to expect. Trendy black baseball caps will be first on the list. They're gonna have the GB Action logo you all love emblazoned on the front. With a plastic alteration strap on the back, it'll fit all swedes regardless of whether you're a pin head or a medicine ball face. The best is yet to come. Stylish black T-shirts, available in black in all sizes (all XL to fit anyone except real fatties) are also on offer. These have the GB Action logo on the front too. Check out next month's issue for an order form and price details of the trendiest clothes you're ever likely to see.

TIPS & GUIDES

Loadsa' codes for the Game Genie and Action Replay and guides to the classic Tetris and Firefighter

At this time of the month we delve into a mysterious swamp-like planet to go where no man has gone before. Here are the results of the expedition into the planet's darker regions.

The Addams Family

On losing a life, hold down buttons A, B and select simultaneously, then start. This restores your energy to full again.

Bionic Commando

To skip any level, press and hold the start button. Then press the A+B buttons at the same time. You will return to your chopper and be able to select any level.

Star Trek 25th Anniversary

Lee Platford from Essex has sent this Star Trek tip for everyone. When you are travelling through an Asteroid field and a star type light comes from the top of the screen, fly towards it.

If it hits the ship it will send you into a fast mode for a few seconds.

If your shield is low it gives you more shield power. Thanks matey!

Side Pocket

Trick shot three: For this shot aim at ball number 2, draw back three times and hit the shot with full force.

Who Framed Roger Rabbit?

Stage 2: DLT3QYBY
Stage 3: GPLDMSRC
Stage 4: MMCFGWXJ
Stage 5: BGQTVKJP
Stage 6: RTJBWN34

Gargoyles Quest

Henry Anderson from Suffolk has sent in a few codes for this cart.

Unfortunately he neglected to tell us exactly which level they're for.

Here they are anyway. See if you can find which levels they're for!

ULY7-66LC
HST8-7HRO
BMV5-RRBS
T5YO-UZEY
NTAN-RRY7

This apparantly is an excellent code: NPAN-RRYY. Unfortunately we no longer have a copy of this cart so we can't pass judgment.

Mortal Kombat

The Crabb family in Suffolk have been busy this month gaining a plethora of fine passwords and tips. Here are those finishing moves again.

Kano: Down, right, right, A.
Sub Zero: Right, down, right, B.
Rayden: Left, right, down, A+B.
Sonya: Left, left, right, A+B.
Liu Kang: Right, right, left, B.

More tips over the page

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▼ Having trouble with your Tetris? Read on...

GAME GENIE

Mousetrap Hotel
FA2-0CD-4C1 will supply infinite lives.

Kid Dracula
FAB-F5A-4C1 Infinite lives.
008-13F-367 Walk through baddies- don't lose a heart.

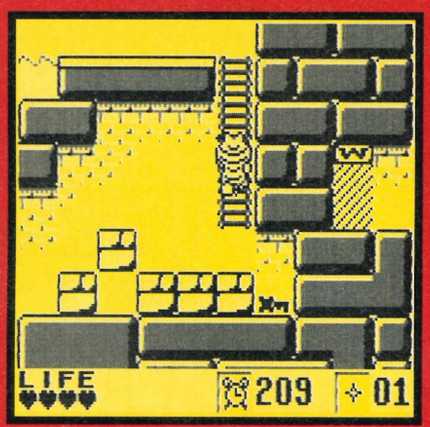
Darkwing Duck
01A-0BF-C4D Infinite lives.
01A-E5E-4CD Infinite energy.
FAD-398-4C1 Infinite ammo on pick-up.

Crash Dummies
001-3EC-E6E gives you infinite time.
082-A9F-F7E will start you with 8 lives.

Garfield
03B-D3B-E6E Timer counts down faster.
AF8-07B-19E One touch by enemy is fatal.

Nintendo World Cup
00E-2D8-19A Computer can't score.
09C-DD8-E66 Each half lasts 10 whole minutes.

Prophecy Viking Child
FAE-04C-4C1 Infinite lives.
FAD-F5C-4C1 Infinite energy.



Sunsoft's Garfield – one of the toughest Game Boy games ever.

F-1 Race
Keith Donald from Aberdeen has sent this little beauty in: FAO 17D 5OD. This allows you to race on the left side of the billboards off the track. Cheers for that code matey!

Bart vs The Juggernauts
AC5- 6C8+ 9AB-34C-D56 on week 1 on the skateboarding level. As you try to knock the Juggernaut off his perch he won't be there.
3B4-B5A-67B on the hop skip and fry level week 1. Wait for the music to change and you will be able to hop onto the black squares without being fried. These have been sent in by Claire Gibbens from Dagenham. Ta muchly Claire.

F-15 Strike Eagle
A large number of codes for this action-packed flight sim.
0A3-88C-912 Start with 10 Sidewinders.
323-88C-912 Start with 50 Sidewinders.
0A3-8DC-D56 Start with 10 Mavericks.
5A3-8DC-D56 Start with 99 mavericks.
0A3-92C-80A Start with 10 ECM systems.
5A3-92C-80A Start with 99 ECM systems.
083-9BC-E66 + 013-9AC-6EA Start with 2049 bullets.
103-9BC-E66 + 013-9AC-6EA Start with 4097 bullets.
013-BCC-E62 Fly very slowly.
093-BCC-E62 Supersonic speed.



Now you might do a little better in Bart Vs The Juggernauts with GB Action's help.



Pro Action Replay

Addams Family
Infinite energy: 0C1F68C0.

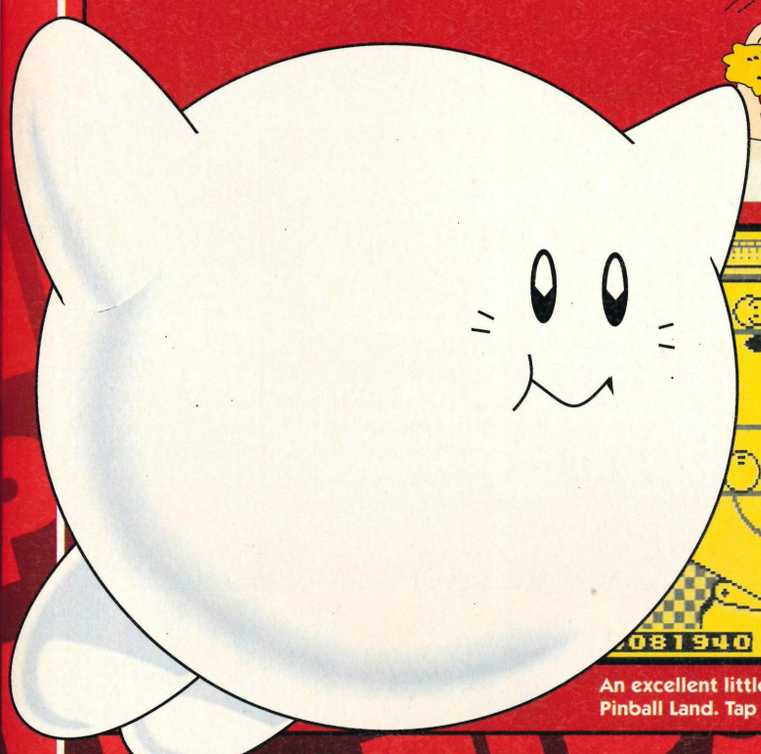
Star Wars
Infinite lives: 010392FF.

Castlevania 2
Infinite lives: 0102C5C8.

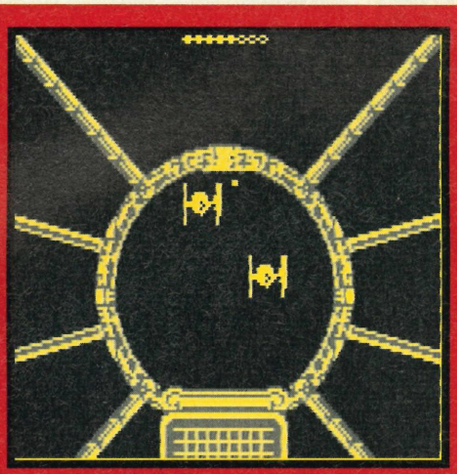
Kirby's Pinball
0103B0C0. This has been sent in by Adam Thomas from Rothwell and will give infinite 'balls'. Thanks for that one bud.

Humans
07C6E0CF will stop the timer.
01XX94CF allows you to select level.
040C92CF. Always have 12 tribesmen.

Sneaky Snakes
0103F2C1. This will give you infinite energy. Thanks goes out to Shawn Greenwood for this handy hint.



An excellent little bonus stage in Kirby's Pinball Land. Tap the flippers to score.



Ubisoft's Star Wars ranks as an all-time great in all aspects of Game Boy gamedom.

The Addams Family
On losing a life, hold down buttons A, B and select simultaneously, then start. This restores your energy to full again.

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Stage 3: GPLDMSRC
Stage 4: MMCFGWXJ
Stage 5: BGQTVKJP
Stage 6: RTJBWN34

Gargoyles Quest
Henry Anderson from Suffolk has sent in a few codes for this cart. Unfortunately he neglected to tell us exactly which level they're for. Here they are anyway. See if you can find which levels they're for!

ULY7-66LC
HST8-7HRO
BMV5-RRBS
T5YO-UZEY
NTAN-RRY7

This apparently is an excellent code: NPAN-RRYY. Unfortunately we no longer have a copy of this cart so we can't pass judgment.

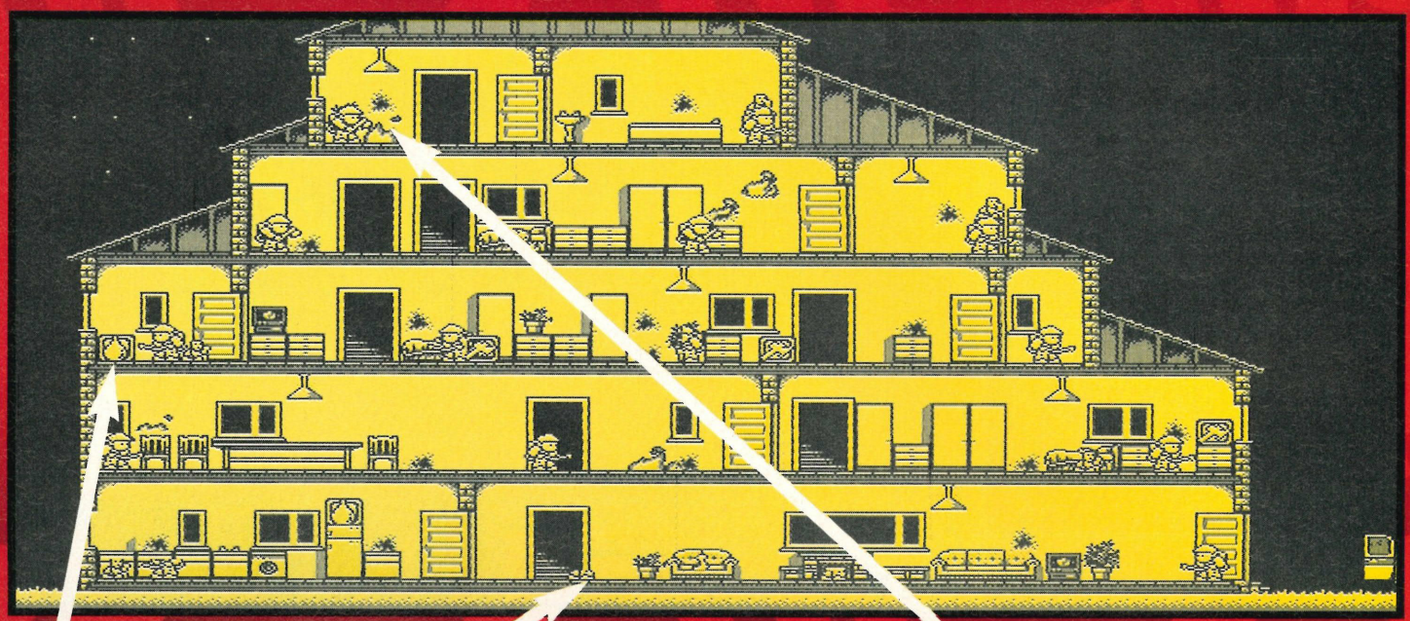
Mortal Kombat
The Crabb family in Suffolk have been busy this month gaining a plethora of fine passwords and tips. Here are those finishing moves again.

Kano: Down, right, right, A.
Sub Zero: Right, down, right, B.
Rayden: Left, right, down, A+B.
Sonya: Left, left, right, A+B.
Liu Kang: Right, right, left, B.

Tetris Hints 'n' tips Tetris Hints 'n' tips Tetris Hints 'n' tips Tetris Hints

FIREFIGHTER

Frying tonight everybody! Save the babies and make good your escape. Here's the first level of this, perhaps the strangest game concept ever!

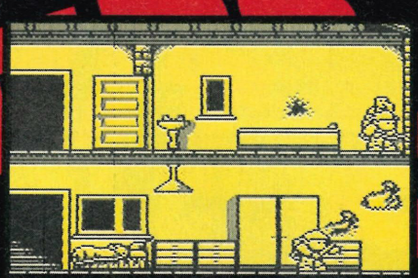


At some stages you will run short of water. Luckily there are plenty of refills around the building. Use all water as sparingly as possible – you never know when or where you may need it. Trouble could be on its way.

Don't hang around for too long at any stage or there'll be hell to pay. The fire spreads quicker the more time you take. Burning babies aren't what we're after are they?

Whatever you do when you pick up a baby don't press down on your pad or the little blighter will crawl off again, flames or not.

The axes are used on the tin soldiers (?) which march up and down the corridors. They can be killed by a single hit from the axe. Use them sparingly, you only have a few. The taps (?) also require this treatment. You may have to drop the axes to put some flames out. Be sure to pick them up again.



The last baby awaits rescue. Looks like we're out out of here and out of trouble!

Don't spend too much time putting the moving flames out, simply jump over them and get to the tots as quickly as possible. If a fire is put out don't figure that it will stay out, it can start again at any time. A few hits from the flames and one of your fire fighters is dead.

The rat is a little trickier to avoid than the other obstacles unfortunately. Some frantic leaping back and forth is what's required here. Save the baby here and it's on to the next level after exiting the blazing building. A quick reminder not to hang about – the fire may burn out of control any second.

DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

NINTENDO CHEATLINE 0891 445 769
CONSOLE GAME TIPS 0891 445 772
GAMEBOY & GAMEGEAR CHEATLINE 0891 445 771
STREET FIGHTER 2 .....0891 445 940
DESERT/JUNGLE STRIKE 0891 445 957
MORTAL KOMBAT 0891 445 987
SUPER MARIO WORLD 0891 445 924

CHEATS GALORE 0891 445 937
(LAST WEEK'S MESSAGE - 0891 101 235)

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(ALL CALLERS ON THIS LINE WILL RECEIVE A FREE SOFTWARE DISCOUNT VOUCHER)

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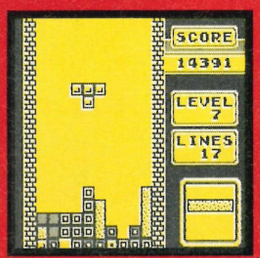
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TETRIS

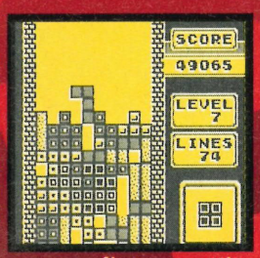
A few months ago, we received a Tetris hints 'n' tips booklet, created by Anthony Gonzalez of Cheshire. It was mentioned in the letters page in issue 24, but now we're going to re-create some of the best parts. We're skip some sections because of limited space and because Tetris is only really interesting once you have a grasp of the object of the game.

The Submarine



*Perhaps the easiest block to deal with. It can be placed over flat and uneven areas and can be easily slid under gaps.
*Can be placed to cover flat areas and can fill in uneven areas.
*Can be flipped to one side to create a raised bit, which can be helpful when playing for Tetrises.

The Square

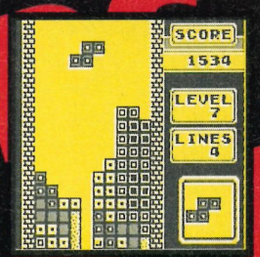


*Can be the most difficult block to accommodate. It can be used to keep the top area flat and to make an easy double line if the gap is right.
*Try to leave a two space flat area. The extreme left or right of the playfield is usually best.
*Stack 'em up if they won't fit anywhere else, thus leaving no gaps.

L Shape

*Should generally be placed at the extreme left or right of the playfield, creating risen bits at the sides. These positions leave the greatest number of options open to build on.
*Two L shapes joined together create a solid rectangular combo.
*Two opposite L shapes can be placed together to create a square gap in the middle.

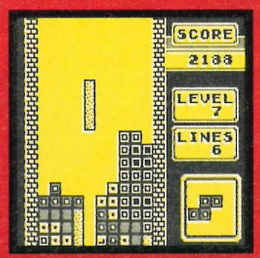
The Straight Zs



*Useful to have when the top is uneven.
*Can be used to fill in awkward gaps.
*By placing them horizontally, they can cover flat areas and keep the top flat.

Playing For Tetrises

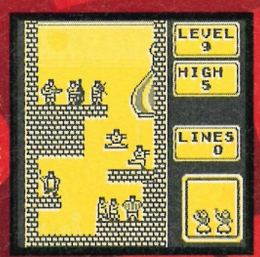
The only way to get really high scores is to play for Tetrises. This is done by fitting the blocks together so that a gap, one space wide and four spaces high, is left at either side.



You must then wait until a long, thin block appears and slide it through the gap.

By following this example, several Tetrises can be made in succession. If you find that the long shapes aren't coming, you must adjust your strategy so that you do not build right up to the top of the screen and end the game. When you start getting too high up, go for single, double and triple lines to bring the overall height down.

Game Strategies



*Watch for the next tetrad (it appears in the bottom right corner just before it starts to fall). As in any game or sport, forward thinking is very important. Potential nightmares can be avoided by planning ahead.
*Always have at least a two-space wide gap on the top so, whatever tetrad comes next, no holes will appear.
*Do not let the blocks build up too high, particularly during the faster levels. Although Tetrises score highly, you'll never get one if you lose control of the height of the wall.
*If your wall does start getting high, concentrate on the far left and right, so when things get really tight only slight alterations are needed. It's tougher to move shapes either way when the wall is near the top – try and work it so the wall is valley shaped.
*On the slower levels, tetrads can be slid, on contact with another tetrad or the base, two or three spaces across. This is not an option in the latter stages.



Long Thin

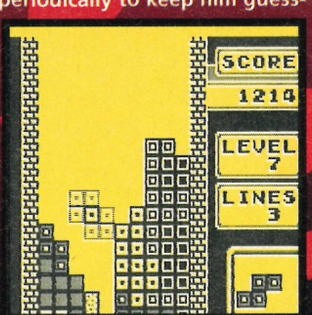
*Can be placed horizontally to cover a long, flat area.
*When overall block height is low, it can be placed vertically one space from the end to give you an idea of how high you must build for a Tetris.
*Do not leave long, deep, one-spaced gaps, as holes in the wall will inevitably occur.

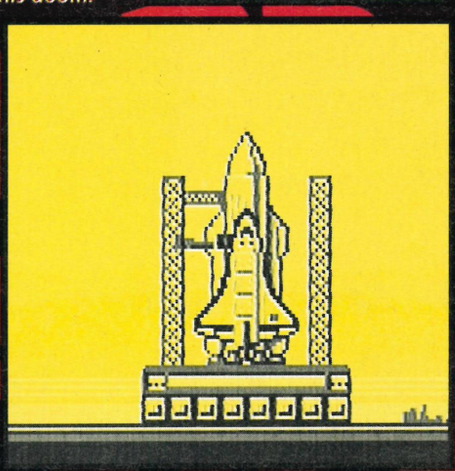
The Tetrads

There are seven different shaped blocks in the game. It is worth taking the time to become familiar with all the various blocks and the number of ways they can be slotted together. Certain blocks can be placed together in ways that do not seem possible at first.

Two-Player Strategies

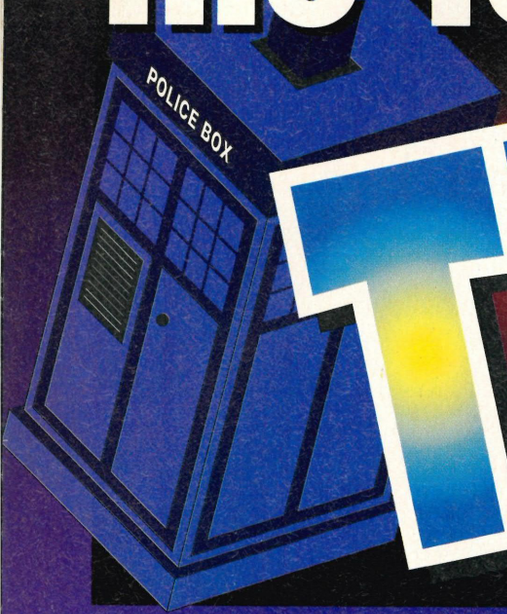
To win the two-player game, you must either complete 30 lines first or force your opponent over the top of the screen. There are two ways to play the two-player game:
1) Go for quick single and double lines and try to complete the 30 lines first...
2) Or go for Tetrises and try to force your opponent over the top.
Adjust your strategy when you have to in order to deal with your opponent's play and change tactics periodically to keep him guessing. Keep an eye on the meter at the left of the screen. If your opponent's wall is near the top, try and slap in a quick tetris to send him to his doom.





Tetris Hints 'n' tips Tetris Hints 'n' tips Tetris Hints 'n' tips Tetris Hints

the test of TIME



GB Action, Europress Enterprise, Europa House, Adlington Park, Macclesfield. *Don't forget to state which game(s) you'd like to see.*

Spinning majestically through the portals of time, the Tardis focuses on a few more classic games from the past. Keep sending in your requests for more review re-evaluations...

To re-mark games may seem like a rather naff idea. To take into account who reviewed the game, when it was reviewed and which genre it fell into would be a waste of time – scores should never be changed because the decisions behind all scores were made in their own era.

That apart, it's near impossible to really judge how good a game is until at least six months after its release when it's either still going great guns or has been consigned to the GB Action drawer of doom and dust. Featured this month are some of the games you've asked for. Each has been given the GB Action Test Of Time rating, with five Tardises for a beauty and one for a 'mare.

BLUES BROTHERS

Titus 91% Issue 4

Jake and Elwood don dark glasses and snappy suits as they go off in search of their instruments. Yep, they are all ready for a one-off gig and some blighter has half inched the tools of their trade.

I see a quest, a mission of mercy approaching, a mission from God even. And here it is... Off go the two coolest dudes in town to track down their equipment. At the beginning, you choose which brother you want to control. Sadly, the unfortunate situation can only be handled by one of them.

The only difference between the two is in the visual sense, for they both run and jump around the levels at the same speed.

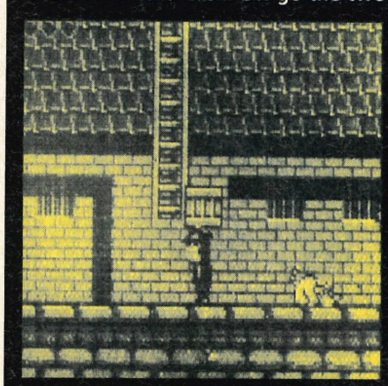
Record tokens are found around and about and can be used to buy power-ups which help towards surviving the five tricky levels. There are also little parcels to collect which reveal mystery prizes.

Playing Jake or Elwood, you zip through a number of hazard-strewn levels of platform mayhem. Good graphics are enhanced by some cracking, fast action gameplay.

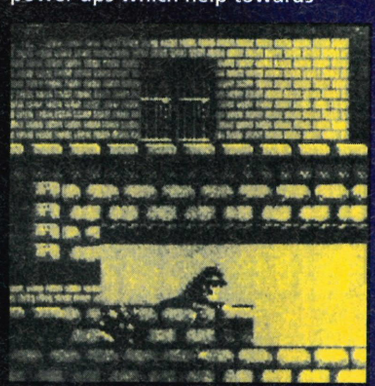
All the enemies are funny to watch, although you won't split your sides. Fun and challenging, what more do you want?



Left: Collecting records is one of the main tasks in Blues Brothers.



Above: Where does this ladder lead to? Why not climb up and find out?



Above: Time for a crawl. Mind the fish heads and old tin cans.

WARP RATING

No matter what embellishments you add to a platform game, especially on the Game Boy, it will always remain a platform game. Blues Brothers, although still reasonably playable and entertaining, would not score 91 if it was released today.



BILL AND TED'S EXCELLENT GAME BOY ADVENTURE



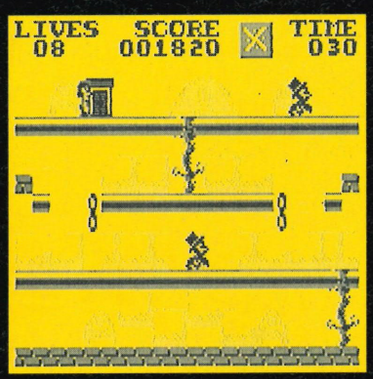
Acclaim 90% Issue 1

Here are those totally bodacious dudes on a most excellent adventure. Bill and Ted have a host of bad guys ranging from swashbuckling maidens to gun-toting gangsters to avoid as they travel through space and time collecting shiny, flashing things!

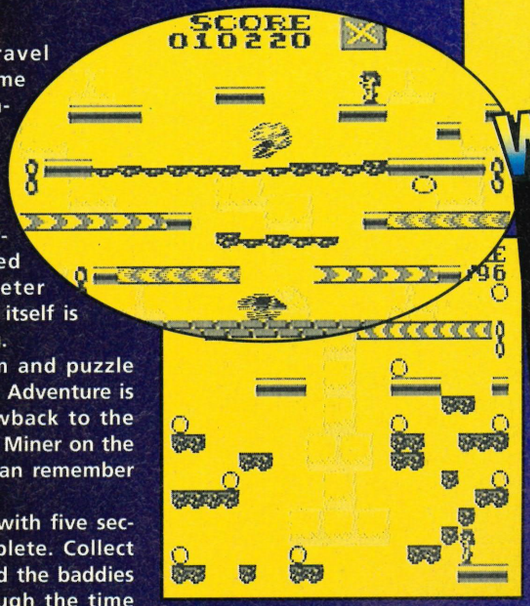
Graphically, the adventure is far from excellent. The sprites are small and not particularly well detailed but this shouldn't deter anyone 'cos the game itself is amazingly entertaining.

Combining platform and puzzle elements Bill and Ted's Adventure is something of a throwback to the halcyon days of Manic Miner on the Spectrum (if anyone can remember that far back).

There are 10 levels with five sections in each to complete. Collect the artefacts and avoid the baddies before escaping through the time portal. Most triumphant.



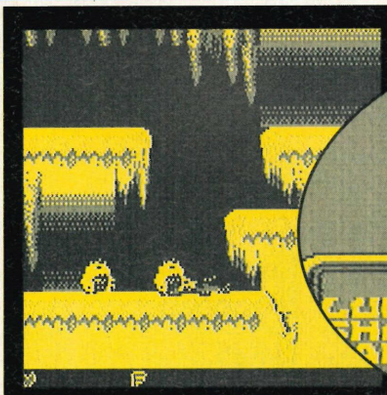
Above: The gameplay in Bill And Ted's is similar to that of Donkey Kong.



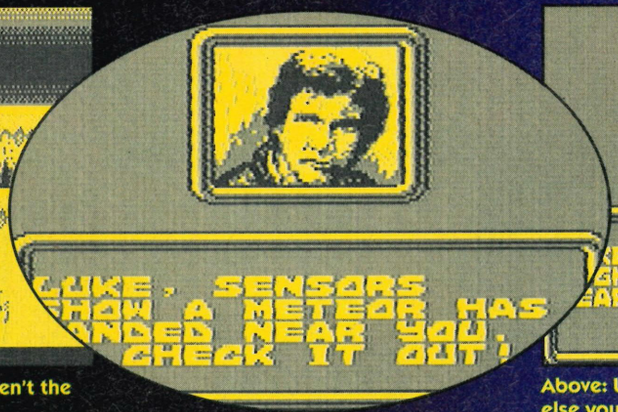
Above: The majority of the platforms on this level crumble.

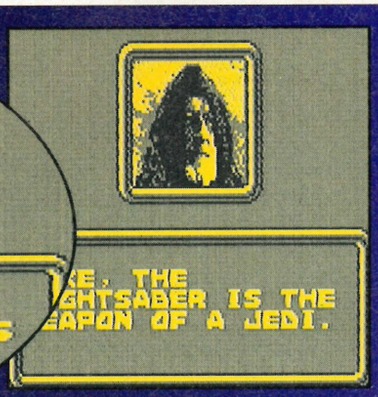
WARP RATING

Simplicity is the key to Bill and Ted's popularity and lasting appeal. Each section is eminently do-able yet challenging and confusing to the point of irritation. It stands up remarkably well simply through its playability. Worth a look even today.



Above: The caves of Hoth aren't the most welcoming of places.





Above: Use the Force, Luke. Or else you may cop it unceremoniously at the hands of Vader.

WARP RATING

Everyone at the GB Action office still rates Empire as one of the Game Boy's all time greats, which of course it is. It's tough enough and full of gameplay and enjoyment and it still smacks of quality even now. Ubisoft, we salute you. Here's to Return Of The Jedi.

Ubisoft 93% Issue 14

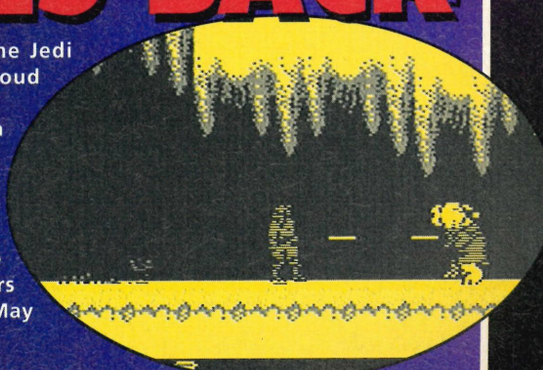
THE EMPIRE STRIKES BACK

More levels, more options and more puzzling than ever, The Empire Strikes Back is a monster. If you thought Star Wars was one tough nut to crack, then this will leave you completely in awe. It's vaster in every respect. The levels go on and on in that 'haven't I been here before?' type of way, especially the Hoth Ice Caverns. That's just the first level though! In Star Wars, Luke could only run faster and as a result jump further.

Now you can use the Force to deflect the enemy's shots, run faster, jump higher or power up your blaster. Graphically, this is easily on a par with Star Wars and in some respects superior.

Each level pretty much follows the plot of the movie, but a lot of imagination has also been used. From Hoth to Dagobah (for some Jedi training) and on to the Cloud City, it's all in here and more.

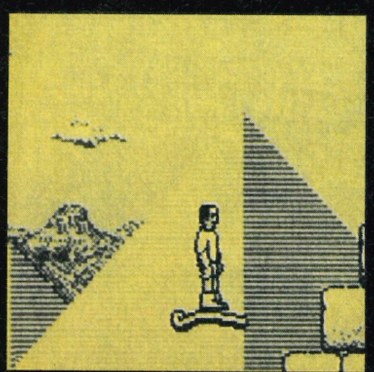
The game even expands on the film with a few scenes included that weren't actually seen on the silver screen. The battle with Darth Vader comes at the end, like all great Star Wars battles. This is your task. May the Force be with you.



DR FRANKEN II

Elite 87% Issue 14

The sequel to Dr Franken features big Frank in a quest to find money to repair his castle. To gain the cash, Franky needs to sell his most prized possession – a picture of his lover Bitsy. However, the golden tablet, on which the picture has been drawn, has been smashed.



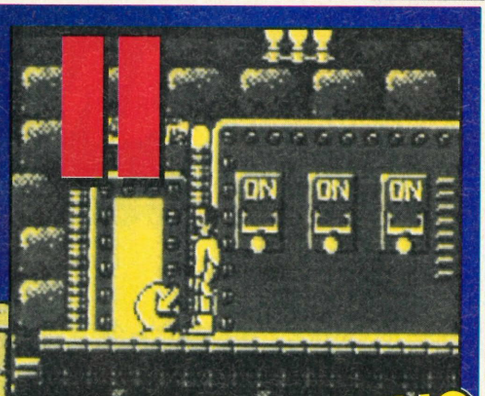
Above: Magic carpets come in useful when your railcard runs out.

All the little bits are littered around the castle. As you know, castles tend to be enormous and Franky's abode is no exception. In a similar vein to the original, Dr Franken II involves a methodical way of uncovering objects.

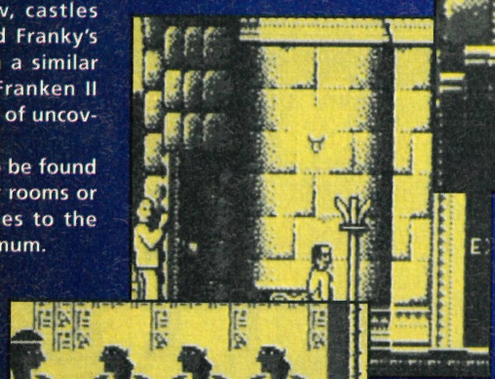
Certain artefacts have to be found to allow entrance to other rooms or areas, although similarities to the original are kept to a minimum.

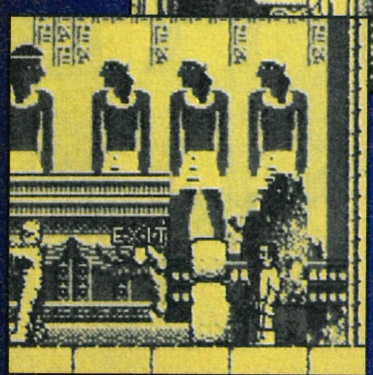
The Franky sprite has been improved – he can walk and run upstairs instead of only being able to jump.

What seems a complicated game is easy to play courtesy of a user-friendly control system. With the slightest touch of a couple of buttons, any of the menus can be accessed to find the info you need to use any of the objects you've found.



Right: Franky oozes quality, particularly in terms of animation and graphics.





Left: A lot of the areas Franky must explore are reminiscent of the interior of Egyptian tombs.

WARP RATING

When Andy first reviewed Franky II, he classed it as 'Pure entertainment.' He was right. Elite are known for producing top quality carts and this is one of their best. Even after a year it's worth digging out to remind yourself how good it was.



TOP RANK TENNIS

Sunsoft – Original Score 83% Issue 1

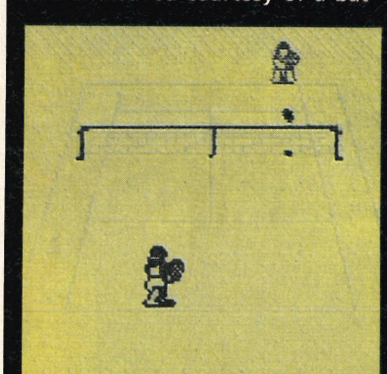
In this game you really do get the feel of being in a true competition. The aim is to move up through the rankings to reach top seed.

To control your player, there's a button for every move thus enabling topspin and slice at will.

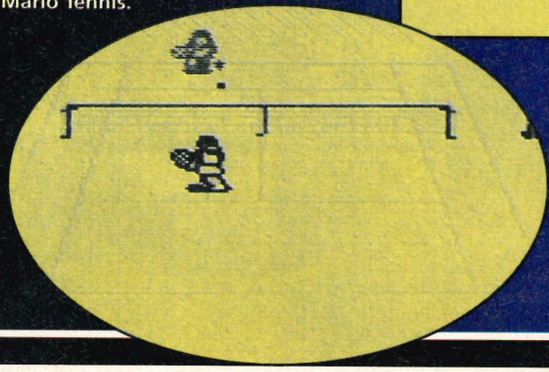
Your player's qualities can be created and saved courtesy of a battery back-up. Practice matches can be arranged on a variety of surfaces and when you're confident of your mastery of the controls you can start storming up the rankings.

For multi-player fun, up to four Game Boys can be linked together for a doubles contest, but it's worth remembering that four carts are needed as well – it would be interesting to know if anyone's managed a four player game.

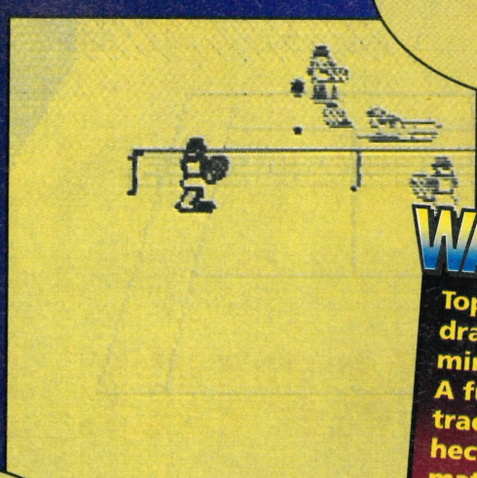
The view perspective and after match statistics add to the realism, thus eclipsing the now outmoded Mario Tennis.



Above: Prepare to serve. Some of the achievable speeds are amazing.



Left: Getting a good rally going is one of the most exciting parts of Top Rank Tennis. The gameplay is fast and smooth.



The serve and volley game is the most effective style of play.

WARP RATING

Top Rank Tennis comes dramatically to life the minute it's turned on. A funky techno soundtrack complements the hectic nature of the matches. The voice samples are rank, but the gameplay isn't. Only Jimmy Connors Tennis really comes near it even now.



READER'S OFFER

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In conjunction with Sony Imagesoft, GB Action magazine is proud to present a special offer available only to UK readers of the world's only Game Boy specific publication. Buy any one of these games at £24.99 each inc. p&p and you'll receive a free Dracula T-shirt. What a bargain!

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Each game costs £24.99. This price includes post and packing.

CAN YOU WIN T

INTERACTIVE FOOTBALL

Hundreds of entries have been pouring in for this wonderful competition sponsored by US Gold. This month, the best of the back fours we've received are featured, as well as the GB Action midfielders and forward line.



YASEMIN GUNAL – Akira Orange Elite

Goalkeeper

Lev Yashin *(Russia)*
Simply the best 'keeper the world has ever seen. Only the Black Prince could have beaten the great Gordon Banks!

Full Backs

Paulo Maldini *(Italy)*
The most accomplished left-back in the world at 23 years old – almost the complete player.

Jorginho *(Brazil)*
Brazilian right-back. World Cup Magic!

Centre Halfs

Franco Baresi *(Italy)*
'Nuff said!

Bobby Moore *(England)*
The greatest defender the world has ever seen. Probably.

T. NEAL-HOPES – It'a A Funny Old Game, Boy! XI

Goalkeeper

Mark Bosnich *(Australia)*
In a team of past and present worldbeaters, why not have the best keeper in the world to be! At just over 20, he's got more potential than 10,000 volts!

Full Backs

Dennis Irwin *(Eire)*
A man who never has a bad game – a true team member with a world beating free kick. Willing to push up and get a good ball in.

Andreas Brehme *(Germany)*
Only the Germans develop players of both strength and skill – a tight marker and even harder tackler. Truly solid.

Centre Halfs

Baresi *(Italy)*
A true footballing general – controls a defence like an orchestral conductor with fluid footballing skills and power in the air in the centre of defence.

Jack Charlton *(England)*
Every team needs a player who inspires and gives a team spirit and experience. A British battler, great in the air (hence no hair!), good with the ball at his feet and happy to grab a great goal or two! He could even double up as the manager – he got to the USA!

HE WORLD CUP?

CRAIG BARBOUR
- Mount Florida Marvels
Goalkeeper
Lev Yashin *(Russia)*
He had all the special qualities a goalkeeper requires.
Full Backs
Giacinto Fachetti *(Italy)*,
Djalma Santos *(Brazil)*
Both great defenders with an attacking option.
Centre Halfs
Franz Beckenbauer *(West Germany)*, Bobby Moore *(England)*
Great tacklers and industrious with the ball.

ROGER KEEN
– Golden Winners
Goalkeeper
Gordon Banks *(England)*
Before he had a car accident and lost his eye he was one of the world's best 'keepers.
Full Backs
George Cohen *(England)*
A good attacking defender.
Andreas Brehme *(Germany)*
A good player on the break and can get back. Both can supply wingers well.
Centre Halfs
Franz Beckenbauer *(West Germany)*
A good, solid defender who can score goals when they're needed.
Bobby Moore *(England)*
Can also score and was a solid, strong, good defender.

MICHAEL MORSE
– Plant Earth F.C.
Goalkeeper
Peter Schmeichel *(Denmark)*
The reason I have chosen Peter Schmeichel is because he is the best goalie in the world and I have not heard of any good goalies from your days.
Full Backs
Jorghino *(Brazil)*,
Andreas Brehme *(Germany)*
These two both have powerful shots and Jorghino is a great, skilful player. Brehme is a great passer.
Centre Halfs
Franco Baresi *(Italy)*,
Ronald Koeman *(Holland)*
I chose Baresi because he is just world class, and Koeman has a powerful shot.

ANDREW GOMEZ
– Peter And The Wolves
Goalkeeper
Peter Shilton *(England)*
The most international capped player of all time.
Full Backs
Stuart Pearce *(England)*
Solid English defender with a cracking left.
Andreas Brehme *(Germany)*
First class action in the last World Cup.
Centre Halfs
Bobby Moore *(England)*
A great captain who never loses.
Franz Beckenbauer *(West Germany)*
Greatest German player who has style and flair.

PAUL HATTON
– Cusworth Cloggers
Goalkeeper
Peter Schmeichel *(Denmark)*
World's greatest 'keeper.
Full Backs
Stuart Pearce *(England)*
Good free kick.
Paul Parker *(England)*
Speed.
Centre Halfs
Paul McGrath *(Eire)*,
Steve Bruce *(Man Utd)*
Heading skills.

MATTHEW FROST
– Nutters United
Goalkeeper
David Seaman *(England)*
Good goalkeeper and has a good record at Arsenal and doesn't let many goals in.
Full Backs
Stuart Pearce *(England)*
Good attacking defender and scores a few goals but can also run back and help. He is also a good tackler.
Paul Parker *(England)*
Good crosser of the ball and good tackler and can also play in centre of defence in case anything happens.
Bobby Moore *(England)*
Best defender in the world and did a good marking job on Pele. Good tackler and powerful header of the ball.
Ronald Koeman *(Holland)*
Good kicker of the ball with a good shot on the set pieces, good tackler and header.

ALEX LEE
– There's A Circus
Midfield
Bobby Charlton *(England)*
Diego Maradona (Argentina)
Michel Platini (France)
Forwards
Gary Lineker *(England)*
Pele *(Brazil)*
George Best *(Northern Ireland)*
Each acclaimed as the best in his era. All served club and country with skill, finesse and distinction. The most exciting side of all time.

WILLIAM MOTT
– File 717
Goalkeeper
Craig Forrest *(Canada)*
This 6'5" goalkeeper who has many international caps, is a fantastic penalty saver. He has quick reflexes and can do magnificent airborne saves across the face of the goal, an example of which: his save of the round in this year's F.A. Cup.
Full Backs
John Wark *(Scotland)*
This former Scottish international is the most solid defender around. Corner-wise he times his runs perfectly from the edge of the area, and when his head makes contact with the ball it's guaranteed it will be heading towards the net.
Stuart Pearce *(England)*
This nimble defender would make the perfect partner to John Wark. A master free kick taker, he is superb all over the field, and is guaranteed to excite the fans.
Centre Halfs
John Barnes *(England)*
John Barnes would be the perfect addition to any team. He's scored many spectacular goals in his time and hopefully he'll score many more.
Des Walker *(England)*
Sheffield Wednesday were lucky to chalk up a very good player. Des is strong and can see ahead of many a defender.

INTERACTIVE FOOTBALL SPONSORED BY U.S.GOLD

GB Action, Europa House, Adlington Park, Macclesfield, SK10 4NP

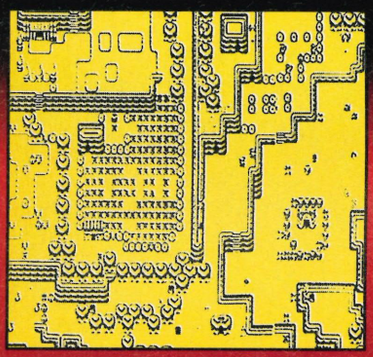
Team name _____
Midfielders _____
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Closing date 20 May, no correspondence will be entered into.

NINTENDO

The Hotline kids have been slaving away over their Game Boys again. This month they reveal the whereabouts of all the items in Zelda, how to kill the bosses in Gremlins 2 and give us some rather useful passwords for Lolo.



MORE ZELDA

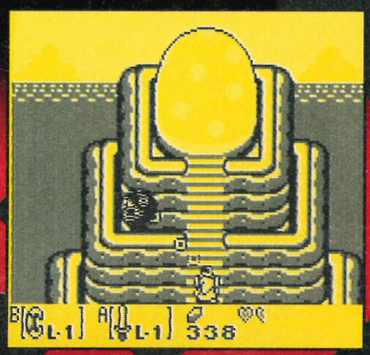
SLEEPY MUSHROOM – 1F
SHIELD – START HOUSE
SWORD – P3
BOMBS – SHOP J4
FEATHER – LEVEL 1(TAIL) – TOP LEFT HAND CORNER, TURN OVER – SPIKEY CREATURES WITH SHIELD
BRACELET – LEVEL 2(BOTTLE GROTTO), SWAMP TWO – GHOSTS IN TOP LEFT, LIGHT BOTH THE LAMPS WITH POWDER
SHOVEL – SHOP J4
BOOTS – LEVEL 3 (KEY CAVERN) SLIME MAKE BIG MONSTERS EAT BOMBS TO GET TO CHEST IN ROOM RIGHT.
FLIPPERS – LEVEL 4 (ANGLERS TUNNEL) FIND THE ROOM WHERE THERE IS A LARGE INSECT ZOOMING AROUND, KILL WITH SWORD.
HOOKSHOT – LEVEL 5 (CATFISH MAW) SKELETON KNIGHT MUST BE KILLED FOUR TIMES IN DIFFERENT ROOMS. (TOP, RIGHT, BOTTOM, LEFT)
BOW – SHOP J4
OCARINA (FLUTE) – DREAM SANCTUARY I4
BRACELET 2 – LEVEL 6 (FACE SHRINE) IN ONE PART OF THE DUNGEON NEAR THE TOP LEFT YOU CAN FIND A BOMBABLE WALL WHERE DARK TILES MEET THE WALL. GO IN FIND STAIRWAY GET BRACELET 2.
MIRROR SHIELD – LEVEL 7 - OPEN SMALL CHEST ON FLOOR 2
FIRE ROD – LEVEL 8 - FIND BOXING GUARDIAN AND DEFEAT.
SWORD 2 – FIND 20 SEA SHELLS AND GO TO WHERE SEA SHELLS ARE MEASURED.

GREMLINS 2 BOSSES

Level 1
Avoid the tomato attack and strike Mohawk ten times to defeat him.
Level 2
Hit each bat to remove them from the boss. Once all the bats are gone you can kill the boss with seven hits.
Level 3
To defeat the electro gremlim, hit him five times to blow his fuse. But be careful of his shocking attraction for you.
Level 4
The only way to kill the last boss is to give him a gut full of lead, pencil lead. Just keep hitting him till he dies.

PASSWORD HEAVEN – ADVENTURES OF LOLO II

FLOOR	ROOM	PASSWORD
4 –	5 –	HHKK
5 –	2 –	HBKM
6 –	4 –	HJKR
7 –	4 –	QHDK
8 –	1 –	QVDT
9 –	3 –	QYDL
9 –	5 –	QJDR
10 –	2 –	QDDQ
10 –	4 –	VPDP

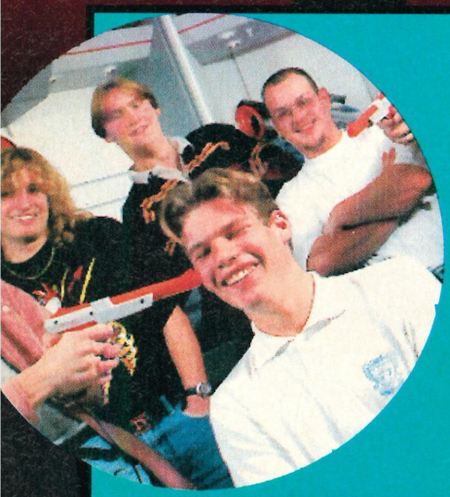


PROS ONLY

Enter pro as the first 3 letters of the password with A-D as the last. You will get 4 extra tough puzzles.

FORTIFIED ZONE

Level 2 – 3375
Level 3 – 1681
Level 4 – 1122



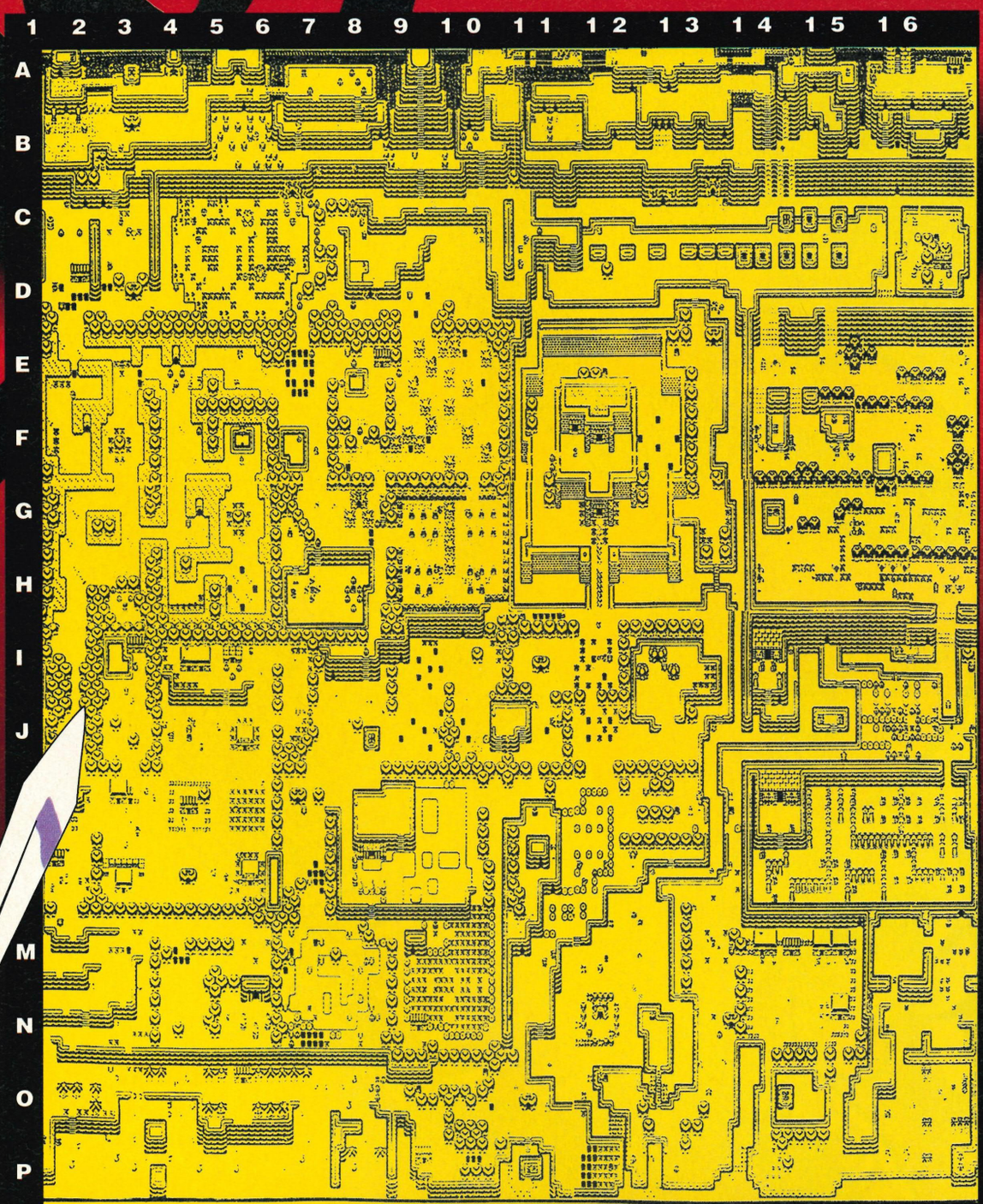
BEN, MARC AND JUSTIN

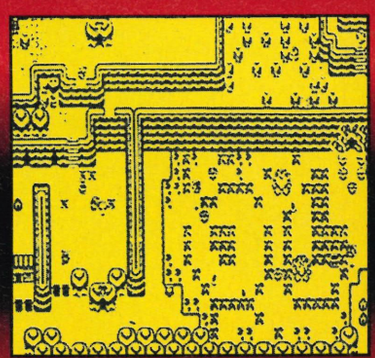
The three stooges behind this month's hotline are pictured here. The guy on the left with the curly blond hair is Shaun, who you may have caught a glimpse of on a recent showing of Live And Kicking, picking up one of Nintendo's three trophies at the ECTS awards party. Some guys have all the luck!



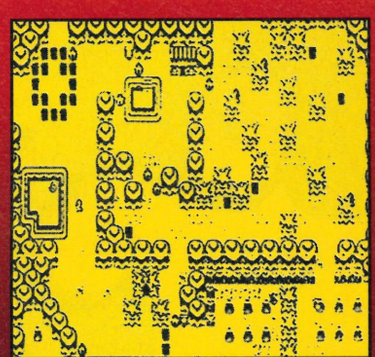
O HOTLINE

NINTENDO KIDS

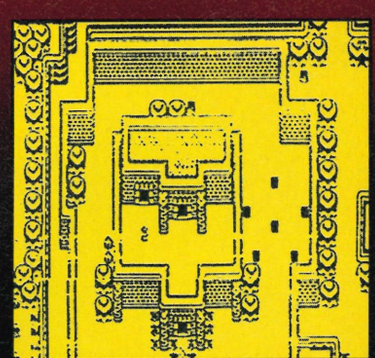




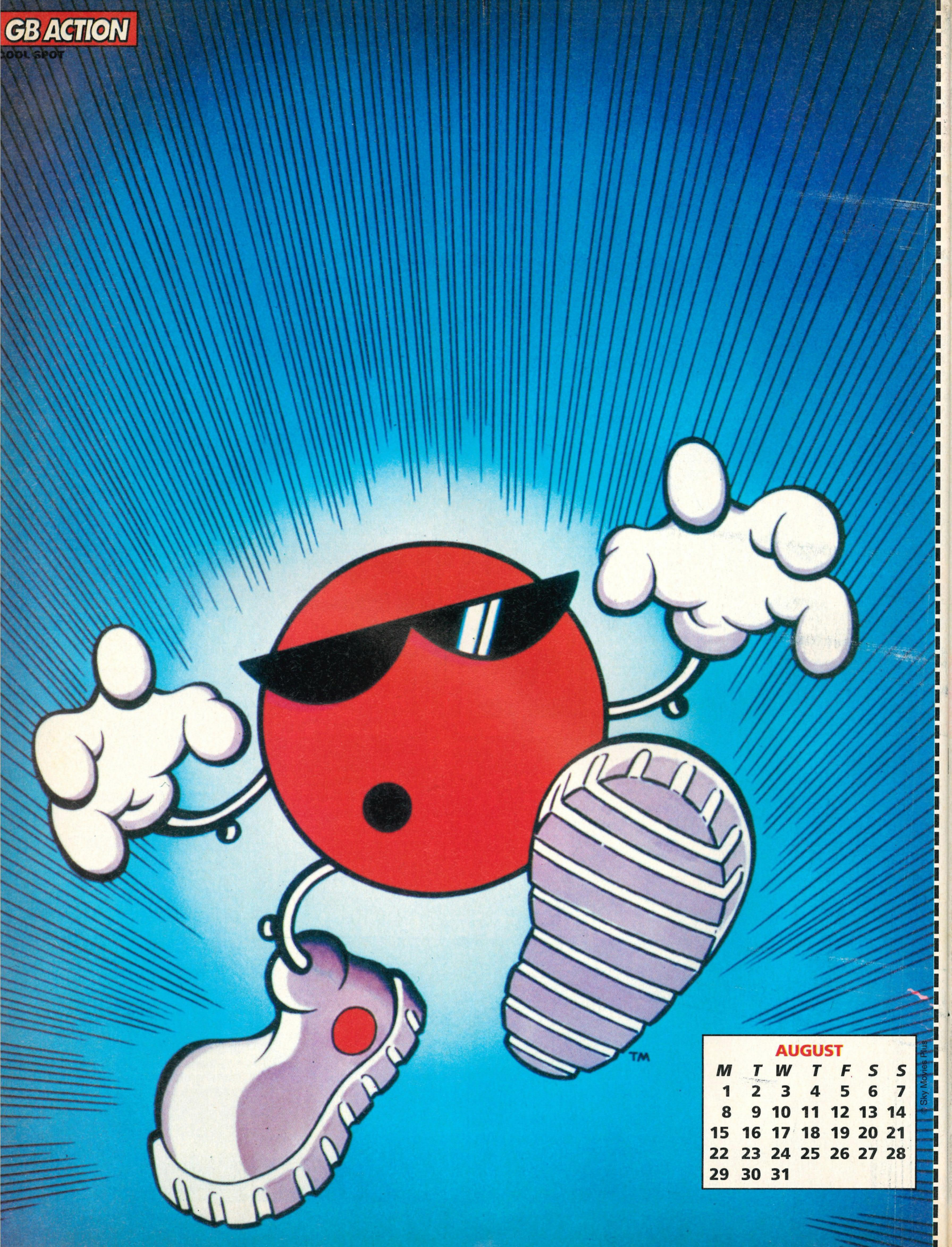
Here are some of the more important sections of the Zelda map slightly enlarged to help you out.



Above: Zelda map co-ordinates E7 – G10 in close-up. Explore this area well, but don't hang around too long.



Above: The attention to detail in this section (map co-ordinates E10-H13) is incredible. Enjoy it while you can.



AUGUST

M	T	W	T	F	S	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

© Sky Movies Plus



AUGUST

M	T	W	T	F	S	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

© Sky Movies Plus

WRITE HERE WRITE NOW

GB Action's Write Here, Write Now – a much better vehicle for expressing a preference than any cat food advertisement.

It's a beauty

Dear GB Action,

I think your magazine is great. I really think that the Buyers Guide is absolutely brilliant. Any time I can afford to get GB Action I get it.

You are just right to show it every month because then I can get my money together and buy the magazine and have change to save for a game. Never ever stop publishing this great magazine, because I really rely on you guys to keep me informed on the great games that are on sale every month.

Best of luck with future editions.

Alex, Co. Monaghan, Ireland.

Well, what can we say? A reader with sublime taste. We really can't do wrong? We obviously aren't trying hard enough. Surely there must be a fault somewhere. Oh well, for now we'll just feel happy in the knowledge that we're getting it right.

Top publication

Dear GB Magazine,

I'm writing to you to comment on your magazine (I'm not going to say how excellent it is, although everybody knows it is). I'd just like to say how you could improve it.

For starters perhaps you could make it a bit clearer (at the start of every magazine) by using a little less blinding colour so people would understand it a bit better.

Some more things you could add to your already excellent magazine. Perhaps you could add a few more tips and cheats and (I've nearly finished) you could add some more game reviews. That's all for now. Don't think that I'm criticising, your magazine is excellent and I just wish that you could bring it out every two weeks. But keep it up, the GB team's working really hard and is getting the results.

Andrew Watkins, Cheltenham.

What exactly do you mean when you say the start of every magazine. We suspect it's the contents. If this is the case then all you have to do is read it with a nice comfortable pair of dark glasses. You're the first person to comment on this page so far, so we'll just ignore that comment I think.

The tips and cheats are far larger this month than in previous months and may stay that way for a time.

The game reviews section is the only part of the mag we have no control over. If the software companies aren't releasing any games that particular month then we simply haven't got the material to write about.

Conflict

Dear GB Action,

Having recently bought a Game Boy and GB Action 24. I was pleasantly surprised to find that your mag is mature and not childish as other console mags seem to be. Having owned both a Mega Drive and SNES, I was put off by the condescending attitude of various mags...

The reply to Peter Heddle's letter...

Better graphics to a violent game mean nothing. Case in point. Play Mortal Kombat 2, the graphics, animation etc are fantastic, all the blood-letting is highly unrealistic. Now play Virtua Fighters with fantastic animation but totally crap graphics (although technically superior).

The violence has real weight to it. When the punches and kicks contact, there is a real sense of umph to it but not a single drop of blood in sight. The argument that images cause violence is an old one.

Be it video or computer images, the mass hysteria this has caused is totally unsubstantiated. The reason you read about it a lot is because it's easy material to blame.

When crime is on the up, MP's try to shift the blame from unemployment and hard drugs to Ren & Stimpy and other such material.

This is obviously absurd but MPs insist it's true. What people are not stating is the context of the material. Star Wars (U) has much more screen death and violence than Reservoir Dogs (18) but whereas in one, when shot people fall instantly dead, 'Dogs' main character lasts the whole film bleeding, crying etc. If any is to promote violence, it certainly isn't Reservoir Dogs.

If anyone copies a character from a film or game and causes physical harm to another, they have to be pretty unstable in the first place. Thus it does not matter what they play or watch, a horror fim or Mario. When was the last time you read of a man bum butted to death (?). If what the MPs say is true, this most certainly would have happened, since Sonic and Mario are the most played characters on the consoles.

Darren Marsh, Blackpool.

Well, well, we seem to have got quite a debate here. It's not the cute, cuddly family games and films like the Marios and Star

Free carts

Dear GB Action,

When I used to own a Commodore I used to buy mags for it.

On those mags came a couple of demo games. Why oh why don't we see them now?

If you were supplied with the carts and you put them on the front of the magazine then your sales would hit the roof.

The sales of the game wouldn't be far behind. Me and my friends would all like to be persuaded by a look at the game instead of a few screen shots.

Neil Fitzpatrick, Tamworth, Staffs.

P.S. I think this mag is the best ever. Also, the next time you have a readers' survey can you put it in the middle of the magazine so I don't rip up pages elsewhere? Thank You.

Well, the simple reason for the lack of carts on covers is the cost. Not only would it be too expensive to be done, the price of the mag, to use your words would 'hit the roof.' So unfortunately, much as we'd like to offer carts, it simply isn't possible.

As for the survey question, it should have been cut out along the dotted line using a pair of scissors, then you wouldn't have to rip other pages of your mag would you?

If we put it in the centre of the mag then you'd lose a couple of other pages of editorial.

Wars' of this world, it's the context of the violence they object to. I personally don't see the problem with any of the games and movies mentioned but there you go. I'm not, to date, a psychopathic freak, although some may disagree. Any other comments will be gratefully received.

It's not easy

Dear GB Action,

I've bought every GB Action since issue 1 and it just keeps getting better and better. I loved the reviews of Zelda and Mortal Komat but it would be better if you said how many players they were. I also loved the map of Zelda. I think the compos 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. I would be grateful if you would answer some questions for me.

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. Finally, is it OK 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.

1. Don't know – not played it enough.
2. Parasol Stars: sorry we have none at hand. Maybe we'll dig some up from the vaults soon though.
Krusty's Fun House:
FA3-ACF-4C1 for infinite lives.
FA6-EBB-4C1 for infinite pies.
3. It is possible to enter competitions by writing the answers on a piece of paper but we much prefer them sent on the proper answer forms.

Test Of Time

Dear GB Action,

I would just like to say that your magazine is better than it has ever been but I do have a few suggestions to better it even more. Firstly, could we please have more extensive news pages? The two pags at the moment just don't give us enough info.

Secondly, I think that there are too many features and not enough reviews, how about using the features space for more game reviews.

Now for some more praise (that's what we like to hear). The Test Of Time is excellent as is the Buyer's Guide and classifieds. The Players Guides and letters pages are also very good. A very big thankyou for not featuring any pathetic Manga in issue 24. Please don't print any more Manga in future, it's crap!

Robin Werth, Sheffield.

P.S. Please please please can you help me on level 3 of Prince Of Persia. I've managed to open the door at the top but can't jump the gap to it. How can I do this?

The news pages basically cover every news item for the month. If there was more news then we'd obviously extend the news pages to cover it all.

It's the same story for the reviews I'm afraid. Obviously, more games are released in the run up to Christmas and the Christmas issue (20), had nine reviews. Issue 19 had eight as did issue 21. Put simply, there aren't too many games being released at the mo. We'll see an increase over the next few months though.

Sorry to disappoint you, but Manga is back again. There are a lot of people out there who will disagree with you. It's becoming more popular than ever!

As for your Prince Of Persia question, looking back through an old guide from issue 1, all you've got to do is be quick. from the start, go right, climb up and hit the switch on the far right.

Next run to the left and you'll just be able to get through the portcullis. After this it's a doddle frankly.

Tetris Tips

Dear GB Action,

I think your magazine is excellent and I get it every month. Gameboys are pretty popular with my friends so all my mags get around. I think Anthony Gonzales had a good idea with his little tips book and wouldn't mind a copy because there are hardly any tips for Tetris over here.

The bad thing is all the good games take ages to get here after you get them. I used to live in England and sometimes wish I was still therefore all the good games when they come out. Keep up the good work.

Gareth Whitehead, Silkstone, Queensland, Australia.

It seems that people in Australia are given a rough deal for carts. Check out the hints and tips in this very issue.

Our main Tetris expert Mr. Alex Lee has discovered a few hints and tips for people who still ask for Tetris titbits. Enjoy.

As for wanting to live in England just for the availability of Game Boy games, I'd seriously reconsider.

Sun and surf for rain and cold? There's no competition I'm afraid. Tell you what, let's trade places.

WRITE HERE WRITE NOW

GB Action, Europa House, Adlington Park, Macclesfield, SK10 4NP

STAR LETTER

An opinion

Dear GB Action,

I was delighted to read a letter on your page the other month from a 40-ish-year-old female Game Boy player as I am also one of this rare breed. All the people of the same age group I know regard me as eccentric although it seems perfectly OK at my age to sit in front of the TV watching mindless quiz and chat shows for hours. I disagree with your writer however when she says our reflexes are slower and some games are too hard. With RPG and puzzle games I think we have more patience to work things out than younger people.

I bought myself a Game Boy with Tetris two years ago and for another year couldn't afford to buy another game so ended up making my own games up. For example, on game B getting down to no bricks at all on the screen. I then bought Gargoyle's Quest with no box or instructions which took me 6 months to do.

I was pleased to see a letter from an (obviously) young person who had just bought a game asking you if it was any good and your reply stating to put it in the machine, switch on and find out!

The one criticism I would have of your mag is that when people write in asking if there are any tips or cheats, you say check out issue 3 or whatever. If people have only just bought a Game Boy they are hardly likely to have bought your mag before. A review every now and then of the top sellers would not go amiss. I also think Public Eye reviews should be given more space and maybe the person's age and preference should be given. I hate beat 'em-ups and shoot 'em-ups, so I could not give a constructive view on these. Thought provoking games are not for everybody.

One more thing, I did buy Bart vs The Juggernauts and had to concede. This game was ludicrously hard so I swapped it for Marioland 2 which was a piece of cake but enjoyable. So to whoever has completed Bart vs The Juggernauts without tips or cheats, I salute them!

Lynne Llewellyn, Prestatyn.

In our earlier issues we used to review old classic games. This became Public Eye, where our readers could write in with their own reviews for the games they had bought. This became a constant feature in the magazine but still you weren't satisfied. We now, at the request of readers, cover more old games than ever before in the form of Test Of Time, Public Eye and the Buyers Guide.

ASK DOCTOR ROBERT

WRITE HERE WRITE NOW

GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

Feel like bragging about your top score, asking a game-related question or just want to whinge about the price of sunflower seeds?

MORE KOMBAT?

I have a couple of questions.
1.Will Mortal Kombat 2 be released on GB?
2. How can you find the left leg and right hand of Bitsy on Dr. Franken?
De Saedeleer Bram, Belgium.

1. The original Mortal Kombat was a massive hit on all formats, but as yet there's no talk of the sequel appearing in the near future. Don't count it out yet though!
2. The left leg and right hand are on floor seven. The way down is at the right of all the lanterns on floor five. Make sure you have the torch and the area will be lit up permanantly instead of having to collect all of the lanterns which eventually wear out. The power lever is also down here. Try to find the top left, bottom left and the bottom right corners for these items.

TOADS CODES

I am writing this letter for your help. Could you please, please, please, please print some Game Genie codes for Battletoads. I have written before and had no reply. If you do this I would be most grateful.
Jamie Rodford, Tonbridge.

Codes for Battletoads:
007-C2E-3BE will give you infinite continues.
FAC-CAF-4C1 + 007-B0E- F71 will give you infinite lives & infinite energy.

DOUBLE TROUBLE

I've had a Game Boy for several months now. Many of my friends have also got Game Boys, so I have become interested in two-player games. I was wondering if you could recommend some two-player games. Perhaps it would be a good idea to include a two-player buyer's guide in GB Action. I believe that it would be gratefully received by your readers. By the way, the mag is great. Keep up the good work.
Richard Aston, Surrey.

Two-player games are few and far between nowadays. The original and arguably best two-player game is Tetris. Other notable two-player carts are Jimmy Connors' Tennis, Goal! and All Star Challenge 2.

ZELDA AGAIN

I have recently bought the Legend Of Zelda for my Game Boy. The dungeon map says there's a chest in this room but when I kill all the creatures, the chest doesn't appear. I think the Nightmare Key is in here because this is the only room with an unopened chest in. Please help me!
Mark, High Wycombe.

The room in question does hold the nightmare key. Thousands of people are going to groan when I say that you should kill the rabbit first by pushing one block down and the other across and chucking a pot at it. Next up, kill the bat and then the monk. It's unbelievable how many letters we still receive from people stuck in the exact same place as Mark.

MANGA MAYHEM

Can I play American and Japanese carts on my Game Boy? If so, then do you know of anyone I can contact who can get me American carts cheaper than over here?Are there any old or new translated MANGA games out there from the USA?
Christopher Hindley, Deeside.

American and Japanese carts can be played on your 'Boy. The only thing I wouldn't recommend about Japanese carts is that there may be a slight language difficulty, unless of course you can read Japanese.
Most mail order companies supply import games at a cheaper price, most notably Console Plus and Robeson Marketing. The only Manga game to date is Fist Of The North Star which is a rather old game and we haven't seen it around for ages.

EMPIRICAL QUESTION

Is the American version of The Empire Strikes Back by Capcom any different from the British version by UBI Soft?
I have Dr. Franken, Super Hunchback, The Empire Strikes Back, Lemmings, Mario 1 and 2, Tetris and Zelda. What do you think of my games. Have you got any cheats for any of these games.
A. Morris.

1.The American version of The Empire Strikes Back is exactly the same as the British version.
2.Not bad at all.
3.We have no specific tips for most these games, unless you state where exactly you need help. Guides have been done for all these games at one time or another in our back issues.
Dr. Franken: issue 8.
Mario 2: issues11, 12 and 13.
Super Hunchback: issue 7.
Zelda: issues 21, 22 and 23.
The Empire Strikes Back: 18, 19, 20 and 21.
Tetris: issue 26 (that's this very issue).

TETRIS HERO TERRY

In issue 25 you ask the question can anyone complete the game Tetris on level nine, five high. I have completed this and the rocket that goes up into the skies is the big shuttle rocket. Also can you tell me what is the best driving game on the market.
T. Lishman, Lancashire

Well done Terry, you're right – there's a picture of the rocket shuttle on the Tetris hints page to prove it. The best driving games are Jeep Jamboree and Nigel Mansell.

One of GB Action's most popular pages is still going strong. Luckily, our mail sacks are made of the coarsest hessian so we can cope with the deluge.

PUBLIC EYE

Top Rank Tennis

Nintendo



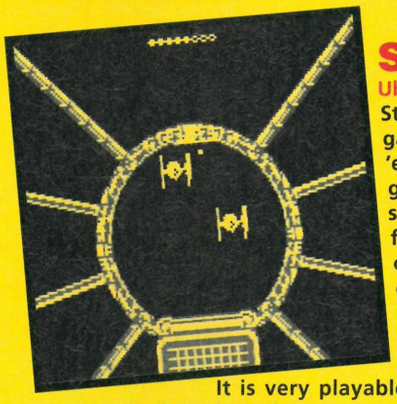
This game is one of the best sport sims on the wee 'Boy. If you've played tennis don't be doubtful of getting Top Rank. Instead of short, slow, stodgy players they're slim and slick, as you run across the court back and forth.

Even if sport sims are not your scene (like me) you will love this. Nintendo have definitely come up trumps with a battery back up, two player, and even four player with an adaptor. It's got everything a Game Boy needs.

At only £20 in mail order catalogues and £24 in the shops, it's worth the money. Buy it and you'll be glad.

92%

Vibeka Mair, London.



Star Wars

Ubisoft

Star Wars is a very large platform style game, with one or two maze and shoot 'em up sections. The graphics are very good indeed with detailed sprites and some nice backgrounds. There is no flicker whatsoever. There is a nice option of being able to play Han, Luke or Leia. The scrolling is also very smooth. The sound is quite good, and some is from the film. The FX are very good indeed, but are a tad too loud.

It is very playable indeed, especially in the Tatooine caves. It can be a little frustrating at times, because on some places it is very hard and there are lots of unfair deaths. The collision detection is one of the worst I have seen. You kind of get pushed back and fall a little way! It is an incredibly hard challenge. You will probably get stuck on one place for ages and ages (e.g. the tractor beam).

94%

On the whole an excellent game, but you must be prepared to put up with lots of very hard challenges. You will need lightning reflexes and incredible skill to complete this game.

This has some very good extras, like the X-Wing battles and the aids given by R2-D2 and C3PO. Remember to think about it first before you go out and buy!

Gavin Hicks, Norfolk.

That's all for this month. If you fancy sending us reviews of games, be they good or bad, remember to keep 'em short, keep 'em sweet and try your best to keep 'em neat.

Public Eye,
GB Action,
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP

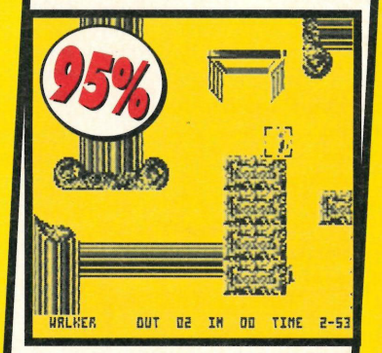
Lemmings

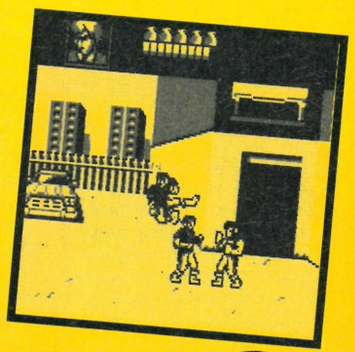
Ocean

The object is to guide some furry, gormless, nitwits to their safety. The Lemmings are addicted to suicide, and you have got various tasks to give them, like bashers and blockers.

You have a one to three minute time limit. It has very good playability, and graphics are average, but it is an Ocean hit and I reckon you should grab it before it is gone.

Anonymous, Nowhere Land.





Double Dragon 3

Acclaim

The brothers are back again. This time they face their toughest challenge yet – the quest for the Rosetta Stones. This game is dull to the point of being unplayable, I mean what is this?

45%

I have played better Atari 2600 games. The beat 'em up action is too samey. You could start a fight and it would be a lot cheaper and more exciting.

Marcus Mascoll, London.

Turtles – Fall Of The Foot Clan

Konami

This strange mix of platform and beat 'em up action is brilliant, at first. It has chunky, cartoony graphics and reasonable sound and playability.

Unfortunately the game is ludicrously easy and you should complete it in no time at all.

There's not much chance you'll play it a lot once you have completed it.

For younger players and die hard fans of the cartoons.

2%

Timothy Gill, Swansea.



Nintendo World Cup

Nintendo

Child's play? Child's play it ain't. Moronic imbecile's play more like. To begin with, the graphics. They are atrocious. They glitch and clash and most of the time you can't even see your rivals. It's useless. And it's so boring. You play for hours in the cup, and for what? A useless two screen ending. And it's not difficult either. All you have to do is bicycle kick all the time. Unless you are stupid, miss this with your life. The only good thing's the box. Buy Kick Off instead.

61%

Gavin Thorpe, Preston.

Shanghai

Activision

To start with, this looks very difficult, but as you get into it, it becomes easier. Basically you have to get rid of all the letters (like Scrabble tiles stacked on top of each other into a pyramid shape). You can only do this by taking the tiles on the bare edge, then pairing them up and then they disappear. Once you've cleared one board, you can go onto the next board. If you like puzzlers, then you'll think this is great. Simon Royal, Norwich.

89%

BUYERS GUIDE

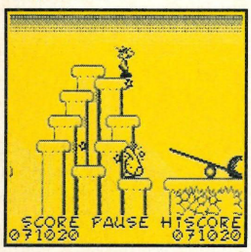
It's big and it's getting bigger! The GB buyers guide gives you the low-down on hundreds of games. Only the best get a mention here!

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%

Alien vs. Predator
Activision
Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Only the best survive. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

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: Animated Series
Konami
The Dark Knight at his darkest in this fine action adventure. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. With dark and moody graphics adding to the Gothic style feel this is a top challenge and a must for fans of the series. 89%

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 little 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 effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping cahllenge! 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 a touch on the naff side but the gameplay is ace. Bound to 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%

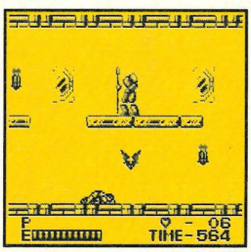
Bomb Jack
Infogrames
A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

Bubble Bobble
Taito
A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

Bram Stoker's Dracula
Sony / Psygnosis
Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

Castelian
Storm
A challenging game that'll stretch your memory and reflexes as you work through 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 pretty close to it anyway. 86%

Dennis
Ocean
Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

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

Duck Tales 2
Capcom
A terrific sequel to the top quality first instalment. A globe trotting Scrooge McDuck has to overcome all manner of cunning devices on the way to another mountain of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

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 too much like Taz-Mania really. 77%

Felix the Cat
Hudsonsoft
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%

Jungle Book
Virgin
All the main characters from the film are here in this excellent release from Virgin. An excellent movie licence, whatever next? Yes it's a platform game but lo and behold we all liked it.

Essential Game Boy Purchases

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 totally hooked. 92%



Wario Land
Nintendo
It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%

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 and use up all your spare battery collection. Puzzle players will find a lasting challenge to fall in love with and marry. 95%

Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. 90%

The Fidgetts
Elite
A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughie quite bearable. 91%

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

Tom and Jerry: Frantic Antics
High Tech Expressions
Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

Home Alone 1 & 2
Toy Headquarters
Two sad films have become even sadder games and complete dross is what you get here. 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%

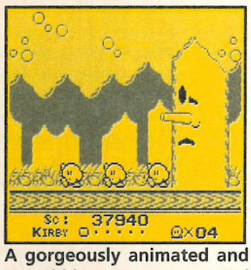
Hook
Ocean
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

Indiana Jones and The Last Crusade
Ubisoft
The worlds most well known and greatest archaeolgist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

Joe and Mac
Elite
A clobberingly groovy, great 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 of charm. 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%

Last Action Hero
Sony Imagesoft
Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but there are a few problems which don't make this the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

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 and engaging but not, unfortunately, too long lasting. 90%

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

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 & IV
Capcom
Although all four 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 absolutely tons of stamina and concentration to make any headway at all. 76%

Popeye 2
Activision
A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

Pop Up
Infogrames
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%

Prince Of Persia
Mindscape
Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

Rodland
Sales Curve
Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm in this sickeningly cute game. Very repetitive but nevertheless still 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



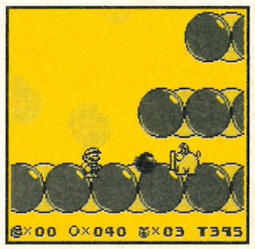
Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

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 more than a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

Star Wars
Ubisoft
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 absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

Super Mario Land 2
Nintendo

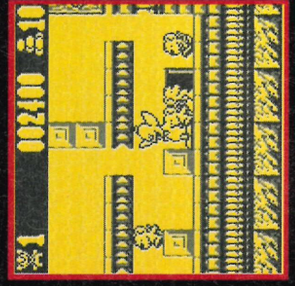


A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

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%

y Purchases Essential Game Boy Purchases Essential Game Boy Purchases Es

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, but everything to do with infuriatingly addictive gameplay! The 60 plus levels will take ages to battle through. Rats, rats and more rats have to be squished in this purge on rodent life. The ability to play the levels in any order, plus passwords to keep you going when you get stuck, a very good package. 92%



The Lawnmower Man.
Storm
Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every genre you can think of Lawnmower Man puts in an early challenge for game of the year. 91%



BUYERS GUIDE

Taz-Mania
THQ
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 too 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%

Tiny Toons 2
Konami
Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

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 tends to resemble 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%

Zool
Gremlin Graphics
Famed for his colourful blast onto other formats, the Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. A fine conversion to the specs of the handheld. 92%

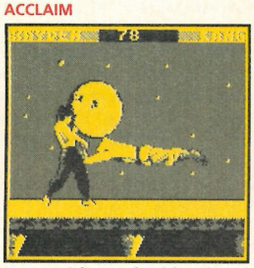
BEAT'EM-UPS

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. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 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
THQ
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 are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

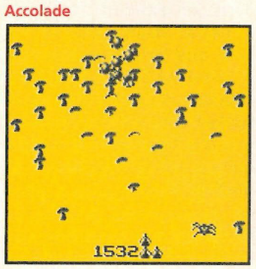
Teenage Mutant Ninja Turtles
Ultra Games
Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

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, inluding us. 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 compete. Then it's above average. 76%

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 excellent 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
Hudsonsoft
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 that's been heated up for beards! 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 momochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 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 badly lack originality. 69%

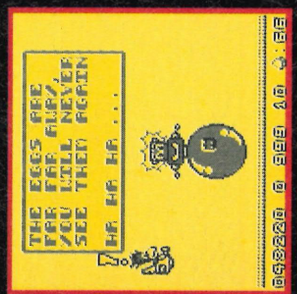
Star Trek
Ultra Games
A game that boldly goes where so many other games have gone before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

Terminator 2: The Arcade Game
Acclaim
A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

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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%

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

F1 Pole Position
Ubisoft
Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

Lamborghini
Titus
Despite a few minor faults Lamborghini 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. Not bad at all. 80%

Race Drivin'
THQ
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 particularly 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 remotely 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%

Goal!
Jaleco
Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. 90%

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 maybe you should try this. 80%

Jimmy Connors Tennis
Ubisoft
Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

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%

Konami Golf
Konami
A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the better golf games available on the Game Boy. 81%

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

Mario Tennis
Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a lot round the office. 89%

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

Sensible Soccer
Sony Imagesoft
Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

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 pretty top hand held conversion of the Amiga classic. 91%

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. Each mission, rather unfotuneately, 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, pretty average indeed. 67%

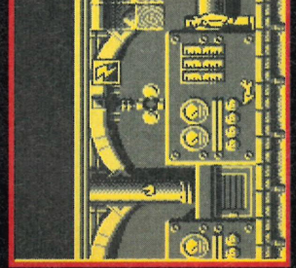
PUZZLERS

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%

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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. It's 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 more than welcome change from endless platforms. 92%



The Empire Strikes Back
Ubisoft
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 definitely 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.

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 more than a little mad. 59%

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%

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%

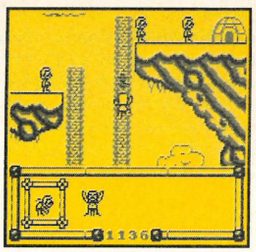
Kwirk
Acclaim
Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

Kirby's Pinball
Nintendo
Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of litle mini-games (the greedy thing). Luck matters a fair bit and games can take hours to play when you develop a bit of skill but all-in-all it's pretty and it's fantastic. 89%

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 totally cool challenge with absolutely loads and loads of skill required to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

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%

Tesserae
Gametek
If you have a few hours spare and a penchant for original puzzlers then Tesserae could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

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! Tetristastic. 95%

The Real Ghostbusters
Activision
Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

Yoshi's Cookie
Nintendo
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 similar ones to make them go. 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 of a game. 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 very little reward indeed 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. So take one. 77%

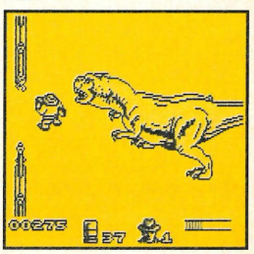
Castle Quest
Sony Imagesoft
What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

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. Recommended for all budding chessmasters. 91%

Choplifter II
JVC
Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

Crash Dummies
Acclaim
A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! 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%

4-in-1 Fun Pak
Interplay
Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

Populous
Imagineer
Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. Engrossing. 91%

BACK ISSUES



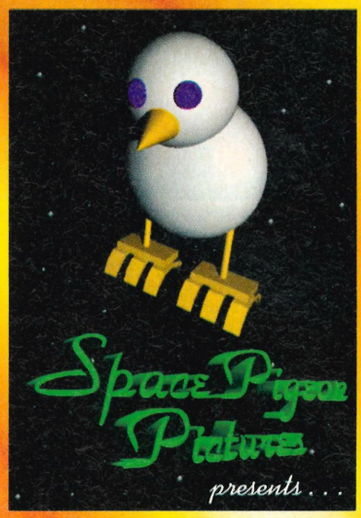
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SWAPS

I will swap Double Dragon 1+2, WWF, 4 in 1 fun pak, Super Scrabble, Spiderman and Tetris for any game not boxed. Ben Ogden, 9 Cardinal Close, Rossington, Doncaster DN11 OXA Tel: 032 868971

I will swap my Tetris, Looney Tunes, Bart Camp Deadly or Dr. Mario for your Alfred Chicken, Joe And Mac, Zool or Kirby's Dreamland. Andrew Morrison. Tel: 0266 658881

I will swap Fidgetts (boxed), super Kick Off (no box), Duck Tales (no box) and Bugs Bunny Crazy Castle (no box) for Final Fantasy Adventure (Mystic Quest), Jack Nicklaus Golf, Prince Of Persia, Loony Tunes, Star Wars, Mega Man 1, 2 or 3. Boxes not essential. Please write to: M. Rowles, 17 Victoria Road, Devizes, Wiltshire. SN10 1ET.

Will swap Bill And Ted's, Tip Off and McDonaldland for Lemmings, 4 in 1 fun pack, Jungle Book, Mario Tennis and Super James Pond or will sell for £10-£12. Call 0225 864383. Hurry. Natasha King. Tel: 0225 864383.

Will swap Amazing Spiderman, no instructions, Dr. Mario, brand new boxed, T2, no instructions for Super Mario Land 2, Jurassic Park or Garfield. Ring 0705 669085 after 5pm. Lorraine Watson

I will swap Tetris (95%) for any game over 75%. Especially Super RC Pro Am. Please Hurry. Phone 0309 675718 and ask for Jonny.

Oi you! I will swap T2: Arcade, who framed Roger rabbit or Gargoyles Quest for Tiny Toons 2, Nigel Mansell, Alfred Chicken, Battletoads, Mortal Kombat, Blades Of Steel, Jurassic Park, Zool, Speedy Gonzales or Looney Tunes. Others considered. Tel: 041 633 5002. Ask for William Kelly.

I will swap Nintendo Golf for Nigel Mansell, TMNT, Tiny Toons 2, Blues Brothers, Speedy Gonzales, Looney Tunes, Battletoads, Mortal Kombat, Lamborghini or Jurassic Park. William Kelly 041 633 5002.

I will swap my Gremlins 2 (fully boxed) for your F-15 Strike Eagle, Dr. Franken, or Populous. I will also swap my NUBY Carrycase for any good game. Phone Peter on 0734 700974.

I will swap my Batman and Probactor for a Handy Boy or sell for £11 each. Also drums for sale. 5 piece sell for £100. Write to Harry Llewellyn, Batch Farm, Panborough, Wells, Somerset. BA5 1PN

I will swap my Speedball 2, Mario Land2 and Othello for Goal! Jurassic Park, Tip Off, Sensible Soccer, Lemmings or the Last Crusade. Must contain instructions. Mine do and are boxed. After 4pm ask for David. Please ring 0606 593124.

Look here! I will swap Metroid II, Mr Do, Nemesis, Gargoyles Quest, Mega Man II and Tetris for Hook, Populous, Speedy Gonzales, Zool, Wario Land, Track and Field, Jurassic Park and Alfred Chicken. Phone 0495 201365 after 5pm. Ask for Matthew.

Will swap Lemmings, Alleyway, T2: Arcade Game, Mario 1, Shadow Warriors or Navy Seals for Best Of The Best, Mortal Kombat, Battletoads 1 or 2, Zool. Will consider others. Call Shokat on 021 772 1254.

I will swap Home Alone 2, Dr. Mario for Zool, Alfred Chicken, Tiny Toons 2, Speedy Gonzales, Duck Tales, Mega Man 3, Darkwing Duck, Kid Dracula, Addams Family 2 and Robocod. Must be boxed with instructions. Send to 22 Franklyn Acre, Marlborough, Wilts and call 514168 after 6pm on weekdays. Ask for Matthew.

I will swap my Super Mario Land, WWF, Duck Tales, or Bart Camp Deadly, for Alfred Chicken, Kirby's Dream Land, Empire Strikes Back, Star Wars, Battle Of Olympus or Zelda. Any other good games considered. Phone David on 0234 713525 after 4:30pm.

Will swap my Batman, Tetris and Blades Of Steel for Asterix, Speedy Gonzales, Zool or Hunt For Red October in VGC. Phone Matt on 0453 883447.

Swap Ultima: Runes Of Virtue for JC Tennis or most role play games eg. Mystic Quest etc. Call 0604 26018 after April 17th.

Hey I will swap my NES with 2 games (TMNT and Duck Tales). My NES is in mint condition with all instructions. I will swap it for 3 or 4 Gameboy games. I will have any good games but I specifically want F-1 Race. Phone Ajay on 081 570 4590.

Swap Probotector or Parasol Stars for Kirby's Dream Land, Asterix, Blues Brothers, Mega Man 2, Star Wars or Zelda. Must be boxed with instructions as mine are. Phone Donny on 041 427 2128 after 6pm.

Do you want a Pro Action Replay! If you do I'll swap it for 1 or 2 games. Sensible Soccer or Dynablaster. Phone Morgan on 0495 302805 after 4pm. South Wales only please.

Right here's a swap you can't miss. I'll swap my Lemmings for Track and Field or Prince Of Persia. Now come on is that good or what? So phone 0495 302805. Ask for Morgan. S. Wales only please.

I will swap my Krusty's Fun House or my fortified Zone for your Alien 3, Zelda, RC Pro Am, Populous, Ren And Stimpy or Lemmings. Ring Matthew on 0547 528194 after 6pm. Please hurry I am desperate!

I will swap either my Turn and Burn or Super Mario Land for your Legend Of Zelda. All boxed with instructions. Tel: 0703 849541 after 4pm wekdays or any time at weekends. Ask for Dave.

Quick! Game Boy games to swap: Lemmings or Ghostbusters 2. No box or instructions. Will swap for Super Marioland 2, Tiny Toons, R-Type or Garfield. Please ring after 4.15pm on schooldays. 0803 762231. Ask for Sam.

Swap Robi Hood (85%) boxed with instructions for Mystic Quest, Prince Of Persia, Alfred Chicken, Alien 3, Krusty's Fun House or what have you got boxed with instructions? Can travel to you to swap. Tel: 081 953 2937 0r 081 72 0103. Ask for John.

Game Boy for sale with Zelda, Mario 1+2, Lemmings, Dr. Franken, Super RC Pro Am, Star Wars, Alien 3, Tetris, leads, holster, magnifier, gamelight, mostly boxed. Very good condition. Worth £240 new. I'll sell for £135 ONLY. Call now on 0686 627765 evenings or weekends. Do me a favour and ring. Ask for Daniel.

I will swap either Joe & Mac, TMNT, NBA 2 with no box for Alfred Chicken, Pinball Dreams or Mortal Kombat. Call Stephen on 0553 762595 now!

Swap Double Dragon-THE ORIGINAL BEAT'EM UP for any good game (Double Dragon 2, the sequel to this game raked up an impressive 77% in Total. However in NMS the the very game I'm offering got an amazing 83%! Write to: D. Wood, 24 Marlborough Rd, Stevenage, Herts. SG2 9HW.

I will swap my Snoopy's Magic Show, Missile Command, Bill & Ted, Mega Man, Tetris or Rocky and Bullwinkle for Kirby's Dream Land or any, yes any OCEAN game rated over 75%. Please Hurry and phone: 0455 613098. Ask for Craig.

I will swap my Super Mario Land 1 for your Crash Dummies or Looney Tunes. Phone 0344 481993 after 4 pm. Ask for William.

I will swap Shadow Warriors, WWF 3, Mortal Kombat, Bluees Brothers, Jurassic Park, Hunt For Red October for Zelda, Motocros Maniacs, Best Of The Best. Phone 0847 82653. Ask for Ally.

Will swap Radar Mission, Home Alone 2, Mercenary Force, Turtles. Any games considered. 0437 763847. Ask for Stuart.

SWAP In Your Face- ace basketball game for your NBA All Star Challenge 2, hit The Ice or Jordan vs Bird, I.Y.F. has a very minor fault. Continuous playing can lead to short black- out. This is never a problem. Write to: D. Wood, 24 Marlborough Rd, Stevenage, Herts.SG2 9HW.

SNES swap. I will swap Super Putty, B.O.B. SF2 or Krusty's Super Fun House for Flashback, Prince Of Persia, SF2 Turbo, Hook, Shadow Run, Equinox or Mario All Stars, Zelda 3, Mario Kart or Alien 3. Call Ahmad on 081 202 2136 (6-9pm) now!

I will swap Duck Tales for Popeye, Speedy Gonzales, Super Mario Land or Kirby's Dream Land. Ring Charlene on 0203 616625 after 4:30pm.

I will swap WWF2 for Dynoblaster if interested phone 0874 638838 or write to Nevadd Wen, Llwel, Nr. Trecastle, Brecon, Powys. LD3 8RH. If phoning please phone after 5pm on weekdays or anytime between 10am-5pm on weekends. Please hurry!

Will swap Lemmings boxed with instructions, Paperboy with instructions for Prince Of Persia, Humans or any decent game. Ring 081 898 0006 or write to Nickat 31 Manor Court, Manor Road, Twickenham, Middlesex. TW2 5DL.

Listen to this! Swap Race Drivin' (73%) and/or Super Kick off est. (72%) for Lemmings, The Chessmaster and /or Tiny Toons 2. Race Drivin' boxed with instructions. Super Kick Off no box with instructions. Contact Stephen Lloyd on Chester 0224 374 886.

I will swap Tetris (90%), sorry no box or instructions for Road Rash, Hit The Ice, sensible Soccer, Asterix or All-Star Challenge 2. Write to: MD, 9 Chaffinch Drive, Biddulph, Stoke-On-Trent, Staffs, ST8 7TU. No need for box or instructions.

I will swap my Mortal Kombat, Joe & Mac, T2, Ninja Gaiden or animport ame Muru's Mission for Mega Man 1 or 3, Parodius, Zelda, Zool or Sensible Soccer. Also wanted are SNES games, will pay £15-£25. Phone for Jamie after 4pm on 0455 239514.

Want to swap your Sega Game Gear with at least 2 good games for my Game Boy with 3 games inc. Zelda. If so then write to: SC, 38 Pikemere Road, Alsager, Stoke-On-Trent. ST7 2SF.

I will swap Zelda or Alfred Chicken, both boxed with instructions for Mortal Kombat, Pinball Dreams, Alien 3 or Zool. All business done by post. Please phone 0889 574743 after 5pm Mon- Fri.

I will swap my Zelda for your Nigel Mansell, Pinball Dreams or any other 90%+ game. Phone after 6.00 Mon-Fri only please, ask for Neil. Must be boxed game with instructions- mine is! Call Neil on 0851 870 460.

I will swap my Mario Land 1 (92%) or 2 (90%) for The Humans, Speedy Gonzales, Tiny Toons 1 or 2 or any good platformers rated over 80%. My games are near perfect condition with boxes and instructions. Call Simon on 0283 716852.

I will swap my Double Dragon, TMNT, Tetris, T2, Addams Family for Tetris 2, Pinball Dreams, Yoshie's Cookie or Side Pocket. Please phone 0903 725552 between 4-6pm weekdays or any time on weekends. Ask for Paul.

My Star Wars, Golf, Prince Of Persia, T2 for your F-15, Zool, Race Drivin', Empire Strikes Back, Probotector, Speedy Gonzales, Rodland and Lamborghini. A great big Sandra to everybody in Yateley, Surrey! Hurrah! Weekdays 4pm+ Ask for Gavin on 0252 870367.

Swap either Spiderman 2 (83%) or Jap import game Mercenary Force for your All Star Challenge 2, Jordan vs Bird, Joe & Mac, Zelda, Goal! F-1 Race, Raging Fighter, Populous, Mortal Kombat or Best Of The Best. Write to: D. Wood, 24 Marlborough Road, Stevenage, Herts. SG2 9HW.

Will swap Spider-Man 2, Nemesis or Terminator 2, good condition with instructions, for The Fidgetts, Krusty's Fun House or any platform games or puzzle games. Wanted cheats for Lemmings. Phone 0424 713669.

Due to last month's excellent response I will swap absolutely nothing for your old or new carts. Just send them to me and I will send nothing in return. Send to: R, 3 Pickwick Walk, Uxbridge Road, Hatch End, Pinner, Middlesex HA5 4HS.

Swap Rolan's Curse II, Asteroids or Chase HQ for anything considered. Ireland only. Phone 01 285 3035.

Hey! I want your Mystic Quest, Populous, F-15 Strike Eagle, NBA All-Star Challenge, Revenge of the Gator, Mortal Kombat or Jurassic Park. I'll swap them for my Tetris, Qix, Side Pocket, Shadow Warriors, Asterix or Battle of Olympus. Phone 0344 425026.

Swap Populous, Mega Man II, Top Ranking Tennis, Speedball 2, Crash Dummies, Fortress of Fear, Nemesis, The Humans or Mortal Kombat for Goal!, Sensible Soccer, Zelda, The Jungle Book or any game considered. Ring 0348 874263. You may get the answering machine.

Swap Terminator 2 and Super Mario Land for Crash Dummies, Tiny Toons or Mortal Kombat. All in vgc. Box and instructions. Phone 0245 222817.

Swap Game Boy, 8 good games, adaptor, carry case and other good equipment for a SNES and 2 games. Phone 0455 617931.

Swap Snoopy's Magic Show, Qix, Q*bert, Raging Fighter, Crash Dummies, Rodland or Alfred Chicken for Zelda, Jurassic Park or Mystic Quest. Swap 3 games for Zelda. Phone 0734 816903.

I will swap Game Boy with 9 games including Zelda and Super Mario Land 2, game light, magnifier, carry case, stereo speakers and a rechargeable power pack (all worth over £500!) for a SNES without any games. Phone 0670 518007.

Please please plea...OK, that's enough I'm going mad! I'll swap my Krusty's Fun House, Dynablaster or Mario Golf for your Jurassic Park or a game over 85%. Reply now and no later! Phone 0308 425001.

I will swap my Mortal Kombat, Terminator 2, Joe and Mac, Parasol Stars or Battletoads for any decent racing games, Alien 3, Zelda, Zool, Sensible Soccer or Parodius. Also wanted are SNES games for a fair price.

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

FREE!

Name.....

Address.....

.....

.....Post code.....

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

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

ied Adverts

Phone 0455 239514. Hurry!

I will swap Trax, Adventure Island or Star Wars boxed with instructions; or Burai Fighter Deluxe or Super RC Pro-Am unboxed for Crash Dummies, The Empire Strikes Back or any good games. Ring 0727 822086 after 5pm.

SALES & SWAPS

I will swap Adventure Island, Snoopy, WWF or Gremlins 2 for Dynablaster, Populous, Parodius, Final fantasy 2 or Alfred Chicken. Must have instructions. I also have SMB 2 on the NES for sale £15. Call William on 0482 781517.

I will swap my Zelda, Fidgetts or Nintendo World Cup for your Super Mario 2, Mortal Kombat or sell for £20 each. Nintendo World Cup for £10. Phone Daniel on 0434 684 547.

Sales or swaps for RPGs (any Fantasy's anyone?). kirby's dreamland, Parodius, R-Type, Super Marioland and Kid Dracula. All £15 each. Boxed with instructions. (Let's have another Final Fantasy 1,2,3!!) Phone Steven after 6:30pm on 091 286 6530.

I will swap either Battletoads (91%) or Super Mario Land (92%) for Kirby's Dream Land, Zelda, Nigel Mansell or Sensible Soccer. Also Sega Master System for sale with 3 games, fully boxed. Ideal console for 6-10 year olds. Sell for £60-£70. Phone 0309 675718. Ask for Jonathan.

3 great games for sale: Zelda for £15 ONO. Solomon's Club and Mega Man 3, each for £12 ONO. Will swap for Battle Of Olympus, Dynablaster or any other good games. You can't afford to miss such a great offer so phone Thomas now on 081 657 5538.

Will anyone swap The Fidgetts for any of these games: Mario Land 2, Mega Man 4, Tiny Toons 2 or Tazmania. I will buy for £20. Call Chris on 0353 722060.

T2 for sale £10 or I will swap for the Chessmaster, Alfred Chicken, Dr. Franken or Road Rash. Buyer/ swapper must collect, sorry! T2 is boxed with instructions, 3 months old. I want instructions with game please! Wayne McCarthy 0472 356496.

C64 for sale VGC. 130+ games, 2 joysticks, tape deck, light gun, boxed £130 O.N.O. or swap for Sega Mega Drive Two with games. Phone Andrew on 021 707 1596 anytime.

Wanted desperately: Zelda and Jurassic Park. Swap for Bart/Camp Deadly (with instructions) or Krusty's Fun House (boxed & instructions). i may buy them instead for £15. Your games must have instructions & box if possible. Also magnifier for sale £5. Ring 06973 4325. Ask for Michael.

Wanted! Lemmings, Wario Land, Super Hunchback, F-1 Race, JC's Tennis or Dr. Franken. Will swap for my Spiderman, Batman, Choplifter, Castlevania II or Dragon's Lair. Also sell Handy Boy £20 or swa for games. All swaps with box and instructions. Phone: 0606 593124. Ask for Adam.

I will swap Lemmings or Tom and Jerry 2 for any games in the Mega Man series. Ring anytime except 1:30 to 4:30pm on o865 516229. Will sell either for £17. Ask for Matthew.

I will swap my BC Kid or Yoshi's Cookie for your Dynablaster or will sell them for £18 each (I may accept other swaps). All boxed with instructions. Phone Simon on 0594 544409.

Will swap my Chuck Rock for the Gameboy for either Mega Man 1, 2 or 3 or Alfred Chicken. All boxed with instructions. Phone 0473 726068. Ask for Richard.

Will swap Mario Golf, Kick Off, Paperboy, Race Drivin' or Parasol Stars for Nintendo World Cup or 4 in 1 cart or Chessmaster. Also SNES Starwing for Mario Paint (must have mouse). Phone 0734 432650

I will swap Solar Jetman Monsters and 3 more Mega games for James Bond Jr, Super Mario 2, Tiny Toons, Darkwing Duck, Micro Machines, must be boxed. Send to 22 Franklyn Ave, Marlborough, Wilts. SN8 1DP and call 0672 514168. Send in a big box and put my name on it which is Ben Cleverley.

I will swap 10 mega Gameboy games for Zool, Tiny Toons 2, Mega Man 3, Alfred Chicken, Sneaky Snakes, Addams family 2, Speedy Gonzales, Darkwing Duck, Popeye, Robocod. Send to 22 Franklyn Ave, Marlborough, Wilts. and call 0672 514168 after 6pm week days. P.S. Send in a box with my name on it which is Matthew Cleverley.

If you don't want those old games that you are no longer interested in and you want swap it for another game send a self addressed envelope to Anthony Dunn, 67 St. Davids Rd. Cheadle, Cheshire. SK8 2HJ for more information.

I will swap my Bart Camp Deadly, Turtles 1, Paperboy, Home Alone 2, Pugsley's Scavenger Hunt or maybe Looney Tunes for Battletoads, Hook, Super James Pond, Tazmania or Double Dragon 3. I desparately and Battletoads. Phone 0684 572335. Ask for Corin.

Swap my Amiga A500 with over 150 games, 3 joysticks, mouse and mat for SNES with Magic Drive or sell for £350 ONO. Games include Hired Guns, Cannon Fodder, Elite 2, Skid marks and many more. Ring 0708 724086. Ask for Dave.

Swap my Prince Of Persia, Mario Golf, Robocop, Duck Tales, Beetlejuice, Double Dragon, Blades Of Steel or Spiderman for your Alfred Chicken, Speedy Gonzales, Jungle Book, Hook, Looney Tunes, Star Wars, Zool or any other good games. Tel: 0928 731460. N. Merry.

I will sell or swap my Castlevania, Princess Blobette, Blues Brothers, Crash Dummies, Double Dragon 2 or T2. All £12. For your Tiny Toons 1 or 2, Alfred Chicken, Goal! or Track And Field. State whether they include instructions and boxed. All mine are. CT, Lamorna, York Road, Stillington, York. YO6 1LH.

Swap Turrican for Godzilla, Alien 3, Barbie, McDonaldland, Bart/Camp Deadly or Star Trek all games must be boxed with instructions. Ring: 0983 525864 after 6pm, ak for Glyn. Isle Of Wight area only. Bye, bye!

I've gone crazy! Cus' I'll swap or sell my Zelda and Pugsley's Scavenger Hunt! Sell for £10 and swap for Zool, Alien 3, The Chess Master, Kirby's Dream Land or any other good game. Boxes and instructions included. Phone David on 0782 266691. Don't delay!

I will swap my Game Boy and 7 games including Zelda and my carry case+ headphones+ the link cable for your SNES + one game or will sell for £85. Ring Edward on 0562 746119.

I will sell Pinball Dreams £15, Top Rank Tennis £15, Super RC Pro Am £15 and Game Genie £15. All games are boxed with instructions. Also I will swap the above GB games for any other GB games. Please phone (0923) 282344 a.s.a.p.

For sale. Bag full of Sega/ Amiga/ Nintendo/ stuff £15 or swap for good SNES game. Also GB games wanted for £3- £4. Phone for info after 6pm on 0547 528 194. Ask for Matthew.

Oi you, yes you! If you need issues 19, 21, 22, 23 or 24 of GB Action call me. My prices are 75p for one issue, £1.45 for two and £3.55 for the lot! William Kelly 041 633 5002.

Game Boy with Tetris, Fish Dude and magnifier light adaptor plug carrying case £70 ONO. Cholsey. 0491 65284.

Gameboy with: Speedy Gonzales, Nigel Mansell, Lemmings, Krusty's, case, adaptor, boxed, instructions: £60. Commodore 64, 100 games, joysticks, datasette £60. Phone Carl on 0352 771 795.

Gameboy with light, 6 games, Tetris, Star Wars, Mario 2, Adventure Island 2, Darkwing Duck, Lemmings, boxed. 18 magazines (GB). £100. Tel 0244 317581.

For sale. An amazing combination! A Master System 2 boxed with 15 games and 2 joypads in the condition you would expect. Can be yours if you call 031 664 4565 and make me an offer £150 + VGC. Ask for Adam.

I will sell my Lynx with 8 games and a carry case for only £80 phone 0707 651563. Ask for Oliver.

Game Boy for sale! Magnifier/light, adaptor, Populous, Zelda, Tetris. Excellent condition, all boxed, only three months old. £70 the lot! Phone Simon on 0582 482203. Treat yourself!

For sale, The Empire Strikes Back, Nigel Mansell's, Track & Field and Mortal Kombat. All boxed with instructions. Phone 0540 661 287 after 4pm and ask for Peter.

Gameboy, 17 games, Handy Boy, Game Genie, AC Adaptor and battery pack plus games carry. Games include Pinball dreams (92%), Super Mario 2 (90%), Lemmings (95%), Probotector (91%). All boxed with instructions except 4 games. VGC £290 ,worth over £540. Call Andrew on 0784 244034.

I have 50 C64 games for sale. All boxed with instructions. Phone Matthew on: 081 660 5112 if interested asap. Price £10-£15 pounds ONO.

Game Boy games for sale. Tetris £6, Star Wars £12, Spiderman £6 or all three for £20. Tel. 0254 774799.

I will sell Joe & Mac and Mega Man 1,2 and 3 for £10 each. They are all in good condition, boxed with instructions. Please write to: Nathan Gallop, 84Roman Rd. Shrewsbury, Shropshire. SY3 9AN.

For sale. Gameboy with Tetris, Mega Man 2, Batman and Robocop 2 with link up. None boxed. Full instructions except for Batman and Robocop. All in good condition for £55. Phone for this excellent offer on 081 804 3641. Ask for Chicoo. Must live in Middlesex.

Atari 65XE and recorder. Atari 1050 disk drive. 9 games on disk. 29 games on tape. Joysticks and loads of acc. Call Alex on 0992 558209.

I have 13 games to sell for between £10 and £15, including Links Awakening (£15), Duck Tales (£13) and Krusty's (£14). No swaps! Ring after 4.30pm and ask for Liam. Will swap any 2 for any Super Nintendo game.

For sale. Ferguson PS 662 Rechargable batteries. AM/FM personal stereo. 3 band graphic equalizer, auto reverse. £15. Phone after 6pm. Ask for Christian.

I will sell my Gameboy games, Raging fighter, Krusty's Fun House, Race Drivin', Zen, Battletoads1&2 and Dr. Franken boxed with instructions for £15 each. Also sell Lemmings and Skate & Die boxed for £11 each. I will also sell F-1 Race boxed with instructions and 4 player adaptor for £20. Phone Thomas Owen on 0224 644912.

For sale. 5 Game Boy games and GB Action mags. Includes R-Type, Duck Tales, T2 and Ninja Gaiden Shadow. Ring 0942 717029 and ask for Graham. It's a bargain.

Amiga 500. Over 60 games including loads of big name games, 2 joysticks, 1 meg upgrade, excellent condition, only 2 years old. £250. Offers welcome. Phone 031 228 5724. Ask for Zarek.

For sale. Game Boy with Tetris £35, Game Boy Carry Case £8, Othello £10, Hyper Load Runner £10, Qix £7, Nigel Mansell's World Championship £18, Super Mario Land £15, 2nd Terminator 2 £18. All games with instruction manuals. If you are interested phone 081 902 4822 after 4pm. Ask for Nehal.

Game Gear for sale. Sonic Pack includes adaptor, magnifier with KO Boxing, Super Monaco, Strees Of Rage 1, Lemmings, Sonic 1+2. Worth £23o, will sell for £120. All offers considered. Phone after 5pm weekdays. Ask for Andrew.

For sale. Game Boy with Pit Fighter, Lemmings, Tetris, Zelda, WWF1, Double Dragon, Operation C, Mortal Kombat, Nigel Mansell, AC adaptor, battery pack, carry case, booster boy and Game Genie. All for £250ONO or will sell seperate. Tel 0457 868583. Ask for Lee.

For sale. Game Boy games. Gargoyles Quest £13 and Princess Blobette £10. Saffron Walden area. Must collect! Phone Thomas on 0799 525021.

Gameboy with Lightboy and case together with £200 worth of games (most have 80% + GB Action rating). Quick sale hence £110 ONO. Phone 0272 730465.

For sale. Game Boy with Turtles, WWF, Super Hunchback, Robocop and Tetris. £110 the lot. Ring on 081 551 4472. Steven Doe.

SNES for sale with Super Mario World. Perfect condition, hardly used. Under guarantee. Only £75. Buyer collects or pays postage. Also Sega Mega Drive and Master System games for £10-£20 inc. P+P. Phone Simon on 0244 314405.

Game Boy games for sale: World Cup, T2, Track and Field, Double Dragon, WWF Superstars. All boxed with instructions. £10 each. Tel: 0283 65330. Ask for Glen.

Lynx game for sale with booklet. Games are Switch Blade 2 and Food, oops sorry, I mean Kung Food. £15 each. Also Game Boy Chase HQ not boxed for £7 and Mario Tennis boxed for £12. Call Ahmad on 081 202 2136 now!

For sale. Game Boy in carry case, power adaptor and 2 games, Tetris and Mario 1. Bargain for only £35. Also on sale issues 22 and 24 of this great magazine GB Action for £2. Please call James after 7pm on weekdays.

PC games for sale: Psycho's Soccer (comprises of 4 football games). The most excellent game Pit Fighter. These are £10 each. Also for sale, PC Program: 3D Construction Kit 2. Create your own 3D images for £12. Phone0536 722328. Ask for Andrew.

Atari 7800 for sale. Built in game + 10 other games including Choplifter and Fatal Run also with two joypads. Brand new (unwanted gift). Will sell for just £45. Phone Lisa on 021 776 6090 after 4pm.

Will swap my Mario & Yoshi for The Fidgetts, F-1 Race, Garfield or Duck Tales or sell for £12. Phone 0272 623495.

Will swap my Bart/Camp Deadly no box or instructions, Double Dragon or Terminator 2 for your good Game Boy games. Also for sale Game Boy light, £4 vgc. Phone 0952 820673.

I will swap Super Mario Land for any football game or car game, or will pay £5 for 1 of them. I'm desperate. I will also sell my Game Boy with 3 games and accessories for £45. Phone 081 878 2995.

I will swap or sell my games Parasol Stars, Maru's Mission, Joe and Mac, Battletoads or Mortal Kombat for any decent games, eg. Sensible Soccer, Tiny Toons, Raging Fighter, Parodius or Speedy Gonzales. Sell for £16 each. Also wanted are SNES games. Phone 0455 239514. If not in leave a message.

For sale: Pro Action Replay £15, Adventure Island £10, Alfred Chicken £11, Ninja Gaiden Shadow £10, Battle of Olympus £10, Mercenary Force £11, Sneaky Snakes £9 and Batman: Return of the Joker £12. Or I will swap for most good games over 80%, preferably Mystic Quest, Jurassic Park or Mortal Kombat. Call 081 546 0202 after 6pm. Must be London area.

Sega Game Gear carry case and car adaptor, good condition, for sale £12, or will consider swap for Game Boy games Mortal Kombat, Taz-Mania or Duck Tales with instructions and boxed. Phone 0530 417446.

For sale Game Boy with 10 games, carry case, Game Genie, light magnifier and plug adaptor, £150. Or swap for Sega Mega Drive with 2 controllers and 4 or more games. Phone 0743 364364 after 4.30pm week days. Sega Mega Drive games could include FIFA Soccer or Sonic the Hedgehog 2.

I have Spider-Man 2, Battletoads, Navy SEALs, The Hunt for Red October and Princess Blobette. I will sell them or swap them. If you are interested call me on 0202 765697.

Will swap my Nigel Mansell, Mega Man II, The Chessmaster or Terminator 2 for Jeep Jamboree, Super RC Pro-Am, Alfred Chicken, The Empire Strikes Back or any other decent games. Might also consider selling games. Phone 0924 223724, preferably Sunday mornings or after 4pm.

The Flinststones for sale £15, or will swap for any Game Boy game scoring 70% or over in mags. Phone 0234 852941.

I have Choplifter II (78%), Batman (85%), Castlevania II (86%), Dragon's Lair (88%) or Spider-Man, will swap for Lemmings, Dr Franken, F-1 Race, Zool, Jimmy Connors Tennis or Mega Man II. Phone 0606 593124. Also Handy Boy for sale £20, might swap for game(s).

For sale or swap Mortal Kombat and Jordan Vs Bird, £15 each, or I may consider swapping them both for any good Sega Game Gear games such as Crash Dummies. Phone 0692 582029.

Yo! You! Free games! Well, not exactly, but a good offer you can't afford to miss! I have 9 great Game Boy games

Continued...

Free classif

for sale, or swap for your Zelda or Alfred Chicken only, no other offers please! My games are: Alleyway (89%) £12, Adventure Island (76%) £12, Bugs Bunny Crazy Castle (83%) £12, Mario Tennis (89%) £12, Super Mario Land (94%) £12, Super Mario Land 2 (90%) £17, Tiny Toons (91%) £17, Popeye 2 (83%) £17 and Prince of Persia (91%) £14. Send offers to: AW, 46 High Street, Pontardawe, Swansea, West Glamorgan, SW Wales, or phone 0792 864358. Thanks.

For sale or swap Amiga 600 game brand new and unused Titanic Blinky for Game Boy game with instructions and box, or sell for £5. Tel: 091 373 6322 after 5pm. Thanks to ads typist.

I will swap or sell Mortal Kombat, Prince of Persia, Duck Tales, Tetris or Super Mario Land 2. All have plastic covers, all work, but I'd rather swap OK. Tel: 0246 200736 after 3.30pm.

For sale or swap, I have a pair of roller boots size 4/5 for sale for £5. Also a pair of roller blades size 6, will swap for a good game or sell for £30 ono. Phone 0256 771073.

Will swap Home Alone 2 or Navy SEALs for Lemmings or Zelda, or sell for £8 each. Please phone 0904 647059 after 6pm.

I will swap Asteroids or Dynablaster for the Game Boy, or Guy Spy, Formula 1 Grand Prix or Wizkid for the Amiga, for 4-in-1 Fun Pak for Game Boy, or any good games for Game Boy or Amiga. I will also sell Amiga Format issues 31-42 for £2 each. I will also pay £3 for GB Action 16(?). I'll also sell New Zealand Story and Robocop for £3 each. Write to: JW, 9 Scott Court, Huntly, Aberdeenshire, Scotland AB54 5PG.

Sell Super Mario Land £12, Garfield £15, Lemmings £15 and Asterix £15, or swap any of the above except Super Mario Land
for Nigel Mansell. Ring 0582 481572 between 4-9pm or leave message at any time. Thanks to ads typist!

Sell Bill & Ted boxed with instructions for £10. Phone 0460 281649. I might swap it for Joe and Mac, be quick!

Willing to swap Game Boy with Tetris, Burai Fighter Deluxe, 2 player link cable and up to £20 for a SNES with 1 or 2 games, must include Street Fighter II. Or will pay up to £60 for SNES. If interested phone 041 557 1905 after 5pm. Must be in Glasgow area.

Game Boy for sale with Game Genie, game light, carry case, 19 games: Star Wars, The Empire Strikes Back, Indiana Jones and the Last Crusade, Alien 3, Universal Soldier, Best of the Best, F-15 Strike Eagle, Populous, T2: Arcade Game, F-1 Race, Fortified Zone, Tip Off, Probotector, Paperboy, Navy SEALs, Shadow Warrior, TMNTurtles, Double Dragon II and Burai Fighter Deluxe. Immaculate condition, all boxed with instructions, worth over £500, bargain at £250. Will sell games separately for £10-15. Or swap for Amiga with games. Phone 0302 872673.

Will swap Alien 3 boxed with instructions for Battletoads, Goal!, Alfred Chicken, Super Mario Land, Prince of Persia or The Fidgetts. Must be boxed with instructions. Or will sell for £15. Phone 0633 857390.

For sale Game Boy games which include Duck Tales £7, Solar Striker £5, Spider-Man £4 and Game Genie £12. Good offer. Phone me up between 3.30-9pm on 0252 517055. Or will swap for other games.

I will swap Jurassic Park for Pinball Dreams, The Fidgetts or any other game that scored 85%+, or I will sell it for £20+, only 2 months old. Call 0705 678008 after 4.30pm week days.

CLUBS/MAGS

GB Smash. For only a 30p fee. You can receive your first mag within 7 days. Its packed full of reviews, comps, penpals and clubs. Free gift with issue 1. Write to JB 3 Kingfisher Close, Farndon, Chester CH3 6RE. Tel: 0829 270216

Zelda tips at your finger tips. £2 for guide book and £1 for Action Replay codes. Make cheques and postal orders payable to Michael Ramyar. Send to Tips at your finger tips, Pentland View House, Lothianburn, Midlothian. EH10 7DZ Scotland.

Action Replay and Game Genie codes for sale. Only 5p per code and the first 24 letters to be picked up will get discount cards to get 10 free codes. Send list and money with SAE to Steven Brocklehurst, Hawthorn Cottage, Old Mold Road, Ewloe, Deeside, Clwyd. CH5 3AU.

Game Boy owners! Join the games club, bi-monthly containing reviews, new games, cheats and more for only £1.50 a year. Send cheque or postal order payable to Games Club. Write to: Games Club, 23 Barley Hills, Thorley, Bishops Stortford, Herts. CM23 4DS.

Have you got what it takes to take a team to the top of the league? If you think you have then join the ISL the play by mail soccer management game. For an info pack send a SAE and 10p to the ISL, Alastair Middleton, Park Lodge, Rectory Hill, Rickinghall, Diss, Norfolk. IP22 1EH.

Do you own a Sega, Nintendo or Commodore machine? Then you neen SNC. The multi format fanzine designed on a PC for the best quality fanzine you are going to see. Send 30p pls a SAE quickly to: Owen Thomas, 94 Goetrefawr Road, Killay, Swansea. SA2 7QU.

Comic book crazy? Then get your free copy of the all new fanzine, Graphic Worlds! Consists of two handmade A4 sides (not made on a computer). Send a SAE to: Graphic Worlds, 20 Montrose Street, Saltburn-By-The-Sea, Cleveland. TS12 1LH.

Still having problems with Zelda? The Zelda guide is still available as well as the complete set of Action Replay codes, only £2 each. Send SAE and a cheque Payable to Andrew Ferenbach to this address: Andrew Ferenbach, 38 Baberton Avenue, Juniper Green, Edinburgh, EH14 5DR. Or call 031 453 3453 evenings only for specific help.

Loads of GB cheats! 10p per cheat! Write to me requesting cheats for particular games. Write with SAE and postal order to: Daniel White, Fernlea Farm, Brandis Corner, Holsworthy, Devon. EX22 6JP

Games Galore. The new fanzine for GB owners news, reviews, cheats and features plus crusades against high prices. Out on the 7th of every month. Order yours today, just 50p + SAE. Send to AM, Games Galore, Park Lodge, Rectory Hill, Rickinghall, Diss, Norfolk. IP22 1EH.

We've got cheats, cool reviews, snazzy news, compos and loads, loads more. You simply can't miss out on GB Magic!!!! Write for info about the new club to the normal address. The mag is 20p and a stamp or 50p p+p included. Write to: FH, GB Magic, 27 Burnside, Haddington, E. Lothian, Scotland. EH41 4ER.

New contributors wanted for 'Penpalz' magazine. If you have good knowledge of computers, write soon including a sample of your work- in the style of a games review. No offers turned down! So if you think you've got what it takes, write to Jo Chilcott, 77 Poplar Estate, Highbridge, Somerset. TA9 3AP. Specialists required in other areas- TV, sports, you name it, we need it.

Cheats and tips wanted for all Game Boy games. Codes for Action Replay and Game Genie as well. Write to: Pentland View House, Edinburgh, Lothianburn. EH10 7DZ. Address to M. Ramyar.

GB Powerzone issue 2 is out now! It's the biggest GB fanzine around! With 10 reviews inside 14 pages of pure GB fanzine. It's the best value for money! Issue 1 also available. Both cost 50p each and a large SAE. Buy GB Powerzone and make a fanzine editor very happy! Please send 50p and a large SAE to Marcus Campbell, 180 Comber Rd, Dundonald, County Down, Northern Ireland. BT16 OBP.

Cheats! Over 100 GB cheats, send 40p +A5 SAE. Also SNES and NES cheats 20p +A5 SAE. Sega cheats 20p+A5 SAE. State chosen format. Write to: A.N. 171 Fishermead Blvd, Fishermead, Milton Keynes MK6 2AA or phone 0908 678990 for details.

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: PD, 4 The Green, Ribblevillage, Ribbleton, Preston PR2 6QF. Tel: 0772 796489.

Hi! Join Find-A-Friend penpal club. We have over 300 members. To join send a SAE with £1 and all your details to: GB, Find-A-Friend penpal club, 31 Wittering Road, Sandy Point, Hayling Island, Hants PO11 9SP. Now!!!!!!!!!

Donna's penpal club! Don't delay. Free to join. Will match you up with a perfect match. SAE envelope. Write to: DL, 3 Kilcross Green, Sandyford, Dublin 18, Ireland. So get writing!!!!!

Switch 'n' Swap (for Game Boy games only!). You can swap a Game Boy game with instructions or without any instructions, boxed or not boxed for £1. Yes, I know! It was 80p in March. But it's because I use recorded delivery as I don't want games to go to someone else's home. For more details, send your name, address, post code and a 2nd class stamp to: ST, Switch 'n' Swap, 375 Farmleigh House, Loughborough Park, London SW9 8NR. Please note that the price in June will be £1.40 and onwards.

There's also Tips 'n' Teats for people who are stuck on a Game Boy game. Sorry, I don't do tips for the Atari Lynx. Just send 25p (the 25p includes 2nd class stamp and envelope), the title of the game, your problem, your name, address and post code to: ST, Tips 'n' Teats, 375 Farmleigh House, Loughborough Park, London SW9 8NR. I'd like to say Happy Birthday, Marian, you are now 5 years old. (11/4/94)

Astrology can help you! Free advice and help for you! State date and time of birth if both are known. Please enclose a SAE to make sure you get a reply. If you know exactly what you want, please state it clearly. Advice available up to December 1994 only! Write to: Got A Good Name?, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

The latest play by mail football game is here. You get the chance to run an English football team, not only the first team but the reserve team and the youth team. Play in the FA Cup. Improve your ground and build your own San Serio Stadium. It is the cheapest game around. Send 80p plus a stamp to: CE, 43 Mingay Road, Thetford, Norfolk IP24 3JJ. Make cheques or POs payable to C Ewens. Tel: 0842 753810.

Free advice on relationships, interests, luck and life. Astrology can help you! Enclose a SAE or don't expect a reply! This runs until December 1994 only! Write to: Got A Good Name?, 11 The Meadows, Leven, East Yorkshire HU17 5LX.

Please write or ring us at Superior Swaps. Our address is: MA, 6 Slade Terrace, Fishguard, Dyfed SA65 9PD and our number is: 0348 874263. We will send you a list of a few games we have in stock, absolutely free! Send this ad and you'll get a 12.5% discount on your first swap. Don't delay!

Game Boy Players Direct, the new club on the block, newsletter every month for a small membership fee including cheats, tips, advice, new releases, swap club, reviews and previews. If you don't mind paying a small fee (around 29p per newsletter) then send a large SAE for more information to: TC, 23 Orchard Close, Hounsdown, Totton, Southampton SO4 4EZ. Tel: 0703 865247.

British Othello Federation. The club for all owners of the Othello cart. Send SAE for further details or £5 to join straight away. Free book, Othello Brief and Basic, with first year's membership. Write to: RA, 181 Carlton Road, Worksop, Notts S81 7AD. Phone 0909 473831.

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.

For sale: book entitled 'Complete solutions to all Game Boy games.' Send 2x£5 notes to: IJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Action Replay, hot off the press Pro Action Replay booklet with over 65 new codes. Send for yours now. All I need is a SAE and £1. Write to: BCM, 31 Wittering Road, Sandy Point, Hayling Island, Hants PO11 9SP. Now! Tel: 0705 469970.

Attention! Attention! GB Magic is out!!!! We've got cool compos, groovy news, nifty reviews, fab cheats and loads, loads more!!!! Send us ads, reviews or even join the club! Send us your stamped SAE and your 20ps to: FH, 27 Burnside, Haddington, East Lothian, Scotland EH41 4ER. Thanks groovers. PS. Rave on!!!

The latest Game Boy mag is here. It includes great reviews, great cheats and even the top 20 flops on the Game Boy. There are some great compos, a chance to win a Game Boy game and the next 10 issues. All this for 40p and a stamp. Write to: CE, 43 Mingay Road, Thetford, Norfolk IP24 3JJ. Make cheques or POs payable to C Ewens. Tel: 0842 753810.

It's back! GB Zone is bigger, better and brighter. It's packed full with reviews, previews, charts and features. For a fabulous copy of issue 2, send 30p and a large SAE to: TM, GB Zone, 'Woodheys, ' Tockholes Road, Darwen, Lancs BB3 1JY. Tel: 0254 773297.

UCM – Ultimate Cheat Magazine needs your tips and cheats for the following formats: SNES, Sega Mega Drive, Game Boy, Sega Game Gear, NES, Sega Master System, Amiga, PC and Atari ST. Every tip sent is published and every sender gets a free copy of issue 1 (May/June '94). Issue 1 includes guides to Street Fighter II Turbo, Mortal Kombat, Eternal Champions, Sonic the Hedgehog 3, Jurassic Park and many more, as well as over 200 cheats. For a copy, send your tip or £1 to UCM, 158 Colchester Road, Halstead, Essex CO9 2EU. Tel: 0787 476297.

Wrestling Today is a brand new wrestling mag with the latest news and compos. To buy this mag send 30p and a SAE to: CP, 229 High Street, Methil, Fife, Scotland KY8 3EB. Tel: 0333 424412.

Hi! My new mag GB Super Power is out now. Only 50p per issue. But be careful, just 20 and I mean 20 copies of each issue are available. So for more info write to: NT, 1 Jade Close, Lisvane, Cardiff CF4 5GE or phone 0222 747875 fast. Out every 2 months.

Pad Power is the magazine everyone has been waiting for. For free information sheet send your name, address and post code to us. Money back guarantee. Address below. For Nintendo consoles. Write to: FH, Pad Power, 20 Braganza, Athy Road, Carlow, Ireland. Phone: 0503 31113.
Sega Game Gear for sale with 4 top games and Master Gear convertor with 1 Sega Master System game, £85. Phone 0483 714490.

PEN PALS

Well Hellooo! I'd like a male pen-pal who is 14-16 and would like to write to me about life, the universe and everything. Sense of humour vital! I don't care what you look like so you don't need to send a photo! Write to: Catherine Ross, 17 Sunnyhurst Lane, Darwen, Lancs. BB3 1JN.

Hi, I'm looking for a penpal aged 12-15 male/female. Does not have to have a Gameboy. Just a pen and paper. Any interests! Good sense of humour required. I am male and 13. Females pefered for a change although not really bothered DH, 1 Standhouse Lane Aughton, Lancs L39 5AR.

A female penpal aged 10-11 don't have to have a computer but be interested in them. Photo if possible. First 3 answered. Write to: Andrew Rigby, 41 Larkfield Road, Harrogate, N. Yorks. HG2 OBT.

Penpal wanted, male/female, aged 11-13. Interests rock music, football (Man Utd.) platform games and WWF Wrestling. Write to: kieran Hogan, 1 Winifred Road, Waterlooville, Hants. PO7 7TD.

Do you need a penpal of the opposite sex? Contact us- the official international dating agency and we will help you. Don't forget to include your name age, main interests, a recent photograph of yourself and a SAE when writing to: R. O' Donnell, 2 Maybank Villas, Edinburgh. EH12 8BD. You must be 11 by 31st August 1994 to join.

Hi, my name is Phillip Francis and I'm looking for a male or female penpal between 11-13. Must have Gameboy or Amiga. Write to: P. Francis, 567 Atherton Road, Hindley Green, Wigan, Lancs. WN2 4sj. Hurry, first 2 are replied to.

Hi all you 13-15 yaer old girls, I'm14 and I love rave and dance music and having loads of fun. Also I have a good sense of humour. If this a bit like you please write to me. 100% reply guaranteed. Kieran Boardman, 44 Neville Street, Newton-le-Willows, Merseyside. WA12 9DB.

ied Adverts

Join the International Penpal club guaranteed reply. Just send £1, SAE and state your name, age and type of penpal required. Everyone who writes gets free cheat list. No pound, no penpal. Write to: 1 Rockingham Leikslip, Co. Kildare, Ireland.

Hi, I'm looking for a 13- 15 year old female penpal. Must keep in touch and have a great sense of humour. And a photo is essential. I'm a 14 year old lad who loves having fun. 100% reply guaranteed. Write toMichael Beeson, 173 Common Rd, Newton-le-Willows, Merseyside. WA12 9JT.

Hello my name is Chris. I want a penpal aged 5-6. I like Gerry Anderson (he made Thunderbirds) and I like playing on computers. I live at 1 Standhouse Lane, Aughton, Lancs L39 5AR.

Write to Charlies Penpal Club. Just write your name, your age, hobbies, what age and sex you would like your Penpal to be and anything else and we will get your ideal Penpal. Just send a SAE. It's free! Write to Charlies PP Club 5 Craigarbel Crescent, Inverbervie, Montrose, Angus, Scotland.

African GB fan, 18 years old is looking for friends in Britain. I like music, computers, football. Write to me with a photo if possible and make a friend across the seas. Write to: Stephanas Nundo, PO BOX 11516, Accra North, Ghana.

Female penpals wanted aged 14+. Must like pop music, computers and sport in general and have a good personality. Recent photo. Please write to Matt Waite, Chine Cottage, Chine Cottage, Hampton Green, Box, Nr. Stroud, Glos. GL6 9AD.

Join the International Penpal club guaranteed reply. Just send £1, SAE and state your name, age and type of penpal required. Everyone who writes gets free cheat list. No pound, no penpal. Write to: 1 Rockingham Leikslip, CO. Kildare, Ireland.

Male or female penpal wanted aged 12-14. Must have Gameboy or SNES and have a good sense of humour. Please write soon to AKJ 100 Grosvenor Rd. Ettingshall Park, Wloverhampton. WV4 6QT.

Hi! My name is Gianni and I'd like to have penpals from all over the world. If you like sports T.V. Video games and music rite to me (age 8-13 if possible). Send photo. I'll reply to everybody. Gianni Fusco c/o Corazza, apt 4B 222E 10st New York. 10003 USA.

Hi! I'm looking for SEXY girls aged 13-14 who like football (Not Man Utd), chart music and writing. I'm a 13 year old male. Please send a recent photo. So get writing quickly all you lush babes out there to Matthew Mountain, 5 Springfield Rd, Redhill, Arnold, Notts. NG5 85N. Replies to all lushest babes!

Do you need a penpal of the opposite sex? Contact us- the official international dating agency and we will help you. Don't forget to include your name age, main interests, a recent photograph of yourself and a SAE when writing to: R. O' Donnell, 2 Maybank Villas, Edinburgh. EH12 8BD. You must be 11 by 31st August 1994 to join.

Penpal Magazine. 25p! 'Penpalz includes addresses of people looking for new pals, puzzles, competitions and much more. Issue 4 out now! For your copy, send 25p and a stamped SAE (A5 please) to:Jo Chilcott, 77 Poplar Estate, Highbridge, Somerset TA9 3AP. Back issues of 1-3 available for just 20p. Don't delay!

Hey you! Yes you! Male penpal wanted! Either from the U.K. or USA. Aged between 13-16 who has a good sense of humour and is funny/ fun. Don't delay! Write today! (and include a photo too!) 100% reply and keep in touch!

Hi, I'm a 14 year old boy who is looking for a male or female penpal. Do not need to own a Game Boy. I like reading and computer games. 100% reply. Photo would be nice. Please write soon. Matthew Wilkinson, 22 Rimington Rd, Fishtoft, Boston, Lincs. PE21 OQU.

WANTED

Wanted: F-1 Race, The Fidgetts or Alfred Chicken for Gameboy. Will pay up to £12. Games must be boxed with instructions. If interested call 0684 299069 after 3.30pm wekdays or anytime on weekends. Emma Lewis, 15 Troughton Place, Newtown, Tewkesbury, Glos. GL20 8EA.

Wanted! Issues 1-20 of GB Action. Will pay £5 for the lot. If you are interested phone Dennis on 010353 64 41239.

Wanted- keyboard, new or as new for Spectrum ZX 48K- or address of supplier. Tel: 0424 730541.

Wanted! Super Mario 1 or 2 or Warioland. Will pay £8.50. Please phone on 0222-514688 or write to Matthew Andrews, 79 Sir ivor Place, dinas Powys, South Glamorgan, CF64 4RA. Must be near Dinas Powys.

Wanted! Game Genie. Will swap £1+ Crash Dummies (boxed with instructions)+ a light/ magnifier along with issues 21, 22 and 23 of GB Action. Phone Robert on 0203 302043.

Wanted! Please help me. I need issues 20 and 21 containing tips on how to do Zelda. I'll pay £1 each. Please contact me by phone 0734 262081 aftre 3:30pm or by writing to: 36 Fairview Ave, earley, Reading, Berks. RG6 1HE.

Wanted! Multi games hunter for use with UK SNES. Send details to: Adria, 62 Seven Acres, Patron, White- Haven, Cumbria. CA28 6RF.

Needed! Issue 20 of Game Boy Action. Must have players guide for Zelda and Empire Strikes Back. I will pay £2.50 for it! Call 5-8pm on weekdays and 9-11am or 5-10pm on Saturdays on 051 264 0258. Ask for Martin.

Wanted!!! Track and Field, Dynablaster or Sensible Soccer. If you can help me I will swap one of them for Lemmings. Phone Morgan on 0495 302805 after 4pm. South Wales only please.

Wanted. Mario Golf. Will pay £8 for it. Bye. Phone: 0309 675718 between 9-10pm. Ask for Jonathan.

Wanted. Pang, Batman The Animated Series, Indy, Zool, Star Trek TNG, Mortal Kombat, Alfred Chicken, Fire Fighter, Bionic Commando, Wordtris, Nobunga's Ambition, Monopoly, Personal Organiser, Jurassic Park, Super Scrabble, Garfield, Hook, Drop Zone, Rampart and Revenge Of the Gator. Will swap one of my games for them or will buy them. Phone 031 453 3453 evenings only. Ask for Andrew.

?
Hi, I'm a
J. Williams 249 Browning Road, Manor Park, London. E12 6NU. Tel: 081 552 0432

PERSONALS

Hi to Nikki in Midlothian from her pen pal Jonathan.

Neil Matson! You did not send your address, from M. Peck. Please mail me again.

Sorry, James and Steven, your letters arrived too late, we hope printing your ads didn't cause too much inconvenience. –Ads Typist. PS to everybody, the deadline for classified ads is 3 weeks before an issue comes out. PPS to everybody, please exercise some restraint with exclamation marks!!!!!!!

Marian, find the message on the Classified Ads pages, OK? – Steven Tu.

Linna, help Marian find the message! Please? – Steven Tu.

Ha ha ha! Feeble Earth females, we have tricked you all! Soon the whole Earth will, like you, be reduced to gibbering imbeciles!!! Then we shall be the all-powerful ones! Ha ha ha ha ha ha! Signed: Take That (alias Qxyxxyil Invasion Squad).

If your name is Tom, from Guildford, Surrey, and you have a sister, hate Take That and have written to Elin Blake (me) I have lost your address, please send me it! Thanks! Mine is: 14 Tyfica Road, Graigwen, Pontypridd, Mid Glamorgan CF37 2DA.

To the people who sent details for Switch 'n' Swap, have you received a reply yet? If not, write back and I will see to it, it does! Thank you. ST.

Greg, I thought I would write to you in a different way. I am glad we became more than friends, thanks to this magazine. Hope you're happy and feeling well. Miss and want you so much. Love and tons of kisses, Michelle XXX.

MISC

For sale, Atari 520 STFM with 3 joysticks and a mouse; over 70 top games including Robocop 3, Terminator 2, Dungeon Master, Final Fight, Sim City and more; serious software such as VideoMaster (allows you to grab footage from video recorders), Timeworks 2, NeoChrome art package, various word processors and STOS Game Creator. Need quick sale. Worth over £600, but will sell to you for £180. Will throw in a free Spectrum with over 100 games. Call 0787 476297. Please leave a message if no one answers.

Amiga A1200 with 80 Meg hard disk, games, productivity software, monitor, boxed and 6 months warranty. Will split. Offers? Phone 0684 833361.

Swap NES with 4 games and zapper for Atari Lynx with games or Amiga with a few games. Write to: LW, 148 Dolphin Road, Drimnagh, Dublin 12, Ireland.

NES, 3 months old, 6 games including Super Mario Bros 1 & 3, zapper and 2 controls, £60 ono. Phone 0895 430513 after 4pm. What an offer!! Mint condition! Must collect, must live in or around London.

For sale: 13 Spectrum +2 games including Bomb Jack, Footballer of the Year, Airwolf and many others. All together worth £28, but I will sell them for £18 plus p&p. If interested phone Harlow 0279 419555 now! NB. All boxed and unused.

For sale Sega Master System II with 12 great games including Mortal Kombat, Asterix, Donald Duck and Super Kick-Off, 2 joypads, all adaptors and leads. Sell for £150. Please phone 0243 582666.

For sale! 2 sets of stereo earphones, adaptor and cassette case, £5 (worth £30). Order as many as you like. Send £5 notes only. Write to: IJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

£4 each, Amstrad cassettes: Rolling Thunder, Ace 1 & 2, Bionic Ninja, Monopoly, Spin Dizzy, Commando, Fight Warrior, Scrabble, Poker 2, Syntax and Avenger; only £3: ATE, Cavemania, Grand Prix Simulator, Fighter Pilot, The Race, Oli USA 3, Cricket Captain, APB, Feud, Scalextric, Colony and Nomad. Phone 0798 831272.

For sale Commodore C64 with cassette, 2 joysticks, 1541 disk drive (needs service), green screen monitor and 180 games, £125 the lot. Phone 0440 730898.

For sale: selection of over 300 football and music cards, worth £50, sell for £5 (enclose £5 note). Write to: IJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Sell ZX Spectrum with 94 games, £30. Phone 0455 617931.

A football fan? If you are send 2x£1 coins for a high quality key ring of your favourite team. Write to: IJ, 10 Stoneleigh Avenue, Sale, Cheshire M33 5FF. Mark envelope 'Private.' Tel: 061 962 7189.

Please I want to sell my NES, it has 7 games and Zapper Gun, sell for £60 or swap for Sega Game Gear with at least 3 games. If interested phone 0548 561449 after 5pm. Please hurry.

For sale Amiga A500 expanded to 1 Meg with TV adaptor, system software, etc. For full details call Mike weekends only on Warwick 0926 843035.

For sale Sega Master System II with 8 games including Sonic the Hedgehog 1 & 2, Mickey Mouse and Donald Duck, 2 control pads and carry case, £95 ono. Items could be sold separately. Ring 0477 537861.

Will swap Sega Game Gear plus carry case and 3 games for Sega Master System II or SNES. Might sell for £70. Phone 0778 425271.

Swap my SNES with Mario All-Stars boxed and Game Boy with Tetris and Super Mario Land 2 boxed for an Amiga 500 with a few games. Phone 0283 226676.

For sale SNES with Street Fighter II Turbo, Super WWF, Super Mario World, F-Zero, a Mega Pad, 2 joypads and a Competition Pro Rapid Fire joypad, all for only £150. Phone 0642 583627.

For sale assorted music tapes: Rod Stewart, David Bowie, Status Quo, Phil Collins, Vanessa Paradis and Now 17 & 18. Phone 0798 831272.

SNES with Super Mario World for sale, perfect condition, hardly used, under guarantee, only £75. Buyer collects or pays postage. Also Sega Mega Drive and Sega Master System games for £10-20 inc. p&p. Phone 0244 314405 now!

For sale Mega Action issue 3 40p. Game Pro 39, Mega Tech 20, Gamesmaster 4, 5 & 10 and Sega Pro 17 & 18, all 80p. Also Sega Pro video for 80p. Sega Zone 5 & 6, 11 & 12, C&VG 142 & 147, Sega Power 52, Super Pro 8 & 10, NMS 15, all for a £1. Super XS 4 £1.10. Write to: AJ, 7 Nut Tree Close, East Huntspill, Nr Highbridge, Somerset TA9 3PN.

For sale Sega Master System with 10 games including Champions of Europe and Sonic the Hedgehog and 2 control pads, excellent condition, worth £310, will sell for £160, or swap for Sega Mega Drive with 5 games. Phone 0892 529957.

Sega Game Gear for sale with 3 games: Mickey Mouse, Columns and Streets of Rage, and Logic 3 carry case. Sell for £75 ono. Call 0347 868704 after 5pm.

Yo Amstrad owners, just about any Multiface POKE for only 20p each. Phone 0798 831272.

Wanted any Star Wars figures please phone 0295 272836 after 4pm.

NES games for sale, Chip 'n' Dale £10, Monster in my Pocket £10 and Eliminator Boat Duel £10, all boxed with manuals. Plus Mega Man II boxed but no manual £8. Phone 0634 574402.

Wanted anything to do with the Amstrad CPC 6128, including home made programs, tape and disk programs and all software, especially a colour monitor at less than £25. Hurry! Ring 0582 481572 between 5-10pm. Or write to: BR, 15 Walnut Close, Luton, Beds LU2 9BB.

Issues 1-22 of Total! for sale. Will sell separately or as collection. Any offers? Phone 0602 702341 or write to: BG, 70 Leslie Road, Forest Fields, Nottingham NG7 6PR.

For sale SNES games with boxes and instructions: Street Fighter II for £35 and Batman Returns with UK adaptor for £40. Phone me on 0487 822522 between 5-9pm week days. Must collect. Huntingdon area.

Amiga hand scanner wanted, b&w or colour, depends on price. Preferably Eastbourne or Brighton area. Phone 0323 833022 on Sunday or Monday evenings after 6.30pm.

Amstrad cassette compilations, £6.50: 100% Dynamite, Coin-Op Hits, Edition 1, Hanna Barbara, Multimix 1-5, Popeye Collection, Postman Pat Collection, Kids Pack 2, Winners and Ninja Collection; £4.95: Cartoon Collection, Dizzy Collection, Dizzy's Excellent Adventure and Lineker Collection. Phone 0798 831272.

Swap TMNTurtles 2: The Arcade Game NES for Super Mario Bros 2 or any decent NES platform games. Phone 0424 713669 after 6pm.

Game Boy expert in need of suitable employment, preferably in publishing but all other challenging posts considered. Experience, talent, verve and an unending supply of enthusiasm are just a few of the skills included in this package. Interested parties, editors and publishers should contact Rob Smith on 0909 565106.

WANTED! Does anyone out there remember the old Atari 2600 VCS consoles? Does anyone out there still have one of those old Atari 2600 VCS machines? If you do and you want to get rid of it, then drop me a line. Or if you think you might have one knocking around in the attic, then get up there and get it! I will pay well for one in working order and extra if you have any games with it (especially River Raid or Frogger). Contact Jay Sharples on 0625 878888 ext 248.

PURE GAME BOY EXCITEMENT

NEXT MONTH

GB Action's commitment to quality never ceases. Next month's issue promises to be the best ever. It could be a good idea to order a few copies – if you want to make friends and influence people.



2UNLIMITED INTERVIEW

Winners of the GB Action readers' survey 'best group' award, 2Unlimited chat exclusively with Alex Lee about their fame, their music and life in general.

Fresh from filming their new video in an old brewery in London, GB Action's Editor caught up with them before they jetted off back to Amsterdam for a well-earned rest. Find out what the top popsters are really like in next month's exciting issue.

Nintendo®

EVERYONE'S FAVOURITES

The Official Nintendo Hotline, Hints 'N' Tips, Players Guides, Write Here Write Now, Ask Doctor Robert, The Buyers Guide, Free Classifieds – all these and more in next month's top ranking hand held mag.

Tetris 2 has been doing the rounds as an American import, but next month it's an official release.

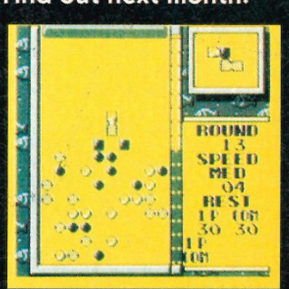


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Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852. Fax: + (44) 922 743029.