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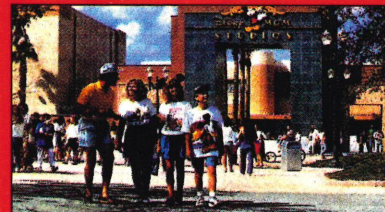
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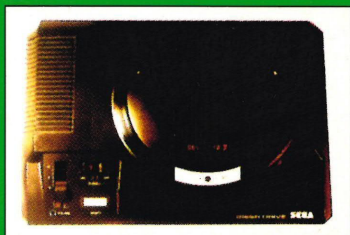
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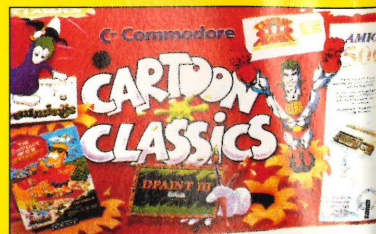
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# Knock Out!

**W**hy didn't anyone think of a mobile machine years ago? It's so obvious: you buy a game and if it's a good 'un, you get addicted. So the last thing you wanna do is have to halt play everytime you visit the bog, step out to school, or nip 'round to your mate's place. If you're truly hooked, you wanna carry it around with you, so that you can keep playing and keep scoring!

That's what makes these little blighters so great. Whether you own a Game Boy, Game Gear or Lynx you've got to admit that these games are RADICAL - man, you can't beat 'em! The quality of graphics on most of them has never been better, and with an ever increasing number of games on the market these terrific little hand-held carts are more popular now than ever before.

With this in mind, we thought it high time to bring you *Fistful*. This ace mag is packed with previews of all the upcoming games, plus reviews of some current offerings including big film titles such as *Hook* and *Terminator 2: Judgment Day*. We've also covered puzzle games, adventure games and wrestling, as well as bringing you a whole host of crafty hints guaranteed to keep your scores high!

So get stuck into *Fistful* - the mag bringing the hottest in hand-held games - right in yer face!

*The Ed.*

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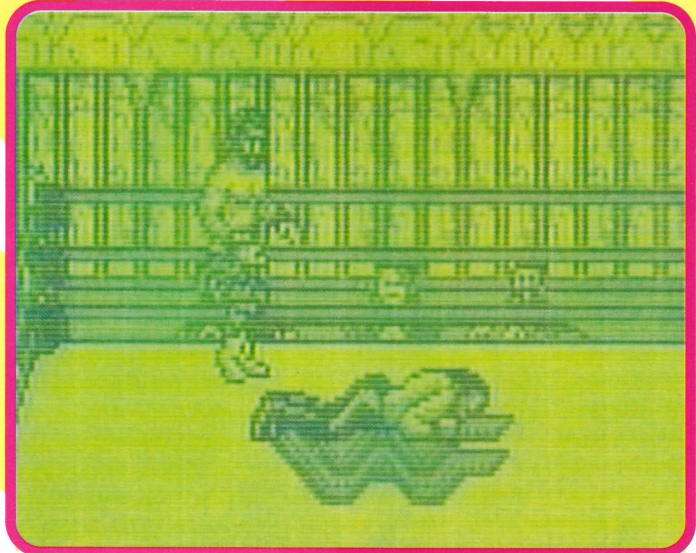


Having attacked the post boy with a double back nelson and ripped the package from his hand, *Kai MacMahon* took Acclaim's hot Game Boy cart, *Super WWF*, and retreated to a quiet corner. Eyes wide in anticipation he pulled the game from its little cardboard box, plugged it in, and began to play...

**W**restling, eh? What a terminally stupid 'sport' it is and no mistake. I mean, two big sweaty men, old enough to be your older brother, dress up in girly sequins and satin slaks, climb in a ring wielding bits of wood and other artefacts, and proceed to, well, fall over a lot, groaning, moaning and gripping their limbs in mortal pain. But enough of my opinions, Acclaim have deemed it worthy of conversion to the Gameboy, and who am I to argue?

### INGREDIENTS:

1. Two ridiculously oversized men in very tight costumes. One goodie (who inevitably wins), and one baddie (who doesn't!).
  2. Two ridiculously stupid names: The undertaker, The Mountie etc. (*Ha! Ha! I bet they're chartered accountants or something in real life. Ed*)
  3. One wrestling ring.
  4. A complete absence of referee to eliminate any danger of rules being adhered to.
  5. A quite considerable amount of violence. (feigned violence, anyway.)
  6. Lots of brain-dead homo sapiens to sit around the ring cheering their fave. (The audience.) Or... A gameboy. Rules.(ha!)
- Just in case there is anybody out there who doesn't know the rules (not that there are any!), I'll try to outline the basic principles.
1. Put two very large, gorilla-like hulks in a ring together.
  2. Tell them to hit each other.
  3. Lots.
  4. That's about it, really.
  5. Oh, yeah., I almost forgot.



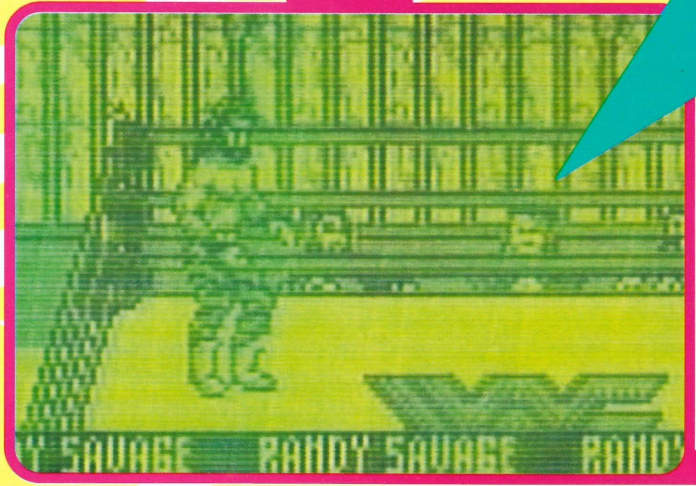
(you can link Game Boys for some well serious brawling), whether you want to play tag wrestling, compete for a belt or just have a fight. You also have to choose which kind of ring you want – Regular or Cage! Cage matches are generally fairly unpleasant 'cos you have no route of escape (in the normal match you can jump out of the ring for a breather. Of course, your opponent can follow you...). Then comes difficulty level (easy, medium or hard), and finally the most important decision, who you want to play. You can choose from six equally mean looking chap-pies

When you step into the ring, the announcer, erm ... announces your weight and place of origin. Then you get down to the real stage business of strutting around the ring in a deeply theatrical way. Soon enough, however, the time for amateur dramatics has passed and as an afterthought you get on with the fight.

Super WWF is crammed with all the moves that Hulk Hogan and co. require to make mincemeat out of each other. There's a whole host of hits, kicks, headbutts and drops to try out. Best of all, you can climb to the top of one of the ringside posts and fall like a dead weight on your opponent

# WWWF

## Super



with names like Sid Justice, Jake the Snake and the Undertaker. Of course, the obligatory Hulk Hogan and Randy Savage are also available. Once you've decided (I always used The Hulk, 'cos he's got a luvly 'tache) you trundle off into the ring to kick some ass. It all looks very dinky and is well-presented, sticking to the spirit of wrestling as a whole.

(impressive) or your face (embarrassing). If you get into a clinch (ooer!) it's a matter of bashing away on the buttons and trying to lob your opponent over your head. (Or, if you're in two player mode, lobbing your Game Boy over your head and bashing your opponent on the button.) WWF is still the biggest thing since Jimmy Hill's chin and this cart looks set to reflect the fact by being a phenomenal success. It should hit the streets in September then you can check it out yourself.

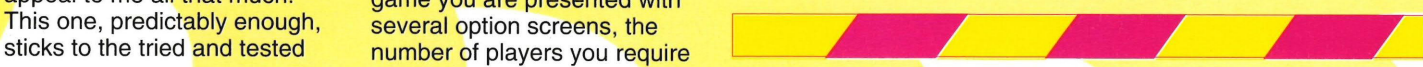
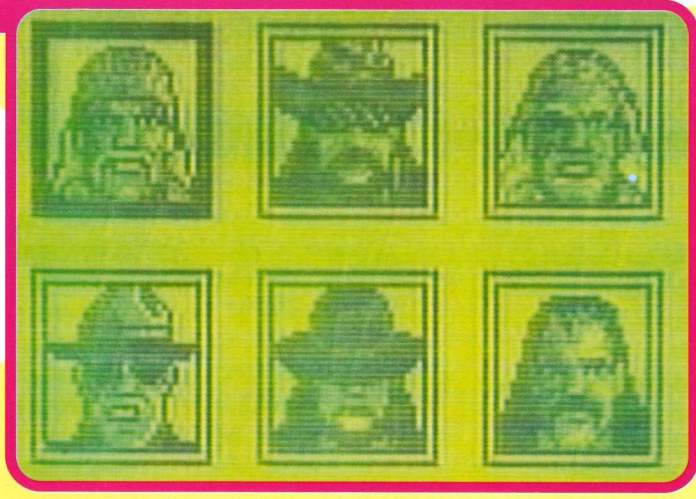
**Available:** September 92  
**Price:** TBA  
**Format:** Game Boy  
**Publisher:** Acclaim

*One of these gorillas wins by sitting on the other while the ref makes a rare appearance, counts to three, bangs his hand on the ground, and promptly announces the winner. Then he leaves fairly sharpish.*

formula as far as wrestling goes. Bit of a shame, really, but there you go. Now, we all know that wrestling is a bit dodgy and more than a tad fixed in the big bad wickedly real world. So what's it like as a teenie weenie little Game Boy cart? Pretty bloomin' smart to tell the truth. *Super WWF* is a really neat knockabout thats looks pretty tuff into the bargain.

When you first start the game you are presented with several option screens, the number of players you require

The problem, I find, with wrestling and boxing games is that they are fairly limited in scope. I mean, all you can really do is hit your opponent, and to be honest, that doesn't appeal to me all that much. This one, predictably enough, sticks to the tried and tested



It's nothing new to stumble on a game in which your sole purpose is to rescue a glam chick, who

got one precious hour to make your way from the dungeons all the way to the Princess' room, where you move in for the rescue. It's a tough race against time, and much more.

hero. Like many heroes, he faces drops, secret passages, spikes, guillotines and seemingly solid floors that collapse at random. A platform game? You've got it, and a dangerous maze too.

### Animated Magic

So what makes the game so exciting? For one, you have a multitude of moves at your disposal, and the realistic

### Swashbucklin' Battles

So the Prince makes his way through 12 massive levels of the castle simply by running, jumping, climbing, using hidden passage-

# PRINCE

# OF PERSIA

just happens to be a Princess. But hold your hasty horses - this cool concoction happens to be more than your average save the damsel-in-distress storyline. A hooked *Duncan MacDonald* survives the spikes and trap doors to tell you why.

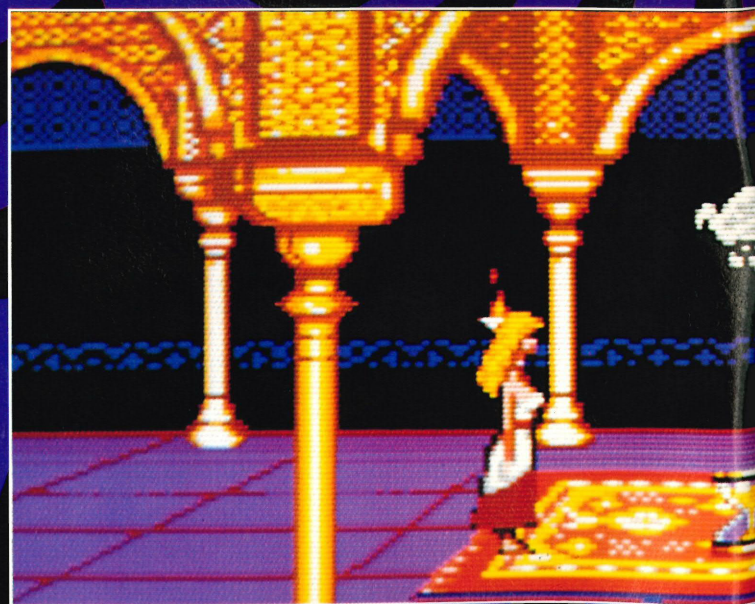
animation must be seen to be believed. You can shuffle along cautiously, stride along slowly or break into a fast gallop. Or you can make small standing jumps, long running leaps and even grip outside ledges to break what could have been a fatal fall.

If you are hanging onto a ledge you can haul yourself up and clamber on top where the dungeon unearths itself into a new perspective. Up, down, left, right, slow, fast - it's all the more fun to think of the Prince as a real dude with the abilities of your average

ways, opening gates and avoiding traps. But the fun doesn't stop there. That would be tough, but not tough enough.

Sometimes his path is blocked not only by a portcullis or a wall that must be scaled, but by one of the Grand Vizier's guards. And these guys have swords. Fortunately, you also have one. When you draw your sword, the control system allows you to advance, retreat, thrust or parry.

Learning when this should be done takes patience,



**Y**ou may already know that *Prince Of Persia* is an all-time classic available on all formats. More recently, it has seen the light of day on the Game Gear. Yet it bears a pretty uninspiring title, so what's all the fuss about?

Let's start with the plot, which is much the same as most other computer game

storylines. A gorgeous princess has been kidnapped, and you've got to save her. She's currently being held prisoner by the Grand Vizier, who's locked her in a bedroom at the top of his castle.

Your Prince has got one hour to agree to marry him, but he's gonna bully her into it anyway. In your heroic role as the Prince Of Persia, you've

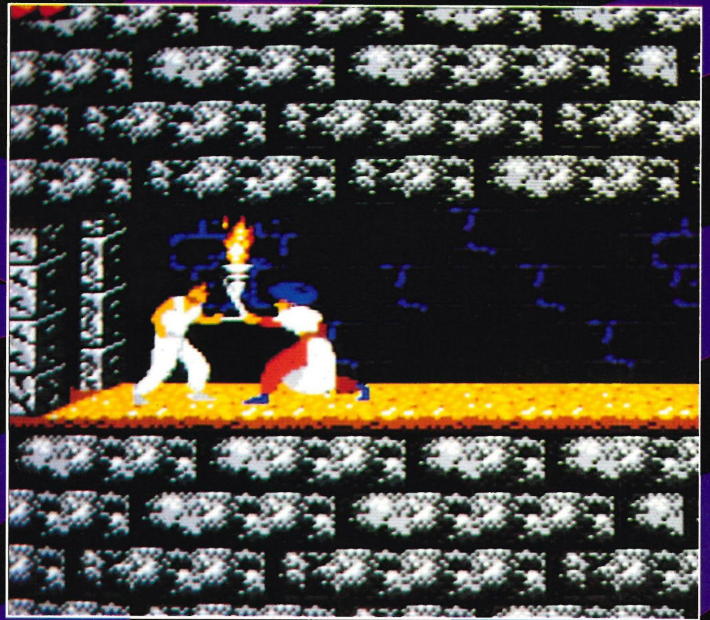
nerve of steel and excellent timing. Anticipation is the key. But sometimes the guards are unpredictable and they get better as you progress. They appear at the worst moments. You'll hate them for the distraction, but love them for the tension, and probably in the same instant.

## Speaking Clock

Throughout the game, the time limit serves as a nervy reminder - there's even a ticking clock intended to panic you into making fatal mistakes. When you start out, one hour might not seem like much time, and it isn't. The

first time you try level one it might take you the whole hour, but eventually you should be able to do it in less than three minutes.

*Prince Of Persia* deserves its accolade of "an all-time classic" as that's precisely what it is. It's a treat to look at, great fun to play and must rate as one of the most addictive pieces of software in world history! Play it on a train and you'll miss your stop. You'll end up in Belgium, or some other far off land, and you'll have to cough up an excess fare of 1800 francs. But you won't care, so long as they let you play it in peace. Buy it now, dudes!



(A) The Prince shows how long running jumps can save his hide!

(B) This is a nasty drop. Fatal, actually.

(C) These spikes sprout up suddenly out of hidden holes. They happen to be at the bottom of a pit, but they can be found anywhere - sometimes even on the actual platforms which you have to tiptoe through carefully

(D) This closed portcullis can really foil your plans. Is there no way out?

(E) This is a pressure pad. The Prince's weight triggers the opening of the portcullis. This one's in an obvious place, but sometimes it's not so straightforward.

(F) This is the Prince's life meter, which starts off as three red blobs. Falling too far off ledges can lose him

blobs. So can being skewered in swordfights. There are potions scattered around the castle which, when drunk, will replace any blobs he's lost. There are other potions which give him extra blobs, and the more he has, the better.



Available now Price: £25  
 Format: All formats  
 Publisher: Domark Software

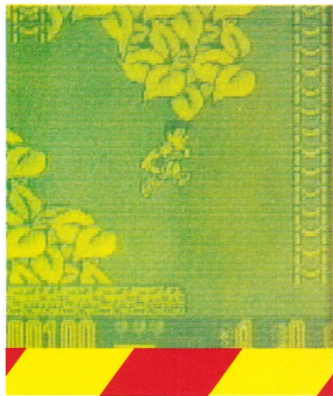


# HOOK

Hot on the heels of the recent movie starring one leggy Julia Roberts, Mr "Mornin' Vietnam" Williams and Dustin Hoffman in dubious high heels, *Hook* is sure to be popular with game freaks who like a laugh as well as the chance to wield a mean sword! Ian Ross tackles the one-handed Cap'n.



What do Robin Williams, Dustin Hoffman, Julia Roberts and Bob Hoskins all have in common? Yes, we know they're all very rich film stars -



you want a medal or something?! But they also starred together in the recent movie, *Hook*, which lots of parents went to see under the pretence of "We had to go for the kids' sakes!" Hey, who are you adult-types tryin' to kid?!

Anyway, in the computer game - devised for the Game Boy - you get to play the part of Peter Pan, who's really a porky lawyer that has withered and aged somewhat since his childhood adventures in *Never Never Land*. The fact that he's forgotten all about the magical place where he used

to fly around chatting up fairies is a sure indication of his old age - or perhaps he's just a dozy ol' git.

## Captain Kidnap!

Either way, your deadly enemy from those dim and distant days, Cap'n Hook, has made off with your kids and hidden them hither and thither around *Never Never Land*. Your task is to find and rescue them.

This means you must explore the land collecting assorted bits and pieces such as cakes and thimbles, until you have enough to open the exit to another game zone. Once you've done that, you'll find yourself in a haunted mine on the pirate ship.

At the start of each level, your wee ally Tinkerbell gives a brief description of what lies ahead, plus some hints to help you through. You'll find her in the game too - she can be seen hovering around your head if you're quick.

To aid your quest, you'll find yourself armed with a short sword to prod feebly at the baddies. This is effective enough in the killing stakes, but don't let them get too close as the sword has the reach of an armless midget.

## Flight Simulator

Ever wanted to fly? Well, now you can jump around in a very energetic manner, leaping majestically over foes from platform to platform. This is where the real fun starts. The large sprites and smart graphics shift around quickly



and smoothly, and you can plot your own route through the land with the map. There's even a compass to point you in the right direction.

But the final climax is the best part. (*Pardon? Ed.*) When all your lives have been exhausted, Cap'n Hook makes you walk the plank. As you shake your head in fear, he nods smugly. It's a hoot.

**The Final Word:** If you like variety and challenge, then you could easily get hooked.

Available now

**Price:** £21.99

**Format:** All Formats

**Publisher:** Ocean



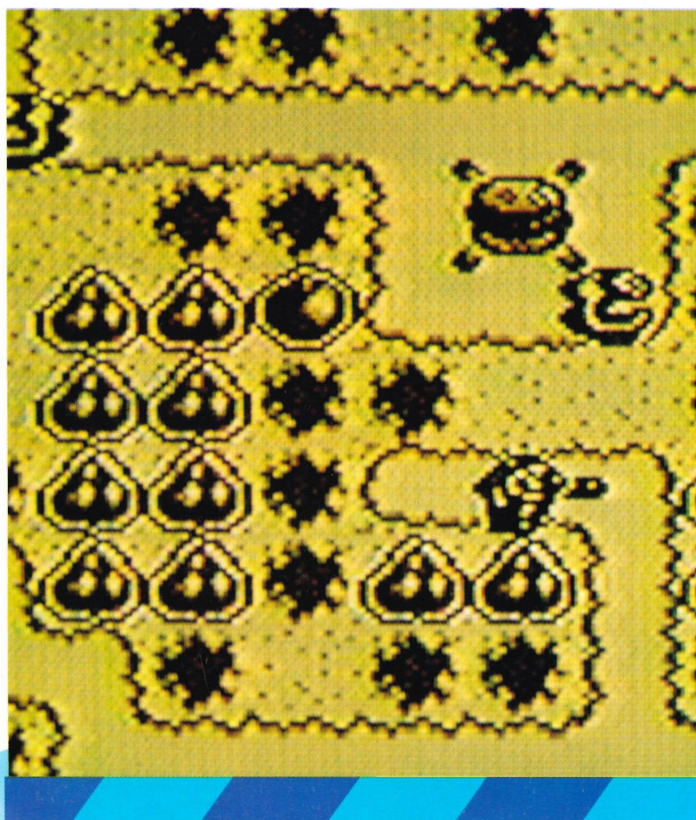


**It's often puzzling why some kids like puzzle games. Let's face it, many of 'em are dull, boring and guaranteed to make you snore. But Jamie Sewell thinks that Mr Do! is one major exception!**

# MR DO!

Well, he's a bit of a yo-yo-ing clown, except that he prefers to spend his time in the garden instead of a circus ring. The guy has set his heart on collecting all the cherries that happen to be lying around the different gardens in his neighbourhood, before moving on to swipe them from another area.

"Man, this is real taxing stuff", you might say sarcastically! But of course, it ain't as easy as that, 'cos he's being pursued by a load of frogs (honestly, who thinks up the scenarios for these games?) and he ain't got the latest in



Puzzle games, eh? You can love 'em or hate 'em but they're still the

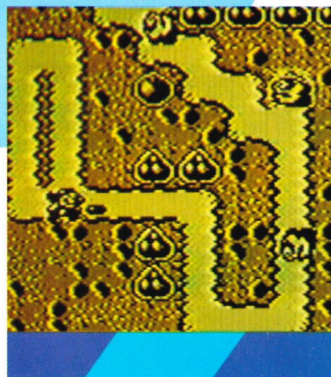
bread and butter of the Game Boy. There are more and more shoot 'em ups, race 'em rounds and all sorts of action games on the market these days, but there's nothing like a good puzzle to get yer brain cells working.

That said, many puzzle games are nothing like a good puzzle! Except for *Mr Do!*.

True, it's not an original game by any means. You have to run around the screen and eat lots of fruit to complete a level without being caught by the monsters. Rather uncanny isn't it? Does anyone remember *Pacman*?

## Clowning Around

Admittedly, *Mr Do!* is a *Pacman* incarnation but it's a very good one at that. So who is this *Mr Do!* geezer anyway?



laser technology to shoot 'em up. This means he has to improvise. More often than not, he chooses to fend 'em off by lobbing apples - not exactly the weapons tough games are made of! He also gets to use a boomerang that's so pathetic it explains why the idea never caught on beyond Australia. It moves fine, but it sure takes a helluva an age to come back.

## Frogs N' Crosses!

As you get through each area, the game begins to get tougher. There are fewer apples lying around, making the task of knocking out the froggies nigh on impossible. Not only that, but the letters from the score box join in the attack. Have you ever been chased by the letter "X"? I can tell you it's not a very pleasant experience.

Still, at least you can use the "start" button to give you a map of the area. It's handy on the lower levels as it tells you where you are and also

reveals the position of any creatures lurking on screen at the same time. But in keeping with *Pacman*, the game has a portal that keeps releasing more and more creatures until the screen has been cleared.

*Mr Do!* is my kind of game, oozing addictive qualities with nicely animated graphics that work very well on the Game Boy. I like the "garden style" playing area a lot. The way

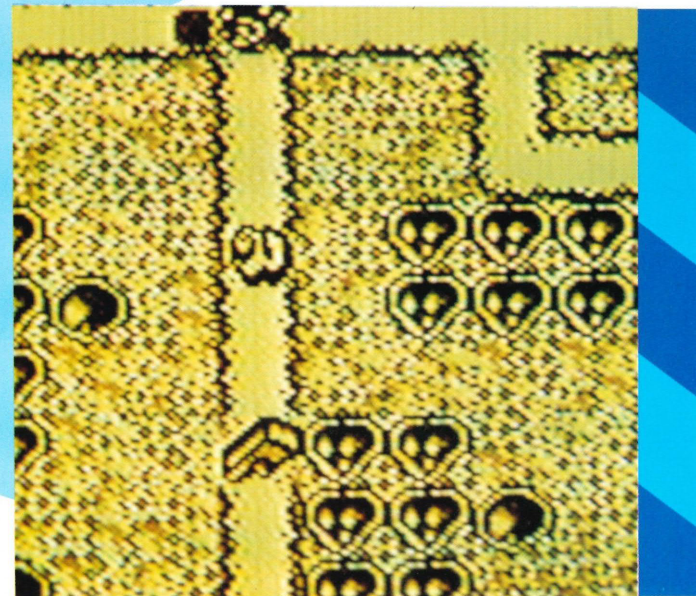
you can trample the grass is a realistic touch and the music is really funky, if somewhat repetitive.

Nonetheless, *Mr Do!* stands out as one of the more superior puzzle games against it's rather dull contemporaries.

**The Final Word:** Good graphics, hip sounds and more than a boffin's challenge.



Available: August 1992  
Price: £21.99  
Format: Game Boy  
Publisher: Ocean



# HYDRA

**“Who you calling wet behind the ears?” yelled *Jeremy Daldry* at no one in particular. As if to prove everyone wrong he sat down and played *Hydra*, a new offering from Atari - which proved to be pretty hard going, maann!**



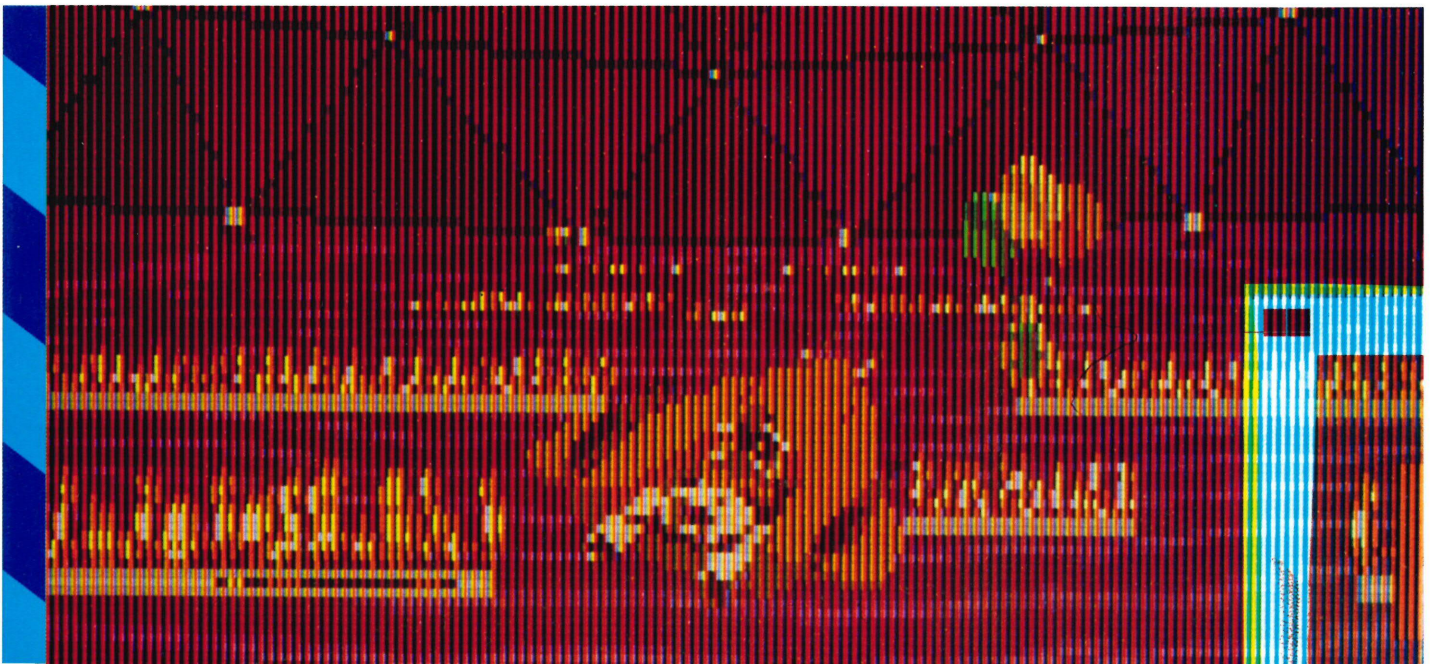
Let me tell you a secret. *Hydra* may pretend to be new but it's actually quite old. I mean, we're talking pure ancient. Maybe 2000 years ago ancient. In it, you get to play Captain Zippy O Zip, a daring *Hydra* speed boat captain and all-round good egg who, when he ain't zooming down twisting rivers

mad binge in the level weapon ship.

That's about all there is to it. Big deal, you might say. And you'd be absolutely right. Once you've shot your 50th baddie on level 15 you begin to think you could be doing something else with your time. Like clipping your nasal hair, or scratching yer bum, both of which are more enjoyable.

## Rubber Sprites

Admittedly, *Hydra* is a well put together shoot 'em up, with plenty of the mind numbing action you would expect from this kinda cart. But the sprite movement and control are rubbery and the action is both



### snap

Rather spookily, the *Fistful* archives have come up with pictures of *Hydra* in a previous life.

### Road Blaster

In this cart you drive down a road blowing up other

cars and avoiding various obstacles, such as barrels.

### Hydra

In this cart you drive a motor boat alone up a river blowing up other boats and avoiding various obstacles, such as logs. Pretty weird, don't you think?



delivering vital packages to scantily clad bikini girl soldiers, organises trips for the less fortunate. Sounds exciting doesn't it? What d'ya mean no? Mildly interesting then? All right. Put it this way, would you rather be Zippy O Zip, *Hydra* Captain Extraordinaire, or would you rather have your wisdom teeth extracted by a nervous plumber from Smedley? Exactly.

## Yawn 'Em Up!

*Hydra* has been available on arcade and Atari ST format for sometime. But its recent release on the Lynx has brought with it the same problems it faced on these machines. In short, there ain't a lot to it. *Hydra* is just a basic shoot 'em up, with plenty of power ups to collect and loadsa money bags to half-inch so that you can have a

predictable and uninspired. I'd object to coughing up £25 for a game like *Hydra*. Atari have released some pretty smart carts for the Lynx just lately, so why go and spoil it now? Avoid it like a radioactive turd.



Available now  
**Price:** £24.99  
**Format:** Lynx  
**Publisher:** Atari

# RAMPART

**Arcade game freaks will know that *Rampart* has been available in various formats for some time, but this exciting and tense castle battle has only just been released in portable format on the Lynx. Since our own *Jeremy Daldry* is renown for his gothic nature and fetish for chain mail underwear, we thought he'd be the ideal eccentric geezer to give it the once-over!**



Everybody in the world must know all about *Rampart*. Unless, of course, you're terminally stupid or have been out of the country for the past decade. But for those moronic astronauts among you, I will, in a sense of pure unselfishness, briefly outline the game.

## Ship Shovelling!

Well, basically you own a castle and within its vast walls you point several cannons in the general direction of the sea to blow away any ships that dare lurk too closely. Not very friendly of you,

but they happen to be firing at your impressive pad, so it's a case of kill or be killed.

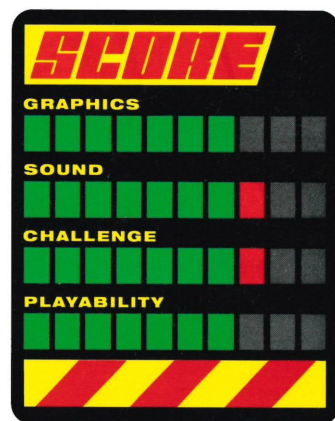
After a brief battle, everybody rather sportingly stops shooting. This enables you to re-build your walls with some odd-shaped blocks which appear at random. (In case you've been on another planet for the past six years, this is the Granddaddy of all cube shuffling games.) But while you're busy building, watch out that the ships don't land on your castle. If they do, lots of deadly little men charge around attacking it. *Reaally* bad guys? You'd better believe it!

Surprisingly enough, *Rampart* works rather well on the Lynx. Despite its titchy screen, everything can be seen well enough, even the little wall sections. In fact, I'd go so far as to say that it works better on the Lynx than it does on some of the bigger consoles. Call it a controversial statement, but hell - I can't lie to you! Indeed, some of the semi-animated inter-level

screens are especially good, and the sampled speech provides ample added effect.

## Blown Away!

So what does *Rampart* give you for your money? In short, you get to enjoy an ace arcade conversion that oozes playability, is faster than the nippiest sportscar, and is so highly addictive it could well get banned. The graphics are so smart they hold a degree from the University of Cleverness, and the sound is so funky (in a ye olde England kinda way) that it had all the members of the *Fistful* office bopping round the Lynx. Smart cart, well worth a look.



Available now  
Price:  
£24.99  
Format: Lynx  
Publisher: Atari

**F**ootball season. Now there's a meaningless expression and no mistake. When is football out of season? No sooner have the play-offs and Cup Final drawn to a close than we're off to Sweden, land of Abba and Bjorn Borg and hosts of this year's European Championship. Then with barely time to unpack your snow shoes and get out of the habit of saying "heki heki heki", it's into the Charity Shield and the new season.

If all this footie isn't enough for you there are more handheld soccer games than you can shake a broken goalpost at. If you're dithering over which game is the one to plug into then dither no more. This is the one (provided you've got a Game Gear of course!).

## Option City

Basically, Super Kick Off is a fast, skilful football game with the emphasis on action. However, it's not without its strategy elements. Having chosen which team you want to control you can then choose which players you want to field (each player has his own characteristics) and the formation they play. All this can have a lot of effect on the way the game progresses. You can also select the colour of your team's strip - this doesn't have a lot of influence on the game but it does wonders for team morale! There's also a whole host of competitions to compete in. Fortunately, unlike the insane Football League/FA system, you can only compete in one competition at a time - there's no fixture congestion here.

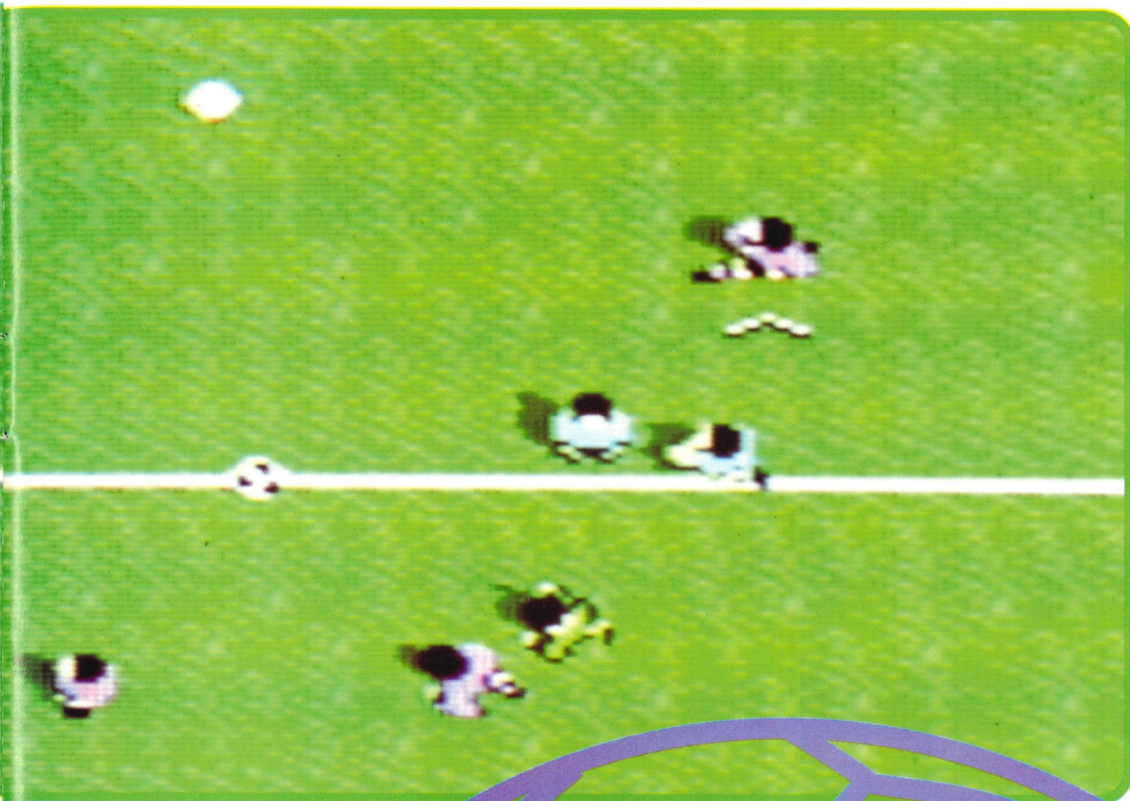
The competitions open to you are League and Cup, both of which can be at international or national level. If that's too much like a long play, then you can simply opt for a one-off friendly (national or international).

The other vital option for the shandy-drinking footie fan is setting your opponents' skill option. If you want a real test of your skill and coordination then select an International standard opponent. Alternatively, if your ego needs massaging then go for Division Three opposition (mind you, if you still lose your life may well lose all meaning) You can also play God for a while by selecting the conditions the match is played in. Want to slow the action down a bit? Then you need a nice soggy pitch and a still day. If there's not enough random luck in your life then a synthetic pitch, strong wind and extra speed

# Super

# KICK OFF





Super Kick Off; Game Gear Kick Off has been on virtually every computer or console known to man and quite a few that haven't even been thought of yet. So is Paul Lakin bored of playing it yet? Is he heck as like!



should provide enough chaos to satisfy the most dedicated anarchist and enough challenge to test the most skilful footballer.

## Play The Game

At the end of the day, when all's said and done in a game of two halves, what really matters to a game like Super Kick Off is not the amount of options, the number of leagues or the different coloured stripes you can have on your shirt. What matters is how the bloomin' thing plays. In the case of Super Kick Off the answer is - like a dream. Its format is fairly familiar. You control the player nearest the ball, while the computer looks after everyone else. Except in the case of penalties the goalkeeper is always computer controlled. Okay, okay, so Gordon Banks is your hero and you want to be the goalie. Count yourself lucky, with the speed of action you'd be lucky to get anywhere near the ball let alone save it. Be thankful

for small mercies, though not for small goalkeepers! Although the sprites are quite small, they're well animated and, above all, fast. Speed is the secret of Super Kick Off's appeal. The game is not the most realistic piece of football action you're likely to hold in the palm of your hand (though it's not unrealistic) but it is the fastest and the most exciting. The small screen

can always play a kick and chase style game. You pay your money you take your choice.

The smallness of the screen does cause some problems, particularly with the timing and placing of that essential tackle. If all goes well you can go sliding in and whip the ball off your opponents' feet.

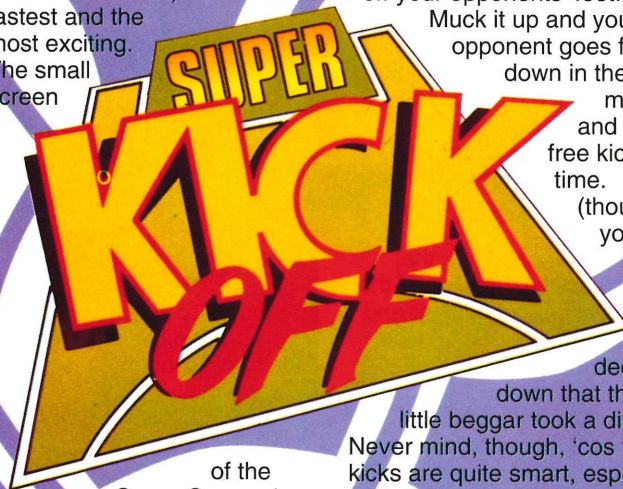
Muck it up and your opponent goes face down in the mud and it's free kick time. (though you know

deep down that the little beggar took a dive.)

Never mind, though, 'cos free kicks are quite smart, especially if they're near to goal; your defenders automatically rush to form a wall and then deflect the ball past their own 'keeper no doubt.

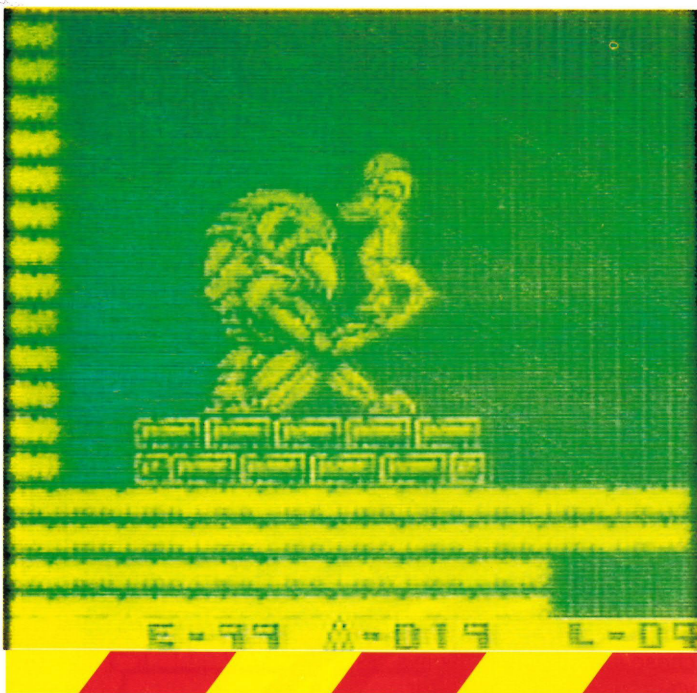
Kick Off is still the definitive football game. There have been some pretty ropey versions of it on some consoles but the Game Gear version comes up smelling of roses, or rather slightly sweaty dressing rooms. Super Kick Off on the Game Gear is one of the best versions of Kick Off I've seen, which is a long winded way of saying buy it.

of the Game Gear only serves to highlight the pace of the action. This can make it a bit of a nightmare to control when you first play it; players run past the ball at a hundred miles an hour and if they do get to the ball it flies off their toes and into touch. After a bit of practice you'll soon be able to master trapping the ball, dribbling speedily down the line and using the after touch to place the perfect cross. However, if you'd prefer to be a true follower of quality football you



Available: July Price: TBA  
Format: Game Gear  
Publisher: US Gold

# METROID II



**If your idea of a good game is nothing but gunfire, explosions and mindless violence then not only are you very sad, but you won't be absorbed for long by *Metroid II*. Then again, if you like a bit of a puzzle to go with your weapons, it could be the one for you. *Jamie Sewell* tries some deep thinking to worm his way out of trouble.**



Patience is a virtue, or so my old Aunt Ethel used to say. Not that she was famous for her skills on the Game Boy. Still, her wise words sometimes ring true for carts. Fr'instance, Load up *Metroid II*, play it for 30 seconds and you'll be thinking: "This is a bit of boring old twaddle." At first glance there's nowhere to go and nothing to blast. Not so much as a shoot 'em up, more a walkabout.

But if you press on, the playing area expands and the baddie count gets bigger and broader and bigger . . . well, you get the idea.



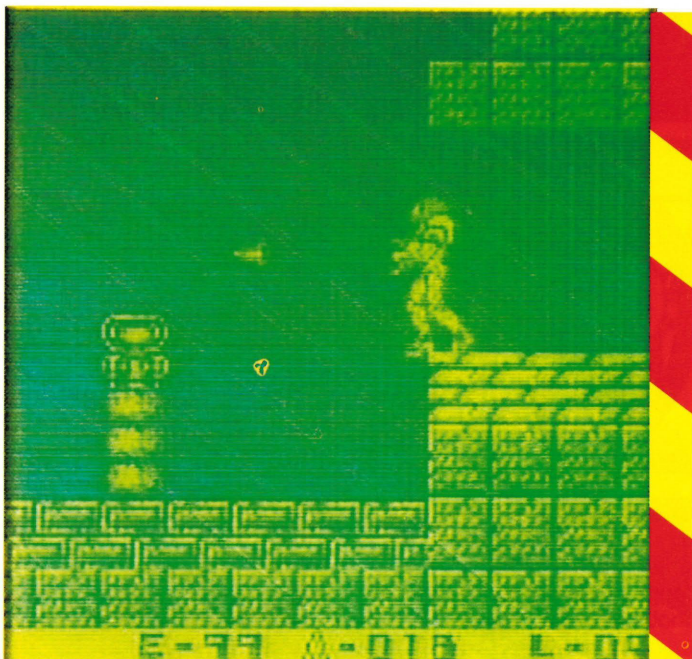
## Flying Carpets

*Metroid II* is not an *Asteroids* clone but more a combination of action packed shoot 'em ups and sneaky puzzles. Although there's plenty of shooting at everything from Metroids to flying carpet tiles (well, that's what they look like!) the strongest element of the game is its puzzle/maze element. The maze itself is quite clever, making you suss out a variety of puzzles before you can move onto an uncharted area that was

continual running about and constantly having to retrace your steps might be a pain in the neck for gamers who prefer their shoot 'em ups straightforward and violent. But you can save your game which makes life a tad easier.

## Hey, Good Lookin'!

Visually, it's not the most stunning game you'll ever slot into your Game Boy. If you've ever played *Turrican*, you'll recognise the style. The shoot 'em up element isn't as tough



flooded beforehand.

There's lots of power-ups to be found for both your energy and your handy weapons scattered about the place. The

as it could be either.

But when all's said and done, *Metroid II* should hold your attention on the ride home from school. It has to be said that the music and sound effects are pretty hot, and the game is almost worth buying for these alone. Who needs any playability, when you can get your rocks off to the music, maann?!

In short, it ain't the type of game to grab you by the throat, but *Metroid II* has a lot to offer if you're willing to stick with Aunt Ethel's advice. But bear in mind you have to be fairly smart and well co-ordinated too, neither of which were the old dear's strong points.



Available: June 1992  
Price: £24.99  
Format: Game Boy  
Publisher: Nintendo

**The final word:** Neat graphics, but a tad too easy for our liking.

# Strike Gold!

This is it, dudes. Your big chance to win some top prizes starts right here. All you need do is answer three peasy questions and you could be well on your way to some great goodies. We've got three superb Game Gears to give away - courtesy of those kind folks at US Gold - and our first three winners will cop one each!

For second prize, you can choose from one of ten US Gold games up for grabs - including *Indiana Jones, Super Kick Off* and *Outrun Europa* - but please note these are for the Game Gear only.

And that ain't all. Our 100 runners-up will win an awesome Sega T-shirt and a real snazzy US Gold Barcelona '92 metal pin - that's badge to you and me, mate!

All you gotta do to stand a chance of winning these goodies is answer the



**1st prize**  
You could win 1 of 3 Game Gears!!!

following three questions on the coupon below (a photocopy's terrif if you don't want to spoil this ace mag!) and send it to:

**US Gold Competition**  
Fistful Magazine  
Computer Mailing Services  
P O Box 249  
London WC2H OHS

Last date for entries: 30th June 1992

**Not content to bring a spectacular mag jammed with ace reviews, we're giving you the chance to win a wide and wonderful selection of goodies! There's three Game Gears up for grabs, tons of brilliant software and some awesome free T-shirts, so listen up!**

## US Gold Competition

1. Who played Indiana Jones in the infamous *Raiders Of The Lost Ark* and *Temple Of Doom* films?

- a) Patrick Swayze
- b) Mickey Rourke
- c) Harrison Ford

2. What creature was Indie afraid of?

- a) Snakes
- b) Lions
- c) Pink elephants

3. How frequent are the Olympics?

- a) Every two years
- b) Every four years
- c) Every six years

NAME .....

ADDRESS .....

.....POSTCODE .....

AGE..... please tick box MALE  FEMALE

FAVOURITE POP STARS (POP, FILM OR VIDEO):

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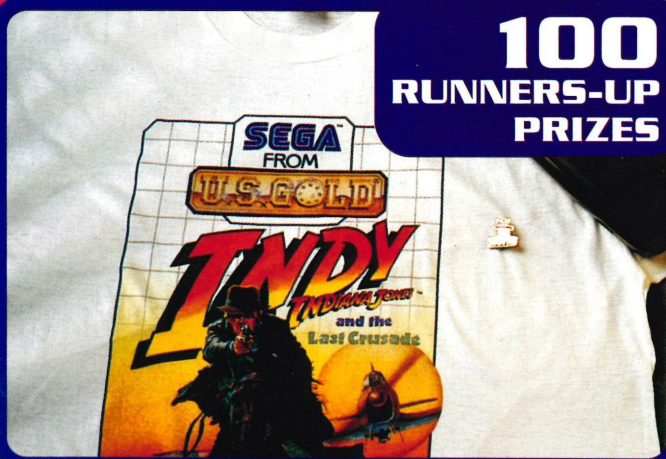
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COMP ANSWERS 1. .... 2. .... 3. ....

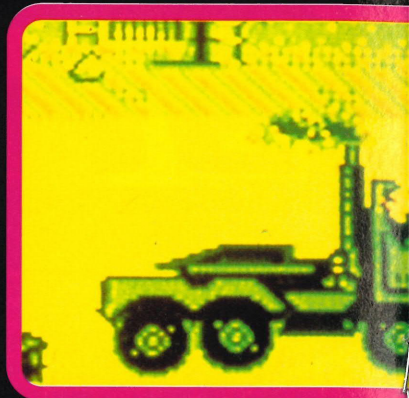
If you do not wish to receive direct mail please tick this box



**2nd Prize**  
You can choose 1 of 10 US Gold games up for grabs!!!



**100 RUNNERS-UP PRIZES**



**E**schatology. Don't go off in a huff,

I haven't said something rude. Don't look it up in the *Gray's Anatomical Dictionary* either. Let me define it for you: eschatology is the branch of theology concerned with the end of the world. The words, *Terminator II*, *Judgment Day*, mean the branch of gaming concerned with preventing the end of the world.

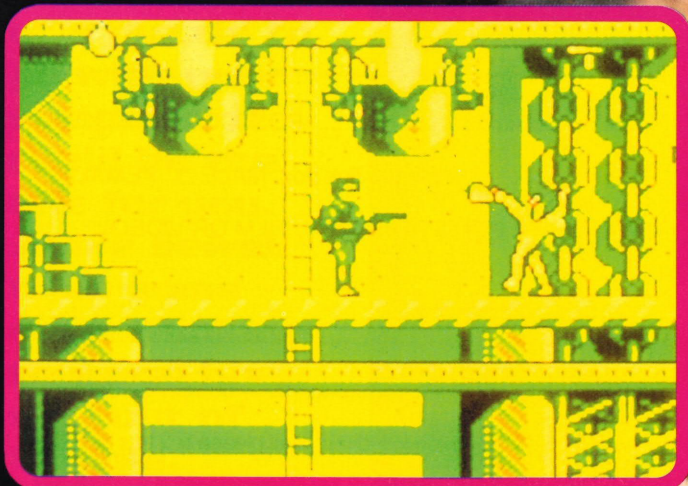
But let's cut the smalltalk and get straight to Arnie. The

# TERMINATOR II

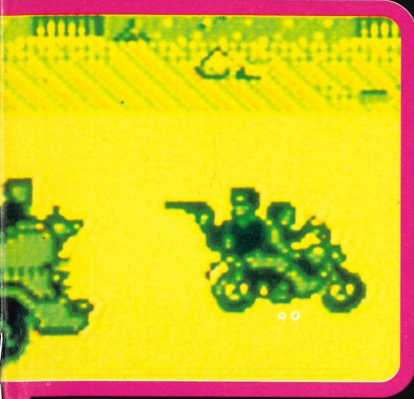
## Judgment Day

big guy and his Uzi 9mm are not about to let a bunch of metal mutants put an end to humankind – even though the man himself is one of the metal monsters.

Confused? Well, so was the film. What with its past and future tenses,







## Judgment Time

So what's the verdict? Well, there's variety, the style of game changes from each level. The graphics are pretty neat and guaranteed to keep you coming back for more, but passwords would have been an idea. Just like the film, the music is suitably tension-mounting and serves to urge you on. You won't wanna say "Hasta la vista baby" to this one for quite sometime.

You've seen the film, bought the T-shirt and murdered the catchphrase, now's the time to get to grips with the *Terminator II*. A brave Vivien Nagy comes face to face with the end of the world.

not to mention preventative actions whereby the future effects the past, or is that the other way round?! Still, that's the beauty of games - we don't have to think about all that - don't talk, just blast is the best approach.

## Nuke 'Em Up!

In level one you are adult John Connor who has to blow up tops of security towers in the right order to break the Skynet defence barrier (a squiggly force field). The backgrounds and graphics are surprisingly detailed, and show a nuclear winter war-devastated landscape which flashes distant explosions while terminators and bomber planes try to stop you. After seeing off an end-of-level mutha with caterpillar tracks for feet, you proceed to level two.

Here inside the platformy Skynet building, you have to track down a terminator (heeeeere's Arnie!) who will go back and protect a young JC. In this level, there are many more termies per minute and a fair few of the caterpillar guys too.

Once you've located your termie (alias the good guy), you have to re-programme his circuitry (oo-er) in puzzle, courtesy of level three. In level four, the famous T-1000 comes after John and Arnie in a Harley Davidson chase. Level five finds you trying to blow up the Cyberdene Systems lab and then it's onto the final showdown with Mr Molten Metal (the T-1000) himself.



## Censored

The levels games programmers didn't want you to see!

### Level three and a half:

Arnie falls out of a fireball in his birthday suit and gets arrested

for indecent exposure, despite the fact that all his best bits are burnt to a crisp.

### Level three and three quarters:

Arnie falls on hard times and takes a job as an international arms smuggler under the ingenious disguise of an *Interflora* man.

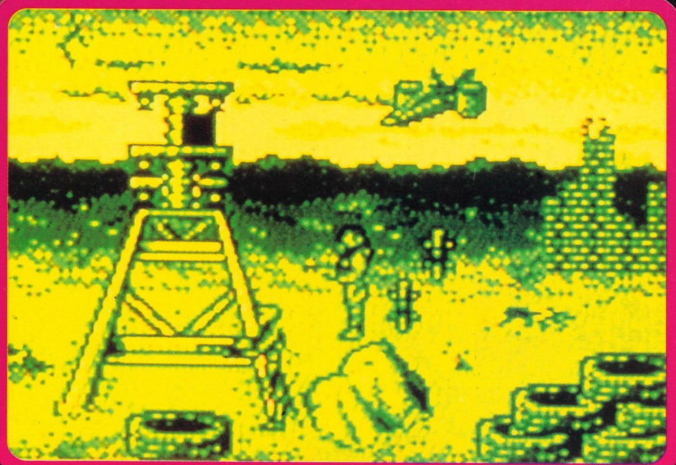
### Level five and a half:

Arnie busts the kneecaps of the entire police force, then feels remorse and decides to make amends. He trains as a doctor and eventually enjoys worldwide success both in recycling and surgery for his work reconstructing kneecaps from Tuperware bowls.

Available: Now **Price:** £24.99

**Format:** Game Boy

**Publisher:** Acclaim



One thing that has until now, always bugged me about Game Boy software is the poor quality of the images. It's hard to enjoy yourself when you're constantly in search of your sprite among a sea of blurry shapes. I had always regarded the Game Boy as a portable Tetris machine, with a few exceptions, notably *Marioworld*.

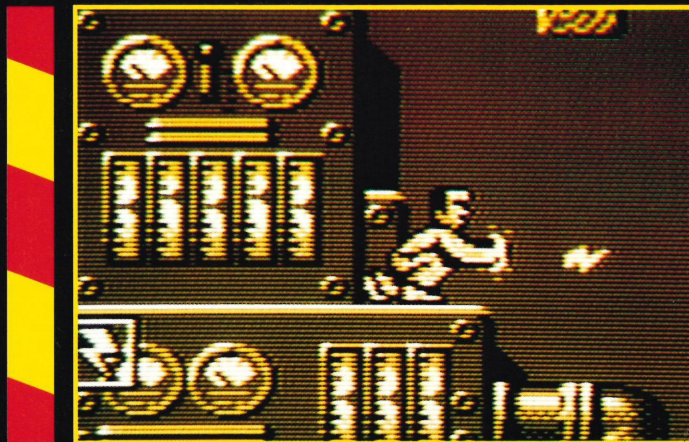
Thankfully, *Dr Franken* is different. As the press release claims, it reduces blurring to a minimum by shading each pixel as close to the other as possible, thereby reducing the change in tone needed when the background is moved. Used in conjunction with a unique scrolling method, this gives a clearer image. Not

ally having a great time.

As you can imagine, all the ghosts hanging around from the doc's failed experiments begin to get a little jealous of the successful pair. So they kidnap Bitsy, take her apart, and spread her around the castle. Your job, predictably enough, is to find all her bits, plus handy items such as threads, body plans and the like, to reconstruct her.

## Deadly Enemies

The baddies are there to prevent you from doing this, and there's a fair few of them lurking around. Skeletons, big demons, giant spiders and vampire-types to name a few. Cannon balls are lobbed at you, barrels roll down stairs and fireball throwers protrude



*giant. Ed*

- "Yes?"

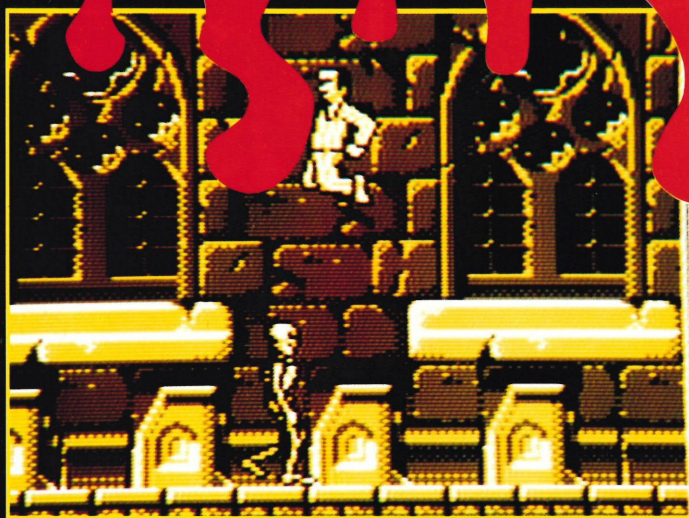
*(You're not anymore. The ghosts shrunk you when they kidnapped Bitsy. You are now a three foot tall squeaky midget. Sorry. Ed)*

Fine. Midget or not, on with

energy. As you're on the step, you can't hit 'em with your rather nifty lightning bolts.

Still, it's a small niggle to have to put up with in an ace game. I'm sorry, but I'm in love with Dr Franken, and if I wasn't the wrong sex I'd want

# DR FRANKEN



perfect by any means, but certainly the best seen on the Game Boy to date.

## Dismembered!

The plot is fairly simple. Once upon a time, there was this bloke called Dr Von Frankenbone. When he kicked the bucket, he left behind two masterpieces of "spare part surgery", namely Franky and his girlfriend, Bitsy. These two lovebirds lived happily in Frankenbone's castle for many years, frolicking around and gener-

from the floor. Some of these can be killed (bar vampires, Skeletons and floor protruders), but by far the most irritating of all the obstacles are the fires. You can't get rid of them, and there is inevitably something crucial in the path of its flames. Ho Hum, it's hard being a man-made entity sometimes, but it has its compensations. Like being seven foot tall for instance. (Ahhh, I meant to talk to you about that. Ed)

- "About what?"

*(Being a seven foot tall*

the game then. There are seven floors to the castle, plus the four turrets at the top of each tower. Franken is a huge and graphical feast for the eyeballs, and hopefully a good omen for future Game Boy releases.

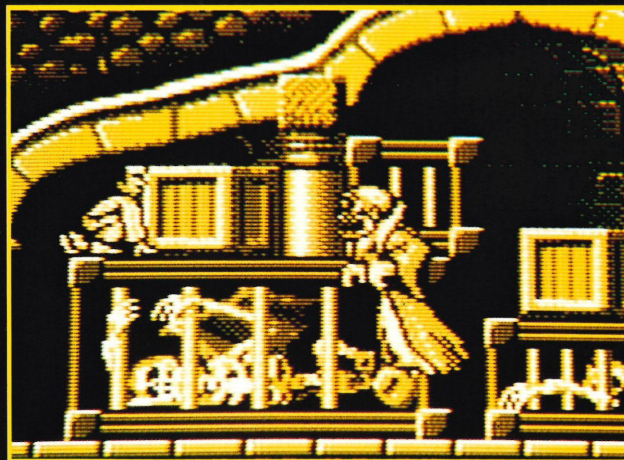
## Sneaky Monsters

My only gripe is the way some of the monsters appear. For starters, you might be climbing a set of stairs when the very step you're standing on just happens to be where the monsters materialise. So, two ghosts spring from nowhere and drain you of precious

his little Frankfurters. It is without doubt one of the best games to appear on the Game Boy. It only takes a couple of goes to get the hang of, and once you're hooked, you're done for. You live, breathe, eat and talk Franken. Your spare time is consumed trying to work out where that certain item is supposed to go to release that certain access key.

## Key To Victory

For example, the first thing you pick up, namely the book,



is supposed to go in the library. Once it's safe and snug on the bookshelves where it belongs, you are rewarded with the access key for levels 1-4. Now that you can get to the other levels, you can get more keys, which in turn gives you access to the other items. Great, innit?

One of the smartest touches in the game is the way it has eliminated the need for a keyboard in the arcade adventure, albeit in a fairly simple way. You touch it, you pick it up, you walk into the room where you need to use it, and it is used automatically. Simple, but

effective.

Beg borrow or steal to get hold of a copy. If you don't have a Game Boy, buy one now, then buy this game.

**Final word:** Possibly the best game ever on the Game Boy. It will rule your life. It's brill.

**Available:** July 1992

**Price:** £21.99

**Format:**

Game Boy

**Publisher:**

Elite

You might be used to blasting your enemy to bits, but Elite's new adventure game lands you with the novel task of re-building your loved one from dismembered bits - if you can find them first! A smitten *Kai MacMahon* makes a chilling visit to 'Frankenbone Castle' to take up the challenge!

### Top Five Franken Tips

#### How to play the winner's way!

1. Some monsters are best left untouched, they're more trouble than they're worth. Just dodge 'em, kids.

2. Get the crowbar early on as it's essential to gain access to certain trapdoors. It's located at the top of Tower C. Take the book to the library, then go to the cannon room for the key to C.

3. Find the torch 'cos it means you don't have to worry about the lanterns going out. While you're at it, keep an eye on your lantern and energy levels, or else you'll be well stuck!

4. The conductor frame is essential as it replaces lost energy (much like *Lucozade*). It's on level 4,

at the bottom left hand corner of the central square.

5. Make good use of the map. You can generally tell where something important is going to be just by looking for a chain of rooms that appear to come to a dead end.

### SCORE

#### GRAPHICS



#### SOUND



#### CHALLENGE



#### PLAYABILITY



# FINGER

# TIPS

If at first you don't succeed, cheat. Especially when it comes to computer games. If you want to find out how to play dirty in order to boost your scores, then all the seedy tactics you'll

**A**re you a bit of a *Ninja* when it comes to video games? Do you laugh in the face of shoot 'em ups and sneer at the most mind boggling puzzler? So why are you reading this? This is the section for the white feather brigade. Gamesters who face danger with a white flag in one hand and a change of underwear in the other.

To help these sad characters to face their games on equal terms, here's a *Fistful* of hints, tips and cheats to lighten the darkest hour. If a cheat doesn't work you'll have to experiment a bit. Try the cheat again, in a different place or different combination. If it still doesn't work then just write it off to experience.

ever need can be found right here!

## Batman



If sound tests get you going then hold down Up and Right and press Start.

## Bill and Ted's Excellent Adventure



Spook pass-words!  
Stage

2: 555 4234  
Stage 3: 555 6767  
Stage 4: 555 8942  
Stage 5: 555 4118 Stage  
6: 555 8471 Stage 7:  
555 2989  
Stage 8: 555 6739 Stage  
9: 555 6429 Stage 10:  
555 1881

## Bill + Ted's Excellent Adventure



To get seven time periods simply use the following password: DADS JADE JIJ8 6AZ9.





simultaneously the moment your lights go out. Now you should start from where you left off. For something a bit more weird and wacky, don't fire for 30 seconds on level 4 (Code BELL) and you'll get a loonie bonus!

### Boomer's Adventure



Here's a few codes to try AXOLOTL, BLUTEN, CHIMERA, IBEX, HYDRA

### Bubble Bobble



First off, some passwords 4LL1, 1GBF, HTB3, KZBJ, VLT1 and VLT3. If you can't be bothered with all that, the password for the last level is KGLD which incidentally lets you select any other level. If that doesn't work try KGJB. Spook!

### Bugs Bunny



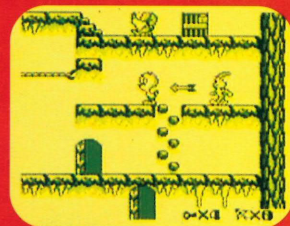
Here's some passwords for the original Bugs game: WZFS, XWAS, XZRZ, WYCZ, TX9W, 2TWX, YTKX, SHE2 and XHO2.

### Bugs Bunny II



Once more we are greeted by our old friend, the password.

Try the following: GAME, SHIP, WORD, DOLL, QUIZ, DATE, ZOOM, GOLD, DISK, ZERO, FIRE, NOTE, KING, ROOT, UNIT, SONG, TYRE, LOVE, HELP and GIFT,



### Boxxle



More passwords japes ahoy! Try the following: BDBD,

DBBD, GBBD, HBBH, JBBJ, KBBK, LBBL, MBBM, PBBP or QBBQ

### Blue Lightning



First some common or garden level codes: AAAA, PLAN, ALFA, BELL, NINE, LOCK, HAND, FLEA and LIFE. If you're fed up returning to the start everytime you cop it, press Up and A

## Burai Fighter

### Deluxe



More Passwords:  
EAGLE: HGKM,  
CPFG, JJCM or  
DKLF

ACE: GBHL, MHCB, CDMN or  
KDPG

ALBATROSS: HGNC, BMHB,  
DGBF or JGJH

ULTIMATE: LMCJ, CCHL,  
HFKP or BNGN

## Castlemaster



When you castle  
keep pressing A and  
your king should  
disappear making it  
impossible to lose

## Castlevania II



Here's all the pass-  
words: BCHH,  
CHHM, CHMM,  
HHMB, HMCB,

HCMB and HCMM. Here's what  
the letters stand for, H: Heart  
M: Crystal Ball, C: Candle, B:  
Blank. Oh and for a sound test  
simply enter HHHH.

## Castlevania



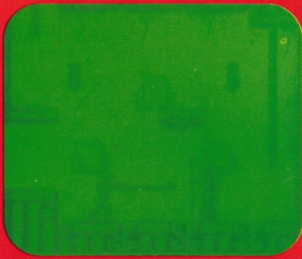
If you don't hit the  
first candle a 1-Up  
will appear later on.  
Also there's a bonus  
room hidden at the top of the  
fifth rope. Spook!!!

## Castlevania II



To get nine lives  
simply enter the  
following code:  
Candle Candle

Heart Heart



## Caltrap



To skip levels press  
Start, Select, A, B at  
the same time, six or  
seven times at the  
start of the level.

## Chase HQ



To gain an extra  
continue simply bash  
into all of the oil  
barrels on level 2.

## Chips Challenge



Yet more passwords!  
10: VUMA 20: KGFP  
30: BQZP 40: YWFH  
50: QBDH 60: ZYVI

70: GCCG 80: EVUG 90:  
OLLM 100: QJXR  
120: FLXP 140: SJUK 149:  
DIGW. If you want to try out  
some special levels then how  
about: MAND, JHEN, COZA,  
RGSK and DIGW. In fact  
MAND is not a level, but a  
fractal generator. Spook!  
Experiment with the buttons to  
get various effects.

## Choplifter II GB



More Airborne antics  
are ahoj with these  
passwords!

CHPLFTR,  
RGHTHND, TRYHRDR,  
CMPTRWZ, VRYHPPY,  
LVLYTYZ and  
GDDYGMZ.

## Contra



If you fancy a  
sound test press  
Up, Down, Left,  
Right then

Start on the title screen. If  
you want to gain more lives  
than you could shake a  
grim reaper at, press Up,  
Up, Down, Down, Left,  
Right, Left, Right, A, B, A,  
B, Select and Start before  
you begin.

## Electrocop



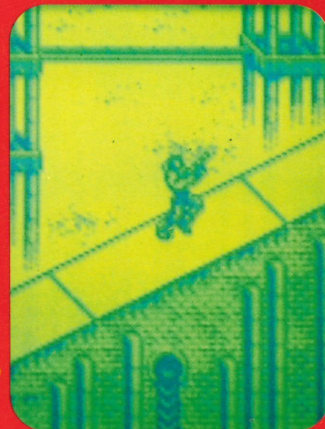
Try some of  
these door  
codes:  
Level 2:

3287,5409  
Level 4: 0394  
Level 6: 8765  
Level 8:  
2,4726,1375,2857  
6998,1798 and  
4391  
Level 12: 2987,  
6443

## Factory Panic



If you let the  
timer run down  
to 100 and  
you collect all  
the stars you'll earn an  
extra life.



BREX, STAB, STOB,  
BOXX, TENT, XTNT,  
BOTZ, SNAX and ZETA.

## Gauntlet III



After you've  
selected a  
character and  
started the game  
stand still. Press Option 1  
and before you can say  
onomatopoeia you'll find  
yourself on level five. By  
repeating this nifty little trick  
you can get to level 10, 15 and  
20. It's easier than walking.

## Daedalian Opus



Enter ZEAL as the  
password and you  
should be able to  
select any level, or  
just type in FINE for the  
final level.

## Deadheat Scramble



To scramble  
through the levels,  
wait for the title  
screen to appear,  
then press button B eight  
times, button A eight times  
and then button B the  
number of times as the level  
you want. Then nurse your  
sore thumb!

## Gargoyle's Quest



To go straight to the  
end of the game try  
using the  
following password:  
DYN9-QTWW

## Gargoyle's Quest



Try the following  
codes: ffff-ffff or  
kkkk-kkkk to be  
transported to the  
penultimate or last level  
respectively.

## Gargoyle's Quest



Rather than going  
crazy with  
frustration plodding  
through the whole  
game enter NPAN-RRXY as  
the code. Follow it up with  
F90X-GK5N, CK49 7PL8,  
P7IL SZCN, 8MSS EEZV,  
ILAQ BJ8E, DXNG CYWM,  
AT6X VFXG, BZK4 75A6,  
ICTN BH1X, 7MRG KB56  
and DYN9-QTWW.

## Gates of Zendecon



Passwords galore!  
Grab a hold of  
these!!!. BASE,  
NYXX, SRYX,  
BARE, XRAY, RATT, NYET,  
RAZE, TRYX, STYX, YARB,

## Dynablaster



If you want loads of  
gold change the first  
letter in the password  
from game A to X.

## Golf



To replay a shot that you've made a dog's dinner of simply reset the game by pressing A, B, Select and Start. You can now re-take the shot. Hurrah!

## Shinobi

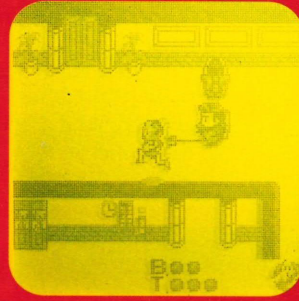


On the title screen press A and B together with Start. Now you'll find yourself on the music menu. Whatever turns you on.

## Ghostbusters



More sound test fun by selecting no when asked if you want to continue. Then hold down Select and button B.



## Godzilla



Still hitting the sound tests by holding down all the buttons during the game. Twice. Not for the monodigitated.

## Hunt For Red October



On the title screen press LEFT, RIGHT, B, SELECT, LEFT, RIGHT, B, SELECT and START. Now pause the game and repeat to be graced with a level select.

## Hyper LodeRunner



Level selects ahoy. Enter QM-0388 and then press Start.

## King of the Zoo



On the character select screen hold down Left then B and A. A number will now appear. This is the stage you will start on. Use Up and Down to change it!



## Klax

If you want to go duplicate crazy on the current block, press select.

## Lock 'n' Chase



If you press A, A, B, B, A, B, B on the title screen you'll start on level 7-1!

## Megaman



To get to Dr Whily with all the weapons simply enter the following code: A2, A3, B4, C2, C3.

## Mercenary Force



On the opening title screen press Up, Select, A and B to start with \$50,000 or Yen or whatever.

## Ms Pacman



"I wanna live forever". Well that's not so easy but for loads of lives press Pause, Option 1, B, B, A, A, Option 1, unpause in sequence. If life is too slow then Pause, Option 1, A, Option 1, Unpause for a superfast Ms Pacman.

## Ninja Gaiden

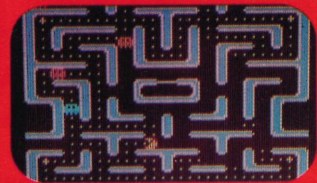


More passwords to this beat 'em up. Hurrah!  
Level 2: NINJA  
Level 3: GIDEN Level 4:  
DRGON Level 5: SWORD

## NFL Football



On the title screen hit Up, Up, Down, Down, Left (19 times!) Right, Right and Left for extra speed. And if you fancy some extra skill simply repeat that but hold down B.



## Operation C G B



Tucked away in the game is a level-select mode. To access it when on the title screen try; Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start.

## Nemesis



Pause the game and press UP, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT, B, A, B, A to get all the weapons! More power up japes. Pause the game and press the following, then unpause. B, B, B, B, B, A, A, A, A for a force field. UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN and LEFT for a smart bomb.

## Ninja Boy



After Game Over wait for the title screen to reappear. Hold down A and B and Start. Unlimited continues will be yours. So you can play again and again and again and.....

## Psychic World



To reveal the menu press Left and Up with both buttons. Then press Start.



## Racing Spirit



Loads a level codes. Novice level: BBLTBC, BLCJCB, BLHFCC, BMGNDB, BMJQDC. Class One Level; BMSHFB, BMTJFC, BPRQGB, MTMMGC, LKCHHB, LKHCHC. Class Two Level; QFCCJB, QFMCJC, QFMKKB, QFRFKC, QFTCLB and QFTFLC.

## Revenge Of Drancon



If your idea of Heaven is a round select then push Down on the joy pad and then Start. Now simply press Up to select

rounds. Only works on the title screen.

## Robocop



This sounds a bit risky, but rumour has it that if you die just as you reach a new energy token you'll skip a level. Hmm.

## Shanghai



If you want to change the gameplay try out these codes, REV, ZAP, STF and MAN.

## Slime World



Level codes a go go 078BC1, 0B8BCD, 9D0AD9, 070964, CCC945, 30C988, 4F8B09, 098BC3, C28A87 and 8F0BC8.

## Snoopy



You want later levels: 1N10, XG1A, XZVB, BTND, V5IQ, VATI, CS12, C411, ZVV0, BHNA, CEIB and CDXH. You got 'em.

## Outrun



Apparently it's best if you take the right route as it's faster. Also if you fancy becoming invincible,



simply press and hold down on the title screen and all of the menus, Up, Left, 1, 2 and Start.

## Pacland



To get 10 lives enter your name on the high score table as 3ZONE. (that's a zero)

## Paradius



If you pause the game after you've picked up a ship press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A to become the owner of all the weapons. Hurrah!

## Pengo



To get a rather handy options screen, which lets you choose almost everything from the level to the number of lives, simply hold down Left, Up, 1, 2 and Start on the title screen.

## Pipe Dream



Try these passwords: HAHA, GRIN, REAP, SEED, GROW, TALL and YALI.

## Prince of Persia



More password japes ahoy! Try these: 97115115, 52006105, 12800785, 97734444, 52622574, 41121564 and 77027514.

## Putt + Putter Golf



Here's some passwords to take a swipe at! : BKDKN, NKJLE, YAZBR, DLGKC, FLMKF, HKJJK, FLDKD and PUTT

## Rampage



To get a level select simply press pause on the monster selection screen.

Then, on the newspaper screen press Option One, Left and Right.

## Roadblasters



If you drive along the edge of the road on level 1 while holding down B you should bump into a tree. This rather spookily will give you a level select.

## Robosquash



If you've been splatted and you can't see anything, the shadows on the wall will show where the ball is.

## Roger Rabbit



Try these passwords: DLT3QYBY, MMCFGWXJ, BGQTVKJP, GPLDMSRC and RTJBWN43.



## Sokoban



Yet even more passwords! Try the following: VENUS, EARTH, THESUN, MERCURY, VEKID and THEMARS.

## Space Harrier



More passwords: EAGF, CHFA, DGBC, HBGA, FBHE, BFCH, HGDA and AGEZ.

## STUN Runner



On level 12 (The coathanger) as soon as you enter the first tunnel go right and collect the boost pad. Now quickly go to the top of the tunnel and you'll go through a hole which will warp you to level 18!

## Sumo Fighter

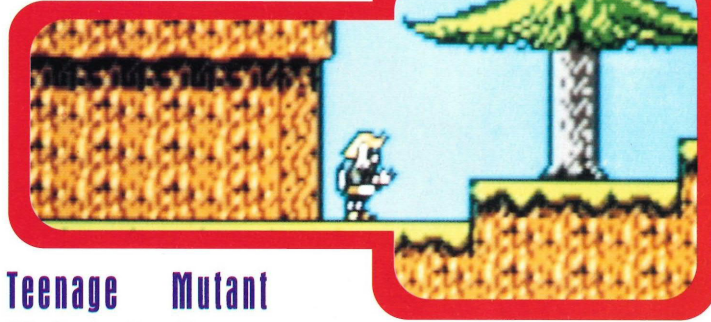


Here's a little level code to put you in among the big boys 500611.

## Super Mario Land



When the "Game Over" message stops moving, hammer away at the Start button as fast as your little finger will go. Hopefully you'll now restart where you left off.



## Teenage Mutant Ninja Turtles



For extra energy pause the game and then press Up, Down, Left, Right, A and B. For bonus games on the configuration screen press A, B and Select simultaneously. Next to the 5 a '?' should appear. Select this and Bob's your Uncle.

## Tennis



For a ninja death serve press A and B together. Better still when you are serving the ball, throw it up in the air, miss it and move so that it hits you on the head. You'll now win the point. Weird!

## Tour de Thrash



Here's more level codes to keep you thrashing!!!: GNBF, MTGP, PVFS, FVCH, BXHN, GFTQ and JZWC.

### Viking Child

Here are ye olde passwords:

- 1 OMEGAMAN
- 2 PATRICIA
- 3 REDDWARF
- 4 DEWSBURY

## Warbirds



As soon as you die (when the screen is bordered by poppies) press PAUSE. Now by using button B you can skip into enemy's cockpits.





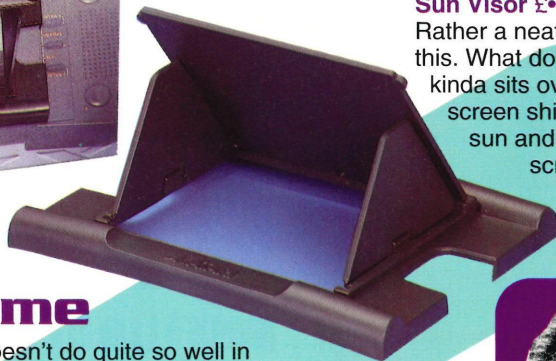
## Cool For Cats



It's often been said that the Lynx is a bit thin on the ground in the add-on department. But perhaps this is about to change, as *Fistful* can now exclusively bring you some useful extras.

### Sun Visor £... Atari

Rather a neat bit of plastic this. What does it do? Well it kinda sits over your Lynx screen shielding it from the sun and protecting the screen from any scratchy things that might want to, erm...



scratch it. The wonders of modern technology, eh?!

### Pouch £... Atari

With this pouch you can pose anywhere you want. Styled in attractive gun metal grey, and with more velcroed combat pockets than an entire platoon of G.I. Joes, it allows you to cart your *Lynx* and a couple of games anywhere you want. So handy, I don't know why anybody didn't invent one sooner. (*They did. It was called a pocket! - Ed.*)

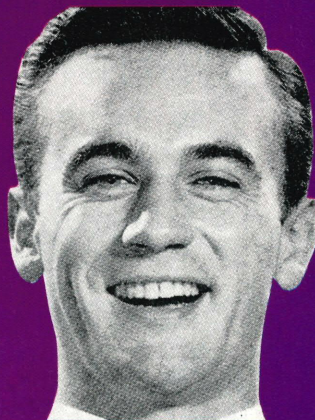
## On The Game



The Game Gear doesn't do quite so well in the add on stakes for two reasons. Number one, it's the least portable of the lot in terms of size, and number two because no one's yet come up with any!

### TV Turner £74.99 Sega

This is bloody expensive. There is no getting away from it, almost £80 just so you can catch the latest episode of *Home And Away* on your Game Gear. With poor reception and the scary ability to eat through your batteries like there's no tomorrow, you'd probably be better off with a portable TV set.



**"Hey kids you don't want to run with the crowd. You too can hang with the coolest cats on the street corner and be a-okay with your very own customised Game Boy. It's a swinging scene, bebop a loola far ou..."**

**Readers voice: "Oi, Mr Boring, buggar off back to the 1950s where you belong. We customise our Game Boys how we want to, and you ain't got nothing to say. Right on! At *Fistful* we think that customised hand helds**



**are smart. Send us a picture of yours and you may just win a fab prize.**

# PERFECT

**Y**ou can't beat 'em can you? Those little hand-held bundles of fun. Game Boy, Lynx and Game Gear - you can whip them out at the drop of a hat and play them on the train, the bus, anywhere. And why? Because they're so portable.

At least they should be. But with the recent arrival of various gadgets to strap, plug and stick to your little hand held, it's not quite so easy to fit this little lot into your sweaty palms. Unless of course you have exceptionally large hands. But are these gadgets worth the dosh you have to lash out on them? Is Sarah Greene an alien? *Fistful* takes a look at the goods and comes up with some serious answers!



# PRIZE



you've dropped on the screen. What you need is a widget that gives you X 2 magnification. And since you mention it, those dudes at Nuby have developed one such gadget. It's a smart little clip on magnifier that allows you to see everything that's going down on the Game Boy screen.

**Game Boy Amplifier £14.99 Nuby/ISM**

What's the best thing about playing a Game Boy in a public place? Is it the portable playing power? Nope. Is it the way that people crane over your shoulder to see what you're up to? Close, but no banana. The real reason you play a Game Boy in a public place is so that the little pingy pongy noises drive everyone else insane, right? Now, thanks to Nuby's sound amplifier, which boosts the sound signal no end, you can clear buses, trains or entire housing estates in one fell swoop, leaving you to play your game in peace.

**Game Light £9.99 Nuby/ISM**

Everyone knows that the Game Boy is portable so that



you can play it literally anywhere. On the loo, deep in the Amazon jungle, or under your duvet at night. Right? Wrong. You don't need to be the Brain of Britain (or anywhere else for that matter!) to know that there ain't a lot of light under the average duvet, so you could well lose your picture at the most crucial moment - namely on level nine of *Tetris*.

But with the help of the *Game Light*, which gives instant light, you can play your Game Boy under any duvet of your choosing!

**Mad About The Boy**



The Game Boy is the most itty bitty of the hand helds, but it also has a huge amount of strap on goodies. Able to boost sound, vision, graphics or battery life, there is an add on for every occasion. So we picked out the best of the bunch.

**Game Boy Magnifier £9.99 Nuby/ISM**

Ever had that sinking feeling?

You're on level 75 of the latest Game Boy blast 'em up, you're preparing to blow the Mother Ship of the Snarg empire into next week, when you accidentally nutron blast one of your own power ups. Why did it happen? Simple. There's so much going on that the

Game Boy screen gets so full up, you can't make out the Snarg empire's mother ship from the chocolate crumbs



More fun than a bouncy castle, more sexy than a lightly greased Danni Minogue. What are we talking about? Well it's either our resident game boy, Jeremy Daldry or all the useful little bits and pieces you can get for your hand-held. Take your pick!

**WAGERS**

# Nuby Does It Better!

**W**in every thing you've always wanted to add on to your Game Boy, plus some pretty neat goodies for your Game Gear in our special competition. Why are we giving away such a huge amount of goodies? Simply because Nuby is the cuddliest company around, and that ICM, its exclusive UK distributors, is the most pink and fluffy.

## The Prizes

What can you win? Well, if you have a Game Boy you can

# Win £250 worth of games goodies!



win: one of three complete sets of everything seen here or our five runners up can each win a Nuby Game Boy Amp.

And if you own a Game Gear, you can win one of five Game Gear carry cases. Smart or wot?!

What's the catch then? There ain't one! All you have to do is match the following classic games with the handheld they appeared on by completing the coupon below (a photocopy's fine if you don't want to spoil this fine mag) and send it to:

**Nuby Does It Better  
Fistful Magazine  
Computer Mailing Services  
P O Box 249  
London WC2H 0HS**

**Last date for entries: 30th June 1992**

## NUBY DOES IT BETTER COMP!!!

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please tick box **MALE**  **FEMALE**

**FAVOURITE STARS (POP, FILM OR VIDEO):**

1. ....

2. ....

**COMP ANSWERS** 1. .... 2. .... 3. ....

If you do not wish to receive direct mail please tick this box

Want to know what's new, hot and positively sizzlin' on the hand-held scene? *Jeremy Daldry* donned his dirtiest mac to hunt down and sniff out gossip of the latest software releases set to keep you hooked on yer hand-held!

## Double Dragon III



Another sequel? Blimey! Soon there's gonna be more *Double Dragon* games than *Star Trek* movies. Does this mean we can look forward to *Double Dragon IV - Attack of the Zimmerframes*? Like so many follow-up movies, your aim in this one is to right wrongs, do lots of good deeds and maim anyone who doesn't share your wholesome outlook. Your heroic role comes courtesy of two characters, namely Billy and Jimmy who (despite their poncy names) have completed their marshall arts training and continue their never ending search for the Rosetta Stone.

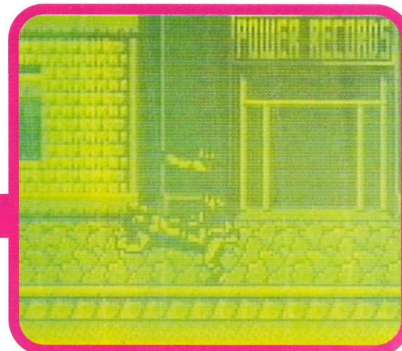
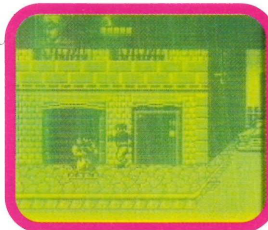
Along the way, they find loads of supremely macho guys in leather sleeveless T-shirts to kick where it hurts and the usual exotic locations to trash. This makes *Double Dragon III* one of the most happening beat 'em ups around. If you fancy a bit of mindless violence, give it a go - the action's right in yer face!

**Available:** October 1992

**Price:** £24.99

**Format:** Game Boy

**Publisher:** Acclaim



# PREVIEWS

## Hitting The Streets!

### Outrun Europa



Not to be outdone, those Brummie-based funkateers US Gold have converted two of its classic *Sega* games onto the Game Gear. The first of these is *Outrun Europa*, which might sound like a strange task at first echo.

Nonetheless, this neat little game first appeared on the Master System some time ago to rave reviews everywhere. On the Game Gear, it's identical in every way to its bigger, badder brother. Your task is to tear across the whole of a united Europe in an attempt to catch a bunch of car thieves who've pinched your motor. Not only have they sped off in your fav mode of transport, but it also contains a wad of top secret documents in the glove compartment, which you're desperate to win back.

This leads you into a jolly jape across Europe. A mix of racing and chasing in cars, motor boats and jet skis while being shot at, collided with and generally made to feel unloved. It's just like a Bond film. Smart stuff!

**Available:** September 1992 **Price:** £24.99

**Format:** Game Gear **Publisher:** US Gold



## Olympic Gold

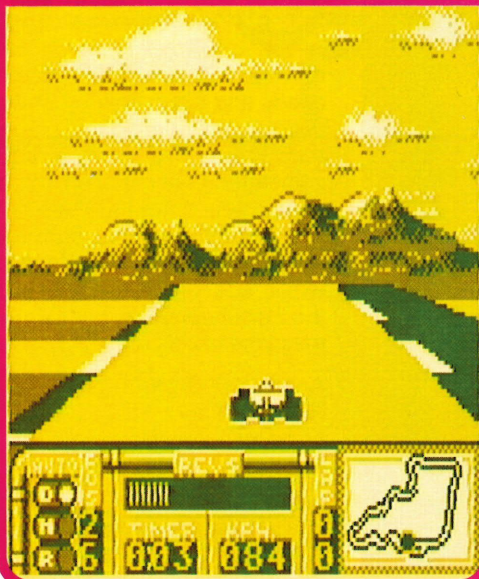


Running, jumping, swimming and firing pointy

things at a target, US Gold have squished the whole of the Mega Drive Olympic Gold onto the Game Gear. Featuring 100 metre dash, 100 metre hurdles, hammer, pole vault, archery, 100 metre freestyle swimming and diving. Surprisingly easy to see what's going down on the diddy Game Gear and more playable than a penny whistle, *Olympic Gold* is bound to get gold with sporty types everywhere.

**Available:** June  
**Price:** £24.99  
**Format:** Game Gear  
**Publisher:** US Gold

**Available:** September 1992 **Price:** £24.99  
**Format:** Game Boy **Publisher:** Acclaim

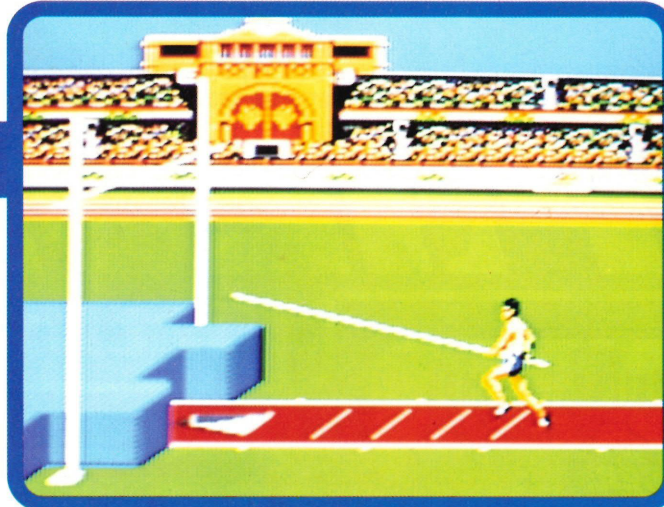
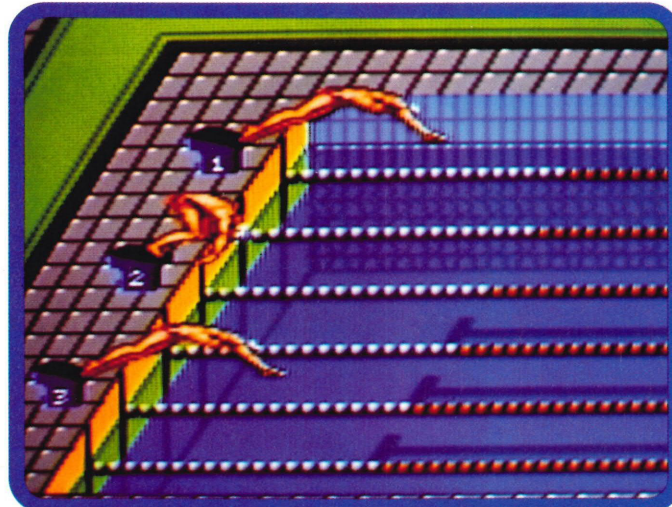


## Ferrari Grand Prix

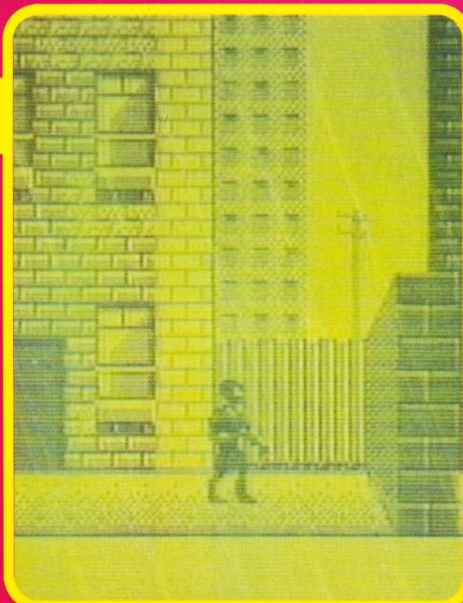
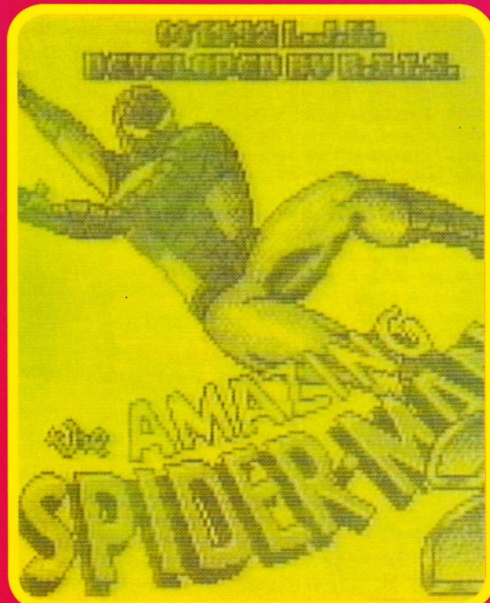


You can't beat the lure of an open road and the stench of burning rubber! And now you can take the thrill of it with you anywhere, thanks to Acclaim's *Ferrari Grand Prix*. If you fancy a bit of wheel-spinning action, you can't go far wrong with this smart cart, racing over all 16 tracks that make up the world championship, battling against loads of other top class racers.

But it ain't all racing. You have to think for yourself in deciding whether to have an automatic or manual gear box, what colour overalls you wanna wear and whether you should take the furry dice optional extra. Minor matters you might say, but they all add up to determine whether you're about to become a winner or a loser. With an eye-view of behind and slightly above the wheel (at a 45 degree angle), loads of motor-ing sound effects and ultra-smooth scrolling, this could well be the one to turn you on. Speed freaks will think it's sweet.



**Available:** November 1992 **Price:** £24.99  
**Format:** Game Boy **Publisher:** Acclaim



## Spiderman 2



"Spiderman, Spiderman, does whatever a spider can..." hot on the

heels of the release of what threatens to be one of the biggest movies this year, *Spiderman* on the Game Boy cart will hit the streets this summer. Even though we've only seen a couple of finished screens, it all looks pretty amazing. Spidey can do all the usual things you would expect of the ol' web slinger, including climbing walls, shooting webs fit for swinging on and fighting bad guys left, right and centre. With extra large sprites and some dead cool animation, this could be a real humdinger. Worth spinning a web for.

# EURO CHAMPIONSHIP '92



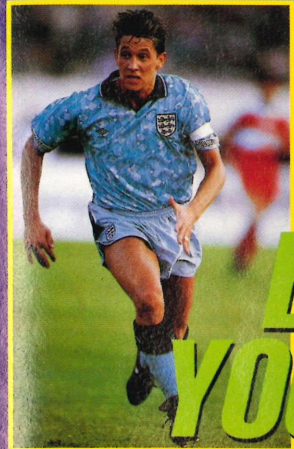
# 90 Minutes

Get to grips with Euro Championship '92, the Euro special from 90 Minutes, Britain's brightest weekly footie mag! Packed with top colour shots, action-packed previews, player profiles, and everything you'll need to know about the top names in Sweden, it's the summer mag for every footie nut. You'll kick yourself if you miss it!

# 90 minutes

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This Giant All Action poster inside

# INSIDE!!! INSIDE!!!

Pull-Out championship wall poster

## Game Zone

Calling all game freaks! You definitely won't want to miss a terrific issue of *Game Zone*. Out every month, this ace, glossy colour mag brings you over 100 pages stuffed with news, mega competitions, plus reviews of all the upcoming computer game releases - from big film games to wrestling titles, and the usual range of shoot 'em ups - all you could ever want from an all-formats games mag - for only £1.75!

Step into the **Game Zone EVERY MONTH** - or you might as well **blast yer head off!**

## Fistful

Whether you own a Game Boy, Game Gear or Lynx, get ready to get stuck into the second issue of *Fistful* - easily the UK's best full colour mag devoted to the latest releases for hand-held carts! Issue two will contain another free stonkin' GIANT poster!

**FISTFUL - ISSUE 2 OUT ON JULY 23RD!**

# THE COMPETITION!

The lowdown on England's opponents

# ENGLAND'S YOUNG...

GAME **sega • nintendo • pc engine • lynx**

# ZONE

Issue Seven May £1.75



**Exclusive!**  
We lift the lid on page 12!

# Super Mario 4

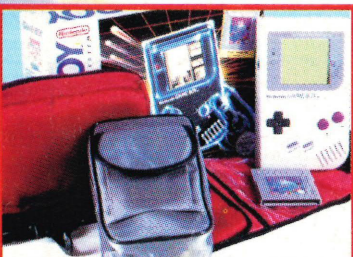
Carmen Sandiego Terminator

**Super Mario World. The best game ever?**

Seven pages of the hottest tips around.

...er Nintendos plus pins  
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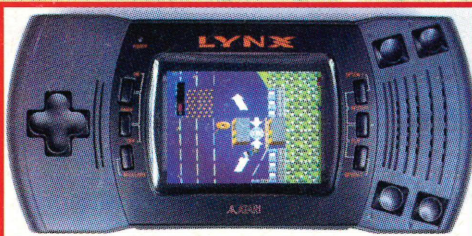
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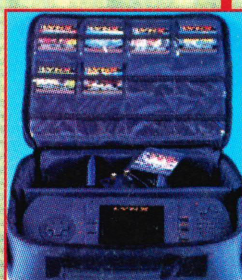
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