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# Into the

This is game-mad month at **N-FORCE**. We review more than **25** top new titles for the **SNES**, **NES** and **Game Boy**, and sneak a look at dozens more. If you want the low down on Nintendo games playing, step on in to the **N-FORCE**'s game parlour...

# game!

**JOHN MADDEN FOOTBALL '93**  
A GAME BY MADDEN  
FOR THE SNES

**Carl Rowley, TV sports journalist**

It's a well known fact that when I'm not around the **N-FORCE**, I'm busy doing play-by-play American football coverage. When Dick Durock called to say that his guy, John Madden, was taking all the glory and even had a game of his own, I was freaked. So I had to get to know the cook, but this is not what I meant. Hey, Yess! The look...

**THE DESIGNER**



**Chuck, grass skirt model**

Chuck Cook, my hero! Look at that magnificent beer belly, it must have taken years to produce. And let me tell you, if I'd drunk as many beers as Chuck, ah, I'd be able to say it "long enough." As for the grass skirt, I've been looking everywhere for one, but the only man I've seen who has one is the guy who lives at...

**DEPUTY EDITOR** — thinks he's in charge when Doug's away



**Rob Roberts, Journalist**

What better way to spend your day off from the constant slog of **N-FORCE** than investigating it a little. This point is in the great new boss game 'RoboBots' Adventure — if any of the customers get a bit upset I can always threaten to treat them! Now, who's for some more carrot juice?

**STAFF WRITER** — only writes when Doug's away

**STAFF WRITER** — only writes what Carl doesn't want to



**Rob, galactic explorer**

When I said I was a great Star Wars fan, I didn't want to be half-digested by the Sarbac monster with Luke ruddy Skywalker getting tanglines at me. Still, if it's the only way to appear in Star Wars, it's a start... such! My legs... asairght!

**PRODUCTION EDITOR** — thinks he's in charge when Doug and Rob are away

**ASSISTANT DESIGNER** — does what she's told... sometimes



**Jo Lewis, teacher**

I've always wanted to appear with a famous star, so when Mickey's Magical Quest appeared, the guys said they'd make my dream come true. I was to star alongside Mickey Mouse — what! I don't really want any meat in the game and I was one of the teachers! I hate meat!



**Doug Green, bodybuilder**

The one game I've always wanted to star in is **WWF: Super WrestleMania**. I'm not sure if it's the spandex gear, the possibility of having a musclelike like Hulk Hogan, or just all those hours getting highly paid for lying on a matbed...

**THE EDITOR** — thinks he's in charge when everyone's there



**Chris Rock, karate master**

My dream is to be in **Street Fighter**. If it was Kar, I'd get that cyberspace, wearing pantsy, Kyo, and Dragon. Punch into to hard he'd end up in Punch Kyo's, I'd like Chury U's, Mison Keynes, I'd like Chury U's, stupid car pulls off her head, stupid Vega's going tall and tall B, stupid what a fat slapper he is. There I'd kick and punch and... oops, I'm getting carried away again!

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# #9



## Bubsy the Bobcat

The coolest cat you've ever seen bounds onto the seas with bags of animation and speed! And they say this is going to be the answer to Sonic 2! Use the special cat flap and pounce over to

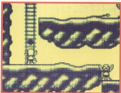
Page 14 for the full lowdown!



## Yoshi's Cookies

The green dragon with a taste for biscuits has put on the oven gloves and joined up with his little Italian mate. It's up to you to make sure nothing gets burned and that the two don't get

the kitchen on fire — grab a rug of tea and get over to Page 12 for a full review.



## Humans

Prehistoric folk without a brain cell between them. In one of the most imaginative games to hit the Game Boy this year, help these loon-clothed lunatics learn about life, the universe and how to switch on the microwave. For heaps of headaches and laughs, tattle over to Page 44 too.



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## Zig & Zag!

The coolest breakfast TV presenter you've ever seen come to life with an exclusive interview in N-FORCE!

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## RPG heaven

The Japanese go mad for their Nintendo! Kai investigates the phenomena of role-playing games in Japan.

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## Get stuffed!

Two lucky readers had a great time at our Christmas party — here are the pictures to prove it!



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Scandal! The fall low down on the dodgy Game Boy lookalikes that are sweeping the country.

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Win yourself a handy Game Boy holder or a trendy Speed King joystick courtesy of Konix.

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## Another compo!

Everybody wants cool PCs, it's not a Parfite, it's an N-FORCE goody bag!

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Pain's been busy this month with guides to Out of This World, Road Runner and Mickey Mouse. Plus hundreds of tips for Game Boy and new games.

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Game sizzling action for March!

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Take a look inside our bulging post bag, plus your very own Nintendo agony uncle! — Nick Roberts

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All the trials and tribulations of a jumble sale but without the old games causing

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Take this issue, turn it upside down and hey presto! A totally different magazine! Alternatively, check out what's in the next N-POPC!

## MICKEY'S MAGICAL QUEST

### PART ONE



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# Coming your way

Keep your eye on those shelves and start saving that cash cos there's some hot games on all three formats headed your way...

## NES

Parasit Stars	Out now	£29.99*	Ocean
Prince of Persia	Out now	£59.99*	Ocean
Adventure Family	Out now	£29.99*	Ocean
Blaze Breakers	Spring	£59.99*	Titus
North and South	Out now	£29.99*	Infogrames

## Game Boy

Titus the Fox	Spring	£24.99*	Titus
Adventure Island 3	Spring	£24.99*	Hudson soft
LooneyTune	Out now	£24.99*	Ocean
Star Wars	Out now	£25.99	JVC
Adrian	April	£24.99*	Infogrames
Max	Out now	£24.99*	Infogrames

## SNES

Human Grand Prix	Spring	£44.99*	Human
Cool World	Spring	£44.99*	Ocean
Lethal Weapon	Spring	£44.99*	Ocean
Bl'Nuts	Summer	£44.99*	Ocean
Pugley's Revenge Hunt	Spring	£44.99*	Ocean
Prince of Persia	Out now	£44.99*	—
BattleDash	Out now	£44.99*	Nintendo
Best of the Best	This month	£44.99*	—
Duck's Valley Rally	This month	£44.99*	—

\* Estimated prices to be confirmed.

These lists are estimates from the companies and therefore release dates may change between now and then. Remember, these are official release dates in the UK — you can buy many of the carts earlier from importers advertising in N-FORCE.



## Hand held heartache

What looks like a Game Boy, costs £13.99, and plays like a limp stick of rubber? The Game Child, from a company called Madcat, hit the market just before Christmas.

It's crafted to look enough like the Game Boy to fool the unsuspecting, and is basically a simple LCD game similar to the ones from the early '80s!

The Game Child is just one of a number of cheap game toys attempting to cash in on Nintendo's popularity.

There are also a number of bootleg Game Boy carts containing multiple games which either don't work or are poor quality. Some have been seized

by authorities, but many still make their way to the shops.

According to FAST (the Federation Against Software Theft), counterfeiters are turning up all over the place.

"We recently seized and destroyed 14 sacks of fake games from one store in London", said senior investigator Robin Lawrence.

"Customers are being conned into paying for rubbish."

Mr Lawrence told of one dealer selling Game Boy cartridges, supposedly containing 250 games for £200 — it turned out each level had been cloned to a separate game!

## THE BIG BREAKFAST

MASTER BLASTER

## 'I AM THE LOCK KEEPER!'

Our very own NICK ROBERTS does toast, marmite and Mario with The Big Breakfast's very own Zig and Zag...

Nick: Okay, guys, I know you're allers — where did you actually find me on Earth?

ZAG: When we ran out of Zog-nible fuel, that's our spaceship, in case you didn't know.

ZIG: It runs on pepper, that's what that makes you, pepper. That's how our Zog-nible fuel, turbo-injected Sprooze Power.

ZAG: (but since you don't have pepper on Earth, we'll be peeing here for a while.

Nick: I can't quite pin an age on you. How old are you, both?

ZAG: There's no age on Zig.  
ZIG: We go by height. I'm taller than Zag at the moment. I'm 2-foot 2,

Zag's only 3-foot 1 and a bit... that makes me in charge. (SMACK)

ZIG: Yeah, okay, well, he's the same height. Ooep! I'm a little bit taller!

Nick: You pair are full of beans! Do you have any hobbies?

ZAG: I collect celebrity spoons. My most prized spoons are all those of Michael Jackson's big fat spoons.

ZIG: Don't! The hours I spent arranging my belly-button ball collection. Excused hobby!

Nick: What I'm trying to know is, how did you get to be on The Big Breakfast?

ZAG: Fish-ery.  
ZIG: Say no more. (Zag, who's fish?)

## N-FORCE HOTLINE

0 N-FORCE hotline was such a success, we've decided to repeat the great event. The next time more than 300 calls last month with questions from Why does Mario wear a dinosaur? (i.e. Why does Cuck's hair?)

The next hotline runs from February 15 to 15 (5-8pm). We offer advice on all your gaming needs and any other life problems it so discuss on a DT line. So, go on, give us a hand. The number is

☎ 0584 875851

## Kart racing into '93

**B**andaï are ridding hands with Delight following massive sales of Super Mario Kart. Apparently over 100,000 carts were shipped into Britain before Christmas.

Super Mario Kart, proving to be one of the most popular sales games,

hit number three in the all-formats chart within two weeks of being released.

Bandaï is confident of being at the forefront of cartridge sales in 1993, expecting 45 to 50 new titles in the shops by the end of January. "We're filling out the range as quickly as possible and we're bringing out some big titles," said Bandaï.



## Generous Germans

**I**n these occasions for times (but look Mark, look closer!) it's good to know that there are places you can buy just consoles and software for almost half their usual price.

It sounds wonderful, but you have to travel to Germany to

purchase them. A Pal cart with levels can be picked up for approximately 199 DM (about £70) and games like Street Fighter II will be around £35.

It's nice to see European economic unity and single market policy working to the benefit of us Brits. Thanks for nothing Brussels! But sad 'ere, we're going to Hamburg for our holidays this year!



Nick: I think presenter Chris Evans is quite funny. What's he like to work with?

Zig: Chris is our God. He brings us on camera.

ZAG: I was in Hollywood, Summer '90, having lunch with Geena Davis in 'Spagoo', when I got a phosocall on the radio. The guy said, 'My name's Chris Evans, we want you on The Big Breakfast.' So I said, 'Geena, gotta catch the flat Eye to Heathrow.' So I picked up Zig over at Lulu Perry's house, perked a bag, and here we are!

Nick: What do you enjoy most about your computer slot on a Monday morning?

ZAG: Seeing the new games before they're in the shops. It's COOOOOOOOOO!!!

Nick: Has your played computer games before you landed on Earth?

Zig: Yeah, and Camel Hopping — but only when it's in season.

ZAG: And if the carrots are willing to play.

Nick: A friend's bought one this. Tell me which is your favourite console, the Mega Drive or the Super Nintendo?

ZAG: Both are equally good.

Nick: Okay, so what are your favourite games on the Mega Drive

and SNES?

ZAG: Sonic 2 and The Addams Family. Super Mario World's good, too.

Nick: Who's the better gameplayer?

ZAG: I think that's an obvious one. Zig: Sponges come from under the sea y' know?

ZAG: Luck, mate, it's okay for you. I've got to live with him!

Nick: If I can (and hell if, do you think console mania will catch on in Zig?

Zig: I've got a friend called Derek and another called Ernie, they live across the road.

ZAG: Answer the question, young man. Never mind, it's already caught on at home on Zig. We've got ZAG'S and ZAGACRINE. But most popular is the ZEGA GAME CDAR and ZOGIC THE HEDGEHOG. It's about gardening. Hedge trimming's big on Zig.

Nick: Oh, and just one last question before I leave you guys. Would you both like to star in your own console game?

Zig: Paul and Mark are brothers and the live beside the city oceans.

ZAG: Going about Zig everybody. Speaking for both of us, we'd love to star in our own console game. Maybe we'd call it 'The Search for Zig's Brain'.



## Bad breakfast?

It's been announced that TV computer show *Best Influence* is to have a weekly slot on the GMTV new daily breakfast show. Presented by Mollie Batten, the show goes out at 7:30 am every Thursday and will be jam packed with tips, reviews and confessions.

## The Master grows and grows

Characterised as Gamesmaster, computer shows are reportedly getting even more popular, pulling in its highest rating ever Christmas, as estimated 3.1 million viewers. This puts it well on the way to being the most popular Channel 4 programme.

## Goodies galore!

It had to happen to some poor N-FORCE reader. Just as he was getting ready for Christmas, Andrew Brodley was bombardied with a sackful full of goodies including magazines, T-shirts, books, games and prizes.



N-FORCE Christmas sock winner Andrew Brodley hasn't been able to get the sack off his back since taking first prize in our compo...

## The Max factor



You might notice that the odd review comment in this issue is written by a game fiend called Max. He follows in the long line of noble experience gaffers whose invaluable support has helped make numerous cups of coffee and the endless pieces of useless paper (we don't see them that way). So thanks Max and may you learn to make good coffee and finish Spiderman and the X-Men. Cheers!

Why? Because he said he liked reading N-FORCE and naturally we took a shine to him — being the winner of our Big Budgeting Book Christmas Compo probably helped as well.

Andrew, who is nice, answered all the questions correctly and was chosen from hundreds of entrants. He says it is the first competition he has ever won and that his Christmas was one of the best ever.

Congrats Andrew, and enjoy the stuff.

## Let the show go on

Starting on March 19 and running for an amazingly long time (to April 12) is the vital Electronic Games Show at Earl's Court. It's full of electronic gadgetry, the latest console titles and all that's new for '93 from top manufacturers and retailers.

## Role-playing obsession

Nintendo is enjoying another popular year in Japan. Three role-playing titles are set to knock up game sales to over 2.5 million by the end of the year, that surprisingly, *Street Fighter* it's a one of them. The other two might be less familiar — *Dragon Quest V* and *Final Fantasy V* are not exactly famous names over here, but are highly popular in the Land of the Rising Sun.



Amazed. Sorry, British Telecom and of course sat

That's right, the N-FORCE crew will be there, playing games, holding competitions and answering questions, throughout the show. We'll be situated in a big games gallery housing a number of latest releases, CD-I demonstrations, virtual reality challenges and game-playing areas.

According to Live '93 organisers, response to the show has been fantastic: 'It's been excellent — every week something new happens.'

Dixons will be setting up a huge games area in the grand gallery with sales and all the latest carts on show.

Live '93 is at Olympia 2. Make sure you're there in September cos it's gonna be the biggest computer event yet!

## Fast fighter too

Even though the sales of the Super Famicom version of *Street Fighter II* reached 2.5 million in the half-year since its launch, *Street Fighter II* continues to do strikingly well in the Japanese arcades. The latest incarnation, *Street Fighter II Turbo*, has just been launched. Essentially, it's a speeded-up version of *Champion Edition* — Turbo's gameplay is claimed to be 50 percent faster. New power moves are featured including a diagonal Peeling Thunder Attack by Blanka, a Bomb Boom-type move by Chun-Li and teleportation from Dhalsim.

More when we get it.

## Maximum overdrive

One of the best racing games ever looks set to get center with the release in June of *Trip Gear 2*. This classic will still feature frantic split-screen two-player action. But new twists include wheel-screen display in one-player mode, adverse weather conditions, junctions in the roads, more obvious drivers and ladder scrolling. We can't wait and be sure when it hits our shores N-FORCE will be there first.

## Alien advance

There are some big firm forecasts due this year on the gaming front. Due to hit the streets this month on import from Japan is the long-awaited *Alien Vs Predator*. It's a great license and we expect much from it — if the weak point N-FORCE got of the game is anything to go by this is one to keep an eye on. Get a load of this screen of the scolding best-in-top action and check the next issue of N-FORCE for an exclusive review.





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**BAD influence! BAD influence!**



*secrets of the TV show...*



**BAD influence!**

**BAD influence!**

*...and much more. Issue two on sale January 28*

**BAD influence!**



**BAD influence!**

# CES SHOW REPORT

The Consumer Electronics Show in Las Vegas last month was a blitz of new Nintendo games and products. Marshal Rosenthal reports...

Thousands of people, shiny presentations and some of the hottest games you're likely to see this year — the Vegas Consumer

Electronics Show was the place to be. Nintendo turned it on big time with sneak previews of what they hope will be, the big ones for 1993 — Zelig for

the Game Boy, Yoshi's Coolies sea-style and Kirby on the rails.

The game which stole the show was Nintendo's first custom FX chip game called Star Fox. It's a 3D space-oriented flying sim boasting some of the most amazing graphics to arrive on the SNES and enough digitized noise to deafen you — definitely one to keep an eye out for.

The Legend of Zelda: Link's Awakening on the Game Boy follows closely behind. It's full of new characters as Link moves through a world fraught with danger, enemies, secrets, dangers and all the good stuff we've come to associate with Zelig games.

Spectrum Holobyte's Star Trek: The Next Generation is still under development but looking cool. Estimote Platform for both the SNES and the SNES (you had to drag me away from the next version), and Rock and Roll

Racing from Interplay for the SNES has some of the most obvious music ever put on a CD.

The list is never ending — lots Claymates is a stop-go animated platformer, shoot-loading action with lots Metroids is one to look forward to, there's Tai (the latest Sunsoft offering) and a mouse-driven adventure which we'll have more of in following weeks.

Yep, it's sure going to be a big year for Nintendo games.



Star Trek: The Next Generation was just one of the games featured at the Las Vegas CES. Still under development, it's going to be one game to keep an eye on.



## Where's that CD gone?

Any announcements about the long-anticipated Nintendo CD machine were easily lacking at the Las Vegas CES. Originally due in August this year, it seems the machine won't be ready for some time yet.

Apparently, Nintendo has decided to opt for a powerful audio-style 32-bit drive for their CD, and are still negotiating with electronics companies about how it will be built.

Sega's CD drive went on sale before Christmas last year and appears to be selling well. It was thought Nintendo would try to follow. Sega's head so quickly as possible, but game players may be in for a bit of a wait.

## Epilepsy puts game playing in the spotlight

Can video games really be dangerous to your health, or are the newspapers making a big fuss about nothing? We take a close look at the issue...

### Nintendo speak out



The epilepsy issue has brought a rare press comment from Nintendo President Hiroshi Yamauchi:

'This is the first time we've heard of this [anyone dying from video games]. It is important that the matter be medically studied. Tens of millions of Nintendo game machines have been sold throughout the world with countless people using them over a limitless amount of time.

'Up to now we haven't experienced major [medical] problems. If our game machines were truly at fault, we would have gone under a long time ago.'

Newspaper stories about epileptic fits after playing games have stirred up a storm both in Britain and Japan.

Following a front page story in The Sun last month, headlined 'Nintendo killed my son', the Government, Nintendo and several games and magazine publishers have waded into the debate.

According to the papers, numerous games players have suffered fits after playing Nintendo games. But physicians say learning games is safe, and Nintendo says the warning to epileptics on their products are clear.

The British Government has ordered an investigation into the issue, and the Japanese Government plans to do the same.

Despite all the hype, it appears clear that danger to most game players is practically nil — there is only a small percentage of the public which may be affected.

Said Derek Mearns, chairman of computer magazine publishers Eurogamer: 'The stories are irresponsible. We feel we have a duty to game players and parents to tell them the facts.'

Even the British Epilepsy Association has expressed concern of misreporting of the issue and has set up a helpline for parents who want information. The contact number is 0345 388999.



# N-ratings explained...



Many of our choices and platform critics in the forthcoming web adventure Claymates.



**Gunn's  
Garbage**

Avoid me driving motor, because that'll do for me. Favorites and critics do the board. Top, we're all medical in the office this month — I even thought Nick trying to fire most and extra food to his Escort the other day! Actually it's more sort of probe witnessed and it's all due to a game called 2000000000 which I mean say is a pile of fart pellets and no morals. But enough, let even from my own pot. Say ever at Intelligence is that America — the cunning God and fans of dozens of comics and films — is about to fit all Nintendo systems with full force. The Game Boy version is due out in April and the week past I had confirms my word here — it looks so good I'm probably not going to play another game of your kind in the next ten years unless you come in line that is it.   
 — Joe M. of the Bar next month for The Post is Right.



Back 'n' Ball looks often heaps of speed and skills — look out for this later this year.

## The facts

This is what the experts say:

- Video games do not cause epilepsy, but can trigger a fit in someone who already has epilepsy.
- Those most at risk are people who suffer from photo-sensitive epilepsy (where fits are triggered by flashing or flickering lights or screens).
- Photo-sensitive epilepsy is most likely in 6-12 year olds and females. The risk reduces with age and only around one in 4000 suffer from it.
- The risk can be reduced by not playing games for too long, sitting at least 2.5 metres from the screen, keeping the screen brightness turned down, leaving room lights on and using weaker screens.
- Epilepsy is not contagious or a sign of mental illness or handicap.
- Televisions, flashing disco lights and even dashed white lines on roads have also been known to trigger epileptic fits.
- Game Boys and other LCD games are highly unlikely to trigger fits. Both Nintendo and Sega now include warnings in their game packaging.

**Regulars!** 99

SNES ▼

**Reviewed!** 99

NES ▼

**Reviewed!** 99

Game Boy ▼

**Reviewed!** 99

**Tips!** 99

**Featured!** 99

**Goodie burgers**

Yum, yum, yum! They love the hot games, but start feeling very queasy at these red ratings up to scorch!



**N-RATING**

**VISUALS**

91

A great ball shoot sequence, with average animation helps bring the game probably to a high level.

**SONICS**

87

Better than an Alka concert. The strings and blow combine well to give a highly realistic effect.

**PLAYABILITY**

91

So good it could almost play itself! I don't know how they pack so much into one game.

**LASTABILITY**

92

Wouldn't get it down if the bomb went off — after the initial 20 minutes who else's advice all the way.

**FORCE**

91

Fantastic value for money — nice little one of your pennies!



The flags show which version we tested (only)

**VISUALS:**

How the game looks in terms of sprites, title screens, scrolling and backgrounds.

**SONICS:**

Music and sound effects — and whether they are suited to the game or not.

**PLAYABILITY:**

Indicates if the game is easy to get into and understand, and how difficult it is to play.

**LASTABILITY:**

Does it offer a strong challenge and does it hold your interest? How addictive is it?

**FORCE:**

The overall rating of the game — an average of what both reviewers thought of it.




# BUBSY THE BOBCAT

## IN CLAWS ENCOUNTERS OF THE FURRED KIND



**Have we got a tail for you! A story of mice, fur balls and kitty litter. NICK takes a look at what's being dubbed as Nintendo's answer to Sonic 2...**

**W**hile all heard of Sonic the Hedgehog, Mario and James Bond but who on earth is Bubsy the Bobcat? Well, prepare yourself for the latest evolution

in console platform games — a new adventure with aliens, yarn balls and cheese wheels galore!

Total chaos breaks out when an entire terrestrial spaceship runs out of

fuel and crash lands on Earth. The aliens are called Woolies and their ship's high-speed engines need yarn balls to blast off — so much for the advanced technology of alienia if the Woolies don't find yarn fast, they'll never see their home planet, Payon, or their twin Queens, Polly and Esther, again!

The Woolies hadn't counted on any opposition from planet Earth, but Bubsy the Bobcat has other ideas. He won't give to give up his wool collection for anybody!

### Sonic boom

In classic Sonic style, Bubsy flips and twirls around the sprawling landscapes to collect all the yarn balls he can find. There are many houses, hills and caves to explore and if he runs out of ground, a top-of-the-jeep glides Bubsy to earth with all the grace of a pregnant peacock.

Woolies appear from every direction in a desperate attempt to stop the crazy cat. In his bid to escape, Bubsy often plunges into other enemies such as mine carts, cool graffiti and busy boaters. Each hit takes one of this cat's three lives — and I always thought they had nine!

### World domination

Five worlds, each with three stages full of yarn balls, are crammed into the huge 10-meg cartridge. There are also a multitude of hidden power-ups, bonus rooms and special secrets to discover.

Bubsy the Bobcat is the latest and most intricate character to star in a solo video game. Acclaim game FORCE an exclusive piece of game-of-the-breath-taking action from Bubsy's world and we loved every second! Keep your eyes peeled for a full review listing. It's way to these pages soon!



Hey Mr. Bower. Why don't you just stop leaning around and relax with a Bubsy pie in your hand! Pie free chocolate bon for this vicious warbler!



Crazy cars are everywhere in the first few levels. Pity Bubsy can't drive!



This is the game in train or mode (game). Oh, please yourself!

Previewed!

14

N-FORCE ■ MARCH '93



The dark, deep caves conceal more than just bats and rat-past alien cars, but mobile walk entrances and change out whenever something works in front of them. Babby can't ride them for a leap in the right direction helps him out.

## WOOLLY WONDERS!

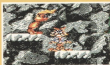
No game is complete without a strange set of creatures. In the world of Babby the Baboo! the alien invaders, the Woolies, are in for a hard time. Having arrived on earth from Rayon, they are on a quest for jam balls to power their spaceship back home.

With their puffed-out cheeks, slimy tentacles and big noses they look more like Gogo owners than evil maniacs. But with a back flip and a pin in the face, Babby soon puts a stop to their game! Watch out Woolies — Babby's coming to get ya!



Babby the Baboo! is not just a simple platform adventure — there are heaps of different moves and tricks to master...

Stick on a rock with a Wooly is no place for a baboo! Perhaps Babby should look for a different path to take...



All the fun of the fair! The wooli attraction in the theme park level is the roller coaster ride. Babby can jump on at any time (don't try this at home!) and take a ride to another section of the game, but be warned! Sometimes, the tracks run out.



All the fun of the fair! The main attraction in the theme park level is the roller coaster ride. Babby can go



Flying through the air with the greatest of ease! One of the highlights of Babby is his gliding action which can help him over tricky situations.



Three-toed Woolies everywhere! These little devils chuck rocks with their feet, kick cheese wheels and go blue in the face when they have temper tantrums...

Babby's one cool cat! For more great pics and behind-the-scenes sketches, flip the page...



Freightcars are usually fair places to hang out, but not for Bubba. The doors and rivets are highly dangerous. One wrong move and he loses one of his three lives!

Car, what's that? Collect 10 items for extra lives — they're not as trendy as our N-FORCE ones!



## Bubbling along...

Artists have been developing Bubba the Bobcat since December 1991. In that time, the game has been through many stages of development, beginning with character sketches by American artist, Ken Maclean and more recently, computerization and animation.

In his finished form, Bubba is a street-wise bobcat dressed in designer clothes. His trade marks are an exclamation mark on his T-shirt, a self-assured grin and the cutest wide eyes you've ever seen. What sets this game apart from the rest, is the detail of Bubba's movements. There are over 92 animations showing the bobcat here in action — 13 of these are for death sequences alone! These hilarious mini-movies include Bubba being flattened into tiny pieces, popping like a balloon, getting squashed flat and going down with his ship.

## Chatter box!

Another neat touch is the way Bubba interacts with the player. Yes, you heard me right! Bubba is one of the first characters to be given the gift of speech. Throughout the game a host of original lines spout out of his whiskered chops — absolutely brilliant!

Available USA have thought of everything, right down to an animation where the strategy cell breaks on the TV screen if she gets too long! We can't wait for a finished version and you can be sure, as soon as the final touches are made, we'll be reviewing it.



Artist Ken Maclean spent months drawing dozens of different expressions and poses for Bubba. As you can see from these original sketches he's done a great job of giving Bubba a cheeky personality and adding a certain flair to the action.



A big cheesy grin from the only bobcat that counts!



Diving over the top of some expressions even! Being a life!



This game is leaps and bounds ahead of the competition!



There are hundreds of frames of animation in this game.



Peeking from one train roof to another is a tricky business!



Hey you! Leave the game alone for a while and Bubba taps on the screen!



Kill off Bubba in the water and he does a sailor's hat and wink!



Water and rats don't mix! Here Bubba tumbles down the rigids!



Popping too hard onto the ground hurts Bubba's sensitive paws!





The latest games straight from the oven

# Freshly Baked!



Link's back again and this time he's still! The four-way cart and battery back-up make this Game Boy adventure a stunning prospect.

■ Nintendo

**L**ink has been adventuring on the seas and seas for years in the amazing *The Legend of Zelda* series, but now Game Boy owners are to have their own version of the best-selling role-playing game.

*The Legend of Zelda: Link's Awakening* is a huge four-megabyte cartridge with a battery back-up. It's full of the characters made famous in the past and has games (but there are a bounty of new surprises in store for all budding adventurers).

The game was revealed at the CES (Consumer Electronics Show) in Las Vegas, USA, last month. It's the first time the *Zelda* saga has been brought to the Game Boy, and all indications are that it's going to be huge.

Check out the news for more gossip from the States and stay tuned to these pages for more information as we get it — this is going to be a hot release!

## THE LEGEND OF ZELDA:

### LINK'S AWAKENING

# KIKIKAIK



■ Nintendo

**T**he latest wind and wonderful game to come out of Japan is a two-player extravaganza called *Ninkyu Ninjas*. In a similar style to the classic *The Legend of Gyakuuden Ninjas*, the two crazy characters, a ninja and a samurai, charge around the scrolling levels, picking up power-ups to boost their health and fire power, and avoiding the constant barrage of fire from the wacky enemies.

**Nutty ninjas**

The game is a visual delight with superbly-detailed backgrounds and great animation. The Japanese are renowned for creating superb console games and this is no exception.

Manic umbrellas, cute monkeys, fireballs and a giant octopus are all

Three playing cards at its one-legged umbrella. The speed and strength of the attack depends on power-ups collected.



# KIRBY'S DREAMLAND



**Nintendo:** You may have heard of Kirby, he's a chubby little ghost from the Game Boy romp Kirby's Dreamland. The franchised game is so successful, Nintendo have decided to

produce a new version — at last we can see what Kirby looks like in color! Follow the lovable apparition as he floats through a world brimming with cute graphics and funny sprites and cool animation. Levels are linked with entertaining animation sequences

showing Kirby puffing and putting as he floats, runs and flies through the adventure. The new game will be floating down onto a console near you very soon, the Game Boy version is available now on US import.

The chubby little ghost has three lives to get through a variety of scenarios. Gain extra lives by collecting stars. Above: Shoots and water don't mix very well. Kirby takes a deep breath and navigates the tricky underwater level.

# AI NINJA

cut for blood. The ninja fights them off by throwing playing cards and deflects enemy blows with what look like slash-kat! The assassin is armed with deadly leaves and protects himself by wiggling his tail!

This hot game is going down a storm in Japan and should be available an import any time now. Watch out for a full review in next issue.



This mid-level boss checks out mini-bosses. Quickly shoot them and when they're all dead run across the screen in the direction of the fireballs.



The straw basket tied with a red ribbon floats a power-up. Blast it open and grab the contents quickly before the fish on the bridge shoots you.



The first level boss throws rocks, then rolls up in a ball and charges at the unsuspecting player. Run like hell!

# EXHAUST HEAT



The green light is on, so it's time to blast off. Don't accelerate on the grid or else you wheel spin and lose power going into the first bend.



Using 3D and Mode 7 effects, *Tekken Race F1* creates a F-Drive-style look. The radar (left of screen) shows the track shape and current race positions.

## ■ Sets

The big news for F1 fans is that *Exhaust Heat II*, the sequel to last year's *Exhaust Heat* (PlayStation 2), is in the works. *Exhaust Heat II* will offer 100 cars, a process of ship design (mostly) and an improved game play. The process of ship design and most vehicles will be F1 cars.

There are 20 classes per race in *Exhaust Heat II*, including Formula 1, Indy 500, 24 Hours of Le Mans, and more.

against the world's best, including Nigel Mansell and Ayrton Senna. Every opposing driver and car has detailed skill and performance levels, so that intelligent strategic pockeying will win the F1 battles. There are 20 classes of cars to pick on your next race. It's a real F1 (PlayStation 2).

# CHESTER CHEETAH

## TOO COOL TO FOOL

### ■ Ramon

Watch out if you anticipate *Chester Cheetah* as being, and he's too cool to fool. Coming to a screen near you soon is a story about a repressed cheetah loved with his dual life in Four Corners zoo. He longs to get out of his cage and live a night of time out in the wild blue yonder.

### Chomping cheetahs

We had a sneak peek at this colorful platformer and were very impressed with the imaginative graphics and hilarious gameplay throughout.

The rock 'n' roll cheetah, complete with leathers, shades and electric guitar, certainly is one cool cat. On his way round the zoo, of course, Chester completes each stage by recovering hidden pieces of his beloved *Acid Mobile*—a motorcycle actually! I know the prospect of a large feline, roarin' around on a beefed-up bike is quite a wacky thought, but that's the sort of game I do!

There's plenty to do and laughs a minute—one to watch for.



Play that funky music, man! Chester takes time out from his platform adventures to strum his electric guitar. If any enemies come towards him while he is playing, they are automatically wiped out— that'll teach them to interrupt his music break!



His journey around the zoo takes him through man-hole covers and into the city sewers— great! Snally stuff.



The intro screen shows Chester standing helplessly, while the evil dude with the guitar refers out and on enormous chin, steals Chester's motorbike.



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# JAKI CRUSH

## ■ Hazel Holt

**D**uring the rounds in Japan at the moment is an exciting pinball game on the seas by the name of Jaki Crush. If you're a pinball wizard who's played every silver ball in the country (not to mention seen the film, *Torrey*, a million times), this leapy arcade sim might get your flippers flapping and your multi-ball riling! It's full of weird and wonderful creatures to blast with the excitingly fast ball that never stops zooming around. Keep your eyes on N-FOCUS for a review next issue!



He's a pinball wizard! Use the flippers to blast the ball up the screen. Every monster you kill earns big points. Make sure you keep an eye out for the hidden bonus rooms!



This speedy score is the unusual setting for a pinball table. These mutated monsters are out to kill you so keep smacking the ball at them!



Keep it up, score! Hit the yellow ball onto the flipper on the right side of the screen and then watch it to the top for maximum points.

# BATMAN RETURNS

## ■ Konami

**Y**es! *Batman Returns*, one of the biggest live-action hits of last year, is coming to a console near you. Thanks to Konami, both the Sega and Saturn games follow the plot of the movie closely, and feature large animated sprites of Batman, Cat Woman, The Penguin, and his many minions.

The Sega game uses various graphic modes including some smart effects — the bat signal and moody lighting help give the game a cinematic feel.

Both titles are total 'em-up, based with a few interesting twists in the gameplay to keep the action moving.

The Sega version manages to recreate the smoky look of the movie with plenty of atmospheric backgrounds, but the sprites are rather simplistic. The story is told using static screens with text scrolling underneath, but what makes it for me are the brilliant full-screen shots of Michelle Pfeiffer in her satiny gear — phew! There are full portraits of Michael Keaton, too!

All our private screening, *Batman Returns* looked excellent, watch out for a review coming soon!



# ROAD RIOT

THQ

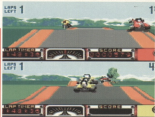
**C**oming soon is a high-speed off-road kart-race called *Road Riot*. Featuring a two-player option, a variety of racing circuits and a host of funny characters, including an odd-looking critter by the name of Elvis Vegas. As parity of the kart format — divide one and all, the promise to be a hilarious alternative to Grand Prix series and traditional arcade-style indoor off-road racing games like *Super Off Road*.

## Holy cow

The action-packed gameplay is full of stunts and cows straying too near to the track — there are cannons fired to the four-by-four trucks so you can blast opponents as well as the wildlife! There are several skill levels to choose from and plenty of testing tracks to... um... test your driving skills. So test your ear to the ground!



Harold Player One breaks the tape first and wins the coveted *Road Riot* trophy. Meanwhile, Player Two, on the bottom screen in the yellow car, brings up the rear. Oh well, there are plenty more tracks to choose from.



The split screen two-player action provides for loads of laughs. The most difficult aspects of this game are trying to stay on the road, not shooting the spectators and not getting dethroned by the girl with the starting gun.



Core Design

**C**huck's back! Well, almost — it's his baby son to be more precise. After the caveman hero rescued his woman in the first game, the two settled down and started a family. Unfortunately, we don't get to see Chuck's love nest or his lovely lady wife, but we do get to meet the adorable baby, Chuck Junior.

## Rock 'ard!

Overcome with the new responsibilities of parenthood, daddy Chuck starts up his own cat business, *Floyd Motors*, to keep his wife and baby in piles of cash.

But as we all know, the motor business is a dodgy one at the best of times — just ask Arthur Daley! And to make matters worse Chuck winds up being kidnapped. Will he survive? Can Mrs. Rock afford the ransom? Well, there's no need to fret because Baby Chuck comes to the rescue! Armed with a mega club, baby Chuck fights his way through a multitude of great-looking platform-based levels to rescue his baby daddy.

The picture you see are from the Amiga version, a next game won't be released until early 1994, but we can tantalize our taste buds with these pictures for now!



Baby Chuck is looking for his kidnapped dad. The journey takes Chuck Junior through a variety of platform-based levels.

# CHUCK ROCK 2



What's going on here? NICK's gone all blue, his eyes are bulging and his ears have grown to twice their size! Either he's caught Toon disease or he's got a bad case of Myxomatosis!

**T**hese cuddly characters really know how to make a game addictive, don't they? They've already put their magic touch to our Tiny Toon Adventures and Game Boy B&B's Big Break, but now it's the turn of the next.

From the second the title tune fires up and the familiar Warner Bros characters burst onto the screen, all game fans will be addicted.

The characters are all baby versions of the Looney Tunes hits. Buster Bunny (the offspring of Bugs) is the hero, then there's Calamity Coyote, Dizzy Devil, Plucky Duck, my favourite Hamtaro and a cast of thousands — well, lots anyway!

#### Power to the people!

Usual platform rules don't apply in Toon Town. Buster walks and jumps as normal but he also has a special flip jump to knock off enemies and there's a dash button allowing him to zoom up walls.

Collecting power-ups is not just an added extra — it's essential as many of the levels. Silver dodges

enrich the dash-o-meter and are vital for climbing high walls, collect 100 stars for an extra life and golden carrots replace energy.

So what is there to do in each of the six stages? They all have various levels interlinked by uncontrollable animated sequences. Buster travels through the library into a cafe, to the Wild West and onto a train. Then it's time to enter a spooky haunted house before

taking part in a game of American football, going for a bathroom and finishing up in a mock Star Wars — phase! That list should keep all you platform lovers quite busy! And if that's not enough, there are a bunch of hilarious sub-games which are selected between stages by a giant spinning wheel of fortune!

#### That's not all folks!

I've been waiting for this game with bated breath as Konami have a

# TINY TOON ADVENTURES

knack of producing brilliant games. Their previous hits include

Parodius, The Legend of Mystical Ninja and Super Probotector — what a track record!

The team of programmers behind Tiny Toon Adventures have filled the seas with excellent graphics and animation using 3D scaling, rotation and bags of colour. The soundtracks accompanying the action are just as thrilling, with remixes of the Tiny Toons theme and fun sound effects.

Tiny Toon Adventures is virtually unbeatable. There is one major

problem though (and it is a MAJOR problem) — even an hour made we completed the whole adventure in a day! This puts a real damper on an otherwise excellent game, but is a cart is worth taking out £40 an if you can finish it so quickly? Let's hope the sequel's a bit harder!

NICK 90%



After unclogging through the rest, a hidden bottle takes you inside the carriage — spooky stuff!

Watch out for the rats that fly past the train. If Buster gets caught up in one, he can stick his way out.

The only way to climb the side of the carriage is to don't remember to step at the top or you fall off!





May! The aim of this silly game is for Buster Bunny to knock food into Elmer Fudd's mouth.



Incredible! *They're Bored with Terry* is without a doubt the funniest and most colourful game I've ever played! It's positively brimming with the mayhem and madcap capers we've come to expect from these lot. The controls are great with some neat tricks to master — jumping is particularly tough at first! The quality of the graphics is amazing, there are loads of well-animated sequences and the sounds are brilliant — the Wild West square dance theme is fabulous! Despite all these wonderful features I've got to agree with Nick. Even on the hardest setting it's far too easy to complete. This casts a shadow on an otherwise wonderful game. Still, it has to be one to be believed!

ROB 64%

# TOON PICTURES



My goodness! These playground games provide hours of fun!



The tacky American football level is a great laugh. When Buster Bunny (right) scores a touchdown, Pecky Duck and Hester go mad with excitement — but then they're just wild and crazy guys!



The track starts to fall away towards the end of the train. Dash and jump to survive!



# STAY TOONED!

After each stage, Babs and Buster present a game show with a spinning wheel full of characters. By stopping the wheel you get to play the sub-game associated with that character.



**Sweetie Weigh in**  
Buster selects five characters, then the computer selects five. The five corresponding faces stand on the scales and the heaviest one wins. Each win gives an extra life.



**Hanton Sliding puzzle**  
Connect the blue line in the puzzle before Hanton starts his stroll. The more apples he collects the more lives are stocked up!



**Furrball Squash**  
The cheery pussy gets out his squash racket and bounces balls off the passing toons. Each win gives a different power-up or experiment.



**Plucky Duck Bingo**  
Select six things faces to create lines on the winning card. The more lines made the more TOPs are scored. The FREE loan is automatically counted.



**Babs Bunny Rescue mission**  
Buster's girlfriend runs around the maze helping the trapped faces — each one she rescues is worth an extra life. Careful though, if she's caught Elyra's dogs her fur is bag and broken!



Thrust the plans of the evil scientist by breaking the monster's footlock back onto the machines. It cracks into ten pieces and explodes!



**Amplid Child, Amplid** There are morris mice on page sticks coming. A good fly jump only their heads stop them in foot tracks.

## FORCE FAX



**W**hen Playing American football, chooses pass and run to the right until level with three lines after the 3. Now run back and you should be able to catch the ball and run for a first down.



## N-RATING

### VISUALS

93

Stellar cartoon animation and excellent use of the new graphics chips

### SONICS

92

Delightful rendition of the Toy Force theme featuring a great Country 'n' Western feel (strongly)

### PLAYABILITY

88

Delving in a little awkward but it soon recovers — the variety of sub-games is superb

### LASTABILITY

72

A real let down — even completed at the fastest writing is a couple of hours

## FORCE

85

An fantastic adventure, let down by ridiculous difficulty writing.



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Price

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### N-RATING

#### VISUALS

**99**

Send your eyes on Game and you'll never want to look at another shirt again — absolutely scorching.

#### SONICS

**99**

They're louder than an Iron Maiden concert, and then some!

#### PLAYABILITY

**99**

When Game and the love of your life won't be able to put you down...

#### LASTABILITY

**99**

Big quality and they'll never go out of fashion — 'till you drop to your grave!

## FORCE

**99**

Whatever you do, don't miss out on one of these

# KRAZY KONIX Competition!

Calling all NES and Game Boy owners, N-FORCE and Konix combine to bring you 200 great prizes! Yes, two comps and 200 winners! Are we mad or what?!

## KONIX KING



every 8-bit owner. The great news is Konix has given us 100 of them, so if you want to get to grips with this king of sticks then just complete the coupon.

Hey all you NES owners, get your ears on guys and gals. That old joyed giving you grief? Getting a bit worn and dodgy on the controls? What you need is a Konix Speed King joystick. Stick to the grip and tailor made for hours of comfortable wiggling and blasting. Ergonomically designed and incorporating the latest in long-lasting micro-switch technology, it's a must for every 8-bit owner. The great news is Konix has given us 100 of them, so if you want to get to grips with this king of sticks then just complete the coupon.

### KING OF THE ROAD

Who presented Entertainment

4/84?

a. Jonathan Ling

b. Jonathan Signall

c. Jonathan King

A lion is often referred to as the

\_\_\_\_\_ of the jungle. Is the

missing word?

a. Lion

b. Rhino owner

c. King

If Queen Elizabeth relinquishes

the throne will Prince Charles be?

a. Unemployed

b. The King

c. Just a chap with big ears

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone \_\_\_\_\_

Send your entries to KONIX KING THING compo, N-FORCE, Europress

Impact, Ludlow, Shropshire, SY8 1JW.

The editor's decision is final and please tick the box if you don't want mail

from other companies.

# GAME BOY PROTECTION Competition!



Is it fear it for the Game Boy, a great piece of kit. But how you ever crapped it on its head? Ever got so mad at not completing a tricky level on your favourite game that you've thrown your portable pleasure provider at the wall across the room and into a wall?

Game Boy damage is a common problem and, until now, one with no easy solution. Unfortunately for something that costs around £10 it is susceptible to violent shock. But N-FORCE has the answer thanks to those kooky Konix chaps. They're so worried about your head held and its safety that they've given us 100

fantastic Game Boy protectors, the GB Holder. Is it all set to you lucky kit!

The GB Holder is made of soft rubber and slips over the Game Boy, providing padding on all four corners. It has holes for the 'fire' buttons and volume and brightness controls, and also has a built grip on the back so it can be worn on your hip.

To win one of these handy holders, just fill in the coupon opposite then pop it in the post to us here at N-FORCE. You never know, this might just be your lucky day!

### Bounce that Boy

Look at the questions below and, in 25 words or less, answer the questions below. The best 100 win this fantastic compo.

1. I want a protector for my boy because...

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

2. Konix are a great company because...

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Telephone \_\_\_\_\_

Send 'em in to SOFT AND STRONG compo, N-FORCE, Europress Impact, Ludlow Shropshire, SY8 1JW. Don't forget that the editor's decision is final because of his enormous boots and no correspondence will be entered into because we lost him in Liverpool. If you don't want mail from other companies tick the box.

# BACK ISSUES

There's more to life than this magazine...

There's also the issue before it, and the issue before that. Yep, if you're a true game fiend who knows what's what, you'll have all six N-FORCE magazines tucked away safely somewhere. Because you know damn well one day that little stash is going to be worth a lot of money and a heap of cred. But if you've missed a couple don't worry — you won't have to give up game playing, burn your copy of Street Fighter II or join the local square dancing club. Just do the smart thing and fill out the form below. It's that easy...

## N-FORCE BACK ISSUES

Looking for recent issues of the best game-playing mag this side of Midway? Well, here's where you'll find them. All the top issues of N-FORCE for only \$2.50 per mag. So if you've missed out we've got the deal to suit you out!

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- Issue 5 November 7 ms
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Welcome to the windy city, home of the world champions, the Chicago Bulls. In this shot the Indiana Pacers are driving towards the basket for a slam dunk. The Chicago defender jumps but it's too late — to say two points for the Pacers!

# SUPER NBA BASKETBALL



Half court, full court — all you ever hear about these days is courts. CHRIS goes out for a game with his mates and ends up getting sued, divorced and paying council tax on his basketball!

**B**asketball has never been very popular in this country, but that's about to change. Fresh from the States comes a new National Basketball Association licensed game that's setting consoles alight from coast to coast.

What makes this so special? The options — all the NBA teams are featured with official kits, courts and individual players' statistics and attributes.

If all this sounds like double duty, I'll explain. Rather than playing featureless robots, you get to control

the stars — Michael Jordan, Magic Johnson and Patrick Ewing to name just a few!

All players (and substitutes) are graded in terms of their abilities at running, jumping, shooting range, passing, blocking, dribbling and stamina — it's as close to the real thing as you can get without twisting your ankle!

If the Chicago Bulls lack a good three-point shooter or a tall center for rebounds, just bring in a substitute with the right abilities. It's an excellent idea allowing you to vary the

team depending on opponents and your playing-coaching style.

## Court in the act

Having decided on the line up, choose tactics. Each team's play book features four set plays. There are eight plays available, allowing you to vary the four if the defense get wise.

There are two game types — play a single match in pre-season mode, or go full season using the battery-back up option to save your position.

Pretty impressive, eh? And I haven't even mentioned the super-smooth-scrolling 3D graphics and the dazzling close-up screens for close shots, three-point shots, lightning points and injuries.

## Double dribbling

Those new to the sport may find the action hard to follow, as the rules are strictly applied to the big fan screens. Although he looks like he couldn't catch it, too without having a heart attack, an alone keep up with the action, the sampled speech is

excellent. To cater for amateur and professional a game-speed option is included. In fast mode, the action zoom around at amazing speeds.

Okay, so what hasn't this got? To be honest, there isn't much missing — there's even a half-time dancing display! I found the controls tricky to get to grips with. Shooting is far too hot and miss, even from the free-throw line. Three-point shots are extremely difficult — I guess that's just another realistic feature, but I'd like more variety in dunks and shots.

If you like a sports sim to be a faithful interpretation of the game, rather than an user-friendly arcade version, you'll love this. I've been playing for two weeks, it's totally impressive and there's still half the regular season to go — I just can't get enough!

The two-player option makes sure this game will never gather dust in the back of the wardrobe. Definitely an essential purchase for sports fans — there may be a little **CRASH** 90% control.

**W**eeks just can't do justice to the atmosphere this amazing game creates. You've joined us just in time for the final of the N-POD: NBA tournament. So for the last seat in the house, all back and check out this grudge match between Chris and Rob.



Tonight's match is between Chris vs the LA Lakers (in yellow) and Rob vs the Boston Celtics (in green).



The tip off! The ref blows his whistle, Chris takes advantage of the home court and gets a good leap...



Okay, Lakers' ball, let's see some action. Chris looks up and spots an open man...



**Phew!** Even watching the players leaping around the court makes me out of breath. NBA Basketball is one of the fastest sports sims ever. It can get a little confusing at times — trying to work out which player has the ball is very tricky. Each player is well animated, with many moves up his sleeve (what sleeve!) to put others face down on the court. The sound is disappointing — just a lot of shouting and cheering, much the same as most sports games. If you like a heavy-handed, physical game but fancy a change from football, this will grab you. **800 82%**



This game boasts a clunky interface, making full use of the cat graphics chip. Each team dribbles across court at lightning speed.



## FORCE FAX



If you have tall players, shoot from your own half, before the defense has time to set up. How grab the rebound and pop it in for an easy two points.

CHRONIC BULLS

 23 - MICHAEL JORDAN  
 100 100 100 100  
 100 100 100 100  
 100 100 100 100  
 100 100 100 100

STATS BY TEAM

PTS	FG	3PT	FT	REB	AST	STL	BLK	TOV	PF
100	100	100	100	100	100	100	100	100	100

DEFENSE

STEALING	REBOUND	SHOOTING	DEFENSE
100	100	100	100

ATTACK

SHOOTING	REBOUND	STEALING	DEFENSE
100	100	100	100

Each player in the NBA has individual playing statistics. Michael Jordan has the best shooting range in the league. Averaging 23 points a game he's an awesome player!



The all-important tip-off each player tries to knock the ball towards their team mates to get an early advantage.



... He lets rip a pass that cuts through the air like a bullet. The crowd are off their seats.



He makes the catch and he's free from his marker. That's a bad mistake by Rob. Chris heads for the basket.



Chris takes off from twenty feet and soars towards the basket. Yeah! Now that's what I call a slam dunk.



A demoralised Rob picks up the ball under his own basket. Come on Rob, pull yourself together!

# BASKET WEAVING

This is one of the most basic of plays but is very effective. You see the red circles. Block the green ones (defenders) guarding the man with the ball, leaving you free to go to the basket.

Ideal if you have a fast and accurate shooter. Stand with the ball at the top of the key and as the rebound the guy splits from the bottom right to the middle for a free shot.

## SET PICK



If you're tightly covered, the ball carrier moves to the right. As the defender comes to cover him, your attacker makes a run underneath the basket. Find him for an easy two points.

## DOUBLE LOW



## PICK ROLL



## CLEAR OUT



This really play causes confusion. Take the ball away from the basket. As the defender comes forward, you, one of your attackers blocks him leaving the ball carrier a free run at the basket.

A very simple play. If you're in tight man-to-man coverage, the outside attacker slips away from his marker and runs under the basket. Good timing and a quick pass are needed.

Or as our coach used to call it, 'around the back.' It needs a fast player to make a long run under the basket, and the ball carrier to fall out towards him. The defender has no choice.

## POST HIGH



Head the ball off quickly and each player makes a break from his marker, dragging the defence away from their zone. One player gets across court and is wide open for a shot.

## PLAY BOOK



## DATA RESET



Effective if you a fast player such as Jordan. A blocker runs round the outside, forcing the ball carrier to dribble in between the two defenders — often draws 'troubling' of fouls.

## POST LOW



When looking for points towards the end of the game, cut off time out. On the throw it, use it cut move to find a free man for an easy two points.

## Producer

Team  
Players  
1 or 2  
Price  
\$44.95



He looks up and finds an open man — surely he must score. But wait, Chris is chasing...



...Aargh! Chris gets Bob with a professional foul. What a cheat!



That's two shots for Bob and an early bath for Chris. Let's leave LA before it turns into a brawl.

Although Basketball isn't a high-profile sport in the country, in the USA it's incredibly popular. Their 'Dream team' made up of the top ten professional stars in the NBA, easily won the gold medal in the 1992 Olympics held in Barcelona. If you love the game but don't quite understand the rules, check out this beginners' guide to the basics of the game.



There are five players on each basketball team with five more substitutes on the bench. There is no restriction on the amount of substitutes that can be made during a game but the referee's permission must be given before a player can join the action.

The object of the game is to score more points than the opposition by shooting the ball through their basket. For each basket scored two points are awarded. If a player shoots from behind the three-point line (in white) and scores, he gets three points.

Each team has five seconds to throw the ball in bounds, ten seconds to get into the opponents half and 30 seconds to shoot. Failing to do gives the ball to the opposition.

After a player commits five personal fouls he is sent off. He can be replaced by another player but may not enter the action for the remainder of the game.

Each player is only allowed to spend three seconds in the paint (the red area under the basket). Any longer and the ball goes to the other side.

## N-RATING

**VISUALS** 83

Large and detailed graphics — excellent arena screens and close-ups

**SONICS** 81

Great music and PC team get three stars — but top marks for the great sound effects

**PLAYABILITY** 84

Good variety of moves and special plays — controls take a while to get to grips with though

**LASTABILITY** 88

Full screen option is a brilliant touch — best for local battles make it timeless

**FORCE** 84

A great-looking basketball game capturing the spirit of the NBA

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# SPIDERMAN A

## ARCADE'S REVENGE



Having fed the dog, washed up and loaded his camera, **ROB** dons his skin-tight spider suit, straps on his web shooters and prepares to get his ass kicked — what a hero!



The web-slinging hero can avoid danger by using his spider powers to climb up walls and other flat surfaces.

**T**he game kicks off with a great comic-strip intro revealing the abduction of Gambit by Arcade — the sort of twisted nihilistic that mother always warned you about. There's only one option — Spidey to the rescue!

The first platform-based level uses the web-slinger leaping, swinging and generally hanging out. The mission is to find parts of a key giving access to Arcade's hide-out. Dull as the word here, and to make matters worse, the parts have to be collected in a set order! However, survive this mind-numbing section and things start to hot up.

Complete with key in hand, Spidey discovers Cyclops, Storm, Wolverine and Gambit, who are a bit fed up — literally!

The end? Never! Only the beginning. Arcade banishes his victims to different areas of his fortress, and you gotta get 'em out.

Control each of the five super heroes over ten platform-based levels, including underwater, toy rooms, forced scrolling and underground mine stages before the final show-down.

### In the swing!

After the initial first level, the action gets much more enjoyable as you take control of the X-Men. The graphics are only average but the animation's fantastic. Best of all is the excellent heavy metal soundtrack — make sure you turn the volume up full on the intro screen! There are no options (but plenty of challenges, so completing the game should take many happy weeks.

**Potentially brilliant, let down by tricky gameplay**

What about bad points? Some of the visuals are poor and although the different characters ensure lasting appeal, this potentially brilliant title is let down by flaws in the rather tricky gameplay.

There are a few differences from the original characters — Wolverine's healing power is completely non-existent, Cyclops isn't in his latest outfit and although the comics never mentioned anything about her aquatic skills, Storm's stages are underwater!

The web-slinger's levels are annoying — he can't shoot webs in mid-jump and doesn't stick to ceilings. If these problems had been ironed out, this would be superb. However, as it stands, I can't help feeling there's a bit of a gap in the gameplay department.

**ROB 71%**



**Spidey**  
Real name: Peter Parker  
Occupation: Photographer  
Group affiliation: None  
Superhuman attributes: Innormal strength, the agility of a spider, spider sense and he can swing from buildings using webs.



**Cyclops**  
Real name: Scott Summers  
Occupation: Adventurer  
Group affiliation: X-Men  
Superhuman attributes: Fires ruby eye beams — only controllable using a visor made from Ruby Quartz.



**Storm**  
Real name: Ororo Munro  
Occupation: Adventurer  
Group affiliation: X-Men  
Superhuman attributes: Control over the elements and the power of flight.



**Wolverine**  
Real name: Logan  
Occupation: Adventurer  
Group affiliation: X-Men  
Superhuman attributes: Possesses self-healing properties and his claws and Endo skeleton make him one hard nut to crack.



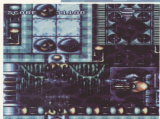


Wow! Talk about action packed. Spiderman and the X-Men is full of explosions, big bad guys and well... lots of action. The only trouble is, some of the levels are a bit too difficult — unless you're ane a super hero yourself! Music and FX are excellent and add to the atmosphere of the game, even if some of the music does sound like an early '70s pop show theme tune!

Graphics are equally brilliant with each character well animated. But there is a big problem — the gameplay is just too hard and difficult to get into. If you're a fan of the comics it's worth a look — but don't get too excited about it!

MAX TERA

# AND THE X-MEN



Who said being a super hero was glamorous? You spend most of your time in dark, dingy, freezing cold chambers like this — sorry huh?



There are all kind of weirdies in Arcade's hubout. This clown is testing the power of Wolverine's adamantium claws.



## FORCE FAX



A White don't use your claws to deal with the Jack-in-the-boxes, use bare hands. You're rewarded with a big juicy heart for your troubles.

## N-RATING

### VISUALS

76

Reasonable graphics and decent animation — some areas need improvement

### SONICS

89

Amazingly nice soundtrack and excellent FX throughout

### PLAYABILITY

81

Great variation — slightly marred by repetitive and slow gameplay

### LASTABILITY

87

An absolutely not-hard challenge — should keep you occupied for ages

## FORCE

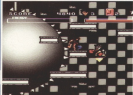
75

A compulsory purchase for spiky fans — others can wait before.



### Gambit

Real name: Remy  
Residence:  
Occupation:  
Adventure  
Group affiliation:  
X-Men  
Superhuman  
abilities  
Charges objects  
with kinetic  
energy, uses  
playing cards for  
ammunition!



■ **Producer**  
Acclaim  
■ **Players**  
1  
■ **Price**  
£44.99





# JOE &



**That's just about enough monkeying around for one day. We drag CARL out of his favourite tree and give him a large club and a banana.**

**T**he phrase 'going clubbing' takes on a whole new meaning when you slip Joe & Mac 2 into your slot. Prepare to enter a world where the men are monkeys, the cats have enormous teeth, and the elephants wear overcoats!

One day you and your girl are swinging around the tree tops, picking bits off each other and getting the greatest pleasure possible from a humble banana — that's right, you're monkey!

Anyway, as you frolic in the early morning glow of the jungle sun, you're disturbed by a small meteorite landing on your head. Even more worrying is that you're both changed into human! And if that isn't enough, a winged evil

beastie swoops down and snaffles your babe — what a bummer of a day!

In the classic platform form, would the power-ups are vital, to collect as many as possible. The three bonus windows are activated by the blue icons and spin like a fruit machine through a number of symbols. You need three in a row for a win and you are rewarded with anything from extra lives to invincibility.

### Cheeky monkey

More than just poor average left-right scroller, this has greater depth with masses of bonus levels,

hidden rooms and multiple exits. The biggest problem is, each time you're hit you change back into a monkey and lose all human powers. The only way to regain human status is to find pieces of meteorite. As there's no power meter, the number of hits you can take before dying is determined by the amount you collect — so get lots!

### Level headed

The backgrounds are nothing to write home about but the sprites are, for the most part, well drawn and animated with some nice touches by the designers. Hang around for too long in monkey mode and the character turns and waves his red buttocks at the screen — a sort of monkey moan!

The gameplay is challenging, in some places incredibly tricky, and there are masses of extra lives available, making up for the limitations in

the hit department. This calls for a cautious approach. Rather than blasting through levels aimlessly with loads of power-ups, it's essential to find the correct technique and path to take.

There are several sub-levels to complete before confronting the stage guardian and gaining a password. The boss scenes are fast and require increasing amount of skills, so you don't get bored with the same old backdrops and gameplay.

This is a worthy follow up to the original (check out the review in issue Two) with a well thought out difficulty curve. I'm really enjoying it and recommend anybody to give it a go. **CARL 85%**



## UGH! ICONS!

- Green up!** collect these massive diamonds and gain an extra life into the bargain.
- Meteorite shell:** smash to reveal their contents which are any of the three below.
- Blue Things:** grab this to set the bonus windows spinning like fruit machines.
- Power up:** three of these give you super power, then each extra gives you an extra life.
- Diamonds:** for every 100 you collect you get an extra life. So grab lots of them!



The first-level boss is an enormous dinosaur. Defeat him by avoiding his spitting attack and rolling over him into his. His energy bar is at the bottom of the screen.



Take an excellent platform game, have a bit of a fiddle with the graphics and layouts, and voila — you have a brand new game in no time at all! That's exactly what Data East have done. Even the end-of-level monsters are almost identical to those in Joe & Mac: Covenant Ninja — that's no bad thing though. If you didn't buy the first game, get this because it has much more challenge. If

you're looking for a title to test more than just a couple of days, this is one to try. It took me ages just to complete Level One — and I thought I was good!

**NWOL 70%**

# MAC 2



Watch out for the ghosts. Walk past the light bulbs and the ghosts disappear for a few seconds. Now run like hell!



Oh no! It's the end-of-game bad guy! Instead him, stay at the bottom of the pit and dodge his footfalls. As soon as there is a chance to strike, attack.



In the final level, you walk along a small passage beating up the club-wielding cretins who get in the way.



To dodge the falling spikes at the start of the final level, sprint across the screen and take cover in the holes in the ground.



#### ► Producer

David Best

► Players

1

► Price

\$49

► Supplier

Clm City

Tel: 081 533 8324



## N-RATING

### VISUALS

80

Good graphics and animation but only average backgrounds

### SONICS

79

Carols tunes keep your ears tapping a little repetitive though

### PLAYABILITY

87

Easy to play, great controls, music is nice and challenging to hear

### LASTABILITY

82

Very good. If you're into platform adventures, good play worth repeat

## FORCE

80

Great value — Master there's no two-player mode though

## FORCE FAX



To defeat the Level One boss, stay in the opposite corner of the pit and jump to avoid his multiple attacks. Avoid the heat-seeking single attacks, and reduce his energy with spinning jumps.



Wow, what a lot of diamonds! Just one of the bonus levels where you can get masses of extra lives. Just find the flying pink dinosaur!

# JAPAN'S RPG FIXATION

In Japan kids are skipping school, children are being mugged for a console cartridge. Outside one shop, 15,000 game fiends queued overnight in the hope of a copy of the latest RPG game. **NORTON KAI** examines the Japanese cult of role-playing games.



The text-dominated Japanese RPGs have never been popular in the USA or Europe due to translation problems.

as an action RPG), both the popular *Dragon Quest* (DQ) and *Final Fantasy* (FF) series require the player to input text commands to fight with weapons, party, retreat or use a magic spell or item.

In the course of fighting, RPG characters usually gain experience points that are applied to 'level up' characters by increasing their strength, speed, magic powers and so on.

Because there are usually no limits to the levelling up of characters, even the most inept platform players are virtually guaranteed the satisfaction of seeing the game through to the end.

## Tell us a story

Most Japanese RPGs follow a tight story line allowing the player little freedom to explore dungeons, towns, castles and so on. Because of these attributes most Japanese RPGs are better thought of as 'interactive manga comic' where the player actively participates in the progression of the pre-determined story. Of course the original RPGs were nothing like this.

RPGs first appeared as board games in the late 1950s/early 60s as immortalized by *Dungeons and Dragons*. In the early 80s several

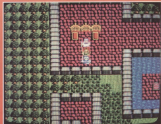
**O**n their release dates, *Dragon Quest V* and *Final Fantasy V* shifted 1.3 million units and 900,000 units respectively. These two games stand atop the role-playing game (RPG) genre, the most popular segment of video games in Japan.

In an RPG, the player guides his character, or party of characters, on quests to seek treasures and ultimately save the world from evil forces.

Along the way, the party battles with monsters, wizards and other minions of evil. Unlike Nintendo's *Legend of Zelda* series where the fighting is done in platform-style combat (hence *Zelda*'s classification



*Dragon Quest* (released for the first in 1986) was the first manga-style interactive RPG and took the Japanese games-playing market by storm.



The follow up to *Dragon Quest*, *Dragon Quest II*, finally established the dominance of RPGs in Japan. It is still one of the top ten best-selling Japanese video carts of all time.



*Dragon Quest IV* is the latest installment of the popular rpg series. The Japanese government insisted that it be released on a Sunday to stop children skipping school.

American PC RPGs established the genre, leaving players to explore and develop the story as they see fit. Although these pure RPGs found great favor among certain segments of Japanese PC gamers, casual users were turned off.

The Japanese market at large was introduced to the interactive comic style RPGs with the launch of *Dragon Quest* by Enix in May, 1986.

### All change

The DQ series completely altered the Japanese market from one emphasizing sports, action and shooters, to one revving RPGs. To date, over ten million *Famcom* (and) DQ 1-4 carts have been sold, earning each one a place in the all-time top ten sellers. The release of every new DQ title is anxiously awaited—for the launch of DQV, a lineup of 15,000 people was counted at a major electronics chain. DQ is also the only software in Japan to create its own news.

Every time a new title is released school absenteeism rises and a spate of muggings of young children for their newly purchased games occurs. These outbreaks eventually prompted the Government to decree the launch of DQ titles to take place only on Sundays or national holidays. Because such events

are heavily exposed by mass media, DQ is virtually a household name in Japan.

The popularity of the DQ series has helped Nintendo to erode. Each release has pumped up console sales. Sega and NEC, caught without powerful RPGs for their own brands, have accordingly suffered humiliating defeats in the Japanese market.

Despite this, the RPG genre hasn't caught on in the US or Europe. Representative titles have been translated into English, including the stunningly well-scripted *Final Fantasy* 1, but have been received poorly. So will the RPG eventually cross the cultural barrier, or are Europeans too set in their ways to put down the latest *Street Fighter* or *Mario* adventure and try something new.

# WHAT THE EXPERTS SAY...



### Youji Kawaguchi

Editor in Chief, *The Super Famcom* Magazine  
I think the popularity of RPGs in Japan comes from their high readability. RPGs let the typically introspective Japanese become emotionally invested in their stories.



### Shigeki Maruyama

Manager, *Dragon Quest Group*, Enix Corporation  
Who formed the key to DQ's success was our portrayal of Alena Taruyama, who was and is Japan's most popular manga comic artist, as our character designer. We think people enjoyed becoming active participants in the fantastic manga world of *Dragon Quest*.



Enix's new *Soul Blazer* is an action RPG similar to Nintendo's *The Legend of Zelda*. These new releases are less test and are much more popular in this country.



In *Dragon Quest V* and *IV* our heroes can visit casinos and blow their hard-earned loot on one-armed bandits and slot machines.



My, my, what a large metal suit CARL's got. I bet that's useful for getting to the front of a queue. Yep, but you should see his dry cleaning bills and the size of his wardrobe!

**W**ell, it had to happen eventually. Finally, the Earth's supply of oil has run out. There's just enough left to power the armed forces of the great western nations. That's about right, and the health and rescue services, let's keep the tanks

running!

However, the bad guys will not give up their share and that's where you come in. As a member of the Cybernats, you spend your day in a motorised baked bean tin shooting poor souls who don't have a hope of defending themselves against your overwhelming response.

#### Rock solid

This has to be one of the best shoot-'em-ups on the seas I've ever seen. The idea is nothing new, the aim is to fly around the screen blasting everything in sight and picking up power-ups to improve your weapons, but it's so playable. Combo it's still the top two-player game, but this takes the trophy for solo play.

The graphics are wonderful with fantastic detail throughout. It's the little touches, like the spent cartridge cases springing from the gun when firing and being able to hear chunks out of the scenery with stray cannon fire, that make this so impressive.

The controls are crisp and responsive and the thumping futuristic soundtrack gives the action a great atmosphere. You really feel like you're controlling a couple of tons of accurately aimed-in-a-retro-generous-entertainment—it's that good.

**One of the best shoot-'em-ups on the SNES**

The animation's marvellous. All the robots and droids are in 3D and the explosions are big enough to have you running for cover

behind the sofa. There are plenty of power-ups and damage from enemy fire is minimal but bonus, this is no cake walk. You only get one life and three continues to do the business over the seven levels and the action is the bested around — with so much lead in the air it's like being in London during the rush hour! Just to put a downer on things I'll mention the lack of levels and multi-player options. With generosity like this though, who needs friends anyway? **CARL 85%**



Fly through the early stages of the second level by passing (B) which activates the rocket pack.

### FORCE FAX



**O**n certain levels, evil dudes on foot shoot juicy hand weapons at you. Use the shield as they drain your energy.



The ceiling-mounted security system fires heat-seeking lasers, before jumping onto the platform above, destroy the camera by firing diagonally upwards.

# CYBERNA



Total chaos breaks out on the first level as the Cybermotor blasts the barrage of incoming enemies. A handy trick is to rebound gunfire off the ceiling.



This metal-based shield guards the level One boss. As he drops from the ceiling, jump up the platform and blow him to pieces. After he explodes, grab the power-up he leaves behind.



On the second level the Cybermotor gets much trickier. To avoid multiple blasts and conserve energy, use the shield by pressing [L]. Make sure you're aimed correctly by using the weapon select, [X].



Flying through space is extremely difficult, especially when there are heat-seeking missiles on your tail. Use the rocket pack to dodge the enemy fire and space debris.



Despite being blasted to pieces, the Cybermotor still comes out of this war unscathed, gun blazing. The energy remaining is displayed on the bar at the top left of the screen.



Talk about action overload! If ever there was a game to test the new sports-handling capabilities, this is it. Bomb blasts, laser fire, equillions of power-ups and enemies exploding all over the screen, it's amazing the devs can handle it all—but it does. There's so much going on it's hard to keep up with the pace, never mind stay alive.

With lots of excellently-animated robotic enemies waiting to blow you to smithereens, this futuristic blast 'em-up requires strategy as well as a trigger-happy finger. This is a cooler said than done though, as you only get one chance to complete the mission—but with only seven levels, this aids feasibility. Stunning soundtrack, incredible effects, out of this world graphics and gameplay to rival the coin-ops, it's all here. If this is the future of video games, I love it! I'm off for another go!

CHRIS ORR

- **Previews**
- **Reviews**
- **Price**

\$45 approx.



## N-RATING

### VISUALS

91

Some of the brightest and bestest around. Best graphics overall.

### SONICS

84

Each battle performs a unique function or is prepared to take a while to render the enemies.

### PLAYABILITY

83

Tough and demanding—but very fun like the best quality of power-ups and their combinations.

### LASTABILITY

86

A great ball chain sequence, with average selection helps bring the game graphics to a high level.

### FORCE

87

All weapons game with all the workings of a classic.

# TOR





**'Oo-oo-oo, I wanna be like you-oo-oo...'** Hold on a minute, that's the bear out of *The Jungle Book* isn't it? What the flippin' heck's going on here then? **NICK** gets down to the bare necessities!



**R**emember that great Disney film, *The Jungle Book*, with that unforgettable character Baloo the Bear. Well, Disney have updated the film characters and they've now got their own cartoon series called *TaleSpin* and an arc game of the same name. Baloo is now an airline pilot flying cargo around the Cape in his Sea Duck aeroplanes. Back at base he leaves Wilkit, his wacky mechanic friend, Kit Cloudkicker and Molly — all characters from the popular cartoon series.

#### Duck A Fangel!

No cartoon is complete without a buddy and in this adventure he's Don Carnage — a nasty piece of work, out to steal Baloo's cargo and crash his plane.

In all eight stages, Baloo flies the Mini Sea-Duck plane. The missions

take him through baseball stadiums, stormy skies, haunted houses and over the snowy Alps, collecting cargo for delivery. Don Carnage's henchmen come from all directions, firing and causing a right nuisance of themselves. Get through that lot and there's the traditional big boss to sort out.

How can Baloo cope with this barrage of bullets? Well, he's got a cannon attached to his plane, which fires one ball at a time, plus the Mini Sea-Duck flips upside down to quickly move in the opposite direction. Money collected along the way can be spent in Wilkit's tanger on engine parts and extra lives.

Baloo never had it this much hassle



Level One is a journey over the sea. Watch out for bubble machines, speedy helicopters and the huge and-of-level boss, a giant submarine. All are out to blast you!

back in his days with *The Jungle Book*, and the stress shows on his face! The game opens as you with bullets and power-ups flying all over the screen. Backgrounds are nicely coloured and detailed though, with some excellent water effects.

The familiar *TaleSpin* music plays away on the title screen keeping fans of the cartoon happy — it does swoop in the *N-FORCE* tea party absolutely mad!

#### A tale to tell

At the end of the day, *TaleSpin* is another shoot-'em-up, thinly disguised as a cartoon licence. There's a lot

more to the cartoon series than flying through the skies shooting down planes. It's a pity the programmers didn't make use of that! I love the cartoon show but this game doesn't

do it proud.

If you fancy a shoot-'em-up with some nicely-drawn cartoon graphics, spin your tail with this. However, I think most *TaleSpin* fans will be disappointed.

**NICK P1%**



Level Two takes you to a baseball stadium. You can't watch the game though, there's work to be done!



#### FORCE FAX



If you miss an important power-up, flip upside down and go back for another go!

# TALESPI





## HANGAR POWER!

Visiting Wildcat's hangar gives you the opportunity to collect any of these items — that's if you've been collecting money along the way!



**Mad Sea Bunk:** gives you a much needed extra life — phew!



**Amnesia:** adds an extra heart to the strength of the Mini Sea Duck.



**Continuum:** adds one extra continue to the pile — no need to start again!



**Rapid Shot:** shoots the cannon faster, increasing fire power.



**Super Rapid:** shoots fire up to four high-speed shots at a time.



**Engine Power:** increases speed — vital for dodging enemy fire.



Tilly hat Dive, dive, dive! *Tilted Topspin* is a great shoot-'em-up with plenty of bubbly action sequences. Although controlling the blessed aircraft is rather tilly (you have to turn upside down to shoot behind!), apart from that *Tilted Topspin* is great. I admit it's nothing new but I love this type of game to bits! The graphics aren't that different to the original cartoons and are just blizzarding with colour. If you get off on cartoon licence games, check out this baby. **RGB 75%**



The hearts in the upper left of the screen (see left) show how strong the Mini Sea Duck is. Each time the plane gets hit, a heart disappears. When they are all gone, *Bobo* has to parachute to safety. Pick up cargo boxes for a bonus. Level One (below left) takes place over the sea. Defeat the sub to go to the next round.

**Producer:** Capcon  
**Players:** 1  
**Price:** £44.99  
**Supplier:** Virgin Games Centre  
 Tel: 021 238 2827

## N-RATING

### VISUALS

70

Great presentation graphics but in-game options are a bit scant!

### SONICS

68

Acceptable tone that drives you jelly — it's only average

### PLAYABILITY

73

Basic gameplay makes for control problems

### LASTABILITY

75

There's lots of challenge with eight missions to complete

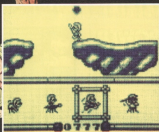
## FORCE

73

A playable shoot-'em-up, but a waste of the cartoon licence.



# HUMAN



In this screenshot, the first object you discover is the spear. To bridge large gaps, select the pole-vault option (highlighted above), use the power move and press [X] to jump.



Here we see teamwork of its feet. The best way to get a move to the top of the platform is to form a human chain and lift him up on the other guy's shoulders.



The second object to discover is the torch. The left icon (highlighted) is for picking up and dropping the torch and the icon on the right (bordered) is the brand's command to very useful for keeping steady accounts of it!



are much smaller during the game to accommodate the scope of each level and the number of spikes on screen. Gameplay is similar in style to Lemmings, with a menu of actions to choose from. The comparison to Lemmings ends there though, if anything Humans is better! I had a hard time tearing myself

away once I got into the action and spare of the sassages had me howling with laughter.

This is definitely one of the best titles on the Game Boy for some time. If you're a puzzle fan, this is made for you. Even if you're not, this might convert you. **CARL, 64%**



What's enormous, green and has teeth the size of a New York apartment block? That dirty great dinosaur chasing CARL, that's what! Run away quick before he has an early lunch!

Long ago when the Earth was still a meadow and Kylie Minogue wore an icy-billy long-mewy beaver-tail bikini, they appeared. In the days when "big" could mean anything from "yes" to "bless me, could you tell me the way to the French Fries" because I have a particularly difficult word on my plate, they wandered through pre-history with the same effect as a blind institute on a rattle in a rattle park. What an Earth am I on about? That wacky species, the Humans of course!

## Trials and tribulations

This is a cooperation game where the aim is to solve problems with team work and clever use of the

resources available.

As a tribal chief, use the tribesmen and their particular abilities to solve puzzles. There's a time limit and to add extra pressure each mistake kills one, leaving less available for the next puzzle. The further you get, the more men are required to solve the puzzles, and the easier it is to make mistakes.

Standard tasks like this are still include finding a spear, rescuing a torch and maintaining a stolen idol — no, it's not Billy! They also bump into a huge dinosaur and have a song with a real title. The level graphics are excellent but

One of the best Game Boy titles for some time

# NS

## HUMAN NATURE...

Essentially, *Humans* is a game that requires plenty of thinking and planning if you're going to live long enough to enjoy your next dieo burger. The object is to progress through various stages of increasing difficulty, overcoming obstacles, picking up useful items and tackling various enemies.

You, as head honcho of your very own tribe, must guide them through evolution without killing them all. Start by collecting the spear, very useful against overly-friendly dinosaurs or for use as a pain visit. Other items to find later in the game include a torch for brandishing at enemies, ropes for lowering or raising your tribesmen, a wheel for quick transport and even a witch doctor who apparently has ancient and forbidden knowledge (oo-er).

Heading off, you place tribesmen against ledges and climb on their shoulders, vault across crevasses and spear enemies. If you find the object at the end of the level with enough rope intact you go to the next level.

It's a game which can be compared to *Lemmings* in many ways, but has plenty of humour and is less hectic. The main difference is that in *Lemmings* you have to avert catastrophe and save them from themselves, whereas in *Humans* you have to guide the tribe through the pitfalls of life.



### NOBODY STEALS OUR IDOL !!!

This rival tribe of this lookalike (above) get very angry if you try to steal their idol. A good clue is the spear seen from off.

A lucky member of the tribe is called a 'triber light' — they screen a bit!



The latest game once sweeping the country is *Humans*, a breed of tiny folk with the brains of a bag of frozen peas! With the help of brain-based players, their task is to find spears, torches, sailing machines, and all those other everyday items we just can't do without. The game is played in the same style to *Lemmings* and *Naturals* come great, though small, graphics. As with the last great hit, this is highly frustrating. Just as I was about to finish, a spear was 'accidentally' thrown down a hole and started one of my tribe through the forest — ouch! Despite this, it's still great fun and I lived every second. Mark my words, *Humans* is going to be a MASSIVE game, so keep your eyes out for a console version. I have no hesitation in recommending this to anyone. **WICK 88%**

#### Producer

Game-Tek

#### Players

1

#### Price

£49.99

#### Supplier

Zorbes

Tel: 081 471 4018



## FORCE FAX



The intro tells you the number of men you need to complete a level. If you haven't got enough you may as well kiss your tribe good-bye.



## N-RATING

### VISUALS

78

Good quality graphics and sprites that fit the job extremely well.

### SONICS

68

Supporting items seem to be audible but the game tones are very annoying.

### PLAYABILITY

89

Excellent responsive controls and a simple gameplay make this a winner.

### LASTABILITY

86

Great fun to play and those difficulty settings make this a lasting challenge.

## FORCE

86

A great idea well implemented. Testing and addictive.



# CHIP 'N

## RESCUE RANGERS



The level One boss is easy. Press [B] to pick up the red ball and then [B] again to throw it at the mechanical monster. After a couple of hits he blows up.



**ROB's a cheeky little chipmunk. He always fancied himself as a Chippendale but his buck teeth and silly hat kept ruining the photos.**

Imagine in some countries two chipmunks, teeming around pinching prize-winning tomatoes and instigating poor guard-dogs are considered vermin. But in the States they're cut heroes.

In this adventure, Chip and Dale, also the Rescue Rangers, are called to help their neighbour, Mandy. Her kitten has been cat-napped and she's understandably very upset. Mandy suspects an evil band of mechanical bulldogs and robotic rats, working for that nefarious rascal Fat Cat, have snatched the poor little fella and so asks the chipmunks to come to the rescue.

So Chip and Dale set off across treacherous terrain, battling with all kinds of bad lads and lassies. But our two heroes aren't alone on the quest; their pals Gadget, Monterey Jack and Zipper kindly offer to come along for the ride.

### Boxing clever

In one-player mode (there's the choice of either Chip or Dale, and in the two-player game both characters



Use the crates to hide in or throw them towards enemies. Some of the bigger bad guys need more than one hit to kill them, so stay alert.

work together. Along the way there are plenty of useful boxes — pick them up to find goodies, or hide inside. Any badies walking into a box die immediately — fat! There are also plenty of mutated tomatoes to throw around the place. Each drop hit knocks the living daylight out of the bad guys, so chuck as many as possible.

However, underneath all the dressing, Chip 'n Dale is nothing new: it's just an average platformer, easily completed after a few hours. The graphics are very disappointing. With a nation licence there is plenty of scope for bright and colourful backgrounds but sadly, many of the levels are dull and lifeless. The simple control system is faultless but there are a lot more exciting platform games on the market. My advice is look elsewhere for your fun. **ROB 64%**

**Not enough variation to keep you hooked**

### FORCE FAX



**P**ull the crates over your head to hide from the metal monsters. Most nasties attempting to invade your hiding place come to a sticky end.



Collect as many flower icons (top right) as possible. For every 50 flowers you collect, an extra life is awarded.



Uh-oh! This looks like trouble for the poor chipmunk. He's under siege from mechanical bulldogs, robotic rats and Buzzes. Quick, hide in the crate!



Each player starts with three hearts. Each hit loses a heart, but makes the player temporarily invincible. Take advantage of this to get out of a tough situation.



# DALE



I'm afraid I agree with Rob fully here. This is a case of "look out Fat Cat, now Chip 'n Dale are on your case!" Capcom and Disney rarely make a bad game (Mickey Mouse, Little Nemo and Tail Spin are just a few of their past successes) but unfortunately Rescue Rangers doesn't quite measure up to their usual standards. Gameplay's nothing new, but what's wrong with that? Look at Rambo, Die Hard and Mario. There's no denying that with good presentation, a tested formula works. Unfortunately, that's where this offering falls down. Bad collision detection makes what should have been a visual feast a bit of an eyesore.

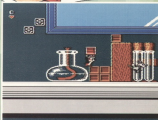
CARL 71%



The mechanical buildings are obvious, but very dumb, animals. To take cover in a crate press [R] to pick up the box and then [DOWN] to take inside it.



The heavy box at the top right of the picture is useless. Because of the slings in this level bear's tail. Get too close and his aerial attack kills you.



**Profile**  
 Capcom  
**Players**  
 1 or 2  
**Price**  
 \$49.99  
**Supplier**  
 Virgin Games Centre  
 Tel: 021 238 2922

## N-RATING

### VISUALS

62

3.5/5 stars, the best in category of most games

### SONICS

67

Amazingly repetitive tone — here the rotating discs

### PLAYABILITY

66

Good to control, but being completely motionless is a real bore out

### LASTABILITY

69

Lots of levels, looks to kill but not enough cut-throat to keep you hooked

## FORCE

The bonus credit have been used before — standard platform

66

Not only are crates useful for hiding in, but they can also be thrown at oncoming enemies. The best method is to hold onto a crate at all times, so if ever there's a tricky situation, you can fight your way out.

## Kit me out man!

### KIT ME OUT MAN!

N-FORCE is a magazine for:

- a. Mature lovers
- b. Noodle manufacturers
- c. Nintendo game fiends

How many games are reviewed in this issue of the magazine?

- a. 1-7
- b. 37
- c. More than I can count

What is the name of the girl in the N-FORCE kids?

- a. Blary Linn
- b. Curly Sue
- c. Vanessa Parade

Name \_\_\_\_\_ Age \_\_\_\_\_

Address \_\_\_\_\_

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Phone \_\_\_\_\_

Send your entries to: **WANT SOME FORCE COMPO, N-FORCE**, Express Impact, Ludlow, Shropshire, SY9 1JW.

And by the way, the editor's decision is final because he buys Jelly Tots and no correspondence will be entered into because he's gone walkabout. Please tick this little square box if you don't want mail from any nice companies. ☐

**H** Hey! Do you want to be a real N-FORCE but don't know how to go about it?

Here's your chance to win one of ten exclusive

N-FORCE packs including signed copies of the magazine, a great book, collector and the hot N-FORCE Street Fighter II poster autographed by the team. There's been heaps of requests at the N-FORCE aquarium for our ultra-tough and trendy T-shirts and the Street Fighter II novel give away with Super Fes! 90, after training Doug's some kofu in the back and holding him face down in a bowl of fish stew, he's consented to give away ten packs consisting of:

- A signed copy of the magazine
- An autographed poster of the team
- The hot and bossy N-FORCE T-shirt
- Two fast backlogs
- The N-FORCE book collection
- An N-FORCE binder

All you have to do is send in the form below, at back, and hope for the best...



# Christmas party

**What a party! Just wish I hadn't drunk so much cola and done that trick with the Twiglets...**

**T**here were crackers, party hats, fizzy drinks and puddling galore. The occasion — the first ever mega-huge N-FORCE Christmas party. Two lucky N-FORCE readers were picked up in Doug's Porsche and driven at high speed to our headquarters in Shropshire to eat, drink and play Street Fighter II all day.

Chris Rymer and best mate Andrew MacPheasant were treated to a full slap-up pig-out and hours of all the latest Nintendo games, including Super Star Wars, Mickey's Magical Quest and Super Mario Kart.

And of course, when it was time to go home we loaded them up with heaps of T-shirts, magazines, books and posters. Some N-FORCE readers have all the fun...



**N.FORCE**  
100% FOR NINTENDO!

**100s OF HOT CHEATS!**

# Ace's High!

## OUT OF THIS WORLD

### SNES

Bart's Nightmare, Fatal Fury, Kableoxy, Krusty's Super Funhouse, Mickey's Magical Quest, On the Ball, Out Of This World, Rival Turf, Road Runner's Death Valley Rally, Smart Ball, Soul Blazer, Street Fighter II, Super Double Dragon, Super Ghouls 'n' Ghosts, Super Mario Kart, Super Off Road, UN Squadron

### GB

Bart Vs the Juggernauts, The Fortress Of Fear

### NES

Abadox, Adventure Island 2, Captain Planet, Double Dragon 3, Dragon's Lair, Dynowars, Kickie Cubicle, Star Wars, Terminator 2





**Well, how things change. Two months ago I was just a humble floor-sweeper's assistant in the basement of the N-FORCE building, praying for the day I'd be in charge of the tips section. That nice**

**Mr Chris Rice fixed it for me and here I am with my very own tips thang. There are tons of tips for everyone so let's cut the small talk and get on with it!**

### Street Fighter II



That another Game Boy but pointless tip for this brilliant beat-'em-up. This cheat enables you to play against the same colored computer opponent e.g. Green Guts Vs. Green Guts in a one-player game. The only problem is you need about half an hour to get it to work.

Start a one-player game and choose any character. Once you're into the game, hit your player code for two rounds. Then, adjust to continue press [START] on the first control pad and you go back to the character selector screen.

Now this is the important bit so listen very carefully. Choose the player that you would like to be and fight against. (Blue Chun-Li vs Blue Chun-Li etc). You return to the stage you were at before. Let your player lose both rounds (don't fight at all, press [START] to continue) and you return to the player selection screen again.

Choose a different character, then as you go to a stage press [START] on joystick two — it's important not to pick the player you want doubled.

Use Player One to defeat Player Two for two rounds, then Player Two is asked to continue. Wait for the computer to pick a stage then join in by pressing start on joystick two — choose the player that corresponds with the stage. This may go keep advancing (be careful you don't pick the player you want to double up).

When you arrive at your doubled player's stage, leave Player One and Two unmoved for four rounds until the time runs. Player One is asked to continue. Press [START] on controller one, pick the player you wanted to be doubled in the beginning, press [START] and hit go your other side is facing you, ready to kick you into next week! Told you it wasn't easy...



### The Fortress Of Fear



Here are some handy tips sent in by Gordon Fortune from County Kilbarr, Ireland. To locate the bonus room at the end of Level 1-2, find the moving platform and jump on. When you're at the top jump to the left, over the wall and you're now in the first secret room.

Collect all the coins and then go to the top left of the screen. Jump over the wall and you're now in the second secret room. To exit grab the coins and go back the way you came.

### Bart Vs the Juggernauts



On this little Game Boy smash, when you're on the Hop, Skip and Fry level, press [A] and [UP] to do a double jump. On the skateboard test and crash event, when you get to the end of the ramp and are in mid-air, keep pressing [A] and [UP] and you go over the guy on the pole and land on a skateboard giving you points or dough-guns. Thanks to fast expert Thomas Wadsworth of Sheffield for these handy hints.

### Dynawars



Get your peepers round these level codes for this attraction adventure.

Level 1 8547  
Level 2 5831  
Level 3 9885  
Level 4 6315  
Level 5 7462  
Level 6 1887  
Level 7 6423

### Abador



Here's a tip for immortality on this little codex. Press

[A], [A], [UP], [B], [B], [DOWN], [A], [B], and

[START] and voila — you'll live forever.

### Kickie Cubicle



To enter a special round, hold [DOWN] as you turn on your console. The screen turns pale blue, now press [SELECT], if you're still having problems, by this selection of level codes:

Level 10 1TXQ BLOE  
Level 15 L5DA D88Q  
Level 20 R1D1N1L8K  
Level 25 R0SH K0C3E  
Level 30 T4D7 EGCE

### Captain Planet



If you're having a hard time reaching the last levels in this galactic brawler try these codes:

Level 4-1 900374  
Level 4-2 760374  
Level 5-1 344857  
Level 5-2 804440  
Game end 908370

### On the Ball



Once you enter these passwords, you can begin on any of the fields.

Field 2 88WYH  
Field 3 HCC8W  
Field 4 WJ8MH

### Bart's Nightmare



This is the type of game that has you waking up in the middle of the night in a cold sweat. If you're having a nightmare of a time in Bart's

latest adventure, try this tip sent in by Sam Ajovic of Cheshyrewood to help find the pieces of paper in the Windy World level.

First, collect some cans, when you get caught by the buller press [X] to do a trap, everything is destroyed and







### Super Off Road

In the normal one-player mode you can only continue twice, then you have to start again with no money and add-ons. To get round this, play a two-player game on the two-player setting and leave the other truck at the starting line. You'll never come last and have infinite continues.



### Super Ghosts 'n' Ghosts

This new release is storming up the charts and here's a handy tip for all you knights in shining armor. To get a stage select and sound test on this spooky epic, go to the option screen and move the cursor down to exit, press [L] and [START] together on controller two, then press [START] on controller one.

If you're feeling funky, you can listen to all the groovy tunes (28-64), and change the music into drum sounds by selecting 86.

a piece of paper should appear. Still with the little spiky-haired Guts, here are some tips for the sub-levels.

#### Temple of Maggie

By pressing [R] you can scroll the screen. Do this every time you reach a dummy launching Megger and the dummy flies before you reach it.

#### Italy and Soreality

Press [UP] and [LMBP] to leap on the furniture where the baddies can't get hold of you.

#### Bloodstream

Stay away from the grenade throwers and you have no trouble.

#### Barilla

On the first part fire across, laser across and down, don't worry about points. On the second part save your electricity for later, when you get to the top press a button.

### Smart Ball



If you're frustrated because every time you start this ballsy platform you return to the beginning, try this clever cheat. When

the title screen appears with the words 'Push start button' (press [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [LEFT], [RIGHT], [R], [A], [SELECT] and [START]). This takes you to stage 4-A. Regulars will recognize this as the trusty Konami cheat!



### Super Double Dragon



Here's a subtly cool cheat giving unlimited continues for two players. After both players have lost their last lives and the screen flashes 'Credits' above each player, press [START] on both joysticks at the same time.

As if by magic you both come back to life and can share seven credits — wickid!

### Kablooey



Here are a few level codes for this little puzzler:

Level 17	08V0
Level 18	0FL1
Level 19	0L9S
Level 20	0GTT
Level 21	0FPH
Level 22	0G8P
Level 23	0F0S
Level 24	0B9D
Level 25	0F0G
Level 26	0FVF
Level 27	0FAC
Level 28	0B7S
Level 29	0D0D
Level 30	0JMS

### UN Squadron



If you're a sucker for punishment and you feel all the other settings for too easy, try this extra-difficult level setting. Go to the option screen and highlight the difficult setting with controller one, hold [A] and [R] on controller two. Change the difficulty setting with controller one and you see the words 'Gamer'.



### Win a game!



Special thanks to Wayne Becker, Mark Wallace and the crew at Data — the brains behind the Action Replay.

For the uninitiated, the Action Replay is a nifty game-enhancing device allowing you to customize your favourite carts. That doesn't mean copying them in with hot-tipped pens — we're talking clever "hacking" it with two special moves at once, or Zilla with unlimited mega-venom.

Courtesy of the generous guys at Data, we've got a bundle of T-shirts to give away for the winners of the next eight codes, plus the best of the bunch gets a can of hot-hot cheddar.

Remember we're looking for unusual cheats — not the standard

unlimited lives or energy. So start us you waiting for — get cracking those games and send those codes into ACTION REPLAY CORNER, Ace's High, N-FORCE, Europress Impact, Luton, Shipdham, S19 1PD.

### Soul Blazer

Here's a little conker for all you RPG fans kindly sent us by P Williams at E-mail: [stripmytype@ze19.ze19](mailto:stripmytype@ze19.ze19) for 15 life points once you reach 1000 experience points.



### Street Fighter II

Want to know how to select the last four characters? These codes from Spencer Olen of Outlay, will make you jaw drop. Make sure you set the game on two-player versus mode and give 'em a go. (WARNING) We've had these codes out in the office and they only display the characters, we couldn't fight with them!

#### Player One

Sage	700C 0128
Bison	700C 0128
Mary	700C 0128
Vega	700C 0128

#### Player Two

Sage	700C 0128
Bison	700C 0128
Dairyo	700C 0128
Vega	700C 0128

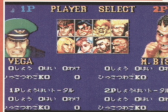
### Road Runner's Death Valley Rally

Cheers to David Corbett of Wabach for these codes.

Invisibility **7EF E006**

Unlimited turbo boosts **7EF E000**

Infinite lives **7EF 2000**



### Rival Turf



Here's a cool but completely useless cheat enabling you to change the names of all the characters. Get a high score and enter your name as CHR1234 — you enter a character name configuration screen that allows you to change the names.



### Fatal Fury



It's that man, Alex Blazop at St Albans again, this time with an excellent tip for this top beat 'em up! Go to Street Fight mode, Player One chooses either one or two players, now press [DOWN] on controller two and you have a whole new range of dead hard characters to choose from.

### Super Mario Kart



Here's a speedy boost tip to help you make a quick getaway at the start of a race. When the guy in the cloud (Luigi) to be precise floats down with the starting lights, wait for the first light to flash then hold down [B]. After the lights have finished you'll zoom ahead of your opponents.



### Krusty's Super Funhouse



If this game is getting you green wigo in a hurry and making your red nose glow, here are five level codes sent in by Andrew Beagasis of Tyne & Wear, for the US version of this brain buster, that will have you dawning around in no time at all.

Level 1	H KIDS
Level 2	SKINNER
Level 3	SCRAWNY
Level 4	BARTOUCHE
Level 5	BOUNCE



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## LEVEL 1



Pick the base of the catapult that run back here to avoid getting squashed by the incoming boulder.

Judge the constant bombardment by jumping on one of these two platforms. Careful though, judging the distance is tricky.

Don't stand in one place for too long or you get squashed to a pulp. The key to this game is to keep moving.

It's time to grab the base of the catapult again. There's no time to admire the view — Wile E. Coyote is hungry and you're on the menu!



# ROAD RUNNER

They're back! Wile E. Coyote and Road Runner are locked in a hectic struggle through the Grand Canyon. Join us as we take you through Level One of this speedy platformer.



Here we see the dumb coyote doing a spot of fooling. Unfortunately, he forgot to bring a puncture-repair kit with him. Uh-oh! This looks like a nasty fall.



Road Runner speeds up hills, through canyons and only stops for lunch and to spend a penny — what an absolute larrikin!

### Level 1: Section 1

The first section's relatively easy; keep running right, dodging Coyote and other nasties on your way. Stop at each hill to collect bird seed and points — most of the flags are at the summit of each hill.

### Section 2

This section's a little more tricky as Wile E. Coyote's flying around in a balloon launching exploding aircraft. The terrain gets much nastier as well, with lots of vertical slopes to zip up and down, narrow ledges to balance on and

lander-to-find viewpoints and flags. Take it steady (more haste less speed) and keep an eye on the arrows.

### Section 3

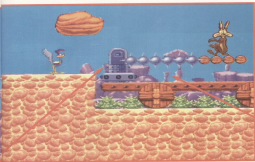
The yellow flags aren't too hard to get, but the purple, red, and green flags are extremely well hidden — some are hidden in caverns halfway down ravines. This time Wile E. Coyote's sporting a nice little green bat suit and does his best to get in the way of the thickest jumps. Keep an eye on the arrows and you won't go far wrong.

### End-of-level catapult

The best way to beat the boulder launcher is to run to the the base of it and back, dodging the constant bombardment of rocks. Repeat this several times and the catapult turns its scope.



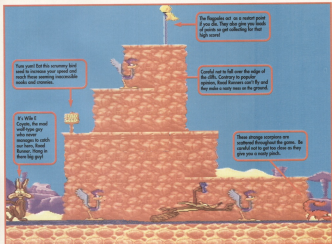
Throughout the game, Wile E. Coyote enjoys a number of disguises. This one is his green bat suit — quite fetching isn't it?



Oh, not if it's the blueprint for the spiked catapult. It doesn't look so dangerous when it's drawn on paper. Better destroy it, quick!

Continue to pick away at the catapult and eventually the evil contraption, and its creator, are reduced to a steaming pile of ... er... well, a steaming pile of broken catapult. And as it's back to the drawing board for that rather stupid coyote — altogether now, all!

What will he think of next? Sounds like a cue for a sequel to me. How does Wile E.'s revenge sound?



The Flagpole acts as a neutral point if you die. They also give you loads of points as you collect for that high score!

Turn yourself for this sneaky bird seed to increase your speed and reach those seeming inaccessible rocks and enemies.

Control not to fall over the edge of the cliffs. Contrary to popular opinion, Koopas can't fly and they make a nasty mess on the ground.

It's Wile E. Coyote, the most mad 'frye' guy who never manages to catch our hero, Road Runner. (Sorry in there big guy!)

These strange scorpions are scattered throughout the game. Be careful not to get too close as they give you a nasty pinch.

# MICKEY'S MAGICAL

## PART ONE



Mickey's world is a wild and wacky place. You need a guide to show you the way. NICK's your man — armed with nothing but a set of big black ears and a compass, he'll show you who's who and where all those secret bits are hiding.

### WHO'S WHO?



**Wizard** swoops up at the start of some stages to give handy advice and

provide Mickey with a costume. Goofy, your best mate, Mr. Pete's Peak he comes along with the mountaineer's costume and has a quick chat.



**Normal Mickey** the regular mouse. Our everyday hero

plunges, spins and grabs blocks but doesn't really. **Magical Mickey** performs magic and stays underwater for a long time. Hold



down fire for a big magic ball. **Fire Fighter Mickey** carries a hose that blasts almost anything — very handy for cooling down platforms.



**Mountaineer Mickey** has a grappling hook for climbing seemingly inaccessible platforms. He also swing from ledges.

The different Mickey characters can be changed. To complete some areas you need specific characters' special powers. Just select the costume you desire and Mickey goes behind a curtain and does a quick change.

### Treetops



**Sleeping hamster** spin to wake them, they give you a golden coin.



**Bumble bee** buzzes around with his spine out. Dodge his attack then jump on his head.



**Beeswax** swim around underwater as Mickey tries to walk on rolling logs.



**Deadly toad**!



**Frog** use them as stepping stones but watch out! They leap into Mickey's path.



**Star fish** chase Mickey underwater — one bounce to kill.



**Tomato** slowly move to the left when riding them, then start running as the stops get longer.



**Sawdust** run about poking Mickey. Bounce on them four times to kill.



**Beehive** fly around knocking into things. Bounce on them twice.

◆ **Secret power-up zone**  
Above the hamster on stage 1-1.



### ◆ General store

Jump off the tomato at the bottom of the run onto the block. Now walk right to discover the entrance to the store.



### ◆ Bee's One

Jump on his head when he comes down low. He'll send out three flies, jump on these then grab them and spin them into him.



### ◆ Bee's Two

Besides being incredibly ugly, this really flyest is very tricky to handle. Bounce on his head to remove a section of his tail and spin them back into him. If you run out, just bounce off his head when it isn't flashing on.



### Dark Forest



**Frog** jump out of the murky water and grab Mickey when he's not looking. Avoid them!



**Antlers** shoot out poisoned arrows. Bounce on their heads.



**Leaves** jump to the next leaf when it swings near. This is really tricky at first. **Grobes** live inside the tree and swim from side to side. Zap them with magic.



**Crabs** also roam around inside trees and can be zapped.



**Thunders** jump from one to another when the clouds are down.

# AL QUEST

## POTTY POWER-UPS

-  **Mallet's smash** gives Magical Mickey more magic power.
-  **Fire hydrants** fill up the water level on the hose pipe.
-  **Tiny MMs!** grab this mini Mickey for a handy extra life.
-  **Golden coins** collect these to spend at the general stores.
-  **Fruit!** grab these scrumptious apples for extra points.

### Fire Grotto

-  **Bat:** chase Mickey as the ill descends. Pop him off!
-  **Flames:** these little squirts are hot! Use the hose to snuff them down.
-  **Fire bat!** use the hose to stop them flying by.
-  **Fiery blocks:** cool them down before stepping on them.

**Secret power-up 2**  
Use the Magical Mickey to swim down in stage 3-1 and get the extra energy heart.



**General store**  
Blow the small blocks with the hose to make steps up to the secret store entrance.



**Boss 1**  
He hits the floor, making lava bolts rise. Jump off quickly when this happens! Use magic bats to kill him.



**Boss 2**  
Constantly fire the hose at his face and cool down his Emberballs to prevent power-ups. When the platform moves forward, jump up or fall down to stay level with him.



**Secret power-up**  
Take the path along the ground in stage 3-1, remove the blocks to find the entrance. Inside is a handy extra energy heart.

**General store**  
Cut the tree fall from the ledge to discover the entrance.



**Boss One**  
Avoid the spinning skirt attacks and fire big magic bolts of fire to stop his wicked game!



**Secret power-up**  
Use the hose to push the block off at the start of the stage, then climb up to the secret entrance.

Well that's all from Mickey and the gang this month. Don't forget to tune in next issue when we'll be showing you all the perils of the final levels, plus a blow-by-blow guide to beating the end boss.



# OUT OF THIS WO

The first stage is relatively easy, being the cage by pressing (LEFT) and (RIGHT) on the joystick. After a while the guard fires his laser and the cage falls on him.

After the cage has fallen, pick up the dead guard's laser and run right with your new alien buddy. He's the only guy you can trust on this planet.

Follow your friend along the level and shoot at the guards that get in your way. Be careful though, they're very quick. You need ultra-fast reflexes to make it past them.

Now for the tricky part. The first guard appears as you run on to the third screen. Blast him with your laser gun and then continue across the screen.



LEVEL 2

This brain-numbing but brilliant game can cause all sorts of problems. Often overlooking one small detail can make the difference between finishing a level and getting horribly stuck. After many frustrating hours toiling over a hot monitor, we've put our collective brain cell together to bring you the full low down on the tricky second section.

Shooting can be very tricky. There are three weapon functions, normal laser fire, a flame field and a super laser function. Press the fire button once for normal fire, hold it down a little longer for a force field and keep it depressed for the super laser.

Poor old Laser Knight Daphiel little did he know when he was off home working on a classified experiment that things would go terribly wrong. The unfortunate scientist is hurled through the space/time continuum into a freaky world inhabited by vicious aliens. And now he's fighting for his life!

# GAME GENIE GALLERY

It's back again — the gallery full of top cheats for Game Genie nes fiends.



Don't forget, you can send in your own Game Genie codes — the best each month, get a free set of their choice. If you've got a good one, send it to THE GAME GENIE GALLERY, Ace's High, N-FORCE, Ludlow, Shropshire, SN1 1JW. Don't forget that very soon we'll be bringing you sets and Game Boy Genie Cheats in this very column. So keep your eyes peeled.

Thanks to Danny Megall from West Lothian for this great code to help Luke defeat the Gen. Sigs.

**Star Wars**  
10A70A Most enemies gone

**Adventure Island 2**  
504A,0A,0E Infinite lives  
4A85E72A No energy loss from hitting object  
37A8E Inevitability

**Double Dragon 3**  
52ULP4AA Protection for Billy, Jimmy and Choi  
DVCY7G2A More energy for Billy and Jimmy  
DVCY8C23 More energy for Rancou  
28P9X328 Less energy for

**DEDOX2G** Jimmy and Billy  
Less energy for Rancou



**Dragon's Lair**  
88NSG2AA Last Level  
K8NSG2AA Jump to level 3 with infinite lives and cheat.

**Terminator 2**  
500E,0A,0E Infinite lives  
PABT,0A,0E One life  
PABT,0A,0E Nine lives  
0A77,0A,0E Infinite energy  
02E7,0A,0E +  
VYET,0A,0E Take minimal damage  
0A85,0A,0E Super jump  
PABR,0A,0E +  
PABR,0A,0E Super running  
LAP,0A,0E +





# WORLD

Sorry, there's not much up here except a spooked view of the alien lord through the (forced) windows. It's a bit empty for an attic, isn't it but there's plenty of dust. The Antique Bookshelf would love a field day up here!

Watch your back as you run into the end of the corridor. A guard appears behind you and tries his best to blind you into a thousand places!

Your friend starts to unlock the door. To give him enough time you must protect both of you by activating a series of force fields until the door has been opened. When it is open, run right with your mate to the lift shaft.



Your alien buddy opens up a trap door. Say good-bye and go down it. Don't worry you see your mate later on in the next level.

Wait for your mate then go underneath the next one, pull up and let your mate go in front. If there are any enemies waiting at least he gets blasted first.

Once you and your mate enter the next room, use your super power on the gun to blast the door open. Run to the gap and pull down, then run left.

This is tough! Shoot the guard immediately, then shoot the wall in front. This cuts the main power off and makes your task a lot easier. Now go back to the next floor.

Once both of you are on the lift, pull DOWN on the joystick and the lift is on the ground floor, then run into the next room bringing your laser.

## Get mapping!

Don't forget we're always on the look out for new cheats and tips. If you've got some inside info on the latest PCs, segs and Game Boy releases why not send them into us at ACE'S HIGH, N-FORCE, European Impact, Ludlow, Stragship, SYB LUW. We're interested in maps of particularly tricky levels. You don't have to be an artist, just make sure you get all the details. We've got hundreds of prizes to give away, including Action Replay T-shirts and carts for the best original Action Replay codes plus goodies galore in Game Game gallery. So drop us a line and come and join the gang down at ACE'S HIGH.

**Sadly, that's all folks. I've really enjoyed my first issue as the new host of Ace's High. I can't wait to see you all next month when we'll be bringing you the final part of the Mickey solution plus hundreds of new tips!**

# THE ACTION ZONE



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# CHART TOPPERS



Japanese sales charts courtesy of The Super Famicom magazine, US charts courtesy of Marquette Super Famicom magazine.

## UK CHART

1. **NE** Super Mario Kart
2. **F** Street Fighter II
3. **NE** Bart's Nightmare
4. **A** Zelda 3
5. **A** Super Mario World
6. **—** Caveman Ninja
7. **NE** Dragon's Lair
8. **NE** Spiderman X-Men
9. **NE** Axelxy
10. **F** Super WWF

1. **NE** Kung Fu
2. **A** Home Alone 2
3. **NE** Lemmings
4. **F** Hyper Soccer
5. **A** Super Mario 3
6. **A** Super Mario 2
7. **F** WWF Steel Cage
8. **A** Kickie Cubicle
9. **NE** Tiny Toons
10. **NE** Rescue Rangers

1. **—** Super Mario Land 2
2. **A** WWF Superstars 2
3. **NE** Star Wars
4. **—** Home Alone 2
5. **NE** Ferrari
6. **NE** Kirby's Dreamland
7. **NE** Mario and Yoshi
8. **F** Super Hunchback
9. **F** Dr Franken
10. **A** Bart vs Juggernaut



## USA CHART

1. **A** Street Fighter II
2. **A** Super Mario Kart
3. **A** NCAA Basketball
4. **F** Mario Point
5. **A** Soul Blazer
6. **—** Play Action Football
7. **A** Bart's Nightmare
8. **A** TMNT IV
9. **F** Legend of Zelda
10. **F** Super Double Dragon

1. **—** Tecmo Super Bowl
2. **A** Night & Magic
3. **A** Dragon Warrior 3
4. **A** Contra Force
5. **F** Super Mario Bros 3
6. **F** Tetris
7. **F** TMNT: Manhattan Pro!
8. **F** Super Mario Bros 2
9. **A** Adventures of Link
10. **F** Monopoly

1. **—** Kirby's Dreamland
2. **F** Super Mario Land
3. **—** Baseball
4. **A** Quarth
5. **A** Four in One Funpack
6. **A** Bart vs Juggernauts
7. **F** Dr. Mario
8. **F** Yoshi
9. **F** Tennis
10. **F** Caesar's Palace



## JAP CHART

1. **A** Mickey's Magical Ark
2. **A** King of Fighters
3. **A** Dragon Quest V
4. **F** Super Mario Kart
5. **F** Wizardry V
6. **F** Sangokushi 3
7. **F** Volleyball Twin
8. **F** Hokuto no Ken G
9. **F** Hero Legend
10. **F** Street Fighter II

1. **A** Super Mario Bros 2
2. **F** Knight Gundam 3
3. **A** Best Play Pro Baseball
4. **F** Dinosaur Squad
5. **A** Derby Stallion
6. **F** Yoshi
7. **F** Kuno's New Sports
8. **F** Top Striker
9. **A** Tetris 2 & Bombliss
10. **F** Dragon Ball Z3

1. **A** Super Mario Land 2
2. **F** Yoshi's Cookies
3. **F** Kirby's Dreamland
4. **A** Megaman World 2
5. **F** Bonk
6. **F** Super Mario Land
7. **F** Doraemon
8. **F** Yoshi
9. **F** Tetris
10. **F** Ylvis Quiz 3



The month's choice is Mario Kart, which has sold 2.6 million units in the US alone. (Virgin Games, Longwood, Mass.)  
 This month's choice is Mario Kart, which has sold 2.6 million units in the US alone. (Virgin Games, Longwood, Mass.)



# The Yank

He's back and he's bad but his head's still stuck in that tank! **MANIC MARSHAL** takes time off from his tour of duty to bring us all the latest happening on the US games scene!

## Alone again!

Here in the States Alone 2: Lost in New York is still making big box-office bucks and T140 are taking advantage of Macaulay Culkin fever by releasing two and Game Boy games.

Both plots closely follow the film — Kevin's separated from his family, this time ending up in New York City. But he's not alone for long, because those two evil bandits have escaped from jail and are out to get him.

This means riotous fun, as Kevin finds new ways to torment his two abductors through many action levels. Both games are based on

platform themes — leaping, jumping, finding hidden objects and weapons including staff and flying fist guns.

The aim is to make it through the Plaza Hotel — not too easy with the central staff after your butt. Then it's through the "zoo" paths of Central Park and onto Uncle's house, before finally making it to the Christmas tree at the Rockefeller Centre.

"Cute 'n' noisy resident" gnomes make the road last an instant hit, while the variety of levels make the handheld version a tough challenge. With so much happening onscreen, you'll be hooked until Macaulay reaches puberty!



## Space madness

Taking of suspects, Pen and Grumpy, make their Game Boy debut in Space Cadet Adventures. Heading off to the year 400 Billion, cadet Grumpy is searching for commander Pen, after he accidentally ejected him from their spaceship into outer space!

First, control the laser armed spaceship before travelling to the alien world where Pen is stranded. The planet

is fraught with danger — beware the strange USS Fluid, blast with interplanetary sewage, and the Asteroid City trailer game!

The game lets you play both characters at different times, and contains a hilarious bonus round based on a game show. Just remember the warning printed on the box — this game could cause space madness, strangely mutations and possibly, instantaneous implosion!



## Swamp fever!

One of the toughest games on the list is a long time is Swamp Thing from T140. This game is no place for beginners as ultra-fast reflexes are needed to coach the tough ooze.

The programmers have tossed in plenty of extra effects in the battle against Dr Arbane and his dreaded Dr Men. Besides baskets of bio-restorative formulae, there are also batteries to increase energy plus swamp moss and flowers for extra power —



Swamp Thing soon turns into various forms of plant life to help him succeed!

There are three separate games, modes of levels, help from additional characters not to mention racks of non-floral enemies to slay.

So if you want a change from the endless ball-o'-yarn platform filler or just fancy a test of your game-playing skills, grab your golden gloves and see if you're up to the challenge of Swamp Thing.

# Tank!

## You big softy!

And if the cool watch on this page is not enough, Mattel Toys are bringing out a range of Pen and Stinky toys. The 'talkers' have a string-pull producing the character's voices. Pen has an enormous belly-button that pulls out — one of his favourite lines is 'I'm going to be sick!' Pull the fan-ball in Stinky's mouth to hear such classic lines as 'They don't call me stupid for nothing!'

If the popularity in the States is anything to go by, these are going to be big.

The 'tute noises' are a collection of smaller, but equally as lovable figures, providing what are referred to as 'under-leg' sounds, but we know facts when we hear 'em — just don't activate them in small, enclosed areas or you'll be sorry!

## Watch it mate!

While we're on the subject of Pen and Stinky, the latest craze over here is the S-watches.

Turn the watch cover one way then the other and the image changes from the two standing quietly, to them doing the deed.

What's the deal you ask — just use your imagination!

The pic's on a lid that flips up to display the watch parts, and the whole watch comes in a cool multi-neon colour.

You'd like one, right? Beating in mind these watches are so damn hot they've almost sold out from mail order only —

they've not even hit the shops yet — you'll be amazed to hear we've got one to give away. To get the only one in this country, just answer the following simple question:

What is Pen and Stinky's latest Game Boy adventure called?

Send in your answers to the R+S watch compo. **N-FORCE**, European Impact, Luttrell, Stroudshire STB LW.

The editor's decision is final and no correspondence will be entered into. We'll wait until the top cover's hot, then the first compo picked with correct answer wins. And if you're a bit stuck, here's a clue — the answer's on this page!

## A lad in a lamp

Never one to miss an opportunity, Mattel Toys are launching a collectable figure range on the back of Disney's *Aladdin* movie, which is selling out cinema's everywhere in the States.

We had a word with them and they've graciously granted us two wishes — or two genes to be precise. The figures come in two different styles and are beautifully painted and detailed. There's the water gene dressed to impress or the a la natural gene which comes complete with gold slippers and huge smile.

To win one all you have to do is tell us why you need your own personal gene in 25 words or less. Send your answers on a postcard to **GENE A GENE COMPO**, N-FORCE, European Impact, Luttrell, Stroudshire, STB LW. Don't forget to include your name and address, and let us know if you don't want mailing from other companies. The two most exciting entries drawn out of Doug's tanken get these super-cool prizes delivered straight to their door. Go on, what are you waiting for?



## Lucas—aid!

Here's something to look out for — *Masters of the Universe* (working title) is a mass action-figure parody from LucasArts (the makers of the excellent *Star Wars*) done in the style (not) of *Masters of the Universe*. So what can we expect? Well, from the early version I've seen there's incredible digitized speech, radical sound effects and wicked monster noises (hope they're not ones), plus a revolutionary three-quarter aerial view that's set to take the 16-bit world by storm.

There are 50 action-packed levels to conquer and the best bit is, each level contains its own mini-movie — *Dances With Wolves* and *Zorin's House Party* are just two of the hilarious winners.

Packed with exotic weapons, tons of special animated sequences not to mention a spang of out-of-control leaders, this is bound to be a monster hit. We can hardly wait — but unfortunately we'll have to since the game's not slated to appear until November next year. You can be sure it'll be bringing you the latest developments as they happen so watch this space.

Well, that's all for this issue. The big bad Marshal will be back next month kicking some butt and bringing you all the latest US gossip on the Nintendo games scene. Until then, y'all take care now!

# SIX OF THE BEST

## SUPER NINTENDO TWO-PLAYERS

A new look for Six of the Best this month. NICK was getting a bit smelly, wearing that awful cap and gown every time and he wanted to play some games! The cane was good fun though!

Anyway, got a SNES and a mate? Then keep reading because here come the best two-player games around!

# Super Mario



### ■ Nintendo

Yes, this one keeps cropping up over and over again. Probably because it's a great game — especially for two. The screen is split and each player controls one of

seven characters. Each has individual driving abilities, not to mention wacky expressions and animations!

Each level features the great Super Mario World graphics, converted into Mode 7 tracks that scroll by extremely slowly.

### Mode 7 heaven

There are three sets of tracks to take a spin around, plus a special head-to-head game where both players zoom around a maze attempting to burst their opponent's balloons.

Nintendo made a fantastic job of the game in every department except one — usability! A few more tracks

# The Legend of the Mystical Ninja

### ■ Konami

There are usually two types of two-player game. In the boring ones, players take it in turns, but in the interactive ones, both players move around at the same time.

Mystical Ninja is a perfect example of a hot two-player!

The two characters run around each level on the same screen, but the one in front can't move or jump the slower behind catches up. Players can even

jump on each other's back and having a piggy back ride — brilliant!

### Filed list!

There's so much going on that it's hard to become bored. Hubs dotted around each level hold power-ups, sub-games, 3D mazes and even exclusive mini-features! The whole level bosses are fantastic, with some excellent Mode 7 effects. In fact, the graphics throughout the game are wonderful.

The Legend of Mystical Ninja scores 90 percent when reviewed back in July 1992 and still deserves every drop! Brought to the top of the class!



### ■ VISUALS 94%

Impressive 3D effect and excellent animation

### ■ SONICS 94%

Approach style tunes — an audio delight!

### ■ PLAYABILITY 92%

Simple to get into but a rewarding the better you're at!

### ■ FORCE 93%

One of the best games I've ever played!

# BEST!

## ER GAMES

# o Kart

are needed to give this a longer shelf life. As it stands, it is totally addictive for a while but the one-player game's easily completed. Hours of endless fun for two though. A great title that I just can't stop playing!



- VISUALS** 82%

Made 7 seem to great effect and equipped victory system

- SONICS** 89%

The thrashers begin first on with those victory scenes

- PLAYABILITY** 94%

So addictive even that you won't want to put down

- FORCE** 91%

The Mario magic is brought to life in a fantastic racing site

# Super Smash TV



**Acclaim**  
It's not very often you get to watch TV at work but I made sure I checked out a few game shows to review that! This fantastic show condenses elements of The Running Man and Bob's Fall House to give a bloodthirsty shoot-'em-up that needs two-player cooperation.

The sprites are tiny, with every level sparring out hundreds of enemies to blast. Controls are made easy with four directions of guns on the fire buttons.

### Starter for ten!

As with all shoot-'em-ups there are tons of power-ups to feed, plus more weapons and special prizes like

boosters, TVs and microwaves. Every level also has its big boss to dispose of. With names such as Mr. Shogun and Mutab Man, you know you're in for a hard time!

The graphics aren't fantastic — faithful to the original concept it is nearer the mark. If you and a mate fancy charging around with machine guns, collecting star prizes, this is one to think about rearing the eggs bank for.

- VISUALS** 87%

They spruce your palette but there's not much going on!

- SONICS** 91%

With the music so much complex and quite often weird

- PLAYABILITY** 82%

Firing is tricky but you soon get the hang of things

- FORCE** 90%

A great combination of the arcade classic

# Hat Trick Hero



**Talks**  
Most football games fall into the trap of being far too realistic and fiddly. Hat Trick Hero takes a fun

approach and comes out top of the class!

Two players take on the computer to create a real team spirit. Forget normal boring football — in this game you can punch, kick, and call passes to your heart's content. There's

no offside rule and volleying the ball with your head seems to be the basis of the game!

### Here we go!

There are a host of great visual sequences, animation when a goal is scored and lots of great presentation screens. The digitised speech adds an extra touch and creates a great playing atmosphere.

Hat Trick Hero emerged as the best out of the four football games reviewed in issue seven's football special. So get out your boots and start playing this hot soccer sim. It's the best thing since Steve Bull!

- VISUALS** 89%

Widescreen graphics and moving cameras

- SONICS** 84%

Appropriate sounds makes the game stand out

- PLAYABILITY** 87%

The video is a real help to the Microsoft action

- FORCE** 85%

Most football games are boring — this is a joy to play!

# Street Fighter II

**W**ay-hay! It's that corker of a beat-'em-up again. You know the one that no-one has ever heard of — **NO!** This game has been in everyone's face so much

you must all be sick and tired of it — but it's still an unbeatable two-player beast. The trick of playing *Street Fighter II* in two-player mode is finding a friend who is absolutely crap, *blast* them to a

pulp and give yourself a major ego boost!

## Street thingy who?

Players select only of the eight characters to fight, each having a variety of special moves to master. Using the amazing chest from *Alio's High*, you can also both play the same character.

Many beat-'em-ups attempt to emulate this classic — *Final Fury* and *Fist of the North Star* are two revealed this issue — but none come closer to the brilliant detailed background graphics and smooth animation of the original.



<b>VISUALS</b>	<b>95%</b>
Bravely imitated background and smooth graphics	
<b>SONICS</b>	<b>94%</b>
A tone for every occasion and long-range groans and grunts	
<b>PLAYABILITY</b>	<b>90%</b>
The special moves are a pain, but are mastered with practice	
<b>FORCE</b>	<b>93%</b>
The best value beat-'em-up available!	

# Contra Spirits

**C**ontra has appeared in many different guises starting with *Contra II* in Japan, then *Contra Spirits*, *Super Contra* in the

USA and finally *Super Probotector* for the European market. The Euro-game also has some of the graphics altered to make the original funnier.

characters robot!

Both players dash through sideways-scrolling levels and enjoying Mode 7 monster sets, broadcasting all manner of weapons from laser guns to grenade launchers. As with most two-player games, one player can't move on until the other has caught up, but it doesn't spoil the action at all.

## Kenami for president!

Kenami show off their programming skills with a host of amazing bosses. In fact, the whole game is a visual and audio masterpiece. The highway is an overhead-view level, in which the floor rotates through 360 degrees in both directions. This is split screen in two-player mode as well.

Check out *Contra* under whatever name you can find it. It's the business!



<b>VISUALS</b>	<b>94%</b>
Stunning graphics and backgrounds with some great Mode 7 effects	
<b>SONICS</b>	<b>90%</b>
Blat, blast and blast again. Oh, and some good music	
<b>PLAYABILITY</b>	<b>93%</b>
Running and shooting has never been difficult — well ever!	
<b>FORCE</b>	<b>92%</b>
This action-packed shoot-'em-up takes no prisoners.	

**More hot games are coming your way next issue. So tune in then for another six top titles...**







**'Hoist the Jolly Roger, shiver me timbers, pieces of eight.' We put a patch over ROB's eye and send him off on a desert island adventure battling against evil pirates...**



In days of old when the seven seas weren't safe to sail because of sea dogs such as Black Beard, Long John Silver and Mad Meg McCathery of Marcombe, there lived an angry young man by the name of Storm Jaxon who, sick of the cruelty inflicted on his people on the island of Westica, decides that it was time to face evil pirate Sküljagger and shove his parrot where the sun don't shine!

For ten long cruel years, Storm sets off across the island smaden' the feuds of all cast enough to cross his path — this is where you come in. The aim is to find clues, collect weaponry and look pirate ass in the quest for freedom.

#### Storm in a teacup

To help Storm carve through the bad guys, he carries a fierce sword that looks as though it could cut through the side of a ship.

For extra-tough situations pick up the secret pirate weapon, bubble gum (yep, you heard right — bubble gum)

which is steered throughout the levels. The different flavoured gum each have a special use: Snap-cherry lets you fly, Westican-orange lets you drop grenades for a few seconds, Sea-grape makes you temporarily invisible and Island-lime flavour clears the screen of baddies.

Points are awarded for collecting gems, finding maps and killing the vast army of enemies. Besides everyday pirate loot, there are lots of giant insects to chop and slash plus loads of large ravines to leap and ladders to climb.

Despite average gameplay, the game manages to escape the 'just another platformer' category because it's packed full of clues and puzzles. The lengthy manual included in the package has clues galore and makes an exciting read.

Ultimately, the gameplay is too frustrating to make this an essential purchase. The idea of a pirate game is certainly a good one, but this title falls way short of the mark. **ROB 60%**

# SKÜLJAGGER



**Remember those silly plastic dummies who sat in Volvos ploughing head-first into concrete walls? Sounds like just the job for our NICK...**

It's good to see a game going to great lengths to present the serious message of road safety in a light, frothy way. Spin and Click are two crash-dummies earning their living reminding people to buckle their seatbelts. They desperately want a vacation from their usual battered life but times are hard, and they're short, as they take part-time jobs as stunt men.

To earn big bucks they jump from tall buildings, traverse treacherous ski slopes, test air bags for doomed cars, defuse high-explosives and guide

guided missiles! Each job lasts one level and there are five to complete.

#### Crash, bang, wallop!

The mission is explained at the start and to get the highest scores possible a number of dangerous tasks need to be completed.

Each level is brilliantly presented with good animation and fun sound effects. The between screens are hilarious and there's an excellent plot of the dummies in pieces if you fail a mission. Complete at five, the game moves up a skill level and things start over again.

The controls are during proof. (A) jumps, accelerates or defuses a bomb, while (B) decelerates or uses the hammer. The graphics are clear with super-smooth scrolling. But unfortunately the game just becomes repetitive after a while — there's not enough depth to provide any serious challenge. **NICK 87%**

# CRASH DUMMIES

## FORCE FAX



**T**he grape-flavored gum turns you into a huge purple bubble killing everything on screen.



When I saw the title screen I couldn't wait for plenty of vinyl action. You know, all the spotted henky on the beat, enormous starlings and egg patch stuff. Instead what you get is bubble gum and silly trousers. I was not impressed, not surprised, not happy. I was a victim of anti-climax and of a sinking, charming feeling in the pit of my stomach, but the best, not quite the worst — but

down there with them. May the buyer beware.

CARL 56%



Use the second to look through enemies and collect as much gum as possible.



Defeat enemies by blowing objects at them, ripping them with your tongue, shooting power balls or using the various gum power-ups.

**Producer**  
American Softworks  
**Players**  
1 or 2  
**Price**  
£24.99  
**Supplier**  
Killer Games Ltd  
Tel: 0432 267 492



## N-RATING



### VISUALS

65

Really garish, graphics bear a resemblance to *James Bond 2*

### SONICS

61

Nothing being being very good in terms relating to the tones

### PLAYABILITY

70

Plays well, easy to control with few limitations

### LASTABILITY

71

Nothing for a while due to the variety of levels and chess to obtain

## FORCE

62

Don't believe the hype. A mediocre game but by no means a classic.



This is an ideal game for people who aren't very good at solving items, taking games or puzzles. Instead of avoiding traps, brick walls and stationary objects, in this topy-turky title you win if you smash yourself silly! The unusual characters are based on the TV stunts used in road accident tests. Each game is great, you start on the easiest level and the action gets increasingly harder.

Graphics are pretty neat, proving that Game Boy standards are certainly rising. After playing endless beat-'em-ups and sports titles this original title comes as a refreshing change. It looks good, it plays well, but most of all it's fun — go on, give it a bash!

ROB 82%



Stick for in it Spind has a warty tail and goes in places — what a dummy! There are no pain for dying!



**Producer**  
LUN  
**Players**  
1 or 2  
**Price**  
£24.99  
**Supplier**  
Killer Games Ltd  
Tel: 0432 267 492



## N-RATING

### VISUALS

72

Good but with unneeded textures and somewhat low resolution

### SONICS

65

Nothing better in necessary for more better with surprising sound effects

### PLAYABILITY

71

Easy to be a good start but later levels are very frustrating!

### LASTABILITY

60

With only two different scenarios the action soon becomes boring

## FORCE

75

A fun and original title that suffers from lack of lasting appeal.



Lead Cow involves working as a stunt man for a top film director. Jump off the top of the burning building but the key is making the fall look as spectacular as possible.



# THE DUST

## TEST DRIVE II



**Hey, chill out man! Racin' through the States is a breeze, show me the open road — NICK takes a test drive and a personality implant!**

**W**hat a waste! Fancy pooping from the local Ferrari and Porsche showrooms, buying a few cars then thrashing them around the roads of the USA, smashing into fences and scaring the hell out of hedgehogs!

Three top sports cars are available in this racing sim — a red Ferrari F40, a jolly Lamborghini Diablo and an icy Porsche 966. Each has a choice of automatic or manual gears and they

even have a horn you can blow to your heart's content!

The four courses cater for all drivers' abilities, ranging from easy to hardest. If you're a Sunday driver who doesn't know where the accelerator is, go for the first — madmen like me take the tough road!

Desert, snow, night driving and jumpy hill tops all pop up en-route, it's a joy to keep the car on the road half the time! The slightest scrape or bump

causes the windshield to smash and the car to spin, but hitting motor cyclists doesn't even budge them!

The hair-raising sections cause more than just a cracked windshield. Slip over the edge while racing a mountain road and you'll be wishing for wings!

**Where are the chips?**

The trouble with *The Dust: Test Drive II* is the programmers haven't made the most of the vast custom graphic chips.

The sensation of speed as you zoom around bends is great and the presentation is excellent. On the minus side, graphic detail is very disappointing — the jet slip and anti-rear-spoiler sprites are great. *Ballistic* and *Accolade* haven't got a strange

combination of quality in *The Dust: Test Drive II*, it's not a bad racing game but so much more could have been achieved. **NICK 70%**

### FORCE FAX

**T**his isn't a game where you can just hold down the accelerator from start to finish. Use the brakes for high scores.



# TITUS THE FOX TO MARRAKECH AND BACK



**Are you sitting comfortably? Then we'll begin. After a brush with a foxy lady, a pack of hounds and some nasty men in red coats, ROB's got a heck of a tale to tell!**

**H**ere's a story of a poor fox who decides to stand up for his rights, his name — Titus. This pudgy little devil sets off on a hair-raising journey to rescue his beloved, Foxy. She's been captured by a band of evil villains, and only consistency for her furry-tailed fella is going to the rescue.

**Foxy lady**

The trip to Marrakech in search of Foxy begins on foot but grabbing a steed or on flying carpet speeds things up. There are plenty of distractions on the trip across the Sahara Desert.

Along the way fight a vast array of bad dudes (54 in all) including such strange guys as Babyboon, the kid with the deadly bottle, and Topo, the spectacled snake. With plenty of secret rooms, hidden bonuses and deadly traps

waiting to crush you into a pulp, lightning reflexes and nerves of steel are needed — even the furniture moves!

There are 16 levels to chutz through, with more than 100 finely-crafted screens to admire on the way. Gameplay's traditional platform pick-em-up and offers nothing new in the progeny department. Pick up the crates scattered around the landscape and throw them at the enemies. Access, seemingly out-of-reach ledges by using bouncing balls as trampolines.

The simultaneous two-player option sounds like a great touch but it means two players have to buy the cart — definitely something I don't recommend. Thus *The Fox* is a very average game, only the excellent presentation stops it from falling into the instantly forgettable category. A disappointment. **ROB 62%**



# WHEEL



Q: What are my brakes? The Dual Test Drive II is an all-color racing game. It's so fast, I've been a giggling wreck since I played it and now I'm unable to go near a car without shuddering! With several tracks to choose from, zoom around the place managing endless motorcyclists and facing a darn nuisance to other drivers. The graphics and animation on some of the vehicles are superb in places, but are mostly pretty convincing, especially when you do nasty things like hitting cones on the side of the road — and you folks, they actually move as you spin them! The high-speed sounds and constant squeal of brakes, make this a very convincing racing sim. It's a pity there isn't a two-player option though. **RACER 72%**

■ **Producer**  
Bentley  
■ **Players**  
2  
■ **Price**  
\$79.95



Oh dear, it's the police! Better pull over and see what he wants.



He's an oily bopper isn't he? Just make sure he's in a good mood!



Oh dear! A speeding ticket. That's another one to add to the pile!

Each car has a different dashboard layout but all of them go like the clappers. It's a good job really, as most of the time a speed dodging police cars.

## N-RATING

### VISUALS

68

Most professional but good quality graphics and things

### SONICS

69

A range of tones to choose from, driving cars but great samples

### PLAYABILITY

74

The car controls are simple but dodging other vehicles isn't

### LASTABILITY

76

The fast tracks are a good challenge but the rewards aren't worth the effort!

## FORCE

71

A busy racing sim set down by slightly dodgy graphics.



What's it all about then? Tight onto the fox? Dogs, I mean This — original name from a company called (wait for it) This Software! The bushy-tailed renard looks brilliant on the small screen. Large detailed sprites full of character and some great backgrounds make up the platform action. The trouble with many platform games at the moment is they never do anything new or exciting.

This is the trap This the Fox falls into. We've seen it all before, but if you fancy an attractive platformer then check this out! **RACER 67%**



Be on your guard. You never know what's going to jump out on you.

## N-RATING

### VISUALS

76

Small but well defined sprites — cut animation

### SONICS

49

Soundtrack is a weak mix and FX are unimpressive

### PLAYABILITY

65

Easy to pick up but controls are awkward and frustrating

### LASTABILITY

60

Not enough levels to provide a serious challenge — won't take experienced players long to complete

## FORCE

62

A fun platformer split by over what gameplay and lack of challenge.

## FORCE FAX



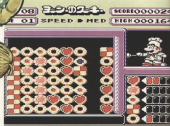
This the Fox is produced by the same company which put together The Blue Brothers games on both the Amiga and PC.



Along the way, This forces money and nerves. But never fear, he's covered with a barrage of balloons to defeat them with.

■ **Producer**  
Teat  
■ **Players**  
1  
■ **Price**  
\$24.95





While waiting for the next Mario game, the little Italian plumber gets a part-time job in a biscuit factory. Are things really that desperate. ROB investigates.



Alright! The cookies have almost reached the top of the screen, meaning it's almost game over. The only chance of survival is to get a matching row, quick! If the column coming from the right is rotated horizontally, there is a line of stacked cookies.

# YOSHI'S BOY NES COOKIES

How much madcap fun can you have in a factory full of cookies? Well, when Mario and Yoshi are involved you expect lots but unfortunately, this title is a bit of a soggy biscuit.

Both the NES and Game Boy versions play identically (apart from the two-player option) which is great news for handheld owners but must really upset 8-bit players who have to tuck out an extra £15 for the privilege of playing in colour and using a joystick.

All that, the action is a bit confusing, but play a couple of stages and you soon get the idea. This aim is to form a row of matching biscuits as they scroll

across the screen vertically and horizontally. Each matched row disappears. Complete the set amount of rows for the level and you move into the next round. Controlling the line of biscuits is easy: (A) speeds up

the line of cookies and (B) allows you to juggle the cookies around to form horizontal and vertical lines. A meter at the side of the screen shows the number of lines required, how many you've collected and your current score.

## Crumb!

There's an optional two-player mode on the NES version pitting Mario against the mighty Yoshi. Up to four Game Boy players can join in using the Game Link — but that means buying a cartridge each! There's a choice of ten increasingly difficult rounds, a speed

option to add extra difficulty and a choice of catchy tunes that are

guaranteed to have you singing your own made up words in seconds.

Chris came up with the classic 'I'm a pink butterfly, you're a blue toothbrush' but I

preferred my 'Once there was a silly old man... — look out for that in next month's Top Ten!

## I recognise that biccy!

Although I tried desperately to be Yoshi's Cookies, the repetitive and unimaginative gameplay quickly bored me. The inclusion of Mario and Yoshi makes this much more (stagnant) than Fetus but it's no where near as playable.

I admit I was impressed with the first few levels but the rambling gameplay just doesn't go anywhere

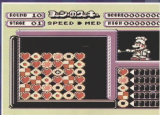
Round Three is exactly the same as Round One — gameplay remains the same throughout, only the rate at which the biscuits drop alters.

If you're score from this is competitive playing but these are the variety should look elsewhere. After months of eager anticipation this is a bit of let down. **ROB 60%**



At the beginning of each round, the lines of cookies fall very slowly.





Get as far as Round Ten and the action really speeds up. Keep the line down by rotating the cookies to form a vertical line of circle-shaped cookies on the far right column. Better be quick though, time's running out!

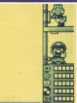
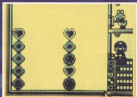
## FORCE FAX



Form as many lines as possible at the beginning. This helps keep the number of cookies down.



For all Mario it's so kind he has to take a part time job as a baker — nice uniform, huh?



This is an ideal situation. There are only a few cookies on screen and the columns of heart- and circle-shaped biscuits are about to disappear. Keep up the good work!



Tummy! Tummy! I can honestly say I've never seen so many wonderful biscuits in one place before! You know me and Mario games by now, I just love 'em. Really, this one is next up to the high standard of the rest. It's great for the first ten minutes but I kept waiting for something different to happen and it never does. As a puzzle, go, it's very similar to the original Tetris and that old chestnut Tetris. Besides the obvious colour difference (and the grid), there's very little to separate the two versions. The simple controls work well and the graphics are excellent. The soundtrack is as catchy as ever and it's almost impossible to get it out of your head for the next few days. But I can't help thinking Mario fans, like me, may be just a little disappointed with this. Cookie shenanigans laughs but a bit thin on the ground. **NICK T.P.**



## N-RATING

### VISUALS

71

More graphics of beauty and Mario in his baker's outfit.

### SONICS

68

Typical Marioque atmosphere music which leads to grab other's white.

### PLAYABILITY

70

Easy to control, but like on screen action is a bit confusing to start.

### LASTABILITY

67

The increasingly-abstract rounds but gameplay gets a little monotonous after a while.

## FORCE

70

The weakest Mario title so far, but fun for the first's opening this.

- **Producer**  
Nintendo
- **Players**  
1 or 2 (max 1 to 4) (2)
- **Price**  
£29.99 (ret) \$24.99 (US)



# KUDDLY KONIX!

Need some trendy stuff for your Game Boy? Fancy a new joystick for your NES? Take a look at the latest offerings from peripheral specialists, Konix, and see how they shape up to the N-FORCE bench test.

• Each product is rated out of five



## Konix Speeding £14.99

The Konix Speeding fits comfortably in your hand and plays like a dream. It's small and portable with no unnecessary buttons, very accurate to use, and is, for my money, the most versatile 8-bit joystick on the market.



## Hoister £9.99



This is a really little extra for all you Game Boy fans. If you're forever dropping the poor little fella, this saves him untold injury — and you the price of a new handheld! The hoister fits like a protective sheet, providing cushioning from shock, impact and giving extra grip so, even if you fling it across the room in a fit of rage, it should remain in perfect condition — cars did! The only niggle is turning the power on and off can be a little tricky.



## Car Adaptor £7.99



This is ideal for travelling games players but of limited use to those with their feet planted firmly on the ground. The adaptor plugs into your car's cigarette lighter, providing extra hours of fun and no wear and tear to your batteries. Make sure you get permission first though, or you might get a cigarette stubbed out on your forehead or worse still, the unsuspecting driver might try to whack your copy of Tetris! This is an excellent idea, ideal for long journeys but no good if you aren't got a car!



## Power Pad £15.99



A great pad with high durability. It fits in a zip to hold Goodye numb thumb and blisters, fits ergonomically, crafted body fits snugly on the hands from Daisy Liquid. Sharp responses and hard-wearing buttons, coupled with turbo and auto fire options and a slow-motion switch, make this an ideal purchase.



## Amplifier £9.99



Why/hw! I'm back your ears! Because the Game Boy now has external stereo sound. The amplifier, moulded in light grey plastic to match the baby green series, houses two speakers that pump out the volume. It attaches to the Game so snugly, that if it wasn't for the log-notch sound, you would never know it was there.



## Light Magnifier £8.99



Magnifiers are rife on the market at the moment and with such a wide choice, it's hard to be able to recommend one. The Konix Light Magnifier is classic, offers clear and precise magnification and the built-in light gives it the edge on its competitors. Combine this with great value for money and you can't go wrong.







# MAX

**He can fly, swing and ... oops! ROB's a real sucker — maybe someone should tell him the telescopic suction pad doesn't work unless you lick it first!**



Long ago, in a galaxy far far away ... oh honestly, it's always the same. There are always some big baddies invading galaxies and threatening the entire population. Unfortunatley for them, these baddies didn't count on a little boy named Max who fights for justice, freedom and compulsory Game Boy for all kids!

The evil henchman in this story is a nasty piece of work by the name of Draco. This evil scumbag has taken over the seven planets in the galaxy. Max inhabits and enslaved the population, subjecting them to torture.

## What a sucker!

Being a super hero, Max sets off on a mission to free the galaxy (the solar system, not the chocolate bar!), armed with a vast array of tricky gadgets, including portable reactors and a telescopic sucker to help with difficult jumps.

Although at first Max seems just another platformer, it contains plenty of playable levels offering great sequences. The telescopic suckers take a bit of practice to master, but serve as invaluable tools for our brave

little chum. Another helpful device is the steady build up of the power throughout each level, helping Max to look cool and make the enemy nan screaming.

## The Max factor

The twinkling tunes and atmospheric effects complement the action well and graphics are clear if a little sparse.

Max's sprite is small but well-detailed and the animation as he leaps from platform to platform is very good. Backgrounds get a little repetitive — the first level is just a series of caverns but whenever the graphics get much better.

Gameplay is slow to start and at times the action is a little tedious. Max is no speed merchant so you have to be patient. Get past the easy early levels though and this cat comes to life. I've been playing all week and I just can't put the damn thing down — it's that addictive!

If you're after a game that's a test of strategy as well as your platform skills then Max is definitely well worth a look. It may not be everybody's cup of tea but give it a try and you'll be hooked. — Jim

BOB 87%



Max is a top-around shoot-'em-up with lots of carnival touches thrown in to spice up the action. One is Max's suction pad — get to good use scaling tricky platforms. Another is the way pieces of his armour fly off when hit, first destroying his visor then reducing him to his clothes, baseball cap and jet pack. The visuals and sound are excellent, especially on Stage Two (The Factory Colony), and the animation is incredibly smooth. Unfortunately, it's a little lacking in challenge and the first couple of bosses presented me with few problems. But with gameplay like this you're guaranteed to keep coming back for more.

MAX 83%



When you're about to fall down a chute or a small rock, cling onto a platform above you by pressing [UP].



Jumping on to the moving platform is very tricky. Hit the ledge down and Max tumbles to his death.



Just one more gun to destroy. Careful though, one hit and you're dead!



Help! Only a ruddy good out of armour can save poor Max now.



Producer  
Intelligence  
Players  
Price  
CARS

**N-RATING**

**VISUALS** 80  
They opt for a well presented despite sparse backgrounds

**SONICS** 75  
Atmospheric sounds, including some melodies

**PLAYABILITY** 84  
A cool game to play — lots of tricky little levels

**LASTABILITY** 79  
A good challenge but a little easy for experienced players

**FORCE** 82  
Top-quality game with some neat graphics touches



Ere! Did you spill my lemon barley water? Nobody messes with NICK and gets away with it! Even if he is all wet behind the ears!



The flying lookalike, Mike (shown on the right of the screen), uses his chicken punch to great effect.

# FATAL FURY

"AREN'T THE RAT MORE VIOLENT?"

"IN 'LESS 'G TROUBLE?"



Take a copy of *Street Fighter II*, water it down and you've got *Fatal Fury!* Take a good look at the characters and you realize they bear more than a passing resemblance to characters from other beat-'em-ups — Sagat from *Street Fighter II*, and Cody from *Final Fight* is name two. In fact, everything about this game is borrowed from somewhere else!

It's the usual story, there's a fighting competition going on among the hood lads in the city. The control are of three competitors: Tony Bagwell, a dude with a pony tail and cap, Andy Bogard wears pajamas and has long

blonde hair and Joe Higashi covers himself with nothing but a hand towel — our favorite designer loved him!

All have special moves reminiscent of *Street Fighter II* characters, though they're not as varied and very difficult, so you're guaranteed some finger-tweaking fun!

## Modes for the masses

There are two game modes: *Champion Battle* and *Street Fight*. The former is a one-player game and the latter for two. There are ten sections of the city, each with different backgrounds, so you can commit GBH in a variety of scenes — highlights are the Dream Amusement Park and Sound Beach.

If you like the look of *Street Fighter II* but don't have the cash to buy it, this is a cheaper alternative. However the characters don't have as many animation frames and moves, there aren't as many of them and... well, it's not the great SF II is it? Not a bad beat-'em-up, though! **NICK 70%**

# BEST OF THE BEST

## CHAMPIONSHIP KARATE



A spinning flying-roundhouse kick followed by a claw-fisted upper chop and a hammer backhand — CARL never was any good at ping pong!



fighter's energy is represented by four spotlights above the corner. As a fighter grows weaker, so his lights dim.

Visit the gym at any point during the game to build up stamina, increase power and train your reflexes to react precisely. Lean, mean and as fast as sheep in a meat sauce factory, you're now ready to take on the Best of the Best.

### Hai-yah!

Father than having a set number of attacks, there are 52 (count 'em!) moves available and you can program any 10 into the joystick for any bout. Each spaced position gives a different move, hold [2] and you get a completely different range — woooo!

This gives loads of flexibility and endless variety of combination moves. Knowing where each move is takes a while, making practice often more challenging than actual fights.

Having massed roundhouse kicks, leg sweeps and a deadly range of combination punches, attack back and enjoy the quality graphics and sound.

Here, now here's an unusual offering for all you fight fans, a realistic karate combat simulator.

The game revolves around the top 16 fighters on the championship karate circuit. After many years of blood, sweat, and aging (old Chicken Cross Men out of silver containers, you have become one of the elite).

To become champion, you need to master the many punches, kicks and defenses that are available. Each



MOVE 23 = THEN KICK 55



To tell the truth, I was unimpressed with this right from the start. Well, it's got pretty good graphics and a two-player mode — so what's wrong with it? For a start, you can only choose from three fighters, and finding the special moves is guess work. The other major problem is it's a complete rip-off of *Final Fight* and *Street Fighter II*. The characters, backdrops and even the animation have all been seen before. Add to this average sound and extremely sad effects and you've got a really average, unoriginal beat-'em-up — yuck!

**OVERALL 50%**

**Producer**  
Takara Amusement Co.  
**Players**  
Two  
**Price**  
£35.00  
**Supplier**  
Krazy Koinz  
Tel: 0432 342 991



## FORCE FAX



Hold down a combination of keys on the title screen to play any of the characters that crop up in the game. Turn into Axel's (high for more details)



Very Sledge's special attack is similar to M. Bison's Power Gloves. The Black King (on the right) manages to block it and prepares to counter.



All *Final Beat* of the *Beat* seems like a rather average sports beat-'em-up, but get into the options mode and there's a goldmine waiting to be discovered. There are loads of moves and plenty of ugly fighters with varying degrees of hardness. The graphics are great, the reference looks like *Mario* in twenty years time. The sound and FX are equally as good with lots of grunting and grunting as each player is smacked around heaps. Don't judge this too hasty, it's *thumpily* good fun.

**OVER 75%**

**Producer**  
Europa Britain  
**Players**  
Two  
**Price**  
£44.00  
**Supplier**  
Krazy Koinz  
Tel: 0432 342 991



enjoy the quality graphics and sound. The animation of the moves is smooth and accurate, giving a real feel to the *Beat*.

The grunting, taunting screams, competition music and base-bruise fights, make this an absorbing game for one. With two players it's absolutely great. There's nothing like liming a scolding upper-cut right into a friend's stomach, knocking them to the canvas and out of the game! Lots of a market, and a computer man an arcade game. It's a knockout!

**CALL 50%**



Good start! Your opponent's struggling to beat the count.



He gets to his feet but he's on his last legs. He can't last long...



... isn't enough, that kick to the ribs puts him on his back again and this time it's lights out. The crowd look on in shock as the red finishes the count.

## N-RATING

**VISUALS** 84

Large detailed sprites and coloured animated backgrounds

**SONICS** 60

A mixture of annoying tones, grunts, groans and Japanese wails

**PLAYABILITY** 60

The special moves are very difficult to perform

**LASTABILITY** 65

There's no choice to play all the characters, keeping my interest for hours on hours!

**FORCE** 63

A gear war's *Street Fighter II*, but with a wacky game!



## N-RATING

**VISUALS** 83

Large sprites, well animated with smooth scrolling — good looking action

**SONICS** 72

Good sampled speech and FX, but little else of interest

**PLAYABILITY** 82

Supporting simple controls, a delight to play, a waste to master

**LASTABILITY** 81

Delight becomes boring for me but a good laugh with her

**FORCE** 76

Not one for arcade fans but a good bet for the office computer crew



# DRAK



**Cast your mind way back. To a land of dungeons and dragons, when monsters roamed free and ale was dirt cheap. NICK gets lost in time!**

**W**hile peace is disrupted, the great magical Oxenken has been captured and Dragon Princes have taken over the kingdoms. To restore peace and tranquility, a small band of magicians, soldiers and acrobats must visit each prince and put the world to rights. Many mysterious dangers lie ahead, evil beings as yet unseen by mortal men. But don't worry — be happy! The majesty of role playing games

use small, unrelated spots with lavish backgrounds to tell a story. Oxenken takes a new approach, using a combination of three-dimensional polygons and grainy-style illustrations and sprites.

**Play away!**  
The 3D graphics are stunning and there are some great touches. Wandering around the vast landscapes watching the sun slowly set on the horizon and

the stars appearing, is a great effect. If it's options you want, you got 'em! At the start of the game, players can create a unique team of adventurers, enter their names and alter their attributes. While adventuring, select any of the nine icons at the bottom right of the screen to give various options from weapon objects, to talking with monsters — I prefer to slice their heads off.

It sounds so straightforward but I just couldn't get the hang of Oxenken. I read all the instructions, explored all the options and still only managed to last about ten minutes! I think the first mission is far too difficult. The game also becomes frustrating, as the same monsters reappear each time you move over the same location.

Fans of role-playing games should have a good look before buying. It makes a change from the usual style of adventure but isn't really the cup of tea! **NICK 65%**

## FORCE FAX



**M**ake sure you check every room. Most of the items and clues are well hidden, so be thorough.



# TERMINATOR 2



**Are you John Connor? ROB spends an afternoon with Arnie and a molten T-1000 and still manages to come out smiling!**

## THE ARCADE GAME

**N**ow call me old fashioned if you will, but I think if you start mucking around reprogramming a Cyberdyne Systems Model 101 T-800 Terminator, there's your job for trouble. You see, they're so temperamental. One slip of the screwdriver and you've got a fippp! molten automaton running around sliding its nose where it's not wanted.

**The Sky-net's the limit**  
For those unfamiliar with the T2 story, here's the low-down. The big bad guys at SKYNET are at it again. They've sent a new Terminator (the T-1000) to kill the Resistance leader, John Connor. The action behaviour begins when the Resistance reprogramme the T-800 (the machine from the first film) to protect them from SKYNET and the T-1000.

T2. The Arcade Game has ten huge and action-packed missions. Both are very tricky and fast — throwing the Game Boy across the room in frustration.

The main weapon is a machine gun with endless ammunition, although it overheats and slows down if used constantly. To stop the gun jamming, collect a special power-up to cool it down. You also have a rocket launcher for dealing with the tough enemies and the level bosses.

Although gameplay is simple, the action is very difficult — probably for the best as there's only six levels. If you liked T2, Judgment Day, or just fancy an absorbing shoot-'em-up, this is sure to have you jumping for joy. The future of the world rests with you. Good luck and haste to vista, baby!

**ROB 70%**



# KHEN

**Producer**  
 Infogrames  
**Players**  
 1  
**Price**  
 £49.99



This is the healing screen. Enter the shrine and your health is increased.



RPG fans rejoice, at last here's a REAL role-playing game, not the simple problem solving of *Delfin* but an interactive adventure modified by the physical attributes of the party of adventurers. Okay, so it's not perfect but there are plenty of role features such as creating your own characters and assigning values for power, agility, intelligence, knowledge and physique. The graphics are a bit rough around the edges but this is still one of the best, and certainly one of the deepest, RPGs around. **CARL 72%**



## N-RATING

**VISUALS** **74**

A strange combination of 3D polygons and grainy sprites.

**SONICS** **71**

A combination of very atmospheric music and odd sound effects.

**PLAYABILITY** **68**

The first level is interestingly difficult making the game a bit of a mis-starter.

**LASTABILITY** **76**

If you possess the necessary equipment left for ages.

**FORCE** **70**

In odd numbers of great 3D graphics and very tough gameplay.



When I heard the arcade version of *T2* was out on the Game Boy I could hardly believe it. Surely LHM couldn't fit all the brilliant graphics of the original onto the tiny portable. Well believe it or not, they have! The graphics are incredibly detailed, almost identical in feel to *T2*. Judgement Day. However, I found them a bit dull, leading to all kinds of problems disintegrating power-ups from my own friendly troops. I'd blast away in a frenzy, only to realise I'd just wiped out the entire human Resistance. This aside, the Operation Wolf-style gameplay is very good. The layout is very simple: (A) fires the main gun and (B) controls rockets on Level One and the Grenade Launcher on Level Two. A big problem is the lack of sustainability. Some may complain at the lack of levels, there are only six, but with a difficulty setting like this, even experienced game fiends have their work cut out. If you want an all-action shoot-'em-up with bags of class and a stunning soundtrack, this is the one to go for. **CHRIS 84%**

**Producer**  
 LHM  
**Players**  
 1  
**Price**  
 £24.99  
**Supplier**  
 Krusty Kioskos  
 Tel: 0432 342 901



## N-RATING

**VISUALS** **80**

Amazingly detailed graphics with subtle animation.

**SONICS** **85**

Good yet not great FX and an atmospheric soundtrack.

**PLAYABILITY** **76**

Controls are easily lost on the dark background. A bit on the tricky side, but you get used to it.

**LASTABILITY** **85**

Although there are only two missions, they're huge enough to make this very playable.

**FORCE** **81**

A great combination of a high impact shoot-'em-up.



Whenever there is a break in the action, shoot the power-ups at the bottom of the screen. The one on the right costs the most health.



For maximum damage, aim at the terminator's head. Body shots kill them much more slowly.



# PRO QUART




**Down, set! Hut! Hut! Hut! Ooooph! Pass the pig skin man, it's Monday night and time to run for daylight. CARL huddles up for a Hail Mary.**

**T**he American football season has drawn to a close and the Super Bowl is just a faded memory. But can we escape all the excitement and glitz? Not a chance! The latest American football sim to take the field is Pro Quarterback. It's the first game to use the powerful Mode 7 scaling abilities of the SNES to

present the player with a first-hand view of the football field — well, it's more like the referee's perspective from the backfield but it's very impressive. Unfortunately, you don't see the whole pitch, only the centre section, which is both confusing and frustrating — you have to scroll left and right to

bring the touchline into view. Despite this it looks good — until the sprites move that bit!

### Incomplete

There are too many problems in this game to outweigh the innovative use of custom graphics. Animation is mostly poor with few exceptions, gameplay is very tidy and in two-player mode it's easy for an opponent to guess the play you've picked!

Options are the usual one-player play offs and two-player head to head and work well. However, because of the disappointing perspective it's hard work playing three or four games in a row, let alone a complete series.

Add to this rotten sprite flicker, plus a slow change of control system to the man closest to the ball and what's left is a great attempt at a new-look football game, but one that lacks the quality we expect from SNES games. Full marks for effort, better luck next time!

**CARL 60%**

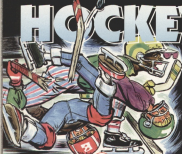


It's first down for Tomco (in orange). The player controls the quarterback and the receiver indicated with an arrow.

# NHLPA HOCKEY '93



**Hockey... isn't that a girl's game? Aaaarggh! CHRIS opens his mouth once too often and gets a puck rammed down his throat!**



**T**here are some completely nutty games around but ice hockey takes the biscuit. Screen time with 60 equal to your number of false teeth, spend three periods armed with big sticks attacking the crowd out of each other, under the pretence of trying to get a steady piece of cast iron into the back of a guy's — they've got to have a loose lozenge!

Apparently, there are rules but they're few and far between. And what happens if you're caught doing someone's throat with your ice skate? Something handy saves? Oh no, you get to come off the heaving ice and sit in a nice warm booth for a couple of minutes — okay, that!

As far as capturing all the violence and excitement of ice hockey the game's spot on. There's plenty of physical challenge on and off the ice and there's even a battle mode giving the player control of punch ups — wretched but in fact it's such a laugh I forgot all about scoring goals and spent my time looking for fights — we didn't win many games, but we're the toughest bunch of penguins in the league!

### Ice, ice baby

I was a little disappointed with the graphics. There's no real improvement over previous versions of the game. I found the scolding jinx and the sound



There's doom as the scoring line prepares to charge right. Oh, old! The defense are coming as a blitz — this could be nasty!

■ **Producer**  
Electronic Arts  
■ **Players**  
10  
■ **Price**  
\$79.95  
■ **Supplier**  
Electronic Arts



# ERBACK



In this icy battle, the LA quarterback is about to unleash a pass to the receiver.

## FORCE FAX



**O**ne play that works most of the time is a Pass right. Choose the inside right receiver and give him enough time to cut across field before throwing the pass.



Wow! The minute I saw this game, I couldn't believe my eyes. The graphics are unlike anything before, with the magnificent mode 7 effects providing stunning viewing. The trouble is, despite the innovative visuals, the gameplay isn't up to scratch. Passes are too difficult to complete and it's hard to control players. As it's not an NFL sanctioned game, real teams and players aren't used. Although the two player option is far more fun than the frustrating one-player game, when all's said and done, this is an interesting, though below par, American football game. **CHRIS GOSS**

effects are very basic — an occasional organ roll as the action heats up and the background noise that sounds like the doggie bark at Sea World!

It's not the easiest game to get into despite the simple controls — getting shots on target and stringing together more than two passes takes a while, but persistence.

What makes the game is the depth of options. There are play offs for the solo player, head-to-head battles for grade matches but by far the best is the team-mates option — join a pal and test your collective skills against the best teams in the National Hockey League.

All the official teams and players are here adding an extra touch of authenticity. If you like your sport sim rough and tough, this is right up your street. It doesn't look or sound particularly brilliant but you're guaranteed hours of fun! **CHRIS GOSS**



The face off is displayed in glorious clear-up. Watch out for a flying puck!



Good! To score, take a shot and when the keeper misses, slip the puck under him.



■ **Producer**  
Electronic Arts  
■ **Players**  
1 or 2  
■ **Price**  
\$79.95  
■ **Supplier**  
Electronic Arts Ltd  
Tel: 081 471 4910



I'm not usually a fan of sports sim but I really enjoyed leaving a bash with NHL '93. The graphics are nothing amazing to look at but they serve their purpose and there are some great sounds as you play, with grunts and grating ice — pity these effects have to be interrupted with an awful buzz! Gameplay is quite fast-paced with lots of barging and foul play going on — most of the time is spent pressing the buttons in an attempt to move the right way down the ice! There are plenty of real touches to keep players interested including action replays and full down fights on the rink! **NICK 76%**

## N-RATING

**VISUALS** 81

Good use of the custom hardware but world perspective is disappointing

**SONICS** 74

Average sound scored with original speech thrown in

**PLAYABILITY** 69

Disappoints but good alternative, fun to play and good control

**LASTABILITY** 61

Too easy as a one-player game but a good challenge with a friend

**FORCE** 66

A fresh approach — impressive at first but falls short of the mark.



## N-RATING

**VISUALS** 80

Disappointing sound up there — no visual improvement over the Mega Drive version

**SONICS** 60

Underwater-style sounds and unimpressive organ samples — yuck!

**PLAYABILITY** 83

Link of conventional button controls make gameplay easy to master

**LASTABILITY** 83

Good variety of fast and low price alternatives game options

**FORCE** 79

A great game but not much of an improvement over EA Hockey '92.

# JOIN THE BATTLE



Forget the feeble football stickers, the hottest craze in collectable trading cards are mean, moody and absolutely free with N-FORCE. Thanks to Merlin you can start collecting Steve Jackson Battle Cards beginning with this issue's starter pack free on the cover. Wanna know more? Check this out...

Long, long ago there existed the distant land of Vangoria which, until his recent death, was ruled over by the Sorcerer-Empress Yngora.

The only heir to his throne were Yngora's triple sons — each exactly the same age. As there was no desire to take the throne after Yngora's death, the three jealous triplets fell upon each other and Vangoria became divided. Each son claimed what land he could and a long and bloody war ensued.

To the east, separated by the Jham Peaks, are the Darklands inhabited by the undead minions of the Lord of Darkness, and further west by the Hill Goblins tribe.

South-west of the Darklands is Osaine, inhabited by noble Prince Gallant and his band of brave knights who fight against the evil Sorcerer and Vangoria and his terrible creations. Throughout the eastern territories

live the Barbarian Warriors who remain in constant tribal conflict. In the south is Zlorina an evil province ruled over by the equally evil Zhensu Nightshade, the High Priestess of Dargantaur, the god of evil.

But for time is coming as Angar Truethrude and the forces of truth begin to break her...

### Get the set

This then is the story of Battlecards. The complete set of 149 cards includes 87 of the heroes, villains and strange creatures inhabiting Vangoria. The other cards feature magic spells, shields, special quests, advanced rules and games to play using the Battlecards system.

The idea is — as with most trading cards — to collect the set. But as well as swapping, use them to create historic fights. Battles to the

Basic instructions on the various ways the Battle cards can be used is printed on the reverse. Score hits by scratching off the silver overprint on the shields, revealing either a blank — no hit — or symbols (as in the second and fifth shield in the close up below), which mean each mean something vital. The artwork for the Battle Cards has been produced by several well known fantasy illustrators, like Lee Edwards. If you think you can produce something as good, check out our art competition on the next page.



death in the world of Vangoria are a vital feature of Battlecards!

Battles are made possible by the scratch-off ink found on most battle tickets. Scratch off the spots and there are various symbols relating to weapons, magic, spells etc.

By following the simple rules, Battlecards allows different cards in the set to fight each other to the death. Fights between two cards isn't the only rule feature of Battlecards. There are ten quest cards which are puzzles solved by either searching through others to find hidden symbols

or by studying the text or illustration.

Take the Rings of Horned-Dart for example. The quest is to find the rings stolen during the siege of Vangora's capital, Carstantia. Locate the cards that have a ring printed on them and there are five to collect.

Complete a quest and claim a reward. Send your card to the publisher and in return you'll earn a currency note, used to purchase the new Warbruiser Treasure cards — there are five to collect. But these are very rare and obviously don't appear as often as the others.



Merlin are responsible for some of the best trading card collections over the past few years. Their most recent collections include the Magic and WWF sets.



# E IN VANGORIA



# Competition



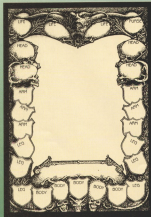
Hey, listen up you lot! Here at N-FORCE we think the Battle Cards artwork is fantastic, so what we want you to do is to put crayon, marker, brush, oils (or all of them) to paper and design your own Battle Card.

Use the card outline applied to trace over (or photocopy if you prefer).

Steve Jackson will make the draw and the lucky winner will receive:

- A signed and framed them as the best painter about.
- A signed and framed original N-FORCE card.
- Four artworks you printed within the magnificent pages of N-FORCE.

So get scribbling and send your entries (any size) to: Battle Card Camp, N-FORCE (sales), Business Impact, Ludlow, Shropshire, SY11 1JH. Don't forget that the Editor's decision is final because he eats cheese and onion pies and he won't enter into any correspondence because he lives in a dungeon.



## THE BATTLE MASTER SPEAKS

A long time ago in a land far from here a man changed the shape of fantasy gaming. His names are many — Lord of the Board, Despot of the Dice, The Warlock of Fire Top Mountain — but you can call him Steve Jackson. CARL tracks down the man of many faces and quizzes him on his most powerful creation — Battle Cards.

NF: So Steve, when did you first get involved in fantasy gaming?

Well, from a very early age I was always a games fiend. When I was at school I had a real large collection of games from any of my friends that's where I met her.

NF: That's Ian Livingstone of Fighting Fantasy and Games Workshop fame?

Yes (giggle), he's my long-time friend and partner who I met through our mutual fascination with gaming. After school I went to Keele University where I started what I believe was probably the first fantasy gaming society in this country.

After Keele I got a summer job on a beach in Dorset, looking after birds.

NF: The feathered variety?

(Laughs) Yep, worst luck! But after they'd migrated to Africa I got a job working freelance for Games and Puzzles magazine. It was about then I got a call from Ian asking me to come up to London — and that's how Games Workshop started, it was just the two of us, a table and a typewriter in our flat.

Around this time we saw our first copy of Dungeons and Dragons and were so amazed and overwhelmed by the game that we set out to promote it. In fact we secured the UK distribution rights for three years with advance orders of only six copies!

That was in 1973 and we sponsored the first Games Workshop in 1976 to a massive response from the public.

NF: And the rest as they say is history. So how did you get the idea for Battle Cards?

My fascination goes back to when I met a Canadian at a club and I collected Baseball cards. I was mad on them and all I used to spend all my pocket money on the things. I came back to the UK when I was eleven and was devastated to find that there was nothing like them over here.

It wasn't until Games Workshop was running and we were looking around for ideas that I thought about hiding cards of my own but with a difference.

NF: What sort of difference?

People would be able to play games with them, they'd form an adventure through a fantasy land of heroes, quests, magic, good and evil. On the other hand you could just collect the set if you wanted to.

Anyway I came up with the basic idea in '80 that we'd got so much also going on at the time at Games Workshop I filed it away for future reference. Then about a year and a half ago I had just finished a project and was looking for something to do, so I went into the file and out came Battle Cards.

NF: Do you see a version on a Nintendo system?

I think the games would translate well to a console but there are no plans at present. However, if anybody out there is interested in putting it together I like the idea (Pshaw). Yes, why not?

NF: Do you play any Nintendo games?

I really like Lemmings, but I've got a PC and lots of other systems too. Yes, I play quite a lot of computer and video games.

And with that he disappeared into the night leaving not a trace behind!



# POPULOUS

The blue bar represents the amount of faith the minions have in your powers as a God. The enemy's power is in red.

**P**opulous is the kind of game guaranteed to bring out the God-like wrath in anyone. The object is to maximize your minions' faith in you by fattening land so they can build loads of huts and castles and spread the word of what a wonderful God you are.

The only problem is your opposite number (the Devil) has equally inviol followers who are rapidly increasing in numbers as well.

Try to get as many disciples as possible so you can use their faith to overcome evil once and for all. The

more faith they have the stronger your power allowing you to inflict disasters on the enemy such as floods, earthquakes and eventually Armageddon — destroying evil forever!

This graphics are very good and in-game sounds are very nice — best compared to a 16-bitline genre heavy breathing down a telephone!

If you like a test of strategy, Populous is an excellent choice. Gameplay's slow and at times tedious but it's very addictive, and once you get the hang of what's going on the testability is very good. **AGE 7/95**



Age/Year	ESR 95
VISUALS	81%
SONICS	63%
PLAYABILITY	78%
LASTABILITY	84%
FORCE	76%



As population increases, the incidents build castles instead of isolated houses. Castles are much easier to defend!



Unfortunately, a lot of land is unmountainous. The faster you can flatten it, the quicker the population grows.

# QUATTRO SPORTS

**I**f you'd get a lot more of sports with more than the usual one game on them. There have been plenty of game dunks crammed with as many games as possible at the expense of quality and gameplay.

But Commodore deserve a pat on the back for the Quattro Sports

pack. Four games in one title card, including a great baseball sim and a reasonable football game.

Put your sun glasses on (yep, it's another of those very bright gold-colored cards) and it's straight into a selection screen to choose between Baseball Pro, BMX Simulator, Soccer Simulator and Pro Tennis — all with a two-player option.

BMX Simulator is probably the weakest of the lot with very difficult controls and limited playability, but



grab a mate and the Baseball sim keeps you going for ages.

When it doesn't have the depth of some of the more recent sims games, with a mate, this is one sim that keeps you interested for ages. It's good fun, and worth the money. **AGE 7/95**

The BMX sim is the worst of all four games. Follow the obstacle course and dodge the hovers for big points!

Commodore ESR 95

VISUALS	51%
SONICS	47%
PLAYABILITY	77%
LASTABILITY	81%
FORCE	76%



Batter up! The two-player baseball game is a great laugh.



**R**PM Racing is a perfect introduction to the world of Off Road racing. There's an option made allowing you to pit your wits on a number of nasty tracks, each one with its own tricky bits — ice, sand and even mud! There's also a choice of venereal vehicles and various customized parts to supercharge your steel beast.

Get into the player mode and things get decidedly mad. Drivers using their skill to kill you and testing tracks which have you looking and reeling all over the place. If you're not concentrating it's very easy to go fly off the edge of a ramp or go smashing into your opponent ending in a wicked explosion and a massive ball of flames!

Controls are dead simple, accelerator and brake — though if you're anything like me you want use the brake very often! Graphics are impressive but the poor engine sounds are very disappointing.

Put it all together and you've got a



Start gloom! It's high-speed action all the way with the long-hidden roadblock making things decidedly tricky. **Yield!**

great attempt at an original racing game. The custom track option adds to usability but ultimately there's not enough variety to make this a success. If you're looking for a similar type of game, Super Off Road is still the best choice! **ROB 71%**



Using the split-screen view, you can look in the rear-view mirror and watch an opponent's taillights and burn!

Interplay **E44.95**

**VISUALS 71%**

**SONICS 62%**

**PLAYABILITY 61%**

**LASTABILITY 79%**

**FORCE 71%**

# RPM RACING



# FIST OF THE NORTH STAR

**F**ist of the North Star is another in a long line of never ending beat-'em-ups. It has a two-player option, eight wild and wonderful characters to choose from and various fancy backgrounds depicting strange scenes including ninjas, dilapidated cities and flash palaces.

Controlling each character is straightforward, you also have a few trickier special moves, very similar to

Street Fighter II, that require jump and button combinations. There's the usual energy bar, plus a meter for moves such as shields and lasers.

Graphics are quite good — each fighter's well animated and the backgrounds are nicely detailed. Unfortunately, good graphics don't make a great game and what it has visually it doesn't have in gameplay. **ROB 68%**



Okay you two, break it up! Using special moves drains more of an opponent's energy. Get low, quick!

Produce **E39.98**

**VISUALS 74%**

**SONICS 65%**

**PLAYABILITY 70%**

**LASTABILITY 65%**

**FORCE 68%**



The beatified enemy uses his mutated gut as a lethal weapon — nasty!



# ASTRAL BOUT

A who/which would be a better name for this game. Not only is it the most exponent of graphics, sound, animation and presentation that I have ever seen in any 16-bit system (and many 32-bit machines too), but the gameplay is absolutely vile!

You can choose from a vast array of different fighting styles and characters but don't bother. Play this for more than half an hour and you

need your head testing. It's rubbish of the worst sort — totally lacking class or style.

Yet another example of software companies trying to cash in on the Street Fighter 2 mania, except that the rest at least make a effort to produce a decent game. Never have I been so embarrassed to own a game! Under no circumstances should you consider buying this — it's a steaming pile pile!

CARL 18%



Each player's energy is represented by power meters in the top corners of the screen. The yellow bar relates to the upper body and green to the lower body. Go for the green!



For boxing and karate (above) one just two of the various fighting styles available.

This guy left may be old but he's still a hard case. His punch makes a big impact on the opponent's energy bar.



Alright this flying attack looks spectacular but it flops! Just if you miss, the dude in the swimming trunks is in big trouble!

King Records	£49.99
<b>VISUALS</b>	<b>21%</b>
<b>SONICS</b>	<b>16%</b>
<b>PLAYABILITY</b>	<b>10%</b>
<b>LASTABILITY</b>	<b>11%</b>
<b>FORCE</b>	<b>-18%</b>



next game.

All the professional ball players from the Major League are here so you can choose from a vast array of stars. Not as much fun as Extra Innings Baseball though.

Rob 72%



With only one batter out and runners on first and third base, it's one in a good shape!



When the batter hits the ball the field perspective changes from close up (below left) to overhead (left). The catcher dives for the ball while the runner advances round the bases. Go on baby!



Where you stand at the base is essential for returning a good ball. Stand too far back and it's bye bye!

Nameco	£44.99
<b>VISUALS</b>	<b>75%</b>
<b>SONICS</b>	<b>71%</b>
<b>PLAYABILITY</b>	<b>74%</b>
<b>LASTABILITY</b>	<b>71%</b>
<b>FORCE</b>	<b>73%</b>

Hamburgers, cheer leaders, millions of screaming fans. Super Batter-Up has all this and a little bit more. As baseball simulations go it's a bit on the average side. Although the graphics are colourful and well defined, the action is a little awkward to control and, as I'm a totally baseball fan by heart, I had to have a lie down before playing the

# SIES SUPER BATTER-UP

# Prize winners!

Once again welcome to the winners enclosure my petit pois — put down that turnip, dust off your trilby and eyes down for this month's decidedly large batch of lucky people. If your name's not here, don't despair. Instead run out, buy enough stamps to post Mount Everest and enter every compo in this huge giveaway issue of the world's favourite Nintendo read.

**W**e've been inundated with entries for the QUEST AN ADVENTURAL COMPO run to issue 26, but so much so we would like to give everyone a prize, there will no way Doug could grow enough to get the vast majority the 20 lucky winners who each receive the psychic treatment required.

Any of the 20 lucky winners who each receive the psychic of their choice are:  
Clyde Dean from North Wales, David Joseph from Southampton, Mike Walker from West Sussex, David Hume from Southampton, C Sangster from Glasgow, Jonathan Pople from Suffolk, Tony Mills from Merseyside, Peter Kirkland from Glasgow, Graham Kenny from Luton, Jason Simsek from South Yorkshire, Jon Garlick from Fife, Mike Fawcote from Devon, M.S. Quinn from Fife, Gary Hull from Ayrshire, Dick Swan from Kent, Simon Thomas from Devon and Lee Sambrook from Cheshire and Alex Gibson from Newcastle-Upon-Tyne.

Congratulations to all you peeps. Hope those prizes will give you some extra.

## Pedal power

If you've got an ace do want a handy thing to strap onto your wheels. Well, we had to find ten winners to find home the great trick of pedal ace. Not only do the little fat pedals a great trick but for extra makes pedals of orange noise when you sit the bike down. Better than a bell and highly sought after, here are a handful of winners. They are:  
Quinn Liu from Manchester, Jim Robinson from Scotland, Graham Ainslie from Lancashire, Peter Mitchell from Berkshire, B. Woodcock from Ayrshire, Michael Lacey from High Barnet, Kevin C. Hill from Glasgow, Giffy Clavin from Belfast, Richard Lodge from West Midlands and Andy Mitchell from Glasgow.

Will some you guys and feel look to the many hundreds who also entered, keep on trying — it could be your turn to win real prize!  
Fancy a few feedback? Well, all you have to do is turn to the compo pages to see any number of mega prizes! Just answer the simple questions, all free and easy — easy like

# FEEL

WITH 12 BU



# EL THE HEAT!

## BURNING ISSUES OF N-FORCE



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**N**-FORCE is turning up the fire for 1993! With more pages, better tips and competitions and a huge selection of games, we've got a lot in store for our readers this year.

There's the special Street Fighter II schools challenge starting next month — we'll be out on the road finding out who is really the best!

Then, straight from Japan and America, we'll be bringing you the latest news and info on games and console developments as they hit the streets.

And of course we'll be showing you the best games to play and how to play them — dozens of tip lists each month.

There are heaps of reasons to subscribe to N-FORCE, and there's no time like now. So don't miss out, and make sure you spend 1993 with us...

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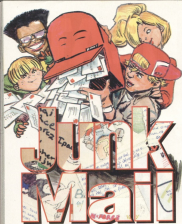
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# Junk Mail

## Game Boy mad

I think your mag is most excellent because you get an Xpress card to get lots of goodies. I am 11-years-old and own a Game Boy and an NES. I would like a Game Boy but my dad says it's a waste of money. I am writing because I would like a cool excellent N-FORCE magazine. I start

■ Steven Harris, London, 5/2/15

■ Talk your dad into buying a Game Boy — they're also most excellent — and keep trying for that T-shirt!

## More, more, more!

I've just come off the phone to N-FORCE and I think the Australian guy is a good laugh.

Can I just say that not only I, but millions of other little boys and girls love your magazine... it's excellently upgraded since issue 1... (you have to admit, the pictures were a bit lacky!) I know your magazine is so great it doesn't need any help, but I'll gladly give you some of my opinions to make it look...

More free gifts, a CD! video, with other news, vids and Game Boy games showing you what they are like when completed, more tips 'n' cheats, more pages, a readers' art section and more competitions.

FB Can I come and ask for you.

■ Lindsay, 11/3 Pk, Scotland

■ Thanks for the suggestions Lindsay. We're glad you want to see more of N-FORCE. We've increased the number of pages from 84 in issue 1 to 118 in issue 8 and we'll continue to scan as much into each issue as possible.

## Mario mania

I am writing to complain about your rating of Super Mario Bros and Super Mario Bros 2. In issue 7a Six of the Best you gave Mario 3 5/6, when it's worth 9/9.

Also, you said that Super Mario Bros is crap, but I loved it.

■ Richard Lawrence, Poynby

■ OK, you found us out — we accidentally put the wrong score in for Mario 2! It's a fantastic game and really worth 8/9. Super Mario Bros was an arcade game almost ten years ago and is now very dated so therefore doesn't compare as well against modern games.

## Going grey

Please can you tell me why there are hundreds of games in mail order catalogues that I've never seen reviewed? I know a lot of these must be American or Japanese, couldn't you import some and review them?

For example on the ones I've seen titles such as *Gun Earth*, *Spiral Min*, *Ultra Man*, *Taco Crusades*, *Best of the*

# Get a grip...

# Get your

Yes, have your N-FORCE Xpress card ready because this could be your lucky day. There are loads of fabulous prizes every month waiting to be won. To claim your great gift, just match the winning number on your card to the numbers on the next page. It's that easy!



# Out!



So you want to be a popstar? Check it out! If your number matches the winning number on the hotline, you win this complete band set! Everything you need to start performing.





Luke from *Power Rangers* is a bit of an all-round Nintendo fan by the look of his drawing. Well done Luke, there's an extra-big N-FORCE T-shirt on the way...

Best and Worst. Also how would you rate *Jim City*?

■ Neil Young (Badford on Avon, Wilt)

■ We do review most of them — sometimes, however, there are too many to fit in one issue, or they are on sale before N-FORCE is. *Jim City* is a great game — we gave it 85% in issue 3.

#### Contra-dictions!

Congrats on the size mag. So far I have collected all issues under the

sun!

One plea though — would there be a stylish, colourful, totally tack and taste hedging pollution-free (grovel, grovel) ticker to keep N-FORCE mags where they should be (i.e. mine has a habit of wandering at night and ending up in every state imaginable.)

That's about all the quibbles on the mag. Anyway, after reading issue 7, I spotted an advert for *Super Probotector* — Allen Roberts. This looks a complete off from *Contra Spirit 2* — *The Alien Wars*. This also

## Letter of the month!

### More boys please!

I'd like to take the opportunity to say that the Game Boy reviews, although brilliant, are a little bit scarce and I would be overwhelmed to see a few more closer about the place. To round off, could we have a few more tips in the all ready massive tip section please.

■ Kevin Davison, Clewleys, Stroudshire

■ We're always trying to pack as much into N-FORCE as possible. Game Boy reviews and tips included. It's just at the moment there are more teen games around than us and we games. But we always try to look at as many games as we can on all three formats.



applies to *Universal Soldier* and *Super Turban*.

I've also noticed that most advertisers have got few, or no, old games for sale (eg Software Superstore). But to contradict that, in almost every electrical store there are at least ten games for the sale. (By the way, for reviews, get *Genesis 2* — The new batch from Sunsoft are it's ace — one of the best games I've seen in ages!)

■ Chris Jones, Clewley, Stroudshire

■ You're dead right — *Super Probotector* is the English version of *Contra Spirits*, and it looks that the same may be the case with *Super Turban* when it's released. And by the way, you can get some very nice N-FORCE binders from our mail order page.

### Street Fighter zero?

I am now the proud owner of a psx and I thought I would bring it to your attention that there are three *Street Fighter* games.



Ready for some fun? Various fun? We've got FIVE of these brilliant remote control powerboats up for grabs! Call the number now.

## Need a card?

You can't win if you don't have a card! To get one, send an SAE to Megafone, Sandylands House, Marcombe, Lincs LA2 1DG.

## INSTANT WINNERS...

Hey, you. Yes, you! Don't turn the page, you could be one of this month's lucky winners! If one of the following numbers is exactly the same as the one on your card, you win the game of your choice! You heard right, the incredible *Street Fighter II* or the legendary *Zelda* or *T2* on the Game Boy or *Hyper Soccer* on the sat. All for the price of a phone call.

If you're one of this month's instant winners, send your card to N-FORCE Instant win, Sandylands House, Marcombe, Lincs, LA2 1DG.

564200

591111

607720

648200

500160

# Call 0891 424199

Answer two simple quiz questions and get all the winning numbers.

Call over 10mins (cheap rate), 10mins (all other times). Please ask permission before you call. Maximum length of call is 15 minutes, which costs £1.98 (cheap rate), £2.48 (all other times). We advise you to call at cheap rate. A full list of rules etc is available by sending an SAE to Megafone (N-FORCE Instant win), Sandylands House, Marcombe, Lincs, LA2 1DG.

# Say What?!

## This month's most quotable quotes...

I would like to tell you N-FORCE is the greatest magazine to fit the shelves ever.

■ Andrew McCarthy, (13),  
Dorchester, 5 Yorkshire

I would be very grateful if you print my picture as it would show up my name who love Sega.

■ Kevin

I've sent this letter to brighten up the magazine slightly.

■ Luke Prosser, The Old  
Moorings, Poynor

Could you make this your letter of the month please?

■ Paul Young, Shefford on Avon

I'd just like to say thanks for helping me feel my Street Fighter II card that my dog buried last month.

■ Pleg Snarles, London W1

Oh, by the way... can you say hi to my very gifted friend Lindsay Miller & tell Jeff, James, Chris and Joga (sp. ops) hi too, yes, hi too!

■ Lindsay, (14) Fife, Scotland

Mega-wise ones are brain dead!

■ Glance Sutherland, Chatham, Kent

I think your mag is handy and by far the best for Nintendo.

■ David Joseph, Corsham, Wilt

I think David Strike is racist propaganda.

■ Mustafa No Quadri, Birmingham

I wouldn't go out with a girl that had a Megafix.

■ Jason Livingston, East Fife, Fife

My T-shirt size is 30 inches and I am ten-year-old.

■ Steven Gibson, Preston, Lancs

Is there such a thing as a Mega Drive converter for the MSX?

■ Stuart Kyprian, London

Super, amazing, great!

■ Mark Daynes, Aylesford, Birmingham

What's this Norton Koff?

■ Marshall, New York, NY

I love N-FORCE every month and it hits me.

■ Paul Turner, Kilmarnock  
I've got a dog called Mako, a cat

called Frodo and a sister called Sarah-Joanne.

■ Brian Smart, Gloucester

I'm 18 years old and I love your magazine.

■ Ronald Stanger, West Hill,  
Manchester

What happens if you put a coin cart in a 286?

■ Sam Brown, Toxteth, Liverpool

How did it Nick because my sister forces him!

■ Cynthia Wright, Scotland

Have I got a faulty monitor or is Youth meant to be flat?

■ Peter Evans, West Glamorgan

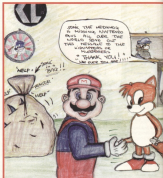
My friend, Simon, says he's seen Street Fighter II on the Game Boy. Is he lying?

■ Alan Jeffries, Poynor

## DYNAMIC DOODLERS!

What a month it's been for budding artists in N-FORCE! We've had comic cartoons, Earth Men with a slight problem, to Chun-Li kicking Sonic's butt. Unfortunately we can't fit 'em all in — here's a list of those budding artists:

- John Owen  
James Ellison, 31 Sempsons  
Lewis Bryant, Dorset  
Daniel Williams, Berkshire  
Colin Muldoonagh, London  
Ran Roberts  
James Bee, Scotland  
Johnnie Shone, Middlesex  
Clive Ellis  
Dimitri Mager, London  
Steven Francis, London  
Kevin Crossan, Birmingham  
Steven Davenport, Merseyside  
Beverly Cross, Aberdeen  
Neil Hogan, Liverpool  
Paul Bookstein, Kent  
Ken Tyle, Leeds  
Douglas Bart, Portsmouth  
Gavin Mason, Huddersfield  
Lee Bradstone, Kent  
Lee Tilly, Wolverhampton  
Christopher Gatty, Kent  
Daniel Woodruff, Kent  
Luke Frampton, Poynor  
Adam Wilson, Derbyshire  
Daniela Mason, Huddersfield  
I. Vira  
Daniel Sears, Sheffield  
Kevin Clarkson, Kent  
Craig Cartwright, Somerset  
Barry Lewis, Kent  
Luke McKenna, Birmingham



You can't help feeling sorry for Tonic sometimes, can you? Kevin Clarkson drew this masterpiece and now he has one homogenous N-FORCE shirt with his name on it...

Yes, we all know about the first two, but it's a little known fact that there is a Street Fighter III it is called Human Killing Machine (Yah!er shock) and is totally sublim!

I'm also glad the team have kept the sex alive because it was the console that built Nintendo up.

■ James Sutherland, Chatham, Kent

■ Thanks for the tip on ARM. We heard of it but never had the chance to play it. We are already interested in purchasing the console and its titles and will continue to order for our loyal readers.

## A change for the better

I used to be a very unqualified owner of a Sega Master System — I have to tell you it was a load of crap. I bought a copy of SEGA FORCE and it sucked.

Now, two months after buying the M6 I am a happy owner of a Sega, I bought a copy of N-FORCE and I am pleased to say it was much, much better than SEGA FORCE. I started from issue 5 and I am still buying it.

■ Mark Tang, Hoxley, Birmingham

■ We're very glad you saw the light and decided to convert to Nintendo. You sure you'll agree it's a much better system. SEGA FORCE is not a bad mag, it's just you usually have to own a Mega Drive to understand it!



It's Link from Zelda, searching for his lost princess. Greg Cartwright (13) of Somerset put pen to paper for us — here's an autographed mag coming your way!



### Mega defence

I don't know why people who own just Nintendo have to slag off Sega so much. I'm pretty lucky and own both a Mega Drive and a Super Nintendo, and there's not that much difference between them.

People should realise it doesn't really matter what console you've got, as long as the games are good. ■ **Colin Patten, Southampton.**

■ How can you say there's not that much difference between the two and the Mega Drive — damn! Sega's almost two years more advanced and has infinitely better games...

**This is the place to be if you have anything to say about anything Nintendo. Just send 'em to Junk Mail, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW. Don't forget we like a mug shot as well...**

# What's your problem?



**Got any hassles? Can't find that illusive game? Got problems with dirt under your finger nails or is your cat too fat? I'm here to solve all these quibbles so send your problems to: Nick Roberts, What's your problem?, N-FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.**

**Bossy boots!**  
This is my first time writing to you so before I ask some questions I would just like to say what a good mag you have and I bet everyone reading this letter's thinking the same thing. So now to the questions. I am very confused, Mean Machines said there isn't another mag and there is, so because your heavenly trainy I thought you would know. Please tell me if there's a code to play the four and footies on Street Fighter 2, if there is please tell me it.

■ **Matthew Higgs, London, SW9A**  
**Bo there isn't!**  
**Boy blues**  
When will you release Turbo Double for the Game Boy — it's brilliant.  
■ **Alvin Dawson, Ebbw Vale, Shropshire**  
As soon as one of our mail order companies send it to us!

**Question klazy**  
I think your magazine is great. Please could you answer these questions.  
1) Is Final Fight and Rr Fighter any good?  
2) Will Home Alone be out on the Super NES?  
3) Is it true that Tazmania is coming to Sega, Neo and Game Boy?  
■ **Alvin Ellis**

Rr Fighter is a pile of poo but Final Fight isn't a bad beat-up.  
Home Alone has been available on the Sega for a long time — but don't think it will be a huge sell. As for Taz, yes it's planned but there are no official release dates yet.

**Seedy films!**  
Please answer these questions. But I'm putting to your superior knowledge on Nintendo.  
1) When are Nintendo releasing the CD-ROM for the two and will they release a new Mario game for it?  
2) Out of these games for the Game Boy which are would you buy? 72 Animate stories, Mario Land 2, Star Wars or Professor?  
3) Do you think I should buy Smash TV or Star Wars for my PC?  
■ **David Joseph, Ecclestone, Staffordshire**

The semi-official release date for the CD-ROM is autumn this year but you can bet your bottom dollar we'll see one here at N-FORCE much sooner than that. There's bound to be a brand new Mario game for it and it's going to be a smash!  
One of the best Game Boy games I've played is Mario Land 2 but the first levels are a bit too easy really. Professor's not bad either.  
Well just couldn't stop playing Star Wars on the neo so you can't say later than that!

**Universal pictures**  
It is true that the Universal Adaptor uses twice the power than the neo and that this can blow via chips in the neo making it useless! How could you please tell the shop. John Mullen number 10 is coming out on UK release on the neo, and is there any chance of getting the last issue?  
■ **Mrs J Doubly, Warrington, Cheshire**  
I wish people would stop blabbing about the Universal Adaptor. There is absolutely nothing wrong with using one to play imported games on your neo. It doesn't use up any more power and we've never heard of one blowing up a console. Sega

of the cheaper versions that have appeared were a bit dodgy but if it could, phone us at N-FORCE before you buy!  
JL10 has yet to find a release date but you can get an import now. If you want a back issue of the mag then check out the back issues page!

**I'm Dizzy!**  
1) Why do why do you print letters that say 'why don't you do things (left) Drive (right) reviews — can't they read?'  
2) Do you think I should get Dizzy (play thing or More Machines play thing)?  
3) Why is the Game Game (last) quite expensive when the Game Boy isn't going to be cheap?  
4) How can you answer these and print my letter in your excellent mag.  
■ **Joseph Chasen, Sheffield**

We print wacky letters for a lot of a long time! As for these two games, it depends on what sort of a gamer you are. Dizzy is an excellent cartoon adventure and also Machine's a hot racing sim. The Game Boy Game Game probably costs a bit less because there's less of it!

**What's an Amiga?**  
Firstly, I would like to tell you that N-FORCE is the greatest magazine to hit the shelves ever. Please could you tell me if the Neo Range 1200 is better than the Neo for games. My brother says it is, but I want to know for sure!  
■ **Andrew McCarthy (R), Doncaster, 4 Pontefract**

Here, the differences between the neo Amiga and the neo are vast. For a start they color for totally different markets. The Amiga is a home computer which means you will be able to print letters, do accounts, run music programs and video software as well as play games. The neo on the other hand is a 100% gaming machine for dedicated game fiends.  
I would say that the neo is far better for games. The hardware doesn't really count, it's the cartridges that store all the new goodies coming from Nintendo like the Special FX chip. Some games can have up to 16-meg of memory just inside the cart, check out the incredible Street Fighter II or Rabbie the Rabbit for example!

March '93 ■ N-FORCE

# Hyper-Zone

So you're pretty good at those new games you got for Christmas — let's see just how good. Here are the best of the best, the few whose amazing skills have secured them a place in the Hyper-Zone Hall of Fame. Do you measure up?

## BOB SIMPSON'S ESCAPE FROM CAMP DEATH 1 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed 100%

## 50 YEARS RETURN OF THE JOKER 10000

Bob Gardner, Farnfield, Nottingham  
 Finished John (last)  
 Complete time: 10:00

## TERMIN 10000

Richard Crooks, Malborough, Kent  
 Score: 10,000  
 Complete time: 10:00

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10



David Edwards was so excited by his F-Zero score he photographed his television. (Not TV Sound, but we'd prefer a picture of you next time.)



David Edwards was so excited by his F-Zero score he photographed his television. (Not TV Sound, but we'd prefer a picture of you next time.)



F. ZERO 10000  
 10 Games, 10000 Points, Liverpool  
 Score: 10,000  
 Completed 100%

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLE DRAGON 10000

Bob Gardner, Farnfield, Nottingham  
 Score: 10,000  
 Completed level 10

## DOUBLES DRAGON 10000

Thomas Whitworth, Penketh, Stafford  
 Completed

## DOUBLES DRAGON 10000

Thomas Whitworth, Penketh, Stafford  
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Thomas Whitworth, Penketh, Stafford  
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## DOUBLES DRAGON 10000

Thomas Whitworth, Penketh, Stafford  
 Completed

## DOUBLES DRAGON 10000

David Walker, Birkby, Not Gam  
 Score: 10,000

## DOUBLES DRAGON 10000

David Walker, Birkby, Not Gam  
 Score: 10,000

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 Score: 10,000

## DOUBLES DRAGON 10000

David Walker, Birkby, Not Gam  
 Score: 10,000



Please mark my fantastic scores in the one and only Hyper-Zone Hall of Fame!

1. \_\_\_\_\_ Format \_\_\_\_\_

2. \_\_\_\_\_ Format \_\_\_\_\_

3. \_\_\_\_\_ Format \_\_\_\_\_

I ain't lyin' and that's the truth. I have put in a photo of myself cos I look like Tom Cruise. I

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_

Send your high scores (if you dare) to Hyper-Zone, R-FORCE, European Impact, Luton, Shropshire, ST8 1PD.

GRAB A BARGAIN AT THE ONE AND ONLY...

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NES Version	Price £29.95	Code 8915
SNES Version	Price £29.95	Code 8916

## DATL SNES UNIVERSAL ADAPTOR

With the SNES Universal adaptor you can play ANY Japanese or American cartridge on your UK SNES Console. It also works as a dual game adaptor and has a switchblade game selection.



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For Game Boy breaks here's a magical Magniflight which will illuminate and enlarge the entire Game Boy screen as you play. Available for a short period while stocks last at an amazingly low price of £12.95



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Your voice is the power. Now, you have the power to track and destroy targets without using your hands. The Laserscope voice command stereo headset works with all NES target games giving you the ability to target and respond to action with the power of your command. The headset can be used with all NES games to eliminate room noise while enhancing the sound of the action.



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## CORISH'S COMPUTER GAMES GUIDE

**Corish's**  
COMPUTER GAMES  
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This book helps you just about any game you care to name on a wide variety of computer formats. Covers bookcover codes left by the programmers, cheats and tips to get past your opponents, how to skip levels, pauses for infinite lives, time etc plus many other options.

This is the ultimate hint book with "in excess of 750 pages, "in excess of 1250 games, "in excess of 200 adventures, " More than 120000 hints, Tips & Pokes.

Price: £14.95 Code 8920

## BACK ISSUES



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Dec 1993	2558	£2.50
Jan 1993	2567	£2.50
Feb 1993	2585	£2.50

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## ● PEN PALS

- **Games/Lets!** The pen-pal club for gamers, run by gamers! Free swap services, club parties, tips 'n' cheats. Lots! For details send S&E to: 26 Churchford, Wern, Herts, SG12 6EP.
- **Hey! NES Penpal wanted.** Any nationality, any age under 13 please. Contact Alan Dughem-Williams, 1st Greenfield Crescent, Waterlooville, Portsmouth, Hants.

POB 929.

- **Hi ya!** Two gals who love Game Boys and Tails That need pen pals. Write to Claire or Laura, 104 Livingston Drive, Longwents, Gloucester. Write soon!
- **If you like Game Boy and SNES** please write to me. I am ten years old, have one brother, my name is Ray, 21 Stafford Rd, Enfield, Manchester, B90 8RN.
- **My name is Wayne Galois, 36** Lindense, Twicken, Weymouth West Midlands, B92 1JF age 14, I own a

SNES and am in search of a pen pal, please, please.

● **Penpals wanted** that own Nintendo NES systems between 12-15 years old, cheats swapped, possible games swap, replies wanted must be fast!

Tel: (2065) 43244.

● **Penpal wanted** who owns a Game Boy and is aged between 11 and 14, write to Ross Henderson, 11 Burlington Rd, Newenton Ayrshire, Co Durham, DL5 2AG.

● **Penpal wanted** who owns a NES and is between 11 and 14 years old. Derek Thomas, 15 Roadside Close, Stopping, Luton, Beds, LU5 8DN.

● **Nintendo tips, cheats, secret levels** and codes. Send 50p & ask tips for 3 games of your choice! US\$7.50. Station Approach, Hayes, Bromley, Kent, BR2 7ZH.

● **Want a girlfriend or boyfriend,** will write to: Perfect Partner, R.B.L.C., Bolts Hill, Chartha, Canterbury, Kent, CT4 7JX, with a S&E for more details.

## ● FOR SALE

● **Caseo keyboard, 100 tunes, 100** beats, easy to play 48 keys, sell for £30, call Wayne on (0553) 694804.

● **Console mags any type and WWF** mags, £3 each or 4 for £18. Contact Stephen at 149 Wyndford, Chester-Le-Street, Co Durham, DH2 8TU.

● **Fivezone IBM's games for sale,** Area 66, Cyber Promote 1975, and Darius Twin £25 each or will swap for almost anything. Phone (2044) 94907 (James).

● **For sale — Game Boy and four** games and a magnifier, £100, also three NES games, Turles, S&E2 and World Cup, 48 for £200, Tel: (0444) 3263.

● **For swap or sale, Greenies 2 &** Spider Man for Game Boy, boxed £15 each, or swap for any good

game, contact James on (0296) 813295.

● **Four games and Game Boy for** sale including Glastnet and Mario, sell for £85 or swap for Game Gear. Contact Ken on (0204) 627669 after 5pm.

● **Game fiends everywhere can't** afford all those lovely games? S&E for info to Sandy, 176 Ralston Avenue, Lichons, Fife, Scotland, KY5 8HF.

● **Game Boy for sale including** Mario 1, Phases Stars and Tetris. Comes with carry case, for only £70 (ex). Contact Piss on (02983) 570.

● **Game Boy for sale with nine** games, carry case, game/light, vgc. Sell for £130 (inc). Call Gody on (0202) 544959 after 7pm.

● **Game Boy for sale, 4 games** including Glastnet and Mario, sell for £85 or swap for Game Gear. Contact Ken on (0204) 627669 after 5pm.

● **Game Boy games for sale.** They are Quik Tales and 4 in 1, sell Duck tales for £15 and 4 in 1 for £25 and Alleyway for £12, or both for £35. Phone Sergio after 4pm on (0717) 598 7293.

● **Game Boy with nine games** including S&E 2, also included magnifier, Game Boy and game cables. Sell for only £275 (inc) or separately. Phone Chris on (0819) 633 2987.

● **Game Gear for sale with Master** Gear and two master system games and eight G&G games e.g. Sonic, Donald Duck etc. Phone Adam on (0602) 622746.

● **GB games for sale — Mickey** Mouse, Dr Mario and Final Phoenix, £12 each, will also swap and buy good games. Phone Mia on 047 6487233.

● **NES for sale, 4 player adaptor, 4** joypads, sell for £100 (inc), or swap for SNES with one game. Call (0814) 376627 between 5-9pm.

● **NES/Mario Bros 1, Chip & Dale,** New Zealand Story, Turles, The Simpsons, £10 (inc). Ring (0453) 542502.

● **NES Paperboy £10, Rygar £12,** Double Dragon II £18 Turles £10, Game Boy Super Mario £10, this lot for £78. Phone Justin on (0320) 317524.

● **NES plus five games, S&E2,** World Cup, Double Dragon 2 plus advantage joystick hardly used, worth £280 (except £120 (inc). Phone (081) 985 9975 sell for Tom.

● **NES Terminator 2, £21, Phase** ring (081) 986 8rdn.

● **NES with eleven games including** Shadowgate, Castlevania, Doctor Star Wars, Fasanada Stars, Fighter Shadow Warriors, Innersand. All for



- £210, call John on (0448) 802658.
- NES with nine good games fully boxed, sell for £130 ans. Tel (081) 433 2814 after 1pm.
  - Nine good NES games fully boxed, sell for £100 each. Tel (081) 433 2814 after 1pm.
  - Nintendo NES for sale including six great games. Duck Hunt, Duck Tales, Bart vs Mutants, Grimms, SAMSI, SM81. Plus light gun, and two controllers. Phone on (0514) 592617.
  - Nintendo NES for sale with nine games Game Game, two months old worth over £300 sell or swap NES200 or C186, ask for David on (0488) 82893.
  - Nintendo NES for sale! Ten games including SAMSI, Turtle Light gun, game (city) and two joystick! Altogether worth £275 selling for £185. Phone Joel on (0208) 288580.
  - NES for sale includes two joy pads, and six games, fully boxed will accept £120. Phone Tom on (0706) 117221.
  - NES for sale, with 7 games and light gun, worth £200 will sell for £170, for info call (0527) 814280 after 1pm.
  - Nintendo with 15 games, Joystick and cheat books. Worth over £780 sell at £320 ans. Games sold separately £22 each. Phone (0868) 267710 (read sheet).
  - PC Engine GT including two games Jake Chase and Palencia for sale, boxed and in perfect condition, worth £200 will sell for only £185. Phone (081) 448 7055.
  - BBE for UK SAMSI, £30, perfect nick! Complete with original box and instruction booklet. Tel Andrew on (0976) 897067.
  - Sixteen games for Game Boy, including Tennis, Microcosm, Hyper Lode Runner, Alleyway, £85 ans. Phone (0435) 71 4390 evenings only please.
  - SNES for sale including Mario World, Super WWF and Street Fighter II (British) Pal version and two pads, sell for £220, ring (0264) 884888.
  - SNES game for sale, Zelda: A link to the past. £20 or swap for SNES game. Tel (0707) 267995, leave name and address.
  - Super NES for sale (2/6) excellent condition. £90. Phone Rashid at 071 354 3421.
  - Super NES for sale with Street Fighter II, Mario 4 and Super Castlevania 4, around £115. Phone and ask for Alan on (081) 711 9820.
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## ● SWAP

- For NES will swap Rush, and Attack for Link, ask for Paul after 1pm on (0925) 614247.
- I have Super Protobooter. I want Super Mario Kart, simple enough. Comes with box and instructions. If interested, please phone James on (0483) 84650. Between 1pm-1pm.
- I will swap my NES with 13 top life games, zipper gun, 2 joystick for Mega Drive. Please phone (0792) 771684.
- I will swap Breaker Table, with two cues and all balls for NES with one game. Phone Beth on (0737) 623487 after 1pm.
- I will swap Super NES game Super Mario World with Castlevania IV or Androm Family. Tel (0925) 217914 (or with Super Protector or Axelay).
- I would like to swap Chase HQ, for Tennis on the GameBoy. Tel (0284) 768113.
- PAL Super Nintendo, two joysticks, sweat band, power supply etc. for scan American SNES or Scott Super Famicom. Ring Phil on (0706) 364484 (daytime).
- Snake or Die (NES) for Bad Dudes, ask for Paul after 1pm. Please phone (902) 614247.
- Swap games for swap — F-Zero, Super WWF, Super Mario and any games considered or will sell, ring and ask for James on (0203) 732236.
- Super NES games for swap or sale. Phone Brian after 1pm on (0483) 221173.
- I will swap my game Boy with two games AC Adelay, and carry case for your Game Gear with one or more games. Ring Postfach 014613 ask for Andrea.
- Swap SNES games Achraiser and F-Zero. Almost anything considered. Will also buy games. Contact Robert Reid 48 Burtle House Street, Edinburgh. 0117 818.
- Will swap Super Adventure Island

- plus £10 for Super Mario World or Super Mario Bros 4. Phone after 1pm ask for Steven on (0206) 780275.
- Will swap my Yamaha keyboard (50 rhythms, 108 voices loads effects) worth £200 for your Mega Drive or SNES with games or sell for £145 ans. Tel Ring (0788) 847094.
- Will swap Smash TV (Jap) and Super Tennis (UK) for any UK game: Contra 3, Mario Kart, Gladius IV (US), Sim City, Turfies IV, WWF, Ur-Spawl, Samurai, etc. Ring Richard on 88444 (day).
- Will swap WWF (NES) for almost any other SNES game. Phone Chris on (0444) 258287.
- Will swap American Sim City for either Zelda II, Axelay or Mystical Ninja, open to offers for other SNES. Tel (0525) 712882.
- Will swap Konami Hyper Soccer (NES) boxed with instructions for NES Open Gal (just have manuals). Call Gavin on (0482) 632484.

## ● WANTED

- Game Boy console please! This is a two-boy house. Will pay reasonable amount. I am also interested in games. Write to: 10 Doreen Street, Hatfield, Hertsmere, SA1 2NA or ring 0763 443620.
- NES Game Game wanted, pay £15 and any brilliant games pay up to £10-£20, depends on the game, call Paul on (0926) 561500.
- Wanted SNES or Mega200, must be in excellent condition. Tel: (021) 449 7842.

## ● CLUBS

- Want the ultimate games magazine? Send large SAE to Pats, 18a The Oval, Sevenage, Wether, Sgt 5TW RCVR.



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# NEXT MONTH

And yes, it's going to happen again in four weeks time. There'll be a brand new N-FORCE, full of...

- **The Big Breakfast!** Don't miss our Master Blaster column with Ben the Boffin!



- **Chester Cheetah** Fast, wild and very cool. It's top sees platform action starring Chester the cheetah!

- **Push Over** Pull your hair out! We review the brain-draining domino-toppling puzzler, *Push Over* on the Sega!



- **Aliens vs Predator** First peak at the great film licence *Aliens vs Predator*, a wicked one- and two-player beat-'em-up for the Sega. Scared? You will be!

- **Bubsey the Bobcat** You've read the preview, now check out the full review of the stunning *Bubsey the Bobcat*. Wild and wacky fun from the furry hero that's taking the Sega world by storm!



- **Tips!** Part two of the *Mickey's Magical Quest* tips special!

- **Barbie Game Girl** Hello Dolly! Game Boy fun with every girl's best friend, Barbie.



- **French cartoon hero, Asterix, comes to the Game Boy!**

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