GAME ZONE

sega • nintendo • pc engine • lynx

GAME ZONE

Issue Eight June £1.75

FREE tattoos

Predator 2

Terrifyingly exclusive preview inside!

Olympic Gold

Wrestlemania

Champions Of Europe

Super Smash TV

Dr Franken

Metroids II

The most console reviews in town!

Win!

A JVC video recorder

An NES and Game Boy

Loadsa Game Boy add-ons

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Seven pages of essential tips.

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COMING SOON

Asteroids are about to hit your software shop.

You're trapped in a deadly Asteroid belt. Surrounded by more rock than a heavy metal roadie. Armed with powerful photon cannons you must blast your way to freedom.

Beware alien spacecraft with lasers more dangerous than a kiss from your granny. They're out to mash your ship into metal mincemeat. Use your rocket thrusters wisely and when the heat's really on hit "hyperwarp" and watch them wallow in your wake.

Challenge the computer on your own or with an ally. Alternatively, challenge a friend and blow them into the next galaxy.

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COMING SOON

The finger is on the button. Only your thumbs can save mankind.

You are the Supreme Defence minister and doom is on your doorstep. Thousands of not so cuddly scudly missiles are falling from the sky. As the boys bite their nails in the bunkers, the real men man the missile bases. Your job, blast the enemy's bombardment out of the blue.

Defend one attack and another starts, these boys fire more missiles than a Trafalgar Square pigeon. They've got satellites, stealth bombers and very clever smart bombs.

Defend 16 cities from New York to Moscow. Make a slip of the thumb and the east gets blown west.

'Missile Command'™ is the arcade classic now available on Game Boy,® with digital sound and graphics so real they'll blast your head off. It's the game for people who carry sandbags not handbags.

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... a list of all this issue's games and where they are.

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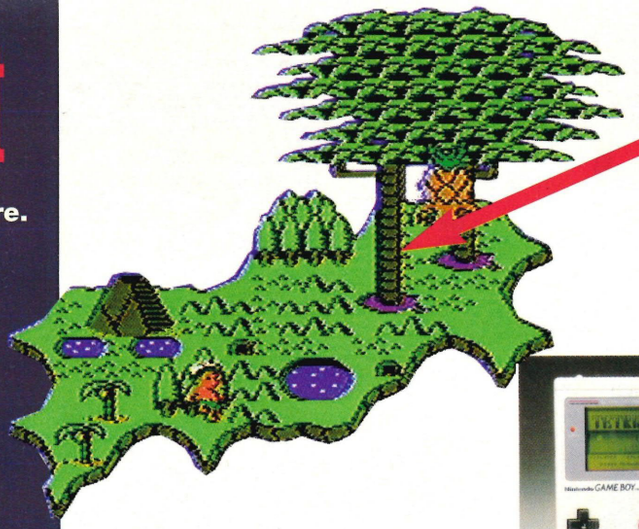
plus!

OVER 300 GAMES

reviewed in full from page 100



Adventure Island II
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Manga Mania

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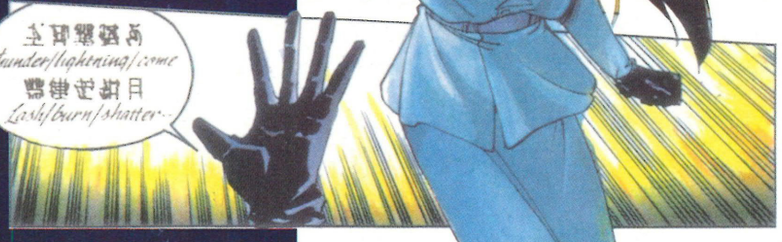

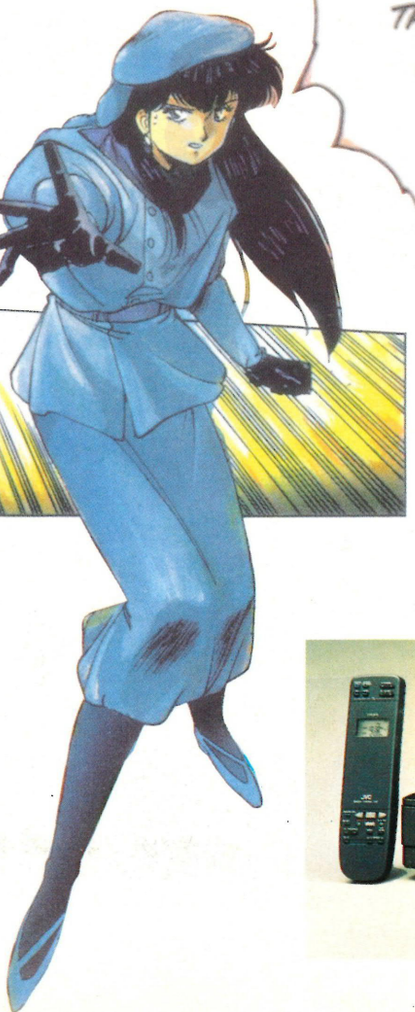

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WIN!

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23 compo
Win a video recorder and loads of smart *Predator 2* goodies from those terrifyingly generous people at Acclaim.

24 reviews
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54 compo
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70 handhelds
Where do you go if you want to read more handheld reviews than in any other mag? Right here of course. *Hook, Dr Franken, Metroids* II... the list is endless. (Almost.)

83 pg tips
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Having porked his way through 16 pizzas *Jeremy Daldry* burns off the calories on US Gold's fab and official Olympic licence.

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She can kill a man at fifty paces with a pound coin. Fortunately this month we persuaded *Amaya Lopez* to use her money down the arcades instead.

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Save time, money and legwork. Use our free ads section and you're onto a winna.

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112 twilight zone
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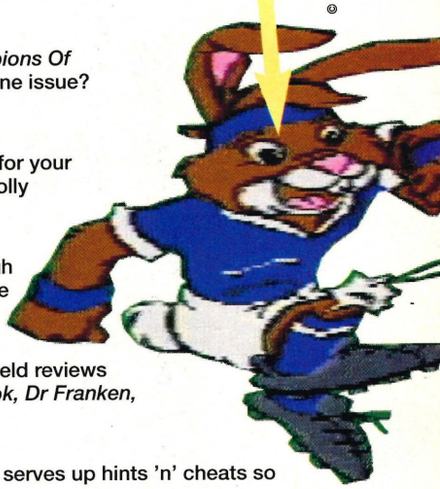

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THE IMMORTAL
And this is just the reviewer! Page 26.

WWF
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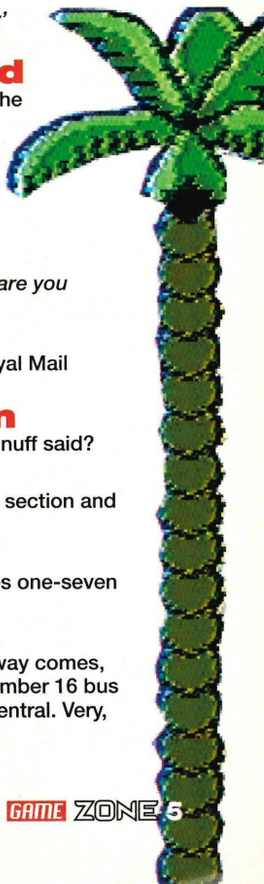

SMASH TV
Beat the repeats, page 30.

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Dennis

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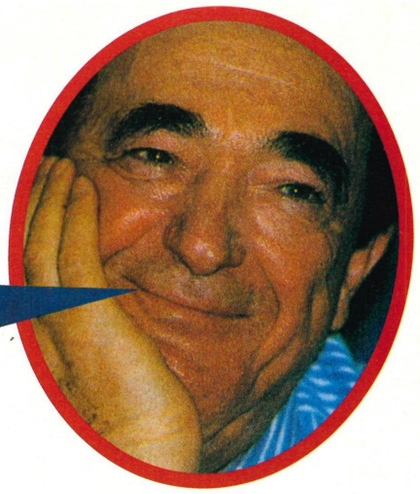
COVER: PATRICK ROSE

NEWS



It's time once again to peer into the inky den of the Game Zone newshounds to see just what dirty deeds and saucy scandals our intrepid hacks have uncovered down amongst the consolekind this month...

this is a job for... super console!

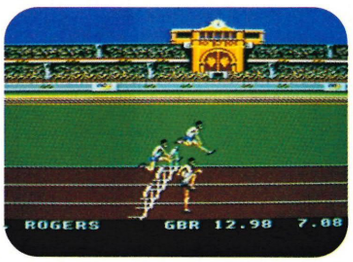
Just when everyone thought it was safe to buy a Mega Drive or Super Nintendo along comes news of another tasty console to tickle our fancy. According to recent speculation in the Japanese press, Matsushita (the massive conglomerate that owns just about every consumer electronics company you've ever heard of – including Panasonic, Technics and Pioneer) has a neat box of tricks ready to give Nintendo and Sega a run for their money next year.

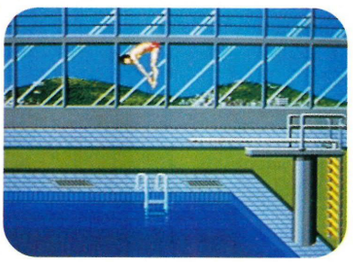
Details are still up in the air but many believe this new deck will sport trendy technology like CD-ROM and hopefully appeal to the whole family with a wide range of software and accessories. Some pundits have even suggested it could also play laserdisc movies. This format is very popular in Japan thanks to the brilliant sound and picture quality offered. JVC, another subsidiary of Matsushita, has already produced the WonderMega, a version of the Sega Mega-CD with added features for singing along to karaoke titles and playing music through MIDI-compatible instruments.

More intriguingly, Electronic Arts and Time Warner are apparently going to supply the first video games to go with the mystery Matsushita machine. With releases such as *EA Ice Hockey, Madden '92* and *Desert Strike,* Electronic Arts has frequently produced the best Mega Drive carts around.

It goes without saying that no one is willing to officially comment at this early stage. Rest assured, we'll jam their switchboards and fax machines until somebody caves in.

olympic gold





Running, jumping, swimming and, erm... doing something else equally energetic that ends in 'ing'. And all in the palm of you hand, not bad going hey? Oh yes, those Brummie party animals and synchronised swimming team, US Gold has put together both Master System and Game Gear versions of their *Olympic Gold,* Mega Drive smash.

Hailed by everyone who saw the Mega Drive original as, not only the best thing since sliced bread, but the best thing since wheat itself. Once again you get to run the 100m and 100m hurdles, partake in the hammer throw and pole vault, splash through the diving competition and 100m freestyle and play at being hunky Kevin Costner in the archery.

Both new versions boast surprisingly large sprites that are animated smoothly and rather sexily. And we can exclusively reveal, having had a crafty twiddle, that the new versions play just as well as their 16 bit relative, losing none of the excitement and atmosphere of the real thing.

Available from US Gold in June, price £tba.

drop 'em (again)

Cahm-on nah laydees and gents. Roll up! Roll up! Dan't be shy 'cos it's bargain time again down 'ere on the *Game Zone* Bargain Barrah. And what 'ave we got on the deck for you today? Not one, not two, but loads of beautiful little sexy black numbers going by the name of slinky Lynx. Hur, hur.

Nah then, it's not every day of the week you get offered a super sleek little number like this, is it? Cor blimey, no. And it's not every day you get it offered at such knock-dahn prices neiver 'cos 'ow much do you think we're going to charge you fer this smart colour 'and'eld then eh? A monkey? A ton? Nah, course not. 'Cos to you guv, and to you madam, it'll be a mere 84 pahnds. Nah you can't say fairer than that nah can you? Luvvly jubbly.

(Erm, what this story is trying to tell you is that Atari is shortly due to release a super cheap-o Lynx bundle which will contain its smart, slinky colour handheld (and nowt else) for a mere £84. Got that? Ed.)

bats in the belfry

Holy priceless collection of etruscan snoods! It seems the man in black is back, back, back. No, no. We're not talking about Paul Daniels here you idiot, but the one and only caped crusader himself – Batman.

Yup, it seems the battiest comic strip hero in the known history of the universe will shortly be back in action on our cinema screens, when he will take on the unenviable task once again, of trying to rid Gotham City of more crafty crims than you can shake a stick at.

Apparently Cat Woman, the Penguin and even the Joker all come in for a bat-tering in the eagerly awaited new Batman movie, *Batman Returns.*

But then so too have the poor old film licensers, 'cos you can bet your next bat burger that console developers everywhere were bat-tering on their doors in an attempt to win the films licensing rights as soon as they heard the movie was in production.

So who has won the bat-tle? Well *Game Zone* News can reveal that Konami has nabbed the rights to the NES, Super NES and Game Boy versions, Sega the rights to the Master System, Mega Drive and Game Gear versions, and Atari the rights for the Lynx.

Quick developers, to the Batcave!

spot the gizmo

What the dickens is this then eh? Is it the front of the *Game Zone* ansa-phone? Is it a James Bond phone tapping device? Nope, it's a Power Boy. A smart new little rechargeable power pack for your Game Boy, that once plugged into your favourite cuddly handheld, will give you five hours of highly portable playing time.

How does it work? Very simply of course. All you do is plug your Power Boy pack into the mains overnight. Then, when it's fully charged, remove the back cover from your Game Boy, take out its existing batteries, snap in your Power Boy module and away you go. It's utterly brilliant!

The Power Boy from Naki Industries will be available at the end of this month.

outrun europa

Shrunk, squished and stomped into the Game Gear, US Gold has crammed its Master System smash into the diminutive form of the Game Gear. You play an international spy who, rather foolishly, has had his motor pinched.

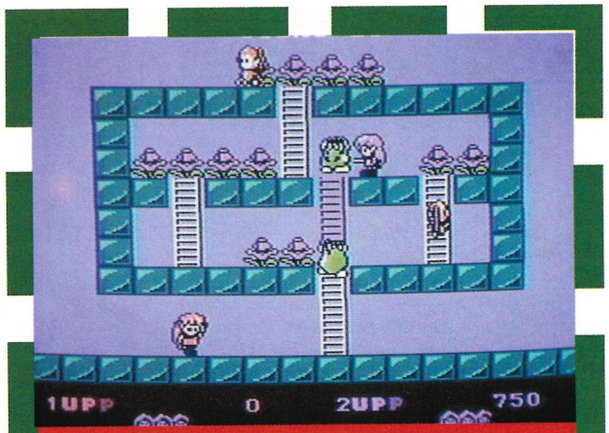
Even sillier, is the fact that he left some top secret documents on the back parcel shelf. So off you pop in an attempt to get your motor and your documents back, while avoiding both the guys who

pinched them in the first place and your own side – who are understandably miffed at the loss of their papers and want your blood. (Well actually they want their documents back, but they'll settle for your blood.)

There are buckets of really nice graphic touches as you speed your way through Europe. The White Cliffs of Dover, the Eiffel Tower – you get to see them all as you zoom along, in a stolen car, jet ski, or motor bike. They don't call you Johnny Zoom Trousers for nothing.

One to watch out for, especially if you are a boy racer who fancies a go at being James Bond.

● Available from US Gold in June, price £tba.

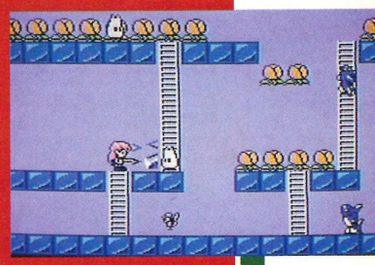


rodland

'So cute you'll puke' ran the slogan for *Rodland* when it first appeared in the computer world. Crammed full of cuddly enemies who cried when you hit them and cuddlier heroes called Tam and Rit the game was cute alright. And it was also bloomin' addictive. *Rodlands*, you see, is a bit of a platform adventure with Tam and Rit trying to rescue their mum from the top of the Maboots Tower.

And now of course, this well popular game is due to join the seemingly neverending collection of cutesy platform games on NES and Game Boy. And we reckon it'll take some beating for both cuteness and fun.

● Available from The Sales Curve by Xmas.



chart

1. **Terminator 2** Acclaim
2. **New Zealand Story** Ocean
3. **Bugs Bunny's Birthday Blowout**/Kemco
4. **Rainbow Islands** Ocean
5. **Super Mario 3** Nintendo
6. **Jackie Chan** Hudson Soft
7. **Star Wars** Lucasfilm
8. **Blaster Master** Nintendo
9. **Road Fighter** Nintendo
10. **Trog** Acclaim

● Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

gamesmaster II

Some people in the *Game Zone* office sold their television sets and applied for jobs in Tibet after their *Gamesmaster* appearances. Others drop the phrase "When I was on TV" into every other sentence. Now *Gamesmaster* is back and offering you the chance to sample the fame and enhanced love life that a TV appearance offers.

After the phenomenal success of the first series, Hewland International is planning a mind-boggling 26 episode series for the Autumn. If you want to appear on one of them then write to *Gamesmaster Stardom*, PO Box 91, London, E14 9GT with the following details:

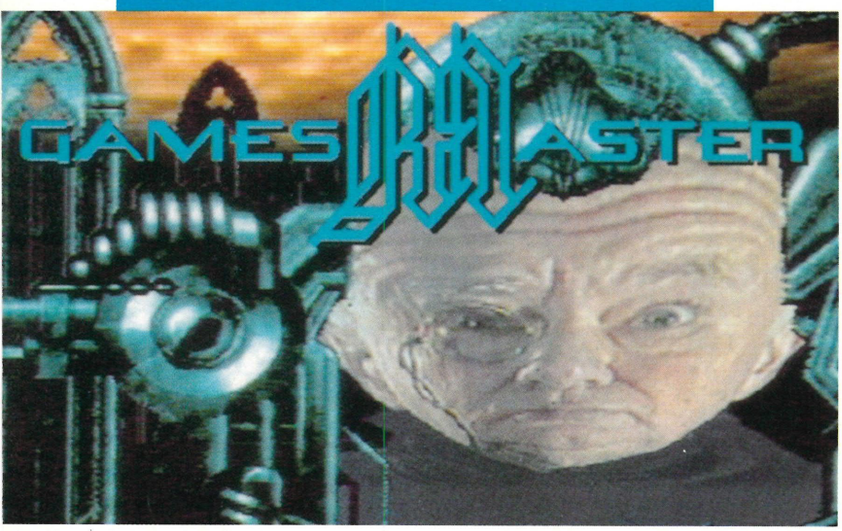
i) Favourite games (plus high scores if available).
ii) Age, contact phone number and address.
iii) A recent photograph.

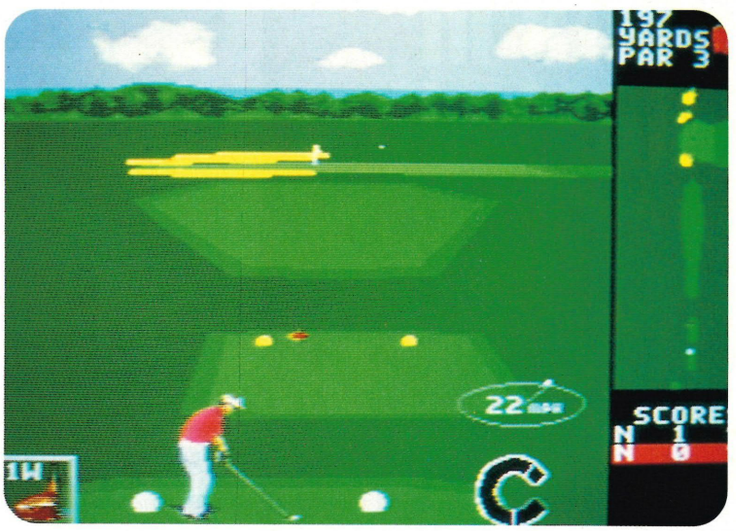
Oh, and if you simply want to watch other people humiliating themselves – then you can write to the same address for tickets. See ya there!

tattoos to you too

They're big. They're bold and they're stuck firmly onto the front cover of this very issue of *Game Zone*. What are they? Only our rather smart and sexy sheet of *Game Zone* tattoos.

Yes indeedy. These rather smart fashion accessories will give you instant street cred at the completely bargain price of nought pee! And not only that, but they can be applied completely without pain too. Yup, no needles, no fuss and no mess. Just a bit of spit, a bit of pressure and hey presto, a trendsome tattoo will adorn your pecs. Brilliant.





the lawnmower man

Blimey it's getting so that you can't tell what's a film and what's a video game. Take *The Lawnmower Man* for example, that British film that we told you about last month which is going down a storm in the States. Based on a Stephen King short story the film is a journey into Virtual Reality and VR games.

Not surprising then that there was hot competition to get the video game rights. But who came out on top then? Only The Sales Curve who will develop the game for just about every format known to the human race. The film opens in June but you'll have to wait until next Spring for the game.

MEGA DRIVE chart

1	**Desert Strike**	Electronic Arts
2	**Winter Challenge**	Ballistic
3	**John Madden '92**	Electronic Arts
4	**Road Rash**	Electronic Arts
5	**F-22 Interceptor**	Electronic Arts
6	**Quackshot**	Sega
7	**Test Drive II**	Ballistic
8	**James Pond II/Robocod**	Electronic Arts
9	**Hard Drivin'**	Domark
10	**Pitfighter**	Domark

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

world class leader board

For many people *World Class Leaderboard* is the best golf sim you can get on the Master System, and when it was released on the Game Gear last year there was mass hysteria and jubilation amongst the plus-four wearing brigade. And now, thanks to those clever dudes at US Gold, you can tee off on your Mega Drive too with all the little technical things that we don't understand, but make the Master System so smart, plus some extra brillo things that only the Mega Drive can do.

There are the same number of courses, each boasting 18 holes of hell and all the usual choice of woods, irons and putters. Great stuff, that is bound to make *World Class Leader Board* a bit of a corker.

● Available from US Gold in June, price £tba.

kuchikomi

If it's hot and edible it's probably a vindaloo. If it's hot and consoley it's probably happening in Japan, so you'd best read on to check out the latest happenings in the land of the rising sun.

Despite their immense popularity among Japanese players, hardly any of the really crazy software releases ever make it over to Europe. But maybe *Parodius* will buck the trend. This Konami spoof on the successful *Gradius* series of shoot 'em-ups, has some truly bizarre touches. How many times have you flown past volcanoes with frowning faces and rosy red cheeks or blasted a giant parrot boss sprite in pirate costume? Super Famicom and PC Engine owners could be tucking into this tasty feast of fun soon. Don't miss it.

Nintendo and Dentsu held an important game seminar for the next generation of designers and producers earlier this month. After several rounds of applause for the talented programmers of *Super Mario World* and *Zelda 3*, the binary boffins started to discuss their favourite topic of the moment – the CD-ROM. It seems even console punters won't be able to escape the wonders of karaoke in the coming months. Hurrah!

What's the most fashionable way to advertise your company these days? That's a toughie. Get a geezer smothered in orange stuff to slap some plonker round the mush? Nope. Japanese publishers are climbing over one another to sponsor top car drivers on the highly competitive Grand Prix circuits. Capcom, maker of the incredible *Ghouls 'N' Ghosts* and *Street Fighter 2*, has recently injected a considerable amount of cash into one of the leading Formula 3 teams. Is a racing game just around the corner then?

It seems there's no stopping Capcom at the moment. Those clever boys and girls in the labs have been extremely busy again, inventing a spanking new gadget for the Super Nintendo. This 'Joystick for Funtastic Entertainment Games Presented by Capcom' (phew) is a meaty beast specially constructed to handle the strenuous demands of the forthcoming beat 'em-up *Street Fighter 2*. After all this effort, Capcom is sure to support this trendy accessory with more games in the future.

Have you seen those brilliant Mindbendo T-shirts in Oxford Street and backstreet markets across the UK? It shouldn't be too long before the corporate lawyers get nasty about these smart underground clothes.

What does every kid want for their birthday? ASCII could be the answer. The latest pop-up comic book for eager youngsters is full of their favourite characters from *Super Mario World*. Read in amazement as the most famous plumber in history leaps off the page in a single bound. Oh yes, and Yoshi fans will be particularly glad to know their cute dinosaur hero is lurking somewhere close. Endless hours of entertainment and enlightenment could be yours for only Y 2,200. That's about £9.50 in proper money.

More news on the PC Engine front. Any blasting fans out there lucky enough to own a CD-Rom unit for their PC Engine will be glad to hear that *Forgotten Worlds* has been released featuring more levels and bosses than before. NEC Avenue are the

Continued on page 11

stand delivered

If your room is anything like the *Game Zone* office then you might be interested in this latest addition to the ever growing Mega Drive accessories range. This smart Mega Drive stand is made from sleek, steel tubes and has oodles of room, not only for your Mega Drive, joypads and games, but also a couple of hooks for hanging up those irritating wires that always seem to end up knotted round each other, the console and your pet hamster.

The Mega Stand is a sturdy little beast which according to intensive *Game Zone* tests, also makes a good stool.

Available from KMA Engineering, price £59.95. Tel: 0684 296 610.

dragon's lair

What's in a name heh? Would you really rate a bloke called Dirk? Would you want to rescue a girl called Daphne? Well if the success of the *Dragon's Lair* coin-op is to be believed, the answer is a resounding yes. Which is good news for Elite really, since as we speak ,it's hard at work putting the finishing touches to the SNES version of *Dragon's Lair.*

Original attempts to introduce a cutesome caricature of Dirk were dropped after some unfavourable reaction at the Las Vegas CES. So in the forthcoming SNES version, Dirk will be there in all his glory along with other favourites from the coin-op such as Princess Daphne, the Mud Men and Giddy Goon.

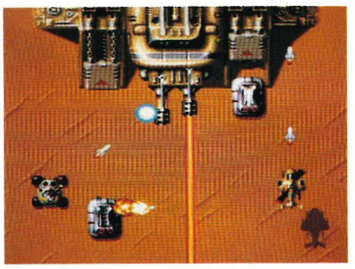
Gameplay owes more than a little to the inspiration of the wondrous *Castlevania IV* and it's definitely looking like a bit of a stunna.

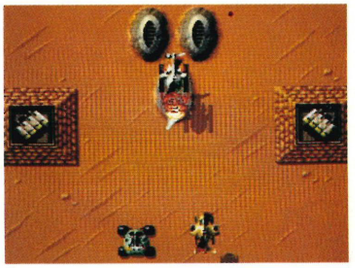
Available from Elite in October, price £tba.

super swiv

A shoot 'em-up with only one level? Sounds about as appealing as yesterday's chips. Unless that game is *SWIV* the epic shoot 'em-up set on one huge level. Controlling either a jeep or helicopter you blast your way through wave after wave of enemies with barely time to take a breath between shots. The game was a corker on the Amiga and now it's set to make a big noise on the SNES with its enhanced 256 colour graphics and 8 channel stereo sound. Smart.

Available from The Sales Curve in early 1993.





second youth

If buying new batteries for your fave handheld is beginning to burn a whole in your pocket then a battery rejuvenator might be the answer. A rejuvenator differs from a recharger since it works on disposable batteries rather than rechargeable ones. The unit shown here can recharge up to five batteries at once (provided they're under a year old) and the manufacturers claim batteries may be reused around 20 times. Sounds pretty smart.

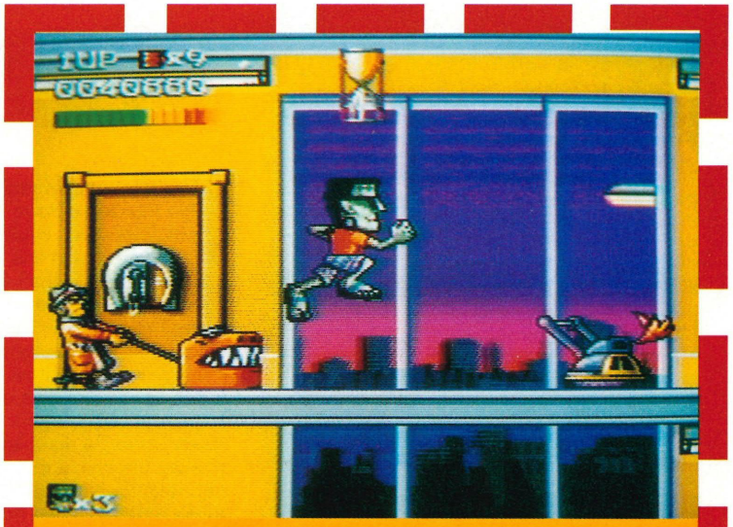
Available from 4 Way Suspension UK Ltd price £19.95. Tel 0326 376 745

bond is back!

Lawyers are a rotten lot. They earn huge amounts of money for making life more complicated and miserable for the rest of us. This is particularly true in the USA where legal wrangles have prevented the making of a new Bond film

Fleming fans needn't be too distraught though, plucky old Domark is still producing a Bond game incorporating the hero and all his baddies in a rollercoaster of action and adventure. Plenty of thrills to keep you going until the lawyers have had their fun.

● Available from Domark in the Autumn, price £tba.



dr franken

Full marks to Elite for showing two bits of imagination. The first was in developing the utterly fab *Dr Franken* for the Game Boy. The second was doing more than simply copy the game onto the SNES. Instead it's come up with a new and bigger scenario. Frankie is still searching for his beloved Bitsy but this time, thanks to the skills of the Transylvanian Post Office, she's been scattered to the four corners of the globe. Honestly! We've heard of relationships falling apart but this is ridiculous!

● Available from Elite in November, price £tba.

chart

1	**Asterix**	Sega
2	**Pro Wrestling**	Sega
3	**Lucky Dime Caper**	Sega
4	**Super Kick Off**	US Gold
5	**Wonderboy 3**	Sega
6	**My Hero**	Sega
7	**Black Belt**	Sega
8	**Enduro Racer**	Sega
9	**Great Volleyball**	Sega
10	**World Soccer**	Sega

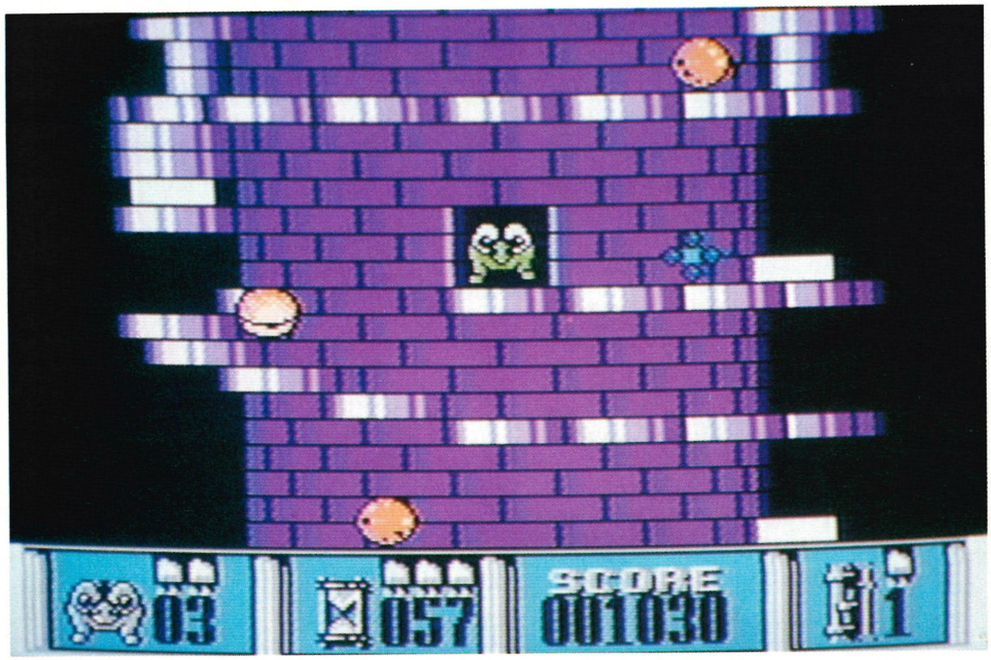
● Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

next month

And now, the end is near,
It's time to face,
The final curtain ...

But which curtain, eh? The one in the bathroom, the one in the kitchen, the one in the... *(Ho ho. Very droll. Ed.)* Yes, it's that time again. The time when we come to the end of the News pages. The time when we gaze misty-eyed, at all that has gone before... and then take a sneaky peek into the *Game Zone* crystal ball to see what the future will hold for next month's issue of *Game Zone*. Brilliant!

And it seems that issue nine of Britain's biggest and bestest multi-format console monthly is going to be packed full with more reviews, previews and features than ever before. So don't miss out. Nip down to your local newsies on Wednesday 24 June, where the future will be revealed!



bods behind this conversion, so quality is assured. And if you're really in love with your PC Engine then you'll have to lay your hands on a copy of *Star Paroja* in which a PC Engine complete with little hands and feet and spitting CD-Rom disks is one of the heroes. Ahhhh!! Kaneco, behind such games as *Gunhed, Super Star Soldier* and *Aeroblasters* are responsible for this slice of weirdness.

Meanwhile Technosoft is building up to launch *Thunderforce 4* on an unsuspecting Mega Drive population while Kemco is due to assault the Super Famicom with *Phalanx* (Oo-er.) Not as rude as it sounds, the *Phalanx* in question is a ship. An A-144 Enforce Fighter to be precise, equipped with enough firepower to send the enemy screaming home with paper bags on their head.

This month's award for all round weirdness must go to the latest Super Famicom game from Masiya. Called *Ranma 1/2* it's based on a hugely popular Japanese comic and animated TV series. The plot goes something like this: Ranma is a boy with a difference, due to an accident while practicing martial arts with his father he fell into a cursed pool of water. Whenever Ranma comes into contact with cold water he turns into a female version of himself, to reverse the process simply add hot water.

Ranma is unfortunate but not unique. His father turns into a fluffy panda, other characters become pigs, cats and birds. The game is, of course, a *Street Fighter*-style beat 'em-up but nonetheless a pretty weird one for all that.

It's a hard and thankless life creating video games. Honest. After a recent trip to Japan – strictly business of course – Eric Matthews of the Bitmap Brothers (*Speedball II, Xenon II*) has become something of a love god to sex-starved teenage girls in Tokyo. A prominent journalist offered: "We received fan mail after Eric's picture was printed in our magazine. Girls in this country think he's very handsome." Oo-er, where will it end? Is the brain behind *Speedball 2* going to become a bit of a brawn in the Chippendales? Tune in next month...

kuchikomi

castelian

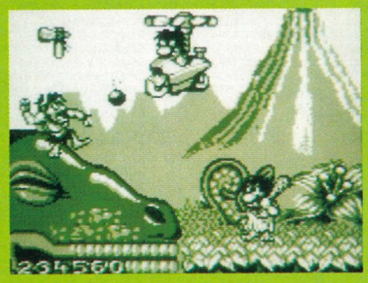
Trying to get to the top of a high tower is hard at the best of times. But when you have to do it on the outside to boot, you know it won't be easy. When the steps are broken, that's even worse and when those steps are littered with bouncing eyes, balls and no end of obstacles then you know things are as bad as they can get. So let's forget the tower also rotates and that there are eight of them to complete. Fiendish. Anyone remember *Nebulus?*

● Available from The Sales Curve in July, price £tba.

joe & mac – caveman ninja

It's already had an outing on NES and SNES now this neanderthal romp is about to be squeezed into the mini world of the Game Boy. Not only will the game retain the humour and playability of the original, it'll also have new game levels not seen on the NES or SNES version. Can't be bad.

● Available from Elite in September price tba.



whoops!

Oh dear. It seems we had a wee mix up at the printer's last month when we tried to give you the number of Nintendo's hotline. We left a digit off. So here, in all its fulsomeness, is the hotline number to ring if you have any SNES, NES or Game Boy enquiries. It's 0703 652222. But make sure you ring between 12-8pm Monday-Friday or between 10-3pm on Saturday and Sunday.

GAME BOY chart

1	**Terminator 2**	Acclaim
2	**Choplifter II**	Nintendo
3	**Pacman**	Nintendo
4	**Snoopy's Magic Show**	Kemco
5	**Mercenary Force**	Nintendo
6	**Super Mario Land**	Nintendo
7	**Super Kick Off**	Imagineer
8	**Double Dragon II**	Nintendo
9	**Amazing Spiderman**	OJN
10	**Solomon's Club**	Tecmo

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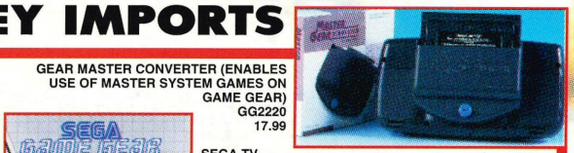

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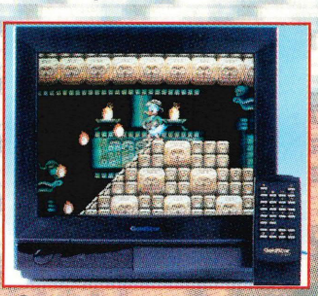

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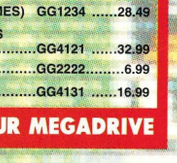

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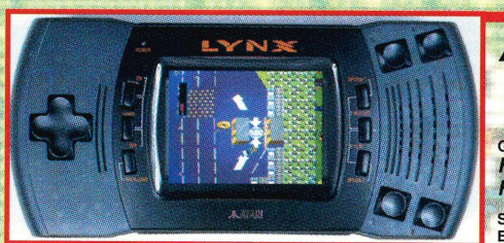

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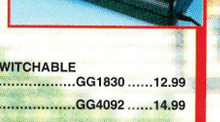

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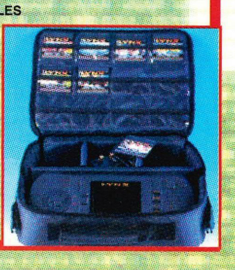

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fist of the north star

After the tremendous success of last Autumn's release of *Akira*, the animated movie based on the comic by Katsuhiro Otomo, Island World Communications has decided to release a series of animated manga epics, on its new Manga label.

The first release was *Fist Of The North Star* on sale since the Spring, sporting an 18 certificate and priced £12.99. The original comic, written by Buronson and drawn by Tetsuo Hara and available in English from most good comic shops (published by Viz Select Comics, a Californian based group, nothing to do with the UK *Viz* comic) has been an inspiration for a Nintendo NES video game from Taxan which sold over 150,000 copies in the US.

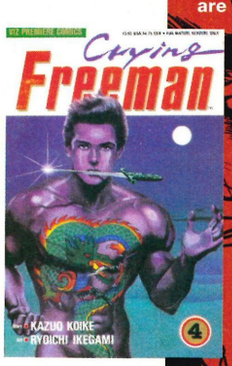
Fist is set in a future world destroyed by nuclear war, where mutant warlord tyrants of giant proportions hold sadistic domain over the surviving populace. The hero, Kenshiro, a student of the North Star (Big Dipper) martial arts technique has been chosen by his elderly master to be the world's saviour. The film is quite an assault on the senses with hardly a few minutes footage passing without some dismemberment or exploding heads. Island hopes to release six titles on its new label this year.

manga man

in the realm of the sensei

Traditionally in Japan, doctors, artists, teachers and other learned persons are addressed by the title sensei – meaning 'teacher' or 'master' (the term means 'one born before'). Comic book artists who attain any standing are also referred to as sensei by their assistants, fans and editors. Most sensei in the past tended to be older people, but because of the youth of the industry and young artists acquiring millions of adoring fans, this has even led to the existence of teenage sensei.

This creates a big problem in age and status conscious Japan. If an 18-year old can be a sensei, how do you refer to an older, more experienced artist? The answer was to create a new hierarchy of honorifics. The industry's new titles include sōsho, slightly above sensei, kyoshō, 'great master' or maestro, ōsama,'king' and kyosō, 'founder of a religion'! Osama Tezuka, the founder of the modern Japanese story-comic is accorded the supreme accolade: manga no kamisama or 'The God Of Comics'.

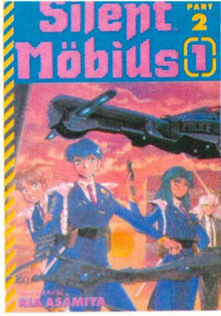


Who could we get to write an informative piece on Manga – Japanese comics? When *David 'Billy Bunter' Wilson* stepped up and announced "The Manga is a fleshy fruit, yellowish red in colour, eaten ripe or used green in pickles", we thought we'd teach the fat bast a lesson.

Console games have become a modern day Japanese phenomenon. An older one is the comic or 'manga' (the Japanese word for comic). In Japan the comic industry is a huge multi-billion dollar operation that has tens of millions of devoted fans from schoolboys to businessmen, employs 3,000 active artists and serves as a window on Japanese culture and the Japanese mind.

With the boom in the console gaming industry, it was only natural that even when not directly using characters from comics, the game graphics would borrow enormously from this popular visual culture. Until recently however, not that much was actually known of this huge Japanese publishing phenomenon. Why?

Well, firstly there are the obvious cultural differences: "The Japanese comic is designed for Japanese readers who share particular attitudes and customs, many of which are unknown outside of Japan," wrote 'God of Manga' Osamu Tezuka, the author of *Astro Boy.*



JAPAN

USA

Here's a Japanese copy of *Appleseed* with its mirror image US version. In addition to the literal translation, the speech bubbles must be changed for left-right roman script and any art 'holes' filled.

ia!

east meets west

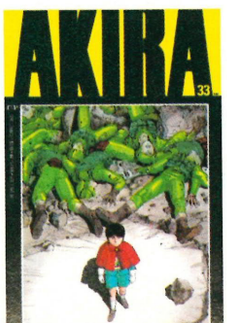
In order to overcome the barriers between the presentation of Japanese and Western comics, the original Japanese pages undergo a lengthy transformation. To take the classic *Akira* as an example, it was originally serialised in Young Magazine in Japan in 20 page black and white instalments. Once enough of the story exists, it's collected together into volumes of three to four hundred pages. The complete *Akira* saga is destined to fill five such volumes – that's a total of 1800 pages.

For Western consumption, Epic comics divided the saga into 64 page sections (each edition including a hefty seven page resumé of the plot!). For publication of the original *Akira* pages, Otomo's own studio, the Mash•Room Company, retouches the artwork to remove all sound effects, Japanese dialogue and speech balloons. The artwork is then reversed via a camera process to produce a mirror image of the original page that will read from left to right. The 'holes' are then filled by new artwork, and new balloons are drawn to hold horizontal dialogue.

The 'mirror proofs' are sent to Epic Comics along with a translation of the Japanese script. Epic effectively 'Americanise' the script, add new speech balloons as necessary and, after the whole process has been checked and approved at numerous stages, pass the whole caboodle to be coloured (much of the Japanese artwork appearing in black and white).

There is also the problem of the way in which Japanese comics are printed. Captions are, of course, printed in Japanese and word balloons are designed for vertical lettering, but more fundamentally Japanese comics are designed to be opened and read from right to left making it hard for a Western reader to follow. In printing the excellent *Akira* series in English, Epic Comics (the arm of Marvel Comics devoted to more adult material) had to take the original Japanese publication through a lengthy process of 'Westernisation' – but more of that later.

What was largely responsible for encouraging awareness of the Japanese comic, was the creation of an animated television series based on popular manga. In France *Goldorak* is hugely popular, *Doraemon* is equally avidly watched by TV audiences in Hong Kong, and youngsters in China all sing the tune to *Astro Boy*. The current manga title working hardest as an ambassador for Japanese comics is undoubtedly Katsuhiro Otomo's *Akira*, which through the medium of the video reached the top 30 in the UK video charts last Autumn. The feature length animated film was written, directed, and illustrated by the writer artist behind the original comic, Otomo himself.

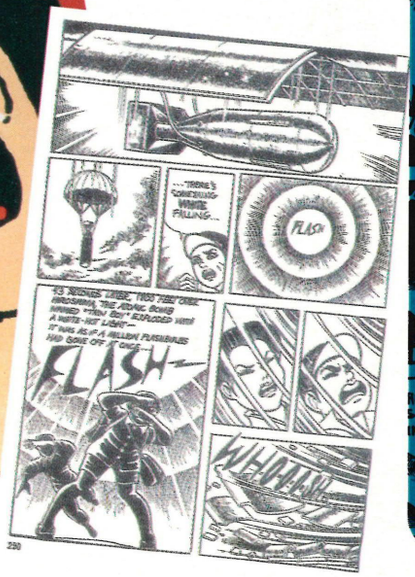


Akira the comic, is currently being published in English by Epic Comics, who along with Viz Premiere Comics are largely responsible for bringing many popular Japanese titles to these shores.

Perusing a specialist comic shop these days you will find many titles like *Lum, Nausicaä Of The Valley Of Wind, Fist Of The North Star, Pineapple Army, Lone Wolf And Cub, Mai The Psychic Girl*, and *Crying Freeman,* yet this is only the tip of the iceberg when you consider that Japan is one of the most print saturated nations in the world. Some enterprising reporters have remarked that Japan uses more paper for its comics than it does for its toilet paper.

The main problem stopping a larger proportion of manga reaching these shores aside from the

manga mania

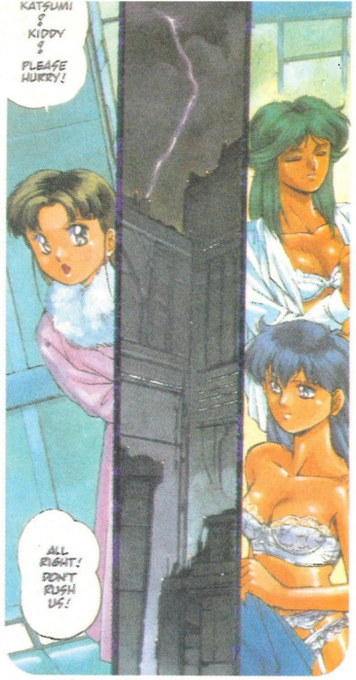


Manga with a mission. *Barefoot Gen* warns of the horrors of atomic war.

barefoot gen

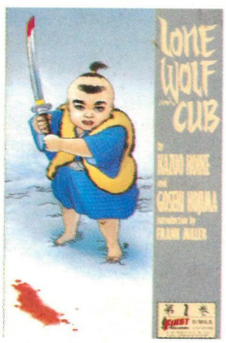
Hadashi No Gen, or *Barefoot Gen* is another title to make the transition for Western consumption. *Barefoot Gen* is the semi-autobiographical story of Keiji Nakazawa, who at the age of six, at 08:15 on the 6 August 1945 witnessed his father, sister and brother dying in the atomic bombing of Hiroshima. Nakazawa survived by chance but the scars of that event remained with him into adulthood when he became a comic artist with a mission – to convey the horror of atomic holocaust to a generation that knows nothing of war.

The universal message of *Barefoot Gen* is 'no more Hiroshimas' and to this end the tale has been translated into several languages, has been made into three live action feature films, an animated feature film and a much acclaimed opera. It was even the first Japanese story comic to be translated and published in a European language.



jongg and fancy free

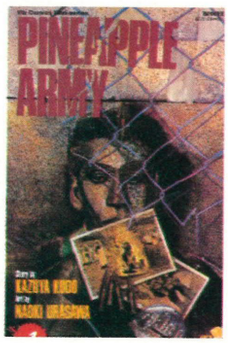
All aspects of Japanese life have been the subject of manga. One of the most popular forms of pastime is gambling at pachinko parlours, mah jongg salons, race tracks and lotteries. Now, you wouldn't think the rather static game of Mah Jongg (a sort of Japanese dominoes if you like) would be the ideal theme for a comic book story, but in 1975 a comic called Majan Horoki (Tales Of A Wandering Mah Jongg Player) was a runaway success! Since that time there has been Fighting Mah Jongg, Blood Spray Mah Jongg Tiles, No-Panty Mah Jongg With The Tables Turned, Mah Jongg Turkish Bath, The Wild Animals Mah Jongg Tiles In Shinjuku, Song Of Wandering Mah Jongg, The Lewd Mah Jongg Devil, and Wild Rider Mah Jongg Tiles At Sunrise!



comics: bane or boon?

You've no doubt heard the current debate about whether or not video games are bad for you. Well, in Japan the same debate has raged about the reading of comics. A neurophysiologist in a Tokyo newspaper wrote that too much speed reading by younger comic readers may not provide much exercise for the synapses in their frontal lobes of the brain and could result in a lack of discipline!

Other psychologists, educators and researchers have come up with the belief that comics transmit important information more effectively than text alone, that they help readers develop an ability to quickly perceive the essence of a problem without relying on linear logic and that they may be a factor in the dexterity with which young Japanese handle computers and related software.



translation and the costly business of producing 'mirrored' artwork, is the fact that many comics feature subject matter incomprehensible or uninteresting to people unfamiliar with the Japanese way of life. They are also rich with symbolism, dozens of esoteric gestures and symbols inextricably linked with Japanese cultures and hosts of in-jokes shared between artists and readers. The violent and erotic content of many could also prove problematic.

Although more and more titles are breaking through the cultural barrier the most predominant way in which the Japanese comic phenomenon is influencing the West is in terms of commercial spin-offs.

The Eighties animated cartoons *Robotech, Gobots, Defenders Of The Earth* and *Transformers* were all based on Japanese concepts created in comic books from the Fifties and Sixties. Hasbro Bradley's robot toys, Transformers were actually designed and manufactured by Takara and reaped $100 million in their first year! The robot fad was a goldmine for Japanese toy manufacturers even though the genre was thought 'trashy' at home. It did succeed in generating some controversy for being 'an orgy of annihilating violence... a cult of allegiance to great warriors, a worship of the great machine' (in the words of an Italian member of parliament) and in 1984 an American woman was injured in a near riot of shoppers vying to buy transforming robots for Christmas(!). The influence of Japanese comics is also being borne out in the work of Western comic artists like Frank Miller with his *Elektra Assassin* and *Rõnin*, and Wendy Pini the author of *Elf Quest*.

Where the manga culture is most likely to be exported is through the medium of the video game. Although the subtleties, the violence and eroticism of much adult manga would never escape the rigid control of Sega and Nintendo, the graphical style, themes and scenarios of video games owe much to the Japanese comics tradition. The story has even gone full circle with special Japanese comics being published to detail the adventures of Sonic The Hedgehog and Mario the plumber.

With the release of *Fist Of The North Star* on the NES by Nintendo third party publishers Taxan, maybe this could mark the beginning of a flood of manga onto Western video consoles. Although most titles currently seem to fall into the cutesy platform genre, if some of the wealth of different comic material were to filter through we could look forward to a host of new game scenarios, ideas, and action.

the miller's tale

In a 1982 Comics Journal interview, American comic artist Frank Miller, the creative hand behind *Daredevil* and *Batman The Dark Knight*, said, "Japanese comics are as violent as anything I've ever seen... The violence in them is rather honest. They are willing to be violent and admit that that is what they want in their fiction. I think that we are much more hypocritical about it. Violence in fiction has a stigma attached to it here. It's obvious that people want it, it's obvious that people get a certain amount of pleasure out of it, and it's obvious that people feel guilty about it. I don't see the guilt as necessary. It is definitely not the same thing to read a violent story as it is to hit somebody."

Frank Miller followed his *Dark Knight* (a recent landmark in popularising the graphic novel) with a six part samurai saga *Rõnin*. This featured cinematic layouts and frame progression – the hallmark of Japanese story-comics, and credited the Japanese samurai classic *Kozure Ōkami* as its main inspiration.

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TERMINATOR™ 2 JUDGMENT DAY

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LJN LTD.

***"Predator Two,"* said Paul to *Duncan MacDonald*. "Bless you," replied Duncan. "Shouldn't you be taking something for that cold?" Oh dearie, dearie me.**

Predator Two is coming soon to a Master System near you, but the journey has been a troubled one. Want to know why? And want to know how the game is shaping up now? Then read *Oh No, We Seem To Be Jiggered, But Maybe We're Not!* (The *Game Zone* behind the scenes documentary)...

scene one: predator one

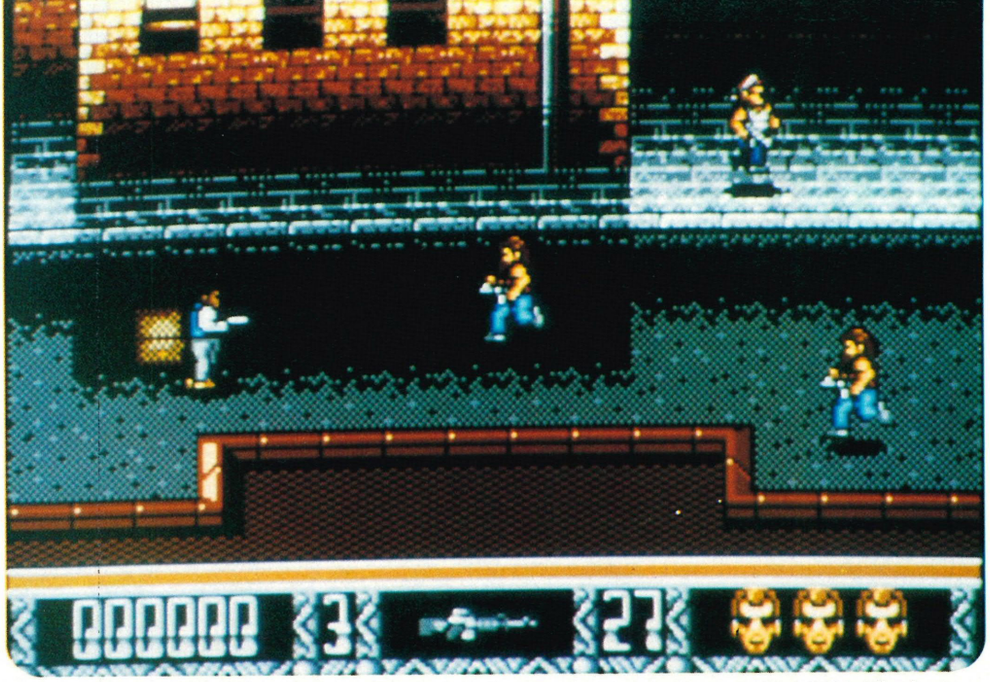
Predator (1) was a film in which Arnie Schwarzenegger and a troop of slightly less famous actors trekked about in a jungle while trying to (a) hide from and (b) kill a large, deadly alien. Arnie and his chums had loads of guns at their disposal – some of the guns big and some even bigger – but what the alien had at **his** disposal (apart from his death ray and his teeth) was the fact that he could turn invisible... well almost invisible, anyway. However, guns or no guns, everyone except Arnie was killed by the alien, which meant these two mega-beings were able to engage in a showdown, right at the very end. What a climax! *Predator* was a film which demanded a sequel. *(Eh? I didn't ask for one. Ed.)*

scene two: predator two

Predator 2 was a film in which... well, it was a film in which Arnie Schwarzenegger didn't appear for starters. He was off making *Kindergarten Cop* or something. *Predator 2* wasn't set in a jungle either, being set instead in New York city. There were loads of baddies hanging about in the city, they were drug dealers, and they had guns. There were loads of goodies also hanging about in the city, cops, and they had guns as well. And the alien who could sort of turn invisible was hanging about too. The goodies were trying to kill the baddies, the baddies were trying to kill the goodies, and the alien didn't care who he killed. Or something like that. It was a film that demanded a computer game. *(But I... Oh, never mind. Ed.)*

scene three: the master system version

Now we get to the problems. The game was started in March 1991, and was going to be coming fairly soon afterwards courtesy of Mirrorsoft. But something happened: something which made things not go quite as planned. It all started when... well, read scenes four and five and you'll get the idea.



A street scene. Quite unlike the olden days, instead of Tea Shoppes and promenading peeps it's full of battling basts.

scene four: on a yacht near tenerife

Robert Maxwell: I'm bored sitting here in my expensively furnished cabin. Hmmm. Tum te tum. Bored, bored, bored. I know, I'll go out on deck to look at the stars – and maybe I'll try to finish off my Quiztime Super Fun travel crossword book while I'm at it. I'll sit on the railings.
Skipper: Um, are you sure that's wise, sir?
Robert Maxwell: Look here scumbag – I don't pay you to ask me if what I'm doing is wise, you know.
Skipper: No sir.
Robert Maxwell: So what do I pay you for?
Skipper: You pay me to drive the boat and keep my mouth shut, sir.
Robert Maxwell: Precisely. Get back to your duties and don't come into my room again. I'm off for a stroll.
Skipper: Yes sir.

scene five: a telephone conversation the next afternoon

Programmer 1: He's dead apparently.
Programmer 2: You're joking!
Programmer 1: No I'm not, seriously, It's been on the news reports on television all day. He was killed on his boat they say.
Programmer 2: Shot?
Programmer 1: Drowned, apparently.
Programmer 2: Shit. So where does that leave us then?
Programmer 1: Jiggered from what I can see. Mirrorsoft probably won't want the game now.

Paul Lakin is 4th in the 'People I've had for breakfast' league.

scene six: mirrorsoft goes down the toilet

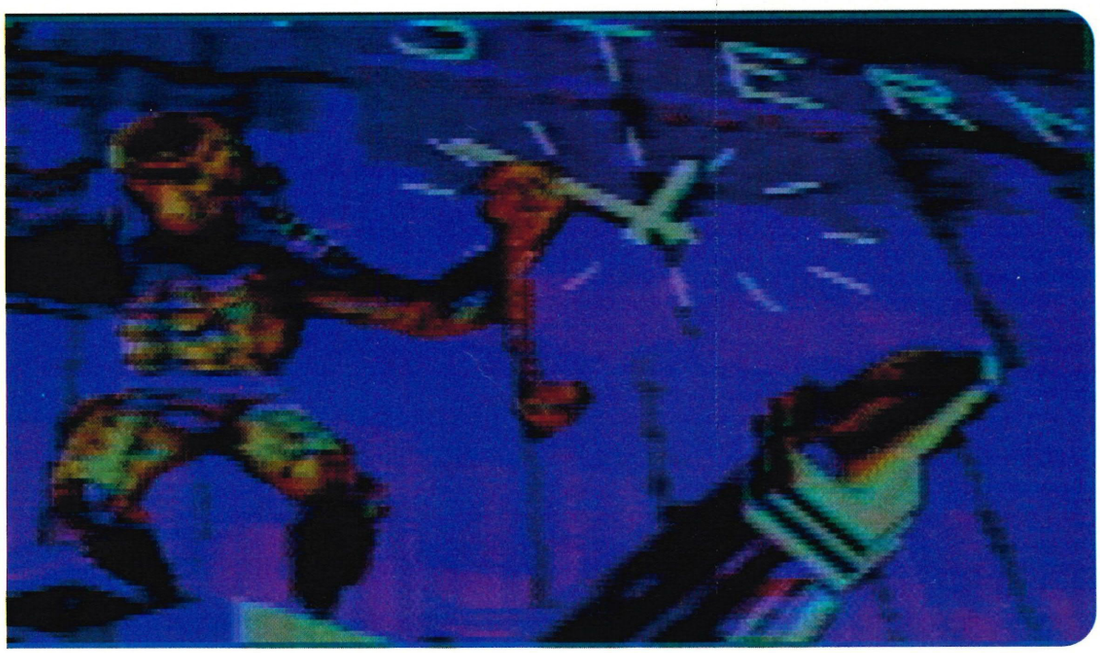
Mirrorsoft (ie. a tiny part of Robert Maxwell's empire) goes down the pan and the *Predator 2* project moves into an indefinite holding procedure. "Go no further," is the command. A lot of people are less than ecstatic about this, even though they were sort of expecting it. Some of them shout at some of the others down telephones. They wave their fists around and use words like 'bollocks' and 'fat bast' and 'Tenerife' and 'not fair'. And things like that.

scene seven: much time passes

The seasons continue unabated. A small white rabbit called Blinky dies of Scabulus Scabulosis, and is eaten by ants. The earth continues to revolve about the sun. A small asteroid skirts the edges of the solar system and collides with Pluto. New galaxies are born in the far flung reaches of the universe. Chesney Hawkes becomes famous, then he becomes unfamous again. And so on.

scene eight: enter acclaim to rapturous applause

Suddenly, as if from nowhere and just as all looks lost, someone from Acclaim appears and says, "Wait a minute, that *Predator 2* game that was being done for Mirrorsoft looks like our cup of tea. Let's touch base as it were. Let's talk turkey, do lunch, exchange business cards and get this software back on the road again." But



The Predator's latest victim was brave till the end but you could say he's a bit spineless now, boom boom!

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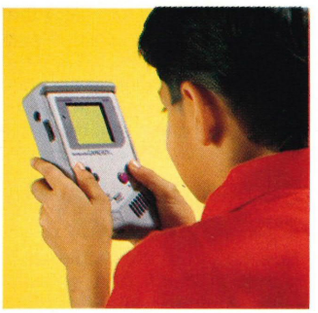

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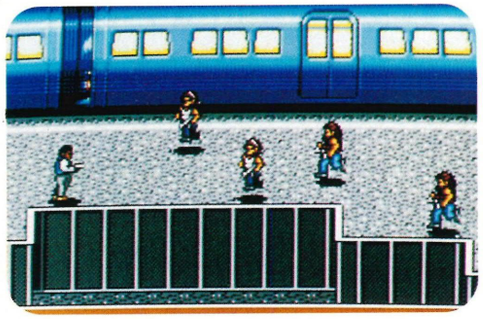
there was one thing still wrong – the original programmer had decided he was off. He was sick of waiting around for so long. He was going, and that was it. "We can handle that," said the person from Acclaim, "We'll simply bring in **our** top programmer and he can take over." And they did just that. *Predator Two* was back in business.

scene nine: a look at the game

And this is what it's all about. A seven level, gun totin' extravaganza with more nasties than you could shake, well, a gun at. You play Haggerty (a cop, and the hero from the film) and your aim is to rescue the hostages on all the levels before the Predator causes them to blow up. Simple? No, because, as you can imagine, the game isn't just you sauntering through a load of empty levels, it's actually full of people who want to kill you – the drug dealers, basically, from the film. Out they pop, right left and centre. Out of the ground, too, from underneath manhole covers and suchlike. Each time you score a kill, the drug dealer concerned releases a hypodermic needle, which can be collected for bonus points. There are also, as you'll have guessed, power-ups galore.

Level one is set out on the street and is hard enough, but level two leads you down into the subway where things only get worse – not only are the drug dealers still in evidence, it's also your first encounter with the alien (and don't forget, the alien in *Predator 2* can become



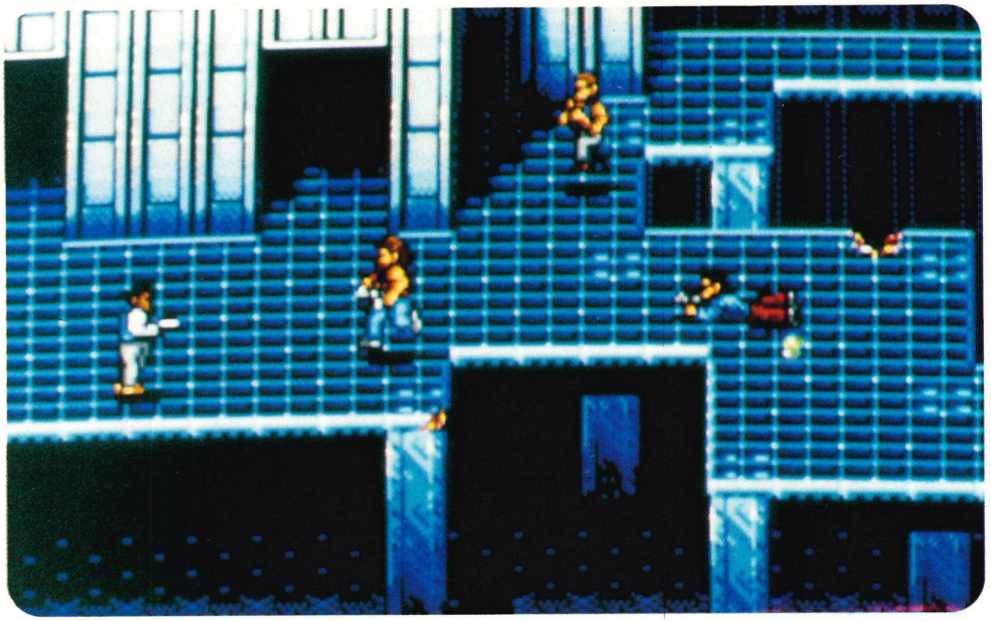
Down in a tube station at midnight, but is the alien too?

invisible. Nightmare). Level three is another street and it's blast, maim, kill all the way – as you can imagine – using any power-ups you happen to have come across (and not lost) from your previous encounters. Level four takes you from the street all the way up to the rooftops, where death doesn't just come in the form of bullets from your enemies, but also from accidentally falling off the edges. There's not a lot of room to play with up there, you see. After negotiating the rooftop section, it's onto level five – the slaughterhouse. The screen scrolling speeds up a tad in this section, and the action follows suit. Another thing about the slaughterhouse level, apart from being frantic, is that it's completely gory (mind you, what would you expect from a factory in which cows have steel bars slammed through their skulls?) After the slaughterhouse, it's back to the street again before hot-footing it to the final level, level seven, the alien's spaceship. So there you go. Shoot bullets or throw bombs. Kill or be killed. It's hard going, but each time you complete a level, you're given an access code – meaning you can start from where you left off every time you come back to the game.

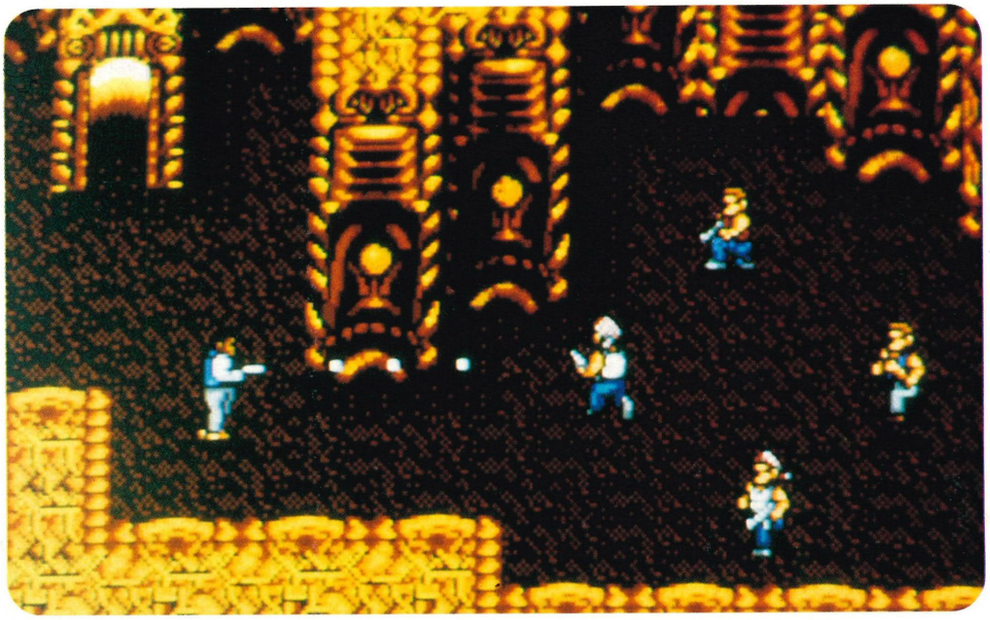
As you'll have gathered, although Acclaim has come to the rescue and *Predator 2* is back in the running, it's still not quite finished. What we've seen so far looks pretty fab, though. What do you think? What would Robert Maxwell have thought? Only Doris Stokes could tell you. *(Except she's dead too, of course. Ed.)*

Out: November
Price: £tba
Publisher: Acclaim

A rooftop stake out. But the question must be asked: how will they cook their steaks without a barbie?

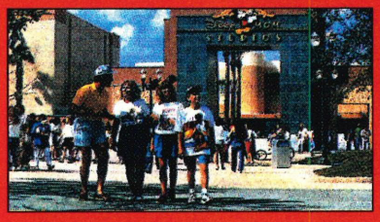


What a novelty! Instead of having them for breakfast these Americans have decided to put waffles to another use.



Interior decor extraterrestrial alien-style.

COMPETITION TIME



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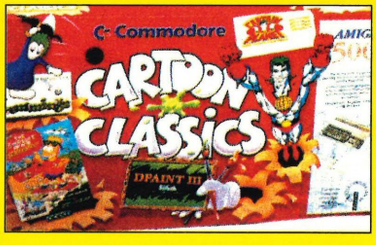

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win!

a JVC video worth over £300!

+ loads of predator goodies!

Hard as it may be for you to believe, *Game Zone* in conjunction with Acclaim are giving away a JVC video player worth over £300. *Plus* five pretty smart *Predator* vids and runners-up prizes of fab *Predator* comics. How do you get your sticky little fingers on such smart clobber? Well just read on...

but why...?

Why? Well, because Acclaim are about to release their stonking *Predator 2* cart for the Master System, and it's so good we all thought it would be nice to give away some goodies to celebrate this fact. (We're nice like that.)

but how...?

All you have to do is answer this oh so simple question:

Which of these is the odd one out and why? Is it

A The Predator.
B Paul Daniels.
C Kylie Minogue.
D Some frozen Peas.

We'll even give you a clue, it ISN'T Paul Daniels because he's got less hair than the others.

...now

Just fill in this simple tie-breaking question, in not more than thirty words.

I would rather own a JVC video recorder than a dead puppy because...

and ...

Send your answer on a postcard to:

Perfect Predator Pressies*
Game Zone
19 Bolsover Street
London
W1V 2BP

*not forgetting to mark your postcard clearly with the word 'MOIST'.

...you bast

However we are not all sunshine and light, we do have some rules and regulations around here; these are just a couple of them.

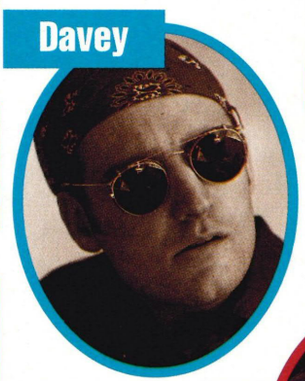
- Employees of either Dennis Publishing or Acclaim/LJN caught entering will be forced to eat their own lower colon.
- Any entries received after Tuesday June 30 will be made into a life-size papier-mâché model of a lower colon.
- The Ed's word is final.

the cartridge family

By day they're *Game Zone* reviewers, but in the evenings and at weekends they cast off their workday garb for something more flamboyant and colourful: The Cartridge Family, the all-singing, all-dancing pop sensation (they love the world, the world loves them, adventure is never far away).

This month Jane is in a coma brought on by grief after accidentally killing an oversensitive puppy with her high frequency tambourine riffs.

Lord Paul Paul studied the numerous plastic tubes emerging from Jane's left arm and followed their routes upwards, which eventually converged into a large bottle secured at the head of the bed. "She looks so peaceful," he sighed. "She always does," said Viv, who thought Jane looked much the same in the depths of a coma as she did in everyday life. Paul cleared his throat and clarified his point: "Yes, I know," he replied, "but she seems paler, like porcelain." Jeremy added his tuppence worth: "It looks like she's OD'd on milk gums," he said.



Jackie "Do you think she can hear us?" Jackie asked the others as if they'd be any the wiser. "I expect she can," replied Dunc, "I read a book about people in comas once." He hadn't, of course, and was making it all up – but Jackie brightened visibly at the news. She thought for a second, then said: "Why don't we sing her a song? If she really can hear us, a Cartridge Family tune might jog her back to her senses." It was worth a try and as the band always carried their instruments around, they were ready to go.

Jeremy The first song (about the blind orphans who all discovered their parents weren't actually dead and then got their sight back) did nothing. Jane didn't flinch. The second song (about the baby seals who escaped from the men with the clubs to formed a resistance movement before everyone finally became friends) didn't do anything either. "Let's try the one about the family of poor people who live in a hole but still give all their food to strangers," said Jeremy. So they did – and they sang their hearts out – but again they had no joy.

Davey "So much for that," said Davey, the Cartridge Family's keyboard player. He carefully squeezed his portable Yamaha back into its carry-case and shrugged his shoulders: "There's not a lot more we can do, is there?" Before anyone could answer

ews

him, the door opened, and in walked a nurse. "Hello," she said, "you must be the Cartridge Family. I'm a big fan of yours, and Janey's my tambourine hero." "You play the as well, doyou?" asked Davey. "Yes," replied the nurse, "although I'm not in Janey's league."

Viv Ever pragmatic, Viv seized on the fact that the nurse was a tambourine player with gusto. "That's the answer," she said excitedly. "The songs we played didn't contain the shakey-shakey percussive undercurrents of Janey's chosen instrument. There were no dingle-dangles. If the nurse would be so kind as to play along, well, maybe, just maybe..." She didn't need to finish her sentence: the nurse was already holding a spare tambourine. Hopes were riding high.

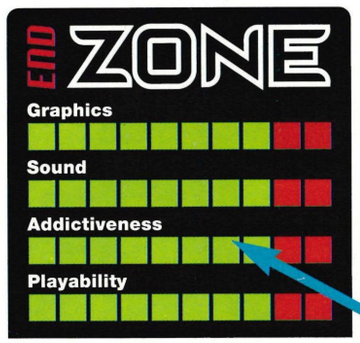
Amaya "Let's be spontaneous," suggested Amaya, "and let's jam just like we normally do with Janey when we're coming up with new material. If this nurse is as bad as she is hinting at, then Janey will want to join in with a riff of her own." "Good idea," said Paul, who asked the nurse if she really was amateurish as Amaya had guessed. "Well," said the nurse, taken aback, false modesty subsiding, "I'm not terrible... I'm just not very good." "Excellent," said Paul, and put a tambourine in Janey's hand." And he did.

Janey Inside Janey's head strange things were going on... It was as if she was sitting in the centre of a vast chequerboard which stretched off into infinity on all four sides. The individual squares were cycling through all the colours in the universe, but each was slightly out of synch with its neighbour. The effect was both startling and hypnotic. Suddenly, a semi-musical dirge began to waft into the proceedings. In time. Then out of time. In time. Out of time. A voice: "The doggie's not sad now, nonny nonny..."

Dunc "The doggie's not sad now, nonny nonny," chorused Dunc on backing vocals, as the nurse punctuated the wrong beat with her tambourine shake. Paul continued the verse: "The doggie's not sad, the doggie's now happy, the doggie's not dead, well he is dead – but nonny nonny noo anyway." And again the out of time tambourine. Then it happened. Janey's hand tightened on her tambourine and started to vibrate. Then it shook. Then Janey sat upright and got right into the groove. "Hooray for Janey," cried the Cartridge Family. "No," said Janey, "Hooray for all my wonderful caring friends." Everybody cried with joy.

The Partridge Family*

*This lot wouldn't know a tambourine riff from their elbows.



end zone

Welcome once again to that bit where we tell you what's what, just in case you thought you were in a History lesson and have been dozing for the past seven issues.

Scores are broken down into four categories, Graphics, Sound, Addictiveness and Playability. In each of these categories the game is scored out of ten and it all looks a bit like a graphic equaliser. It does so too, we spent hours designing it.

The overall score is out of a hundred. It is not an average, total or square root of the other four scores, it's a complete stand alone, do its own thing, who needs friends anyway sort of score. In fact you could just read this and ignore the rest of the review but then we'd all be out of work and you wouldn't want that would you? (Well we wouldn't.)

CONSOLE
HANDHELD
IMPORT

game zones

Let's take a little trip through a dictionary as if it were an English lesson. 'C' is for consoles which plug into your telly. Handhelds don't and they're littler and use loads of batteries. 'I' is for import which can be either console or handheld games. These aren't officially available yet, but can be spotted in your grey importer's emporium.

MEGA ZONE

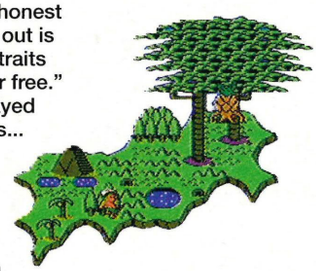
Games scoring 90 in their overall (not at all average) score win a Mega Zone which isn't a new ice cream from Lyons but shorthand for "This game is the complete and utter business".

ZONE GROAN

Games scoring below 20 get a Zone Groan and a one-way ticket to the bin.

what's on

What lucky basts we are! Call this work?Naah! An honest way to make a living, when all we do day in, day out is play games? As the man said in that oh so true Dire Straits song, "Get your money for nothing and your chicks for free." *(Not where I'm sitting. Ed.)* Here are the games we played when we had nothing better to do than, er, play games...



1. **Super Wrestlemania** SNES
2. **Dr Franken** Game Boy
3. **Rampart** Lynx
4. **Champions Of Europe** Master System
5. **Super Soccer** SNES

GAME OVER

In a rare never to be repeated one-off opportunity, *Game Zone* has allowed Camden Rhyme Aficionado Posse (CRAP) to write this intro: "He walked into a portal, And we did chortle, But then we let *Marcus Berkmann* Review *The Immortal.*"

the im

Ah, graphic adventures – we all know where we are with them, don't we? Wizards, demons, dragons and pixies. Trolls. Magic amulets. Dungeons. Spotty dreebs with volcanic skin problems. No acknowledgement of the concept of deodorant. Green teeth. Smelly socks. Breath like a three-week old corpse. Could this be why all too many right-thinking gamesters steer as clear of graphic adventures as they do of nuclear waste?

Still, occasionally a game comes along that confounds all our appalling prejudices and makes even the most furiously trollist of us repent our ways and admit that perhaps elves aren't that bad after all. *The Immortal,* Electronic Arts' Sega best-seller, is one of these rare games.

Normal gamesters with Oil Of Ulay skin and gloriously scented footwear have been heard raving about it everywhere. It is, to use that technical term, a ripsnorter. And now – wave your enchanted staff and say the magic word "Flobalob" – it's on the Nintendo. Praise be, o master of the infinite labyrinth!

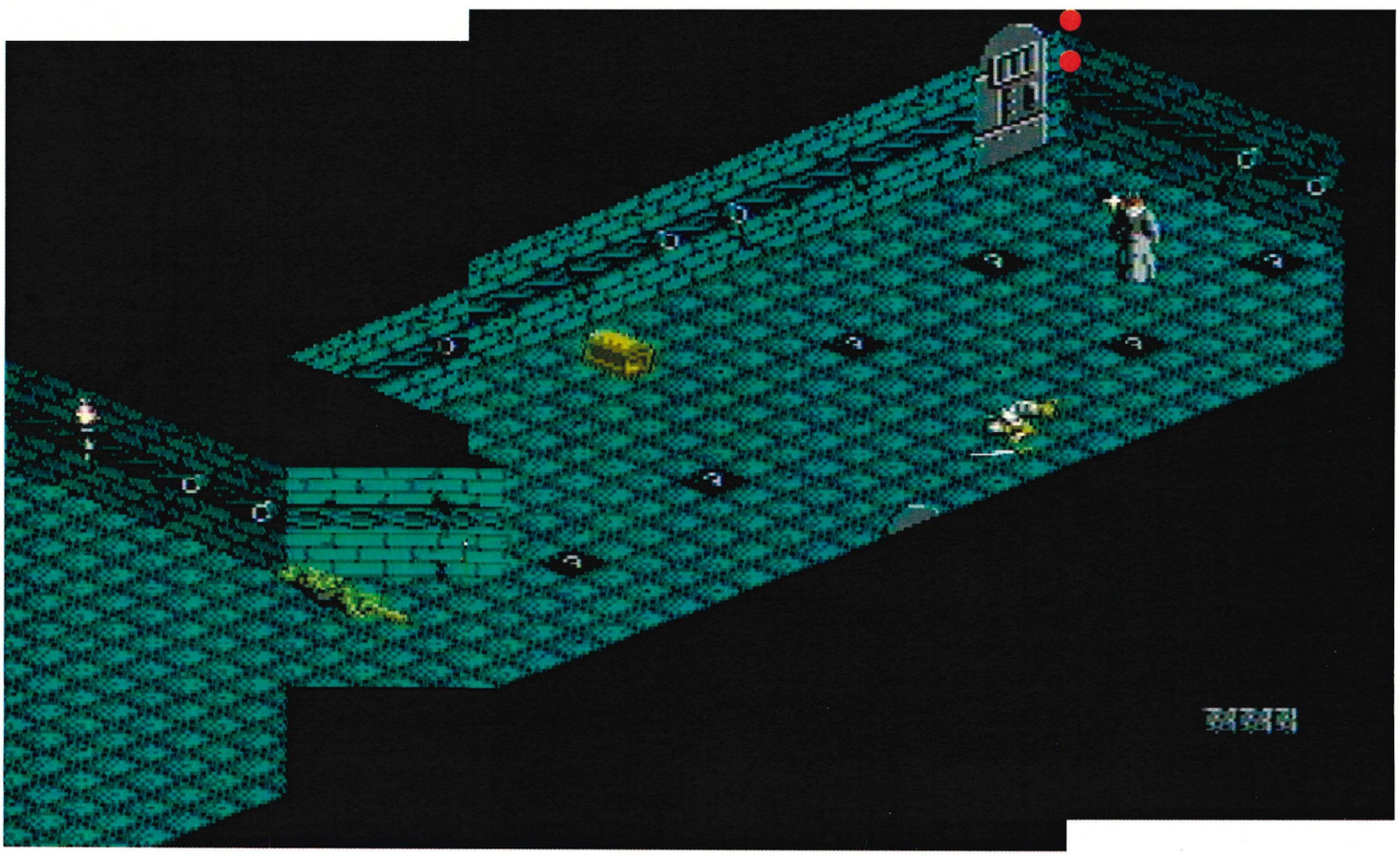
But why does *The Immortal* so appeal to gamesters and reviewers who would not normally touch a graphic adventure with 57 bargepoles tied end to end? 'Tis clear, green and horned one. It's because *The Immortal* isn't really a graphic adventure at all. Graphic adventurers, festering slowly in the corner, probably don't care for it one bit.

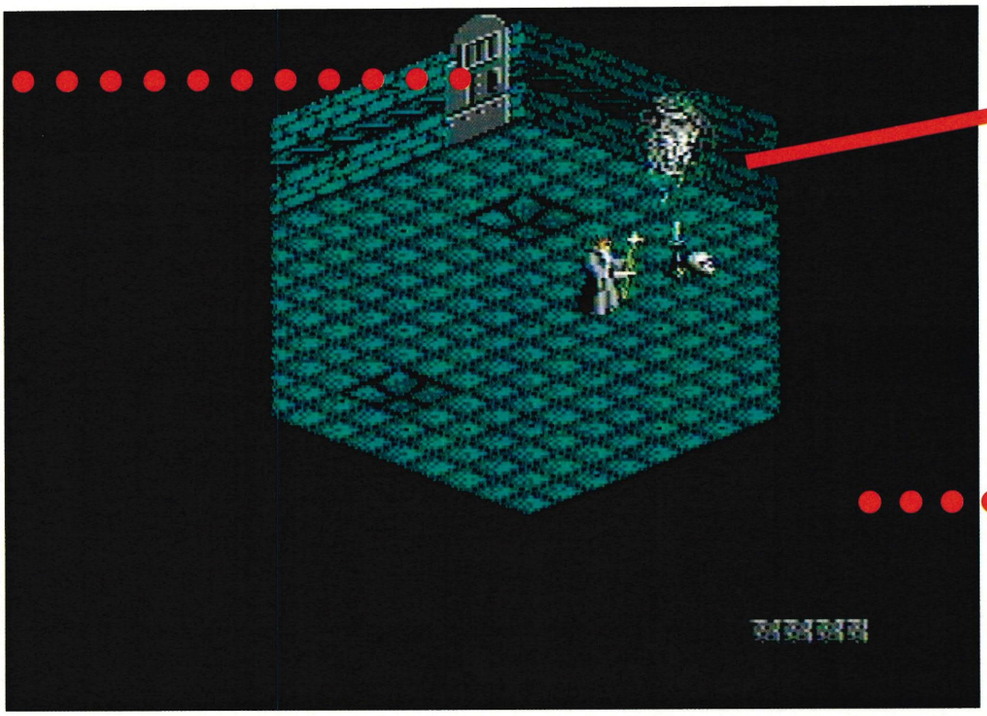
Oh sure, there are loads of adventurey bits in it – millions of viciously hard puzzles to solve, various keys needed for various doors and, above all, loads of goblins doing whatever it is that goblins do *(Gobblin' perhaps? Ed.)* – but the real appeal of the game is elsewhere. It is, not to put too fine a point on it, violent. Very violent. %¢∞¶@-ing violent, in short.

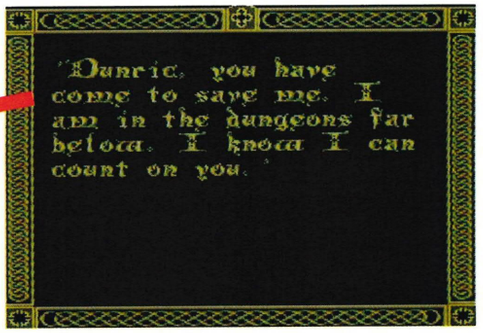
After all, in how many graphic adventures are there 18 different ways of killing an opponent? And in how many graphic adventures is the killing quite so, er, graphic? As you wander through the 3D isometric landscape (all right, it's just a load of dungeons really, but doesn't "3D isometric landscape" sound so much better?), you will, fairly frequently, encounter huge geezers with only one thing in mind – slicing you to bits.

When this happens, you flick straight to a combat scene, in which the tiny stick figures from the main gameplay are transformed into large heaving thrusting sprites, boasting substantial weapons and even more substantial pectorals. Suddenly, what you thought was a nice jolly little strollabout has become a vicious slash 'em-up – although the huge quantities of blood apparently visible on the Sega version don't show up here.

Still, you don't need gallons of red stuff to know mayhem when you're causing it, and after just a few minutes of *The Immortal,* bodies will





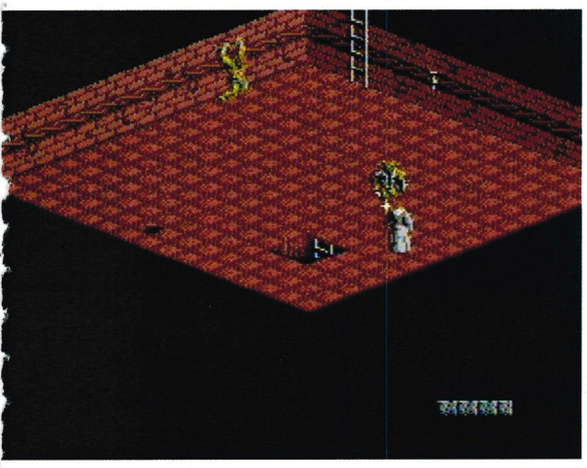


Ever felt squashed by the weight of responsilbilty?

level one

The first substantial screen for you to get through (as long as you didn't go too near those pits in the start-off room). You'll have to fight at least one goblin here, but given the opportunity, fight everything and pick up everything, however unlikely – you never know when you may need it. Oh, and don't kill Ulindor – he's on your side.

mortal



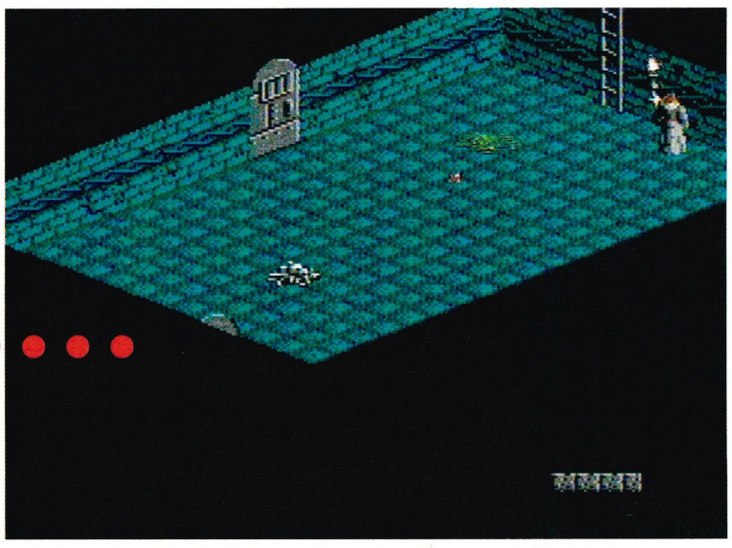
be littering the screen. Not that you'd guess any of this from the basic description of the game, which is the usual quest to save someone from certain death.

Your old teacher Mordamir has been taken prisoner in the mysterious Labyrinth Of Eternity (no, I'm not making any of this up), and although few of us would even consider risking certain death to rescue some bloke who once taught you French, you are, it seems, made of sterner stuff. That's why they call you *The Immortal.* There's only one snag. You're not actually immortal at all. Far from it, in fact.

For amongst its many fine qualities, perhaps the best thing about *The Immortal* is the wide and entertaining variety of potential deaths that it has lined up for you. Time and again, just when you think you have it taped (yes, avoid this, stab him, and then nick his key) there's always some other ghastly little way for you to go down fighting. From the very first screen, when you can easily get snaked to death, to the last (try that dragon for size) you'll do well to survive. Throughout the game, lightning-fast reflexes are called for if your every move is not to be your last.

level two

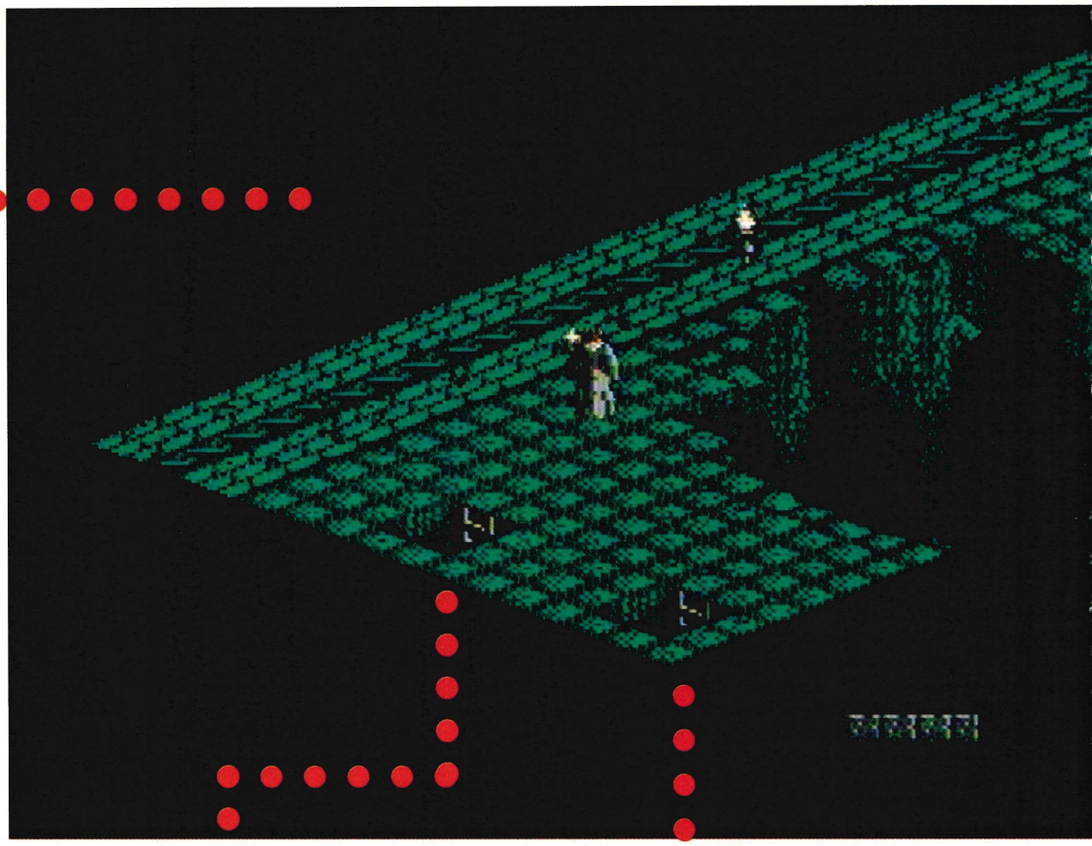
Screen one of level two and you'll have to move fast if you're not to get well and truly slimed. When you've found a stone in another room, come in here, drop it and see what happens. Go into the room to the left first, and don't accept the merchant's first offer.



Anyone wanting to play don't step on the cracks will have a fair old job here.

level three

Two stairways, one leading to certain death, and the other leading to... well, who knows? Just don't go down the wrong one, that's all (chortle). Oh, and while you're about it, make sure you don't trip and fall down that enormous crevasse at the back. Guess who did, by mistake....



And here we have a very distinctive turquoise tiled floor. The survey forgot to mention they were getting crumbly.

Meanwhile, the brain needs to be kept fully charged (eat lots of fish) for those puzzles, and here is where your graphic adventurer might come in useful. The first couple of screens on level two, for instance, tax both reactions and your imagination to the limit. Your brain gets overloaded with questions. How to get past the slime? How can you pay for the slime potion? How to get past those irritating little fireballs? How do you get the third gem for the puzzle? How do you solve the puzzle? And what on earth is the dust of bleeding compliance?

In the end, you're even expecting to be killed when you're least expecting it: this is a game where you need every hint you can get, and then some. With eight levels to crack, this should keep even the most ingenious gamemeister utterly absorbed for weeks.

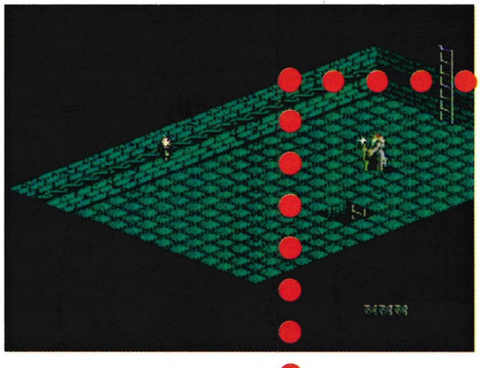
Gripes? The game is very difficult and while its very hardness might suit some tastes, but I'm sure there will be a fair few players who give up in disgust after a relatively short time (it might help if you got your hands on issue one of *Game Zone,* for the codes to levels one-four).

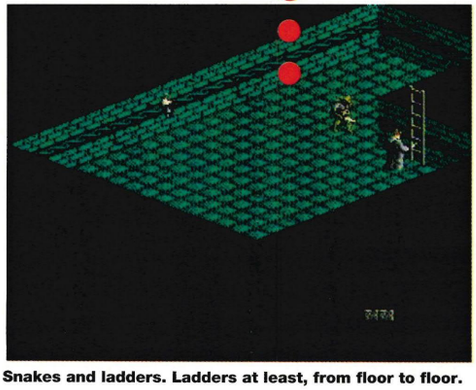
Also the graphics, much praised on other versions, aren't anywhere near as spectacular as I had expected – compared to other 3D isometrics like *Solstice*, the sprites are disgracefully small, and the backgrounds rather dull. It's well animated, for sure, but oddly colourless: a game designed primarily for another system (the Amiga) and now converted without, it seems, much thought for what the NES's more modest graphics can or cannot do.

Nevertheless, it's fair to say *The Immortal* does seem to have been built for speed not looks. After all, it's the game that counts, and there's certainly enough of that here. Devilish puzzles AND 18 ways to kill people? Clever stuff. The smelly sock brigade may not like it, but you will... E

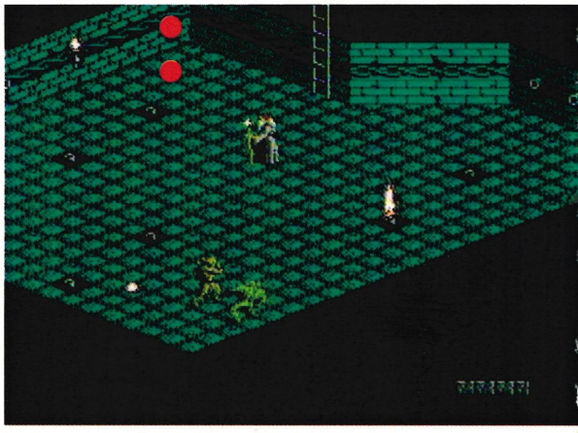
verdict

Ingenious, violent but – be warned – exceptionally difficult graphic adventure that's very nearly as good as everyone says it is.

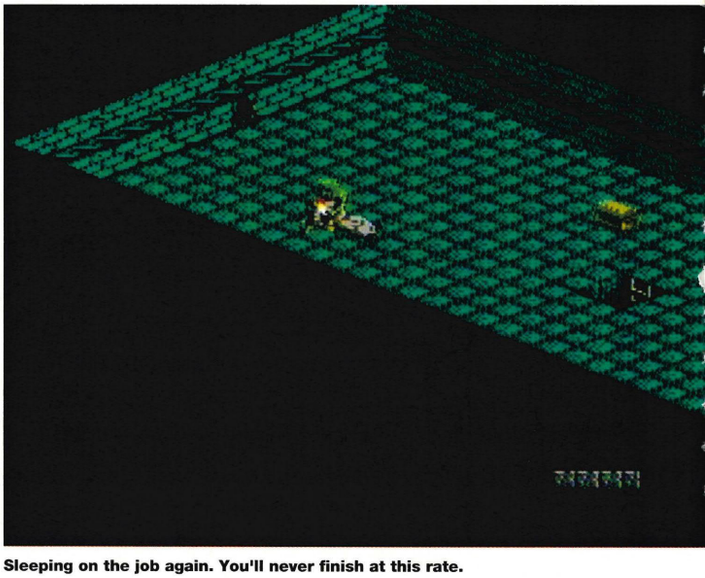




Snakes and ladders. Ladders at least, from floor to floor.



***Come Dancing* Ninja-style. I just lurve Angela's frock.**



Sleeping on the job again. You'll never finish at this rate.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 84

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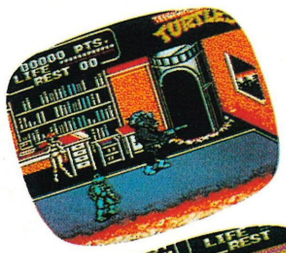

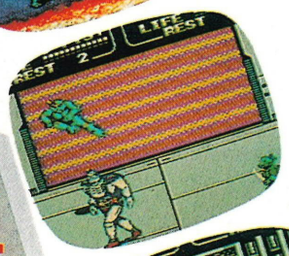

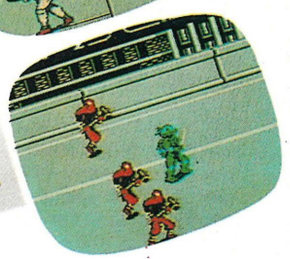

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A sledge hammer of the sort used for breaking ankles in *Misery?* You got it! A pair of 8-eyelet steel toe-capped Doc Martens? You got it! A blow torch? You got it! A pair of pinking shears? A few sticks of dynamite? You got it! *Jane Goldman* donned her protective goggles and set about *Smash TV.*

smash tv

The year is 1999. Okay, okay, I know it's actually 1992, but I'm trying to set the scene here, so bear with me for gawd's sake, will you? Anyway where was I? Ah yes. We were getting all futuristic, and I was just about to present you with the concept that in the years approaching the millenium, telly had got really violent. We're not

The gameshow host with his assets.

talking people bopping each other on Brookside, either. No siree Bob. We're talking blood lust. Winning and losing being replaced by destroy or be destroyed. Gameshows that offer the ultimate prize – your life. At least, that's what it says on the *Smash TV* box I've got in front of me.

the game show

Basically, the deal with *Smash TV* is that it's an ultra violent gameshow where you, the contestant, are sent into a closed arena to do battle with opponents of the human, sub-human and decidedly non-human variety, in the hopes of winning dosh, prizes, fame and fortune. Are you schmuck enough to risk your life for all that? Then get ready for *Smash TV.*

the game

Smash TV is basically a shoot 'em-up of the 'shoot-everying-that-moves' variety. As the star contestant on *Smash TV,* you have five lives per level and you're armed with a basic machine gun with which to dispatch the numerous foe that swarm upon you in every room. Power-ups equip you with grenades, missiles, killer-discusses, multi-direction blasters, killer force-fields and smart bombs.

If you're not too busy slaying all and sundry, you can pick up bonus prizes, too, such as a brand new toaster, although quite what use a brand new toaster is when you're confronted with a roomful of murderous thugs, I don't know, but there you have it. Perhaps you could offer them a nice hot buttered crumpet as a wily distraction ploy or perhaps not.

At the start of each level you get a chance to have a peek at a map of the studio, showing the location of bonus rooms, which is worth pausing and copying, if you can possibly rest your itchy trigger finger for a moment, and at the end of each level, there's a big boss to dispatch. Make it through all four levels, and you'll get a chance to pop the Gameshow host – a neat idea that would greatly increase the popularity of many contemporary gameshows, I'm sure.

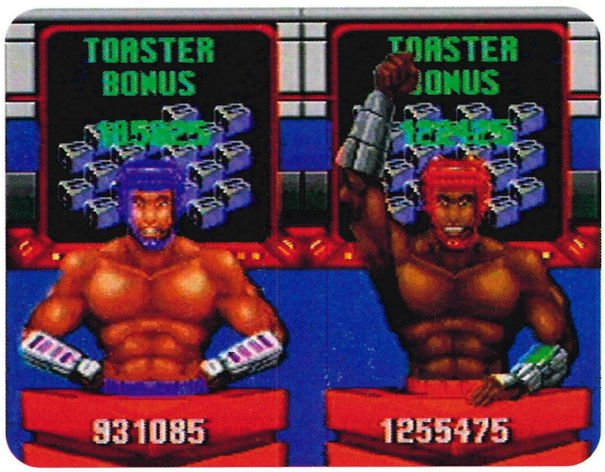
The Green Cross Code fattie hates you. Help you cross a road? More like push you under a juggernaut.

The *Generation Game* was never like this.

This is more like it. All it needs is Brucie!

It's a nightmare; turn your back for a minute and the family start trying to swipe your Xmas pressies.

So in the future *Smash TV* is top of the ratings, is it? Well, we at *Game Zone* see no reason why our old 20th century favourites shouldn't still be able to compete. In fact, we've got a bag of ideas to help them give *Smash TV* a run for it's moolah... Here's some clips:



It's a toastie bonus! Anyone fancy a nice crumpet dripping in butter?

verdict

A bit repetitive, but – hey, who cares? If this addictive arcade blaster had ears, it would have playability coming out of them.

family fortunes 2000

Bob Monkhouse (wearing a shiny green boiler suit and matching spiky helmet): We asked 100 people to name something that would cause instant death...
Mr. Ramsbottom: I'd say... Um... How about a very large voltage of electric current?
Bob Monkhouse: You say a very large voltage of electric current. Our survey says...
Big computer: Ding!
Bob Monkhouse: 40 percent! Excellent. Now, can Mrs. Lewis do any better than that for her family? Mrs. Lewis?
Mrs. Lewis: Erm... I'll say... Oh dear... Um... Drinking a carton of Lenor fabric softener?
Audience: Boooooooo!
Bob Monkhouse: Do we have anything for drinking a carton of Lenor fabric softener?
Big computer: (Farty noise.)
Bob Monkhouse: We have nothing for drinking a carton of Lenor fabric softener, so the winner of this round is the Ramsbottom family. Now, Ramsbottoms, you have a choice. You can either take the points, or kill one member of the Lewis family, what are you going to go for?
Ramsbottom Family: (Lots of mumbly conferring noises).... I think we'll kill one of the Lewises.
Audience: Hooraaaay!
Bob Monkhouse: We'll be back after the commercial break!

blind date 2000

Cilla Black (wearing only a stainless steel bikini and a Kalashnikov slung at a jaunty angle about her hips): Right then Sharon my luv, it's a tough choice, so here's Graham with some reminders...
Irritating voice: Will it be number one – the psychotic axe murderer who'd love to show you his chopper? Or how about number two – with his fabulous collection of human body parts, you'd never be short of a helping hand around the house! And finally there's number three, the arsonist – could he light your fire? Sharon, the choice is yours...
Sharon: I think it'll have to be Number One, Cilla...
Cilla: First let's meet the two you turned down...
(Sharon greets the two she turned down and pretends to be upset.)
Cilla: ...But here he is, your blind date, number one, Colin from Bristol!
(Sharon greets Colin from Bristol and pretends to be pleased.)
Cilla: Now then, where are you two going to be going on your date?
(Sharon opens an envelope and reads its contents.)
Sharon: Eeeeek! Brilliant! An evening's armed combat in the Middle East!
Cilla: Yes, you're going to be enjoying a candle-lit dinner, then you'll get a chance to have a go at driving a tank, and finally you'll be having a romantic battle to the death on the lovely Gaza strip! Sharon and Colin my luvs, will one of you come back and tell us all about it next week?

blockbusters 2000

Bob Holness (wearing nothing but a Teflon jockstrap and a hockey mask): Welcome to the all new *Blockbusters*. We've completely ditched the idea of answering silly questions about words, and instead, we've got two mixed teams of posh kids trying to kill each other with an assortment of firearms. The victors will win a lovely *Blockbusters* sweatshirt, an edition of the Oxford English Dictionary and a smashing computer system for their school
Posh Kids: Hoorah ! I'll have a 'P' please Bob! (Blam! Splat!) Aaargh!

the, erm... arcade game ...

Arcade fans will remember *Smash TV* as a sizzling, almost classic gore-fest and if you're wondering how this conversion compares, then I'm pleased to say that it's quite a cracker. In fact, if you made sure your bedroom was very dark and smoky and invited a large number of young boys in to hang around (all of which I do quite often, but that's quite enough about me) you could almost imagine you were in your local games palace. The bloodthirsty among you should note that if memory serves me well, there was a tad more gore in the original, but while there may be some guts missing, gameplay isn't.

and now, back to the game...

Playability-wise, like all the best blasters, a good bout of *Smash TV* is guarantied to leave you breathless and a bit jittery and keen for another bout, pronto. The controls take some getting used to – you use the directional pad to move your man, and each of the four buttons to control firing in one particular direction. To make things even more complicated, you need to hit combinations of two buttons to fire diagonally, but surprisingly, you get used to the whole caboodle fairly quickly until you find you don't really have to think about it at all.

The graphics are nothing blinding, but they're sharp, colourful and sound nevertheless. And talking of sound, the audio is pretty ace too – including some neat vocal interludes like the host's occasional oily cries of: "Good luck – you'll need it!" On the downside, all the levels are a little samey, without much variation worth mentioning, but it's enjoyable nonetheless, and that's what counts. *Smash TV* is particularly good with two players, so if you often get the opportunity to play with a chum, as it were, we're certainly talking about a smart addition to your games library. E

GAME OVER

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 87

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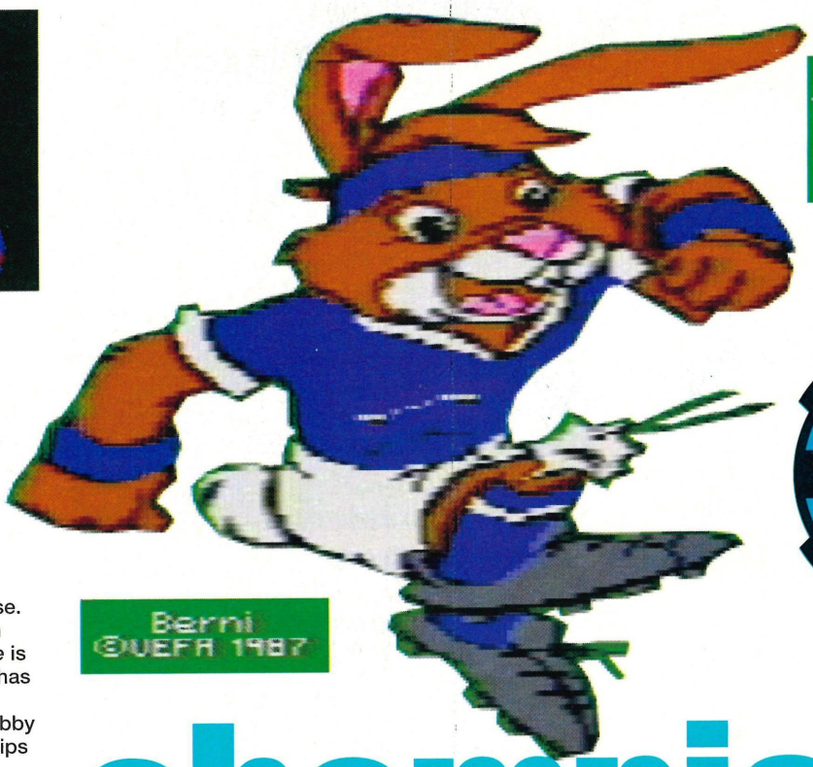


champions

Champions Of Europe carries the official European Cup licence. This makes it a pretty hot property. It also explains that stupid bloomin' bunny that's plastered all over the packaging and opening sequence. Ball drops into hole, ball bounces out of hole followed by bunny who kicks the ball about while the nation cries out "What's this got to do with football?"

Once this little hiccup is out of the way the game settles down to making a lot more sense. This is partly due to an extremely simple icon driven options system. *Champions Of Europe* is a European game you see and that means it has to be comprehensible to someone whose command of English goes no further than Bobby Charlton, Sir Winston Churchill or fish and chips (ie. Mancunians).

Most of the options are fairly basic, wind speed, weather conditions, that sort of thing. They're effective too, a wet pitch makes for a stodgy game, a dry one for high speed and bounce. Playing in high wind is nothing if not an excuse for a joke from the Dominik Diamond Joke Book.

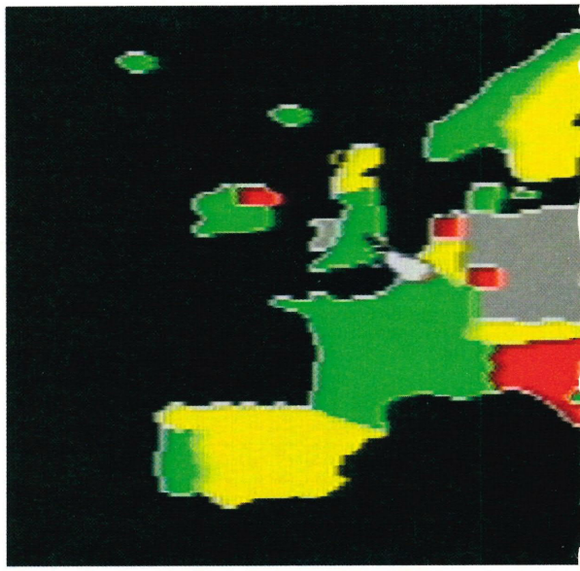
As all true footie loyalists know matches are often won or lost not by the men in the middle but by the man in the middle... the man in black... the ref! In *Champions Of Europe* there are eight different refs to choose from and they can make all the difference. The difference between a good hard challenge and yet another bloomin' free kick. The difference between a goal and an early bath. All the difference in the world.

What with all the rows and claims of 'not fair' surrounding the notorious penalty shoot out it's comforting to find that *Champions Of Europe* gives you choice. You can either dabble in the future of football by electing to have extra time and penalties or else opt for the the old fashioned "If it was good enough for Stanley Matthews it's good enough for me" 90 minutes then straight back to the Dog And Duck for a pint of Winter Warmer and a pack of Pork Scratchings.

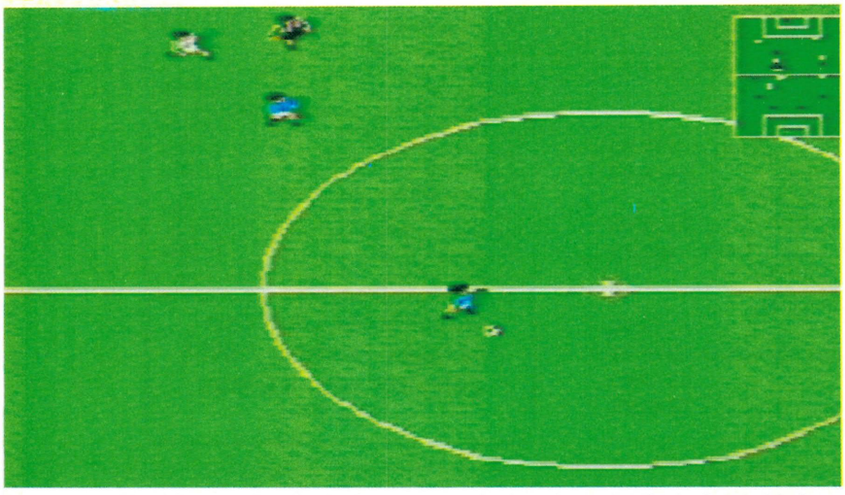
ooop for the coop

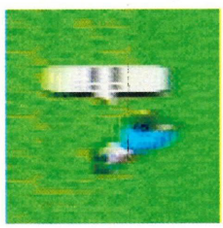
Still, what happens down on the pitch isn't the main feature of this game. Oh no, it's what happens in the hotel after the match; the TV smashing simulator, the three nuns and a confused blue whale in a bed RPG, that's what makes *Champions Of Europe* special. No, hang on, let's start that again. The really special feature of *Champions Of Europe* is that it's tied to the European Cup.

Obviously this gives everything an extra edge, partly 'cos the games have some meaning (ie. you're trying to win your way through to the final not just playing for the sake of it), partly 'cos it'll be much on people's minds this Summer. Unfortunately *Champions Of Europe* slightly misses the boat since, although it has the correct format of the competition, the teams/groups are randomly generated. Half of the appeal of a licensed game like this should be to exactly mirror the real event (as Italy 1990 did a couple of years back). Instead this could be any Euro Cup in any year. On the plus side this adds to variety and longevity but even so it's a bit of a let down.

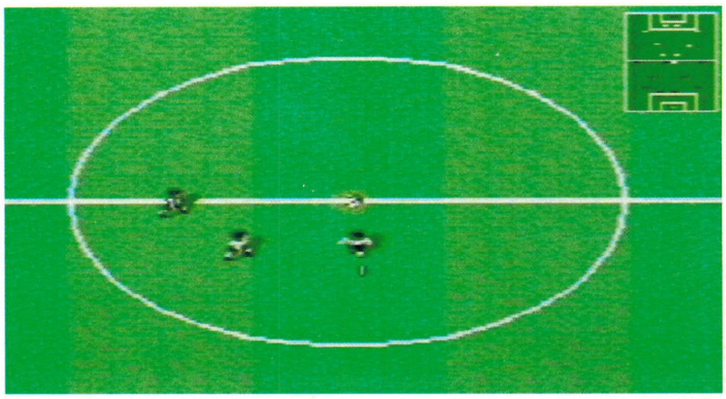


The championship works in one or two player mode. However player one sticks with one team all the way through while player two plays all his opponents, with no special team loyalty. Bit of a raw deal for player two unless he's a true European, recognising no national boundaries and all that sort of malarkey. The weather, wind conditions and referee are also randomly chosen in Championship mode. (Presumably with the assistance of a full council of European Ministers all looking disturbingly like Leon Britten.)





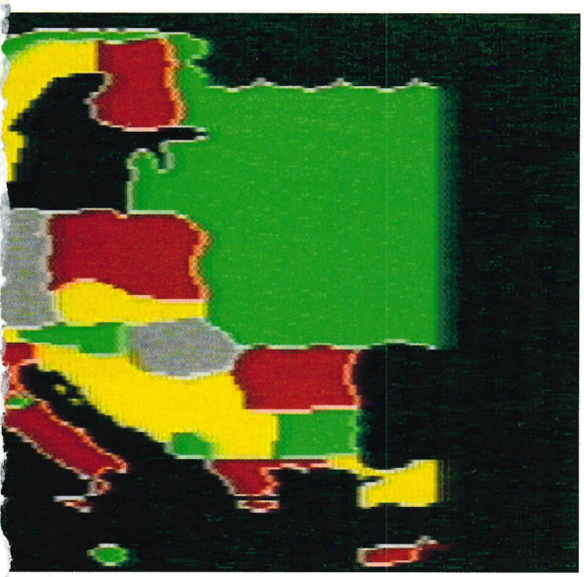
***GZ* mini-compo. £1m for the first person to ring in and say what this is. Only joshing!**



If a line bisects a circle on a pitch how many orange segments do you get at half time?

From his sombrero down to his Gucci loafers, through his Union Jack boxer shorts to his Lederhosen, French kissing and beyond, *Paul Lakin* always champions Europe. We let this true European, yet abominable dresser, loose on a game with a similar name, *Champions Of Europe*.

# of europe



on the day

All this stuff about options, licences and tournaments is of course only so much window dressing. What really matters is, does it play like a dream or like Graham Taylor's nightmares (the ones where Paul Mariner is still centre forward). The answer is that *Champions Of Europe* is almost Linekeresque in its all round skill factor.

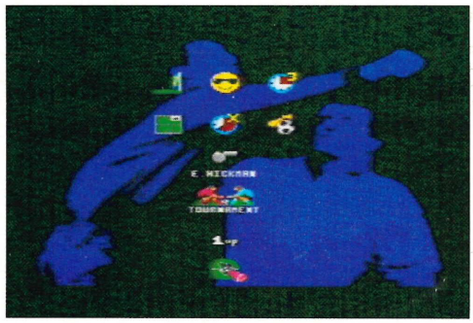
Alright I've avoided saying this for a while now but there's no getting away from the fact that *Champs* looks more than a little like *Kick Off*. However the angle is better, the sprites seem more detailed and perhaps even a tad faster. There's also, of course, a wider range of playing skills and strips on offer. The whole of Europe is your oyster... well 34 countries of it anyway.

Champions Of Europe is slightly easier to play than *Kick Off*. The ball doesn't have such a tendency to fly off your player's foot. The control/passing system is really neat, allowing you to trap the ball and then deliver fairly precise passes. After a little practice you'll soon find yourself stringing together the sort of passing moves that Nottingham Forest would be proud of.

Another couple of neat playing touches in *Champions Of Europe* are the corners and acceleration. For corners you place a target where you want the ball to end up and then rely on skill, wind direction and prayer to do the rest. The acceleration option allows a player to sprint towards the ball – or away from it if you're having one of those days. You can only operate this for a short while and the player is a bit sluggish afterwards. Oh the realism of it all.

Some of the extra touches are a bit more pointless. The speech bubbles with which both players and refs give vent to their feelings are a fun if pointless novelty. One novelty that works less well is on the tactical side. If you're in possession and press both buttons you can alter your formation (4:2:4, 4:3:3 etc). Nice idea, far more realistic than having to wait for half time. Sadly it's a complete beggar to operate. The game moves so fast that while you're hanging about trying to flick through to the right formation you've lost the ball, the initiative and your self esteem.

The other let down is the collision detection which is a bit shakey. It's not a serious problem but the amount of times the keeper makes a save without appearing to move even though the shot was well wide of him is a mite frustrating.

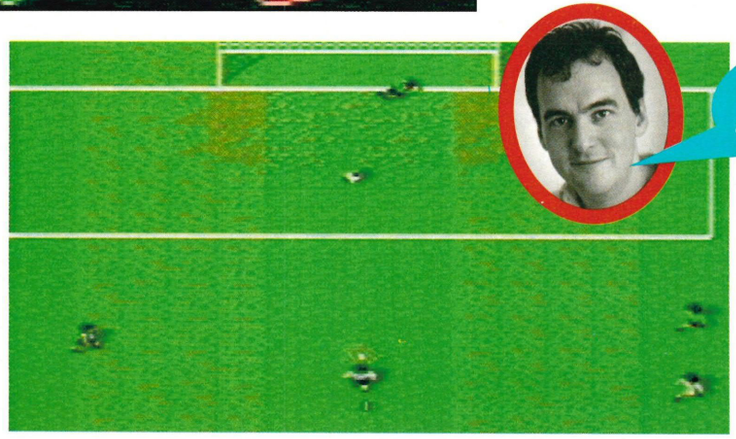


For that Saturday on the terraces feel choose rain.

final whistle

At the end of the day, when the last ball is kicked and the sun sets behind the goal posts of another chill Saturday evening you're left with nothing to grasp except clichés. *Champions Of Europe* is an excellent footie game, it's not a bad European Championship game either.

It's impossible to avoid the *Kick Off* comparison. In some respects *Champions Of Europe* is better. If you've already got *Kick Off* it isn't different enough to make it worth buying as well. However if you haven't got *Kick Off* then check this out!



Verdict

Fast, competitive football action. A serious challenger to *Kick Off's* crown.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 88

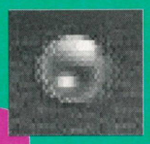
Out: June **Price:** £tba
Publisher: Tecmagik

When we heard *Gynoug* contained a wind warrior we got *Tyler 'Flatulence' Martin* to review it. We then realised it was a *winged* warrior, but we got him to review it anyway.

And there was light which became a huge fireball which fried lots of little birds to a crisp.

MEGA DRIVE

gynoug



orbs and items

Wor can collect plenty of items which will aid him in his questing, er quest . Here they are:

amber gem
Changes your shot pattern so you can kill enemies both in front and behind you.

speed feather
Increases your speed up to eight times but I would recommend you only collect five as otherwise you get way too speedy and go zooming uncontrollably around the screen.

orbs of pattern
Increases the amount and sizes of your normal energy balls allowing you to wreak havoc among the enemy army. It's blue in colour.

blue gem
This jewel can change the pattern of your fire into a sort of M shape which will fire a short distance behind you and then, topsy-turvy like, a long way in front.

red gem
From the start you begin the game with this formation. It fires a fan-type shot pattern that kills all the nasty enemies dead, dead, dead in front of you.

Wow! The wrinklie with the yellow teeth has talent – he catches bullets with them!

The name *Gynoug* may bring a feeling of déjà vu to many of you. That's right, it's that rather fab shoot 'em-up that has been out on import for aeons, but as we *Game Zone* geezers weren't around then (a tragic shame) I've got the job of reviewing the new official version.

For anyone who doesn't know what *Gynoug* is about (one person in the entire population of Mega Drive owners), here's the storyline.

You play a human pegasus called Wor who lives on the planet Iccus. One day this lovely planet is infested with a nasty virus which mutates practically everything into horrible life forms (yuk, sounds like my athlete's foot).

The leader of these mutated meanies is The Destroyer. The aim of the game is to rid your world of The Destroyer and his cronies. To do this you must flap your way through six horror-packed levels. These levels range from dark, dank, spooky caves and some sub-aquatic fun and frolics to a super, speedy factory type level.

Our bird-like chappie can defend himself by shooting out energy balls. These can be powered up and put in three different

configurations. Wor also has the power to call forth eight different types of magic. (See the Amazing Wor's Magic Show.)

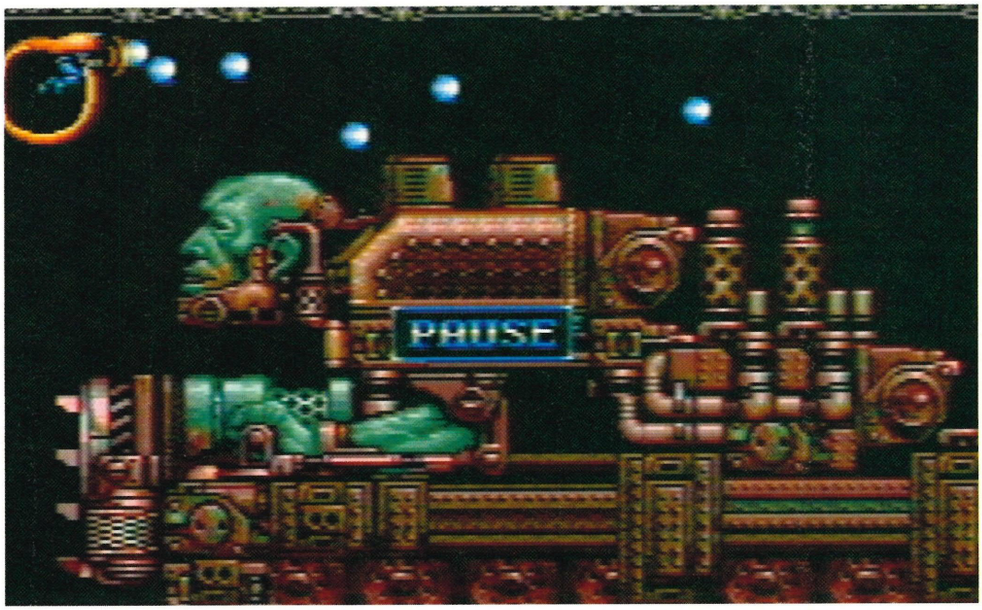
c'est si bon?

Now we know what *Gynoug* is all about, let's see whether it's any good. Well it's a sideways scrolling shoot 'em-up with more than the average amount of baddies. There is a mid and end-of-level boss on each level and plenty of minor gruesomes get in your way throughout.

graphically gory

The graphics are superb and a lot of them are knee-shacklingly horrific and gut-wrenchingly gory... Take the boss on level four for example. He is a de-skinned torso who throws little discs at you (get ready to duck behind your pillow when you actually see him). The main sprite seems minuscule compared to many of the sprites especially the bosses who take up three quarters of the screen. Wor's flying is well animated and looks realistic.

The backgrounds are wonderful and scroll beautifully with a huge amount of detail in them. All in all the graphics are truly spiffy poos. The sound is equally fab. The main tunes are in great



And today on *How Things Work*, a tour of a beer bottling plant. The man on the top left is the official taster.

the amazing wor's magic show

orbs of power
These spherical jobbies increase the power of your normal energy balls by up to five times so they're well worth collecting. You'll recognise them 'cos they're red in colour.

extra life
Umm, now what do these do? Most of them are in hard to get at places and must be shot to reveal their location.

L = lightning bolt
Calls forth a little angel who hovers at the top of the screen and fires lightning bolts downwards. Short ranged but nice.

E = energy ball
Flies diagonally forward. Can be powered up to fire in six directions. Okay when powered up otherwise a bit crap.

O = elemental
This is the first of two defensive magics and it's more than a bit well smart. You get surrounded by three or more angels, depending on how powered up it is, who twirl daintily around you firing out forward bolts of energy. At the same time they absorb all enemy bullets that hit them. They disappear after they've absorbed a set amount of bullets.

W = wild fire
Yaah! My favourite one of the lot. It increases the power of your shot so that you can waste mutated scum with great ease and the best thing about it is that it will last until you die. Smart!

H = magic arrows
Allows you to produce homing arrows, they attack the strongest force on screen. Handy for for those infernal bosses.

S = aura shield
The second defensive weapon. Covers Wor with a circular shield which protects Wor from taking any beats. Only lasts for a short time.

T = thunder bolt
One of my faves, gives you the ability to shoot out forward-firing bolts of thunder. Devastating.

G = ground attack
Good for getting rid of mutated thingies hanging from the ceiling and floor. It shoots out until it reaches the floor and then runs along it killing everything it hits. Very useful on some levels.

supply as they change every half level. This is brill as every single one of them is excellent foot-tapping material. The sound effects are nice with lots of exploding noises and tinkly pings and pongs. The playability is amazing. It is so addictive that I'd give my granny('s socks) for a go.

nul problemo

There is just one problem with it. It is extremely hard! When I say hard I mean something harder than something that is very hard indeed. Harder than stuff made from hard things like diamonds. It's even difficult on the easy setting let alone the hyper one. This will either make you love it even more or get fed up with it 'cos you just can't advance. E

verdict
Very tough but very good.

MEGA ZONE

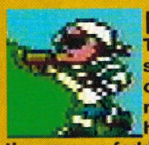
END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 91

Out: Now **Price:** £39.99
Publisher: Sega

monsters and angels



pirates

Tooled up with shooters and cutlasses to say nothing of some natty headwear these are the cannon fodder of the *Hook* world.

guru

Don't know what they're on but these floating weirdos are a whole lot deadlier than a nut cutlet.

lost boys

These toy bow and arrow-toting young thugs are supposed to be on your side. Problem is they don't believe you're the real Peter Pan. Honestly how many blokes in tights do they see in a week?

dragons

Green and toothy and good at breathing fire, although a bit crap at actually hitting you with it.

deep sea diver

Cockney rhyming slang for underwater spear thrower.

zombies

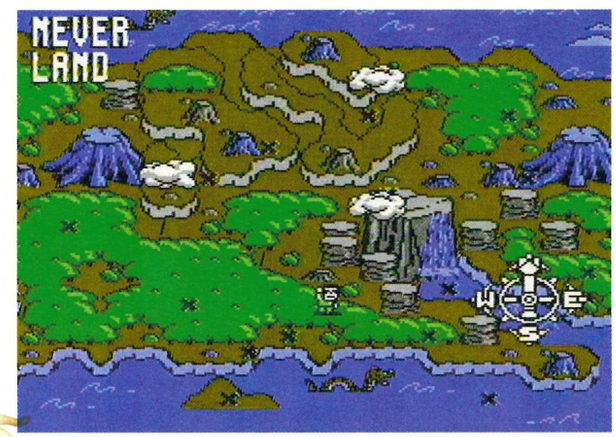
The living dead, ex-employees of TV-am wandering around aimlessly in a tele void.

tink

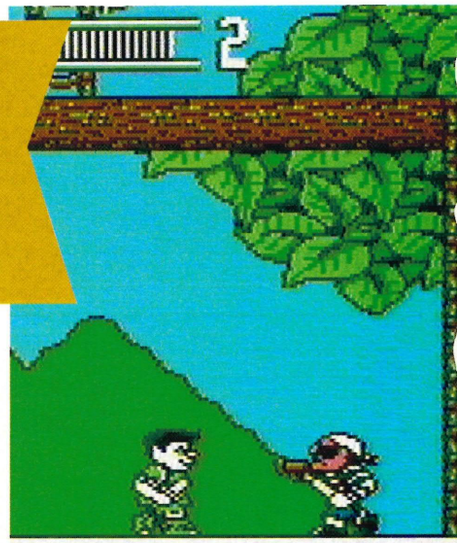
Looks more like the fat girl who never gets a dance than Julia Roberts. Can't see anyone spraining their wrist over her. (Sorry, I couldn't resist it.)

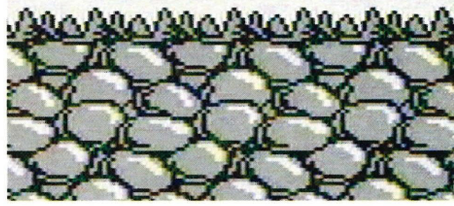
hook

It's all far too obvious isn't it? We go on about *Paul Lakin* looking fetching in tights and hanging around with fairies all because he's reviewing *Hook*. Sad but true.



Help! They've pinched a Never from Never Never Land!





What is so flippin' fab about being young eh? Who wants spots, school, breaking voices. Mark my words youth, or yooooffff, is pretty bloomin' overrated and that great girl's blouse Peter Pan was a sadly misguided creature.

Not however as sadly misguided as anyone who forked out five or six spondoolicks to see Spielberg's gross, modernised, Americanised and pantomised version of what was a pretty noncey story in the first place.

Not that I've got anything personal against Pan. Oh dear me no. If a bloke called Peter wants to dress up in tunics and tights and fly through windows then fair enough. Some people will do anything to impress the girls. (Why on occasion I've been known to... but I think we'll save that for another time.) Just as long as they do it in the safety of their own home and keep out of Kensington or my local Ritzy cinema.

So there we are, we've established that Peter Pan is a drippy book and an even drippier movie. Prosecuted, tried and convicted without the need for the jury to leave the room. It's also responsible for the name Wendy which should add a few years to the sentence. So let's approach the game with a really open mind eh? (I bet it's a bit noncey though.)

what's the aim of the game?

The Lost Boys are no longer lost. They know exactly where they are. Unfortunately where they are is on a pirate ship as unwilling guests of Captain Hook. (Not to be confused with his better educated brother, late Seventies

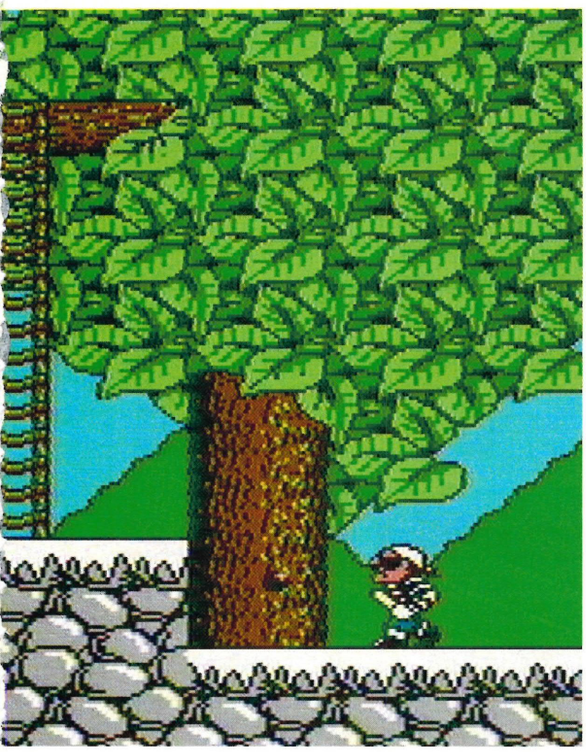
songsters Dr Hook.) As Peter Pan you must rescue your chums from the evil pirate. Fortunately you're not alone Tinker Bell (or Tink as we hip, cool, back-slappin' good time Yanks like to call her) is there with advice and magic dust.

what's the real aim of the game?

To work your way across a Mario-type island by completing all the levels on it. Although the level can vary from tree hideouts to underwater caverns, the basic aim in each level is the same. Collect a set number of apples, iced buns, pearls or whatever and then leg it to the exit. There are also special objects like magic swords without which you can't get onto later levels.

Bonus points can be picked up by fairly obvious means such as unearthing treasure chests or buried treasure and by some pretty dodgy means too such as playing basketball. (I'm sure J.M. Barrie didn't include *that* in his book.)

Once you've completed a level you have a choice of two or more to go onto. These are accessed through a compass which guides you round the Never Land. (Shouldn't that be Never Never Land?) If for some reason a level is closed

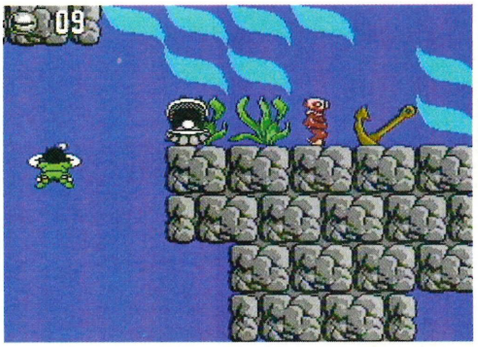


to you, Tink (can I call you Tink?) will let you know what you're missing, in no uncertain terms. You can really go off Tink in this game.

how good is it?

The most striking thing about *Hook* is the colour. Really bright and strong, easily putting most NES games in the shade. The graphics are well drawn, the backgrounds are occasionally a tad obvious but just look at the detail on those leaves. The main sprites are well drawn, well animated and varied. Peter Pan and Tink are a bit on the short and stumpy side but so's Robin Williams.

Hook plays very well too. Peter Pan is easy to control and the collision detection is pretty precise. There's also quite an appealing range of traps and tricks to work through. The problem is that anyone who's played a couple of decent platform games will have seen them all before. Even if you haven't it doesn't take long to suss



Peter Pan pinched a pack of pickled pearls.

Here, stop monkeying around or I'll have your nuts.

the style. The same ideas keep coming round.

Add to this a collection of fairly harmless monsters and a lack of frenetic activity and you're left with something switched straight into easy mode.

how noncey is it?

Pretty noncey. Not only are some of the objects you have to collect a bit embarrassing but combat is virtually non existent. Peter is armed with a sword which is not much bigger than a drawing pin and a lot less use. You can't pin posters up with it for instance. Rather than try to battle it out with the enemy it's much better to simply jump over them, avoid their arrows/spears/bullets and leg it onto the next screen. This is nothing like as difficult as it sounds.

It's not that I was expecting Peter Pan to be tooled up with an Uzi sub machine gun and whopping great machette. Obviously the game is trying to catch the magical innocence of the book and film. However since it's borrowed so much from *Mario* it could have borrowed the old 'jumping on baddies' heads' idea. It's cute, not very violent and a heck of a lot more fun than waving a drawing pin about.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 75

Out: Now **Price:** £tba
Publisher: Ocean

verdict

Colourful, playable, but a little too simple.

come on then, what's all this add up to?

There's no way I'd pan *Hook*, not even for the sake of a pun that could single handedly win me the Nobel Prize for Literature (with the Peace and Chemistry prizes thrown in for good measure). The graphics and gameplay are both outstanding. Even the sound is pretty nifty, with ghosts that go "Woo woo!" and a hero that goes "Aaaahh" when he cashes in his chips. (Or treads on his drawing pin.) The playing area is pretty substantial too, though individual levels can be a bit short.

Unfortunately it's all a bit slow and all a bit repetitive. Not only is it like lots of other games but it's like a lot of itself. The same ideas and tricks keep cropping up. You can guess where the last piece of fruit will be and the exit will be.

It get's quite a lot harder later on, especially when you're underwater but the action never speeds up enough. It's addictive but never really exciting. Mind you if you're an inexperienced gamester or looking for something for a younger bro or sis's burfday then this is a bloomin impressive introduction to what the NES is capable of. E

prize surprise

thimbles

If you fancy being followed round by a fairy then pick up one of these. Whatever turns you on.

marbles

Give you happy thoughts, more usefully they enable you to walk on magic dust. No doubt they'll soon be made illegal.

basket balls

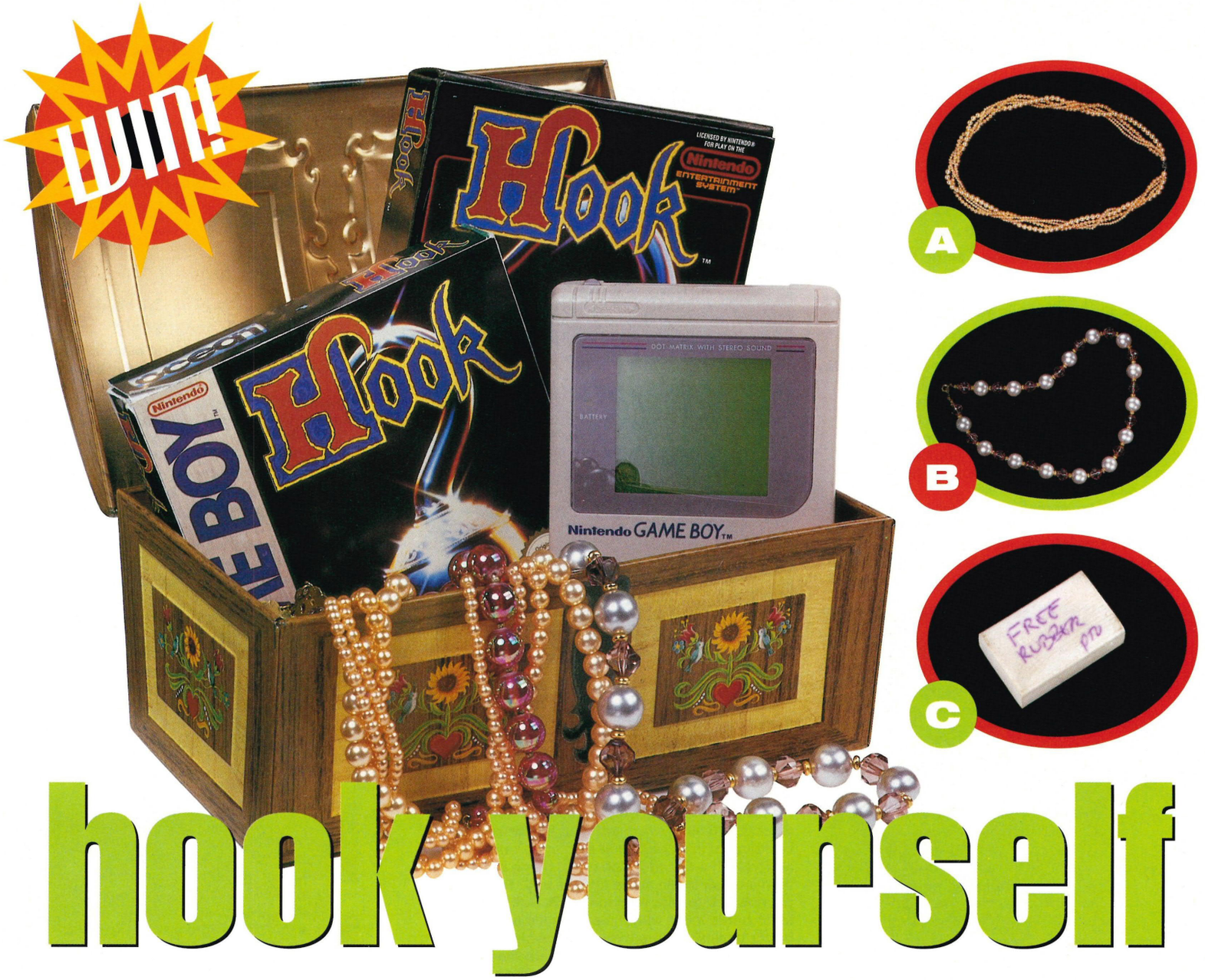
For putting through hoops of course. Don't ask me why, the point's in the points.

metal detectors

Okay so they look like vacuum cleaners but they're pretty handy for cleaning up the hidden treasure.

treasure chests

No pirate story would be complete without them. Stuffed with loads of lovely, lovely money and, judging by the result of the General Election, that's all that people are really interested in.



hook yourself

your very own treasure trove of Nintendo goodies!

Shiver our timbers. Look what we found lurking in the *Game Zone* treasure chest. A very old, battered book, yellow with age, telling the tale of a streetwise dude called Peter Pan, his gang called the Lost Boys and an evil pirate king called Captain Hook.

Sound familiar? Well so it should 'cos not only has this ripping yarn just been made into the 'smash hit' movie *Hook* by the inimitable Steven Spielberg, but it's also now been converted into a rather stonking NES and Game Boy game of the same name by those clever Mancunians Ocean software. (Check out our reviews on pages 38 and 76 of this very issue fact fans.)

what you win

To celebrate the appearance of this treasured tale on our little grey boxes, Nintendo has thrown a few more pieces of eight (that's more booty to you) into the *Game Zone* treasure chest. There's an NES plus *Hook* cart to be won by our first prize winner, a Game Boy plus a Game Boy cart of *Hook* to be won by our second prize winner and there's three NES and three Game Boy carts for the runners up!

how to win

Winning your very own share of this treasure trove is a cinch. All you have to do is follow these clues which will lead you to within inches of the treasure.

1. Take a look at the three piccies above. Each one shows a piece of treasure from the *Game Zone* treasure chest, except one of the pieces isn't very treasurey at all. Oh dear. What we want you to do is work out which one that is.
2. Then, pick up the phone and dial 0898 299 266.
3. Pin back your lug-holes and listen to the message asking you which one of the three piccies shown is *not* of something very treasury at all, then simply state the letter which corresponds to that piccie.
4. Finally, make sure you tell us whether you'd prefer an NES or Game Boy prize and don't forget to leave your name and address before you hang up. Otherwise there'll be no chance of a prize poking its little head through your letterbox.

rules

Entries must be dialled in before Monday 22 June if you want a chance to share some of the booty.

Employees of Dennis Publishing, Ocean Software and Nintendo will be made to walk the plank if they attempt to enter.

The Ed's decision is final – have you seen the size of his left hook?

and that's it - almost

Don't forget fact fans, calls cost 36p per minute cheap rate and 48p per min any other time, so get permish from the Cap'n at home before you dial.

0898 299 266

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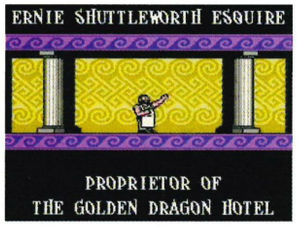
wizards and kuros: visions

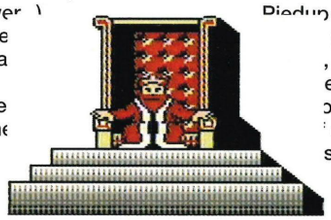
Wizards and Warriors III, Nick Griffiths I. Sure proof that the pen isn't mightier than the sword.

"I hearby knight you and bestow the Order Of The Green Pot upon you." "Oh, no, I'm so honoured. Can I pee in it?"

Bet (buxom barmaid): Eee, Chook, barm cakes lovey etc. I've just seen young Steve and young Vicky snogging out in't back yard.
Alec (bald): Splutter! (All bald people do this.) I'll soon put a stop to that!
(In the back yard...)
Alec: Oi, you two!
Vicky (rather attractive, marble complexioned, her hair in delicate ringlets, a neat jacket covering... ahem anyway): Oh Grandad, why can't we have a snog?
Steve supposed twin of Andy, except they don't look anything like each other): Yeah, only the oldies get to snog in Coronation Street.



(Back inside the Rovers. Enter Hilda Ogden...)
Hilda: Hello chooks! I'm back!
All: Hurrah!
Hilda: Have you seen this top new game called *Wizards And Warriors III?* It's spoofing soap stars with loads of its characters and some of you lot are in it. Like the keeper of the Goblin's Armpit is called Tubby Gilroy.
Amos/Henry: We're in it too!
Amos: I'm Amos, innkeeper of the Fiery Dragon.
Henry: And I'm Mr Wilks, Landlord of the Lazy Wizard.
All: Oh no you're not, matey! You're dead. You died of something a couple of years ago and if we were at all interested in your tedious farmy soap opera we'd remember what it was.
(Exit Henry sobbing into his pint... Enter Nick, dashingly handsome *Game Zone* reviewer.)
Nick: Oi! Clear off you lot, this is my re
All: Oh Nick, please stay and become a soap star.
Nick: No can do, cats. I've a funny fee this is a rather sad dream fantasy of mine about becoming good-looking and famous. *(So that's what it is. I was beginning to wonder. Ed.)*



Phew! That's better! Who wants to sit around gossiping in a pub every Monday, Wednesday and Friday when there's a spanking new NES game loaded and ready for review? Not me that's for sure.

Wizards And Warriors III is all about Malkil the evil enchanter and his sworn enemy the do-gooding Kuros (who also runs a profitable sideline in after-shave). The storyline thus far is that Kuros gave Malkil what for in *Wizards And Warriors II,* but Malkil escaped in his spirit form and holed up in the peaceful town of Piedup. Ex-peaceful that is since Malkil has now taken over the body of good King James and is ruling the townsfolk with a proverbial rod of iron. Well, he'd look silly ruling them with a bathroom cabinet wouldn't he?

As Kuros, you wander around Piedup collecting treasure and your status as alternate , thief and wizard characters evel three, whence you ome ludicrously powerful. course it's not as easy as it sounds. Pinching a couple of tubes of Refreshers from Mr Newsagent at the age of 12 just won't wash with the Thieves Guild. Just as once owning a Paul Daniels magic set, complete with minimalist wig and that not very magical at all really trick involving the two-sided card, will find the bearded chaps at the Magicians Guild chortling uncontrollably.

No, *W&W III* is a beggar to master, especially if no one's provided you with any instructions (grumble, grumble). If you had instructions you wouldn't have to wander around for, like, years and years trying to work out what the dogs and soldiers and merchants patrolling Piedup are there for. You can jump on them stab them (they don't like this, and they eventually die, which makes you feel a bit remorseful, since they haven't done you any harm, have they?). You could even ask them round to your place to peruse your collection of traditionally dressed ethnic dolls, but eventually you realise that the only reason they're there is to hit you when you change into the wizard.

As you go, you spend your cash in taverns where you buy food (very expensive), drink (equally expensive – something to do with Norman 'Spook Eyebrows' Lamont, no doubt), keys (very important) or gossip. One hint: Don't buy the gossip. Ernie Shuttleworth, proprietor of

warriors III of power

the Golden Dragon Tavern, offers the staggering and one might even postulate, sarcastic "It'll be dark by nightfall'. If you didn't have to enter the tavern unarmed you could say something like "It's dangerous to play with swords," stab him and then laugh.

Once you've collected a few keys, you can enter locked doors and eventually you come across the bronze, silver and gold statues of the Thieves, Knights and Wizards Guilds. Take them to the respective keepers and you'd expect they'd be so grateful that they make you life members. No chance! As if distributing free statues isn't enough, you have to take a complicated test before they kit you out with your new robes of office. When you're third level with all three characters, you can finally pootle off to find Malkil, defeat him, whence he'll undoubtedly return in *Wizards And Warriors IV.*

All seems a bit pointless, if only this wasn't such a frustratingly addictive and frankly quite spiffing game (an opinion at last!).

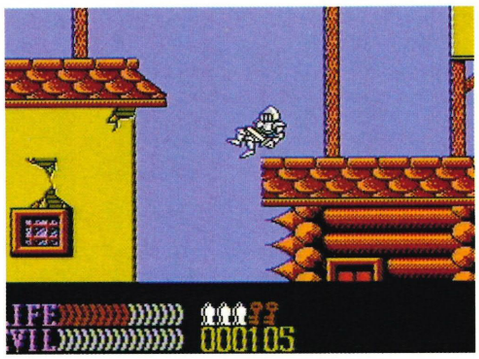
The main drawback is that there aren't any continues and with food at rationing prices, it's hard to keep reviving your life points. The graphics are fine, taking in the town buildings, the castle interior and a maze of caves where you can get completely lost and stand around playing solo I-Spy to pass the time – which gets a bit tedious when you've exhausted the "C" ("Cave") option.

Overriding any quibbly things is the fact that playing *W&W III* makes doing something more sociable seem wholly unappetising. It keeps the old squidgy grey matter up top ticking along nicely, while mixing fantasy, the odd puzzle, humour and mindless violence rather well. The constant quest to better your character (and there's a lesson in there for all of us) keeps you obsessively beavering, and if, like me, you're useless at getting through the rotating platforms of the Knights' tests, you can scream a lot, wish you could afford to eat the controller, stamp on the floor until the large neighbour downstairs complains and then jolly well calm down or he'll hit you. E

verdict

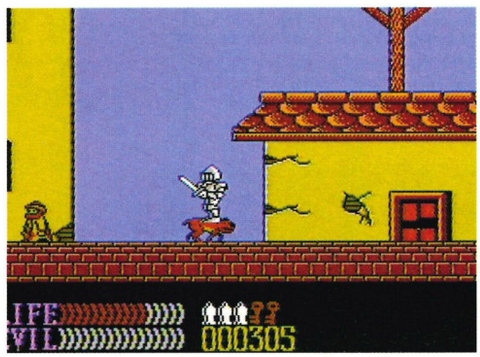
Addictive, occasionally infuriating game with a neat line in sarcastic humour.

This seems too polite to be realistic. Any self-repecting knight would hack away and leave the pleasantries till later.



Ooops, I've rusted in the middle and gone all floppy.

Diamonds are forever, but these could be cubic zircona.



Ride 'em Rover! Hitch a lift from man's flea-bitten friend.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 84

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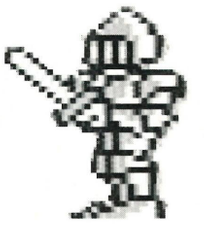
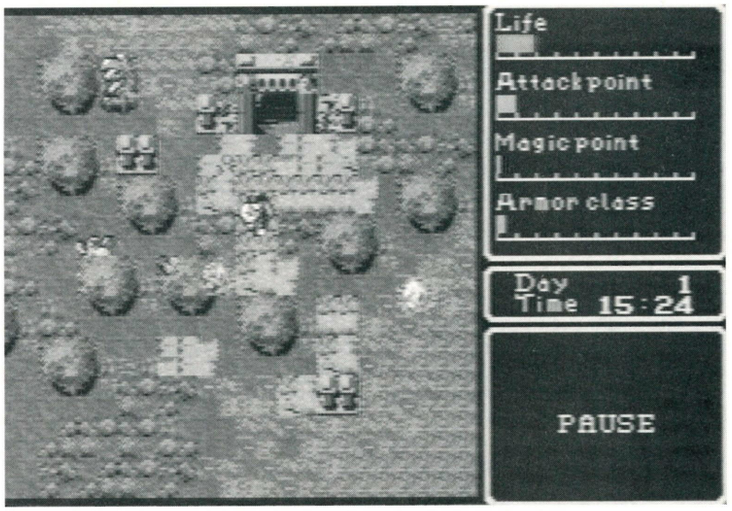


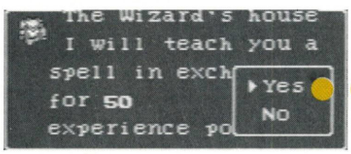
super hydlide



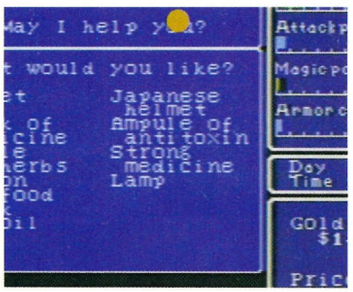
Don't look now but the Greens are taking over!

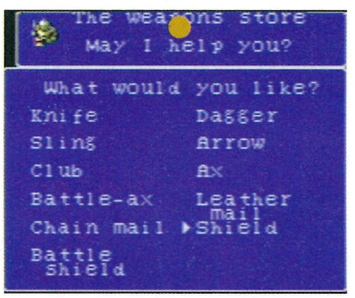
Since our unlicensed pitbulls were taken away we've had to find other things to do for sport and entertainment. We put *Remote Control* in with *Super Hydlide* to see who'd come off best...

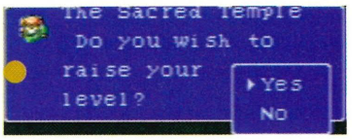
Super Hydlide? Why 'Super Hydlide' for heaven's sake? It doesn't really conjure up images of stonkingly big axe-wielding psychopathic dungeon-crawling heroes does it? No not exactly, sounds more like a namby-pamby puzzle game. Still what's in a name (as I'm always saying to my chum Deirdre – nice chap, shame his parents had such a weird sense of humour) this is still an adventure. One of those games that is full of people called Baloric The Unseamly and Gwendolyn The Frankly Unreliable. One of those games

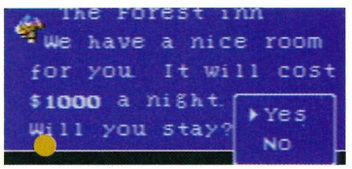


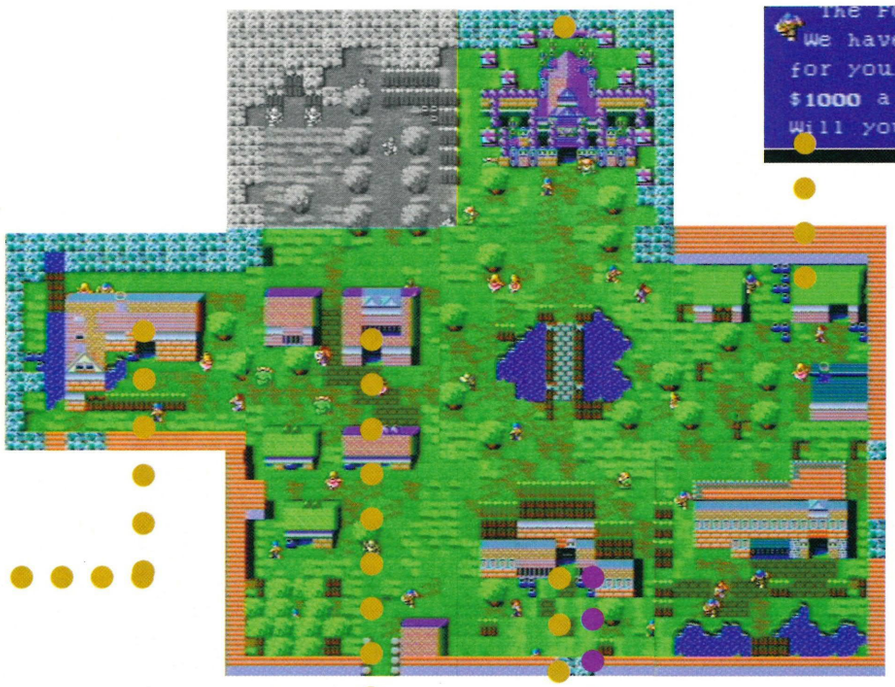
where, as you slot in the cart, everything begins to get blurred as the mists of time engulf you and you're transported to an unknown realm of magic, myths, and fair maidens aplenty. The time, now. The place, Fairyland. Sounds exciting doesn't it? Lots of cute nymphs running around in their underwear, draped with plenty of chiffon just waiting for a handsome hero-type to come into town. Not unlike the *Game Zone* office on a Friday night. *(Are you sure about this? Ed.)*











knock down bargains

Entering the armoury you feast your eyes on the selection of shiny weapons available, one problem though, you can't afford any of the serious Mega-Death weapons yet which means you're left with a very measly choice from the $1 and Dime 'Bargain Bucket'.
Don't despair, for once you have killed a few harmless little monsters, you'll procure a bit of extra cash, enabling you to splash out on the little luxuries in life, most importantly a huge, very sharp weapon of some sorts.

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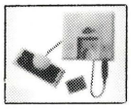

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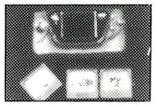

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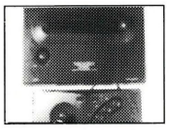

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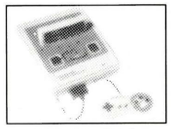

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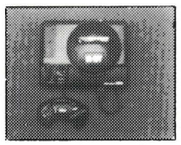

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and so, the story thus far...

Once upon a time, long, long ago, before anyone could remember, evil had descended upon the good people of Fairyland. Old legends tell of a lone brave hero, who once saved Fairyland from the imminent threat of doom and destruction. Since then, the people of Fairyland have lived through centuries of peace, and all memories of evil have slowly faded away.

But what's this? Yep you guessed it. The evil is back, and this time you get to play the poor unfortunate hero, risking life and limb to rid Fairyland of evil once and for all. Nothing new on the scenario stakes, the same old story rehashed again and again - why can't people be just a bit more imaginative? Why can't I ever open packets of dry roast peanuts? Problems, problems, problems.

village people

Once you've chosen your character from the four available (not very taxing) the next thing on your 'list of things to do' has to be the purchase of provisions. Your young, fresh-faced character begins the game with the lowly sum of $2000 (whatever happened to gold pieces?) a brand new set of muscles and a smile on his face. So he sets off to the nearest corner shop to buy the biggest weapon he can afford.

The trouble is that the game starts in the City Of The Forest inn, and the young adventurer has already spent all his dough on fair maidens and mead. So after feasting his eyes on the selection of shiny bone-crunching weapons available he emerges a few minutes later armed with a large stick, an old tea-tray and a saucepan as armour. Now our embarassed young hero has a quick scour of the city for clues before he sets off to quash all evil.

The City Of The Forest is not really a very interesting place. Your hero can ask the decidedly dumb villagers questions by pressing the A button, but you don't know exactly what you've said, because all you get is a reply like: "Come back alive..." which can't be described as particularly morale boosting.

As well as the weapons store, you'll find the Sacred Monastery. If you visit here with the right amount of EXP (experience) it can upgrade your character from a lowly serf to a true hero.

At the wizard's mansion, you can spend EXP in exchange for spells - the spells here aren't worth cashing in your EXP points for, unless you're a priest or monk. Even then, you won't find them much help until you've spent several million EXP points on some half decent incantations.

The Forest Inn will cost you $1000 a night which is rather expensive, but if you sleep here your character is automatically saved. Not much help if your character is broke and you need to go to the toilet desperately. You just have to cross your legs and kill some monsters to raise the money.

If you've any spondooliks left over then check out The General Store where all manner of things can be bought including medicine, strong medicine, bundles of herbs - you get the picture *(Oooh do they sell pictures too? Ed.)* and other general adventuring consumables.

The Forest Bank is not much help for you have to go out and find a bank book first before you can deposit any money. Try robbing an old lady on the street. (In the game you young thug!) All in all the City Of The Forest has all the things you'd expect from a City where heroes are spawned, except that it's not very big or very interesting. So without further ado lets get on with the adventuring...

adventuring's a foot

Hopefully prepared for the worst, it's time to set foot outside the City at last. One thing you'll find is that you need to be patient, very patient, as everything occurs in 'real time'. Even taking a stroll to the shops takes hours, let alone travelling outside. Time can be speeded up, but then it just gets dark quicker and if you haven't got any food you'll die before the night's out. Weight is in 'real weight' terms too, meaning you can't carry anything that's way too heavy for you, simple enough?

At last you're on course to venture outside, and, quelle surprise, straight away you're killed by a monster! Hard luck, back to the drawing board and go through the whole process again, which isn't much fun. Once you have passed the monsters you're off to explore the uncharted lands outside Fairyland. And take it from me, there's not much out there.

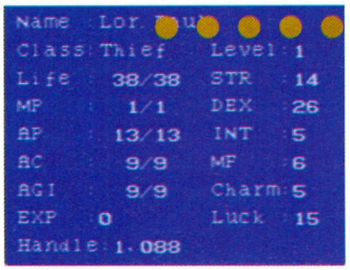
la fin

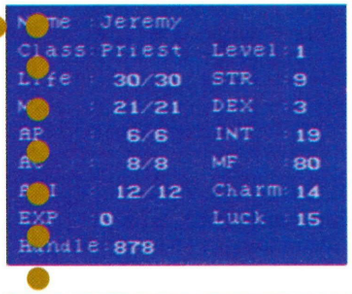
Super Hydlide is as bad as its title. Blocky 'Lego Land' figures/scenery and very little adventuring to be done: I found an empty dungeon where I died from lack of food; a castle where they wouldn't let me in and a grotto that was a sound test.

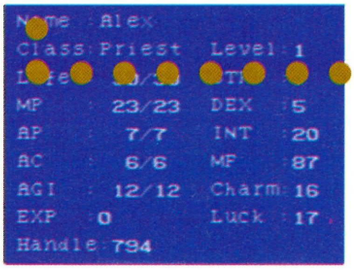
The most annoying thing is the deranged electro jazz-funk elevator musak. If I had the money to spend on this game I wouldn't... E

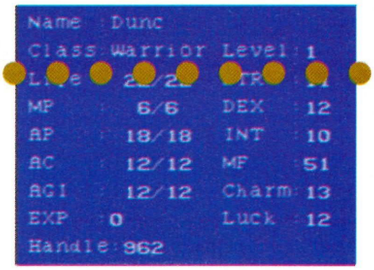
class of character

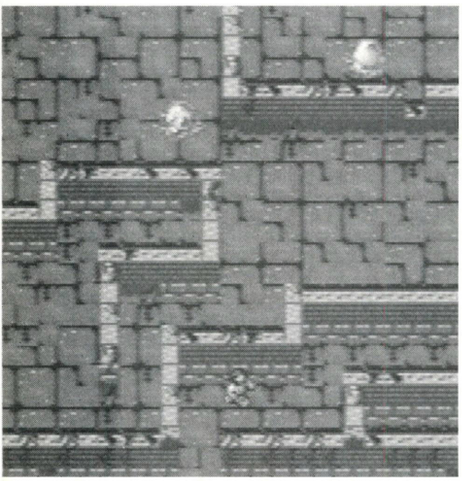
Looking through the available character classes you can't help thinking that they're a bit drab: warrior, thief, priest, monk, are the usual run of the mill stereotypes. Been there, done that, bought the runic stone. It's a shame that there aren't more exotic or original character classes such as wheel tappers or chudwallopers available. Somewhere along the line I was lead to believe that the Sega Mega Drive has got 16 bits. Designing random characters isn't exactly a taxing task for a Mega Drive, or is it? *(You tell me. Ed.)*



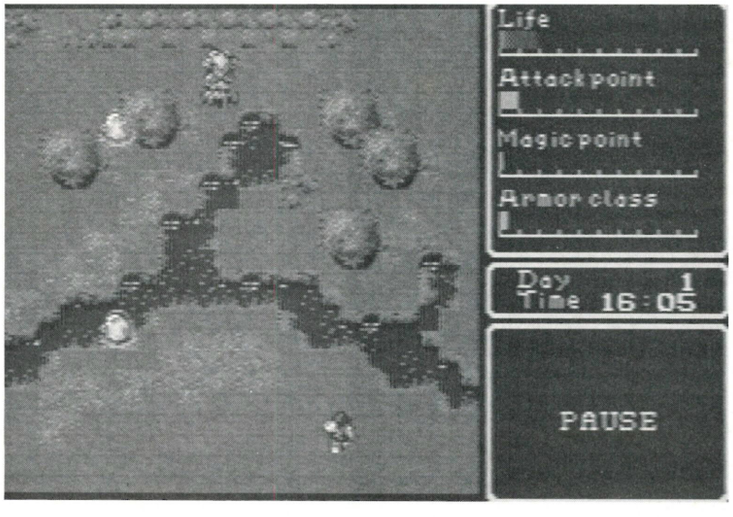








This is all a bit a maze-ing (Sorry)



verdict

Only for the most bearded adventurers. Zzzzzzzzzz

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 30

Out: Now **Price:** £39.99
Publisher: Sega

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adventure island II

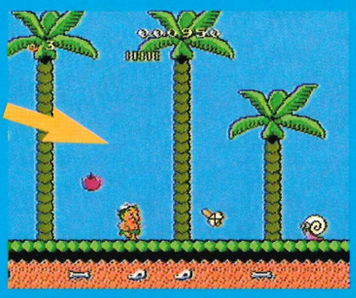
Jackie Ryan has always fancied herself as a bit of a Judith Chalmers. In fact she's well known in the *Game Zone* office for espousing the dubious delights of the nether reaches of Neasdensville to any potential holidaymaker on a tight budget. But we decided it was about time she found out what a proper holiday was all about. So we sent her off for a long cruise around Hudson Soft's *Adventure Island II* - and not before time too!

snap happy

You know what it's like. No matter how many times you've stared at the brochure, no matter how long the travel agent has spent convincing you that Basildon is a wonderful place for a holiday, and no matter how many months you've spent looking forward to it, there's still a nagging doubt that maybe that trip of a lifetime will turn into a complete and utter nightmare.
The best thing to do in this situation is to find someone who's been there and check out their holiday photos. To see what that trip to *Adventure Island II* will really be like, sneak a peek at these revealing snaps which we swiped from Higgins' album.

1 Ah yes, Fern Island. An island lush in erm, ferns. And the first island of the eight that Higgins explored. It may have looked peaceful enough in this piccy (which incidentally was taken from the window of the rather shakey old DC3 Dakota flying boat ton the way in). But appearances can be deceptive can they not, fellow holiday chums?

2 Once through customs and out of the airport, the first thing tourists generally do, is stroll along the palm fringed island highways. Not one to break with tradition, our hero Higgins did the same. And as you can see, although he was scantily clad, he needn't have worried. Fern island's climate is exceedingly mild – even if the native fauna isn't. All was not lost, Higgins defended himself using the axe from the first egg.

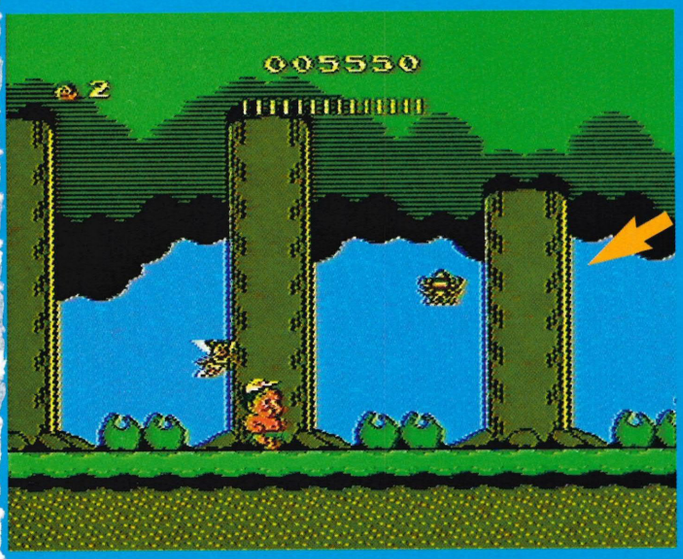


"Pack your bags," they said. "We're sending you off to fairer climes."
"What? You mean somewhere I'm going to need my passport?" I said. "Somewhere where I'm going to have to dodge through customs and will have to use my economy tube of sun tan lotion and flip-flops? Brilliant! I can't wait!"

"Erm, well hang on a sec," they said. "Don't get too carried away 'cos although we *are* sending you off to fairer climes, um, well, they're kind of metaphoric 'fairer climes' really. You know, sort of imaginary." they said. "You see, we need someone to take a trip round Hudson Soft's brand new island-hopper of a game, *Adventure Island II,* which means you'll need to be plugged into your NES for the next few days at least."

"But what about sun?" I said. "What about sea? What about sand?"

"Oh, don't worry," they said, "after you've played this for a few hours, you'll feel like you've been dipping your toes in the Aegean and soaking up the UV rays,for ooh, at least a week.



3 Exploring the wooded section of the island, Higgins cracked open the contents of the second egg to reveal a rather useful (if a little overweight) flittering fairy. This rare shot of the nifty island native accompanying Higgins on his travels, shows that even deadly spiders held no fear for Higgins whilst he was in her company. Indeed, it was invincibility mode ahoy! Hoorah!

Erm, especially if you set up a sun lamp, sand pit and paddling pool in your living room too!"

"Ah well, a flight of the imagination is better than nothing I suppose," I retorted tetchily.

And actually it was, because my trip round *Adventure Island II* turned out to be a real humdinger. Not only did I get to do my Judith Chalmers impression and tour a veritable plethora of different landscapes – from verdant green forests to volcanic islands, from polar ice caps to deserted wastelands – but I also met up with my old mate Master Higgins (star of the original *Adventure Island)* once again.

Adventure Island II picks up where *Adventure Island I* left off only this time your character, Master Higgins (still clad in baseball cap and deeply dodgy green skirt) must groove his way around a horizontally and vertically scrolling archipelego made up of *eight* perilous islands instead of the original one.

His quest is to rescue his new beau, Tina, not only from the clutches of the Evil Witch Doctor, but also from the horrors of slippery serpents, porky pigs and a whole menagerie of indigenous creatures.

Yep, you guessed it. This is classic, cutesy, multi-level arcade adventure fare at its best. To rescue Tina from this motley crew, in true arcade adventure style, Higgins has to run, jump and dodge his way past a variety of hazards before he can get his gal. (Bleurgh!)

You begin by getting ol' Higgins to explore each one of the eight islands in turn – that's Fern, Lake, Desert, Ice, Cave, Cloud, Volcano and Dinosaur Island. Each island takes its name from the dominant local flora and fauna to be found on it, which means that Ice Island is a bit nippy and penguin filled, Lake Island a bit wet and aquatic creature filled, Cloud Isla... *(Yes, yes, yes, I think we get your drift! Ed.)*

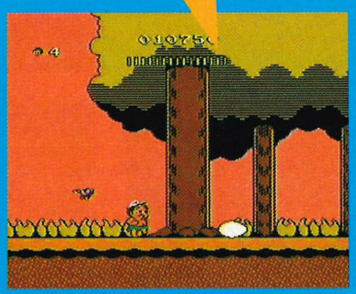
Mind you, while it's true that in some ways each island *is* different in environment from the others, in other ways they are also very similar. Every island is sub-divided into between nine and 14 different areas, each of which must be explored before you can get off the island and each area is made up of a series of either horizontally or vertically scrolling sections which take you across, up, down and around all kinds of obstacles. There are huge boulders and gaping chasms to be leapt, spiders, pigs and penguins which prove fatal to the touch, and even underwater areas to swim. And at the end of each island of course, there's a big bad boss character to finish off before you can move onto the next.

4 Down in the depths of the Fern Island caves, a popular tourist attraction, Higgins grabbed himself a smart skateboard from one of those crackingly useful eggs. This came in handy for zipping along the horizontally scrolling deep, dark, passages, but it was also a neat way to avoid the batty inhabitants of that gloomy place. Smart!

verdict

The kind of classic arcade adventure that our lovable grey box does so well.

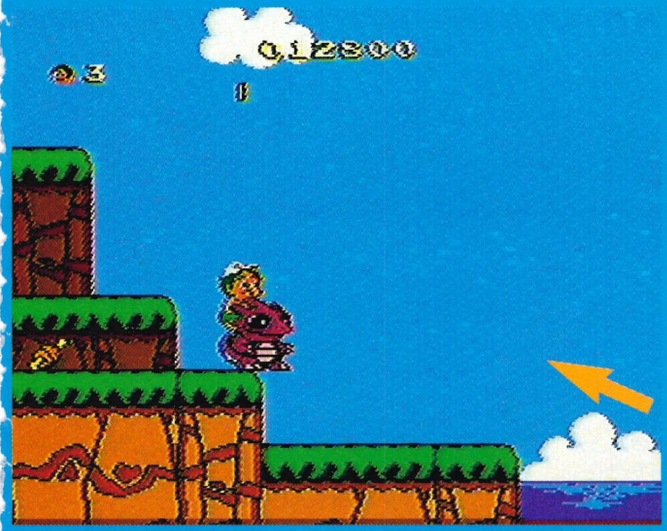
5 At dusk on Fern Island, the sun dipped beneath the horizon, and the sky turned a lovely shade of pink. A real island paradise. But paradise is not without pitfalls and Higgins knew that if he tried to crack open this, the first of the eggs in the area, he'd find all his energy drained in a picosecond. Oh dear!



Higgins' disarming smile is his only weapon as he begins the game, which obviously is not of much use against a rather peeved pig. But if he cracks open a few of the eggs to be found littering each area, he can pick up some useful extra weapons and allies. These range from stone axes and skateboards to captosaurii and flying pteranodons.

If Higgins can hang onto his weaponry and allies until the end of each area, he can stash them in a store until he needs to use them again. Smart for two reasons: a) the store can hold as much weaponry as Higgins likes, and b) obviously the more eggy contents he collects, the more ammunition he has available for later levels.

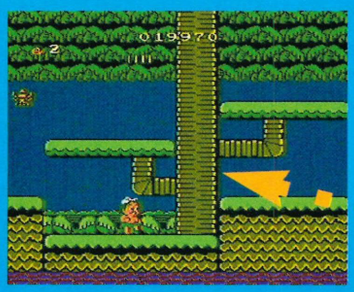
Mind you, working out which items are most useful in which areas can sometimes be tricky – let's face it, a sea serpent in a maze of caves is



6 A new dawn, a new day, and a new mode of island transportation. Down in the volcanic foothills, a red camptosaurus is the traditional way to get about and as this snap of Higgins and Campy shows, the fire-breathing dino was certainly hot stuff. Aside from enjoying the ride though, Higgins also had to make sure he fed Campy on left-over bones to keep his energy levels up. If he lost too much you see, he wouldn't have made it to the end of the area.

7 Apparently, the lakes on Fern Island are world famous for their abundant aquatic wildlife – legend has it that Jacques Cousteau once dived here. So of course, not to be outdone, Higgins himself explored the depths of the lakes by hitching a ride from a newly hatched elmosaurus. But as we can see from this exclusive action shot, the task was a tad dangerous. One touch of those mines or jellyfish bobbing about, and it would've been down to Davey Jones' locker for Elmo – two touches and Higgins would've joined him.

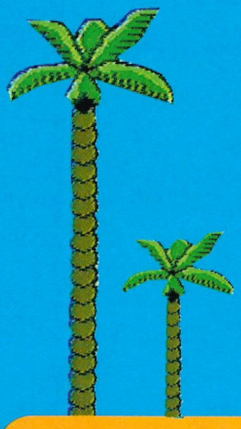
8 Higgins next toured the old mines on Fern Island in a rather different, vertically scrolling environment where he jumped platforms to reach the exit at the top of the mine. En route he also had to avoid fatal spinning skulls and grab exotic fruits to keep his energy levels up.



9 Yet another patch of forest next. Sadly the lush vegetation and rare botanic delights were wasted on Higgins. He was too busy dodging venomous spiders and dive-bombing birds. Not only that, but as this shot shows, he was also on the lookout for a golden key too *(Hey look! There it is! Ed.)*

10 Smart! A secret level. Intrepid explorer Higgins made sure he discovered them all. Some eggy contents give Higgins instant access to a bonus area. This rare shot shows Higgins in the clouds grabbing himself extra points as well as extra weaponry. We had to censor the next shot which showed Higgins missing a platform. Youch!

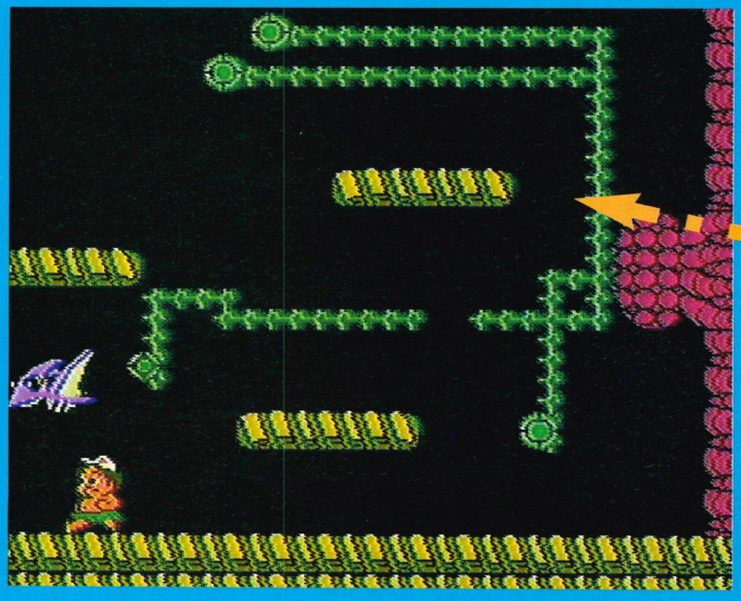
11 At the most northerly point of Fern Island, he encountered a jolly friendly native pteranadon. This snap shows Higgins hitching a lift from his new fly-boy chum and soaring high above the horrible energy-sapping blue balls that litter many of the platforms in this forest area. Hoorah!



about as useful as a baboon in a submarine.

Most of the levels are fiendishly challenging, so Higgins needs all of his three lives (plus a couple of extras that he can pick up at the end-of-level bonus game) if he's.going to make it to the moonlight and Martinis with his girl. And while some of you might say "But hang on a sec, haven't we seen all this cutesy, multi-level, arcade adventure-style action before?" I'd say okay, while the idea's a bit old, the execution is slick, the action fast and furious, and the animation funny enough to make this a game well worth a look.

Mind you, as far as holiday destinations go, I still reckon the delights of Neasdensville... *(Sniiiip! Ed.)* E



12 Higgins last few moments on the island *(Erm, it looks more like it could well have been the last few moments of Higgin's life actually! Ed.)* were spent in an encounter with the rather ferocious man-eating plant that was native to the Island. The tendrils and suckers of this plant have been known to be particularly fatal to the touch. Higgins, ever sensitive to preserving the unique vegetation of the area, let rip with his axe and shortly after this picture was taken the plant lay dead. Ahem. Higgins next moved on to explore Lake Island, but perhaps that's a story for another day, eh holiday makers?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

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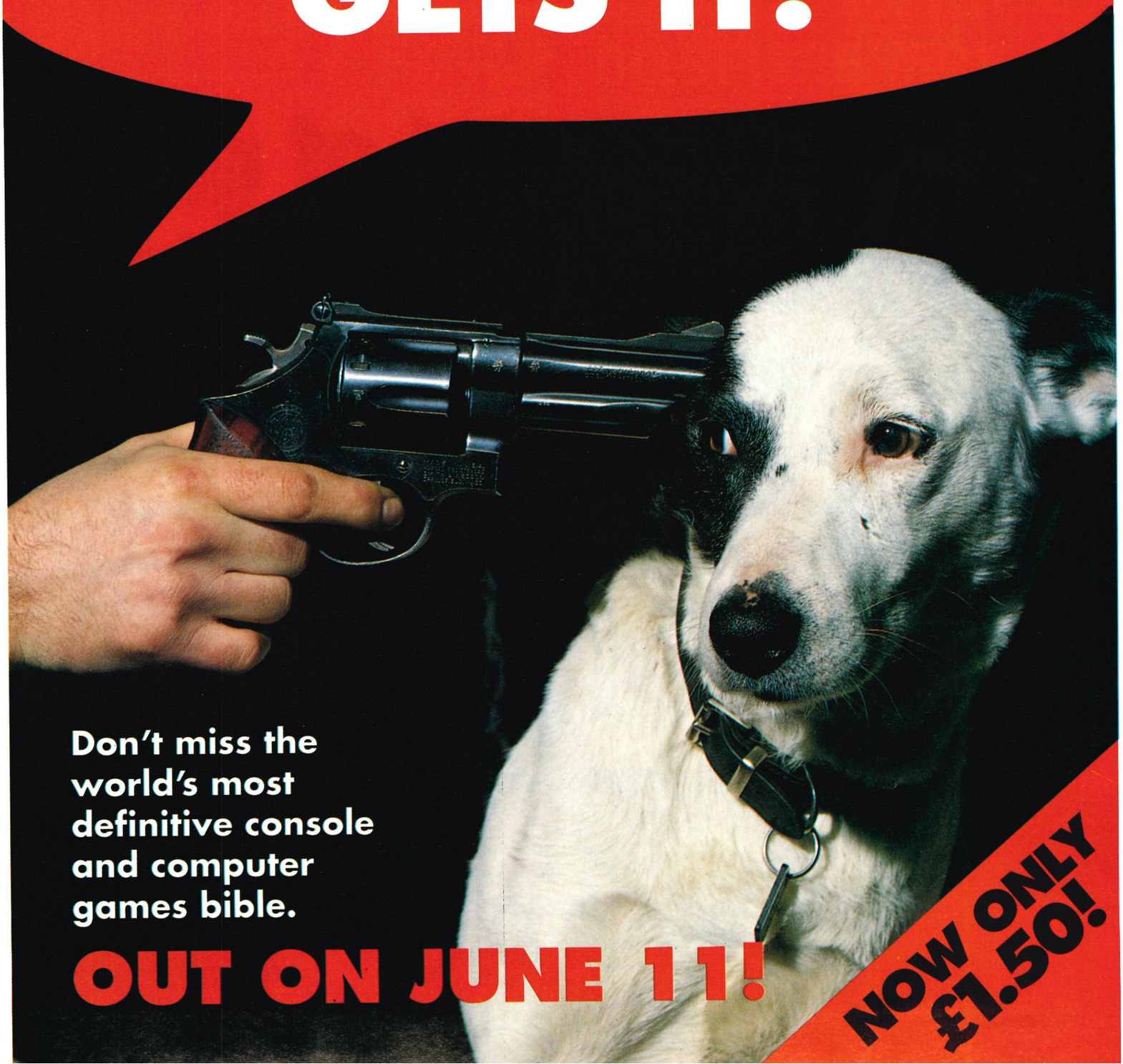

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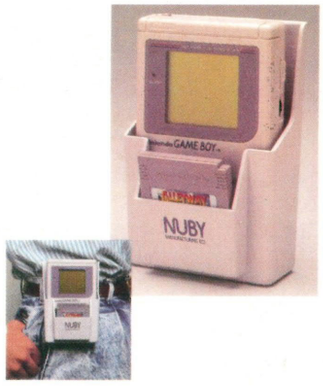


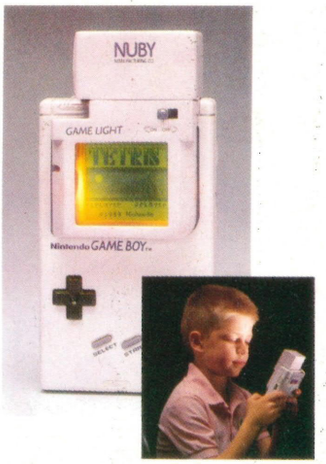
what's the catch then?

There isn't one. Just answer this oh so simple question: Where in the world is the Nubian Desert?

Just jot down your answ... That's a bit difficult. How about some clues? *(Reader's voice.)*

Oh, alright then. Is it:

A Just south of Watford.
B Somewhere in Wales.
C North East Sudan, between the Nile valley and the Red Sea.
D In a plastic bag, under the editor's desk.



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MEGA ZONE

SUPER NES

super

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the good and the bad

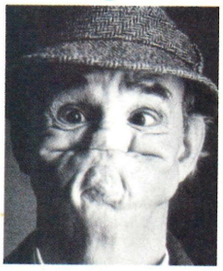
the nose/bottom indestructable orb.
good: As a nose, it doubles your frontal fire power and allows you to nut the opposition.
bad: Bum-wise it's a good defence against sneaky rear attacks, but crap up front.

multi-directional death beams
good: Fires death beams in all directions which bounce off the scenery and exterminate gun turrets and other shandified scenery-huggers.
bad: Again rubbish for head-on assaults. Also not chunky enough for death beams so looks a bit blue and girly.

homing missiles
good: Streak off and zone in like Patriot missiles on the hard-to-reach nasties.
bad: Take their flamin' time to reach targets.

up and down guard gun things
good: Good protection from up and down attacks and double firepower.
bad: Not that good protection.

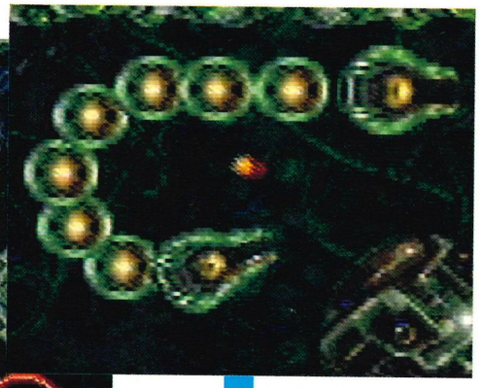
Open University's Professor Yom asks: What is super?



Traditionally, 'super' things are 'super' things. That sounds a bit vague – I'll try again. Let's use Superman for example. He's very super. He's better than everyone else. He can fly, pick up mountains, laser beam criminals with his eyes, and bless America in all sorts of languages (including Urdu). He can do things that normal (probably working class) un-super people can't. It's also the same for Superglue. Normal glue is only really good for coating your hands with it, letting it dry, and then peeling it off and throwing it at your sister. Superglue, however, can stick tube-trains together and attach friends to dart boards. *(Yes, thank you Prof. Gedonwithit. Ed.)* Okay, okay. So basically, super things are better than normal things. As a *Game Zoner* would say, "Super equals Smaaaaart".

average game lengths (min:sec)

easy level: Shandy: 00.32 Ninja: 45.16
average level: Shandy: 00.15 Ninja: 45.16
hard level: Shandy: 00.003 Ninja: 00.003



the ugly

Aliens? You want aliens? *Super R-Type's* got all the aliens you could ever possibly have nighties about.

jumpy gargoyle things

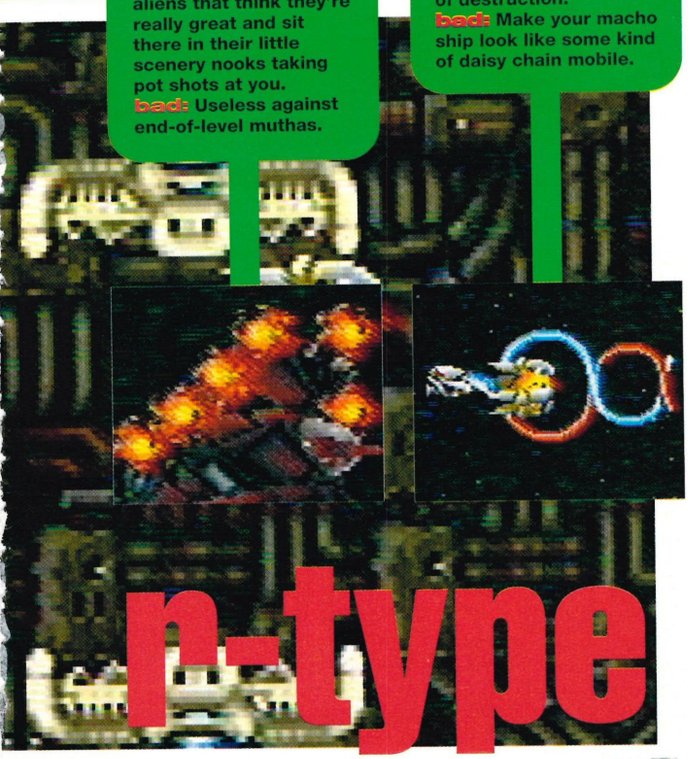
These uglies are throwbacks from the original *R-Type*. They leap and ooze all over the scenery in the slimey way that aliens do and have a nasty knack of getting behind you and leaping at your bottom. (Oo-er, fnarr etc.)

end of level one bast

This bast awaits at the end of your tortuous trek through level one, section one. You have to pile the laser into its gullet at point-blank range – watch its plasma-bolt firing sticky-out bit (for want of a better word).

bombs
good: Huge explosive strafing of those smug aliens that think they're really great and sit there in their little scenery nooks taking pot shots at you.
bad: Useless against end-of-level muthas.

the radiating circles of death
good: Massive scale of destruction.
bad: Make your macho ship look like some kind of daisy chain mobile.



r-type

what's it like?

Well, graphicswise, you can't really fault it. It looks and plays identically to the arcade (that's £150 worth of Super NES hardware for you). The graphics are so colourful, they'll give you a headache if you look at them too long. They move so fast and smoothly you'll squint if you try to follow them. Some are so big you'll get bug-eyes trying to get them in your field of vision.

It's got it all – huge 'spacey' backdrops, big disgusting nasties, mechanical and biological scenery. The lot. You even get stereo, space tunes to add rhythm to your battles. Add clever parallax bits, ultra-smooth scrolling and pretty satisfying 'grungy' explosions, blend for three minutes and you've got a really watchable game.

The playability however, can be a bit slack. Too difficult too early. Most games'd give you a chance to get off the first level. Thousands of tricky waves of alien don't really give the novice a chance. This and the boring 'Go Back To The Start When Dead' syndrome and my particular fave, 'Lose All Your Power-ups When Dead' disease really gets on your nerves after a while. But there is a little tactic-ette you can learn for each wave of aliens. If mastered this lets you through without too much hassle next time.

history of r-type

Why is *R-Type* so famous? Well, *R-Type* is, if you like, the mother of all shoot 'em-ups. When it appeared way back in the olden days, jaws dropped, beds were wet, the sky went black and the earth shook a bit. It was a huge, huge, huge hit in the arcades, because of its amazing (then) graphics, copious amounts of violence and, most of all, originality. Everything comes from *R-Type*. Look...
Power-ups, extended weaponry, and massive laser weapon armouries? *R-Type*.
Huge monsters giga-sprites about 20 screens long? *R-Type*.
End-of-level muthas? *R-Type*.
Incredibly difficult ninja death gameplay? *R-Type*.
See? Look for *R-Type* flashbacks in games such as *Salamader*, *Hellfire*, *ThunderForce*, and just about every other Japanese shoot 'em-up that has ever existed.

Verdict

If you've got *R-Type I* or *II* don't bother with this unless you're a glutton for punishment. Otherwise an excellent buy for hours of sweating, groaning and swearing.

souper

Super R-Type is quite super. The usual aliens are after the usual galactic domination with their usual swarms of alien cannon-fodder and huge mutha ships. As per usual, you are the single fighter in the usual lone confrontation against the forces of evil. The usual left to right scrolling background unfolds as you get deeper into disgusting iccky multi-coloured aliensville. The action is intense. Any time you spend not avoiding aliens and missiles, you spend avoiding more aliens and missiles. The *R-Type* genre really doesn't need much more explaining than that does it? So you'll no doubt be wondering...

Technically things can get a bit 'dodgy'. Famicom or no Famicom, action slows down to a snail's pace when the screen gets clogged with sprites (ie. very often). It's annoying but not too bad because it increases your survival chances. There's nary a flicker or glitch, so we'll forgive them for that.

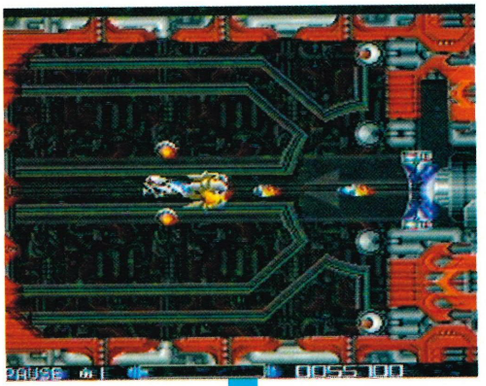
If you're sore for a shoot 'em-up to test your powers on and you like to try where others have failed, then *Super R-Type* is a must. Otherwise, you shandy nonce, buy some schalppy cutsie bounce 'em-up like *Mario* and stop wasting real gamesplayers' time. Go on! Get outta my sight. E

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 90

Out: Now **Price:** £34.99
Publisher: Irem



end of level two bast
He may look like a bit of a tough bast, but under that matt grey exterior is a big pink fluffy bunny wunny, just waiting to be loved. Actually, to tell the truth, under the grey exterior is a grey interior. Easy to blow away.

end of level three bast
Ugh, it's a wiggly, snakey thing. The sort of thing you find under a rock, not at the end of level three in *R-Type*. Aim for his eye and avoid the wiggly things and you should come out okay.

end of level four bast
Deep inside the cyber ship and it's time to face the level four bast. Not so much a monster as a bloody difficult thing to get past. Watch out for the green bouncy balls that he spits out, 'cos if they touch you, you're history.

wwf wrestlemania

For the perfect bacon stuffed chicken, lightly fry two chopped rashers of bacon with some garlic and fresh herbs. Take a chicken breast and cut open, season and stuff with the bacon mixture. Cook for 20 minutes in a pre-heated oven at 200°C. This has nothing to do with the review of *WWF Wrestlemania* by *Jeremy Daldry,* but it does taste much nicer.

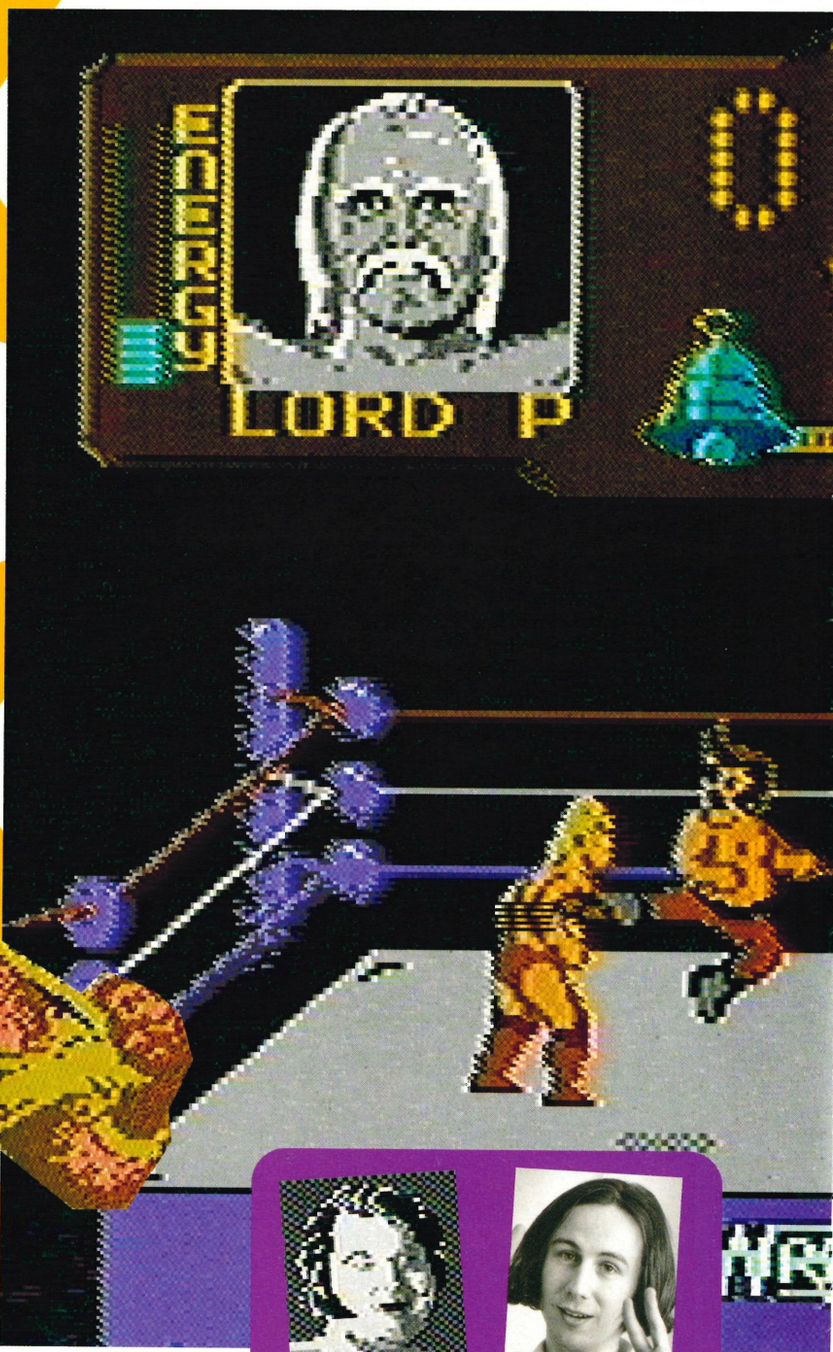
A paradox has arisen. A paradox that stems from the very centre of the universe itself. Well actually there are two. These are paradoxes that have puzzled philosophers for many centuries, whether they be Dip Sun Chong the twelfth century Chinese philosopher and landscape gardener or Jean Paul Satre the French philosopher and gentlemen's hair stylist.

And what are these questions I hear you cry? These are they. Firstly, this is the second Acclaim cart to be released under the name *Wrestlemania* (the other being *Wrestlemania II* even though it came out first) which means that *Wrestlemania* is the sequel to its own sequel. *(What? Ed.)* Secondly, and much more importantly, there is the question of the perception of the wrestlers themselves.

For example if a middle-aged, overweight man put on an old leotard, loads of make-up and answered to a silly name, such as Bed Rock Willy while walking down Basildon high street he'd be called a right nonce. Right? Right! In fact the sight of him might make old ladies cry and young children throw stones. However if the same man, spandex tinsel suit and all, got into a wrestling ring, both tearful old ladies clutching their knitting and vindictive youths clutching stiletto knives would roar, cheer and treat him like a folk hero. A paradox, eh? *(Not half. Ed.)*

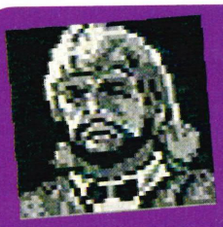
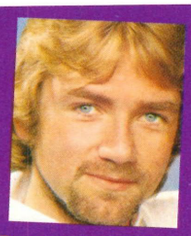
separated at birth?

Unknown to many people every single WWFer has a mysterious, and long lost, twin. *Game Zone* can exclusively bring you the wrestlers and their mysterious siblings.



honky tonk man and jeremy daldry

**Jeremy: Oi, who put this in here?
Paul: I did, ha! Jeremy and the 6ft 3in 243lb wrestler have teamed up to form an Elvis Presley cover band. Honky Tonk says he tried to teach Jeremy his flying dropkick move, but he just keeps wanting to sing the chorus from *Suspicious Minds*.**

million dollar man ted dibiase and noel edmonds

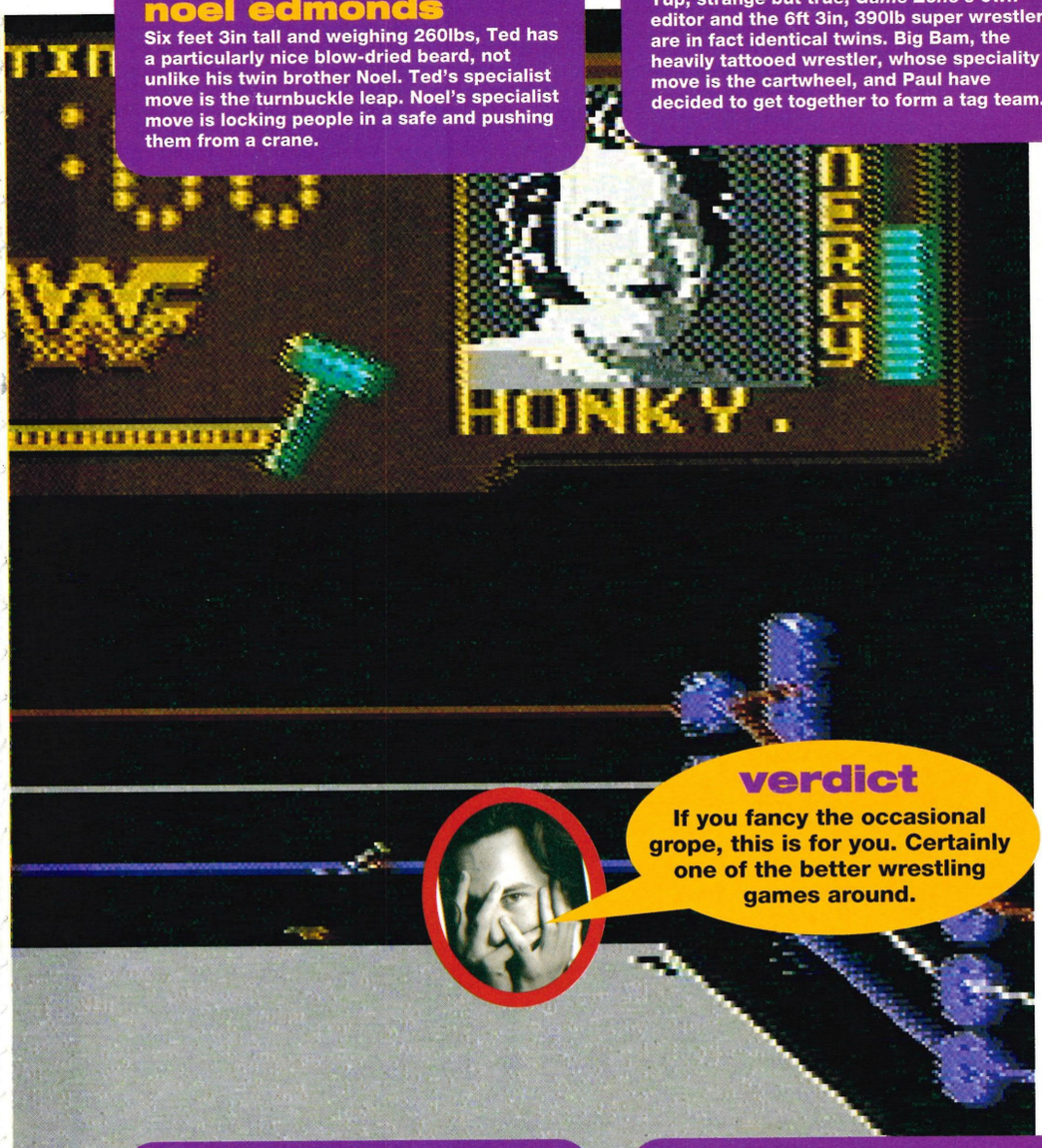
Six feet 3in tall and weighing 260lbs, Ted has a particularly nice blow-dried beard, not unlike his twin brother Noel. Ted's specialist move is the turnbuckle leap. Noel's specialist move is locking people in a safe and pushing them from a crane.

big bam bigelow and paul lakin

Yup, strange but true, *Game Zone's* own editor and the 6ft 3in, 390lb super wrestler are in fact identical twins. Big Bam, the heavily tattooed wrestler, whose speciality move is the cartwheel, and Paul have decided to get together to form a tag team.

andre the giant and pavarotti

The massive Andre 7ft 4in, 520lb and the no less huge opera star were overjoyed when we reunited them. Andre thinks he may give up the life of a wrestler, leaving his specialist barge move behind, to join Luciano in a new career – that of travelling the world, delivering lectures for Weight Watchers.



get to the point

So what's *Wrestlemania* all about then? Well, it's a wrestling game *(Surprise, surprise. Ed.)* in which you choose your wrestler, then your opponent, jump into a ring and start chucking each other around, hitting each other and generally not being terribly nice.

The first wrestler to 'pin' (a technical wrestling term that has absolutely nothing to do with needlecraft and every thing to do with having a fat, smelly man sit on your face) his opponent for a count of three, wins. Smart! Well, kind of.

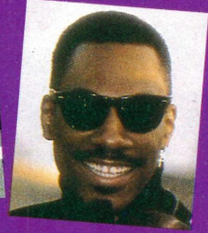
Each wrestler has a little power bar and every time they are hit, stomped on, kicked or generally treated in a rough manner a little bit of it disappears. However run round the ring, shouting 'Narr, narr, narr' for long enough and your power bar begins to creep up little by little. But this is not the only way to increase your flagging strength, oh dear me no. Every now and again a friendly chap from the audience chucks a little power-up into the ring. Grab it and it has the same kind of effect on you as Dr Giddon MacGiddons Cure All And Boot Black has on me.

what about the techie stuff?

Graphics? Hmm, always a tricky one. Functional is the word that springs to mind, (so does banana, but that's another story). Largish sprites are animated in an okayish kinda way, nothing special but quite nice. The control system does the job, and once mastered allows you to perform the most athletic of flying back flips. So what have you got with *Wrestlemania?* Well if you are a wrestling fan, you've got a stonker of a game, better in many respects than Acclaim's other NES *Wrestlemania* cart. If you're not a fan you've got half a dozen fat men running round in rather a lot of spandex. I believe that's called a paradox...

verdict

If you fancy the occasional grope, this is for you. Certainly one of the better wrestling games around.



macho man randy savage and eddie murphy

Randy (6ft 2in and 238lbs) and Eddie had actually already got in contact with each other, having met through the Society Of Sunglasses Appreciators. Randy told us that he tried to learn the piano but kept using his flying elbow smash on it instead.

hulk hogan and terry christian

Actually these two aren't twins, but Hulk who cuts an impressive 6ft 8in and 303lb figure is a big fan of Terry's. Hulk told us that he'd even teach Terry his famed flying leg smash, because as Hulk put it, "Terry is such a witty and funny guy. The way he presents *The Word,* so professional, such a hero. And besides he's got a nice bu..."
(Snip. Game Zone Lawyer.)

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 88

Out: June **Price:** £29.99
Publisher: Acclaim

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Game Light and Magnifier in one, snaps securely onto your Game Boy, slides off easily. Double magnification and improves screen visibility.

GC12
Attache
Protection case with interior organiser with multiple compartments to hold Game Boy, Game Light, Amplifier, Magnifier, Power Pak, Game Light Plus, AC/DC Adaptor, Car Adaptor, Ear Phones and other accessories.

GC10
Game Boy Holster
- Innovative accessory holds Game Boy® and one extra game pak.
- Clips to belt and can be carried anywhere.
- Rugged, high impact construction compliments Game Boy®.

GC 5
Game Light
Great in the car at night. Improves visibility and contrast in dark and dim light.

GC13
Game Boy Car Adaptor
Lets you power your Game Boy off your car battery. 3 metres cord reaches the back seat of most vehicles.

GC6
Game Boy Magnifier
Double magnification makes viewing easier and playing twice as exciting, bringing the action closer.

GC7
Game Boy Amplifier
Micro amplifier plugs directly into your Game Boy, improving sound and increasing your fun.

GC15
Game Boy Mains Adaptor
Lets you power your Game Boy off household current. Convenient 3 metre cord connecting directly to any standard outlets enables you to conserve your batteries.

GC2
Game Boy Carry Case (Hard)
Safe convenient storage for your Game Boy, Game Paks, Headphones and Video Link.

GC3
Game Pak Carry Case (Soft)
- Holds 12 Game Boy Game Paks
- Durable, compact case protects and organizes games during transport and storage.
- Double stitched construction with mesh woven carry strap lets you take your games anywhere.

GC8
Play and Go Carry Case
Play as you go with this stylish leather-look travel case that holds your Game Boy plus 4 Game Packs.

GC18
Game Boy Cleaning Kit
- Easy to use - extends the life of Game Boy and game paks.
- Cleaning cartridge removes dirt and build-up from Game Boy contacts.
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- Comes with extra cleaning card for cartridge and replacement tips for wand.

GC9
Game Boy Power Pak
- Enables Game Boy to be used on the move.
- Clips onto back of Game Boy to play.
- Plugs into wall to recharge.
- Includes rechargeable Batteries.

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- ☐ Game Light
- ☐ Attache Case
- ☐ Game Light Plus
- ☐ Game Boy Holster
- ☐ Game Boy Car Adaptor
- ☐ Game Boy Magnifier
- ☐ Game boy Amplifier
- ☐ Game Boy Mains Adaptor
- ☐ Game Boy Carry Case (Hard)
- ☐ Game Boy Carry Case (soft)
- ☐ Play and Go Carry Case
- ☐ Game Boy Cleaning Kit
- ☐ Game Boy Power Pak (inc rechargeable battery)

MEGA DRIVE
- ☐ Mega Drive Soft Pak
- ☐ Mega Drive Cartridge Caddy
- ☐ Mega Drive Carry Case

NES
- ☐ NES Soft Pak
- ☐ NES Cleaning Kit
- ☐ NES Game Caddy
- ☐ NES Extendo Cable

GAME GEAR
- ☐ Game Gear Play 'n' Carry Case
- ☐ Game Gear Attache Case

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jordan vs bird

Strapping on his Air Jordan flippers, *Phil South* is set to flubber dubba dubba his way to victory in the new EA slam dunk challenge, *Jordan vs Bird*.

Larry's turn to try and get a basket. Larry can shoot from almost any distance.

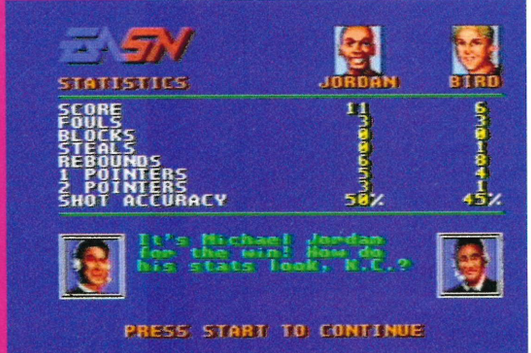
Mike 'Air' Jordan likes to slam dunk best of all, but he can shoot too!

one-on-one

The real meat of this game is the one-on-one scenario where you and a friend can take the part of one of the star players, or you play the computer in a game of one-on-one. You can choose either a simulation, where the players tire and miss, or an arcade version where the players are tireless and never miss once they draw a bead on the hoop.

The action is a tad slow and gaining any control over what you do takes a lot of practice. A bit of a problem really, as this is the main game. If this is slow and hard to get your head around and the other sections are just padding, why are you buying the game? Once you get used to the speed you can compensate, but it would have been better to have more speed and less detail in the arcade section perhaps.

The game is strong on atmosphere, the sound effects and graphics give you a real feeling of being there. If you score, the crowd cheers, if you bounce off the ring you hear the sound effect of your ball hitting and bouncing, and the crowd go "Awwwwwww!".



Heeeeeere's your hosts! I'm the man with the solid chin on the left and that's my colleague with the daft name and smug visage.

Want to see my stitches? They hacked a bit of my jaw to extract my left incisor.

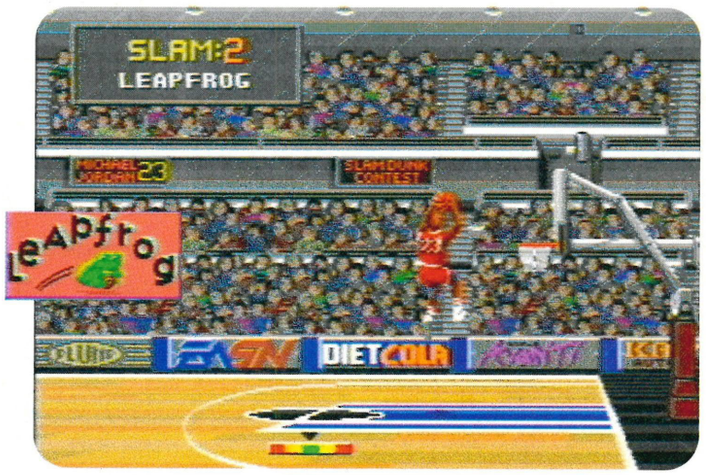
Anyone who knows me will tell you I'm not one of nature's athletes. My idea of exercise is a brisk run to the fridge, and my fave way of working up a sweat is watching Meg Ryan heavy breathing in *When Harry Met Sally.* I'm a bit of an armchair sportsman at best, it has to be said, and when all the day's writing and goofing about with computers is over, I like nothing more than to sit down to a hard evening's sport simulations.

Admittedly I'm a dab hand at soccer games, with my fave being all the *Kick Offs* on the Amiga, and I like motor racing sims best of all 'cos that way you don't even have to get out of your car, but basketball is a hard one to simulate as it's usually so fast in real life. Computers aren't really up to moving two basketball teams worth of sprites around the screen at anything like full whack, and almost all the basketball sims I've ever seen fall into one of two categories:1) Painfully slow and 2) Yawn, sorry did something happen while I was asleep? There's something about the fluidity and grace of a basketball player in full flow which doesn't really translate to the small screen.

slam dunk

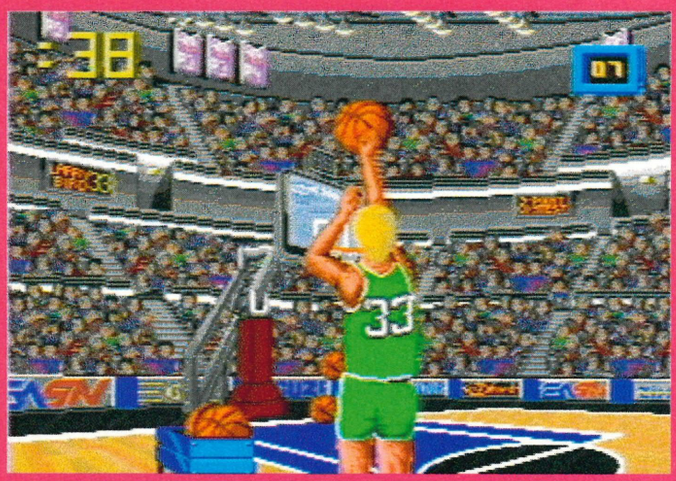
Another hard game to crack. Air Jordan has to dunk three balls using one of his variety of slam dunk routines. Jordan has become famous for his dunking, but it's not as good as Snout's variations on dunking the choccy biccie in the tea. Anyway, timing is the thing here rather than getting rhythm going. Each dunk has its own technique, and the timing of the stroke is all important.

Another helicopter dunk ends with your teeth stuck in the baseboard. (Oof!)



A cute leap frog dunk in mid execution... Ribbit!

Slam dunk! That's basketball at its best. Another point bites the dust.



Larry slams in the lamb. A timed event and one in which you have to work fast.

fast hoops

Bird has to score with every ball from a variety of directions, and it's not as easy as it looks. You have to grab a ball using the A key, jump using B and release the ball using C. But this has to be in one smooth move, and you have to do it quickly. The secret is to keep it moving and get a rhythm going. Once you're in the groove, you have to stick to it. A much harder game than it looks.

To liven things up a little teeny tiny bit, EA has decided to make more of an event of it with three things for you to do, all wrapped up as a TV Sports Special. The show is presented by EASN (Electronic Arts Sports Network) and the commentators introduce each bit in their own inimitable style, appearing inset in the main picture with their headphones and mikes.

The chit chat between events doesn't vary much, so once you know what they're saying you can skip past it with START. (There's just so many times you can read the words, "That was a great shot" before you start peeling strips off the wallpaper and eating them.)

There's three events basically, with variations for you to try your skill against your friends or the computer. You can go 'one-on-one', like the title says, with your two famous basketball friends. You can help Larry Bird to score a whole bunch of baskets in the shortest possible time or you can help Air Jordan score some baskets with his incredible variety of strokes.

Having three different types of event makes it a little more interesting, and the presentation is really skillo, with lots of sample sounds and TV-style graphics to keep the action pumping.

The 'one-on-one' is a bit on the slow side, it makes you feel like you're running through porridge (not that I do that very often... okay, once in a while, mebbe). The computer player however seems to have no trouble zipping around the court, and very rarely misses. You get a much better game if you play your chums in two player mode.

All in all, not your best all-round basketball game, but if you're a fan of the sport there is nothing I can think of which has a better flavour of the game. (Yum yum, chomp that rubber, Chester.) E

verdict
Flavoursome basketball sim.

GAME ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 70

Out: Now **Price:** £34.99
Publisher: Electronic Arts

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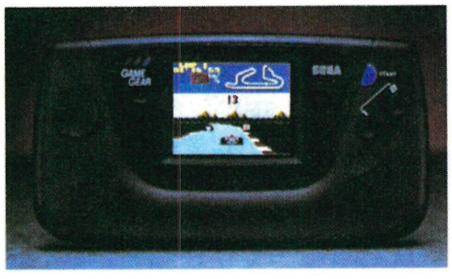


PLUS...

PRINCE OF PERSIA

T2 &

INSIDE GIANT

ISSUE 1 ON SALE MAY 28th

...shouted *Jeremy Daldry* as he rushed out of his home on the Chippen Camden air field. "Don't cry mother, I'll be back in Blighty soon enough."

the rocketeer

I used to love *The Rocketeer*. Every weekday during the Summer holidays at 8.30 in the morning. Great stuff. Buster Crabbe wearing a leather all-in-one number with a plastic wastepaper basket on his head, doing battle against the evil empires of the world. Such classics. They don't make 'em like that any more. But they do try to. Remember Timothy (luvvy duvvy actor chappie, watch your bottie) Dalton's awful remake in which our Tim dons Buster's old leather overalls and a slightly more sophisticated wastepaper basket and flies off to do battle against those awful cads, the Germans. And why has the Rocketeer, whose real name is the rather less heroic handle of Cliff, gone off to do battle against the entire German nation? Well, because they always get to the beach first and nab the nicest spots. Basts.

Bath towels at 11 o'clock!

Ed's historical comment
Of course Jeremy is quite wrong in suggesting that the Rocketeer fought off the Germans just because they got their towels onto the beach before anyone else. As the *Rocketeer* stories are set in the mid 1940s it is safe to surmise that the Rocketeer was in fact in combat against the rising Nazi empire of the post Weimar republic.

Jeremy's sarcastic comment
Of course the Ed is quite boring in suggesting such a reason for Rocketeer Cliff's dislike of everything German, from VWs to Frankfurters, is something as petty as the Second World War. The *real* reason is that the accursed Hun has pinched your chick and, while they were about it, the cads also pinched the blueprints to your rocket pack which could make the 10,000 mile journey a bit difficult.

So off you trog in an attempt to rescue your lady fair and overcome the entire German airforce into the bargain, the sort of thing most true English men can do on a Sunday afternoon between lunch and supper. And how do you enter into such a delicate political task? Discussions with the German Chancellor? An exchange of carefully worded letters between respective foreign ministers? No you charge off, half cocked and start shooting people. Admittedly they are shooting at you, as opposed to inviting you to join their amateur operatics society, but even so. Who knows? Maybe if you took the lead and suggested a quick chorus of *The Mikado* the whole thing could be forgotten. *(And then again, maybe not. Ed.)* The upshot of which is, after much shooting of guns and much shouting of "Die you sausage-sucking Hun trousers," you have to face the chief German bad guy, have a quick punch up and rescue yer girl. Ahhh.

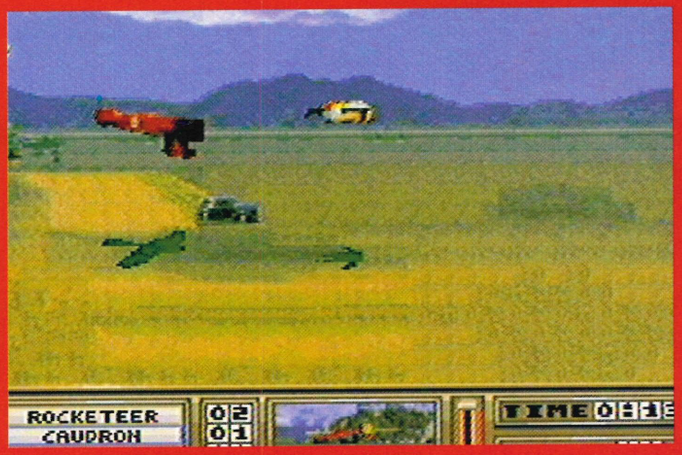
level headed

jolly jape number one

Jump in your little yellow plane and belt round a triangular course over 10 laps in an attempt to defeat two other flying johnnies. Jolly difficult and with a couple of fiendishly nasty twists. One of the most difficult levels in the whole bally game. Especially as once you've won the whole shebang, you have to win the entire show again but over 15 laps. Cripes.

jolly jape number two

Because you beat Jerry in the air race, and he isn't a gentleman and doesn't play cricket, he takes it all rather badly and starts shooting you. Jolly unsportsmanlike if you ask me. So it's time for a bit of *Oppo-Wolf*-style shoot 'em-up. Loads of Jerry chappies pop up from behind planes, and barrels and it's up to you to do your best for king and country.



jolly jape number three

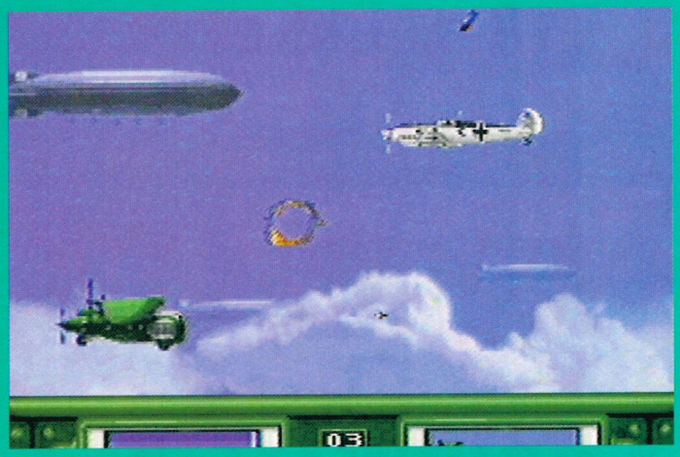
Yet more flying fun and games, but this time flying round the bally circuit, against the bally Fritz, in your bally rocketeer suit.

jolly jape number four

Fritz just won't give up, so it's up to you to tan his unsportsmanlike hide once again. Loads more shooting, loads more Jerry cannon fodder then a few pops at the end-of-level Boche and it's off to the wide blue yonder to uphold the right of the English gentleman to eat cucumber sandwiches, bowl a maiden over and oppress the working class. Tally ho chaps.

jolly jape number five

Jerry at 12 o'clock. Yet more Boche to dispatch, some with parachutes, some with rocket packs, all agents of the evil empire and damn well deserve a good seeing to. Watch out for the underhand bombs that fall, in a very unsportsmanlike way. They don't even give a chap a chance to ask for middle wicket before they bomb you all the way back to Blighty.



jolly jape number six

More resilient than the bottom of the head prefect at Eton, those Hun keep coming back for more. So jump a Jerry plane to send him back to old terra firma and dispatch him to the great officers' mess in the sky.

jolly jape number seven

Damsel in distress. Time to stiffen all lips and give the Boche a good clip round the ear. Send him packing and whisk said damsel off to village church in Surrey. Two little 'uns, Jessica and Tamsin. Post in the civil service. Get caught in compromising situation with Boy Scouts, retire, shame-faced to Brighton. *(Methinks you do make up too much. Ed.)*

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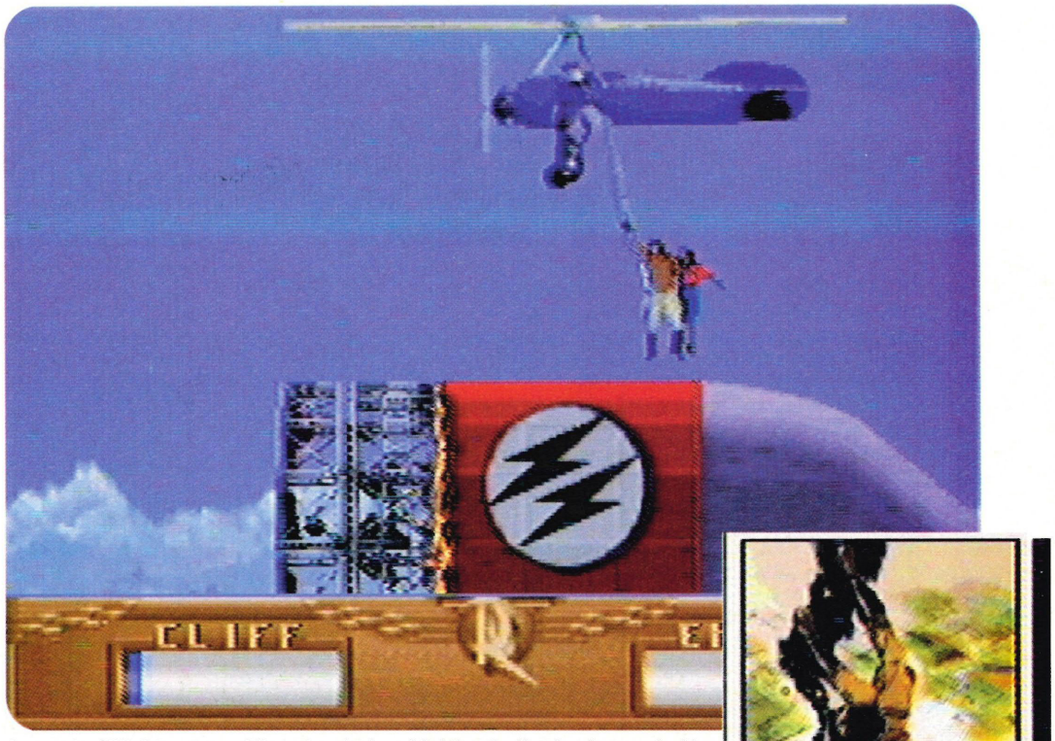
YOU SHOULD INCLUDE...

Diagrams and sketches with an explanation of what the design is, why it will prove popular and why you feel it is needed. This should be in no less than 50 and no more than 500

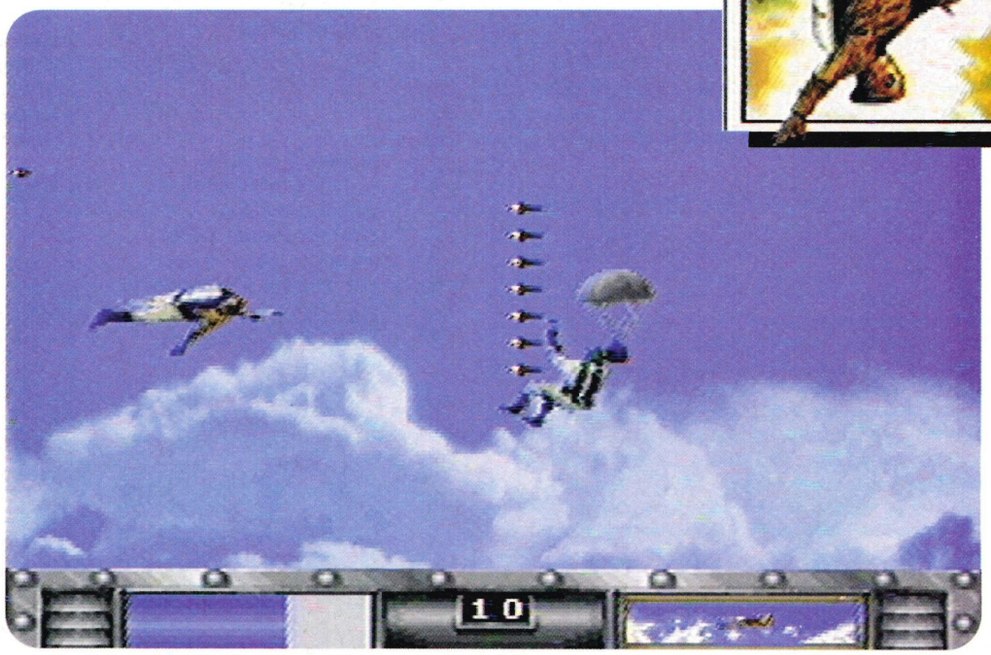
ELECTRONICS INTERNATIONAL Inc.

(No! Stop snogging and tell us about the graphics! A Reader.) Ah yes, the graphics. This game is nothing special playabilitywise. *(What about the graphics? Ed.)* If truth be told, the playability is hung like a dormouse. I'd go so far as to say it's hung like a very cold dormouse. Basically it's nothing more than a shoot 'em-up, that is so 'been there, seen that, bought the T-shirt' you think big hairy deal. However, as far as graphics go, *(At last. Ed.)* it's hung like a rampant rhino. On heat. Reading a copy of *Play Rhino.*

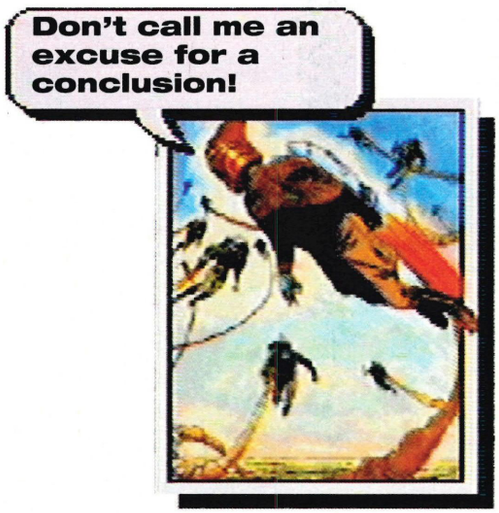
It's that good, kids. With more digitised graphics than a very digitised thing, *The Rocketeer* positively drips the kind of graphics that make you go, "Ohh blimey, that looks all very nice, shame it plays like a pile of old jobs". Huge digitised sprites are animated smoothly against yet more digitised backgrounds. This all means that you feel as if you are playing through the original comic strip. This 'being there' sensation is helped by the inter-level screens that tell the story, admittedly in Japanese, but they tell the story none the less. All very pretty and nice to look at.



A poem by Cliff: I've got me girlie and a winch and fighting the Hun has been a cinch!



Poem (cont): Oh dear I'm falling from the sky, at this rate I might end up in a pie. Wilfred Owen eat your heart out!



So what have you got deep within *The Rocketeer?* Well its bad points are:

1. It's way too easy. You can complete all seven levels in one sitting. Yawnsville.
2. Despite being dog easy, most of the levels are pee boring. They're so very long that it becomes a real chore to have to play through each one. Especially as you have to do some levels more than once. Double Yawnsville.

But surely it must have some redeeming features? Ermm, maybe.

3. It looks nice, with loads of digitised pictures and backgrounds.
4. Ermm, its hero is called Cliff and I'm all for console games having heroes called Cliff.
5. The box is a nice colour. Sort of a matt black, with yellow stripes and a nice picture of the Rocketeer on the front, oh and the instructions are... *(Enough. Ed.)*

A way too easy game, with some stonking graphics but with naff all playability. About as much fun as a bout of haemorrhoids.

OVERALL 59

Out: Now **Price:** £39.99
Publisher: Irem

the challenge is on!

The Atari Lynx – Game

the challenge is on!

The Atari Lynx, it's a little bit smart you've got to agree and so is our well impressive Atari Lynx/*Game Zone* competition which gives you the chance to put both the Lynx and yourself to the test in the Lynx Challenge... AND you could win a fantastic prize! This is your chance to prove yourself the Lynx expert in your area and then go on to challenge other champions to be the national champ. Fame is just around the corner to say nothing of some utterly fab prizes!

The competition is being held by Atari in conjunction with the totally pukka *Game Zone*. We'll be publishing details of the winners each month as well as continuing to run our own high score competition in these pages.

The third competition sponsor is NASCR, the National Association Of Specialist Computer Retailers. They are a trade association representing a significant number of independent retailers who have agreed to abide by a common code of ethics/practices to the benefit of their customers.

how to enter

Nothing could be easier. Simply take the entrance form below along to any of the participating stores on the list on one of the compo dates. There you can play one of that month's featured games and hand in the form to the store staff for verification. All the scores will be sent to the Goode Ideas company who will sort them out. The top scorers per store/per game will be invited back to the store for a store final. The top 12 scorers in that final will get an all expenses paid trip to the grand final where they will compete against each other to decide who takes the top prize.

compo dates

Saturday Jun 6 - Friday Jun 12
Saturday Jul 4 - Friday Jul 10
Saturday Aug 1 - Friday Aug 7
Saturday Sep 5 - Friday Sep 11
Store Finals - Saturday Sep 26
Grand Final - Saturday Oct 10

In the meantime our own competition keeps on rolling. Send your Lynx Hi Scores and a mugshot to:

Goode Ideas
***Game Zone* Kings**
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Weybridge KT15 1AZ

You never know, you might even win a badge. Then again you might not. Isn't life strange? Here's some of this month's champs.

ninja gaiden
170800 **Omid Malek**

xenophobe
8954550 **Daniel Iszatt**

scrapyard dog
1117300 **Nicola Whittaker**

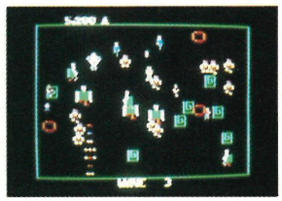
roadblasters
1956330 **Chris Ayriss**

turbo sub
160455 **Damien Smith**

zarlor mercenary
1608230 **Ed Sampson**

Steven Sayers (Xybots)

california games
2865 *Surfing*; 5293 *Footbag* 658 *BMX;* 29356 Surfing
Richard Forshaw



Robotron

checkered flag
253 **Ben Goulden**

gates of zendecon
289292800 **Chris Ayriss**

Damian Smith (Turbo Sub)

paperboy
301450 **Simon Freen-Bank**

electrocop
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stun runner
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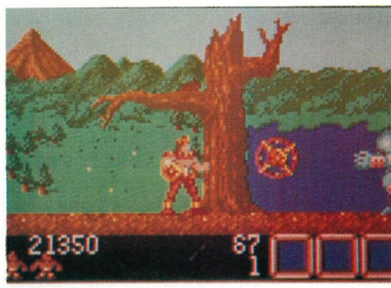

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Richard Forshaw (California Games)

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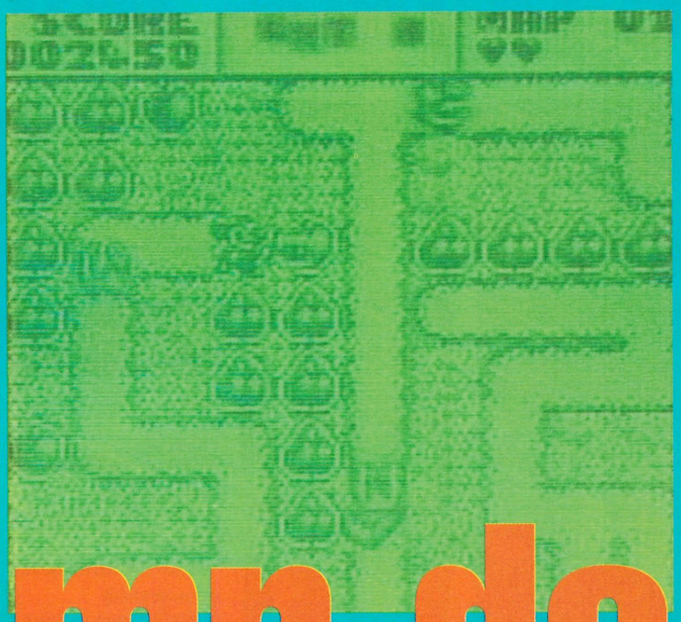
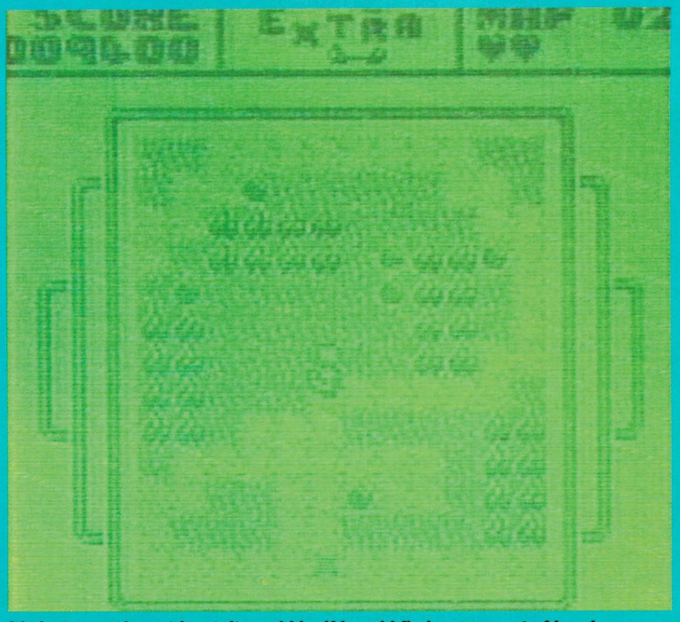
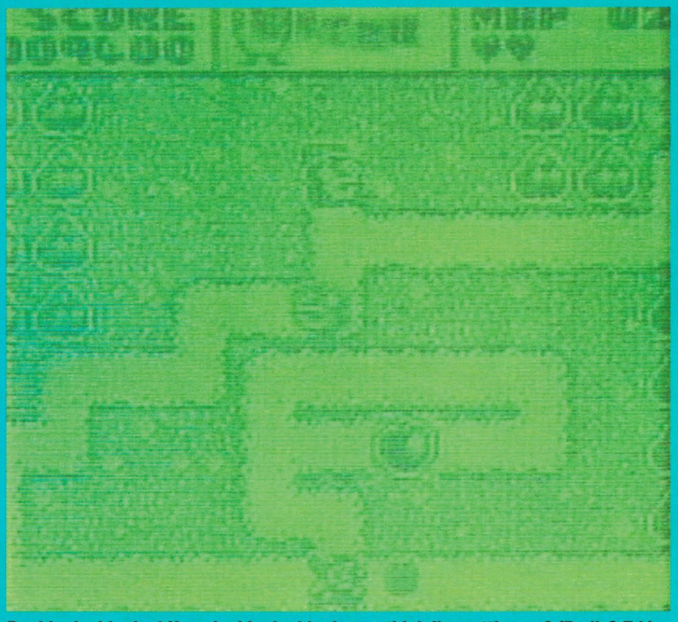


mr do



It's just a-mazing, at least, it would be if I could find my way out of here!



Doobie doobie doo! How doobie doobie do you think I'm getting on? *(Badly? Ed.)*

GAME BOY

_Mr Do?_ Or Mr Don't? _Paul Lakin's_ more of a Mr Maybe which is perhaps why he didn't get on with this little number.

"It's an arcade classic," said David "It's *Pac-Man* with balls," said David. Well perhaps, and then again why not? But at the end of the day, when all's said and done *Mr Do* is a fairly basic puzzle game. It's got music, it's got challenge but it bored the pants off me.

Although it clearly owes much to *Pac-Man* to me *Mr Do* is much more of a *Boulderdash* clone. Your psychotic garden gnome hero seems to be more of a miner than the old hopeless garden pond fisherman beloved of front lawns everywhere. I'm not convinced this was true of the arcade original – office concensus is that it was more of a maze game – however on the Game Boy you have to burrow your way through the scenery like some two-legged mole, picking up bonuses and collecting apples.

These apples have to be dropped to the ground to complete a level. They can also be dropped onto the various baddies which is smart. If your timing's a bit out, then they're more than likely to drop on you which is painful.

As well as cunningly dropping large Coxes Orange Pippins on your foes' foreheads you're also tooled up with... a bouncy ball. Okay so it's not as much use as an Uzi sub-machine gun but it's no slouch at bouncing baddies out of action. Unfortunately it is a bit of a slouch at coming back to you. More of a crap boomerang than a bouncey ball to be honest. You fire it off, kill something then stand about looking embarrassed and embarrassingly unarmed until it bounces back to you. This is no way to fight a war.

And that, my friends, is just about that. And that's not enough. Not for me anyway. The collision detection is wobbly, at times irritatingly so and the control system is not all that it might be. (It might be a Lotus Elan f'rinstance.) That apart, *Mr Do* is all very playable and challenging. You've got to plan your route as well as time your moves.

A well balanced mix of strategy and action, I should say, but it leaves me as cold as yesterday's rice pudding. This is all very worrying. *Mr Do* is a game in the style of *Boulderdash* or *Digger T Rock* and both of those games were more than a little popular. Not with me though. I'm a healthy enough sort of bloke. I eat red meat, enjoy football and think Lisa Stansfield is completely beautiful. Yet I just don't enjoy games like this. Sorry but that's the way it is.

And while we're about it, how do you pronounce the blighter's name? Is it 'do' as in "How do you do?" Or is it 'do' as in "You make bread out of dough". And what's the point of a high score table that resets everytime you play. And can I stop now and go and play something less boring instead? E

verdict
A game in classic style but it didn't light my candle.

END ZONE

Graphics

Sound

Addictiveness

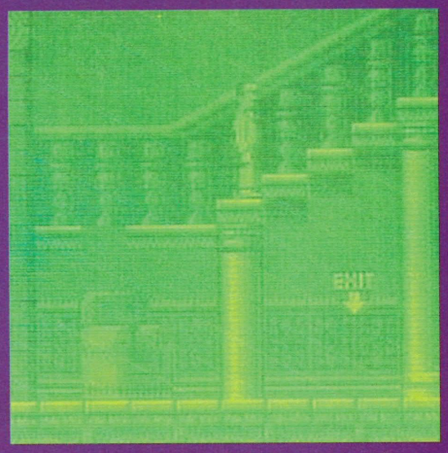
Playability

OVERALL 60

Out: Now **Price:** £21.99
Publisher: Ocean

Comfy chair, roaring fire and metal monster.

Eh? This doesn't look like a map of the Central Line.



Frankie goes to Hollywood? No, he goes upstairs.

dr franken

MEGA ZONE

GAME BOY

It takes a lot to drag mad *Professor Berkman* from his Transylvanian lair, but then it takes a lot to complete *Dr Franken*.

Do you like 'Wandering Around, Picking Up Things And Avoiding The Nasties'-type games? Yep, me too. Give me a few things to pick up, loads of nasties to avoid and, say, 230 screens to wander around, and I'm a pig in clover. And indeed, after an hour or two frootling around with *Dr Franken*, I find myself oinking with such unabashed porky pleasure that a small curly tail can now be sighted emerging from the back of my capacious casual strides.

But enough of trousers, as this latest Elite product is, as far as Game Boy fans should be concerned, the veritable business. 'Downright corky' only hints at its wondrousness. 'Terminally tophole' might be nearer the mark. Not since, aw, last month (when I was similarly taken with *Solomon's Club*) have I been so swiftly and terminally hooked by a Game Boy product.

So what's the gen? You, it seems, are the final creation of Dr von Frankenbone – a masterpiece of spare-part surgery, according to some reliable sources, and a total dork made out of kitchen utensils and old potato peelings, according to the mirror.

For years, you and your girlfriend Bitsy have lived happily in the Doctor's old castle, but the other fiends, monsters and ghoulies created by the deceased mastermind have become jealous of your simple pleasures, and dismantled your girlfriend. Chunks of her can be found in every corner of the old castle (yeugh!) as can nasties who are determined to get in your way.

What this all means, of course, is a ripsnorting arcade adventure which owes much to Mikro-Gen's old Wally games, although at least here you can actually dispose of nasties by firing at them. With eminently smooth scrolling, and some lusciously drawn backgrounds, the castle's atmosphere is perfectly evoked. Where do you start? Fortunately, the map screen not only shows you where you are, but where you should be going: to get off level three (for that's where you start) you need to collect something and take it somewhere else, and a floating question mark gives you clues to both. After that, you're on your own kiddo...

What makes this a little easier on the brain than many such puzzle/exploration games, fortunately, is that any objects that need to be collected float conveniently about like the question mark on the map screen, which means you don't waste time trying to pick things up that can't be picked up.

Nor should you waste time not killing things, because removing those meanies that can be killed generally gives you a little breathing space for other matters. Like how are you going to get that key floating up there?

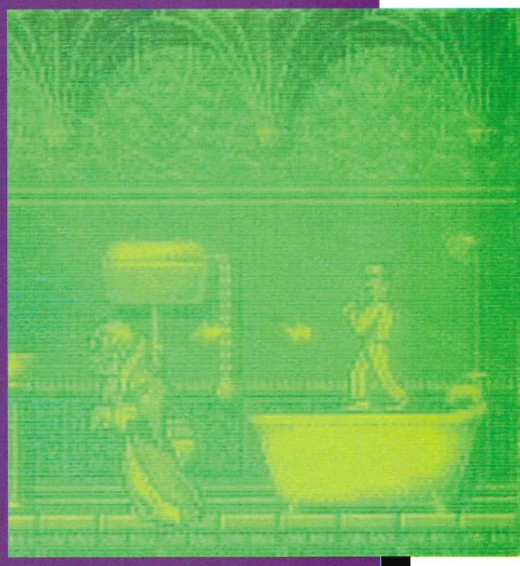
More often than not, the various objects in the background act as platforms, enabling you to jump from one to another.

Sometimes it's obvious how to do it, sometimes it's not. Sometimes it's easy, sometimes it's £*@%ing difficult...

I won't give too much away, as this is the sort of game that you'll want to get into yourself, without any help from me (it's not too hard to start, and the learning curve has been finely judged). All I'll say is look out for the Master Bedroom on level four, which is the only room in which you can fully regenerate your energy when you're getting low. So far I've found two bits of Bitsy (I'm too much of a gentleman to say which bits, naturally) and amassed a mere 14 percent, but I'm working on it. Dedicated arcade adventurers should have weeks of fun here. E

verdict

Clever, resourceful arcade adventure that pushes the Game Boy to the limits. An instant classic.



So this is walking on water.

END ZONE

Graphics

Sound

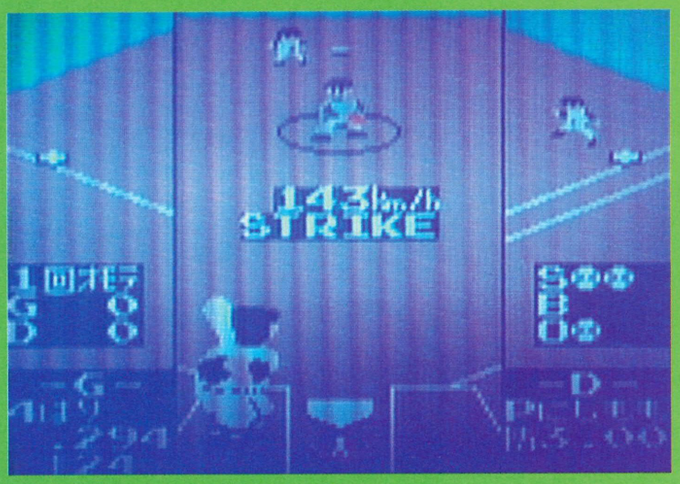
Addictiveness

Playability

OVERALL 92

Out: Now **Price:** £25
Publisher: Elite

Time? Time to leg it back to the pavillion for a cup of tea I'd say.



Well at 143km/h it's certainly not a go slow.

baseball

GAME GEAR IMPORT

He hates Bruce Springsteen, popcorn and Spielberg. How will yankophobe *Paul Lakin* find *Baseball?*

Video games are bad for you take my word for it. I'm not going on about Nintendoitis, the anaesthetisation of violence or any of that nonsense. No it's much more serious than that. Video games can make you enjoy American sports.

A brief case history. Our subject, who we'll refer to as Mr X (though his real name is Lord Paul Lakin), was your usual cricket and soccer playing Englishman who treated games like baseball and American football with healthy contempt. He thought of the joy of watching Chris Waddle tearing down the wing floating over a beautiful cross to be latched onto by Gascoigne, who turns to defenders before slipping the ball through to Lineker who neatly tucks it away. How, he thought can you compare that with a bunch of meat heads in padding running into each other? He thought of the pleasure and skill of a dreamy Summer's day's cricket and turned his nose up at the raucous hit and hope of baseball. Mr X was a man secure in his prejudices. Then came video games.

The rot set in with *John Madden* on the Mega Drive, it was American football but it was great fun. Then there was *Baseball* on the Super Famicom, dangerously enjoyable. Now this, the killer blow.

At first glance *Baseball* is a bit offputting. Sport may be international but the sight of a whole load of options all in immaculate Japanese can strike terror into the heart of the hardest player. (There's a pun in there somewhere.) However basically all you're doing is choosing your team and venue. Once the action starts you don't need linguistic skills just a bit of coordination.

The view is from behind the batsman's head whether you're pitching or striking. However the screen is split into three, the middle section shows the pitcher and batsman, the other two show a couple of bases. Keep your eye on these 'cos your opponent is bound to try stealing bases. The bast!

Pitching is a doddle, though there's the chance to put some sneaky little twists and turns into your pitch. Striking is a tad more tricky since timing as well as aim come into play. If you actually make contact with the ball then the view changes to show the pitch and loads of teeny little fielders scampering round trying to reach the ball.

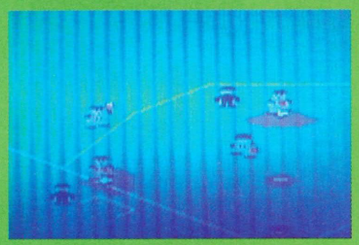
verdict
A really smart piece of sport.

Baseball is not a tough and gritty kinda game. If you like to play sport with your sleeves rolled and your gum well chewed you might feel a bit let down. However you'd have to be a real hard-hearted hardballer not to fall for the cutesy graphics. The teams seem to consist entirely of podgy dwarves who play their little hearts out. They're nicely animated too, able to leap up for catches or slide across the ground to make important stops.

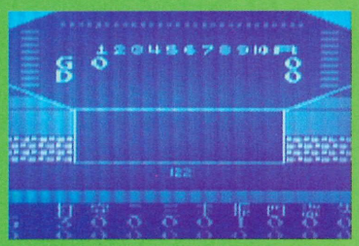
Better than the graphics is the out and out playability. It's fun, fun, fun... until you lose. Which you probably will. The only real let down in the play stakes is selecting the base to throw/run to. The joypad is a bit imprecise and many a chance can be irritatingly missed. Still that's a small problem. Baseball, I love.

NB Paul Lakin now resides in New York where he eats burgers, drinks Budweiser, watches endless ball games and says 'Yo' a lot.

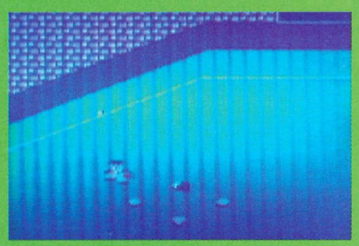
● **Supplier:** Advanced Consoles 071 383 0480 E



One hand, one bounce?



Er... it's still anyone's game. *(Weak. Ed.)*



I wandered lonely as an outfielder...

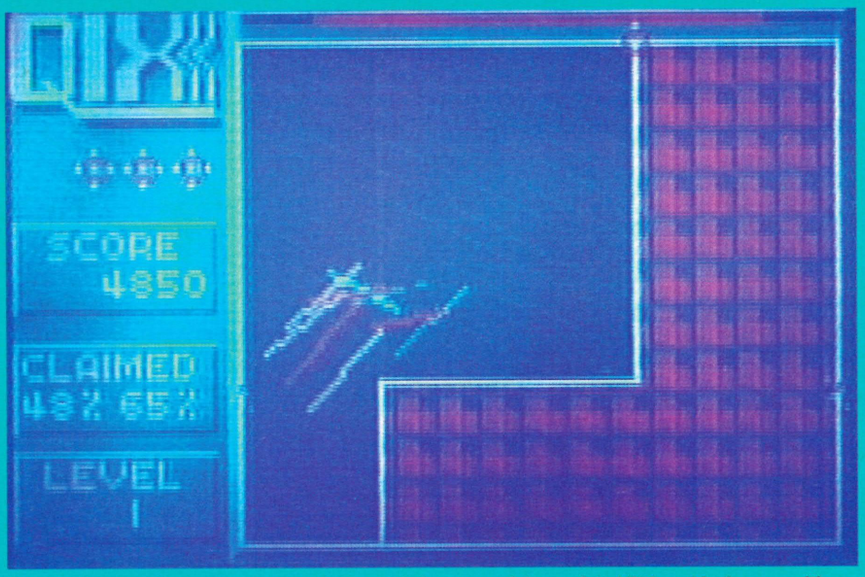
GAME ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 82

Out: Now **Price:** £20
Publisher: Namcot

qix



Oh dear. It looks like someone's scratched my windscreen and then painted little red L-shapes on it!

Known for his fondness for made up words, *Jeremy Daldry* folumped with gungted joy when Paul waloped across the office and said, "Knock out a couple of hundred wordyspellos on *Qix*, will you?" "Smartie than a brillong thingey," said Jeremy.

Who remembers Etch-A-Sketch eh? Go on, who remembers it. Well I do, many a long Sunday afternoon twiddling away, trying to draw the perfect circle, which is, of course, impossible. Or drawing hopelessly biological and inaccurate pictures of Angela Rippon and having to quickly shake the board as me Mum came into the room. Ahh, great golden days of youth. Then what happened? Great Uncle Earnest stood on my Etch-A-Sketch and Angela 'Legs' Rippon, was replaced by Anna Ford. Sad days.

qix, tell us the plot

Okay molokay. *Qix* hasn't so much got a plot, more a mathematical formula. You are a little blob of light, or a qix, and as a qix you have one overpowering urge in life. Not to find yourself a nice girly qix, settle down and have lots of qixette's, not even to form Qix And The Light Beams, a loud stadium rock band and gain fame, fortune and drugs. Oh no. Your only joy in life comes from sectioning off squares into smaller squares. Okay, no great Nobel prize winner this, but what do you expect, this is only a second rate Lynx cart.

At the beginning of each level you are given a certain percentage of the said square to fill in. By moving your little blip of light, which leaves a trail behind him, you can section off your square. Sounds simple I know, but don't you believe it, because while your blip might find nothing as sweet as sectioning off squares, there are a number of bad guys that really are not too keen on you enjoying the life of Riley.

These include the qix of the title that appears to be nothing more than a squiggle of lines that shuffles around looking for something to do and a number of blobby bomby things that shoot round the perimeter of the square with your blood on their mind. So that's the 'plot'. What about the gameplay...

qix, tell us about the gameplay

Well, a game like *Qix* depends on its playability to save it from being a pile of old jobs, because, let's face it, neither the sound nor the graphics push back the limits of the Lynx's 16-bit processor. Unfortunately its playability sucks.

Sure, *Qix* was indeed a classic six or seven years ago but that was a long time ago. Now it's pathetically easy and rather dated. And then there's the control system. Words like 'rubbery', 'cumbersome' and 'bollocks' spring to mind, but enough of them.

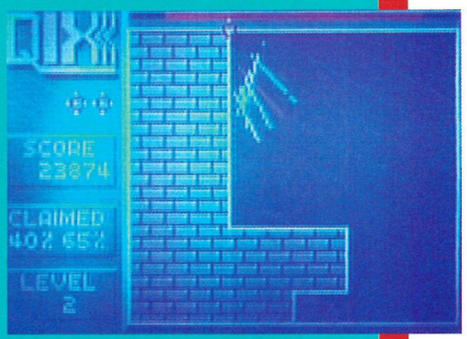
Part of this prob, must be laid at the feet of the Lynx itself; unfortunatley the screen is so small, and your qix-y thing relatively big, by comparison, so it's rather difficult to see where you are. Especially if you are of an artistic bent and you like sectioning off your square with lots of little twiddly bits.

qix, tell us what you think

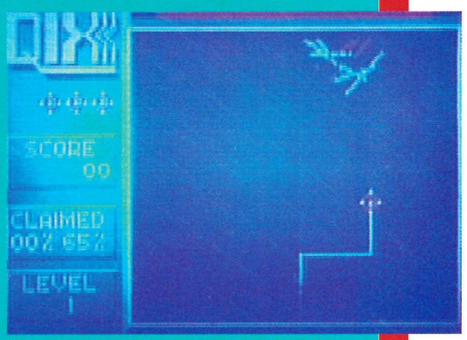
Well, it's a difficult one isn't it? I mean the whole crux of the thing rests on whether *Qix* is addictive enough to overcome the severe limitations of poor graphics and pretty crap gameplay. And, I'm afraid, the answer is so obvious it might as well be spelt in thirty foot high letters of fire. Avoid *Qix*, it's not worth nearly 40 quid. Come to that, it's not really worth four. E

verdict

Little more than a competitive Etch-A-Sketch. Very poor, very dated, very little point in buying it really.



It's a nice wall, but where's Kilroy?



A beam of light zigzags Etch-A-Sketchily.

END ZONE

Graphics

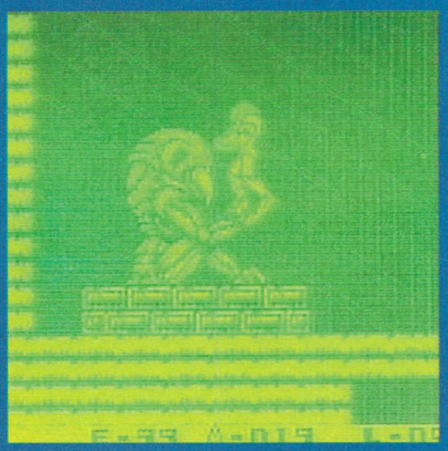
Sound

Addictiveness

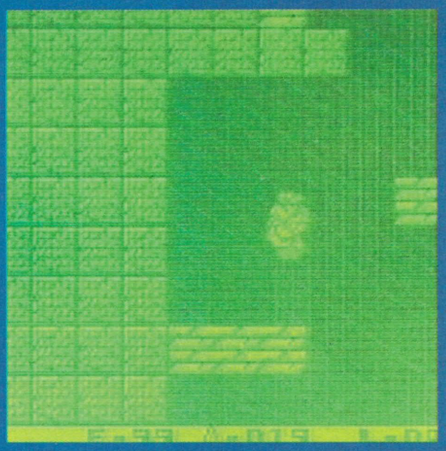
Playability

OVERALL 26

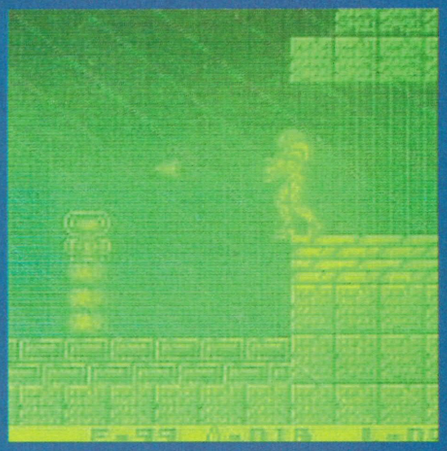
Out: Now **Price:** £34.99
Publisher: Telegames



Statue? Yes of course it's me, I don't move!



Chocs away! I think I might fall on my head.



Help, I've thrown away my Dairylea triangle!

metroid II

Fan of the car and the French underground *Marcus 'Metro' Berkman* was eager to try this mutation in the shape of *Metroid II.*

There can be something terribly worrying about sequels like *Metroid II,* especially if, like me, you've played *Metroid I* and you can't remember anything about it. In fact, I saw it on the NES yonks ago, looked at it briefly and came to the swift but probably erroneous decision that it wasn't the game for me. Probably erroneous, because *Metroid II* is a cracker. It's one of those odd little games that doesn't look an awful lot – but then you play it, and play it, and just keep on playing...

The main thing here is that you're a big girl. That's you, that is. And your mum. *(Get on with it. Ed.)* No, seriously. You are Samus Aran, greatest of all the Space Hunters, and conqueror of the pirates from the planet Zebes. Quite where metroids fit in is anyone's guess, but what this all boils down to is that you're alone on the planet SR388 wandering around a series of underground caverns, which just happen to be swarming with the aforementioned metroids.

So you wander, and you wander, and nothing much seems to be happening. The graphics here are anything but impressive and the few nasties you run into are easily picked off. So what's the fuss? Suddenly, you see the first of 39 metroids. It's not easy to kill (your beam's useless, so you'll have to use some of your missiles). Then the cavern shakes. There's been an earthquake. What does this mean? And why can't you get those two useful-looking icons apparently stuck in the middle of the rock?

At this stage you refer, rather desperately, to the instructions, only to find that, as usual, the instructions have been translated into English by someone whose only languages are Portuguese and Serbo-Croat. Could this mean that that pool of impassable liquid on the other side of the start point has receded? Will you now be able to get through over there?

The upshot of it all is that you never know quite what is going on, other than the fact that you want to find out. Every so often you come up against an obstacle, and it's up to you to work out how you're going to get past it. The answer may be somewhere else in the maze – or it may just need a little bit of lateral thinking.

What makes it all worthwhile is that every so often you can save the game, and as the cartridge has battery back-up, you can start next time where you left off this time, or at least somewhere fairly nearby. Is that seriously spanky, or what?

verdict

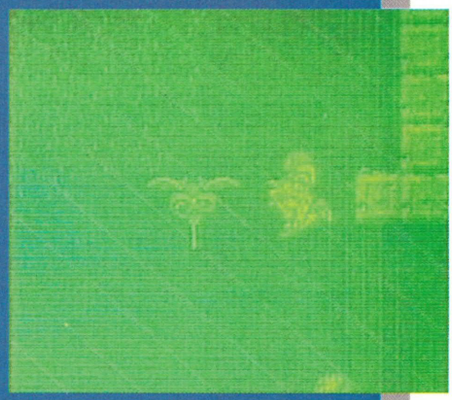
Ingenious action-puzzler that's more interesting than it looks.

And it is, I suspect, an absolutely vast game. I've been playing for hours and hours and I have so far disposed of precisely one metroid. And that's not because I'm crap - it's because I've only come across one metroid to dispose of. Where are they hiding?

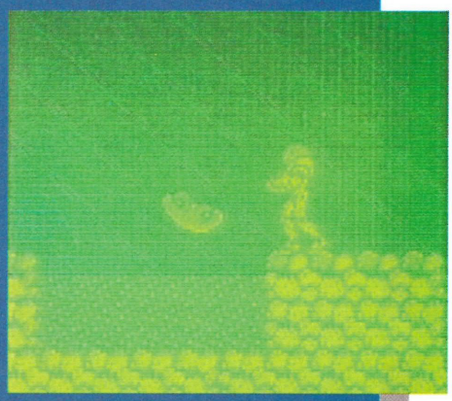
Faults? Well, as I've already said, the graphics aren't the most staggering thing you've seen, but once again the Game Boy proves that you don't need fab graphics for a fab game. (Sometimes I wonder whether fab graphics actually get in the way of a fab game, but that's another issue.)

The sound, by contrast, is excellent, with some great whooshy swooshy sounds if you plug in your headphones. What counts is that this is one of the best judged blends of fast-paced action and brain-blending puzzles I've yet seen – clever, challenging and fiendishly addictive. I wonder if *Metroid I's* as good...

● **Supplier: B+S Electronics 071 323 6673** E



Well I'll be blowed. A triangle with wings.



Shoot that jellyfish!

END ZONE

Graphics

Sound

Addictiveness

Playability

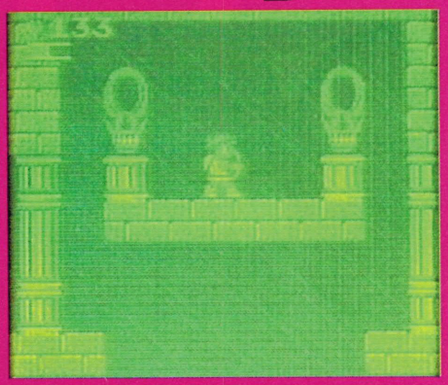
OVERALL 88

Out: Now **Price:** £21.99
Publisher: Nintendo

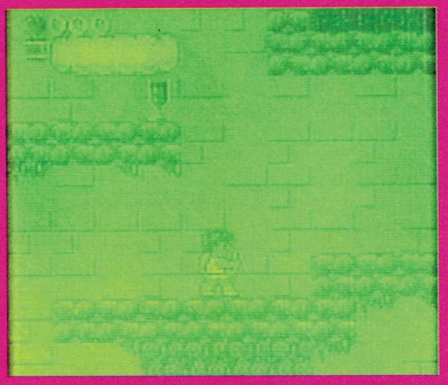
kid icarus

of myths and monsters

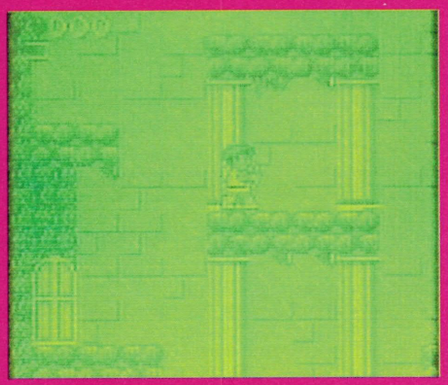
MEGA ZONE

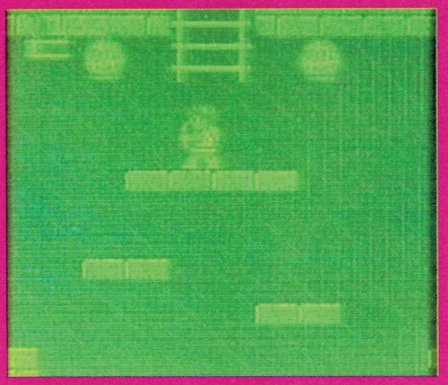


Not *The Boy And His Blob*. It's The Boy And His Bow.



Arrows are for darts players. Where's my hammer?





it's the pits

Pit is your hero so presumably 'the pits' means 'nice people with wings'. Here are some nasties who that couldn't be applied to.

the god of poverty
Looks in need of tea and sympathy, but he's a bast. If you break his jar in the Treasure Room, the rest disappear which means no goodies for you – and you can't even kill him.

the grim reaper and reapettes
Motown artistes whose hits include 'Heard It Through The Graveyard'. Approach the Grim Reaper and his backing group dive-bombs you. Best tackled with the bow and arrow – it keeps them at a distance.

wormser
Don't be deceived by his cute appearance. Sneaky by nature, he'll snoock in and mingle amongst the snakes. Try to get him with your arrows and he'll duck so they miss him.

you're the tops

In need of help, information, encouragement? Don't turn to Esther Rantzen, try these people.

zeus
In your usual Greek mythology, Zeus is supreme ruler. In Angel Land he's been demoted to training officer and monitors Pit's progress. He'll say when Pit isn't up to scratch and when he is, will reward him with a power arrow.

don
If you enter the information room, Don, who looks as though he'll serve you up a greaseburger or fix your broken crankshaft at a moment's notice, will give you handy hints and tips, but sadly no grub.

shop keeper
Attended a maitre d' training course and so is extremely polite and helpful. A handy hammer will cost a mere 20 hearts, a bottle of the water of life costs 250 and a key will open doors for 300.

GAME BOY

Give *Vivienne 'Blue Peter' Nagy* a globule of sealing wax and the spoils of a plucked chicken and she'll construct some fetching wings. Handy really, just what she needs for *Kid Icarus*.

The Greek myth was the popular press of its day and you all know not to believe what you read in the papers. Likewise, don't believe all you read in Greek myths. They said *The Sun (Eh?I think you mean the big orange thing not the one you wrap your chips in. Ed.)* melted Icarus' wings, but we can reveal (shock! horror! exclusive!) it was all propaganda and that he was really training for a special mission to save Angel Land!

Palutena the goddess of Angel Land had too many cheese and pickled onion sandwiches one evening. Not surprisingly, she had a bit of a nightie – actually she had two, a frightening dream and the one she was wearing. The local soothsayer interpreted this (the dream not the nightdress) as a sign that terrible demons called Orcos would invade them.

pit's progress

Always keen on a weekend yomp, Pit, the leader of the Icarus army, has to train until he is fit enough to wear the Three Sacred Treasures which'll give him magical powers to defeat the demons. This involves lots of rootin', shootin' and tootin' with his bow and arrow, collecting hearts and other 1-ups and bashing centurions with hammers to obtain maps, pencils etc. There's a distinct lack of Naafi shops for Pit's duty frees, but there are numerous rooms to pop into for goodies to further his quest.

If you thought *Neighbours* at its prime was addictive, it had nothing on this; a crowbar won't prise you away from it. The graphics are fab and it's challenging without being too easy. It's not too hard either and won't make you want to leave it under a steamroller going downhill at 90mph.

● **Supplier: B+S Electronics 071 323 6673** E

verdict
Get that crowbar away from me – just one more go, honest!

GAME ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 91

Out: Now **Price:** £21.99
Publisher: Nintendo

hook

Hook? Hook? Nah, it's a Gardeners' World sim.

Big wiggly things and a floating man with a beard. No more tabs for me.

Cold, curvy, steely, and pointy. But that's enough about *Jackie Ryan* – what about Ocean's *Hook* on the Game Boy?

Hooks eh?. Brrr! What dastardly little devils they are to a demon, eh readers? Fishermen use them to impale poor defenceless maggots; boxers use them to lay out hapless 'glass-jawed' opponents; aspiring pop song writers use them to implant 'catchy' little dittys into the deepest recesses of the brain; *Game Zone* reviewers use them to... *(Sniiip! Ed.)*

Ahem. Yes, hooks. Erm, they're definitely devilish little things indeed. And now of course, the newest, most dastardly devious, disgustingly deviant, desperately, erm, dork-like mega muther of all hooks anywhere, is about to surface. And not on the end of a fishing line either – but rather on cinema, NES and Game Boy screens country wide.

Yus, avast me hearties, shiver me timbers and walk the gangplank matey, because none other than that evil pirate Cap'n Hook from Never Never Land is making his way to a Game Boy near you now.

As everyone and his mother knows by now, *Hook* the console game, (probably one of the most eagerly awaited and most perfectly-timed film licences of the year so far) is based on *Hook* the movie – and well, we all know how popular that one is don't we? Oh dearie me yes.

So is *Hook* the game going to go the same sad route as *Hook* the movie, ie. down the dumper? Well, thankfully no. Because a) there's not a glimmer of Julia Roberts or Dustin Hoffman in sight (hoo-blinkin'-rah) and b) *Hook* is a rather jolly arcade adventure-style romp which takes place over a hugely sprawling, multi-level Never Never Land, stuffed to the gills with more kinds of gameplay styles than Heinz has, erm, varieties.

verdict

Play this wee cart for a while and you'll be hooked.

In *Hook* the console game you get to play Peter Pan, that perennial 'yoof.' Although actually you're more of an old wrinkly than a 'yoof' in this game, as when you first get to meet yourself, not only have you got a house, a dog and a car, but also your own set of 2.2 kids to boot. Er, and there lies the problem actually. That old rogue Captain Hook has kidnapped your sprogs so you as Pan must don poncey pixie garb, grab yourself a short sword and set out across Never Never Land in search, not only of Hook, but your lost nippers too.

You begin your quest by peering at a vast, scrolling map of Never Never Land. You can use your trusty compass to help you plot a course to each of the levels, (there are 27) and you'll need to battle through them all if you want to see your kids again.

As well as providing a route to Hook, each of the levels also provides a veritable *Wish You Were Here* tour of Never Never Land. You'll find yourself in various classic platform environments set either overground in forests, underground in mines, underwater through lakes, over water on pirate ships and even airbound.

But as you make your way through each level, it'll not simply be a matter of seeing off Hook's pirate cronies, who are out to make you use up all of your three lives and three continues before you even get to reach Hook. Indeedy no, 'cos you also need to search each level for a required number of thimbles and marbles, apples and cherries, coins and other goodies. As only after you've collected these will the level exits open up and let you travel onto the next area. And as each level is a pretty huge, free scrolling environment in itself, finding (and remembering) where the level exits are will take some doing too. Phew!

All in all then, there's plenty of challenge here, plus some great music and neat graphics to smarten up the appeal of the whole package. If you like classic platformy arcade style adventures, with a bit of a mappy and puzzley appeal, as well as a variety of gameplay, then you'll love *Hook*. E

'Dancing Queen, only 17, you can dance..'

END ZONE

Graphics

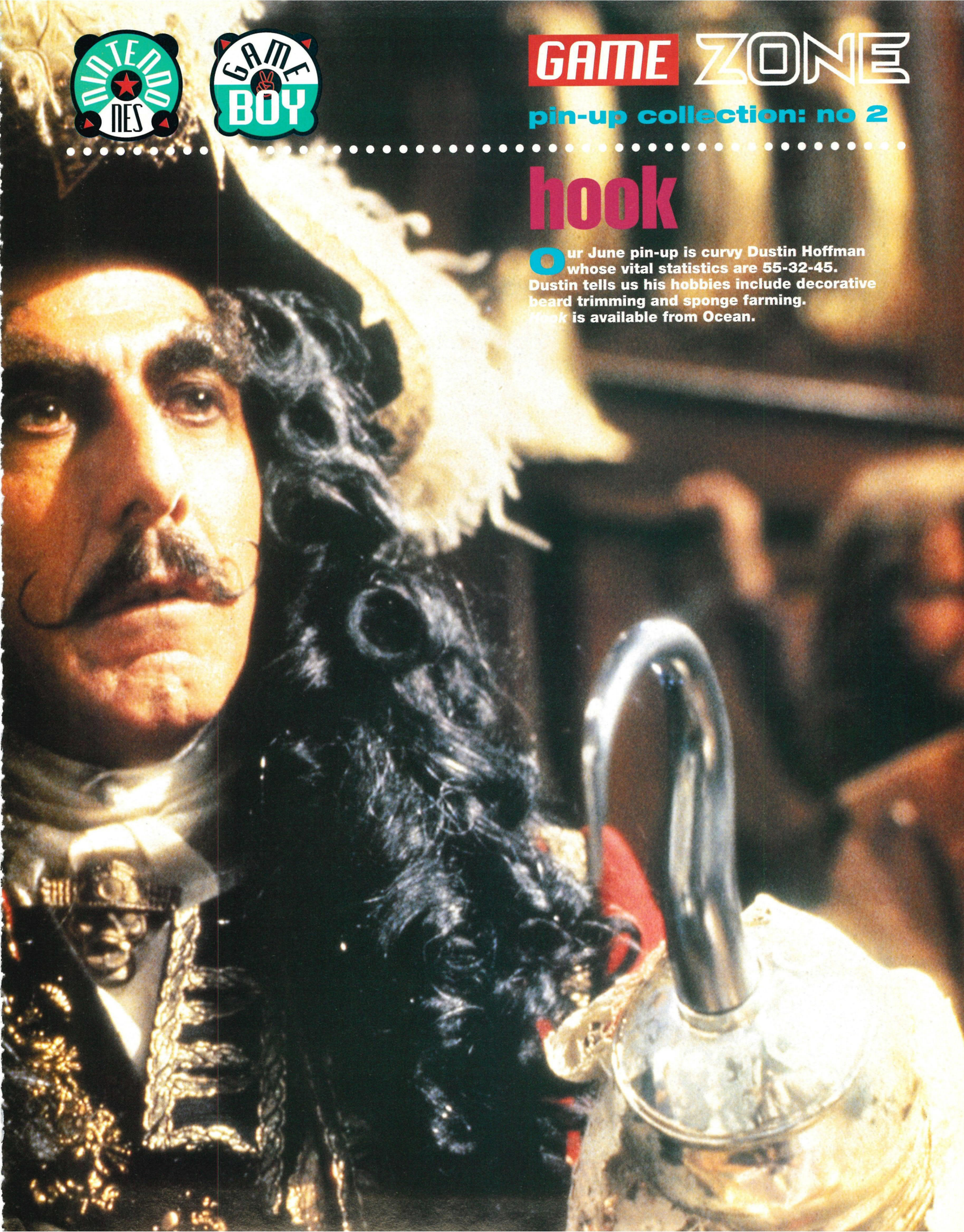
Sound

Addictiveness

Playability

OVERALL 88

Out: Now **Price:** £21.99
Publisher: Ocean



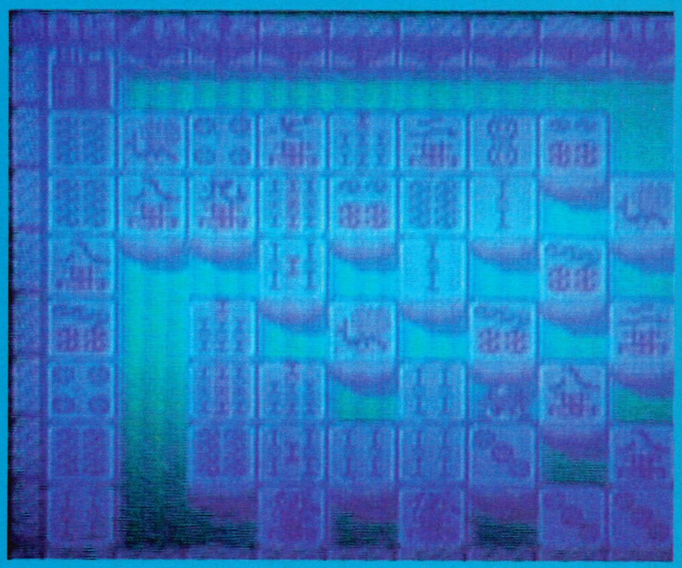
GAME ZONE

pin-up collection: no 2

hook

Our June pin-up is curvy Dustin Hoffman whose vital statistics are 55-32-45. Dustin tells us his hobbies include decorative beard trimming and sponge farming. *Hook* is available from Ocean.

shi kin jo



It's the Game Gear bathroom tile simulator. Anyone for a quick grout?

Alright, alright so it's loads of little square thingies. What am I supposed to say?

GAME GEAR IMPORT

It's spooky but true, did you know that *Shi Kin Jo* is an anagram of *Tyler Martin*. *(No it isn't. Ed.)*

Shi Kin Jo – what's this I thought as I studied the box. And why does it have a picture of a Russian boy on the front of the pack? Maybe it's a game where you have to defect from a pre-glasnost Russia without being killed, maimed or having small electric devices strapped to your delicate parts.

Only one way to find out Tyler my lad, I thought, load it up. So I did. And came across a rather smart puzzle game with nary a Russian or electrode in sight. It's a rum old world and no mistake.

When you switch Shi Kin Jo on you come across a neat picture and some cutesy music. Nice, but not new so it's time to press the start button and get into the game. This consists of a maze of tiles some of which match, some do not.

Nothing alarming there. You might be a bit spooked to find that you're controlling a hopping corpse (remember those Chinese ghost stories a few Christmasses back?). *(No. Ed.)* In your ghostly form you have to move and match the tiles to create a path to the exit. Don't let your creative instincts get the better of you. It's a path we want not a flippin' patio or fetching example of early Seventies crazy paving. Get straight to the point, straight to the exit.

Each level consists of five stages that can be tackled in any order. There's also an option screen that allows you to quit the stage (luvvies). Ask for help and turn the music on or off.

The music is great so pump it up to full volume and bop along to the funksome tunes. The gameplay is mega addictive. You have the compelling instinct to complete a stage and find out what the next has in store.

The graphics are simple but suitable. You are cute and cuddly. *(Why thank you. Ed.)* Well not you... though you might be for all I know... who am I to say? What I mean is, the character you control is cute and cuddly (if you're into that sort of thing) and his hop is nicely animated. And we all know how important a nicely animated hop can be. *(Don't tell me, you've been at the Dandelion and Burdock again, haven't you? Ed.)*

verdict
An excellent little puzzler.

The game has one flaw and it's a bummer. The problem is the password system. It's stupidly cryptic and obscure. The first is a picture of a 16 ton weight that gets defaced into... a 16 ton weight, except this one floats away. I mean what is all this about?

That apart, *Shi Kin Jo* is a classy puzzle game that I would recommend to any keen puzzle fan. Mind you, I still don't know what it's got to do with Russian boys.

● **Supplier:** B+S Electronics 071 323 6673 E

The Hero. Buck O'Blur. What a lad.

GAME ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 88

Out: Now **Price:** £27.99
Publisher: Sunsoft

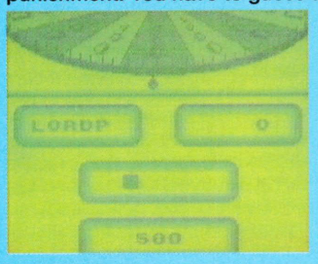
wheel of fortune

Hangman meets roulette. Guess the letters and spin the wheel!

GAME BOY IMPORT

Phil: I remember Vanna White... yes, me and her, we used to go surfing together in Malibu back in the Sixties, when she was prom queen and I was just a scruffy beach bum with bad breath and no surfboard. Of course when I say we used to go together, I meant that she used to surf and I'd watch from about a mile away with my binoculars. Who'd have thought all those years ago that today I'd see her again, only this time as a tiny black, grey and transparent sprite on the Game Boy version of *Wheel Of Fortune. (You've got bloomin' mad pants you have Snouty! Ed.)*

WOF is a great puzzle game, based loosely on that other great puzzle game, hangman, but without all the grizzly capital punishment. You have to guess a word or phrase letter by letter, and spin the wheel to see how much money you get if you get it right. It's annoying, a bit slow, but fiendishly addictive. If you get a certain amount of money you can buy the vowels you'll need to guess the word.



Vanna, where are you?

If you win all the heats up through the game you go on to win the $25,000 grand prize! Woof, howl, bark (and other American gameshow audience noises). I spent at least three hours getting a cricked neck with this one so it must be good. Besides, it's got Vanna in it! What more can I say?

Before I close I'd like to share with you something Vanna wrote to me recently. "If you write to me, call or send me any more bits of your hair, I'll call the police." Sigh! She loves me.

●Supplier:
B+S Electronics
071 323 6673

OVERALL 86

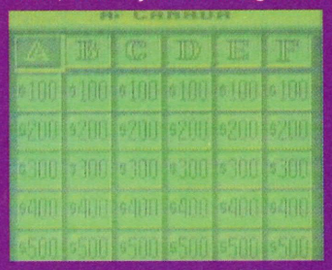
Out: Now **Price:** £27.99
Publisher: Game Tek

jeopardy!

Q. Who are overpaid, smarmy and wear toupees? A. Gameshow hosts.

GAME BOY IMPORT

Phil: The jolly old yanky quiz game comes to town, where you answer from over 1,500 questions on a range of topics from medicine to "What colour is Merv Griffin's toupee?" and win big cash prizes. It works like this, you choose a question from the squares on the board, the subjects are at the top of the list, and you choose a $100, $200, $300 (and so on) question, and if you get it right you earn the dosh. Get it wrong and you lose the dosh, even if you haven't got it to lose! It pays not to lose until you've actually won something as you may find you end up with -$1000! Yikes.

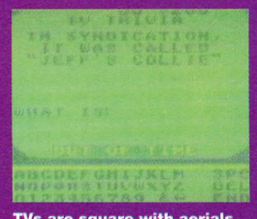


Maple leaf, er, mounties, er lakes.

It's like playing Triv for cash really, and the gameshow on which it is based is one of the all-time top rated TV shows in the USA. There was a brief flirtation with it over here for a while, but it never did as well. No Brucey, I suppose, that's always fatal. Nice to see yer, to see you... (Oh chuff off, Brucey you old chin monster!)

I just lurve a quiz, so this was right up my old street. It's easy to cheat too (I like cheating as well!) as you can just stop the timer in pause mode and look up the answer to the question in an encyclopaedia or dictionary etc. Or if you're honest (fool) you can just rely on your wits to grab all the money and walk off with the cash prize. You 'type' in your answers in the same way you do your name in a high score table, which is tedious at first but you get faster at it as you go along. Try typing something like Antidisestablishmentarianism in under 50 seconds and you'll know about it. Super smashing, you've been a lovely couple. Super.

●Supplier: **B+S Electronics**
071 323 6673



TVs are square with aerials.

OVERALL 89

Out: Now **Price:** £27.99
Publisher: Game Tek

Stripesville, Arizona. Play hide and stripe, oops, *seek* with a moggy.

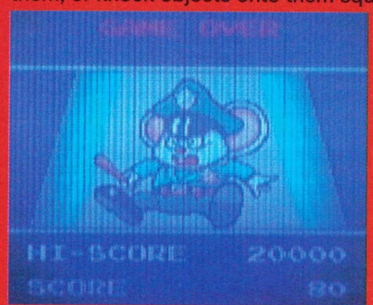
mappy

GAME GEAR

IMPORT

Tyler: *Mappy?* A new add-on for Ordnance Survey buffs perchance? Or maybe it's a new type of super strong and absorbent nappy? Well it's neither, it's a new(ish) platform puzzley-type game for the Game Gear.

You play the infamous Mappy, the security guard mouse, who is trying to protect all the valuables in a warehouse from the clutches of a big bad red cat and his gang of feline fellow felons. To do this Mappy has to hack around the building collecting all the goodies. *(And then flogging them to his local fence I'll warrant. Ed.)* The goods are scattered about on several different floors that can only be reached via some alarmingly fragile trampolines. The game is made harder by all the hungry moggies trying to get their fangs into you. They can be temporarily incapacitated if you splat doors into them, or knock objects onto them squishing the blighters flat. (Heh, heh, heh.)

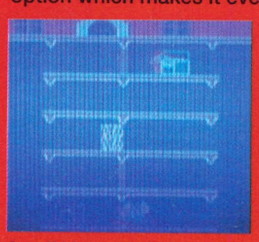


An escapee from EuroDisney, I'll bet.

There are two different games to choose from, one is slightly harder than the other. The graphics are fairly bland and small, they also blur on the trampoline. By contrast the music is good and jolly, making you swing your thing in no time. It doesn't blur on the trampoline either.

Although the gameplay is reasonable and even quite addictive *Mappy* is let down by two things. It's very repetitive and there's no password option which makes it even more repetitive and boring. That apart it's quite a nice little game.

●Supplier:
B+S Electronics 071 323 6673

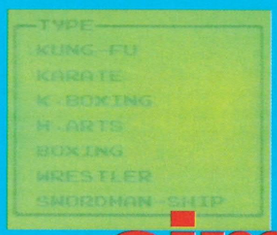


A well blurry screenie.

OVERALL 80

Out: Now **Price:** £24.00
Publisher: Namcot

fighting simulator



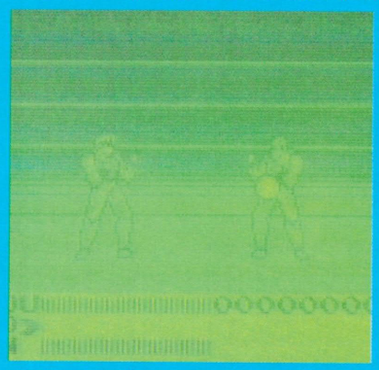
GAME BOY

IMPORT

Jamie: Us reviewers tend to take things seriously, so when I was asked to review a new martial arts game I bared my chest and squeezed lines of tomato ketchup across it. *(How very unpleasant. Ed.)* Now I was ready for Culture Brain's *Fighting Simulator.*

Before I start, *Fighting Simulator* is no ordinary Game Boy cart, it's the first '2 in 1' release. What that means is you get two games crammed into one standard sized cartridge for the same price. Mercy me whatever will they think of next?

The first game on the cart is a horizontally scrolling affair where you get the chance to attack anything that gets in your way eg. Zombie Kung Fu killers, blood-crazed psychopathic dwarves, young children in push chairs, old ladies with umbrellas, you know the sort of thing. Once you've battled your way through the first level you're pitted one-on-one against a Mathenshu whom you have to defeat to move onto the next level. Not much to this scrolling adventure really and the poor graphics and sound don't help much either.



Put 'em up! Who're you calling a jellyfish?

The second feature is the man-to-man competition. With seven fighting styles to master, it tries to keep you busy but fails. The main problem is that the controls don't seem to work, leaving you more often than not getting very frustrated and wanting to throw your Game Boy at the nearest hard object. The one-to-one fights can be played against a friend in two player mode and this works a lot better. You both fumble along, amazed every time you pull off a flying spin-kick and deck your opponent. Any sort of attack seems mainly down to luck and not skill...

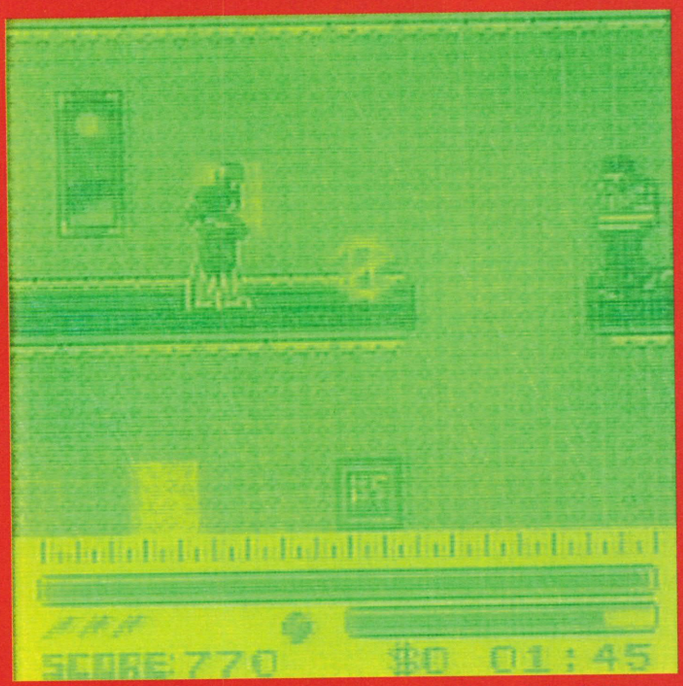
There is not really anything good I can say about *Fighting Simulator* apart from there being two games in one, which is a good idea in theory. The animation is terrible as are the main sprites and the backgrounds, movement controls are all but non-existent. I don't want to say that *Fighting Simulator* sucks, but it does, so I will.

●Supplier:
B+S Electronics 071 323 6673

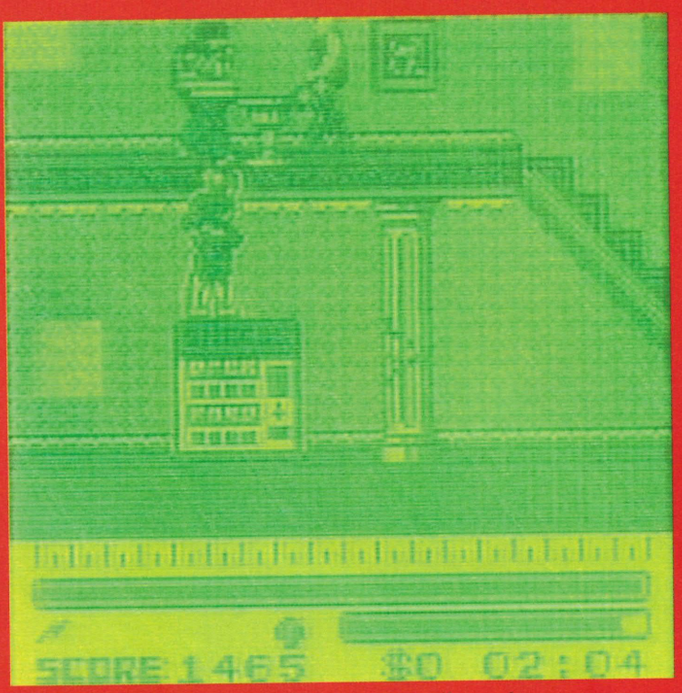
Funny name for a chap.

OVERALL 23

Out: Now **Price:** £28.99
Publisher: Culture Brain



Flasher than a Ford Capri with furry dice. it's the hero. Swoon, he's a hunk.



Not a dirty raincoat to be seen, rather disappointing if you ask me.

the flash

GAME BOY IMPORT

Always wary of men in flasher mac raincoats, but that's enough about why she avoids Paul Lakin, *Vivienne Nagy* sped off to review super streaker *The Flash*.

Flash cleans greasy grime in half the time, so the saying goes. "Brillo pad!" I thought. "My Game Boy can now clean the nether regions of my cooker and the nookiest crannies of my kitchen – just by inserting a cart, and all before I can say 'Shake 'N' Vac'! I'll have five please!"

Oh disappointment! The Flash is a baddie-busting super hero type. Of course all super heroes must have a special outfit – it wouldn't be the done thing to go round busting crime in jeans and a faded T-shirt. The Flash, presumably a speedy fellow, dresses from top to toe in red Lycra, as if he were a tomato, and he's got taps for ears!

Not only does he have a very strange, fetishistic, dress sense, but he also goes by the name of Barry. *(A super hero called Barry? You're having me on! Incredulous Reader.)* I kid you not. Just imagine if the Saatchis did an ad campaign for him: 'Bazza Flash clears city crime in half the time!' Hmm, it has a seriously dodgy ring to it.

We've established that this isn't a cart that will do the housework for you, so what sort of a game is it then? It's old Flash Barry's beat and collect 'em-up really. His mission is to diffuse time bombs planted in Central City by arch rival The Trickster who has also enlisted a variety of hindering hoodlums.

His cronies Mirror Master (Mr Sheen's competition perhaps?) and Captain Cold are also cruisin' to give the flash git a bruisin'. The Mirror Master uses holograms, so Tina, the token girlie who gives him advice over the tranmitter, tells you. Sounds good but in fact these are just thugs which you pass through as they don't fight back. Conveniently they even announce themselves by flashing temptingly. It's all a bit pointless really.

The graphics are okay, the sound is uninspiring and so, frankly, is the gameplay. You jump, fight and collect tokens to convert into food for extra energy. Flash has a special move, the surge, which is a bit like Fingermouse's famous body swerve, it lets you plough through baddies that bit more speedily. Come to think of, didn't Fingermouse know a tortoise called Flash?

verdict
Not terribly stunning beat and collect 'em-up.

● **Supplier:** B+S Electronics 071 323 6673 E

Hello, my name's Flash, but you can call me Flash Barry. How's about coming over to my place sometime? I've got a very interesting tap collection.

Flash, Flash, I love you, but we've only got 14 hours to save the earth!

Not so fast, kids. You can't get rid of the Trickster. There's something I want to show you. You take three egg cups and a pea...

END ZONE

Graphics

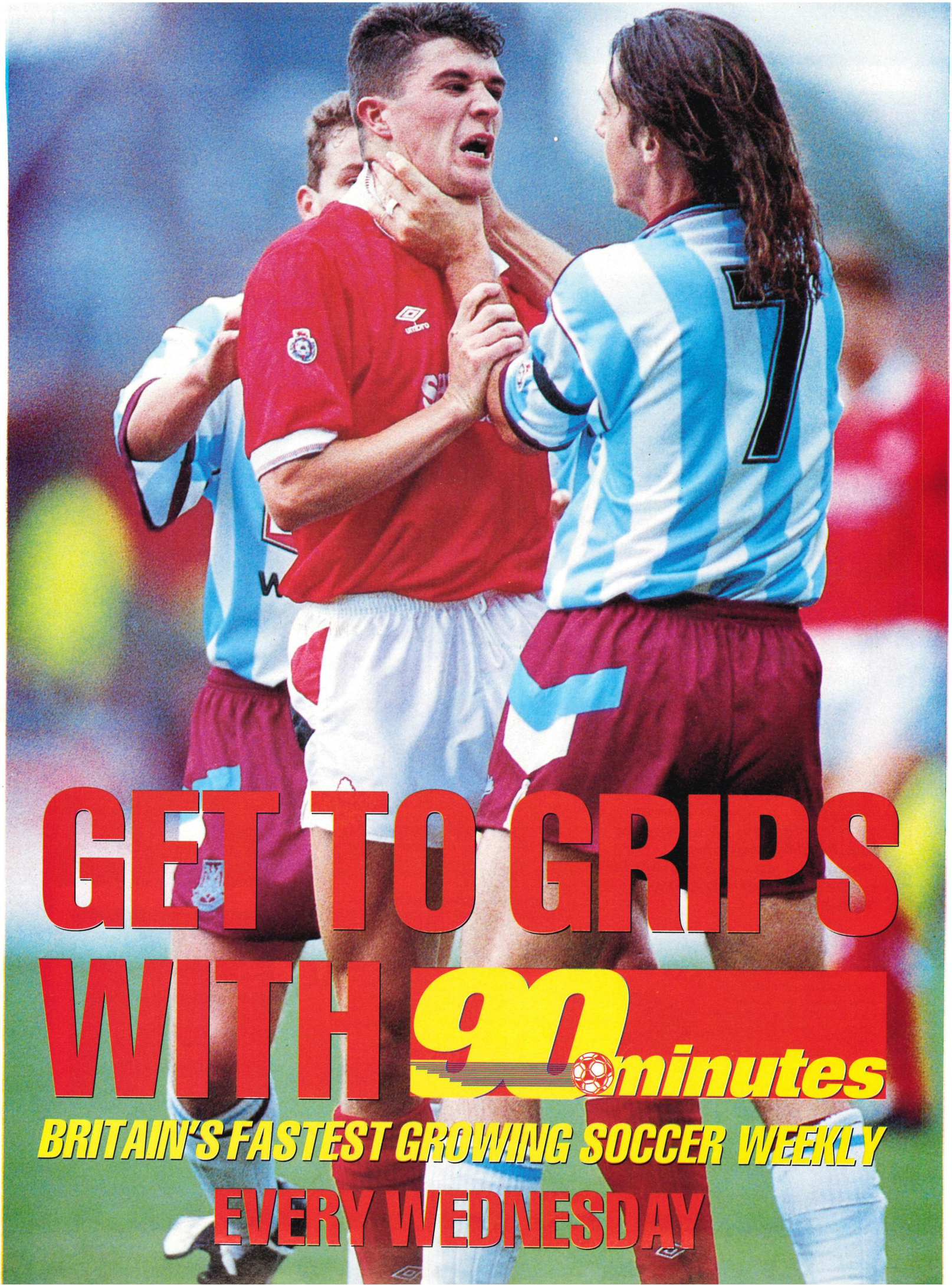
Sound

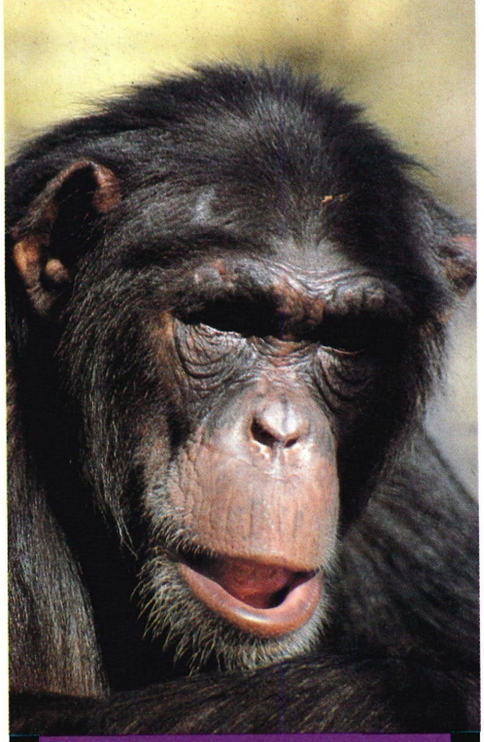
Addictiveness

Playability

OVERALL 66

Out: Now **Price:** £26.99
Publisher: THQ


GET TO GRIPS
WITH 90minutes
BRITAIN'S FASTEST GROWING SOCCER WEEKLY
EVERY WEDNESDAY



PG tips

Even with one hand tied to his leg, *Daniel Pemberton* can still play Mozart's 9th Symphony on the Norwegian Nose Flute while reciting excerpts from *The Dos And Don'ts Of Goat Herding - A Pocket Guide.* Even so, this amazing feat has absolutely nothing to do with the fact that he's also the clever chap who does PG Tips. Spook!

win £50* in cash!

*plus a packet of biscuits

PG Tips this month now incorporates SOS, which stands for Save Our Shandy. Yes, I'm afraid Top Deck has announced plans to cut the production run. So what will those pathetic shandy drinkers do? Their only means of survival is a regular dose of PG Tips. "But how," you may ask "can a mere mortal like myself help these poor, sad, people?" Simple, just send us your top tips, marvellous maps, champion cheats, super solutions, great guides and used stamp tweezers.

But you greedy peeps aren't likely to do this without an incentive so every tip, guide etc printed gets a PG Tips badge as worn by the hippest of the hip and by fashion god Kool Kev.

Not only that, but the best contribution will get £50 AND the month's top biscuit. Why are you waiting? Read the GZ Ten Commandments (plus two), and send your hints, tips, etc to:

Don't call me Darjeeling
Game Zone
19 Bolsover Street
London
W1V 2BP

NB The biscuit of the month is the McVities Gold Bar.

megaman II

Contender for this issue's most popular tip is for that classic, *Megaman II.* Loads of you have sent in the passwords, but I'm going to thank **Jose Martin, Christopher Mills, Ned Dorbin, Matthew Hitchings** and **Daniel Castrogiovarni.** Anyway, here are the passwords:

Woodman **A1, A3, B3, C3, D2, D4**
Wood + Metalman **A1, A3, B4, C3, D2, D4**
Wood + Metal + Airman **A2, A3, B1, B4, C3, D2, D4**
Wood + Metal + Air + Clashman **A2, A3, B1, B4, C3, D1, D2, D4**
Magnetman **A2, A3, B1, B4, D1, D2, D4 (bottom left transporter)**
Needleman **A2, A3, B1, B4, C1, D1, D4 (bottom right transporter)**
Topman **A1, A2, A3, B4, C3, D1, D4 (top right transporter)**
Hardman **A2, A3, B4, C1, C2, C3, D1 (top left transporter)**

Also **Christopher Mills** had a way to get full liquid energy. Simply enter the following code: **A1, A3, A4, B3, C1, C2, C3, D1, D3**

hunt for red october

Here's a shandy for even the greatest of herbies. In fact it kits out your sub with 99 missiles, 99 ECMJ, 99 seconds of silent drive and 99 torpedoes. So to get this just pause the game and press A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, SELECT, A, B, B, A. Unfortunately, notes **Jonathon Page,** this only works once per game.

lemmings

More suicide japes with those lemmings as we reveal the next lot of passwords. Again thanks to **John Jo O'Driscoll** for supplying them.

	FUN	*TRICKY*	TAXING	*MAYHEM*
11	MEDNOTO	*ERHTARG*	KIKENAN	*AZEMOWO*
12	TURVSUK	*EZATTAY*	VOKUTE	*TNESRAP*
13	ABNEGET	*ADONATT*	IEMOZII	*UKAYHUD*
14	EMATNIN	*ADNEHIA*	IHCOMIK	*YEAGNAK*
15	UKAYHAD	*TAHUKAS*	AHURAMJ	*ATISAAH*
16	RENGISE	*IESONYA*	KORNASR	*OTOKONU*
17	DONOJIA	*LPOWTUO*	UOZUOSN	*OYKIISO*

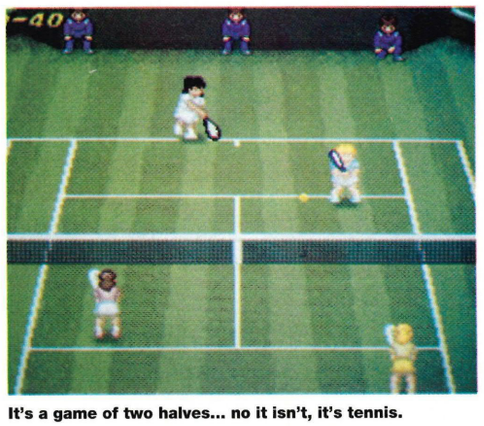
daniel's dazzling dozen rules

1. State what game and machine the tip is for.
2. Make sure it hasn't been printed before.
3. Use legible writing.
4. Enclose your name.
5. Make sure you haven't accidentally 'stolen' it from another mag.
6. Write a small essay on 'Doing The Washing'.*
7. Stick all this in an envelope...
8. Then totter down the road and post it.
9. Ermm... take up Norwegian nose flute lessons.*
10. Pass. Next question please.
11. Remember to enclose a large bribe in your letter.*
12. Um... that's it.

* Optional

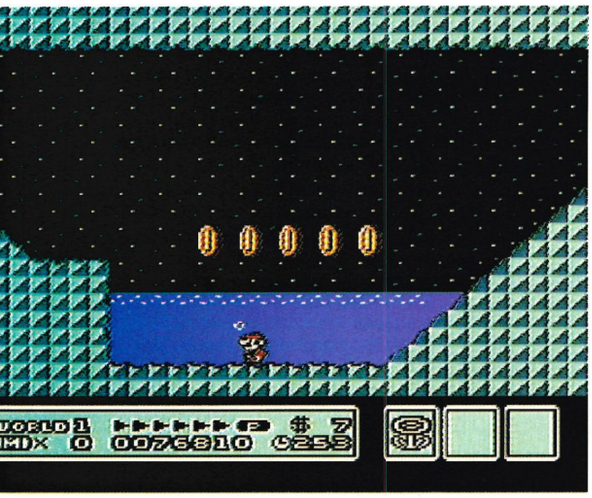
probotector

Okay, so this tip may well be as old as the five year stale digestive which lurks in the untouched depths of the *Game Zone* biccy barrel, but it's still a goodie. For 30 lives pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, B, A and START. Thanks to **Marcus Powling** for that.



It's a game of two halves... no it isn't, it's tennis.

pg tips



The plumber goes under. It's *Skuba Mario World.*

super tennis

Choose AMY as your character and enter the following code to get to the final game, the New York Open. Thanks to **Albert 'Dodgy Name' Shandy** for that!!

O8QMVF; RHRMSYY; RHYH9QX; JOVYQYH; 4HROCQ1; 4065C6P; DJSSSRL; MM8

bomberman

Here's a pretty handy code to put you on level 8-8.

PUISSANCE MAX
RWOOHVVV

elemental master

If you feel like another option screen, simply press A and START on the title screen to be whisked away to the new options table. Thanks to **Bill Drummond** for that one.

pitman

Try these password out to aid you:
5 **119B;** 10 **2ARW;** 15 **3LG8;** 20 **4XVK;** 25 **67QV;** 30 **7MFU;** 35 **8UYG;** 40 **9LXF;** 45 **B9J7;** 50 **C75X;** 55 **EYK9;** 60 **FN39;** 70 **JXPM;** 75 **K6LP;** 80 **LGHQ;** 85 **NHTL;** 90 **PV84;** 95 **Q2ZH;** 100 **RGIH**

scrapyard dog

If you fancy a load of dosh (and lets face it who doesn't?) find a shop or warp with a bag of money outside it, get the cash, go into the shop or warp, come back and the cash is there once more! The provider of that spooksome tip was none other than **Tom Perridge.**

bonanza bros

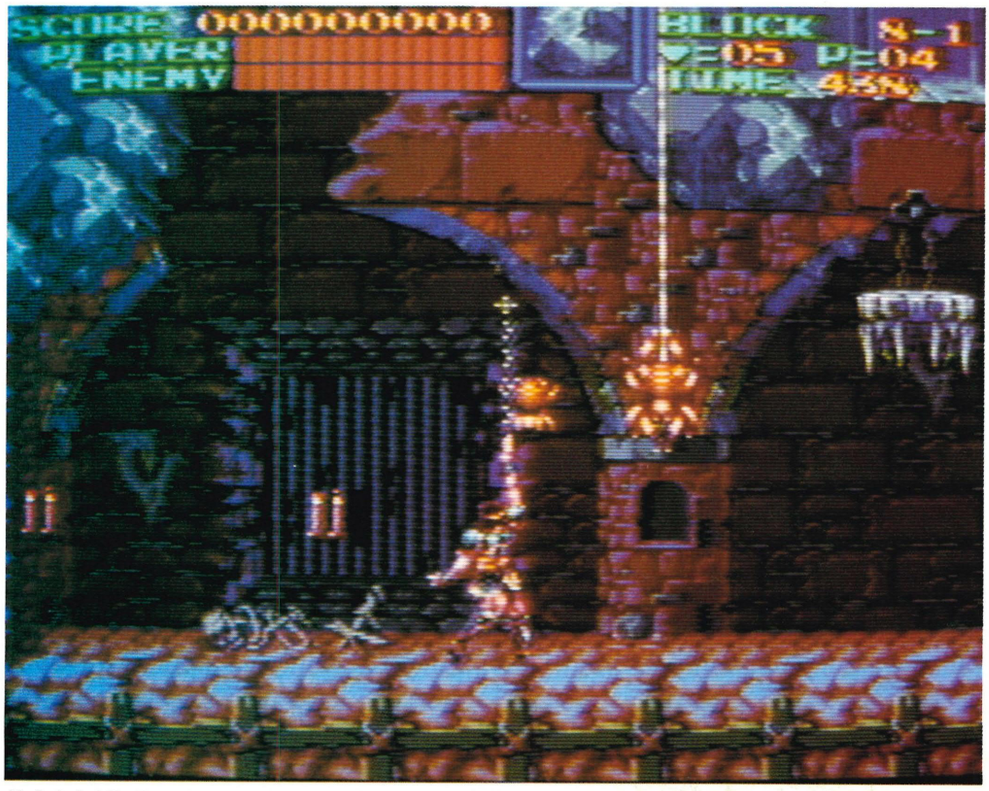
A bit tricky to do is this and it's not really useful but it's a cheat. Find a rake and step on it the moment a bullet hits you. You will now be invincible for as long as you want, but when you pick up treasure the invincibility wears off. Drat.

hunt for red october

To skip to the next level simply pause the game and press A, B, SELECT, RIGHT, LEFT, LEFT, RIGHT, SELECT, B, A, B, B, A. Unfortunately this will only work once during the whole game, so all you herbies are still gonna find the going tough!! Ha ha ha.

hole-in-one

To see a hole-in-one, enter one of the following codes in the Memory Shot option.
Have a go with either **CQJB83CFDFJ#H?LBBT7BJCF** or **B!5B9GB5SFGB3J5BB?GBMYQ**

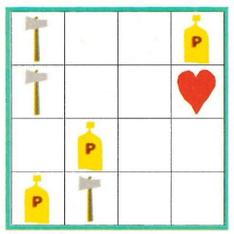


Ahehaheha! Me Tarzan um swing on rope. Shame you pile of bones can't come fly with me...

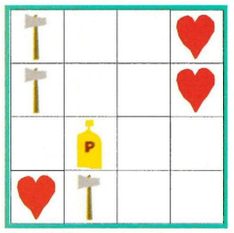
castlevania IV

Here's all the passwords and a round-up of applause please for **Ben 'Belmont' Isaacs** for supplying them. Spoooook!

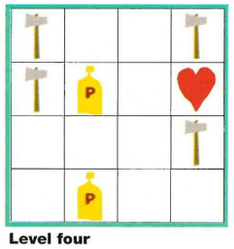
Enter name as *Gamezone.*



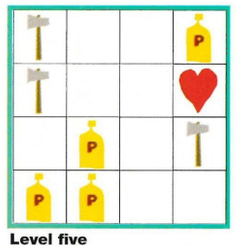
Level two



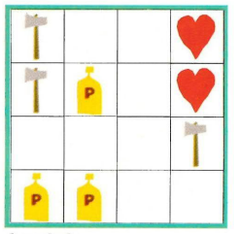
Level three



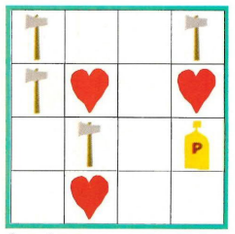
Level four



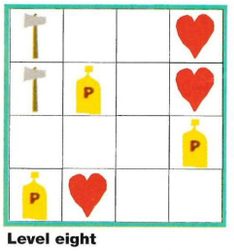
Level five



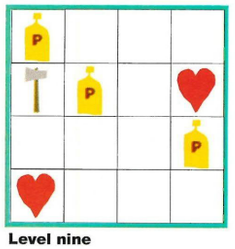
Level six



Level seven

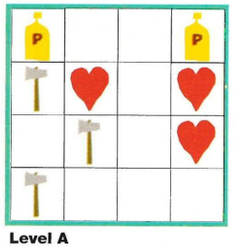


Level eight

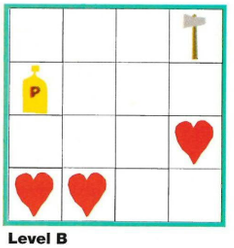


Level nine

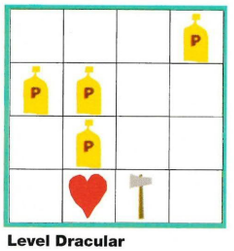
Leave name blank.



Level A



Level B



Level Dracular

asmik world

Spook! Yet more passwords!
8: AXOLOTL; **9:** ALUTEN; **16:** CHIMERA; **17:** DEWLAP; **24:** ELYTRON; **25:**GILA

battletoads

Well all of you stuck on the brillo *Battletoads* have got **James Crayford** to thank for these hints, tips, cheats.

On the most wicked impact crater in level 2, grab a bird bill and whack the Rayons and the birds over and over while they're falling off the screen. After a while this will produce 1-ups. Move onto the next screen with loads of lives.

to start with five lives

To begin *Battletoads* with five lives, simultaneously press down buttons A and B during the title screen and then hit start.

warp from level 1-3

The first warp zone is located on level 1 just after your first encounter with the psycho pigs. Smash the pig on the left first then run and bash the pig on the right with a head butt. Keep on running to the right and if you're quick enough you'll see a flash of white light appear on the ledge above you. Jump into the light before it disappears and you'll warp to level 3.

warp level 3-5

This one's easy! When you reach the fifth speeder bike course, smash you bike into the tenth wall and you'll warp to level five. Easy eh?

level 4-6

Near the end of level four you'll come to several falling platforms. Jump up and down on the first platform which suddenly takes you to the top of the screen. When the warp light appears jump into it and zap to level six.

level 6-8

To warp to level eight climb the first snake (it has red and orange stripes) in the second snake section. Run to the right on the snake and you'll land on a platform where a warp light appears.

1-up loop

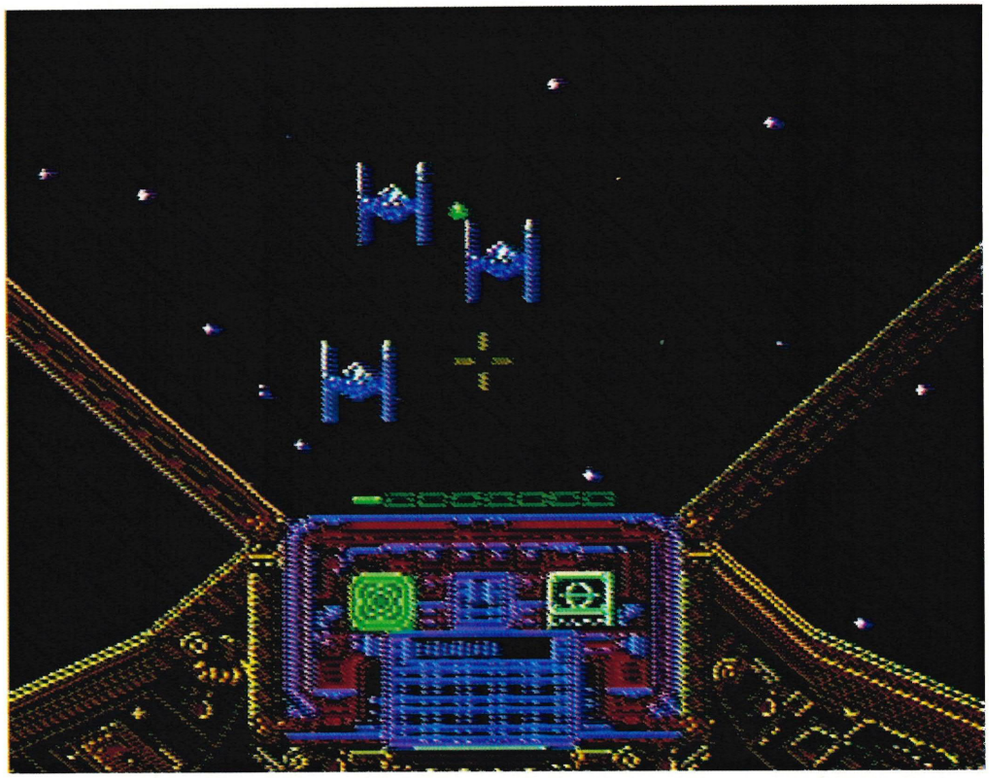
You'll find a 1-up and frog-eating shark as soon as you pass the last checkpoint in the wild Gargantua Ducts that make up the ninth stage of the *Battletoads* NES Adventure. Swim over a spikey barrier, collect the 1-up and hit the shark with several big toad punches. You'll earn 2,000 points for every whack. Once the shark goes down for the count let your toad fall onto the spikes below and be intentionally defeated. When you start again at the check point, repeat the manoeuvre. You'll earn 16,000 points every time you complete this short loop and you won't lose any toads because of the 1-ups you collect. As you continue to collect points you'll net a 1-up whenever your score reaches a 100,000 point mark. Extra toad lives are particularly valuable in the advanced stages of the game. Don't pass up this chance to collect toads and points.

jack nicklaus golf

Danny Clarke who hails from the wonderful town of Molesey has got a pretty handy hint for all you shandies out there who can't even get out of a sand bunker. He suggests that when you are in one, select a three wood club and drive it at the pin (full power), it will go along the ground, hit the pin and land a few feet back from the pin.

slime world

Go to the summary and look through the pages. When you find the one with Todd all green and slimy. Press option 1. Then press A or B to pop the zit. This can actually be played as a multiplayer game! This extremely strange tip was sent in by **Kevin Cornish**... Anyway you might also want to try the code **4EB43535.** This makes your Lynx crash but why you want to do this is anyone's guess.



My little Ford Fiesta can't handle this computerised route-mapper... I wanted the M25 *motor*way not the *Milky* Way!

john madden football

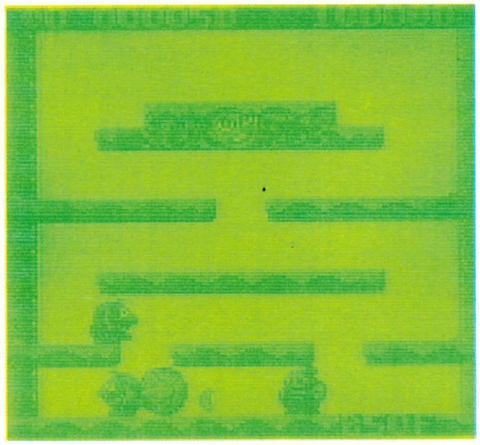
Close-up fans will be extremely excited I'm sure to hear that you can get a close-up of one of the fans in the crowd. Ooo! To achieve this amazing thing press and hold down ANY button and press START. Skip past the other screens (but keep holding the button down). The screen will then go blank and you'll get a close-up of one of the fans. To start the game just let go of the button. Try experimenting with other buttons.

burgertime deluxe

Passwords? You got it. Beefburger, cheese, gherkins, custard, lettuce, avocado under a sesame seed bun? You got it. A large mess over the carpet? You got it. Here's the passwords.

2-1: **E, E, H, B**
3-1: **H, B, B, P**
4-1: **P, E, E, P**
5-1: **T, T, P, B**
6-1: **P, T, T, H**

Key: **E:** egg, **P:** pickle, **B:** Burger guy, **H:** hot dog, **T:** tomato



Goodness gracious great balls of fire! *(Snow actually. Ed.)*

star wars

To build up eight maximum lives at the beginning of the game keep re-entering the sandcrawler where you found R2-D2. An extra life is on the level below. You can also repeat this in any of the sandcrawlers that contain shields to get a maximum eight.

To get past the tractor beam use Han Solo. Fire at the mechanism at the top six times and hey presto, you can move.

To defeat the alien beast in the trash compactor use Han Solo. Jump on to the second level as the alien comes up, leap across to the third, turn then shoot. Wait there until it rises again and leap to level four and shoot it. It only need six hits,

To make it back to the Falcon in the Death Star hanger use Princess Leia. She can jump the best out of all the characters. If her energy level gets low just select Obi-Wan-Kenobi and he'll top it up for her.

To get past Tie fighters in the Falcon and the X-Wing, place the target cross in the top middle as this destroys nearly everything, only lower it to intercept central missiles.

Thank you very much **Karl Micklewaite** for all those tips.

apb

For higher points obtain your quota first, then when your quota is full each money bag counts as double.

Kevan Cornish is the man with the wise words of wisdom.

darius twin

Chris Banham is not only one of the select few who don't chuck up after eating a fig roll but he also knows how to get 50 ships on *Darius Twin.* He says you should hold down LEFT and RIGHT on controller 2 and on controller 1 you should press SELECT and START. He also adds that this should be done on the title screen.

Paperboys eh? Rain or shine, they always deliver. Purveyors of news – the inspiration for paper shredders everywhere.

snow bros

To aid even the greatest shandy drinker here's a level select. All you need to do to get one is simply press and hold UP on the title screen and select and B all at the same time, then press START to get the level select. This cheat can be quite tricky to do so persevere!

turrican

Move the arrow on the options screen to exit and press I, II, I, II, I, II, I, II, I, II and then RUN. The words CHEAT should've appeared. Select this for complete invincibility.

roger rabbit

Lots of passwords for this game have been supplied by **Matthew Seymour** and here they are. Is this a strange and spooksome coincidence or what?

2 **DLT3QYBY;** 3 **GPLDMSRC;**
4 **MMCFGWXJ;** 5 **BGQTVKJP;**
6 **RTJBWN43**

slider

Another load of tips this month have been for that rather crud game, *Slider*. Still, some of you like it, especially **Stuart Askew, Shelley** and **Jennifer Patient, Nik Anthony** and **Stuart Cavill** and here are some passwords.

5: **JALE;** 10: **ACAC;** 15: **JCLG;** 20: **AAEE;** 25: **JAPI;** 30: **ACEG;** 35: **JCPK;** 40: **AEAE;** 45: **JELI;** 50: **AGAG;** 55: **JGEK;** 60: **AEEI;** 65: **JEPM;** 70: **AGEK;** 75: **JGPO;** 80: **EAAE;** 85: **NALI;** 90: **ECAG;** 95: **NCLK;** 99: **PCJK**

Also try **GCAI, ELCB, NLLD, AACC, LANI, JEJG, JNLB, JNNB, JLLP, CAAC, AJGP, APGF, JENK, ECCI, PAJI** and **EJAN**

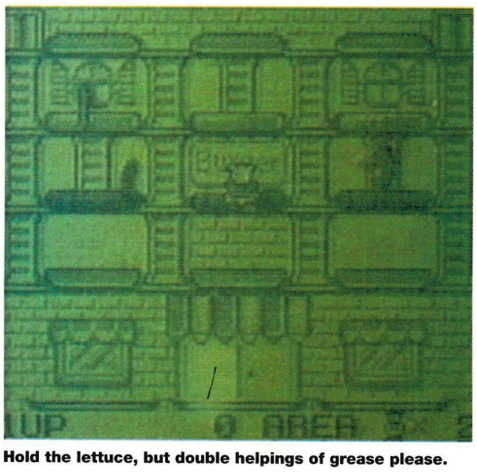
scrapyard dog

Here's a guide to most of the warps hidden in *Scrapyard Dog.* Thanks to **Robert Cant** for supplying us with them.

Level 11 (3-1) of *Scrapyard Dog.* If you get small on the tree trunk on its side near the beginning of the level by pushing down in the first hole on the top, walk on until you get to a tree with a blue door in it. Go into the blue door and come out to get rid of the snakes then walk to your right and there will be a tree stump. Jump on that, push down and in the tree on your left will be a red door. Go in to warp to **level 26 (6-1).** To get to **level 11 (3-1)** use the warp on **level 2 (1-2).**

ninja boy

To continue on the stage you just died on, **Mo, Shams** and **Rush** suggest that when you lose your last life you press A, B and START.



Hold the lettuce, but double helpings of grease please.

faery tale adventure

For those of you stuck on this oldie you'd better thank Digestive Digester **Arron Kostilek** for his rather handy guide to the last level.

The last code to *Faery Tale Adventure* is:

792HVR
68HOXM
H4NHLJ
HZBB2O
46YG1Y
5OMR5P

First go to the black square in the open space. You may look like you're not going to get on but the way to do it is to go against the open space so that you start to bounce against it then push left (keep trying this – it will work). Once inside the square you start to do a moon walk (like Michael Jackson). Don't worry, the controls are back to front, so push left to get to the centre where you can see some orange. Get to the squares then look for necromancer (the bad man). Shoot him with the wand a few times and he will die, then a farmer will appear (kill him if you want). Then if you look where the necromancer died there will be a blue talisman. Collect this. If it is on the orange squares push LEFT so that you start to bounce against them then push RIGHT quickly. Keep trying until you get one. Collect the talisman and then watch the end.

snake rattle 'n' roll

Mr Shandy may be still beavering away working out how to get past the title screen, but **James Coward** and **Jon Willock** have sussed the whole game out. Not only that but they also know the position of the warps! Spook! And here they are:

level 1 to 3
When you reach the first island of level 1, the one with only one square, jump on it and jump up and down while using your forked tongue.

level 1 to 8
Begin your game and move in a straight line to the right (no zig-zagging). Slither to near the end with at least 96 seconds left on the clock and a warp rocket appears. If you can grab it you'll rocket off level 8.

level 3-5
When you reach level 3, move left and down along the narrow passage with the tricky jump to reach an open area with two nibbley pibbley dispensers. To warp you must reach the highest pibble lid. Jump to the right pibble lid and snag a speed-up. Next jump onto the platform to the left of the dispensers. From here, jump to the right of the left hand dispenser to open a pibble lid that contains a clock. Now jump to the platform to the far right of the dispensers. From here jump to the final pibble lid and warp.

enduro racer

An ancient game, but here's a level select for it from **John-Paul O'Neill**. Simply try the following on the title screen: press UP, DOWN, LEFT, RIGHT. A number should then come up at the side of the screen representing your level.

qix

Here's a load of level codes supplied by **Paul Marsh.**

25 IFJMHI; **50** IFLGLF; **75** IFMOJA; **100** IFOBAM; **125** BGFIHA; **150** IFBAID; **175** IFCKCM; **200** IFFCAF; **225** IFGEAF; **250** IFHMLG; **256** BFBFLM

bill and ted's excellent adventure

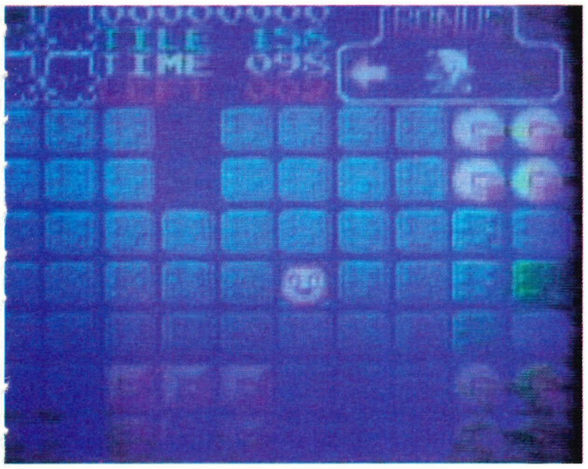
If you're stuck over this bogus conversion of a most triumphant film, here's what to give each of the game's characters.

Cleopatra	**Major credit card**
Confucious	**Fortune cookie**
King Arthur	**Holy Grail**
Christopher Columbus	**Map**
Paul Revere	**Megaphone**
Jesse James	**Bag of money**
Al Capone	**Gun**
Elvis	**Headstone**
Julius Caesar	**Salad dressing**
Rembrandt	**Paint roller**
Shakespeare	**Stage prop**
Thomas Edison	**Compact disc**
Marilyn Monroe	**Rose**
Robert Maxwell	**Swimming lessons**

hardball

If I told you that a custard cream is small and square, it would have absolutely nothing to do with the fact that I've got lots of passwords for this baseball game. Thanks to **Bill 'King Boy D' Drummond** for them.

iAAEIGbe; 2AAGGAbf; acA7HJD2OcA7IKDa; gAAEGEbk; hAAEHFbh; eaAjFbba; fcA7eGD3; icB6Jadb; ccA7EGd6



A round peg in a square hole, no that can't be right!

john madden '92

More password wheezes ahoy for his great American footie game from **Matt 'Oatbran' Octbran.**

BCH7DK8J, D6TYFG9Y, C99KHCDY, BFOTCDGJ, BGRW5HPM, BHGZZLYR.

daedalin opus

A certain **Mohamed Nurmohamed** suggests that if we want to get to the last level, we enter the password FINE.

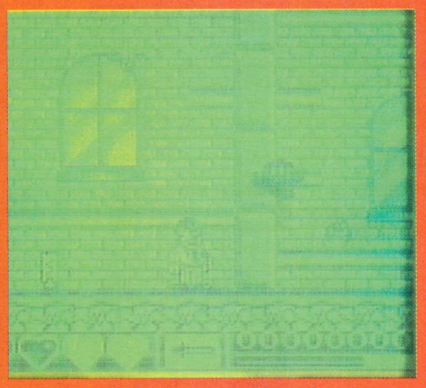
jackie chan action kung fu

For those who fancy filling up their energy **L. Cefre** has wise words. Simply press A, B, SELECT and START and apparently the next time you get hit the energy goes back up!!

£50 CHEAT

the addams family

They may be spooky, ooky and have silly names but I'm sure **Nathan Jackson-Barker** is pleased about their existence as they've just helped him win £50 for his fabby walk-through guide to their arcade adventure antics. Hurrah!



Who do you think you are spooking to?

graveyard

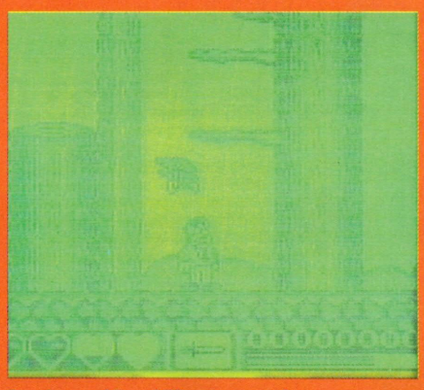
Head left into the graveyard using your sword to waste the beasties not forgetting to collect the small energy heart and the weapon energy test tubes and flank. At the end of the graveyard is the crypt, enter it to face the guardian. To kill it get in close, jump up and shoot it in the head a number of times, whilst watching out for the little ghosts it fires at you. You have now rescued **Wednesday** who gives you a golf club. Use your sword to get back to the house, don't go in the garden – you don't need anything from there to finish the game.

river

Go up to the third floor and head left to the river, power up your sword and turn into the sea monster! Enter the river and jump through the ceiling to the right of where you start, head right avoiding the perils of the water. Then enter the room of the guardian, drop off the platform into the water, stay close to the squid and hit him as fast as you can a number of times to free **Lurch**. He gives you some ice cubes.

ice box

Go back down to the ground floor, head right and up the other stairs into the kitchen. Enter the ice box, kill the penguins and be careful not to slip onto the spikes – ice cubes can be put on spikes to help get past them. You can walk through freezing water if you are still the sea monster, if not, float on the ice cubes. At the end collect the wedge/cheese/stake thingy and leave the kitchen.



Spooky, oochi coo! Where are you?

boiler room

Enter the boiler and head right and up to turn into the wolfman. Keep going until you reach the guardian. Move between the two middle pipes, dodging this horny little devil and hitting him only when he isn't moving. Let him move before you do. Kill him and you have freed **Granny**, who gives you some hot coals.

the toy box

Go up to the fourth floor and go right to the toybox. As you enter it there is a wall to your left, jump at it and press up. This is a bonus stage. Collect as many coins and money bags as you can, stay on the lower two platforms. After that go right, watch out for the sad blobs, they can throw you onto sharp bits and kill you. Jump from box to box over spikes, the smiling boxes disappear so move quickly. At the end it's time for the next guardian. Wait on the top block for the giant teddy to pass, jump down behind him, avoiding the ball and chain and blast him in the arse with the hot coals to kill him. **Pugsley** gives you some utterly useless building blocks.

attic

Go left to the attic door, jump up the beams and kill the bats. At the top you have to fight Uncle Fester and regain his memory. Using the wedge, fight him the same way you fought the guardian in the graveyard and push him back into the lightning to beat him.

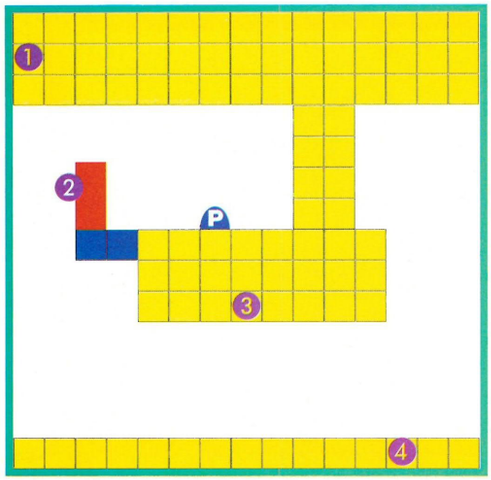
dungeons

Go back to the kitchen and turn into Frankie, then go down into the dungeons. Watch out for the falling spikes, balls and chains, electric wires and guillotines. It's time to rescue **Morticia** from the evil Tully Alford. Fire hot coals at him when he is standing or jumping. Jump his swords and Gomez has saved the day.

pg tips

super mario 3

This is DEFINITELY the last *Mario 3* tip I'm going to print... I think. Anyway the honours must go to **Steven** and **John** who for some strange reason don't have any surnames, but they do come from Northumberland.



When you have two magic whistles, use them to reach world 7, where the fun will start.

1. World 7, small castle. As you walk in you will see this scene.
2. This red door will appear when the P button is hit. It leads to a chamber holding a small amount of coins and a Tanooki suit.
3. As you hit these three bricks, a P button will appear. By pressing this the bricks in this room will turn into coins.
4. As you fall down through the coins in the room your lives will soon start to multiply. As soon as the coins have turned back into bricks you will find a door on your right which will take you into a corridor. If you go back through the door you will come back to the coin room.

By using this method again and again you can collect lives in great amounts.

awesome golf

Daniel Woods decided to 'tea' off with this little tippette. Set your handicap to 28. Now line up your shot and when you've done this press option 2 and the shot will be done perfectly.

impossamole

The world's second favourite mole belongs to a Mr Chesney Hawkes, but the world's favourite mole is of course Monty Mole. *(No, it's not, it's Penfold from* Dangermouse. *Ed.)* Okay then it's Penfold. Well anyway here's the passwords.
Orient (three lives) WIIBYG5KGL8T
Iceland (1 life) GYTIYP592GGY
Bermuda triangle (five lives) IPSSUI5G28GB
Amazon jungle (three lives) 9M@HYP5KG29V
Bermuda complete (six lives) JKBQYG5BGCNW

snow bros

If you fancy a bit of invincibility throughout the game when the title screen appears press and hold LEFT and DOWN and A and B. Then press START and your snowman should now be invincible.

paperboy 2

Now this game is crap. If it's possible to make it any better here's a cheat to let you start on the Hard Way. Go to the route option on player selection screen and enter **6479** by pressing right on the control pad.

titan

More passwords. Thanks to **Spike Cartledge** for these: NATURAL, PROBE, AROUND, MASTER, PLAYER, SHATTER, BUGS, COMMAND, MISSION, PROTECT, MACHINE, VICTORY and STAR 123.

Horsey, horsey don't you stop, just let your feet go clipetty clop, tail go swish... *(ARGHH!!! Ed.)*

wonderboy 3

I was just saying to myself the other day, "Wouldn't it be nice if **Steven Foulds** and **Douglas Cooper** sent me lots of handy codes and tips for *Wonderboy 3*." And would you believe it? By jingo, looking through the letters I found these by the said persons.
Mouseman with 2781 GP=
DW65 7POAGXBYEG
Piranhaman with 2543 GP=
G1NY X60 ERWK 501
Piranhaman with 3930GP=
CW65 7MG ATFB 72W (Thunder Blade)
Lionman with 3583GP=
CO4M 530 AMBO 85N
Piranhaman with 3840GP=
CC65 7MO ATFB TZX
Piranhaman with 2816 GP=
7WRF N40 8TWF 38f
Birdman with 98304 GP=
3YGU PYZZZZZY7K KTC (Everything)

If you want to be anybody, including Wonderboy, enter the code WE5T ONE OOOOOOO and you will find you have 983040 GP + all the weapons, shield, armour + 99 charm stone. Once you have entered the code move along to the second door and enter the bottom one. Move to the left of the door and jump up hitting the stone above you. Another door will appear now. Go inside this door and you will be able to change into any animal you want. Also if you enter WEST 0NE 0000 000 on the codes then move to the left + push up. You will enter the mummy dragon's room. Now when you come to another dragon it will die very easily.

To enter a secret treasure room go to building with the first heart and move beside the chest and jump up. When you're in mid air press the fire button and enter a secret room. But this will only work if you are lionman.

Another secret room is near the pyramid where the mummy dragon is. Go past it to a mini sphynx and enter it. Hit the walls with the Thunder Blade and the wall will disappear. Drop off the edge to see 16 chests!

Also if you go to the top of the pyramid push up and you will enter the pyramid just underneath you.

To get lots of lives go to the jungle with Mouseman and run to the end of the jungle. Jump down the hold and go into the door. There you can buy some lives. Also to get more lives and money go to the rooms where the dragons have been (one you've killed them).

To kill all the monsters easily, kill them with the crystal sword, crystal shield + the crystal armour. The magical sabre will not kill but can make blocks appear in mid air (only in 2 special rooms). The Dragon's armour will let you walk though lava. The Aqua armour will let birdman walk in water. The Thunder Blade will let you kill monsters and hit blocks of gold!

tetris

Lewis Byrne thinks *Tetris* is crap. He also thinks that he's got a cheat for it. Well on the B game, while playing, hold down A + B + SELECT and when the Tetrad hits the ground you will complete that level.

centurion

It's every megalomaniac's dream isn't it? (In addition to the ubiquitous monogrammed silk boxers, of course.) To have a yacht, to own the world and then to nick its pension fund. Well if you want to rule the world I suggest you enter this code:
QDUA YQ25 5555; 55NK VKXW IPJI

Is it a bird? Is it a plane? ***(Are you stupid or wot? Ed.)***

shanghai

Here's some spooky code from **Mo, Shams and Rush** and Rush, who incidentally collect Game Boy boxes. We'd send you some but we've only got the cartridges!! On with ye codes:
MAN: Gives you an easy-peasy character set.
REV: Turns all the tiles upside-down.
STF: Get cheap thrills out of seeing the programmer's names.
ZAP: Wet yourself in excitement as it makes a zap sound when you can't move.

hyperzone

If you're longing for a sound test simply hold down L and R on the title screen and press START. TO hear that funky music simply press A.

Hah! I've nicked Bertie Wooster's adjustable club. Fore!

F-22 interceptor

Try entering the code **GTGAUO**. When you land the plane you'll get a spooky surprising message. No thanks to **Simon Laskey** for that 'cos he didn't send it in, but I thought I'd give him a mention.

gargoyles quest

This month's tips has been bombarded with passwords and here's some more, courtesy of Manchester's number one cookie crumbler, **Bradey Nixon.**

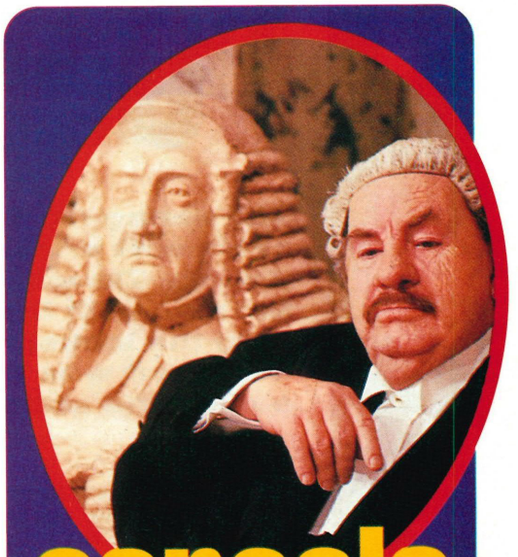
Town1: **BIVF JPD8**
Town 2: **8QRC KE4M**
Town 3: **9H65 RATQ**
Town 4: **TOHT K2EQ**
Town 5: **SXX5 UBCS**
Town 6: **WXXD UBGR**
Surprise: **MAD**

super ghouls 'n' ghosts

Go to the option screen, place the cursor on exit, then hold down LEFT, RIGHT, START and SELECT on controller 2 and press START on controller 1 to get a handy dandy level/sound select.

un squadron

If you fancy a new level on the options screen highlight 'Difficulty' with controller 1. Then with the second controller depress A and X (as in 'hold down' not as in tell it about your broken heart) and while these are held down change the difficulty level with controller 1. You should now see a new setting called GAMER.



console counsel

Greetings oh shandy-imbibing ones. We're once more at that section that we've come to love, yes it's time for Console Counsel. Here you can share all your problems and queries in the strictest of confidence. Be brave! Remember, a problem shared is a problem halved which is a problem quartered twice or thirded one and a half times. Send your letters to *Game Zone*, 19 Bolsover St, London, W1V 2BP. PS However nice your console counsellor is he can't respond to individuals even with SAEs. Sorry!

Dear Console Counsel
I'm completely stuck on the first level of the skull castle in *Megaman 2*. I can't get past the part with the two ladders, it has driven me mad 'cos I've tried everything. Please help!!
Yours sincerely,
Tom Savage, Dulwich, London.

Well Tom, I assume that you're talking about the Nintendo version, if it's the Game Boy check out this month's tips). If you are then you'd better thank **José Martin** for these codes which give you everything:
B1, D1, A2, C2, D2, B3, D4, E4, B5.

Dear Console Counsel
I have a Sega Master System II with the game *Alex Kidd In Miracle World*. I really need some hints, tips or cheats. Dare I say it's in great hope.
Yours hopefully
Paul Kevin Smith, Chesham, Bucks.

Well Paul, the man with the stupid haircut may be bothering you but **Matthew Hannah, Gareth Coggins** and **Ian Jackson** suggest that if you've got over $400 you should hold UP and press 1+ 2 simultaneously on the Game Over screen a couple of times. This should give you a rather handy continue mode.

ZONE 7

"Garlic bread with

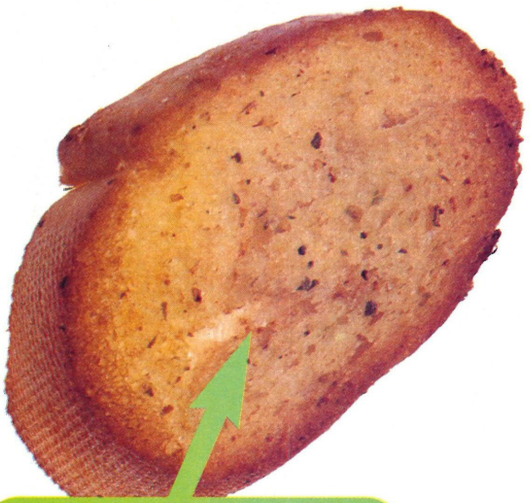
Still fizzing from the success of his soft drinks Zone 7, *Jeremy 'Doughball' Daldry* - the man with the constitution (and the looks) of an ox - thought it was time to grab a pizza the action...

What is heaven? *(Lorks this is getting a bit heavy a bit quick isn't it? Ed.)* Is it little cherubs sitting on clouds strumming the opening to *House Of The Rising Sun* on their harps? No. Could it be the entire cast of *Roller Girls On Heat* doing their funky thing in the world's largest jacuzzi? Nope. Heaven, and we have photographic proof of this, is a four pack of beer, a PWEI LP, a console game and a pizza. Funny how some dough, smothered with cheese and tomatoes could be the food of the gods.

hippy one

Because pizzas rose in popularity in the mid-Sixties, on virtually every menu, in virtually every restaurant there will be a vegetarian pizza. Piled high with mushrooms, peppers, onions, sweetcorn, onions, olives and onions. For some strange reason vegetarian pizzas always taste, overwhelming of onions. Fine for the sandal-wearing, kaftan tie-dying, funny fag-smoking crowd, but for most normal people they really do taste rather bland. Unless, of course, you like onions.

3 out of 10. Lean, green and squeeky clean. Not for Ninjas.



garlic bread

What is garlic bread? *(Well, it's bread with gar... Ed.)* Yes alright, I wasn't talking literally was I? Proper garlic bread, I mean the real McCoy, is French bread smothered in real butter, mixed with crushed garlic and fresh herbs. The stuff you get from the pizza shop is more like a lump of dough that once got rubbed up against an unpeeled garlic glove. It might not be bread, it might not always be that garlicky but blimey it ain't half filling. It does the job!

0 out of 10. A more realistic taste can be got from spreading your athlete's foot on a piece of bread.

exotic one

More often than not called something ridiculously exotic, like Hawaiian Dream, South Sea Surprise or Captain Cook's Creation. The exotic pizza on the menu arrives at its Caribbean feel, not by using genuine South Sea ingredients, such as coconut or jub-jub fruit, or not even by sticking a little umbrella into the pizza's centre, and serving it on a bed of banana tree leaves. Oh no. It is managed by mixing two totally unsuitable ingredients together. In this case ham and pineapple. Well, I don't know about you but when I think of the shimmering seas round the exotic Isle Of Guar-Guar the first thing that springs into my mind, foodstuff-wise, is not a ham and pineapple pizza. Now raspberry jam and anchovy, *that's* exotic.

4 out 10. Almost as exotic as Watford, but not quite.

that sir...?"

Question: What's the definition of a pizza?

Answer: A leper's flannel.

(This joke is both sick and unfunny, I'm shocked. Ed.)

spicy one

This is the one, this is the dog's danglers. Literally. The meat on this could be *anything*. Supposedly ground spicy beef, smothered with green chillies, onion and battery acid, this is the only real pizza to get your chops around. Sometimes coming with extra tabasco sauce, but always guaranteed to be the only thing you want to eat after 12 pints. And, I'm afraid, always guaranteed to result in flatulence that could melt a lead shield at forty paces. Yet again, a bit of a passion-killer, but let's face it, you only want one of these when you're sozzled and at your least attractive. Unless of course anyone out there knows a girl who finds an inarticulate, vomit-stained, staggering wreck who stinks of spicy pizza, beer, ninja farts and keeps bursting into the chorus of 'Viva Las Romford,' a bit of all right. You do? My phone number is...

8 out of 10. The Pop Will Eat Itself of the pizza world.

fishy one

Boasting a concoction of tuna and prawns, plus the usual cheesey tomatoey mixture, fishy pizza is best to avoid if romance is in the air. Especially deadly if you mix with garlic bread, the fishy pizza in any restaurant's range leaves you with a snogability factor of zero. Picture the scene, walking Lesley Cartwheel home after blowing your week's pocket money on a slap-up pizza binge, you get to the motorway underpass and decide to make your move, you sweep her into your arms and make for your final tongue sarney approach only to hear her whisper in your ear, "Poo your breath don't half smell fishy! Or do you need to change your underpants?"

4 out of 10. The same taste can be gained be sucking your own jockstrap.

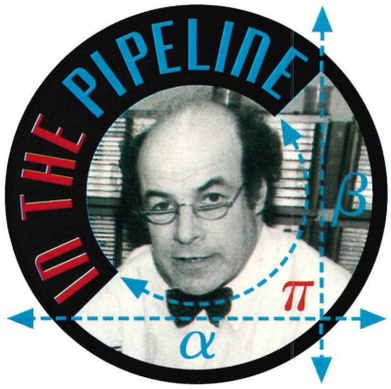
notice

For the benefit of any potential, or actual, university students we felt we should point out that pizzas take on a totally different cultural role within university walls. If, after the Friday night disco at the union, a member of the opposite sex says something alone the lines of, "Would you like to come to my room, and we can order a pizza," what he or she really means is "Would you like to come to my room, take all your clothes off and play hunt the blue Smartie, then we can order a pizza." We felt you should know.

cheesey one

Let's face it, this is the bog standard pizza. No frills, no spills just the dough and the mozzarella and a fair dollop of tomatoes. You might think big hairy deal, but there are hidden depths to yer average cheese and tomato pizza. It shouldn't be viewed as the cheap-o, boring option, the accountant of the pizza world, oh no. Rather it should be viewed as the base from which mighty acorns *(I think you mean pizzas. Ed.)* grow. Use it as your standard base for the creation of a culinary masterpiece, add a couple of anchovies, tuna, prawns, haddock bits and diced squid and you've got Paella Pizza. You could even chuck lamb chunks on to this unassuming base, smother with extra hot curry sauce and you've got Pizza Vin Da Loo. Cheese and tomato, a pizza for all seasons.

5 out of 10. Cheap, versatile and strangely sexy.



olympic

Picture the scene. The *Game Zone* office. In staggers *Jeremy Daldry* chomping away on a quadruple mega pounder burger with added mushrooms with an astonishing array of steroids falling out of his pocket.

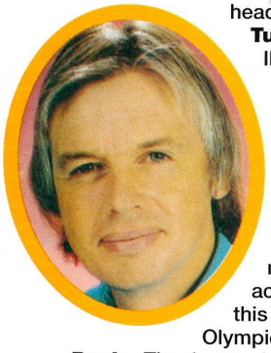
"Ahh," says Paul, "I want you to do an In The Pipeline on *Olympic Gold*."

"Cough," says Jeremy.

Cut to TV studio complete with near dead India rubber plant and distinctly wobbly scenery. Your hosts are retired goal keeper and part time saviour of the earth Ike Davis and a size 38 turquoise shell suit.

"Hello and welcome to Sportsnight Extra World. Tonight we dedicate the programme to the fiercely competitive world of the Olympics. Seven of the toughest events will be highlighted and examined, with comments from our expert guest, Turquoise Shell Suit.

Davis: What are you feeling on these events, oh sacred embodiment of the god head?



Turquoise Shell Suit: Well Ike, or may I call you messiah, we're in for some rivetting action tonight. *Olympic Gold* is out of the US Gold stable and on its previous form it should be a bit of a stunner. With seven events to chose from, it has been tipped by many pundits to be the most accurate track and field sim this year, the year of the Olympic Games.

Davis: Thank you oh turquoise one.

100m sprint

Davis: Many see the 100m sprint as one of the most gruelling events in the whole Olympic Games. What do you think Shell Suit?

Shell Suit: Certainly only the fittest and most dedicated athlete could sustain a lead over the heats, having to finish in the top three to qualify in the final. Many hours of finger exercises are required to reach the golden standard of baggle that is needed.

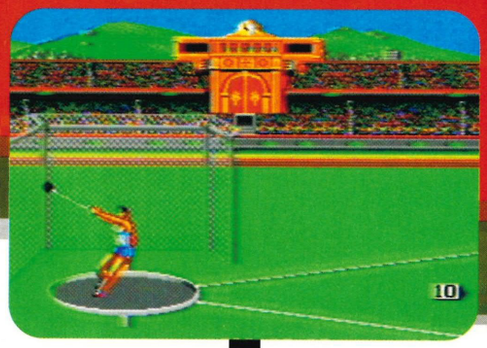
Davis: I think I heard a technical term there. 'Baggle'? Maybe the viewers, some of whom are not in tune with the god head could use a definition at this point.

Shell Suit: Of course. A baggle is the joypad version of the joystick waggle. The rapid pressing of alternate joypad buttons, a button waggle, or 'baggle' for short.

Ike: Oh I see. Nothing to do with the environment then?

Shell Suit: No.

Davis: Oh.



hammer

Davis: The first of the field events and a toughie too.

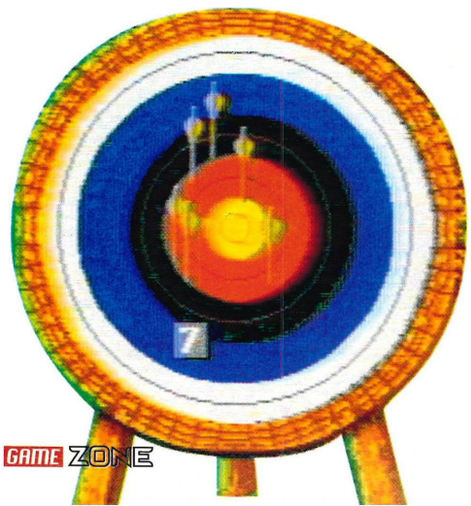
Shell Suit: Most definitely.

Davis: The sort of event in which you need some other worldly help, from the flower deity maybe?

Shell Suit: No Ike, because that would be cheating. What you do need is a very strong baggling finger and an eye for flight paths, so you release your hammer at just the right moment. A really tricky mix of speed and coordination, the hammer takes some little practice but after a while distances of 70m are achievable.

Davis: Maybe some yoga, to meditate off this plane of reality would help?

Shell Suit: Maybe not.



gold

MEGA DRIVE

archery

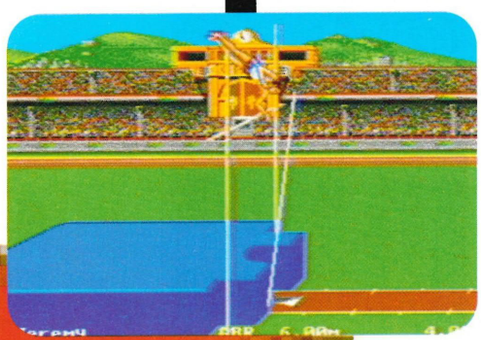
Davis: Archery eh? The old long bow. Village greens and the men of Merrie England.
Shell Suit: Er yes. One of the most challenging events and no mistake. The player must take into account wind direction, distance, speed, bow tension, hand shake and the current level of the Financial Times Hundred Share Index when aiming. Surprisingly easy to grasp, surprisingly difficult to master, you'll need all three rounds and scores in the region of 50 from each of your 6 arrows to be in with a chance of a medal.
Davis: I'm just going off for a chant, okay?
Shell Suit: Ermm, oh okay then.

hurdles

Davis: Yumm, chumm, lumm, amumm.
Shell Suit: The 100m hurdles, once again, tests the baggling ability of the athlete to the full. Not unlike the 100m, you must baggle for all you are worth, occasionally hitting the 'C' button on your joypad to make you spring, gazelle-like, over each and every hurdle. Once again you must qualify in a heat to allow you to compete in the final.

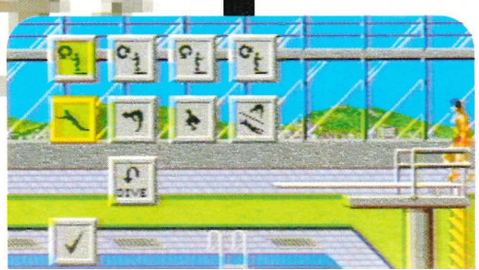
pole vault

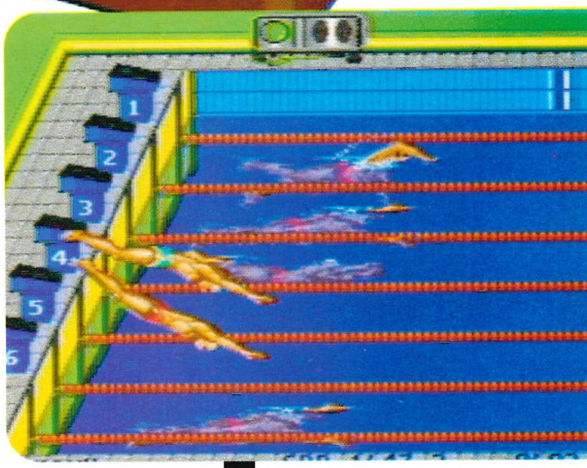
Davis: Archoo, machoo, liechoo, hiodarchoo.
Shell Suit: Ike stop floating around and come here and tell us all about the pole vault.
Davis: Right. The pole vault is the most eco-friendly field event, as it allows you to travel large distances without using any of the worlds' irreplaceable fuel resources. Once the mix of baggling and joypad juggling has been mastered, heights of over 6 metres can be achieved which put you well in the running for a medal. Medalumm , bedalumm, headalumm.
Shell Suit: He's off again.



diving

Davis: Chalumm, the eternal deflowering of the god head's double chin is a vacuum cleaner, chalumm.
Shell Suit: Moving into the pool, it's time for some water sports. Diving offers those of an artistic bent the chance to show their talent. Over five rounds, you are given the choice of the dive you wish to attempt. Each dive has a varying skill level which when multiplied by the marks awarded by the judges after you dive, gives you your score. So a complex dive could give you more points, but not if you make a pig's ear of the whole thing, turning a reverse double backflip into a reverse twisting bellyflop. A cautious nose-dive while waggling the little toe of your right foot might be your best bet... or perhaps not. It's complex I know, but very challenging.





100m crawl

Davis: My shell suit is a cherub, the Isle of White is Paradise Lost, Jonathon Parrot is my mother, dribble, ping.
Shell Suit: I think the truth must be faced, Ike Davis has gone stark staring mad. Sad, but true. However we must press on despite personal sorrow and talk about the 100m crawl. The last event, and very much like the first, except under water. Baggling fingers at the ready as you baggle for all you are worth. However a well-timed kick turn would appear to be the hidden key to a medal in this event. Especially well suited to strong bagglers.

after the credits...

Davis: I'm Norma Major and my donkey has stripes.
Shell Suit: That's all from Sportsnight Extra World for this week, thank you and goodnight.
Davis: Kippers.
Director: Roll credits, cross fade and lights.
Shell Suit: I'm sorry but I can't work like this. I'm a piece of high quality leisure wear and what do you give me to work with? Some dribbling halfwit with a messiah complex.
Davis: I love custard. Lawn mower.
Shell Suit: I mean he didn't even mention that up to four people can play against each other. Or that the sprites are very large and smoothly animated. Or even the rather nice graphic touches such as the medal ceremonies or how, if you win a gold medal, you get to hear your national anthem. Did he mention any of this? No!
Davis: The Colour Purple, Purple Rose Of Cairo, Deep Purple...
Shell Suit: Look I'm sorry, could you pass me that shot gun, yup that one. Thank you. Now everyone stand back. It won't hurt I promise.
Davis: Dribble ping I'm a yellow elepha... E

Out: June
Price: £tba
Publisher: US Gold

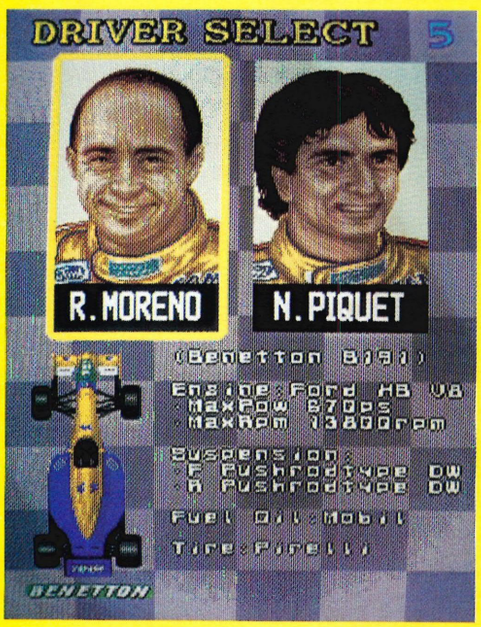
kill ZONE

As she has a degree in escapology, *Amaya 'Houdini' Lopez* managed to escape from the horrors of last month's prison cell. Determined to fulfil her monthly arcade slot, she slipped into the office dressed in full ninja outfit. "It's my disguise," she explained "so that the rozzers won't spot me in the arcade – I'll just mingle in with all the other sprites." Oh dear.

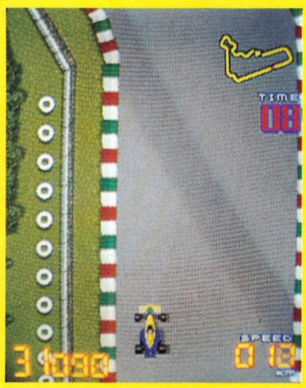
f-1 grand prix

Car games, eh? Dontcha just love 'em? Where else can you throttle down a circuit at 160 miles per hour without being chased by the cops or having passed your test. They're a dream come true and no mistake.

Well, speed is the name of the game in *F-1 Grand Prix* – it's so fast you'll have difficulty staying on the track, let alone completing the qualifying lap. There's a wealth of circuits to choose from, all duly illustrated in squiggle form on a comprehensive option screen. Select your grand prix from the worldwide choice, then your car from Ferrari, McLaren, Benetton *(Wow, a knitted car. Ed.)* Williams, Larrouse and Tyrell, wait for the lights to turn green, and you're on your own – literally. That means no damn Sunday drivers in your way – but also no chance to show off your 'I drive like a loony' skills or crash into annoying rivals. Aha, but there's your incentive to complete the lap and have a ball. Qualify, and you'll be treated to a super pic of two luscious dolly birds, egging you on to win the 'real' race.



Here comes the knitted car!



After failing dismally in both the Italian and American Grand Prix, a bout of patriotic fervour took me to Barcelona. A reassuringly less wiggly track meant my confidence soared. Wrestling with the forward and reverse controls, I careered around the track like a potato fleeing from the local Spud-U-Like. When it hit me that this race was not mine, I turned to aggression tactics, cutting up and crashing into all and sundry. It was fab. The graphics are pretty good, getting that sense of perspective just right and there's a rather helpful arrow which aids the hopeless by pointing out the direction they should be turning.

This frantic action is accompanied by loud, ke-rrr-a-zzy music guarantied to grant you an early coronary. But even worse, is the digitised "Game Over" woman's voice which echoes your humiliation through the arcade and to the passers by outside. Some games have no mercy – and *F-1 Grand Prix* is one of them. If you're crap, you won't dare play it more than twice as the world and his mother will know you can't drive. Still it's brilliant fun and well worth a few poncey blushes.

● **Publisher:** Video System Co.

SCORE

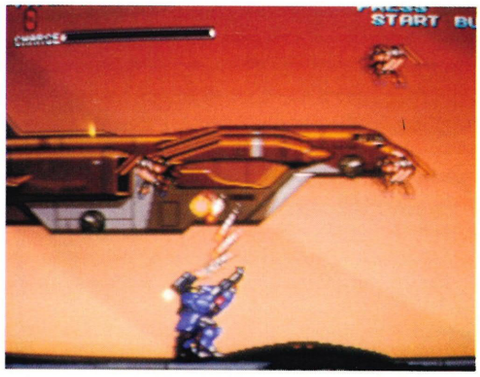
rogha

2001AD and all is not well with the world. The evil Lagnalok and his dark forces have returned to fight with a vengeance. You can challenge them on your tod or with a chum in this futuristic blast 'em-up number.

The best thing about *Rogha* is the fact that you get the opportunity to assemble your own robot and pick your parts from four different arm weapons, four different body styles and four different leg styles. Pound for pound a far better deal than your local plastic surgeon. All in all you can design up to 64 different types of robots. Fancy an iron claw? You got it. Prefer a personalised battle suit? Then go ahead and develop it in Construction Mode.

Once you've got your bits, you're ready to take on enormous planes and hovercraft against a backdrop of hideous skyscrapers and city landscapes. However, when your armour finally explodes this all becomes rather ridiculous – as you're ejected from your cockpit to continue fighting – but are now the size of an anorexic flea. Obvious really that you don't stand a hope in hell. Shame though 'cos the graphics are quite good but unfortunately the game as a whole is a bit of a snore.

● **Publisher:** Data East



These are rather large snow flakes for this time of year.

SCORE

dark seal II

At the start of this game you're treated to a long and indeed complex historical account as to why the land of Gaul is in a truly pitiful state. Basically it all served to confuse me somewhat but the gist of it goes like this.

In the year 355 AD, four valiant heroes emerged who fought for justice using a fiendish combination of might and magic. The forces of darkness have since been plotting their revenge and now are ready to wreak havoc on the nation. Curiously enough, their main aims are to find the keys that'll unlock the dragon shrine and to form a new army by resurrecting the dead.

However, there's also a wise old geez who insists that the Knights Of Wizard (not to be confused with the pop group) are so skill that although there are only five of them, and most of them look about ten, they'll defeat these evil forces no probs. (Not if I'm playing the game they won't.)

These boneheads couldn't be called spineless.

Anyway, so you takes your pick from the line-up of knights who each possess different attributes: Carl's the fearsome knight, Hark is a Bard who wields a mean morning star, Jade's a dwarf fighter with a battle axe and Ermina the elf is an excellent swordsperson. Whenever I picked one of the girls they'd give me a suspiciously over-friendly wink which needless to say started the game off on a bad note.

The long introduction is accompanied by music of impending doom and several digitised voices. In fact the whole thing is so much like a Japanese TV cartoon that you're just getting ready to put your feet up with a cuppa when you're thrust into a world where quick reflexes are imperative. Oh dear.

Wearing my wonderful swishy cape I went into action attacking the enemy with my fab rapier. I was assaulted on all sides, evil knights, resurrected people attacking with outstretched arms, skeletons, huge fiery orange lizards and perilous end-of-level mutha dragons. There was so much going on that it was quite tricky to switch spells (using the spellbook in the left hand corner) and fight simultaneously. These spells are brill – lightening, fireballs, cyclones – and so are the bonuses you can collect once you've duffed a few people up. There's boots of speed, invincible armour, anti-flame amulets and several exciting potions. The graphics and sound are fab; all in all this is one smart coin-op.

● **Publisher:** Data East Corporation

SCORE

That's obviously Morse's car after a respray. so where's Lewis then? Getting pummelled by the looks of it.

64th street: a detective story

Rick and Allen are the sort of nice boys you could take home to meet your mother. They're handsome, clean-cut and such responsible citizens that they've decided to open up their own detective agency. It's a rather spooky coincidence but fairly lucky then that the daughter of a rich businessman has been kidnapped, giving them an ideal opportunity to roam the streets.

Choose Rick or Allen or a friend to assist you in two player mode and make your way past parked classic cars and old fashioned 1940s-type stores. Then get ready to beat the living daylights out of anyone who stands in your way. It's a good excuse to trash the surroundings, smash up some shop fronts and pick up a stray spanner and crowbar, in an attempt to be as violent as is humanly possible. Sadly though, somehow *64th Street* doesn't quite work – although the graphics are quite nice. Sometimes I felt I could have gone down the pub and had a swift half in the time it took for the enemy thugs to appear on-screen. It's basically a fairly average beat 'em-up which is easy enough to get into, but won't hold your attention for long.

● **Publisher:** Jaleco

SCORE

botss

Several light years into the future and our solar system is in a terrible mess. It's all the fault of those dastardly Vandarians, an evil alien race who have conquered the universe with their giant mechanised War Bots. These bots of varying shapes and sizes fall into two distinct categories: air or ground targets. The hovercrafts and Hawkfighter planes come swooping down at you whilst the ground targets take the form of Ostriches (bird-like looking robots), Gazelles (even stranger looking gizmos), Zulus (robotic walker thingies) and the virtually indestructible Guardians (mammoth tanks).

Caption

Your task is to take on these beauties from the safety of your own bot in the vicious BOTSS (Battle Of The Solar System). Viewed from a first person perspective, it's all rather like driving a jeep with an enormous windscreen through which you contemplate the barren landscape and those bothersome bots.

There are two 'sticks' attached to the cabinet – a gear stick (which you pull back and forward to go er, back and forward) and a joystick which fires your main weapon, the mega blaster, and has a time distorter option to slow down all enemies temporarily. In addition there's a shield button on the cabinet, although this has a limited supply of ammo.

There's no excuse in *BOTTS* for not knowing what to do – an encouraging, nay smoochy, woman's digitised voice eggs you on with such handy hints as "collision imminent" and "moooove baaaack". You start off trying to recapture Neptune, destroying enemy compounds, collecting power packs and generally blasting any lurking bots.

Although *Battle Of The Solar System* is a bit of a squidlie-guzzler it's still well worth the dosh as the sound effects, graphics and gameplay are fabby and brillo.

● **Publisher:** Jaleco

SCORE

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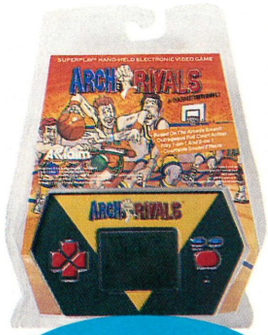

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geez wah!

Send all your ramblings to: Geez Wah! *Game Zone*, 19 Bolsover Street, London, W1V 2BP.

More fun than placing a lightly greased stoat down yer trousers, more intellectual than the entire board of Oxford University and so full of wit and sparkling repartee that it is rumoured Woody Allen and Tony Slattery get their jokes from these very pages. Yup, it's Geez Wah, the son of the Mighty *Geez*.

laugh a minute

I'm just looking out of the window of the shop I work in and I can see a man with ginger coloured hair crossing the road, a lady cleaning a window, a dog smelling its private parts, an old lady looking at the underwear in the shop window over the street, a man coughing up a bit of pizza in the Deep Pan Pizza Company, a Ford Escort turning round a corner and my manager walking towards me. He's just told me to stop writing this and get on with some work. What a bast.

R. R. Coe, Stanstead.

Oh my God, I think I'm gonna go off and top myself. Please R. R. don't be sad and despondent. I know you live in Stanstead (which is in Essex for all you dumbos) but there's no reason to be *that* unhappy. Hold on though, Stanstead. Mmm... Anybody got a 12-bore? GW.

vital statistics

I have some interesting statistics about the Game Boy for you. A Game Boy is 14.7cm long and 9cm wide. It's also 3.2cm thick, while a Game Pak is 6.5cm long, 5.7cm wide and 70mm (or 7cm) thick. However a Game Pak Cover is 7.1cm long, 6cm wide and 1.1cm thick. A normal AA sized battery is 4.9cm long.

Adam Jones, Monmouth.

That's extremely interesting Adam. But is this really the only thing you can find to do with your spare time? No one is suggesting that you should set about learning an ancient and extinct language or that you should be discovering the secret of eternal life or anything, but measuring your Game Boy? The mind boggles as to what other kinds of measurements we'll be sent next. GW.

crap letter corner

Every month we give the jewel of the console crown away to the writer of the worst letter we receive. Yup, it's GX4000 time!

Sed yo, hellow, how are you, bonjour and welcome. Let's get straight to the point, providing it's not blunt. Gimme a GX4000. Anyway, well this way, on the other hand, you have four fingers and a thumb, unless you haven't, but most people do. Let's get back to the story, it's a sort of a massage really but the other day, last week, I was in the shop, newsagent, well newsagents or off licence, when there it was, right in front of me, no not a naked page 3 girl, something better, *Game Zone*. Mag of the future, not forgetting the past, well you could really, because you can't forget the past, well you could really because you can't forget the future. So you will never guess what happened next? Unless you're a telepatha-thingy person. I bought it!

Richard Skyes, Manchester.

Well the point is, well it isn't, 'cos it's rather rounded to be pointy, but to get back to the thread of the story, which isn't golden but broken. I'm afraid you're not getting a GX4000 Richard, because your letter made me laugh, which means it wasn't crap enough. Sorry. GW.

geez wah's poetry column

Following whatever issue it was when we printed some of your poems, Geez Wah has been flooded with potential Shakespeare's. *(Potential Shakespeare's what? Ed.)* Here is a small selection. Send in your poems or short plays and you may well win a signed pair of underpants, once worn by a member of the *Game Zone* staff.

We begin with a post-modern piece reminiscent of the early work of the talented Shamus Heaney.

ode to the GX4000

Amstrad's GX4000s are crap,
Whoever invented them should get a
Hard slap.
I bought one last Tuesday and it's tripe,
So I rammed it down my

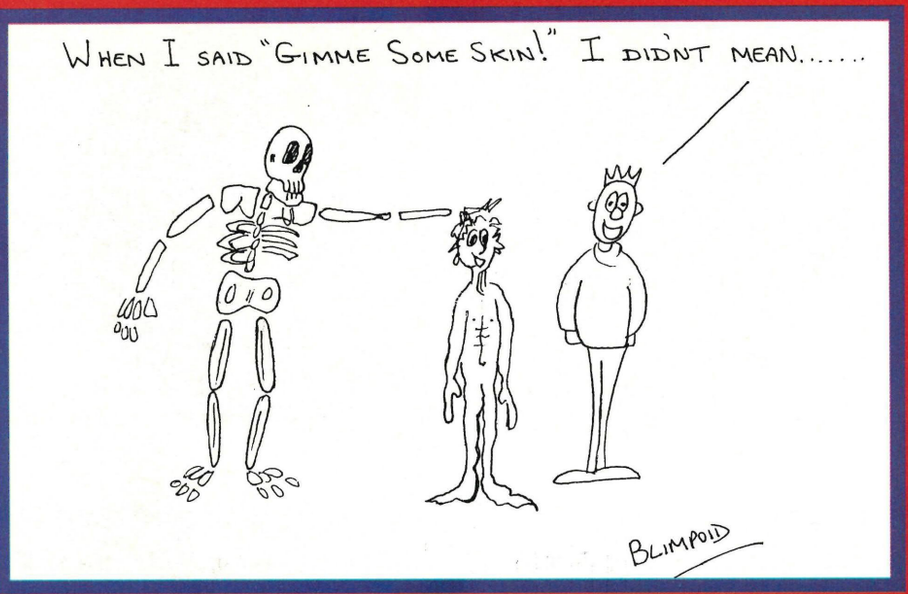
bathroom pipe.
This is the end of my little ditty,
Sorry it so short and crap and not
A little shitty.
by Carey Rose-Judge, Perthshire.

Finally, this month *Geez Wah* brings you the first work of a new theatrical talent, whose use of the Pinteresque pause is stunning.

game gears of the rich and famous.

Host: Hi! And welcome to Game Gears of the Rich and Famous.
Audience: Hellooooo!
Host: Today's special guest is Mary Whitehouse.
Audience: (Clap.)
Mary: Hello everyone.
Host: Hello Mary, to begin, why did you buy a Game Gear?
Mary: To see if they are safe for young children to use.
Host: And are they?
Mary: They are, but the games, oh dear me, the games!
Host: What's the matter Mary?
Mary: The games are full of sex, violence and shocking scenes of horrific pornography.
Host: I know shocking ar...
Mary: And I love them, do you know where I can get any others? Especially any with muscle men who have their gentlemen hanging out.
Audience: Hurray!
(Curtain.)
by Ninja Peanut, Reading.

doodles



Art eh? In the real world it's all about artists spending sleepless nights, wracked and tormented by their muse and forever pushing beyond the boundaries of acceptability and creativity. Here at Geez Wah it's that bit more basic; it's about pens, paints and crayons. This month's artist is Steven 'Blimpoid' Martin, 'The Punster from Munster'. Ye-es.

when I was a boy...

I'd love to win a GX4000, because I've never had a console or a computer so please, please, please, send me one.
Matthew Blaney, Mossley.
Well Matthew, when we at *Game Zone* were young we didn't even have digital watches or electric doorbells. However, we did consider awarding you this month's GX4000. But then again, because you're such a whingy bast we decided not to. Ha, ha, ha. GW.

brief

Hello and goodbye.
Thomas Blaney, Mossley.
You could accuse the Blaney family of many things, but intelligence is certainly not one of them. GW.

toilet humour

After reading an issue of your magazine I was horrified to see you were using a certain word that begins with the letter 'C'. The use of the 'C' word, that is, a crude slang for the excretion of certain fluids, was offensive and blatant. Seeing as young people may read your publication and start using such awful language, I feel you have an obligation to stop using such language before any damage is done.
G. Patterson, Sussex.
Your letter made very interesting reading G. Patterson. Our green recycling policy means it has now been torn into strips and placed where it will be of some use and can keep the other CRAP company. GW.

kev's kool kode

Voted Best Dressed Man in the Jackie Annual of 1972, Kool Kev hasn't always been so very cool. Once his Auntie Sylvia bought him a woollen M&S cardi and he actually wore it. He nearly bought a Barbour but changed his mind when he saw the price. This madness passed, and he soon got back into slinky brushed nylon. What a dude.

Dear Kev,

I've heard you can sometimes pick up impressive clothes at jumble sales and in Oxfam stores. Is this true? And if it is, what would you suggest I look out for?
Thomas Getz, London.

Too true Thomas, too true. You can often find me rummaging round the trousers in my local Save the Eastern European Hamster Charity Shop. Bargains abound to be found. Let me give you an example of some of the fab and groovy gear I've picked up there. One outfit in particular springs, like an African Gazelle, to mind. Running from top to bottom, if you don't mind me being a little risque! The jacket is a particularly attractive old DJ, complete with six inch lapels and food stain down the front. Black of course, which shows off one's dandruff to particularly good effect. Slacks? But of course! Something stylish, yet casual. Terylene, with a large brown check is a particular fave of mine.
Under the jacket, the pièce de résistance, even if I do say so myself, a white, snuggly fitting, brushed nylon T-shirt with a rather attractive print of those top entertainers Starsky and Hutch across the front. Suave, I'm sure you will agree. So you see Tom (you don't mind me calling you Tom do you? I feel we know each other so well now) stylish bargains can be found, but only if you are Kool enough To Be like Kev.

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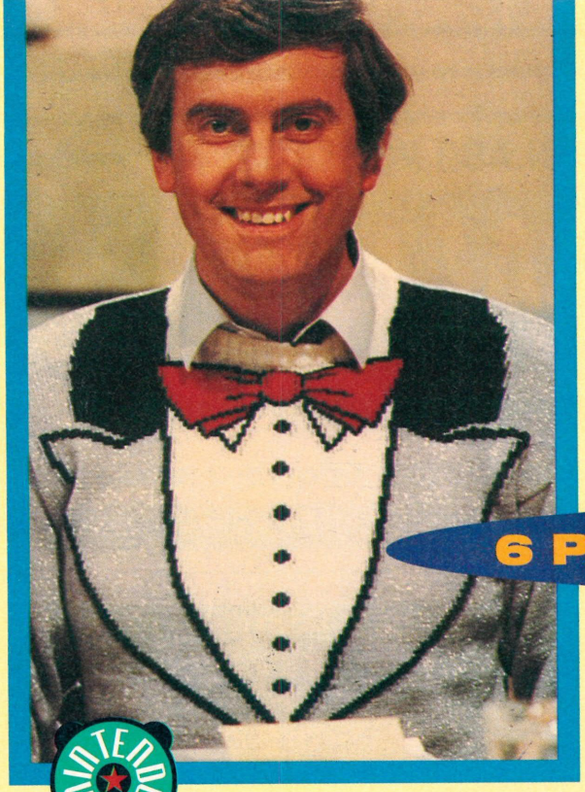


console countdown

6 PAGE PULL-OUT GAME GUIDE!

Barg is back! The alien from the planet Zorg has been immersing himself in our culture. He's been much bemused by the election – in Zorg the opponents just eat each other and whoever has the most candidates left alive wins – and even more confused by the propect of Wimbledon – tennis racquets are a delicacy served with ratatouille on his planet. At least Barg knows what to expect in these pages.

In them we list pretty much all games currently available. The list doesn't attempt to cover every import, though it does have a quick breeze through a few PC Engine, Turbo Express and Super Famicom games.

For each game we've listed the title, publisher and price. There's also a brief summary and a Zone rating. Now all we've got to do is persuade Barg not to read them by stuffing the pages up his nose...

the scores

- ✪ ✪ ✪ ✪ ✪ Essential buy
- ✪ ✪ ✪ ✪ Well worth a blast
- ✪ ✪ ✪ Mediocre
- ✪ ✪ Seriously dodgy
- ✪ About much fun as West Ham

Mega zone games don't get a score 'cos... well they're beyond the scoring of us mere mortals.

MEGA ZONE

Ace Of Aces

Sega/£32.99 ● Oh dear, oh dear, oh dear. I've seen some tat in my time. For example the Sinclair C5, Color Me Badd, plastic dog do, but I think *Ace Of Aces* must take the Golden Turd Award for True Awfulness.

✪

Aerial Assault

Sega/£29.99 ● Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to vacant.

✪ ✪ ✪

Alex Kidd In Shinobi World

Sega/£29.99 ● Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling, however little variation makes this rather dull.

✪ ✪ ✪

Alien Storm

Sega/£29.99 ● Absolutely awful game. Poor conversion of the Mega Drive original, bad collision detection, sound, graphics and animation make this game not worth even *thinking* about let alone looking at. Avoid like the plague. Shame on you Sega.

✪

American Baseball

Sega/£14.99 ● One or two player mode available. Standard sports management programme plus active play sequences gives you enormous control over your 'team'. One hell of a game.

✪ ✪ ✪ ✪ ✪

Assault City

Virgin/£29.99 ● An atmospheric, shoot 'em-up. Very colourful and action packed, if a little low on originality.

✪ ✪ ✪

Asterix

Sega/£29.99 ● Smart version of Goscinny and Uderzo's original comic books. Graphics that are absolutely brill-o and animation that makes you go all moist and squishy. Rather disappointing sound and FX but more than made up for by great playability. Great game.

✪ ✪ ✪ ✪ ✪

NEW ENTRY

Asterix The Gaul

Sega/£32.99 ● Brill graphics with loads of colour and some nice touches, *Asterix* is a bit smart. However the gameplay is all a bit easy. So if you want a nice looking game then go for this, if you want a challenge, erm... don't.

✪ ✪ ✪

Back To The Future II

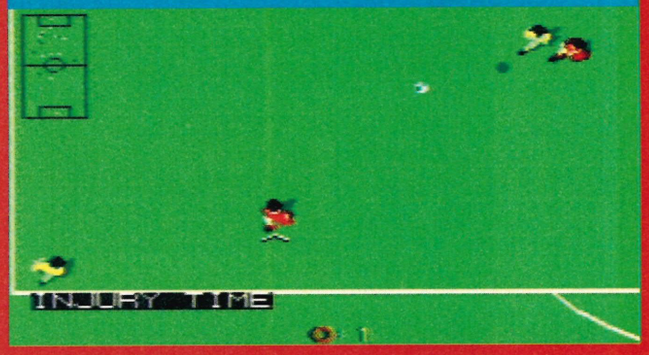
Image Works/£34.99 ● Oh dear, what a pile of dog do. If I had lashed out £35 on a game and got it home only to realise how awful it was, I would be very annoyed indeed. Collision detection that truly sucks and sprite flicker that gets on your nerves after 30 seconds. Avoid like the plague.

✪

MEGA ZONE

Super Kick Off

US Gold / £29.99 ● The granddaddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through. Great football fun. Eer we go, eer we go.



Back To The Future III

Acclaim/£32.99 ● How long is a piece of string? You can't say can you? Equally you can't tell how long a console game should be. One, two or three levels? Who knows? But as sure as there is at least one pube in everybody's bath at any one time, there aren't enough in *BTTF III*. *(Sorry you lost me somewhere. Ed.)* As a graphic adventure kinda game, *BTTF III* is fine as far as it goes, it just doesn't go very far. Sorry but three levels ain't value for money.

✪ ✪

Basketball Nightmare

Virgin/£29.99 ● Standard basketball game with the twist of playing against various mythical and fantasy creatures, including a Wolfman and a Water Imp. Addictive.

✪ ✪ ✪ ✪

Asterix The Gaul (Master System)

Battle Out Run

Sega/£29.99 ● Rather similar to the arcade version of *Chase HQ*. A fairly standard road racer game which, while low on originality, is very playable.

✪ ✪ ✪ ✪

Bubble Bobble

Taito/£29.99 ● Cute bubble-blowing brontos, monsters and over 100 platforms. Great gameplay and increasing difficulty levels should make this more than a challenge for most games players.

✪ ✪ ✪

Chase HQ

Sega/£29.99 ● Various chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness.

✪ ✪ ✪ ✪

Dynamite Duke

Sega/£29.99 ● Above average shoot-everything-that-moves game. High quality graphics and sound, but this is only for you if you're trigger happy.

✪ ✪ ✪ ✪

The Flintstones

Grandslam/£29.99 ● All really rather sad. Pathetically easy and with absolutely no long-lasting appeal. Play *The Flintstones*? I think I'd rather eat my dog.

✪

Galaxy Force 2

Sega/£tba ● Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound.

✪ ✪ ✪ ✪ ✪

Gauntlet

US Gold/£29.99 ● Faithful conversion which retains all the playability of the original. Two player mode brings the game to life. Still a good buy despite its age.

✪ ✪ ✪

G-Loc

Sega/£29.99 ● Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you that isn't hard.

✪ ✪ ✪

Heroes Of The Lance

US Gold/£29.99 ● Time, once more, to oil up yer muscles and start hacking. Play an assortment of eight characters, one at a time, who together must quest through deep dark almost very pleasant dungeons. Standard plot, but very well executed.

✪ ✪ ✪ ✪

High Speed (NES)

Indiana Jones/Last Crusade
US Gold/£29.99 ● A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail. US Gold has managed to inject some variety into this rather tired gameplay and has produced a bit of a corker.

Line Of Fire
Sega/£29.99 ● Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay does nothing to lift this game in any way. Awful stuff.

Ms PacMan
Tengen/£29.99 ● Yawn. Really all rather boring. This is traditional *PacMan* with nothing new to offer. Yawn. Next...

Operation Wolf
Sega/£29.99 ● Traditional kill-or-be-killed action. Six levels of *Operation Wolf* are all well animated and scroll smoothly. Fine if your brain is in your trigger finger.

Outrun Europa
US Gold/£29.99 ● *Outrun* but with a subtle, yet sexy, difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. All very careless. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff.

Paperboy
US Gold/£34.99 ● Above average conversion of one of the oldest games around. Worth adding to your collection!

Populous
Tecmagik/£34.99 ● Fancy wearing a rather natty beard and wings, floating on a cloud all day meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content, but must provide your own wings and beard! This near legendary game, which has been on more formats than I've had hot dinners, shapes up well on the Master System. Potter around 5,000 worlds and act in a generally godly manner. A superior game and a superior conversion.

Prince Of Persia
Domark/£24.99 ● Outstanding conversion of an outstanding game. A brilliant fence 'em-up (opponents clash in true cut and thrust sword fight fashion) which has you, as the Prince, racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your Princess. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a must.

RC Grand Prix
Sega/£29.99 ● A motor racing game with a difference You dash round in a remote controlled car. And what difference does this make to the gameplay? Not a single thing. Not bad for all its bizarreness.

Running Battle
Sega/£29.99 ● Very, very poor game. Cross *Alien Storm* and *Ace Of Aces* and you've got *Running Battle*. Awful sound, graphics and flick-o-vision animation. About the only use you can have for this is to prop up a wobbly table.

Sonic The Hedgehog
Sega/£29.99 ● Sonic the punk hog is back. Better in some respects than the Mega Drive original. Much easier, and slightly slower but with a much better playability factor over what feels to be a larger playing area. Sonic will sure make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous. And that must be a first. Classic conversion. Classic game. Classic, really.

Speedball
Mirrorsoft/£29.99 ● Not unlike the excellent film, *Rollerball*, this is a highly violent cross between hockey and volleyball. It's the two player option which makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you.

Speedball 2
Acclaim/£29.99 ● Excellent version of the 16-bit grunt and shove sports sim. Furious and violent action makes this one of the funniest, fastest and most addictive Master System games around. Great stuff that shows the Master System to be the best 8-bit machine around.

Spellcaster
Virgin/£29.99 ● Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System.

Super Space Invaders
Domark/£29.99 ● Fun kinda game, which, surprise, surprise is based on the ancient granddaddy of all computer games. New meanies and end-of-level monsters make for a playable game.

Ultima 4
Sega/£39.99 ● Role-playing game in the vein of *D&D*. You roam the countryside earning money, partaking in jolly japes etc. Very free-form game that allows a great deal of variety.

Vigilante
Virgin/£29.99 ● Ninja inspired, multi-screen, multi-level beat 'em up. Good visually, plenty of action, plenty of screens. Plenty of fun in this one!

Wimbledon
Sega/£29.99 ● The smell of fresh cut strawberries, the taste of mown grass, it must be Wimbledon. Just in time for the annual tennis jaunt, Sega has released a pretty useful tennis sim. With all the usual choices of hard, lawn or clay courts, tournament or single match play, this makes for an initially difficult but ultimately rewarding tennis game. Any one for... *(Don't say it. Ed.)*... tennis?

Wonderboy: Dragon Trap
Virgin/£29.99 ● Attractive sound and interesting graphics make *Wonderboy* a winnah! Horizontal scrolling, cute, fighting fantasy graphic adventure.

World Class Leaderboard
US Gold/£29.99 ● A re-worked version of *Leaderboard* with an increased playing area, and better graphics by far. Up to four players can compete over eighteen holes. This is one of the best golf sims around for any console.

Xenon II
Image Works/£29.99 ● Potentially a game of greatness, let down by some very ropey collision detection. But for all that, there are some very nifty graphics and sound. If you want a shoot 'em up for your Master System, then you could do worse...

Bayou Billy
Konami/£34.99 ● Multi-level action adventure in which you must fight, shoot and drive your way through to save your kidnapped girlfriend.

Blades Of Steel
Konami/£34.99 ● Ice hockey sim which comes into its own in two player mode. Dodgy skill levels, in one player mode, make the game either impossible or a walkover. Not that much fun on your own, but a great game if you've someone to play with.

Blaster Master
Sunsoft/£34.99 ● There are some things that can never come between a boy and his frog. Their bond is too great! In *Blaster Master* you play Jason whose pet frog makes a bid for froggy freedom. However on his way he rather unfortunately stumbles across some radioactive waste and becomes a glowing nuclear frog. One of the best platform, puzzle games that has been seen in some time. A truly great NES game, catch it before it sells out. Garlic sauce anyone?

NEW ENTRY Bugs Bunny's Birthday Blowout
Nintendo/£34.99 ● Featuring everybody's fave casserole ingredient, *BB's BB* turns out to be something of a let-down. Poor graphics, jerk-o-vision animation and bland gameplay aren't helped by dull backgrounds and a difficulty level that is set way too low. Serious waste of a good licence.

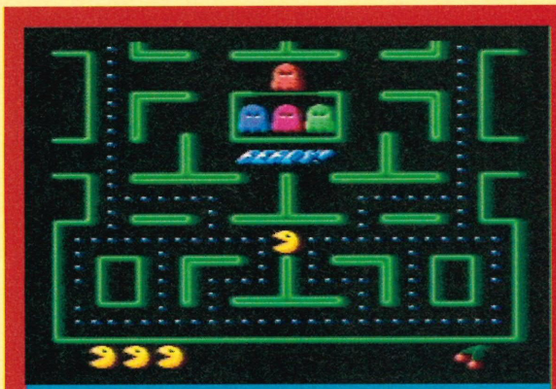
California Games
MB Games/£34.99 ● The idea of surfing on the NES is a bit bizarre if you ask me – it's a bit short and you couldn't stand up on it for a start. It's got poor graphics, annoying sound and wobbly gameplay, so unless you've nothing else to do with your £35, invest in something else.

Captain Skyhawk
Milton Bradley/£34.99 ● A cross between a flight simulator and shoot 'em-up. However *Captain Skyhawk* is sadly let down by the worst gameplay you are ever likely to see.

NEW ENTRY Caveman Ninja
Elite/£35 ● Loads of platformy action abounds in this prehistoric jape. Some bits are hard, some bits are soft. *(I think you mean easy. Ed.)* The whole game leaves you feeling nicely happy rather than overjoyed at shelling out nearly £40. Okay, but nothing special.

Defender Of The Crown
Palcom/£44.99 ● Ever fancied ruling the whole of ye olde England, having people at your beck and call and being quite unpleasant to one and all? If you have, then *Defender Of The Crown* is for you. Above average game. Worth a peek.

Digger T Rock
MB Games/£39.99 ● Loveable Digger runs and digs around for all his heart is worth. The animation is okay, so's the sound. Actually the whole thing is okay rather than gob-smackingly good.



Pacmania
Tecmagik/£29.99 ● An old game, but in its revamped form still pours beer over the competition's heads. The aim is unchanged, eat pills while avoiding ghosts, but now it's in glorious 3D with a really blasting soundtrack. Playability is unsophisticated but still mega addictive. A supreme arcade conversion.

Dragon's Lair
Elite/£39.99 ● Classic animated adventure. Very difficult and very complex, with some amazing graphics. However it is all rather slow, but despite that it could give hours of gameplay, as long as you don't mind being wound up.

Gauntlet 2
Nintendo/£42.99 ● Not unlike *Gauntlet 1*, in fact, almost exactly the same as *Gauntlet 1*. Good fun when it first came out, but that was an awfully long time ago.

Ghosts 'N' Goblins
Nintendo/£24.99 ● Classic multi-level, arcade-style adventure game. Rescue the princess and kill the monsters.

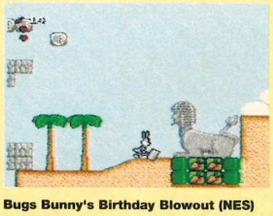
Gremlins 2
Sunsoft/£20 ● An arcade adventure,with extremely nifty graphics and puzzles, which keep both your mind as well as your mitts busy. Highly addictive.

Gun Smoke
Nintendo/£24.99 ● Wild West, commando-style shoot 'em up adventure, where items must be collected and enemies removed. Nothing new.

NEW ENTRY High Speed
Trade West/£22.99 ● Playable pinball game, which despite being 8-bit bound, is quite fun. Better than *PinBot*, but nowhere near the same league as *Devil Crash*.

NEW ENTRY The Hunt For Red October
Hi Tec/£34.99 ● Potentially a very good game, but ruined by both poor graphics and sound. Nowhere near as good as the Game Boy version, but if you can put up with the plinky plonky sound and jerky graphics there is still something of a game to be salvaged from the wreckage.

Jackie Chan's Action Kung Fu
Nintendo/£39.99 ● With a title like *Action Kung Fu*, there can be little doubt what this game is all about. It's hardly a flower arranging sim is it? Smart graphics, animation and a playing area the size of Wales, this is a bit of a beat 'em-up classic.



Bugs Bunny's Birthday Blowout (NES)

NEW ENTRY Kick Off
Imagineer/£39.99 ● Worst of the *Kick Off* versions, with the possible exception of the to-be-released Game Boy rehash. Lacking any sense of intelligent gameplay and with 'sticky' player control, the *Kick Off* winning formula is all but ruined. Not really worth it. All very disappointing.

NEW ENTRY Kickle Cubicle
Nintendo/£35 ● Smart puzzle game that is just a bit too easy. Four of the five levels can be completed at the first sitting, the fifth not long after. Looks nice though.

Life Force
Konami/£24.99 ● Conversion of coin-op classic *Salamander*. One or two player mode with even levels scrolling vertically and odd levels scrolling horizontally. *Life Force* is one of the best games you can buy for the Nintendo.

Low-G-Man
Nintendo/£34.99 ● Initially unpromising game comes good the more you play it. Pretty standard platform fare, with nothing particularly original. On the plus side, *Low-G-Man* is relatively fast, well animated and really quite addictive. In fact it's not bad stuff at all.

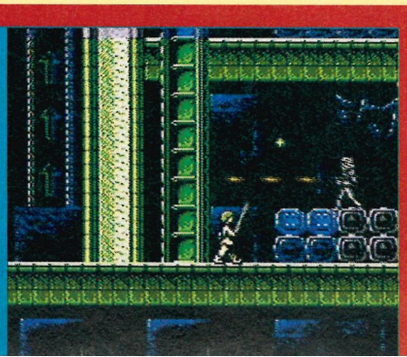
Marble Madness
MB Games/£39.99 ● Remember those old games that used to come in a wooden box? The ones where you had to guide a little metal ball round a maze? Now it's gone high tech and MB have converted it to the NES and jolly good it is too.

Megaman 2
Capcom/£44.99 ● This is a dream of a game, a true stonker. NES owners should put it to the top of their 'must have' list immediately. *Megaman 2*, unusually for a sequel, has playability written all over it. Positively buckets of the stuff. It also boasts some very neat graphics and sound, which means you have something nice to look at while you play it long into the night – this game is, most definitely, an all-nighter.

Mission: Impossible
Konami/£39.99 ● Above average arcade adventure based on the old 70s telly series, which has you running, blasting and puzzling your way through mean city streets in your attempt to rescue Dr O and destroy the Sinister 7 hide-out where he is being held captive. A slick, addictive little number; its excellent gameplay more than outweighs the slightly wobbly graphics.

NEW ENTRY The New Ghostbusters 2
Nintendo/£34.99 ● Average outing for the evil Vigo and those busters of ghosts. Nothing special, and if truth be told, the whole shebang was a lot better on the Game Boy.

Star Wars
Lucasfilms/£39.99 ● Superb conversion of the classic Seventies movie, it follows the plot of the film closely and stars all your fave space chums in battle against that deadly dude, Darth Vadar. This huge and highly addictive arcade adventure is set across three worlds, utilises three different kinds of gameplay from platform puzzler to space born shoot 'em up and even includes an element of RPG. A veritable galaxy of entertainment awaits.



console countdown

Road Rash

Electronic Arts/£39.99 ● Not an unpleasant skin complaint contracted from too many hours in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy' for any Mega Drive owner.

New Zealand Story

Nintendo/£42.99 ● Cute platforms abound down under with that sweet little Kiwi. Smart conversion of a smart game. However unlike real Kiwis there is absolutely no singing of rugby songs, beer drinking or vomiting. Who needs wings, when you've got a game like this?

North And South

Infogrames/£tba ● Strategy game with loads of arcade sequences. You get to play one of the sides in the American Civil War and then try and kill the other. Great fun all round. Super game, especially fun in two player mode because then you can try and kill a friend. Ha, ha.

Pin Bot

Rare/£34.99 ● Pinball simulator which manages to convey the feel and playability of a table. Excellent animation results in a ball that runs smoothly and realistically.

Probotector

Konami/£34.99 ● After mastering the odd control system this game holds little to challenge any but the most inexperienced games player. Not really worth the price.

Rad Gravity

Activision/£34.99 ● A challenging graphic adventure with a huge playing area. High on originality and humour, with the technical back-up of superb sound and graphics. Will keep you going for hours.

Rainbow Islands

Ocean/£42.99 ● Disappointing version of the old classic. Not terribly good graphics or animation coupled with easy playability, means you're left feeling, "So what?" The Speccy version is buckets better.

Rescue Rangers

Capcom/£34.99 ● Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but well put together and enjoyable for a few hours.

Rescue: The Embassy Mission

Kemco/£34.99 ● Remember the Iranian embassy siege in the early Eighties? This is the video game of that international incident. The Iranian embassy is never mentioned but the connection is obvious. Rather a sick idea but rather a good game too.

NEW ENTRY Road Fighter

Palcom/£19.99 ● Sad excuse for a racing game. Dodgy graphics, animation and gameplay makes even the low cover price no excuse. Crap. Avoid.

RoboCop

Data East/£42.99 ● A very pale conversion of the best selling computer game doesn't do justice to the film. Poor animation, lousy sound and awful gameplay makes *RoboCop* a real stinker.

Robo Warrior

Jaleco/£29.95 ● A dull and dated concept with very little to justify the price.

Rush 'N Attack

Konami/£22.95 ● Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels.

Shadow Gate

Nintendo/£49.99 ● Adventure time. All a bit taxing with loads of thinking and very little out 'n' out action but worthwhile if adventures are your thing.

Shadow Warrior

Nintendo/£34.99 ● A standard slash 'n' dash, horizontally scrolling adventure. Well worth a look, if only for the brill animation.

The Simpsons

Acclaim/£39.99 ● The inevitable spin off from the cartoon. A rewarding mix of arcade action and strategy, with a fair splash of humour. Definitely not an underachiever.

Ski Or Die

Tengen/£39.99 ● *California Games* on ice. And not much better really. Choose from half a dozen assorted winter sports and let the boredom begin.

Smash TV

Acclaim/£39.99 ● Oh dear, oh dear, oh dear. A very, very poor version of the arcade smash. Truly awful, truly boring. This gets the *Ace Of Aces* award for true crapness.

Snake Rattle 'N Roll

Rare/£29.99 ● Original 3D platform adventure with sound graphics and animation, all of a high standard plus excellent playability. Well worth the moolah as it will keep you happy and occupied for many an hour.

Snakes' Revenge

Konami/£39.99 ● Yuk. What a pile of smelly brown stuff. You'd be advised to eat your week-old socks than play *Snakes' Revenge*. Avoid like the plague.

Solar Jetman

Tradewest / £29.99 ● Way back in the mists of computer gaming history lies a game. Half legend, half myth, that game is Jetpac. The original Spectrum shoot 'em up of many moons ago has re-emerged on the NES, with a new name and plot. Little new in the gameplay, but the high standard of graphics and sound keep the Jetpac tradition alive.

Solstice

Imagesoft/£34.99 ● A pale version of *Cadaver* which lacks the oomph to lift it beyond averageness. Poor puzzles that are too few and too easy. Not much good at all.

Super Mario Bros 3

Nintendo/£39.95 ● What can be said about this game that has not already been said with so much more wit and skill in other pages of this magazine? Very little I expect. *Mario 3*, simply the best *Mario* to date. Platforms, hidden levels and more turtles to jump on than ever before.

Super Off Road

Nintendo/£29.99 ● Fine conversion of a nifty coin-op. More fun than *Monaco Grand Prix* but still reasonably realistic. A fab game that's worth every penny!

Super Spike V'Ball

Nintendo/£34.99 ● If you like rolling around in the sand, but don't really like getting grit in yer kacks, then *V'Ball* is for you. A nifty sports sim. Good control, sound and a surpassingly varied range of graphics gives you something nice to look at.

Swords And Serpents

Acclaim/£34.99 ● A rather unusual offering from the regular purveyors of film and telly licences, this well-structured RPG adventure contains all the usual RPG goodies: a slimy serpent to be found and finished; a team of four characters to do the job; a dingy dungeon to be explored, plus a myriad of other characters and objects. More suited to *Dungeons And Dragons* freaks, but lots for gamesplayers of all ilks.

Teenage Mutant Hero Turtles

Nintendo/£39.95 ● Superbly designed game with many surprises. Excellent animation and sound add to the already marvellous gameplay. A worthy addition to any Nintendo games library.

Teenage Mutant Hero Turtles II

Konami/£39.99 ● Once again that dumb bim, April O'Neil, has got herself kidnapped by Shredder and it's up to the green dudes to rescue her. Uneven beat 'em-up, suffering from sprite flicker, but still a merry jaunt.

Terminator 2

Acclaim/£34.99 ● Oh dear, oh dear. Yet another one of those games that doesn't quite live up to expectations. Promising-looking opening all too quickly gives way to rather thin and tad too easy gameplay. Nice graphics and excellent inter-level screens do add to this game's feel. But do you really want to fork out a load of dosh on something you'll probably finish in the first few sittings? It's up to you, baby.

Top Gun: The Second Mission

Konami/£29.99 ● Not so much a flight sim as an uneventful shoot 'em-up that tries to look like a flight sim. Neither one thing nor another really.

Totally Rad

Jaleco/£39.99 ● Despite some of the daftest 'hip' language ever, *Totally Rad* is an above average kinda platform, arcadey beat and shoot 'em-up game. Okay fun, but maybe not the first game you would think of chucking large amounts of wonga away on.

Track And Field 2

Nintendo/£34.99 ● Follow up to the ancient *Track And Field 1* which must be among the oldest games around. It shows its age as well. Not very interesting.

Trog

Acclaim/£29.99 ● Stone age *PacMan*. Avoid the trogs and collect the eggs. Very simple and really very good. Nice graphics and sound make this one to check out.

Wizards And Warriors

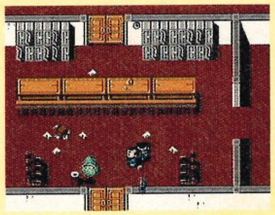
Acclaim/£19.99 ● Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special.

Wrestle Mania

Acclaim/£29.99 ● One of the saddest games I have yet seen. Wrestling games can be great, this is just crap. Awful control system means that pin-downs are a matter of luck rather than skill. Avoid.

WWF Wrestle Mania

LJN/£29.99 ● Three things that have all been hyped in their time: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*. Three things that were crap when they arrived: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*.



New Ghostbusters 2 (NES)

After Burner 2

Sega/£34.99 ● Classic arcade coin-op transfer which does not suffer at all in the move to the Sega. Fast, slick and very deadly, one of the best, if not the best, shoot 'em-up around.

Alex Kidd In The Enchanted Castle

Virgin/£29.99 ● Adventure-based, multi-level quest game. Another addition to the *Alex Kidd* series of 'cute' games that lacks serious challenge.

Alien Storm

Sega/£34.99 ● *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf*. Great fun in two player mode with deliciously slimey sprites. Good fun, but a bit too much like so many games you've seen before.

Arcus Odyssey

Renovation/£44.99 ● An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. Not unlike *Gauntlet* graphically, but requiring much more intelligent play.

Arnold Palmer Tournament Golf

Sega/£34.99 ● Fine golf simulator, which may not be high on action, but is certainly well animated and accurate to the game itself. Fairly nifty if you fancy a more laid back sports sim.

Arrow Flash

Sega/£34.99 ● Rather humdrum shoot 'em up, with little or no variation. Not really worth nearly forty quid.

NEW ENTRY Art Alive

Sega/£29.99 ● Sad and pointless. Sega's pathetic attempt to produce an edu-tainment package totally misses the point of any art package, namely the ability to be able to save your work and review it at a later date. Using loads of cables you can save onto video, but that all seems a bit of a waste of time as the results are bound to be crap. Useless range of colours, brushes and an animation facility that sucks, means you're better off splashing your cash somewhere else.

688 Attack Sub

Sega/£39.99 ● You can play either a Russian or American sub commander in a range of missions from a training exercise to subaquatic war. Complex gameplay, nifty graphics and reams of sampled speech make this rewarding game worth having.

Buck Rogers – Countdown To Doomsday

Electronic Arts/£39.99 ● Smart RPG ideally suited to those of a train-spotting ilk. You play Buck Rogers, unsurprisingly enough, who must lead a heroic team of peeps against an intergalactic foe of a rather unpleasant disposition. Like all RPGs, a bit difficult to get into, but still offering buckets of playability.

Budokan

Electronic Arts/£39.99 ● Martial arts sim. All the karate moves are very realistic which may be why the animation is so slow. Only for die-hard karate fans.

California Games

Sega/£29.99 ● 'Everybody's gone surfing, Cal-i-for-ny-ay'. Shorts, surf and sun and all on your Mega Drive. Competing in all the trad events including footbagging, half-piping and surfing either against the console or your buddies. Okay fun, okay conversion. Okay really.

Centurion

Electronic Arts/£39.99 ● As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought and planning to be able to achieve the ultimate goal – namely world domination.

Dark Castle

Electronic Art/£34.99 ● It's rare for EA to slip up, but boy have they here. This game is bound to become the Mega Drive version of *Ace Of Aces*. It's that bad. All very sad, awful graphics and sound that hurts. You really don't want to buy this one.

DecapAttack

Sega/£34.99 ● Massive and complex graphic adventure. With more than a nod toward the likes of *Sonic* and *Mario*, *Decap* is highly addictive and very well put together. Nice one Sega.

Desert Strike

Electronic Arts/£39.99 ● The Gulf War makes it onto the Mega Drive. Fast and furious chopper action (oo-er) in the vast and inhospitable waste that is the desert. You must rescue as many Americans (the good guys, who believe in truth, freedom and Pepsi) from the Arabs (the bad guys, who eat babies, bonk sheep and smell). Very simple, very addictive. Not just another shoot 'em-up.

Dick Tracy

Sega/£39.99 ● The conversion of a rather overrated movie into a none too brilliant game. You play the man in yellow who has taken it upon himself to clean up the city. Average in all respects.

NEW ENTRY Double Dragon

Ballistic/£29.99 ● Standard coin-op conversion. Loads of assorted kicks, punches and baseball-wielding. Cartoony graphics and predictable gameplay leave you feeling moist and limp. The whole shebang looks a little tired and old now, and despite the low cover price you're left thinking 'big, fat, hairy deal'.

EA Hockey

Electronic Arts/£39.99 ● Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some amazingly detailed graphics coupled with the highly addictive game of ice hockey make this one game any Mega Drive owner must have. Violence galore, including frequent punch-ups combined with authentic sound make this a dream to play.

Double Dragon (Mega Drive)

The Immortal

Electronic Arts/£39.99 ● **Despite the fair hefty price tag *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market, incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not; save your pennies and buy this game. It's the dog's.**

console countdown

F-22 Interceptor

Electronic Arts/£39.99 ● Yet another classic Mega Drive game from EA. They keep on doing it don't they? The first flight sim of any use on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality (the availability of different perspectives allows you to view your demise from a different angle every time). More balls than the entire English Rugby team, *F-22* is simply brill-o. Buy, buy, buy...

The Faery Tale Adventure

Electronic Arts/£39.99 ● Once upon a time, a long time ago, there was a game called *Faery Tale Adventure*... Graphic cum movement cum combat game, *Faery Tale* is a brave stab, but if you want a fantasy game wait for *The Immortal*.

Fantasia

Infogrames/£39.99 ● While it all looks really sweet with dancing brooms, waddling cauldrons and Mickey in a natty red dressing gown, the gameplay stinks. Awful collision detection doesn't help the learning curve which resembles Mount Everest. Great to look at, crap to play.

Fatal Rewind

Electronic Arts/£39.99 ● An original and clever platform blow 'em away. Nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny, make for a superior game.

Flicky

Sega/£29.99 ● Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is not simply boring, it's the biggest pile of smelly brown stuff ever. Don't waste your money.

Gain Ground

Sega/£34.99 ● It's many years into the future and the most popular form of entertainment is *Gain Ground*, in which human contestants are dragged into a maze full of android nasties and either emerge victorious or die horribly and slowly. A very worthwhile game.

Galaxy Force 2

CRI/£40.00 ● A lame conversion lacking all the speed and playability of the original. Very certainly not a good buy. Actually, far more fun could be had from a lightly floured and greased stoat.

Ghostbusters

Sega/£34.99 ● Very tired platform formula, with little new to offer. Both graphics and sound are acceptable rather than outstanding. Only really worth looking at if you are a dedicated *Ghostbusters* fan.

Golden Axe

Sega/£34.99 ● Highly faithful coin-op conversion of an arcade classic. Excellent sound, graphics and animation make *Golden Axe* highly addictive.

Golden Axe II

Sega/£34.99 ● *Golden Axe*, a bit of a classic game. Both in the arcade and on the consoles, how many of us have thrilled to the adventures of the chick in the leather G-string? And now she's back. Unfortunately II isn't that different from I. So unless you're a *Golden Axe* fan, I'd stick with the original.

Granada

Ubi Soft/£34.99 ● A shoot 'em up with a difference. Attempt to do your bit for world peace and stop everyone shooting the stuffing out of each other – by shooting the stuffing out of them! Not such a mad idea really, especially since you are in possession of a real muther of a tank, a Granada X. Standard shoot 'em-up fare, but with enough challenge and originality to make it worth a look.

Hard Drivin'

Tengen/Domark/£34.99 ● Not so much *Hard Drivin'* as rather easy drivin'. The classic arcade game that was only classic 'cos you had a pneumatic piston jolting up and down on your bum to stimulate, amongst other things, the sensation of driving. Of course you don't get that on the Mega Drive, so it's all a bit crap really.

James 'Buster' Douglas Knockout Boxing

Sega/£34.99 ● Not a bad boxing simulator, but as with all boxing simulators, it suffers from a lack of variety. The animation is jerky but colourful and the sound rather predictable.

James Pond II: Codename Robocod

Electronic Arts/£39.99 ● Pond is back in an adventure so festive that it has all but fairy lights hanging off it. Silky smooth graphics and animation as well as an oh so sweet story line. Well worth a look. Measures up to the usual EA standard. Refer to issue two for a full review.

Jewel Master

Sega/£34.99 ● A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak.

John Madden Football

Electronic Arts/£39.99 ● If you're into American football this is a must. Even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics, great sound and intelligent gameplay make this a game not to be missed.

Where In Time Is Carmen Sandiego? (Mega Drive)

John Madden '92

Electronic Arts/£39.99 ● Take all the best bits from the original *John Madden* game, in other words, take it all. Improve upon that and you've got *JM '92*. If you already have the original, then the high cover price might put you off lashing out the major league cash. If however you have yet to get a US footie game for your Mega Drive, then you'd be advised to go for this one above any other. Excellent stuff.

NEW ENTRY Kid Chameleon

Sega/£34.99 ● This is an original kinda platform game in which, instead of collecting loads of different shaped guns to blow the bad guys away, you collect different shaped helmets. (It's true, I kid you not.) These helmets empower you with different abilities. One gives more attack, another provides you with more armour and it continues in this vein. An okay release from the Sega stable.

Klax

Domark/£34.99 ● *Klax* must have been on more formats than any other game. And true to form, here it is on the Mega Drive. Okay if you like arranging fast-moving coloured blocks into ever-more complex patterns, but nothing earth-shattering.

Lakers Versus Celtics And The NBA Playoffs

Electronic Arts/£39.99 ● A very high quality sports sim. This time it's basketball and comes packed with high standard animation and sound. Great, addictive stuff.

Last Battle

Sega/£34.99 ● *Last Battle* is a beat 'em up game in the style of so many ninja games before it. Violent and bloody, it's expertly animated and has a variety of levels to keep your interest.

M1 Abrams Battle Tank

Sega/£39.99 ● A cross between simulator and shoot 'em up has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action.

Marble Madness

Electronic Arts/£39.99 ● An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses. A very addictive play, it will keep you coming back for more, time and again.

Mario Lemieux Hockey

Sega/£39.99 ● Nothing to do with plumbers, *Mario Lemieux* is a Yankie ice hockey star who plays for the bizarrely named Penguins. Okay, except you find yourself thinking about *EA Hockey*, and nothing is as good as that. *Mario* is alright, but for the real thing 'stick' to the EA cart.

Mercs

Sega/£39.99 ● Superior coin-op conversion has you playing the part of the only mercenary on the block who can save the free world. Lots of power-ups and violence, combined with an over the shoulder viewpoint, makes for an addictive shoot 'n' splat game.

Mickey Mouse And The Castle Of Illusion

Sega/£39.99 ● Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. An outstanding game.

Mike Ditka Power Football

Accolade/£34.99 ● Difficult to get into, but once there a worthwhile play. Not as good as *John Madden*, but let's face it, will anything be as good as *John Madden*?

NEW ENTRY Buck Rogers

Electronic Arts/£49.99 ● Based on the old Buster Crabbe movies. You play the man Buck, in this smart RPG-type game. From picking your adventuring companions to doing battle against the evil space monster from beyond the end of time itself, you roleplay and game for all you are worth. Good combat, good animation, good stuff.

King's Bounty

Electronic Arts/£34.99 ● A graphic adventure kind of game where you build armies with fantasy creatures and explore continents. Suffice to say it's very good. Up to EA's usually very high standard.

Moonwalker

Sega/£34.99 ● A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved only by excellent graphics and sound.

Outrun

Sega/£39.99 ● An old classic that dates very badly. The plot is, of course, near legend. You must dash across the States in a kind of road movie cum hippy dream. All good clean fun, but rather dated.

Pac Mania

Domark/£34.99 ● Classic old arcade game that has been around longer than most gamesplayers. Transferred, revamped and updated onto the Mega Drive. Great graphics, sound and enough of an update to keep gaming interest alive. *Pac* for the 90s.

PGA Tour Golf

Sega/£39.99 ● Converted from the PC version this highly realistic golf simulator suffers hardly at all in the 'downgrade' to the Mega Drive. It's easy to learn, but very hard to master. A true sporting classic.

Pitfighter

Tengen/Domark/£39.99 ● Bare knuckle fighting is very violent, very illegal and very dangerous. It's also a bit of a stonking Mega Drive game. With loads of digitised graphics and sampled sound, you get almost the real thing. One of the best single location beat 'em-ups around.

Phantasy Star 2

Sega/£59.99 ● Despite a hefty price tag, this graphic adventure is worth every penny. A massive playing area offers all kinds of possibilities that can be explored for ages.

Phantasy Star 3

Sega/£49.99 ● Bit like *Phantasy Star 2*, in fact almost exactly the same as *Phantasy Star 2*. Rather expensive for a sequel that is so like the original. Worth it? Not really.

Populous

Electronic Arts/£39.99 ● Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. A classic game.

Quackshot

Sega/£39.99 ● Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic. Try before you buy.

Raiden Trad

Ubi Soft/£34.99 ● A sadly sluggish shoot 'em-up that really has nothing new to offer. You'll probably manage to live without this one in your library, unless of course you're a hopeless case who still hasn't managed to give up blasting alien life forms out of the sky.

NEW ENTRY Rings Of Power

Electronic arts/£49.99 ● Odd little RPG game from EA. Either you love it or you hate it and most people seem to have hated it. However it does boast some redeeming features, I mean it's very big and, erm... That's it. Poor graphics, poor gameplay, actually it's a bit of a poor game all round.

Shadow Dancer

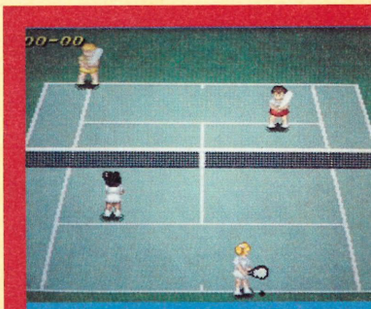
Sega/£34.99 ● An arcade conversion which owes a lot to *Super Shinobi*, but doesn't stand comparison. Both graphics and sound are fine, but *Super Shinobi* wins hands down.

Shadow Of The Beast

Electronic Arts/£45 ● Trog around the inside of a really large tree in search of revenge for your mutation from a mild mannered home boy to green slimey thing. Classic game with stunning graphics, let down somewhat by disappointing game-play. Think hard before splashing the cash.

Shining In The Darkness

Sega/£49.99 ● Unfortunately for these guys they were released at the same time as *The Immortal*. An okay kinda graphic adventure but not a patch on *The Imm*. The only way it scores over its better EA partner is that you can save your position within the game. But apart from that, mine's *The Immortal* every time.



Super Tennis

Tomkin/£45.00 ● The best tennis game ever. It really is the dog's scrotum. Tennis has never been this good on the telly before (except for Wimbledon week, but that doesn't count). All it's missing is a Dan Maskell simulator and a free bowl of strawberries. If ever you wanted a reason to buy a Famicom then *Tennis* must be it. Truly great stuff.

Sonic The Hedgehog

Sega/£34.99 ● One of the best, if not the best, games around, *Sonic* is destined to become as famous as *PacMan*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic

Spider-Man

Sega/£39.99 ● An initially cumbersome control system which could put you off at first but it's worth plugging away at it. Once mastered *Spider-Man* jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and sound with a fair splash of humour make this one of the best Spidey licences around.

Star Control

Ballistic/£39.99 ● Remember *Asteroids*? Well, *Star Control* is a bit like that really but with loads of extra little bits bonging, pinging and being funky all over the place. Stonkingly playable and great fun, especially in two player mode, *Star Control* really is the dog's naughties. Great reworking of an old-fashioned kinda game. It's a little bit pricey though, but hell it's worth it. If you can't be nice to yourself then who can you be nice to?

Starflight

Electronic Arts/£49.99 ● *Starflight* is one of those games that tries to mix a little bit of shoot 'em-up, with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has managed to save *Starflight* from being too boring. Rather complex, but once into it, it proves to be very addictive. Good stuff if you fancy a think rather than a blast.

Streets Of Rage

Sega/£34.99 ● Widely regarded as *the* beat 'em-up for the Sega. Little new as far as plot is concerned. But for animation, range of movements and pure blood and balls style, you really can't beat it.

Rings Of Power (Mega Drive)

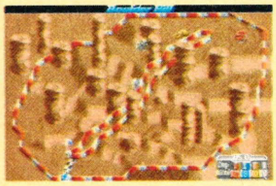
console countdown

Strider
Sega/£44.99 ● Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat.

Super Monaco Grand Prix
Sega/£36 ● A completely fab Grand Prix simulator. You have to compete in all sixteen rounds of the World Championship, prequalifing in each, for a grid position. The control system does take a little getting used to, but once you've got the hang of it, you can race with the best of them.

NEW ENTRY
Super Off Road
Accolade/£29.99 ● For arcade classic, read cheap licence. Cynic? Never. Not a bad version of the off road racing game. Does all look a tad old now. But hell it's cheap.

Super Shinobi
Supervision/£40 ● Leaps and bounds ahead of pretty much anything on either console or computer, *Super Shinobi* is one of the best games of its type. A ninja slash 'n' dash game with stunning animation which doesn't affect the high speed of play.



Super Off Road (Mega Drive)

Sword Of Sodan
Electronic Arts/£39.99 ● Below par sword and sorcery graphic adventure which is really rather easy to complete. Bit of a let-down at nearly forty quid.

Technocop
Razorsoft/£34.99 ● You are a good cop, out to clean up the city of dirty crims.You have a big gun that goes bang and makes the baddies fall over. That's about it really. Not really up to much. In fact, rather smelly.

Tecmo World Cup
Tecmo/£34.99 ● Simply one of the sorriest excuses for a football game anyone has seen in a very long time. Total rubbish.

Thunder Force 2
Techno Soft/£34.99 ● Fast and smooth scrolling shoot 'em up. Excellent sound and graphics – one of the ultimate shoot 'em ups.

Thunderforce 3
Techno Soft/£35.99 ● Kersplat, pow, spagoo. This is our kind of game. No messing, no poncing around on platforms or in enchanted forests, oh no. This is the real thing, a shoot 'em up to end all shoot 'em ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games, pretty far out.

ToeJam And Earl
Sega / £39.99 ● The much vaunted *TJ And E* is a bit like a *Sonic* house mix. So laid back it's virtually horizontal. Complete with funky tunes, spaced out graphics and some rad sampled speech. Pretty far out stuff. A kinda graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting way. Cooler than cool, *TJ And E* show *Sonic* and *Mario* to be the Seventies throwbacks they always were.

Toki
Sega/£34.99 ● The coin-op and 16-bit versions were great, even the Lynx remix was ace, so why oh why has Sega changed pretty much the whole game? My gran used to say, "Why change something that works perfectly well as it is?" Sega should have taken this advice when they recoded *Toki* to the Mega Drive. Slow, dull and rather pale.

Truxton
Sega/£34.99 ● A straightforward arcade conversion of the well known shoot 'em-up. Very good arcade conversion, with sound and graphics to match the original.

Turrican
Ballistic/£39.99 ● *Turrican* is truly vast and really rather brill. A conversion which stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two finger salute and then saunters off into the nearest bar to start a fight. It's that cool.

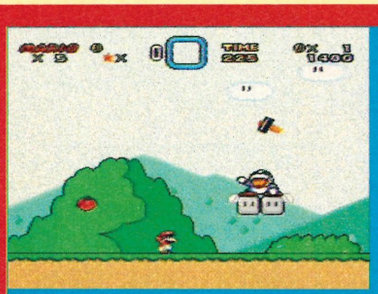
Vapor Trail
Ubi Soft/£44.99 ● Yet another arcade shoot 'em-up conversion. Fine as far as it goes, it just doesn't go very far. Truly dull.

NEW ENTRY
Where In Time Is Carmen Sandiego?
Electronic Arts/£49.99 ● Otherwise known as Where In The Game Is Carmen Playability? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. Sad, unfunny humour and a lack of any gameplay makes this a real dog.

Winter Challenge
Ballistic/£34.99 ● Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski jump, without having to embark on a bone crunching Thompson's winter holiday. A sim so real, you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive yet.

Wonderboy 3: Monster Lair
Sega/£39.99 ● Usual platform game with Wonderboy once again having to rescue his girlfriend. Neat puzzles, good graphics and sound keep this from being just another *Wonderboy* game.

World Cup Italia '90
Sega/£29.99 ● Under par footie simulator which, like so many other footie sims, is disappointing mainly because the animation lets it down so badly.



NEW ENTRY
Super Mario 4
Nintendo/Bundled with SNES ● This is, according to some people, the best game ever. Massive in size, with loads of hidden levels and extras, and positively dripping in cutesome goo. However some people have pointed out that it is a bit easy to finish and even, sin of sins, that its format now looks a bit dated. But after all, what can you expect from a freebie?

Atomic Robokid
UPL/£20 ● Super sweet graphics and a fair touch of cuddly gameplay make this release a bit hard to swallow. Its learning curve bombs along at six cm above the ground until level three and then shoots off in a vertical line to several thousand metres.

Batman
Sun Soft/£35 ● Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all.

Bloodia
Hudson Soft/£29.99 ● Very complex strategy game where you control a rolling ball through various sized pipes. A very simple idea – but not particularly addictive.

Chan And Chan
Import/£30 ● If you took *Super Mario Brothers*, removed the cuteness, and replaced it with a good dash of toilet humour, you would have *Chan And Chan*.

Chase HQ II
Taito/£35 ● Pathetically easy coin-op conversion, with all the appeal of an enema.

Cyber Combat Police
FACE/£25 ● Variety is the spice of life, so this game must be a veritable cornucopia of pepper, cayenne, chilli, ginger and the like. Laser-toting dude picks off well-hard street gangs in this rather good game. Loads of locations, plenty of power-ups and tons of monsters. This game's got a lot going for it.

Davis Cup Tennis
Loriciel/£tba ● Who is this chap Davis and why would anyone want his cup anyway? Ho, ho. A pretty smart tennis game in which you can play any number of countries in an attempt to win glory on the courts. With a choice of either split or single screen action Davis Cup is well worth checking out.

Dead Moon
TSS/£31 ● Deep space shoot 'em up that has little new to offer, but is well written, with smooth parallel scrolling.

Devil Crash
Irem/£35 ● This computerised pinball game is one of the best of its type, and combines the traditional aspects of the pinball machine with a shoot 'em up.

Dungeon Explorer
Import/£34.99 ● A high quality rip-off of *Gauntlet*. However, despite its obvious origins it holds its own well, with a large playing area, and a multi-play option.

Formation Armed F
Big Don/£25 ● A vertically scrolling spacey shoot 'em-up, not too dissimilar from *Xenon II*. Quite tricky, quite fast and quite smooth, but overall a shoot 'em-up of no particular merit or originality.

Gunhed
Hudson Soft/£34.99 ● Coin-op quality shoot 'em-up. A definite must for the shoot 'em-up addict.

Hell Explorer
Taito/£35 ● Tired graphic adventure with little long-term appeal. You play a monk on a journey of enlightenment. Very poor.

Image Fight
IREM/£25 ● A shoot 'em up that is about as original as a very un-original thing. Trog along, shoot something, collect another thing, shoot some more things. Ho hum.

Japan Warrior
Micro Media/£29.95 ● A cross between a traditional hack and slay ninja game and *Space Harrier*. Big, bright and very colourful sprites are well animated. A very difficult game to 'get into'.

Legend Of Hero Tonma
Hucard/£35 ● A cute platform adventure, which, while nothing original, is well put together and highly playable.

Mr Heli
Irem/£29.95 ● Shoot 'em up, with colourful and detailed graphics. Cute, but not sickly, *Mr Heli* is highly playable and well worth a look.

Puzzle Boy
Telenet Atlus/£30 ● Standard format puzzler with little new to offer anyone who's played *Tetris* or *Klax*. Not really worth the £30 price tag.

Rabio Lepus Special
Video System/£35 ● Bizarre shoot 'em up in which you play a rabbit toting a machine gun. Amazing graphics are over-shadowed by the sheer difficulty of the game.

Saint Dragon
Aicom/£33 ● Superior shoot 'em-up. Animated with thought and care, *Saint Dragon* is good value for money.

Violent Soldier
IGS/£31 ● The title says it all really. A rather slow and uneventful shoot 'em-up. Nothing to write home about.

Volfied
Taito/£24.95 ● A simple and much used game format. You must recover segments of the playing area by leaving a trail but without your enemy touching your trail, which causes you to lose a life. Very simple, very addictive.

NEW ENTRY
F-Zero
Nintendo/£39.99 ● Futuristic boy racer game, released, it would seem, primarily to show off the SNES' graphic abilities. However there is a pretty smart game floating round in there too, but if you want a better ride wait till *Exhaust Heat* makes a SNES appearance.

NEW ENTRY
WWF Wrestlemania
Accliam/£44.99 ● Lots of grunting, shoving and sweating with fat men in silly costumes. *WWF Wrestlemania* is by far the best wrestle game around. Big sprites, smooth animation and a wide range of moves make the whole shebang very playable. Bit easy though.

Actraiser
Enix/£49.99 ● *Populous* with arcade sequences gets over the style, but not the game's depth and playability. Unmissable.

Area 88
Capcom/£50 ● An aerial shoot 'em up with three planes and a multitude of baddies. The scrolling is jerky, it's no mean bundle of fun.

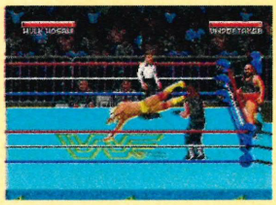
Castlevania IV
Konami/£55 ● That dude Simon Belmont is on the hunt for the dude with the teeth, yet again. This time on the Super Famicom. Loads of really great stuff here, watch out for a stage on level three when the entire room turns through 360 degrees and you can only save yourself by hanging from the ceiling with your whip. Pretty far out stuff.

Darius Twin
Taito/£34.99 ● Slick space shoot 'em-up with a strangely aquatic feel. Battling across a solar system packed with baddies and power-ups you'll meet some impressive graphics, but little else that's new. Fun but unimaginative.

F-Zero
Nintendo/£49.99 ● Fast, aggressive futuristic race game with excellent 3D graphics. The range of craft, courses and difficulty levels are more than sufficient to keep you hooked well beyond your first win.

Home Alone
THQ/£29.99 ● Cory Malcalking *(Er, shouldn't that be Macauley Culkin? Ed.)* is a smug, arrogant (rich) little shit, who should die in a pool of his own vomit. Despite this rather extreme prejudice, *Home Alone* on the Famicom is an okay kinda game. You run around collecting some things, avoiding others in a cute kinda way. Not bad, not brill, more kinda 'there'.

Joe And Mac
Deco/£60.00 ● Pots of palaeolithic fun in this brilliant conversion of the classic *Caveman Ninja*. Take the role of Joe or Mac, and set out to retrieve your chick from a fate worse than a deadly dude dinosaur. Beautiful back-grounds, huge and colourful sprites and great gameplay make this one prehistoric play you'll be playing for centuries to come.



WWF Wrestlemania (Super NES)

Legend Of Zelda
Nintendo/£60.00 ● Stonkingly huge and exceedingly gorgeous graphic adventure, so cleverly put together and such a pleasure to play that even the most hardened graphic adventure hater will fall in love immediately. Vast playing area covered with mountains, lakes and mazes, masses of knights, dragons, dwarves and a maiden in distress to rescue to boot. Well worth the hefty cover price.

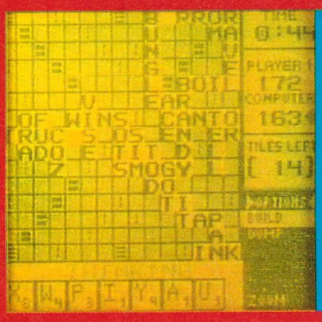
Lemmings
Sunsoft/£54.99 ● Brill conversion of a great game. Can't really go wrong can it? In some respects Famicom *Lemmings* is even better than the original; just as playable, just as funny, just as mind-blowingly good. This is a true 20 cups of coffee game that will keep you up all night. Buy it.

Pilotwings
Nintendo/£49.95 ● Take to the air in a biplane, hanglider, parachute, rocket pack or helicopter and come down again. Easy? Not so. It's murder and it's also murderously addictive – the graphics just have to be seen.

Pro Soccer
Imagineer/£45.00 ● Remember the table football games, found in every youth club in the world? You know how unrealistic they are, well *Pro Soccer* is even more unrealistic. A sad day. Famicom footie promised so much and delivered so little. Maybe one day.

Raiden Densetsu
Toei/£60 ● Super Famicom version of Mega Drive game *Raiden Trad*. Fairly basic vertically scrolling shoot 'em-up, which takes you from earth to space in your quest to rid mankind of alien invaders. Nothing new, not very difficult even on later levels. Still, at least it's crammed full of action.

console countdown



Super Scrabble

MB Games/£25 ● Superb version of the classic board game Scrabble. Simple to play, various levels of challenge and totally and utterly addictive. Has all the essential ingredients needed for a classic.

Sim City

Imagineer/£45 ● An all-time classic game makes an outstanding appearance on the Super Famicom. Build a city, raise taxes and keep the people happy (and hard working). The Japanese text might be a turn off for people who haven't played *Sim City* before.

★★★★★

Super Baseball

Jaleco/£45.99 ● Definitely one of the best, if not the best, baseball games ever on any format. Despite some dodgy collision detection at some points, it still beats the pants off everything else. Said it before, say it again. If you want a good reason to buy a Famicom, *Super Baseball* is it.

Super Formation Soccer

Human/£49.99 ● Smart football sim, using the same kinda view and sprite animation as Super Tennis. Maybe not the world's most accurate of footie games, but highly playable and great fun. Smooth, slick and really rather sweet.

Super Ghouls 'N' Ghosts

Capcom/£45.00 ● What do you get if you cross a near classic arcade game with the balls-bad graphic ability of the Super Famicom? Well you get *Super Ghouls 'N' Ghosts*, of course. Bloody difficult but incredibly addictive – it's nigh impossible to get off the first level – but means you come back time and time again. Get your buns down to your local grey importer right now as the word on the grapevine is that it's selling out fast.

Super R-Type

Irem/£49.95 ● *R-Type* was a classic in the far off Spectrum days.Now it returns in a super duper new form and it's lost none of the old magic. Smoothly parallaxed backgrounds plus zillions of detailed and colourful sprites bring the game screaming into 1991 – and screaming in stonking stereo at that. The price and the difficulty level are somewhat on the high side, but if you're loaded with skill and dosh then *Super R-Type* is a must.

Alleyway

Nintendo/£21.99 ● A tired version of *Breakout*. Not really worth the cover price. Very uneventful.

★

The Amazing Spiderman

Enter Active/£26 ● Good quality beat 'em -up has Spiderman out to rescue his kidnapped boss. You must face all Spidey's traditional foes one after the other.

★★★

The Amazing Spiderman

OJN/£19.95 ● A cheaper and slightly better game than that from Enter Active. A good variety of both levels and traps must be overcome so that Spiderman can rescue his kidnapped wife.

★★★★

Balloon Kid

Nintendo/£21.99 ● Not unlike *Wonderboy*, this multi-platform adventure is low on originality, but if you are looking for a game of this type, you could do worse.

★★★

Bart Simpson's Escape From Camp Deadly

Acclaim/£24 ● The punky-haired custard-coloured one returns in his second adventure. *Escape From Camp Deadly* mixes shoot 'em-up (well more like spit or boomerang 'em up really) with a bit of puzzle and a tad of arcade adventure too. Neatly executed with just enough addictiveness to get you coming back for more.

★★★★

Batman

Sun Soft/£24.99 ● The dude who wears his Y-fronts ouside his pants is back, and on the Game Boy too! One of the best platform shoot 'em-up games around, *Batman* is a bit of a classic. Stonking stuff.

★★★★

Battletoads

Trade West/£24 ● One of the best, if not the best arcade adventure for the Game Boy. Well hard Battletoads, Zit, Rash and Pimple must traverse many levels of action-packed adventure in search of missing chums. Balls-bad gameplay, brilliant graphics and excellent animation. So good, it's rad.

Blades Of Steel

Ultra Games/£24.99 ● Smart(ish) conversion of the okay(ish) NES *Ice Hockey* game with all the usual options of playing in a single game, a tournament or if you wish slugging it out in a fight. The small screen and the speed of the sprites sometimes tend to make what's going on a bit difficult to see, but for all that it's not a bad kinda game if hockey is your bag.

★★★

Boulderdash

Nintendo/£21 ● Fast paced and addictive, this 'collect and avoid' game suffers in conversion to the Game Boy. Move too fast and your character blurs to the point of being annoying.

★★★

The Boy And His Blob

The Rescue Of Princess Blobette

Nintendo/£19.99 ● Otherwise known as The Boy And His Nasal Discharge. Following hard upon the success of *The Boy And His Blob* on the NES, here we find the self-same scenario on the Game Boy. You and your pal, the handy jelly bean scoffing shape-shifting blob, wander around collecting things. Good adventure fun.

★★★★

Bubble Bobble

Nintendo/£24.99 ● Rather dated old platform game in which you play the part of a little green dinosaur. Ahh, cutey wutey. Lots of jumping round on different levels, but it's nothing new.

★★★

Bugs Bunny

Kemco/£21.99 ● Well animated game with 60 levels to complete, *Bugs Bunny* is very playable and ,on this format at least, he's destined to become a classic.

★★★★

Caesar's Palace

Nintendo/£19.99 ● Never really seen the point of gambling on a console. This is okay, but I wouldn't bet on it being a hit. (Ha, ha.)

★★

Castlevania II

Konami/£19.99 ● Brillo version of the classic Dracula hunting game. Once again we find Christopher Belmont heading out, whip in hand, to do a dentistry job on the man in black. The little screen and monotone graphics tend to be less of a prob than you might think and the game chugs along at a fair old pace. Good stuff, well worth a serious look.

Chess Master

Nintendo/£21.99 ● An average chess simulator which is given that added boost by some amazing sampled speech. Even if chess isn't your cup of tea, this is a worthwhile buy.

★★★★

Choplifter II

JVC/£24.99 ● Older than a very old thing indeed, *Choplifter* is one of an increasingly large number of rehashed old chestnuts which are given the 'classic' badge and re-released on an unsuspecting public. Sometimes these games are a pile of old do, and sometimes they are pretty smart. *Choplifter* is certainly pretty smart. An almost exact carbon copy of the original, but with enough little new twists for the game to still be appealing.

★★★★★

Contra

Nintendo/£24.99 ● Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special.

★★★★★

NEW ENTRY Days Of Thunder

Mindscape/£25 ● Nice looking graphics that don't quite come up to scratch. 3D indie racing game in which you play Tom Cruise (yuk) in an attempt to win every indie race in the US circuit. Okay, but not as good as something that is better.

★★

Double Dragon

Nintendo/£21.99 ● Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. An okay game but nothing special.

★★★

Double Dragon II

Acclaim/£24.99 ● A pretty bog standard beat 'em-up. You play a little chappie with a huge range of kicks and punches who has decided that the thing he wants most in the world is to punch and kick his way to stardom. Not bad for what it is, it just isn't very much.

★★★

Double Dragon 2 – The Revenge

Acclaim/£19.99 ● Large repertoire of combat moves raises the average, and let's face it unoriginal, plot above the level of yawns-ville. Even so, there is very little here that wasn't in *Double Dragon 1*.

★★

Dr Mario

Nintendo/£21.99 ● Cross *Klax* with *Tetris* and add the *Mario* name and you would have a fair idea of what this game is about.

★★★★

Dynablaster

Nintendo/£24.99 ● A puzzle-style game. You have to plant loads of time bombs that have an annoying habit of blowing up under your nose. Quite unusual, but the sort of thing that works well on the Game Boy.

★★★★

Fall Of The Footclan

Konami/£24.99 ● Standard beat 'em up in which you can choose to play any of the green shell-suited heroes. Nothing of any originality to raise it above the norm. Okay as far as it goes.

★★★

Fortified Zone

Jaleco/£24.49 ● Challenging gameplay and some impressively big sprites make this one a puzzley shoot 'em-up that manages to be that little bit special.

★★★★

Fortress Of Fear

Acclaim/£26 ● The high degree of cunning and originality within this sword and sorcery game raise it above the average platform adventure.

★★★★

Ghostbusters II

Activision/£21.99 ● Who you gonna call? Well, the plumber, a pizza, Madam Whip-Lash's correction line? No. You are gonna call the Ghostbusters. And a jolly good game it is too. Loads of overhead action in a mazey kinda way. Nothing new, but then again, nothing old either.

★★★

Home Alone

Capcom/£24 ● Mediocre conversion of fab film of same name. Harry and Marv are out of the slammer and looking for a house to rob. Kev McCallister is out to stop them. A puzzley, mazey kind of game, but nothing that you won't have seen before.

★★

Hunt For Red October

Ocean/£24.99 ● Underwater larks in this fab film licence. Similar to the *Submarine Command* kinda games, you chug along trying to blow up other subs. Sounds simple, but isn't. Addictive and playable, *HFRO* is almost as good as the original film.

★★★★

Kung Fu Master

Nintendo/£19.99 ● In this martial arts beat 'em-up, the hero has a nice wide range of moves. Well executed and put together, but seen one, you've seen them all.

★★★

Marble Madness

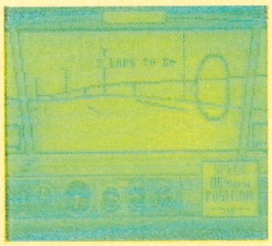
Nintendo/£19.99 ● Everything the original had (except colour) squished down onto the Game Boy's diddy little screen. Surprisingly easy to see and still hugely playable and addictive, Game Boy *Marble Madness* is a bit of a stonker.

★★★★

Mercenary Force

Nintendo/£19.99 ● A kind of oriental version of *Gauntlet*. You slope around the garden of some dude's house killing people. Sounds a bit like Southfields! Quite good but is it brill? Not really.

★★★



Days Of Thunder (Game Boy)

Mickey Mouse 2

Kemco/£21 ● Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the other formats, the Game Boy version is well animated and highly playable.

★★★★

Paperboy

Mindscape/£25 ● Despite the bad pay, the lad takes to his bike yet again. This conversion of the arcade classic manages to retain all the addictiveness of the original bymaking the most of the Game Boy's snappy sound and graphics.

★★★★

Parodius

Konami/£25 ● You don't just play *Parodius*. You live it. A weird shoot 'em-up in which you face flying pigs, belly dancers and all manner of strange creatures. Bit like *R-Type* meets *Alice In Wonderland*. Weird stuff, but very playable.

★★★★

Pipe Dream

Bullet Proof/£21 ● One of the best of the many simple but addictive puzzlers. You get to play plumbers as you must direct the flow of water through different shaped pipe sections. Simple? Don't you believe it.

★★★★

Robocop

Ocean/£25.53 ● Disappointing version of metal man on the Game Boy. The learning curve is set too high to make for a good game. Poor.

★★★

Chase HQ 2 (PC Engine)

R-Type

Nintendo/£19.99 ● The shoot 'em-up of Biblical proportions reaches the Game Boy. And it's not bad either. The lack of colour makes for some frustrating moments, but for all that, it's a pretty nifty conversion.

★★★★

The Simpsons

Acclaim/£19.99 ● Cartoon capers spin-off. Yet another outing for the dude with the jaundice problem. This time he is sent off to summer camp. Very addictive, with nice graphics and sound. Good stuff.

★★★★

NEW ENTRY Sneaky Snakes

Tradewest/£25 ● Poorly put together cart which is a shame as there is a good idea here. Oh well. You play a snake on an eternal quest to master all things snakey. Ho hum.

★★

Snoopy's Magic Show

Kemco/£24.99 ● Super kinda puzzle game, starring everybody's fave flea carrier. Loads of logic, loads of scratching of heads. Great fun for those who want more than just a trigger finger exerciser.

★★★★

NEW ENTRY Solomon's Club

Tecmo/£24.99 ● Smart puzzle game that proves to be almost as addictive as the Game Boy is black and white.

★★★★★

Tennis

Nintendo/£19.99 ● Standard tennis simulation game with above adequate sound and animation. For all that, a basic, functional tennis game with one and two player options.

★★★

Terminator 2 – Judgement Day

Acclaim/£19.99 ● Better than the NES version, *T2* on the Game Boy is one of the most impressive new titles for some time. A platform, shoot, puzzle game, it boasts a stonking soundtrack and FX plus some nifty animation. Well worth checking out.

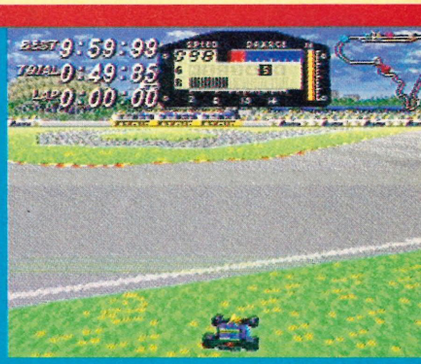
★★★★★

WF Superstars

Acclaim/£19.99 ● Super wrestling game that is so realistic you can almost smell the sweat on the great heaving bodies in the ring. Much better than the awful NES game, this time it's best to stick to the Game Boy. Best in the two player mode, so get a friend to play along.

★★★

NEW ENTRY Exhaust Heat



Seta/£54.00 ● Initially a rather flat and empty game, *Exhaust Heat*, after only a couple of plays turns into a real gem. Fast and smooth and with only a hint of the fabled Famicom sprite slowdown, you race your broom broom through all 16 tracks that make up the world championship, in search of glory and cash. The cash helps you improve your car, the glory comes from winning race after race. Boasting a save game feature *Exhaust Heat* is well worth the large cover price.

console countdown

Fantasy Zone (Game Gear)

Who Framed Roger Rabbit

Capcom/£24 ● Jolly arcade adventure which takes Roger Rabbit on a romp through the maze-like Toon Town in search of Jessica Rabbit. Adventurish in the way you must enter into conversation with some of the town's more unusual inhabitants, so not exactly a fast mover. But well-drawn graphics make this a slightly more than average buy.

★★★

GAME GEAR

Chase HQ

Taito/£25 ● Standard race and shoot game, that makes *Outrun* look truly ancient. Unfortunately it is all a bit easy and you find yourself pining for the arcade version.

★★★

Chessmaster

Sega/£19.99 ● What a stonker of a game. By far the best, it was brill on the Game Boy and it's brill here too. If you want to play chess on your Game Gear, this is the only cart for you.

★★★★★

Columns

Sega/£19.99. ● *Tetris*-style stack game which proves to be just as addictive. Well worth a look.

★★★★★

MEGA ZONE

Devilish

Genki/£20 ● Somewhere between pinball and an excellent shoot 'em-up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards ie. hit the blocks to reveal dead peeps, treasure boxes and fire-spitting demons. Classic gameplay and oodles of graphics and variety result in a real gem for the Game Gear.

NEW ENTRY

Fantasy Zone Gear

Sega/£24.99 ● Flawed handheld version of *Fantasy Zone* on the Mega Drive. Not good. With sprites that are too small and a high frustration factor, this cart is only for the hardened games player.

★★

G-Loc

Sega/£24.99 ● Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. A case of goodbye rather than good buy.

★★

Indiana Jones And The Last Crusade

US Gold/£27.99 ● Hold on a second, this used to be on my little ol' Spectrum, didn't it? Yup, it sure did kiddo. and it was incredibly difficult there too. Graphically very nice, but the gameplay lacks a certain 'je ne sais quoi'.

★★★★

Kick Off

US Gold/£27.99 ● Is there any format that *Kick Off* hasn't been on? I doubt it somehow. Can I look forward to playing *Kick Off* on my scientific calculator, my digital watch or maybe my abacus? A brillo pad version of the old faithful game, which, despite the small screen is easily viewed and played.

★★★★★

Mickey Mouse And The Castle Of Illusion

Sega/£24.99 ● The scaled down version of the excellent Mega Drive game loses little in the conversion. It retains the high standard of graphics and animation with some ear-curling sound effects.

★★★★

Outrun

Sega/£24.99 ● Naff conversion of the ancient pub-bound coin-op. With little of any interest to offer.

★★

Pengo

Sega/£19.99 ● Version of the much used and dated *PacMan* gameplay. Unfortunately *Pengo* shows its age.

★★★

Putt & Putter

Sega/£19.99 ● Ah, the putting green, home of peace, order and well cut lawns. Except it's not. Here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole in one in this game. Not very exciting.

★★

Shinobi

Sega/£24.99 ● The classic slash 'n' dash, over four levels, survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay.

★★★★

Slider

Sega/£24.99 ● Dull and uneventful puzzle game that owes more than a passing nod to *PacMan*, but retains none of the yellow ball's playability or fun. Very poor.

★★

Solitaire Poker

Sega/£24.99 ● More like patience than poker. Nevertheless, still well-executed. If you're into hair-tearing puzzle games, then this'll be right up your street. But a pack of cards would probably be cheaper.

★★★

MEGA ZONE

Sonic The Hedgehog

Sega/£29.99 ● What can yer say about *Sonic*? More classic, than a very classical thing. *Sonic* is brill on every format. Yet some even go as far as to say this is the best version yet. Without a doubt, Sonic's a star. Real minty.

Spider-Man

Sega/£39.99 ● Quite standard fare this, all action takes place on many platforms. The game has nice smooth animation and sound. Reasonably good stuff but nothing to cream over.

★★★

PC ENGINE

MEGA ZONE

Jackie Chan

Hudson Soft/£31 ● **Jackie Chan is a bit of a mega film star in Asia. In console form he also has mega hit written all over him. A combined beat 'em-up and platform game, with both elements equally strong. The fighting sequences contain an impressive number of moves from arm flails to ultra kicks. The platform sections drip with puzzles and landscapes. Add to this large, sugar-sweet and well animated graphics and this is definitely one for the software shopping list.**

Super Monaco GP

Sega/£19.99 ● One of the few Grand Prix games available for any handheld, also one of the best. With a load of tracks and car extras, it's enough to grease anyone's axle.

★★★★

Super Wonderboy

Sega/£19.99 ● Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Will keep you involved for hours.

★★★★

Woody Pop

Sega/£19.99 ● This is *Breakout* no matter how many little extras you tack on. Not a bad breakout game, but still a breakout game.

★★

World Class Leaderboard

Sega/£24.99 ● *The* classic golf game. The diddy sprite size is no great problem and the animation is both smooth and functional.One of the better golf handheld games around right now.

★★★★

ATARI LYNX

Awesome Golf

Atari/£29.99 ● Slightly less serious than *Leaderboard* on the Game Gear but for all that *Awesome Golf* plays as near to the real thing as possible with some pretty amazing graphics and a control system to match.

★★★★

Basket Brawl

Atari/£29.99 ● One of the first of Atari's rough sport games. (Oo-er.) A cross between basketball and a beat 'em up. You journey across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun.

★★★★

Bill And Ted's Excellent Adventure

Atari/£29.99 ● How many versions of this cartoon can there be? Loads of really exciting things to do in this game, like collect guitar notes. Nothing special.

★★

California Games

Atari/£29.99 ● Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites.

★★★★

Crystal Mines II

Lynx/£29.99 ● *Crystal Mines II* is really nothing more than a revamped version of *Boulderdash*. Still, it's a pretty nifty version of the old classic nevertheless, with enough playability and addictiveness to make it worth a whirl.

★★★

Dino Dudes

Atari/£29.99 ● Take *Lemmings* and add a splash of *Caveman Ninja*, and what have you got? You've got *Dino Dudes*. Rather fun little cart in which, using the various athletic abilities of your caveman, you must complete a number of evolutionary tasks on each level.

★★★★

Electro Cop

Atari/£29.99 ● A 3D shoot and search game after *RoboCop*. An interesting and addictive game with some very high quality sub-games within the main program.

★★★★

Fidelity Ultimate Chess Challenge

Atari/£29.99 ● Speaks for itself really. A choice of levels and perspectives offers any player, no matter what his standard, a chance to improve.

★★★★

Gates Of Zendecon

Atari/£29.99 ● Horizontally scrolling shoot 'em-up. All action, very fast graphics, there's nothing to beat *Zendecon* on the Lynx.

★★★★

Hard Drivin'

Atari/£29.99 ● Using the electronic equivalent of a crow bar, Atari has managed, to cram the coin-op classic onto their dinky handheld. Some frustrating moments on the small screen. But all in all, it's not bad stuff.

★★★

Hockey

Atari/£29.99 ● A rather smart little *Hockey* game this, boasting all the features of its badder console brothers. Looking spookily like *Mario Lemieux* on the Mega Drive it really plays rather well indeed. Once you get used to the odd use of the buttons it really is a bit of a stonker.

★★★★

NEW ENTRY

Hydra

Atari/£24.99 ● Conversion of the ST and arcade game, both of which weren't up to much. This Atari cart struggles against the odds and then kicks its little legs in the air before giving up the ghost. Bit dated now. After all, you've seen so many motor boat shoot 'em-ups before.

★★

Klax

Atari/£29.99 ● Combine the addictiveness of *Klax* with the handheld ability of the Lynx and you've got a problem. You will never put the thing down.

★★★★★

Lynx Casino

Atari/£29.99 ● What an old chestnut eh? More ancient than a very ancient thing, I must admit I never really saw the point of gambling on a computer. I mean if you lose you don't exactly have to sell your children to medical experimentation to get the mob off your back, do you? Okay if you like that kind of thing, not if you don't.

★★★

Ninja Gaiden

Atari/£29.99 ● Superb graphics, highly detailed backdrops and absolutely brilliant animation If you are going to buy one game for your Lynx, then make it this one.

★★★★★

Pacland

Atari/£29.99 ● *PacMan* up dated, revamped and given a third person perspective. Unfortunately all this plastic surgery has had a near terminal effect on the gameplay. Saying the learning curve is steep is like saying Bobby Davro is crap.

★★★

Rampage

Atari/£29.99 ● Play a classic monster who must chew his way through as much of New York as possible. Pleasantly animated with nice touches of humour.

★★★★

Rampart (Lynx)

NEW ENTRY

Rampart

Atari/£24.99 ● Pretty good version of the near classic. Some very nice inter-level graphic screens and a fair whack of gameplay, results in this being an acceptable handheld outing of the game described by many as *Tetris* with cannons.

★★★★

Scrapyard Dog

Atari/£29.99 ● Even cuter, sweeter and more sugar-coated than *Viking Child*. But for all that, not half as much fun. Platforms galore and baddies to be dispatched with tennis balls. I mean, I ask you?

★★

Shanghai

Mediagenic/£29.99 ● Ancient strategy game which isn't high on action or body count, but if you want a brain teaser, you can't get much better than this.

★★★

STUN Runner

Atari/£29.99 ● What can you say about *STUN Runner*? Well, it's a kinda race game, converted from the arcade. "Good," you think. But oh no. After you have played it all of twice you realise that, without the hydraulic seat that made the arcade so much fun, it's about as addictive as an enema, but not half as fun. Ho hum, pass the funnel someone...

★★★

Sneaky Snakes (Game Boy)

Super Skweek

Atari/£26.99 ● Handheld version of the old 16-bit chestnut in which you run around various playing areas turning pink squares blue. Hmm, almost as interesting as it sounds, with a massive playing area but not a great deal of variety.

★★★

MEGA ZONE

Toki

Lynx/£24.99 ● A game of near biblical proportions, *Toki* has you running around a huge world peopled by curious creatures in an attempt to rescue your girl. Originally out on the Amiga, nobody ever thought it would make it onto any handheld. But it has, with no loss of gameplay, sound or graphics. Buy this game. It's the mutt's nuts.

Turbo Sub

Atari/£29.99 ● A bit of *Afterburner*, a bit of *Stingray* a mere pinch of *R-Type*, simmer gently on an average heat for several hours and serve with a soupçon of garlic sauce. Not bad, but by no means original.

★★

Viking Child

Atari/£29.99 ● Ever come across a Viking called Brian? No neither have I. But this hasn't stopped Atari, for Brian is the name of the hero from their latest, cutest platform adventure to date. One of the sweetest games out on the Lynx for some time.

★★★★

Warbirds

Atari/£29.99 ● Very nearly an air sim for a handheld. Through the cockpit World War One dogfights with a number of increasingly difficult missions.

★★★★

MEGA ZONE

Xenophobe

Atari/£29.99 ● This game proves wrong those who said the Lynx didn't have good software. A superbly animated graphic adventure with enough variations to keep the most hardened adventurer happy

XY Bots

Lynx/£29.99 ● Big bot or small bot, *XY Bots* will probably appeal to all bots as it trogs around a fiercely realistic 3D maze, blasting monsters in a splatty kind of way.

★★★★

TURBO EXPRESS

Bonk's Revenge

NEC/£35 ● A titter ye not name, fine graphics and sound rescue this cute adventure from a quagmire of syrup. Familiar but well executed and packaged.

★★★★

MEGA ZONE

R-Type

NEC / £35 ● What can you say about *R-Type* that hasn't been said before? Very little I expect, and on the TurboGrafx, *R-Type* shines with all its usual 'shinyness'. Baddies shoot all over the place, with only one thing on their mind, and we're not talking hugs and kisses here. Both graphics and sound are amazing, making this an utterly classic game. *R-Type*, you can't beat it, verily a shoot 'em-up amongst shoot 'em-ups.

Splatterhouse

NEC/£35 ● Get the six-pack in, bung the latest PWEI LP on the turn-table, turn the lights down low and grab a grease burger. Enough bodily fluid, of one kind or another, to wash away a whole army of Marios. Pretty far out.

★★★★

Tale Spin

NEC/£35 ● *A* sort of Disney game without the Disney film. Unfortunately graphics, sound and gameplay are all rather average.

★★★

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soled out

The *Game Zone* pack of Boy Scouts are once again holding their monthly jumble sale (er... small ads actually). For all your console needs, from games to fanzines to joystick warmers, you'd better go dib-dib-dibbing and dob-dob-dobbing through the next three pages.

hard ZONE

✪ **Atari Lynx 2** for sale, three months old, boxed with mains adaptor, *Gauntlet, Ninja Gaiden, STUN Runner, Cyberball, Xenophope* and *Viking Child,* sell for £125. Phone 021 748 1457.

✪ **Atari 800 System** includes disc drive, tape recorder, 50 cassettes and about 500 or more games, only 12 months old. Bargain at £100. Excellent condition.

✪ **Game Boy** with ten games. Will sell for £200 or swap for NES with at least ten games or swap for Super Famicom with two or three games. Phone Robert 0926 53059.

✪ **Atari Lynx** in excellent condition + three games – *Gates Of Zendecon, Rygar, Checkered Flag* £130 ono. Phone 0622 727426.

✪ **Sega Game Gear** for sale with five games including *Donald Duck, Mickey Mouse, Wonderboy, Headbuster* and *Shinobi* plus Master Gear and mains adaptor, all for £150, worth £250. Ring 021 384 8401 (weekdays).

✪ **For sale Mega Drive,** eight games including *Mercs, Zerowing, Streets Of Rage, Sonic* and more. Two joypads, one turbopad selling for £250 ono. Call Waiman on 061 795 8323.

✪ **Nintendo for sale.** Five games including *Super Mario Bros 1, 2, 3.* Light gun, infra red joypads, vgc. All boxed worth £300 will sell for £170 ono. Call after 4pm 0493 601143.

✪ **Nintendo NES for sale,** includes two joypads and *Teenage Mutant Hero Turtles* plus *Mario 3.* Nintendo still in box. Worth £150, sell for £120 ono. 0792 299675.

✪ **Nintendo** with four games. *Mario* one and three, *Snake Rattle 'N' Roll* and *Turtles.* Excellent condition, one month old. Leads and controllers included. Bargain £120. Worth £180. Phone Jaz 0753 534572 now!!

✪ **Sega Game Gear.** Seven months old. Includes three games, adaptor and carry case. Games are *Shinobi, Outrun, Slider.* All in perfect condition and under guarantee. Only £125. Telephone 0473 311233.

✪ **Amstrad GX4000 for sale** including four games *Operation Thunderbolt, Batman, Burning Rubber, Pro Tennis Tour.* Bargain at £75 ono. Contact Stephen on 0525 370163 after 5pm.

✪ **Buy my Game Boy** 'Play And Go' carry case, *Gauntlet 2,* Panasonic earphones and Nintendo game and watch for £55 ono. Phone Leo on 0761 241406. After 6pm. Hurry!

✪ **For Sale, NES** with nine games for £185, call Robert on 724380 after 4pm. It's in good condition.

✪ **For Sale, Sam Coupé** 256K with one disk drive, Sam Coupé games, two Spectrum emulators, art program all other usual disks plus some spectrum games. All for £100.

✪ **PC Engine.** For sale **with CD Rom** six months old, plus 20 games. All worth £900 will sell for only £400. Bargain, mint condition. Phone Chris Reading 0734 590865. After 4pm. Cheers!

✪ **Nintendo Game Boy** with two player link-up, headphones and three games. *Mario, WWF* and *Tetris*. Worth £130 will sell for £70-90. Mega Drive swaps considered. Contact James on 081 941 5559 now!!

✪ **Game Gear** for sale, excellent condition, hardly used. Mastergear converter plus games worth £250, sell for £205. Also Schumacher Procat radio control car, full race specification, only £305. 021 356 3158. After 6pm

✪ **Sega Master System**, joypad, control stick, eight games including *Populous, Fantasy Zone 2, Rampage, Outrun.* Also Sega mags. Worth £200+, sell lot for £95. Tel 0246 415341.

✪ **Amstrad 6128,** over £200 worth of software, three learning packages + one business, two joysticks, all manuals, colour monitor and ten blank disks. Cost over £600 will sell for £325 ono.

✪ **Mega Drive** and six games. Infra-red joystick £220 ono. PC Engine, three games, three joypads, one joystick, four player adaptor, advanced colour, £140. Atari Lynx brand new, two games (boxed) £90 ono. Phone 0376 515576.

✪ **NES** for sale, over £300 worth of games inc. *WWF, SMB3, Mega Man 2,* two pads, seven games worth £400. Sell for £300. Ring 0207 282819. Call Lee after 4pm.

✪ **Amstrad,** worth £322, yours for £150 with joystick, 50+ games. Green screen monitor, excellent condition. Or swap for Game Gear 2 + games. Phone Mark 0243 554 169.

✪ **Sega Mega Drive** for sale, three games *Altered Beast, Cyberball + John Maddden '92.* All for £110 ono. Phone 0638 741911. Ask for James. Weekdays after 4.30pm. All day Sat and Sun.

✪ **Mega Drive for sale.** Ten great games, *Thunderforce 3, Bare Knuckle, J M '92, MERCS, The Immortal* etc. Will swap for SNES. I have Jap converter. Hurry, only £300. Phone Tristan 0206 578642.

✪ **CDTV** for sale with keyboard, eight external disk drive, has three CDs and eight games, cost me £900. One month old, sell for £600. Phone Jason on 021 355 3001, also on 0831 630536.

✪ **Spectrum 48K** for sale, loads of games, Kempston 2 joystick and tape recorder. Good condition, £65. Phone Alyn on 0554 754344 after 7pm. Also *WWF* handheld going for £10. It's criminal!

✪ **Game Boy,** eight games including *Mario Land, Nemesis, Robocop 2.* Rechargeable battery pack, case, magnifier, light, amplifier, all with instructions. £200 ono. Games £10-15.

✪ **Spectrum** tapes, titles include *Golden Axe, Operation Wolf, Last Ninja 2,* 96 games worth £180. Sell for only £60 or sell separately. Ring 0493 393419 and ask for Ben between 6-9pm.

✪ **Sega Master System Plus** with 18 games, two joypads, one controlstick, only twelve months old, excellent condition. Also light gun valued at £645. Bargain, only £250. Quick sale.

✪ **Game Boy** for sale with *Mario Land, Spiderman,* and *Tetris.* Everything boxed as new. Excellent condition only £85! Phone Adrian on 0872 41489.

✪ **Atari Lynx for sale.** In good condition with instructions. Fully boxed as new, no scratches only £65. Phone 081 440 4561. After 7pm on weekdays or anytime on weekends. Ask for Waleed.

✪ **Mega Drive** for sale with six games *Alex Kidd, Sonic, Altered Beast , Italia '90. Road Rash. Moonwalker* boxed as new only £240. Phone Jamie on 0978 823955.

✪ **Commodore 64** and 1541 disk drive, data cassette, joystick, over £250 worth of games altogether. Worth over £450, will sell for £150. In Yorkshire region. 0423 324822.

✪ **For sale. Spectrum 128K+2** with 248 games and 50+ mags. Plus two joysticks and interface. Only £175 ono. Also Fireball radio control car plus batteries £40. Contact Dean on 0222 831250.

✪ **Sega Mega Drives (UK)** complete with eight games (including *Sonic, Robocod, Madden '92, PGA Golf, Starflight, Mickey Mouse).* Two controllers and Japanese converter. Call Andy on 0962 732539.

✪ **Nintendo NES** for sale with *Mario 1, Duck Hunt* and *Ghosts 'N' Goblins*. Boxed as new, controllers and Zapper included, £70 ono. Call Michael on 0268 570417, Wickford (Essex) after 4pm.

✪ For sale **Mega Drive** with 12 games and two pads. games include *Sonic, Shinobi, Golden Axe, Strider, Spiderman, John Madden, Alien Storm,* worth £600. Sell for £300 or swap for Amiga. Ring John on 081 573 7699.

✪ **Amstrad CPC 6128** computer with colour monitor, disk drive, cassette player. Joystick, manual, magazines and over £300 worth of games. Vgc £170 ono. Tel Farnborough 0252 524830. After 4.30pm.

✪ **Game Boy** in excellent condition with headphones, head-to-head cable + *Tetris, Dr. Mario + Double Dragon*, for £80. Phone Natalie on 081 879 0172 now!!

✪ **Game Boy, PC Engine** and **Master System** for sale. All sold at reasonable prices including *PC. Kid, Super Mario, Qix, Chan & Chan.* Contact Billy (after 5pm) 0322 292852.

✪ **Sega Master System** with Light Gun, two controllers, 3 games (including *Double Dragon* and *Wonderboy 3*) boxed, excellent condition. Only six months old. Sell for £70. Phone 081 554 6714.

✪ **Game Boy,** fully boxed, eight games including *Bart Simpson, Double Dragon 2, Castlevania 2, Super Mario Land, Gargoyles Quest, Bugs Bunny* and *Burai Fighter, Tetris*, battery pack, Gamelight. All leads. £180. Tel 0462 677359.

✪ **Sega Mega Drive (Jap Pal).** Ten games including *Spiderman, Hellfire, Super Monaco GP, Pro 1 Joystick*, all boxed. £210. Phone Nigel on 0362 696235.

✪ For sale. Handheld games, *Wrestlemania, Legend Of Zelda* and *Bomb Sweeper (Double Screen), Mickey Mouse* each £10 or all for £35. Phone Jamie on 081 550 7349 now!

✪ **Spectrum 128/48K+2** for sale, includes joystick, keyboard, leads plus loads of games. Worth about £145 will sell for £45. Phone 0255 425159 also Mega Drive games wanted. For £10-20. *Mickey Mouse* etc.

✪ **NES,** two joypads, robot, gun, joystick, five games including *Simon's Quest, Duck Hunt*, Club Nintendo membership, boxed. All leads, cost £280 new. £130 ono. Call Andy on 0869 241362, weekdays after 6pm, also *Tamiya, Quickdrive, R.C Car* £50.

✪ **Nintendo Super Set** for sale, plus six games as new. £120 ovno. For more information ask for Alexis on 0705 822259. After 5pm Monday to Friday. Weekend anytime, needed urgently.

✪ **Sega Game Gear** with *Super Monaco Grand Prix* only two months old with guarantee, only £75. Write to Simon Rider 10 Argyll Street, Kettering, Northants, NN15 7HG.

✪ **Game Gear** plus ten games including *Shinobi, Halley Wars, Leaderboard* and *Donald Duck*. Gear-to-Gear link, mains adaptor. All boxed, all British all mint condition £200 ono. Telephone Luke on 0924 402988.

✪ **Sega Master System** including *Sonic, Wonder Boy 3,* and seven other games, two joypads, one stick, all for £140 ono. Phone Stevenage 0438 729447 preferably in the Hertfordshire area.

✪ **Nintendo NES** plus Zapper and eight games including *SMB 2, Punch Out* and *Robocop* worth over £200. All boxed and in good condition. Deal at £150. Phone Anthony 081 517 8954. After 6pm.

✪ **NES for sale**, four joypads, Fourscore, four games including *The Simpsons, World Cup, Mario 1*, all leads two months old. £110 or swap for Mega Drive or Game Gear. Phone 0829 41600. After 5pm.

✪ **For sale NES** including two control pads, light gun, *Super Mario Bros., Duck Hunt, Kung Foo,* excellent condition, boxed. £80 ono. Phone Jonathan on 0622 38376 between 4 & 5pm. Hardly used.

✪ **Two Nintendo** (NES) games for sale *Bionic Commando* and *Boy And His Blob* £35 for both or £20 each, good condition. Phone 06977 46320 and ask for Ian.

✪ **PC Engine and CD ROM (PAL),** 30 games, joypad, two joysticks, two player adaptor, 13 Japanese magazines, only £360 including (P+P). If interested call Richard 0224 925589 after 5pm. Best call on Tuesdays.

✪ **Game Gear** with *Sonic, Donald Duck, Mickey Mouse, Factory Panic, Wonderboy, Dragon Crystal.* Plus carry case, mains adaptor £150. Phone Will on 0905 51843.

✪ **PC Engine (PAL).** For sale with five games including *Drunken Master, Space Harrier* and *P-47* only £80 ono. Phone Steve after 4pm on 0606 888306. Phone now!!

✪ **Nintendo Entertainment System** for sale. Games: *SMB 1, 2* and *3!!* Also *Mega Man I* and *II, Batman* and many more. Also with Zapper gun, R.O.B, two joypads, one joystick. Worth over £600. Yours for £200. Call 081 777 0375.

✪ **Sega Master System** with one control pad and one game. Sell for £45. Ring 021 430 3443 and ask for Paul.

✪ **NES** for sale, with *Super Mario Bros 1, 2* and *3.* Everything immaculate, two

months old, £100. Offers tel 0296 770492 (Aylesbury).
✪ **Sega Game Gear** boxed, hardly used. Three games, Master System converter, carry case, mains adaptor worth £210, accept £147 ovno.
✪ **BBC Micro.** For sale eight games + cassette recorder and two computer books, bargain at £110. Will sell for £100 ono, phone Nathan 0306 79520.
✪ **Sega Game Gear** for sale, as boxed with four games, *Sonic, Outrun, Wonderboy,* and *Super Monaco.* All boxed. Sell for £120. Phone 0872 560253
✪ **PC Engine (PAL)** for sale with four great games, five player adaptor, all leads. Great condition. Boxed as new £140. Phone 0354 54168 after 4pm and ask for James.
✪ **Game Boy** for sale with *Spiderman, Super Mario Land, Double Dragon* and *Tetris.* Including stereo headphones and two player lead. All boxed. A bargain at £100. Phone 0304 8291221.
✪ I'm gonna sell my **Mega Drive** and five games including *EA Hockey, Sonic* and *Quackshot* for £225 (worth £290) or swap for a Famicom and game. Phone Selim 6-9pm weekdays on 081 857 8752.
✪ **Master System,** two joypads, *Alex Kidd* + five other great games. Worth £215, will accept £120 or the best reasonable offer anybody makes me. Phone 025746 3717 and ask for Jeremy.
✪ **Master System** with light phaser, 2 control pads, joystick, plus 6 games in good condition. Will sell for £120 or trade for Mega Drive + Sonic. Phone Paul (773532).
✪ Boxed **Game Gear** including four games, *Mickey Mouse, G-Loc, Wonderboy, Super Monaco GP,* Master Gear converter and one Master game, *Alex Kidd.* Call 0252 542581. £150 the lot.
✪ **NES** with four games including *SMB3, Rad Gravity, SMB1, Castlevania.* Worth £200 will sell for £100-120. Phone 0992 36403 after 6pm weekdays.
✪ **Master System** and one game *(Slapshot Ice Hockey).* Will sell for £60. Phone 656 8838.
✪ **Amstrad CPC464** with green monitor, loads of games, Cruiser joystick, light pen, books and magazines included. Worth £400. Excellent condition, all reasonable offers considered. Ring Simon on 0452 385811.
✪ **Game Boy,** magnifier, Gamelight, four top games, *Bart Simpson, Turtles, Duck Tales, Tetris.* Still in box. Interested? Call Zac on 021 353 8173. Cost £90-95.
✪ **Sega Master System 2**, still boxed, nearly new, with *Alex Kidd and Rastan*. New is worth £90, nearly new for £75 ono. Phone Andrew on 0772 782537 after 4pm.
✪ **PC Engine** for sale, two joypads and five games, *Don Doko Don, USA Pro Basket ball, Motoroder, Powerdrift* and *Gunhead.* Bargain £150. If interested, phone Rich on 0272 618263. All boxed for exchange.
✪ **BBC 'B'** computer with 80 games and two joysticks. Full manual of instructions. Nearest offer to £195. Bargain. Call 0204 491462 anytime.
✪ **Mega Drive** all leads, Jap converter, boxed three months old £85. Game Boy with *Tetris, Battletoads.* Boxed two months old £50. Phone 081 668 2013 after 7pm.
✪ **UK Mega Drive** boxed, ten games, *Road Rash, J.Madden '92, Quackshot, EA Hockey, Streets Of Rage, Sonic* etc. plus two joypads, Jap converter and magazines £300 ono. Phone Chris on 0582 592910.
✪ **Nintendo for sale.** Including seven games *Mario 1 + 2, Double Dragon 2, Off Road, Donkey Kong, Goonies 2, Skate Or Die.* Ring Ben on 081 854 4339, 4.30-9.30pm weekdays. Only £170. Bargain of the year!
✪ **Game Boy** for sale, three games. £80 or swap for four games on Game Gear or Master. Write to Andy, 29 Rutters Meadow, Quinten, B,ham, B32 1SH.
✪ **PC Engine** with five games including joypad for £190. Phone 081 690 5058 and ask for Ikeanyi.
✪ **Amiga 500 1meg,** Action Replay, trackball, joysticks, 35 latest games, mouse, keybord cover, three years Super Cover from Dixons, *Deluxe Paint 3*, only five months old, bargain £400. 071 831 3528.
✪ I'm selling my **Nintendo** with nine games, *Mario 3, California Games, Megaman II.* I will sell it for £190 ono or swap it for an Amiga. Worth £380. Phone 0352 757064.
✪ **Spectrum Interface,** brand new, hardly used. A mere £5. Phone 021 7056699.
✪ **Mega Drive** with Master System converter and two games would cost £180, will sell for £150. Call 0892 835015 after 4pm.
✪ **Nintendo** and eight games – great deal. Worth £255 will sell for just £190. Any offers considered. Phone 061 773 7681, Manchester area. Games include *Mario 3* and *The Boy And His Blob.*
✪ **Nintendo Game Boy** with three games, everything boxed as new. £100. Phone 0603 261696, 6-10pm weekdays or 0803 787777 9-5.30pm. Ask for Alex.
✪ **Game Boy** with latest games, *Robocop 2, Mickey Mouse 2, Duck Tales, Megaman* and *Castlevania 2.* Worth £200, sell for £130. Call Marcellus on 081 203 0490 (London) after 7pm or knock at 16 Elmgrove Rd, Harrow, Middlesex.
✪ **C64 for sale,** 1541 disk drive, dot matrix printer, Mk V1 Action Replay cart, £250 worth of games on disk, cassette recorder, Maveric and Navigator joysticks, all leads, all boxed. Worth over £600 will sell for £280 cash or £300 cheque. Phone 0532 (Leeds) 720828.
✪ **Master System** still boxed, three games, joystick, two control pads. Originally £140, sell for £55. Six months old. Ring Stuart 0209 714875 after 4pm.
✪ **Sell my Mega Drive** plus five games for £200 or I will swap it for a Super Famicom with one or two games. Phone Scott on 0772 6264904.
✪ **Atari Lynx for sale!** With four games (*Xenophobe, Blue Lightning* etc.) adaptor, Comlynx, manuals, etc. All boxed. Sell for £140 ono. Write to James, 9, Jubilee Gardens, South Cerney, Glos GL7 5XW.
✪ **Nintendo for sale** plus five games *Simpsons, Turtles, S.M.B 2, Fester's Quest* and *Ghosts 'N' Goblins* and a Quickshot joypad. All for £100. Call Rob on 0272 607495.
✪ **Amstrad CPC 128k** disc drive with colour monitor, 40+ top quality disc games inc. *Cyberball, Chase HQ.* Also tape drive, leads, magazines & 20 games. £200, ring 0452 780827 evenings.
✪ **PC Engine** (PAL 1 version) two joysticks, one joypad, four player adaptor and the top 12 games. All worth £550+. Consider offers over £230. Phone offers over £230. Phone Nik on 061 980 3537. Free games rack!
✪ **Atari Lynx** for sale, all boxed with seven top games inc. *Hard Drivin', APB, Roadblasters.* All worth over £300 will sell £150-300. Tel David on 061 428 8418 after 5pm.
✪ **Sega Master System 2** for sale with four games including lightgun *Op. Wolf, Alex Kidd, Secret Command, Fantasy Zone.* Will sell for £105 ono. Contact James on 0326 318003.
✪ **Mega Drive** SCART and PAL, *Vapor Trail* game, two pads. Plays all Mega Drive carts. Game Boy, five games, includes *Mario* and *Turtles.* Also Game Boy light and case. All for £180. Call 0602 755090.
✪ **Sega Master System** and ten games. £130 or swap for four decent Mega Drive games, eg. *Wrestle War* or *ToeJam And Earl.* Phone Ian on 699150.

soft ZONE

✪ **Lynx games** for sale: *Blue Lightning, Warbirds, Ninja Gaiden, Hard Drivin' and Viking Child*. All excellent condition (still boxed) £20 each. Phone Jamie on 081 954 7543.
✪ Oi Felchers! **Mega Drive** games for sale. *DecapAttack* £25, *Columns* £20, *Starflight* £30, cheap eh? Tel Chris on 0443 812768 or write to 21 Hillside, Tredomen, Ystrad Mynach, Mid-Glam, CF8 7BT.
✪ **MD Games** for sale. *James Pond 2* £30. *Shinobi* £25, *G.Axe* £25, *Monaco*, £25 *ESWAT*, £20 *Populous*, £30. All official, will sell for £130 altogether. Phone 0548 82416 anytime.
✪ **Mega Drive games** for sale. *Budokan* £20, *Flicky* £20, *Super Thunderblade* £20, *Wonderboy* £18, *Shadow Dancer* £20, *Fantasia* £20. Tel 0553 761184, between 4 and 5pm, Mondays to Thursdays.
✪ **Nintendo** *Gremlins 2* and *Mario 3*, both brand new games for sale. Ring 0733 208027. Ask for M.L.D. Between 5 and 10pm, Mon-Thurs and Sunday. I'll make you a good cheap deal.
✪ **NES Jack Nicklaus Golf,** £34 or swap for *Star Wars.* Call 0622 39067.
✪ Selling **Super Mario Land** for Game Boy with instructions for £16. Phone 071 241 5188 and ask for Daniel or I'll swap for any other Game Boy game.
✪ **Console games going cheap** including Mega Drive's *John Madden* £21, NES *Super Mario* £10 and Game Gear *Super Monaco GP* £16 plus many more bargains. Please send SAE for full list to David, 29 Abrachroad, Inverlochy, Fort William, Inverness-shire.
✪ **Strider on Mega Drive,** will swap for *EA Ice Hockey, PGA Tour Golf, Monaco GP, Fatal Rewind* or offers. Or sell for £25 ono. Contact Steve on 081 671 8456.
✪ **Game Boy** for sale or swap. *Ducktales* and *Operation Contra.* Telephone 05394 88945.
✪ **G-Loc** for Sega Game Gear. Brand new. £17. Willing to swap. Ring Nottm 0602 235052 6pm-9pm.
✪ **Two Sega games** for sale, *Transbot* and *Fantasy Zone* are £6 each or swap both together for *Asterix, Donald Duck, Heavyweight, Pro Wrestling* or both on Master System. Call 0272 615924.
✪ **Commodore 64** System 3 pack for sale including *Myth, Vendetta, IK+* and *Tusker*. Will sell for £5. Bargain!
✪ **For sale or swap,** *Wrestle War* or *Sonic*. £25 each. Will swap either game for *John Madden Football, Strider* or *EA Hockey*. Contact Micheal Pearson, 77 Tennal Rd, Harborne, Birmingham, B32 2JB.
✪ **PC Engine games** for sale. *Formation Soccer, Legendary Axe, Outrun* and loads more titles from £10 to £25. Please call Darren on 081 203 4406 anytime.
✪ **NES games** *Robocop, Black Manta, Rygar, Donkey Kong Classics,* £17.50 each, £60 the lot or swap 2 for 1, *Mario 3, Low G-man, Gauntlet 2.* Phone Mark 0268 779948.
✪ **Mickey Mouse** for Game Gear up for grabs. £15, willing to swap. Tel 0768 779254. Ask for Chris.
✪ **Game Gear** *Leaderboard Golf, Super Monaco GP, Halley Wars* worth £70 brand new, will accept £25. Phone Darren 0706 59240. First to call will buy as games have never been used.
✪ **Mega Drive games** for sale. *Street Smart* £20 *Golden Axe* £20. If interested phone 0786 64550 after 4pm.
✪ **Nintendo games** to sell or swap. *Duck Hunt* + gun (£35) and *Gyromite* + *robot* (£30) for *Megaman 1* and *Megaman 3* or will sell for £55. Ring 572243.
✪ **Game Boy games**: *WWF, Double Dragon, World Cup,* and *Tennis.* Sell for £10 each or swap for Lynx games (will pay difference). Call 0454 612709 after 6pm and ask for Sam.
✪ **Mega Drive Rolling Thunder** (SCART only) £20. Tel Steve on 0782 323029.
✪ **Mega Drive, Master System, Game Gear and Game Boy games** to sell or part exchange. For list tel 0480 65402, ask for Andrew. Write to Mr. A. Bowler, Redthorns, Park Ave, St.Ives, Huntingdon, Cambs, PE17 4JW.
✪ **Nintendo NES games** for sale . Titles like *Days Of Thunder Mario 2* and *3, Double Dragon 2, Blades Of Steel, Tecmo World Wrestling*. Games from £10-20. For details phone 0273 813437.

want ZONE

✪ **SCART Nintendo Super Famicom** wanted, complete with colour monitor or SCART TV, with or without game(s). Will pay £260. Phone 071 354 3945. Ask for Matthew.
✪ **Game Boy games** wanted. Must be in good condition and boxed, Grays, Essex area. 0375 382507. Ask for Keith.
✪ **Nintendo Super Famicom** games wanted. Will pay good price. Phone 081 571 5809 after 4pm.
✪ Any **Mega Drive** games for sale or swap. Willing to pay £15-25. Want *Sonic, Road Rash, Donald Duck, J.Madden '92, Speedball 2*. If interested please phone Peter on 0389 50756.
✪ Wanted: any boxing game for **Master System.** Must be boxed with instructions. Contact Mikey, 25 Stravanian Rd, Castlemilk, Glasgow, G45 9LY.
✪ **Posters and leaflets** on consoles, computers and games. Call 0643 821842.
✪ **Sega Game Gear** games wanted. Willing to pay £10-12 each, new titles will pay up to £15. Tel Peter on 0462 677113 after 5pm only. Not Friday and Saturday.
✪ **Lightboy** for Game Boy wanted. Great urgency. Recommend your price. Phone 0492 533742. (Colwyn Bay.)
✪ **Mega Drive and Lynx games** wanted. Will pay £10 for Lynx games and £10-15 for Mega Drive games. Tel 665074. You must live around the Northamptonshire area.
✪ Amazingly cheap **Sega Game Gear** game cartridges and accessories, will buy lot if cheap enough. Must be able to deliver. Phone Rak on 0203 555260 after 6pm.
✪ Wanted **NES and Game Boy games** pay £10 each. Write to Damien Prescott at 117 Flaxman Road, Camberwell, London, SE5 9DX.
✪ Wanted: Any **Mega Drive games**. I will pay up to £15 for your old cartridges or pay up to £10 for Game Boy games. Ring 0533 701830 after 6pm weekdays. Ask for Ben.
✪ **Wanted: Lynx games** in good condition. £10-15. Will consider any. Send lists to Miles Turner, 14 High Street, Ixworth, Bury St Edmunds, Suffolk, IP31 2HH.
✪ **Sega Master System games** wanted. Will pay £10-15 for such titles

as *Sonic, Mickey Mouse, Shinobi, Psycho Fox* and any other good titles. Boxed if possible. Contact Sarah on 578 7907.
✪ **Wanted: Lynx games** must be in good condition. Will pay £10-15. Phone after 6pm. Ask for Matt 0672 64063. Already have *California Games, Xenophobe, Zalor Mercenary, Blue Lightning.*
✪ **Lynx games wanted**. Why sell complete system when you can get more by splitting hardware from software? Best prices paid for those neglected games I need. Phone Mark on 0202 547136.
✪ **Wanted: Mega Drive joystick** or any games, good money paid. Phone Martin on 0983 65412 any day after 4pm.
✪ Want issues 1, 2 and 3 of ***Game Zone.*** Pay around £1-1.50 for each. Contact Paul after 4pm on 0322 551589.
✪ **Reward!** I need Lynx *Scrapyard Dog* game instructions. Please send a photocopy – first one received gets **£10**! Send to Box 235 Lynx, 24 Best Wall Rd, Wareham, Dorset, BH20 4H2.

love ZONE

✪ Wanted 13/14 year old girls. Write with details to **Kristian Grimsley**, 33 Hassendean Road, Blackheath, SE3 8TR. Include photos.
✪ **Lonely, handsome, rich**, looking for 18-year old female to have friendship with. I own a Lynx, Neo Geo, Mega Drive, Game Gear and Amiga. Please ring Jamie Roderick on 0904 633601. Come on girls!
✪ Are you between 12-14 and female? I am looking for a **horny bird** to go out with me. Write to Peter Bowles at 29 Weald View Rd, Tonbridge, Kent, TN9 2NQ.
✪ **Lovesick boy** wants to hear from sexy girls with Sega Mega Drives for a mega time. Please send a photo to Rupert Osmond, 1 Redhouse Rd, Tatsfield, Kent. All letters answered.

fan ZONE

✪ New **Console World Fanzine.** All major consoles. Games reviewed include Famicom *Wrestling*, plus every reader can win a Game Boy. Send £1 to 26 Westmere Drive, Mill Hill, London.
✪ Nicky Lee here with the **latest console information**. Either send SAE or blank VHS video plus £2 return postage to 20 Fairway, Princes Risborough, Bucks.
✪ **Console Crazy –** the ultimate console fanzine. Get the latest issue now! Full of news, reviews, features and competitions. £1.30. Write to 28 Wartergate Lane, Woolton, Liverpool, L25 8Q5. Cheques payable to "CC".
✪ Want **tips and cheats** for any Mega Drive games? Then write to me, sending a SAE saying what games you are stuck on with details and I will answer your questions. Send to 4 The Hollow, Twerton, Bath, Avon, BA2 1LY.
✪ **NES and Game Boy Mega Guide.** Loadsa cheats, send A4 SAE (or 40p extra) with cheque/PO for £1.50, made payable to Nicholas Clark, 26 Penn Road, Hazlemere, High Wycombe, Bucks, HP15 7LR.
✪ **Nintendo News –** issue 2 for NES, Famicom, Game Boy reviews, previews, news and tips. Send 90p plus name and address to Nintendo News, 12 Elgin Avenue, East Kilbride, Glasgow, G74 4EA. Also win a Game Boy!
✪ **The British Aliens Fan Club –** the country's only club for fans of the movie! Membership card, newsletter and more! Send SAE for details to: BAFC, PO BOX 11, Liskeard, Cornwall, PL14 6YL.
✪ **Sega Mania –** Master and Mega Drive fanzine. Over 30 games reviewed plus tips, cheats, swaps etc. Cheque payable to K. S. Grosvenor, £1.50. 17 Parkside, New Haw, Addlestone, Surrey, KT15 3AN.
✪ Wyld Katz, the leading Lynx fanzine returns with a new look! Current issue send 80p to Wyld Katz, 63 Croftway, Selby, North Yorkshire, YO8 9DD. Please make cheque or PO payable to Andrew Reid.

scribble ZONE

✪ Hello Earthlings! **Are you off the planet** or just out of this world? Then join me on my future mission. Write, including photo to 11 Faradon Grove, Corby, Northants NOW!
✪ I'm looking for a **computer crazy** pen pal aged 11. I own a Game Boy and a Sinclair+3. Write to Zane Cunningham, 44B Wightman Rd, Harringay, London, N4.
✪ **FREE Mega Drive game** prize draw. To enter send ideas and suggestions for what to include in a Mega Drive fanzine. Genuine prize! Kee Law, 51 Market St, Torquay, Devon, TQ1 3AW.
✪ Looking for a **boy or girl** who needs a pen pal aged 10? Write to 10 Prunus Court, Holt Drive, Colchester, CO2 0DG.

swap ZONE

✪ **Mega Drive contacts** for swapping games. I have a large collection of UK/US/Jap titles. Please call 021 459 7576 for lists.
✪ **Master System game** *California Games.* Will swap for *Sonic The Hedgehog, Chase HQ, Outrun* or *Shinobi.* Phone Chris 0978 754078.
✪ **Swap NES** with six games *Donkey Kong,* classics *Simon's Quest SMB, SMB 3, Double Dragon, WWF* and Adv joystick. Swap for SNES with *SMB 4, Gradius 3* and two controllers. Tel John on Northampton 408780.
✪ **I will swap** my *Outrun, Great Football, World GP, Black Belt* or *Double Dragon* for your *Sonic, Donald Duck, Super Kick Off* on Master System. Luke Robinson, Canon House Farm, Whel-drake Lane, Elvington, York, YO4 5AY.
✪ I will **swap my Famicom and two games** *Mario* and *Super Off Road Racer* for a Neo Geo. Everything is boxed. Liverpool area. Phone 057 920 5366.
✪ Game Gear fans I would like to swap my **Master Converter for** your **GG charger**. Phone 0854 612155.
✪ Swap **Mega Drive + seven/eight games,** between £35-45 for my Nintendo with 11 games, which includes *Super Mario 1, 2, +3, Duck Tales, Gremlins 2* and *Turtles,* etc. So call Ken on 0243 787469 after 6pm.
✪ I will swap **Super Monaco GP, Sonic** and my others for *Ghouls 'N' Ghosts, EA Hockey, Gynoug, Strider* and any others will be considered. Tel 0298 70875.
✪ Will swap **California Games** or **ElectroCop** (Lynx) for *Xenophobe* or *Toki* or sell *California Games* for £25 ono. Ring 071 628 5228 and ask for Rupert. (*ElectroCop* with maps of every level.)
✪ Swap **Lynx** with four games, two PSUs and a carry pouch + Nintendo with three games + light gun for Mega Drive with one game or sell both. Call 051 608 0609 after 6pm.
✪ **Master System games** to swap. *Bonanza Bros, Vigilante* or *California Games* for your *Spiderman, Flintstones* or *Mickey Mouse.* Ring Jonathan on 635295 (Guisborough) after 4.15pm.
✪ Yo Mega Drive owners! I'll swap my **Sonic The Hedgehog** for your *Desert Strike*, okay? So phone 0504 885524 after 5.30pm.
✪ Swap my **Game Boy** *Mario, Side Pocket* and *Double Dragon* for *Golf, Castlevania, Gargoyle's Quest* plus others. Phone Andy 0803 313144.
✪ Swap my **NES and Game Boy** for Mega Drive. Game Boy has four games and NES light gun. If interested phone Matty on 051 724 1515. Will separate NES and Game Boy.
✪ **Game Gear** with Master Gear adaptor (boxed brand new!). Swap for your Mega Drive with game(s) or sell for £99. Ask for Lee. Tuesday, Thurs, Friday, 16.30 onwards on 0823 480782.
✪ **Radio controlled car**, Tamiya Vanquish, souped up, very quick, worth £330+. Swap for your Mega Drive with two-four games. Sell car for £125. Oakley (Beds) 02302 5381. Please phone after 4pm.
✪ I desperately want an **Amiga 500.** No games, just a mouse etc. Will swap for Mega Drive with five games. Phone 0256 64196. PLEASE!
✪ Hey **Lynx owners** who wants to swap their *California Games , Slimeworld, Rygar, Klax* or *Viking Child* for my *Paperboy* cartridge (vgc). Phone Ben after 5pm on 04616 648.
✪ My **Rampage (Lynx)** boxed with instructions plus a fiver (or *Ninja Gaiden* boxed with instructions) for your *World Class Soccer* (Lynx) must be boxed with instructions. Ring 0302 850423.
✪ **Amstrad CPC 6128,** printer, MP2 modulator, monitor, joysticks, games. Swap for console or handheld or sell for £225. Also PC Engine (Scart), two games *Alien Crush, Digital Champ* £90. Contact Eliot 0938 84443.
✪ Swap **John Madden '92** for *EA Hockey* or sell for £25. Phone between 6-7pm on 0495 307656.
✪ Ten **Amiga games** in vgc *(F29 Retaliator* and *Rocket Ranger* included) to swap for two/three Lynx games in similar condition. Please write to Michael, 28 Pen-an-gwel, St. Ives, Cornwall, TR26 1DL.

thing ZONE

✪ Bargain! **Wrestlemania 3 video.** Hours of wrestling including Hulk Hogan and many more. Cost £15, sell for only £9. Mark Lewis, 29 Vernon Street, Hafod, Swansea, SA1 2EZ.
✪ **Cheats Galore!** A bumper packed book full of cheats. Over 500 cheats in each book. Books available for Mega Drive, Game Boy, Amiga. Send address for details. No SAE required. 61 Kings Road, Wimslow, Cheshire SK9 5PW.
✪ Please say hello to Mr Carter the **unstoppable sex machine** and his form nine rhubarb. PS. Be warned! If you see him with a Flymow run for your life!!!

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If you want to advertise FREE, in Soled Out, please write in BLOCK CAPITALS below and send the coupon to Soled Out, *Game Zone*, 19, Bolsover St, London, W1V 2BP. Don't be a plonker and remember to include your address and phone number (including code). Business advertisers will not be accepted, they can jolly well go and advertise in the classified section and pay for it 'cos we all know they are stinking rich.

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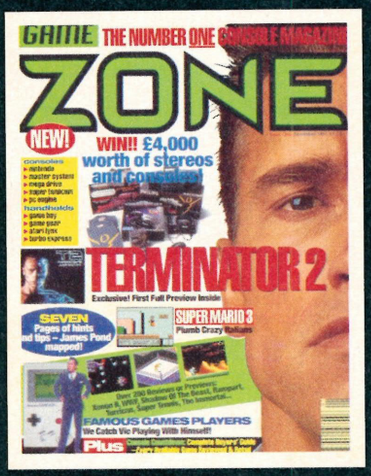
GAME ZONE

back issues

Come on, own up. We know what you are even if you won't admit it. An ostrich. You've missed loads of *Game Zone's* riveting reviews, top tips, fab freebies, features and tons of other stuff! Get your head out of the sand - get back issues.



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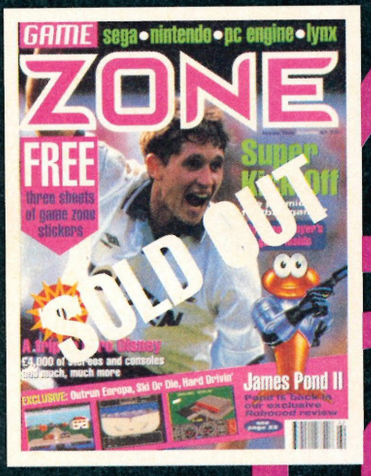

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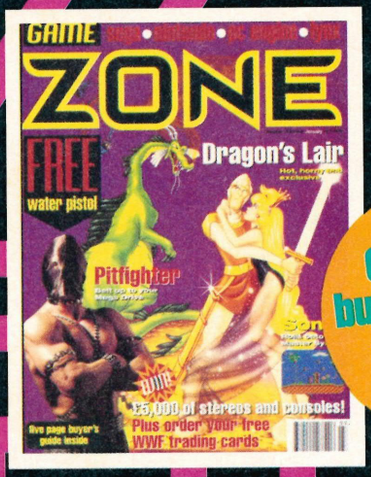

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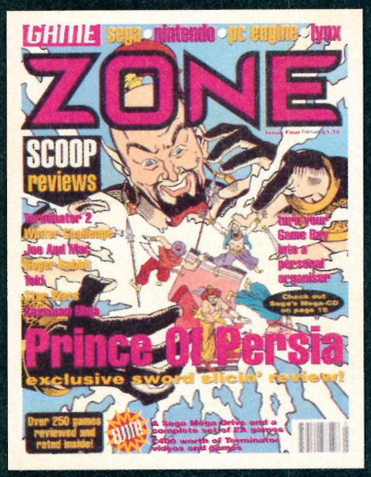

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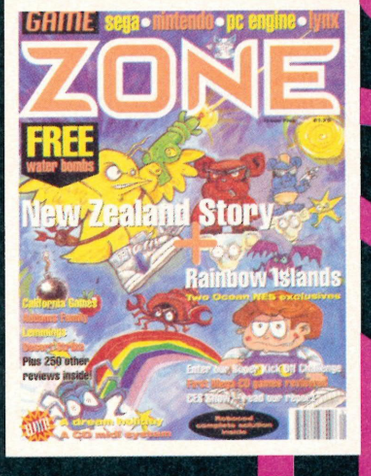

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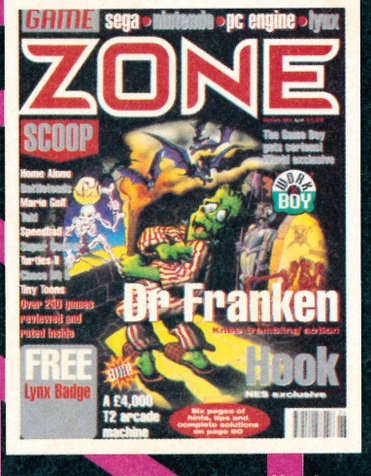

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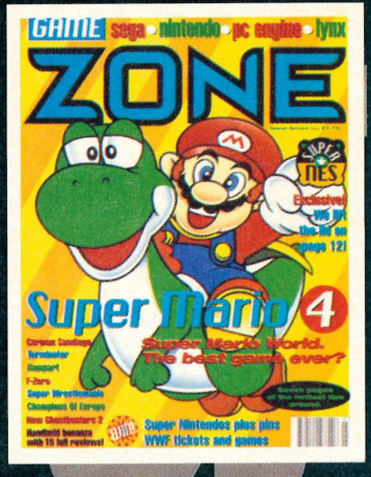

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THE TWILIGHT ZONE

Hello, and welcome to the Twilight Zone, the part of *Game Zone* where...

WHY DO YOU ALWAYS SAY THAT?

...Eh? Always say what?

YOU ALWAYS SAY 'HELLO, AND WELCOME TO THE TWILIGHT ZONE, THE PART OF *GAME ZONE* WHERE, ETCETERA'. WHY DON'T YOU SAY SOMETHING DIFFERENT FOR A CHANGE?

Like what?

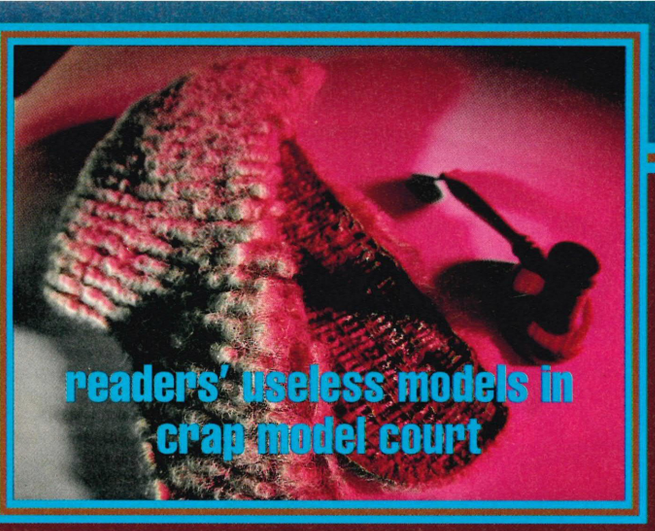
I DON'T KNOW, JUST SOMETHING DIFFERENT, JUST SOMETHING A BIT MORE ORIGINAL AND EXCITING... SOMETHING MORE VITAL.

Okay. Er, dude! Hang it down the side, man! This is The Twilight Zone. It's spacious babe, it's happening. Sweat it out, geezer! Excellent! Slice! Ride on time!

OH DEAR. ON SECOND THOUGHTS MAYBE YOU SHOULD STICK TO YOUR TRIED AND TESTED FORMULA...

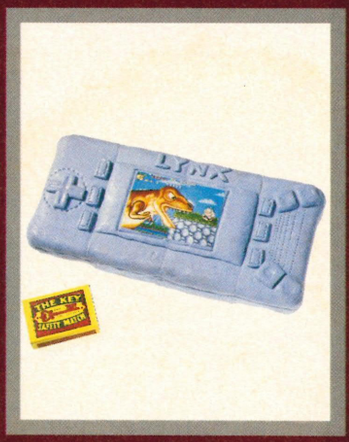
There's no pleasing some people, is there? Here's The Twilight Zone address then: The Twilight Zone, *Game Zone*, 19 Bolsover Street, London, W1V 2BP. We want thumbprints, passport photos, models, doodles, instructions on making things and, well, you'll get the idea over the next few pages if you don't know already. Free *Game Zone* badges for all.

(Ride on time??? Ed.)



readers' useless models in crap model court

1 Prosecution: M'lud, the first defendant is Gareth Sharpe of Keighley in West Yorkshire, whose model is, I cannot argue, a beautifully rendered and easily recognisable James Pond. However, m'lud, the offence in my eyes is the medium from which the model has been fashioned. Soap. And, by the smell of it, soap stolen from his grandmother – it's heavily scented. Theft, m'lud.
Defence: Your honour, my learned friend has no concrete evidence to substantiate this wild claim.



2 Prosecution: Your honour, to give you an idea of the size of this monstrosity, I have placed it next to a matchbox. I may add that Simon, Paul and Eddy from London – the builders of this Atari Lynx model – have wasted five boxes of Blu-tack in the construction process. That, m'lud, is ecologically unsound, as Blu-tack is made from dolphins'... ahem... testicles. It's an outrage. Hang them.
Defence: M'lud, I protest – my learned colleague is making things up in an attempt to lead the jury. Blu-tack is not made from dolphins' testicles and this model is ecologically sound.

the optical illusion zone

The part of The Twilight Zone where all is not as it appears. Look at the following diagram and you'll see what we mean...
The two lines, A and B – are they parallel? Or not? You may be surprised by the actual answer, which is printed opposite.

Send us models, we asked. And have you done us proud or what? They turn up by the cartload, they really do... Some are truly awful, some are slightly useless, some are almost okay and some are actually brilliant. What we do is to gather as many of these models as we can together on one page and have a trial - a trial to decide whether they're crap or not. We're the counsel for the prosecution, we're the counsel for the defence and you lot are the judge and jury. Okay? Silence in court then... The trial begins.

3 Prosecution: Your honour, the defendant in this case is Royal Mail. You can see for yourself what has happened: the envelope containing what I feel may once have been a model of a penguin has been... well, it has been destroyed and the name and address of the sender has been lost. Fifteen lashes of the cat is what I propose. Fifteen lashes for every postman in the land.
Defence: In defence of the postmen I say... um... Oh dear, I can't actually think of anything at the moment. Can we come back to this one m'lud? *(No. Ed.)*

4 Prosecution: This one is from 'the hotline boyz' of Club Nintendo telephone helpline, m'lud. The actual model was made by Mike Barnes and the subject matter is Graham Archer who is the helpline boss. His picture is exhibit two. The charge laid against the hotline boyz is that they've cleverly managed to get a free plug for their helpline service. It's a hanging offence if I'm not mistaken, m'lud.
Defence: It's an uncanny likeness m'lud and I feel all charges should be dropped immediately.

5 Prosecution: Your honour, the model you are now looking at was sent to us by Andrea Coleman of Hounslow in Middlesex. The subject is Mickey Mouse and the charge is very simple – I abhor all Disney characters, especially Mickey Mouse. I ask for a long sentence with no remission.
Defence: Objection, your honour – my learned friend is allowing his personal feelings to creep into the proceedings again. It really is most unprofessional. His hatred of Disney characters has no relevance in this court. The model is excellent.

6 Prosecution: The final case today is the Crown versus Chris Tindale of County Durham. His Blu-tack model is of *Game Zone* staff writer Jeremy Daldry, m'lud. The case against the defendant is that there are traces of cardboard across the face of the model, and that the nose has been squashed. A minor offence, but an annoying one nevertheless.
Defence: M'lud, my colleague is clutching at straws, I feel. If anyone is to answer the charges laid, it should be Britain's postmen. The jiffy bag containing the model had been crushed.

So there they are, the cases for and the cases against. Now it's down to you, the jury. The following coupon contains the name of each defendant, the charge laid against them and a blank space where you can write either 'guilty' or 'not guilty'. Beneath that is where you get to be the judge. Jot down a punishment of your own choosing. If you send a model yourself, it's worth enclosing this coupon because one of you can win a special *Game Zone* potato (as well as your badge). Can't be bad, eh?

The Findings of the Jury

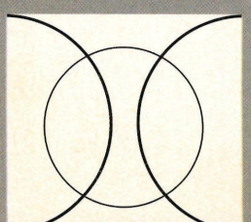
I find the following people guilty/not guilty of the charges laid against them...

NAME	CHARGE	GUILTY/NOT GUILTY
Gareth Sharpe	Stealing his Gran's soap	**guilty/not guilty**
Simon, Paul & Eddy	Buying dolphins' testicles	**guilty/not guilty**
Royal Mail	Being totally crap	**guilty/not guilty**
The hotline boyz	Getting a free plug	**guilty/not guilty**
Andrea Coleman	Not hating Disney characters	**guilty/not guilty**
Chris Tindale	Making a messy model	**guilty/not guilty**

The Sentencing

As the judge I hereby sentence all the above to _____ years hard labour in the grottiest prison I can think of. Another punishment which comes to mind is _____.

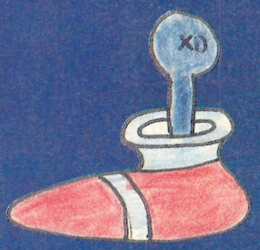
I enclose a model I made myself to show them how they could have avoided their fate.

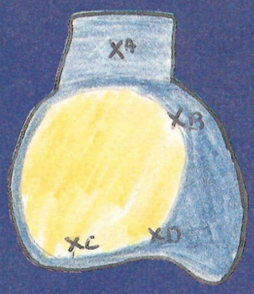


ANSWER: Of course they're not parallel. They bend like bananas. If you thought they were parallel then you're obviously a bit of a stupid git.

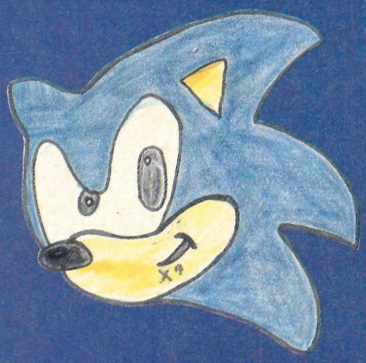
making your own things...

No. 6: A cardboard model of Sonic The Hedgehog





If you want to make something crap then watch Blue Peter. If you want to make something smart then read The Twilight Zone. It's as simple as that: we say it every month and it's true – well, okay, it's not true. Anyway, this month Gareth Parker of Wokingham in Berkshire shows us how to construct our very own cardboard model of Sonic. It's got a thousand and one uses, this model. For instance, you can poke some string through its head, hang it from the ceiling and you've got yourself a mobile. You can also, er, poke some string through one of its feet, hang it from the ceiling and you've got yourself a slightly different mobile – a sort of 'upside-down' one. As for the other 999 uses? Well, we won't go into them right now because space is a bit pressing. Over to Gareth then.

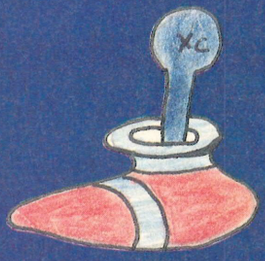


Method

1. Trace over all the shapes I've given you, using the tracing paper and one of the coloured pencils.
2. Stick the tracing paper onto the card and cut out the individual shapes.
3. Colour the shapes in. Copy mine or do your own thing.
4. Push the normal pin through the centre of every cross.
5. Join the two crosses marked A together with a paper fastener. Do the same with the crosses marked B, C and D.

Your poseable Sonic figure is now complete.

equipment ● Tracing paper ● Scissors ● Card ● Coloured pencils ● Glue ● Four paper fasteners ● One normal pin



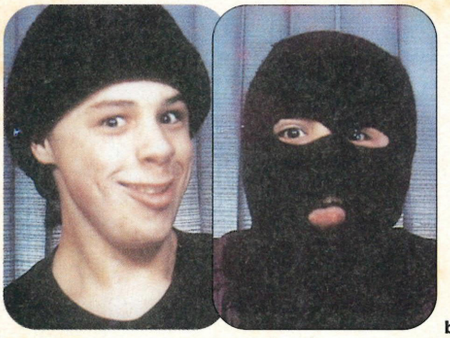
And complete it certainly is. If you don't believe it then take a look at the one we prepared earlier – we followed Gareth's instructions to the letter and polished the whole thing off in ten minutes flat. Just think, that means it's possible to make six Sonics every hour. Taking sleep into account (let's say eight hours average) it means you can make 96 Sonics every single day. If you keep this up for the rest of your life, taking Sundays off, you'll be able to leave just under two million cardboard Sonics in your will when you finally die. What an incredible inheritance for some lucky, lucky relative.

red light at customs

Passport photos are where it's at. They're a hoot, they really are. Nothing can capture your image quite like one of those passport photo booths. It's for this reason that we ask you to send us passport shots of you. (Or a friend or a relative if you prefer.)

This month we've got two entries and as usual we've passed them on to our resident customs official, Major Susan Farquar. First of all here's the note we received from Gavin Wilde of Weybridge in Surrey: "Dear *Game Zone,* Here are a couple of passport photos of a mate of mine. He's called Stephen Reed. He doesn't know I've sent them in by the way, so please don't print my name or I've had it." Over to the Major for comment...

Major Farquar says: There's nothing we customs officials hate more than this sort of photograph. It's as if the owner is having a laugh at our expense, from the safety of 'inside their passport' as it were. We look at them standing there, straight faced, as we're flicking through to see which countries they've just been to, and we know they're thinking 'Ha ha, I'm pulling a funny face at you and you don't even know it'. But we, of course, do know it. They know it too, soon enough, once we've got them in the back room with our hands up their bottoms, searching for nothing in particular. I'll certainly be keeping an eye out for this chap. Let's hope for his sake he never comes through my gate on the way back from somewhere like Thailand.



Secondly we have these shots from Jason Docherty of Glasgow... "Dear Twilight Zone, here are my passport photos, taken just before I hijacked Heathrow to Libya." Blimey, Jason hijacked an entire airport. Unbelievable. What will the Major have to say about that?

Major Susan says: I wouldn't rise to the bait in this case – especially if the shot in the passport was the one in which the balaclava was being worn. This isn't the first such passport photo I've seen. It's as if the person is saying 'Turn me over, I'm a terrorist and no mistake'. Then, if I was to turn him over (in the special 'turning over' room) he'd just laugh. I'd be doing exactly what he wanted me to – I'd be being predictable. I could probably plant a gun on him and have him carted off by MI5, but it's risky, planting things on people, and I could lose my job if I was discovered. No, I'd let this one walk through the gate unhindered. You have to get up extremely early in the morning to put one over on Major Susan Farquar.

Have you got a dodgy or just plain ugly passport photo? Send it to The Twilight Zone. Find out what would happen if you tried to get through Major Farquar's customs desk on your way back from holiday.

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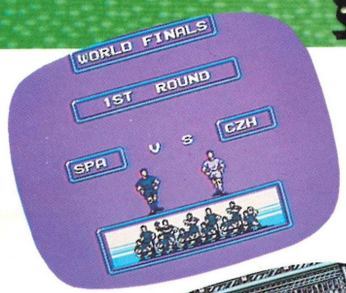

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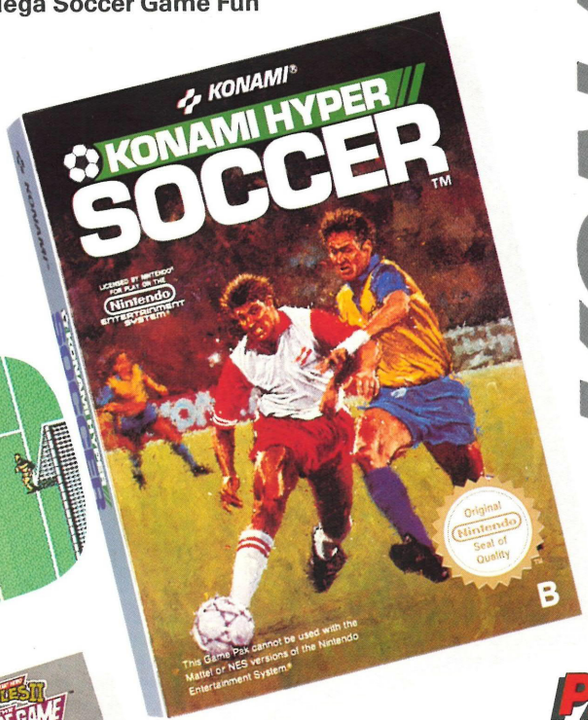

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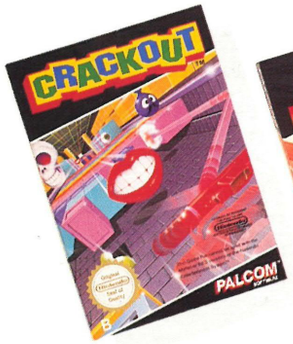

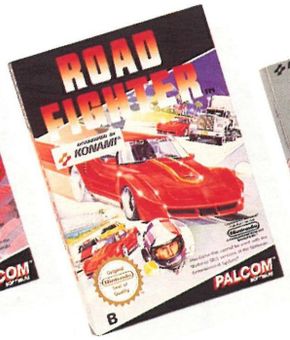

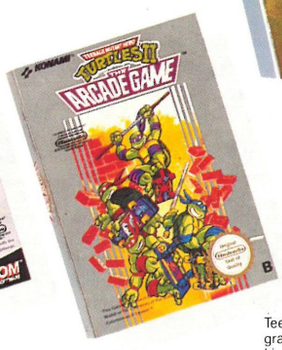

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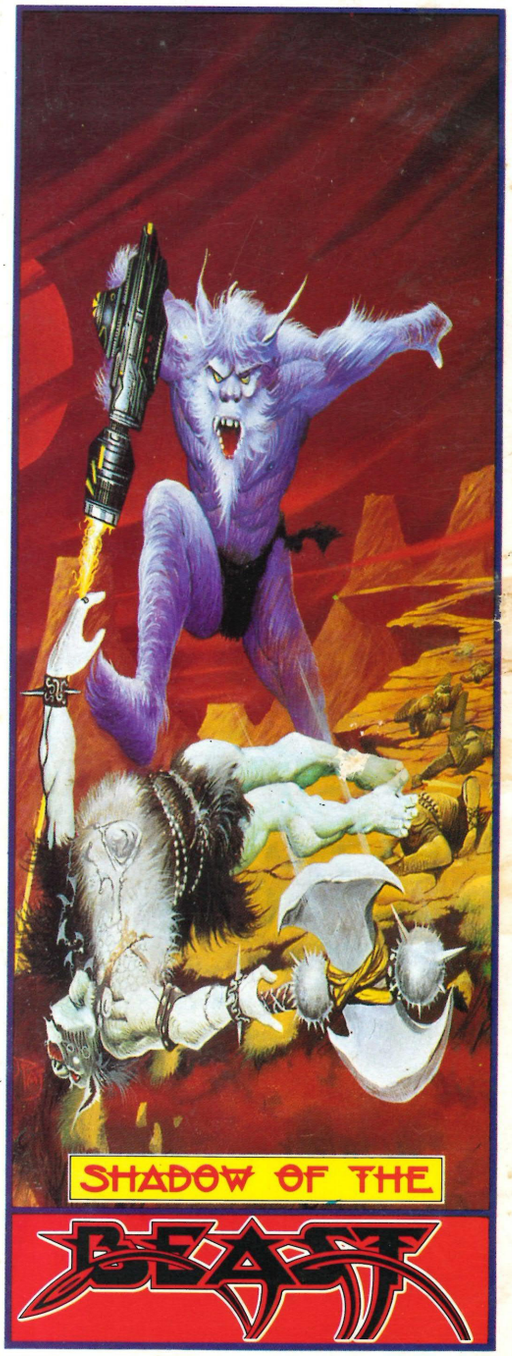

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1. Remove paper covering and put to one side (you'll need it later).

2. Select part of your body that a lot of people can see.

3. Not that part.

4. Press transfer face down on selected bit of skin – preferably your own.

5. Wet backing sheet with a damp cloth while pressing transfer into place.

6. Lift corner of sheet. If transfer is... er... transferred remove sheet and shout hurrah three times.

7. If not keep on wetting sheet and pressing down. Go to 6.

8. Find paper covering.

9. Throw it away.

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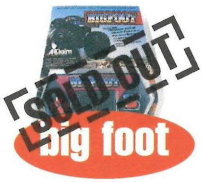

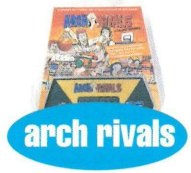

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