NINTENDO
NES
GAME BOY
SUPER FAMICOM

SEGA
MASTER
GAME GEAR
MEGA DRIVE

ATARI
LYNX
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Mario exposed!

THE SIMPSONS
Sensational short-scoffing
action in Acclaim's
cracking cartoon
caper!
The Atari ST is the perfect introduction to the world of computing. The power of the ST allows you to run "serious" applications as well as playing games, and the ST system is flexible enough to allow you to expand as you develop your interests and expertise in different applications.

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If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have. To find out more about either the Atari ST or peripherals for any applications simply fill in the coupon and send it to Atari at the address below.

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The Atari 520ST is an easy way for you and your family to learn about computers while having a great deal of fun. This best-selling computer has an impressive range of features that fill many requirements at home or in the office. A generous 512k RAM memory is included as standard - enough to run large spreadsheets and databases as well as the latest generation of computer games. There are plenty of expansion ports available for printers, modems, monitors and hard disk, and other peripherals allowing you to increase the power and flexibility of your system as needed.

MIDI expansion ports are fitted as standard. MIDI (Musical Instrument Digital Interface) is the music industry standard interface that allows you to control both recording and playback of synthesizers and other digital instruments with your computer.

There is no other computer range in the UK that can offer its users such a wide variety of software support, ranging from educational learning programs to 16-bit computer games to professional quality desktop publishing packages.
The power of the new Mega STe range makes it a serious contender for those who are after power computing. It is an ideal machine for the student or computer enthusiast who wants to run memory intensive applications such as Computer Aided Design (CAD) or graphics applications. The Mega STe features separate keyboard and central processor with a 1MB floppy disk drive and a 50MB Hard Drive for data storage. The Mega STe features a fast 16MHz operating speed, which can be switched to 8MHz to run any programs developed for the 520ST, making it even easier for you to upgrade.

For those of you who want to run a 'home office' with separate files for word processing, spreadsheets and accounts packages the Mega STe - with its vast amount of built-in hard disk storage - is an excellent choice. For those running graphics intensive programs the faster operating speed will make the Mega STe a much more productive machine. The Mega STe also features an extensive range of expansion ports that allow you to add even more power and flexibility to your system.

The portable Atari Stacy is completely compatible with all monochrome ST programs, but allows for complete portability. It features a super-twist backlight LCD mono screen, split horizontally and has all the standard ST ports. It is available in various configurations, with Hard disk as standard. It weighs approximately 15.2 pounds and has its own carrying handle making it easy to transfer from place to place. Because the ST, with its MIDI interface has become the accepted standard in the music industry, the Stacy is a boon machine for musicians with a busy schedule. Songs and sequences written at home can be stored on the built-in hard disk, then the whole computer can be easily transported to the studio or gig, with minimum stress, they can even be worked upon and improved on the road. Although it is the most specialist member of the ST family, the Stacy is still versatile enough to be used for all serious ST applications.

The incredibly powerful Atari TT, at the very top of the Atari range, is the first in a new generation of high specification professional personal workstations based on the successful Atari ST standard. Similar in style and design to the Mega STe, the Atari TT features a separate keyboard, 1MB floppy disk, 50 MB Hard Drive and the same range of excellent expansion ports. The basic model comes configured with 2MB RAM which can be expanded up to a massive 26MB. With a Motorola 68030 central processor, the TT runs at up to 33MHz. But speed and power are not all the TT system offers the professional user. Six standard built-in screen resolution modes mean that there is always one suitable for the purpose that you have in mind. For animation or computer graphics, choose from a palette of over 4,000 colours with the ability to display 256 on screen at any one time, and the exceptional 1280 x 960 pixel high resolution mode is one of the best screen modes available at any price.

— More than just great games —
COME THE REVOLUTION!

The year of the CD-ROM is nigh. With NEC, Sega and Nintendo all claiming to have spectacular machines in the offing, there has never been a more exciting time to own one of the big consoles. Raze reports exclusively on the goings-on of all the major hardware manufacturers.
MEGA DRIVE UP FOR GRABS!...82
Here's your chance to bag Sega's spectacular 16-bit games console together with a collection of the latest titles.

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CONSOLE CRAVIN' FOR SOME HELL RAzen'

It's happened! Britain's brightest and bubbliest multi-format magazine has become even bigger and better. In response to your demands, we have dropped 16-bit computer formats in favour of 100% console coverage. So what do you get?

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- An exclusive, fact-packed and authoritative guide to the latest table-top and hand-held console games every month. Take a look at Sonic the Hedgehog, The Simpsons, Populous and Shadow Warrior this month.
- Information-filled pages on the very latest hardware developments from around the world. Just check out Sega's CD-ROM drive, NEC's new PC Engine/CD-ROM combination, Atari's Jaguar console and Camek's game-busting Game Genie in this issue.
- A massive tips and playing solutions section stretching over eight or more pages. For instance, turn to page 64 now for over 60 hints, tips and solutions for ALL the major consoles.

RAZE - playing the game to perfection

RAZE Ravers

Julian Boardman

Having been accepted to appear in a sequel to Madonna's Truth or Dare, Julian shows the world the part that got him the part (and carefully hides the bits that got Madonna).

Ian Chebb

Ever since Ian was asked to layout the company's toilet rolls, he's been crowing about the length (but not particularly breadth) of his creative talent. Being a size fetishist, Ian couldn't do without his 19" instruments, although low Mac operators ever reach beyond 15" monitors.

Les Ellis

Rumours that Fred Reagan, Thad Beaumont and Dave Luckhurst are in fact anagrams of Les Ellis are grossly exaggerated. Although he does admit that his "lies self".

Mark Monteiro

Philosopher and part-time philanthropist, Mark is an art history graduate looking to find an answer to Peter Laird and Kevin Eastman's use of High Renaissance artists names – Donatello, Raphael, Leonardo, Michaelangelo – in the critically acclaimed Teenage Mutant Hero Turtles.

Dove O Solznick

How one man can be cool and crule in the same sentence is an art that California-born, New York-based Dave has honed to perfection. If he asks you to kiss because he got moose bitten last night, he's just saying keep it simple, stupid, because he's suffering from a hangover.

Suzy Uki

This sweet-talking temptress will do anything to get a powerful, throbbing, hydraulically-operated coin-op beneath her litte body. Just the other day she gave up her favourite sport – Shintaro – for some four-player frolics on a customised version of the R360.

Shintaro Kanaoya

After almost a year working as a high-profile journalist for the UK's leading computer magazine, Shintaro still hasn't got himself a decent word processor. He tried briefly to use a typewriter, but gave it up after getting his Son Son II cartridge jammed in the mechanism.

Robin Wyles

Runs an unreliable white-u-wait invention service and claims to be a part-time mathematician. He once designed a device that would prevent a toilet seat. Unfortunately, he got something jammed in the system and still hasn't managed to work it out with a pencil.

NEO-GEo SNKS IN

The Neo-Geo from SNK is all ready and waiting for its official release at the EGES in September. Although PAL-modified machines have been available for ten months now, only 1,000 have been sold. The UK version of the Neo-Geo will sell for £299 (it is currently on sale for around £350), and comes with a UK power supply and one controller. Software will cost between £99 and £149. De Gate Marketing, SNK's UK distributor, hopes to double the current number of software titles to 20 by the end of this year. New releases expected to filter through from Japan include Burning Fight, Sengoku, King of the Monsters, Alpha Mission II and Ghost Pilot.

SON OF LYNX FOUND

After much speculation — and a few UK importers advertising it — the Lynx II is to be launched in the States. Sam Tramiel, Atari's president, recently assured the public that the re-designed Lynx II will be available in August 1991. As RAze has said all along, Atari have been holding off launching a Lynx sequel till the current Lynx stocks have run dry. The new Lynx is much more compact than the old (shrinking about an inch off either side), but includes no technical improvements bar a switch to turn the backlight on and off (thus saving battery power). See issue six for more info and pictures.

While enthusing over the imminent launch of Lynx II, Tramiel also indicated that Atari are looking at the possibility of an add-on TV tuner for the Lynx. Current sales estimates for the Lynx are around 800,000, which Atari say is right on line with their projection — although the Game Boy has sold over 3.2 million! The Lynx's main stumbling block is software; Atari only have 24 titles available for it. Tramiel admitted its downfall, but stressed that this would be rectified soon with the release of 20-30 new titles in the run up to Christmas.

The mini Lynx will receive its Stateside launch in August. Expect it to reach the UK around Christmas, when Atari UK clear all their old stocks.
ATARI’S CAT SCRAP

After naming a project Panther, Atari have tempted fate and the black cat has crossed their path, resulting in a whole year of research having to be ditched. Ironically, the bad luck has befallen the black cat itself, for the much-rumoured Pantherette console has been pushed aside and (into the bin) to make room for the Jaguar.

Even though the Pantherette had hardware capabilities similar to that of the Super Famicom, Atari felt it would be unwise to release another system that was expected to produce “wow” machines, not just ones comparable with rivals.

So what’s so “wow” about the Panther? Well, how about 64-bit technology for a start! The current Atari technology, apparently, produces screen previews unheard of on a TV set. But, amazingly, Atari are hoping to release the Jaguar for around the same price as the Super Famicom (£150). If Atari do meet this price tag, and finish Jaguar could be out in 1992, the Seventies, (incidentally, the idea of an Atari ST console has most

It seems that System 3 are having trouble getting their prolific ninja to appear on the Nintendo. After a successful computer life, Last Ninja 2 was programmed for the NES over a year ago. Nintendo have – for some strange reason – decided that Ninja isn’t the right sort of product for the European market, limiting its release to America. There are also rumours that Nintendo have turned down the product three times already because it didn’t come up to their standards. Nintendo also have System 3’s Myth waiting release in America under the new title, Conan the Barbarian.

Systems slowdown as Ninja 2 runs into difficulty on the Nintendo. (Pictured is the C64 version of Ninja 3 – close enough.)

DOUBLE DISC TROUBLE

It’s a CD-ROM spectacular this month with both Sega and NEC launching new pieces of kit. Both are covered in Big in Japan (pages 12 and 13), and both look absolutely amazing.

Sega’s Mega CD will retail for just over £200 in Japan. A US version is expected in January and a UK one for Christmas 1992. 27 companies have already been signed up to produce products for the Mega CD.

PC Engine owners receive a new injection of life into their hardware range this month. The PC Engine CD-ROM range now comprises three products. There’s the old grey and white job (which is better than Commodore’s CD TV and came out over two years ago!), a new totally grey unit (which combines both console and CD-ROM) and a long CD-ROM unit (which plugs on the back of the Core Grafx). The new console/CD-ROM unit also allows the user to connect the new NEC colour LCD screen. The red, black American version of the CD drive has just received a price drop down to $299 (around £150). A trio of European software houses – Gremlin, Playmax and Loriciel – have also been licensed for PC Engine CD software. If just the thought of this has your ears sweating in anticipation, turn to page 12 now for more info from our man on the spot, Shintaro Kanaya.

While NEC totally redesign their PC Engine to look slick with the CD-ROM, Sega wimp out and just shove their box of tricks underneath. While NEC’s CD-ROM looks the most futuristic, Sega holds the most advanced software.

THE DOORS ARE OPEN

The great industry gathering, known as the European Computer Entertainment Show (ECES), takes place at Earl's Court 2 on September 6-8. If you’ve never trekked across the great M25 divide and ventured into deepest London and Atari have already confirmed that they’ll be there, and although Nintendo won’t attend in person, they hope to importers plying their wares. If you’re after a bargain or just want a great day out, the ECES is the place to go. You p/min peak, 34p/min off peak.

RAZE SEPTEMBER 1991
When it comes to getting his fingers in slots, Ashley Summers is the most dextrous person we know.

The names of Sega, Irem and Capcom are familiar to us all, but how about Electrocoin, Brent Walker or UDC? No? Well, that latter trio are the shrewd guys who risk all their money on bringing to our shores the PCBs, arcade machines and all those wonderful technological marvels created by the Japs and Yanks. They distribute everything from Space Invaders to the R360, supplying arcades, pubs and clubs all over the country. Every once in a while, these guys get together to present an open day, showing off the latest machines from afar.

Electrocoin, and their sister company De Gale Marketing, also happen to be official distributors of the Neo-Geo console. So after the recent announcement of the official release of the Neo-Geo, Electrocoin were keen to show off the latest arcade machines to the Neo-Geo circuitry.

Best of the bunch was Blues Journey, the first cutsy platform game on the Neo. You take the role of a metaphoric creature who jumps around a brightly coloured landscape picking up gifts. There are plenty of secret rooms which should ensure this has more depth and strategy than most Neo-Geo games. Also receiving an airing were Alpha Mission 2 (space shoot-em-up), Crossed Swords (fantasy version of Dynamite Duke) Sengoku (samurai beat-em-up), Burning Fight (Final Fight clone), and a boring beat-em-up called Joe Tomorrow. I'm afraid to say that, according to the SNK rep, a CD-ROM for the machine is very unlikely.

As far as normal PCBs go, SNK had Gunforce (Mercenary 2) and Pitfighter. In your indestructible 4WD buggy, you battle it out over rugged terrain, shooting your opponents and running over roadside onlookers. Every time you get shot, you feel a jolt in your back. If you take a tumble, the chair and wheel shake violently. Road Riot 4WD should be out within a couple of months and is worth looking out for.

**PORTABLE POWER**

**GAME GEAR**

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<th>Sega Game Gear</th>
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**ATARI LYNX**

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<th>Atari Lynx (console only)</th>
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<td>Atari Lynx (supplied with power supply &amp; comlynx adaptor)</td>
<td>£94.99</td>
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<td>Atari Lynx (supplied with power supply, comlynx adaptor &amp; California Games)</td>
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- Blue Lightning: 27.50
- Chips Challenge: 27.50
- Electrocroc: 27.50
- Fidelity Chess: 32.50
- Gates of Zendec: 27.50
- Gauntlet 3rd Encounter: 32.50
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| Spiderman: 18.99 |
| Super Marioland: 18.99 |
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The Beast is Back!

Master System owners are in for a treat this November. Not only will they get the promising Out Run Europa, but also a conversion of Shadow of the Beast, Psygnosis's infamous arcade adventure. (Infamous because it was the first game to include a "free" t-shirt and hike the price to £35.) Okay, so this isn't exactly the Amiga version, but when it comes to playability, the 16-bit version is left in the dust (not too difficult a feat).

Beast is a tale of treachery and revenge, taking a young adventurer through many worlds in an attempt to break the spell that has turned him into a beast.

The Amiga version was a fairly boring affair, so the MS programmers have added a few extras to spice up the gameplay. There are now hidden traps and intelligent enemies, making the game far more challenging. Also, there are brand new beginning and ending sequences.

Master System owners are really living it up.

Shadow of the Beast will be on sale in November, barring any coding disasters, and sell for either £29.95 or £34.95, depending on the capacity of the cart.
After outrunning the cops, Julian Boardman checked into Brighton under a false name ("er, it's Mr Smith") and probed into a golden conversion.

This game will raise a few questions when you see it. One of which will be why the hell aren't other Master System games as good looking as this? Another will question the Japanese programmers: is it really such a treadmill over there that an ex-Armageddon programmer can cause enough of a stir when the pre-prods were taken over to Japan that the big boys from the top floor came down to see it? That is exactly what happened when Probe's MS conversion of Out Run Europa for US Gold skidded into Sega's HQ.

The Race Is On!

You play special agent Simeon Kurtz, charged with the task of delivering a briefcase full of secret documents to the Brandenburg Gate in Berlin. However, as you stop to check the mileage on a used Range Rover in a West London garage, an enemy agent jumped into the leather seat of your Ferrari F40 and sped off towards the M2: towards Dover.

Fortunately for you, some dumb sack had left his motorbike outside, helmet and all, so you wast ed no time at all in contacting HQ (on your mobile phone) and told them of your intentions: to retrieve the documents (and, more importantly, the £130,000 Ferrari) at all costs. The story is told up to this point, and it is you who must enact the rest of the teleplay.

The game is divided into five levels that take you all over Western Europe. You begin in England, as you race down to Dover in an effort to stop the thief catching the ferry. You fail, but conveniently there is a jetski bobbing around the harbour just asking to be nicked. And so begins level two, as you take the jetski across the channel to Calais dodging buoys and "eliminating" enemy boats.

As you arrive on the beaches of France, the enemy operative yet again eludes you. But some 65-year-old tourist has left his Porsche parked at the quayside, alarm disarmed and keys in the ignition — this is your lucky day! So you set off in pursuit of your Ferrari down the autoroutes of France, over the border and into Spain. But the wily foreign agent tries to shake you off by driving onto a ferry and steaming off to Italy. Obviously, you steal a powerboat and follow him.

When you reach Italy, you find your Ferrari in pristine condition (although lacking a bit of petrol) parked on the pier. But the papers are missing, so you must follow the elusive agent to Berlin (which is just where you were going anyway) for a super agent showdown.

Out Run Europa is undoubtedly the best looking racing shoot-'em-up to appear on the Master System. The man behind the graphics is Mark Knowles. With his long pony tail and painted nails, he'd probably get crowned if he dared to walk near Stonehenge. He, like every freaky artist, has been using DeluxePaint III on an Amiga 500 to knock up the sprites and backgrounds.

The programmer chap is Daren While, a dab-hand with the tin whistle and, apparently, quite a frog impersonator? According to Daren, his programming techniques are something of a cheat. His sprites aren't all sprites, but actually characters. However, some of the characters are in fact sprites. No, it meant nothing to me either. Just rest easy in your beds knowing that this charlatan has managed to convince the Master System it isn't actually doing something it shouldn't be able to.

Whatever the boys at Probe have done, it has produced a truly superb-looking game. Judge for yourself when it screeches into the shops in October/November.
BIG IN

From the land of surplus sake, sushi and Shintaro Kanaya comes the Duo, Mega Drive CD-ROM, Super Famicom CD-ROM, Chomakaimura, Fighting Run and Saint Sword.

SUPER FAMICOM TOP TEN (JAPAN)
1. Sim City
2. Super Mario World
3. Super Pro Basketball
4. Final Fight (one player version)
5. Drakkhen
6. Godurin
7. Gradius III
8. F-Zero
9. Ultraman
10. Pilot Wings

GAME BOY TOP TEN (JAPAN)
1. Game Boy Wars
2. Super Mario Land
3. Little Maruko Chan
4. Tetris
5. SD Com. Gundam Gamers
6. Football World Cup Version
7. Dr Mario
8. Super Robot Wars
9. Parodius
10. Saurio Carnival

MEGA DRIVE TOP TEN (JAPAN)
1. Shining & Darkness
2. Bahamoot War
3. Darius 2
4. Super Monaco GP
5. Nadia of the Strange Son
6. Variis 3
7. Super Volley Ball
8. Midnight Resistance
9. Mahjong Story
10. Verytex

JAPAN COLUMN

Japan is turning CD-ROM crazy. Flip over the page and you'll see details of NEC's two new CD-ROM drives - the stand-alone Super System and the combined PC Engine and drive called the Duo. Continue here are you'll find further details of the Mega Drive CD-ROM and Nintendo's possible contender in the CD stakes.

Space Fantasy Zone on CD-ROM for the PC Engine is a cross between the cute and colourful Fantasy Zone and the thrilling 3-D shoot-'em-up Space Harrier. In short, it's a 3-D version of Fantasy Zone in which the characters are more cute and rotund than ever. An analogue joystick option means you can play it like a flight simulator. Price and release date soon.

The Mega CD fits underneath the Mega Drive and is more bulky than the Mega Drive. It's not portable like the PC Engine, but who cares? What it has is the following:

- High speed disc access
- Support for both 8- and 12-inch discs
- Front tray loading, LCD display
- Eight times oversampling
- Eight-channel stereo sound

Most impressive of all is its near FMV (full motion video) capabilities. For a start the Mega CD hardware boasts full screen rotation - Super Famicom owners will know what the

UNIBLERS

Super Darius 2, on CD-ROM, is unsurprisingly the sequel to Super Darius. As with the first one, the screen size is the main problem considering the original in the arcades was three screens long. However NEC say they have overcome this problem, somehow, and have included 26 levels or more, each with its own boss at the end. Expect it sometime next March.

Look out next month for the full review of the Super Famicom version of Pro Soccer. It's familiar, it's because it is familiar. Pro Soccer is none other than Kick Off, apparently little has changed from the Amiga version, but it will still be interesting to see how it plays on the Famicom.
deal is and just how effective it is in
titles like F-Zero, Super Professional
Baseball and Pilot Wings. Also, the
Mega CD is capable of wide screen
animation for up to one hour at a rate
of 15 frames a second. The possibili-
ties are explosive. In fact, Japanese
software houses are so enthusiastic
about the machine's capabilities that
20 companies have already commit-
ted themselves to producing for it.
The Mega CD is a damn impressive
machine in anyone's books. Believe

MEGA DRIVE
RELEASES

- Alien Storm – fabulou-
  s arcade conversion in which
  slimy monsters are just waiting
to be blasted into a thousand
  tiny pieces by Gordon (man),
  Karla (woman) or Scooter
  (robot). You have the choice of
  playing the basic arcade game,
  fighting another player or – as
  in Golden Axe – entering a
duel in which you battle all the var-
ious monsters on one screen.
There are some fabulous 3-D
scenes: this is definitely one to
watch out for.

- Marvel Land – another cute
  arcade adventure set in a fun
  fair. Special appearances are
  made by Pac-Man and Valkyrie,
  but then you wouldn't expect
  anything less of modest
  Namco. Nevertheless, the game
  looks fun. Indeed, pretty times
  may be had by all.

- Bare Knuckle – for those
  inclined towards the more vio-
  lent, this simultaneous two-
  player beat-'em-up features
  special moves which involve
  both players onscreen at once.
  Unlike Final Fight on the
  Famicom, it really is two player.

- Wrestle War – a cartoon-
  y wrestling game featuring all
  the usual moves and an unusual
  assortment of weirdos. As well
  as all the legal moves, like drop-
  ping your opponent headfirst
  onto a concrete floor, you can
  also pick up a neat foldaway
  metal chair and use it to subtly
  tap your enemy over the head.

- Saint Sword – this is one of
  those games with a mythical
  storyline and a Rastan Saga-
  like feel. For the most part it
  looks like an average hack and
  slash affair until you become a
  Centaur (half man, half horse),
  a merman (half fish) or an avian
  (half bird). It's a novel twist to
  an otherwise tired genre.

- Out Run – the classic race
  game makes an appearance at
  last. It's exactly the same as
  the original arcade version; right
down to the music select.

- Devil Crash MD – fans of the
  PC engine game of this bizarre
  pinball game will welcome the
  Mega Drive version. The idea
  – like all good pinball games – is
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  destroying as many hellish cre-
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  original.
Stateside sloopers, Dave O Selznick, talks of barn-burners, sausage-jacks and whooper-doopers (definitions next month...)

MISSING WARBIRDS CARTS

Although the Lynx has only sold around 900,000 units so far, it's still the coolest hand-held around. The natty graphics and ear-busting sound make it a totally excellent piece of kit, and now Atari have slashed the price to just $100! With the Game Boy currently $90, the Game Gear $160, and the Turbo Express $230, Lynx is becoming the best value hand-held around. It also has some of the coolest accessories, with a couple of great carry cases and a top car lighter adapter which will power two machines at the same time. But a machine with no software is like a chilli dog without relish. Atari recently announced 16 new games in development, along with the 37 already known about. All of these are scheduled for release in 1991: Hard Drivin', Rolling Thunder, Hockey, STUN Runner, Turbo-Sub, Toki, NFL Football, Hydra, 720° Casino, Basketball, Crystal Mines 2, Checkered Flag, Golf, Grid Runner and Geo Delta.

WarBirds hit the market last month, and its success so surprised Atari that the US office bought the whole world shipment, and kept it to themselves. So if you've been waiting ages for the UK release, it's because Atari UK have had to purchase the carts via the US company, and not direct from the Far East. This meant that Atari UK could only get 1,000 carts. Sorry, dudes.

LIGHT MY FIRE

What is Game Boy's most popular add-on? Undoubtedly it has to be Vic Tokai's Light Boy, released in August 1990. Vic Tokai now has another froody accessory called the Light Boy Game Keeper, ready to hit the streets in September. Its purpose is to keep all your kit in one hit the streets in September. Its purpose is to keep all your kit in one hit the streets in September. Its purpose is to keep all your kit in one hit the streets in September. Its purpose is to keep all your kit in one. Vic Tokai hopes the other essential companion to your Boy

DOUBLY EXPOSURE

Beetlejuice, the Terminator and Bill and Ted are all sliding into a Nintendo soon. LJN have this tempting trio on both Game Boy and NES over the next few months. Beetlejuice puts you in the shoes of the ghost with the most who is hired to clean up the town of yuppy invaders, Terminator 2: Judgement Day on the NES dumps you in the lead role, sending you back in time to battle the T-1000 cyborg, while Terminator 2: Future Wars on the Boy also follows the storyline of the $100 million movie. Brace yourselves, amigos, as Bill and Ted's Excellent Video Game/Game Boy Adventure teams up with the bodacious bodishes as they traverse the time lines transporting historical dudes back to San Delmas, California. Watch out for the sequel movie this year, Bill and Ted's Bogus Journey. If you're a real fan, you'll be interested to know about Bill and Ted's Excellent Cereal, the Saturday morning cartoon show and a TV sitcom to debut soon. A most excellent set of merchandising if ever I saw some!

RAZE SEPTEMBER 1991
ALL FIRED UP

California, 1938. Air racer, Cliff Secord, had experienced less stressful weeks in his life. His week started with his plane getting accidentally intruding package in his crashed cockipt. After little examination, Cliff young Cli two rocketpacks into the cockpit. The hoodies wanted their two rocketpacks in exchange for the rocketpack. With all these people hunting him down, Cliff had little choice but to become The Rocketeer.

This latest Bandai game for the NES is based on Walt Disney's summer movie blockbuster, The Rocketeer. If it all sounds a bit like Indiana Jones, that's because it's set at exactly the same time. There are six chapters held together by small story-telling scenes between levels. It's basically a platform adventure, but with the added bonus of your main character being able to fly. You even get unlimited continues and a password system if you haven't got the patience to play through it all in one go. Expect a Game Boy version to follow if the film does well.

CHEAP 'N' NASTY

There's a phenomenon in the film world known as Troma. They have cornered the market in totally tacky, sleazy, cheap films, often propelling the most unlikely characters to heroic heights. Troma's most successful role so far has to be the Toxic Avenger, star of three movies. Bandai's NES game Toxic Crusaders is based on the forthcoming TV cartoon series of the same name.

Toxic is a grossly deformed superhuman who, along with his Toxic Crusaders, is determined to clear his beloved hometown of Tromaville of the radioactive pollutants and aliens that are proliferating from Toxic Chemicals. Travel through the city streets, high rise buildings, parks and schools to destroy alien Dr Killeen's pollution devices and face the evil Doctor in a sizzling showdown. The fate of desolate Tromaville rests on your hideous shoulders.

MORE SIMPSONS GAMES!

After seeing The Simpsons, it's hard not to like young Bart Simpson and his fellow schemers.

The little leg-biter has also stormed both arcades and homes in Konami's four-play coin-op and Acclaim's superb NES game, Bart vs the Space Mutants. Acclaim have now announced news of two more Simpsons games, one each for the Game Boy and Super NES. In Bart Simpson's Escape From Camp Deadly, Bart and Lisa are sent off to summer camp where they find themselves having anything but a vacation. The whole camp is under the control of bullies, like Nelson, and cruel camp counsellors who push the youngsters till they drop. Bart and Lisa encounter many challenges, like an obstacle course through quicksand, motocross against Nelson, even potato-peeling duty! The two young Simpsons are determined to escape from this nightmare, and dig an underground route out of the camp through piranha pits, alligators and buzzing bees. Game Boy owners can expect this in August.

The Super NES game doesn't have a title as yet but Acclaim's Sam Goldberg says of it: "When viewing our Super NES Simpsons Sam Goldberg says of it: "When viewing our Super NES Simpsons game, the graphics are so vivid it is almost like watching the origi game, the graphics are so vivid it is almost like watching the original animation." The storyline yet again follows Bart, who this time has lost his home. Each of work on the way to school and must devise a valid excuse for his teacher. Each of the outrageous stages follows Bart through one of his alibis until he comes closer to retrieving his homework. Super NES Simpsons should be out in the last quarter of 1991. Incidentally, Nintendo's exclusivity on The Simpsons licence has just run out, which could open the door for a Konami version of the coin-op and even the Simpsons on other console formats.

STATESIDE SNIPPETS

* Bandai's first Super NES game is set to be Ultraman. Although Bandai could quite easily bring in the Japanese version, they hope to reprogram the game to contain the extra enemies featured in the new series of Ultraman which airs on TV in January 1992.

* Sunsoft, who have programmed every console version of the Caped Crusader. Yet again they have tried to make this slightly different from the other versions. It contains four platform boat-em up stages, one side-on horizontal stage flying the Batwing and another in the Batmobile. There are also some filmic pictures between the six stages.

* TurboGrafx-16 owners rejoice: Bonk (PC Engine Kid in the UK) is back! Yessir, that big head with a taste for chilli returns in Bonk's Revenge, released in August. This time Bonk can fly and breathe fire!

* So you think Ninja Gaiden (Shadow Warrior, reviewed on page 36) is hot stuff? Forget it, kid. Tecmo have already got Ninja Gaiden III lined up for release in August. Make you jealous?

* After the outstanding success of Golden Axe, Sega have a sequel ready for Genesis owners this Christmas. Also in Santa's Sega sack are Toki, Joe Montana 2, Cyber Justice and Hallow World.

* Hamburglar has stolen Ronal McDonald's bag of secret ingredients. Now all NES owners will have the chance to help Ronald get it back. No kidding. AGK Kids from Virgin Games is released in September.
SEGA
GAME GEAR

Back-Lit Screen

Volume Control

Stereo Sound

Brilliant Graphics

Great Games
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- Super Monaco £19.99
- Columns £19.99
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- Wonder Boy £19.99
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Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99
now...watch out every month for more fantastic games from SEGA!

Published by

SEGA

Virgin Mastertronic Limited

16 Portland Road, London W14 4LA

* Game not included
NINTENDO COLUMN

Narly Nintendo

Famicom US launch, news of the ultimate
gamebuster and the very latest on the hottest
elephant debate since Tarzan left the jungle

MEDICAL HELP REQUIRED

We now come to a very serious matter. It seems that Chris Bloomfield of
Plumstead, London, has a most unfortunate condition of the head. As seen
in the accompanying photo (taken in a tent at Chris's
school camp), the poor lad seems in need of a head
transplant. His current head has grown out of proportion
causing Chris to be afflicted with a most unfortunate medi-
cal condition known as brattitus. It causes the eyes to turn
in and the tongue to infame and stick out uncontrollably. If
anyone has a spare head kicking around their house, then
please could they send it in to the usual address, and we'll
forward it to Chris. Till then, don't worry Chris, I hear this is what happens to
anyone who doesn't take any notice of the Nintendo health warnings.

REGULAR FAMICOM TURNS SUPER NES

Yo dudes! The waiting is finally over, and Nintendo have officially launched the Super
Famicom in the US, bringing the European release ever nearer. The CES show in
Chicago was the lucky venue at which Nintendo unveiled their Super NES (renamed
for the US). The machine has been slightly redesigned for the US market, with the
most noticeable change being the colour of the buttons. These are now lilac and pur-
ple, confirming that yuck is hip and vomiting is rad. The Super NES isn't meant for
exhibiting, it's meant for playing games on. Give me the
Japanese version any day.

RAUCOUS RELEASES

Tired and bored with your carts? Check out this bunch of "official" UK releases for the next couple of months.
The NES holds many delights in store. Captain Skyhawk and
Jack Nicklaus’ Golf are reviewed this issue, but there’s also
Shadowgate (dungeon exploring), Superspike V'ball (volleyball),
Turbo Racing and Solstice (Knight Lore arcade adventure).
Game Boy owners will finally get a portable version of Teenage
Mutant Hero Turtles. Bugs Bunny will also be making an appearance
in his own game of the same name, and that’ll be followed by
Radar Mission (seen on import as Power Mission) and Side Pocket (a pool game!).

Hands up all those
Super Famicom owners who have been
desperately trying to get 99 on the sound
test in Final Fight. I can hear the groans
from here. It seems we were victims of a
vicious prank by that
Jap japer, Shintaro
Kanaoya. But, please,
no more phone calls.
Shintaro assures us
that there is a two-
player mode in there
somewhere, but he
hasn’t found out where
yet.

On the same theme,
you’ll need to know
that all the Nintendo
tips have moved into
the central Hacks &
Stacks section (pages
64-75). But don’t stop
sending Narly Nint-
endo tips for I’ll still be
compiling all the Nint-
deno tips for Hacks &
Stacks. Send your con-
tributions to Narly
Nintendo, RAZE, Unit
3, 7 Back Street, Trow-
bridge, Wiltshire BA14
8LH.

GAME BOY TOP FIVE (UK)

1. Super Mario Land
2. Double Dragon
3. Gargoyle’s Quest
4. Spider-Man
5. Revenge of the Gator.

Totally radical dudes. The Turtles get their official Game Boy release at last.
TRUNK CALL

Luke Fenech, the writer of those appalling elephant jokes and sender of numerous playing tips, is the subject of controversy in this month's postbag. I received a letter from one very distressed reader who felt that young Luke was nothing but a fraud. Here's an extract that explains everything.

"...About Luke "Dumbo" Fenech. I am speaking, as vice chairman, on behalf of our Chairman, Dr Victor Wettabix, and company to ask you, who is this fake? This phantom elephant joker? His jokes are primitive and should be allowed. He should be brought to a stop. This drivel is decaying people's minds. We here at the Elephant Satire Association (ESA) pride ourselves on good elephant jokes like..." There then followed two unprintable elephant "jokes" concerning the sexual prowess of large elephants.

"Our Chairman was disgusted, as we all were, when he read this insult to elephants. So we challenge, yes, challenge you, Luke Fenech, you charlatan, fake, cowboy, to a duel to the death in elephant satire. You've picked on the wrong animal, boy, and now you've met your match. So if you've got the guts and you're man enough, send in your jokes. The ESA will be watching this space, but prepare yourself for WWII. Reverend Reginald Winifred Plumtree, Vice Chairman, ESA."

"Fighting talk indeed. Unfortunately, we couldn't get a copy of this letter to Luke in time for this issue, but we hope to have his reply in a future issue. But what of the rest of you? How can you let these quokka-riding extremists launch such a volatile attack on a member of our Nintendo clan? All the kid was trying to do was bring a bit of clean humour to the pages of RAZE. But, then again, those jokes were pretty awful, i.e., How do you talk to an elephant? USE BIG WORDS..."

WHO YA GONNA CALL?

How would you like infinite lives on Super Mario Bros? Or perhaps unlimited boomerangs on TMNT? Well if you live in Canada, you can buy a device that will give you all this and more.

The device in question is called the Game Genie, and is distributed in Canada by Cameken. But what's interesting is that the gadget was developed right here in the UK by Code Masters (yes, the budget people). The box of tricks plugs into the normal NES cart port and then the game plugs into the Genie. The Genie then interrupts the program and hack onto it, adjusting any of the game parameters (lives, energy, jumps, etc). The unit comes complete with a book of hacking codes and is available for hundreds of NES games. It seems that Nintendo are incredibly desperate trying to restrict the unit's sale. The chances of it coming over here are very slim.

ELEPHANTS WELCOME

The postbag was once again crammed this month. Most envelopes contained tips, but some letters were a mile more interesting – the elephant one, for example. Keep sending your tips in, but don't forget that Narly Nintendo is also here to help. So if you're confused over compatibility, or can't hunt down that elusive peripheral, write to me and I'll try to help you out. The address is, as always, Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

FAMICOM FLOURISH

Even though the Super Famicom isn't selling quite as quickly as everyone thought it would, there are loads of UK developers who want to jump on the licensing bandwagon. Gremlin have a few projects in the go, Storm (producers of SWIV) have some secret plans, and Psygnosis have indicated that they would like to develop some stuff on the SF (who wouldn't?). It all sounds very secret, with Mindscape being the only company willing to commit themselves. They assure me that as well as their many NES and Game Boy titles, they'll also have Tony Crowther's old Amiga game Captive for the Super Famicom. Mindscape hopes to get it on the streets after Christmas.

SONY LOSE THEIR SHINE

Sony, who developed the sound chip for the Super Famicom, are apparently not to be used for the proposed 16-bit CD-ROM unit. It now seems likely that Philips will be designing it. Shintaro has more news on pages 12 and 13.

RAZE COMPETITION

There's a fabulous, terrific, splendid competition... or, not bad Captain Skyhawk NES cart up for grabs! Yup, we've completed the game so many times that we can't stand the sight of the thing any more. Please take it off our hands by answering this very simple question. What pig is named after Captain Cook?

The answer's hidden somewhere in the Captain Skyhawk review on pages 40 and 41. And while you're there, you can check out how good the game really is. Send your answer along with your contact details (name, address, etc) to Aye, Aye, Captain comp RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. Last orders on August 29.
SEGA COLUMN

ELECTRIC DREAMS

As you read this, the superb Block Out — Wolfiris with 3-D blocks — will be in the shops, as will Centurion, a roman soldier’s quest to bonk Cleopatra. There are also a couple of RPGs waddling towards the shelves in the form of Faery Tale Adventure and King’s Bounty.

Unfortunately we couldn’t quite squeeze in a review of Block Out due to tight deadlines being remarkably incompatible with the date the carts were being shipped into EA’s warehouse. But don’t make any rash decisions till you read the review next month.

SEGA POACH DATA

After openly comparing Mario World and Sonic at a recent American entertainment show, Sega are increasing their war of attrition between themselves and Nintendo by using the equivalent of tactical nuclear weapons. Sega are openly trying to poach developers and licensees away from Nintendo. Obviously they would prefer a complete defection but a double-agent is better than no agent at all. So far they have announced the licensing of Data East, producer of great coin-ops like Midnight Resistance, for the production of third-party titles for the Mega Drive. Look forward to some interesting developments over the next few months.

ACCOLADE GO BALLISTIC!

Accolade’s new label Ballistic should be covering your local retailer’s shelves by now. Although we haven’t seen them, their first two releases, Star Control and Hardball, have been well received in the US. Other 16-bit conversions coming from them before the year is out are Rainbow Arts’ action adventure Turrican and the defunct Hewson’s medieval romp Onslaught.

SEGA WANT VIRGIN

You’ll all be aware that Virgin Mastertronic are responsible for the European distribution and marketing of all the officially released Sega kit. Well, it seems they have done such a good job that Sega may buy them in a move dangerously reminiscent of Victor “I was so impressed I bought the company” Kiam. Fascinating isn’t it.

SNAP, CRACKLE, POP

You won’t be able to officially get hold of Woody Pop on the Game Gear till November, but here’s an extremely comprehensive preview for those who can’t wait for a review.

It might be an old idea but it’s hard to beat the old Break-Out gameplay for fun and addictiveness. This particular reincarnation also features the eponymous log which maximises the idea’s potential.

Our hero, Woody, is the bat at the bottom of the screen. He is lost in a maze of rooms inside a log cabin from which he must escape. The difficult part, though, is that each of these rooms is blocked by different numbers and arrangements of blocks. Woody has to use his skill to direct his little ball around and destroy all these blocks without letting it fall through the invisible wall that he guards at the bottom. Once he has completed the destruction of these blocks, hopefully within his three lives, Woody then moves onto the next room.

Sometimes Woody gets a choice of up to three rooms, each of them worth more bonus points. You may want to choose the most generous but be warned that the set up in that room will be difficult to beat.

As well as the usual dead blocks that disappear after one hit, there are a variety of other blocks and hazards to be considered. For example, wooden blocks that take four hits to destroy, warp holes that wrap around the screen, and blocks which release three little soldiers who march around and generally get in the way. Even worse are the trains that cross near the bottom of the screen, deflecting the ball and making life hell for you. Also included are bonus blocks which reveal one of eight different bonuses, not all of them good.

Woody Pop is the ideal game for the Game Gear. It’s easy to pick up, playable and very addictive. The version we’ve had in the office has rarely left the Game Gear. We’ll be reviewing Woody Pop next issue.
GOLDEN OPPORTUNITIES

US Gold have finalised plans for their next batch of Master System games, and also have news on their first products for the Mega Drive.

*World Class Leaondon* for the Master System should be in the shops now, and that'll be followed by a bevy of titles in the run up to Christmas. Firstly, there's *Out Run Europa* (covered in depth on pages 8 and 9), developed in the UK by Probe. That'll be followed by *Heroes of Lance*, programmed in Manchester by Tierex. Finally, there's a decent little footy game called... *Super Kick Off!* Yes, *Kick Off* will be here before the year is out. Get your orders in now for this one will sell and sell – assuming that the playability is retained...

Currently in the very early stages of development is *Indiana Jones*.
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Shintaro Kanaoya reports on latest goings-on at NEC and uncovers two new machines, a replacement CD-ROM drive and the long-awaited PC Engine LCD screen.

Excellent news for PC Engine fans. NEC are to re-release their CD-ROM box in two guises, reduce the price of their best-selling Core Grafx 2 and last launch the PC Engine LCD screen (first announced over two years ago). The first of the new machines is the Duo. Not surprisingly, this oversized rectangular box contains the PC Engine hardware and CD-ROM drive in one compact case. You wouldn’t expect many changes to something like a CD-ROM drive however, that’s where you’re in for a nice surprise. The original PC Engine CD-ROM came with 512K of memory for easing transfer bootenocks and storing game information (like in-game positions, lives and so on). This has been increased to either 1.5 or 2MB/byte. At present there’s some confusion as to the exact amount, but industry pundits reckon 2MB/byte to be more likely. So what does this mean? In short, disk accessing is now four times as fast as before. No more waiting for level information and the like to load. Certainly this single factor will improve the performance of games dramatically.

A new system card – which contains all the information necessary for software to use the CD-ROM drive – is now integrated into the Duo. Previously it was necessary to have a cartridge inserted into the PC Engine whenever a CD-ROM was played. Not any more!

The new system – called simply version 3.0 – can handle CD-ROMs, audio CDs and CD+Gs. CD+Gs are audio CDs with limited onscreen graphics. Basically, you can see all the pretty pictures Fleetwood Mac put on their Behind The Mask CD.

When and if upgrades appear for the CD-ROM, these can be inserted into the regular card slot which will override version 3.0.

For all its sleek design, the Duo lacks an LCD display informing you of track number and so on. This information can only be gleaned if you’ve got the system connected to a TV (which isn’t unreasonable given the PC Engine’s main function in life). There’s no confirmed price for the Duo, but expect it to be well below that of the existing PC Engine and separate CD-ROM drive.

First Portable CD-ROM Console

With the introduction of NEC’s 4.3-inch colour LCD screen – which plugs into all PC Engine variants, including the recently announced Duo mentioned above – NEC have effectively launched the first portable CD-ROM based console. Although bulky, this is a major breakthrough in terms of console entertainment and will doubtless pave the way towards future portable console entertainment. Unsurprisingly, battery life is quoted as lasting between three and four hours. Considering the Lynx and Game Gear only offer three hours play, NEC have made a phenomenal achievement.

Confused by the current line up of PC Engine clones? Prepare to be dazzled! NEC have introduced yet another: the Core Grafx II. It’s still PC Engine compatible, but now adorns the shelves in tasteful grey/blue with not so tasteful doll yellow logo. It costs a pocket cheering ¥19,800 (around £75). Now that’s a bargain.

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SUPersonic CD

NEC’s other new CD-ROM device is the stand alone Super CD-ROM System. This simply replaces the existing CD-ROM unit. Cosmetically the machine is very different and is styled to match the Core Grafx’s grey/blue colour. Like the CD-ROM drive in the Duo, the Super System offers improved accessing times and better system software. Already five companies have said that they will develop with the v3.0 CD-ROM software in mind. These include Hudson (with Far East of Eden 2) and Victor (with Loom).

Final Soldier, out now, is another Hudson shoot-em-up in the mould of the wild Gunhed. There are loads of extra weapons, metallic mutant aliens and an animated screen.

PC Boy, also available around now, has you changing into PC Girl or PC Person. PC Girl wears false eyelashes and purple liner, and kills the bad guys with kisses. PC Person (who’s head looks like a bottom) bites his way up walls and generally looks mean.

Cobra 2, having been described as a digital comic, reaffirms our suspicions that it doesn’t actually contain any gameplay, but a host of near-naked women. In a time of increasing sex crimes in Japan, it all seems a little in poor taste. Perhaps it’s time to question this so-called healthy perversion?

Baby Dragon is a cute action game in which you play... er, a baby dragon. Sweet explosion clouds with ‘BOOM’ written in them abound. Avoid if you’re more into blood ‘n’ guts. For those with a penchant for the cute and colourful, this one bears a September release date.
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IMPORT REVIEWS

Generally these are shorter than other reviews and can almost be treated as previews since the games mentioned aren't widely available in the UK. When the games are officially released in the UK, these games will be reviewed in full. Import games can only be obtained from specialist grey importers. Suppliers of the games reviewed this month include:

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90

RATINGS

Every format reviewed has its own graphics, sound, playability and overall rating. The graphics score takes into account sprite definition, animation, background detail and technical merit. The sound rating considers loading music in-game effects and background music. The playability mark takes into account how well the game performs from the moment you pick up the stick until you drop from exhaustion. The overall rating takes into consideration audio visuals, playability, presentation, documentation and packaging.
Les Ellis digs up the dirt for the Supreme Being

Like Tetris and Batman, Populous is one of those games that has appeared on nearly every computer and console known to man. However, it is also one of those games that you either love or detest vehemently. People can get totally enthralled in the game from the moment they build their first bit of land, or get bored to death within five minutes. Not too different to that other much-acclaimed, but rarely played, game Sim City, which is also becoming quite prolific.

The Master System is the last in a long line of conversions – surely there can't be any other versions in the pipeline – of Bullfrog's money-spinning game. After issue nine's preview, MS owners will have been salivating at the thought of 5,000 worlds – 4,500 more than any other computer/console version. With such glowing credentials, Sega's 8-bit machine looks likely to have the best version of Populous. It is testament to Tecomagik's devotion to the Master System that they should try to improve on the original, and not just churn out another clone (as with the Mega Drive and Super Famicom versions).

At the start of each new world you are shown just how your forces measure up to the opponents'. This screen also reveals what natural disasters both sides can inflict on each other.

As you can see, things are a little biased at the moment, but this is early on in the 5,000 levels.

For the last five years, and have failed to discover what Populous is all about, then this (very) short overview should reveal all.

You play a god who is trying to influence a world with his good ideals. However, on the other side of the universe, there is another god – a bad one – who is trying to do a similar thing with the same world. By building land etc on the world you must create an army of strong followers who will travel to the other side of the world and destroy all your opponent's settlements and followers. Of course, everything you can do – like causing freak storms and flash floods – he can do, too.

Being a god in the universe, there are many worlds that have to be conquered – 5,000 in fact! Overall, there are six styles of world: Grassy Plains, Dessert, Rock and Lawn, Bitmap, Snow and Ice and Futuristic. Your main aim is to coax your people into expanding their intellect by building castles, huts, outside toilets, etc. As they increase in knowledge, so, in turn, will your manna bar, the source of all your power. Your power is used to create knights etc, which can be used to fight your battles and protect your people.

The game has been tweaked somewhat to improve the gameplay on the Master System. The control method has been altered to suit the joypads. The long range map isn't used for movement at all, as the short range one moves so quickly. Button cycles through the different parts of the screen while button executes commands. Finally, of course, the extra disks you could buy for the computer versions are all included in the 2MB cart.

With all these additions and improvements, this classic game has taken a step closer to immortality with this excellent conversion.

MASTER SYSTEM

GRAPHICS
- Brilliantly fast scrolling around landscape.
- Great detail on characters and buildings.

SOUND
- The old Pop. tune on the title screen.
- Impressive effects for divine intervention.

PLAYABILITY
- Can become very boring... (sacrilegious)
- Improved control method is great.

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**We Are Here To Help You!**
Julian Boardman couldn't resist this little midnight trek to the arcades...

This was one helluva coin-op. It used two joysticks, similar to Smash TV, one to control the weapon and one to control the player. This meant that you could shoot in one direction while walking in another. Its frantic gameplay kept you pumping the money in, while the fine graphics and gung-ho sound effects made life all the better.

Last year's 16-bit conversion almost captured the feel of the coin-op but it tried too hard to emulate the effect of the two joysticks, resulitng in a complex system that didn't help the gameplay at all. The Mega Drive version has decided to practically ignore the coin-op system all together. Although there are four control methods to choose from. The main one allows you to fire in a 90° cone centred around the direction you are facing. If you are not a slave to the coin-op then it works well. Obviously the gameplay has been tweaked to make allowances but pretty much anywhere can be hit. The other three options feature button B being used to rotate the weapon independent of your direction, either clockwise, anti-clockwise or clockwise then anti-clockwise.

To the game...

There is this chap going around called King Crimson, and he is, by all accounts, not a very nice man. He started a club for megalomaniacs – the Crimson Club – but things got a bit out of hand at one of their late night committee meetings and he persuaded them to try to take over the world. "But how can we declare war on the world without any soldiers under our command?" they cried. "Don't worry," Crimson replied, "those caddies at our golf club are always looking to earn a quick buck. I'm sure I can convince them to join our merry band." And sure enough he did, and the local golf course was advertising for new caddies before the week was out.

King Crimson and his newly-formed Crimson Corps soon started plans to wreak havoc upon the world. Their first task was to kidnap a major scientific brain to construct a powerful weapon with which they could threaten the world. Unfortunately, the man in question also happens to be your grandfather, and King Crimson also happens to have kidnapped the rest of your family along with him. King hopes that the threat of dismembering the rest of your family will persuade your granddad to build the monstrous weapon.

Plume-throwers are always good in this situation. These guys never fire diagonally, so you just have to be quick enough to get above and to one side in order to knock out their positions.
The beginning of the first level sees you posing on the bonnet of a jeep being driven by some blonde maiden. But what did you do to her last night? As soon as you jump off the jeep, she drives off along the level leaving you to battle on alone.

It is up to our hero, played by your good self, to battle his way past the hordes of the Crimson Corps. Each ex-caddie is heavily equipped with weaponry, and they will provide enough challenge in themselves. But at the end of each of the seven levels, there is an android guard who will require an immense effort to be destroyed. After you’ve disposed of this metallic monstrosity, you will have access to a weapons cabinet. Weapons can then be obtained by using keys which you should have picked up during the level to open compartments: the better the weapon, the more keys you will need to have access it (see Crimson Crushers).

The action stays pretty hot throughout. The only thing that I miss is the simultaneous two-player game, a feature sadly and needlessly absent from this version. Also, the graphics are unnecessarily poor, although sound compensates somewhat. Similarly, the sprites are badly defined, looking as if they'd be more at home on a C64. Indeed, the graphic artist should have been given the sack as the backgrounds on the first two levels are none too inspiring either. It's just as well the original concept was pretty darn foolproof otherwise this would be one for the bin (and all that coming from a fan of the coin-op!).

CRIMSON CRUSHERS

Full Auto – Slightly more powerful than your standard weapon but hardly worth the asking price.

Three-way – Damn useful. Gives a great spread of shot meaning you don’t have to be quite so accurate or vigilant... and you can shoot three things at once!

Fire – Your average flamethrower that destroys everything in its path. Great fun and very useful because of its continuous flow.

Bullet – Each special gun has a limited time before it goes back to being your average machine gun. This will effectively double the amount of time it can be used for.

Nitro – Fires upwards and detonates like a fire work destroying everything the white-hot embers touch.

Shotgun – Next to useless. In the same league as Full-Auto.

Homing Missiles. Each shot fires off five missiles. Useful for large or numerous end-of-level guardians.

Barrier – While you have this nothing can touch you. Never seems to appear on the later levels!
A policeman's lot is not a happy one. Mind you, neither is being an innocent traveller who gets victimised every time he (or she) decides to park on a bit of open grass somewhere. Such is the persecution we "college types" must endure.

APB is about Officer Bob, a skinny copper if ever I saw one. Having just been posted onto traffic as a rookie, Bob has to work his way through a series of increasingly difficult patrols. Each day our boy in blue is given a quota of offenders who must be apprehended. These may vary from hitchhikers in trouble through honking road-hogs to master criminals and an All Points Bulletin out on them. Should this quota not be met, either because you've run out of gas or of time, you will receive a demerit for the criminals missed. Demerits are also accumulated by hitting wrong or moving down innocent pedestrians. The desk sergeant hands out these demerits, and will unceremoniously throw you off the force (and into the trashcan) when the count reaches ten.

In front of your patrol vehicle, as it races across the bird's-eye view map, is a steering wheel. This acts as a sort of cross-hair for your arrests. When this steering wheel is over an offender, pressing fire turns on the siren which should make the offender pull over. Generally they will pull over immediately but the more conniving offenders may require many requests. Criminals with APBs out on them will require more than a simple request for them to stop. The only way to arrest these social deviants is to either shoot them or ram them off the road. If you catch a glimpse of one of these guys as you're driving around, forget about your daily quota and immediately go in hot pursuit.

All sorts of bonuses can be gained as you wend your hazardous way through the cartoon city. Visiting the drive-in doughnut shop for example, will award extra time; the gas station, on the other hand, will ensure that you don't dry up when in hot pursuit.

Once you have collected enough law-breakers to complete your quota, you will be able to pop into the shop and buy all sorts of goodies. There's a gun, a radar gun (which makes the people in front slow down when they see you), faster acceleration, better brakes, even some armour to prevent too much damage as you try to ram those hardened criminals off the road.

Like the 16-bit versions, this is a game with a sense of humour. If you do well, the chief mumbles something unintelligible as you nonchalantly pick your teeth with a match. However, if you do badly his vitriolic screens are initially funny they gradually become irritating as they hold up the action. The sound, though, is great, with a number of different speaker responses to vary the action when you make an arrest. There's more speech here than in the 16-bit versions, and a load of wacky crack and explosion effects to amuse even the most sullen of players.

Personally, I found APB quite a tricky game to master. Alian have quite rightly upped the difficulty level because most people will have already played APB on another machine. And, anyway, who wants to pay 30 quid for a game that you can complete in a day?
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The Japanese love their sports, and none more so than baseball. Out of all the foreign sports available to them, baseball is the one the Japs have taken to their hearts (although golf runs a close second). Japan has its own professional league watched by millions every Saturday. It contains teams like the Tigers and Fivers, any of which would prove stiff opposition for their American counterparts.

For those of you not lucky enough to own a satellite dish and catch the World Series on Screensport, let me give you a rundown on the game.

Baseball is played on a large field with a small diamond in one corner. On each corner of the diamond is a base: three running bases and one batting base. In the middle of the diamond is a pitcher's mound (known as the mound). The pitcher throws a ball at the batter who must try to hit it as far as possible in front of the two lines running out from his base along two sides of the diamond to the end between bases and a fielder hits you with the ball, you are deemed out. As you can imagine, this can really liven up a game.

The team with the most points at the end of ten innings wins. However, if the game is tied, play continues into another inning to resolve the match.

Due to their popularity, baseball games have been eagerly awaited on the Super Famicom. This is the first of what will no doubt be a long line.

You can play either a one- or two-player game, picking your sides from 12 Japanese teams. Experienced players can now fiddle with the team's characteristics, playing order, etc. although you can still go straight to the game proper if you wish.

The view is from behind the pitcher, with a small overlay to see where the rest of your men are on the field. This allows the batters' teams to "sneak" a base, and the pitcher to keep an eye on them to make sure they don't.

The characters are realistically drawn, as opposed to cartoon graphics. The animation is similarly lifelike, and presents a very polished product. When you hit the ball, the screen zooms out to show where the ball has gone, and pans around to follow the ball as you throw it around. There are other effortless, but nevertheless impressive, graphic routines. For instance, the field rotates around at the end of an innings, eventually focussing on the scoreboard. All this makes the game very quick and smooth to play.

The aural accompaniment is supplied by some traditional baseball fanfares and a bit of speech. The speech, though, is quite muffled, especially compared to something like Bombuzal.

SF owners who may have seen the Neo-Geo's Professional Baseball Stars will not be disappointed with this version. Although it's half the price, it's not half the quality. Super Professional Baseball is playable, addictive and looks great. However, I'm still left with the feeling that the best is yet to come. Perhaps my prayers will be answered with SuperUltra Baseball from Culture Brain. It includes trick shots and exploding balls!

SUPER FAMICOM

GRAPHICS
- Crowd looks realistic
- Good use of SF's hardware.

SOUND
- Muffled and repetitious speech.
- Great bat-swing tunes.

PLAYABILITY
- Very repetitive, not enough content.
- If you need baseball, then this will excite.

JALECO
- £44.95 / IMPORT

RAZE SEPTEMBER 1991

You're Outta Here!

Curve ball – Pitch thrown with lots of spin to curl it.
Drop ball – Pitch spun to drop short in front of the batter.
Pop-up – A hit straight up into the air.
Bunt – To hit the ball a very small distance, surprising the fielders and scrambling to first base.
Home run – A hit out of the field enabling the batter to walk around the bases.
Bases loaded – Runner at every base.
World Series – Best of nine games between America's best two teams.
Slide – When the batter skids on his butt to reach the base before a fielder.
The Pit – Where the batters sit when not in play, or where you are sent for fighting.

Baseballs are covered in rowside.
## SEGA SAVERS

### MEGA DRIVE

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The howling wind passed almost unnoticed by the two duelling ninjas. Locked in battle, their sophisticated movements were almost imperceptible in the pale moonlight; little more than shadows in the cold night. All that could be observed was one flash, a glint of light off the finely honed steel of a ninja sword. It proved to be the end of the contest. Ken Hayabusa had been defeated.

And so the story of Ryu Hayabusa, the dead man's son, and the Dragon Sword begins.

Learning of his father's defeat, Ryu finds a letter, written some weeks before. In it Ryu is told by his father that if he does not return, Ryu must take the Dragon Sword to America. Somehow Ryu knows this isn't going to be a trip to his father's favourite sword sharpener. Danger is a word that immediately springs to mind.

The story is told through the use of the Tecmo Theatre, displaying short cartoon sequences detailing the progress of the main characters in the story. As each of the six stages comes to an end, it is clear that your battle through the dangerous areas of the world is vital to the planet's safety. The evil lurking in the underworld is far beyond Ryu's worst fears.

It appears that Ken Hayabusa had been on an archaeological trip with a man known only to Ryu as Mr Smith. They discovered a temple deep in the Amazon that had been used for worship of the evil gods some two
thousand years ago. Within the temple, Hayabusa and Smith found two statues that when placed together became a tremendous focus for satanic activity. They vowed they would both keep the statues, one each, as a safeguard against them falling into the wrong hands. It seems, though, that one of them has.

On top of all this, the CIA are involved in some nefarious capacity. As if Ryu didn't have enough to get through without getting arrested, knocked on the head, escaping and then having to fight his way through the jungles of the Amazon before getting even halfway through the game.

In all there are six levels of this high-octane action, each one jam-packed with warriors and soldiers determined to prevent you from reaching your ultimate goal. Quite what that is I'm not exactly sure because I haven't managed to complete the game as yet. But I'm sure it involves a huge boss and ridding the world of this particular form of evil megakania. Also intertwined in this story is a chap called Jaquio who has been drawn to the Amazonian ruins as he believes he can tap the evil that is inherent in the stone. Obviously, Jaquio is a character not to be trusted, and probably the man at the centre of all the evil emanating from the Amazon. Indeed, this chap could even be your father's companion, Mr Smith!

As Ryu goes through the six acts, which comprise a total of 20 arduous areas, he will meet five bosses before taking on Jaquio himself. Of course, saying that is all very well, but he has to defeat the foot soldiers of Jaquio before he can begin to think about the bosses. These minions take many forms but all of them are deadly. Sword carrying ninjas, bazzooka wielding soldiers and even creatures of the wild have been subverted to hamper you in your journey and drain away your 16 life cells. Life isn't easy for a ninja, you know.

What it all boils down to is some dangerously addictive gameplay which surprised me because the horizontal ninja format is a little tired. However, Shadow Warrior's combination of magic, timing and athleticism make it one hell of a play. Add to that the quality graphics and superb cinematic screens between levels, not to mention the splendid sound, and it becomes clear what a quality game this is.

Indeed, under its original title of Ninja Gaiden, this game was voted Game of the Year in America, and Ninja Gaiden II is already on release over there.

LIVING IN A SHADOW

On each stage there is a different item that when collected will reveal a bonus item, be it a power-up or points. There can be any number of these items in a level.

SPIRITUAL STRENGTH
Ryu has special powers when he uses this strength. There are two kinds: red, worth ten points, and blue, worth five points. These points are used up by the strength items that can also be collected.

TIME FREEZE
When Ryu collects this all of Jaquio's henchmen on the screen are frozen for five seconds.

BONUS
There are two sorts of bonus: red, worth 1,000 points, and blue, worth 500.

PHYSICAL STRENGTH
Will restore up to six energy cells when found.

1-UP
Gives Ryu a valuable extra life, made up of 16 energy cells.

FIRE WHEEL
Turns Ryu's anger into a circle of flame that will destroy any evil that it touches.

SPIRITUAL HEALING

These four items will make use of Ryu's spiritual strength to make him physically stronger.

THROWING STAR
Spiritually weak weapon but has a longer range than the sword.

WINDMILL THROWING STAR
These stars cut right through the enemy and come back like a boomerang. This one can cause some real damage.

THE ART OF THE FIRE WHEEL
This takes three balls of fire and twirls them around, burning anything in their way.

JUMP AND SLASH TECHNIQUE
This is used during a jump so that anything that is passed whilst jumping will be destroyed by the whirling sword. Only Ryu's immense agility enables him to perform this feat.

LYNX

ATARI/TECNO
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NES
GRAPHICS
✓ Flicker-free sprites and scenery.
✓ Excellent narrative between levels.

SOUND
✓ Upbeat aggressive tune.
✓ Above average effects.

PLAYABILITY
✓ Highly addictive.
✓ 20 areas for hours of gameplay.

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<td>Game Gear</td>
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JB packs up his troubles in an old kit case and skips around the countryside with a fairy.

All is not well for Pac-Man. Having built himself a home and pulled a gorgeous piece like Ms Pac-Man, with the money he earned in the arcades Pac settled down for a life of peace, harmony and fluffy slippers. Suburban life didn't suit him, though. Pac-Man missed the danger he encountered in the trade that made him a superstar. So he turned to drink. Lots of drink.

One night Pac went out on a stretch with the few fair-weather friends and got blind drunk. Naturally Pac got very hung, and despite the fact that his stomach was bubbling like a chemist's lab, decided to go in search of food - even though it was three in the morning. This wild goose chase took him far and wide, but the liquor had taken its toll on his memory.

As he woke up on the park bench dressed as Robin Hood, all Pac could remember was walking up to a very attractive, but scantily-clad, woman calling herself Marline, and asking if she could help him find a pork chest covered in a treacle-like substance and he couldn't relieve himself due to a soreness. To cap it all, he was in the home town of his arch-enemies, the ghosts, miles from home and someone had nicked all his cash. Typical!

He despaired. Little did he know that a fairy, sent by the gods at Ari, would do her best to guide him home. She couldn't interfere but she could point him in the right direction. Suddenly he felt bright, he knew the way home and off he trotted. But neither him nor the fairy could tell of the dangers that lay ahead.

This is where you come in. It is up to you to guide our unfortunate gobular friend through the five levels of the ghost's land. Help him by jumping over trees, cars and buses collecting fruit and doing everything that a Pac-Man would do as he makes his way home before his adoring - but cripplingy stupid - wife realises he's not returned from the pub.

It is the usual horizontally scrolling Wonder Boy type stuff: creatures, platforms, hidden bonuses, primary colours, etc. The gameplay, though, is difficult enough to keep even the hardened enthusiast intrigued for quite a while. However, this is most certainly the toughest version yet. With just three lives and no continues, I found it hard to complete just one level. May prove too off-putting for most Lynxers.

**ATARI LYNX**

<table>
<thead>
<tr>
<th>GRAPHICS</th>
<th>79</th>
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<tbody>
<tr>
<td>Very simple background scenario, Most sprites are very jolly and happy.</td>
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<table>
<thead>
<tr>
<th>SOUND</th>
<th>60</th>
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<tbody>
<tr>
<td>Lazy, dull tune. Effects thin out gameplay.</td>
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<table>
<thead>
<tr>
<th>PLAYABILITY</th>
<th>74</th>
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</thead>
<tbody>
<tr>
<td>Too old, too hard. The challenge will last for ages.</td>
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</table>

**ATARI** £29.95 OUT NOW
Lack of Versatility is certainly not
Captain Skyhawk's middle name. Assuming the role
of this eminent pilot, you have to
be capable of flying sorties through
perilous ravines, become involved in
dogfights, dock with space stations,
and, not least, undergo the strain of
being periodically hyperspaced to
your next mission.

You take off from the airstrip and
enter the first scenario, the lush and
verdant landscape of a canyon.
Flying over the landscapes is a plea-
sure due to the clarity and crispness
of the graphics. In the first three mis-
sions, for instance, a grid network
forms the basis for a pseudo-3-D
environment. Skyhawk's first mission
ends after you destroy the futuristic
enemy base lying at the end of the
canyon.

With the base turned to dust, you
face your planes seaward as enemy
planes engage you in a dogfight over
the ocean. The previous bird's-eye
view of the Captain's plane is
replaced by a tail-end view of the jet,
giving greater immediacy. Initially
other planes just try to psyche you
out of the sky by flying close but not
firing. Later dogfights, however, see
danger response, and the path of
the speed of the enemy's path.
Similar criticism could be launched
at the next stage, where you are
asked to dock at a space station.
Confronted by this mass of metal
artefact, you simply have to align
Skyhawk's plane with the station's
rotating rectangular orifice. Just press
fire and the plane will automatically
dock. Docking is so easy that it soon
becomes more of a tedious ritual than
a challenge. After docking, you are
offered some weaponry to purchase
for use in your next mission. The
amount and type of weapons at your
disposal depends on how many
credits you have gained from shoot-
down planes.

With new weapons aboard, you
now zoom off into the desert for your
next mission. Your briefing tells you
to drop supplies to friendly resistance
bases. In effect, this means the obli-
gatory mindless blasting, but also a
smattering of virtuosity at precision
dropping. Just two bases require
supplies, and missing them means
the humiliation (and tedium) of flying

\[ \text{CAPTAIN SKY} \]
Experience the frolic-laden sensation of space docking. Can you rise to the occasion? Can you meet the challenge? Somehow, I have a vogue feeling that 99.9% of you will try to save a second (or third, or fourth...) attempt. Then it's up in the sky again until Skyhawk reaches the station to dock.

It is relieving to see that your flight speed, and therefore the challenge, increases dramatically in the third mission. To add an extra spice, a red jet flies ahead of you, occasionally letting off a volley of shots.

A new thematic element is introduced in the fourth mission where you are asked to free a scientist from enemy custody. In practice this means flying a similar course to the previous three sorties (except over water rather than a fertile or desert landscape). The feeling of déjà vu is undeniable, and you begin to suspect that the detail of freeing the scientist is an incentive for rewards that are not to be found.

While Captain Skyhawk is a visually gratifying game, you'll soon tire of the predictability of the Captain's itinerary. The backbone of the game is a repetitive pattern of five stages: shooting enemy bases, dogfighting, docking, buying weapons and hyperspace to the next level. New missions present little or no variation in gameplay.

Captain Skyhawk seduces you at first with its splendid graphics, but then fails to sustain this momentum by not creating enough challenges throughout the game. The discomposing gamer will soon realize that it is not an original game but in fact a composite of three classics: Stargoose (flying through canyons), Afterburner (dogfighting), and Elite (space docking). Neither section is particularly impressive, but the whole package does gel. But with such repetition, the value is dubious.

As indicated, you have accrued 20 credits by showing your shooting prowess on the previous level. The credits can be spent on any of these weapons and thus increase your firepower for the next not-so-challenging mission.

NIGHT<br>

**GRAPHICS**
- Rating: only the colour changes notice motion of clear, bold sprites.
- Rating: 77

**SOUND**
- Rating: Dry, listless title tune.
- Rating: No in-game tune, few imaginative effects.
- Rating: 51

**PLAYABILITY**
- Rating: No serious challenges; too repetitive.
- Rating: Speed of higher levels enhances gameplay.
- Rating: 73

**Milton Bradley**
- Rating: £29.99 • OUT AUG

Skyhawk
- Rating: Raze September 1991
- Rating: His now measured 7.5 inchess
Bim, bam, Les Ellis is yer man. No game too difficult, no job too cheap

Ah, this is the life. Nothing to do all day but sunbathe under the blue skies of the tropics. Nothing but cheap booze and even cheaper women to excite and entertain (not necessarily respectively). Just the place for a professional adventurer such as yourself, that is Kenji O’Hara, to take a few days respite.

But, unfortunately, the evil Dr Orca has also chosen this idyllic paradise for the base of his evil operations. In fact, his next fiendish plot entails the domination of the world using his BAM (Behaviour Altering Modules) technology. To top it all, this madman has kidnapped your twin sister, Kim, and is, at this very moment, whisking her away in a power boat to his secret hide-out in the Bimini Zone. Your only hope is to jump into your own speed boat and try to rescue her before they reach the doc’s hide-out.

To help you in your adventure, you seek the assistance of your old chum, Luki (who can be played by a second player simultaneously). This fellow could hit a dog’s tail at 300 metres, so his marksmanship skills will be invaluable to the quest. On hearing of your plight, Luki immediately rushes back from a mission in Germany to help you out. With Luki manning the guns and you on the boat controls, you should prove more than a match for Orca’s henchmen – and there are plenty of them.

Old Doc Orca isn’t going to leave himself totally undefended. You will come up against all manner of fast boats, helicopters, guard towers and, worst of all, mutant sea monsters on your travels. Radio messages inform of what is going on around you, and try to point you in the right direction.

There whole adventure is split into six chapters. Chapter one has the...
Now you have to search the islands for his hide-out. When you get there, you discover he has once again done a bunk.

The third chapter again has you chasing his boat across the heavily-guarded waters. You just about reach him when he escapes to his island hide-out. He's a slippery little customer, isn't he?

On approach to one of the guard towers, the enemy defences open up on you. Watch out for kamikaze boats, Airwolf helicopter attacks and land guns.

Initially Bimini Run is very playable. The action gets fast and furious, and the controls are perfectly suited to the frenetic gameplay. But this initial fun soon fades as you find there's little more to Bimini Run than a repetitive shoot-'em-up. This wouldn't be too bad if the game was challenging, but it's not. For the relative price of cartridges, £40 for two evenings' entertainment is just not value.

Occasionally your agent back at HQ will tell you how well things are going. He will also give you bits of advice and reveal where to go next.

Chapter four once again finds you searching among the islands for his hide-out. When you get to the fifth segment, you have finally got your hands on your twin sister. However, Kim is a harbinger of bad news. She tells you all about the doc's plans for world domination, which means that you finally get to race through the dreaded Bimini Zone in an attempt to discover Orca's lab.

The final chapter challenges you to blow up the doc's lab and save the world. Even then, the blasted Dr Orca gets away – probably to plan an evil return in Bimini Run 2.

MEGA DRIVE

<table>
<thead>
<tr>
<th>GRAPHICS</th>
<th>79</th>
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<tbody>
<tr>
<td>Big, bold sprites for boats, monsters, etc.</td>
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<tr>
<td>Delightful water effects</td>
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<table>
<thead>
<tr>
<th>SOUND</th>
<th>77</th>
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<tbody>
<tr>
<td>Racy in-game music</td>
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<tr>
<td>Noisy explosions and gun blasts</td>
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<table>
<thead>
<tr>
<th>PLAYABILITY</th>
<th>78</th>
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<tbody>
<tr>
<td>Lacks variety</td>
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<tr>
<td>Initially very compelling</td>
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<tr>
<th>NUVISION</th>
<th>£39.95 IMPORT</th>
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<td></td>
<td>78</td>
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</table>
The latest ninja has bolted from the Sega stable. (Gee-gee? Horse? Stable?) Julian Boardman saddled up

GG

SHINOBI

W could you be the friend/family member/pet/casual acquaintance of a certain Shinobi called Mushashi? I think not. In the original Shinobi his whole training school was held to ransom; in Shadow Dancer his best mate was killed; The Revenge of Shinobi saw his teacher killed and bad luck than Miss Marple. But the one thing you can say for Joe is that he's loyal. Every time something goes wrong, he troops out and starts chucking his weight about to rescue his mates - you can't say fairer than that. In this case, the Oriental wonder has to fight his way across four levels of Hong Kong's underworld in an

bullets and swinging his sword around like a good 'un. From there Joe jumps onto the roof of a moving plane (?) where he gets buzzed by helicopters and suicidal chaplains who crawl up from beneath and promptly explode. As usual the area is dotted with crates that Mushy must break to reveal their contents. Sometimes he may get an energy restorer, but more likely it is a deadly bomb. The bombs don't have a large range, but in the heat of the battle it is difficult to notice that the little black shadow beneath you is in fact going to wipe out one of your four energy bars.

Needless to say, Mushy can use magic but this must be picked up from one of the crates. This is unusual for a Sega ninja game (ninjas normally have all the powers) and increases the challenge immeasurably. GG Shinobi is probably the most difficult game that has appeared on the Game Gear so far. Which is just as well because this is the fourth in the saga and there are a lot of aficionados out there.

For newcomers to the genre, it will prove to be very frustrating at first. Not a purchase recommended for the beginner, but old hands at arcade beat-'em-up adventures will revel in the challenge.

GAME GEAR

GRAPHICS

* Backgrounds lack content.
* Action is vivid and distinct.

79

SOUND

* Limited amount of spot effects.
* Each level has a different tune.

PLAYABILITY

* Beginners will find it difficult.
* Much action and challenge for cognoscenti.

SEGA

£29.95 • IMPORT

82

RAZE SEPTEMBER 1991

(To the tune of O Joyful De. ) Shinobi, Shinobi, waaawah oh le di do di doododooaah! •
**Mega Drive**

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**Game Gear**

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**Sega Master System**

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<td>Super Monaco GP Prix</td>
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<tr>
<td>Wrestle War</td>
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American wrestling (run by the World Wrestling Federation) has really taken the country by storm. If you just screen the tamer stuff, it's only when you see sate-

61

Les Ellis, our own Ultimate Warrior, climbs into the ring and beats up his Game Boy

WRESTLEMANIA II
Coming in the near future on the NES is Wrestlemania Challenge. It allows single and tag team matches, as well as a three-on-three survivor series mode. No official UK release date as yet.

WWF SUPERSTARS

The Game Boy version of this great sport tries to imitate the real thing in all areas. You get the choice of one of the five wrestlers: Mr Perfect, Ted “Million Dollar Man” Dibiase, Randy “Macho King” Savage, Hulk Hogan and The Ultimate Warrior. Whoever you choose takes on his fellow wrestlers one by one in an attempt to become the ultimate champion of the WWF. In two-player mode, you just choose a character each and beat each other up till one

GAME BOY

GRAPHICS
- Fabulous detail in the lengthy intro.
- Very clear during fight, large ring area.

SOUND
- Each fighter has his own tune.
- Bone cracking effects make you wince.

PLAYABILITY
- Not enough opponents; too easy.
- Easy to access the complex moves.

£29.95 @ IMPORT

When will someone beat the Undertaker?

RAZE SEPTEMBER 1991
CHUCKIE EGG II

RELEASED DUE TO PUBLIC DEMAND
GUARANTEED SALMONELLA FREE

(Choccy Egg)

If you have played the classic computer game Chuckie Egg you hardly need an introduction to this "cracking" sequel, which takes us from the hen house to the chocolate Easter egg.

This eggcellent game is guaranteed to be salmonella free on your Amiga, ST or PC machines. It will give hours of entertainment and no matter how many times you unwrap the disc and sample the goodies it will neither make you fat nor rot your teeth!

CHUCKIE EGG II
Available on Atari ST/Amiga/Spectrum/Commodore/Amstrad soon on PC

CHUCKIE EGG
Available on Atari ST/Amiga/Spectrum/Commodore/Amstrad /Atari/MSX/Dragon/BBC/Electron soon on PC.

Review of Chuckie Egg by Computer Games World
Gameplay 90%, Grafix 85%, Overall 89%

Cheques & P.O. to: Pick & Choose [F.G.] Ltd, 45 Bury New Road, Manchester M8 8EG, Tel. 061 831 7922
Up till fairly recently, the RPG was an unknown concept on consoles. Slowly but surely this controversial genre has infiltrated the ranks of the shoot-'em-up and arcade adventure and become a welcome breath of fresh air in the Sega owner's collection. Roleplaying games have progressed far from the popularised days of Gauntlet. Nowadays, there's much more interaction and not so much aimless wandering.

The playing view for Dragon Crystal is similar to that of Gauntlet, using a forced 3-D perspective from above. But when you first view your character in a clearing, all is not as it seems. The trees surrounding the warrior seem to hold no exit for him. But the brave young man holds a shiny golden sword in his hand and this is his aid to freedom. In fact, this muscular character can use the sword to cut his way through the trees around him. This novel method of moving adds an extra element to the adventuring as you never know what the undergrowth (or whatever the surrounding ground is covered in) holds in store for you.

Your main objective is to find the transporter and beam yourself to the next world (isn't it strange how such a primitive person has such hi-tech equipment?). Along the way, of course, there are plenty of little gadgets and gizmos to pick up which add and increase all manner of abilities (see Crystal Quest).

As you hack through the foliage, you'll eventually come across a gaggle of gruesome mutants. It is possible to pass them without killing them, although you get so much aggro that you might as well deal with them all. Battles with the big guys are executed using the familiar RPG method of attack rounds. At the start of your quest, you are given 100 hit points (or HPs if you want the roleplaying jargon), which diminish depending on the ferocity of the creatures you encounter. A heavy battle could mean you lose a large amount of HPs, but these can be replenished by picking up the numerous chunks of food that litter the ground. Rest also gives you some "energy" back, although this can be quite slow.

You start the game as a lowly apprentice, but your situation can be improved by picking up gold pieces. If you collect enough, you will be promoted to a new character who will have a greater number of hit points. Gold can also give you a continue option if you gain enough, making it a real incentive to hunt.
Julian Boardman tries to avoid getting run over by Sega's answer to Mario (oh, the irony!)

Those of you who have had the chance to play Sega's Rad Mobile coin-op may have noticed what looked like a little fluffy cat swinging in the windscreen. You probably wouldn't have taken much notice but the more astute will have recognised this character as none other than Sonic the Hedgehog. To say that young Sonic has been hyped would be like saying that the Titanic took on a bit of water. But there's a very good reason behind this. Sonic is Sega's answer to Mario and the nearest they've come to a homergrown mascot for a long time (Alex Kidd was a bit of a prat to be honest).

Things aren't what they might be for Sonic. The cuddly — or, and a bit spiky — fellow has had all his mates kidnapped by an evil scientist. He's used them as pilots for a whole army of bionic insects and other creatures that he may use to take over the world. But this Sonic guy is all heart and he doesn't even think twice about using his spikes to save his cute friends, even if it could mean his departure from this world. This is one brave — albeit a tad reckless — hedgehog.

The Labyrinth Zone requires more careful jumps and considered tactics than other levels. Choose your route with care; it's not just mindless speeding on this level.

This is the first level of the Green Hill Zone. The straightforward route is fairly simple but once you have the hang of some techniques you will be able to take more adventurous routes. Experienced players will venture above and below to find extra rings, and subsequently gain a larger bonus at the end. One word of warning: beware of the bridges. If you are not careful, a vicious piranha will leap from the water beneath and Sonic's life could be curtailed.

The Labyrinth Zone requires more careful jumps and considered tactics than other levels. Choose your route with care; it's not just mindless speeding on this level.

Sonic is probably the fastest creature you are ever going to come across on the Mega Drive. Even without power-ups, the spiked wonder can reach ridiculous speeds. Should he hit a spring or find a pair of speed...
Sonic has made it to the end of the first stage of the first level, the Green Hill Zone. It is a fairly simple level that gently introduces you to the techniques required in the game. But it's no pushover, so don't get complacent.

What makes for the fun is that it is many traps that the evil scientist has laid for you. Not to mention the masses of bionic creatures that you will meet as they attempt to kill you, even though it is you that is trying to save them in the long run!

That's one aspect of the game that you may not notice initially, the sheer size of the levels. First of all you will probably take the straightforward route, but there is always another route to be found above or beneath you. Lord knows what manner of bonuses and secret rooms you may find on your travels, they just keep popping up all over the place. While you are exploring, though, you have to watch out for the all just high-paced running and jumping. There's no shooting or exploding, just that manic, out of control oh-my-God-where-am-I-going-now? feeling that you get when you run flat out down the side of a hill in the naive assumption that the path to safety will be a clear one.

The trick is to try to combine enough skill to be able speed along and remember when to jump to pick up bonuses and when to turn into a whirling dervish of spikes to leap onto the mechanical creatures and save your buddies trapped within their metallic skin. Although you

**Mega Hog**

- The Latin name for the hedgehog genus is, in fact, Erinaceus.
- Leaving milk for a friendly garden hedgehog can be dangerous; it does absolutely nothing for their teeth or their coat or their general health. They will also become lazy. They are much better if left to forage for snails and the like.
- Most hedgehogs are infested with every type of flea you could name.
- The hedgehog is an insectivore native to Asia, Africa and Europe.
- They coat their spines with saliva (gross).
- In heraldry, hedgehogs are known as Herisson.

The construction site of the Starlight Zone has many moving elements that require precision timing to ensure Sonic doesn't plummet to a typically messy hedgehog death.
should be reckless at times, those without skill will find themselves losing rings too often to make any real progress.

The graphics are another major factor in making such a terrific game. The backgrounds are incredible – bright, colourful and full of detail – as is all of the scenery. Each zone has its own distinctive character and feel. The amount of time and effort that must have gone into producing the graphics is quite phenomenal. Not to mention mapping and designing each of the huge zones, ensuring the high level of playability that is so obvious throughout. Even Sonic himself has his own little routines: leave him alone for a few seconds and he'll begin tapping his foot or scratching his head impatiently. Or leave him teetering on a ledge and he'll make a great performance about precariously balancing on one leg: totally unnecessary but totally brilliant. Even his determined strut as he builds up speed to his head-down no-nonsense speed-blurred sprint makes the point that he is the eponymous character into some kind of cult hero and mascot for Sega. The great thing about it for us is that we get possibly the most playable game yet on the Mega Drive (and we don't have to put up with any more Nintendo owners going on about that pesky plumber all the time). Now we've got our own breed of hero to wave in their faces, and this guy deserves the adoration.

WHICH IS BEST?

The question everyone is asking is: Is Sonic better than Mario? Well, it would only be fair to compare the latest outings of each character. Super Mario Bros 4: Super Mario World on the Super Famicom is undoubtedly a superb game. Sonic the Hedgehog on the Mega Drive seems similarly impressive. However, it would be impossible for us to compare the two till we have been playing Sonic for at least a month out of choice (not for review purposes). Anyone who is already saying that one is better than the other is either biased or prophetic. Until Sonic has been on general release for a month, no-one should be counting their chickens.

SONIC VS MARIO?

At the recent Consumer Electronics Show in Chicago, Sega stole much of the limelight from Nintendo's Super NES launch by setting aside a part of their stand for Sonic. This section would allow visitors to compare and contrast the mascots of the two major players in the console arena. It is a sign of Sega's confidence in Sonic that they are willing to let him be openly compared to the latest incarnation of Mario (Mario World) on their own stand at such a high-profile show. It is also a sign that, now both protagonists have a corporate mascot, the previously gentlemanly battle – in Europe and the States at least – is going to degenerate into an unholy battle.

This challenge between Mario and Sonic is not the first shot that Sega have fired at the disdainful walls of Fort Nintendo. American mags are currently carrying an ad for the Game Gear that begins, "If you're still playing with Game Boy then it's time to grow up". It continues, "...[the Game Gear] makes Game Boy look like child's play". Only to conclude: "So quit kidding yourself, it's time to get into gear".

At the moment, Nintendo are probably going to rest on their laurels as the number one console supplier in the US (one in three homes now have a Nintendo machine). But if they're not careful, Sega might just sneak up on the rails and beat them into first place this year. This one could run and run.

MEGA DRIVE

GRAPHICS
- Colourful and highly detailed backdrops.
- The main sprites are fabulous.

SOUND
- The tune is a little boring.
- Loads of cheeky effects.

PLAYABILITY
- Huge levels to explore.
- Action gives a high-speed high.

SEGA
- £34.99 • OUT AUGUST

96
82
95
95

RAZE SEPTEMBER 1991
'ERE PAL, DID YER KNOW THERE'S A BRAND NEW
COMIC COMIN' OUT SOON?....WELL THERE IS,
'N' IT AINT LIKE YER ORDINARY PONCY
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WICKED ETC.....'N' IT'S MEGA FUNNY, WELL IT'S
BOUND TER BE COZ IT'S GOT ME INNIT!
SO YER BETTER BUY IT....OR ELSE I'LL COME
'ROUND 'N' PUNCH YER LIGHTS OUT....RIGHT!

ON
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Sega’s spectacular spinning coin-op goes hand-held. Julian Boardman brought the sick bag

A tactically crucial area of land is being invaded by a fleet of warships and aircraft, not to mention several battalions of tanks. Guess what, it is all up to you to destroy every single one and save the day single-handedly, like the ace you are.

Divided into nine missions - which can be over three skill levels - the action is categorised into three tactically distinct styles. The most common is a fighter intercept and destroy mission. The number you have to destroy in the first mission is ten but it could reach nearer 40 or 50 by the end of the campaign.

Then you get the missions where you must fly low and annihilate enemy warships, whilst avoiding the unwelcome attentions of the fighters that will try to defend their precious ships. The difference here is that while you can fly any way you like to take out the planes, to reach the ships you must stay low or your missiles will not lock on.

The final stage adds some real fun as you are told to take out tanks, whilst trying to avoid the enemy planes that swarm around you like bees to a honey pot. It's hard enough trying to hold the embarrassment because you failed to build up your armour on the earlier stages. Of course, if you're totally hopeless to begin with, you won't notice much difference.

To say this game was gung-ho would be a bit of an understatement. It is all very enjoyable for the first few games, but soon becomes annoying as you get far into it, die, and find you have to start over. Anyone who doesn't build up their weaponry on the early stages is wreckless, yet the process of equipping your ship becomes very tedious after a few goes. After playing G-Loc for 30 minutes, I found it very difficult to persevere in order to get further into the game. No doubt this is an indication of its arcade success, where you get to swing around in Sega's P360 motorised propulsion unit (as seen on Tomorrow's World). You can pop in your 50p, have a quick blast and leave it unperturbed. Indeed, Sega's Afterburner achieved similar success due to its arcade cabinet, but few people actually thought the game content was up to much, as the home versions proved.

Compared to previous Game Gear releases, G-Loc is visually impressive, although the sound is a disappointment. If you play your games in short bursts, the frenetic action of G-Loc is fine. But if you're looking for a long-time companion for your Game Gear, forget it; this one won't last a month.

GAME Gear

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Loss Of Consciousness due to Gravity happens at around nine Gs.

RAZE SEPTEMBER 1991
Boxing, what a game. It is one of the few sports where those spectating would not like to participate. It also has the embarrassing knack of thrusting complete idiots into the limelight to make fools of themselves. And unlike all great sports, the officials are a law unto themselves. (I say this knowingly after watching Chris Eubank quite undeservingly retain his world championship crown in anions of pounds that are currently given away in today's world championship contests.

Taito's coin-op on which this game is based is hardly ubiquitous in the UK, and neither is its eponymous star that well known on this side of the pond. From a reviewing perspective, this is probably ideal. There is no hype, licence etc to take into account, and thus, I feel, the favourable reviews received across the Atlantic will not be as forthcoming over here. In other words, don't get your hopes up, sports fans, this ain't no spring chicken.

Besides our title character, there are four other boxers vying to become heavyweight champion of the world. Thankfully, you don't have to play James Douglas, you can also pick either King Jason, Fernando Gomez, Kim Nang or Dynamite Joe to do the business for you in the ring. Each fighter has his own style — as much as you can have a style in boxing — of play, so choose the one that best suits your own method of attack. For instance, if you like to run around the ring a lot and pick your punches carefully, choose someone young and tall like Kim Nang.

With your favourite fighter glued up, you must choose how many rounds you wish the contest to be. Strangely, this starts at just one round, with a maximum of 12 one varying opponents at the very least. For £35 you'd expect a few weeks of entertainment, but all you get here is a couple of hours. The two-player mode will undoubtedly increase the cart's life, but even then players will get bored with the repetitive and thoughtless nature of the game. A great disappointment.

**MEGA DRIVE**

**GRAPHICS**

- Few frames of animation.
- Large boxer sprites contain much detail.

**SOUND**

- Blunt the music includes sleep.
- No grunts or groans, just boring bangs.

**PLAYABILITY**

- Very poor value with only five boxers.
- Two-player mode holds visual attraction.

**TAITO**

£34.99 • OUT NOW 75
Les "Boy" Ellis saves the planet - if only he could get his copy in on time too...

If the Burai want total domination of the universe, I mean, it's not like they want DIY shops open on a Sunday. But for thousands of years, their struggle has been in vain.

However, their luck is about to change. The cunning Burai have designed the first robo-mutant army: half robot, half living flesh. Unlike other soldiers, though, the cyborgs have the ability to mutate and produce hundreds of other robo-soldiers.

With such power, it seems the Burai's dream of universal domination is about to come true. With your handy portable proton pack and laser cannon, you have been given the job of wiping out these space scum.

You fly through the five bases of the Burai's home planet blasting all the robo-mutants into space dust. At the end of each base you then confront super mutants, like Gigantycrab, Jawsipede, Fangskull and Slimeapod. Luckily for you, when you blow up a bad guy, he'll sometimes drop a little reward for you. Most common is cobalt, which can be accumulated to create a devastating cobalt bomb.

Burai Fighter Deluxe is one of the best shoot-em-ups available for the Game Boy. The multi-directional scrolling and relentless attack of the aliens combine to form frenetic gameplay. A damn fine game.

---

**MEET THE BOSS**

- **Gigantycrab (level one)** - Beware of its flailing tentacles and venom.
- **Jawsipede (level two)** - Separate on being hit leaving many opponents.
- **Fangskull (level three)** - Fires bullets of bone; surrounded by falling platforms.
- **Torchwing (level four)** - Attacks with spinning fireballs; avoids shooting flames.
- **Slimeapod (level five)** - Shoots indestructible rock balls.

---

Les Ellis thought we said Chest Master and immediately ran off in a search of Elvira

Well I guess it had to happen eventually. Chess games have infiltrated almost every format of computer and now the consoles are coming in for the same treatment. I am not exactly the biggest fan of chess, but as Joos has trouble playing snap, I promised to give it my best shot.

The Chessmaster welcomes you to his game with a few words. Yea, that's right, words, for the Chessmaster speaks them through the Game Boy's little speaker - and jolly good they are too. The next thing to strike you is the wealth of options. It makes you wonder how they squeezed it all on one cart.

The options allow for the most comprehensive game of chess you could hope for. If you get stuck, you can ask the Chessmaster for help, take back or replay moves, or even save and load games (using a code number).

There are 16 levels of difficulty. In the first, the computer will average 60 moves in five minutes, but the game takes considerably longer - although he can be hurried along with another option.

Every move a player makes is greeted with a brief fanfare - very impressive. If you happen to get or, more probably, receive a check or checkmate (spelled in the game as checkmate!) you get to hear some more speech. The two-player game allows players to partake with the use of one Game Boy, with the computer acting as referee.

Without doubt, The Chessmaster is a fine game in its own right. But when you consider that it's all been squeezed into a Game Boy, the game is all the more impressive. The range of difficulty - from tutorial to tough - is perfect and welcomes all types of player. A superb piece of Game Boy software.
Can you stand the pressure of 18 of the most challenging holes of golf on the world pro circuit? Holes from all over the world like Muirfield, Augusta, St Andrew's, Pebble Beach (7) and Royal Lytham (just south of Blackpool)? If so then Mr J Nicklaus could have a treat for you. What of Jack has done is decided which are his favourite 18 holes and strung them together for your delectation. Up to four players can participate. These can be any combination of human and CPU players, of which there are eight (including big Jack himself). Scoring of the 18 holes can be of two types. The first is Stroke Play, where each player is effectively playing against the course as they attempt to make as low a score as possible over the 18 holes.

In a Skins game each hole is worth an amount of money; typically a set amount for the first six holes then twice that for the next six etc. Whoever scores the lowest on a hole before you get to play a round, you must set up your preferences. Here you decide which tee to play off, what sex to play with (F), and the names for the players. You can also choose your computer opponent from a library of eight top professionals.

At beginner level the computer automatically selects your club, but as you progress you must choose or you could find yourself using a three wood for a 12-foot putt.

At the left is the power box. Hit button A to start it moving, again to set the power level, then as it comes back down apply the amount of hook or fade. To hit it dead straight, press A when at the bottom of the green band. The top of the screen, above the graphics, shows the position of the flag relative to you. The white dot indicates the direction you are aiming.

To the right is the photo mode. Press A to start it moving, again to set the power level, then as it comes back down apply the amount of hook or fade. To hit it dead straight, press A when at the bottom of the green band. The top of the screen, above the graphics, shows the position of the flag relative to you. The white dot indicates the direction you are aiming.

Julian Boardman pulls on his plaid plus fours, sharpens his spikes and polishes his clubs.

Jack Nicklaus' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

Jack Nicklaus is known on the pro circuit as the Golden Bear.
Julian Boardman tried to walk on Andrux without leaving a mark.

I would just like to point out that the following scenario is nothing to do with me. I just try to cobble together something intelligible from the inlay.

There is this chap known as Super Agent Bruce Leap (yeah, I know, like I said, I just work here). He was living alone at his mountain retreat, a cedar logged dojo, for a month, rehearsing his and sharpening his martial arts tech- nique through fasting and meditation. He was feeling the best he has ever felt but knew he had further to go. Unfortunately for him, the top secret orders he had been expecting arrived. He took the folders and broke the seal on his fate.

Bruce Leap was being ordered over the border, deep into enemy territory, across the scorching desert to face dangers and hazards he was unlikely to see in such concentration again. To make things even more dangerous he would not be able to take automatic weapons; he would have to rely entirely on his feet and his hands. Just to make things really worthwhile, he'd have to walk the hundreds of miles to his destination.

But what is this destination?

A book flip with half twist and triple somersault should see you safely avoid the bullets. They are the pyramidal factories of somebody called "Daddy Long Legs". In these factories he manufactures a deadly concoction of Scorpion Juice and Petrol (?), which he will no doubt use to dominate the world.

A ridiculous scenario for a ridiculous game.

At your disposal for the six levels of yawn-inducing "action" you have a punch, kick, squat kick and back flip. All this to take on enemies who wield chainsaws, barrels and swords. Now this may seem a tad one-sided, well it is, but that is what you expect from Kung Fu Master.

The end of level guardians. The cannon fodder that gets chucked at you throughout the level is something different entirely. On easy level you can punch your way through them with your eyes closed and a twitch in your thumb. But then go to the hard level - no medium - and it is suddenly nigh on impossible to get to the end of a level. Assuming of course, you can be bothered because the gameplay is so formalised that even the ageing Double Dragon
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**101 COLLEGE AVENUE, GILLINGHAM, KENT ME7 5HX**
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Bart Simpson is the stereotypical American school kid: he never does his homework, detests school, loves getting rad on his skateboard, and just tries to enjoy himself.

Late one night, after sneaking outside to try his cool x-ray glasses, Bart stumbled upon an alien craft. Cowabunga, he thought, as he watched jelly-like forms ooze into Springfield's main park area. Being an inquisitive teenager, Bart listened closely to what the aliens had to say. It transpires that, just like in Invasion of the Body Snatchers, the visitors plan to take over the bodies of the inhabitants of Springfield. Also, by obtaining certain objects in the town, the invaders hope to build a weapon that will aid them in their quest to take over the planet.

Bart immediately runs home and tells his parents, Marge and Homer Simpson, of the aliens' plans. Not surprisingly, they take his story with a pinch of salt and send him to bed. It seems that Bart, with the aid of his x-ray specs, is the only one who is able to see the aliens. By proving the aliens' existence, Bart hopes to recruit the help of his family and save the world from disaster.

There are five huge levels that Bart has to clear up and expose in order to halt the invasion. As the game unfolds, the pre-level information screens show what you have to accomplish. The first level takes place on the streets of Springfield, with such sites as the cinema, old folks' home and Moe's Tavern. Along the level, you must find all the purple objects that are fuelling the alien weapon and dispose of them in some way. Whatever happens, Bart mustn't allow the aliens to see their purple colour.

Most of the objects can be sprayed with Bart's spray can, however, some objects are far too large or out of reach for this. By entering shops along the town's main road, Bart can purchase special objects to help him. Also on his route, Bart will encounter the residents of Springfield. Of course, some of them are already possessed by the alien force but are only visible when Bart puts his x-ray glasses on. If someone does appear to be alien (ie, with snakes etc coming of their head), Bart must jump on them. When he does, they will vanish and relinquish a letter for one of the names of a member in The Simpsons family. (E.g, Maggie appears on the first level.) If all the letters are collected, they spell out a bonus.

Radical underachiever, Les Ellis, does the Bartman as he paints the town red.
this person will help you at the end of the level.

After being defeated in the streets, on level two the aliens modify their weapon so that it can use hats for power. Bart has to travel through the shopping mall collecting all the hats he can find. If people happen to be wearing them at the time, it's just tough luck.

Balloons are the alien's ingredients for the next level, so Bart must go to the Krustyland Amusement Park. Balloons are floating all over the place and Bart must get rid of them by either grabbing or shooting them. Shooting them is easier, but first Bart has to find his trusty sling-shot.

Level four takes our local hero into the Springfield Museum of Natural History. This time our little green friends are after the exit signs. By touching the signs, Bart collects them. The problem on this level is that some signs are hard to reach. Bart guns lie around the floors of the museum, but be careful in your search for them as the museum is equipped with a laser alarm system.

Although the Simpsons name alone will sell this game in its tens of thousands, it's refreshing to see a game that is more than worthy of its licence. Acclaim could have quite easily churned out some rubbishy rods that the mutants are trying to steal for use in their weapon. The rest of The Simpsons are prowling around parts of the plant, and will help Bart if he can prove himself to them. The last level is the biggest of the game, and takes you all around the massive power plant by using elevators and stairs.

To get the flower pots on the window ledges, you'll have to jump on the door, back across to the top of the main window, then jump and spray from there.

To get the bird cage dropping a cherry bomb will scare the purple bird out of its cage.

The number of objects you have to get rid of to finish the level.

The characteristic Bart with spray can in hand.

The current object Bart is using. In this case he has his x-ray specs at the ready.

By jumping on aliens, you will reveal letters to make up the name of a family member who will help you against the baddies.
Toys 'N' Stuff isn't exactly Toys R Us. The whistle attracts the dog that may come in useful later on. Bart has nine coins left to spend on items. Coins are hidden in bushes and are revealed by jumping near them. Be careful because some bushes hide wasps that aren't too pleased at being disturbed.

The game captures all the superb elements of the cartoon series. It puts Bart in the TV series environment and includes all your favourite characters from the show. Unlike

Bart uses his x-ray glasses by Moe's Tavern and sees that this seemingly innocent citizen of Springfield has been possessed by the mutants. The Medusa haircut reveals this guy's secret. If you jump on his head, he will dart back off into outer space and leave you a letter. Collect this to spell out a family member's name.

What else could a phone box be used for than to make a hoax phone call to Moe's Tavern. Bart tries out a variety of names to wind the barman up: Isabelle Ringer and IM Adope are a couple. It's these unnecessary features that make The Simpsons a delight to play. The washing on the line to your right can be used to cover the purple objects in the background below.

most TV/movie licences, The Simpsons doesn't create some strange environment and makes stages out of one scene in the programme/film (like RoboCop etc. 0:0). Playing the game is like watching the

That bird on the statue of Jedediah Springfield, the town's bear-wrestling founder, looks like it needs a rocket. When you waste the bird, Jedediah will give you some advice. Work out what it means and you'll be laughing.

programme; funny, clever, thought provoking, and above all entertaining.

The structure of the game is superb. From the outset, you are intrigued as to Bart's situation and how you can help him. You'll breeze through the first few items of level one, but then find that thought and strategy have to be implemented. However, this doesn't get boring because Bart is such a charismatic star. The sound is similarly inspired by the TV show. It includes sampled speech of some person (not Bart, though) saying 'Eat my shorts!' and an acceptable version of Danny Elfman's soundtrack.

By all accounts, The Simpsons could become as popular as Mario.

Who the Hell is Bart Simpson?

It can't be very often that the life of a young American boy touches the hearts of a nation. But when Bartholomew J Simpson first appeared on Fox Television in March 1990, the lad, along with his Nuclear Age family, were destined for world-wide acclaim. Within months, the British satellite company Sky signed up The Simpsons. In February 1991, The Simpsons (screened on Sky One every Thursday and Sunday) became the first satellite programme in Europe to receive over one million viewers.

Bart's meteoric leap to fame was helped by a comprehensive merchandising campaign. Books, cups, lunchboxes, masks, records... The whole bandwagon steamed along at a frightening pace, leaving the likes of The Wonder Years and The Cosby Show in its wake. Little did artist Matt Groening realise that when he created The Simpsons, he created a family of the future for the family of today.

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- Before switching on the machine put both joypads in and hold control pad one down-right, hold control pad two up-left and hold down button 1. While holding this lot, switch on the Sega (you might need a friend to do this) and keep everything pressed until the R-Type logo appears. Now start a game and you will be invincible.
- At the end of level four, you will reach a screen packed from top to bottom with green dots. About halfway through at the top of the screen is a gap in the landscape. Fly up and go into it and you're transported to a bonus level.
- On the continue screen, after the Game Over message, a countdown starts. At this time rotate the directional pad anti-clockwise until the countdown stops. Release the directional pad and you will enter a sound test. To change sounds, rotate the directional pad right to left and push button 1. There are 17 sounds.
- The second continue mode will allow between 10 and 12 continues. When you have died three times and the continue screen appears, rotate the directional pad of control pad one clockwise as quickly you can. The number you receive depends on the speed of the pad's rotation.
**XENOPHOBIE**

*Atari Lynx*

- Keep your health up by picking up potions, pails and mugs.
- The best weapon in terms of distance and power is the electrogun.
- Crawling is the best offensive and defensive position because it keeps you level with most of the Xenos and protects you from the gaze of the Festors. To deal with a Festor, crawl up to it and raise your gun. Don’t stand up!
- To deal with a Rollerbaby either push it to the end of a room with shots and throw a grenade at it or wait until it rolls to a stop. When it stops, it will open up and you can shoot it.
- Pick up all objects. Everything in your inventory is worth 1000 points at the end of each level; junk items can really add to your score.
- A disk can be used to activate the ship’s transporter system. Stand in front of the screen which is next to the Xeno percentage report. Only use it in emergencies as it may zap you into a room crammed with Xenos.
- If you see spit flying through a doorway, Snottepillers are in the next room.
- For most of the levels, it’s a good idea not to self-destruct since you will receive health points if you complete them.
- A comlink is a must since it will allow you to keep up to date on how many Xenos are left. When you get the Xenos down to 5% just sit tight since the remaining ones start blowing up on their own.

*Level 1: easy!*

**Levels 2, 9, 16:** pick up any fluids you can find to build up your health. Move the machine room quickly or you’ll get blasted.

**Levels 3, 10, 17:** you’ll find a handy comlink here. Don’t mess with the firey pit which is located on the lowest floor. If you miss your jump, it can mess you up pretty bad. If you have a jet pack on the later editions of this level, fly over it.

**Levels 4, 11, 18:** along with the elevators, there are also holes which water pails to perk up your health. Use a fire extinguisher to clear a way down to the second floor where, incidentally, the self-destruct is located. After you clear some fires, go back and get your electrogun to deal with any Xenos threats. Ensure you have your gun with you when the destruct goes off or you’ll be forced to start the next level with a puffer gun.

**Level 7, 14, 21:** it’s a small station, but it’s a Xenofest! Use your grenades strategically (mostly on big congregations of Snottepillers and Rollerbabies).

**Levels 8, 15, 22:** this is a big station with no elevators and travel is only possible with a jet pack via floor holes. The main type of Xenos are the Festors. While you can hover and blast them, it can be dangerous. If they hit you with an egg, you’ll fall and you may lose your gun. It’s best to head for the lowest floor and destruct the place.

**Level 23:** Xenoworld. Be sure to have some grenades for the Snottor hordes. Crawl behind the huge Xeno mother and blast her. Voila!

---

**BALLOON KID**

*Game Boy*

The mysterious P Butler (is there no first name or is that what he does?) has sent in a guide to killing the end of level basses.

- ★ To kill the wolf at the end of level two, drop all your balloons then wait for the wolf to start moving. Jump from the platform onto its head (it’s easier if the wolf is in the middle of the screen). You should bounce back onto the platform. Repeat this twice. Take care as the screen automatically starts to move once the wolf has jumped away.
- ★ When you get to the fish at the end of level four, you have to drop all your balloons again. When the fish jumps out of the water jump on his head and you will be bounced back onto the platform. Again, try to do this in the middle of the screen. Repeat it twice. If you are on the right platform when the fish has been killed quickly blow up a balloon.
- ★ The snowman on level six is slightly different. Drop your balloons and go to the edge of the screen. When the snowman is almost next to you, jump over him. Wait until he has just thrown an ice cube and jump over it onto his head. Repeat this twice.
- ★ At the end of level eight when you come across the robot, drop all your balloons. When he has fired the sparks, jump on his head, they will now fly over your head. Repeat this four times.
# Megaware

**The Ultimate for Console Entertainment**

## Sega Megadrive: Super Famicom : P.C. Engine

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**Make of Machine**
MASTER SYSTEM BUSTERS

VIGILANTE
To get any level, push the joystick up-left and push buttons 1 and 2 simultaneously. You will now be in the level select screen.

TEENAGE ACE
To get to the last match enter this password: NKOP VVLG LKK SFFK.

GHOSTBUSTERS
Enter your initials as AA then your account number as 1173468723. All being well you should now have $1,975,800.

ACTION FIGHTER
To begin the game with the car, B, C, and D collected, and super invincibility against enemy bullets, enter the password SPECIAL (including the full stop).
To begin with the car, B, C, and D already collected, and three extra lives, enter the password DOKI PEN. This will also give you some special qualities.

DOUBLE DRAGON
If you manage to get to the beginning of level four, jump about 40 to 50 times to receive infinite lives.

BLACK BELT
Select the one-player game but just before the game starts press RES. When the game restarts you will have infinite lives.

ENDURO RACER
To jump levels press up, down, left, right on the title screen. You will then go into a level select screen.

THUNDER BLADE
When approaching the level fortress, move up to either top corner and hover there. The fortress should now blow up without you touching it.

In the second half of stage one, you can dodge the tanks' missiles by moving in an anti-clockwise direction around the edge of the screen. Don't stop firing, though, points mean prizes!

KENSEIDEN
Climb to the top of the Buddha on level one. If you carry on going upwards you will enter a secret room.

SHINOBIE
Wait for the face of the ninja to appear, then press down and button 2. The screen will go blank for a second followed by a level selection screen.

WONDER BOY III
Type in the password WEST ONE, leaving the rest of the spaces blank. When the game starts, you will have every weapon and piece of armour you could wish for and an inexhaustible amount of money.

SPELLCASTER
To get the x-ray glasses you have to go through one hall of a rigamorole. First talk to Midori's grandfather, then go outside and point at the boat house. Now go inside the boat house and look around. Once you've done that, talk to the grandfather again. He will now tell you about the x-ray glasses which will be in the boat house when you return to it.

ALERTED BEAST
To begin the game with five life bars instead of the usual three press buttons 1 and 2 and up-left on the title screen.

SPY VS SPY
Go to the options screen and select the airport to appear from the start. Find the airport room, seal it off with traps and wait in an adjoining room. Your opponent will now find all the goodies, but will sadly (for him - ha, ha) kill himself when he tries to get to the airport. When you see he's died, go to the room he was in, pick up the items and jump on the plane.

Mastered any games recently? Tell the world your secrets by sending your cheats, tips, secrets and teats to Sega City, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. Keep 'em rollin'!

RAD GRAVITY

NES
These fabbo maps of the first two levels should help any trendy space explorer. There's even some crucial tips to ease his quest.

CYBERIA
This world is the first you will come across but it is essential to your mission because it is where you are going to find many passwords and the information you'll need to travel to other worlds.

You start on the surface of the planet and have to travel to the far left of the screen using the platforms to help you. If any of the mad scientists get in the way, zap them with your light sabre. You will see a dark opening to the left of the screen, go to it, and press up. You are now in another part of the planet that just happens to look much the same.
Travel to the far left to find another exit. If you can avoid the mad scientists that aren't moonwalking then do so as they are quite awkward to kill off. There is a short planet surface stage to go through before you get to the last stage. Here you have to go to the right, watch out for the scientists' spinning arms as they will take lots of energy.
At the end of this stage is an energy icon that you must pick up. After you have this bar you have to go back to where you entered this screen and go through the door. Then walk to the left of the screen, take care with the red robots as they take four or five shots to kill. A doorway on the left will lead you to the final part of this level. Go to the right and you will come across a teleport, enter this to be warped to the inner sanctum.

Beside you as you start is a computer, walk into it and it will give you some vital clues as to what to do in this part of the game. Go right and you will find a laser gun, this is a much better weapon than your light sabre. Go back to the left and down the ladder to the teleport machine. Go left and up the next ladder. Take care to waste the big robots and the sentries as soon as they appear. When two appear at the same time, wait till one of them fires and then duck. The bullet will fly over your head and destroy the other robot. Jump the single gap and enter the teleport machine. Continue right, and go up the steps. Go down the ladder and take the first teleport to the right.

Go right along the top of the level and pick up the energy bar. Now go to the six computers placed on top of each other, then on into the teleport. This will take you inside the computer. In here you have to go left shooting anything that moves and avoid...
ing the laser beams. When you get to the double laser with a ball between them, shoot the ball. If you shoot all three of theses they will turn the lasers off. Then go to the teleport at the far left.

Now, walk left into the computer, get the message and continue left until you come across a teleport. Now, walk left again touching all the computers you come across, go down to touch the last three and then teleport back to your ship. Remember that whatever happens, if you die, teleport back to the ship rescue is just a case of jumping over pools of fire until you reach the men with your machine. For those jumps them! When you come to any cogs and wheels, shoot them in the middle by doing a small jump and shoot-

while you are flashing. It's better to start a level again than to lose a life.

**Effluvia**

**Effluvia** is the scrapyard world where all the scrap in the galaxy goes—not to die but to trap unwanted space travelers such as Rad. This is where the mad scientists have taken the computer they stole from your ship, and they intend to turn it into a mutated evil machine.

The first thing to do is make sure you are armed with the laser pistol, the light saber is of no use here. The droplets of acid are extremely dangerous but can be shot to avoid them striking you.

When jumping on the bubbles make sure you keep jumping up or else they will sink, taking you with jump and end up in the fire, immediately press start and choose the communicator to teleport out of trouble. It means you have to restart the level but at least you won’t lose your life. Above all, stay cool, Rad!

**Game Boy Busters**

**Godzilla**

Dave Hewitt from Edinburgh sent in a sound test select. Hold down all the buttons, resetting the machine. Do this again and you'll enter the hidden screen.

**Bubble Bobble**

David McAteer from Preston has been bubbling away and found this. When you die and are prompted to continue, pressing LEFT or RIGHT on the joystick lets you select any level up to the level you died on. Incidentally, the password for level 100 is KGLD.

P Butler found out that you can preview where all the monsters are on a level by pressing SELECT and moving around using the pad.

**Castlevania**

P Butler has been at it again. On the second level, at the end of the bridge, go down the rope, then the rope on the right, then on the left. Go to the third step and destroy the eye on it. A bit will disappear and you can go down into a secret room.

**Lock 'n' Chase**

Andy Noah wrote in from his ark in Blackpool with this warp to level 7-1. On the title screen, press button A, A, B, B, A, A, B, B.

**Gargoyle’s Quest**

Adam Lay in Middlesex gives you this code to get deep, deep into the game: JXAJ-R74.

You'll find tips galore for the Game Boy every month in Raze. But we need your help to educate the nation in underhand tactics. Tips on "official" games are in short supply, so sending these will give you a greater chance of getting included. Write to Harly Nintendo, Raze, Unit 3, 7 Back Street, Trowbridge, Wilts BA14 8LH.
**ATARI LYNX BUSTERS**

**PAPERBOY**

Never ride too fast or you'll miss scoring opportunities. The best place to ride is on the sidewalk since things show up quicker on the road. Perfect delivery runs provide great bonuses so be careful not to break subscribers' windows. Also, be wary of paper boxes which are near windows. A porch delivery is preferable. Don't waste too many papers on non-subscriber houses. At most, send a volley of three papers at the grey houses to break what you can. Human targets have the biggest point values.

**BLUE LIGHTNING**

Following are the nine level codes: AAAA, PLAN, ALFA, BELL, NINE, LOCK, HAND, FLEA, LIFE.

**MS PAC-MAN**

Pause the game and press Option 1, A and Option 1 again. Unpause the game and you'll find you have the lightning bolt. Pressing button B during play will boost your speed considerably. Follow this procedure every time you want to go faster. Pause the game and press the following buttons in sequence: Option 1, B, A, A, Option 1. Unpause the game and you will have five lives. This trick can only be performed once per game, so use it when you are down to your last life.

**CHIP'S CHALLENGE**

There are five fabulous secret levels tucked away in this puzzle. Level 145 (the first of the hidden) isn't actually a level at all, but a Mandelbrot fractal generator. Use the thumb pad to move the zoom window, button A to zoom in, button B to zoom out, Option 1 to start/stop generation, Pause for the parameter menu (Option 1 toggles between the Mandelbrot and Julia explorer). Option 2 to select mode (stop generation, colour cycling or reverse colour cycling).

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**GATES OF ZENDOCON**

Enter TRYX on the password screen. Ensure you press and hold down RIGHT and DOWN so you crash straight through the floor of the level. Enter the gateway at the end of the level. The next level will come as a big surprise; not only do you get to pick up the most amazing weaponry, but you also get to meet (and shoot) the makers of the Lynx.

**SLIMEWORLD**

The codes to get you from the beginning to end of the first level go like this: 5D0AD9, 070964, CCC945, 30C988, 4F8B09, 03BBCD, 098BC3, 078BC1, C28A87 and 8F0B88.

Do you have the missing links for some Lynx games? If so, send in those crucial cheats to Atari Attack, RAZE, Unit 5, 7 Back Street, Trowbridge, Wiltshire BA14 8LH. Only the sly will survive...

**GHOULS 'N' GHOSTS**

Master System

These two maps give the definitive guide to making your trip across the suspended bridges as easy as pie. All the traps are shown in the exact places they appear, as are the two treasure chests. These two are actually worth something, as opposed to the normal magician git that takes great delight in turning you into a duck. The one at the far right is an entrance to the Gatekeeper's room where you will have to defeat him.
Super Mario World

Super Famicom

Ever since it became available, tips and hidden world locations have been flooding for Mario. Here is a compilation of the best which should help out anyone who’s struggling. People like Upkar Basra of Isilworth and Richard Marshall of Esher in Surrey should be feeling very happy with themselves for helping out all these poor Famicom players.

Secret Levels

The first secret level is to be found on 2-1. Get the feather and fly to the top of the screen. Keep flying until you get past a yellow pipe. Make sure you are flying very high because you won’t be able to pass it. Alternatively, you could go to World 2-2 and get the green blocks and then go back to 2-1. Near the end of the level you will see a line of green blocks. Run up these and get to the same secret level. Another way is to go to the cave and move to the second blue pipe. If you are big, you will enter another secret world. On World 1-5 enter the first blue pipe.

The next key can be found on 3-1. You need red blocks for this so you must do 3-2 first. The key is in between two yellow pipes. Make your way up the red blocks and hit the block to reveal a stalk. Up this stalk is the key and the keyhole. In world 2-4 going down the first blue pipe puts you in a cave. The second secret level is along the path, this is also another path to World 4.

In world 3-2, the first green pipe hides a level, also the second yellow pipe in 3-3 and the first blue pipe in 3-4. In World 4-1 go down the first blue pipe. In world 5-3 go down the second blue pipe for an extra life game and the third green pipe for a key. In World 6-1 enter the fourth blue pipe. 6-3 enter the first blue pipe and on 6-5 enter the first yellow pipe. On World 7-1 the extra life game is up the vine. On 7-2 after coming out of the green pipe go to the far left of the screen and jump to get a cape. On 7-3 go down the first yellow pipe for an extra lives game.

The forest is a network of warps. To get to the next star level, simply complete the ghost town and go to World 5-4. On this level, go down the fourth blue pipe. The last star level can be found on the first level in World 4. At the end, instead of completing the level, fly underneath the platform and you will find a second ending post. Go through this post and you will go to a water level. Complete this and you will come to the star level.

The Star Levels

The most important star level is the one in Koopa’s Lair. You need a dragon on to get it. It is in World 7-4. At the end of the level you see a trapped key. Swallow it and go through the warp.

This star level can lead to the center star level revealing the special levels. All you have to do is start flying at the earliest opportunity. You will see a platform of yellow blocks, make sure you fly onto them, not underneath. Follow the network of coloured platforms to the end to reveal a key and keyhole.

The Blocks

Go up the second green pipe, making sure that you have the feather. Go to the four blocks and jump onto the third one. Jump and spin so that you hit the last block.

Red Blocks 3-2

Get to the first P icon and carry it left. Jump on it when you come to the blocks. Jump over the first gap and go down the second. You will now see the keyhole. The key is to the right.

Blue Blocks 3-2

Proceed through the level as normal until you come to the finishing straight. You will see a yellow block. Continue left to collect the key.

Koopa’s Lair

On 7-2 you will find a short cut to Koopa’s hide-out. On the third section of this level, as soon as you get out, jump up the stairs and start running until you reach maximum speed. When you come to the blue key, follow this path away as quickly as you can before the P runs out to the last door. Go through this and then go through to the second room. Fly up to the top through the gap to get the key.

Bubble Bobble

Game Boy

Okay, you wanted them, you got them. 100 level codes for Bubble Bobble on the Game Boy. This is a compilation of all the codes received, so thanks go out to all who sent them.

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Mega Drive Busters

Varis 3

How would you like to go to any map? Hold down UP, A, B, C, and start on the title screen and you should then be able to select any level with the pad controls. Press start to continue. See the pictures by holding LEFT UP, A, C, and start on the title screen. Go to the music select screen by holding A, B, C and start on the title screen.

Midnight Resistance

Select your stage from the title screen by holding C and start. Now when you pause the game on any level and press A, you will be transported to the next level. Pretty sly, eh?

Wrestleball

There’s a sound test hidden in there. Choose a one-player WB league game. Have a karate team. Enter KWIGEN as your password and the sound test will appear on the title screen. Fancy four extra teams? On the team select, hold A and DOWN. Now wait four seconds and more teams will miraculously appear.

Dynamite Duke

Find the UFO straight away by starting the game and firing one shot. Wait a while and the UFO will appear from the right. Shoot it for an item.

Cyberball

This code will zoom you straight to the super bowl: 65BB BX11 BFEX

Aleste

To receive full power-ups, pause the game and press these buttons in the following sequence: B, B, C, B, C, UP, DOWN, A, then unpause. You will now be fully powered up.

Are you a master of Mega Drive games? If so, then tell us your secrets. Send all tips, chips, nips and tips to Sega City, RAZE, Unit 3, 7 Back Street, Towbridge, Wiltshire BA14 8LH. And remember, only cheats prosper.
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**FINAL FIGHT**

Anthony Wallis of Boxmoor, Hemel Hempstead, sent in this extra lives tip. In the top left-hand corner of the bar stage is a plank of wood. Break this and pick up the food to gain 12 extra lives.

Simon Chan from Sandyford, Newcastle, sent in this infinite lives cheat. Get onto the hidden options screen (Left and Start) and press the Left outer button, then press Start. Now you should have infinite lives. Are we forgiven?

**SIM CITY**

To stop the meltdown on the Boston scenario, carry out this procedure. As soon as it starts, press Left, Right, or X and move to the nuclear plant. Demolish it and build a new one, and meltdown will not occur.

To build an anti-monster department, get the population up to 200,000 and call the monster. Now call the doctor's light ten times and he will let you build an ED department.

**POPULOUS**

To increase power to full, you must execute this cheat very quickly. Any time in the game press A then B. Now hold Left and press A and B. Hold down Left and Right and press A, B, X in order. Press X and then Select. Go to the swamp icon and press B. If the icon does not go red, it has worked.

To get everyone out of the building hold Left and press A. Hold down right and press Y. Press B, X, A in order and then Select.

To change stage, get everyone out of the buildings and press Pause. Choose conquest on the set-up screen and go to the requester screen. X advances levels, B goes back, A selects.

Short but sweet this month. Don't forget games like Actrainers and Ultraman, though, as haven't had any cheats for them yet. If you've got any hints, tips, maps etc. on Super Famicom games, send them in to Nardy Nintendo, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8NH.

---

**MIKE TYSON'S PUNCH OUT**

*NES*

Andrew Huscombe from Chelmsford, Martin Jones in Kent and Ralph Estepa of London between them have come up with some face-busting hints.

* At the end of each round, during the rest period, keep your finger on select until your injury score has gone down. You can do this all the time.
* Don Flamenco has a big weakness. All you have to do is dodge his first big punch, then continue to hit him with right and left combinations. If your timing is right he won't recover.
* To get straight to "Iron" Mike Tyson enter the code 007 373 5963. When you face Mike, dodge left when he comes out punching like crazy and hit him twice in the face. When he pretends to punch, do the same thing. Just keep on doing this and you will be able to KO him three times in the fourth round.
* There's also another way to get to that dream fight. Enter the code 135 792 468 and leave the last number at 0. Press select and hold it down. Now press A and B. Little Mac now has a whole new challenge in front of him.
* If you want to see the end credits without having to play the game enter the code 106 113 012 and leave the last number at 0. Press and hold Select and press A and B at the same time.

**RAMPAGE**

*Atari Lynx*

1. If you want to survive for any great length of time, eat lots to keep your health up. Soldiers are an excellent source of monster nutrition because there are a lot of them. Be careful though, they shoot like crazy when they're faced with the concept of becoming a snack.
2. Each monster can grab and hold on to one of the humans for bonus points: George, woman; Lizzie, man; Larry, reporter; Ralph, businessman.
3. Each monster can pick up a special potion which makes them invincible for the rest of the level: George, green potion; Lizzie, green and red; Larry, green with a white circle; Ralph, green with blue.
4. Get out of the way of a chopper strafing run as quickly as you can. This can do major damage to your health.
5. If you see a chopper heading straight up, watch out because it's about to drop a bomb.
6. Open windows generally indicate food. You usually have to hit the surrounding area twice - once above and once below - to reveal the food.
7. If you hear a tank, watch out. Find out where it is and jump over it. Once behind the tank, it's easy pickings.
8. Jump onto any bridges to destroy them. Stay clear of the water because it slowly takes away your health. Any tanks that come along will end up in the drink and will never be seen again. Humans (like the demolition soldier) can swim and come up on the other side.
9. If you hear lightning, move immediately. Lightning bolts hit where you were when they left their cloud.
10. Only hit electrical devices when they are in their off state or you'll get a nasty shock.
11. To get a quick indication of your monster's health (without glancing over at your health bar), check his facial expression. Your monster will have a smile on his face when your health is fine, has a smile. However, when your health bar is low, the monster's mouth will open wide in terror.
12. If a soldier or person is in a tricky location (like the middle window on a floor), leap past the spot and punch.
13. You can jump from one building to another by pushing up on your joystick as you reach the other building.
14. If you're not done ravaging a building to your liking and a bomb gets placed to blow it up, grab it and either jump and throw it high in the air or throw it off the screen (if you throw it in the direction of other buildings it may destroy one of them). Watch the timer though, you don't want to have it in your hand when it goes off.
15. You move faster when jumping.
16. In later rounds, when the demolition men start parachuting down, be careful. If you grab a paratrooper in mid-air, his explosives will fall and wipe out the building you’re hanging on.
17. Bathrooms are a plentiful albeit disgusting source of food. Sometimes these facilities are initially empty, but if you wait a while someone will show up.

18. Motor vehicles (such as police cars, trucks and taxis) are choice targets thanks to their high point values. Smash them whenever possible.
19. If you make it to the last level, you have to grab the scientist (he’ll pop in and out of the group of buildings on the left side of the screen). Go to the big building on the right side of the screen and climb up its right side. When you reach the roof, the doc will fix up the potion you need.

PC ENGINE BUSTERS

PAC-LAND
Kwong Leung from Essex reveals a secret options mode kept deep within this terrific, albeit very tough, cartoon adventure. Hold down both fire buttons and run on the title screen and a large Pac-man will appear. Press the buttons once again and you’ll be able to choose which level you wish to start on and how many lives you require. Press the buttons once more to get to the sound test. Sneaky, but true.

TALES OF A MONSTERPATH
Press RUN, START and 1 and 2 simultaneously to get the “staff” option.

WONDER BOY
Press all the buttons and UP on the joystick when you die (just before Game Over appears). Now release RUN, press RUN again and release all. (Unfortunately, we haven’t got a copy of Wonder Boy so you’ll find out for yourselves what happens.)

R-TYPE II
Enter these mission codes by pressing SELECT and then RUN. Enter these codes for useful weapons.
DVA 9275 NA
HVR 7134 NA

DRAGON SPIRIT
To continue the previous game, press II and then I on the title screen. A beep should acknowledge your continue.

R-TYPE
Enter ARA 6095 NA as a mission code to receive loads of super weapons.

SPACE HARRIER
On the high score table, type in MD. Now choose “Mode” from the title screen and you can choose three or five lives; easy, normal or hard mode, and enter the sound test. Or, alternatively, type in CNT to continue the game. You can only continue from level 6, 12 and 18. If you abort a game, you remove the mode and continue options.

SON SON II
Get to and destroy the guardian in less than three minutes and you’ll receive a 5000 zenny bonus. Not bad, eh!

DRUNKEN MASTER
To continue once you’ve died, hold down, select and both fire buttons, then press run. To enter a harder level, repeat the procedure but with up instead. To use your power punches, either wait to be hit twice and then punch or get hit three times and then super punch the bad guy.

MOTORAIDER 2
How does a test mode sound? On the course select, hold down select and press right, left, right, left. Test will now appear onscreen. Hold select and press right to select levels. If you hold down select and 2 as well, you will get $50,000. Now press start.

SCI
You can hear the Morse code at any time by pausing the game at the start for 15-20 seconds.

ZERO 4 CHAMP
To ride the Sierra 3000GT, enter Kerok on the high score table.

HELLFIRE
Double your firepower by executing this. (Ensure the game is in two-player mode, but the second pad isn’t plugged in.) Put the vector reset to off. Get the speed icon. Kill off one ship and rotate its firepower. When it comes back, go on top of it. This will give you extra firepower.

Don’t forget, RAZE is the only magazine in the UK that fully supports the PC Engine. If you have tips on any games—old and new—send them in to NEC Knacks, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

ROBO SQUASH

Atari Lynx
Getting three splats against the computer is tough (especially on the higher difficulty settings), so you’re better off trying to clear the screen and shooting the mechanical spider that subsequently appears. Learn where you have to place your paddle to hit certain blocks (this spatial skill comes in handy when using the shooter or holder). The best power-up you can get is the holder (mouth). You can pick off all the bricks onscreen and nail any remaining power-ups. Don’t go nuts with the shooter. The resulting explosions can obscure your view of the returning ball. If a ball splats directly in the middle of the screen, try to hit the spotter (the eyeball) or use the ball’s shadow to figure out where the ball is coming from. Once the screen is clear, the spider will come out. Try to bat the ball to where you think the spider will be.
RAZE RELEASE RUNDOWN

Just bought a console? Don't know what games are available for your machine? Don't boil yourself in cabbage water, reach for the RAZE Release Rundown - the only place where you can find every game that is available for your machine along with its price. The RRR also contains information on what's coming out over the next few months. This is the most comprehensive games listing in the UK.

The RRR only contains games that are officially available through Sega, Nintendo and Atari. Although every effort is made to ensure its accuracy, RAZE cannot be held responsible for any actions resulting from errors in the RRR. Those prices with an asterisk (*) indicate that the game is or has been available free as part of a machine bundle.

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If you haven't played Golden Axe on your Mega Drive, then your machine hasn't lived. This was the game that originally sold the machine alright when it was released officially in 1990. The plot centres around three hard-nosed warriors - Ax-Battle, Gillius-Headstrong and Tyrus-Fierce -- who embark on a mission to rescue a king and his daughter from the megalomanic clutches of Death Adder. The best combination of beat-'em-up and adventuring action around. Very addictive. Reviewed in issue 3, 92%.

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**SNMG** is to the Game Gear what Altered Beast is to the Mega Drive; it was the game launched with the machine, and still holds appeal today. Sega's portable translation of their prolific racing game is based more on the Master System version than any other. That said, it's damn fast and equally playable. Previewed in issue 7.

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This is the second of Mario's games on the world's best-selling portable gaming machines. *Dr Mario* is also, arguably, the best Mario game. Fabulously addictive gameplay that will give you neckache. Reviewed in issue 2, 81%.

**ATARI LYNX**

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Now that the hot hedgehog fellow has actually arrived on the Mega Drive, he looks set to blow away every other cartoon console character. But Virgin knew that "the country's premier console magazine needs looking after" (our words not theirs), and they have certainly done themselves proud and furnished us with a collection of most desirable goodies. In fact they are so keen to look after us, that they were willing to sponsor Les Ellis's much-needed plastic surgery. "It would be for the good of the industry," they said. But we weren't too sure if Les would end up looking like Sonic after the facelift.

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