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N.FORCE

100% FOR YOUR NINTENDO!

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In your face!



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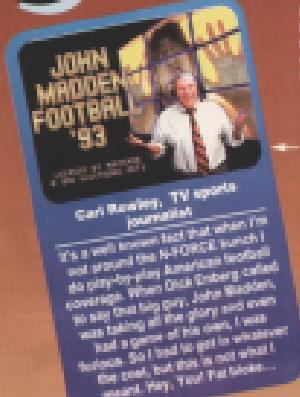


All major credit
card
holders are
welcome
to the
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Into the

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!



Chalk, greenish-yellow

Church, please select someone
Church Work, my friend. Look at the
most dedicated lay people. It makes them
tasteless persons to produce. And that may
not give, if I'd choose as many leaders
as Church, all the time to do is
Manga manga. As for the great
saints, I've known looking everywhere
for them, but all they ever have is
Alice 247 in their books.

DEPUTY
DEPUTY — —
that's how in
charge when
Denny's away

group members — only writes what *Cast* doesn't want to

what God doesn't want to

PRODUCTION
EDITOR — —
thinks he's in
charge when
Davy and Ned
are in it.

ASSISTANT
DIRECTOR — 2008
what she's left...
sometimes



Finally, examine the compliance

When I said I was a great Star Wars fan, I didn't want to be half digested by the Starbase monitor with Luke ready Skywalker putting tangerines at me. Still, it's the only way to appear in Star Wars, if a start - much! My legs...
laughed



ANSWER: *Argentina*

I've always wanted to appear with famous stars, so when Shirley's Magical Carpet appeared, this girl said they'd make my dreams come true. I was to visit Marjorie White Mouse — what I didn't realize was they meant in the plane and we got out of the location! I hate that.



N-FORCE

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Month 71: Year-ROUND

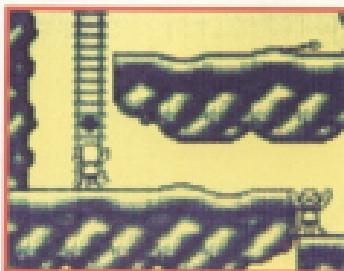
Game sizzling action for March!



Top
10
new
titles

Yoshi's Cookies

The green dragon with a taste for biscuits has put on the oven (literally) and joined up with his little human mate. It's up to you to make sure nothing gets burned and that the two don't set the kitchen on fire — grab a mug of tea and get oven!



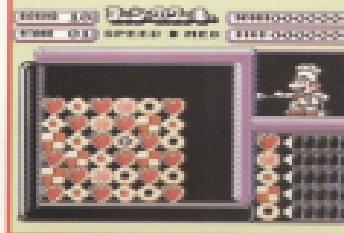
Humans

Prehistoric folk without a brain cell between them. In one of the most imaginative games to hit the Game Boy this year, these hominid-like creatures learn about life, the universe and how to switch on the microwave. For loads of headaches and laughs, take this to Page 44 now.



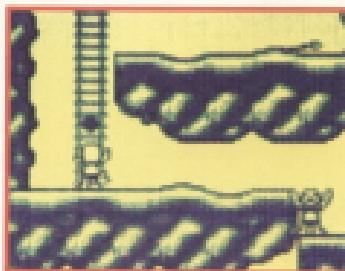
Bubsy the Bobcat

The easiest (all you've ever seen) boards onto the axes with bags of animation and speech! 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 (literally) and joined up with his little human mate. It's up to you to make sure nothing gets burned and that the two don't set the kitchen on fire — grab a mug of tea and get oven!



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Featured!

Regulars!

8

Zig & Zag!

The 2D action treat TV presenters you've never seen come to life with an exclusive interview in N-FORCE!

38

RPG heaven

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

49

Get stuffed!

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



8

News

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

14

Freshly Baked!

Exclusive peeks at 20 titles on the Game Boy and some great new titles.

28

Compo

Win yourself a handy Game Boy holder or a brandy Speed King joystick, courtesy of Konami.

48

Another compo!

Everybody wants one! If it's not a Parasite, it's an N-FORCE goodie bag!

49

Ace's High

Poly'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 PC games.

61

Chart Toppers

A new look for the daily chart countdown that counts... Japanese and American charts too!

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

Parasol Stars	Out now	£29.99*	Ocean
Prince Valiant	Out now	£29.99*	Ocean
Adams Family	Out now	£29.99	Ocean
Blues Brothers	Spring	£29.99*	Blitz
North and South	Out now	£29.99*	Infogrames

Game Boy

Time the Fox	Spring	£24.99*	Time
Adventure Island 3	Spring	£24.99*	Hudson soft
Lemmings	Out now	£24.99*	Ocean
Star Wars	Out now	£29.99	JVC
Asterix	April	£24.99*	Infogrames
Maxx	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
III: Nutz	Summer	£44.99*	Ocean
Pugley's Escravenger Hunt	Spring	£44.99*	Ocean
Prince of Persia	Out Now	£44.99*	—
Butcherbox	Out now	£44.99*	Nintendo
Best of the Best	This month	£44.99*	—
Death 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

It looks like a Game Boy, costs £10.99, and plays like a limp stick of rubber! The Game Child, from a company called Madline, 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 PAST (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 as 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...

Zig: Okay, guys, I know you're aliens — where did you actually land on Earth?

ZAG: When we ran out of Zorgobile fuel, that's our spaceship, so I guess you didn't know.

ZIG: It runs on pepper, that's stuff that makes you sneeze. That's how our Zorgobile runs, turbo-injected Sneeze Power.

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

ZIG: I can't quite play an age on you. How old are you?

ZAG: There is no age on Zig.

ZIG: We go by height. I'm taller than Zig at the moment. I'm 3 feet 2.

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

ZIG: Cooch! Okay, we're the same height. (Zag: I'm a little bit taller)

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

ZAG: I collect celebrity portraits. My most prized portraits are all three of Michael Jackson's leg hair portraits.

ZIG: Cooch! The hours I spend arranging my body-hair full collection, excellent hobby!

ZIG: What are you dying to know is, how do you get to be on The Big Breakfast?

ZAG: Bob song.

ZIG: Say no more. (Zag, who's that?)

N-FORCE HOTLINE

Our N-FORCE hotline was such a success, we've decided to repeat the great event. We received more than 300 calls last month with questions from 'Why does Mario wear dungarees?' to 'Who does Cooch's hair?'

The hot line runs from February 16 to 19 (8pm). We offer advice on all your gaming needs and any other little problems in to discuss on a GFT line. So, go on give us a tackle. The number is:

0584 875851

Kart racing into '93

Banded arm rubbering 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 titles, has

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

Banded 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 Banded.



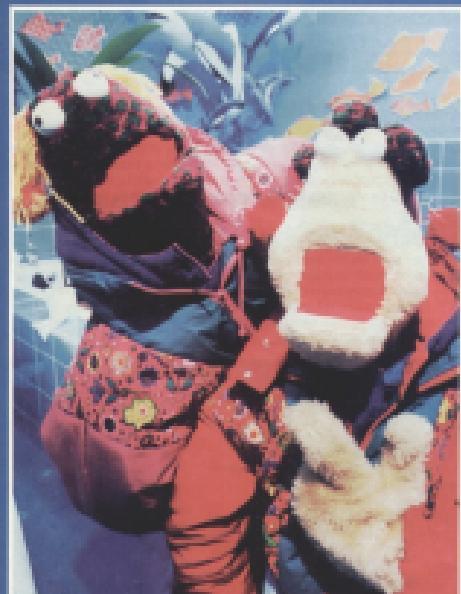
Generous Germans

In these recession hit times (just when you're sickly rich) it's good to know that there are places you can buy your computers and software for almost half their usual price.

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

purchase them. A PC 1000 with basic can be picked up for approximately 100 DM (about £70) and games like Street Fighter II sell for around £25.

It's nice to see European economic unity and single market policy working to the benefit of us Brits. Thanks for nothing Düsseldorf! And you, 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?

ZAG: Chris is our best. He brings us on board.

ZAG: I was in Hollywood, Summer '92, having lunch with Glenn Close in "Sweat", when I got a phonecall on the inside. The guy said, "My name's Chris Evans, we want you on 'The Big Breakfast'." So I said, "Geeves, gotta catch the Red Eye to Heathrow." So I picked up Zog over at Lake Perry's house, packed a bag and here we are.

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

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

Nick: Have you played computer games before you landed on Earth?

ZOG: Yeah, and Castle Hunting — but only when it's in session.

ZOG: And if the games are willing to play.

Nick: A bit like tough ones this. Tell me which is your favourite console, the Mega Drive or the Super Nintendo?

ZOG: Both are equally good. Of course, it depends on the game!

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

and SNES?

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

Nick: What's the better game-player?

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

ZAG: Look, mates, it's play for you. I've got to get home with her!

Nick: If I can just butt in, do you think console mania will catch on in Zog?

ZOG: I've got a friend called Dennis and another called Dennis, they live across the road.

ZAG: Answer the question, young man. Never mind. It's already caught on at home on Zog. We've got ZAG 3 and ZOG 4000! But most popular is the 2000 GAME, ZOGAR and 20000 THE HOGGE. It's about gathering hedge trimmings a big on Zog.

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

ZOG: Paul and Mark are brothers and the two beside the dry cleaners.

ZAG: Sorry about Zog everybody. Speaking for both of us, we'd love to star in our own console games. Maybe we'd call it "The Search for Zog".



Bad breakfast?

I've announced that TV computer show *Bad Influence* is to have a weekly slot on the **GMFM** new day breakfast show. Presented by Nicki Bell, the show goes out at 7.30am every Thursday and will be jam packed with tips, reviews and competitions.

The Master grows and grows

Chances are GameMaster computer show is 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!

I had to happen to some poor **N-FORCE** reader. Just as he was getting ready for Christmas, Andrew Bradley was bombarded with a enormous list of goodies including magazines, T-shirts, books, games and pinupshots.



N-FORCE Christmas stock winner Andrew Bradley hasn't been able to get the smile off his face since taking first prize in our competition.

The Max factor



You might notice that the odd review comment at this issue is written by a game tester called Max. He follows in the long line of now-experience testers whose invaluable support has helped make numerous cups of coffee and lots and lots of pieces of useless paper (we don't tell them that). So thanks Max and may you have to make a good coffee and finish Spudman and the *Aliens*... *cheers!*

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

Andrew, who is nine, answered all the questions correctly and was chosen from hundreds of entrants. He says it's the first competition he had ever won and that this Christmas was one of the best ever.

Congrats Andrew, and enjoy the start.

Let the show go on

Starting on March 18 and running for an amazingly long time (to April 12) is the *Olympia Consumer Electronics Show*. Games, Stewart, Books, Court. The full of electronic gadgetry, the latest consumer items and of course, for '93 the top manufacturers and retailers.

Role-playing obsession

Nintendo is enjoying another popular year in Japan. Three third-party titles are set to knock up game sales to over 2.5 million by the end of the year. Not surprisingly, *Street Fighter* is one of them. The other two might be less familiar: *Dragon Quest V* and *Final Fantasy IV* are not entirely famous names over here, but are hugely popular in the Land of the Rising Sun.



LIVE '93

LIVE '93 CONSUMER ELECTRONICS SHOW
OLYMPIA, LONDON, 18-23 SEPTEMBER '93

Amstrad, Sony, British Telecom and of course us!

Then again, 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+ 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.'

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

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

Fast fighter too

Even though the likes of the Super Famicom version of *Street Fighter II* reached a milestone in its half-life since its launch, *Street Fighter II* continues to do amazingly 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 60 percent faster. New power moves are featured including a diagonal *Heating Thunder Attack* by Blanka, a *Stone Bombs* move by Oni Li, and teleportation from Dhalsim.

More when we get it.

Maximum overdrive

One of the best racing games ever looks set to get better with the release in June of *Top Gear 2*. The classic will still feature frantic split-screen two-player action. But new features include screen-saver display in one-player mode, adverse weather conditions, junctions in the roads, more diverse drivers and faster 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 film licences due this year on the gaming front. Due to hit the shelves this month on import from Japan is the long awaited *Alien Vs Predator*. It's a great licence and we expect much from it — if the sneak peek **N-FORCE** got of the game is anything to go by this is one to keep an eye on. Get a load of the screen of the scalding beat-'em-up action and check the next issue of **N-FORCE** for an exclusive review.



Gaming live

If you're a Nintendo games fan, put September 18-23 in your diary now. The event? *The Live '93 Consumer Electronics Show* in London, featuring some of the best console games of the year.

Between 150,000 and 175,000 people are expected across the five days and among the exhibitors will be Kodak,

Amstrad, Sony, British Telecom and of course us!

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BAD influence!



the hottest games reviewed

BAD influence!



BAD influence!



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Nam Reed's hints and tips

massive competitions

BAD influence!



BAD influence!

complete player's guides

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, lots of 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 — Zoids for



New York: *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.



the Game Boy, Yoshi's Cookie maze-style and Kirby on the var.

The game which stole the show was Nintendo's first custom 3D chip game called *Star Fox*, it's a 3D space-oriented flying arm boasting some of the most amazing graphics to arrive on the var 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 directly behind. It's full of new characters as Link moves through a world fraught with danger, enemies, secrets, challenges and all the good stuff we've come to associate with Zelda games.

Spectrum Holobyte's Star Trek: The Next Generation is still under development but looking cool. *Batman Returns* for both the var and the PCs (you had to drag me away from the beta version), and *Rock and Roll*

Racing from Interplay for the var has some of the most obnoxious music ever put on a cart.

The list is never ending — *Dark Clymene* is a stop-go animated platformer, robot-battling action with *oxy*, *Metroid* is one to look forward to, there's *Taxi* (the latest *Blowout* offering) and a mouse-drive adventure which we'll have more of in following issues.

It's a sure going to be a big year for Nintendo gamers.



Where's that CD gone?

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

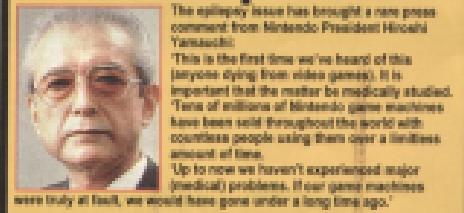
Apparently, Nintendo have decided to opt for a powerful acoustic-style 32-bit drive for their CD, and are still negotiating with electronics companies about how it will be built.

Sega's CD drive went on sale before Christmas last year and appears to be doing well. It was thought Nintendo would try to follow *Sega's* lead as quickly as possible, but gamers 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 new 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 this world with countless people using them over a lifetime amount of time.

"Up to now we haven't experienced major (medical) problems. If our game machines were truly all 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 gamers players have suffered fits after playing Nintendo games. But players say playing games is unfair, and *Hi-Tech* says the naming 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 probably nil — there is only a small percentage of the public which may be affected.

Gadi Dova, Moscow, chairman of computer magazine publishers *Kompromat*. "The stories are irresponsible. We feel we have a duty to game players and parents to tell them the truth."

Even the British Epilepsy Association has expressed concern at misreporting of the issue and has set up a helpline for parents who want information. The contact number is 0345 289999.





Plenty of cute characters and platform action in the forthcoming neo-adventure *Clivey*.



Back 'n' Roll racing offers 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 smaller 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.

N-ratings explained...

Regulars! 99

SNES ▼

Reviewed! 99

NES ▼

Reviewed! 99

Game Boy ▼

Reviewed! 99

Tips! 99

Featured! 99

Goodie bangers
Yum, yum, yum!
They love the hot
passes, but start
feeling very queasy
at those not coming
up to scratch!



N-RATING 91

VISUALS 91

A great ball cheer sequence, with average animation helps bring the graphics to a high level.

SONICS 87

Better than an Abba concert. The drums and bass combine well to give a highly repetitive effect.

PLAYABILITY 91

Its good if you can't play (itself). I don't know how they pack so much into one game.

LASTABILITY 92

Wouldn't put it down if the power went off — after the initial 20 minutes, there's a lot to do.

FORCE 91

Fantastic value for money — includes this one of your profit!



The flags show which countries are tested (USA only).

VISUALS:

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

SONICS:

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

PLAYABILITY:

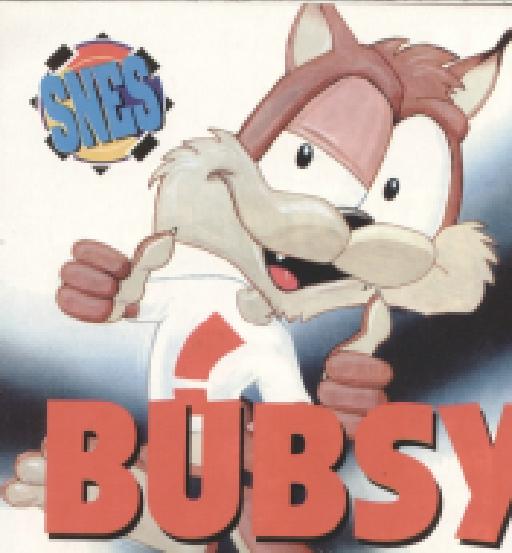
Indicates if the game is easy to get into and understand, and how difficult it is to play.

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.



BÜBSY THE B

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...

We've 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 extra-terrestrial spaceship runs out of

fuel and crash lands on Earth. The aliens are called Woolies and their ship's high-torque plasma engines need yarn balls to blast off — so much for the advanced technology of alien! If the Woolies don't find yarn fast, they'll never see their home planet, Payne, 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 up his wool collection for anybody!

Sonic boom

In classic Sonic style, Bubsy flips and twists 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 tap of the joystick glides Bubsy to earth with all the grace of a pregnant peacock.

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

World domination

In five worlds, each with three stages full of pain 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.

But the Bobcat is the latest and most intricate character to star in a 3D video game. Acclaim gave *INFORE* an exclusive peek at some of the令人惊叹的 action from Bubsy's world and we loved every second! Keep your eyes peeled for a full review coming it's way to these pages soon!



Hey Mr Benson, why don't you just stop bemoaning around and relax with a Bubsy pose in your health & fitness chocolate bars for this vicious worker!



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



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



The dark, damp caves conceal more than just bats and rat nests. Bubsy carts look inside with a flashlight and charge out whenever something walks in front of them. Bubsy can't ride them but a leap in the right direction helps him out.

OBBCAT



All the fun of the fair! The main attraction in the theme park level is the roller coaster ride. Bubsy can jump out of any time loop (try this at home!) and take a ride in another section of the game, then return. Sometimes the tracks run out...



Flying through the air with the greatest of ease! One of the highlights of Bubsy is his gliding action which can help him over rocky ridges...



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

WOOLLY WONDERS!

No game is complete without a strange set of creatures. In the world of Bubsy the Bobcat the alien invaders, the Woolies, are in for a hard time. Having arrived on earth from Hoyer, they are on a quest for gorm balls to power their spacecraft back home.

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



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

Stand on a rock with a Wooly is no place for a Bobcat! Perhaps Bubsy should look for a different path to take...



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



Bubsy's one cool cat! For more great pics and wicked original sketches, flip the page...



Backgrounds are usually fun places to hang out, but not for Bubsy. The shapes and sizes are highly dangerous. One wrong move and he loses one of his three lives!

Car, what's that? Collected 1 item for extra lives — they're not as timely as our N-FORCE ones!



Bubbling along...

Available have been developing *Bubsy 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 MacKinnon and more recently computerization and animation.

At my finished form, Bubsy is a street-wise hooded dressed in designer clothes. His trademarks are an exclamation mark on his T-shirt, a semi-assured grin and the cuffed wide style you've never seen. What sets this game apart from the rest, is the detail of Bubsy's movements. There are over 80 animations showing the little hero in action — 13 of these are for death sequences alone! These hilarious mini-movies include Bubsy being shattered into tiny pieces, popping like a balloon, going squashed flat and going down with his ship.

Chatter box!

Another neat touch is the way Bubsy interacts with the player. Has you heard me right? Bubsy is one of the first characters to be given the gift of speech. Throughout the game, a host of digested or unusual out of his whistled chirp — absolutely brilliant!

Available USA have thought of everything, right down to an animation where this chirpy cat sneaks on the TV screen if left alone for 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 MacKinnon spent months drawing dozens of different expressions and poses for Bubsy. As you can see from these original sketches he's done a great job of giving Bubsy a cheeky personality and adding a cartoon feel to the action.



A big cheezy grin from the only bobcat that counts!



Driving over the top of some explosions whilst being a lit...



This game is leaps and bounds ahead of the competition!



There are hundreds of flowers and animation in this game.



Looking from one roof top to another is a tricky business!



Hey pool! Leave the game alone for a while and Bubsy hops on the screen!



Kill off Bubsy in the water and he does a sailor's hat and vest!



Water and cats don't mix! Here Bubsy swims down the rapids!



Pulling too hard onto the ground hurts Bubsy's sensitive paws!



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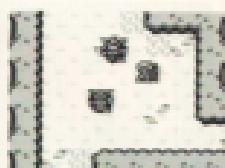
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Link's back again and this time he's single! The four-in-one cart and battery back-up make the Game Boy adventure a stunning prospect.

■ **Mitsubishi**

 Link has been adventuring on the seas and over the mountains in the amazing *The Legend of Zelda* series, but now Game Boy owners will have their own version of the best-selling role-playing games.

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 series and new 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

KIKIKAIIK



■ **Mitsubishi**

 The latest weird and wonderful game to come out of Japan is a two-player

adventure game called *KikiKaikai Ninja*. In a similar style to the classic *The Legend of Hyrule*, the hero, a crazy character, a ninja and a rascal, charge around the scrolling levels, picking up power-ups to boost their health and fire power, and avoiding the constant barrage of the hoard of weakly enemies.

Katty ninjas

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

Madcap umbrellas, cute monkeys, fistfights and a giant octopus are all

These playing cards at the one-legged umbrella. The speed and strength of the attack depend on power-ups collected.

KIRBY'S DREAMLAND



■ Minikirby

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

produce a 16-bit version — at last we can see what Kirby looks like in colour!

Follow the lovable apparition as he floats through a world bulging with cute graphics and funny split and cool animation. Levels are linked with entertaining animation sequences.

showing Kirby puffing and panting as he floats, runs and flies through the adventure.

The retro game will be floating down onto a console near you very soon. The Game Boy version is available now in US import.

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

AI NINJA

out for blood. The ninja fights them off by throwing playing cards and defects enemy bows with what looks like shuriken-balls! The warrior is armed with deadly leaves and protects himself by swagging his tail.

This fast game is going down a storm in Japan and should be available on 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 street brawler tied with a red ribbon becomes a power up. Blast it open and grab the contents quickly before the fish on the bridge chomps you.



The first-level boss throws cameras, then rolls up in a ball and charges off 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'll end up red and lose power going into the first bend.



Using 3D and Mode 7 effects, *Galaxy Racer* creates a F-Zero-style look. The radar (left of screen) shows the track shape and current race position.

By Mark

The big news for F1 fans is that David Head is the addition to just year's race, replacing Gary Paffett. David, who has been racing in the British F2 series since 1990, has recently moved to Formula 3000, where he has had some success and improved his results. The question is, will that help him to become one of the best drivers in Formula 1?

David is the 20th competitor to join racing in the 1993 Formula 1 season, along with 12 others.

against the world's best, including Nigel Mansell and Ayrton Senna. Every opposing driver and car has different race and performance levels, so it's an intense, strategic, racing game with 100 challenges. There are 200 cars in all, including your own. Head is the latest F1 game, though

CHESTER CHEETAH TOO COOL TO FOOL

By Karen

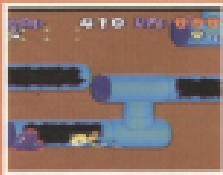
Watch out all you unfoolable Chester Cheetahs in town, and here's one cool to fool. Coming to a monitor near you soon is a story about a repressed cheetah who's had his wild life in Four Corners zapped. He longs to get out of his cage and have a night of fun out in the wild blue yonder.

Chomping cheetahs

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

The rock 'n' roll cheetah, complete with feathers, shades and electric guitar, certainly is one cool cat. On his way round the zoo, Chester triumphs each stage by recovering hidden pieces of his beloved blue mobile — a motorcycle, actually. I know the prospect of a single-life, zorker-amounted on a beat-up bike is quite a wacky thought, but that's the sort of game it is!

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



His journey around the zoo takes him through man-hole covers and into the city sewers — planet Smelly stuff.



Play that funky music, stow! 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 zapped out — that's music to interrupt his music lesson!



The intro screen shows Chester standing helpless, while the evil dude with the grey coffee suit and an enormous chin, steals Chester's motorbike.



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JAKI CRUSH

■ Reset Soft

Dring the sounds in Japan at the moment is an exciting pincab game on the way by the name of Jaki Crush. If you're a pincab wizard who's played every silver ball in the country (not to mention seen the film, *Tomy*, a million times), this tanky arcade sim might get your fingers flapping and your math skills testing. It's full of weird and wonderful creatures to blast with the extremely fast ball that never stops zooming around. Keep your eyes on *N-FORCE* for a review next issue!



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



This speedy score is in the unused setting for a pincab table. These mutated monsters are out to kill you so keep avoiding the ball of them!



Keep it up until the yellow ball hits the flippers on the right side of the screen and then watch it to the top for maximum points.



BATMAN RETURNS

■ Konami

Yet *Batman Returns*, one of the biggest box-office hits of last year, is coming to a console near you thanks to Konami. Both text and voice games follow the plot of the movie closely, and feature large animated sprites of Riddler, Catwoman, The Penguin and many more.

The text game uses various graphic modes including some sweet effects — the bat signal and moody lighting help give the game a *Highlander* feel.

Both titles are been set-up based with a few interesting twists in the gameplay to keep the action moving.

The text version manages to recreate the sinister look of the movie with plenty of atmosphere. The story is told using static screens with fast scrolling underneath, but what makes it for me are the brilliant full-screen shots of Michael Keaton in his rubber gear ... phew! There are full monties of Michael Keaton too!

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



ROAD RIOT

■ THQ

Going soon is a high-speed off-road racing game called *Road Riot*. Featuring a two-player option, a variety of racing circuits and a host of fun-loving characters, including an odd-looking chap by the name of Elvira Vegas (a parody of the king himself) — double your speed off, the promises to be a hilarious alternative to *Crash*. This series and traditional arcade-style indoor off-road racing games like *Super Off-Road*.

Hot cow

The action-packed gameplay is full of stunts and crazy driving too, rear to the truck — there are cameras fixed to the four-by-four trucks, so you can видеть opponents as well as the world. There are several skill levels to choose from and plenty of testing tracks to... um... well, test your driving skills. So keep your car to the ground!

■ Core Design

Chuck's back! Well, almost — it's his baby son to be more precise. After the covenants have rescued his wife 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 car business, Fyord Motors, to keep his wife and baby in piles of cash.



Harold Player One breaks the tape first and wins the coveted Rock 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.



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

CHUCK ROCK 2

SNESI NEED
A TON
O BURGERS
TO GET
ME OUT
OF THIS
HOLE!I'M NO
TOON!THAT'S
GOTTA
DOIN'IN
\$42.87
NEED
GOTTEN
INTO
ART OF
DINE??

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!

These cuddly characters really know how to make a game addictive don't they? They've already put their magical touch to *Toy Toon Adventures* and *Cartoon Network's Rugrats* but now it's the turn of the next.

From the second the title screen fires up and the familiar Warner Bros characters burst onto the screen, all games levels will be addicated.

The characters are all baby versions of the Looney Tunes cast. Buster Bunny (the offspring of Bugs) is the happy, blue-bellied Calamity Coyote, Dizzy Duck, Pepe Le Pew, my favourite Hamton 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 on many of the levels. Silver doodes

replicate 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 bounces through the library into a castle, 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 balloon ride and finishing up in a massive Star Wars — phew! That let's should keep all you platform lovers quire 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 ADVENTURE

knack of producing brilliant games.

Their previous hits include *Parrotas*, *The Legend of Mystical Ninja* and *Super Predator* — what a track record!

The team of programmers behind *Toy Toon Adventures* have filled the game 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 *Pop Tarts* theme and fun sound effects.

Toy Toon Adventures is virtually unputtable. There is one major

problem though (and it is a MAJOR problem) — even on hard mode we completed the whole adventure in a day! This puts a real dent on an otherwise excellent game, but is a start is worth latching out with as it you can finish it so quickly? Let's hope the sequel's a bit harder!

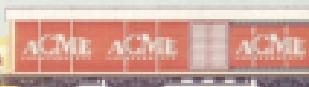
MICHAEL BROWN



After crashing through the roof, a hidden bottle takes place inside the carriage — splosh! stuff!

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

The only way to climb the side of the carriage is to climb. Remember to stop at the top or you fall off!





Shaz! The aim of this silly game is for Roger Rabbit to knock food into Disney Devil's mouth.

TOON FEATURES



The tricky American football level is a great laugh. When Roger Rabbit [right] scores a touchdown, Phunny Duck and Horatio go wild 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!



incredible! They've got to be the best and most colourful game I've ever played! It's positively brimming with the raps, rhymes and maseup capers we've come to expect from these lot. The controls are great with some neat moves to master — dancing is particularly tough at first! The quality of the graphics is amazing, there are loads of well-animated sequences and the sound is brilliant — the Wild West square dance theme is infectious! 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 marvellous game. Still, it has to be seen to be believed!

ROB BURGESS



Ho-ho-ho! These playground games provide hours of fun.



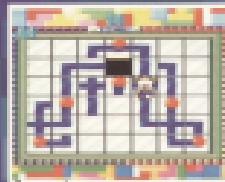
STAY TOONED!

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 two characters, from the computer selects two. The two corresponding toons stand on the scales and the heaviest one wins. Each win gives an extra life.



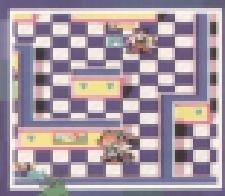
Hamton — Sliding puzzle

Connect the blue line in the puzzle before Hamton starts his slide. The more apples he collects the more lives are unlocked up!



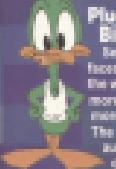
Furball — Squash

The cheezy poufy guy out his squash racquet and removes balls off the passing lines. Each win gives a different power-up as a reward.



Babs Bunny — Rescue mission

Buster's gathered runs around the maze helping the trapped toons — each one she rescues is worth an extra life. Careful though, if she's caught Bango stops her for a frog and leaves!

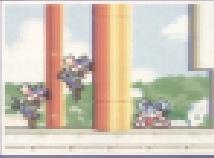


Plucky Duck — Bingo

Select six bingo faces to create lines on the winning card. The more lines made the more 100's are awarded. The FREE icon is automatically counted.



Insert the plans of the evil scientist by knocking the monster's head back into the machine. It cracks into tiny pieces and explodes!



Angry Chicks, duck! There are many chick on page rocks coming. A good play will only their heads stop them in their tracks.

FORCE FAX



When Playing American football, choose pass and run to the right until level with those lines after the 2. Now run back and you should be able to catch the ball and run for a first down.



N-RATING

VISUALS

Brilliant cartoon animation and excellent use of the new graphic chips

93

SONICS

Brilliant re-creations of the '80s Years theme including a great Country 'n' Western Rock-A-Loop!

92

PLAYABILITY

Running is a little awkward but is soon mastered — the variety of sub-games is great.

88

LASTABILITY

A real let down — are completed on the hardest setting in a couple of hours.

72

FORCE

An fantastic adventure, let them try ridiculous difficult settings.

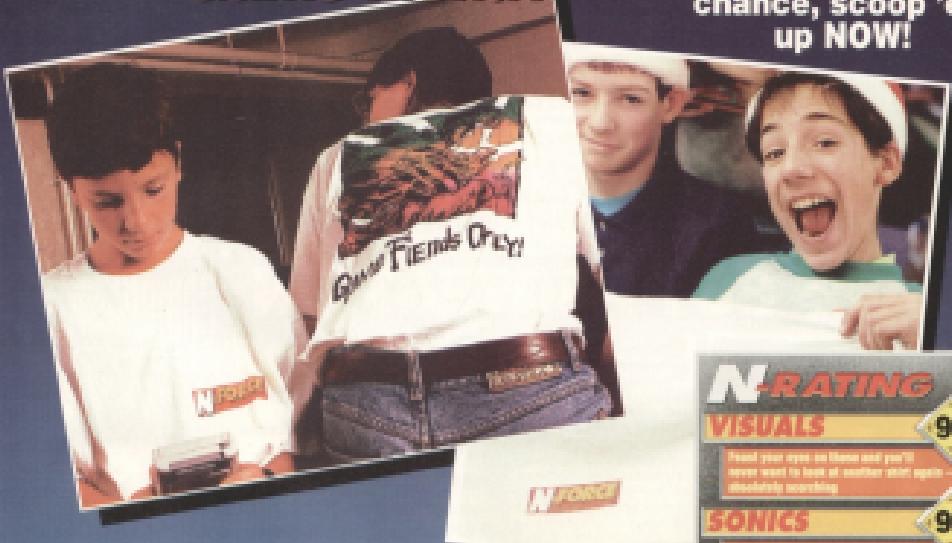
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N-RATING

VISUALS 99

Read your types on them and you'll never be in the mood for another video again — absolutely amazing!

SONICS 99

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

PLAYABILITY 99

More fun and the love of your life won't be able to pull you away...

LASTABILITY 99

One quality and they'll never go out of fashion — hand 'em down to your grandkids!

FORCE

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

99

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 have given us 100 of them, so if you want to get to grips with this king of sticks then just complete the coupon.

GAME BOY PROTECTION



Fantastic Game Boy protection, the GB Holder, is ditch out to you lucky lot.

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 'on' button and volume and brightness controls, and also has a belt clip on the back so it can be worn on your hip.

To win one of these funky 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!

KING OF THE ROAD

Miss Elvis known as?

- a. The thing
- b. The king
- c. The King

At Queen Elizabeth's coronation the throne will Prince Charles be?

- a. Unemployed
- b. The King
- c. Just a chub with big ears

Who presented Entertainment Weekly?

- a. Jonathan Ling
- b. Jonathan Rignal
- c. Jonathan King

A lion is often referred to as the _____ of the jungle. Is the missing word?

- a. Lion
- b. King
- c. King

Name _____ Age _____

Address _____ Postcode _____

Telephone _____

Send your entries to KONIX KING, THING! compo, N-FORCE, European Impact, Ludlow Shropshire, SY8 1HW. The editor's decision is final and please tick the box if you don't want mail from other companies.

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, European Impact, Ludlow Shropshire, SY8 1HW. 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 Mario? Here's where you'll find them. All the top issues of N-FORCE for only £3.50 per mag. So if you've missed out we've got the clout to sort you out!

■ Issue 2 August	111	■ Issue 4 October	111
■ Issue 5 November	111	■ Issue 6 December	111

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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!

Basketball 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 comedies alight from coast to coast.

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

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

As close to the real thing as you can get!

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, stealing, blocking, dribbling and stamina — it's as close to the real thing as you can get without getting hurt.

If the Chicago Bulls lack a good three-point shooter or a set centre 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 tactical attack: teams play took features four set plays. There are eight plays available, allowing you to vary the tour of the defence just.

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

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

Double dribbling

Those new to the spot may find the action hard to follow as the rules are strictly applied by the big fat referee. Although he looks like he could catch a bus without having a heart attack, let alone keep up with the action, his sampled speech is

excellent. To cater for amateur and professionals a game-speed option is included. In fast mode, the options move around at amazing speeds.

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

If like a sports fan to be a neutral interpretation of the game, rather than an user-friendly arcade version, you'll love this. I've been playing for two weeks, it's really impressive, and there's no real off 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 — others may be a little harder to convince!

CHRIS 88%

Wends just can't do justice to the atmosphere this amazing game creates. You've joined up just in time for the final of the N-FORCE MMA tournament. Set for the final heat in the house, sit back and check out this grudge match between Chris and Rob.



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



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

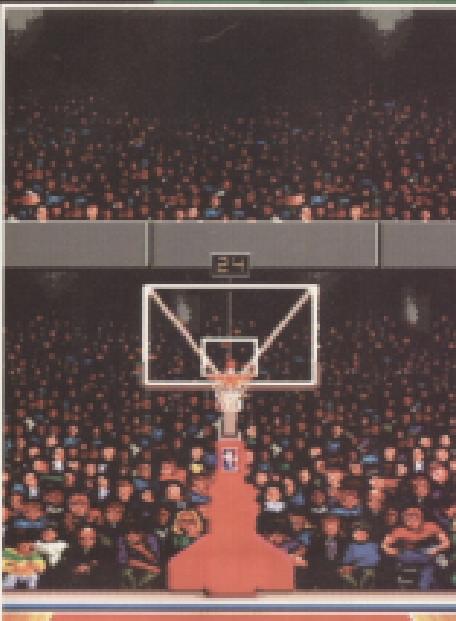


Okay, Lakers' ball, let's see some action. Chris looks up and spots an open man...



Please bear watching the players leaping around the court makes me out of breath. NBA Basketball is one of the fastest sports games 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 in the court. The sound is disappointing — just a lot shouting and cheering, much the same as most sports games. If you like a heavy-handed, physical game that fancy a change from basketball, this will grab you.

ROB 80%



This game boasts a sharp intro sequence, making full use of the 3D graphics chip. Each team divides across court at lightning speed.



...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 scores towards the basket. Yesh! Now that's what I call a slam dunk.



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



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

CHICAGO BULLS



Michael Jordan

ORIGIN: USA

WEIGHT: 200

HEIGHT: 6'6"

POSITION: FORWARD

SKILL LEVEL: EXCELLENT

SKILL LEVELS

GYM GYM GYM 200% GYM GYM GYM 200%

SKILL LEVELS

BASKET WEAVING

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

And if you have a fast and accurate shooter, stand with the ball at the top of the key and, on the command, the guy sprint from the bottom right to the middle for a free shot.



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

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



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

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 roll out towards him. The defender has no chance!

Effective if you a fast player such as Jordan. A player runs round the outside, leaving the ball carrier in doubt in between the two defenders — often drawn looking inwards.



When looking for points towards the end of the game, with a time out, or the throw-in, use a set move to find a free shot for an easy two points.

Producer:
Tecmo
Players:
1 or 2
Price:
\$44.99



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



...Aaah! Chris gets Rob with a professional foul. What a cheat!



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

Though 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 professionals 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 beginner's 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 theme graphics and color palette

SONICS **81**
Good theme and FX music yet direction — not top marks for the great sampled speech

PLAYABILITY **84**
Good variety of moves and special plays — controls make a while to get to grips with though

LASTABILITY **88**
Full season option is a brilliant touch — head-to-head battles under 30 minutes

FORCE **84**
A great looking basketball game capturing the spirit of the NBA

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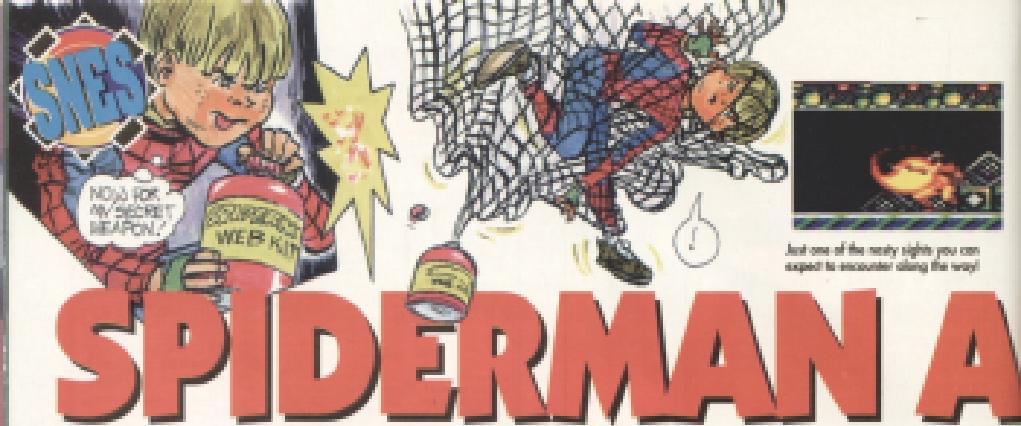
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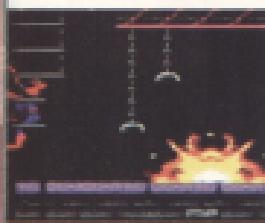


Just one of the nasty sights you can expect to encounter along the way!

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.

This game kicks off with a great comic-strip intro revealing the subculture of Gambit by Arcade — the sort of heroic megalomaniac that mother always warned you about. There's only one option — Spidey to the rescue!

The first platform-based level sees 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. But it's 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 descends Cyclops, Storm, Wolverine and Gambit, who are a bit fed up — literally!

The end? Hardly! Only the beginning. Arcade banishes his victims to different areas of the X-men's lair. And you gotta get 'em all.

Control each of the five super heroes over ten platform-based levels. I mean, including underwater, too many, forced scrolling and underground mini-stages before the final show-down.

In the swing!

After the initiating first level, the action gets much more enjoyable as you take control of the X-men. The graphics are any 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 challenge), so completing the game should take many happy levels.

Potentially brilliant, let down by 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 his aquatic skills, Storm's stages are underwater.

The web-slingers' levels are annoying — he can't shoot webs in mid-jump and doesn't stick to ceilings. And 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: Incredibly strong, the agility of a spider, spider sense and he can swing from buildings using webs.



Cyclops

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



Storm

Real name: Ororo Munroe
Occupation: Adventure
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 but to crack.

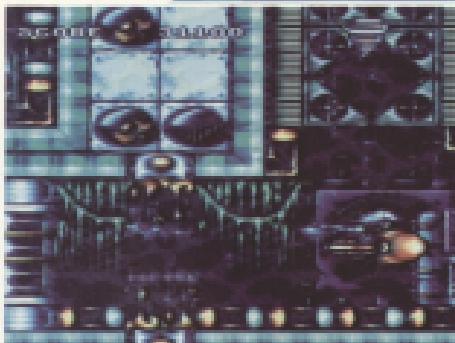




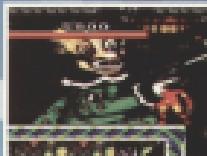
Wow! Talk about action packed. Spider-Man and the X-Men is full of explosions, big bad guys and well... lots of action. The only trouble is, some of the levels are a bit too difficult — unless you're an super hero yourself! Music and FX are excellent and add to the atmosphere of the game, even if some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

MALE 78%

SPIDER-MAN 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 — every hero



There are all kind of weirdos in Arcade's hideout. This chick is feeling the power of Wolverine's adamantium claws.



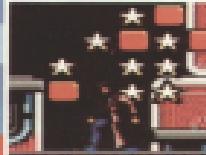
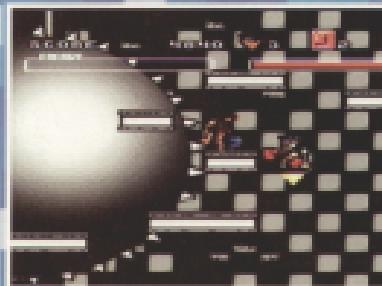
FORCE FAX



At Wolverine don't use your claws to deal with the Jack-in-the-boxes, use bare hands. You've wounded with a big juicy heart for your troubles.



Gambit
Real name: Remy
Background: Occultist
Occupation: Adventurer
Group affiliation: X-Men
Superhuman attributes: Changes objects with kinetic energy, uses playing cards for ammunition



N-RATING

VISUALS

Remarkable graphics and decent animation — some areas need improvement

SONICS

Atmospheric intro soundtrack and excellent FX throughout

PLAYABILITY

Great variation — slightly marred by repetitiveness and view pamphlet

LASTABILITY

An insatiable rock-hard challenge — should keep you occupied for ages

FORCE

A compelling purchase for Spider-Man — others can find better.

76

89

81

87

75



JOE 8



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.

The phrase 'yo-yo clubbing' takes on a whole new meaning when you stop Joe if like 2 into your tree. Prepare to enter a world where the mean are monkeys, the cats have enormous teeth, and the elephants wear overalls!

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

Anyway, as youropic in the early morning glow of the jungle sun, you're disturbed by a small intruder landing on your head. Even more worrying, is that you've both changed into human! And if that's not enough, a winged and

beastly monkey down and shuffles your table — what a bummer of a day!

In the classic platformer mould, the power-ups are vital, so collect as many as possible. The three bonus windows are activated by the blue moon and open like a that machines 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 your average left-right scroller, this has greater depth with masses of bonus levels,

Much more challenging than the original

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 meatballs. 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 spiders 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 batbooks at the screen — a sort of monkey essential.

The gameplay is challenging, in some places incredibly today, and there are masses of extra lives available, making up for the limitations in the first 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 techniques and path to take.

There are several sub-levels to complete before confronting the stage guardian and gaining a password. The bonus 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 76) with a well thought out difficulty curve. I'm really enjoying it and recommend anybody to give it a go.

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. Once the initial level masters are almost identical to those in Joe & Mac: Caveman 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 last more than just a couple of days, this is the one to try. It took me ages just to complete Level One — and I thought I was good!

DATA EAST



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



UGH! ICONS!

Give up collecting these massive diamonds and gain an extra life into the bargain.

Match two shells smash to reveal their contents, which are any of the three below.

Blue Thuggy grab this to set the bonus windows spinning like their machines.

Power up three of these give you super power, then each extra gives you an extra life.

Blameless for every 100 you collect you get an extra life. So grab lots of them!

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.



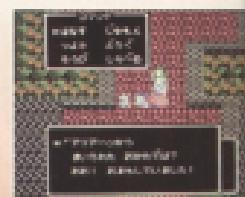
Dragon Quest (released for the NES in 1986) was the first manga-style interactive RPG and took the Japanese games-playing market by storm.

On their release dates, Dragon Quest V and Final Fantasy V shifted 1.3 million units and 980,000 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 characters, 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, rewards 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



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 commands to fight with weapons, party, retreat or use a magic spell or mana.

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 these are usually no limits to the leveling 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.

It was first appeared as board games in the late 19th century (as immortalized by Dungeons and Dragons). In the early 60s several



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



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

American PC RPGs established the genre, letting players to explore and develop the story as they like it. 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, 1989.

All change

The DO series completely altered the Japanese market from one emphasizing sports, action and shooters, to one favoring RPGs. To date, over ten million Famicom (and DO) titles have been sold, earning each one a place in the all-time top ten sellers. The release of every new DO title is anxiously awaited — for the launch of DOV, a line-up of 15,000 people was counted at a major electronics store. DO is also the only software in Japan to create its own news.

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

WHAT THE EXPERTS SAY...



Youji Kawaguchi

Editor in Chief, *The Super Famicom Magazine*

I think the popularity of RPGs in Japan comes from their high replayability. RPGs let the typically introverted Japanese become emotionally immersed in their stories.



Shigeki Maruyama

Manager, Dragon Quest Group, Enix Corporation

The biggest influence to DO's success was the influence of Akira Toriyama, 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.



Despite this, the RPG genre hasn't caught on in the U.S. or Europe. Representative titles have been translated into English, including the stunningly well-scripted ones Final Fantasy II, but have been received poorly. So will the RPGs 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?



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





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!

Well, 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 greatest western nation. That's about right, and the health and rescue services. Let's keep the tanks

running!

However, the bad guys with no gas will then share and that's where you come in. As a member of the Cybernauts, you spend your day in a sterilized hovel, because the shooting goes实在是 who don't have a hope of defending themselves against your overwhelming firepower.

Rock solid

This has to be one of the best shoot-'em-ups on the SNES 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 as playable. Cybernaut is 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 spinning from the gun when firing and being able to tear chunks out of the scenery with stray cannon fire, that make this an impressive.

The controls are crisp and responsive and the bumper fire/crosshair combination gives the action a great atmosphere. You really feel like you're controlling a couple of tons of armoured steel in a centrifugally-enhanced — it's that good!

The animation's motivation, all the robots and shields 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, however, this is no cakewalk. You only get one life and there continues to do the business over the seven levels and the action is the fastest around — with as much lead in the air it's like being in London during the Blitz. Just to put a dent in things I'd mention the lack of levels and multiplayer options. With gameplay like this though, who needs friends anyway?

CARL 85%

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



Fly through the early stages of the second level by pressing B1 which activates the rocket pack.



The rolling mounted security system fires fast-moving canisters. Before jumping onto the platform above, destroy the canisters by flying diagonally upwards.

CYBERNAUT

Reviewed!

40

N-FORCE ■ MARCH '93



Total chaos breaks out on the first level as the Cybernator blasts the base out of incoming enemies. A bouncy brick is his rebound gun that off the ceiling.



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



Talk about action overload! If ever there was a game to test the user's sprite-handling capabilities, this is it. Bombs blast, laser fire, explosions of power-ups and enemies exploding all over the screen. It's amazing the team can handle it all—but it does. There's no much going on it's hard to keep up with the pace when mixed together with tons of excellently-animated robotic enemies waiting to blow you to smithereens. This futuristic baddie's "runaway" requires strategy as well as a trigger-happy finger. This is easier said than done though, as you only get one chance to complete the mission—but with only seven levels, this aids lastability. Shameless soundtrack: Incredibly 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 the moother god.



On the second level the action gets much darker. To avoid multiple blasters and conserve energy, use the shield by pressing [B]. Make sure you're armed correctly by using the weapon select, [X].



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



Despite being blasted to pieces, the Cybernator still comes out of this one zone with guns blazing. The energy remaining is displayed on the bar on the top left of the screen.



N-RATING

VISUALS

91

Some of the brightest and blisked around. Best parallax scrolling.

SONICS

84

Each button performs a separate function so as prepared to take a minute to master the controls.

PLAYABILITY

83

High and demanding—only one life but plenty of power-ups and three continue.

LASTABILITY

86

A great last resort—solid with average colorbox graphics taking the game graphics to a high level.

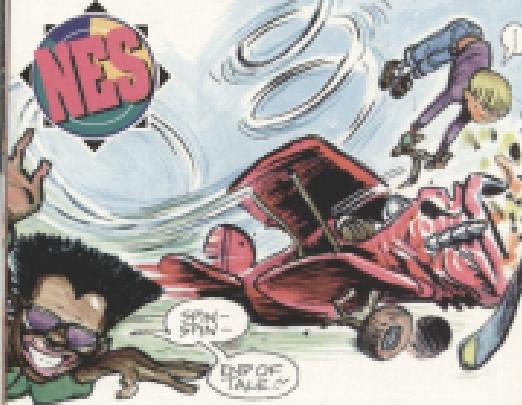
FORCE

87

An excellent game with all the hallmarks of a classic.

CHRIS IMP

TOR



'Oo-oo-oo, I wanna be like you-oo-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!

Rember that great Disney film, *The Jungle Book*, with that unforgettable character Baloo? Well, Disney have updated the film characters and they've now got their own cartoon series called *TaleSpin* and an up-to-date game of the same name.

Baloo is now an airline pilot flying cargo around the Cape in his Sea Duck seaplane. Back at base he leases Willycat, his wacky mechanic friend; Kit Cloudkicker and Molly — all characters from the popular cartoon series.

Duck A Forland!

No cartoon is complete without a baddy and in this adventure it's Don Carrigan — 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 Carrigan's henchmen come from all directions, firing and causing a right nuisance of themselves. Get through that lot and there's the traditional big score to sort out.

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

Baloo never had this much hassle

The graphics are just brimming with colour



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

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

The familiar *TaleSpin* music bases away on the title screen keeping fans of the cartoon happy — it drove everyone in the M-PAGE tea party absolutely mad!

A tale to tell

At the end of the day, *TaleSpin* is another sheep-skin, thirly disguised as a cartoon license. 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 about-an-up-with some nicely-drawn cartoon graphics, open your tail with this. However, I think most *TaleSpin* fans will be disappointed.

AMON 71%



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 delivery, fly 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 is if you've been collecting money along the way!



Missile Duck
gives you a much-needed extra life — phew!



Ammo Box
adds an extra load to the Missiles.



Continuous
adds one extra continuous to the pilot — no need to start again!



Rapid Shot
blocks the canon loader, increasing fire power.



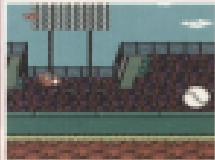
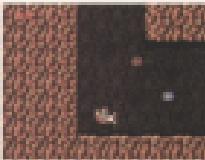
Super Rapid
Missiles fire up to four high-speed shots at a time.



Engine Power
increases speed — vital for dodging enemy fire.



Tally-ho! Dive, dive, dive! *TaleSpin* is a great shoot-'em-up with plenty of bubbly cartoon responses. Although controlling the blessed aircraft is rather silly (you have to turn upside down to shoot behind), apart from that, *TaleSpin* 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 tantalizing with colour. If you get off on cartoon licence games, check out this baby! — **ROB THOMAS**



The factors in the upper left of the screen (see left) show how strong the Missle Duck is. Each time the plane gets hit, a heart disappears. When they are all gone, before time to conclude to take off, take off again for a bonus. Level One bonus left when plane over the sea. Deduct the cost to go to the next round.

■ Producer
Capcom
■ Players
1
■ Price
£49.99
■ Supplier
Virgin Games Centre
Tel: 021 258 2929



N-RATING

VISUALS

70

Great presentation graphics but in-game options are a bit sparse.

SONICS

68

Acceptable tunes that aren't going — it's only average.

PLAYABILITY

73

Basic gameplay moves no control problems.

LASTABILITY

75

There's lots of challenge with eight missions to complete.

FORCE

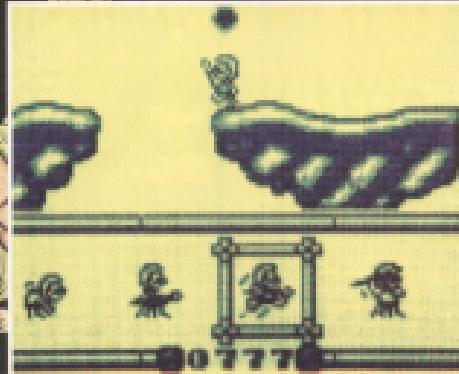
73

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





HUMAN



Find object you discover in the space. To bridge larger gaps, select the pole-vault option (highlighted above), use the power meter and press A/L to jump.



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 magma and Kylo Minogue was an itchy-necked teenager-in-a-toddler's-toddler, they appeared. In the days when "ugly" could mean anything from "You're it" because we could tell you the way to the French Patisserie because I have a particularly difficult bottom stain on my plate," they waddled through prehistory with the same effect as a blind institute on a ramble in a nerd's mouth. What an Earth am I on about? That wacky species, the Humans, of course!

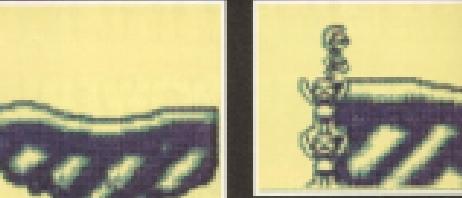
Trials and tribulations
This is a cooperation game where the aim is to solve problems with team work and clever use of the

resources available.

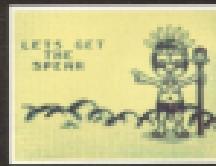
As a tribal chief, use the tribesmen and their particular abilities to solve puzzles. There's a time limit and to add extra pressure each mistake will mean losing less available for the next puzzle. The further you get, the more men are required to solve the puzzles, and the easier it is to make mistakes.

Standard, looks like the tribe are set to lose finding a spear, rescuing a leech and returning a snake (oh no, it's not Billy! They also bump into a huge dinosaur and have a scrap with a rattle snake).

The low-res graphics are excellent but

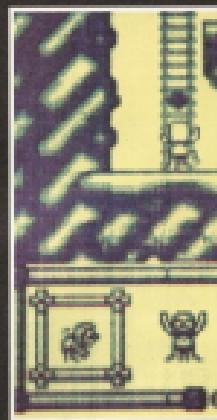


Here we see teamwork at its finest. The best way to get a move to the top of the platform (it's from a human chain and lift him up on the other guy's shoulder).



are much smaller during the game to accommodate the scope of each level and the number of sprites 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 some of the challenges 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 84%



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 (highlighted in the torch) is for the torch. The torch is very useful for keeping woolly monstrosities at bay!



NS

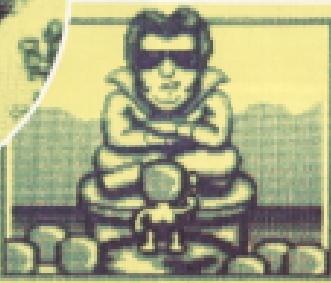
HUMAN NATURE...

Essential. Humans is a game that requires plenty of thinking and planning if you're going to live long enough to enjoy your next delicious burger. The object is to progress through various stages of increasing difficulty, evading 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 early-lifeform dinosaurs or for use as a pure vault. Other items to find later in the game include a torch for illuminating of tunnels, ropes for lowering or raising your tribesmen, a wheel for quick transport and even a which doctor who apparently has ancient and forgotten knowledge (so-arr).

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 men 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.



HOBODY STEALS OUR IDOL!!!

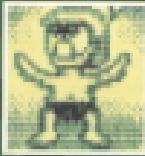
This real-life-like 3D landscape (below) get every copy if you try to steal their idol. As you move to the spear men down off.

A lonely member of the tribe is called to safety right — they scream a lot!

Rating: 88%

The latest puzzle driller sweeping the country is Humans, a breed of tiny folks with the brains of a bag of Hoover passes. With the help of brain-boxed players, their task is to find spears, torches, mining machines, and all those other everyday items and put them to work. The game is played in the same style to Lemmings and Nature's some great, though small, graphics. As with the little green men, this is highly frustrating. Just as I was almost finished, a spear was inexplicably thrown down a hole and started one of my tribe through the heart — argh! Despite this, it's still great fun and I loved 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 no-nonsense.

Rating: 88%



PROS:
- Player
- Game Test
CONS:
- Players
- Price
- Company Agree
- Supplier
- Contact
Tel: 981 471 4811



FORCE FAX

YOU HAVE
A
TRIBESMAN
LEVEL
YOU NEED
A
TRIBESMAN
LEVEL

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 graphics that do the job admirably

SONICS

68

Unsupporting! Game theme is terrible but the game themes are very annoying

PLAYABILITY

89

Excellent! Responsive controls and classic gameplay make this a winner

LASTABILITY

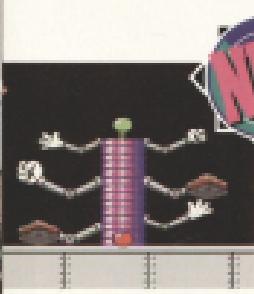
86

Great fun to play and these difficult settings make this a lasting challenge

FORCE

86

A great idea well implemented. Fun and addictive.



CHIP 'N RESCUE RANGERS

The level One base 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.

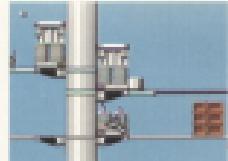
It happens in some countries too: chipmunks tearing around pinching prize-winning tomatoes and irritating poor guinea-pig owners considered vermin. But in the States they're cult heroes.

In this adventure, Chip and Dale, alias the Rescue Rangers, are called to help their neighbour, Marly. Her kitten has been cat-napped and she's understandably very upset. Marly suspects an evil band of mechanical bulldogs and robotic rats, working for that felonious ne'er-do-well, Pat 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 guys and terrors. 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 — hah! There are also plenty of mutated tomatoes to throw around the place. Each direct hit knocks the living daylight out of the bad guys, so smash 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 cartoon 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%

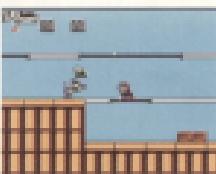
FORCE FAX



Pull the crates over your head to hide from the metal monitors. Most nasties attempting to invade your hiding place come to a sticky end.



Collect as many flower items (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 lasers. Quick, hide in the crates!



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 for Cat, not Chip' as there are far more Captain and Disney rarely makes a bad game (Aladdin, Mickey Mouse, Little Mermaid and Tarzan are just a few of their past successes) but unfortunately, Power Rangers doesn't quite measure up to their usual standards. Gamplay's nothing new, but what's wrong with that? Look at Remedy, Gta and Maxx. There's no denying that with good presentation, a lesser 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.

DALE: 71%



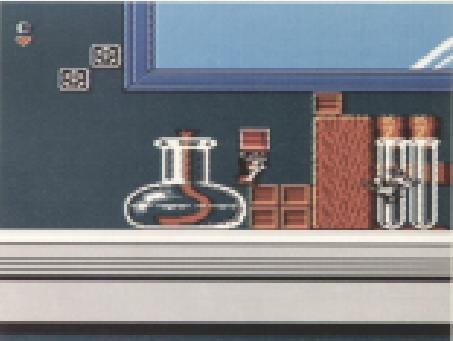
The mechanical buildings are vicious, but very dumb, animals. To take cover in a crate press [A] to pick up the box and then [DOWN] to hide inside it.



The bony box at the top right of the picture is buster. Because of the sting in the box he's not. Get too close and his sting attack kills you.



Not only are crates useful for hiding in, but they can also be thrown at incoming enemies. The best method is to hold [A] to grab all three, so if ever there's a tricky situation, you can fight your way out.



PROS
Capcom
3 Players
1 or 2
£44.99
CONS
Virgin Games Centre
Tel: 081 238 2323

N-RATING

VISUALS

62

A bit stale, the art is capable of much better.

SONICS

67

Accepting repetitive noise — turn the volume down.

PLAYABILITY

66

Good to control — having geometry makes this a real bear out.

LASTABILITY

69

Lots of levels, loads to kill but not enough variation to keep you hooked.

FORCE

66

The biggest could have been used better — standard platformer.



Kit me out man!

KIT ME OUT MAN!

N-FORCE is a magazine for:

- 1. Nintendo lovers
- 2. Nintendo manufacturers
- 3. Nintendo game fans

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

- a. 1-2
- b. 27
- c. More than I can count

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

- a. Mary Lou
- b. Curly Sue
- c. Vanessa Parade

Name _____ Age _____

Address _____

Post code _____

Phone _____

Send your entries to I WANT SOME FORCE COMPO, N-FORCE, European Impact, Ludlow, Shropshire, SY9 1LW.

And by the way, the editor's decision is final because he buys Jolly 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.

Hey! So you want to be a real N-FORCE? Well, don't know how to go about it?

Here's your chance to win one of ten exclusive

N-FORCE packs including special copies of the magazine, a great book collection and the hot N-FORCE Street Fighter II poster autographed by the team.

There's been heaps of requests at the N-FORCE aquapark for our ultra-tough and trendy T-shirts and the Street Fighter II novel given away with issue Five. No, after hitting Doug's arm behind his back and holding him face down in a load of Irish stew, he's consented to give away ten packs consisting of:

A signed copy of the magazine

An autographed poster of the team

The big and beautiful N-FORCE T-shirt

Two Bart badges

The N-FORCE book collection

An N-FORCE binder

All you have to do is send in the form below, all 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 Twi...
lets...

There were crackers, party hats, fizzy drinks and pudding 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 Flynn and test mate Andrew MacPhee were treated to a full slapping 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% 205 NINTENDO!

100s OF HOT CHEATS!

Ace's High!

OUT OF THIS WORLD

SNES

Bart's Nightmare, Fatal Fury, Kakkossey, 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, Kickle Cubicle, Star Wars, Terminator 2

OUT OF THIS WORLD

DRAGON'S LAIR

MICKEY'S MAGICAL QUEST





Well, how things change. Two months ago I was just a humble floor-sweeper's assistant in the basement of the M-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

It's another clever but pointless tip for this brilliant beat-'em-up. The cheat enables you to play against the same coloured computer opponent (e.g. Green Cell Vs. Green Cell) 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 in the game, let your player live for two rounds. When asked to continue press [START] on the first control pad and you go back to the character selection screen.

Now this is the important bit: re-listen very carefully. Choose the player that you would like to be fight against, (Blue Chen-Li vs. Blue Chen-Li etc.). You return to the title 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 character selection screen again.

Choose a different character, then as you fly to a stage press [START] on (logged in) — it's important not to touch the player you were double.

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 (logged in) — choose the player that corresponds with the stage, this way you 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) in (logged in) for four rounds until the time runs. Player One is asked to continue. Press [START] on (logged in), pick the player you wanted to be cloned in the beginning, press [START] and they'll run after you — it's facing you, ready to kick you into next week! Told you it wasn't easy...



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!

The Fortress Of Fear

Here are some handy tips sent in by Gwendolyn Fortune from County Kildare, Ireland. To locate the bonus room at the start of Level 1-2, beat the moving platforms and jump out. 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 icons 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 icons and go back the way you came.

Bart Vs the Juggernauts

On this little Game Boy smash, when you're in the Hippo, Sheep and Fly level, press [A] and [UP] to do a double jump. On the skateboard track and crash event, when you get to the end of the ramp and are in mid-air, keep pressing [A] and [UP] and when you go over the gap on the pole and land on a skateboard giving you points or death. Thanks to super user Thomas Wedderburn of Sheffield for these hints.

Dynswars

Get your peeps round these level codes for this all-action adventure.

Level 1	6547
Level 2	5421
Level 3	2662
Level 4	6315
Level 5	7452
Level 6	1897
Level 7	6455

Abadox

Here's a tip for invincibility on this little culter. Press [X], [A], [UP], [B], [S], [Z], [DOWN], [A], [S], and [START] and voila — you'll be forever.

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

Kickle Cubicle

To enter a special room, hold [DOWN] as you turn your console, the screen turns pale blue, now press [SELECT], if you're still having problems, try the selection of level codes:

Level 11	IT2Q-BLDE
Level 15	LQ3QA-088Q3
Level 23	HNQH-LDK
Level 25	POSH-KK3Q3
Level 30	TJBY-EDCE

Captain Planet

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

Level 4-1	852972
Level 4-2	796074
Level 5-1	344865
Level 5-2	802443
Game end	588290

On the Ball

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

Field 2	MH-WYR
Field 3	HCDMD
Field 4	WRUWHR

Latest adventure, by this tip sent in by Sam Joyce of Chelmsford to help find the pieces of paper in the Windy Windy land.

First, collect some cans, when you get caught by the bullies press [X] to do a bop, 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 one-player game (or the two-player setting) and leave the other track at the starting line. You'll never come last and have infinite continues.

Super Ghouls 'n' Ghosts



This new release is spooking up the charts and here's a handy tip for you: if you're lengths in training sessions. To get a stage select and sound test in this spooky epic, go to the option screen and move the cursor down to exit, press [L] and [START] together on controller one, then press [START] on controller one.

If you're feeling fruity, you can listen to all the groovy tunes (DRI-FAL) and change the music into chime sounds by selecting 86.

a piece of paper should appear.

Get with the tide spiky-haired dude, here are some tips for the sub-levels:

Temple of Maggins

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

Baby and Boredom

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

Bloodshower

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

Barkilla

On the first part fire across, laser arms in 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 slot this bouncy 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], [B], [A], [SELECT] and [START], this takes you to stage 4-A. Regulars will recognise this as the trusty Konami cheat!



Super Double Dragon



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

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

Kabloomey



Here are all five level codes for this little puzzler:

Level 11	DRVO
Level 19	DPLI
Level 19	DARK
Level 20	GDFT
Level 21	JAPN
Level 23	GSMP
Level 23	PESS
Level 24	WPRQ
Level 25	LFBD
Level 27	CVFT
Level 29	LPJC
Level 29	DBTS
Level 29	WQGD
Level 30	TJMS



UN Squadron



If you're a sucker for power-ups and you find all the other testing far too easy, try the easiest difficult level setting. Go to the option screen and highlight the difficult setting with controller one, hold [A] and [B] on controller two. Change the difficulty setting with controller one until you see the words 'Game!'.

ACTION REPLAY

EXTRAVAGANZA

Win a game!



Special thanks to Wayne Becker, Mike Wallace and the crew of Coast — the brains behind the Action Replay.

For the uneducated, the Action Replay is a nifty game-enhancing device allowing you to customize your favorite carts. That doesn't mean colouring them in with felt-tipped pens — we're talking Street Fighter II with two special moves at once, or Zoids with unlimited magic energy.

Courtesy of the generous guys at Coleco, we've got a bundle of T-cards to give away for the winners of the most original codes, plus the best of the bunch gets a can of hot sauce.

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

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 CH-62094 — you enter a character names configuration screen that allows you to change the names.



Tipped!

unlimited lives or energy. So what are you waiting for — get cracking those games and send those codes into ACTION REPLAY CORNER, Attn: High, H-FORCE, European Impact, Ludlow, Shropshire, EN4 1PD.

Soul Blazer

Here's a little corker for all you RPG fans: ready, set, let us by P-Missions of Hellfire (slap tip in 70-13-88-11 for 10 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 O'Brien, will make your job a snap.

Make sure you set the game on test-player versus mode and give 'em a go, (press A+B+C) We've tried these codes out in the office and they only display the characters we couldn't fight with them.

Player One

Sagat	7600 0129
Bison	7600 0128
Boring	7600 0124
Vega	7600 0129

Player Two

Sagat	7600 0129
Bison	7600 0128
Boring	7600 0124
Vega	7600 0129

Road Runner's Death Valley Rally

Cheers to David Corrado of Windham for these codes.

Invincibility	TEIP 8506
Unlimited turbo boosts	TEIP 8500
Invincibility	TEIP 2002



PLAYER SELECT



VEGA

OL 2 5							
OL 2 5							
OL 2 5							
OL 2 5							
OL 2 5							

Fatal Fury



It's that man, Alex Bishop of St Albans, again, this time with an excellent tip for this top heat line-up. Go to Street Fight mode, Player One chooses either one or two players, now press [DOWN] on controller here 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 move ahead of your opponents.



Krusty's Super Funhouse



If this game's getting your green wig in a fuzzy and making your red nose glow, here are five level codes from Andrew Maggiano of Times 4 Me, for the UK version of this brain teaser, that will have you dancing around in no time at all.

Level 1	44 9009
Level 2	555555
Level 3	555555
Level 4	555555
Level 5	555555



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LEVEL 1



Pack the base of the catapult then run back here to avoid getting squashed by the incoming boulders.

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

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

It's time to pack 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 ballooning. Unfortunately, he forgot to bring a puncture-repair kit with him. Uh-oh! This looks like a rocky fall.



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

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 test 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 run up and down, narrow ledges to balance on and

hazard 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 canyons. This time Wile E. Coyote's sporting a nice little green bat suit and does his best to get in the way of the highest jumps. Keep an eye on the arrows and you won't go far wrong.

End-of-level catalogue
The best way to beat the boulder launcher is to run to the base of it and back, dodging the constant bombardment of rocks. Repeat this several times and the catapult turns to scrap.

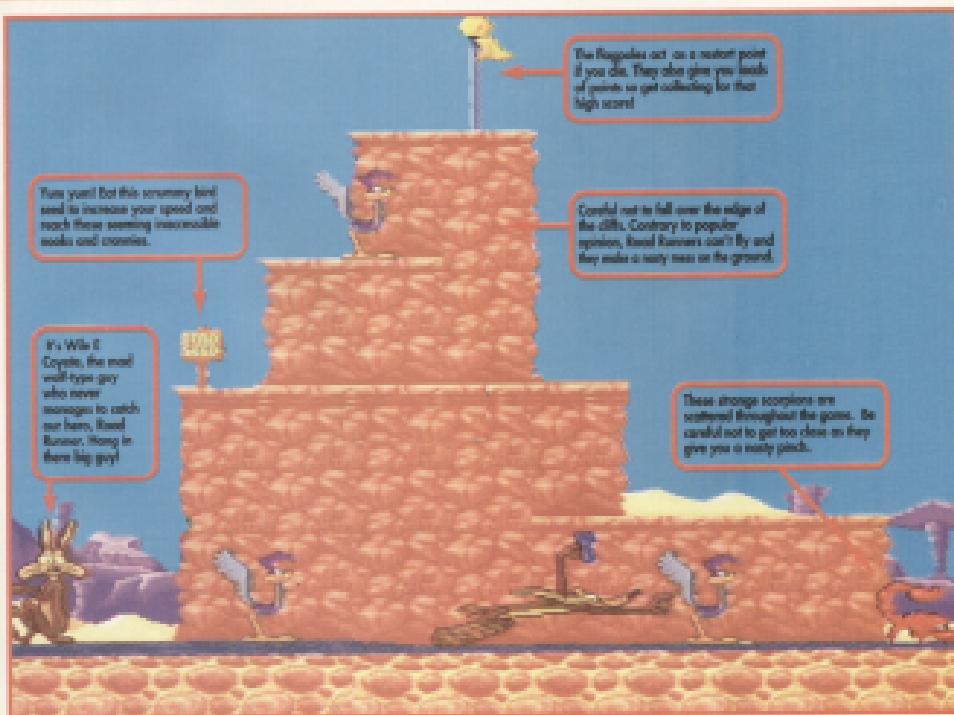


Throughout the game, Wile E. Coyote employs a number of disguises. This one is his green bat suit — quite fetching isn't it?



Oh no! It's the blueprint for the elevated catapult. It doesn't look so dangerous when it's drawn on paper. Better destroy it, quick!

Continue to peck away at the catapult and eventually the evil contraption, and its creator, are reduced to a smoldering pile of... er... well, a smoldering pile of broken catapults. And as it's back to the drawing board for that rather stupid contraption — although now, ah! — What will he think of next? Sounds like a cue for a sequel to me. How does Wile E's revenge sound?



Turn your Jet Sprinter tool and use it to increase your speed and reach these seeming insurmountable blocks and crannies.

It's Wile E. Coyote, the mad evil-type guy who never manages to catch our hero, Road Runner. Who is this big guy?

The Road Runners act as a safety point if you die. They also give you loads of points to get collecting for that high score!

Caution not to fall over the edge of the cliff. Contrary to popular opinion, Road Runners can't fly and they make a nasty mess on the ground.

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

MICKEY'S MAGIC



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?



Wizards: knock up at the start of some stages to give handy advice and provide Mickey with a costume.



Goofy: your best mate. On Peter's Peak he comes along with the mountainkin's costume and has a quick chat.



Mornail Mickey: the regular mouse. Our everyday hero jumps, spins and grabs blocks but chores in music.



Magic Mickey: performs magic and stays underwater for a long time. Hold down fire for a big magic ball.



Fine Eighties Mickey: carries a hook that blasts almost anything — very handy for climbing down platforms.



Mountainman Mickey: has a grappling hook for climbing seemingly inaccessible platforms. He also swings 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.

PART ONE

Treetops



Sleeping tree: spin to wake them, they give you a golden coin.



Bumblebee: Bounces around with his spike out. Dodge his attack then jump on his head.



Beaver: swim around underwater so Mickey tries to catch an rolling log.



Deadly tree: shoot them as they leap into Mickey's path.



Star Fish: knock Mickey underwater — one bounce to kill.



Tomatoe: slowly move to the left when riding them, then start running as the slope gets steeper.



Gourde: run about picking Mickey. Bounce on them four times to kill.



Bumblebee: fly around knocking into things. Bounce on them twice.

★ **Secret power-up zone:**
Above the castle in stage 1-1.



General store

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



★ Boss One

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

★ Boss Two

Besides being incredibly ugly, this boozzy tycoon 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 reaching you.



Dark Forest

Find jump out of the murky water and grab Mickey when he's not looking. Avoid these: Ambush: shoot out poisoned arrows. Bounce on their heads.

Leavers: jump to the next leaf when it swings near. Glubus: live inside the tree and swim tree side to side. Zap them with magic. Cobwebs also move around inside trees and can be zapped. Thumperpore: jump from one to another when the clubs are down.



FINAL QUEST



Secret passage

Take the path along the ground in stage 2-1. Remove the blocks to find the entrance. Inside is a handy extra energy heart.

General store

Get the tree fall from the ledge to discover the entrance.



Boss 1

Avoid the spinning palm attacks and fire big magic bolts at him to stop his wicked game.



POTTY POWER-UPS

Mangler

Mangler's tongue gives Magical Mickey more magic power.

Fire hydrants fill up the water level on the floor plan.

Easy MM: Grab this mini Mickey for a handy extra life.

Goldens: Open collect these to speed up the general stages.

Fruit: Grab these to earn extra apples for extra points.

Secret power-up 2

Use the Magical Mickey to swim down in stage 3-2 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 bolts to kill him.



Boss 2

Constantly fire the hose at his face and cool down his fireballs to provide power-ups. When the platforms move around, jump up or fall down to stay in sync with him.

Fire Grotto

Blitz chases Mickey as the fire descends. Pop him off!

Planes: These little squirts are half the hose to cool them down.

Fire bolts: Use the hose to stop them flying by.

Flame Blocker: Cool them down before stepping on them.

Boss 2

His head is vulnerable. Bounce on it and avoid the red fire shields that shoot out of his left ear. In a quick kill, rapidly press fire at his head when the fire comes on the screen.



Secret passage

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.

ORLD

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 pieces.

Sorry, there's not much up here except a special view of the alien land through the barred windows. It's a bit empty for an umbrella's a boat, there's plenty of dust. The Antiques Roadshow would have a field day up here!



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 with 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, boy good boy 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 gap, pull up and let your mate go in front of it. There are many enemies waiting on about he gets boosted first.

Once you and your mate under 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 right! Shoot the guard immediately, then shoot the wall in front. This cuts the motor power off and makes your mate a lot easier. Now go back to the next room.

Once both of you are on the lift, pull DOWN on the control and the lift is on the ground floor, then run into the next room bring 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 issue, has and Game Boy releases, why not send them over to ACE'S HIGH, **N-FORCE**, **Blowup**, **Impact**, **Ludicra**, **Microplay**, **SYN** or **WW**. 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** codes plus goodness galore in Game Galleria 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!

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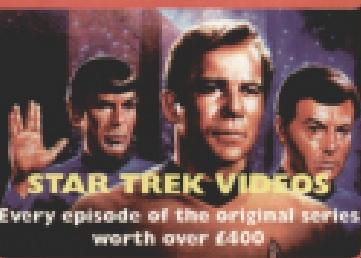
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CHART TOPPERS

GAMES
CENTRE



Japanese game charts courtesy of The Super Famicom magazine, no charts courtesy of Magazine Super Famicom magazine.

UK CHART

1. ME Super Mario Kart
2. T Street Fighter II
3. ME Bart's Nightmare
4. ME Zelda 3
5. A Super Mario World
6. — Caveman Ninja
7. ME Dragon's Lair
8. ME Spiderman/X-Men
9. ME Axelay
10. T Super WWF

1. ME Kung Fu
2. A Home Alone 2
3. ME Lemmings
4. T Hyper Soccer
5. A Super Mario 3
6. A Super Mario 2
7. T WWF Steel Cage
8. A Kickin' Cubicle
9. ME Tiny Toons
10. ME Rescue Rangers

1. — Super Mario Land 2
2. A WWF Superstars 2
3. ME Star Wars
4. — Home Alone 2
5. ME Farnari
6. ME Kirby's Dreamland
7. ME Mario and Yoshi
8. T Super Munchieback
9. T Dr Franken
10. A Bart vs Juggernaut



USA CHART

1. A Street Fighter II
2. A Super Mario Kart
3. A NCAA Basketball
4. T Mario Paint
5. A Soul Blazer
6. — Play Action Football
7. A Bart's Nightmare
8. T TMNT IV
9. T Legend of Zelda
10. T Super Double Dragon

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

1. — Kirby's Dreamland
2. T Super Mario Land
3. — Baseball
4. A Quarth
5. A Four in One Funpack
6. A Bart vs Juggernauts
7. T Dr. Mario
8. T Yoshi
9. T Tennis
10. T Caesar's Palace



JAP CHART

1. A Mickey's Magical Adv.
2. T King of Fighters
3. A Dragon Quest V
4. T Super Mario Kart
5. A Wizardry V
6. T Sangokushi 3
7. T Volleyball Twin
8. — Hokuto no Ken 6
9. A Hero Legend
10. T Street Fighter II

1. A Super Mario Bros 2
2. T Knight Gundam 3
3. A Bass Play Pro Baseball
4. A Dinosaur Squad
5. A Derby Stallion
6. T Yoshi
7. T Kunio's New Sports
8. T Top Striker
9. A Tetris 2 & BomBilla
10. T Dragon Ball Z3

1. A Super Mario Land 2
2. T Yoshi's Cookies
3. — Kirby's Dreamland
4. A Megaman World 2
5. A Bonk
6. A Super Mario Land
7. T Doraemon
8. T Yoshi
9. A Tetris
10. T Tetra Quiz 3



THE MONTHLY CHARTS BY STEPHEN DUNNE OF LIVERPOOL. THE CHARTS ARE GETTING DUE TO THE OFFICIAL VIRGIN CHARTS. © 1993 VIRGIN GAMES CENTRE LTD. ALL RIGHTS RESERVED.



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!

He's in the States again! Alone 2: Lost in New York is still raising big box-office bucks and THQ are taking advantage of Macaulay Culkin fever by releasing solo and Game Boy games.

Both games 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 best friends have escaped from jail and are out to get him.

This means reflex 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 bat guns.

The game is made in the style of the Plaza Hotel — not too easy with the artless staff after your butt. Then it's through the 'split' paths of Central Park and onto uncivil's house, before finally making it to the Christmas tree at the Rockefeller Centre.

Cute 'n' nicely rendered graphics make the solo not an instant hit, while the varied 10 levels make the handheld version a tough challenge. With so much happening overseas, you'll be hooked until Macaulay reaches puberty!



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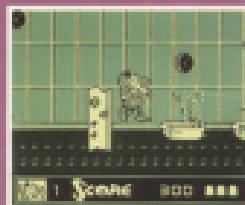
Space madness

Taking of superstars, Ren and Stimpy make their Game Boy debut in Space Cadet Adventures. Blasting off in the year 400 Billes, zodac! Stimpy is wandering for commander Ren, after he accidentally ejected him from their spaceship into outer space!

First, confront the laser-armed spaceship before travelling to the alien world where Ren is stranded. The planet

is fraught with danger — beware the savage Urick Plush, faced with interplanetary revenge, and the Asteroid City trailer park!

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 painted on the box ... this game could cause space madness, nightmare mutations and possibly, instantaneous explosion!



Swamp fever!

One of the toughest games on the sets in a long time is Swamp Thing from THQ. This game is no place for beginners as ultra-fast reflexes are needed to catch this tough cootie.

The programmers have loaded in plenty of extra effects in this battle against Dr Averne and his dreaded Um-Men. Besides bane of the innovative formula, there are some bonuses to increase energy plus: swimming moss and flowers for extra power —



Swamp Thing even turns into various forms of plant life to help him succeed.

There are three separate games, cycles of levels, help from additional characters not to mention ranks of apple-head enemies to conquer.

So if you want a change from the endless 8-bit cutsey platform titles or just fancy a test of your game-playing skills, grab your golden bracket and see if you're up to the challenge of Swamp Thing.



Tank!

Watch it make!

What we've got the subject of *Plan and Shape*. The latest craze over here is *High Design*.

Turn the watch cover one way from the other and the image changes from the two standing quietly to them doing the *can-can*.

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

The pair's on a list that flips up to display the watch parts, and the whole watch comes in a cool multi-neon colour. You'd be nuts, right?

Beating in mind
these watches are
so damn hot
they've almost
sold out from
mail-order only

They've not seen the shape 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 Pam and
Stumpy's latest (some) Big
adventure called?

Send in your answers to the R&D watch competition, **Engineering Impact**, *Lutterworth, Leicestershire LE11 5JW*. The editor's decision is final and no correspondence will be entered into. Well, I will, until the fisherman's hat, then the first card picked with correct answers wins. And if you're a bit stuck, there's a clue — the answer's on this page.

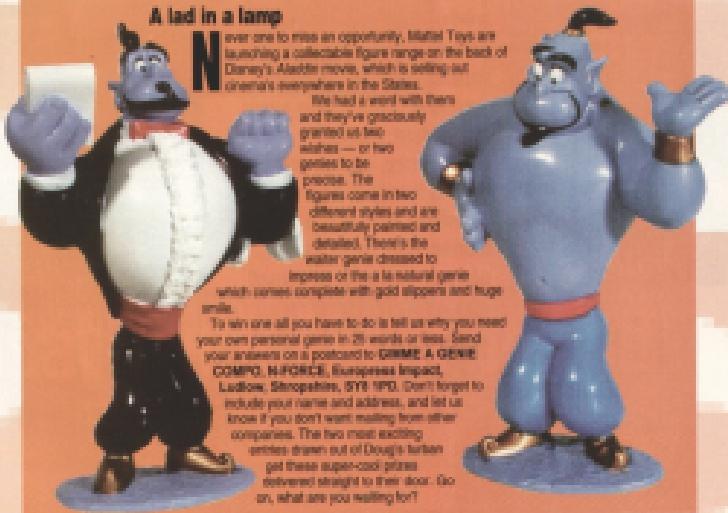


Alcohol in a Game

ever one to miss an opportunity, Mattel Toys are launching a collectible figure range on the back of Disney's Aladdin movie, which is selling well overseas somewhere in the States.

He had a word with them and they've graciously granted us help — or two genies to be precise. The figures come in two different styles and are necessarily painted and detailed. There's the water genie dressed to impress or the al-farid genie which comes complete with gold slippers and huge

To win one all you have to do is tell us why you need your own personal game in 25 words or less. Send your answers on a postcard to: **CRIMTE A GAME COMPETITION, NIFORCE, Business Impact, Ladsons, Stenopatia, SY5 1PD.** 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 hat will get these super-cool prizes delivered straight to their door: **Two NIFORCE T-Shirts and a NIFORCE CD.**



There's something to look out for — *Maniacs* (working title) is a new action-adventure game from LucasArts (the makers of the excellent *Super Star Wars*) done in the style of *Maniac Mansion*. So what can we expect? Well, from the early version I've seen, there's incredible digitised speech, radical sound effects and wicked monster noises (how's that for mixed ones?), plus a revolutionary three-quarter aerial view that's set to take the HI-80 series one step further.

There are 50 action-packed levels to conquer and the best bit is, each level contains its own mini-game — *Barnett Hill*, *Wimberley* and *Porcupine House Party* are just two of the hilarious ones.

Packed with exotic weapons, tons of special animated sequences so as to mention a gang of cutest chess-Readers, 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 or watch the space...

You big softie!

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

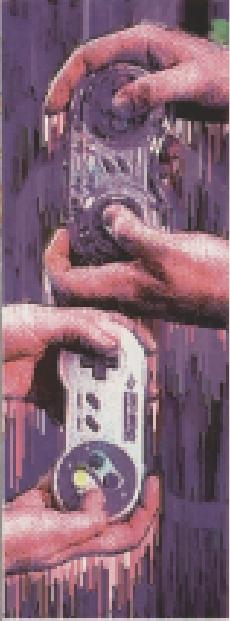
in the popularity in the States is anything to go by these are likely to be few.

The "rule" noises are a collection of smaller, but equally as invasive figures, providing what are referred to as "under-leg" scrubs, but we know that when we hear 'em — just don't acknowledge them in small, enclosed areas or you'll be sorry!

10

In the USGS

SIX OF THE B SUPER NINTENDO TWO-PLAYER GAMES



A new look for Six of the Best this month. **NICK** was getting a bit smelly, wearing that awful cap and gown every time 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 mopping up over and over again. Probably because it's a great game — especially for two. The screen is split and each player selects one of

six 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 quickly.

Mode 7 heaven

There are three car of tracks to take a spin around, plus a special head-to-head game where both players zoom around at mad speeds attempting to burst their opponent's balloon.

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

The Legend of the Mystical Ninja

• Konami

These are usually two types of two-player games. 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 not-boring!

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

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

Filled life!

There's so much going on that it's hard to become bored. Huts dotted around each level hold power-ups, 3D games, 3D mazes and even executive relief houses. The end-of-level bosses are fantastic, with some excellent Mode 7 effects. In fact, the graphics throughout the game are wonderful.

The Legend of the Mystical Ninja scored 80 percent when reviewed back in July 1990 and still deserves every drop. Straight to the top of the class!



■ VISUALS	94%
Stunning up-front and excellent presentation	
■ SONICS	94%
Awesome field tunes — an audio delight	
■ PLAYABILITY	92%
Simple to learn but a masterful experience to play	
■ FORCE	93%
One of the best games I've ever played!	

BEST! ER GAMES

Go 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 less though. A great title that I just can't stop playing!



■ VISUALS 92%
Model 3 looks great without any
excessive texture options

■ SONICS 89%
The sound of engine revs are with
these memory banks

■ PLAYABILITY 94%
An addictive racer that you won't
want to put down

■ FORCE 91%
The intense energy is brought to life in
a fantastic racing game



■ Taku
Mini football games fall into
the trap of being too realistic
and fiddly. Hat Trick Hero takes a fun

approach and comes out top of the
crowd

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

Super Smash TV



■ Appraise

I'd wait until you get to watch
this at work, but I made sure I
checked out a few game shows to
review this. The tutorial shows
combine elements of The Running
Man and Bob's Big House to give a
bloodthirsty shoot-em-up that needs
two-player cooperation.

The splices are tiny, with missing levels
leaving out hundreds of otherwise
lovely Controls are made easy with four
directions of guns on the face buttons.

Starter for ten!

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

ladders, TVs and microphones.
Every level also has its big boss to
dispose of. With names such as Mr.
Sniperel and Mutant Man, you know
you're in for a hard time!

The graphics aren't fantastic —
but that's the original concept —
neither is the music. If you and a mate
fancy changing around with machine
guns, collecting star pieces, this is
one to think about reading the price
book for.

■ VISUALS 87%

They splices look primitive but
there's no music going on!

■ SONICS 91%

With digitized speech samples and
some short music

■ PLAYABILITY 92%

Playing is tricky but you soon get the
hang of things

■ FORCE 90%

A spot on combination of the arcade
classic

Hat Trick Hero



no offside rule and holding the ball
with your hand seems to be the
name 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 digitized 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 hat soccer sim. It's
the best thing since Steve Bull.

■ VISUALS 89%

Brilliant 3D graphics and exciting
sequences

■ SONICS 84%

Digitized speech makes the game
sound out

■ PLAYABILITY 87%

The rules are a real help to the
children's edition

■ FORCE 85%

More football games are coming —
this is a joy to play!

Street Fighter II

■ Capers

Well, well... it's that sort of a deal-wrapping again. You know, the one that no-one has ever heard of — NOT! This game has been in everyone's face so much

you must all be sick and tired of it — but the公用的 unavoidable two-player buster.

The trick of playing Street Fighter is in two-player mode is finding a friend who is absolutely crap, read them to a

poly and give yourself a major ego boost!

Street thingy who?

Players select any of the eight fighters to fight, each having a variety of special moves to master. Using the amazing cheats from Acol'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 recentish ones — but none come close to the intense, detailed background graphics and smooth animation of the original.



■ VISUALS 95%
Stylish animated background and smooth sprites

■ SONICS 94%
A full set of voices, excellent and deep-sounding greatest and groans

■ PLAYABILITY 90%
The special moves are a pain but are mastered with practice

■ FORCE 93%
The best video beat-'em-up available!

Contra Spirits

■ Konami

Contra 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 them original human

characters instead.

Both players dash through sideways-scrolling levels and amazing Mode 7 monster lairs, banishing all manner of mayhem 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.

Konami for president!

Konami show off their programming skills with a host of amazing bosses. In fact, the whole game is a visual and audio masterpiece. The highlight is an over-the-head 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!



■ VISUALS 94%
Fantastic vertical and横向 scroll with some great Mode 7 effects

■ SONICS 90%
Blast, blast and blast again! Oh, and some great groans

■ PLAYABILITY 93%
Running and shooting has never been difficult — until now!

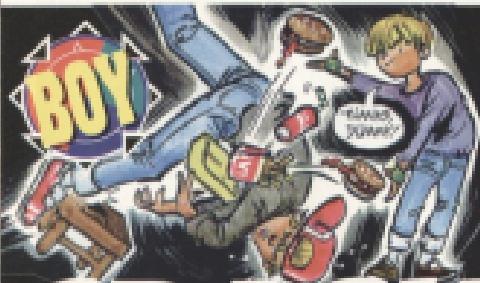
■ FORCE 92%
This action-packed shoot-'em-up takes no prisoners.

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...

SKÜLJAGGER



CRASH DUMMIES

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 May McCarty of Mercurio, there lived an angry young man by the name of Sturm Jason who, sick of the country (infected) on his people on the island of Mercurio, decided that it was time to face evil pirates Skuljagger and shave his patch where the sun don't shine. For ten long cruel years, Sturm sets off across the island smacking the heads of all cast enough to cross his path — this is where you come in. The aim is to find clues, collect weaponry and kill pirate ass in the quest for freedom.

Sturm in a teacup

To help Sturm carve through the bad guys, he carries a never swerved sword that looks as though it could cut through the side of a ship.

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

which is stored throughout the levels. The different flavoured gums each have a special use: Smoo-cherry lets you fly, Westican-orange lets you drop grenades for a few seconds. Goo-grape makes you temporarily invisible and Island- lime flavour cleans the screen of bubbles.

Points are awarded for collecting minerals, finding maps and killing the vast array of enemies. Besides everyday pirate snots, there are lots of giant insects to chop and smash 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 6/10**



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 in great lengths to prevent the serious message of road safety in a light-hearted way. Spin and Stick are two crash dummies wanting their living breathing people to buckle their seatbelts. They desperately want a vacation from their usual battered life but times are hard, and they're skint, so they take part-time jobs as stunt men.

To earn big bucks they jump from tall buildings, traverse treacherous sky-ways, test air bags fordecorated 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 wages possible a number of dangerous tasks must be completed.

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

The controls are dummy-proof. A [A] jump, an [S] accelerate or defuse a bomb, while [D] 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 6/10**

FORCE FAX



The grape-flavoured gum turns you into a huge purple bubble, killing everything in screen.



When I saw the title screen I couldn't wait for plenty of pirate action. You know, all the spotted bandy on the head, enormous earnings and eye-patch stuff. Instead what you get is bubble gum and silly treasures. I was not impressed, not surprised, not happy. I was a victim of anti-climax and of a sinking, churning feeling in the pit of my stomach. Not the best, not quite the worst — but down there with them. May the buyer beware.

CABR, 98%



Use the sword to break through branches and collect as much gum as possible.



Defeat enemies by throwing objects at them, swiping them with your sword, shooting power-balls or using the various gum powers-up.

N-RATING

VISUALS

65

Pretty pathetic, graphics bear a resemblance to James Bond Jr.

SONICS

61

Barber boring — my ears used to sleep listening to the tunes.

PLAYABILITY

70

Play well, easy to control with few frustrations.

LASTABILITY

71

Waiting for a while due to the variety of levels and sheer volume.

FORCE

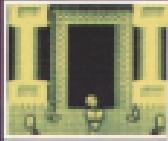
62

One of the few titles that doesn't prove that no means a classic.



This is an ideal game for people who aren't very good at racing cars, solving games or puzzles. Instead of avoiding traps, brick walls and stationary objects, in this topsy-turvy title you win if you smash yourself silly! The unusual characters are based on the TV characters 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!

POOR 60%



Stick [or is it a Spud] has a nicely full and goes in pieces — what a dunce! There are no points for dying!

N-RATING

VISUALS

72

Smart but well-constructed characters and smooth set sequences.

SONICS

65

Jumping tunes to accompany the main action with splattering sound effects.

PLAYABILITY

71

Gets off to a great start but later levels are very frustrating.

LASTABILITY

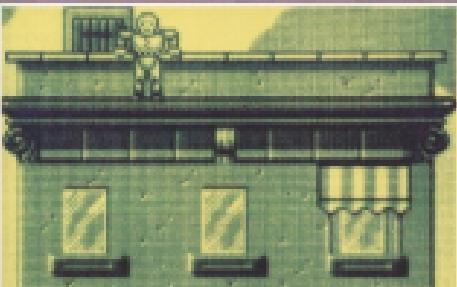
60

With only five different scenarios the action soon becomes boring.

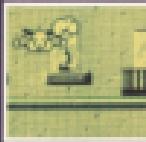
FORCE

75

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



Look! One invasion, resulting as a start move 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.



■ Producer: LAM
■ Players: 1 or 2
■ Price: £34.99
■ Supplier: Miller Komputer
Tel: 0438 367 400



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!

What a waste! Fancy popping down the local Ferrari and Porsche showrooms, buying a few cars then thrashing them around the roads of the USA, smashing in homes and scaring the hell out of hedgehogs!

Three top sports cars are available in this racing sim — a red Ferrari 348, a jolly Lamborghini Diablo and an icy Porsche 968. 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 this accelerator is, go for the first — madmen like me take the tough road!

Desert, snow, night driving and rainy hill tops all crop up en-route. It's a job to keep the car on the road half the time! The slight scope or bump

THE D TEST DRIVE II

causes the windscreen 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 windscreen. Slip over the edge while racing a mountain road and you'll be wishing for angels!

Where are the chips?

The trouble with *The Dual Test Drive* is the programmers haven't made the most of the snazzy custom graphic chips.

The sensation of speed as you zoom around bends is great and the presentation is excellent. On the menus, graphic detail is very disappointing — the oil-slap and aerial sequence sprites are great. *Ballistic* and *Accurate* have got a strange

combination of quality in *The Dual Test Drive*. It's not a bad racing game but so much more could have been achieved!

MICHAEL HORN

FORCE FAX



This 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!

IT'S FOXY BUSINESS, WHAT'S GOIN' DOWN, DUDE?

Here's a story of a poor fox who decides to stand up for his rights. His name? — *Titus*. This plucky little devil sets off on a hazardous journey to rescue his beloved, *Foxy*. She's been captured by a band of red-coated, and rather constantly for her fairily-tailed *Rebs* to come to the rescue.

Foxy lady

The trip to Marrakech in search of *Foxy* begins on foot but grabbing a skateboard or 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 (not to be arrested) including such strange guys as *Skateboarder*, the cat with the deadly bottle, and *Toyo*, the spectacled snake, with plenty of secret rooms, hidden bonuses and deadly traps.

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

There are 160 levels to whizz through, with more than 1600 finely-crafted screens to advance on the way. Gameplay's traditional platform 'pick-em-up' and offers nothing new in the originally department. Pick up the crates scattered around the landscapes and throw them at the *Rebs*, access, seemingly self-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 disc — definitely something I don't recommend. *Titus the Fox* is a very average game, only the excellent presentation stops it from falling into the instantly forgettable category. A disappointment.

ROB 42%



DR. DODGE



Crap! Where are my brakes? The Good: Fast Drive II is an all-action racing game. It's so fast, I've been playing since I played it and now I'm unable to get into a car without crashing! With several tracks to choose from, zoom around the police interacting with police officers and being a darn nuisance to other drivers. The graphics and animation on some of these vehicles are respects in places, but are mostly pretty convincing, especially when you do nasty things like hitting cars on the side of the road — and you folks, they actually move as you spin them! The high-speed sounds and constant repeat of brakes, make this a very convincing racing game. It's a pity there isn't a two-player option though.

PRICE: \$39.95



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



He's an ugly bugger isn't he? And while you're here, let's do a few more.



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



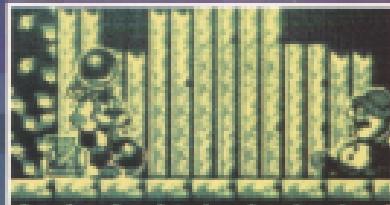
What's it all about then? Tight since the Fox? Doops, I mean Tails — original stars from a company called just for it! Tails Software. The bushy-tailed raccoon looks brilliant on the small screen. Large detailed sprites full of character and some great back grounds make up the platform action. The trouble with many platform games at the moment is they never do anything new or exciting. This is the first time the Fox fails too. We've seen it all before, but if you fancy an attractive platformer then check this out!

PRICE: \$19.95

FORCE FAX



The Fox is produced by the same company which put together The Blues Brothers games on both the Mac and PC.



Along the way, the Fox finds money and medals, but never fear, he's armed with a barrage of balloons to defend them with.



■ Producer: Tails
■ Players: 1
■ Price: \$24.95

Each car has a different dash-board layout but all of them go like the clappers. It's a good job really, as most of the time is spent dodging police cars.

N-RATING

VISUALS

68

Most presentation but poor quality graphics speak things.

SONICS

69

A couple of tunes to choose from, driving cars has great samples.

PLAYABILITY

74

The car controls are simple but dodging other vehicles isn't.

LASTABILITY

76

The few tracks are a good challenge but the speeds don't make the effort.

FORCE

71

A fast racing title let down by slightly dodgy graphics.

Be on your guard. You never know what's going to jump out on you.

N-RATING

VISUALS

76

Good but well defined sprites — cool animation.

SONICS

49

Soundtrack is a weak out and it's not pleasing.

PLAYABILITY

65

Easy to pick up but enemies are awkward and tiresome.

LASTABILITY

60

Not enough variety to provide a serious challenge — won't take experienced players long to complete.

FORCE

62

A fun platformer equal by nice graphics, animation and lack of challenge.

YOU WANNA COOK IT?
TUTTA YA, COOKIES!
MAMMA MIA!



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, quickly! If the column coming from the right is rotated horizontally, there is a line of checked cookies.

YOSHI'S 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 GBA and Game Boy versions play identically (apart from the two-player option) which is great news for handheld owners but must really upset GBA players who have to look out an extra £15 for the privilege of playing in colour and using a joystick.

At first, the action is a bit confusing, but play a couple of stages and you soon get the idea. The 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 onto the next round. Controlling the line of biscuits is easy: [A] speeds up the line of cookies and [B] allows you to jingle 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 GBA 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 two increasingly difficult rounds, a speed

option to add extra difficulty and a choice of catchy tunes that are

guaranteed to have you singing your ears off in seconds. Chris came up with the classic 'I'm a pink Yoshi Yoshi', you're a blue Yoshi Yoshi' but I preferred my 'Once there was a silly old man...' — look out for that in next month's top ten!

I recognise that biscy!

Although I tried desperately to like Yoshi's Cookies, the repetitive and unimaginative gameplay quickly bored me. The inclusion of Mario and Yoshi makes this much more (literally) than Tetris but it's nowhere near as playable.

I admit I was impressed with the first few levels but the ranking (gameplay just doesn't go anywhere)

Round Three is exactly the same as Round One — game play remains the same throughout, only the rate at which the biscuits drop alters.

If you've seen this in competitive playing but never the game itself, you should look elsewhere. After months of eager anticipation this is a bit of let down.

RRP £19.99



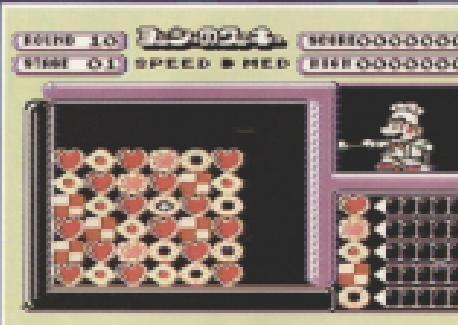
Reviewed!

72

IN FORCE ■ MARCH 93



At the beginning of each round, the lines of cookies fall very slowly.

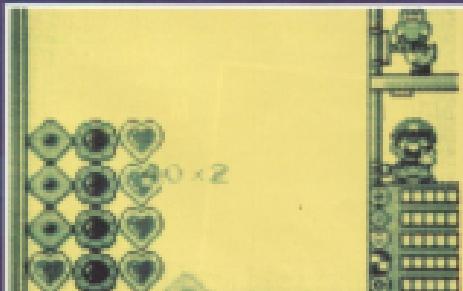


Get as far as Beyond Ten and the action really speeds up. Keep the line down by racing the machine to form a vertical line of circle-shaped cookies on the far right column. Better be quick though, time's running out!

FORCE FAX



Form as many lines as possible at the beginning. This helps keep the number of cracks down.



This is an ideal situation. There are only a few doubles on screen and the columns of four- and five-lettered words are about to disappear. Hello to the good world!



Funghi. Yummy! I can honestly say I've never seen so many wonderful discards in one place before! You know me and Mario games by now, I just love 'em. Sadly, this one is not up to the high standard of the rest. It's great for the first few minutes but I just waiting for something different to happen and it does'nt. As puzzles go, it's very similar to the original. You'd need that old chestnut Testes. Besides the obvious colour difference (and the price!), there is very little to separate the two versions. The simple controls work well and the graphics are excellent. The soundtrack is in catch 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 sharpie? laughs but a lot less at the concept.

Police said Marisol Heredia's son didn't try to keep his father to part-time job as a bouncer — after all, he'd been shot.



N-RATING

VISUALS

Family responsibilities and intergenerational care: Men's involvement in the family

SONIC

Typical Maricopa effluents made which results in great after-a-wash.

PLAYABILITY

It may be repeated, but this is a common action in a child experiencing the phobia.

LASTABILITY

The increasingly difficult roads test
panning with a little more than a
poker.

FORGE

The greatest stories in the
New Testament are inspiring stories.

FORCE 70

FORCE The greatest Marlboro on the road. You had better take a seat.

MANUFACTURED IN CANADA

73

Reviewed!

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



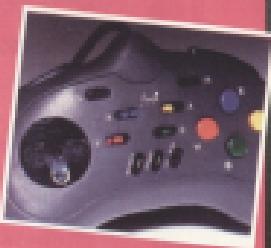
Konix SpeedKing £14.99

The Konix SpeedKing is comfortably in your hand and plays like a dream. It's small and portable with no unnecessary bulk, very accurate to use, and, for once money, the most valuable 16-bit joystick on the market.



Power Pad £15.99

A great pad with high accuracy. It's a joy to hold. Goodbye numb thumbs and blisters, the ergonomically-crafted body is kinder on the hands than Pain Liquid. Sharp responses and fast-moving buttons, coupled with turbo and auto fire options and a slow-motion switch, make this an ideal purchase.



Amplifier £9.99

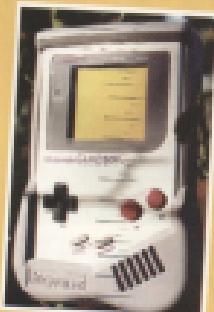
Why pay £100 back your ears because the Game Boy now has external stereo sound? The amplifier, moulded in light grey plastic to match the baby grey screen, houses two speakers that pump out the volume. It attaches to the base so, sorry, that it's easier for the top-notch sound, you would never know it's not there.



Holster

£9.99

This is a natty 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 holster fits like a protective shell, 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 — ours 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 who like their Game Boy lying on the ground. This adaptor plugs into your car's cigarette lighter, providing extra hours of fun and no need to fear for your batteries. Make sure you get permission first though, or you might just a cigarette stubbed out on your dashboard or worse still, the unsuspecting driver might try to steal your copy of *Rebel*! This is an excellent idea, ideal for long journeys but no good if you aren't got a car!

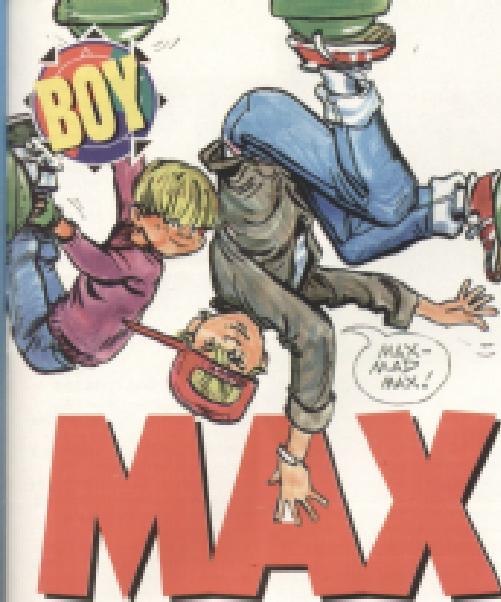


Light Magnifier

£9.99

Magnifiers are vital on the market at the moment and with such a wide choice, it's nice to be able to recommend one. The Konix Light Magnifier is durable, offers clear and precise magnification and the built-in light gives it the edge on its competition. Combine this with great value for money and you can't go wrong.





Max is a leap-around whosey mess-up with lots of cartoonish touches thrown in to spice up the action. One is Max's suction pad — part to grab onto existing trade platforms. Another is the way pieces of his armor fly off when hit, thus destroying his visor then reducing him to his clothes, shielded cap and jet pack. The cinematics and cutscenes are excellent, especially on stage Two (The Factory Colony), and the animation is irresistibly 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 80%



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... or, honestly, it's always the same. There are always some big baddies invading galaxies and threatening the entire population. Unfortunately for them, these baddies don't count on a little boy named Max who fights for justice, freedom and compassion. Game Boys for all kids!

The wiz henchman in this story is a nasty piece of work by the name of Graco. 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!

Using a super hero, Max sets off on a mission to free the galaxy (the solar system, not the chocolate bar!), armed with an vast array of tricksy gadgets, including porcupine needles 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 kick ass and make the evildoing run screaming.

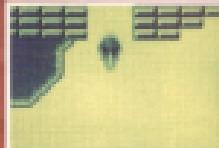
The Max factor

The running 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 early easy levels though and this can come to life. I've been playing off levels 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 — I am!

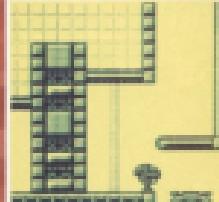
ROB 81%



FORCE FAX



When you're about to fall down a ravine or a small hole, cling onto a platform above you by pressing (SP).



Jumping on to the moving platforms is very tricky. Watch right above and Max numbers to his death.



Just one more gun to destroy. Crouch though, you're dead!



Help! Only a wobbly good old fashioned can save poor Max now!

• Producer	Intergames
• Players	1
• Price	CR\$19.90

N-RATING

VISUALS

They update — well presented despite sparse backgrounds

SONICS

Atmospheric sounds, including seven novelties

PLAYABILITY

A cool game to play — lots of tricky little levels

LASTABILITY

A good challenge but a little easy for experienced players

FORCE

Mac-tastic game with some nice graphic touches

82



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 baby looks like Michael Phelps on the right of the screen, uses his hyperion punch to great effect.

FATAL FURY



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 Fatal Fury to 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 hand-toads in the city. You control one of three competitors: Terry Bogard is a duck with a pony tail and cap, Andy Bogard wears pajamas and has long

blonde hair and Joe Higuchi covers himself with nothing but a hand towel — our female despoiler loves her.

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-twisting 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 with you can commit OSFA in a variety of scenes — highlights are the Dream Amusement Park and Source 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: 72%

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!



However, now here's an unusual offering for all you fight fans, a realistic karate combat simulation. The game revolves around the top 16 fighters on the championship karate circuit. After many years of blood, sweat, and eating bad chicken, Men-ken has become one of the elite.

To become champion, you need to master the many punches, kicks and defences that are available. Each

fighter's energy is represented by four sparkles above the canvas. As a fighter goes weaker, so his lights dim.

With this goes at any point during the game to build up stamina, increase power and then your reflexes to increase precision. Lean, mean and as fast as sheep in a meat sauce factory, you're now ready to take on the Best of the Best.

Hi-yah!

Rather than having a set number of attacks, there are 23 (count 'em) moves available and you can program any 10 into the joystick for any bout. Each weapon provides a different move, hold (y) and you get a completely different range — woohoo!

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.

Hitting mastered roundhouse kicks, leg sweeps and a deadly range of combination punches, all back and enjoy the quality graphics and sound.



Reviewed!

76



To tell the truth, I was unimpressed with this fight 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 these fighters, and finding the special moves is pure luck. 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 bad effects and you've got a very average, unoriginal beat-'em-up — yuck!

CRITIQUE: 54%



FORCE FAX

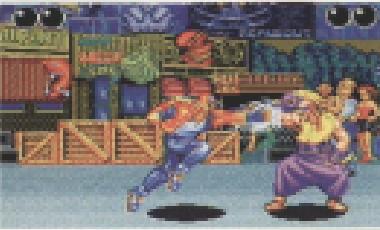


Hold down a combination of keys on the title screen to play any of the characters that crop up in the game. Turn into Acara (high for more details).



All that beat of the beat seems like a rather average beat-'em-up, but get into the option mode and there's a goldmine waiting to be discovered. There are loads of moves and plenty of ugly fighters with varying degrees of hideousness. The graphics are great, the referee looks like Mario in his early years here. The sound and FX are equally as good with lots of grunting and growling, as each player is smacked around heaps. Don't judge this too harshly, it's thumbs-up good fun.

CRITIQUE: 72%



Larry 6-Layer's special attack is similar to M. Bison's Power Gloves. The shock ring on the right interrogates a block and prepares to release



enjoy the quality graphics and sound. The animation of the moves is smooth and accurate, giving a real feel to the game.

The grueling training sessions, competition bouts and bare-knuckle fights, make this an absorbing game for one, with two players it's absolutely great. There's nothing like landing a sickening upper-cut right into a friend's stomach, knocking him to the canvas and out of the game. Lots of a movie who survived than an arcade game — it's a knockout!

CARL: 80%



Good shot! 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...



... just enough, then kick to the ribs, pull him on his back again and do this. It's lights out. The crowd looks on in silence as the ref declares the result.

■ **Producer**
Nakata Amusement Co.
■ **Players**
Two
■ **Price**
\$34.95
■ **Supplier**
Kathy Kassavas
Tel: 8423 342 381

N-RATING

VISUALS

84

Large detailed sprites and colorful animated back-panels

SONICS

60

A mixture of annoying tones, grunts, groans and Japanese words

PLAYABILITY

60

The special moves are very difficult to perform

LASTABILITY

65

There's a chance to play all the characters, keeping my interests too happy for hours!

FORCE

63

A poor man's Street Fighter II, but still a worthy game

N-RATING

83

Large sprites, well animated with smooth scrolling — good training session

SONICS

72

Good sampled speech and FLS, but little else of interest

PLAYABILITY

82

Surprisingly simple controls, a delight to play, a pleasure to master

LASTABILITY

81

Medium because bearing the heat in good shape with fun

FORCE

76

Not sure that arcade has but a good beat 'em that action stimulates more

SNES



— AN' NO REASON TO PLAY! —

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!

World peace is disrupted. The great magical Draakon has been captured and Dragon Princess have taken over the kingdoms. To restore peace and harmony, a small band of magicians, soldiers and scouts must visit each prince and put the world to rights. Many mysterious dangers lie ahead, and beings as yet unseen by mortal men. But don't worry — be happy!

The majority of role-playing games

use small, undetailed sprites with lavish backgrounds to tell a story. Draakon takes a new approach, using a combination of three-dimensional polygons and graphic-style illustrations and textures.

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 selects, to talking with monsters — I prefer to stick with them off!

It sounds so straightforward but I just couldn't get the hang of Draakon. 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 creatures 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 my cup of tea! — **NICK 88%**

FORCE FAX



Make 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

Never call me old fashioned if you will, but I think if you start thinking around reprogrammable Cyberdyne Systems Model 101 T-1000 Terminator, then you're asking for trouble. You see, they're so temperamental. One tap of the accelerator and you've got a Ripper' round automatic running award sticking its nose where it's not wanted.

The Skynet's the limit
For those unfamiliar with the T-2 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 wacky behaviour begins when the Skynet reprogrammes the T-1000 (the machine from the first film) to protect them from SKYNET and the T-1000.

12. The Arcade Game has five huge and action-packed missions. Both are very frantic and hot, like throwing the Game Boy across the room in frustration.

The main weapon is a machine gun with infinite ammunition, although it overheats and slows down if used constantly. To stop the gun overheating, 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 attacking shoot-'em-up, this is sure to have you jumping for joy. The future of the world rests with you.

Good luck and have a blast, ladies!

ROB 78%

BOY



KHEN



This is the healing place. Under the shrine your health is increased.



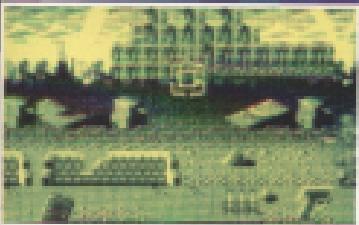
RPG fans rejoice, at last there's a REAL role-playing game, not the simple problem solving of *Zelda* but an interactive adventure modified by the physical attributes of the party of adventurers. Okay, so it's not perfect but there are plenty of nice features such as creating your own characters and 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 70%

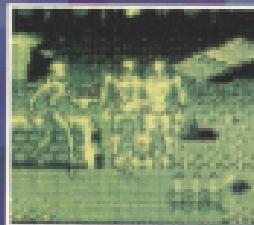


When I heard the arcade version of *T3* was out on the Game Boy I could hardly believe it. Surely L.A. couldn't fit all the brilliant graphics of the original game up onto the tiny portable. Well, believe it or not, they have! The graphics are incredibly detailed, almost identical in feel to *T3*. Judgment Day. However, I found them a bit dark, leading to a number of problems distinguishing power-ups from my own friendly troopers. I'd stand in a frenzy, only to realize I'd just stepped 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 lockons on Level One and the Grenade Launcher on Level Two. A big problem is the lack of lastability. Some may complain at the lack of levels, there are only six, but with a difficulty setting like this, even experienced game nerds have their work cut out. If you want an action-packed shoot-em-up with bags of class and a rousing soundtrack, this is the one to go for.

CHRIS 84%



Whenever there is a break in the action, shoot the power-ups on the bottom of the screen. The icon on the right costs the machine gun.



For maximum damage, aim at the terminators' heads. Body shots kill them much more slowly.

■ Producer
Intergames
■ Players
1
■ Price
£19.99



N-RATING

VISUALS

74

A unique combination of 3D polygons and sprite sprites.

SONICS

71

A combination of very atmospheric music and odd sound effects.

PLAYABILITY

68

The first level is shockingly difficult making the game a bit of a non-starter.

LASTABILITY

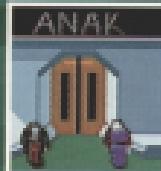
76

If you persevere, the enormous campaign last for ages.

FORCE

70

An odd collection of great 3D graphics and very tough puzzles.



■ Producer
L.A.
■ Players
1
■ Price
£24.99
■ Supplier
Krazy Konsolas
Tel: 0423 342 991



N-RATING

VISUALS

80

Incredibly detailed graphics with multiple subsections.

SONICS

85

Good gun and blast ID and an atmospheric soundtrack.

PLAYABILITY

76

Controlling the really fast on the dark background. A bit on the boring side, but you get used to it.

LASTABILITY

85

Although there are only four missions, they're tough enough to make this very lastable.

FORCE

81

A great collection of a high impact shoot-'em-up.



PRO QUART



Down, set! Hut! Hut! Hut!
Ooooph! Pass the pig skin
man, it's Monday night
time to run for daylight. CARL
huddles up for a Hail Mary.

The American football season has drawn to a close and the Super Bowl is just a faded memory. But can we escape all the acrobatics and glitter? 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 touchlines into view. Despite this it looks good — until the sprites move that is!

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 trappy 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 cheerleading 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 as 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 next-gen games. Full marks for effort, better luck next time!

CARL BPP



It's first down for Tampa (in orange). The player controls the quarterback and the receiver indicated with an arrow.



Hockey... isn't that a girl's game? Aaaargghh! CHRIS opens his mouth once too often and gets a puck rammed down his throat!



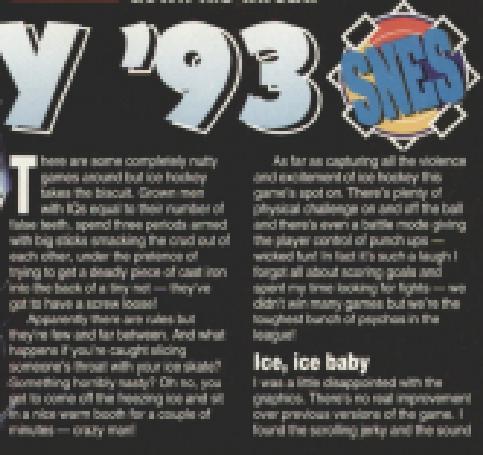
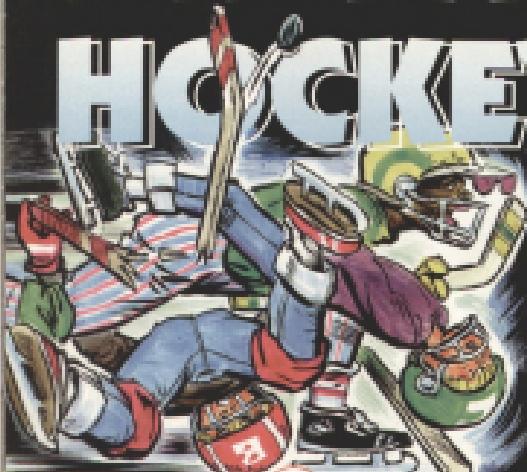
There are some completely nutty games around but Ice Hockey takes the biscuit. Grotesque men with 10s equal to their number of false teeth, spend three periods armed with big sticks smacking the crud out of each other, under the pretence of trying to get a deadly piece of cast iron into the back of a tiny net — they've got to have a sense of humour!

Apparently there are rules but they're few and far between. And what happens if you've caught along someone's throat with your ice skate? Smothering hockey death? On no, you get to come off the freezing ice and sit in a nice warm booth for a couple of minutes — crazy man!

As far as capturing all the violence and excitement of ice hockey this game's spot on. There's plenty of physical challenge on and off the bat and there's even a battle mode giving the player control of punch-ups — cracked but 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 neither is the toughest bunch of psychos 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 scrolling jerky and the sound



QB BACK

FORCE FAX



One play that works most of the time is a Flare right. Choose the inside right receiver and give him enough time to cut across field before throwing the pass.

Effects are very basic — an occasional spark off as the action heats up and the backgrounds move more than sounds like the dolphin tank at Sea World.

It's not the easiest game to get into despite the simple controls — getting stuck on target and emerging together more than ten 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 grudge 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 sans 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 62%



The face off is displayed in glorious close-up. What's not for a flying kick?

In this try battle, the LA quarterback is about to hand off pass to the receiver.



Wooo! 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 just an NFL simulation 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 65%



Goal! To score, take a shot and when the keeper moves, slip the puck under him.



I'm not usually a fan of sports sims but I really enjoyed having a bash with NHL '93. The graphics are nothing to look at but they serve their purpose and there are some great sounds as you play, with groans and groaning ice — play tested effects here in the intermission with an assist from Stamperman is quite impressive with lots of barging and feil 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 neat touches to keep players interested including action replays and full Moonights on the rink!

MARK 70%

There's choice as the running back prepares to charge right. Oh odd! The audience are cheering on a play — this could be noisy!

■ Producer: **Electronic Arts**
■ Players: **2**
■ Price: **£39.99**
■ Supplier: **Gamestar Ltd**
Tel: 081 471 4810

N-RATING

VISUALS

81

Most use of the custom hardware but weird perspective is disconcerting.

SONICS

74

Average sound with sampled speech thrown in.

PLAYABILITY

69

Unorthodox but good simulation, limited plays and poor control.

LASTABILITY

61

Too easy as a one-player game but a good challenge with a friend.

FORCE

A fresh approach — impressive at first but falls short of the mark.

66



N-RATING

VISUALS

80

Surprisingly small sprites — no visual improvement over the Sega CD version.

SONICS

60

Traditional-style crowds and embarrassing organ samples — yuck!

PLAYABILITY

83

Lack of complicated button controls make gameplay easy to master.

LASTABILITY

83

Good variety of one- and two-player simultaneous game options.

FORCE

A great game but not much of an improvement over EA Hockey '92.

79

81

Reviewed!



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 its recent death, was ruled over by the Sorceress-Emperor Wanger.

The only heirs to his throne were Wanger's triplets — each exactly the same age. As these was no intent to take the throne after Wanger's death, the three jealous triplets fell upon each other and Vangoria became divided. Each son claimed what land he could tend 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 Hell Goblin tribes.

South west of the Darklands is Quaine, inhabited by noble Prince Gallant and his band of brave knights who fight against the evil Sorceress and Vangoria and his terrible creatures.

Throughout the eastern territories

live the Barbarian Mamots who remain in constant tribal conflict. In the south is Zifferon, an east province ruled over by the equally evil Zifferon Highpriest, the God of evil.

For the time is coming as Aragon Trudeau and the forces of truth begin to break free...

Get the set

This may be the story of Batticards. The complete set of 140 cards includes 97 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 Batticards system.

The object is — as with most trading cards — to collect the set. But as well as swapping, use them to create hazard lights. Battle to the

JOIN THE BATTLE

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 Batticards!

Batticards are made possible by the scratch-off technology found on most lottery tickets. Scratch off the spots and there are various symbols resulting to weapons, magic, spells etc.

By following the simple rules, Batticards allow different cards in the set to fight each other to the death.

Fights between two cards isn't the only the only feature of Batticards. 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 Hornal-Earl' for example. The quest is to find the rings stolen during the siege of Vangor's capital, Cendanda. Locate the cards that have a ring printed on them and these 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 six Wondrous Treasure cards — these are eight 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 Merlin and WWT sets.

THE KINGDOM OF INVANGORIA





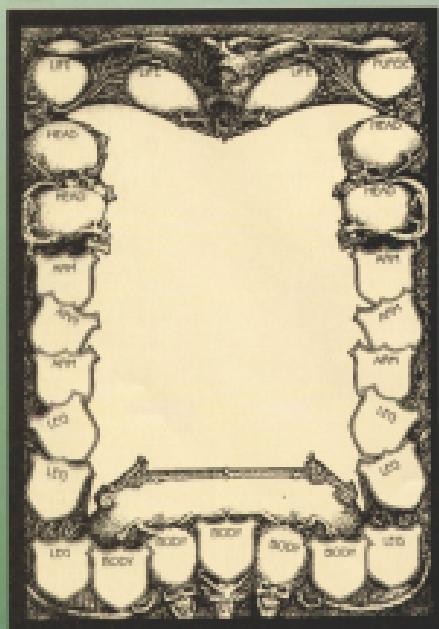
Hey, listen up you lot! Here at N-FORCE we think the Battle Cards artwork is fantastic, so what we want you to do is to put crayon, marker, brush, oils (or all of them) to paper and design your own Battle Card.

Use the card outline supplied to trace over (or photocopy if you prefer).

Steve Jackson will make the draw and the lucky winner will receive:

- A signed scroll proclaiming them as the best painter about.
- A signed and framed original N-FORCE card.
- Your artwork gets printed within the magnificent pages of N-FORCE.

So get scribbling and send your entries (any size) to Battle Card Comp, N-FORCE gallery, (Europa Impact, Ludlow, Shropshire, SY18 1JW). 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 cushion.



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.

MF: So Steve, when did you first get involved in fantasy gaming?

SJ: Well, from a very early age I was always a games nerd. When I was in school I had a vast and larger collection of games than any of my friends that's where I met fan.

MF: That's Ian Livingstone of Fighting Fantasy and Games Workshop fame?

SJ: Yes (grins). He's my long-time friend and partner who I met through our mutual fascination with gaming. After school I went to Real University where I started what I believe was probably the first fantasy gaming society in this country.

After Real I got a summer job on a beach in Dorset, looking after kids.

MF: The feathered variety?

(Laughs) Yep, women like that 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 1979 and we opened the first Games Workshop in 1980 to a massive response from the public.

MF: And the rest is history. So how did you get the idea for Battle Cards?

My fascination goes back to when I was in Canada as a child and I collected baseball cards. I was mad on them and still am. 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 making cards of my own but with a difference.

MF: What sort of difference?

People would be able to play games with them, they'd form an adventure through a fantasy land of heroes, queens, magi, 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 but we'd got so much else 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.

MF: Do you see a version on a Nintendo system?

I think the games would transfer well to a console but there are no plans at present. However, if anybody out there is interested in pulling it together I like the idea (laugh). Yet, why not?

MF: 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

Populous is the kind of game guaranteed to bring out the God-like wrath in anyone. The object is to maximize your residents' faith in you by flattening land so they can build loads of huts and pastures and spread the word of what a wonderful God you are.

The only problem is your opposite number (the Devil) has equally evil followers, who are rapidly increasing in numbers as well.

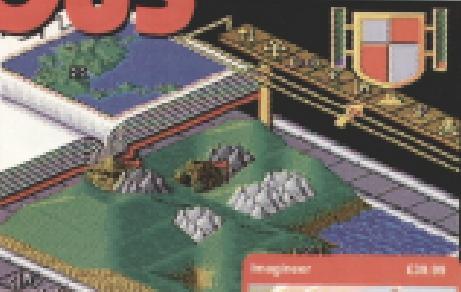
Try to get as many disciples as possible so you can use their faith to overcome evil once and for all. The

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!

The graphics are very good and in-game sounds are very weird — best compared to a 10-store garage heavy breathing down a telephone!

If you like a test of strategy, Populous is an excellent choice. It's simple, slow and at times tedious but it's very addictive, and once you get the hang of what's going on the addictive is very good.

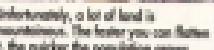
AMBI 76%



The blue bar represents the amount of faith the residents have in your powers as a God. The enemy's power is in red.



As population increases, the residents build smaller instead of isolated houses. Cities can much easier to defend!



Unfortunately, a lot of land is inundated. The faster you can flatten it, the quicker the population grows.

Imagination 8.00/10

VISUALS 81%

SONICS 63%

PLAYABILITY 78%

LASTABILITY 84%

FORCE 16%

QUATTRO SPORTS

I tend to get a bit weary of carts with more than the usual one game on them. There have been plenty of game classics crammed with as many games as possible at the expense of quality and gameplay.

But Codemasters deserve a pat on the back for the Quattro Sports

pack. Four games on one big cart, including a great baseball and a reasonable football game.

Put your sun-glasses on boys, it's another of those very bright polycolors and cartidges and it's slumped into a selection screen to choose between BMX Simulator, 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.

While it doesn't have the depth of some of the more serious sim games, with a mate, this is one part that keeps you interested for ages. It's good fun, and worth the money.

AMBI 76%

The BMX sim is the sport of all four powers. Follow the obstacle course and dodge the boulders for big points!

CodeMasters 8.00/10

VISUALS 61%

SONICS 47%

PLAYABILITY 77%

LASTABILITY 81%

FORCE 18%



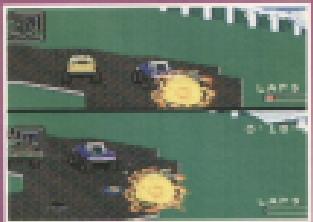
Follow up! The two-player baseball game is a great laugh.

Off-Road Racing is a perfect introduction to the world of Off-Road racing. There's an option menu allowing you to pit your wits on a number of nasty tracks, each one with its own intricacies — ice, sand and even landmarks! There's also a choice of various vehicles and various customised parts to supercharge your steel beast.

Get into two-player mode and things get decidedly maddening. Drivers driving their best to kill you and keep their vehicles have you racing and racing all over the place. If you're not concentrating it's very easy to go 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'll 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

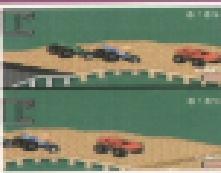


Using the split-screen view, you can look in the rear-view mirror and watch an opponent turn and bound.

Stems go! It's high-speed action all the way with the ramp-blaster soundtrack making things decidedly tidy. Yellow!

good attempt at an off-road racing game. The custom track option adds to replayability but ultimately there is 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!

RSB 7/16



Interplay	(44.99)
VISUALS	71%
SONICS	62%
PLAYABILITY	67%
LASTABILITY	72%
FORCE	H%

RPM RACING



FIST OF THE NORTH STAR

Fist of the North Star is another in a long line of never ending beat-em-ups. It has a two-player rollers, eight weird and wonderful characters to choose from and various fantasy backgrounds depicting strange scenes including meadows, dilapidated castles and lush palaces.

Controlling each character is straightforward, you also have a few broken special moves, very similar to

Street Fighter II, that require keypad 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.

RSB 6/16



Okay you two, break it up! Using special moves allows most of an opponent's energy. Get him, quick!



Producer	(49.99)
VISUALS	74%
SONICS	65%
PLAYABILITY	70%
LASTABILITY	65%
FORCE	H%

The last-hailed enemy was his match! Get on a lethal weapon — ready!

STÈVE ASTRAL BOUT

And I think could be a better name for the game. Not only is it the most exuberant of graphics, sound, animation and presentation that I have ever seen on any 16-bit system (and many 32-bit machines, too) but the gameplay is absolutely vital.

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

sped your head testing. The rubrics of the word test — totally lacking class or style.

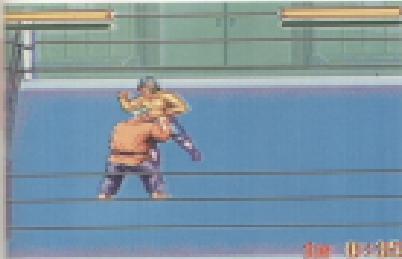
Yet another example of software companies trying to cash in on the *Street Fighter* fad... except that the rest at least makes an effort to produce a decent game. Never have I been so embarrassed to own a game. Under no circumstances should you consider buying this — it's a steaming pile of... *garbage*.

• 2011 LMS

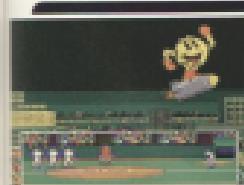


Top: boomerang wood lantern
Bottom: one just two of the
various lighting styles.

symbolic.
This guy (left) may be old but
he's still a hard case. His
punch makes a big impact on
the opponent's energy box.



King Records
VISUALS 81%
SONICS 16%
PLAYABILITY 10%
LASTABILITY 11%
FORCE -13%



卷之三

All the profession 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. **Mark 73%**

111



A top-down view of a baseball field. A pitcher in a blue uniform is in the middle of a windup, throwing a ball towards a batter in a white uniform standing in the batter's box. The field is marked with bases and foul lines. Other players in blue and white uniforms are positioned in the field, including a catcher, an umpire, and fielders in the outfield and around the bases.

When the batter hits the ball the field perspective changes from closeup (below left) to perspective (left). The catcher dives for the ball while the runner advances toward the bases. On the right

Hamburgers, sheep leaders, limitations of screening tools. Sun Butter up has all this and a little bit more. As bacterial simulations go it's a lot on the average side. Although the graphics are excellent and well defined, the action is a little adverse to control and, as I'm a totally brainwashed by *Half-Life*, I had to have a sit down before playing the



SUPER BATTER-UP



VISUALS 75%
SONICS 71%
PLAYABILITY 72%
LASTABILITY 71%
FORCE 81%

Where you stand on the bench is essential for returning a good ball. Stand just far back and it's long hard.

Prize winners!

Once again welcome to the winners enclosure my petit pals - put down that turnip, dust off your trifly 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 give-away issue of the world's favourite Nintendo read.

way issue -
favourite Nintendo 64

What does it mean with entries for the CHS64 MA
JUNIOR COMPETITION? To us, it means that we made no
one would like to give everyone a prize, there was no
way David could afford enough to get the rest
of the prizes required.

Amongst the 20 lucky winners who will receive the prize
of their choice are:

Dyfan Cresswell from Hales, David Joseph from
Blaenavon, Glyn Walker from Great Western, David Howell from
Newport, C. Sangher from George, Gwenda Prokes from
Bridgend, Tony Morris from Monmouth, Peter Sanderson from
Glasgow, Glynne Morris from Llanelli, Jason Drapelle from
South Yorkshire, Jon Barker from Fleetwood, Glyn Huws from
Ynys Môn, M.S. Chapman from Fleetwood, Glyn Parry from
Pwllheli, Peter Morris from Barmouth, Wendy Orman from
Aberystwyth, Rich Morris from Hull, Simon Thornton from Chelmsford,
Lee Bamford from Chelmsford and Alan Gibson from
Newcastle-upon-Tyne.

Congratulations to all you guys. Enjoy those sticks until your
winter blues.

POWER

It's a healthy thing to write down your
targets to take home this year
and to keep your mind focused.

Journal power

Pedal power
By June 1970, we were due want a healthy tonic to what could your
plans. You see, we had to find any place to take home the gear
parts of which were not only the little bit of steel a typical flight
but also included pieces of strange metals when you had to use
batteries. Better than a car and negotiable freight rates, there was
no response to this cargo, but unfortunately there could only
be a handful of drivers. They are
Quentin Ladd from Manchester, John Patterson from Springfield,
Orintha Martin from Manchester, Freda Mitchell from Bedford,
E. Michael from Springfield, Madeline Lundy from Holyoke, Dennis
Kurtin C. from New Gloucester, Cecilia Cawthron from Bedford,
Richard Ladd from West Medford and Andy MacNeil from
Gloucester. Well, some you guys and gals took to the many hundreds of
steel artifacts, keep on trying — it could take your tools to no avail
"well."
Fancy new features? Well, all you have to do is turn to
any catalog to see any number of mega priced dual am-
plifiers, quadraphones, back box and — every other

...and many more. I am sure you will be interested in the following list of books and authors, which I have collected from various sources. I hope you will find them useful.

FEES WITH 12 BU



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FEEL THE HEAT!

TURNING ISSUES OF N-FORCE



Subscribe to N-FORCE,
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Britain's best Nintendo
mag delivered to your door!

N-FORCE is turning up the heat for 1993. With
more pages, better tips and competitions and a
huge selection of games, we've got a hot
issue 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 — games of
top notch each month.

These are just a few of the reasons to subscribe to
N-FORCE, and there's no time like now. We don't
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■ SNES Turbo Touch Joypad
■ N64 Turbo Touch Joypad
■ Game Boy Magnight

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2 years

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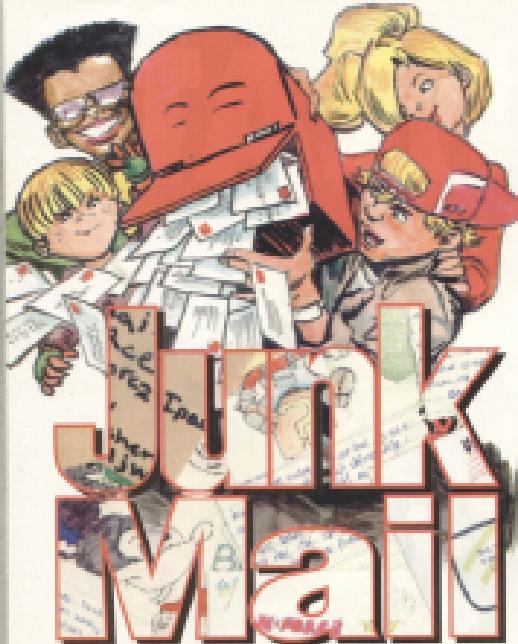
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Get a grip... Get your



Letters!

Game Boy mad

I think your mag is great excellent because you get an Xpress card to get lots of goodies. I am 11 years old and own a Game Boy and an N64. 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 N-FORCE N-FORCE t-shirt.

■ Steven Harries, London, SE15

■ Talk your dad into buying a Game Boy — they're also 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 lacklucky.

I know your magazine is as good it doesn't need any help, but I'm gonna give you some of my opinions to make it look...

More free gifts, a 20F video, with other news, news 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.

PS: Can I come and work for you.
■ Lindsay, (13) Fife, 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 116 in issue 8 and we'll continue to expand 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 3. In issue 7 it's 50% when you give Mario 3 54% when it's worth 80%.

Also, you said that Super Mario Bros is 100%, but I loved it.

■ Richard Lawrence, Farnley

■ Oh, you found us out — we accidentally put the wrong scores in for Mario 3! It's a fantastic game and really worth 80%. 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

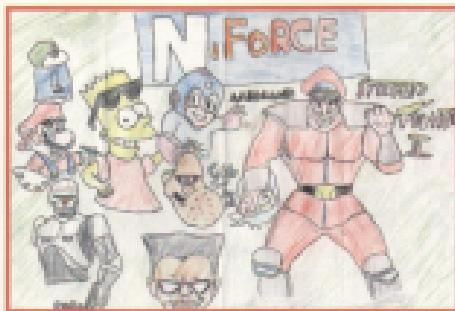
Please can you tell me why there are hundreds of games in mail order catalogues that I've never seen reviewed? I know a lot of these must be American or Japanese, could they import some and review them?

For example on the last few issue titles such as Star Wars, Spider-Man, Ultra-Man, Tieso Crusader, Best of the

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!



So you want to be a popstar? Check it out! If your number matches the winning number on the following page, you win this complete band set! Everything you need to start performing.



Luke Thompson of Poole is a bit of an all-round Materials fan by the look of this drawing. Well done Luke, there's an extra-bag N-FORCE T-shirt on the way...

Best and stamp. Also how would you rate Sim City?

■ Neil Young, Bradford-on-Avon, Wiltshire

■ 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. (San City is a great game — we gave it 90% in issue 3.)

Contra-dictions!

Congrats on the ace mag. So far I have collected all issues under the

sun!

One plus though — would there be a stylized, colourful, totally tack and blue-hedging publication-free (general, general) folder to keep N-FORCE magz where they should be (just mine it's a habit of wandering at right and ending up in every state imaginable.)

That's about all the quibbles on the mag. Anyway, after reading issue 1, I suggest an advert for Super-Producer — Alien Rebels. This looks a complete rip-off from Contra Spirit II — 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 reviewers, although brilliant, are a little bit scarce and I would be consoled to see a few more dedicated about the place. To round off, could we have a few more tips in the all-ready massive tips section please.

■ Kevin Devastor, Cleethorpes, Lincolnshire

■ We're always trying to pack as much into N-FORCE as possible. Game Boy reviews and tips are welcome. It's just at the moment there are more new games around than us and new games. But we always try to look at as many games as we can in all three formats.



applies to Universal Soldier and Super Producer.

I've also noticed that most advertisers have got free, or no, no. 100 games for sale (eg Software 88, Spectrum, etc), but to contradict that, in almost every electronic store there are at least ten games for the res. (By the way, for novices, get Contra II — The New Batch from Sunsoft see it's ace — one of the best games I've seen in ages!)

■ Chris Jones, Chesham, Cheshire

■ You're dead right — Super Producer is the English version of Contra Spirit, and it looks that the same may be the case with Super Tumban when it's released. And by the way, you can get some very nice N-FORCE blisters from our mail order page.

Street Fighter zero?

I am now the proud owner of a snail and I thought I would bring it to your attention that there are three Street Fighter games.

INSTANT WINNERS...

564200
591111
607720
648200
500160

Hey, you. Yes, you. Don't turn the page, you should be here at this month's lucky winner! 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 Legend of Zelda, or T2 on the Game Boy or Hyper Soccer on the res. 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, Bandylands House, Marcomb, Lancs, LA3 1SD.



Ready for some fast 'n' furious fun? We've got FIVE of these brilliant remote control powerboats up for grabs! Call the hotline now...

Need a card?

You can't win if you don't have a card! To get one, send an SAE to Megabite, Bandylands House, Marcomb, Lancs, LA3 1SD.

Call 0891 424199

Answer two simple quiz questions and get all the winning numbers.

Calls cost 25p/min (0900-0930, 0945-0955 all other times). Please ask permission before you call. Maximum length of call is 15 minutes, which costs £1.50 (0900-0930), £5.50 (all other times). We advise you to call off-peak. A full list of rules etc is available by writing an SAE to Megabite (N-FORCE Express), Bandylands House, Marcomb, Lancs, LA3 1SD.

Say What?!

This month's most quotable quotes...

I would like to tell you N-FORCE is the greatest magazine to tell the stories from.

■ Andrew McCarthy (15), Dagenham, Essex, UK

I would be very grateful if you print my picture as it would show up my mates who love Sega.

■ Kevin

I've sent this letter to brighten up the magazine slightly.

■ Luke Preston, The Old Vicarage, Poole

Could you make this your letter of the week, please?

■ Paul Young, Westwood on Axon, Hertfordshire

I'd just like to say thanks for helping me find my Street Fighter 2 card that my dog turned last month.

■ Rob Sherwin, London HP1

Oh, by the way... can you say hi to my very girlfriend Lindsay Miller & tell her, please, Chris and I say, 'hihi, apni, hi hi, you', 'hihi apni'.

■ Lindsay, (18) Fife, Scotland

Magnifying glasses are brain dead.

■ Damon Sutherland, Chesham, Kent

I think your mag is mordy and by far the best for Nintendo.

■ David Joseph, Bexleyheath

I think Desert Strike is racist propaganda.

■ Michaela Quade, Birmingham

I wouldn't go out with a girl that had a lifevestige.

■ Jason Livingston, East Kilbride

My T-shirt size is 30 inches and I am ten years old.

■ Steven Gibson, Preston, Lancs

Is there such a thing as a Mega Drive converter for the sega?

■ Stuart Ryman, London

Super smashing great!

■ Alan deepest, Aylesbury, Buckinghamshire

Where's the Norton Auto?

■ Marshall, New York, NY

How big is N-FORCE every month cost it tenks aye.

■ Paul Turner, Kingsgateford

I've got a dog called Maxie, a cat

called Yoshi and a sister called Sarah-Louise.

■ Brian Bailey, Gloucester

I'm 25 years old and I love your magazine.

■ Russell Shrigley, Wheatfield, Manchester

What happens if you put a car in a tree?

■ Sean Brown, Bootle, Liverpool

How old is Nick because my sister names him!

■ Cynthia Wright, Scotland

Have I got a faulty monitor or is Yoshi meant to be blue?

■ Peter Evans, West Glamorgan

My friend, Simon, says his son's Street Fighter 2 is the Queen Pen in the long...

■ Alan Jeffries, Poole

DYNAMIC DOODLERS!

What a month it's been for doodling artists in N-FORCE!

Wendy had sonic conkers, Ivan Manope with a weight problem, to Chon's Knocking Sonic's but, Unfortunately we can't fit 'em all in — here's a list of those doodling artists:

John O'Brien

James Wilson, St Albans

Lewis Bryant, Bognor

David Williams, Netherlands

Colin McNaughton, London

Alan Roberts

James Mac, Scotland

Jennifer (Brown), Wiltshire

Clive Ellis

Deborah Roger, London

Steven Rance, London

Kevin Cawston, Wigan

Steven Davison, Warrington

Steven Chapman, Aberdeen

Neil Hogan, Liverpool

Paul Brookman, Kent

Karl Tait, West

Caroline Bart, Plymouth

Leanne Morris, Huddersfield



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.

■ Eddie Pritch, Southampton.

■ How can you say there's not that much difference between the two and the Mega Drive — didn't Gear'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 is thinking the same thing. So here's the question: I am very confused. *Mega Machines* said there is, as yet, another mag said there is, so because you're probably aware I thought you would know. Please tell me if there's a code to play the four and bosses on *Street Fighter 2*. If there is please tell me it.

■ Matthew Miggs, Lancashire, 29914

No there isn't.

Boy blues

With all the recent *Amiga* bashing for the Game Boy — it's brilliant.

■ Kevin Bonham, Bexleyheath, 29996

As soon as one of our mail order companies send it to us!

Question krazy

I think your magazine is great. Please could you answer these questions:

1) Is *Fight Fighter* and *Hi-Fighter* any good?

2) Will *Home Alone* be out on the Super 1600?

3) Is it true that *Tommy* is coming to *Amiga*, *Amix* and *Game Boy*?

■ Michael Ellis

Fight Fighter is a pile of poo but *Hi-Fighter* isn't a bad beat-em-up. *Home Alone* has been available on the 1600 for a long time — but don't touch it with a barge pole! As far as this goes, yes it's planned but there are no official release dates yet.

Seedy films!

Please answer these questions that are getting to your inspection knowledge

of the cheaper versions that have appeared are a bit dodgy but if in doubt phone us at N-FORCE before you buy!

■ M.F. 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 issue page!

I'm Dizzy!

1) Why oh why do you guys letters that say "why don't you do *Dizzy* (say) Drive (say) inverse — can't they read?"

2) Do you think I should get *Dizzy* (say) thing or *Mega Machines* (say) this?

3) Why is the *Game Genie* (say) quite expensive when the *Game Genie* (say) that's going to be cheap?

Hope you can answer those and print my letter in your excellent mag.

■ Joseph Gammie, Buryfield

We print wacky letters for a bit of a laugh ready! As for these two games, it depends on what sort of a gamer you are. *Dizzy* is an excellent cartoon adventure and *Mega Machines* a fast racing sim. The *Game Genie* probably costs a bit less because there's less of it!

What's an Amiga?!

Firstly, I would like you to tell me *Force* is the greatest magazine in the shelves ever. Please could you tell me if the new *Amiga 1200* is better than the old for games. My brother says it is, but I want to know for sure?

■ Andrew McCarthy (18), Bexleyheath, 29998

Hi, the differences between the new *Amiga* and the old are vast. For a start they offer far totally different markets. The *Amiga* is a home computer which means you will be able to print letters, do accounts, run music programs and utility software as well as play games. The *1200* on the other hand is a 1600 gaming machine for dedicated game fans.

I would say that the *1200* is far better for games. The *1200* doesn't really count. It's the *1200* in *Force* of the new goodies coming from Nintendo like the *Special FX* ones. These games can have up to 16-Meg of memory just inside the case, check out the *Incredible Street Fighter II* or *Evilny the Bishop* for example!

GRAB A BARGAIN AT THE ONE AND ONLY...

N.FORCE SUPERSTORE!

100% FROM NINTENDO!

ACTION REPLAY

Action Replay. The cartridge the experts love, is a powerful cartridge technology that's built-in based. It also specially designed to allow you to effectively "fix" your game! Your cartridge so you can more easily play Japanese games to levels you did not know were possible and then play it to completion. The SNES and the MD version allows you to play Japanese or Japanese cartridges on your UK console. The Game Boy version is the sort of a normal cartridge so you don't have to worry any bulky hardware. Action Replay is as easy to use. All you need is the joystick or control pad - it couldn't be simpler.

Game Boy Version
SNES Version
MD Version



DATEL SNES UNIVERSAL ADAPTOR

With the SNES Universal adaptor you

can play ANY Japanese or American cartridge on your 16 Bit Console. It also works as a dual game adaptor and has a switchable game selection.

Price £17.95 Code: 8829



MAGNILIGHT

For Game Boy fans here's a magical Magnilight 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

Price £12.95 Code: 8828



LASERSCOPE

Your voice is the power. Now, you have the power to track and destroy targets without using your hands. The LaserScope adapts command driven tracked units with all SNES, Master System, Game Gear and MD games giving you the ability to target and摧毁. It also needs the power of voice command. The headset can be used with all MD games to eliminate your power while enhancing the sound of the action.

Price £18.99 Code: 8817



CORISH'S COMPUTER GAMES GUIDE

This book helps you find almost any game you care to name on a wide variety of computer formats. Covers backdoor codes left by the programmers, cheats and tips to get past your opponents, how to stop levels, points for infinite lives, time etc plus many other options. This is the ultimate first book with "In excess of 700 pages", "In excess of 1200 games", "In excess of 200 references", "More than 12000 hints, Tips & Puzzles".

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81, Gremnas 82, Gremnas 83, Gremnas 84, Gremnas 85, Gremnas 86, Gremnas 87, Gremnas 88, Gremnas 89, Gremnas 90, Gremnas 91, Gremnas 92, Gremnas 93, Gremnas 94, Gremnas 95, Gremnas 96, Gremnas 97, Gremnas 98, Gremnas 99, Gremnas 100, Gremnas 101, Gremnas 102, Gremnas 103, Gremnas 104, Gremnas 105, Gremnas 106, Gremnas 107, Gremnas 108, Gremnas 109, Gremnas 110, Gremnas 111, Gremnas 112, Gremnas 113, Gremnas 114, Gremnas 115, Gremnas 116, Gremnas 117, Gremnas 118, Gremnas 119, Gremnas 120, Gremnas 121, Gremnas 122, Gremnas 123, Gremnas 124, Gremnas 125, Gremnas 126, Gremnas 127, Gremnas 128, Gremnas 129, Gremnas 130, Gremnas 131, Gremnas 132, Gremnas 133, Gremnas 134, Gremnas 135, Gremnas 136, Gremnas 137, Gremnas 138, Gremnas 139, Gremnas 140, Gremnas 141, Gremnas 142, Gremnas 143, Gremnas 144, Gremnas 145, Gremnas 146, Gremnas 147, Gremnas 148, Gremnas 149, Gremnas 150, Gremnas 151, Gremnas 152, Gremnas 153, Gremnas 154, Gremnas 155, Gremnas 156, Gremnas 157, Gremnas 158, Gremnas 159, Gremnas 160, Gremnas 161, Gremnas 162, Gremnas 163, Gremnas 164, Gremnas 165, Gremnas 166, Gremnas 167, Gremnas 168, Gremnas 169, Gremnas 170, Gremnas 171, Gremnas 172, Gremnas 173, Gremnas 174, Gremnas 175, Gremnas 176, Gremnas 177, Gremnas 178, Gremnas 179, Gremnas 180, Gremnas 181, Gremnas 182, Gremnas 183, Gremnas 184, Gremnas 185, Gremnas 186, Gremnas 187, Gremnas 188, Gremnas 189, Gremnas 190, Gremnas 191, Gremnas 192, Gremnas 193, Gremnas 194, Gremnas 195, Gremnas 196, Gremnas 197, Gremnas 198, Gremnas 199, Gremnas 200, Gremnas 201, Gremnas 202, Gremnas 203, Gremnas 204, Gremnas 205, Gremnas 206, Gremnas 207, Gremnas 208, Gremnas 209, Gremnas 210, Gremnas 211, Gremnas 212, Gremnas 213, Gremnas 214, Gremnas 215, Gremnas 216, Gremnas 217, Gremnas 218, Gremnas 219, Gremnas 220, Gremnas 221, Gremnas 222, Gremnas 223, Gremnas 224, Gremnas 225, Gremnas 226, Gremnas 227, Gremnas 228, Gremnas 229, Gremnas 230, Gremnas 231, Gremnas 232, Gremnas 233, Gremnas 234, Gremnas 235, Gremnas 236, Gremnas 237, Gremnas 238, Gremnas 239, Gremnas 240, Gremnas 241, Gremnas 242, Gremnas 243, Gremnas 244, Gremnas 245, Gremnas 246, Gremnas 247, Gremnas 248, Gremnas 249, Gremnas 250, Gremnas 251, Gremnas 252, Gremnas 253, Gremnas 254, Gremnas 255, Gremnas 256, Gremnas 257, Gremnas 258, Gremnas 259, Gremnas 260, Gremnas 261, Gremnas 262, Gremnas 263, Gremnas 264, Gremnas 265, Gremnas 266, Gremnas 267, Gremnas 268, Gremnas 269, Gremnas 270, Gremnas 271, Gremnas 272, Gremnas 273, Gremnas 274, Gremnas 275, Gremnas 276, Gremnas 277, Gremnas 278, Gremnas 279, Gremnas 280, Gremnas 281, Gremnas 282, Gremnas 283, Gremnas 284, Gremnas 285, Gremnas 286, Gremnas 287, Gremnas 288, Gremnas 289, Gremnas 290, Gremnas 291, Gremnas 292, Gremnas 293, Gremnas 294, Gremnas 295, Gremnas 296, Gremnas 297, Gremnas 298, Gremnas 299, Gremnas 300, Gremnas 301, Gremnas 302, Gremnas 303, Gremnas 304, Gremnas 305, Gremnas 306, Gremnas 307, Gremnas 308, Gremnas 309, Gremnas 310, Gremnas 311, Gremnas 312, Gremnas 313, Gremnas 314, Gremnas 315, Gremnas 316, Gremnas 317, Gremnas 318, Gremnas 319, Gremnas 320, Gremnas 321, Gremnas 322, Gremnas 323, Gremnas 324, Gremnas 325, Gremnas 326, Gremnas 327, Gremnas 328, Gremnas 329, Gremnas 330, Gremnas 331, Gremnas 332, Gremnas 333, Gremnas 334, Gremnas 335, Gremnas 336, Gremnas 337, Gremnas 338, Gremnas 339, Gremnas 340, Gremnas 341, Gremnas 342, Gremnas 343, Gremnas 344, Gremnas 345, Gremnas 346, Gremnas 347, Gremnas 348, Gremnas 349, Gremnas 350, Gremnas 351, Gremnas 352, Gremnas 353, Gremnas 354, Gremnas 355, Gremnas 356, Gremnas 357, Gremnas 358, Gremnas 359, Gremnas 360, Gremnas 361, Gremnas 362, Gremnas 363, Gremnas 364, Gremnas 365, Gremnas 366, Gremnas 367, Gremnas 368, Gremnas 369, Gremnas 370, Gremnas 371, Gremnas 372, Gremnas 373, Gremnas 374, Gremnas 375, Gremnas 376, Gremnas 377, Gremnas 378, Gremnas 379, Gremnas 380, Gremnas 381, Gremnas 382, Gremnas 383, Gremnas 384, Gremnas 385, Gremnas 386, Gremnas 387, Gremnas 388, Gremnas 389, Gremnas 390, Gremnas 391, Gremnas 392, Gremnas 393, Gremnas 394, Gremnas 395, Gremnas 396, Gremnas 397, Gremnas 398, Gremnas 399, Gremnas 400, Gremnas 401, Gremnas 402, Gremnas 403, Gremnas 404, Gremnas 405, Gremnas 406, Gremnas 407, Gremnas 408, Gremnas 409, Gremnas 410, Gremnas 411, Gremnas 412, Gremnas 413, Gremnas 414, Gremnas 415, Gremnas 416, Gremnas 417, Gremnas 418, Gremnas 419, Gremnas 420, Gremnas 421, Gremnas 422, Gremnas 423, Gremnas 424, Gremnas 425, Gremnas 426, Gremnas 427, Gremnas 428, Gremnas 429, Gremnas 430, Gremnas 431, Gremnas 432, Gremnas 433, Gremnas 434, Gremnas 435, Gremnas 436, Gremnas 437, Gremnas 438, Gremnas 439, Gremnas 440, Gremnas 441, Gremnas 442, Gremnas 443, Gremnas 444, Gremnas 445, Gremnas 446, Gremnas 447, Gremnas 448, Gremnas 449, Gremnas 450, Gremnas 451, Gremnas 452, Gremnas 453, Gremnas 454, Gremnas 455, Gremnas 456, Gremnas 457, Gremnas 458, Gremnas 459, Gremnas 460, Gremnas 461, Gremnas 462, Gremnas 463, Gremnas 464, Gremnas 465, Gremnas 466, Gremnas 467, Gremnas 468, Gremnas 469, Gremnas 470, Gremnas 471, Gremnas 472, Gremnas 473, Gremnas 474, Gremnas 475, Gremnas 476, Gremnas 477, Gremnas 478, Gremnas 479, Gremnas 480, Gremnas 481, Gremnas 482, Gremnas 483, Gremnas 484, Gremnas 485, Gremnas 486, Gremnas 487, Gremnas 488, Gremnas 489, Gremnas 490, Gremnas 491, Gremnas 492, Gremnas 493, Gremnas 494, Gremnas 495, Gremnas 496, Gremnas 497, Gremnas 498, Gremnas 499, Gremnas 500, Gremnas 501, Gremnas 502, Gremnas 503, Gremnas 504, Gremnas 505, Gremnas 506, Gremnas 507, Gremnas 508, Gremnas 509, Gremnas 510, Gremnas 511, Gremnas 512, Gremnas 513, Gremnas 514, Gremnas 515, Gremnas 516, Gremnas 517, Gremnas 518, Gremnas 519, Gremnas 520, Gremnas 521, Gremnas 522, Gremnas 523, Gremnas 524, Gremnas 525, Gremnas 526, Gremnas 527, Gremnas 528, Gremnas 529, Gremnas 530, Gremnas 531, Gremnas 532, Gremnas 533, Gremnas 534, Gremnas 535, Gremnas 536, Gremnas 537, Gremnas 538, Gremnas 539, Gremnas 540, Gremnas 541, Gremnas 542, Gremnas 543, Gremnas 544, Gremnas 545, Gremnas 546, Gremnas 547, Gremnas 548, Gremnas 549, Gremnas 550, Gremnas 551, Gremnas 552, Gremnas 553, Gremnas 554, Gremnas 555, Gremnas 556, Gremnas 557, Gremnas 558, Gremnas 559, Gremnas 560, Gremnas 561, Gremnas 562, Gremnas 563, Gremnas 564, Gremnas 565, Gremnas 566, Gremnas 567, Gremnas 568, Gremnas 569, Gremnas 570, Gremnas 571, Gremnas 572, Gremnas 573, Gremnas 574, Gremnas 575, Gremnas 576, Gremnas 577, Gremnas 578, Gremnas 579, Gremnas 580, Gremnas 581, Gremnas 582, Gremnas 583, Gremnas 584, Gremnas 585, Gremnas 586, Gremnas 587, Gremnas 588, Gremnas 589, Gremnas 590, Gremnas 591, Gremnas 592, Gremnas 593, Gremnas 594, Gremnas 595, Gremnas 596, Gremnas 597, Gremnas 598, Gremnas 599, Gremnas 600, Gremnas 601, Gremnas 602, Gremnas 603, Gremnas 604, Gremnas 605, Gremnas 606, Gremnas 607, Gremnas 608, Gremnas 609, Gremnas 610, Gremnas 611, Gremnas 612, Gremnas 613, Gremnas 614, Gremnas 615, Gremnas 616, Gremnas 617, Gremnas 618, Gremnas 619, Gremnas 620, Gremnas 621, Gremnas 622, Gremnas 623, Gremnas 624, Gremnas 625, Gremnas 626, Gremnas 627, Gremnas 628, Gremnas 629, Gremnas 630, Gremnas 631, Gremnas 632, Gremnas 633, Gremnas 634, Gremnas 635, Gremnas 636, Gremnas 637, Gremnas 638, Gremnas 639, Gremnas 640, Gremnas 641, Gremnas 642, Gremnas 643, Gremnas 644, Gremnas 645, Gremnas 646, Gremnas 647, Gremnas 648, Gremnas 649, Gremnas 650, Gremnas 651, Gremnas 652, Gremnas 653, Gremnas 654, Gremnas 655, Gremnas 656, Gremnas 657, Gremnas 658, Gremnas 659, Gremnas 660, Gremnas 661, Gremnas 662, Gremnas 663, Gremnas 664, Gremnas 665, Gremnas 666, Gremnas 667, Gremnas 668, Gremnas 669, Gremnas 670, Gremnas 671, Gremnas 672, Gremnas 673, Gremnas 674, Gremnas 675, Gremnas 676, Gremnas 677, Gremnas 678, Gremnas 679, Gremnas 680, Gremnas 681, Gremnas 682, Gremnas 683, Gremnas 684, Gremnas 685, Gremnas 686, Gremnas 687, Gremnas 688, Gremnas 689, Gremnas 690, Gremnas 691, Gremnas 692, Gremnas 693, Gremnas 694, Gremnas 695, Gremnas 696, Gremnas 697, Gremnas 698, Gremnas 699, Gremnas 700, Gremnas 701, Gremnas 702, Gremnas 703, Gremnas 704, Gremnas 705, Gremnas 706, Gremnas 707, Gremnas 708, Gremnas 709, Gremnas 710, Gremnas 711, Gremnas 712, Gremnas 713, Gremnas 714, Gremnas 715, Gremnas 716, Gremnas 717, Gremnas 718, Gremnas 719, Gremnas 720, Gremnas 721, Gremnas 722, Gremnas 723, Gremnas 724, Gremnas 725, Gremnas 726, Gremnas 727, Gremnas 728, Gremnas 729, Gremnas 730, Gremnas 731, Gremnas 732, Gremnas 733, Gremnas 734, Gremnas 735, Gremnas 736, Gremnas 737, Gremnas 738, Gremnas 739, Gremnas 740, Gremnas 741, Gremnas 742, Gremnas 743, Gremnas 744, Gremnas 745, Gremnas 746, Gremnas 747, Gremnas 748, Gremnas 749, Gremnas 750, Gremnas 751, Gremnas 752, Gremnas 753, Gremnas 754, Gremnas 755, Gremnas 756, Gremnas 757, Gremnas 758, Gremnas 759, Gremnas 760, Gremnas 761, Gremnas 762, Gremnas 763, Gremnas 764, Gremnas 765, Gremnas 766, Gremnas 767, Gremnas 768, Gremnas 769, Gremnas 770, Gremnas 771, Gremnas 772, Gremnas 773, Gremnas 774, Gremnas 775, 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■ For NES will swap Rush, and Knock for Link, ask for Paul after signs on (0992) 614247.

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■ I will swap Super NES game Super Mario World with Castlevania IV or Addams Family. Tel (0093) 207914 (or with Super Protector or Asterix).

■ I would like to swap Chase HQ, for Tennis on the Gameboy. Tel (0294) 768 103.

■ PAL Super Nintendo, two joysticks, sound lead, power supply etc. for scan American SNES or Scan Super Famicom. Ring Phil on (0702) 304547 (please).

■ State or Die (NES) for Bad Dudes, ask for Paul after signs. Please phone (092) 614247.

■ Games games for swap — F-Zero, Super WWF, Super Mario and any games considered or will sell, ring and ask for James on (0202) 736260.

■ Super NES games for swap or sale. Phone Brian after signs on (0463) 231173.

■ I will swap my game Boy with two games, AC-Advent, and carry case for your Game Gear with one or more games. Ring Postattack 61 4912 ask for Andrew.

■ Swap SNES games Asterix and F-Zero. Almost anything considered. Will also buy games. Contact Robert Reed 44 Burde House Street, Edinburgh, EH11 8BB.

■ Will swap Super Adventure Island

plus £10 for Super Mario World or Super Mario Bros. A phone after signs on (0205) 730273.

■ Will swap my Yamaha keyboard £50 rhythm, 100 voices loaded, effectively worth £200 for your Mega Drive or SNES with games or sell for £145 ones. Tel Ying (0396) 647074.

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■ Will swap WWF (NES) for almost any other SNES game. Phone Chris on (0444) 255087.

■ Will swap American Sim City for either Zoids III, Asterix or Imperial Miss, open to offers for other SNES games. Tel (0205) 712690.

■ Will swap Ronald Hyper Soccer (NES) based with instructions for NES Open golf (must have manual). Call Gavin on (0462) 603484.

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■ Game Boy console please! This is a new-boy house. Will pay reasonable request. I am also interested in games. Write to 12 Beech Street, Hatfield, Herts, SG1 1NA or ring (0763) 643607.

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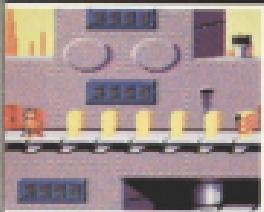
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