GAME BOY EXCITEMENT

GB ACTION

Nintendo®

AUGUST 94 ISSUE 28 £1.50

HOTLINE TIPS

OCEAN SPECIAL featuring Alien Olympics, Micro Machines & Choplifter 3 and a look at Game Boy Racing from Gametek

LUCLE EXCLUSIVE REVIEW



THE DEFINITIVE GUIDE:

WARIO

MORE GAME BOY COVERAGE THAN ANY OTHER MAG

9 770966 400046 08
OVERSEAS £1.95 Hfl 9.95 DM 10.50 PRINTED IN THE UK
EMAP PUBLICATIONS

PLUS: COMPOS, MANGA, BUYERS GUIDE AND MORE...

GB Action is an independent magazine and is not connected with Nintendo of America Inc

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®

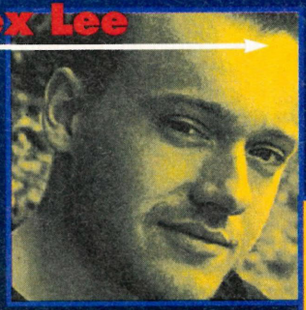
The latest release on Game Boy price £24.99.



WELCOME TO HAIRY FACE MONTHLY

Okay, so it's really GB Action, but here's an interesting insight into the wonderful world of the editorial team's beards anyway

Alex Lee



Editor

Alex is known for growing itchy, sparse beards that look a bit stupid. His main contribution to the world of beards, however, is the invention of the phrase 'to take beards'. This phrase can be used in a myriad of different ways. For example, if you were watching a pan of water boil (like you do) you would say 'It's taking beards to boil.' Or in other, more exciting, situations...

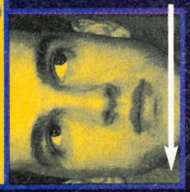
Marc Keating



Art Editor

Marc's a sideburn man. Born in the early seventies when massive sideburns were all the rage, he's never seen without a pair of crazy burns adorning the sides of his face. He assures us all that he's quite capable of growing a full beard whenever he fancies but no-one really believes him. In fact, rumour has it that his sidies are false stick-on ones.

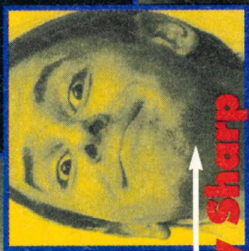
Alex Jeffries



Co-Art Editor

Alex J is known to the rest of the team as 'Baby Face' because of his smooth complexion. His obsessive cleanliness could be the explanation for shaving every day (even though he doesn't really need to). Or could it be that he gets free shaves from the Tint-In hairdresser?

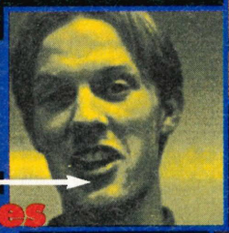
Andy Sharp



Deputy Editor

Andy (surprise, surprise) sometimes grows a little tufty grunge goatee that rarely lasts for more than a day. Whatever you do, beard fans, don't confuse Andy with his little brother Brian who sports a truly awful caterpillar moustache. Only kidding Bri, we love you really. Andy more than makes up for his lack of facial hair with a haircut like his idol Kurt Cobain, except a bit longer.

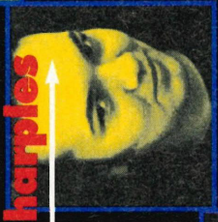
Neil Jones



Staff Writer

Neil is the best presented member of the GB Action beard squad. He wears an immaculately trimmed blond (or is it ginger?) goatee which joins up between the chin bit and the moustache bit with matching sidies. What a well groomed man.

Jay Sharples



Contributor

Jay boasts the fastest and densest beard growth of 'em all. He first started shaving at the tender age of four and has been shaving three times a day ever since. His hair, however, can't quite keep up and is inexorably disappearing, looking more like Jack Nicholson each passing day. He reckons it's manly, we reckon it's hilarious. It's lucky you can take a joke, eh Jay?

Dave Longworth



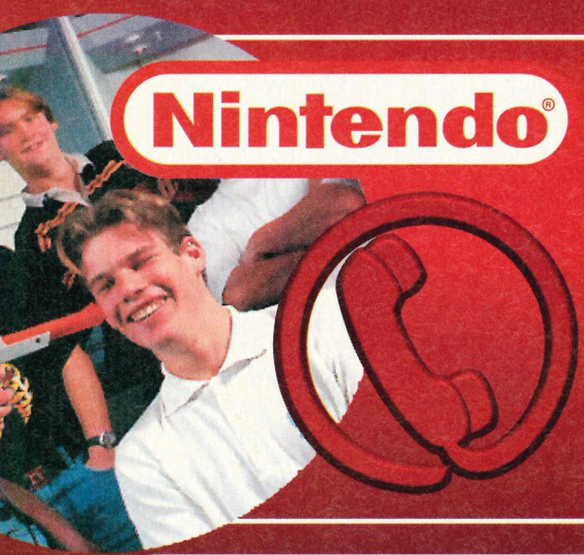
Production Editor

Dave is the dark horse of the GB Action beardies. Although he retains the pre-pubescent looks of Peter Pan, you can bet his beard's growing at a steady rate of knots. Better known for his ginger forelock, this guy is capable of a full beard any day – it just wouldn't suit him.

GB ACTIO

PURE COLOUR GAM

There are more reviews in this month's issue of GB Action than there has been for a long time. Enjoy the latest issue of the world's only dedicated Game Boy magazine.



Nintendo® HOTLINE

Mega Man III is the hottest official Nintendo Game Boy release this month and the Hotline gang have been playing it to the death. The result of their shenanigans? Some marvellous hints, tips and cheats to help you defeat Dr Wily and whoever else you may encounter on your travels through platform space.

INTERACTIVE FOOTBALL



The lucky winners 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. Thanks very much for all your entries. The standard's been superb.

SUFFERERS OF FISTOPHOBIA...

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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There are those who know and there are those that don't know. We fall into the former category.

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Published by: Europress Publications Ltd, Europa House, Adlington Park, Macclesfield, SK10 4NP
Tel: 0625 878888, Fax: 0625 876669

06/NEWS

Nintendo are up to all sorts this month. The Challenger Roadshow is gaining momentum by the minute, they've signed up Elite's World CUp Striker and sales of the Game Boy are booming like never before. Check out Timex's latest piece of innovation and some compo winners too.

08/REVIEWS

This month has been a quiet one for new software, so the review section isn't quite as almighty as normal. You'll still find the most accurate scores and opinions in the world of the Game Boy, however. Don't miss the special footy mini reviews or the Test Of Time either.

18/PREVIEWS

It's an Ocean overload this month. As well as Alien Olympics which features in the review section, Choplifter III and Micro Machines are given previews. It's a quality line up. On the subject of quality, Gametek's Game Boy Racing is coming along nicely.

31/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 eight page second instalment of Wario Land all packed into an extra special few pages. 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.

GB ACTION ISSUE 28 August 1994



E BOY EXCITEMENT

28/THROUGH THE KEYHOLE

Never ones to rest on our laurels, the GB Action team have come up with yet another winning feature idea. You, the reader, have the chance to get your house, your face and an official report on your Game Boy playing skills featured in a future issue of the magazine.

The people we want to meet are good cooks, good gamesplayers, but most of all decent folk who'll welcome us to their house and make us feel at home. In return we'll make you famous by immortalising you and your dwelling in GB Action.



26/MANGA

Andy Sharp brings you an update of what's available from Manga video. The list is huge, the videos are bizarre and the following they have is massive.

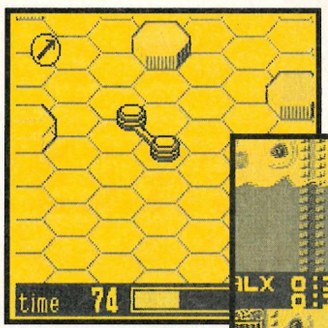


24/COMPETITIONS

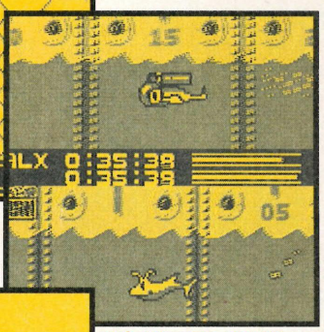
US Gold's competition is finally over! Never mind, you canconsole yourself with the fact that Marubeni have found a few more carts that they want you to win. This time round, you can choose whether you fancy a Garfield cart or a Speedy Gonzales one. What great guys!

WIN!
A CHOICE OF MARUBENI GAMES!

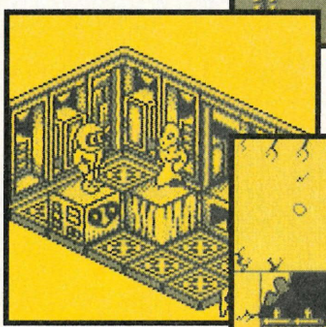
Reviews and previews of the latest Game Boy games and more. Can you handle it?



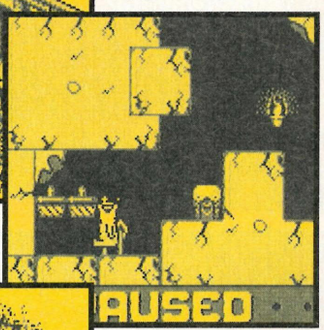
8) LUCLE
Vic Tokai's greatest hexagonal adventure!



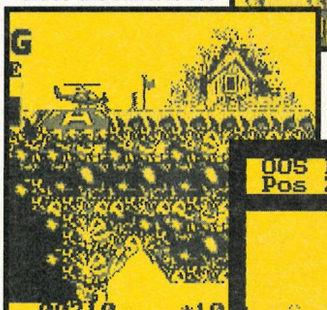
10) ALIEN OLYMPICS
From Ocean, for athletics addicts everywhere



14) ALTERED SPACE
The first isometric Game Boy game ever?



15) YOGI BEAR
Yabba dabba doo! No, that's the Flintstones



18) OCEAN
Choplifter III and Micro Machines previewed



22) GAME BOY RACING
A double bill featuring 4WD and Dirty Drivin'



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!

NINTENDO CHALLENGER

You may have noticed mentions of the Nintendo Challenger over the last couple of months, so here's an update. The Nintendo Challenger is an action-packed games roadshow blasting its way to a destination near you this Summer. Nintendo's 21 ton juggernaut carries a massive multi-format game line-up. Gamesplayers can have a dabble on the very latest SNES, Game Boy and NES titles with loads of spot prizes up for grabs.

With an 8x5 metre stage, the Challenger (a custom-built vehicle based on the Renault Magnum AE truck) can cope with 50 gamesplayers at any one time. The trailer houses an interactive unit with 18 built-in monitors. All-comers will experience sound and light from powerful amplifiers, laser scanners and a smoke machine. Metro, the UK's Nintendo Champion, will be there to take on any challengers, sign autographs and give out hints and tips. An insider told Super Action that he's only any good at SF II and SF II Turbo, so if you go, challenge him at something else! There'll also be the chance for fans to try out Stunt Race FX and the Super Game Boy.

Permanently on board the Challenger are the manager, the presenter, two staff and the driver. The Challenger will be stopping at gigs and shows all over Britain and UK thanks to Adidas, Nintendo and MTV. Streetball is a three-a-side outdoor basketball extravaganza with something for everyone. There are categories for boys and girls, different ages, different abilities, disabled players and family players.

There's only one basket on court and the first team to score 16 points wins. The overall winning side will represent Britain in the European Streetball Finals in Berlin.





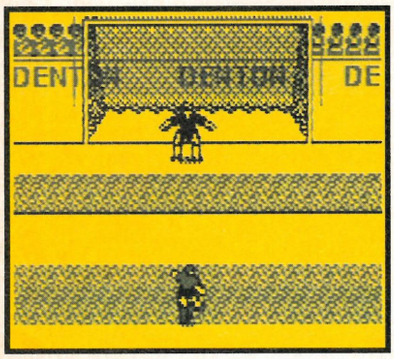
REMAINING CHALLENGER DATES

June
26 Royal Highland Show Edinburgh
29 Royal Norfolk Show Norwich
30 Royal Norfolk Show Norwich

July 2 Adidas Streetball Coventry
3 Adidas Streetball Coventry
4 Royal Agricultural Show Kenilworth
5 Royal Agricultural Show Kenilworth
6 Royal Agricultural Show Kenilworth
7 Royal Agricultural Show Kenilworth
8 Norwich Show Norwich
9 Norwich Show Norwich
10 Norwich Show Norwich
16 Birmingham Show Birmingham
17 Birmingham Show Birmingham
23 Adidas Streetball London
24 Birmingham Show Birmingham
26 New Forest Show Brockenhurst
27 New Forest Show Brockenhurst
28 New Forest Show Brockenhurst
30 International Air Tattoo Fairford
31 International Air Tattoo Fairford

For further details, telephone the Nintendo Hotline on 0703 652222.

NINTENDO SECURE STRIKER

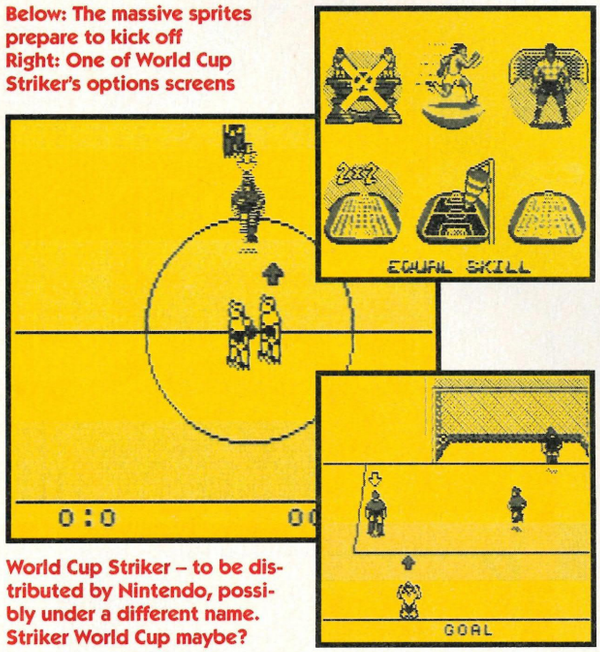


British software house Elite Systems Ltd have agreed terms with Nintendo Company Ltd to give Nintendo sole sales and distribution rights for the Game Boy version of World Cup Striker.

"It's a tremendous endorsement of the quality of the game," commented Dene Landucci of Elite. "There are a plethora of competing football titles around, all of which are due for release shortly. Nintendo have obviously considered the competition and complimented us by selecting the best."

Nintendo will market the game under a new name, but the SNES version will remain the same and advance orders total 75,000 units. Elite will continue with their advertising and public relations campaigns, managed from their UK and German offices.

Below: The massive sprites prepare to kick off
Right: One of World Cup Striker's options screens



World Cup Striker – to be distributed by Nintendo, possibly under a different name. Striker World Cup maybe?

SCOOP

Ex-England cricket captain Ian Botham and The Big Breakfast's Paula Yates have launched the Timex Indiglo Initiative – a nationwide competition to find Britain's brightest technical innovators for the future.

The overall winner will receive the first prize of £10,000.

Indiglo is Timex's revolutionary night light which enables wearers of watches to tell the time in the dark.

By incorporating electroluminescence (no, we don't know what that means either), originally used to illuminate aeroplane cockpits, watches can now be lit up with a clear bluey green light with a single touch of a button. Hold on, surely the old 1970s digital watches used to do that, except with a red L.E.D?

Anyway, competition entrants should submit an explanation, in less than 100 words, of how they would use the top prize of ten grand. There is, however, a catch (isn't there always?).

The £10,000 prize money must be spent on designing or marketing an innovative product or something of equal creativity in the field of technological development. For further details and an entry form, visit a local watch retailer or telephone 071 383 5633. Good luck!

Nintendo® BEST EVER YEAR?

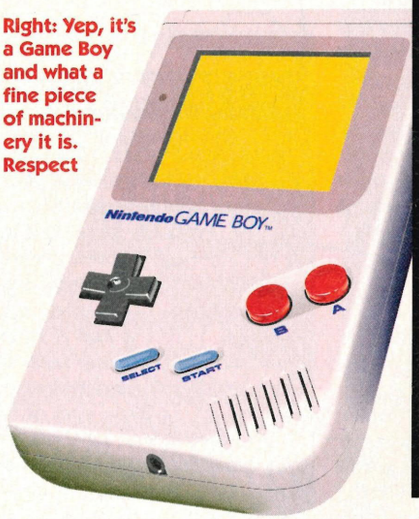
This year's Game Boy sales are up over 15% on the 1993 figure. Nintendo are predicting hardware unit sales to breeze past last year's 700,000.

With re-packaging, re-pricing and re-marketing occurring numerous times, the Game Boy has been selling strongly throughout 1994. June 3 saw the launch of another new pack – for £59.99 the Game Boy can be purchased together with Nintendo World Cup and, of course, Tetris.

"Initial sell-through data puts Game Boy hardware sales 15 per cent up on last year's figures – a continued year-on-year increase," commented Mike Hayes, Nintendo UK's marketing director. "This is incredible. With an installed base of nearly two million here in the UK, Game Boy is going from strength to strength. We genuinely believe 1994 will be another big year for Game Boy."

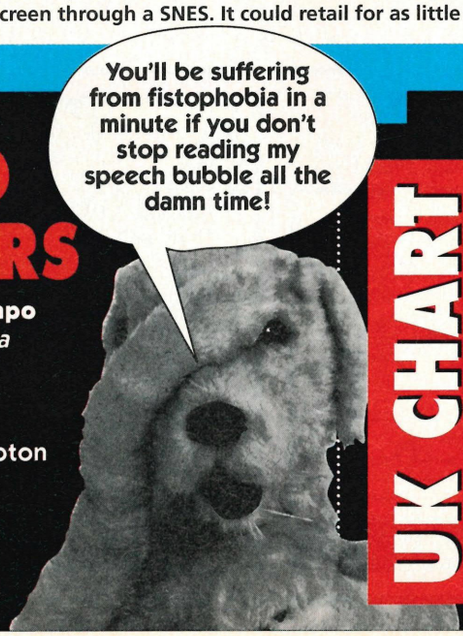
Apparently, the purchasing power of the over-18 market has a lot to do with the Game Boy's continued success. It has a 72% share of the UK handheld sector and could have 80% by the year's end. The impact of recent software such as Kirby's Pinball Land and Wario (which entered the charts at number one on the strength of only two days' sales) has gone a long way towards disproving the current feeling that the UK video games market is in decline. Early Autumn should see the release of the Super Game Boy. This special adaptor will allow Game Boy carts to be played in colour on a TV screen through a SNES. It could retail for as little as £50.

Right: Yep, it's a Game Boy and what a fine piece of machinery it is. Respect



COMPO WINNERS

Another Garfield Compo
This motley crew win a Garfield cart each.
Steven Filsell, Fife
Josh Grindall, Essex
Scott Fruin, Southampton
Matthew Hazenberg, Wolverhampton
Lu O'Connor, Weston-Super-Mare



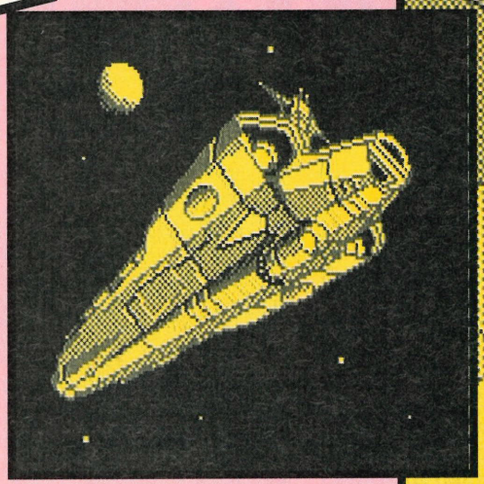
UK CHART

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

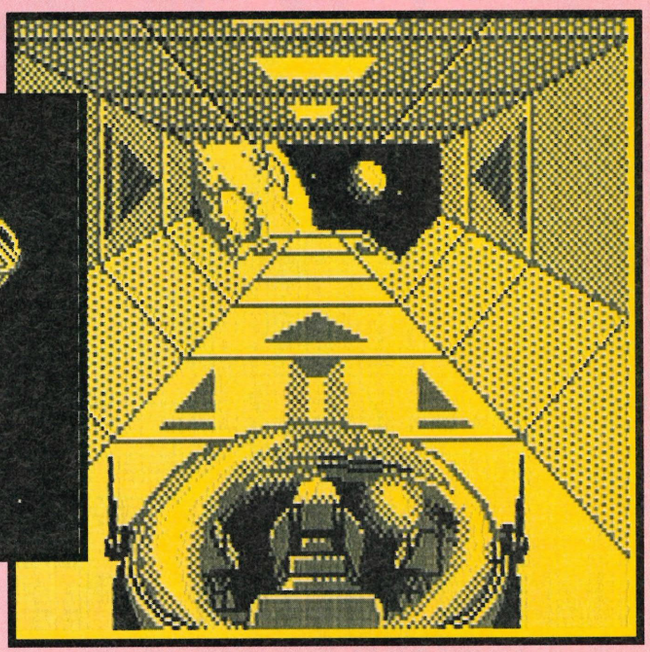
1) WARIO LAND Nintendo
2) KIRBY'S PINBALL LAND Nintendo
3) SUPER MARIO LAND 2 Nintendo
4) ZELDA Nintendo
5) KIRBY'S DREAMLAND Nintendo
6) SUPER MARIO LAND Nintendo
7) ZEN INTERGALACTIC Konami
8) SENSIBLE SOCCER Sony
9) MORTAL KOMBAT Acclaim
10) NIGEL MANSELL Nintendo

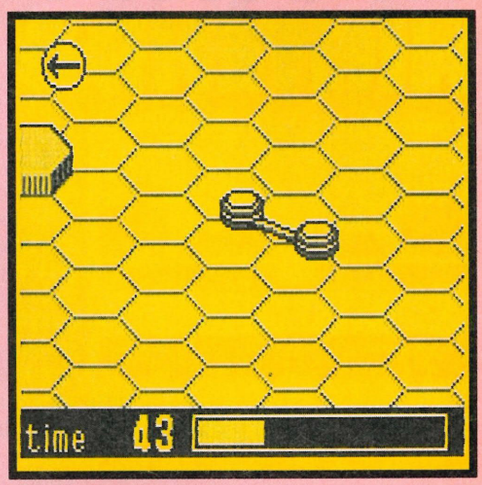
Nintendo dominate the top ten, holding the first six places. Mortal Kombat makes a re-appearance but Wario looks here to stay for a long, long time. Straight in at number one, he's a born star – watch out Mazza!

REVIEW



The mother ship makes a guest appearance. Star Wars eat your heart out. Lucle is here





The first level in all its er... glory. Not much to stop our explorers here!

LUCLE

If you've ever wanted to take a peak at planet strange then have a butchers at this bundle of total weirdness

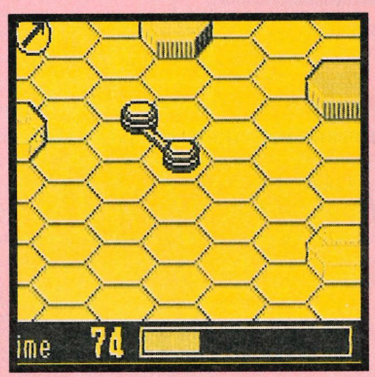
From the word go Lucle takes you to a world so strange, so mysterious and so bee hive-like you won't know what's hit you.

It's more than likely the first question on everybody's mind. What, who or where is a Lucle? Is it big or small, flat or bulky. The answer quite simply is it's not all that important.

All you'll need to know is that Vic Tokai should win an award for the most bizarre game concept ever.

A Lucle by all accounts is a rather odd-looking exploration vehicle. A planet's surface can be thoroughly explored until an exit is found.

This task is made that little more difficult on the hexagonal surface by the inclusion of numerous obstacles including sheets of ice and a whole host of other weird and wonderful nasties.



A Lucle consists of a couple of semispheres linked by a pole. This too may seem a little strange. Probably because it is.

"Crazy, weird, original and strangely uninteresting"

Even the method of moving this weird contraption is strange. It may seem a little hard to believe but a Lucle sort of 'walks' through all of these stages. This is done by holding the A button down. One 'foot' will remain firmly rooted to the planets surface while the other rotates. Releasing the button will allow Lucle to explore the area at will.

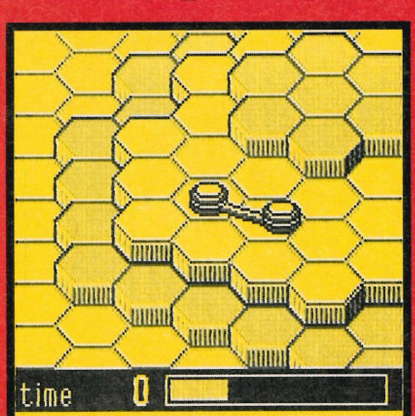
I thought this would be a little too difficult to suss at first but in all truth it's as easy as breathing. Quite a shock I can tell you!

The differing terrains which the Lucle has to explore can only be tackled one level at a time. That is to say it has what is commonly known as Dalek syndrome. No climbing up stairs or the like I'm afraid to say.

The only means of reaching a higher plain is stepping onto a lift. Once again however, you have to find it first.

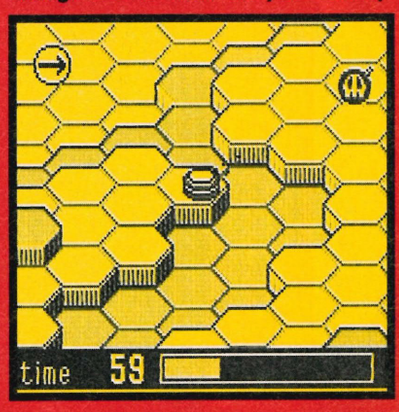
To help the explorers out, there are plenty of helpful icons that can be collected. Extra time is essential and a direction pointer appears so

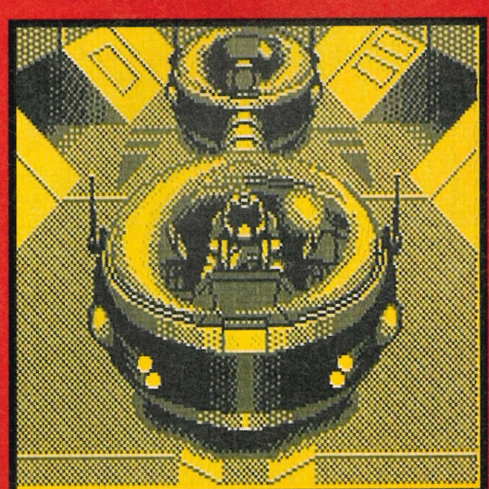
Lucle you



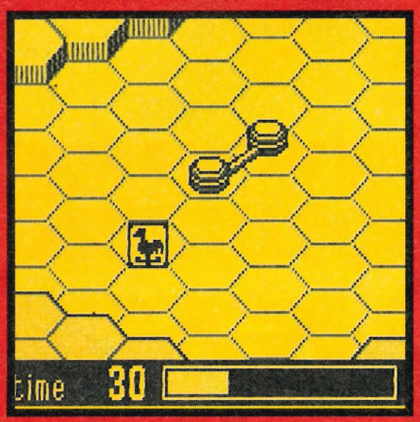
Left: The stages become more and more complex as the game progresses

Right: The Lucle is launched to the surface from the mighty mother ship.
Below: The icon on the right is strangely enough a bomb which kills you instantly

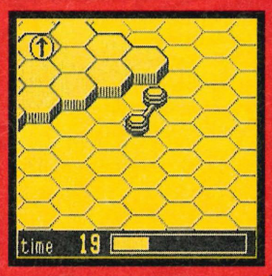


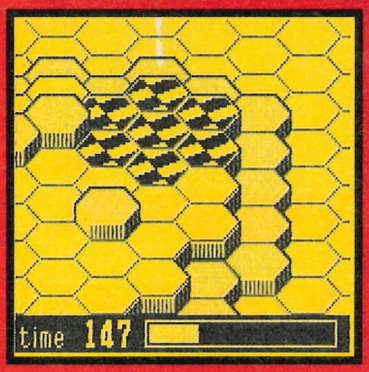


Let Me Out!



Left: The weather cock icon shows you in which direction the exit is situated





A Lucle can only move between blocks on its own level

you can locate the exits as quickly as possible.

As with all puzzle games, there's the unhelpful element here too. For every friendly icon there's an equally unfriendly icon. It's down to you to learn what's what pretty quickly.

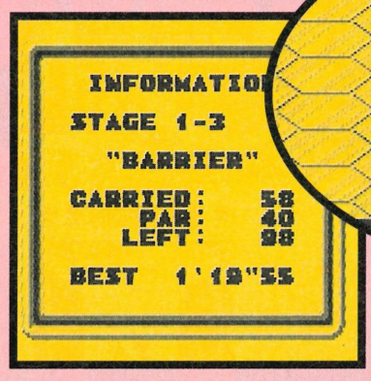
There are 30 levels in all for you to exlore before the Lucle can escape this planet and fly off into space to go where no man has gone before. More than enough for any self respecting puzzle freak. Each stage gets progressively more difficult until it seems you'll never escape this hexagonal hell.

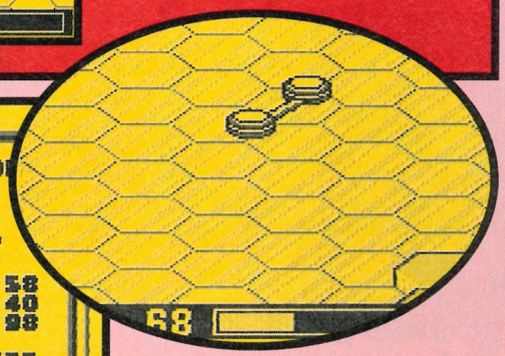
With all of this sheer bedlam it seems a shame that in the end I just couldn't quite get to grips with the whole concept and found the cart lacking in nail biting tension.

"An award for the most bizarre game concept ever"

That's not to say I can't see a fair few people enjoying this game. It certainly has originality (very important nowadays), clear and simple graphics with equally simple gameplay, but I just couldn't get into it.

It's not a bad game, just a little too, what's the word... slow I think.





Left: The next mission statistics
Above: A bland screen shot of the highest order

It does become very samey after a few plays.

There aren't too many options here. Each stage has five levels to complete and the option you have is to attempt a time trial on any stage. This is to see exactly how quickly a stage can be completed.

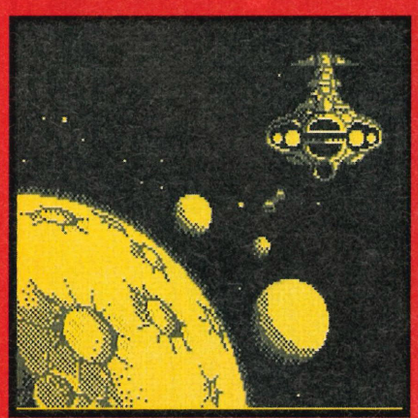
For each stage the clock will count down to zero. If the clock reaches zero then it's time to say farewell to this particular Lucle. With only three to begin with, there's little room for error.

Crazy, weird, original and strangely uninteresting in my humble opinion. Shame really.

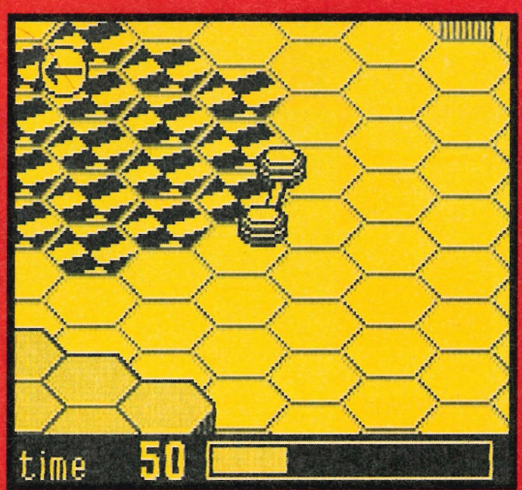
CONVERSELY

Lucle is one of the most original games to hit the 'Boy for a good few months. Suited to the mono screen, it could, nevertheless, have done with more variety. Better than 77% anyway. ALEX

Mission Control



Left: The Lucle is heading towards the planet's surface.
Right: The exit is found. Hurrah for Lucle our hero



GB PANEL



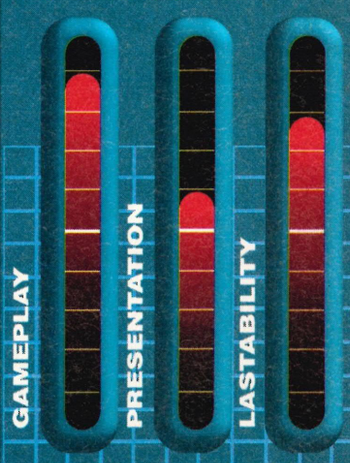
OFFICIAL RELEASE
PUBLISHER Vic Tokai
DEVELOPER Screen
RELEASE DATE September
PRICE £22.99

Puzzle games eh! You either love 'em or loath 'em. Lucle comes into the latter here in my opinion. I'm sure there are plenty of people who will enjoy playing this. Rob Smith who previewed this a while ago enjoyed it thoroughly. I couldn't get to grips with it all I'm afraid.

Sure the graphics are clear and simple. Sure the gameplay is a cinch to suss. Even the D-pad hardly needs using. Just taps of the A button will move the Lucle around quite sufficiently.

The trial option is a little more interesting for those wanting to dive into this feet first for a tough challenge.

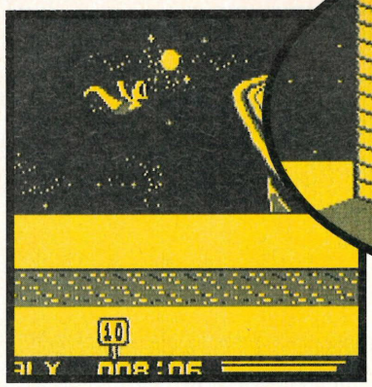
Lucle is a weird game all round and true to form it's been a very difficult game to score.

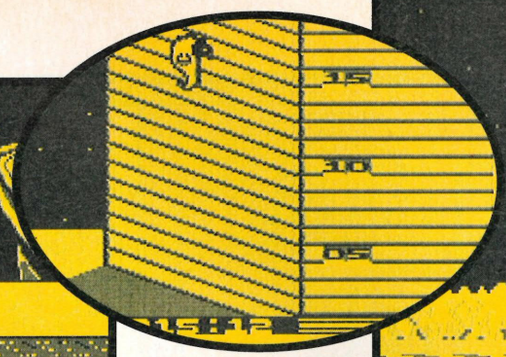


OVERALL
77%

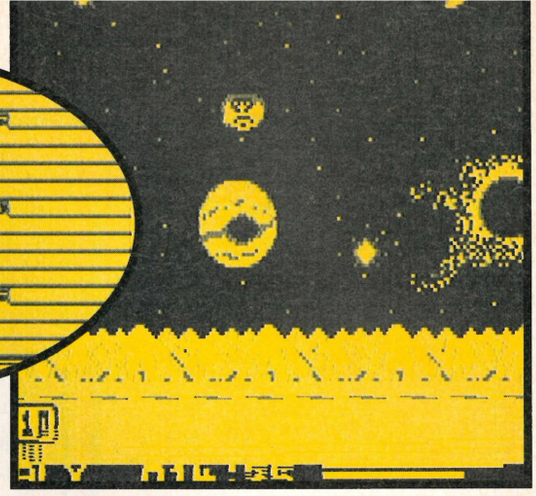
REVIEW





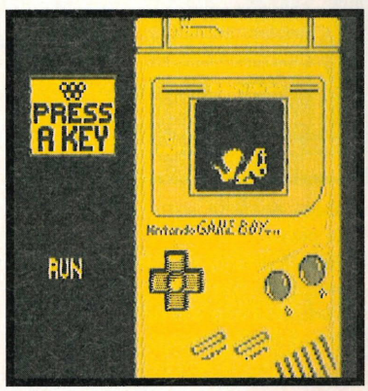


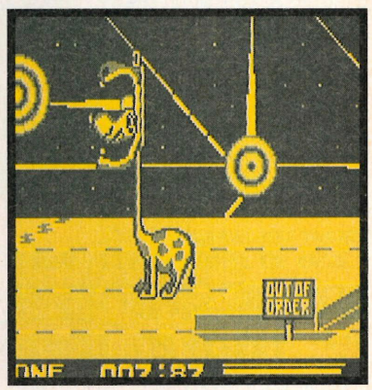
Above: Wall Jumping involves running at full pelt then splattering into a wall



ALIEN OLYM

At last, a game with Alien in the title that doesn't involve platforms, tall, sinewy women with crew cuts or carnage





Certain genres of game suit the capabilities of the Game Boy perfectly. The Track And Field genre, which relies on gameplay alone, falls into this category. Alien Olympics both rejuvenates the genre and proves that new avenues can be explored even in a style of game that might seem to be at the end of the road.

"You are put in charge of the fortunes of an alien"

Instead of controlling a human athlete, you are put in charge of the fortunes of an alien that looks like a cross between a baby seal and a deformed mongrel dog. Fifteen events make up the challenge, from the simple skin-eroding 100 Qbits sprint to the Jetpack Tag where the control of a vessel floating around in space is the order of the day.

Reminiscent of the quirky arcade machine Hunchback Olympics, there is nothing particularly new about the gameplay in general. In the expected events such as the Lunge Leap Splat (triple jump), the Laser Leapin' (hurdles) and the Sabre Hurl (javelin), fast fingers followed by a well timed 'angle stop' are required, as is the norm.

More original events require a refreshingly broad range of games-playing expertise. The two Laser Skeet (shooting) events demand that you have fast, accurate trigger fingers for success; the Jetpack Tag asks you to control an errant spaceship and collect pods while periodically backtracking for fuel; and Survival puts you in a floating maze that scrolls around erratically in an attempt to crush you – Pac Man fans will enjoy this event.

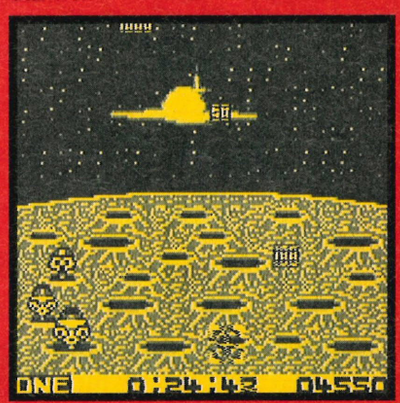
Before embarking on each discipline, you are treated to a shot of the Game Boy with the buttons and d-pad being highlighted in turn with an explanation of the control system you will need. I've certainly never seen this style of instruction before and it came as a welcome feature. There's even an animated Ooie Gooie (for that is his name) in the mock screen acting out what you're about to attempt.

The Laser Skeets



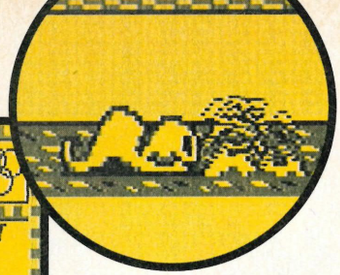
The Laserskeet events involve the use of accurate trigger fingers

Below: Laserskeet 2 is like a fairground smack 'em-up
Right: The first Laserskeet is more like Star Trek

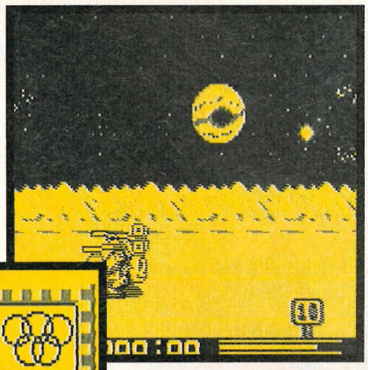








Above: Ooie Gooie isn't the most elegant of sprites, especially when landing in the pit





Below: Toxophilly is alien archery. You must score 2000 points or more

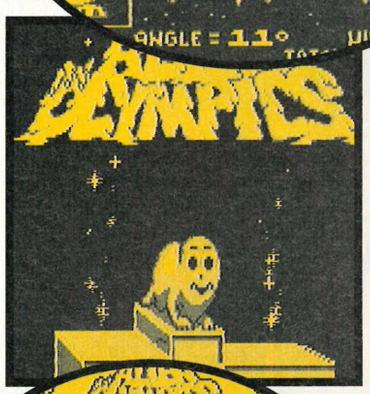


PICS

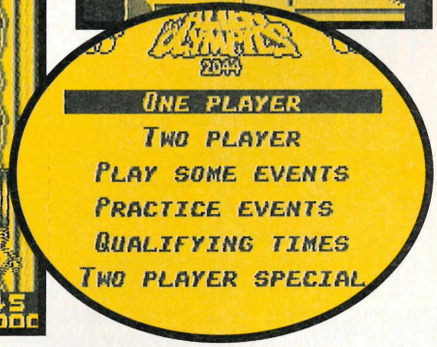
A two-player option is present, though sadly it does not involve a link-up, as is a practice mode where you can hone your skills on each event separately. This option is particularly useful as, inevitably, some of the events prove tougher to master than others. Practice makes perfect – there's nothing more annoying in Alien Olympics than attempting to complete the full 15 events only to be thwarted with only one or two sports to go.

"Some of the events prove tougher to master than others"

There is only one skill level, but a list of records held by such weird fellows as Jelly Gron (100 Qbits sprint) and Plasmi Pude (Flob Flop) will draw you back again long after you've completed the game. Alien Olympics will provide you with a chuckle or two as well – the Lizard Leap, an outlandish pole vault into another alien's gaping jaws is one particular humour highlight. It's an obvious must for lovers of the Track And Field genre and a worthwhile buy for any Game Boy owner with a sense of humour who's sick and tired of complex releases. Alien Olympics gives you the chance to enjoy a simple game that doesn't aspire to be anything else.







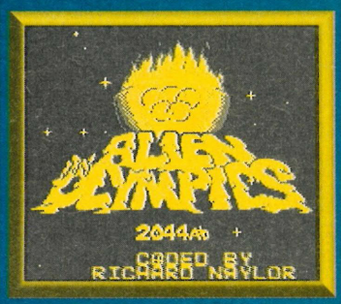
Record Breakers



You want fame? Fame costs – in festering sores on your fingers and thumbs



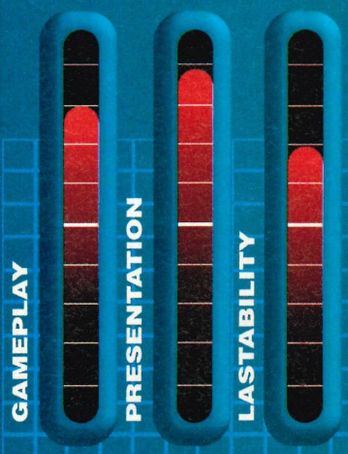
GB PANEL



OFFICIAL
PUBLISHER Ocean
DEVELOPER Dark Technologies
RELEASE DATE TBA
PRICE £24.99

The term 'Old Hat' immediately springs to mind when a Track And Field-style cart arrives in the office. Such games were popular in the arcades in the early eighties when many of our readers were still learning how to walk.

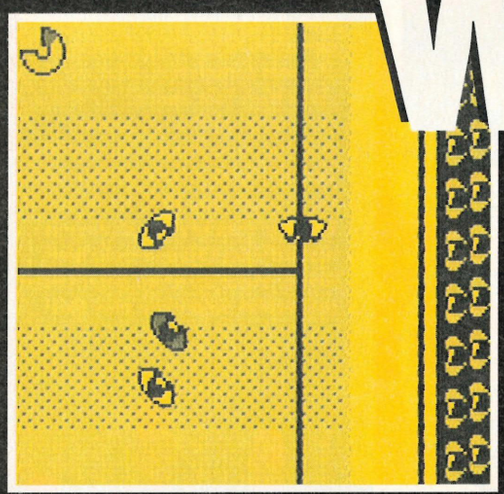
Alien Olympics, however, takes the Track And Field genre and, if you'll pardon the expression, kicks it up the arse. With 15 generally hilarious events, several of them completely original, this cart offers just about all it possibly can. Even the soundtrack deserves a mention – something virtually unheard of when reviewing a Game Boy title. It's a pulsating epic that keyboard-playing eccentric Dr Phibes would have loved. Make sure you wear finger protection when you play this!



OVERALL
82%



Below: The weird overhead view of World Cup USA '94 by US Gold. Dead playable though

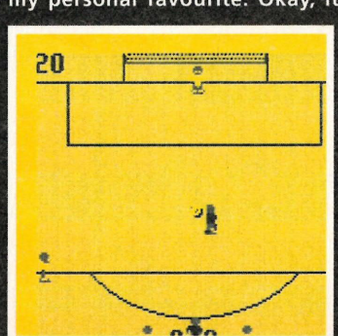


WORLD CUP

Okay, so you've seen the scores in the Buyers Guide, but what do the GB Action reviewers really think of the footy games that are competing for the number one spot this summer?

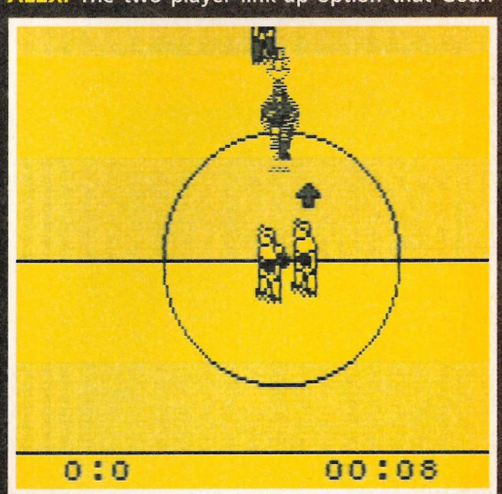
GAME: World Cup Striker
SOFTWARE HOUSE: Elite
SCORE: 90%
ALEX: The only real criticism I can level at this one is its speed. Yep, it's too slow. Having said that, the heat in America will slow down play in the real World Cup, so was this something Elite took into account when programming it?
ANDY: Taking everything into account this must rate as one of the best efforts to bring such a larger-than-life sport down to the small screen. It's got larger players than most but as we all agree, it is a little slow.
NEIL: Huge sprites on a 3D pitch! Sounds an absolute treat doesn't it? In reality it is very impressive to look at but it is slightly let down by the rather slow and jerky action. This is still one of the great footballing simulations available, and a worthy addition to your collection.

GAME: World Cup USA '94
SOFTWARE HOUSE: US Gold
SCORE: 92%
ALEX: A piece of programming genius. By far my favourite of the four, this is the one I'd buy if I weren't in the privileged position I'm in. Although Elite's offering beats it for visual appeal, this hammers the opposition in terms of gameplay. And it's damn fast.
ANDY: The most recent footballing game released and it really is a corker. Large sprites, more tactical options than I'd care to mention and it is furiously paced throughout. It takes some getting used to but US Gold's official World Cup release is worthy of lifting the cup itself!
NEIL: I have to agree with Alex here, this is also my personal favourite. Okay, it doesn't match World Cup Striker for visuals but in my opinion it has the edge on gameplay. It's fast, playable and has more than enough options to suit every footballing taste. The business!



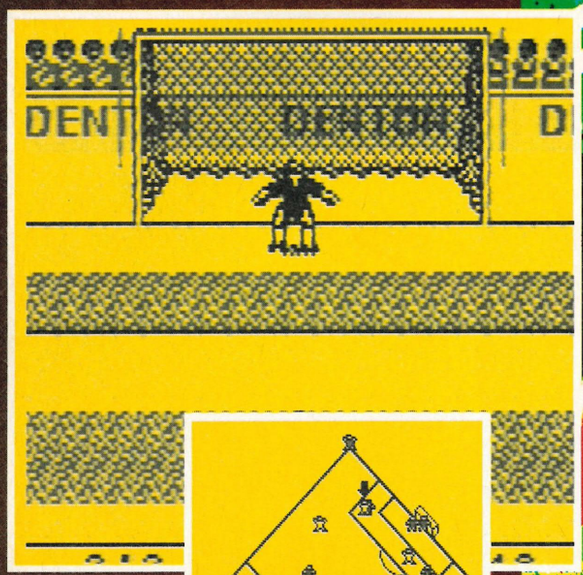
The gonk-like sprites that decorate the pitch in Sony's 'Sensi'

GAME: Goal!
SOFTWARE HOUSE: Jaleco
SCORE: 90%
ALEX: The two player link-up option that Goal!



Elite's World Cup Striker has the most realistic sprites, but is the slowest game of the four

Below: The World Cup Striker penalty sequence is the best one of all



Right: The elevated view that Goal! takes on when the ball is hoofed skywards

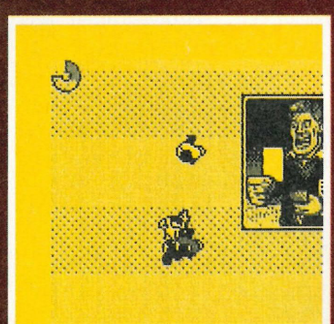


FINALS

offers single-handedly saves its bacon. If you're after a fine footy game, forget this one unless of course you can persuade a friend to buy one too. Everything's too small although the odd animated sequence livens things up.

ANDY: An odd view of the pitch frankly leaves you baffled, especially when the ball is hoofed into the air and it seems you're looking down from a Goodyear blimp. The game itself is quite awesome in two-player mode but unless you're an avid fan you'd be wise to look elsewhere.

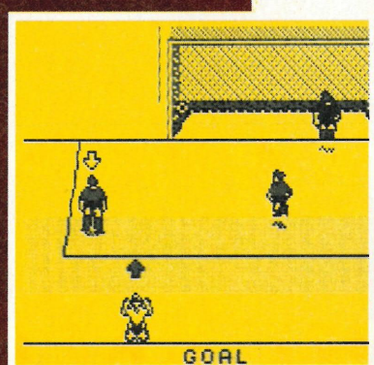
NEIL: The immensely annoying way in which Goal! alternated between the immediate action and whole pitch perspectives often left me feeling a little nauseous. It does have a smidgen of playability but it really this isn't a patch on World Cup Usa or World Cup Striker.



GAME: Sensible Soccer
SOFTWARE HOUSE: Sony
SCORE: 85%

ALEX: I'm not a fan of Sensible Soccer on any format, although to re-create the Gonk-like players on the 'Boy so well deserves commendation. At least its eleven-a-side, unlike Goal! which has only eight men on each team. The aftertouch works very well.

ANDY: The Amiga version of Sensible Soccer still rates as a classic in my eyes but it's never translated successfully onto any other format, the Gameboy included. The worst of the four footie games mentioned here. Sprites are tiny and unresponsive and that's all I have to say!



The celebration when a goal flies in looks like this. It's a beauty

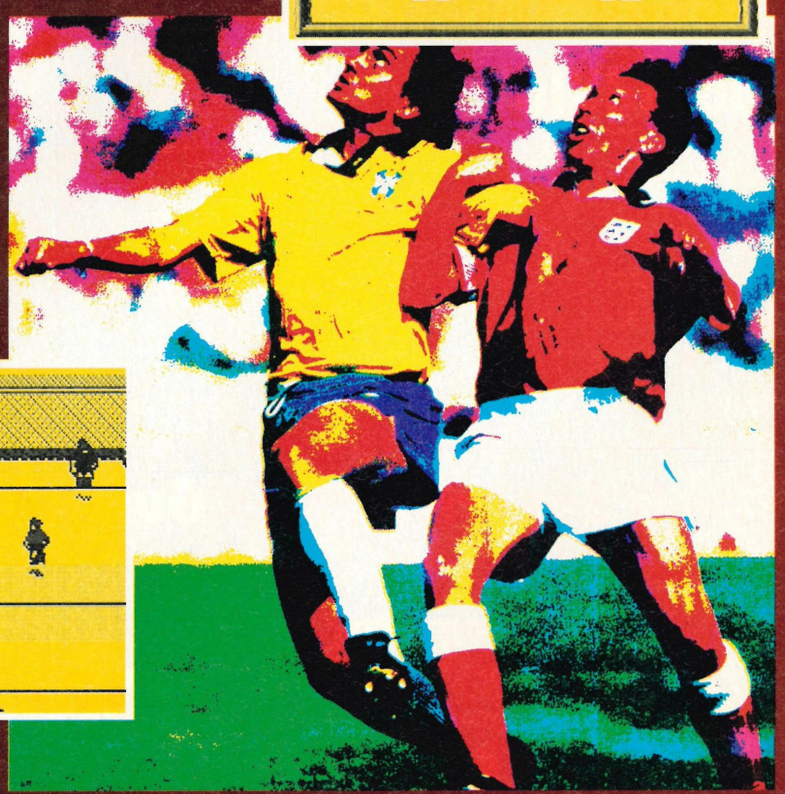
NEIL: The much hyped Sensi eh? It never particularly impressed me on other formats so I wasn't expecting great things from the 'Boy version. Actually it wasn't too bad, fairly easy to get to grips with and there's plenty of footballing action. Only really worthy of a bronze medal though!

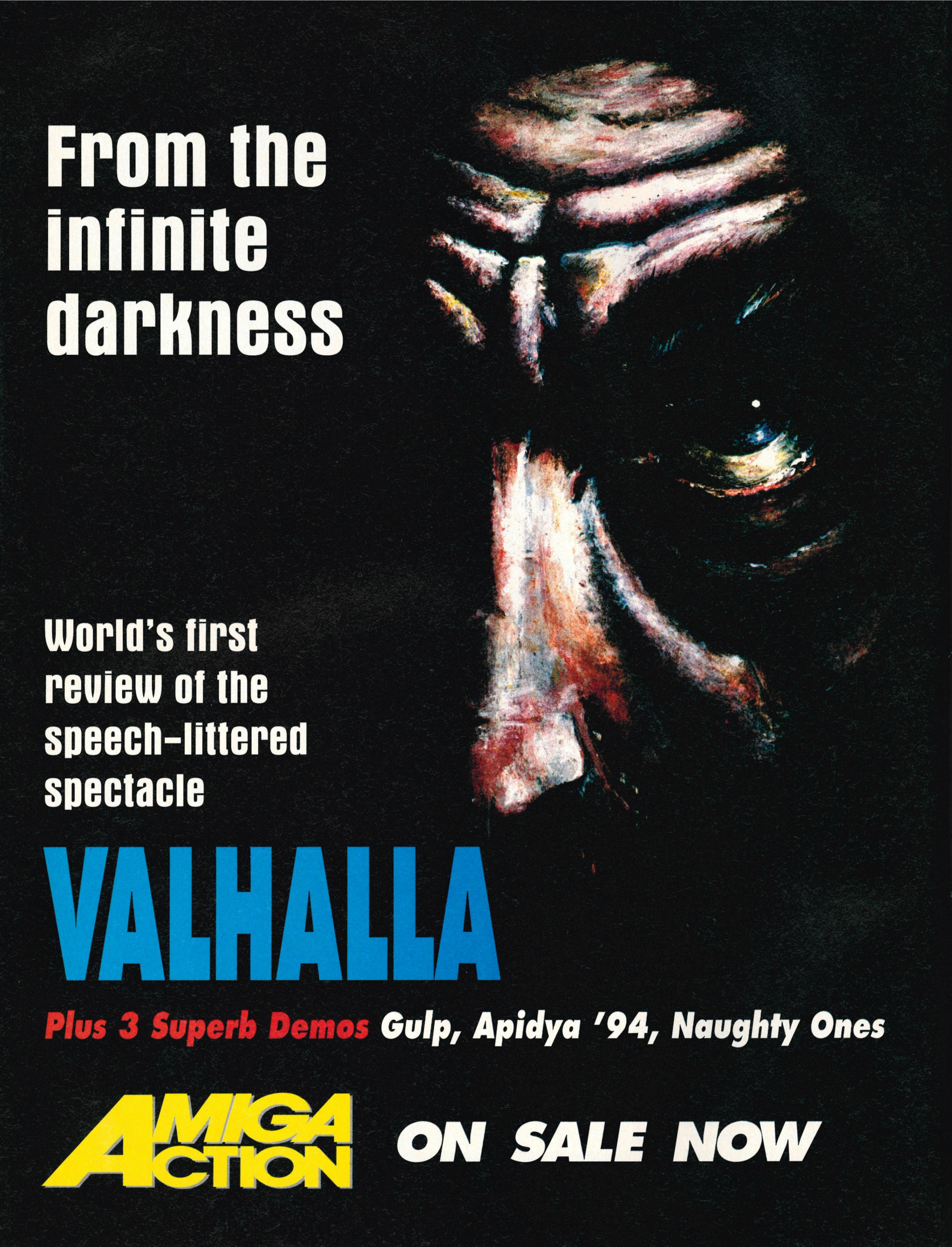
Conclusion:

It's inevitable that footy sims will be compared with each other, like now for example, but it's important to remember that the four games above are high scoring releases that are all praiseworthy in their own right. All of the quartet are quality carts excelling in different areas, depending on what you want to see in a footy game, so it's up to individual taste. Anyway, why spend £25 on a Game Boy cart when you can join in a real game of footy anywhere in the world?

In the Game Boy football world, nothing is quite real as you can see below






From the infinite darkness
World's first review of the speech-littered spectacle
VALHALLA
Plus 3 Superb Demos Gulp, Apidya '94, Naughty Ones
AMIGA ACTION
ON SALE NOW

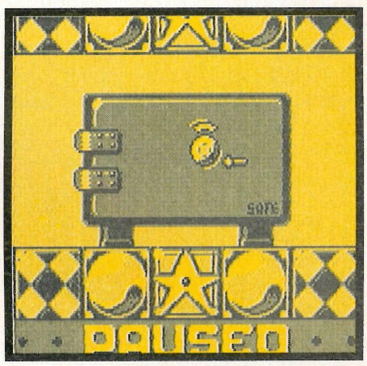


The more the game progresses, the more intricate it becomes. Don't be put off by the initial apparent simplicity



The Yogi blocks above appear as if by magic when leaping skyward to help you on your way. Only by trial and error will you discover them





The safe! Open this, then breeze through the 25 coins hidden inside

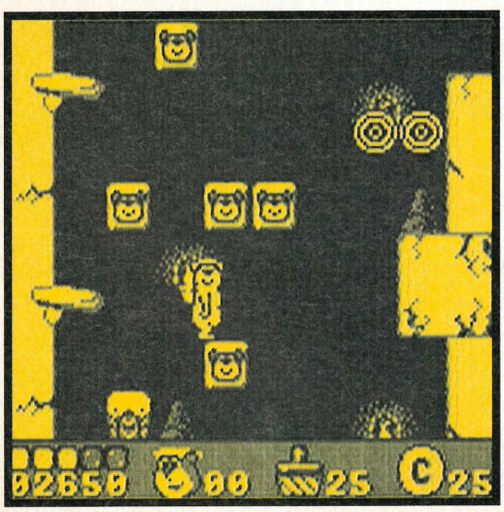
YOGI BEAR

IN YOGI'S GOLDRUSH

FROM: Empire OUT: September

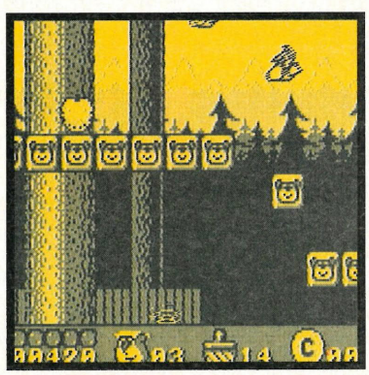
Promising to be one of the biggest platform releases ever, Hanna-Barbera's best known bear is still Boo-Boo-less

The March issue of GB Action featured the smarter-than-average bear Yogi on the cover. Five months later and his game is ready for submission to Nintendo for official release. Looking considerably more polished than it did all those months ago, Goldrush has Yogi bounding through six platform scenarios all with more to them than initially meets the eye.



Sadly, there is still no room for long-time buddy Boo-Boo, who accompanies the bodacious bear on all his cartoon capers. In fact he seems to have been left out of the equation altogether with not even a decent excuse for his conspicuous absence written into the storyline.

Jellystone Park is in trouble. The evil cowboy-cum-ghost Jake has stolen the money needed to keep it running during winter and has hidden it in 12 secret safes. Not even the ranger can muster up the energy to locate the safes and retrieve the loot so it's up to... you've probably guessed already.



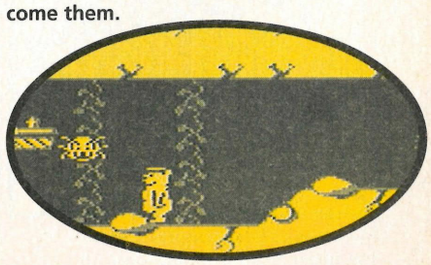
One of the more inaccessible parts of the first level

Yogi has all the characteristics that a lovable sprite should have. He's nearly always smiling, he moves well, he dances around if you leave him idle long enough and he looks genuinely pained when he loses a life. There are no weapons – Yogi's only attack is jumping on foes, some of which take two flops (he's too fat and cuddly to stamp) to dispose of properly.

There are, however, power-ups littered liberally throughout the game, such as energy-boosting hearts, hidden blocks which show themselves after jumping into the space that they're about to take and doors which work in much the same way as those seen in the Mario series. Bonus items come in the shape of coins, picnic baskets and 1Ups, to mention but three.

After only 20 minutes or so gameplay, the feeling evoked from the 'enemies' is not one of hatred and rage, more like an apathetic 'well, we're here now so we might as well jump around a little to mildly annoy Yogi' type of reasoning. Let's face it, the fauna of Jellystone Park have nothing to gain by putting Yogi off his search for coinage.

Spiders, (magic?) mushrooms and birds tend to be the main culprits when Yogi loses a life, although the odd mistimed jump into kingdom come doesn't help matters. At the time of writing, the game's most endearing feature seems to be the fact that each scenario provides genuinely different challenges and needs different techniques to overcome them.



REVIEW

In GB terms this is ancient and if you haven't seen it before, you've been missing out on some top space adventure action!

ALTERED SPACE



Right: Humphrey's ship is attacked by the Zak zoo ship

Altered Space is an old game and was sent to us by a reader who had seen our Monster Max review. Andy had claimed that Monster Max was the first isometric 3D game on the 'Boy but of course some clever dick out there knew better and informed us of our little mistake. In the end we were all glad he did. Let's go on a little nostalgia trip...

It was the year 2020 and you were privileged to be on the first manned mission to Mars as astronaut Humphrey. But as Humph was blasting his way to the red planet, he suddenly developed engine trouble and had to make an emergency stop at Alpha Centuri services.



Left: By collecting the blocks you can pile them up and use them as a step up over the wall

"Many of the more contemporary releases aren't a patch on this beauty"

Donning a space suit, Humphrey stepped out of the airlock to make the necessary repairs and was promptly coshed by a couple of alien muggers and dragged aboard their space ship.



Humph awoke some time later to find that he was on board some kind of zoo ship. There were various other alien species dotted around the ship who had been grabbed by the alien captors, the Zaks.

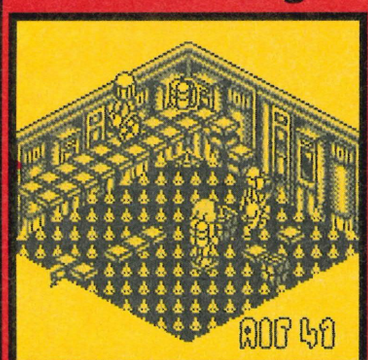
Your mission is to escape from the hold of the ship (where you are being held) and to make your way to the escape pod in the ship's nose. This will require you to make your way through over 250 rooms, avoiding all the dangers you would expect to find on such a vessel.

For example, the aliens breathe chlorine, so you must wear you space suit at all times and maintain your oxygen supply throughout the game. If you happen to touch a sharp object this will temporarily puncture your suit and you will lose some of that precious air.

It's an amazing game. and many of the more contemporary releases aren't a patch on this little beauty. But the question on everybody's lips must be 'is it better than Monster max?' Well, although they are similar, if it's Isometric 3D adventures you're after then I'd personally stick to Monster Max.

Altered Space is a good looking and playing game and, with it being so old, if you hunt around your local Game Boy games emporium you may find it cheaper than £24.99, which is a big plus point in itself. You should definitely shop around for this one and I don't think you'll be disappointed.

Altered Images



Avoid the spikes. They will puncture your suit and cause oxygen loss



Use the conveyor belts and platforms to move around such rooms



Above: To select an item press select then press start



Above: To get past the deadly Zaks you'll need the stun gun

GB PANEL



AMERICAN IMPORT
PUBLISHER Sony
DEVELOPER NA
RELEASE DATE Years ago
PRICE £24.99

It may be a really old game but don't dismiss it out of hand. Believe me many of the new 'Boy releases could learn one or two things from this grandaddy of space adventure games.

With a powerful isometric 3D view this game has much of the graphical appeal of Monster Max (though I don't think that it's quite as polished as Max).

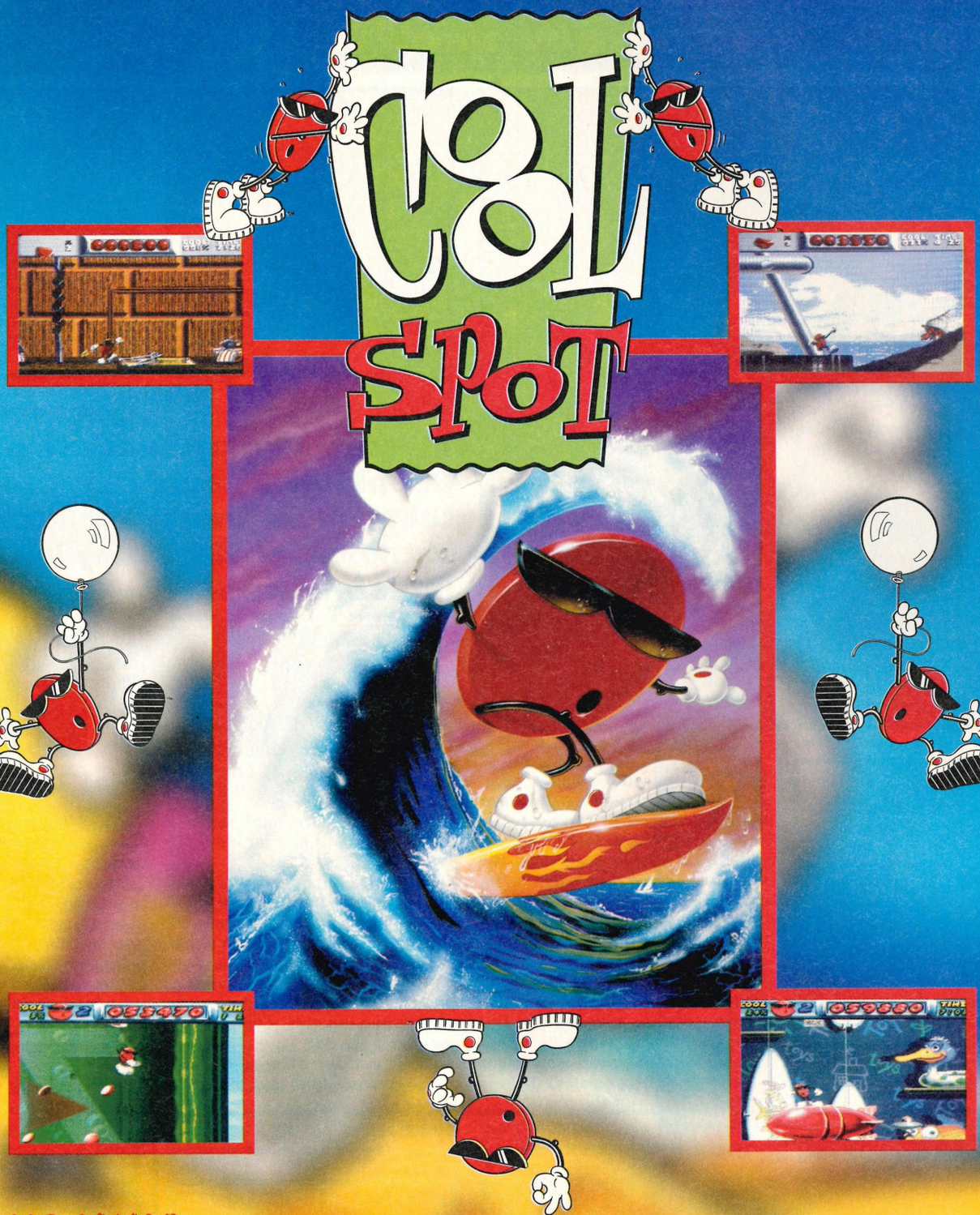
What it does have is a considerable emphasis on playability and adventure which are both noticeable by their absence in many of the Game Boy games around at the moment.

With a similarly impressively proportioned playing area, this is going to make a sizeable dent in your social life. Humph needs you, so give it a whirl.



OVERALL
84%

now out on game boy
also available for snes



NO WAY! Your Cool SPOT chums are locked away! WAY! You, as Cool SPOT are here to save the day! Quit gawping over the dreamy scenery, the awesome animation and most savoury sound around. Play! Man, this is the hairiest...

Virgin

"If you only buy one game this year, I strongly recommend Cool Spot" GB Action 94%

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SCREENSHOTS MAY BE FROM A DIFFERENT VERSION

FREE PIN BADGE

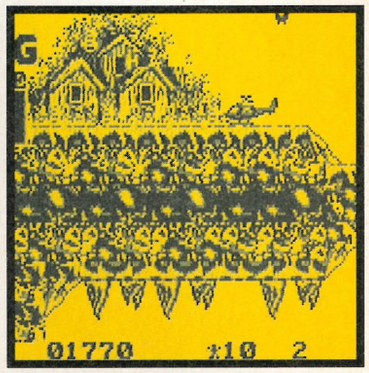
If you would like to recieve information about future Virgin releases, please send this coupon, along with your name, address and age to: Cool Spot Competition, PO BOX 21, London W10 6XA. The first one hundred replies will recieve a free Cool Spot enamel badge!

REF: GB





Each and every stage has sub levels all over the place. The map helps

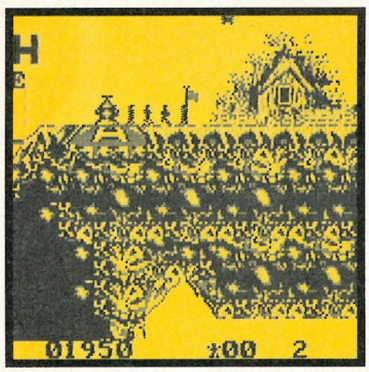


The hostages can be anywhere. It's up to you to find and rescue them

The resounding success of Choplifter 2 could only mean one thing. More trouble with choppers is the order of the day in Ocean's latest release

CHOPLIFTER

FROM: Ocean OUT: September



The hostages wave goodbye on their safe return to their own people

Pull on your combat gear, step inside your war machine and into the battle zone. All you would-be Airwolf pilots can now show your skills against the most formidable opponents ever.

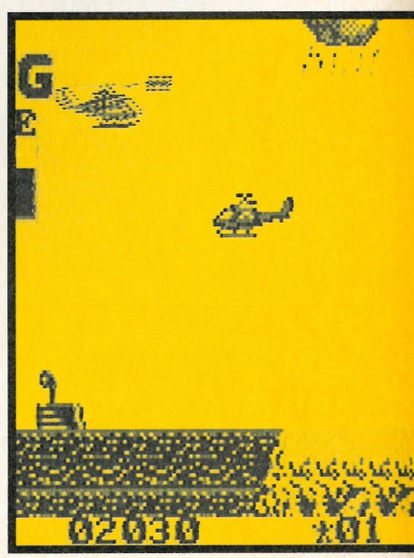
Rammed with numerous missiles and machine guns, your battle chopper has to be manoeuvred through the levels as you rescue loads of stranded POW's.

Those people who are familiar with Choplifter 2 won't be disappointed with the latest installment of the Choplifter carts. Things haven't changed too much since we last spied the Choplifter crews all those years ago.

Budding helicopter pilots will unfortunately learn nothing from this cart about the overall control of the craft. It's no flight sim I'm afraid. It does however test all your skills and occassionally your patience. It doesn't pay to get wound up when you're playing this – you'll soon regret it if you do.

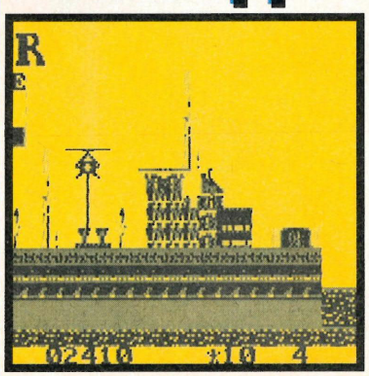
What it does offer is a game which is simple to control but pretty darn difficult to play. The POW's seem to stand about in some very awkward places, either by enemy tanks or by gun posts. This can pose a problem as landing your chopper next to a fully operational enemy war machine will inevitably end in your demise.

The way you tackle any level is up to your individual style basically,

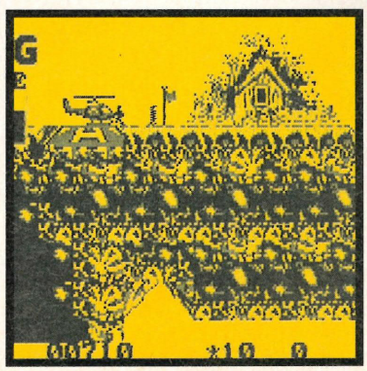


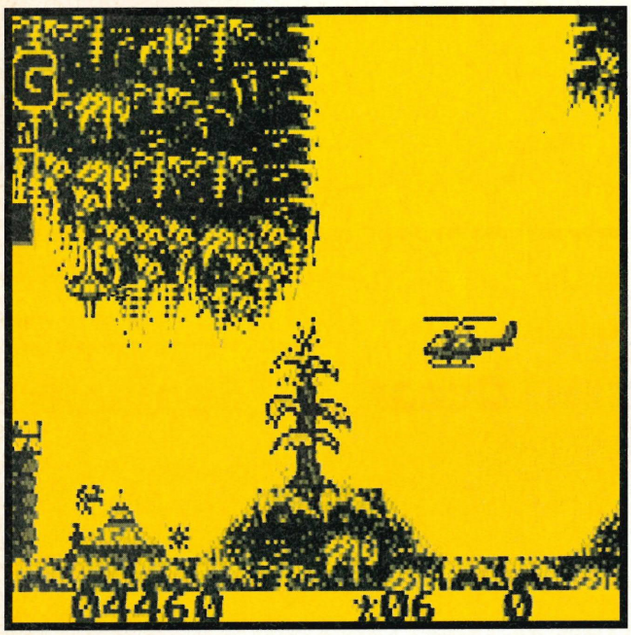
Helichoppers

Far left: Rescue missions can take you anywhere. Here we can see the chopper lifting people from an aircraft carrier. Far right: Home base







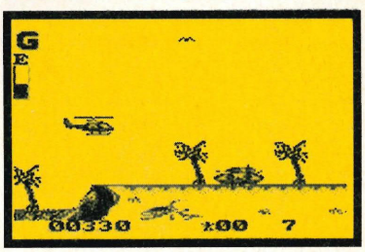




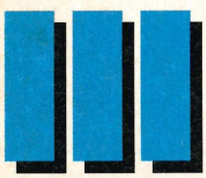
Above: The game over screen in all its glory. Wow!



Above: It's the user friendly high score table. Military font too



Above: Blast the tank to oblivion!
Below: It's not only the heat of the tropics which hinders your progress



Above: The trees on this particular mission need to be torched using your fire weapon. Don't forget to press Select to choose your weapon!

but your 'copter will only carry 10 POW's at any one time.

To cope with these difficulties, you can collect one of many power-ups, be it a few extra bombs or extra missiles. Use them with a great deal of care as these will eventually run out and then you'll be in real trouble.

Your incredible war machine is capable of taking on board a host of weird and wonderful contraptions. Homing missiles are undoubtedly a firm favourite as are smart bombs. Just remember to deselect the weapons when you don't require them.

The option to select whichever weapon you wish to use at any time is open to you. Remember to use them wisely or your task will be made so much more difficult.

Some stages will test all your qualities of gameplay as you blast jet fighters and enemy choppers from the skies before lowering a ladder for your fellow countrymen to climb up and hopefully reach the safety of your cockpit. Your mission isn't complete however until each and every little blighter is returned safely to base.

All in all what we have here is a cart in a very similar vein to the Choplifter 2 game. Whether this will be the timeless classic its immediate predecessor has been we shall have to wait and see until it's reviewed in full in the not too distant future.

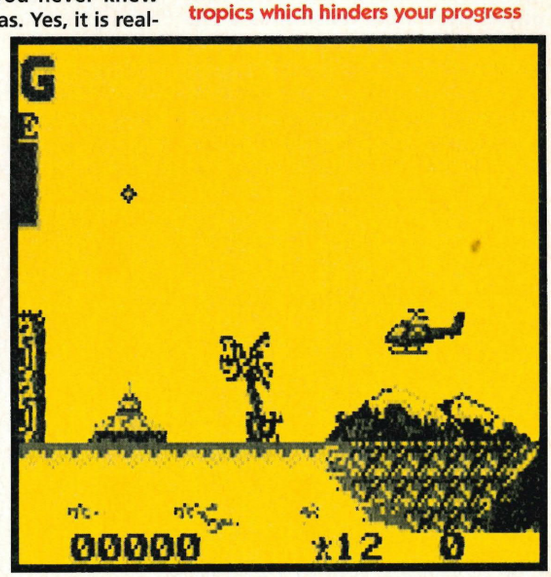
So what about the challenge? What about the difficulty level? well if you're into mind-warping impossibilty frustration then this will soon have you wishing you never knew what a helicopter was. Yes, it is really that difficult to complete.

But with a password system included, your gaming days aren't instantly over in a flash of flames and smoke. Your pilots can return another day and start again exactly where they left off.

The signs at this stage are very promising indeed. It looks impressive and plays very smoothly. The full review will follow in a short while. Keep it here.

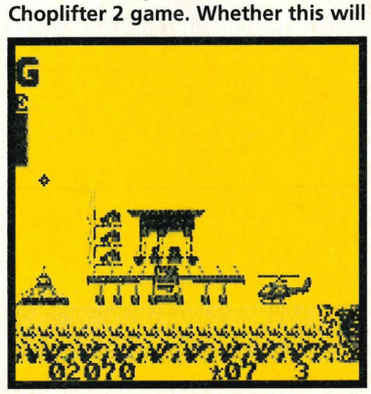


After a fierce battle with a number of casualties, the hostages are rescued

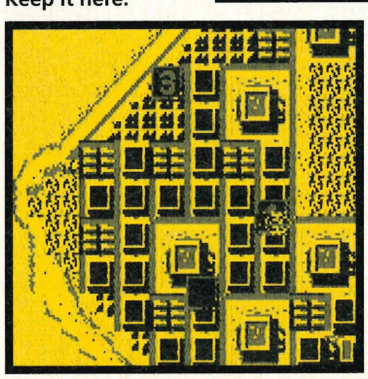




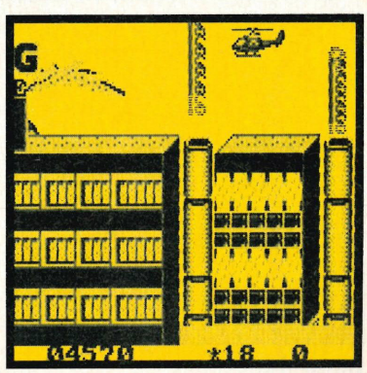
Left: The choplifter battles against a seemingly endless number of enemies, including helicopters and submarines.



More POW's are rescued with the greatest of ease



These are the toughest stages to complete. More danger than allies

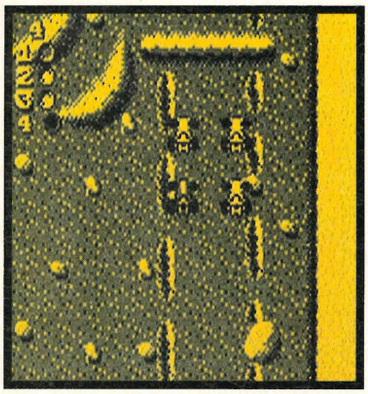


Even the architecture is out to get you. Use all skill and speed to pass

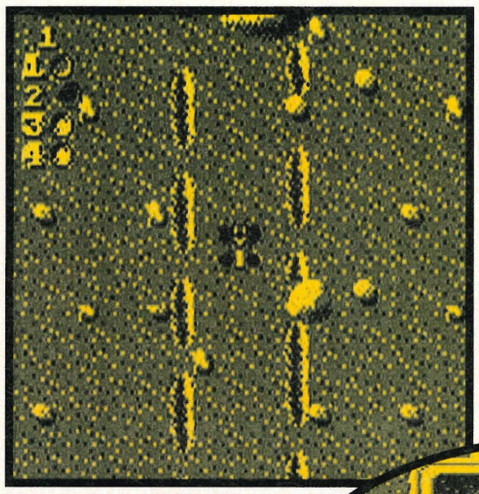
MICRO

Race around the breakfast table and be driven up the garden wall in this miniature racing fantasy

FROM: Ocean OUT: September



The starting grid in all its glory. The race ahead is a classic!



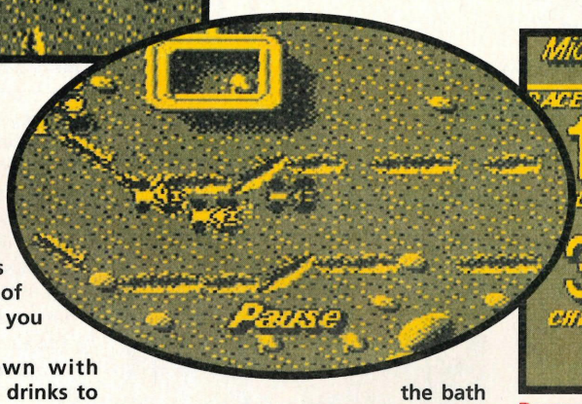
The race is in mid flow. Our man is out on his own... in second unfortunately!

Ocean seem to have latched on to one of the greatest racing games of recent times. Guaranteed to make even the most cautious of drivers turn into a screaming and swearing lunatic, it's time for the fantastically fast racing game to make a comeback on the small screen.

It's been quite a while since we last had a fast and furious driving game. Fresh from its stint as a top Mega Drive cart, this looks set to become as big a hit on the 'Boy as its Sega and Amiga counterparts. Those of you in the know will realise that this has been licensed from the toys of the same name.

If it's a fast scrolling racing game you want, then this just may be exactly what you're looking for. It certainly looks like a laugh with plenty of strange racing circuits for you to race on.

From table tops strewn with breakfast foods and spilt drinks to the workbench in the garage, there's a whole new look for the racing sim. There's even a circuit in the bath where you dodge the plug hole and avoid rubber ducks. Is this different enough for you?





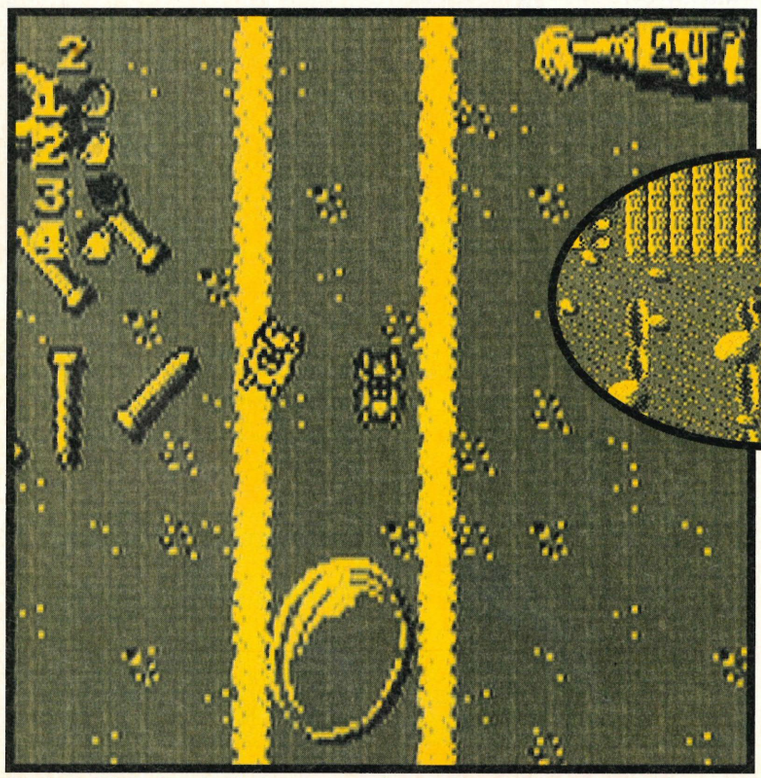
Dwayne will be out if he continues failing to qualify second or higher

The circuits are all individually marked and are peppered with obstructions. Some are avoidable but others are simply impossible to go through.

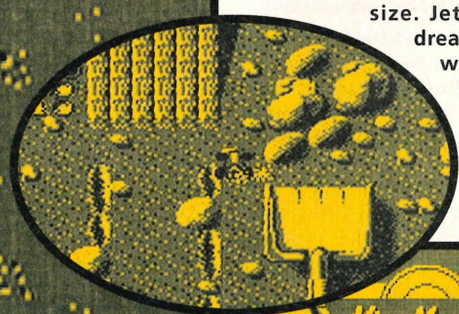
The drivers each vary in skill and size. Jethro is a slick dreadlocked bloke with attitude but Walter quite frankly has had a few hamburgers too many.

Controlling the various vehicles is a cinch which should ensure that this game is a roaring success. Its basic aim is to be quick and simple to play and it should succeed with no problems.

The tiny sprites may seem a little too small for some but in all honesty it doesn't hinder your enjoyment. Wait and see what I mean



The large blob ahead will stop your warrior machine in its tracks. Avoid.



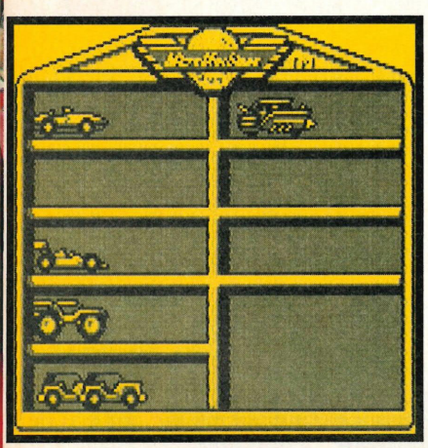


Above left: The sand pit
Above: Interesting title screen



Dwayne gets himself into more trouble. He's a goner!

MACHINES



Left: The more you qualify, the richer the rewards

The pic below is a classic Grand Prix shot featuring Nigel Mansell on the right, Ricardo Patrese to the left of him and loads of other unimportant geezers behind!



Micro Machines looks set to convert the uneducated and appeal to racing enthusiasts everywhere.

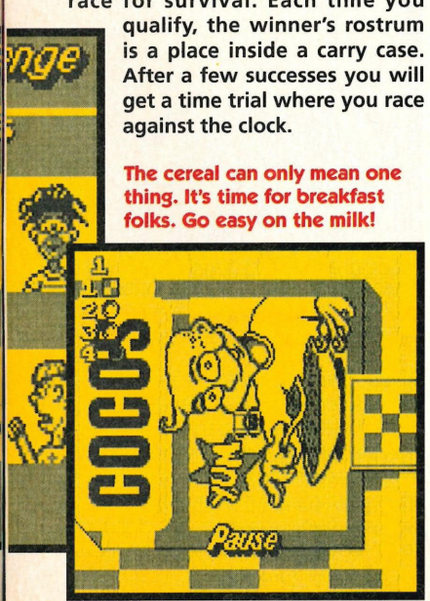
My initial impression of this future release was that it's gonna be a tough game to beat. It's got the options, the graphics and most of all, it's got the gameplay to leave all the other racing games on the starting grid. It even looks like the mighty Super RC Pro Am may have to take a back seat for this journey!

when the cart is reviewed in full in the near future.

Speeding through the numerous stages will seem like a return to childhood for the older games player. Remember when pushing toy cars around at speed was your favourite pastime? Even the scenarios are the same.

There are plenty of options to choose from including the all important two-player game. Where would a driving sim be without the ultimate challenge of another human player?

For the one player game there's a challenge where you can take any three computer opponents on in a race for survival. Each time you qualify, the winner's rostrum is a place inside a carry case. After a few successes you will get a time trial where you race against the clock.



The cereal can only mean one thing. It's time for breakfast folks. Go easy on the milk!

Take your marks



The power boats take their challenge around the bathtub. Watch for whirlpools and rubber ducks



The sports cars take a lorra lorra beating for pace and competition. The course is a tough one so take care



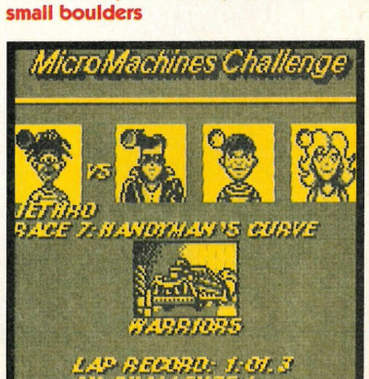
Turbo wheels make their appearance in the sand pit. Avoid spades and small boulders



Ever thought about racing around at break neck speeds on a pool table? No, well you will now!



A quick preview of pool table racing in all its glory. Tougher than most courses due to all the corners



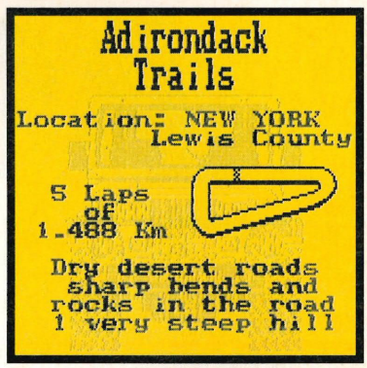
The warriors appear on a workbench. Fuses, glue blobs and a whole host of other appliances are in the way



This is what happens if you steam into the back of a jeep that has already crashed. Not advisable as it costs you time and places in the field



Very poor. A meagre eight points. I did race blindfold though



Whoever thought up the course names needs a round of applause

FROM: Gametek OUT: September

GAME BOY

A rather splendid idea of Gametek's – putting two games on a single cart for the price of one. Here we tell you what to expect

Four Wheel Drive, or Jeep Jamboree as it was then known, was reviewed way back in issue five. To re-whet your appetites for this, the stronger of the two-game cart, here's a reminder of the reverence in which it was held all those many moons ago. Featuring a well drawn 3D scenario, with the dashboard and route map adorning the lower screen, 4 Wheel Drive hammers home a solid first person perspective.

From your position behind the wheel of a powerful four wheel drive jeep, you must attempt to outdo 19 computer opponents.

Smashing into the back of an opponent's vehicle will lose you valuable seconds as is standard for decent car racing games.

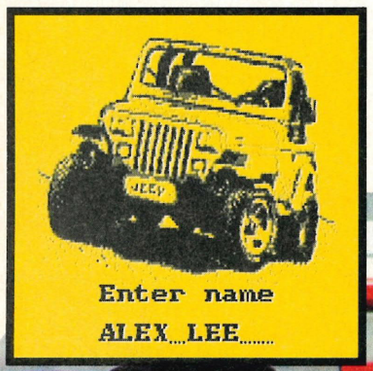
Due to the 'Boy's limitations (or is it thoughtful programming?), there are no fiddly gears to mess around with. All you have to do is concentrate on braking when corners prove too tight to hurtle round at top speed.

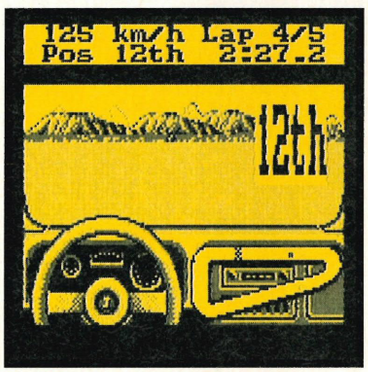
There are numerous skill levels, though on close inspection the only real difference between them is that it's a lot harder to smash your jeep up on the easier races. A hazard that crops up to ruin your day is that of the odd crashed jeep – hitting these will result in a smashed windscreen (see top left screenshot) and an inevitable loss of places.

You qualify for the next race by finishing in the top ten, which isn't as simple as it sounds – the jeeps in front drive quite erratically.

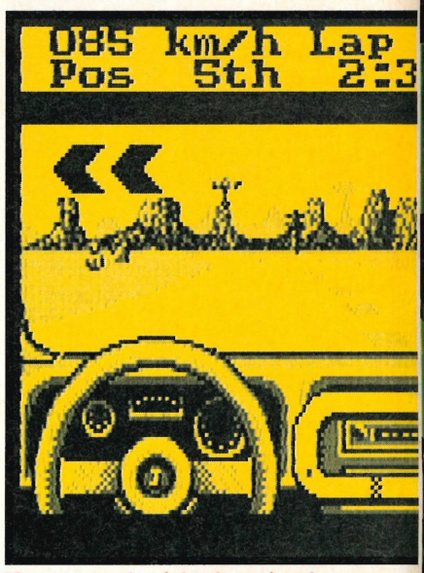
Each circuit is displayed before you race on it, along with distances and weather conditions to help you plan your route ahead to some degree. Twenty points are awarded for first place, all the way down to just the one for tenth.

Your finishing position

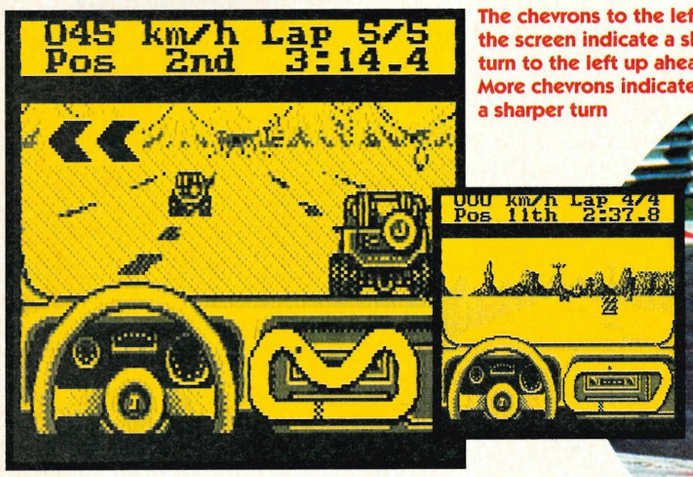




Twelfth place just isn't good enough. There are still two laps left though...



The map on the right shows just how fast this course is



The chevrons to the left of the screen indicate a sharp turn to the left up ahead. More chevrons indicate a sharper turn



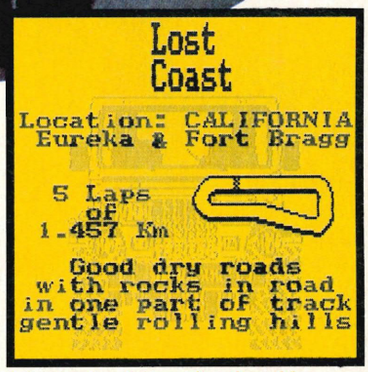
RACING



Some of the finest Game Boy scenery yet seen



The map next to the steering wheel indicates where you are and how far away you are from the race leader



It took a Lost Coast in a hotel in Amsterdam and double pneumonia...



Winner! Winner! Twenty points go to the best driver around

determines where on the grid you start the next course. As in Top Gear on the SNES, the higher you finish, the further down the grid you start – winning a race will thus put you 20th on the grid for the following track.

Realism is added while racing, with undulating tracks causing havoc to the control of your jeep. For a full review, see next month's GB Action.

Part two of the double act, Dirty Drivin', on the other hand doesn't rely on realism for playability.

Taking classic early arcade driving games as its main influence, this is a fun, fast and furious drive through narrow courses with a third person/bird's eye view perspective.

The driving technique is completely different from 4 Wheel Drive in that the odd well-timed tap on the d-pad is required rather than near constant readjustment.

Similar to Micro Machines in style and feel, Dirty Drivin' puts the emphasis on fun rather than realism although only the most skillful 'Boyers will come anywhere near mastering it.

Nudging the computer opponents out of the way to get past is as legitimate a tactic as the most careful overtaking manoeuvre.

Two games for the price of one is a great idea in itself, but when both titles are as playable as this, the cart has to be a must buy.

See how Game Boy Racing fares at the review stage next month – it could be Gametek's finest hour.

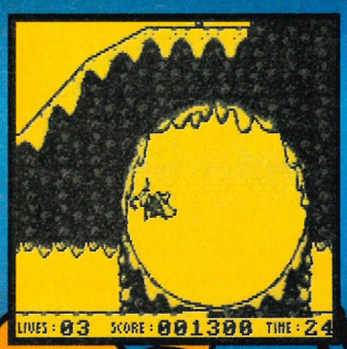
At the time of writing, a lot more is known of 4 Wheel Drive than Dirty Drivin'.

This preview concentrates, therefore, on the former title. Next month's review should, however, redress the balance when both games will have been played thoroughly. Look out for a full appraisal of each game.

ALEX LEE

COMPETITION

The Freddie Mercury song goes something like: 'Marubeni, Marubeni, I don't have no time for no monkey business'. But who cares when the distributors of Speedy Gonzales and Garfield have five games to give away? If you win, you can choose which one you'd prefer – what a bonus!



Speedy Gonzales, one of the fastest moving Game Boy sprites to date and not at all like Sonic The Hedgehog. Hiba hiba honduray honduray!

Speedy Gonzales and Garfield are both excellent Game Boy games. Speedy was featured on the cover last year, such was the hype surrounding the release of his own lightning fast platformer and Garfield has made several cameo appearances in GB Action since the release of his own cart.

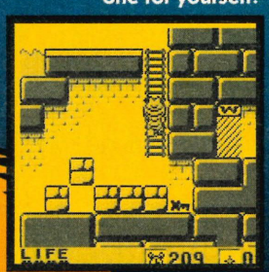
In fact, since the fat cat's puzzler scored a commendable 87% in issue 16, he's probably been spotted in the mag as many times as Mazza! Speedy was reviewed in the same issue and showed fine form with a score of 90% – way above the average for what is a decidedly average genre.

What we're getting at is that both Garfield and Speedy are well worth winning as they are two of the best games available for the portable palm pleaser. As ever, the questions are easier than every Sunday morning since the dawn of time.

Don't forget to state which game you'd prefer if you are one of the five lucky winners – otherwise we'll make the decision for you. Best of luck, take your time, your charity money's safe and other such gameshow clichés...



Below: Garfield, a platform puzzler with one of the toughest end sequences ever seen in a Game Boy game. You can win one for yourself!



CAT AND MOUSE

QUESTIONS

1 Which of these is not a cartoon cat?
a) Felix
b) Van Der Valk
c) Sylvester

2 How does the Game Boy work?
a) I don't know, but it does
b) I don't know, Alex, but it does
c) I don't know, Vic, but it does

3 Speedy Gonzales does not have...
a) A sexotronic eye
b) A sombrero
c) Lightning speed

Cat & Mouse Compo,
GB Action,
Database Direct,
PO Box 2,
Ellesmere Port,
L65 3EA

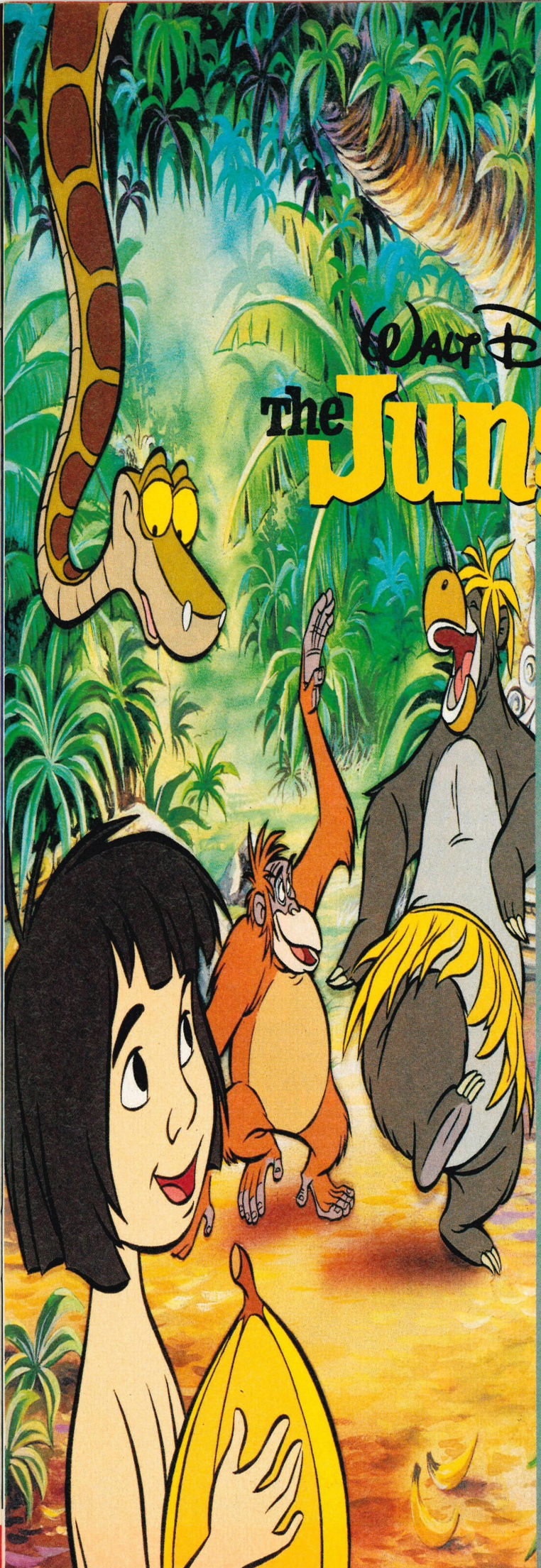
Name _____
Address _____
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Post Code _____

ANSWERS _____
1) _____
2) _____
3) _____

Answers to be in by 20 AUGUST 1994

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

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Virgin

Disney
SOFTWARE

Walt Disney's Classic
The Jungle Book

Get down to the bare necessities of life and escort Mowgli through the jungle to the safety of the human village.
Fight the boggle-eyed snake, Kaa, and defeat Shere Khan the hungry tiger, in this exciting adventure based on the Disney's classic!
It'll drive you ape crazy!

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MANGA

ANIME IN TIME

After the success of recent Manga releases we recap a few of the older videos to see how it's progressed since Akira









Fist Of The North Star is one of the best known Manga movies after Akira. Ken is Fist Of The North Star, a rather tough bloke who basically spends the entire film thumping people and buildings with all his might.

It's short on plot but high in visuals and of course, fisticuffs.

3 X 3 EYES

Based on a story of the undead as they battle for a three headed statue, 3 X 3 Eyes takes us into the heart of strangeness. The two parts of this are both stunning in visuals and mind blowing in storyline. Not to be missed.

FIRE TRIPPER

A rare thing is Fire Tripper. Not only is it a PG but it has a happy ending and a fairytale type appeal. The main character is blown up in modern day Tokyo and awakens 500 years earlier where her quest to figure out what happened and what's going on begins.

JUDGE

A short film about a court room where the wrongfully dead can bring their killer to be judged by some strange feat. Very enjoyable and not in the least mind numbing.

DOOMED MEGALOPOLIS

A quick head trip back to the land of odd. Each chapter continues the story in the simplest way possible but with all the black magic and twists in the plot it can become alittle confusing.

GOLGO 13

A hired assassin becomes the hunted. The FBI, CIA and the Pentagon are all out for Golgo. His one last assassin leads him into one of the most impressive Manga releases to date. Ultra violence and gore ahoy! Brilliant!

THE GUYVER

This epic series of twelve vids tells the story of the ultimate offensive weapon, known simply as the Guyver. When this interfaces with humans it transforms them into the most powerful fighters of all time.

The series is still being released monthly and has proved to be a big hit. With each chapter you receive a small comic strip named Hellkat on the inner sleeve.

The Guyver has also been made into a live action movie starring Luke Skywalker, or is it Mark Hamill?

DANGAIOH

Manga's excursion into Transformer mode. Four individuals each with their own special methods of destruction can join together to form the mighty Dangaioh.

A force that any army would struggle against, Dangaioh is a mean twist on the Transformer theme. Unfortunately it's not that good really!





READER'S OFFER

FREE T-SHIRT!



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!

Please tick the appropriate box on this form and return it with your cheque to: *GB Action Reader's Offer, Europa House, Adlington Park, Macclesfield SK10 4NP.* Make cheques payable to Europress Interactive. Allow 28 days for delivery.

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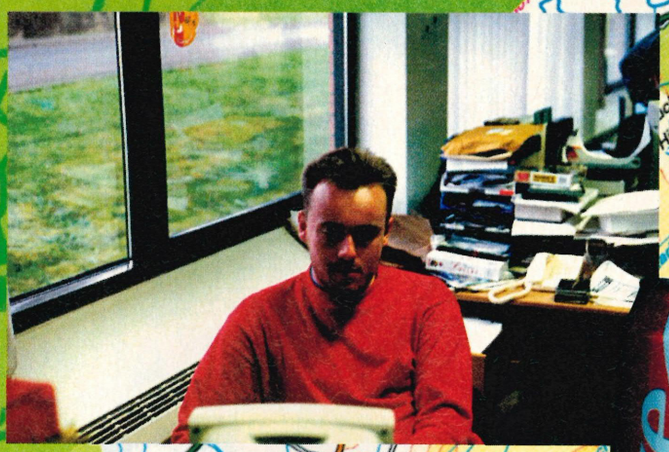
This offer is only available to UK readers of GB Action.

GAME:

- **Adventure Island II** ____ ☐
- **Castle Quest** _____ ☐
- **Chuck Rock** _____ ☐
- **Cliffhanger** _____ ☐
- **Felix the Cat** _____ ☐
- **Gear Works** _____ ☐
- **Pang** _____ ☐

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





Above: Hopefully, the interior of your house will be considerably more interesting than the inside of our office. We want to see bizarre carpets, strange wallpaper and unusual ornaments

GB ACTION ON THE ROAD CHALLENGE

THROUGH THE KEYHOLE

Every so often we think up an outlandish feature idea. This is the most recent one. Through The Keyhole will, in future episodes, go into readers' houses and the GB Action team will challenge the people living there to a game or two on the Game Boy

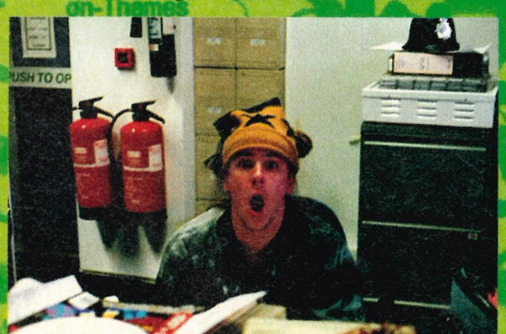
This month's Through The Keyhole takes place right here at GB Action towers just to give you some idea of what to expect when we come knocking on your door. In case the pictures aren't enough of an indication of what we expect, here's the full S.P.

First you'll have to fill in the form on the right-hand page making sure you don't leave any spaces. We'll judge who's put forward the best case for us calling in, armed with a camera and a Game Boy. The next step is that we call you to arrange a convenient date for our visit giving you enough time to whizz a vacuum cleaner around your house and lay the table.

Oh yes, you don't really think we'd come round to your house and not expect to be fed and watered do you? Everything you do will be rated – the friendliness you display towards us, the meal you prepare for us, the general smartness of your house and, most important of all, your Game Boy playing skills.

Of course, we'll repay your kindness by leaving you a big bag full of GB Action souvenirs and Game Boy-related goodies for your troubles. There'll be an extra special prize in the Christmas issue given to the person who made us most welcome. So what are you waiting for? There is no closing date for entries, but the sooner you send in your form, the more chance you'll have of a knock on the door from the GB Action kids.

Remember, we'll be taking pictures all the time – so spruce yourself up before we get there. By the way, if you're under 18 make sure you have permission from one of your parents before you go inviting us round.



Above: Game Boy champion in the GB Action office, that's Andy. He's a bit of a larf as well

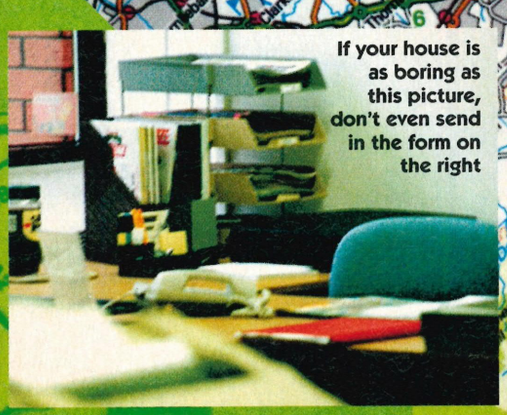


THROUGH THE KEYHOLE

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

Name _____
Address _____
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Post Code _____

NAME _____
AGE _____
SEX _____
PARENT'S SIGNATURE _____
ADDRESS _____
_____
NEAREST RAILWAY STATION _____
TYPE(S) OF PET(S) _____
NAME(S) OF PET(S) _____
SUGGESTED MEAL _____
THREE FAVOURITE GAMES _____
UNUSUAL THINGS ABOUT HOUSE _____
_____



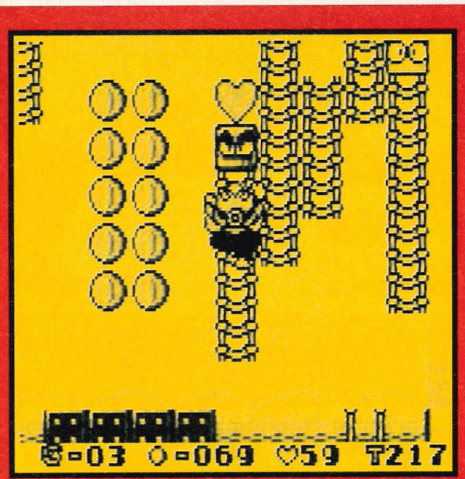
If your house is as boring as this picture, don't even send in the form on the right


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TIPS & GUIDES

This side: the most popular game of the day, Wario. On the flip side: Action Replay and Game Genie codes

Month after month we keep bringing you awesome tips and cheats aplenty so why should this month be any different? Please keep sending them in to the usual address



SUPER WARIO LAND

As the letters come flooding in for Nintendo's latest and greatest platform terror, we thought you might need a little help finding all that cash. Neville Palmer from Bognor Regis has compiled this hefty bunch of tips for everyone to enjoy. Cheers Nev.

Collecting treasures

A is situated in course 3. First you must complete course 5 and destroy the end of level baddy. Course 3 will then be flooded. Using the dragon hat or jet hat you can get the key from submerged face block.

B is situated in course 9. This course consists of a series of horizontal and vertical sections. Go to top of the horizontal section. The key is near the right end. Destroy the fractured block sitting on a platform and press up on the D pad as if you were going through the door. The lock is nearby.

C is in course 11. There is a hidden door behind a group of blocks. Use the Jet hat to step up onto the vertical section. Then jump from the key platform and throw it across to lock the platform.

D is in 16. Go through the door hidden by a group of fractured blocks. The rest is straightforward.

E is located in course 17. Go to the right. Enter the first door and go up to collect the key. Take it to the third door. Use the floater to get to the top and lock.

F is in 18. Go right and in through the door you find there. Hit the ! block once. Go back through the original exit and up the ladder. Follow the course until you come to a door at the bottom of a vertical drop. Go in and hit the ! block. Exit and follow your course back collecting the key from a previously blocked section. The lock is at the start of the course.

G is situated in course 20. Quickly go to the right. At one point you will need to fall down and go left. There is a bonus block containing the key which you will find here. Follow this section to the end. The lock is through the door and up the ladder.

H is situated in course 24. The lock is in front of you. To get the key, go to the right and then through the door. Then go up right, right, down. Hit the ! block and go in through the door. Swim right, up and hit the right face block. Then go right back to the start of the level to find the lock.

I is in 26. There will be a frowning block ahead as you follow the course. If you jump slightly to the left, then another block will appear. Jump up onto this block then go right and out of the screen. Then go up and through the door that you find there. Then go right past the Xmas pudding and through that door. The lock is to the right. The key is through the door hidden by fractured blocks at the right end of this section.

MICKEY MOUSE

Charlotte Starling from Whitchurch has very kindly sent in all these codes in for Mickey Mouse. Thanks to Charlotte. Take it away Mickey:

Level 2: TEST
Level 3: GAME
Level 4: SHIP
Level 5: RACE
Level 6: WORD
Level 7: SHOP
Level 8: SIZE
Level 9: QUIZ
Level 10: DOLL
Level 11: DATE
Level 12: ZOOM
Level 13: DISK
Level 14: GOLD
Level 15: ZERO
Level 16: FIRE
Level 17: ROOT
Level 20: UNIT
Level 21: SONG
Level 22: LOVE
Level 23: NOTE
Level 26: HELP
Level 27: KING
Level 28: GIFT

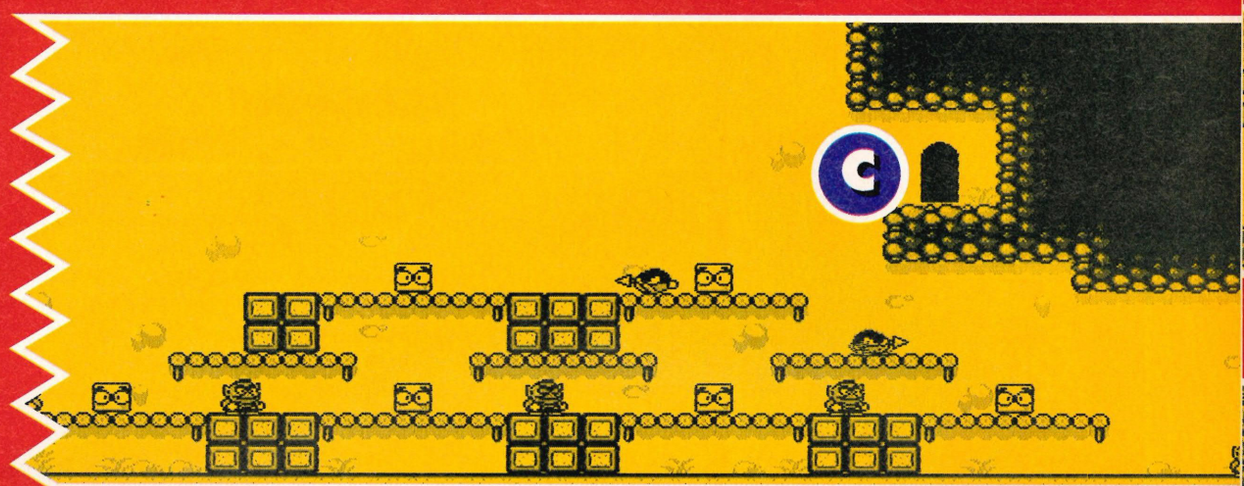
▼ Part 2 of our in-depth guide to Wario overleaf

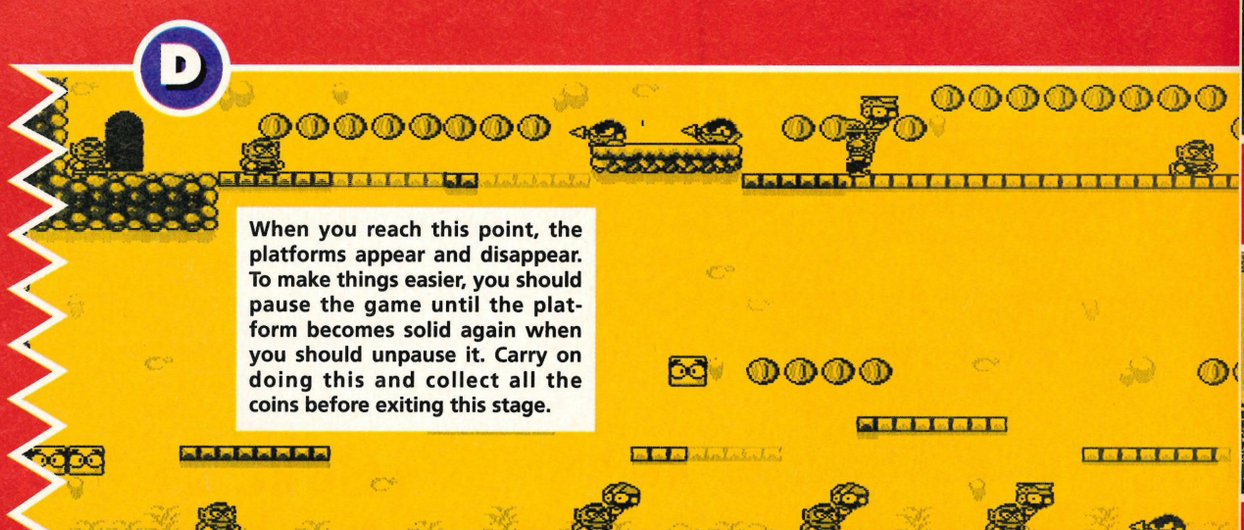
ACTION PLAYER'S GUIDE

WARIO G

In the second part of our comprehensive guide to the game currently topping the Game Boy charts, we reveal the secrets of Rice Beach

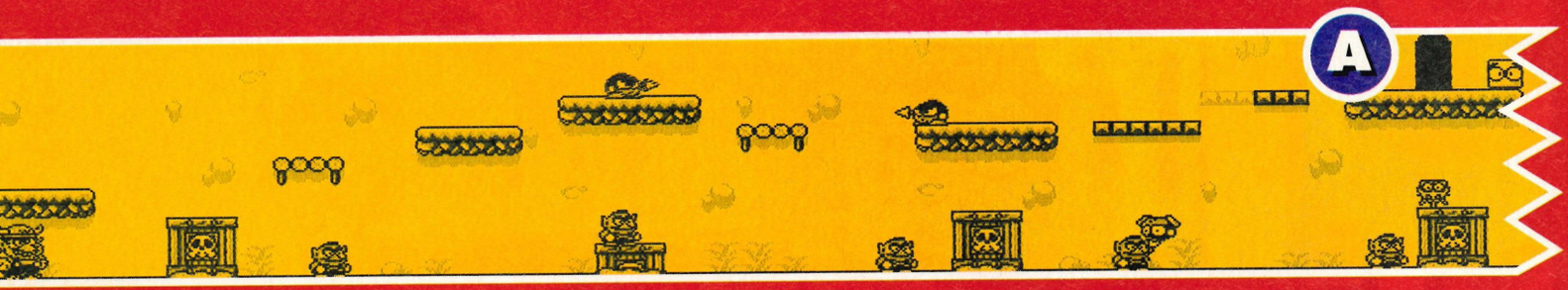


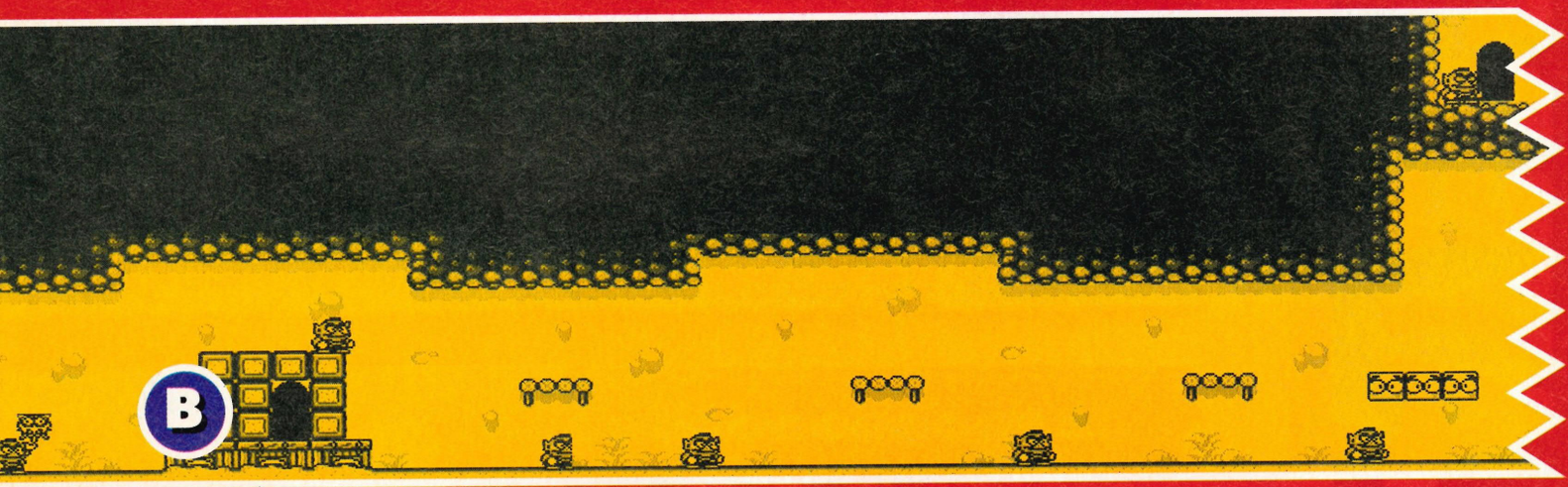


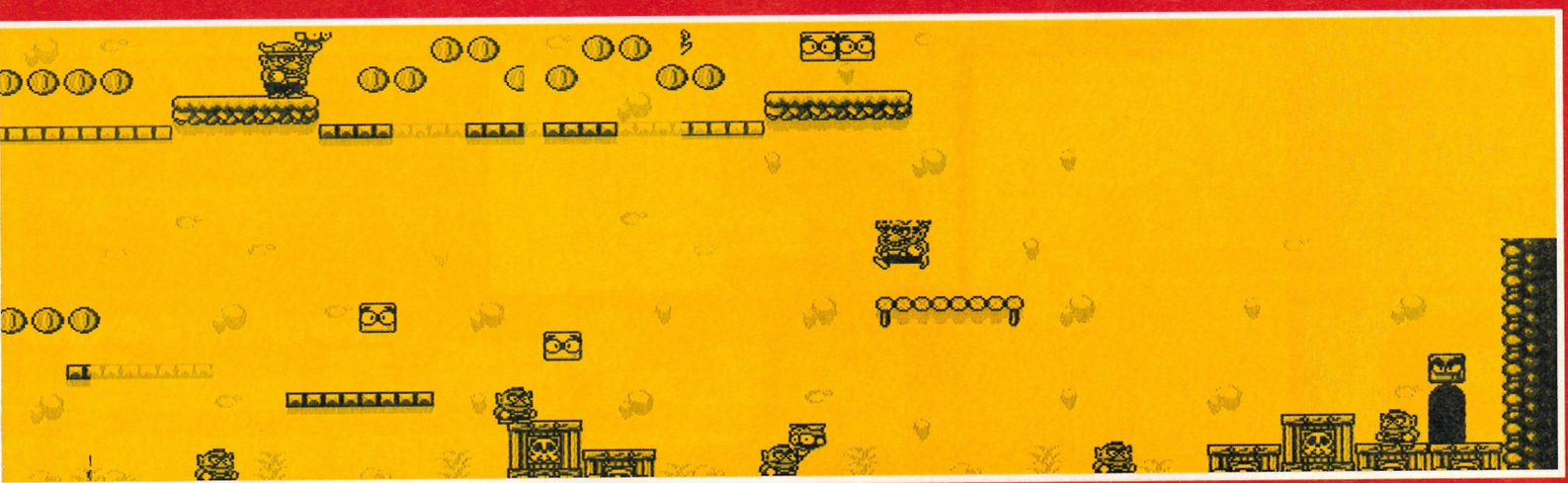


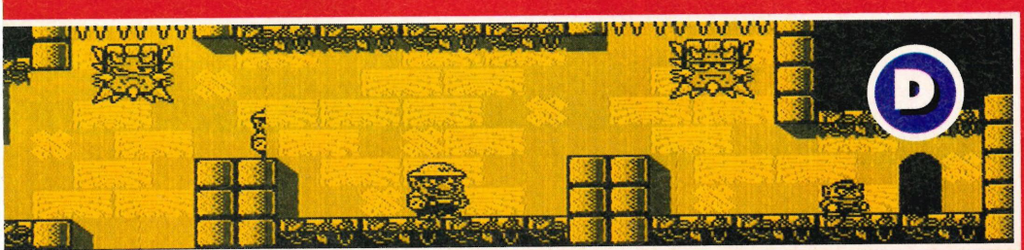


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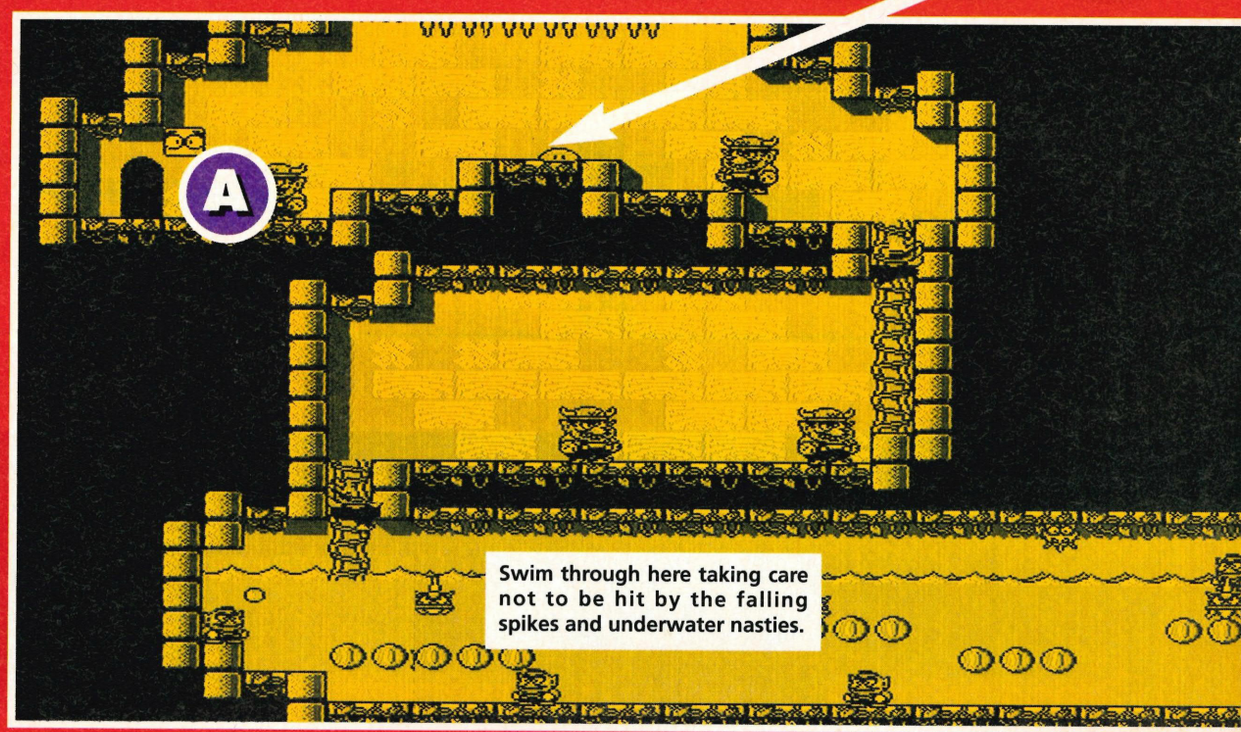


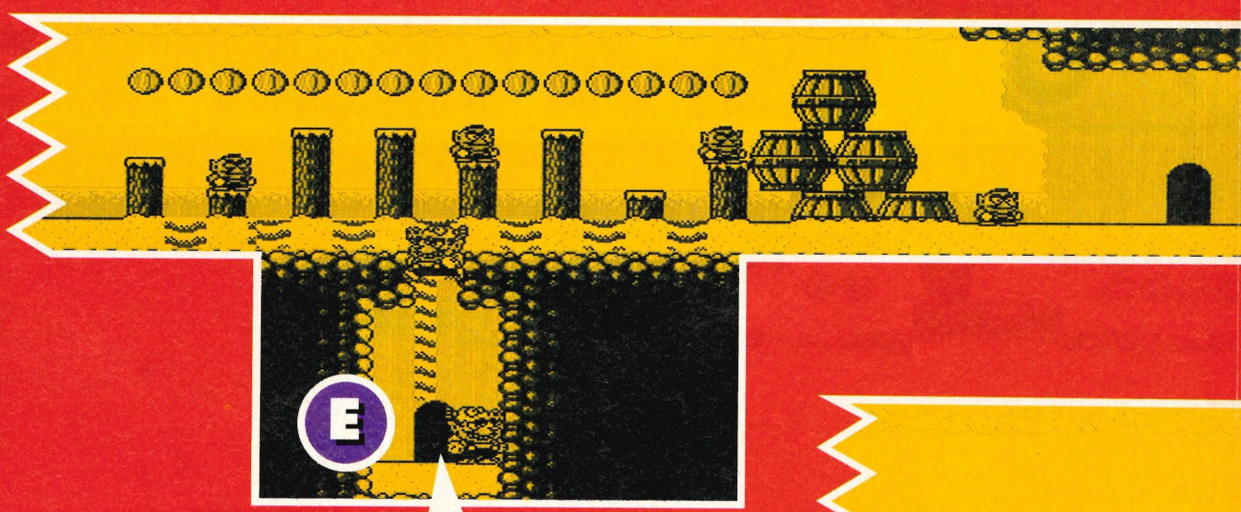


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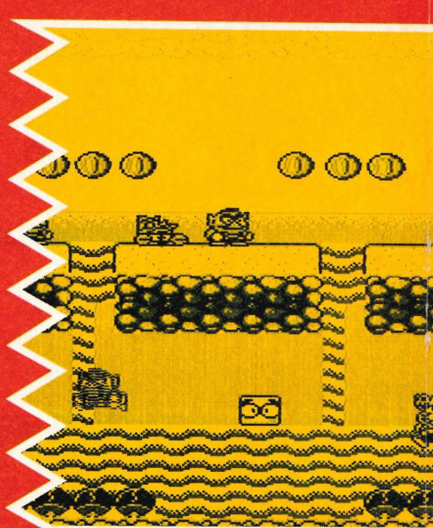
ACTION PLAYER'S GUIDE

Wario Guide Part 2

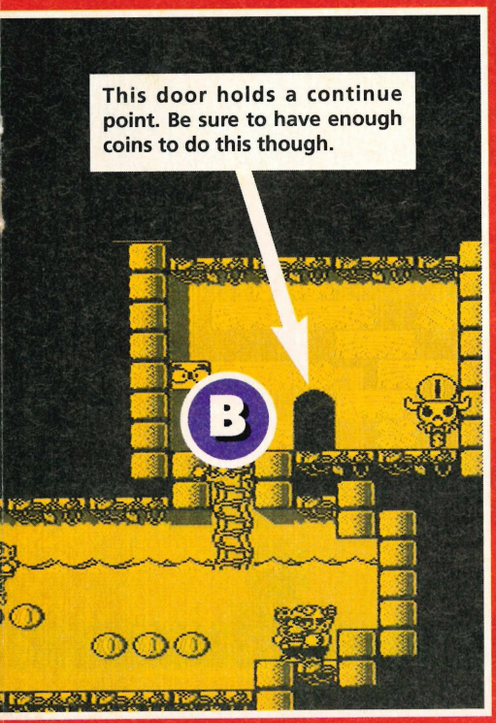


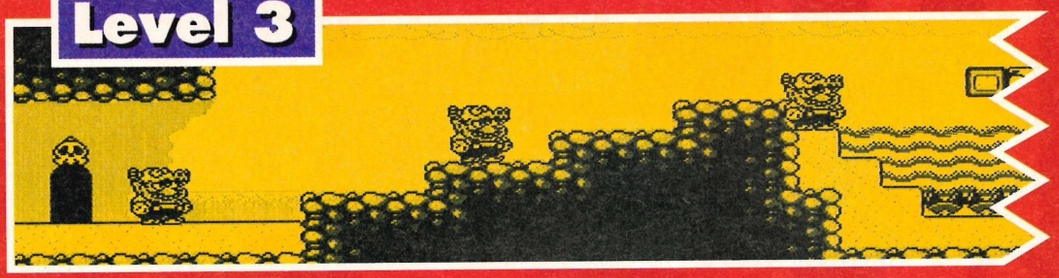


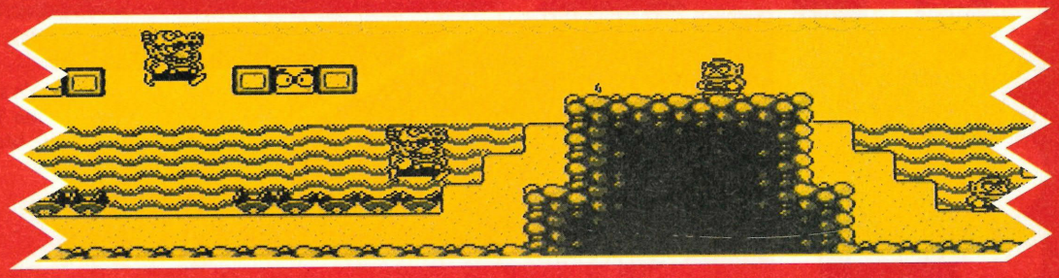
The room situated through this door (E) contains loads of coins and a few hearts. A helpful little room. You'll appear in door F.

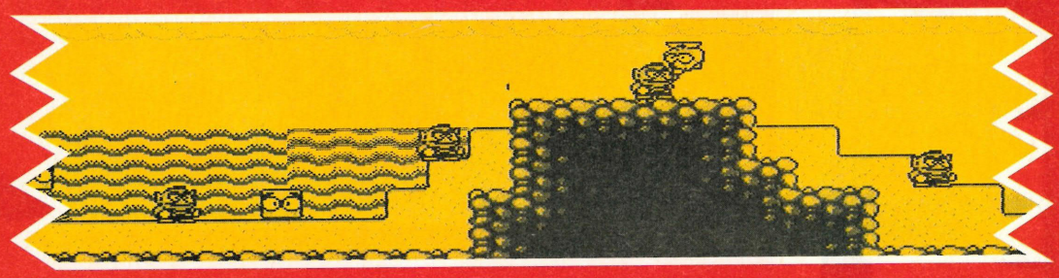


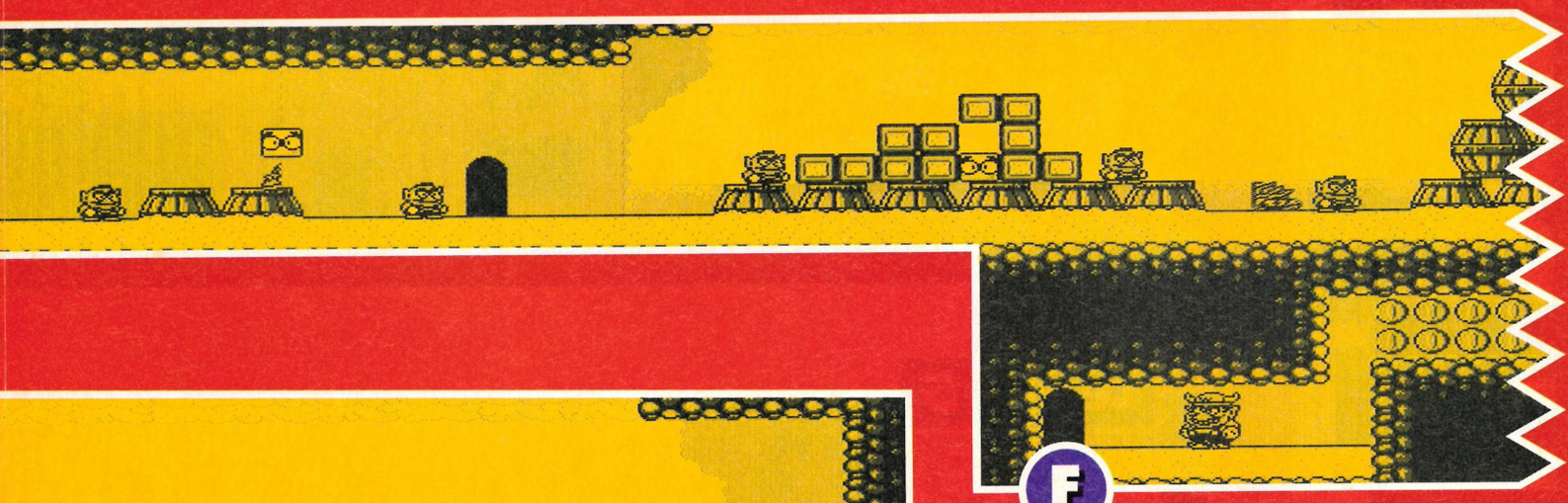
Level 3

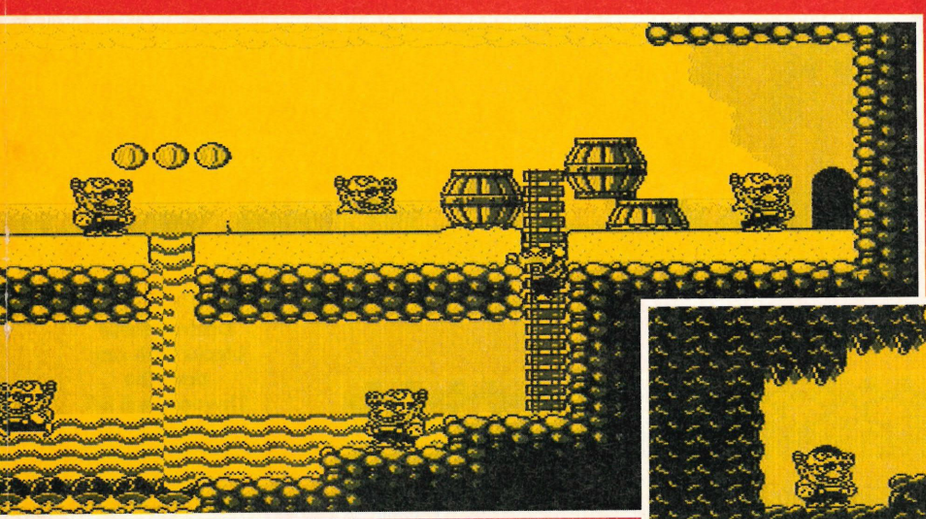


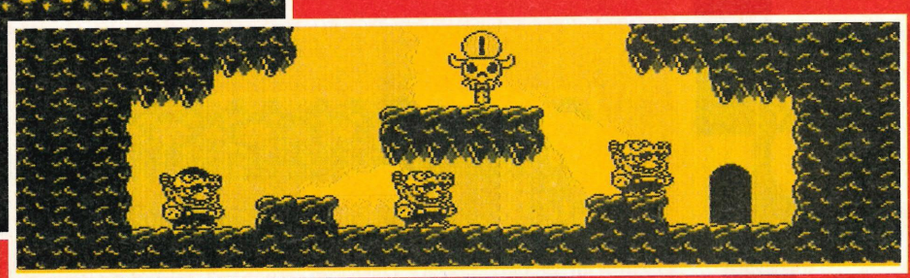








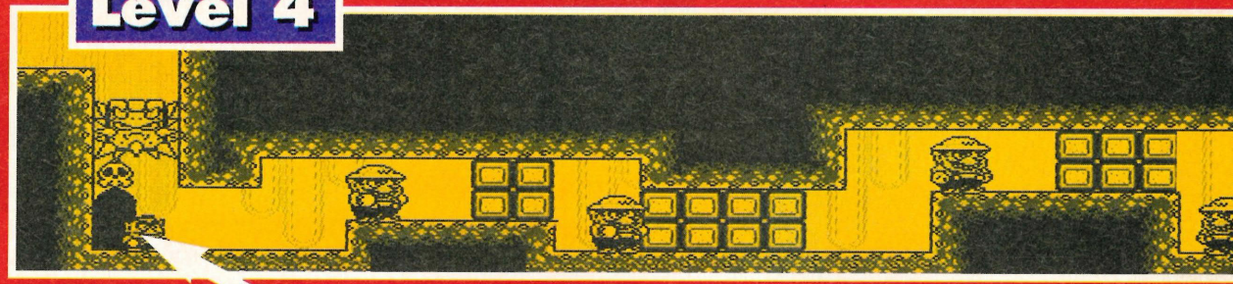




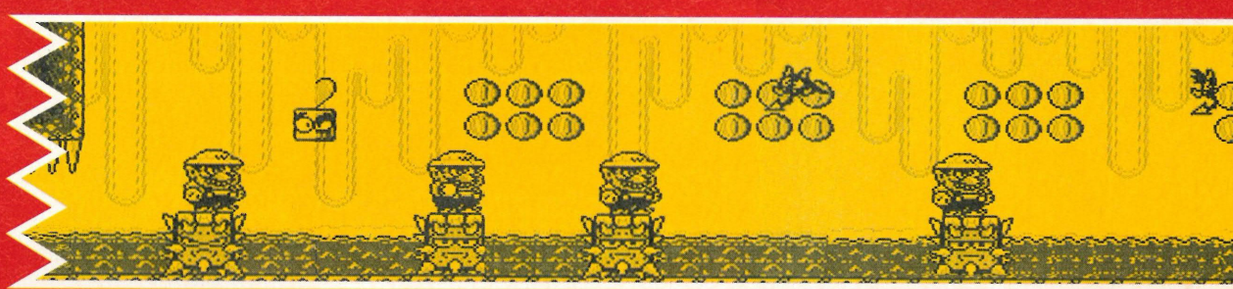
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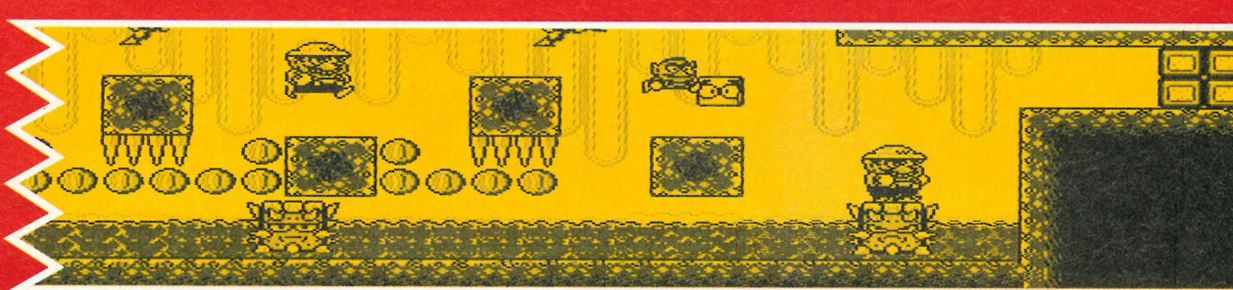
Wario Guide Part 2

Level 4



There's plenty to do in this stage. Be as quick as you can or the Thwomp will kill you. Smash the blocks out of the way and run for it.

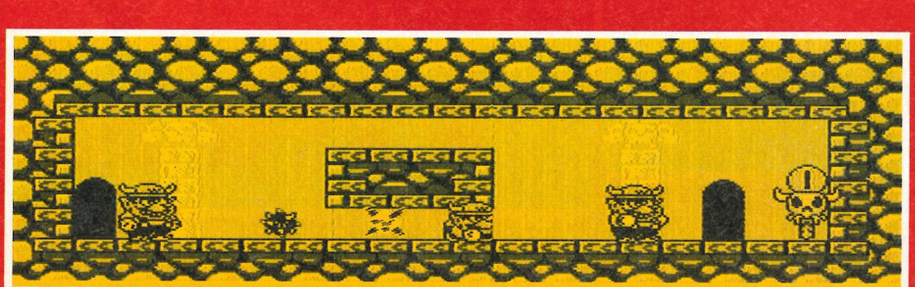


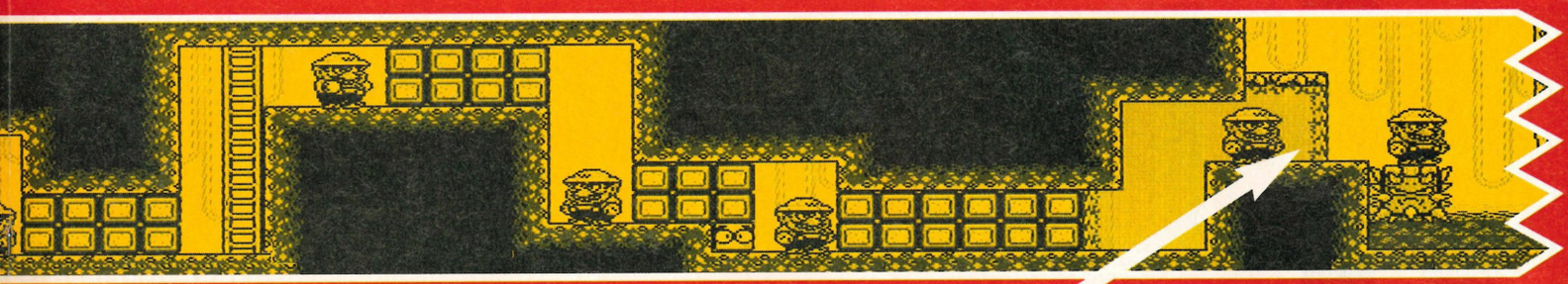


Level 5

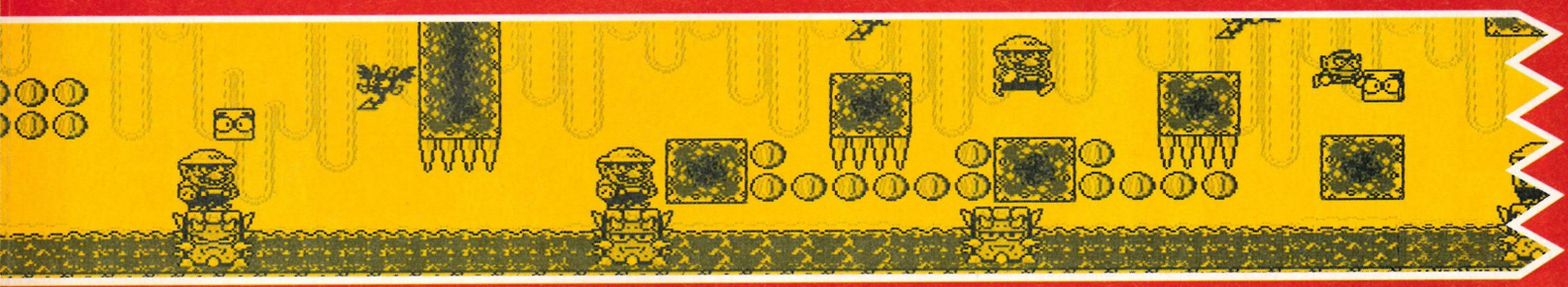


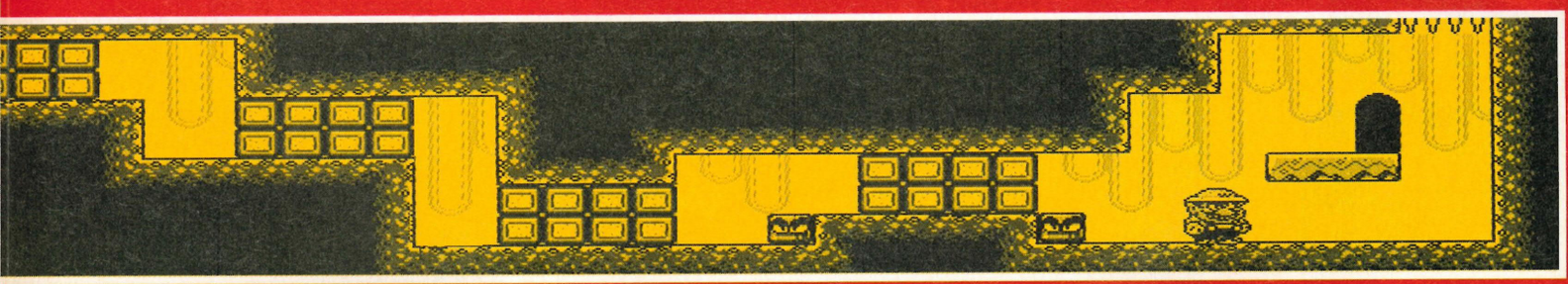
Destroy these blocks with caution. The Thwomp will kill you instantly without a second thought. Run underneath it.

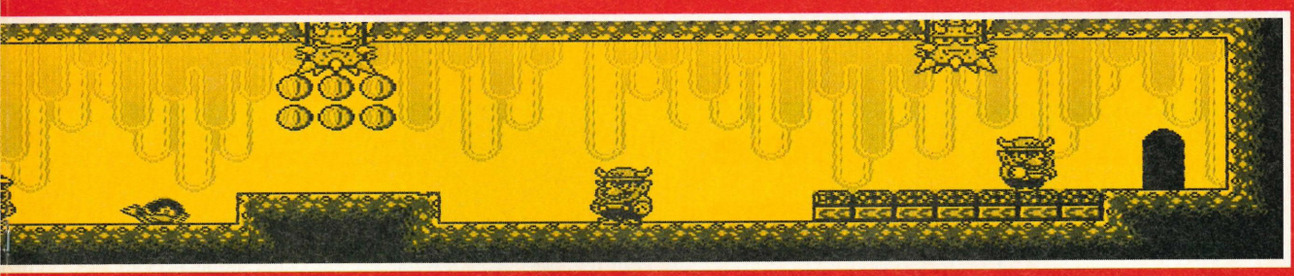


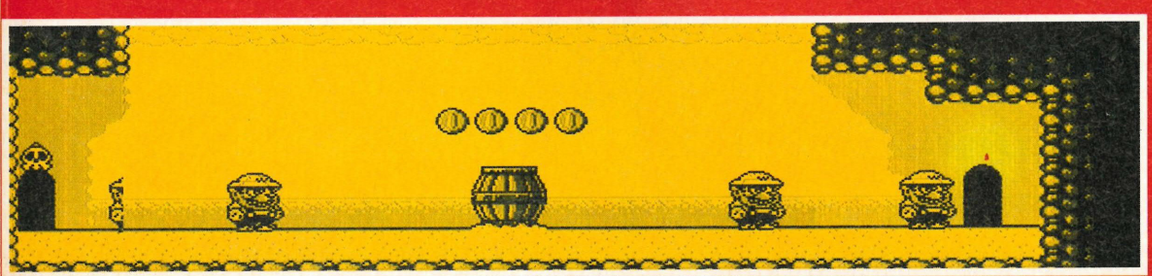


At this point stand on the ledge and wait for the Thwomp to catch up. You have to stand on it to travel across this area. Duck the spikes and be prepared to leap above the bats. At the other end you'll have to jump off quickly and smash the blocks to get through. The Thwomp will be right behind.



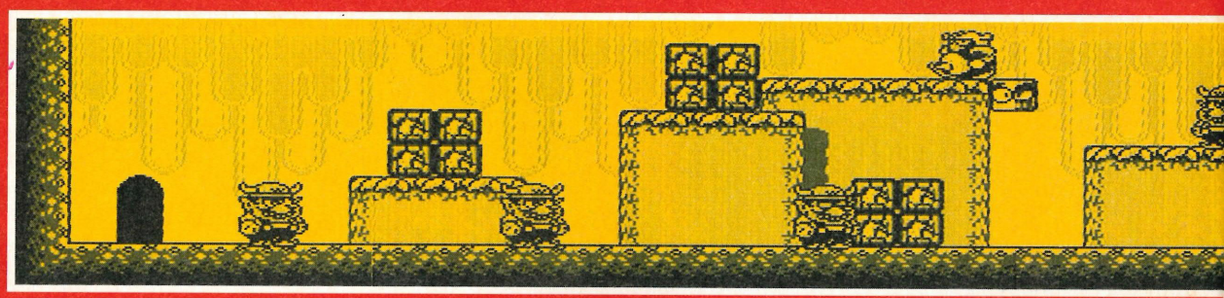




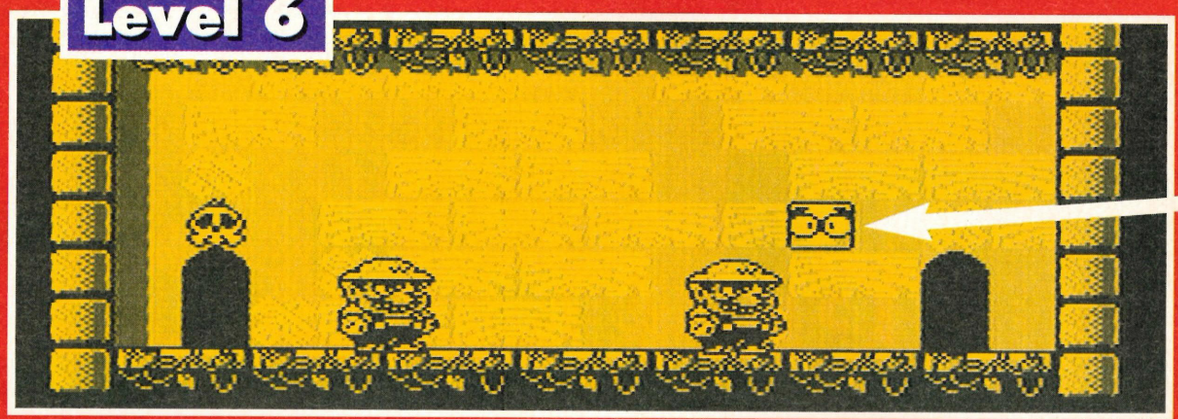


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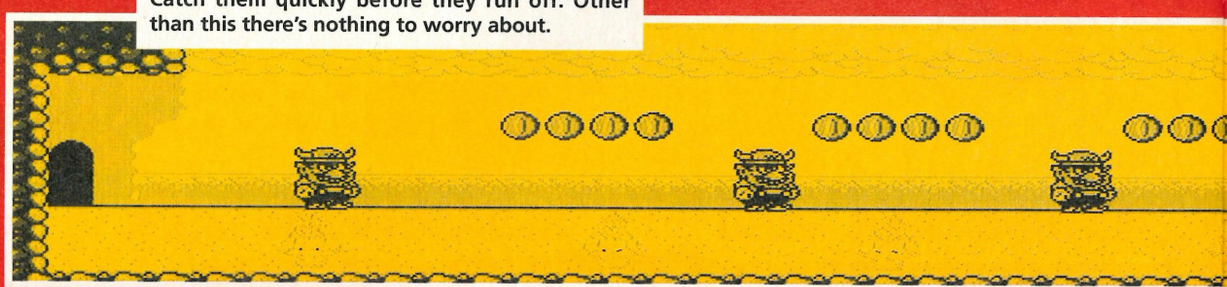
Wario Guide Part 2



Level 6



As you enter this area be sure to leap into the air and crash to the ground. Some hidden animals carrying coins will be released from the ground. Catch them quickly before they run off. Other than this there's nothing to worry about.

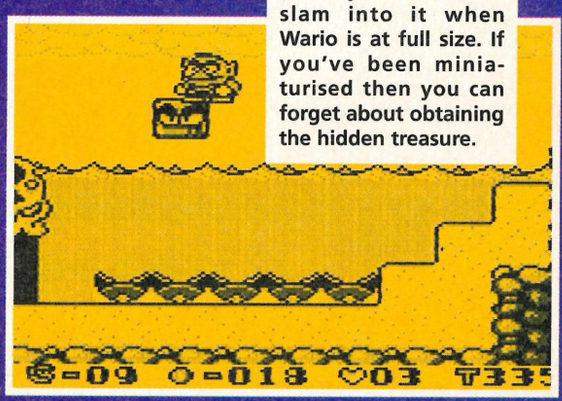


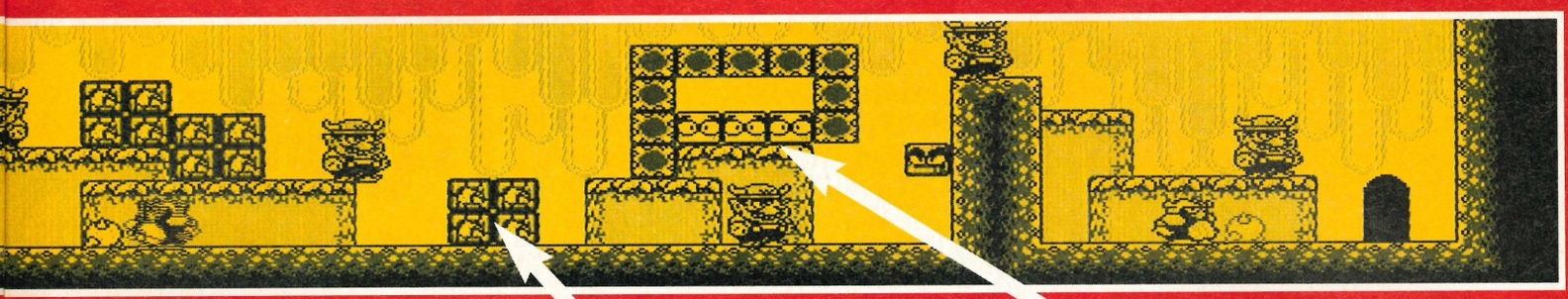
Hidden treasures

Key – Head back to the third section of Rice Beach to open the large skull. The key is in pic 1 and the skull is left off here. Whatever you do, don't miss the lock or the key will land in a dangerous place and you'll be in trouble.



Chest – To open this chest you'll have to slam into it when Wario is at full size. If you've been miniaturised then you can forget about obtaining the hidden treasure.

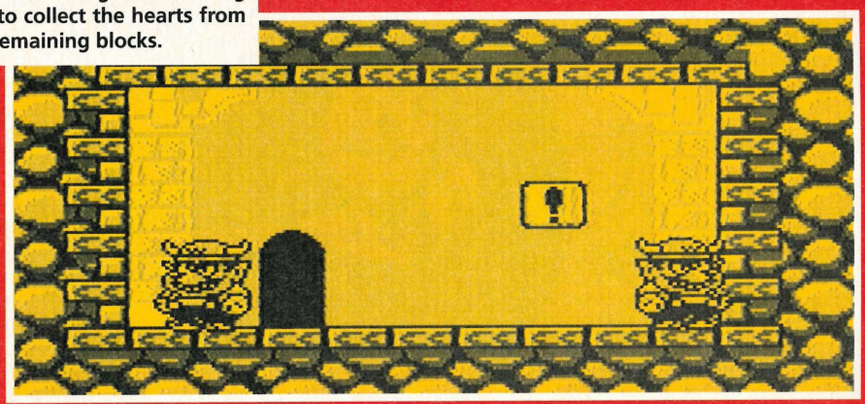




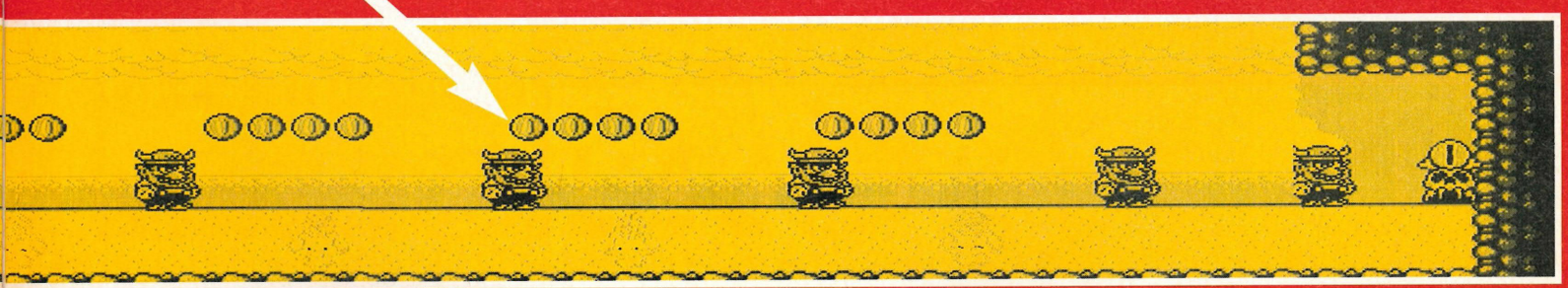
The blocks surrounding the bonus blocks can only be removed by hitting a switch in the room below.

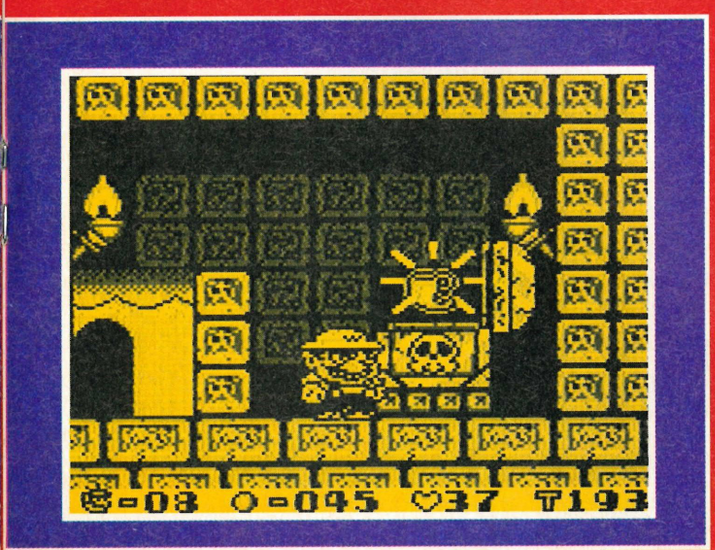
Once inside this room, hit the block and after you leave, the blocks will be gone, allowing you to collect the hearts from the remaining blocks.

This room contains only one hat which will allow you to shake the ground when you land after a jump.

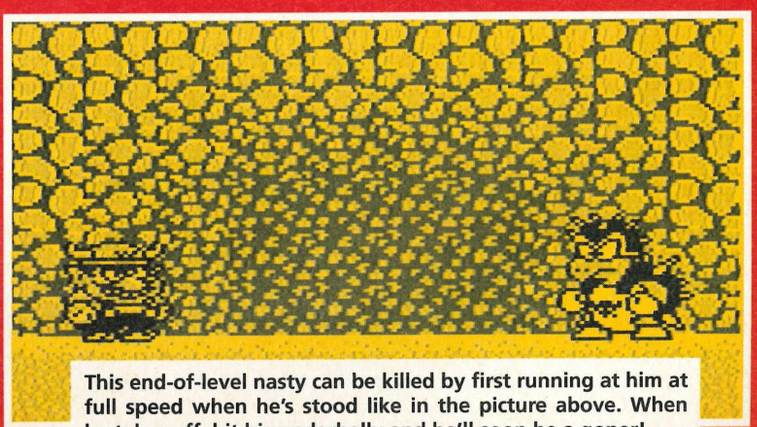


Before each coin cluster, there is an invisible block containing a heart. These blocks can only be moved by entering the room hidden by the four blocks.





Die monster die!



This end-of-level nasty can be killed by first running at him at full speed when he's stood like in the picture above. When he takes off, hit his underbelly and he'll soon be a goner!

Pro Action Replay

Robin Hood Prince Of Thieves

For infinite energy tap in 045912D2.

Speedball 2

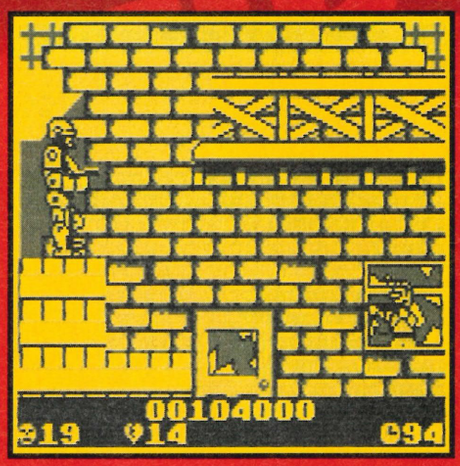
04FF76CA puts your starting points at 255.
040078CA will leave your opponents unable to score any points.

Mortal Kombat

01647FD6 for eternal time.
010631D6 infinite credits.



Game Genie



Robocop 2

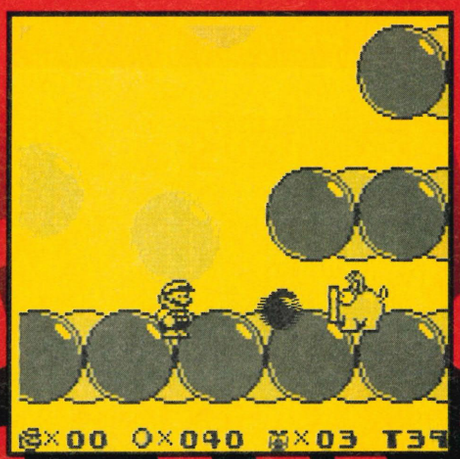
A pretty old game by all accounts yet Michael Collard from Cantebury has sent these little beauts in:
FA9 CAE 4C1 – infinite energy.
FAB 4DE 4C1 – infinite shots.

Super Wario Land

002 23C 452 makes all enemies disappear. Sent in by Raymond Hall from Newport. If you want to collect bonuses from the boxes you'll have to switch the code off temporarily.

The Jetsons

00F C7F E6E- infinite lives.
09F 1EC F7E- maximum energy.



Keep the Wario tips and cheats coming in. They're becoming more in demand as the days go by

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WHAT'S A 'FAIR' EXCHANGE? We consider many factors like the age (release date), value (second hand value), magazine opinion, popularity, lastability and a good few other factors like what the game is really like. The situation constantly changes as games are received and new games released, so no set groups or bands are maintained. A sensible judgement will usually suffice.

Conditions: The Games Exchange must reserve the right to refuse certain exchanges, when in our opinion the exchange is 'unfair'. We also reserve the right to cancel membership. All fees paid are administration, service and P+P charges. Some exchanges are not straightforward and require variable amounts of time. Problems will be notified by post. Please allow 3 weeks from date of posting before making telephone enquiries about games already sent in. Please enclose S.A.E. when making written general enquiries.

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the test of TIME



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

Time and relative dimensions in space allow us to look back at some high scoring game reviews and see how the harsh winds of Skarro have eroded them over the years

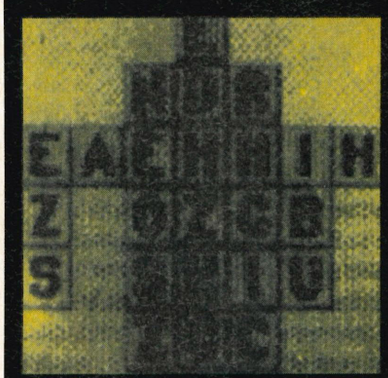
The Test Of Time pages re-appraise old carts that scored over 80% when originally reviewed. This month's offering is a special four page bonanza with the games featured coming from a wide range of software houses and genres.

You may still write in to the address above if there's a game you would like to see featured in The Test Of Time – it's a more accurate way of coming to a purchasing decision than just browsing through the Buyers Guide.

The first person to write in with a full chronological list of Doctor Who's, will win an autographed copy of this very spread fresh from our colour laserwriter.

WORDTRIS

MicroProse 90% Issue 8



Wordtris is Tetris with letters and words. Instead of different shaped blocks falling down, you have an array of letters which have to be slotted together in rows, both horizontally and vertically, in order to form words.

This done, the row vanishes, your score increases and you move on to higher and more intellectually challenging levels. To tackle these, you need rapid mind-to-finger co-ordination and a good vocabulary.

There are ten levels in all, each needing progressively more letters before words are registered. As well as having to form big and clever words, this has to be done really quickly since the letters drop as if they are being pulled down by bulimic elephants.

The screen fills up until it runs out of breathing space and you must start again. As in Scrabble, Wordtris has a wild card block branded with a question mark. Change it quickly to the desired letter and slot in into place for success. Other useful icons are the guided cherry bomb which blows up the block on which it lands and the dynamite stick, which performs a more thorough destructive role. It knocks out up to four connected blocks to give you a brief respite from the crazy pace.

Words are formed both horizontally and vertically, giving the game a random element and extra gameplay... yeah right.



Above: A great game in theory, as much use as a spider with eight broken legs in practice

WARP RATING

Sorry MicroProse, but Wordtris was never worth 90% in the first place (ex-Editor Sharon Greaves reviewed it). Becoming good at it requires far more luck than judgement, thus rendering the game useless as a serious cranial challenge – no Tardises whatsoever.

NEMESIS 2

Konami 87% issue 8

The Nemesis 2 mission begins when your ship is rocked by an onslaught from enemy doomships. To escape further damage, the only way out is through an asteroid field.

Initially, your choice of weapons is between a forward and backward firing missile. Both hit the floor and ceiling when powered up, thus annihilating everything that floats into their paths. There is, as in every shoot 'em-up worth its salt, a further selection of power ups, ranging from a ghost fighter which shadows your ship to a force field.

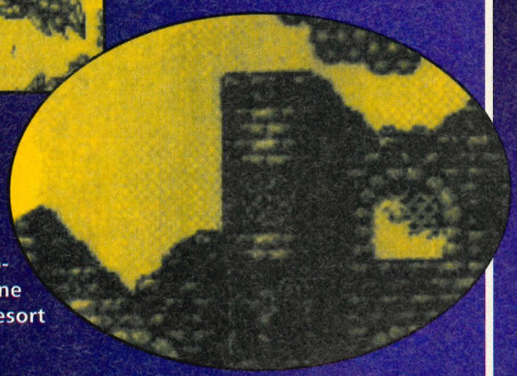
Lastly, your spaceship can be speeded up, providing the right power-ups are collected. As well as skill levels, there's a practice mode where any one of the first four levels can be selected.

This gets round the problem of finding, say, level one too tough and having to resort to cheat devices.



A macho shoot 'em up straight from the old school. Playable and full of energy





WARP RATING

There are so many horizontally scrolling shoot 'em-ups available now, it's often hard to pick one that stands out. Nemesis 2, however, is still one of the better ones and holds its own in a crowded field. Nothing special, but certainly not pump.



LEMMINGS

Ocean 95% Issue 8

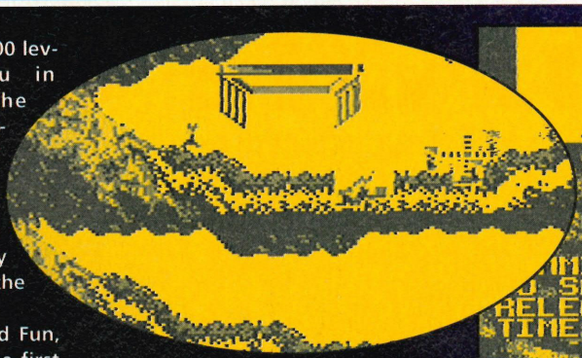
A grand total of 100 levels await you in Lemmings, the famous save-the-suicidal-rodent extravaganza. Each stage has its own password, which is welcome as it's unlikely that any gamesplayer, or battery for that matter, could survive the full whack all in one go.

The initial 25 levels, labelled Fun, are far from that, although the first few are simple and designed only as an introduction to the various techniques required for later success. Each lemming is blessed with an individual quality such as climbing, floating or blocking, their functions being self-explanatory.

To progress through a level, a specified percentage of lemmings must be saved. Initially it's easy, with large margins for error, numerous different combinations of rodent use and obvious paths leading home. But after 25 levels, the struggle gradient begins to increase.

You're now into the Tricky section and this is where you'll need to pause the game, scroll around the landscape and plan further ahead each time. Often, the demise of a single lemming will lead to your downfall, though it's a good tactic to experiment within the given time limit. Homeward paths are often found through nothing more than trial and error.

The number of wandering furries varies from level to level with as few as two and as many as a few dozen gracing the terrain, thus enhancing it all round.





WARP RATING

To pull off a game so detailed, intricate and massive as Lemmings on the Game Boy remains a great achievement. Every gameplaying skill is tested here, thus making it one of the most universally attractive games ever. Still very much a must buy.



SPIDER-MAN 3

Acclaim 83% Issue 14

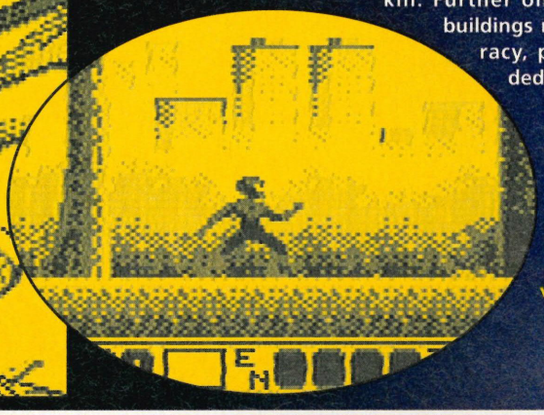
Fearsome mechanical arachnids are everywhere throughout the city. The Bronx has been the worst hit and it's up to the webbed one to sort it all out. Spidey 3 is a game that'll keep you scrapping for so long all the skin will rub off your fingers.

The Spidey sprite is majorly responsive with plenty of moves to pull off. He kicks, webs, runs up walls and more. The scrolling is as smooth as silk and attention to detail is superb from the pedestrians in the park to the punks on the skateboards.

Even on the first level the screen is packed with foes, thus giving an indication of what is to come further on. Spidey 3 is certainly more beat 'em-up orientated than its two platform predecessors. It's also a lot harder.

For example, the first mid-level guardian takes around 35 kicks to kill. Further on scaling tall buildings requires accuracy, patience and dedication.





Spidey 3 is anything but a walk in the park



WARP RATING

Warning! A year on and it's still no easier to play! As a platform/beat 'em-up, Spider-Man 3 rates highly but if you're after a reasonable challenge with a progressive difficulty level, forget it. Good VFM in terms of gameplay hours.

MILON'S SECRET CASTLE

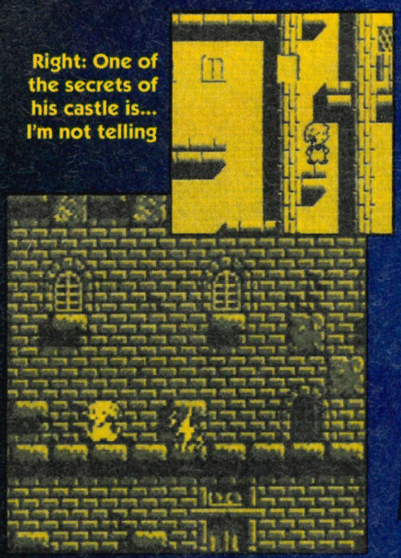
Hudsonsoft 85% Issue 13



Plenty of rummaging around in corners and thumping away at blocks to reveal secret doorways is needed if progress is to be made. Only when a set number of items have been stored away and dozens of puzzles have been unravelled can a vital crystal be secured and many new levels uncovered.

Milon is the man for the adventure in this challenge which is more profound, ingenious and interactive than most standard platform fare. Controlling this bubble-blowing boy, you must work through every floor of the fortress.

Milon – cousin of Kilometron



Right: One of the secrets of his castle is... I'm not telling

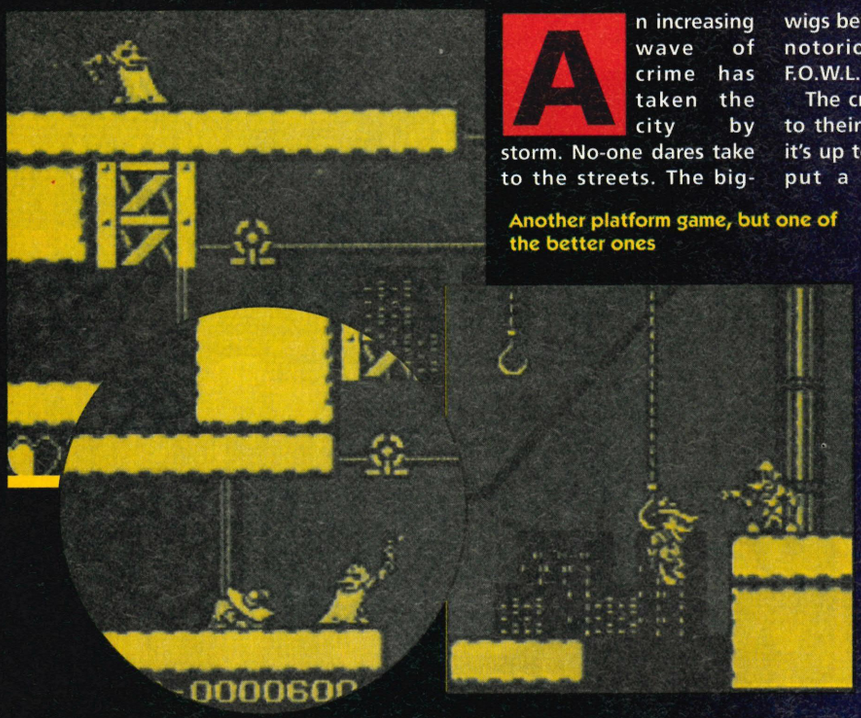
To do this successfully, puzzles have to be solved and items need locating, such as saws, shoes and lamps. A handy password system operates to skip past the sections you've already mastered. There's a key hidden in each room and an exit door and once both have been located, an adjacent room is revealed introducing more enemies and maze-like complexities.

WARP RATING

There's sufficient rummaging and clobbering involved to make Milon's Secret Castle worth a visit or two even now. The graphics, although varied, aren't anything to write home about nowadays but they don't detract from the playability.

DARKWING DUCK

Capcom 88% Issue 12



Another platform game, but one of the better ones

An increasing wave of crime has taken the city by storm. No-one dares take to the streets. The bigwigs believe it to be the work of the notorious criminal organisation, F.O.W.L.

The criminal agents have been up to their usual villainous deeds and it's up to you, as Darkwing Duck, to put a stop to The Liquidator, Quackerjack, Wolfduck and a whole bunch of other crims. They must be thwarted before they take over the whole of St Canard.

There are seven levels and plenty of secret bonus stages to explore and excavate. Don't, whatever you do, be fooled into thinking this is just another platform game. Unlike most of the others, this tries your patience like a crying child.

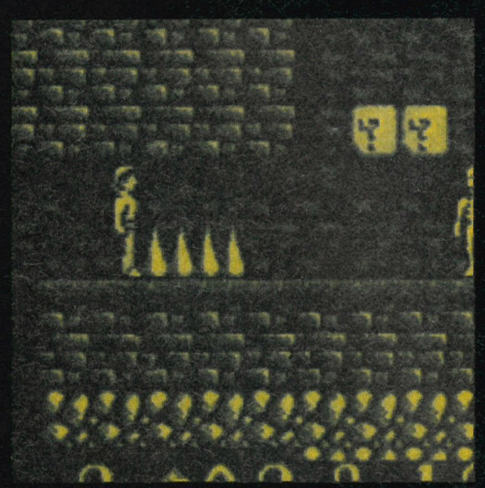
Reminiscent of Duck Tales in terms of graphical style and gameplay, Darkwing Duck reinforces the fine reputation of Disney games on the 'Boy. As expected, the sound effects are cheery and bold to complement the commendable visuals.

WARP RATING

This remains, like Acclaim's Spider-Man 3, one of the toughest Game Boy releases of all time. It's tougher than its predecessor Duck Tales but just as playable. It's still wholly worth buying if you're a platform fan with a fledgling cartridge collection.

BRAM STOKER'S DRACULA

Sony Imagesoft 85% Issue 12



Seven massive, foreboding levels greet you at the start of Bram Stoker's Dracula. Although it slots into the platform genre, each section is broken down into night and day to give it more depth than standard rush-to-the-right fare.

The daylight hours have to be used creatively as Van Helsing must be located before sundown. Night time brings with it more mayhem. Not only must you battle the Prince Of Darkness, but you must also indulge in a spot of pagga with his acolytes.

Drac's helpers range from his many brides (poor bloke) to the insane-in-the-membrane Renfield. Bats and wolves don't exactly stop to shake your hand and offer you a cup of tea and a scone either. Although the game is pretty dark from beginning to end, the characters are drawn well and stand out easily.

After stepping into Harker's rusty rhythms and battling all hours against the undead, you'll soon feel almost as hungry as he must do. He doesn't even have so much as a dead fly to keep him going.

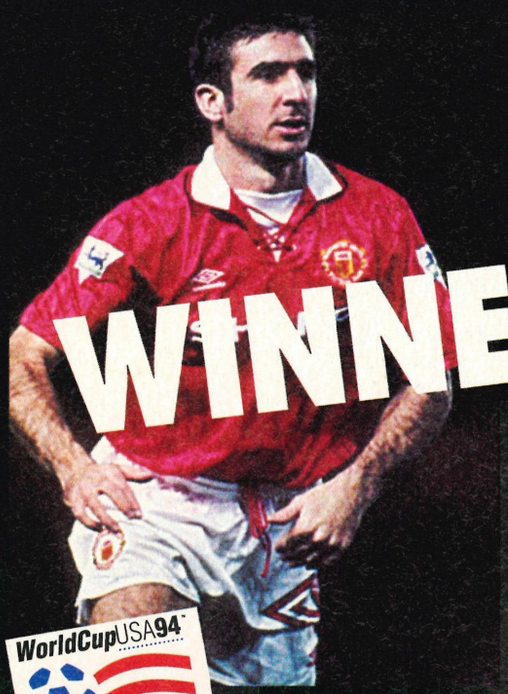
Why has there never been a game where you can be Dracula?



WARP RATING

More adventure elements would have made Bram Stoker's Dracula an all-timer. As it stands now, however, it's no more than just a funtional platformer with a good licence and the odd neat graphical touch. Spend your money on a copy of the video.

CAN YOU WIN T



WINNERS

INTERAC FOOTBA

WorldCupUSA94 Official Licensed Product

It's finally time to announce the winners of the GB Action Interactive Football competition. The standard has been high throughout the five issue-long season. Thanks for all your entries – we're sorry there can only be seven winners

★★ OVERALL WINNER ★★

IT'S A FUNNY OLD GAME BOY XI – T. NEAL HOPES, SALFORD

Goalkeeper

Mark Bosnich (Australia)

In a team of past and present world beaters, 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 orchestra 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!

Left Midfield/Wing

George Best (N. Ireland)

As good as the name suggests. Unselfish with the ball, hard and flamboyant. He could deliver better crosses than eight draws on the pools!

Centre Midfielders

Eric Cantona (France)

The fiery Frenchman with more flair than a pair of '70s jeans. Described by Platini as the perfect all-round footballer. He plays the game like an artist creating a masterpiece. Oo la la!

Diego Maradona (Argentina)

The hand of God must have created this player's feet. Could run at any defence and have the ball in the net before they'd attempted a tackle. Heavenly talent, with more tricks than a Paul Daniels magic set.

Right Midfield/Wing

Andrei Kanchelskis (Russia)

The fastest player ever with the ball at his feet. A pinpoint cross, a divine touch and a great finish. Faster than the MacLaren F1 and more stylish!

Forwards

Pelé (Brazil)

Awesome! A legend in football history. This perfect advert for all that's beautiful about the game. Inspirational and sensational!

Roberto Baggio (Italy)

The Italian stallion of Juventus, a player that makes football genius look easy. Industrious, tenacious and fabulous.

Congratulations, you've won an Official World Cup baseball jacket worth loads of money!



HE WORLD CUP?

IVE ALL WINNERS





WorldCupUSA94™

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★ RUNNER-UP ★

LUKE WOODHAM - WHO!!!!?? UNITED F.C.

Goalkeeper

Gordon Banks (England)
A fantastic keeper. He was very agile and his reflexes were second to none. Everything he did was of text book quality. His save from Pelé was the greatest save in history. Got 73 England caps.

Defence

Right Back
Danny McGrain (Scotland)
Arguably Scotland's greatest ever player, with the exception of Kenny Dalglish. A difficult player to beat in defence, and his raiding, attacking runs down the wing provided a whole new option for Celtic.
Left Back
Stuart Pearce (England)
A good leader, who is inspirational on the pitch. Captain under Graham Taylor, has an unshakeable temperament and a fearsome left boot. Tackles hard but fair. His free kicks are legendary.

Centre Halfs

Franz Beckenbauer (West Germany)
Germany's World Cup winning captain and manager was a cultured defender. He read the game brilliantly and could always be relied on to stop everything that came his way. Had 50 caps by the age of 25.
Bobby Moore (England)
England's World Cup winning captain, the late Bobby Moore was the greatest player ever to come out of England. He was a classy defender. He was so cool under pressure and a really great leader.

Midfield

Stanley Matthews (England)
The spirit of this fantastic little man is typified by the fact that he has a cup final and a turn named after him, and that he played at the highest level until he was gone 50 years old.
Bobby Charlton (England)
England's top goal scorer and possibly their greatest ever player. All of this from a player who played in midfield! Earned more than 100 England caps.
Michel Platini (France)
He is perhaps the only truly class player to have come out of France. The French loved him so much that his first managerial job was the national side.

Forwards

Gerd Muller (West Germany)
An incredible goal scorer whose goals could have beaten any side in the world single handed at the time. West Germany's best ever goalscorer.
Pelé (Brazil)
This man is the greatest that ever lived. 'Nuff said.
George Best (N. Ireland)
This man is the greatest that ever lived (bar one). 'Nuff said.
Well done, Luke, you've won an Official World Cup football and an Official World Cup T-shirt.

Winners of Official World Cup T-shirts and badges

Alex Hebbes – Sheffield Thursday About 5pm Due To Sky Sports
'Baresi regarded as the greatest defender in the world – the lynch pin of the meanest defence in the whole of Europe.'
Barry Darra – We Will Win The World Cup, Honest! United
'The complete midfielder (David Platt). Quick, great control, beautiful passing and he can score a few as well. What more could you ask for?'
Simon Hughes – Yozza's United
'Basically, Bobby (Charlton) would run with the ball like a stag and strike the ball like a cannon while others toiled in his wake.'
Mark Rae – Game Boy Goal Baggers
'Tall, well built and possesses lightning pace (Ruud Gullit). Captained Holland to the European Championships, and won them.'
John Duddy – The Cooley Kickhims
'Probably the coolest and most calm defender... Youngsters were often told that if they wanted to be a centre-half, just watch Bobby Moore.'

NINTENDO

This month, a slight change in the hotline-up. From now on, Justin is going to be your host and reveal his top tips on all the latest games. He is the official voice of Nintendo, the guy who answers the phones at the Hotline and spends his days playing and cracking these games, so he knows

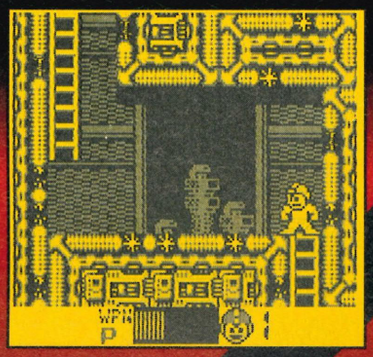
With the forthcoming release of Mega Man III, Justin has very kindly decided to give us the benefit of his gameplaying expertise, with the low-down on items' postitions, how to kill the bosses and all you'll need to see you through this mega tricky platform game

Level	Weapons acquired
Snake man	Search snake
Gemini man	Gemini laser
Shadow man	Shadow blade
Spark man	Spark shock
Wily's castle no1	
Dust man	Dust crusher
Dive man	Dive missiles
Drill man	Drill bomb
Skull man	Skull barrier
Wily's castle no2	Screw crusher

Bosses and how to kill them:

SNAKE MAN

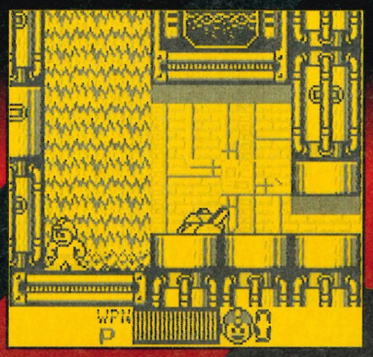
Description: a man with a snake on his head.



To defeat: stand on the left side of the screen and hit him approx seven times with the spark shot.
Weapons acquired: search snake and rush coil

GEMINI MAN

Description: a guy with spikes on his head that splits in two!
To defeat: move from one side of the screen to the other and hit him with the search snake about seven times. It doesn't matter which clone you take out first.



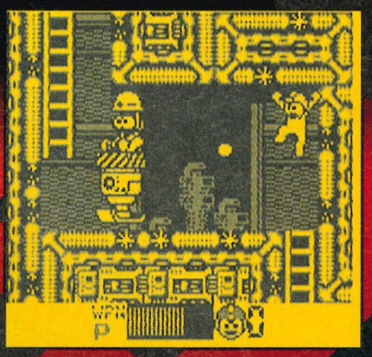
Weapon acquired: gemini laser.

SHADOW MAN

Description: this boss has a star on his forehead.
To defeat: move from right to left and hit him seven times using the gemini laser
Weapon acquired: shadow blade.

SPARK MAN

Description: looks like a walking spark plug
To defeat: move to avoid his shots



and hit him with the mega buster approx seven times. There is no really safe spot!
Weapon acquired: spark shot.

GIANT SUZY

Description: a walking square with one eye. it can be found in Dr Wily's castle.
To defeat: make sure you are constantly moving. Giant Suzy can climb the walls and ceiling and can drop at any time. Hit it about seven times with either the spark shot or shadow blade.

DUST MAN

Description: has giant blower on his head.
To defeat: try to stay on opposite



MEGA MAN III

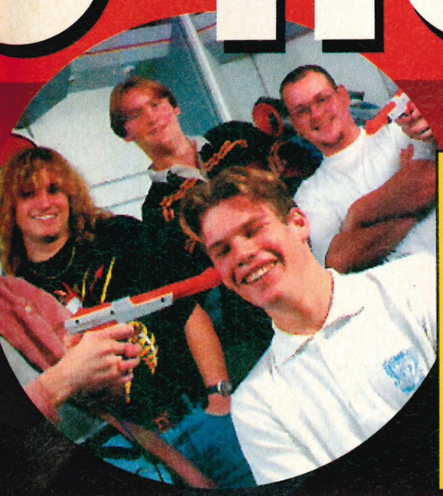
We're actually having a bit of a giveaway this month. If you read GB Action's sister magazine Super Action you'll notice we're giving away a Game Boy and a copy of Mega Man III, whilst here we are giving you the chance to win a SNES and a copy of Mega Man x.

If you've ever played a Mega Man game you'll know what to expect. On the SNES of course you get more colours, better sound and bigger levels. The game has some particulary hard levels which should give many hours of gameplay.

All you have to do to win it is design a new phone message for us and tell us which music should be running in the background. We don't want you to send tapes in, just write down what you think the message should be and include all the information already on the message such as opening times and the queing system message.

Send your entries to GB Action Megamungous Compo, Europa House, Adlington Park, Macclesfield, SK10 4NP. All entries must be in by July 16th. No employees of either Nintendo or Europress may enter. The judge's decision is final.

O HOTLINE





side of the screen as Dust man will try to pull you into his dust blower. Hit him when you can with the mega blaster. It will take about eight shots.
Weapon acquired: dust crusher and rush jet

DIVE MAN

Description: this boss has a periscope on his head and shoots torpedoes.
To defeat: stay on the opposite side of the screen and watch for his dive attack. When you get the chance, hit him with the dust crusher. it will take about eight hits.
Weapon acquired: dive missiles.

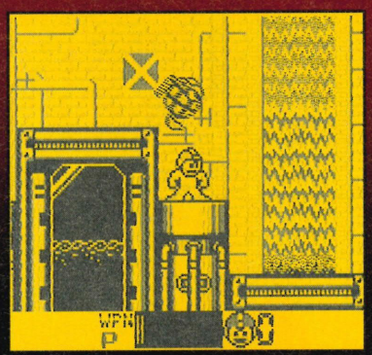
DRILL MAN

Description: drill man is named for the drill on his head.
To defeat: every once in a while , Drill man will dive underground. There is no way of knowing where he will surface. If you use the dive missiles about seven times he will be gone in no time.
Weapon acquired: drill bomb

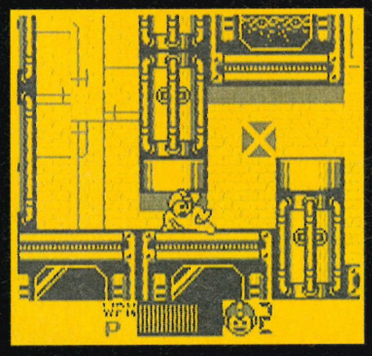
SKULL MAN

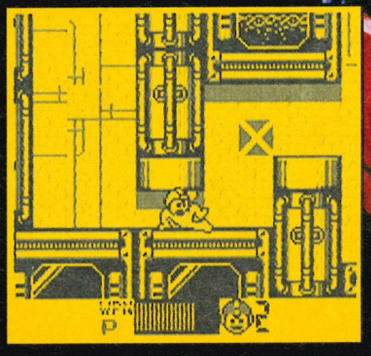
Description: has a skull for a head
To defeat: the mega buster is probably the best weapon to use (it'll take about seven hits). Keep in mind that when the skull barrier is up, he can't be hurt, so make sure you're always on the opposite side of the screen to him.
Weapon acquired: skull barrier.

There are three more bosses to kill in Dr Wily's castle and you'll get those next month together with the locations of everything else.
Remember: you heard this from the Nintendo Hotline first!!!!!





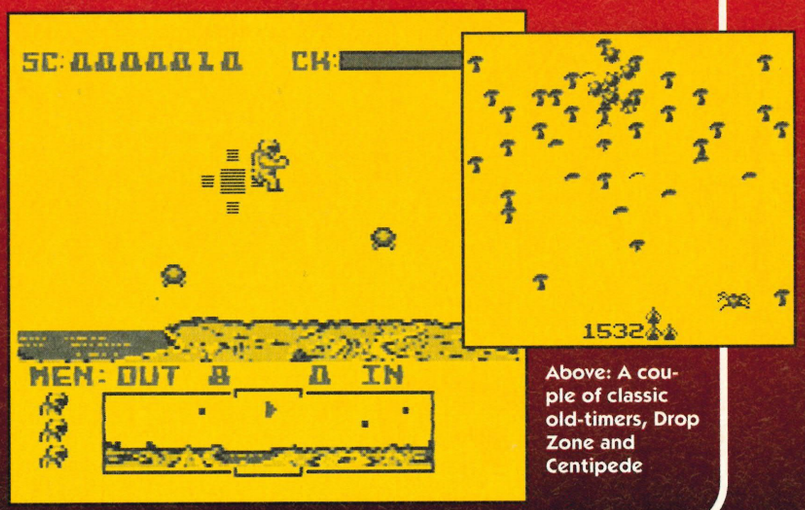




ARCADE CLASSICS

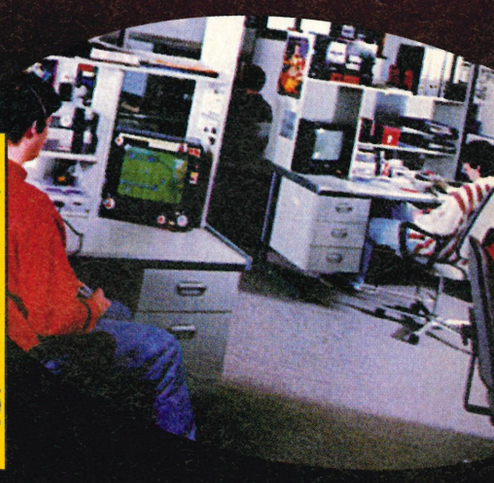
With the release of Ms Pacman on June 16th we're seeing the return of all the old arcade classics. Ms Pacman is so close to the arcade game that if you sat in a poorly lit room and held the Game Boy really close to your face you would actually think you were playing the real thing (well nearly).

Also due for release this month is the long-awaited Tetris II. If you got finger strain playing the first one then don't even try it because you'll end up with your fingers in knots. The difference in the new Tetris is that instead of having to line up the shapes you have to line up the colours and the individual block shapes. It's hard, it's fun and it's very, very addictive.



Above: A couple of classic old-timers, Drop Zone and Centipede

Below: One of Mega Man's greatest skills is his ability to slide along the deck





NOVEMBER

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				



DECEMBER

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	

WRITE HERE WRITE NOW

Oh come on, it's getting a bit tedious everyone telling us what a wonderful mag we are. How about something weighty, witty or wild?

Real problems

Dear GB Action,

I'm writing to you to tell you that I'm having some trouble playing my Game Boy because Ian Lake (a boy from school) keeps coming to my flat with Freddy and now I have to bath six times a day to get the mess off. Could you help me please? By the way, have you any cheats for Kirby's Pinball because I'm crap at it?

I was on the bus with Mossop, Beachball, Mushroom Head, BBB and Poodle when I saw a Game Boy on a seat so I picked it up and amazingly it had Wario Land in it. Being the naughty boy that I am I put it in my bag. When I came back from holiday I saw a sign on a lamp post saying "Lost Game Boy. If found please return to David Price at 145 Pinner Road".

Mr. Anonymous, Harrow, Middlesex

Hmm! Is this for real? I'm not surprised you left your name off this letter. Firstly, Freddy. Freddy who? I'm sure Freddy Mercury couldn't cause such messy problems cos he's dead. Do you mean Freddy Starr? This could be a problem if you have hamsters in your house! Perhaps you mean Freddy Krueger of Nightmare On Elm Street fame. How come you know about this character's antics? I could have sworn that the films were all rated 18. I suggest you see somebody about this problem, and take your friend Ian with you.

As for Kirby's, well it's dead straightforward to play. Keep hitting the Kirby ball thingy with those flipper wotsits. This should get you started compiling a decent score!

And you're a thief too, eh? I can only hope that this is a wind-up. If it isn't and David Price is reading we have the address of where you can get your Game Boy from. Mr. Anon. I hope that you are totally ashamed of your behaviour. An apology could well be in order.

GBA on video

Dear GB Action,

First of all I must, like many other people, congratulate you on your absolutely fantastic magazine. But the main reason I am writing is to suggest you do a review video, either a short one free on the cover of GB Action (costing more than £1.50 obviously), or a longer one which can be bought from computer shops, games stores etc. Tips, cheats, codes, reviews, news and features could all be included. I'm sure it would sell.

Edward Banks, Barnoldswick

Interesting idea, 'Eddie'. So we put it to the Game Boy-owning nation – what do you think? Is a GB video something you'd just have to have? Let us know.

Cantonese conundrum

Dear GB Action,

First I want to say what a great magazine you've got. Well done!

Now to my problem. I have just got Wario Land for my Game Boy. My mum bought it for me in Hong Kong and I cannot understand the instructions. It is really hard to play the game because of this. Please, if it is at all possible could you let me know what the instructions say. Please.

Jo Sear, Honingham

There's a linguistic flavour to this month's mail bag with the Doc being asked to translate some French (and probably getting it wrong – see over) and now this. We don't have an instruction booklet in the office but it should say something along the lines of:

'Wario takes centre stage in a new adventure cos Mario's had two outings already (and there's not a dead horse being flogged in sight!). Big bad Wario has to nick gold from some pirates so he can buy a castle. He's obviously friendly with a milliner who's provided a neat line in handy hats and scattered them throughout the 40 levels. Run, jump, swim, climb, whack the pirates, steal their treasure and buy a nice pad where Wario can have his own slippers in front of the fireplace and plenty of wild parties!'. Or something like that!

If this is of no use does anyone out there know any Cantonese – and I don't mean being able to read the menu at the local take away – and would like to do a spot of translating?

Code busters

Dear GB Action,

I have got issue 25 of GB Action and on page 40 it says 'Bart Simpson's Escape From Camp Deadly – 010298C9 Infinite energy' and 'Tazmania – 0203B5D3 Infinite lives and 0828BAD3 Infinite spin'. I don't understand what these mean. Please could you tell me?

PS. The magazine's brilliant!!

Ben Proctor, Earby

Fear not, young Ben. These confusing numbers are known as Action Replay codes. The Action Replay (like the Game Genie) is a device which you plug into your Game Boy and you can then input codes which will give you infinite lives, infinite power, or whatever, depending on the code. We have printed hundreds of codes for both devices

Rocketing Tetris

In issue 25 we asked if any of our nimble-fingered readers could emulate the impressive achievements of smarty-pants Alex and complete Tetris Game B on level 9, 5 high. Of course you could.

A hearty pat on the back from us and a steely glare from Alex who thought he was the only person in the galaxy able to complete this challenge go to: Chris Court from Kington Langley, Wiltshire; and Justin Lee of Hainault, Essex – they have both managed to complete the challenge.

They both told us that the rocket you see at the end is the... %*!@-}{. Oops! A wee communication breakdown. What's the point in telling everyone - there'd be little incentive to try and complete it for yourself if you knew what it was now, would there? Of course not – so keep letting us know what that rocket is. A photo might validate your claim to entry in the Tetris players' Hall of Fame.

over the years and they prove very popular with people who like to cheat at their games rather than complete them using pure skill!

Please tell me

Dear GB Action,

As Ubisoft have done Star Wars and Empire Strikes Back for the Game Boy are they going to do Return of the Jedi for it? If so could I be the first one to know?

Christopher D. Gomme, Amersham

Return of the Jedi is nearly as eagerly awaited as Zelda 2, SF2 and MK2. We're still not sure that it will definitely appear, or which company will be behind it but rest assured Christopher that when we hear anything you will be the first person in the entire world to know about it.

Search for Manga

Dear GB Action,

1. What is Fist of the North Star like? Is it worth getting?
2. Are Nintendo translating and releasing Akira or is it an independent company?
3. Will there be a TV tuner for the Game Boy or is an FM tuner Nintendo's limit?

Christopher Hindley, Connah's Quay (again!)

1. FOTNS, the only Manga tie-in to date, is absolutely eons old, even older than GB Action. So if you can find it anywhere good luck to you!
2. Malibu Games, formerly THQ and the people responsible for Total Carnage, are behind the Game Boy release of Akira. More info as and when it arrives.
3. A TV tuner. Like the (cough, spit) Game Gear's? Not a chance.

Our independence

Dear GB Action,

Well done for an absolutely excellent mag. Nintendo should be proud of you.

It obviously seems that most people think the price of games is too high. You might consider putting vouchers in your magazine.

You are a smart lot! And can I write again?

Nick Field, Romford

Thanks for the praise, Nick, and I'm sure that Nintendo are proud, not that we have any particular links with them other than with those fine young gentlemen at the Hotline who have brought you loads more tips and hints and also some top competitions.

The price of software is always a contentious issue. Unfortunately we have absolutely no say or control in this area, so who do you suggest would fund these vouchers? Is the readers offer which we have featured in conjunction with Sony Imagesoft the way forward? Let us know.

And of course, please do write again – as many times as you wish.

Censors**p

Dear GB Action,

I would and will be behind classifications ratings if they are done for the right reasons. To me though it does seem rather pointless.

Just because video games are the latest thing out to show violence doesn't mean that they are the culprits of violent behaviour. Once you might have been able to protect young children from violence. But now you can't, not totally anyway.

If you don't see violence on video games, I promise you that you will see it on the TV and in the real world, you will hear about it on the radio and you will read about it in just about every form of literature. So I doubt it will make much difference.

It seems to me that people give classification ratings or censor things because they don't like them or they think others will not want to see it. Or just for the hell of it.

Craig McKenzie, Surrey

Classification and censorship in all walks of life have always been and always will be open to debate. The points you have hit upon, Craig, are all valid ones which I'm sure will strike a chord with many other readers. Sheltering people from violence isn't necessarily a bad thing, but it's obvious that video games are just the latest in a long historical line of societal scapegoats.

No No, No No No No

Dear GB Action,

Your mag is itself great but in issue 27 you had an interview with 2Unlimited. Have 2Unlimited got anything to do with Game Boys?

And also could you have more tips and guides pages? And why has the cover price gone up to £1.50? I think it's a bit much. That's all. Keep up the good work.

2Unlimited won the GB Action Readers' Poll award for Top Pop Performers, so we interviewed them to the delight of thousands of readers. The number of tips and guides will always vary due to the material we have to work from. The cover price had to go up because of increased printing costs.

WRITE HERE WRITE NOW

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

STAR LETTER

What about...

Dear GB Action,

I have a few ideas to help improve your already top notch mag:

1. You should include a readers art page for all your readers' pictures.
2. A prize of a game should be given to the star letter and (if you use my idea) to the best drawing.
3. How about a page where Game Boy-related rumours are sent in by readers. A prize could be offered to people whose rumours turn out to be true.
4. Finally, a monthly competition could be held where readers send in home-made cartoon strips starring the GBA crew. A prize could be given to the funniest.

Please consider my ideas.

Marc Isaacs, Newport, Gwent

Plenty of things to consider here, Marc. Firstly, the problem with a readers art page is simply one of space. Since we endeavour to fill GB Action with all the most up-to-the-minute news, reviews and features, to take up a page of pictures would mean cutting down on the amount of info we can include in the mag. Is this what you want?

Secondly, the aim of sending in letters to GB Action is surely to have your views and opinions in print and read by the hundred thousand plus people who read these hallowed pages, and not as a competition with a prize for the best effort. Don't you think?

Thirdly, rumours start all the time without the help of an organised forum for readers to send them in.

And finally, this is a top idea. Cartoons featuring the GB crew. So get scribbling. It doesn't matter if you can't draw - it's the words that will really count. We can't promise to print every one we receive but there could be a new GB Action T-shirt for any that really tickle us. There's no closing date for these cartoons, just send them in as and when they're done and we'll endeavour to print the best.

Anyway, some smart thinking there Marc. All your ideas have been given careful consideration and I hope you understand the reasons for our replies. And we look forward to seeing your cartoons.

ASK DOCTOR ROBERT

WRITE HERE WRITE NOW

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

Doctor, Doctor, I keep thinking I'm a Game Boy. Well you are looking rather pale. Maybe a few gaming tips will put the colour back

Battle of Olympus

I'm stuck on Battle of Olympus, especially on the Peloponnesus and I cannot find the spirit which holds the sword. Also, I cannot find the Ocarina to wake Poseidon, the god of the seas.
Richard Law, Rishton

Hard this game, innit? To get to the spirit you need to carefully wander around the maze (which is a bit confusing, so trial and error will be needed) and find the Hydra. To defeat the Hydra wait half way along the boards and attack it when there is little danger. It takes a few hits to kill, but once done the rest of the boards appear leading to the spirit. Bow in the room with the spirit and the sword is yours.

For Poseidon and the Ocarina you need to get to Laconia by defeating the Cyclops. A door will appear to the left of the rocks. You will then need 30 olives to buy the Ocarina.

More Zelda

1. How do you make the hole in front of the weather cock?
2. How do you get rid of the diamond-shaped stones stuck in the ground?
3. Where is the Hook Shot?

Another Anon, Include-Your-Name Town

And still lil ole Zelda goes on causing problems to the Game Boy community.
1. The weather cock will move by pushing it upwards. It won't budge at all though until you are ready to be going to Level Seven Eagle's Tower. At this point you will need it to fly over a gaping chasm to get the Key. And don't forget to collect he secret sea shell just south of the castle. With the rooster you can fly over the row of pits.
2. These boulders are shifted by smashing them with a pegasus dash. Simply charge at them with the boots on and they will duly shatter.
3. The Hook Shot is in Level Five. You have to kill the guardian skeletons in order (in rooms 8, 11, 15 and 19 for those of you with issue 22's guide). The Hook Shot will then appear for you.

Spending money

1. At the moment I have the sum of £30. Should I spend this on a Game Boy game, an Action Replay device or a Game Genie? If I get a game, which of Jurassic Park, Lawnmower Man, Wario Land, Tiny Toons 2 and Kirby's Pinball should it be?
2. What is the best driving sim available apart from F1 Race?

Darren Tam, Birkenhead

1. You could always invest the £30 in a building society and watch the interest accumulate, or in the GB Action Veteran's Appeal, a very worthy cause, or even save it for a rainy day.

Then again, if it's a game that you want then any of those you have mentioned would be considered a worthwhile purchase. TT2 or Jurassic Park could offer the more long lasting challenge. But then again...

Cheat devices are fine but wouldn't you get greater satisfaction completing a game using your own skills, wits and talent? Perhaps not.
2. The soon-to-be-released double pack of Jeep Jamboree and Dirty Drivin' could be the answer to every racing fans' dreams. Watch this space for more info. As for the others, Nigel Mansells's is a top sim, as is Lambourghini American Challenge.

Chestnuts!

1. In Mystic Quest how do you open the cave in the oasis?
2. Have you finished Zelda yet? The ending is excellent!
3. Do you think Kim Basinger's nice or what?

PS What does 'Comment tappel tu?' mean. I know it's French.
Jon Harvey, Cumnock

1. This old chestnut again. Remember the clue 'Palm trees and eight'? Well, walk around the two palm trees in a figure of eight and the Medusa's cave will mystically appear.
2. Of course. Yep, it is pretty smart. Well worth spending the many, many hours playing through the damn game to get there.
3. Having never met Ms. Basinger I can't comment on whether she's a nice lady or not but I'm sure that she has a cheery demeanour and a kind word for her many fans. Is that not what you meant? OK then, she's a babe!
PS. What's your name? Je pense que c'est ca qu'il signifie

Football frenzy

Out of World Cup Striker and World Cup USA '94 which would you buy? I've read both reviews in issue 26.
David Cotton, Coalville

Read the reviews and still can't decide, eh? Well, it's close but my personal choice is USA '94. But there's not a lot in it.

More Lemmings

Is there going to be a Lemmings 2?
Barrie Pritchard, Sheffield

Well, you never know. There could well be...

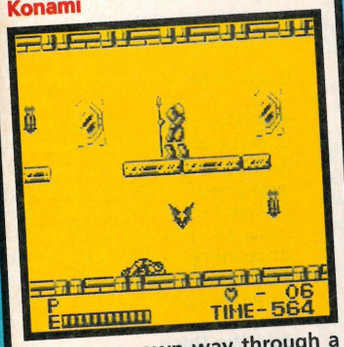
The Doc's here to answer all your questions. So keep 'em coming to the usual address and he'll do his level best to help, whatever your complaint.

Why this page has been so popular over the years is beyond us all. But it has. If you're a talented writer and can do better than the people below, write now

PUBLIC EYE

Castlevania Adventure

Konami



Whip your own way through a booby-trapped castle, powered by the one and only... Count Dracula! The first few levels are a breeze, although addictively fun, but a certain 'spiked' third level should spoil your party by rattling ya bones for a while!

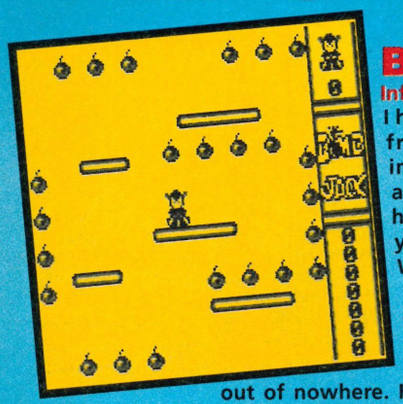
Foes include blobby zombies without any weapons, pesky bats, watchful rolling eyeballs, funny things on two legs, and end-of-level madman, some rats, a bouncy ball thingy and others who aren't too hard to destroy!

85%

Pretty poor reflexes pull the game back a bit, graphics are a little kinder, but a few things seem a little too familiar, like wickedly spacious secret rooms filled with loadsa junk! Cool at times, but some 'Boyers may find it a tad too easy – but it's the way it shatters that matters I suppose!

Overall it's not as bad as I blabbed on about just then – pretty good actually – but when you've played the sequels you'll change your tune! But don't be at all disappointed if your nanny pops it into your Chrissie stocking! So get that whip cracking!

Iain Read, South Australia



Bombjack

Infogrammes

I have just bought this game of fun and frolics, and, I must say I'm quite impressed. With 60 levels of flying around the screen like a bird with alcohol poisoning, and collecting bombs, you might think it would get boring. Well, it doesn't!

The idea is to collect all the bombs on the screen, without touching an enemy. This is difficult, because at the beginning of each level, they appear out of nowhere. For spanking great bonuses you can collect such goodies as power pills which turn the enemies into stone, extra lives and bomb bonuses.

The enemies range from large birds which are very slow to flying rocks (too damn fast). The only downer on this superb conversion is that after eight or nine levels, the screens start to repeat, therefore not producing much originality of platforms.

85%

In short, this is a very cute and addictive cart, and a good buy for platform/puzzle fans.

Robert Hurst, London

That's all for this month. If you fancy sending us reviews of games, be they good or bad, use your own style of reviewing and don't be scared if your spelling's abysmal.

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

Best Of The Best

Loriciel

90%

A near identical conversion of the Amiga classic. The graphics are smooth, clear, and fast. All you WWF fans out there who think that if you can beat Hulk Hogan in the computer game, this will be as easy as collecting Tupperware at a Tupperware party, you are dead wrong. Once you have progressed through 15 fighters you come up against Cogneur. You will need every attribute honed to perfection because he is one tough mother. You will perfect your techniques and finally whup his ass, but the game's not over yet – you have still got to beat the Kumate fighters. Once you have beaten them all you are the Best Of The Best.

Steven Lyan, Ayrshire

Populous

Imagineer

I remember first playing Populous two years ago on my ST. When I saw the Game Boy conversion, I thought: "There's a blast from the past. I'll buy that!" And my first impressions were quite pleasing, due to the nice graphics and plenty of playing area.

Basically, as God, you must help your people conquer a landscape by getting in the opposition's way. To start off it's fun, but after a while you begin to lose interest. Things are not helped by the lack of sound and the complicated instruction manual.

Whilst on the home computer version, you could wipe landscapes and start again, this feature is sadly lacking in the Game Boy version. Overall though, Populous is an above average conversion of a great home computer game. Strategy fans with long attention spans will love it. Arcade platform freaks should stick to Mario.

Kenneth Knowles, Essex

78%



Duck Tales

Capcom

Addictive, great tunes, action packed and an interesting storyline. Do you think these are the words I'm going to use to describe Duck Tales? Well yes! You're absolutely right. Not only does it have the above qualities in this superb example of a great platform game but it has very detailed graphics that will probably blow your mind away.

87%

In this platform game you play the character of Scrooge McDuck, known as the world's richest and most stingy of millionaires who just can't leave priceless treasures and money alone to save his life.

Scrooge McDuck will get a helping hand from others such as a launch pad and many more. There are five levels/lands in which Scrooge McDuck must defeat a monster in order to get a treasure.

This really is a top notch game Unfortunately, I have to say, it may be a little too easy for some gamers. But I wouldn't disagree it's well worth buying this excellent, challenging adventure platform game if you ever get the chance.

Richard Hejsak, Bucks

Battle Of Olympus

Imagineer

90%

This game is the best role playing game I have played in ages (in fact it's the only role playing game I've ever played at all) but I could tell as soon as I picked it up I was really going to enjoy it.

Guess what? I did! The jolly medieval-type music and freely moving sprites made me get off my butt and start telling everyone about how good it was.

Although I completed it, I still wanted to play it.

Katherine Rogers, Stockport

BUYERS GUIDE

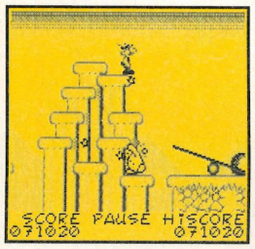
It's big and it's getting bigger! The GB buyers guide gives you the low-down on hundreds of games. Only the best get a mention here!

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 Essential Game Boy Purchases Essential Game Bo

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%

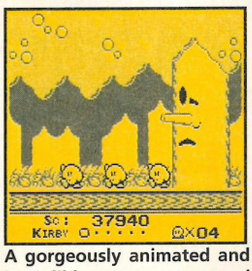
Hook
Ocean
Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

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%

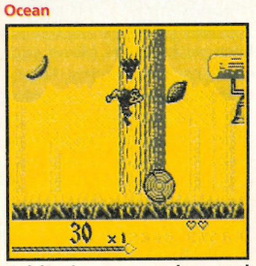
Prince Of Persia
Mindscape
Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

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. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

Spiderman & The X-Men
Acclaim
A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Substandard gameplay and poor graphics really let this one down. 57%

Super Hunchback
Ocean



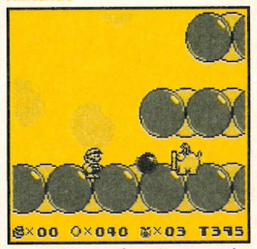
Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

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

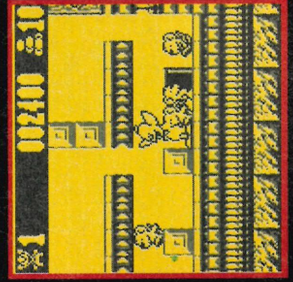


A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

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 Ess

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%

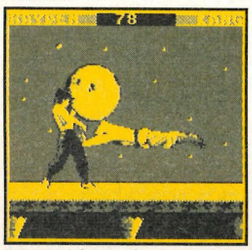
BEAT'EM-UPS

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%

Essential Game Boy Purchases



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

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%

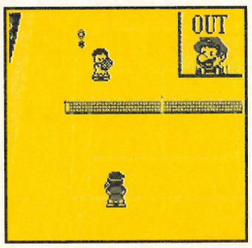
Jordan Vs Bird
Electronic Arts
Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

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 best golf sims. 81%

Riddick Bowe Boxing
Extreme
Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, take him through some rigorous training and then take to the ring. Computer opponents and refs are well trained and it's surprising how realistic it all is. 82%

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%

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%

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%

World Cup Striker
Elite
A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

World Cup USA '94
US Gold
The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. 92%

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
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. Pretty average indeed. 67%

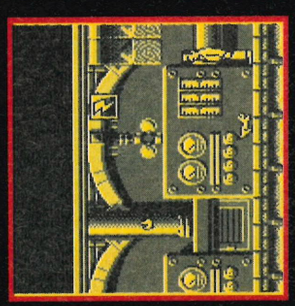
PUZZLERS

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%

y Purchases Essential Game Boy Purchases Essential Game Boy Purchases Ess



Dr Franken
Elite
Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. 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%

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%

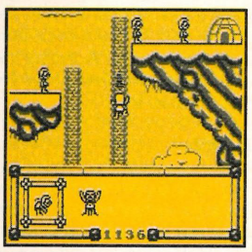
Kirby's Pinball
Nintendo
Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of litle mini-games (the greedy thing). Luck matters a fair bit and games can take hours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

New Chessmaster
Hi Tech Expressions
Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! 85%

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%

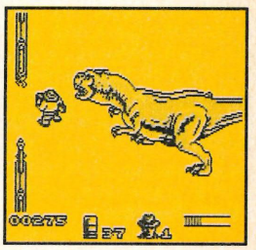
Castle Quest
Sony Imagesoft
What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution.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

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%

Monster Max
Titus
A fresh new look for the GB. The isometric viewpoint combined with top graphics and simple gameplay make this one of the all-time greats on the 'Boy. Start of a new era perhaps? 94%

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



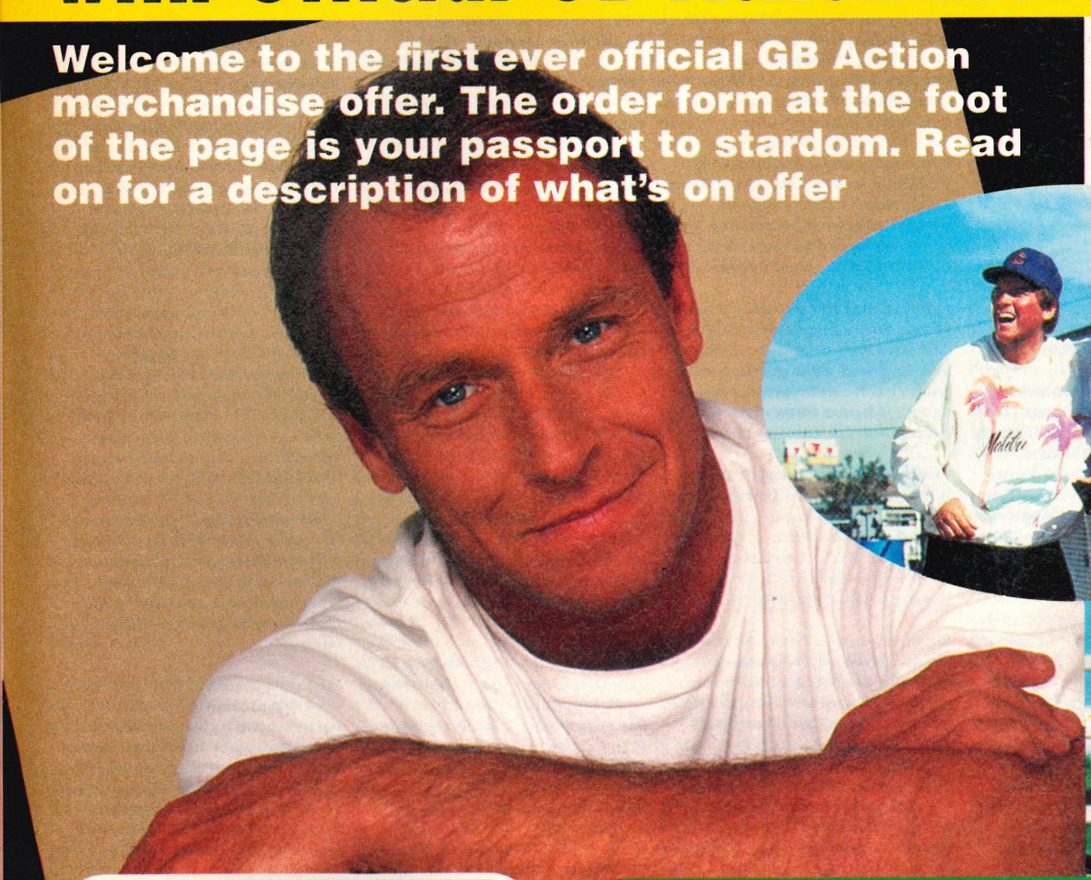
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LOOK THE PART

with Official GB Action merchandise

Welcome to the first ever official GB Action merchandise offer. The order form at the foot of the page is your passport to stardom. Read on for a description of what's on offer







As worn by the stars, trendy black baseball caps are available for only £6. They're made to quality specifications and have the GB Action logo you all know and love emblazoned on the front. With a plastic alteration strap on the back, it'll fit all swedes regardless of whether you're a complete pin head or an utter medicine-ball face.

The best is yet to come. We now have in stock stylish black T-shirts available in CMYK black, registration black and black in all sizes (i.e. they're all massive, so it'll fit anyone except real fatties) on offer. They're £8 each – a bargain even in Ebenezer Scrooge's eyes. These too have the GB Action logo on the front and, if you're really lucky, may even have another, smaller, logo on one of the sleeves.

Check out the order form for price details of the trendiest, best value items of clothing you're ever likely to see. You won't be able to buy this stuff anywhere else, and both the caps and T-shirts will be strictly limited edition. Send off for your goods right now to avoid disappointment.

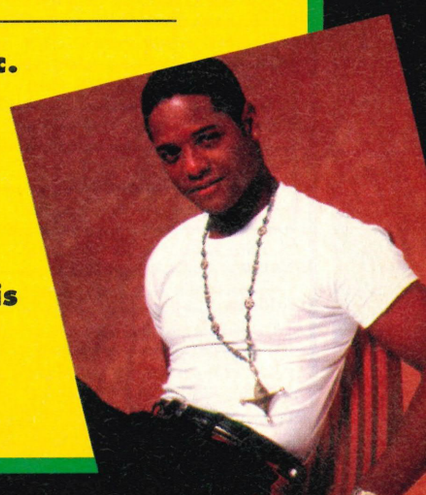
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PLEASE ALLOW 28 DAYS FOR DELIVERY



©Sky Movies None of the stars featured on this page are endorsing the GB Action T-shirts and caps – we just thought they looked good

Free classif

SWAPS

Will swap Nemesis (no instructions), Spiderman 2 (no instructions), or Bubble Bobble (with instructions) for your Lemings, Krusty's Fun House, Star Wars or decent games above 85%. Phone Paul on 0592 713 132 on weekdays between 4.30 and 5.30pm.

Swap Ninja Gaien for WWF3, Dyna Blaster, Dr Franken 2, Pugsley, Scavenger Hunt, Winter Olympics or a good game. Also TMNT to swap for any game except Princess Blobette, Radar Mission, Tetris, Centepide, Asteroids and Double Dragon. Call 0293 541 411. Adrian.

Swaps: Pinball Dreams, Star Wars, F-15 Strike Eagle, Brain Bender, Crash Dummies or Turn and Burn. Offered for Mystic Quest, Final Fantasy 1,2 or 3, Goal, the Lawnmower Man, Duck Tales 2, Prophecy Viking Child or Empire Strikes Back. Please Phone 0203 302 043.

Read this now!: I have Jurassic Park (85%) to swap for 2 games or a new good game. I also have Tetris to swap for a good game (or average game!) Call 0293 541 411. Adrian.

Swap my Star Wars and Empire Strikes Back for your Wario Land, Alfred Chicken, Zelda, Pinball Dreams or Dr Franken 2. One for one, boxed with instructions. Ring Nick 0226 248 025 after 6pm. NB. would accept £15 each for sale.

I will swap Gargoyles Quest and Ferrari Grand Prix for Indiana Jones or Lawnmower Man or Super Mario Land 2 or Mega Man 1 or Viking Child. If so write to Gary Gray, 3 The Barn Cottages, Thornton, York, YO4 4SA.

Swap my Super Mario Land 2, Mortal Kombat, for Kirby's Dream Land, Wario Land 3. Alex Greenwell. 081 347 9414.

I will swap nothing for your unwanted computer carts, equipment etc. (Doesn't have to be GB stuff.) Send them to: Wayne Pyrah, 31 Spencer St, Lincoln, Lincs, LN5 8JH. The 1st/25th sender will receive a free mystery gift.

I will swap my Super Mario Land 1, Castle Vania, Mickey Mouse or Navy Seals for most games. (Will sell). All games must be boxed with instructions as mine are. Phone Wayne on 0522 540 580.

Will swap Crash Dummies for either Alfred Chicken, Mortal Kombat, Probotector or Nintendo World Cup. Tel: 0284 766103. Neil Walker.

I have Zelda (96%) and Battle Toads (90%). I wil swap for Mystic Quest, Kirby's Pinball Land, Battle Toads and Double Dragon, Wario Land, Final Fantasy 3, Lawnmower Man, Monster Max, Mega Man 4 or a good game. Call 0293 541411. Adrian Fernandes.

Swap my Alien 3 boxed with instructions for your Mortal Kombat or Sensible Soccer. Must be boxed with instructions. Write to Hugo Clugston, Pine Cottage, Pen Wood, Newbury, Berks, RG15 9EP or phone 0635 253 442.

I have Hook (85%) and will swap it for Pinball Dreams, Mega Man 3, Zool, Mystic Quest, Kid Dracula, Mortal Kombat, Empire Strikes Back, kirby's Pinball, Battle Toads and Double Dragon or any good game. Call 0293 541 411.

I will swap Phantom Air Mission, Battle Toads, Probotector, R-Type, Missile Command or Ferrari Grand Prix for Motorcross Maniacs or Super RC Pro Am or swap Zelda for F1 Race with four player adaptor or Top Rank Tennis. Phone 0472 852 105. Graeme Aldington.

I will swap my Mortal Kombat & £5 for your Zelda, Mystic Quest or Alfred Chicken. Must be boxed with instructions. Write to MF, 20 Russet Close, Uffculme, Cullompton, Devon, EX15 3Ef, or ring 0334 841447 after 4pm and ask for Mike.

Will swap Street Fighter 2 (SNES) for Sim City (SNES) or Zelda and Jurassic Park (Game Boy) or Zelda and Motorcross Maniacs. Tel: 0284 766103. Neil Walker.

I will swap Terminator 2 or Mega Man 2 for Alfred Chicken or Pinball Dreams or Wario Land or a game genie. Must be boxed with instructions, Phone 0509 890 424 now and ask for Sarah.

I will swap my Tetris - It got 95%. I will swap for anything except Mario Land 2 or Home Alone. Phone Gary on 0322 336 667. Gary Norris! At last I'm famous! Phone between 3.30 and 8.00.

Swap Jurassic Park, Addams Family, Mickey Mouse or Batman for Mortal Kombat, Kirby's Pinball, others considered. Stuart Williams 0437 763 847.

Will swap Sega Megadrive with 3 games and Sega Mega CD2 with 8 games. Brand spanking new and boxed with instructions. Will swap for Game Boy with 18 games and accessories ie. carry case, magnifier light, battery pack, link leads, sound amp, scratch case, game genie. Open to offers. Justin Newman 0702 353 430.

I want your Mystic Quest, Final Fantasy Legend 1, 2, or 3, Prophecy Viking Child, Robin Hood or Sword of Hope 1 or 2. Must have instructions. For my Star Wars, Pinball Dreams and a great selection of other boxed with instructions games. Tel: 0203 302 043.

To swap: Mario 2 and Kick Off. All offers welcome. Especially wanted, Game Genie, World Cup Striker and NBA 2. Phone Paul on 0291 689 833. All must be boxed with instructions.

I will swap my Sensible Soccer, Spiderman 2, Dr Franken, Tiny Toons 2, Star Hawk, Beetle Juice for your Mega Man 1 or 2, Best Of Best, Alfred Chicken, Lemmings or Goal! Call on 0836 369 054. Ask for Frazor. After 6pm, Middlesex area please.

I will swap either Hook, Qix or Football International, all in good condition. Phone James on 0959 525 021.

Swap K.O Boxing, World Cup, Terminator 2, Duck Tails, for Driving Games, F1 Race, Super RC Pro Am, Top Gun, Road Rash, Race Drivin', Addams Family. Gareth - 0530 222 772.

Will swap F-15 Strike Eagle, Tip Off, Gremlins II or Jurassic Park for Zelda, Sensible Soccer, Pinball Dreams or a Pro Action Replay cartridge. Also other 90%+ games considered. Phone Andy on 0522 534 431 after 4pm weekdays.

Will swap Chase HQ, Duck Tales, R-Type and Super Mario 2, for Duck Tales 2, Star Wars, Hunt For Red October and F15 Strike Eagle. Phone 0895 639 994. Ask for Paul. Thanks.

I will swap Super Mario Land, Mickey Mouse, Radar Mission, for Zelda, Asterix, Krusty's Fun House, Alfred Chicken, Must have instructions. Phil Hadlet, 0642 533 957.

Swap your games for another game of your choice. Including Game Boy, Game Gear, Master System, Mega Drive and SNES. For full details send SAE to Mark Blakeley, 2 West Street, Riddings, Alfreton, Derbyshire, DE55 4EW.

I will swap Bugs Bunny, Double Dragon, Beetlejuice, Nemesis, Prince Of Persia for Lemmings, Chop Lifter 1 or 2, Asterix, Wario Land or Mortal Kombat. Call 0227 711705 and ask for Michael.

Swap Master System II with 2 games for a Game Gear. Also for sale a Casio Walkman with AM and FM with tape player. Still in box for £20. Phone John Slattery on 062 61204 between 6.00 & 9.00pm, thank you.

Hey, swap you Empire Strikes back, Alleyway, Tetris, Lemmings, Addams Family, for your Mystic Quest, Battle Of Olympus, Humans UK or an Action Replay. Please phone on 061 224 7091. Ask for Robert.

Will swap NES 5 games for 3 over 80% rated SNES games or for an Atari Lynx with a few games. Phone 0782 519096 or write to 9 Gold Crest Way, Biddulph, Stoke On Trent, ST8 7TI. Christopher Hughes.

Willing to swap eight games, Jurassic, Lemmings, Mortal Kombat, Bart Vs Jugger, Empire Strikes Back, Goal, Pinball Dreams, Sensible Soccer. Excl condition, for SNES with game also excl condition. Ayrshire. Phone 0563 24899., Morris Milne.

I will swap my Tiny Toons 2 for your Mortal Kombat. No other offers considered. Please write to B Hannan, 16 Dromeed Ave, Beaumont, Dublin 9, or phone 836 9677. Hurry.

Swap Mortal Kombat, Star Wars, Asteroids for your Jurassic Park, Super Mario Land 2, Super Kick Off, Zelda, WWF 3, Star Trek, Nintendo World Cup, Zool, Goal, Star Trek The Next Generation. Phone 0449 677263 after 6pm. James Kerridge.

I'll swap Star Wars, Brain Bender, Crash Dummies or F15 Strike Eagle for Mystic Quest, Robin Hood, Prince Of Persia, Battle Of Olympus, Best Of The Best, Tom and Jerry, Prophecy: Viking Child or Jurassic Park. Tel: 0203 302 043 and ask for Robert.

I will swap my Kung Fu Master or Fall Of The Foot Clan (TMNT) for your Sensible Soccer or Goal. Please ring Jeremy on 0792 865593 or write to 93 High Street, Pontardawe, Swansea, West Glamorgan, Wales, SA8 4JN.

I will swap Tetris, Super Mario Land, Spiderman 2, or Super Hunch Back for your Alfred Chicken, Dr Franken, Wario Land, Krusty's Fun House or Mega Man 2,3,4. Phone 0505 704 308. Fraser Howden.

I will swap my Battle Toads, Solomon's Club or Motorcross Maniacs for your Alfred Chicken or possibly Dr Franken. All games boxed

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Swap Super Kick Off, Darkwing Duck, Batman Animated Series or Joe and Mac for Star Wars, Super RC Pro Am, Zool, Jurassic Park, Turtles 3, Hook, Probotector. Phone 06625 68114, and ask for Andrew.

I will swap Crash Dummies, Tetris (both with instructions, not boxed), for Sensible Soccer, Nigel Mansell, T2, Kirby's Dream Land, Zool. Do not mind if no instructions and box. Phone Iain on 0929 425 after 4.30pm.

I will swap Nemesis for Mortal Kombat or Battle of The Olympus or Kick Off 1 or 2. Will be grateful for this swap. Make it quick! Call Ahmad on 081 202 2136 Now. Swappers must collect please! I've just moved to England! Nemesis not boxed by the way.

I will swap Pinball Dreams (boxed) or Super Mario Land 2 (not boxed) AND Nintendo World Cup for The Empire Strikes Back. Phone 0294 833774 or write to Les Stalker, 42 Mair Avenue, Dalry, Ayrshire, Scotland, KA24 4DQ.

Yo! Brilliant Offer! I will swap Kirby's Dream Land for Dyna Blaster. All games must be boxed. Mine are! Got to live in Coventry. When you ring ask for Tom. 0203 501 498.

Hi! I will swap my NES for a violin. My NES is V g 6. It has two control pads and 6 good games and zapper gun. No massive scratches on the violin please. Phone Chris on 0548 561 449. No time wasters please.

I'll swap my Pinball Dreams, Star Wars, Turn 'n' Burn, Crash Dummies or F15 Strike Eagle (all boxed with instructions) for Final Fantasy, Legend 1, 2 or 3, Mystic Quest, Robin hood, Prophecy Viking Child, Battle Of Olympus or Jurassic Park. Tel: 0203 302 043.

Swap : Navy Seals, Krusty's Fun House or Race Drivin' for Motorcross Maniacs, World Cup Striker, Star Wars, Monopoly or any game over 70% considered. Don't have to be boxed but must have instructions. Peter Amner - 081 298 9396.

I will swap F1 Race for any game over 85%. Mark Andrew - 0705 790 115.

I will swap my Mortal Kombat, Jurassic Park or Alfred Chicken for your Sensible Soccer. Phone Guy on 0799 524 272.

I desperately want to swap my Legend of Zelda IV or Mario Tennis for Sensible Soccer or Striker (World Cup). I only want those games, not others. All of them are boxed with booklet. Call Ahmad on 081 202 2136 (now) you collect!

I will swap Pitfighter, Alleyway, Super Mario Land, Home Alone 2, Hyper Load Runner and WWF1, for your Blades of Steel, Road Rash, Pinball Dreams, Super RC Pro Am, Titus The Fox or Pang. 0276 28371. Craig Astill.

I will swap my Mario Land (92%) for your Battle Of Olympus (87%) or for any other game above 85%. Ring after 4.30 every day except Tuesday. Ask for Tom. Must live in Coventry. 0203 501 498.

Hello, I have Zelda & Mortal Kombat to swap for Alfred Chicken or Kirby's Dream Land. Others considered. Swap game genie for Pro Action Replay or send 10p for cheat game genie or Pro Action Replay. Phone or send your game to: Lewis Crouch, 17 Hextall Rd, Evington, Leicester, LE5 6AG. 0533 730 841.

I'll swap Star Wars, Crash Dummies, F-15 Strike Eagle, Turn and Burn, Pinball Dreams or Brain Bender for Mystic Quest, Battle of Olympus, Wario Land, Zool, Prophecy Viking Child, Final Fantasy, Legend 1, 2 or 3 or Alfred Chicken. Please phone 0203 302 043.

I will swap my Mortal Kombat for one of these: Action Replay, Tom and Jerry2, Jimmy Connors Tennis or Speedy Gonzales. It must be boxed with instructons. Call 0473 251 798. Be quick.

Swap Game Boy games plus a leather jacket for a mountain bike with 18 or more gears, or swap GB with games for a game gear and games. Write: VA, 13 Mynors Crescent, Hollywood Nr Birmingham, BA7 5JG.

Swap my R-Type (88%) for Zool or any game rated over 85%. Swap Tetris (97%) for any game rated over 75%. Also Dynablaster (97%), swap for Best of the Best or any game rated 90%+. Write to: Vernon Alcala, 13 Mynors Crescent, Hollywood Nr Birmingham, BA7 5JG.

Will swap Best of Best, Lemmings, Phantom Air Mission, World Circuit Series , for Speed Ball 2, Tiny Toons or Bases Loaded! phone 0734 772291. Ask for Wayne.

Offered: Blades of Steel, Ferrari GPC, Qix, T2, Tecmo Bowl and Who Framed Roger Rabbit.
Wanted: SML1, any RPG's, Puzzlers or board games only. May trade 2 for 1. Fraser Morton - 0693 66609.

Swap my Zelda, TAMT3, Empire Strikes Back, Krusty's Fun House, Ultima 1, The Battle Of Olympus, The Next Generation, Alien 3, Super Mario Land, Konami Golf, Nemesis, Mystic Quest, Splitz for your Track & Field, Mario Tennis, Dynablaster, Pac Man. Please phone after 6pm. Basingstoke area. Tel 0743 814 908. Mr R G Williams.

Swap my Zelda, Bill and Ted and T2 arcade game for your Pinball Dreams, Sensi, Lawnmower Man, Goal, Dynablaster and Dr Franken II, or swap my Mario Land, Double Dragon 2, WWF and Super Kick Off for your Asterix, Fidgetts or Humans. Phone after 5pm. Jamie Lees.

SALES & SWAPS

I will swap or sell these games: Tetris (97%) R-Type (88%) Dyna Blaster (97%). I will also sell my gameboy, with two games, for £35. I have issues 21-28 for sale. Exept issue 22. Write to: 13 Mynors Cresent, Hollywood, Birmingham, BA7 5J6 HURRY!!

Sell the Flintstones (only one month old as new) for £15 or swap for the jungle book. Ring 0285 657867 Thanks!!

If you have't got the F1 Pole Position here is your lucky chance Phone Edward on 051-525-6971 was £65 now £45 for Super Nintendo. Phone at 5pm.

5 master system 2 games worth £70 will sell for £45 or sell separate. All games are boxed with instructions games include Bart Vs Space Mutant and Prince of Persia. Phone 0908 374196 after 4pm and ask for Guy Humphries.

Gameboy for sale! Six games, carry case, mains adaptor, head phones, joystick. All boxed in mint condition Worth over £200 Sell for £60 O.N.O Ring 0257 276471 after 4pm and ask for Daniel.

For sale Sega Megadrive with 9 good games. All items are boxed with instructions in brand new condition Will not split up items, All for £140 O.N.O . Phone Vincent on 0268 747565 After 6 pm exept for Fridays and Sundays.

Back issue magazines of 100%, Gameboy, Total and Nintendo magazine system. Phone 0226 712055 for details after 9pm.

For sale: Gameboy, Tetris, Star wars, Lemmings, Spiderman 2, Battletoads Logic, Three soft pack carry-all plus magnifier plus amplifier plus light plus several GB Action mags. Cost over £180 will sell £83 O.N.O may consider games sepately min. £13 Phone Martin on 031-229-2934 after 6pm.

For sale Gameboy with 7 games, Prince of Percia, WWF, Phatom air mission, Tetris, Super Mario Land 2, Plus Pro A action replay, mains adaptor, 3 carry cases, cleaning kit and amplifier sell for £170. Phone Craig on (Scotland) 713613.

LOOK! Gameboy, 10 games, light and magnifier, battery pack, 4 player agme link, Game Genie and Nuby case worth £430 For Game Gear, 7 games, T,V tuner, and case & AC adaptor. Offers accepted, phone James on 0992 584154.

Back issues! GB Action 10, 13, 14, 15, 16, 17, 18= £2 each. 23 & 25 £1.20 each. Games master issues 2 & 3 = £3 each. Total! Issue 3 = £5, issue 6 = £4, issue 9 = £3.50. Issues 14, 25, 27 = £2.50 each. Phone on school days after 4pm please on 0425 613629 and ask for Ben.

Megadrive for sale with 4 games including Road Rash 2 and PGA golf Tour also carry case and 1 joypad £125 O.N.O. Also gameboy games for sale Mercenery Force and Metroid 2 £10 each. If interested call 0844 260184 and ask for Andrew.

Mags for sale over 100 GB Action total , Sega Force, Games Master, Control Super, control Sega Force, Maga Sega XS and much more. Prices start from 50p and 75p phone Chris on 789 0828 (London, Roehampton) Plus joypads and games. Haggle prices etc.

Krusty's fun house and Metroid 2 for sale. Fully boxed with instructions £20 each or both for £35 phone Michael on 0252 621149.

Gameboy with 6 games including Super Mario Land 2 and Terminator 2 with mains adaptor worth £170 will sell for £95 O.N.O Phone after 5pm on 0256 397626 and ask for Chris.

For sale Super Mario Land 2 £22/30 Tel: 0904 704841 after 6pm and ask for Nicholas.

NES with no box 13 games one with no box two oy pads and two zapper guns plus a box to keep 10 games in. £90 O.N.O. Phone Andrew on 0302 721612.

Will sell my Gameboy with 5 games worth over £170 will sell for £150 O.N.O phone Neal on 081-388839.

Wanted urgently: NES games. I will pay up to £10 for them or swap for Game Boy games. Phone 091 428 0987. Ian Ritchie.

For Sale: Olympic Gold and Streets of Rage for Game Gear. £20 each. Phone 0443 409 396. Ask for Elin.

Game Boy for sale including game genie, magnifier light, logic three case, battery pack, AC adaptor and 10 games. Worth over £300, will sell for £125. Toby Gallagher, 0843 601 698.

For Sale: Marioland 2- £15, F1 Race - £12, Krusty's Fun House - £15, Tetris - £10, light magnifier - £5. Allboxed with instructions. Phone 0392 213 385, ask for Will.

For sale: Barcode Battler, v. good condition, only £7.50 (inc. P&P). Please send cheques(payable to S Crooks) or postal orders to B Crooks, Belle Green Lane, Ince, Wigan, WN2 2EP. Please Hurry!

For Sale: Game Boy with: 3 travel cases, game light, plug adaptor.
17 games: Prince Of Persia, Star Wars, Super Hunchback, Super Mario Land 2, Super Mario Land, Ultra Golf, Tennis, F15 Strike Eagle, The Hunt For Red October, Metroid 2: Return Of Samus, Batman, Batman: Return Of The Joker, Robocop, Fortress Of Fear, Double Dribble 5 On 5, Tetris. Immaculate condition. Every game has instructions but no box. Worth over £500, sell for £250, a bargain, so ring 0726 74935. After 4pm weekdays. Ask for Carl!

I have 9 Amiga games all boxed and with instructions and Deluxe Paint II with no box. All worth over £60. I will sell for £20!!! I am mad! Games are Zak McKracken, Hybris, Double Dragon, Scramble Spirits, Hard Driving II, Soccer, Road Blasters, Space Harrier, SAS Combat. Call Catrin on 0766 513869. North Wales. Hurry, thanks!

▼ Continued...

Free Classif

Game Boy games for sale. Golf -£7.50, F1 Race - £16, Krusty's Fun House - £13, Amazing Spiderman - £12, Joe & Mac - £13, Mario Land - £13, games case - £3. All boxed as new. Phone Emma 0793 827245 or write to EW, 7 Retingham Way, Kingsdown Park, Stratton, Swindon, SN3 4UE. Also SNES game Aladdin £25 boxed as new.

Sega Master system games for sale. Also Master System and all leads for sale. Tel: 0904 760 397. Ask for Phil and we can discuss prices. Also: Amiga games wanted, and cheap Game Boy games under £7 preferably.

Amazing offer! for sale: Snoopy's Magic Show. Not boxed but with instructions. Sell for £10.00 or swap for Jurassic Park, Wario Land. Tel 0734 744 751 and ask for Marc.

Zelda guide is still available for only £2 and Action Replay codes for £1. Make cheques/P.O's payable to Michael Ramyar and send to 'Tips At Your Fingertips', Pentland View House, Lothianburn, Mid Lothian, EH10 7DZ.

Swap Bart Vs Juggernauts (85%), boxed, for Jurassic Park or Zelda or Alfred Chicken or Mortal Kombat, plus £1 for your P&P. Phone 0202 425 847, after 7pm.

Handy boy, game genie. Will swap each for 2 games or sell. Tel : 0904 760 397 (Phil). Also Sega Master System and games for sale. Offers wanted, will split or swap for Game Boy and Amiga stuff.

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. Improve you r ground play in the FA Cup and build your own San Serio Stadium, plus lots lots more. For an information pack send 20p to cover P&P and your name and address to C Ewens, 43 Mingay Rd, Thetford, Norfolk, IP24 3JJ.

Urgent!
60, yes 60! Games for sale or swap! Desperate for Jungle Book, Jimmy C's Tennis, Ultra Golf, S Soccer, Super Hunchback and Splitz. Others considered. PHONE NOW! on 081 203 2826. Ask for Bradley.

GB Action mags for sale. Issues 16, 18, 19 £1.50 (inc P&P). 0793 827 245 or write to Emma Wright, 7 Retingham Way, Kingsdown Park, Stratton, Swindon, SN3 4UE.

Handy boy & game genie for sale or swap. Will swap for 1 game and money or 2 games. Give me a ring on 0904 760 397 or write to: Phil Allen, 21, Orchard Paddock, Haxby, York, YO33DW. I also want Amiga, Spectrum and Sega Master System games. Many to swap and sell, and SNES stuff also.

Zelda - £20, Lambourghini - £20, Metroid 2 - £14, Turrican - £20 and Ishido - The Way Of The Stones - £18. Will also swap Game Boy and Zelda, magnifier and amplifier for SNES with 1 game or sell Game Boy plus all the above (inc. Tetris) for £110 as a full package. Please phone Steven on 091 286 6530 after 6.30pm.

For sale:
Game Boy games for sale £13.50 each, fair slecton to choose from. Possible swaps for SNES games. 0323 833 022, Sunday or Mandays after 6.30pm, ask for Mark.

Sales: Issues 1 to 26 of GB Acton and issues 2, 3 and 15 of Nintendo Total, all up for sale £15 only. Please phone 0978 762253 and ask for Anthony. All together they are worth £36. Will sell for £15.

Best Game Boy mag ever! Issues of GB Action up for grabs. 6 =£4, 14 + 15 = £2.50, 16 + 18 = £2, 19, 22 + 23 = £1.50. Call Emma on 0793 827245 or write to: 7 Retingham Way, Kingsdown Park, Stratton, Swindon, SN3 4UE.

PEN PALS

Penpals wanted, any sex, any age, but not over 18 years. Plese send a photo. Write to: 1 hythe Close, Edmonton, London, N18 2PZ. Nicky Romasanta.

Wanted: Penpal aged between 13 to 15, male or female. Must like Cypress Hill, Basket Ball and Manga 100%. I will reply to all letters. Write to Daniel Dicicco, 57 Raleigh Ave, Chelston, Torquay, Devon, TQ2 6DN.

Hi! I'm looking for a good looking female aged between 12 & 14, who has a sense of humour and does not like Man Utd. Oh Yeh! I'm 13 by the way. Please reply ASAP. Send a photo! Tim Harries, 11 Thrift Close Springfields, Stalbrodge, Dorset, DT10 2LE.

Pen pal wanted. Must be female 10-12. 100% reply. Nothing required to be best friend I had. Photograph. I am a good runner, swimmer. 9 years old. Please reply. S J Davidson, 15 Queensway, Ruskington, Lincs, NG34 9ET.

Hi, I want a penpal aged 10-12. I have a NES and Game Boy. I would like it if you have one of these. Please enclose a photo if possible. I will reply to first 3 or 4. Please write. Steven Smith, 13 Tees Farm Road, Colden Common, Winchester, Hampshire, SO21 1UQ.

Hi, my name is Joe Brady and I am Game Boy crazy! (And mean it!) Send a photo if possible. If interested write to: 102 Thames Road, Crayford, Kent, London, DA1 4LP. It's a good deal!

Hi, I would like a Game Boy penpal aged 7-10. I am 8 years old and like animals, sport, Game Boy and playing computer. I will write to the first three replies. Stuart Meadows, 'Craigmore' Shieldhill Road, Torthorward, Dumfries. Dumfrieshire, DG1 3PS.

Girls! Male looking for female penpal with a good sense of humour and enjoys life. Send photo if you've got one handy. Ages 14+ please. I'm 14. Please write - I'm a good lad. Thanks. Please. Thanks. No computer talk! Paul George, 59 Carrington St, Boulevard, Hull, Humberside, HU3 3HX.

Hi! If you'd like to have a funny and nice pen pal, write to me. Age 0 to 100. My hobbies are sports, video games, drawing, comics, having fun & collecting stamps, stickers and phone cards. Write. Reply for all. Gianni Fusco c/o Nakouzi, 6615 Duryea ct, Brooklyn, NY, 11219.

Hi!
I'm looking for a penpal. Anyone out there who's bored, write to me and we can be bored together! Anyone aged 10-15 (send photo if possible). Ross Evans, 7 Coniston Gardens, Ashby-de-la-Zouch, Leicestershire, LE65 1FB.

Penpal wanted aged between 10 and 12, must like football, most sports and Game Boys of course. Please write as soon as you can. Colin Clark, 9 Alton Road, Wallisdown, Bournemouth, BH10 4AA.

Lonely 13 year old seeking female penpal aged 12-14. Must have a good sense of humour and like having a laugh. WRITE WRITE WRITE! 100% reply. Don't delay, write today! Stuart Luscombe, 14 Western Road, Havant, Hants, PO9 1NJ.

HELP! I need at least 30 pen friends, any age female or male, any interests. I'm an 18 year old male with mega humour, who luvs consoles and horror. Don't hesitate, get writing today. I'll even promise a 101% reply. PARTY ON!!! Tony Wiseman, 5 Arden Crescent, Dagenham, Essex, RM9 6TJ.

I'm looking for a pen pal, male or female, 13-14. Must be interested in any music apart from Take That and NKOTB, and football, but most of all, must have sense of humour. Write to Danny green, 17 Winchester Ave, Duxbury, Chorley, Lancs, PR7 4AQ.

Game Boy and Amiga contacts wanted to swap games, cheats and letters. I'm into all sports, music (Lemonheads, L7, Nirvana and others). Write to Phil, 21 Orchard Paddock, Haxby, York, YO33DW.

Hi. I'm looking for female/male penpal aged 12-15. I love Take That (especially Mark!), hate East 17 etc, but don't let that put you off! I also support Man Utd! I will reply to anyone who writes to me! Write to : Charlotte Flack, 4a Malthouse Rd, Southgate, Crawley, W Sussex, RH10 6BG.

Hi to all males aged 9-13 out there. I'm looking for a penpal who will talk about any thing. I like pop music, reading books and making jokes. You don't have to own a Game Boy. Recent photo if possible. If you fit these discriptions, write to me. P.S my birthday is November 29th. Charlotte Walker, 202 Rossendale Rd, Burnley Lancs, BB11 5DE.

WANTED

Wanted: Street Fighter 2 box with white inner box for SNES, not the turbo box. Will pay £5 if in good condition. Tel: 0865 247 506. Ask for Marlon.

Wanted: Pipe Dream, Solomon's Club, Pacman, Dr. Mario with instructions. I will pay upto £12, or will swap my Bugs Bunny Crazy Castle with instructions and box. Tel: Sharon 081 742 7086.

Urgently Needed!! Four episodes (off Nickelodeon) of Ren & Stimpy (Happy, Happy, Joy, Joy!). One from Saturday 7th May (12.00pm), Another two from Friday 13th May (7.45am and 4.30pm), and finally, one from Saturday 14th May (12.00pm). Ring 0253 348 676 (for Andy).

Wanted: Bubble Bobble, Super Scrabble, Kwirk, Splitz, Boxxle 2, with instructions and boxed. I have Bugs Bunny, Crazy Castle (83%). If you want to swap one of the above or I will buy yours, Tel Sharon 081 742 7086.

I will buy almost any game except Tetris for £5, I may pay more for good games. Write to : Phil Allen, 21 Orchard Paddock, Haxby, York, YO3 3DW, or tel: 0904 760 397. Also Amiga games, Spectrum games, and Sega Master System games for sale, swap and wanted.

Wanted! Issues 22-25 of GB Action. Will pay £1.25 each. Write to Michael Sheppard, 27 Hillhouse Road, Downend, Bristol, Avon, BS16 5RS.

Wanted: Asterix, Speedy Gonzales, Tiny Toons 2, Bases Loaded, Jack Nicklaus Golf, Track & Field, Humans, RC Pro Am, Chessmaster, Best of Best, Nigel Mansells, 4 in 1 Fun pack, Final Fantasy 3, Castle Quest, NBA All Stars 2 and others to swap or buy. Write to Phil Allen, 21 Orchard Paddock, Haxby, York, YO3 3DW, or tel: 0904 760 397, Goodbye!

Wanted! Issues 1-20 of GB Action. I'll pay 90p for each issue. Please I'm desperate. I also want Mystic Quest. I'll swap Crash Dummies and Brian Bender (both for the Game Boy) for it. Please call 0203 302 043.

Wanted: SNES and Game Boy games to swap, sell or purchase. Prices range from £10. 0323 833 022. Sunday or Monday evenings after 6.30pm. Ask for Mark.

Wanted . Tottenham Hotspur football kits , white home kits or yellow away shirts wanted . Small men or large boys wanted, will pay up to £9 for good quality.
Ring 0242 511846 and ask for Andrew Tibbles.

Wanted . X-Zone game for the Super Nintendo. Super scope must be U.K version £20, £30 paid. Will pay more if box and instructions are included. TEL: 0865 247506 and ask for Marlon.

WANTED: Blades of Steel, Track and Field , World Cup Striker , World cup USA '94, Castle Quest, Zool, Bases Loaded, Dracula, Asterix or Alfred Chicken. Will swap for one of my 15 games inc.

ied Adverts

Mortal Kombat, Zelda and Top Rank Tennis.
Ring Mark on 0348 874 263.

Amiga and Game Boy stuff wanted. Anything considered. Write to: Phil Allen, 21 Orchard Paddock, Haxby, York, YO33DW or Tel: 0904 760 397. I also have SNES stuff to sell or swap.

Wanted: I want to swap Bugs Bunny or Duck Tales or Parasol Stars with any good game. I would like Alfred Chicken, Zelda, Humans or Balloon Kid, thanks. Call Catrin on 0766 513 869 (North Wales).

!!!WANTED!!! Beetlejuice, Lemmings, Alfred Chicken, Caesar's Palace or Talespin. Will buy for upto £14 or swap for my games. Must, if possible, include games and instructions. If you are able to help me, ring 0482 890 433. Ask for Helen.

Wanted: Mystic Quest, Zool, Final Fantasy 1,2 or 3 or Mega Man IV, 1 for 1. I have Zelda (Links Awakening), Jurassic Park, Prince of Persia, Kirby's Dream Land. Must have boxes and instructions, like mine. Ring 0924 468 461.

Wanted: Empire Strikes Back for the NES, not GB £20-£30 paid will pay more if box and instruction are included. Tel: 0865 247 506. Ask for Marlon.

Wanted! A Spectrum 48k with about 50 games. Willing to pay £15. Also wanted: Atari 2600 with 10 games. Willing to pay £8. Call Lawrence on 081 878 8926. London area only.

MISC

To all you kind hearted people out there. I am only 7 years old and can't afford to buy new games. If you could send your games that that you don't want to me, I would be very grateful. Send them to:
P Dudley, 74 Inchkeith Drive, Abbeyview, Dunfermline, Fife, Scotland, K711 4HT.

Make your money with your IBM PC and printer. For details: S Ranford, 12a Hillery Road, Worcs, WR5 1RE.

Help! How do you get the woman's cat out of the tree at the start of the village on Dr Franken II?
Hurry! I'm desperate! Ring 0469 60223.

PERSONALS

?
Hi, I'm a.
Phan tom writer
Hello J Williams. Contact me on 91, Old Field Crescent, Chester. See you soon Ph an to m. W.

Mike D. Pick up your juggling balls sometime. We love you Jonny Depp.

HI! I'm mad Mat, maddest person you'll ever see. If you think you're madder than me, prove it, send me 50p. Mad Mat, 1 Cornwall Road, Retford, Notts, DN22 65H.

Glen - 'Spangle Hands'. Check your elastic bands.

You can now contact Seylen Solutions through Electronic Mail. Write to Email address - AFerenbach@arcade.demon.co.uk or to Andrew Ferenbach at Fidonet Address 2:259/58. Seylen is the solution!

Larry, thanks for the flowers. Don't do it again.

Lee! Hiya, it's me!!!! I just thought I'd write in another way! I just want to say hello! And to tell you that you're my best mate until we both kick the bucket! Sorry to embarrass you. Lots of love from M.A.

To Jelly Bean. Said I'd get you a message in. Love Karen.

CLUBS/MAGS

The Almanac of Amiga cheats. Over 200 games covered. Over 500 level codes. Complete solutions, infinite lives, sub games, maps, level codes. All cheats are printed in an A-Z format. Send a cheque of £1.95 to Christian Oliff at 33 Hillside Crescent, Weldon, Nr Corby, Norhants, NN17 3HF.

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

New releases from Seylen Solutions, Final Fantasy Adventure/Mystic Quest solution, Dr Franken solution, The Action Replay Codehunter's guide and of course the Zelda solution and the Zelda Action Replay codes are still available, only £2 each. Make cheques/postal orders payable to Andrew Ferenbach and send a SAE as well. Write to Andrew Ferenbach, Seylen Solutions, 38 Baberton Avenue, Juniper Green, Edinburgh, EH14 5DR.

The latest GB mag is here. It has 21 pages packed with reviews, cheats for the game genie, Action Replay plus loads of hints and tips, plus a way of making your games harder. Also find out the flops on the Game Boy, and there are some great comps - a chance to win a Game Boy game! Also win the next 10 issues of this magazine (p&p paid) all this for 50p, this includes p&p. Also, if you reply within 5 days you will get a free Nintendo gift. Send 50p plus your name and address to C Ewens, 43 Mingay Rd, Thetford, Norfolk, IP24 3JJ.

Ouch!!! The mag, it's back, it's better and it's bigger! Issue 2 is out now. It has Hints n Tips, letters, news, competitions and loads more. So send 60p and a large SAE to: S L, Ouch!!!

Bored? Lonely? Then write to Find A Friend at 28 Upper Kinneddar, Saline, Fife, Scotland. Only £1 for a lifetime membership and the first 10 members will get their money back. Just semd your vital statistics to FAF and we will send you a list of names and addresses within two months. If we exceed that time, you will get your money back. No phone calls please. Don't forget your SAE.

GB Powerzone issue 3 out now! 14 pages of cool Gme Boy fun for only 50p and a SAE. It is one of the best Game Boy fanzines around, buy it and see. Issues 1 and 2 stilll available, so send your 50p and SAE to: Marcus Campbell, 180 Comber Road, Dundonald, County Down, Northern Ireland, BT16 0BP.

Excellent cheats for your Game Boy - Issue 2 now out. Fabulous value for just £1, over 50 great tips for the latest games inc. Zelda, Jurassic Park etc. 10 pages of details. Stocks of the popular issue 1 still available. Phone 081 302 6608 now and ask for Thomas.

Hilarious new fanzine called 'Game Boy Madness'. Each issue 30p plus SAE. Great value - tips, reviews, compos, etc. Write to: GB Madness, 116 highlands Boulevard, Leigh-on -Sea, Essex, SS9 3QW.

The Borrowers Club. You pay £3 to borrow a game for a month (not bad eh?) and then send it back. Old games only £2.50 a month. So write now for an application form to: The Borrowers Club, 269 New Road, Staincross, Barnsley, S75 6EP. P.S Send no money now!!

Summer's here and Got A Good Name? free hints, tips and cheats library has flung open it's postage box for the second time.
Last year we helped over 50 customers. That may not seem like many to bigger services, but it's not like we are saying that we just sent out 50 cheats - far from it. Enough! I'll just say that our library has greatly improved and now has tons more free hints tips and cheats for the Game Boy, Mega Drive, Super Nintendo, Game Gear , Master System(s) and the NES, than last July.
If you finally decide you want that hint, tip or cheat you've always wanted, write today, WE don't delay. Each request you send must include three things

SNES cheat sheets, over 200 cheats for SNES. Send £1 coin or P.O to: D Ellis, 11a Rook Lane, Chaldon, Caterham, Surrey, CR3 5AN. Make sure you send a LARGE stamped addressed envelope.

Would you like to join 'Lois & Clark', The New Adventures of Superman fan club. Then write to Gareth Hughes, The House Manager's flat, Garden Lane, Chester, Cheshire, CH1 4 HD. Send SAE for details.

Join the best Game Boy club for £1.50 a year. You receive Tips, Reviews and more. Just send a cheque or Postal Order to Games Club. 23, Barley Hills, Bishops, Stortford, Herts, CM23 4D5.

GB Smash. Issue 2 out now. Full of news, reviews, comps, cheats, penpals, only 30p. No SAE required. 15 pages of fun. Write to: J B, 3 Kingfisher Close, Farndon, Chester, CH3 6RE.

Find a seat to sit on before you read on. Pad power are bringing out a 'Game Boy bumper issue', dedicated to GB on every page with no other console except GB. Only 40p. Postal order if you live outside Ireland. Money back if don't get it. Only available for a few weeks. 20 Braganza, Athy Rd, Carlow, Ireland.

Cheats! Send your problems to me along with a 50p coin sellotaped to card, any machine, if I can't help I'll give you your money back. Please also send SAE to P Allen, 21 Orchard Paddock, Haxby, York, YO3 3 DW. Will also swap and buy SNES, GB and Amiga stuff.

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

FREE!

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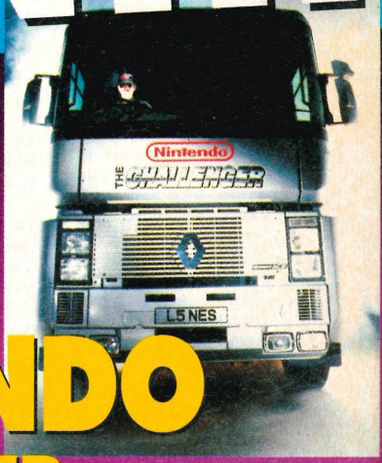
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Please make sure your phone number is clear, and include all your digits

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

PURE GAME BOY EXCITEMENT

NEXT MONTH





Next month could just be your lucky month if you buy GB Action. If you don't, then it won't – it's a simple as that. More Game Boy stuff than ever before!

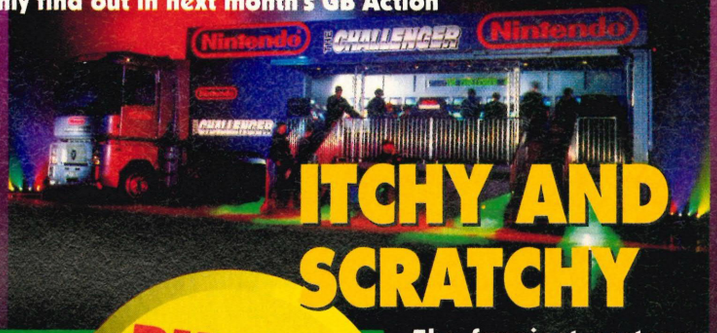
YOGI BEAR IN YOGI'S GOLDRUSH

The long-awaited cart from Empire software should be with us for review next issue. The smarter-than-average Hanna-Barbera bear stars in his very own platform romp. But there's no sign of his diminutive bear buddy Boo-Boo. Boo-Hoo



NINTENDO CHALLENGER

A special report on how the GB Action kids got on when they paid Nintendo's nationwide on-the-road tour a visit. Was it all worth it? Did it live up to the hype? Maybe – you'll only find out in next month's GB Action



ITCHY AND SCRATCHY

The funniest cartoon pairing ever? Tom & Jerry and Ren & Stimpy would probably beg to differ, but hey, who cares? They're not real! A full review of Miniature Golf Madness will fill a couple of our hallowed pages

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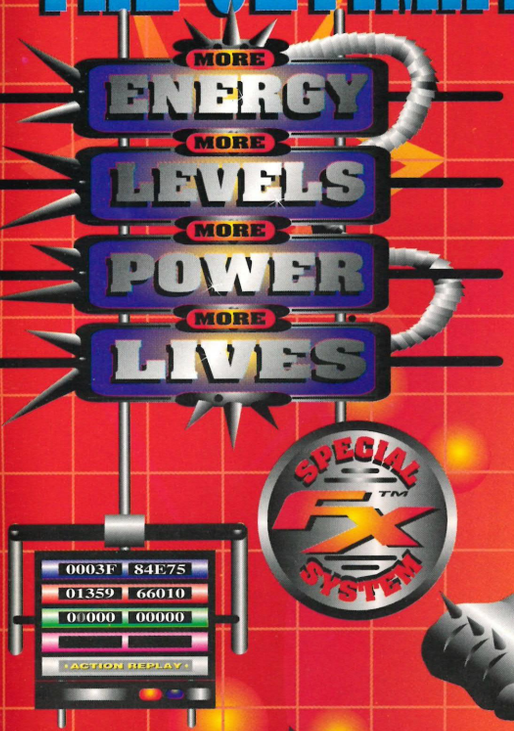
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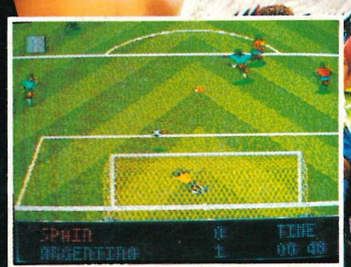
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