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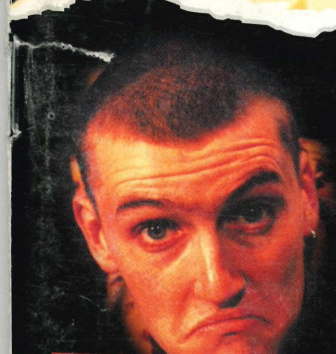

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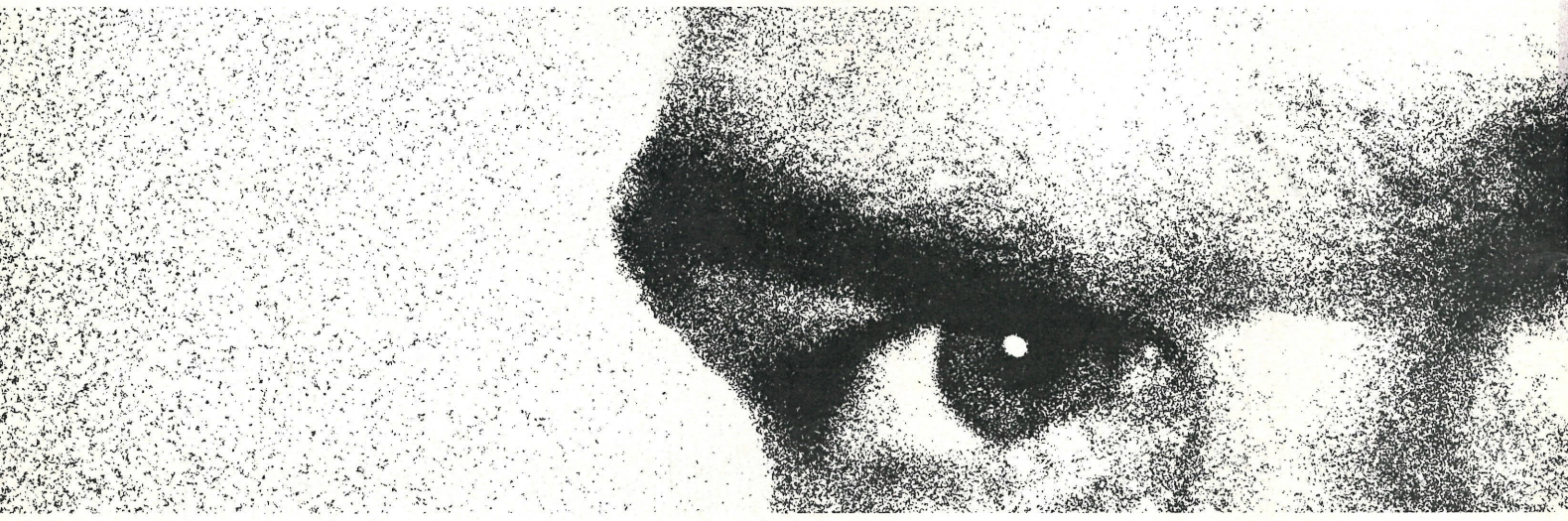

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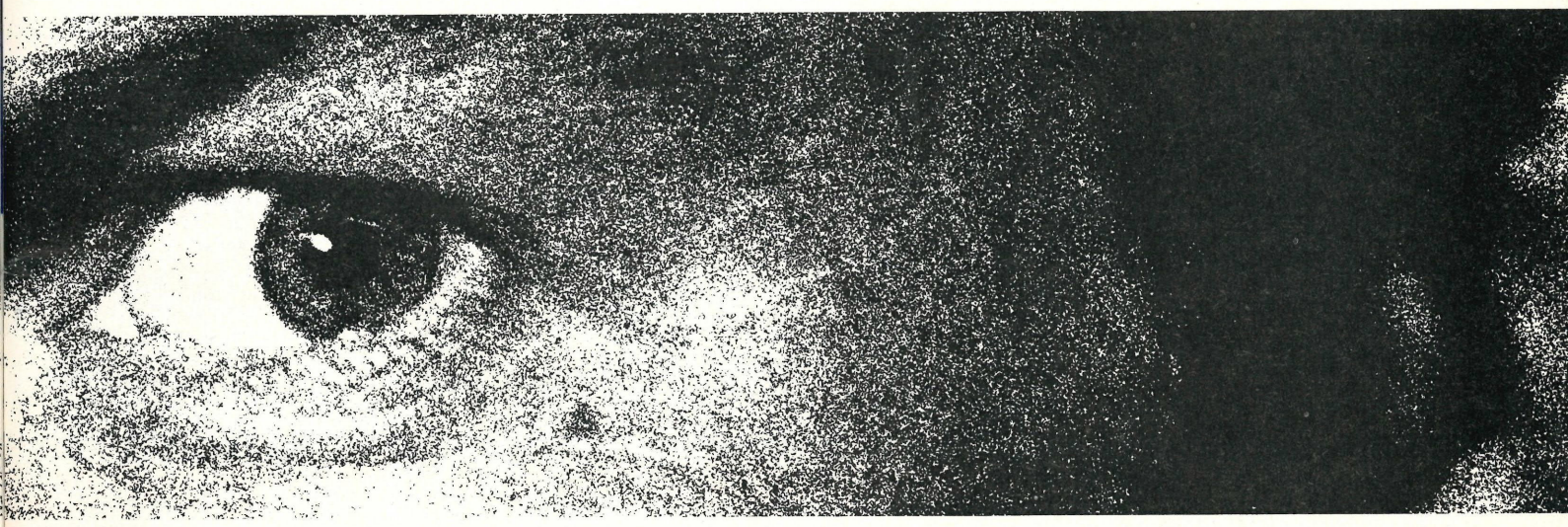

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ENTERTAINMENT SYSTEM

Will you ever reach the end?

BAD influence!

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Cover photography: Warwick Bedford
Graphics: US Gold
Streetfighter II

ARE YOU BEING INFLUENCED?

Welcome to the second issue of the Bad Influence! magazine. I hope you'll enjoy reading the "behind the scenes" stories, and want to keep the hints, tips and review sections for future reference.

The TV series has been very successful, with over four and a half million viewers each week. One of the best things for us has been to discover how many girls are watching the programme – in fact nearly half the audience is female. The general feeling in the computer industry before we started was that "girls aren't interested in video games!". Clearly they are; and having a games buff like Violet on the show, and such good female reviewers on our panel, is helping to change the preconceptions.

By Patrick Titley
Series Editor, Bad Influence!

We've also been surprised and pleased at all the letters we've received here in the office, there was even a Christmas card for Nam Rood! We pay a lot of attention to your comments and criticisms, and several of the items in the programme have been suggested by viewers.

Each episode of Bad Influence! is recorded in the studio on a Wednesday. We designed the studio so that the audience can play on all the machines that we have around. They often have no idea about the content of the programme because they never listen to the items – they're all too busy trying out the Neo-Geo. (Mind you, Andy spends most of the rehearsal playing on his Game Gear!)

We are hoping to start the next series of Bad Influence! in October. In the meantime, you can keep watching us on GMTV on Thursday mornings – and keep an eye out for more issues of the magazine.

As Nam Rood would say: happy furtling!

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UNDER THE INFLUENCE!

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THE HUMANOSAURS' HUMANOSCORE! p21

We've invited the Humanosaurs – Brad and Deena – to score the very best and latest games for your machine. Of course, we've had to ask Andy and Violet to keep an eye on the pixelised duo. Whatever the case, you can be sure to find the most accurate reviews of all the latest software inside this issue of Bad Influence! Take it away guys!

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UPDATES

It's not all games, games, games you know. The limitations on computer technology is, well... limitless and we've got all the latest news from around the world on the very latest developments. And if you ever dreamed of writing your own video games we've the perfect guide to get you started, as well as a 'secrets of the trade' look into animation. But it doesn't stop there! We interview the totally mad, crazy, wild, wacky but very lovable king of cheat city, Nam Rood, and take a closer look into the backgrounds of the TV show's hosts – Andy Crane and Violet Berlin.

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Now we get to see just how well you know your games in our five massive competitions with prizes totalling squillions of pounds. We've got nearly every video game machine you could ever think of up for grabs – 10 Lynx, a Neo-Geo, Commodore A1200, Super NES with Streetfighter II and three MegaDrives. Phew!

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THE YEAR AHEAD p81

1993 is now upon us and software development is looking very exciting – for everyone. The good news is that software is getting bigger and better, the bad news is you'll have to wait. But fear not, we managed to get screenshots of some of the hottest titles planned for future release from such software giants as Psygnosis, Core Design, Virgin and Electronic Arts. Look into our crystal ball...

Core Design 87
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NAM ROOD'S HINTS & TIPS p97

Yah, you squirmy toads! Nam Rood 'ere. 'Ave I got loads of hints, tips and solutions or what? I know that you lot out there can't play games as well as me but I've been persuaded to help you out. If you're havin' trouble with Fate of Atlantis, Bart's Nightmare, Tasmania, Shadow of the Beast or Dr Franken you've come to the right place 'cause I know everything. I've even scoured the shed for cheats so if ya can't work it out logically – cheat! Heh, heh!

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If you're thinking of buying a games machine, or just want to find out about the latest accessories, games or joysticks, head for our buyer's guide. It features a comprehensive run-down of the games machines presently on the market and their capabilities, and a report on the latest joysticks and accessories. With our buyer's guide, you're guaranteed to make the right purchase!

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Going loco

It may look easy on the screen, but it's surprising how much trouble you can get into making even a brief TV slot – and the Bad Influence! programme on Sega in Japan was no exception. A working trip to the other side of the world sounds glamorous and exciting, but for Violet Berlin and series producer Richard Maude it almost turned into a lesson on how to go loco in Tokyo.

Japan is the centre of the electronic universe and the source of nearly all our video products, so it was not surprising that this country figured strongly in the early planning stages of Bad Influence!

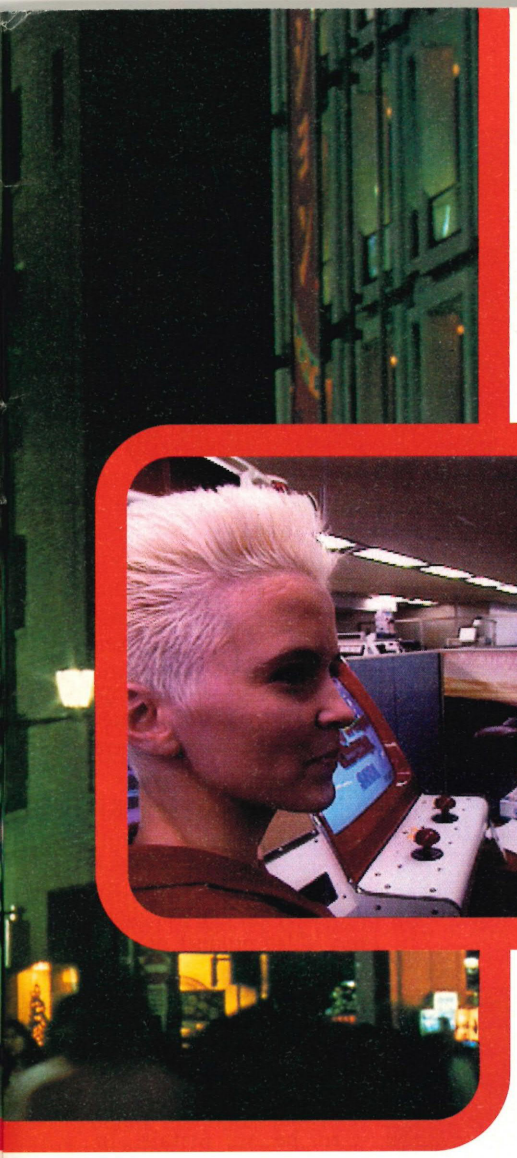
When Sega invited the Bad Influence! crew to join in the launch of Sonic 2 it was an ideal opportunity for a first hand view of what Japan has to offer – and what Britain may get in the future.

So on October 18, 1992 Violet and Richard boarded their Virgin Airways 747 Jumbo Jet at Gatwick Airport for the twelve and a half hour, non-stop flight to Narita Airport, Tokyo.

Despite some planning meetings with Sega staff in this country it was still a 12,000 mile trip into the unknown. "It was at 35,000 feet that we got our first taste of Japanese food", said Richard. "We had chosen a nice meal from the menu, but when the trolley got to us, it had run out of Western food. We were each faced with a plate of stuff that we didn't recognise. It was full of squidgy things with funny textures and we ended up leaving a lot of it and filling up with sandwiches".

Having left at 3pm English time, they arrived in Japan at 11am the following day, allowing for an eight hour time difference. "The

Sightseeing in Tokyo: Violet Berlin and producer Richard Maude set out to explore the city



Dressed to thrill!

Japanese men have very strict ideas about how women should dress and how they should behave. One person who definitely does not fit in with these ideas is Ms Violet Berlin.

But on the Japanese trip, Violet stuck to her guns and taught the Japanese a few things about accepting other people as they are.

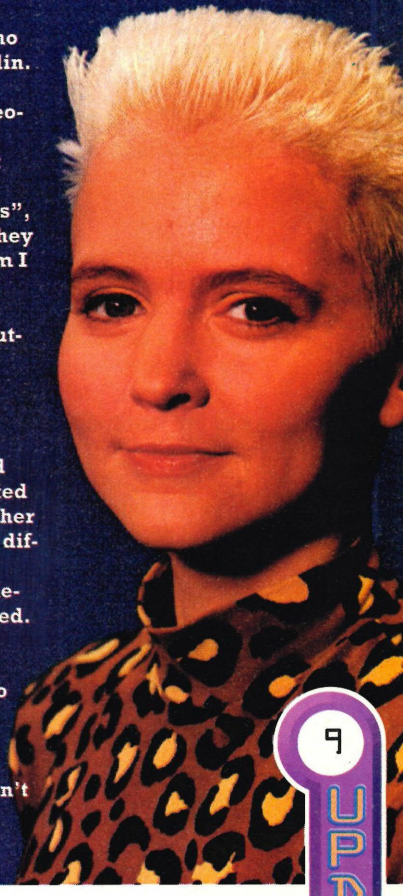
"Some of the people who we had to get past to see the President of Sega were always asking me to change my outfits", she told Bad Influence! magazine. "They wanted me to wear dresses. I told them I didn't have any. In fact I did have one with me – but it would probably have offended them as much as my other outfits.

Shocked

"In any case, I didn't see why I should change to suit them. I was quite insulted when they told me not to wear my leather jacket. I realise that there is a culture difference between Japan and England. What I was wearing was in no way indecent, but I think they were a bit shocked. It was just not what they were used to.

"They asked me to apologise for my clothes but I didn't think it was my place to do that. They should learn to put up with things they may not approve of.

"When I actually got to see Sega's President, Mr.Nakayama – he's pictured with me on the left – he didn't care at all what I was wearing. I thought he was great".



in TOKYO

sheer size of Tokyo was daunting", said Richard. "There were traffic jams everywhere so travelling even short distances took a long time.".

It was on the trip from the airport that Richard and Violet got their first taste of the honesty in Japan – a country where crime is virtually non-existent. Violet left her makeup bag in the taxi – a serious situation for a television presenter. They called the taxi company with little hope that they would get it back but it was soon returned safely to their hotel.

Realising that language differences could cause them problems, Richard had arranged for the Bad Influence! filming to be done by an English cameraman, Christopher Fryman, who lives in Japan and speaks the language. But because Japan works on the NTSC television system and Britain is on the PAL system, it was safer for Bad Influence! to take their own cameras along.

So in addition to their own luggage, a tired Richard and Violet had to lug £40,000 worth of equipment with them – making sure it was all properly stamped by customs

City of Light: Dazzling scenes like this are typical of the capital of Japan.

Ouch! Violet tries out a boxing simulator in the latest Sega arcade – soon to come to the UK.

Violet goes shopping: In Electric City every shop is an Aladdin's cave of electronic delights to excite Western visitors in Tokyo.

so they could get it back to Britain without paying duty.

"It seemed a bit silly because we were taking the Sony cameras back to the country they had been made in", said Richard. "It gave a new slant to the old saying 'taking coals to Newcastle'".

The biggest problem for Bad Influence! was the strict way in which the Japanese stick to their schedules and appointments. Sega had drawn up an itinerary for the Press visit, but it was geared to the needs of newspaper journalists on the trip rather than television crews.

"My natural tendency is to get as much done in as short a time as possible", said Richard. "Filming is a demanding process, and it's hard to keep your energy levels up if you move too slowly. Sometimes the Japanese schedule seemed painstakingly slow!

Trying not to offend

"We met a French film crew who had spent nine days there shooting a 13 minute film. We were hoping to get 10 minutes out of two days filming.

"The Japanese were as flexible as they could be but we were left with very little time to plan what we wanted to film. We had to stick to their schedules as much as possible because they would have been offended if we didn't. It is important to be respectful in Japan".

The first visit was to the research and development division of Sega in the Tokyo suburb of Haneda where they met head of the Sonic project team, Mr. Kanari.

Meeting Mr Needle Mouse

There Richard and Violet saw the original drawings of Sonic The Hedgehog or "Mr.Needle Mouse" as he is known in Japanese *(see below)*.

They also stumbled over a possible future Sega character when they noticed drawings of a female hedgehog, but that was where the secrecy surrounding Sega developments took over. When they later asked to see the drawings again, they were not available.

So who knows? Sonic 3 may be getting a girlfriend!

That night, Richard and Violet paid a visit to Akihabara – Toyko's Electric City which is lined with shops selling just about every video product or electronic gadget ever made.

Back at Sega the following day, they had an exclusive preview of the Mega CD which is out in America now but is due to be in Britain in February.

It uses compact discs which can be packed with information to make games much more exciting. One of the first is Night Trap which

Sonic socks

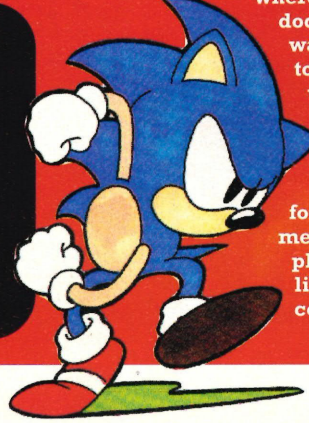
Everyone who plays video games knows Sonic – one of the most popular games characters of the decade. But how was Sonic born?

Bad Influence! magazine tells all. Sega held a company-wide contest for all its employees who were asked to submit ideas for characters that would star in a new game and also become a new company mascot. They received 100 entries and the winner was produced by a 20-year-old graphic designer from Sega's Consumer Products Research and Development department. It was a blue hedgehog called Sonic.

Sonic was created to knock out Nintendo's top character Mario. Key points about him were that he was fast while Mario was slow; he was cheeky where Mario was a dodgy old man; he was cute enough to appeal to women and younger players but had a cheeky style and disrespect for authority that men and older players would like. And, of course, he was

How it all began . . .

These are the very first sketches of "Mr Needle Mouse". When colour was added (right) he became Sonic – the cute hedgehog we all know and love



Fond farewell: Violet waves goodbye as she leaves Tokyo for the journey home after her brief visit to the gamers' paradise.

includes film of real people shown on a small square within the screen. It's a Cluedo type mystery game set in a wine factory where they are bottling blood.

One of the highspots of the trip was an interview with Mr. Nakayama, the President of Sega. "He had not been told that we were from a children's programme and a very formal interview had been agreed with Violet asking the questions on behalf of the British journalists", said Richard.

"At the end of the press conference, Mr. Nakayama said that he didn't think British children would be very interested in what had been said, so we were invited back the following day to interview him again. Even though he was the big boss of Sega, he was the most approachable man we met in Japan.

Tasting a new drink

"Although he had spoken only in Japanese during the formal interview, at the second meeting, he answered our more general questions in English. He said he hoped English children would be happy with what Sega has in store for the next year and told them to keep buying Sega".

While filming a piece on Sega's arcade games, Violet and Richard had their first taste of the new fizzy drink Sonic Tonic before interviewing Michael Arias, a graphic artist from New York who is involved in the development of a new machine called the AS1.

It seats eight people who become passengers in a police vehicle chasing the bad guys through a very high quality video projection of Tokyo in the year 2054. The AS1 should be in this country in 1994.

And they saw another hair-raising ride machine, the R360, where you are stapped into a fighter plane and actually go upside down. This was at Sega's latest arcade at Roppongi which has four floors and features many new arcade machines.

It is part of the new Sega plan to get away from the grubby image of arcades by providing bright and clean places where the whole family can go to have fun. The first of these type of arcades is due to open here in Bournemouth in the summer , but Sega are already involved in a joint arcade project at Hamley's in London.

Later in the trip, Richard and Violet found more surprises awaiting them on the Japanese food front.

"We went out for a huge meal and the first course consisted of things that looked like noodles", said Violet. "We didn't eat much but another reporter who was with us ate a whole plateful. He'd quite enjoyed it until he was told that it was jellyfish".

Then, having still not got rid of the jetlag, it was time to board the plane for the return journey.

"In some ways, the trip was a nightmare", said Richard. "We wanted to get on with the filming, but a lot of the time we felt out of control of what we were doing because of the difference in cultures.

"Everything was very difficult but we made the best of it and I think the final film was well worthwhile. I hope the Bad Influence! viewers agree".

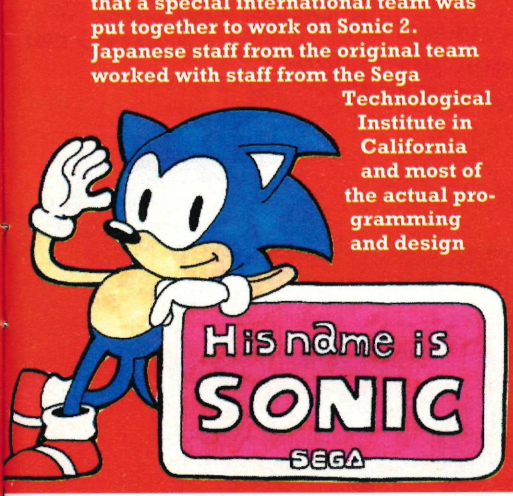
it to 'em...

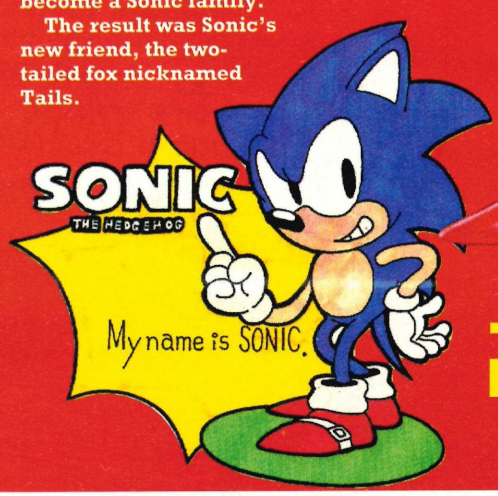
"Sega blue".

Sure that Sonic would be a success, Sega chose a special team of their best people to work on the project.

The response to Sonic was so great that a special international team was put together to work on Sonic 2. Japanese staff from the original team worked with staff from the Sega Technological Institute in California and most of the actual programming and design was done in the United States. The main goals for the Sonic 2 teamwere to make a game that two players could enjoy together and afterwards to add more characters to what is planned to become a Sonic family.

The result was Sonic's new friend, the two-tailed fox nicknamed Tails.





. . . and how he is today

THE SECRET DIARY OF A SEGA PLAYER...

MONDAY

MUM DRAGGED ME OUT OF BED, GOT READY, NO TIME TO MAKE BUTTIES SO GOT MONEY OFF MUM FOR PIZZA, WHICH GOES ON TUB OF SLIME TO HURL AT LORRAINE (UGLY) JENKINS. MISSED WITH SLIME, HIT MR (SLIM) PROBY. GOT DETENTION. AGAIN! GOT HOME CHUCKED BRO. OFF MEGADRIVE. SCAPPED IN 'PITFIGHTER' PUMMELED 'CHAIN MAN EDDIE' INTO THE GROUND DUKIKAAA! WENT TO BED

TUESDAY

TORCHED MR. TRIPPS DIRTY WHITE COAT! HE WAS NOT TOO CHUFFED. EXPLAINED IT WAS AN ACCIDENT BUT FOR SOME STRANGE REASON HE DIDN'T BELIEVE ME. ANOTHER DETENTION. AT LUNCHTIME 'FAT BOY' ATKINS O'D ED ON ICED BUNS, NEARLY HURLED IN THE LANTREN BUT WE WERE DENIED THE PLEASORE. WHICH REMINDED ME TO PLAY 'PACMANIA WHEN I GOT HOME (AT LEAST HE DOESN'T HURL!)

WEDNESDAY.

WAITED TOO LONG FOR THE BUS THIS MORNING, NO THANKS TO OUR HIPPY BUS DRIVER, LORRAINE SAT NEXT TO ME (WHAT DOES SHE WANT?) GRAND PRIX TONITE ON TELLY BUT I BET NONE OF THE DRIVERS COULD HANDLE 'HARD DRIVIN' PRACTISED VIGOUROUSLY! CASE THEY NEED ME (SOME HOPE!)

THURSDAY

MATHS TEST (NIGHTMARE)
NO DETENTION (?) GOT HOME, DOG HAD DOMPED ON NEW CARPET, MUM BOOTED IT UP THE BEHIND, THEN MADE ME CLEAN IT UP. THAT DOG HAS TO GO. AFTER SEVERE HAND WASHING. CHILLED OUT WITH KLAX THAT SCREEN 29 IS A REAL SMEGGER!

FRIDAY.

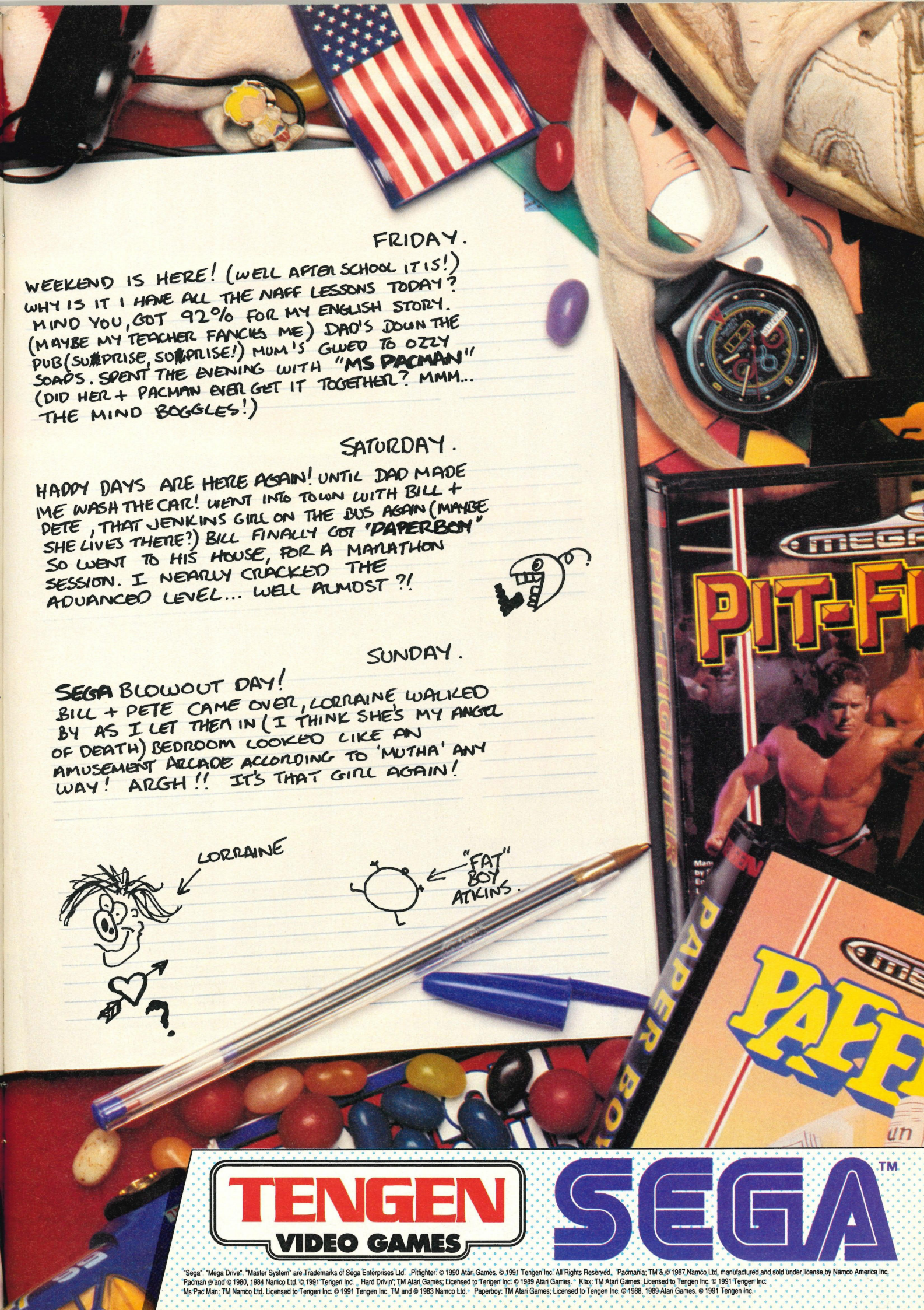
WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM... THE MIND BOGGLES!)

SATURDAY.

HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT "PAPERBOY" SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!

SUNDAY.

SEGA BLOWOUT DAY!
BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH!! IT'S THAT GIRL AGAIN!



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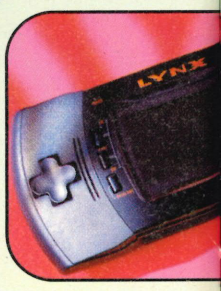
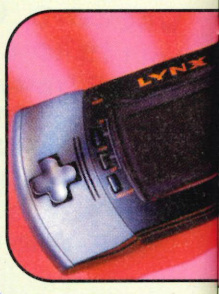
WIN!





YES! TEN INCREDIBLE ATARI LYNX 2 HAND-HELDS UP FOR GRABS!

A PRIZE WORTH WINNING

Ask anyone to name the best selling hand-held and they'll tell you about the GameBoy. Ask them which hand-held they would ultimately like to have and they'll say the Atari Lynx.

The Lynx is the most powerful of all the hand-helds and its quality can match that of an Amiga, MegaDrive and Super NES – something which the GameBoy and Game Gear cannot even attempt to do!

The old Lynx has now been considerably redesigned and looks more like something out of a Star Trek movie. It is surrounded by a sleek and extremely comfortable black case and includes full colour display, incredible graphics, hardware resizing and scaling and superb sound effects. With a Lynx 2 you can't go wrong.

AND HERE'S WHY

The Lynx 2 is beyond doubt the best hand-held machine around. Created by the people who designed the Amiga, the Lynx 2 features incredible full colour graphics on a larger than average screen, full scaling and rotation abilities and fantastic sound effects. Its major forte is that it can be played by both left and right handed players due to a unique control switch function. There is already a massive software catalogue with even more products planned.

ENTER THIS SUPER COMPO TODAY!

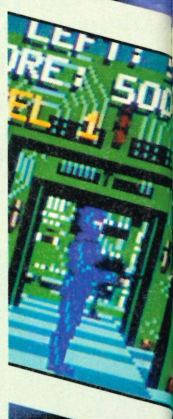
So what sort of hand-held would YOU like? A Lynx 2, eh? Well, you've come to the right place because Bad Influence! Magazine, in cooperation with Atari, are offering a Lynx 2 to 10 lucky winners of this competition. Yes, that's 10 Atari Lynx 2s up for grabs.

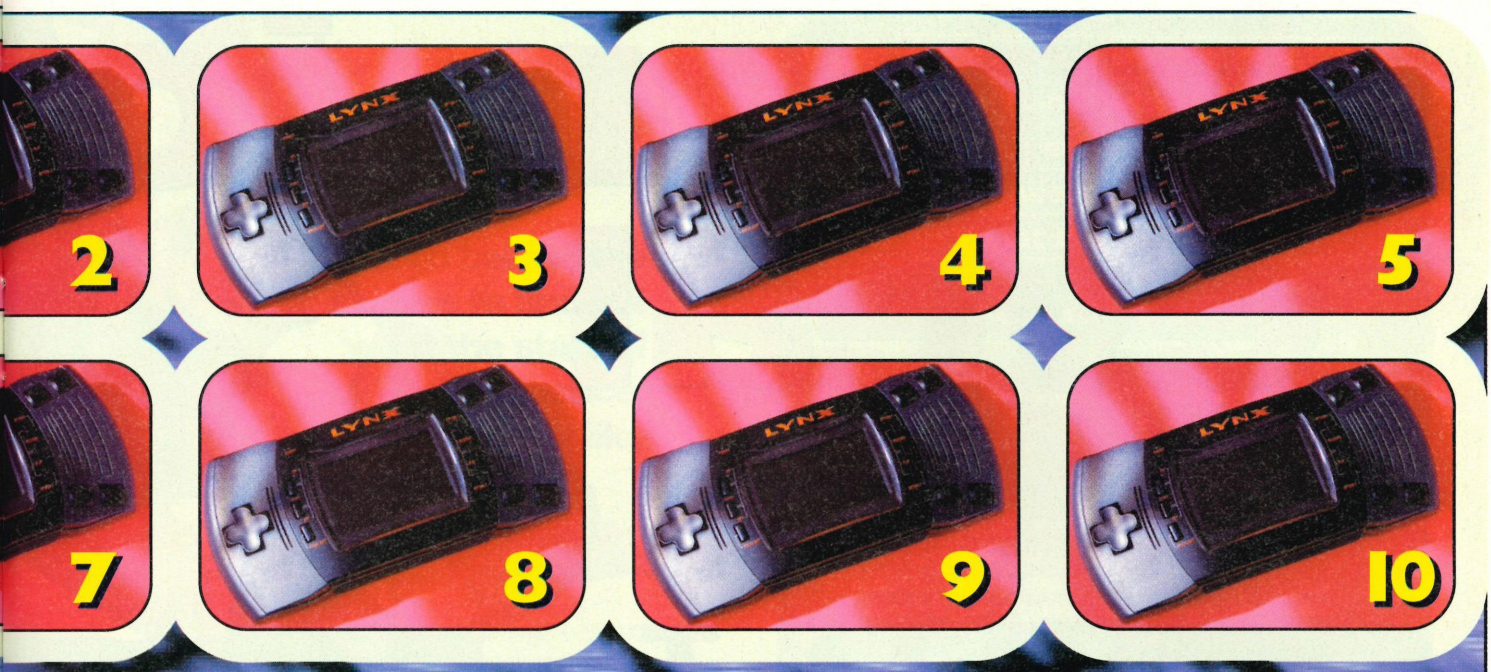
You'll also receive a free game so that you can enjoy the superior graphics and sound of your Lynx 2 immediately.

All you have to do to enter this fab compo is name four famous Lynx games shown on the right, which we've labelled A, B, C and D. Then fill out the tie breaker – in no more than 20 words – saying why you think the Atari Lynx 2 is better than the other hand-helds. Complete the rest of the entry coupon and send it off to us at:

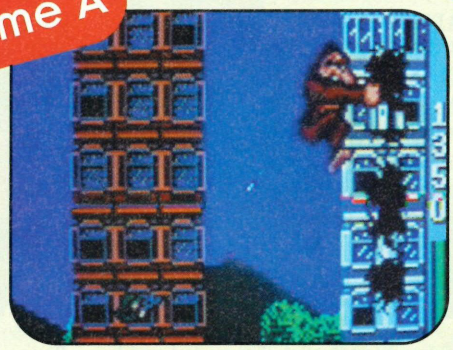
Bad Influence! Magazine
Atari Lynx 2 Competition
Europa House
Adlington Park
Macclesfield SK10 4NP

Do make sure your entries reach us no later than March 31.

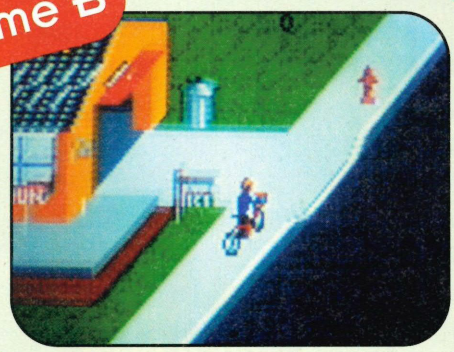




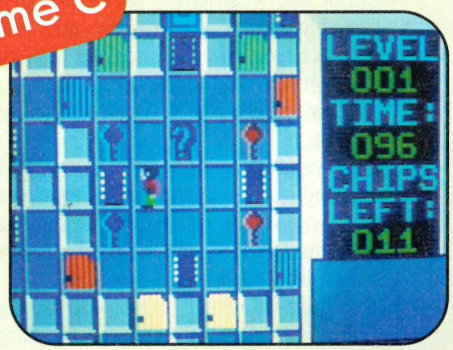
Game A



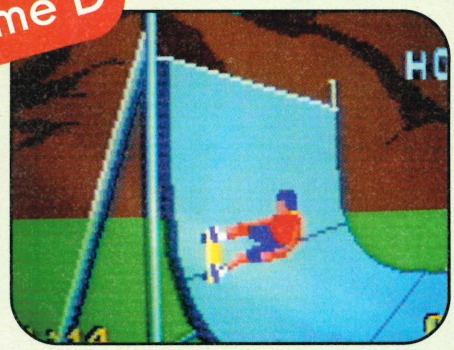
Game B



Game C



Game D



Game A is _____ **Game B is** _____

Game C is _____ **Game D is** _____

The Atari Lynx 2 is the best hand-held because...(no more than 20 words) _____

_____

Name _____ **Age** _____

Address _____

_____

My computer/console is a _____

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The dynamic reveal all!

From every viewpoint, they're as different as chalk and cheese. He's like everyone's big brother: she's a funky character. He likes technical stuff: She's a games fan. He was born near Manchester but moved to London: She's a Londoner who lives in Manchester. He's an established TV personality: She's a comparatively new face.

But the tall and the short of it is that they make a great team.

Teamwork's what it's all about when producing a television programme and there can be no better combination than the co-presenters of Bad Influence! Andy Crane and Violet Berlin.

It was over a hurried lunch in the busy Yorkshire TV canteen that Bad Influence! magazine caught up with Andy and Violet.

"I was invited to join Bad Influence! by series editor Patrick Titley and producer Richard Maude, who I have known for a long time", said Andy. "I first met them when we were all working on the Go Getters programme and we discovered a mutual interest in scientific and technical things. I was always taking the television cameras to bits to see how they worked. "So I came to Bad Influence! from a technical side rather than a games side. Although I do play games, I wouldn't claim to have as much experience as Violet.

"I was particularly attracted to Bad Influence! by its educational elements as much as its coverage of computer games. Mine is a general interest in computers rather than whether I can get to a certain level in Sonic The Hedgehog.

"Just as interesting to me are the pieces Bad Influence! has done on morphing and the use of virtual reality, which we saw when we visited the Shepherd School for the handicapped. The strength of the programme is that it isn't just console-bashing".

Now 28 years old, Andy was born in Morecambe and started his broadcasting career with a four year stint as a disc jockey at Manchester's Piccadilly Radio – now known as Piccadilly Key 103.

His television career started in 1986 when he went for an interview with the BBC to take over the vision continuity links for children's TV from Philip Schofield. He got the job, which he enjoyed for four years – complete with Ed The Duck – before joining ITV to present the Saturday morning series Motor-mouth.

In addition to Bad Influence! he now presents ITV's live Saturday morning programme What's Up Doc? and still finds time for a regular Sunday radio slot.

He's one of the most popular stars of TV. And one of the busiest, travelling up to Leeds every week for Bad Influence! then

duo

We go behind the scenes to find out what the stars of Bad Influence! are really like

Maidstone for What's Up Doc? plus doing a Sunday radio programme. And what does he do with the little spare time that he gets?

The short answer is "nothing". He likes to relax in his London home with his new wife Caroline. Married in June, they met when Caroline went to interview him through her job as a journalist for top Scottish newspaper The Sunday Post.

"We see so little of each other that we really enjoy just being together", he said. "It may sound patronising but we enjoy doing the normal things like going to the shops together. When you don't see your wife for many days in the week, just going anywhere with her is great. Even doing the shopping.

"Occasionally we will have a computer games session on Sundays. We like the two handed games which are fun to play together".

Many viewers think that television stars are different in real life than they appear to be on screen. Andy is one person who is just the same off the telly as he is on it. "I am just as I am", he said. "What you see is what you get. It's foolish to try to be something you're not on television.

Help from Nam

"For example, if I tried to pretend on Bad Influence! that I was an expert games player, it would be obvious that I wasn't. I leave that to Violet.

"I'm certainly not an addicted games player. In fact I don't think addiction is the right word. I know a lot of kids play games for long periods of time but I think the best way to describe it would be addiction with a very small "a".

"I will maybe try three or four times to reach a certain level in a game and if I can't I get bored very quickly and put it down. I may then go back two weeks later and try again. But the cheats from Nam Rood have helped me".

So he can enjoy some time to himself, Andy uses trains for his journeys to Leeds for Bad Influence!

If you could stick a small tornado into a leather jack and hotpants then give it a bleached, bottle brush haircut and a wide smile, the right name for it would be Violet Berlin.

Even an old TV hand like Andy Crane says that one of the best things about doing Bad Influence! is working with Violet.

"I teach him to be a leopard" joked Violet who happened to be wearing a mock leopardskin top.

"I need it", replied Andy.

And that sums up a large part of their successful relationship.

A bundle of nervous energy, Violet's a fast talking 25 year-old with strong opinions who started her career in broadcast journalism.

Her first job in front of the cameras was on the programme Cool Cube where she researched and presented her own computer slot.

"I went for this researching job at Granada TV for Cool Cube and the producer said 'you're looking very bright today. Have a go at an audition'. I did and ended up both researching and presenting", she said, attacking a mountain of canteen chips with the same energy that she faces life in general.

Violet has worked for satellite TV and also presented Wild Bunch, a BBC children's programme all about animals. She has written scripts for Wackaday and used to do the Wideawake Club for children on TV-AM. And she writes a regular games column for The Observer magazine.

"When I heard about Bad Influence! I put in for a job as a researcher", she said. "Then I met the producer Richard Maude. You could say that he 'discovered' me and I ended up presenting".

She says Bad Influence! is just up her street because it gives her the chance to do a bit of "crusading" journalism. One of her favourite slots told viewers some surprising facts on just how much it costs to run games machines from batteries.

But Violet's main strength on the programme is that she is a self- confessed games fanatic. She's even moved into the spare room at her Manchester home so her many computers can take over the bedroom. Not surprising since the Berlin armoury of machines includes an

but to safeguard his privacy he does travel first class.

So what does the future hold for Andy? Will he stick with children's programmes or, with his interest in technical things, would he like to go on to programmes like Tomorrow's World?

"I have never had a great plan of where my life is going", he told Bad Influence! magazine. "Some people can get very intense about TV and show business in general but I'm not like that. So far I have been very lucky. I have never had to compromise. When one contract has come to an end someone has always offered me something else.

"At some point I may have to think about the long term direction in which I want to go but I'm only 28 so that is some time off yet. I just keep plodding along making a good living with shows that I enjoy doing".

He is looking forward to having a bit of a rest next summer, but he did admit to having one big ambition.

"I want to be a dad", he said. "But perhaps you had better talk to Mrs. Crane about that".

"I love playing games of all sorts. Before computer games came along I was very much into board games. I'm addicted to Scrabble and I can't wait for the PC version to come out".

American Super NES, a British Super NES, a plain NES, Gameboy, Gamegear, Lynx, Master System II, Sega Megadrive, a PC, an Amiga and an Apple Mac.

"I used to have a nice bedroom but when I got all these machines, I moved out into the boxroom and left the bedroom to the computers and to use as my office", she said. "They've also taken over the sitting room where I have the consoles by the TV".

Even when she's not in front of the Bad Influence! cameras, Violet can be found bashing away at new games on one of the studio's many computers or consoles.

And when she's not in the TV studios, Violet's other work means that she spends many hours playing games at home.

"Some of my friends think it's boring just playing games all day but I always wanted to work from home", she said. "Other people go into an office and spend seven hours a day sitting at a desk. And they're often doing something boring. At least I am doing something I enjoy.

"I love playing games of all sorts. Before computer games came along I was very much into board games. I'm addicted to Scrabble and I can't wait for the PC version to come out. I also like the Indian board game Porchesi".

Violet was so keen on the board game Colditz that when she was touring Eastern Europe on holiday last year, she actually went to see Colditz castle.

"Video games were not around so much when I was younger", she said. "Boys used to play them in arcades but as a girl, I didn't really want to join in.

"I think it's changed a lot now. And when the sort of arcades they have in Japan come over here, it will be even better. They're much cleaner. Better places for family entertainment.

"I really like platform games. I don't like beat'em ups or flight simulations but I do care for shoot'em ups. You could say I like the best of all games".

So what's her reason for this strong attraction to gaming?

Waving her final chip in the air on the end of her fork, she pondered the question, popped the chip in her mouth and came up with the simple answer:

"It's fun".

And with a flashing smile, she dashed off to the make-up department to prepare for another afternoon of Bad Influence!

"... if I tried to pretend on Bad Influence! that I was an expert games player, it would be obvious that I wasn't. I leave that to Violet."

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BAD influence!

Welcome once again to Simply the Best reviews section around! Many of our readers will have bought a new computer this Christmas and will have completed Sonic 2 by now. So now's the time to check out those new games releases!

SIMPLY THE BEST

Hi! It's Brad Humanosaur here once again, ready to help you decide which games are the ones worth owning now that the Christmas rush is finally out of the way. You'll probably have noticed that we are scoring games in the same way as the reviewers on the Bad Influence! TV programme do, by using up to five stars to explain what a game is like. And yes, a five star game is pretty darned good by the way! Now, over to you Deena for the games to come...

Thanks Brad! It's Deena here folks, and under the microscope this time are Drakken, Pushover, Super Star Wars, Madden '93, Prince of Persia, Another World, PGA Tour Golf, Mega Lo Mania, Sonic 2, North and South, Reach for the Skies, Indiana Jones and the Fate of Atlantis, FPS Football, Alone in the Dark, X-Wing, Super Mario 2, Crash Dummies, Lemmings, Power Factor, DynOlympics, Indiana Jones and the Last Crusade and Super Space Invaders!

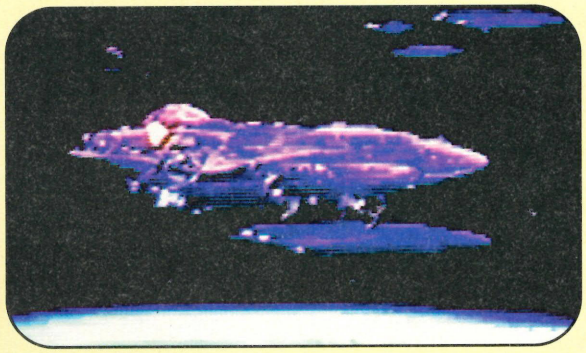
REVIEWS

Everything you will need to know about the game such as price, release date and machine format can be found in the information bar at the top.

You can check out the screen graphics and read our opinions of the game, by taking a look at these individual review boxes.

You'll undoubtedly notice that we use the same scoring system as the Bad Influence! TV show. We grade games by giving it a number of stars – the more stars, the better!

A long time ago, in a galaxy far, far away... You've heard it all before but now you can take part in the epic struggles between the Empire, led by Darth Vader, and the Rebels, led by Luke Skywalker that have made the Star Wars movie trilogy famous worldwide. Step into your X-Wing fighter and prepare to take on the might of the evil, galactic Imperial forces...

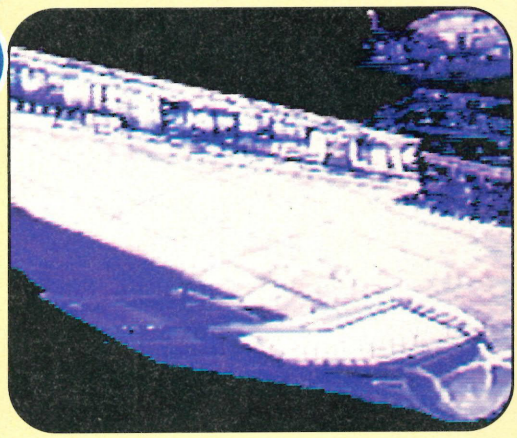


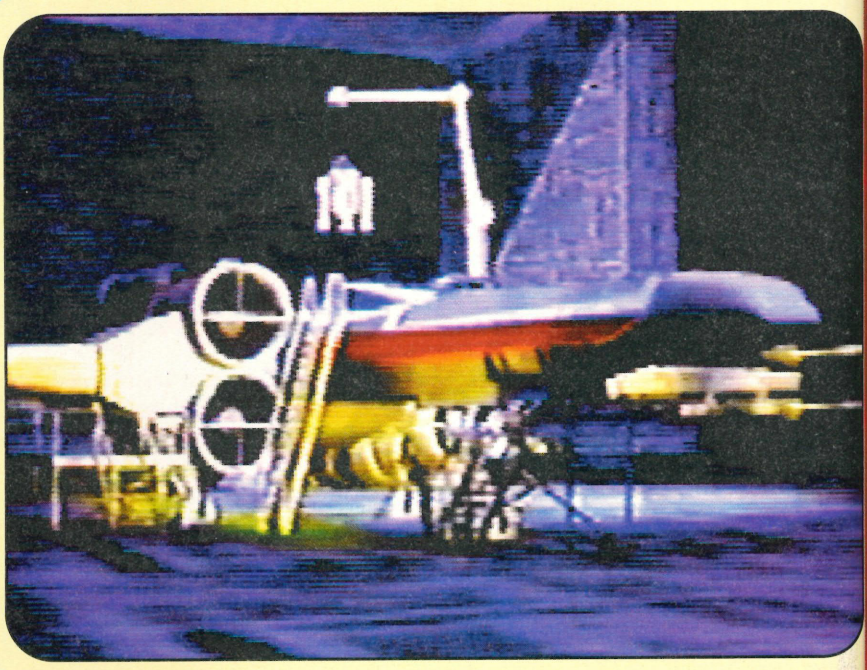
EMPIRICAL EVIDENCE

Before you can actually participate in the space battles, you are shown a quick animated run-down of past events that have caused the conflict between yourselves and the Empire.

STAR TREKKING

The opening sequences to X-Wing are much like the movies - a giant Imperial Stardestroyer moving slowly through space and releasing squadrons of Imperial Tie-Fighters - your greatest adversary.





YOU R2

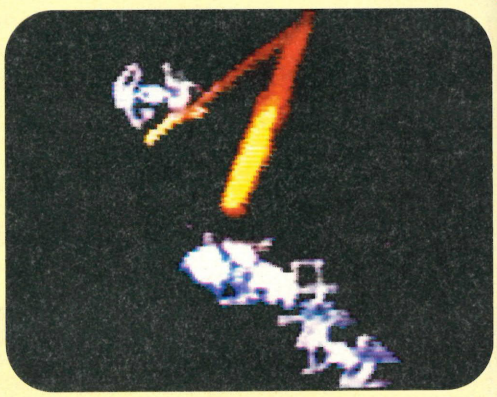
The R2 unit slots into the back of the X-Wing and maintains the on-board computers and regulates power to the thrusters. If the R2 unit is hit in combat, flying your craft will become harder. The R2 droid can repair even the most damaged of spacecraft.

IMPERIOUS MOVEMENTS

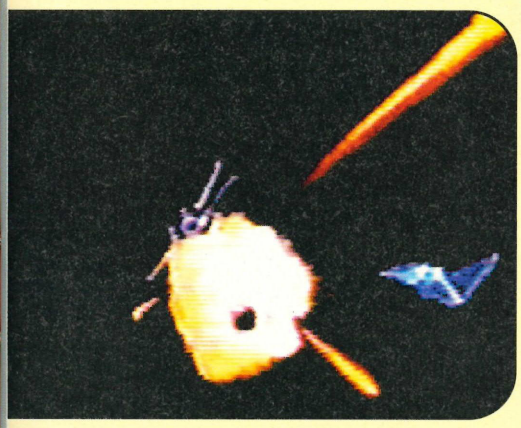
The Imperial Stardestroyers have moved close to the Rebel battle fleet and are attacking their ships with Tie Bombers and Fighters. You and your flight groups are the only chance of survival.

TIED IN A KNOT

The first X-Wing squadrons leave the safety of the Rebel transporters and pile into the plethora of Tie Fighters. Laser bolts zing everywhere and the battlefield instantly becomes a mass of twisted wreckage and burning spacecraft. Just make sure you're not in it.

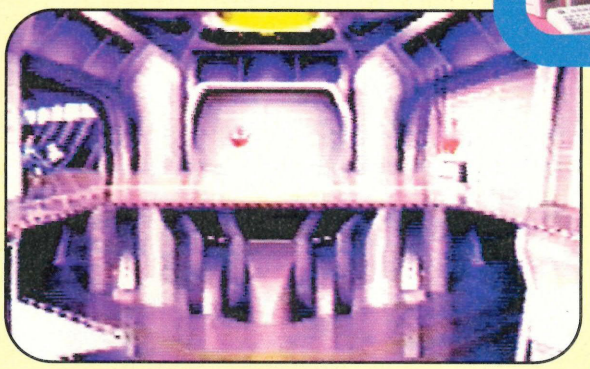


Become Luke Skywalker and defeat the evil Galactic Empire.



REBEL YELL

The Rebel command centre is where you make decisions on how to implement best your X-Wing fighter squadrons. From here you can access the data computer, prepare the R2 units and launch the X-Wings.



X-ELLENT

The Tie Fighters are extremely able craft but the X-Wing is more manoevreable and can switch its lasers mounted on the wing tips into an X position, hence the name X-Wing. These can prove lethal.

X-WING

c·o·m·m·e·n·t

It's certainly taken its time to arrive but I can confidently report that the wait has been worthwhile. LucasArts have always been known for their high quality software but X-Wing breaks all boundaries. The animated sequences are fantastic and the simulation side is frighteningly realistic and extremely addictive. X-Wing definitely rates as one of the classics in software history.

Steve White, Bad Influence!

IMAGE CONSCIOUS

The data computer will allow you to call up all the specifications on the many different Imperial craft presently employed. An image of the craft is shown along with all the technical data. You can then progress to the battle map where you can ssign squadrons and set the attacks on the larger ships. Be careful, though – the Imperial army is well stocked with new pilots.

X-RATED

The combat sequences are fantastic and look just like the movies. The wings can be locked shut or locked into X-Foil position. X-Foil position allows for a greater target area and you may even be able to destroy targets that zoom across your view without meaning to. Not only do you have to contend with Tie-Fighters but also Imperial Shuttle Tyderiums.

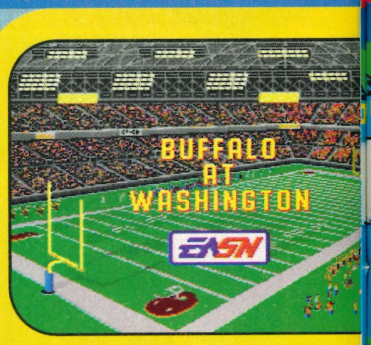
h·u·m·a·n·o·s·c·o·r·e

Only you and your trusted X-Wing fighter can defeat Darth Vader's men.

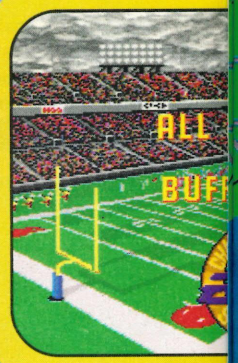
Following its phenomenal success on the MegaDrive, everyone's favourite American commentator appears on the Super NES. Does it score a touchdown or is it just another incomplete pass?

HERE WE GO

The teams are suiting up in the dressing rooms, the numerous TV broadcasts are in an ad break and the assembled masses are in the throws of yet another Mexican Wave. The teams take to the pitch, the crowd goes wild. Yes, the latest attempt at a playable American Football simulator has reared its head on the Super NES!

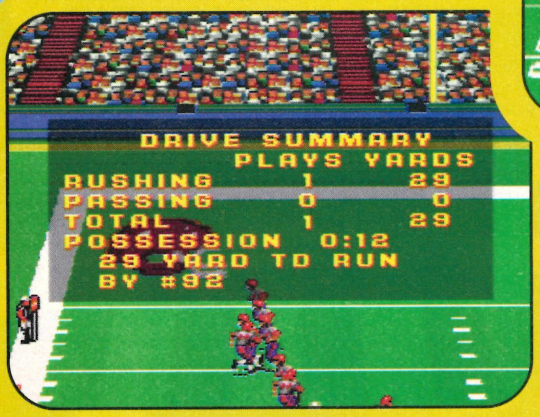


John Madden's Football '93



TOUGH DECISIONS

This choice could mean the difference between winning and losing the game. Make the wrong choice, the other team capitalises and it will be your neck that is on the chopping block. Decide whether you want the wind advantage in the first or second half, and take a chance. Then it's time to pray that it was the right decision. Who would be a football player?



SLIPPERY CUSTOMER

After each score you will be presented with a summary of the drive which has just taken place. On this occasion Number 92 proved to be far too elusive for the opposition defence and has scored a touchdown from a barnstorming run of 29 yards. The drive summary will also tell you how many passes were thrown in each particular possession as well as time in possession.

PLAYCALLING BLUES

When you first play Madden '93 you may find yourself bewildered by the amount of offensive and defensive plays which are available to your Quarterback. Don't worry too much though as you will soon begin to realise which plays are best suited to your own personal style, and when the best time to use each one is.

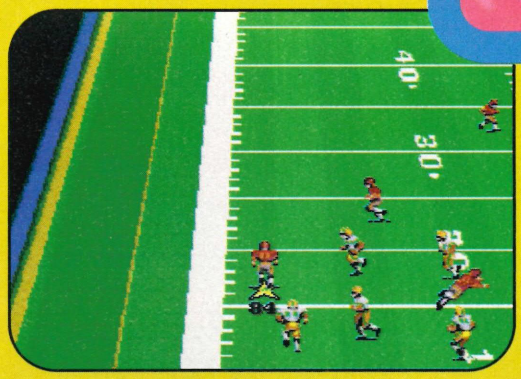
"Grab your helment and your pads because John Madden's has

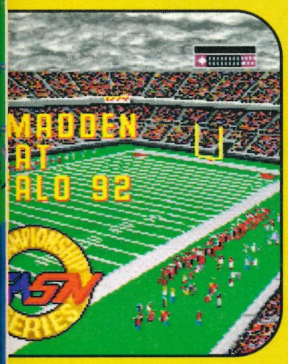
OLD BOYS NETWORK

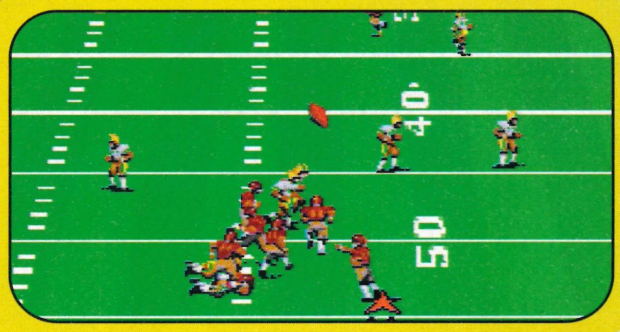
An excellent feature in John Madden '93 is the inclusion of the Championship Series. This consists of numerous `classic' teams from years gone by. These teams come together for a clash of the titans in a competition not that far removed from the Superbowl. You can choose from classic teams such as Buffalo '92, All Madden and the Madden Greats. This option will give you the opportunity to take control of your all-time favourite teams.

HE'S AWAY!

What a magnificent turn of speed! A quick spin, hurdle out of the arms of the despairing defender, then head down and go for the corner. You are almost in the clear and with any luck, you will make it for one of the best scores you are ever likely to see. Then again, he may just get hammered out of bounds and spend the next six weeks in hospital.





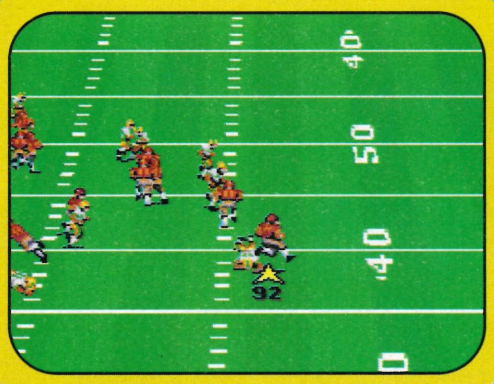


HOP SKIP JUMP

Who ever said skipping was only for girls? This shot proves that to be completely and utterly wrong. An extremely good tactic to use when confronted with a defender is to wait until he goes for your legs and then give a little skip up into the air. Hopefully, with any luck and a little skill the defender will be left flailing wildly in your wake and you will be left with a clear run to the Endzone. In an ideal world that is, of course.

GOING DEEP

Three points down, late in the fourth. It's fourth and ten and you're outside field goal range. The ball is snapped, you back pedal as far as you dare and then look up to try to find an open Receiver. You notice one way in the opponent's half. You draw back your arm and release the ball. What happens? The TV broadcast goes to an ad break! Typical!

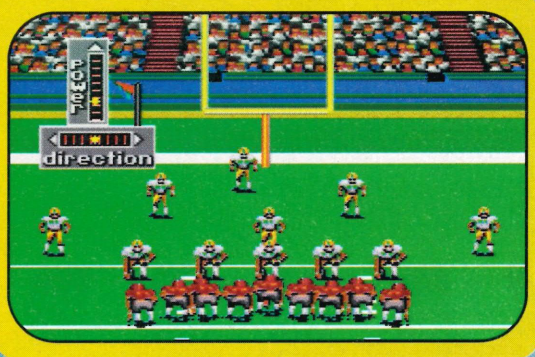


MASS BRAWL

Although this may look like a bunch of men lining up ready for a huge fight it is in fact a very skilful process, the point of which is to fool your opposition by making them think that you are going to do something completely different to what you actually decide upon. The Quarterback is able to alter the play that has been called .

POINT AFTER

Every time you score a touchdown you will be given the opportunity to score an extra point. This is done in a similar method to taking a field goal or a kickoff. The ball is placed in front of the posts and it is your job to hoof it between them in order to be given that valuable `point after'. These are fairly easy and are very rarely missed. Field goals are a different proposition and are often quite difficult, especially when they are a good distance away.



c·o·m·m·e·n·t

An excellent updated conversion which is far and away the best American Football sim on the Super NES. Sadly, the graphics are not as good as the Mega Drive version, which is a pity, but owners of the Super NES can at last stop envying it as a result of this game's appearance. All I can say is, Roll on '94!

Steve McNally, Amiga Action

h·u·m·a·n·o·s·c·o·r·e

to be the best simulation of American Football ever!

To most people, the Star Wars trilogy of movies paved the way for today's stunning science fiction films – and now the game is here on the Super NES. So the big question is: Does it live up to everyone's high expectations? Read on...

FOAMING

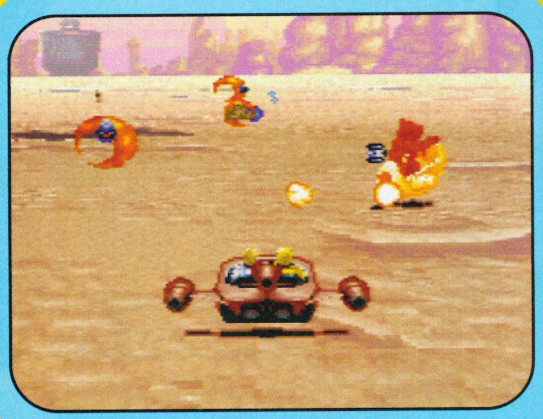
It is fitting that the Lucasfilm company, who made the original movies, are responsible for this cartridge. In the eagerly-awaited stakes this game is most definitely in the foaming at the mouth class! It may seem strange to convert a film that is years old, but if you think about it, everybody loves Star Wars and everyone knows what it is!

DESTROY THE STAR

Perhaps, not surprisingly, you take on the role of Luke Skywalker. As the young boy your quest is to ultimately destroy the mammoth Death Star – built by the Empire and designed to kill things off efficiently. It's therefore a tad important that our Lukey fulfils his destiny and saves the universe. Otherwise there won't be any scope for a sequel, will there?

LEAPING AROUND

The game is set out in different sections. The first you'll come across sees you in control of our blond-haired wonder as he leaps from left to right killing off stuff all over the place! You start off on your home planet (as you did in the film) and you must get to your landspeeder. To do this you have to get past scorpions and other such nasties!



SEVENTH HEAVEN

Once in the landspeeder, you must zip along killing the evil little Jawas who will scoot along with you, firing their weapons in an effort to knock you off course. You have to wipe out a certain number of the little beggars before you can progress onto the next section of the game. This is by no means easy as they come at you at a tearing pace with the background scrolling at a tremendous rate courtesy of good old Mode 7 graphics.

JAWA HELL

After you've had a good old drive in your landspeeder and you've killed off loads of horrible Jawa slime, you'll have to head for the huge Jawa Sandcrawler (yep, that was in the film as well, as is everything else included in there). Upon your arrival, it's time to jump out of the landspeeder and back to the horizontal scrolling section where you control Luke on his own again.

"Everybody enjoys the Star Wars films and this Super NES game

Super Star Wars

FRUSTRATION!

The game gets a little frustrating here. There are a series of platforms that have to be crossed in order to get your hands on the end of level meanie. The thing is all the little Jawas seem to take great delight in shooting at you when you're perched right at the end of a particularly high platform. Watch with glee as you fall to the bottom and have to do it all again! You won't have much hair left by the end!

CAMERAS DON'T LIE

Ask yourself how good the graphics are on this cartridge, and then look at the screenshots for your answer. Star Wars certainly looks the part. Characters are easily recognisable from the films and the whole thing just looks like the polished and professional product that it turns out to be. It really can't be faulted for presentation.

SUPER SONICS

On the sonic side too, the game can't really be touched. Even with the quality of music on the Super NES, the musical score on Star Wars hasn't been bettered by any other game. The tune is the world-famous theme music from the film trilogy. (Da da da daaaaaa daa, da da da daa daaaaa! Come on, everybody sing along, you know the words!)

SLICED LUKE

Okay so you think you're dead smart. You've got inside the Sandcrawler without losing all your lives. Now you must wander through the corridors blasting all in front of you. Extra problems are caused on this level by pressure pads which activate laser beams which will slice you in half if you're not quick.

THE LIGHT FANTASTIC

There's nothing like a little Light Sabre japery and so as not to disappoint, your Luke will come complete with his very own Light Sabre, which will provide hours of carefree maiming and decapitating. There's not much that can stand in the way of a nice solid laser beam, and that includes enemy Stormtroopers! Watch in awe as it cuts them down to size. Alternatively you could just run away as fast as you can!

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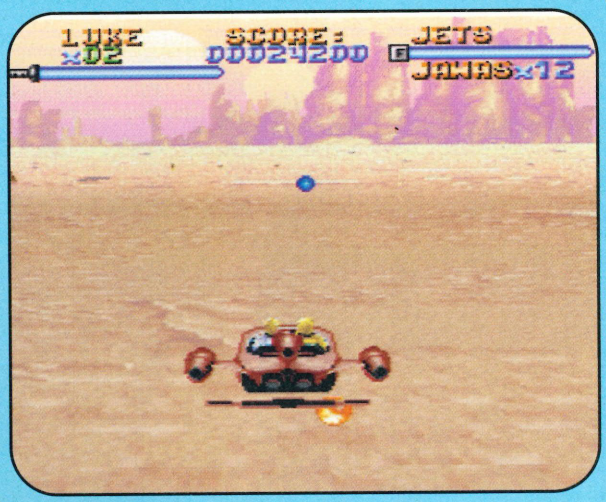
really does the movies justice. I found it very realistic. Great stuff! ’

CELEBRITY SPOTTING

All your favourite Star Wars characters are knocking about in here. You even have to rescue old Princess Leia from utter doom! The Empire is certainly a nasty organisation that deserves everything that our rebellious heroes can give them in the way of a fight. Let's just hope the Force is with them or there'll be trouble alright!

SPACE SICKNESS

The landspeeder sequences can make you feel quite queasy as they're all done in sexy old Mode 7. Virtually everybody knows what this is by now, but for those of you who've been dead for the past year or were stranded on a desert island, it's the system of scaling that was used so well on games like F-Zero, to move backgrounds arcade-style on your very own Super NES machine.



ENEMY CROSSFIRE

Your trusty hand blaster is more than capable of knocking out long-range enemies with a single shot. By using the directions on your controller, you can fire in any direction necessary, even above your head, to take out those sneaky meanies. Even so, you'll have to be quick to avoid taking any damage. It is most important to make your shots count. You can't afford to be standing around blasting away for hours. While you're doing this you're increasing your chances of taking a hit from somewhere else.

AMBUSH

It's quite possible that Star Wars is the most eagerly awaited SNES game of the year, certainly on the journalistic front. It's certainly the sort of cartridge that'll get a crowd around the screen. It did here in the Bad Influence! magazine office. It's a gobsmacking piece of work that will get a lot of success. Here we see Luke Skywalker being attacked by a group of intergalactic nasties intent on ending our hero's life before he gets anywhere near the Death Star!

BLOWN AWAY

The controls are a little tricky to pick up at first but once you've practised a little you'll be jumping around and Light Sabreing people to death with the best of them. Jumping is a bit awkward too. You must push the pad in the direction you wish to leap and then tap the A button at the same time. All this while being shot at....hmmmm!

c·o·m·m·e·n·t

Star Wars is a bit frustrating to play at first. It does take getting used to, and your controller may well be smashed against the wall a few times before you really start getting anywhere, but when you do you'll be well pleased with your purchase. Good stuff, well worth having.

Paul McNally, ST Action

New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your

The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.

ORIGINAL GAME LINK GAME PAK
ORIGINAL GAME BOY GAME PAK

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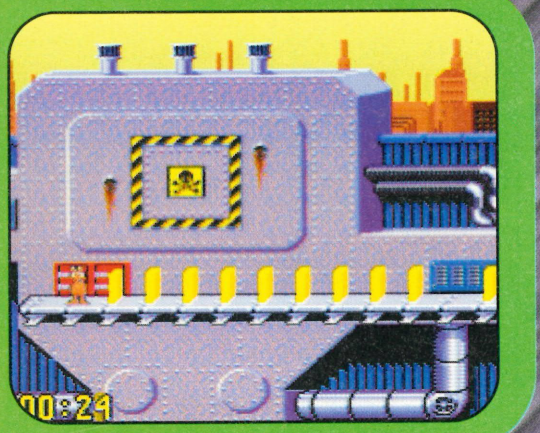
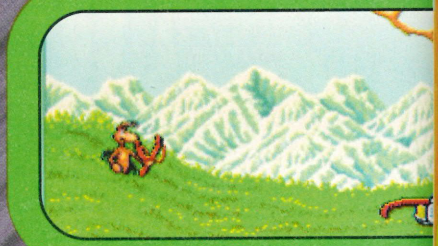
Following critical acclaim on the home computer formats, Pushover, featuring an ant and a dog from a crisps advert of all things, arrives at last on the Super NES.

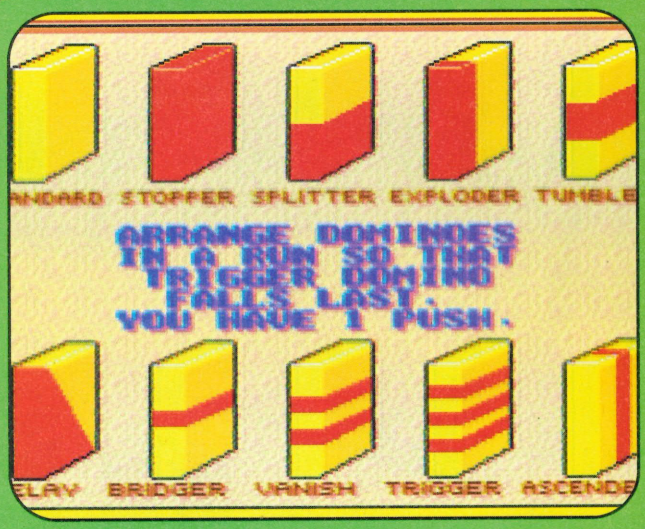
ANT ANTICS

So then, what's it all about? Well, you're probably not going to believe me but here goes! Colin Curly, the canine hero from the Smith's Quavers advertising campaign, has lost his favourite Quavers down an anthill, leaving him upset and hungry. As you'd expect, he is therefore delighted when his little pal G.I. Ant offers to lend a hand, or whatever it is that ants have, to help retrieve them. Naturally, you have been roped in too!

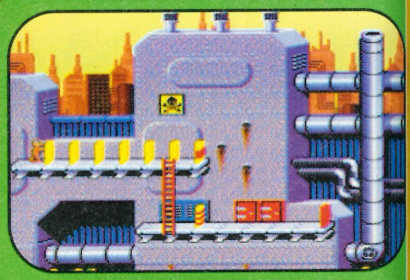


Pushover





AMAZING ANT



This particular anthill is the entrance to a domino domain, a mini world comprising nine separate continents. To make his way through these, you, as G.I., must negotiate numerous screens of mind-bending mayhem. To exit, you must cause the `trigger' domino to be the last to fall in order for the door to open.

DIFFERENT BLOCKS

Plenty of wonderful special dominoes have also been provided. These include tumblers, ascenders, bridgers, splitters, vanishers, exploders, delayers and stoppers. These are all fairly self-explanatory so if you can't figure out what each is for then you haven't much chance in the game itself!

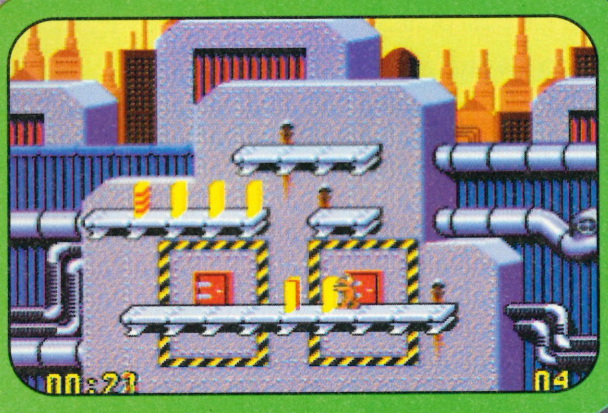
PUZZLE PROBLEMS

The game would be fairly simple, but for one fact – you only receive one push per screen. This means that every single domino must fall in a sequence, with the trigger being the last to go. However on certain levels one push just isn't enough, so you must look for other solutions. One is to drop a block onto a splitter, thus setting the dominoes moving again.

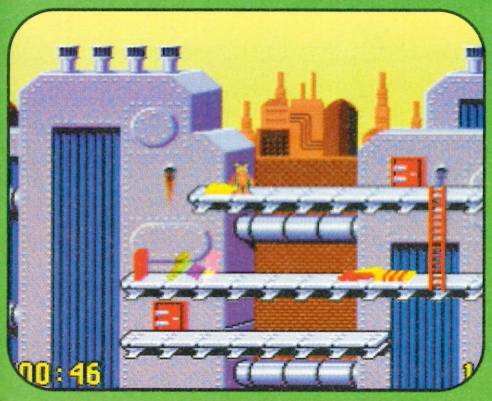
HINTS

Some of the later levels become extremely tricky indeed. Thankfully, the team at Ocean have kindly provided a hint for each and every stage.

This can either lead you to think `Grief, how could I have been so stupid?' or frustrate you even further if it doesn't tell you anything of any use whatsoever. Usually, as you'd probably expect, the answer is staring you straight in the face.



"Although Pushover is based on a simple concept, it is great



TOKEN VALUE

Each time you successfully manage to complete a screen you will be rewarded with a token. These tokens can be used if you really are completely stuck. Simply use one to pay your way out of the screen.

Remember though, this is a risk as you do not receive a packet of Quavers from a screen if you have been forced to use a token to progress. Pretty mean, I think!

c·o·m·m·e·n·t

Pushover is one of the great puzzle games, even coming close to toppling the mighty Lemmings. It has great appeal, both visually and through the use of an exceptionally unusual licensing deal. The only fault I can find with it is it may be a little too easy to complete, but with a product this good it hardly matters!

Steve McNally, Amiga Action

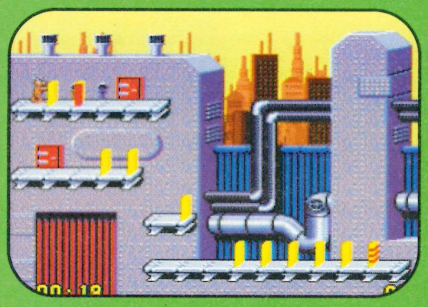
PROFITABLE PASSCODES

A password system really is essential in any puzzle game these days. Without one nobody would ever be bothered continually to play through each and every level in order to progress a couple of screens. Pushover is no exception and passcodes are provided for each level. You cannot cheat with these though as they also keep a record of how many packs of Quavers you have collected!

DIRECTABLE DOMINOES

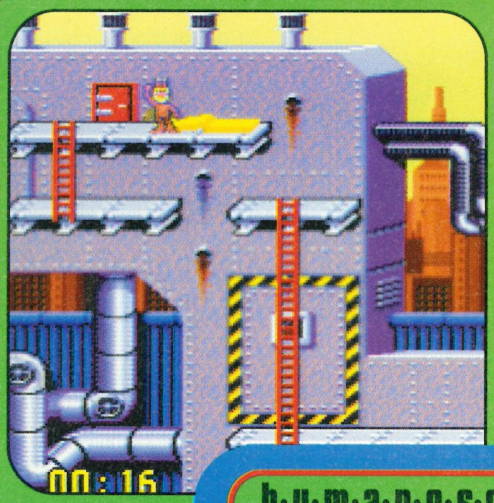
On some of the more complicated levels you will require manual dexterity as well as mental powers. Even when you have thought out the solution you may have to race around the screen with G.I. Ant picking up and placing dominoes after the domino fall has been set in motion,

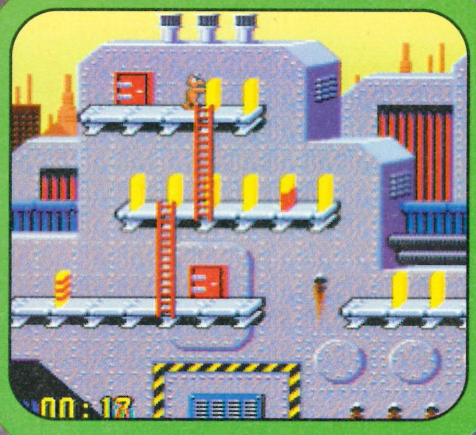
If you don't do it in time, you won't be able to complete the level. Don't worry though, by the time you get to that stage you will have completed enough of the easier levels to be good enough at the game to be able to succeed at the tougher, more difficult levels. Just think, if you can complete these stages, you can do anything, Well, almost!

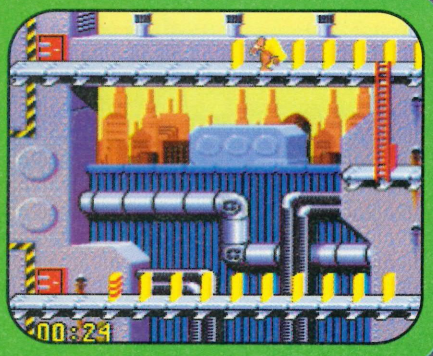


COLLECT QUAVERS

Each of the nine continents in the game has a pack of Quavers hidden deep within it. You must collect all of these if you want to play the very final screen in the game. Unfortunately, if you have used a token to complete the screen on which a packet of Quavers is awarded then you will not receive them. This would be very annoying were you to play through to the end only to be unable to complete the game. The only way around this is to complete the game without cheating on any of the levels. It may be hard to resist the temptation, but you'll find it's been worth it!







STRANGE BUT TRUE

Pushover has to be one of the strangest computer game licenses ever. If you were asked to come up with one, I'm sure that Colin Curly, the Quaver-loving dog from the Smith's Crisps advertising campaign would not exactly top your list. However, all credit to Ocean, it does work very well. It's nice to see software houses willing to take a chance!

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fun to play and is very addictive as well ’

Tally Ho chaps! The latest World War II flight simulator is now trundling along the runway. The big question is, is it spiffing, or will it fail to get off the ground?

DECISION TIME

When you begin to play Reach For The Skies there are a multitude of decisions to be made. Will you be patriotic and fly for Blighty? Or will you be a traitorous dog and side with the Germans? After making that crucial choice you must decide whether or not to practice, take charge of the whole war operation, or get straight up in the air dogfighting with the villainous enemy.

EXTERNAL ECSTASY

External views are pretty much par for the course in flight sims these days. I'll bet WWII pilots wish they had been available in their day. Just think how much easier dogfighting would have been if they had had access to views such as the battle mode incorporated into Reach For The Skies, which shows your position, as well as that of your enemy.

WE'LL MEET AGAIN

Ah well chaps. It's time for the off then. Simply choose which plane you want to fly in, select whether to be a leader or a wingman, pick the airstrip you wish to take off from and go for it. With a bit of luck we can get up in the sky, take out any Jerry scoundrels that may be lurking about, and still be back in good old Blighty in time for some crumpets.

JOLLY JAPES

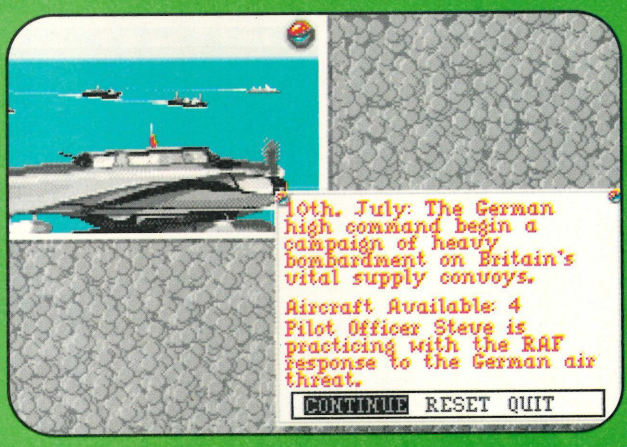
As any good pilot with his head screwed on knows, there is little or no point at all in taking off if you haven't a clue what you're supposed to be doing.Therefore it is always wise to attend a briefing first.

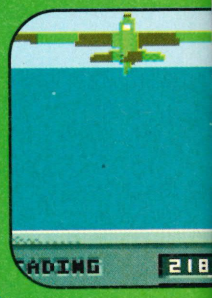
However, as there are vast shortages of men in this game, you will have to make do with a bit of paper. But then again, even that's better than a poke in the eye with a German sausage!

The briefing will provide you with all of the useful information regarding your side's war effort. It will inform you of the date, a brief overview of the enemy's current tactic, the amount of aircraft available for you to use and the name of the squadron leader for this particular journey into the unknown.When you think that you've gained enough information then it's time to take a deep breath and go for it.

MAP MANIA

You couldn't compete in Reach For The Skies without your trusty old map! But this isn't just any old map – yes this map will actually show you the position and bearing of any enemy aircraft in the vicinity and is available for just £49.99 from the address at the front of the mag! (Not.)





"It's chocks away and tally ho in this absolutely superb and

c·o·m·m·e·n·t

What a game! It has almost everything you could wish for in a flight simulator – reasonably good graphics, wonderfully atmospheric sound and most of all, masses of gameplay. This game takes over as the number one flight sim on the Amiga and once you have got the hang of the controls you really won't want to stop playing.

Steve McNally, Amiga Action

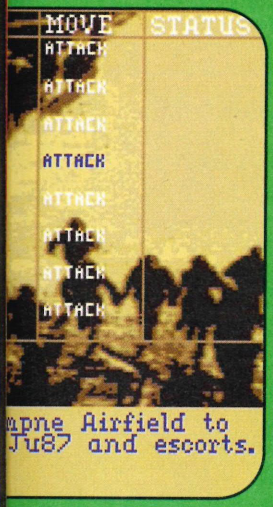
TAKE CHARGE

Some people just love to order people around. If you're one of those irritatingly bossy people then this mode of gameplay is for you. Nothing to do but tell other people what to do and what not to do. Choose this option and you will plan out your strategy on the special controller's map. Actually this map is nowhere near as special as the pilot's magic map so there!

REACH FOR THE SKIES

PANIC STATIONS

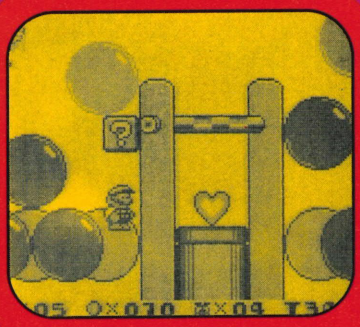
Perhaps it would have been wiser to run after all! Little did you know it but you were behind the legendary Green Baron, the most feared pilot in the German airforce. Look at it this way, you are bound to make a name for yourself, as a hero if you take him out or on a tombstone if you don't!


MOVE
STATUS
ATTACK
ATTACK
ATTACK

publisher: **NINTENDO** available on: **GAMEBOY (£24.99)** reviewed on:

The testosterone levels have been going totally haywire ever since the Brooklyn plumber, sick to death of poking his head down toilets and under sinks, gave up the day job for a slice of spicy living. And so a star was born...

SUPER MARIO LAND 2



NEXT

Super Mario Land 2 certainly has a lot to answer to, to reach the status of its forefather in the gameplay department. It responds to the challenge with all the guts of a laughing hyena, bundling in heightened gameplay for good measure.

WORLDS

There are a number of ever expanding and self contained zones to venture through: the turtle, pumpkin and macro levels for example. You can even journey through the body of Mario himself; fondle his toes, tickle his tum and tread carefully on his brain cells.

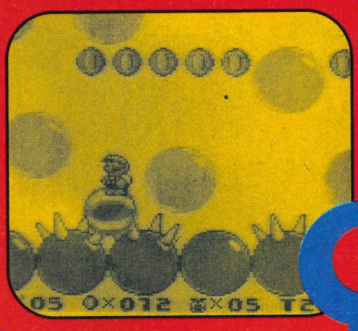
c·o·m·m·e·n·t

Mario 2 sucks all the vibrant juices out of its counterpart on the Super NES and tweaks them with dexterity to produce something that is as sweet as cherry pie and immensely enjoyable. Gorgeous and innovative graphics link up with some great little ditties and amusing worlds just begging to be explored.

Sharon Greaves, GB Action

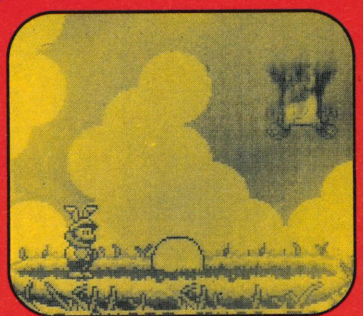
TIP TOP

His gargantuan bottom and stupid 'tache just lend themselves to some quite prankish behaviour. Mario hitches a lift on bouncing balls and owls. He hops on to conveyor belts and even manages to jump into bubbles and slime through jelly on his unique travels.



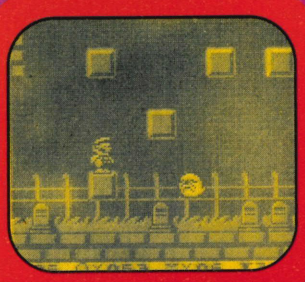
WALLOP

End-of-level beasties are disappointing. Only really meriting a quick coo rather than a cor, they're gonners after three bottom thuds. Enemies are scarce and of little consequence, giving Mario leeway to practice his jumping and flying skills.



PIPPED TO THE PIPES

In the pumpkin zone, scowling ghosts try to give our jovial hero a fright. Stepping from block to block he outstares them and proceeds to a mass of bonus chambers, enticing pipes and the customary power-ups.



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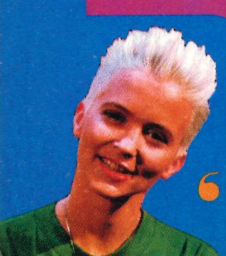

'Obey Mario or destroy Mario — I love it!'

THIS DUDE'S GOT A BAD ATTITUDE

AND BAD BREATH!

A mighty Drakkhen has been struck down and the kingdom plunged into infernal darkness.You and your companions have been chosen for a perilous quest - to seek-out the remaining dragons, combine your powers and save the world from it's dark and deadly curse.
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Spectacular special effects will leave you gasping as you cross a colossal and wildly changing landscape in breathtaking real-time travel. Armed with only your wits, a lethal array of weaponry and a sprinkling of magic spells, you'll battle with more than 50 ferocious monsters along your hellish path.
Remember: you have the power to create your own characters as you go...because in this dark world you'll need all the help you can get. Drakkhen. You can almost smell the fear.

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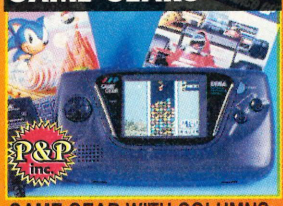

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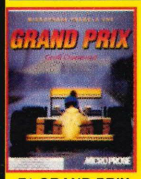

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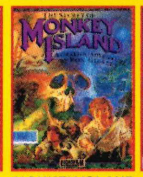

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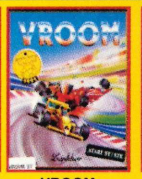

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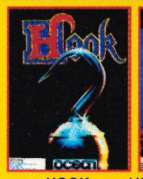

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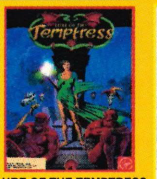

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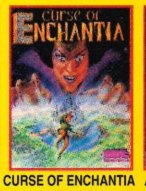

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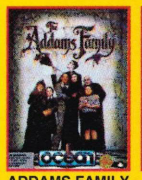

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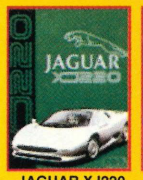

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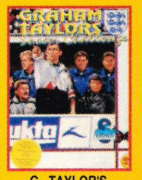

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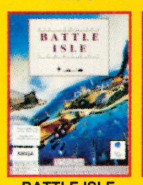

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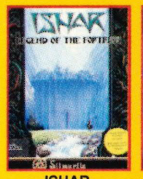

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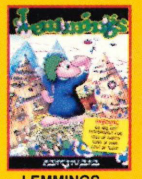

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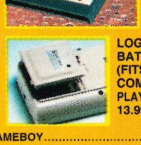

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LASER QUEST

THE ULTIMATE ADVENTURE FOR MERE HUMANS

LASER QUEST

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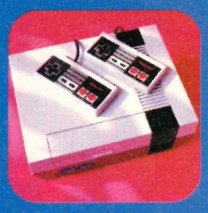
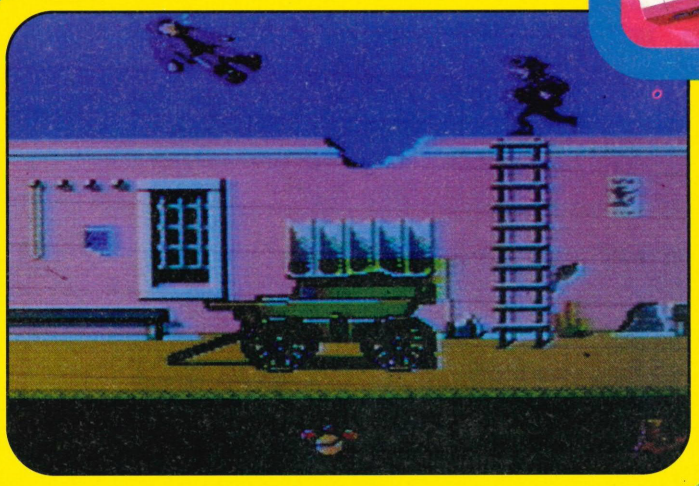


The United States has not always been as united as we know it today. Much blood was spilled in a war that claimed more American lives than any other. Join in the fury and take control of either the Union or the Confederacy.



DAYLIGHT ROBBERY!

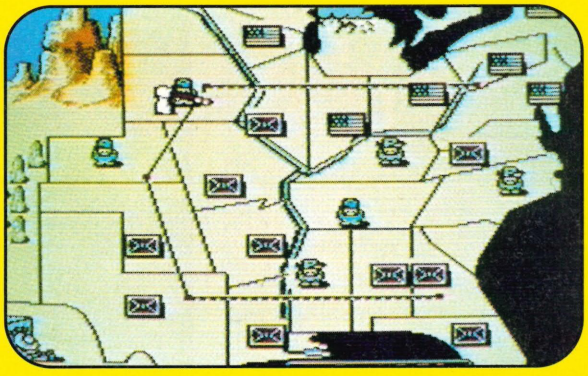
Times of war are surely times of hardship. Taxes are one way of funding the war effort, but they sure are darn unpopular in these here parts. So, what better way to get cash than to steal it from the Damn Yankees? Capture a state that lies between two of theirs and you have a chance to emulate Ronny Biggs. It's top fun to do it too, but watch out for the enemy boy! It's dog eat dog in this here game!

north south

c·o·m·m·e·n·t

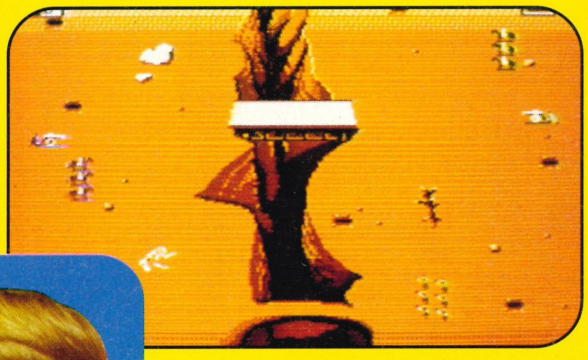
Strategy games always make a good change from all of those platformers and shoot'em-ups that have made the NES the fine machine that it is. North & South captures the spirit of the US Civil War nicely, and two player mode is equally capable of splitting families and friendships! Get your brains in gear and change the course of history!

Huw Melliar-Smith, Amiga Action



DRAW THAT MASON-DIXIE LINE

You can be the Union or the Confederacy and play either another player or against the NES. Either way, the hatred and rivalry is intense. States are there for the capture and capture them you surely must do. After all, you have infantry, cavalry and the great cannons that can cause so much damage. Use your tactics wisely and you could change history.



FACE OFF

"Don't worry, we'll head 'em off at the pass!" Yes, it is a dreadful cliche, but then that's what America is good at! Bridges are important in any war, so he (or she) who controls them has a great strategic advantage. Build them to advance, or destroy 'em to halt the tidal flow of enemy soldiers. Who knows, they might make a film about it... Perhaps so, but John Wayne won't be in it because he's dead! Use your weaponry to great advantage here, and don't get caught napping either. Get busy now!!

h·u·m·a·n·o·s·c·o·r·e

'American Civil War fun with a pot of gold at the end'

Everyone enjoys playing God these days and the current trend for releasing people management games onto the console market appears to be paying off with Populous and Utopia already appearing in the shops. Is Mega Lo Mania just another version of the time-tested formula?

HELLO MAJOR

Temporary alliances can be made to overcome a partially evil ruler or Demi-God but don't forget – there can be only one winner and sometimes the road to autocratic almightiness is littered with convenient marriages. (Sounds impressive or what?) Anyway, careful what you do as these people do not look or act like us reasonable humans so consider the alliance strictly temporary.

CHURCHILL

To achieve anything in this game you need to turn the available resources into something useful. Achieving this closely depends on your current technology status, with limitations imposed on each island in the game. Each island has a technology threshold which you may not exceed. Exploiting the available materials allows the machines to be built.

LET THE PEOPLE DECIDE

Assign your people to the tasks in hand. Natural elements might need mining or some more advanced weapons may only be created by research laboratories. After the arsenal is complete then the time is right to achieve victory. Mining and laboratory facilities may not always be made available so always look out for alternative facilities. Equal time must be spent between the conquering and the tending of your people, after all building an atomic power station right next to the population centre might not do much for morale in the workforce.

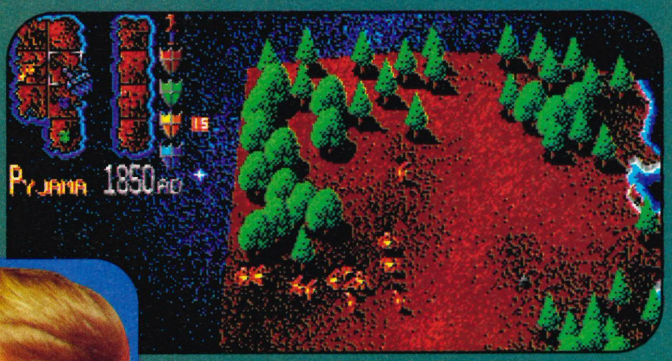
POWER TO THE MASSES

It would be unfair to compare this little gem against any other people management games. They are all unique in their own little way and this version certainly has you thinking and planning for the final showdown – The Mother of Battles where the final cut is made. This will involve your entire assigned army.

c·o·m·m·e·n·t

It is up against some pretty stiff competition with the likes of Utopia and Populous I and II appearing on the consoles recently. However I think it very unfair to compare it as apart from looking similar it certainly does not play the same. This is a brilliant game and is highly addictive with many hours of frustration and enjoyment to be discovered.

Steve Atherton, Super Action



BYE BYE THATCHER

Buildings shelter your workforce, with each dwelling reflects the current technology threshold with huts for cavemen and dome-shaped structures providing the cover for advanced civilisations. To achieve technology means the conquering of the islands spread over ten chapters or epochs. Occupation of the island allows the leap in technology to be made, allowing further weapons to be developed.

"If taking over countries and building a better world is

MegaLoMania

BANANA REPUBLIC

The aim of the game is to become The Almighty Ruler and to achieve this means using your people to overcome both technological barriers and the more mundane but practical matters like home management. Well, they say all political leaders need to know about kitchen cabinets, don't they?

REAGAN

Resources are not unlimited – waste them and you pay the price by a matter of fact voice that informs you of impending doom. Weapons available over the time evolution are anything from sticks and stones to flying saucers. Obviously the research and construction of the more complicated machinery might take a tad longer than the average sharp spear, but it seems worth the wait as the devestation is quite impressive!

BUSH

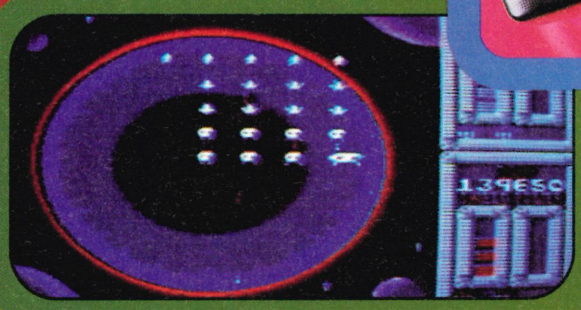
Now don't go thinking everything revolves around you as you will soon become aware that evil forces are also out to get you, sometimes making unexpected raids on your loved ones at the expense of both the population and your reserves. These raids put your best projects back somewhat so always have the essential back-up plan.

h·u·m·a·n·o·s·c·o·r·e

your thing, take a look at this... ’

publisher: **DOMARK** available on: **ALL FORMATS (Prices Vary)** reviewed on:

Everyone's put a 10 pence piece in a Space Invaders machine at some point in their lives. Now you can play the timeless classic on the train, in the car or wherever takes your fancy. Those aliens are still getting closer to earth. Stop them with your laser!



Super Space Invaders

SPACED OUT

What can you say about the game of Space Invaders that hasn't been said a thousand times over the years. Invented by a clever Japanese chap, the original could be said to be the grand-daddy of all modern arcade games. Well, courtesy of those nice people at Domark you can now save the world on your very own favourite hand held, and you don't need 10p every time you want to do it!

SAFE AND SIMPLE

Super Space Invaders contains some pretty smart graphics that more than do the job they set out to do. The backdrops are clean and colourful and the invaders, while small, whizz around the screen like nobody's business. Scrolling is really nicely done and the feeling you get from the game is one from a polished product, even if it is simplistic by today's standards. As Game Gear products go this is one of the best looking of the bunch.

S.D.I.

Controls have never really been over-complicated on Space Invaders and there are no surprising exceptions as far as this is concerned. Left and right on the direction pad as well as quick bashes on the fire buttons are all you need to know to play this game. This really is the ultimate in pick up and play style games, and that's why it's so darned addictive. It's one of the few games you could give your mum to play where she won't be pestering you for help all the time!

c·o·m·m·e·n·t

So the question is: is Super Space Invaders a good game then? The answer is yes. It couldn't have been worked any better really. However, Space Invaders is fun but dated – at the end of the day it's just left, right and fire until you get bored with it. It's good for a laugh and it is a good title, but it's a lot better if you're a bit of a classic's fanatic.

Paul McNally, ST Action

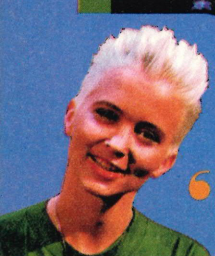
TARTED UP

The big question is whether games like SSI have enough playability in them to justify the high price of the carts in the first place. After all, at the end of the day, no matter how tarted up it is, the game is over a decade old.

h·u·m·a·n·o·s·c·o·r·e

SILLY COWS

There are loads of different sections to the game including the cattle rescuing section where the alien invaders raid the planet's surface and steal the cows. Only by blasting the ships can you save the docile bovines from a fate worse than death. Be sure that when you blow up the invader, you don't shoot the cow as well, mind. The more cows you save by the end of the round, the more points you get.



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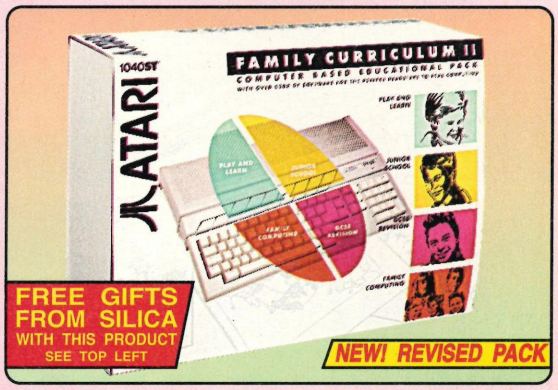

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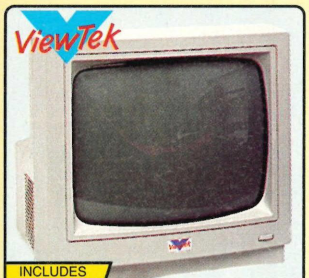

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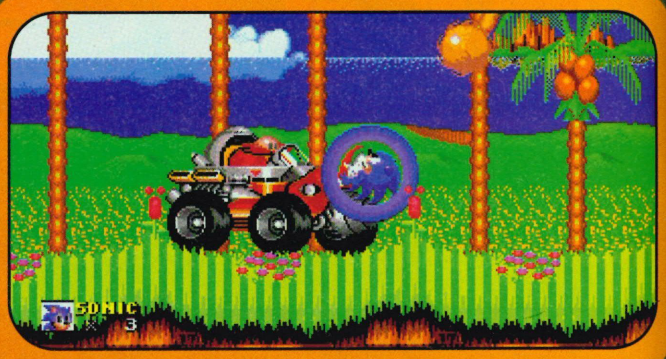
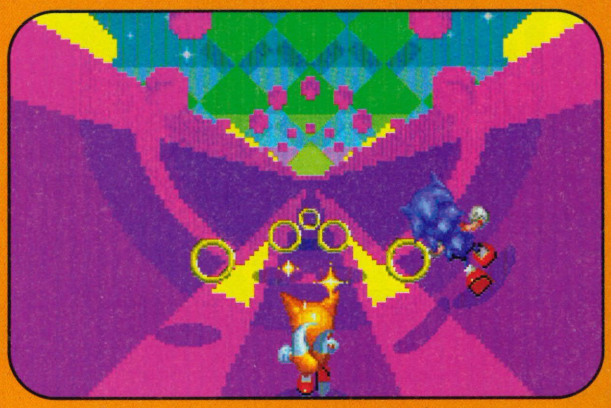
It was hyped so much and flooded into a Sonic-crazy market but does it live up to expectations? Were expectations too high in the first place? Let's find out by having a good in-depth look at hedgehogs.



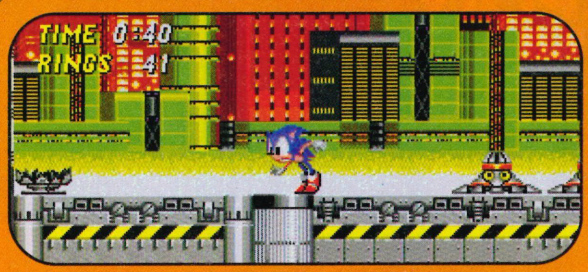
SUPER SONIC

There are very few games to match the original Sonic for looks on the MegaDrive. Graphically, the game is one of the finest you'll come across. Sonic 2 is the same (in one player mode at least, but more about that later on). The hedgehog himself couldn't get any cuter and now with the addition of Miles (or Tails as you probably know him by his nickname) things are even cuddlier than the first. Both characters are designed especially to appeal to both male and female. Sega have once again taken a great deal of time to make sure of this, so full marks on this count.



HEADS YOU WIN...

A new addition to this sequel is the two-player head to head race with Sonic and Tails. Shown in this 3-D perspective it's a race against time to collect more rings than your opponent. You can also jump over their heads to get in front, but to be honest, the scrolling isn't particularly fast and other than moving left and right there's nothing else to do. Yawn!



TUBULAR FUN

Sonic is about to teeter off down one of the tubes that will whizz him around for a few seconds while you're unable to do anything. In a way these sections are sort of maze-like.

HOW MUCH?

Sonic 2 may look good but for me it's let down greatly by a couple of important things. I don't care how nice a game looks if it's going to cost me £40 and I can whizz through it in a couple of hours. Large sections of later levels just involve Sonic falling down tubes and being blasted along to new sections while you have no control whatsoever.

DO THE SPLITS

It may seem like I'm being hyper-critical but the two-player split screen option also doesn't work very well. All it is really is two screens of Sonic squashed down to fit on one. One player takes control of Sonic, the other of Tails as they bounce around a sort of pinball table. It's fun to play (for a while at least) but it's murder on the eyes, especially if you've got a 12" monitor to play on! The graphics here are small and flicker annoyingly. If your screen is of the small variety then you will undoubtably find problems seeing just exactly what is going on.

'The sequel to the original boomed onto the scene this

SONIC 2

ROBOTNIK RASCAL

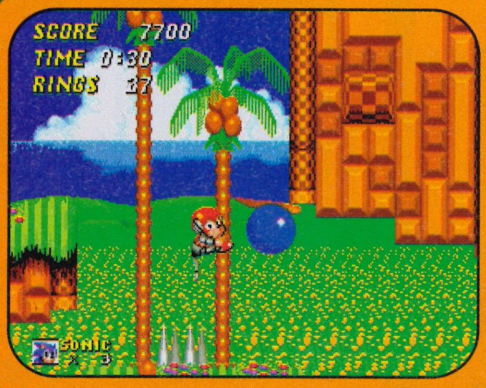
The guy you're fighting here is what it's all about. The evil Dr. Robotnik is the dodgy geezer who's trying to make Sonic's life hell. Will our blue spiky friend put up with it? Will he heck! Jumping on the bad guy's head in true platform style will cause him damage but you'll have to do it quite a few times before defeating him. On progressing to the next level, you can expect similar frantic action until you finally lose all of your lives and have to return to the start or use a continue!

AROUND THE BEND

There are plenty of "loop the loops" and other speedy graphical delights tucked away in there. Tails will follow dutifully behind you at all times (in contrast to the Master System version where the idea of the game is to rescue Tails). It can get quite annoying really because when he first appears, my first inclination was always to kill him before realising he wasn't an enemy! Ah well!

POWER-UP PARADISE

There are also numerous useful pick-ups scattered throughout the levels including speed trainers, extra Sonics and invulnerability (which is the effect shown in this picture). These all serve to make the game easier (not a sarky comment in sight you lot!). The levels are all split up into Acts as in the first one, but some are a lot longer than others. We managed to get through the first three Acts in under 10 minutes without losing a life. Are we special or is it easy?



IN THE RING

Apart from getting to the end of the game, the ring collecting idea has been retained. Collect as many as you can throughout the levels to get to special bonus bits at the end. While you are carrying at least one ring it's very hard to be killed (unless you fall off something), all you'll do is drop the ring. When you have none, then you die!

c·o·m·m·e·n·t

It almost seems fashionable to slate the spiky one at the moment, and I feel guilty doing it. Unfortunately it's all justified criticism. Sega must have given the playtesters a week off in order to sneak this through in time for the launch. If Sonic 3 includes gameplay it'll be one of the best games ever. Sonic 2 doesn't and pays for it.

Paul McNally, ST Action

SONICALLY SONIC

Sound wise the game is as good as the first. There's a happy tune playing constantly in the background that could only come from Sonic.

h·u·m·a·n·o·s·c·o·r·e

Christmas. Did it break the Sonic barrier? ’

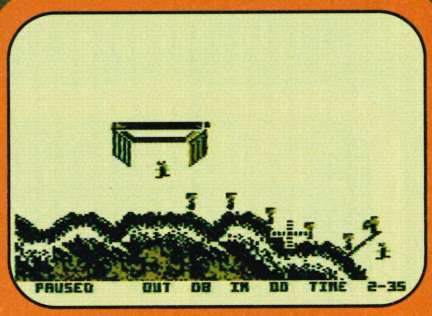
If Lemmings knew how to sneer they'd be snorting their little green wigs off. They caused a tidal wave in the gamesplaying world and have since remained elevated on their purpose-built pedestal. The classic has now come to the GameBoy.

Lemmings

Lemmix

LORRA LORRA LEMMINGS

As chief whip the fate of the gormless Walkers lies in your hands as you guide them across 100 assorted terrains displaying sheer cliff tops, steel pillars and booby traps. They range in difficulty from your starter for 25 fun section, onto tricky, taxing and then to the manic high impact mayhem levels.

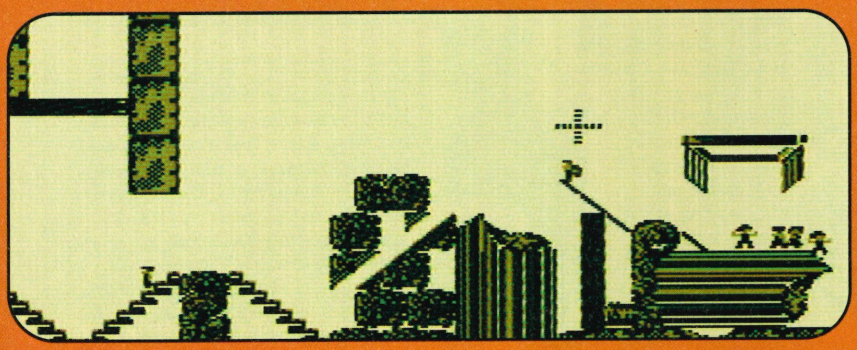


LOVELY LEMMINGS

Don't worry, if David Icke can do it, then so can you. In your hands lies the fate of a black pudding-brained bunch of rodents with suicidal tendencies. Should you allow them to get on with the job of genocide, or should you be their saviour?

THUNDER LEMMINGS ARE GO

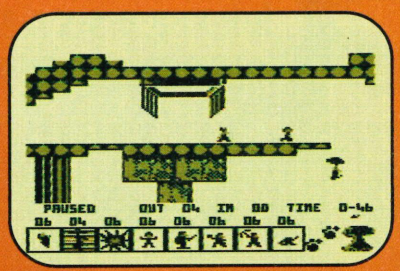
Mmm, let's see how to sort this one out then. Got to get a bridge builder shovelling away to get past the first teeny obstacle. Oops, must remembber to put a blocker on there to stop his fellow nitwits following suit too quickly. Otherwise, it's sloppy lemming curd all round I'm afraid. Right, then I'll get a tunneller to carve a way through the stone, easier than jumping over the top anyway. And on I traipse, either to salvation or to suicide. The exit is up on the top right-hand corner so the last hurdle is a simple climb. Now the blocker needs to be exploded, the martyr, and the way is clear.

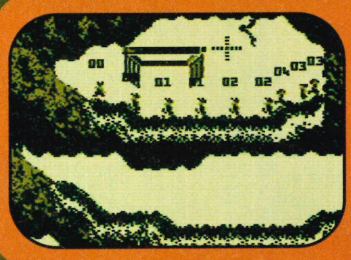


c·o·m·m·e·n·t

Portable Lemmings eh? You wouldn't think it possible. Nevertheless, the little critters are just as personable, even in diddier-than-diddy form and the quintessential game on the 16-bit has by no means lost its full bodied flavour. The diminished playing space means fewer characters but it is practically identical.

Sharon Greaves, GB Action





NUKE 'EM

I'm the one who does the nuking around here matey. I'm totally miffed by this potty set-up, my time-limit is just about to run out and since I've not rescued my full quota of lemmings I'll bring Armageddon forward just out of spite. Three...hands to ears...two...shaking of heads...one...pop.

LEMMINGTON SPA

Nominate certain Walkers for specialised tasks and then imbue them with the appropriate characteristics, be they blockers, climbers, diggers, floaters or even bombers who will spontaneously combust. Once the leaders have carved the way, their slavishly devoted companions will play follow-my-leader after them.

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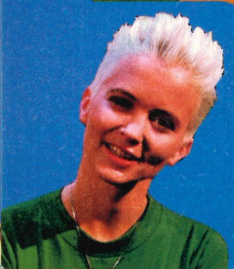

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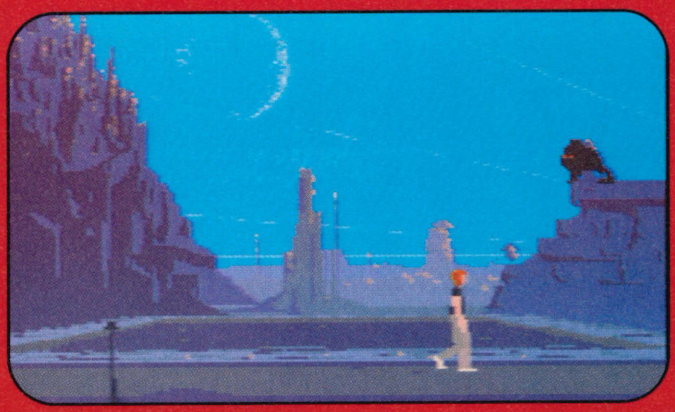
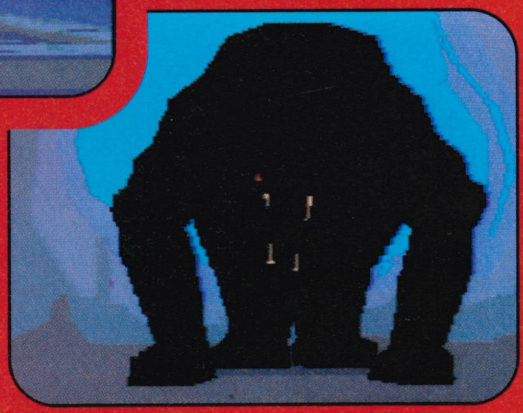
Another World

It's been a huge success on every format it has been released on so far. Now Another World is set to make its Mega Drive debut and create a splash on the Sega front!



A BIT TOO CLEVER

It's all about you being a really clever scientist who gets whisked away to another world while carrying out an experiment. Not really wanting to spend the rest of his life there he decided to escape and get back to the real world. Unfortunately for him the inhabitants of the planet are extremely hostile and quite fancy the idea of killing him or at the very least capturing him and keeping him prisoner forever. Problems.problems! Ah well never mind!

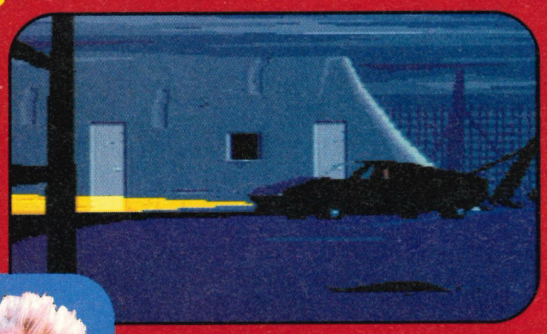


JUST IN TIME

Where Another World differs from other games is that it is in fact run to a story script. Even though you do still have to blast things and jump over objects, timing is all-important. Everything has to be done in an order or you'll find yourself dead. Precise movements have to be performed or it's back to the start again!

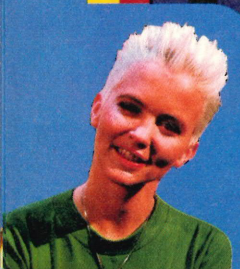
INTRODUCING ANOTHER WORLD

The game kicks off with an impressive introductory sequence showing the scientific experiment going horribly wrong and our hero being blasted away to a far-off planet. Once there you'll have to get used to the control system, which although not being anything too unusual, does feel a little strange for a while.



CODED

The game operates on a code system, which fortunately means that if you can be bothered to write them down, you don't have to go right back to the game's beginning all the time when you die. Every time you complete a new section you'll get a code for the next. Mind you, some sections are still a lot longer than others so you may still have to go back quite a way!



"Some really powerful graphics and music in this. Spot on

FLUID

The graphics are a major contributing factor as to why this game is so good. The animation is fluid and the hero moves realistically. All alien bad guys are neanderthal in appearance and they lumber around shooting at you willy-nilly! It's all in a day's work for a top scientist like yourself.

YOUR LITTLE FRIEND

A few minutes into the game you will notice a little pal (one of the aliens who befriends you) attach himself to you. He will follow along trying to help you out and even saving you from a good kicking!

PEACE

If this control system seems a little frustrating then at first you're probably right. Once you get used to everything and start getting into the game (and while you're at it, getting desperate to get further on), you'll soon be more than happy with it all and it will become second nature. Just be a little patient!

ARMED AND DEADLY

The most important acquisition early on is a laser blaster. As I mentioned before the story follows a set path so there is no way you can miss out on picking it up. It's just a case of discovering how to get it. Once you have this gun it can always be used for two things. The first is blasting the enemies away and the second is for putting a shield up to protect yourself.

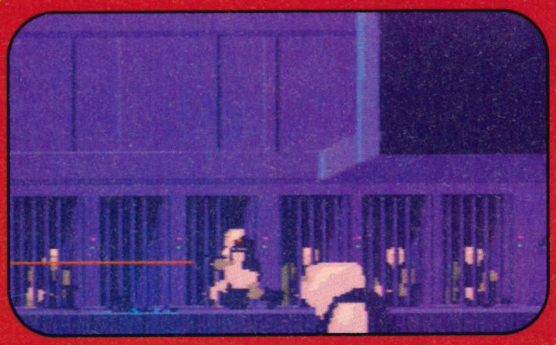
c·o·m·m·e·n·t

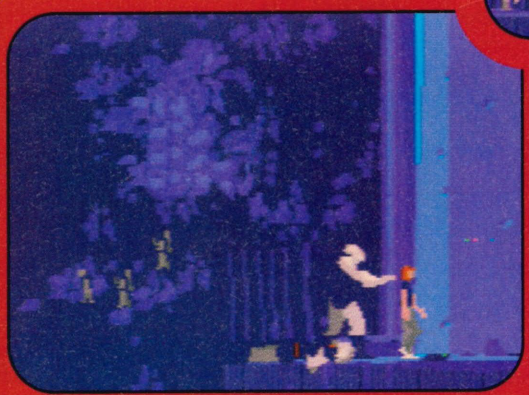
This version of Another World is as good as any other version. The gameplay is still there, but if there has to be a criticism it must be that the game is not that difficult to complete once you get going. While you're hooked though you'll be well satisfied with what is a great conversion of an already great game.

Paul McNally, ST Action

HERE AT LAST

The Mega Drive version has taken its time arriving but now it's here it just means that yet another format can enjoy it. Flashback – Another World 2 is about to arrive on the Amiga so if you get into this you can be confident that the sequel will follow before very long.





DEFEND OR DIE

The shield is one of the most useful "defensive weapons" you could wish for. It allows you valuable time while the enemy are behind you, as their shots can't penetrate through it (unless it is weak or they are very close). Beware though as the gun does not have an indefinite charge. Periodically it will need to be "re-juiced" so you can use it to its maximum power.

h·u·m·a·n·o·s·c·o·r·e

timing is required but a great game.'

Don't even think about reaching for that seatbelt and forget about all personal safety! The world's most unlikely heroes have finally arrived on the small screen.

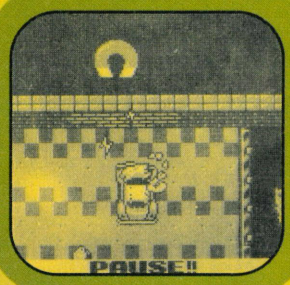
Crash Dummies

BRUISING

Lashings of body-crushing fun as dummy number one takes a leap earthwards in the name of entertainment.

Can you stand the strain of leaping from the roof of a skyscraper and careering downwards as spectacularly as possible? Sounds simple enough but it's all done against the clock before the film runs out. Scoring is done by smashing through balconies and sun screens. Pretty well as you'd expect, really!

CRUMBS

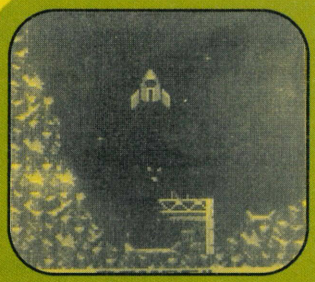


Testing the latest in car design is in order here. Collect the airbags and avoid the obstacles as you make your way to the final resting point, namely a huge wall which you smash into as quickly as possible and with all your force. As with most of the events the controls are a cinch to adapt to and just as easy to use.

BITS AND PIECES

Each and every level has its own theme and controls. There are some neat screens between the levels which clearly explain the mission ahead and the target for qualifying. The slalom course is quite amusing as instead of moving between the flags the idea is to hit as many poles as possible before the finishing line.

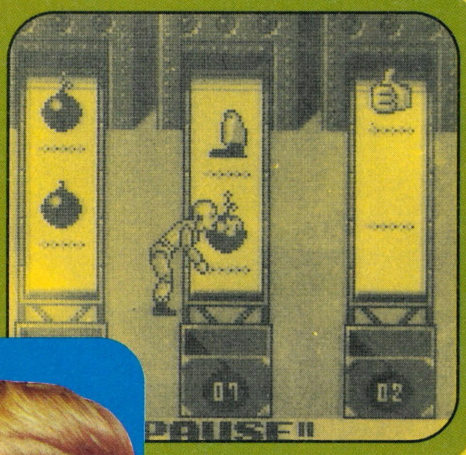
SPACEMAN



Crash Dummies in space!? Whatever next. Testing the latest in a range of space rockets may not seem like everybody's idea of fun, but it's all in a day's work for the dummies. It's very difficult to advance as the controls are extremely temperamental which adds to the challenge. The end of the level involves crashing the rocket into the target with plenty of force.

KABOOM!

Working in a bomb factory isn't the safest of jobs but our dummies take to it like Paul Daniels to hair restorer. It seems someone has set light at random to a few of the fuses and these need to be put out before they ruin the production line, permanently! This is one of the more testing levels but luckily you start the game with five lives.



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It's not an easy life breaking your body into thousands of tiny pieces in the name of entertainment but quite simply the game would lose its appeal if you didn't. The different levels have an originality which is seldom seen nowadays in any game for any machine. The characters are fun to control, and all together, this is a game worth having.

Andy Sharp, GB Action

h·u·m·a·n·o·s·c·o·r·e

'Smashes and crashes coupled with crazy tasks'

PLAYER Manager

RELEASE: MARCH 1993

Player Manager is totally unique in conception, combining soccer management with action on the pitch. A specially programmed version of KICK OFF with it's blistering pace tests the mettle of the manager.

SYNOPSIS

You are an Internationally capped player with several years of first division experience. Aged 28 years or so, you are at the crossroad in your career and seize the opportunity to be appointed PLAYER MANAGER of a Third division club -a path to glory or obscurity. The financial resources are scarce and the squad consists of average players and some with the best years well behind them.

Your task is to assemble a match winning squad. Use a lively transfer market without bankrupting the club, raise the morale of the players and match your squad to the tactics you adopt for each match.

In the lower divisions, you can dictate the game on the pitch due to your superior attributes, skills and experience as an International class player. You must use these advantages to gain promotion quickly before your age seriously starts to impair your ability. In the 1st division the going gets really tough. With the headaches of cup ties, injuries and suspensions, the life of a manager is no bed of roses.

The PLAYER MANAGER is played in real time. All other managers, 47 of them, are playing matches, buying and selling players to win promotion, so much so that the player you desperately wanted but failed to agree a price one week may be gone next week to some other club. PLAYER MANAGER is based on real life drama of the soccer world with crowd troubles, injuries, board problems etc. It is absorbing, frustrating, rewarding but above all fun as it brings reality of soccer league to life.

FEATURES

* Three division league with 16 teams in each division.
* Automatic promotions and relegation for two teams.
* Two types of Cup competitions. A knock out cup competition with Extra Time. Replay and sudden death penalty shoot out. Premier Cup is a two leg Cup with away goal rules.
* Option to play on the pitch, watch the match or get computer predicted result.
* Very sophisticated computer prediction based on Home or Away fixture, skills - attributes - morale of individual players of both teams. Choice of tactics is very important. Even the recent forms of the team are taken into account.
* Tight financial controls ensures that managers have to run a tight ship by putting expensive players on transfer list.
* A lively transfer market. Competitive bidding by other Managers ending with haggling between the highest bidder and seller.
* Scout facility to seek a suitable player from the ranks of unsettled players.
* Physio may recommend rest period for a player recovering from injury. You decide either to play him and take the risk of aggravating injury or rest him.
* Comprehensive records of Club achievements, League and Cup successes, Hot shots etc.
* Opportunity to change job, a tougher one for ambitious or one with less stress for those who cannot take the strain.

BATTERY BACK UP TO CONTINUE SEASON AFTER SEASON.

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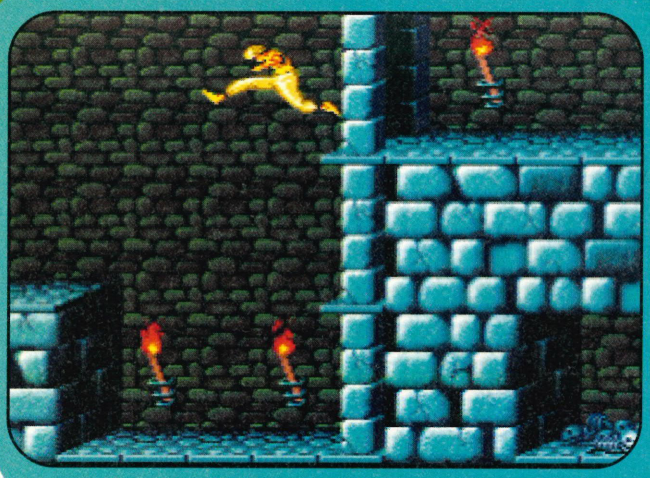
SUPER NINTENDO ENTERTAINMENT SYSTEM

Prince Of Persia has appeared on virtually every format around at one time or another. Now Super NES owners have the chance to play one of the all time classic computer games.

BAGGY TROUSERS

You can make our enormous trouser wearing hero perform a myriad of impressive athletic feats that will amaze and astound you. This may explain our main character's strange choice of lower body clothing. It would be impossible to carry out some of these stunts in a pair of drainpipe jeans for instance, without the possibility of seriously disappointing his future wife. Or something.



DUNGEON OF DESPAIR

You must somehow manage to get out of the dungeon, however that is going to be anything but easy (just as well really!). If you are to succeed you must negotiate a multitude of deadly booby traps, gaping chasms and disintegrating platforms. On top of all that you will also come across the best swordsmen in the Vizier's army, but fortunately, you have an unusually large weapon yourself! Now, just what would the Vizier think?

Prince Of Persia

RUN ALONG

You can make the Prince perform all sorts of activities. To make him run, simply press the directional pad in the direction you want him to go and he will start to gallop along. Take care though, as he takes a couple of steps before stopping his run. This makes it all too easy to go plunging off the edge of a precipice if you leave it too late. Pretty stupid of him really!

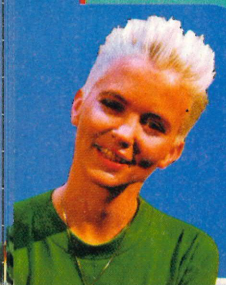
WICKED WAY

The evil Grand Vizier has kidnapped your girl and intends to force her to marry him the next morning. To prevent you from interfering and foiling his plans he has imprisoned you deep within the dungeons of his palace. You must escape the labyrinth if you can, avoiding the traps and killing the Vizier's henchmen if you are to stop your hated enemy from having his wicked way with your woman.

c·o·m·m·e·n·t

What can I say that hasn't already been said in the other reviews of this game elsewhere? It was one of the best platform games ever on the other computer formats and now it has been improved. If you have to buy a game then you really should get hold of this one. It is superb!

Steve McNally, Amiga Action



SUPER SWASHBUCKLING

During the recent festive period, nearly everyone must have seen at least one of the repeated Sinbad films on BBC2. Now you get the chance to act out the part of one of your heroes! *(??! – Ed.)*

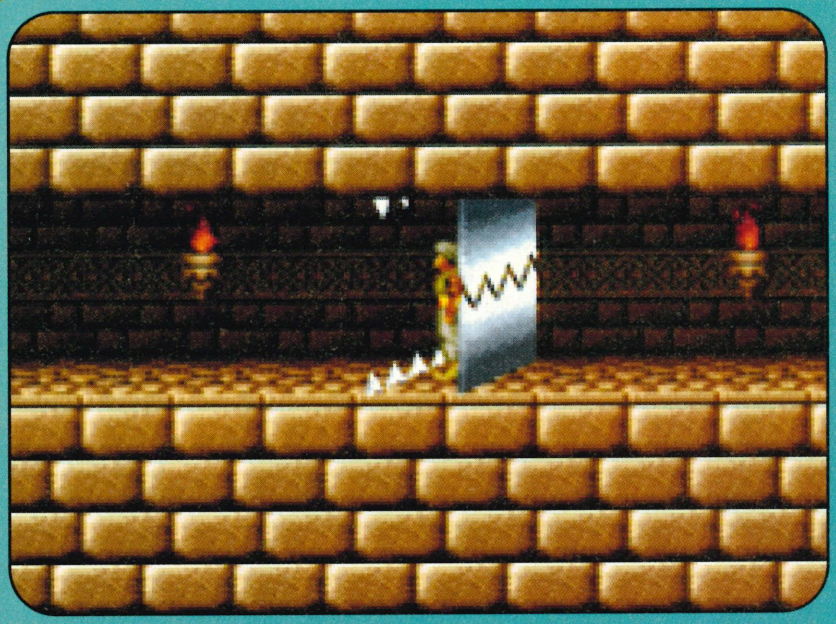
"A truly classic game on all formats now makes a very welcome

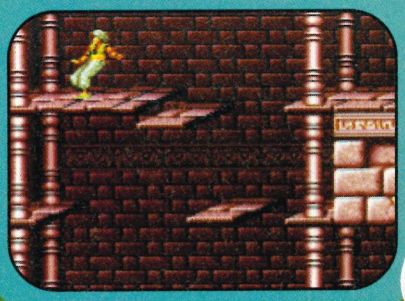
HANGING AROUND

If that jump is just a little too far, or you are completely hopeless and mistime it so that you fall short of your target and go plunging to a horrible death, then don't despair (well, try not to!). It is possible to grab on to a ledge and drop down past it. You can then swing yourself up to safety. All you have to do is hold down the jump button.

BIG SWORDS

As you progress through the dungeon you will constantly be attacked by marauding members of the Vizier's army. You must then engage them in a little of that most ancient art, swordplay. The first few you come across are completely incompetent and easy to kill. It is only later on however that the good ones are wheeled out. They become extremely tough and are masters of their art. so don't expect to beat them easily (especially if you still haven't sussed out how to use the controller!).





MASTER OF THE ARTS

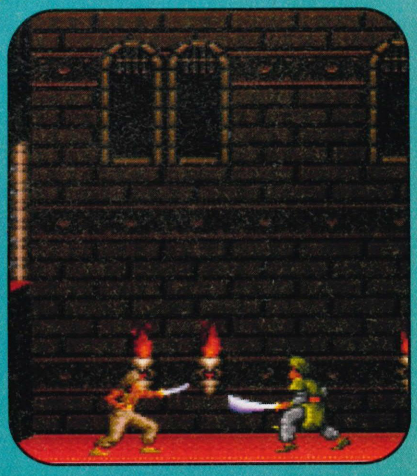
From time to time, you will come across one of the Vizier's men waving a sword around dangerously. Since you are a pacifist, you'll probably take exception to this.

Fighting with your sword, once you have found it of course, takes a little while to master. You are able to block high, cut low, parry high and thrust low. Each button on the control pad operates one of these functions, and the D-Pad advances or retreats your character. Getting your fingers to do what you want will stretch you and the swordfighting will take quite a while to master, but you will certainly have fun trying..

GLEEFUL GLOATING

This is the bit all Super NES owners will enjoy, the chance to gloat to fans of the Amiga version about how much better Prince of Persia is on their system.

Not only have the graphics and sound been vastly improved in the version on this format, the game itself has been completely redesigned, now spanning something like a massive twenty levels compared to the Amiga's measly dozen or so, and the levels are bigger too, so there! Now, as for the Macintosh version...



JUMP EVERYBODY

The Prince is also able to perform massive leaps over large gaps. You can jump in two different ways. First off is a standing jump. To do this press, oddly enough, the jump button. He will then jump as far he can from that very spot. The other type of jump is a running jump, used when a gap is too long for a standing jump. Simply run and press the jump button.

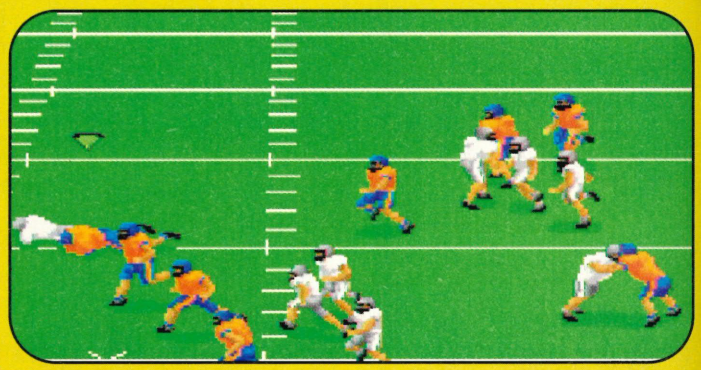
h·u·m·a·n·o·s·c·o·r·e

appearance on the Super NES. Brilliant! ”

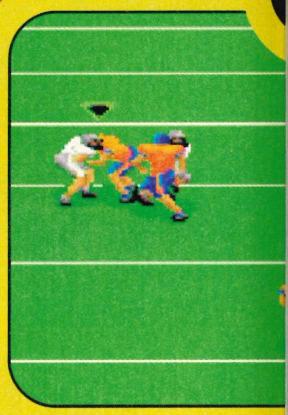
Twenty three! Forty six! Thirty five! Yo! Hut Hut Hut! Crash! Wallop! Crunch! Ah yes, American Football, that classic blend of tactics, skill, speed and of course, extreme violence. I've never really been that hot on the idea of men running around in tight trousers and shoulder pads. However most of my friends find it hard to tear themselves away from Channel Four during the league season.

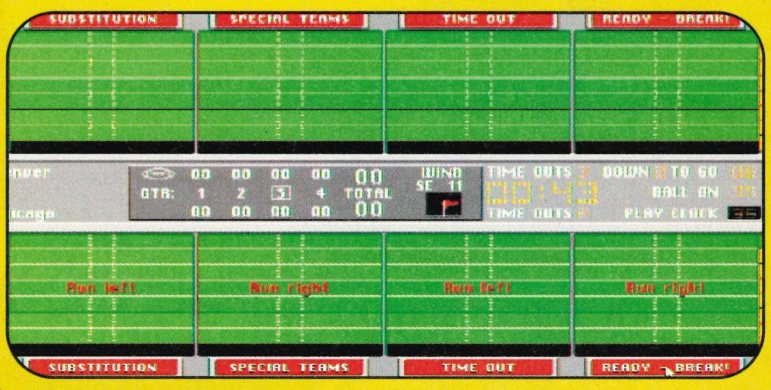
THE SUPERBOWL IS NIGH

In any case, I'm reliably informed by these people that pretty soon the Superbowl will be upon us, and we all know what that means don't we? Waiting up all night, ploughing through a huge pile of munchies, listening to that stupid fool who sounds like Jonathon Ross reeling off meaningless statistics about unheard of players.



FPS football



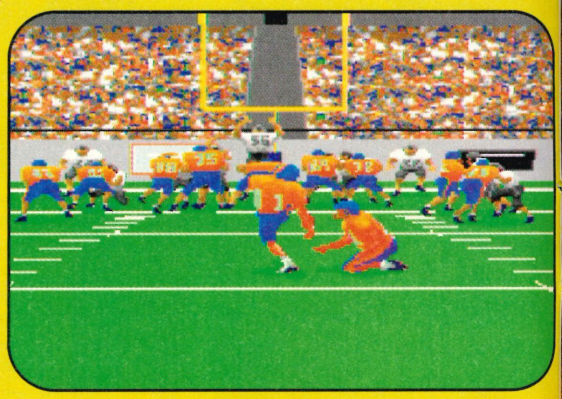


NO JOYSTICK WAGGLING

Still if you like that sort of thing then, Front Page Sports Football from Sierra will probably be just what you need to get you in the right frame of mind. The first thing you should know is that unlike many sports games, this one isn't a joystick waggler.

WASTE YOUR FRIENDS

The best feature of the game as far as I'm concerned is the ability for up to 28 human players to take control of their own teams in the league. There's always lots of fun to be had beating your best friends into a messy pulp. At higher levels, it's not just a case of making sure the games go smoothly, the team has to be managed properly or you'll quickly find yourself at the bottom of the league.



HARD CORE FANS ONLY

Although there are several different levels of play ranging from Quarterback right through to General Manager, the game is pretty complex. In fact most people probably won't want to stick at this game for too long unless they're real hard core fans of the sport.

"Sierra enter the American Football market and hope to hit

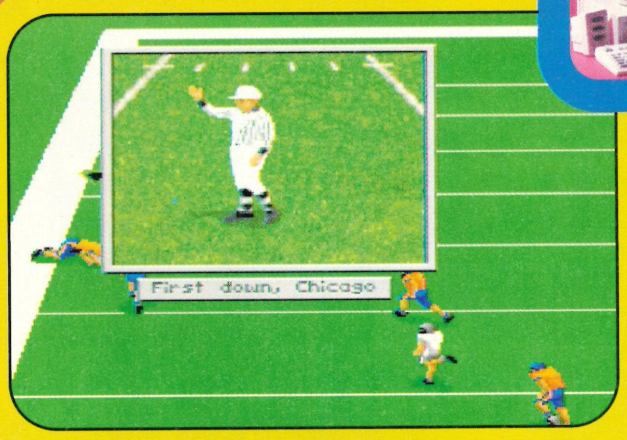
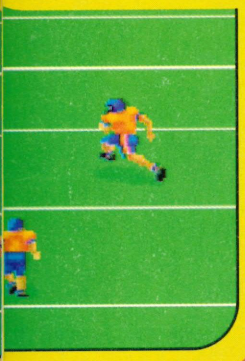
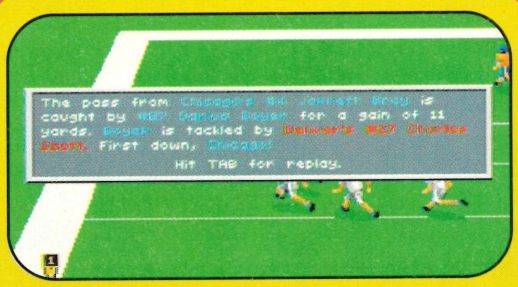


FIGURE FETISHISTS

The thing about Americans is that when it comes to sport, they love numbers – the more statistics they can have, the better. If you too are a meaningless figure fetishist then this is definitely the game for you, because you can't do anything without being bombarded with stats.



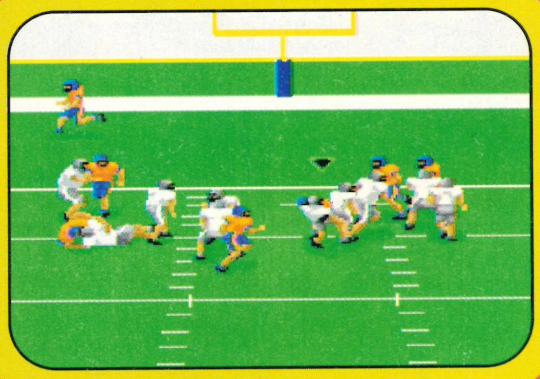


THUMB TWIDDLING

This is one of those games you will either love or hate, as I've already said. If you like the real sport then you will find the game much more fun than non-fans will. I found it hard to relax with though, due to a few annoying faults. For example when playing in the league, after you've played your game for the week, the computer has to work out the results of all the other games that have been played during the week, and this takes absolutely ages, even on my 66Mhz PC, I was sitting around twiddling my thumbs.

GROOVY GRAPHICS

The game looks very good. On the field you can view the action from several viewpoints. The animation seems to suffer from intermittent jerkiness but apart from this, on the whole I was reasonably impressed with the standard of graphics and animation.



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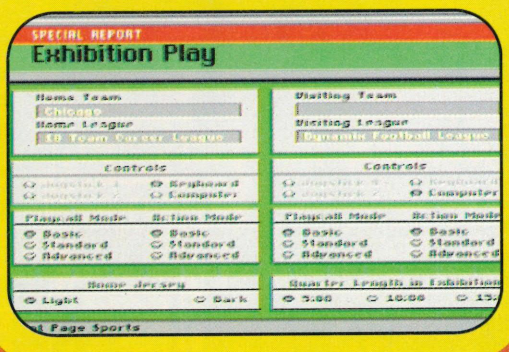
The computer games industry is like a big Pot Noodle, first you've got the noodles which everybody likes, then there are the horrible greeny brown bits that are meant to be vegetables, but just taste gross and get stuck in your teeth. Front Page Sports Football is one of those little bits of soya, that most people think is really meat, and whether or not you like it depends pretty much on how you feel about the real thing.

Lance Concannon, PC Home

NORMAL NOISE

I'm pretty indifferent about the sounds, in fact they remind me of the Editor, they're just kind of there, everybody knows they're there, but nobody really cares, or is quite sure what they're supposed to be doing. I suppose on the whole the sound is quite good, but nothing spectacular.



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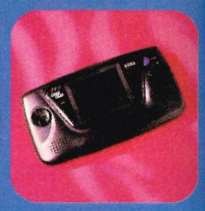
the front page, but they'll have to tackle John Madden's first!.



Bad Influence Magazine! reviewed the Mega Drive brother of this title in the last issue. Now the hand held version is with us, so you can now give it a whirl even while your dad's watching Panorama!

Indiana Jones and the Last Crusade

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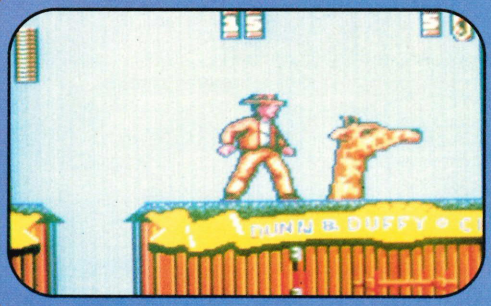
Yet another great conversion courtesy of US Gold. The similarities between this and the Mega Drive version are remarkable and the programmers should be commended for this. The Game Gear is fast becoming a hot property with some neat games – no longer do owners have to put up with duff products.

Paul McNally, ST Action



ROCK HARD

What we've got here is a platform game with some fiendish puzzles and many sections where your finger dexterity will be tested to the absolute limit. Don't ever let anyone tell you that this game is easy, because if they do then they're lying through their teeth, so give 'em a crack from me and tell them to behave themselves. Then get down to some serious practice or you won't stand a chance in hell!

WHIP CRACK AWAY

As ever, our professor is armed with his trusty bullwhip. Any baddie will think more than twice before approaching him if they believe they're going to get belted with this piece of apparatus. Having said that, a lot of the goons are armed to the teeth with guns and other such deadly weapons. Never fear though, because Indy's a bit tough and can also punch people very hard in the mouth, which can be quite an effective weapon to have as well!

RELAXATION

Graphically the game is a bit special. The main Indy sprite is well drawn and moves like a dream, even if you have one or two problems getting used to the control. Once this has worn off though, there should be no problems and you'll be able to relax. The backgrounds are also well detailed and colourful and add greatly to the atmosphere the whole thing creates.

PORTABLE

This Indiana Jones game is based on the third film in the trilogy – The Last Crusade (yep, that's the one with Sean Connery in it before you ask!). The amazing thing is that it's very similar in looks to the Mega Drive version with the graphics being more or less identical for the most part. A great job has been made of converting this to the portable format

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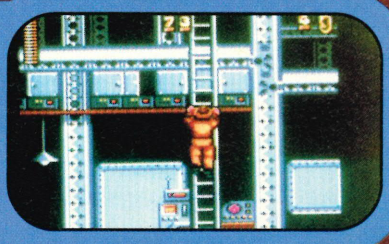
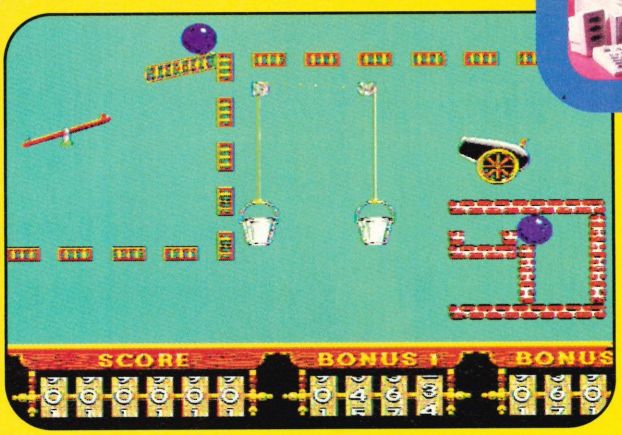
NAZI BASH

The idea is to get to the Holy Grail and if that involves a bit of Nazi bashing then so be it. In fact, there's a whole German army to get past before you get to the Grail, because old Adolf is quite keen on getting his paws on it to.



'The man in the hat is back – and now in mini version'

Let's face it, there aren't many decent games around that don't involve punch-ups, ridiculous cutesy characters or falling blocks. So it's jolly surprising to see an original game design and it's even more shocking to find that it comes from Sierra. Yup, that's right, the company that managed to release the same game six times by cunningly sticking some Roman numerals on the end of the title have finally had a new idea.

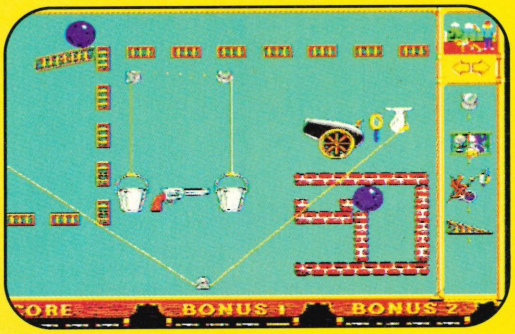


ENGINEERING ANARCHY

Most of you lot should be able to remember that rather naff board game called 'Mousetrap'. The one with all those plastic pieces that you had to put together to build a huge contraption – the only problem was that it never worked because the elastic band had snapped or something. These are the kind of gizmos that Incredible Machine lets you build.

PLUS POINTS

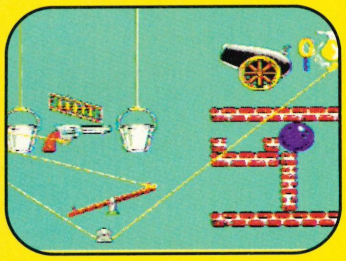
On each of the 80+ levels there is a puzzle to be solved. For example you might have to get a basket ball through a hoop, or smash a goldfish bowl. To solve the puzzle you will have to build a machine from the list of components provided for that level.



The Incredible MACHINE

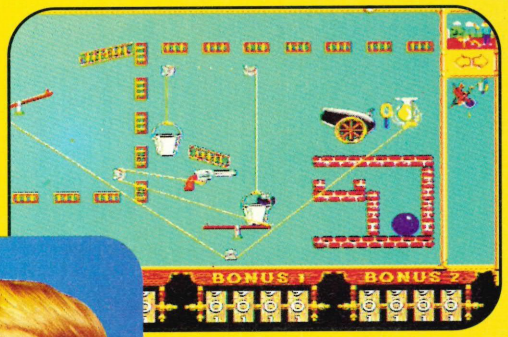
BIZARRE

Some of the components are perfectly ordinary mechanical type devices such as gears, conveyor belts, pulleys and so on. However, most of them are very bizarre. For example, there's a monkey on a bicycle that will only start pedalling if it can see a banana. As you'd expect, really.



HERRING-DO

Of course, if you had unlimited components the game would be far too easy. So on each level you are only given a few machine parts, in some cases you may have to use all of them, other times you might be able to find a short-cut. Many of the components you're given are simply red herrings there to confuse you.



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It's great, I never thought that something completely lacking in sex and violence could be so much fun. This is a game that everybody will want to play right through to the end, and your parents would probably approve as well. Hurrah!

Lance Concannon, PC Home

"This is a game recommended for all the family."

Another graphical adventure creeps out of the dark places and takes its place in the computer games gallery. But what is it like?

BAD NEWS

The island of Drakkhen is threatened by four dragon kings who control the forces of nature. They have stolen a load of gems which for some mystical reason hold the balance of not only Draconi but also the whole universe.

To cut a long story short you have, for some insane reason, decided to save the universe and earn the gratitude of millions of people.

Once the start button is pressed you'll find yourself on the blandest screen you could ever be on. But, after a quick walk around the immediate area a few new avenues will open up to you.

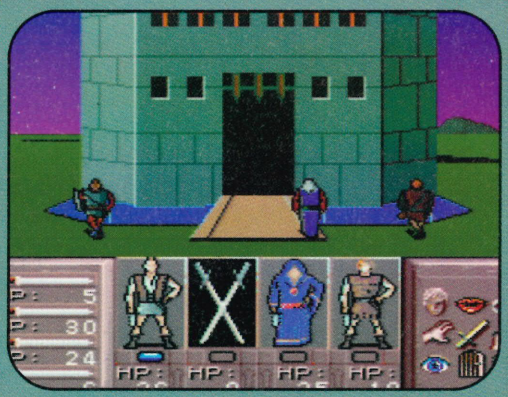
WHAT A GEM

What are you waiting for? There are the gems to find and they certainly won't come looking for you! Here we see the party at the entrance of a towering castle. What secrets does this daunting building hold? Only by cautiously entering the construction will these and hopefully many other taxing questions be answered.

RETREAT?

The dreaded dragon proves to be just a little bit too much for our party of warriors and magicians, mostly past their retirement age by the looks of them.

As we can see here, the dragon has already murderously despatched two of the brave but foolhardy warriors. Maybe an dishonourable retreat is in order. Well, a man's gotta do etc. Follow me, Lads!



VOYEUR VISION

The graphics are viewed in third person perspective and as you can see by the screen shots, all the team can be viewed at any one time. This gives plenty of scope for you to see the horizon and anything interesting dwelling nearby.

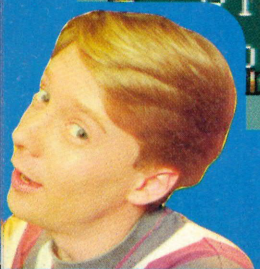
All in all, the graphics are nicely drawn, but is a well-presented graphic adventure going to be enough to compete against the likes of Indiana Jones and the Fate of Atlantis or Dark Seed? There's only one way to find out...

MONSTER LUNCH

Inside the castle our heroes come across a mean and moody monster.

You'll have to use a combination of brains and brawn if you're ever to overcome this heinous beast.

This is just one of the many locations that can be searched for and discovered in this computer game.



"Things are looking bad. Evil is about and without your

DRAKKHEN

INN HERE

Just one of the many still screens that set the scene throughout various stages in the game.

Like all inns in this type of graphical adventure, they offer a place for weary and footsore travellers to rest, and are an important help in gathering rumours and leads for where to go next.

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In the short term, Drakkhen offers very little to the experienced graphic adventurerer, and this is maybe where the game falls down. It just doesn't compare well with other graphic adventures, and in the long term, the quest to find the gems may well be an interesting adventure, but personally I couldn't handle walking around aimlessly.

Brad Burton, ST Action

DRAKKEN-ULA

It's night time in the island of Drakkhen and as you can see, all of those nasty little alligators have decided to come out of their hiding places.

Don't worry, the fighting skills of the adventurers are impeccable though and it'll only be a matter of seconds before the snappy adversary is sent crawling back from whence it came.

At least, that's the idea, but as you all probably know, things are never that simple in games like this...

STROLLIN'

Ah, there's nothing better than a brisk stroll down a country road. The birds, the trees... but keep your wits about you! The enemy who wants to stop you retrieving the gems will come out of nowhere and pounce on you without warning.

Also the roaming monsters are as much an threat to the enemy as they are to you. So keep your eyes peeled, your loins girded and your cliches sharpened. ie: Beware!

YAWN

This is one of the few semi-impressive screenshots in this second rate role playing game. Our heros use all their power and resources in attacking this big demon type bloke.

If the party fares well in battle then they may find themselves rewarded. But who cares anyway, it's not very interesting to be perfectly honest.

FLASHY CHARACTERS

This is how those flashy character graphics are used to their best. Here we see a little brawl in full jaw-smashing progress. It's a real shame the actual landscape backgrounds aren't more detailed, better drafted and contain more interesting features though. Ah well!

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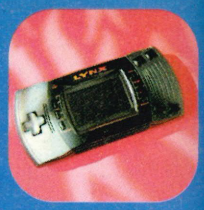
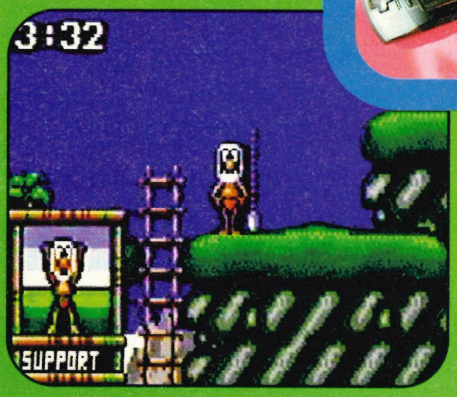
help, the Lords of Darkness may take over the world '



Ever fancied living in prehistoric times? You have? Ever fancied taking part in a sporting event in prehistoric times? You have! Well then, this is the ideal game for you!

DINKY DINOSAURS

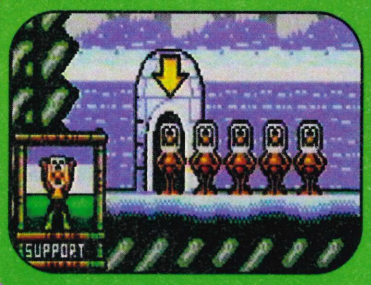
You must take on the roles of a bunch of cavemen who are competing for glory and a much-coveted medal from the legendary Dinolympics. Sadly, this is an event which has now died out, which is a real pity as I wouldn't mind having a stab at it myself. Never mind, you can't have everything, at least I can play it on the Lynx!



DynOlympics

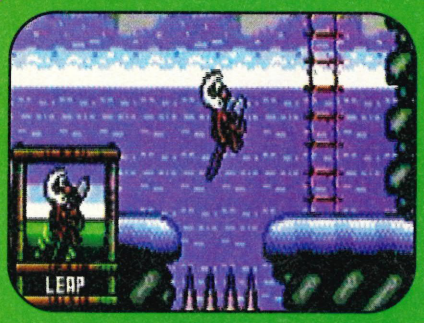
AMAZING ANIMATION

The Lynx must be the most underrated computer system around, especially when you consider how long it's been around. Buy this game and you will be amazed by the quality of its graphics, animation and sound, unless of course you are used to the generally high standard of Lynx games these days. The game is also great fun to play, with some wonderfully amusing touches and great characters.



CAVEMAN CAPERS

In many ways Dinolympics bears a certain resemblance to another computer game: Humans. The setting is very similar, with it being in prehistoric times. The main characters are also quite alike to those in this other game. Along with this, many of the objectives are pretty much the same as they were in the immensely enjoyable Humans.



PLATFORM PUZZLES

The gameplay is similar to a platform game, with your character being forced to wander around the screen jumping over gaps, climbing ladders and collecting objects.

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Graphically, Dinolympics shows what the Lynx can do extremely well. This is especially impressive when you first come across it, especially if you are not used to hand helds of the quality which the Lynx provides. Fortunately this initial impression does not wear off quickly, and you are left with a very enjoyable little number.

Steve McNally, Amiga Action

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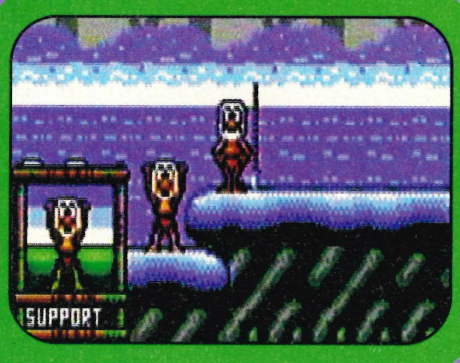
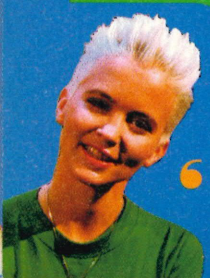
ENJOYABLE EVENTS

At the start of each section of the game, you and your team of little helpers are presented with your objectives for that level. This will be 'get the spear', or something equally obscure. You must then take control of your men and guide them to the spear within the designated time limit. Manage that and you will be given another objective, usually linked to the last mission.





'Take control of a team of cavemen and go for gold'

publisher: **ATARI** available on: **LYNX (£TBA)**

reviewed on:

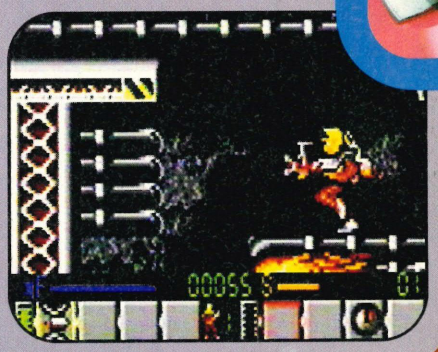
If flying around a space station shooting things is your type of thing, then you could do a lot worse than to check this out...

POWER FACTOR

BLAST AWAY

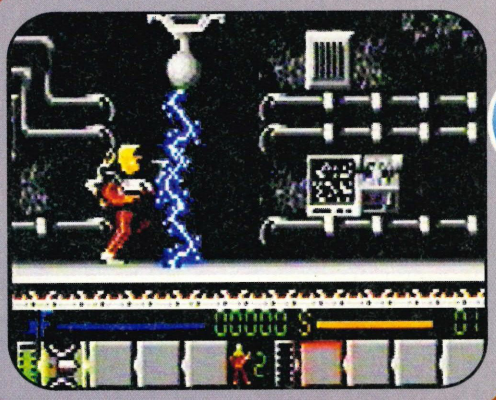
Basically, the idea of the game is to fly around the space ship, taking out various different types of aliens and machines which have been sent out with the sole intention of blowing you into a million tiny pieces.

If you can survive this onslaught then you can give yourself a nice big pat on your blood-splattered back.



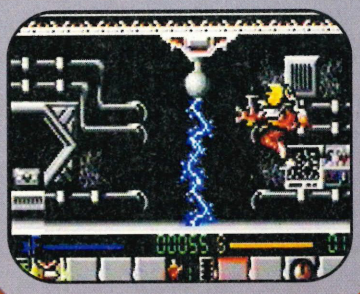
ROGER RAMJET

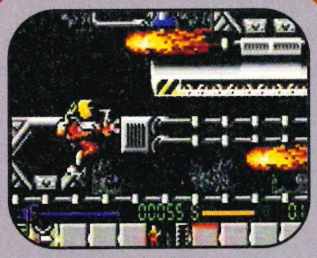
The main character looks like a renegade from one of those dodgy old five minute space cartoons that used to always be shown on Saturday mornings when I was a kid. Fond memories of that old favourite Roger Ramjet will simply come flooding back as soon as you set eyes on the main sprite, and you will certainly enjoy playing him.



ALIEN MASSES

Hordes of aliens and maniacal machines come screaming towards you constantly while you are playing The Power Factor, and completing the game will undoubtedly take more than one set of batteries. If I were you I would save up and buy a mains adaptor as soon as possible! This is one of the classiest shoot'em-ups I have seen on a hand held system, generating plenty of excitement, as well as providing a long lasting challenge.



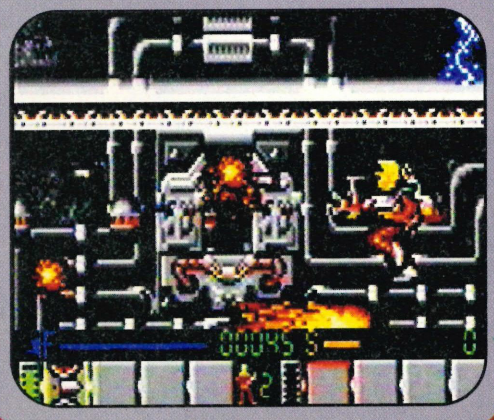


POWER UP

As with most shoot'em-ups, you are able to power up your main weapon, making the game much easier, obviously, as well as collecting items such as bombs and hand grenades. You can build your laser up to an immensely powerful killing machine which takes out enemies with a single shot. Don't get cocky though, you will need them when it comes to the later levels as some of the enemies are really difficult to kill!

JUMP AROUND

Your main character can perform other actions as well as running around shooting things. He also has a jet pack. When he uses this he can float around shooting nasties. This method comes in particularly handy when you have to take out a laser for instance, which is fired from the top of the screen. This feature comes in extremely useful when the game becomes more complicated in the latter stages. Without it there is no possible way that you could ever come even close to completing the game. You will have to learn how to use it quickly and efficiently if you are to be successful. You may find it difficult at first, but it will become second nature.



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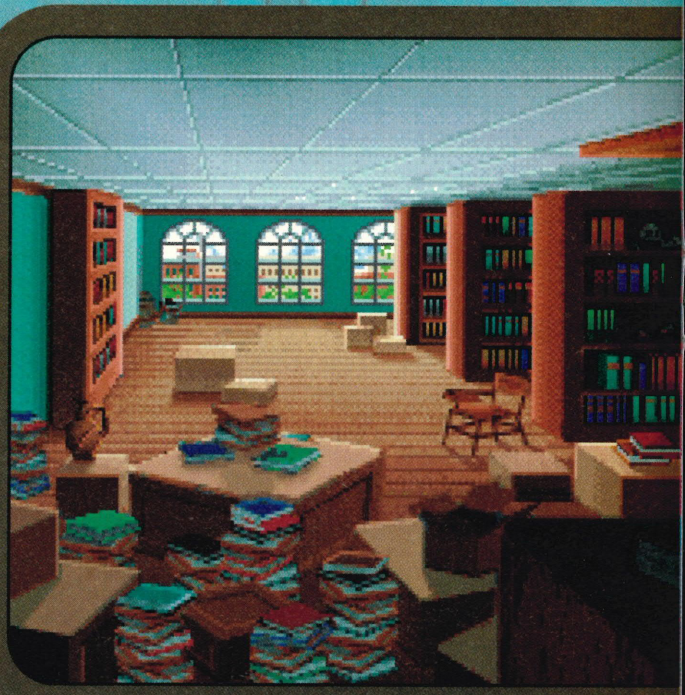
Once again the Lynx proves itself to be the market leader in hand helds when it comes to quality and enjoyment, something which games on this system constantly manage to provide. This would rival many shoot'em-ups on the computer systems, and it wipes the floor with its hand held rivals!

Steve McNally, Amiga Action

h·u·m·a·n·o·s·c·o·r·e

'Power Factor proves to be the best blast on any hand held'

Indiana Jones has returned once again to the home computer scene. His millions of fans don't care that he is named after the family dog, and why should they when computer games based on him are this good!



Indiana Jones & the fate of ATLANTIS

SUPERIOR

Sadly, the story for this game is not based on a film script as its predecessor was. For some strange, inexplicable reason, the big film producers decided that three films based on the character was enough. Here we see Indy and his old friend Sophia Hapgood going in search of the lost city of Atlantis.

Their journey takes them around the globe and through a series of hilarious and exciting escapades which are far superior to those in any other graphic adventure available.

IDIOTIC INDY

There is an excellently humorous credits sequence which is based around Indiana Jones' search for a statue, located somewhere in the halls of Barnett College, in the city of New York.

The intro and credits sequences show Indy as a clumsy idiot as he experiences a series of mishaps which include plunging down a coal chute and falling through a weakened floorboard. What a guy!

PERPLEXING PUZZLES

The puzzles are some of the most ingenious used in a graphic adventure. For example, in order to get across the chasm you must get the rodent to stand in a certain place and crack your whip over its head. It will then scurry along a dark path, up to a snake which will wrap itself around the rodent. The rodent will then fall into the chasm and you can use the tree which the snake was wrapped around to cross the gap.

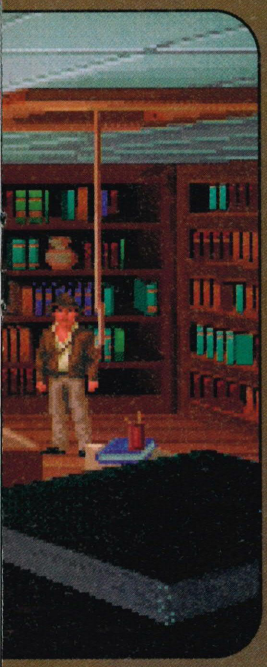
COLD CAPERS

Indy's travels take him to many exotic locations. However, I wouldn't class Iceland as being exotic and that is where we find him at the moment, chatting to Professor Heimdall who is as nutty as a fruitcake after spending years alone on obscure archaeological digs. Professor Heimdall is just one of a multitude of weird characters you will meet.

CO-OPERATION

You have the ability to take control of Sophia Hapgood, At various points in the game you will find that she has much more success in solving various problems such as talking to men.

"Indy jumps out of his office window and cracks his way



DECISIONS DECISIONS

The Fate of Atlantis is packed full of novel features, none more so than the ability to complete the game in three slightly different ways. You can choose to play the game as a team with Sophia, or you can choose to go it alone and think the puzzles out yourself. Finally, you can opt to fight your way through the game. Each different path affects the way the story progresses.

NICE KNIVES

At some point in the proceedings you will have to visit the rather attractive, if extremely poverty stricken country of Algiers. There you will find an out of luck knife thrower who cannot find a volunteer to help him with his act since the unfortunate `accident' which occured the last time he found someone game enough to have a go.

You will have to give Sophia a bit of a push though before you can persuade her to take part, and in gratitude the artiste will present you with a handy gift which you will need if you are to be able to complete your task. No time to hang around though, best to just get on with the task at hand.

GHOSTLY GOINGS ON

The laughs come thick and fast in Indiana Jones and the Fate of Atlantis, making it the most enjoyable graphic adventure on the Amiga to date. However some die hard fans may be a little upset at the way their hero is portrayed in this particular episode. He is certainly not shown to be the macho superhero we all thought him to be.

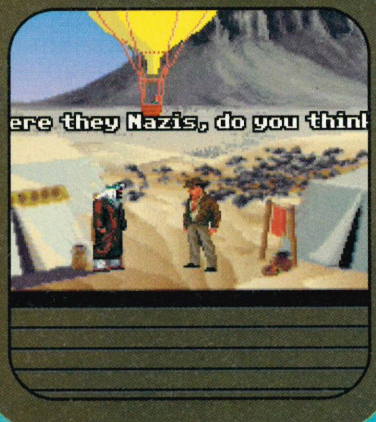
HOT AIR

A hot air balloon ride is the order of the day now. It is here that you realise how good the mouse driven interface actually is. It is by far the most advanced system employed in a game of this type ever. It is so easy to use that I guarantee that you could play the game without even glancing at an instruction book.

DESERT DESIRE

The graphics in this game are nothing short of breathtaking. They even surpass those in any of the last few Lucasfilms adventures, and yes that does include The Secret of Monkey Island II.

You really would be a complete fool to miss out on this game, unless you can't stand graphic adventures that is! The words 'state of the art' spring to mind...



c·o·m·m·e·n·t

Indiana Jones and the Fate of Atlantis is undoubtedly the best Graphic Adventure released on the Amiga so far and it is difficult to see anything surpassing it in the near future. You will not believe how good this looks and sounds, or how well it plays. Destined without a doubt to become a classic. Buy it, immediately!

Steve McNally, Amiga Action

through another great graphic adventure from Lucasfilms. ' ▶▶▶

WONDROUS WHIP

Some of you will be glad to know that Indy's Whip has been included in the game. Although it sounds like a brand of ice cream it is a deadly and potent weapon. Happily, good use is made of it and it is impossible to complete some of the puzzles without making good use of it.

DESERT DISASTER

Disaster has struck! Sophia has fallen down a hole at an abandoned dig site deep in the heart of the desert. Although it may be tempting just to leave her there, you had better flippin' well try to find a way of getting her out!

This is one of the trickiest puzzles in the entire game. If you can solve it without getting stuck then you are doing very well and should soldier on throughout the rest of the game without too many troubles!

LABORIOUS LABYRINTH

Late in the game you will come across a labyrinth. This is a sort of maze. Crack it and you will be very close to finding the lost city of Atlantis and completing the game.

Don't be fooled into thinking that it will not take long to complete as some of the puzzles are fiendishly difficult. Add on to that that it is a fairly large game and you have quite a challenge on your hands.

UNDERGROUND

You will be unable to rescue Sophia from her hole without venturing into the actual dig site itself. Your first problem is therefore to somehow get some light into the pitch black. Will you find some useful object hidden somewhere, or will you have to torch the place?

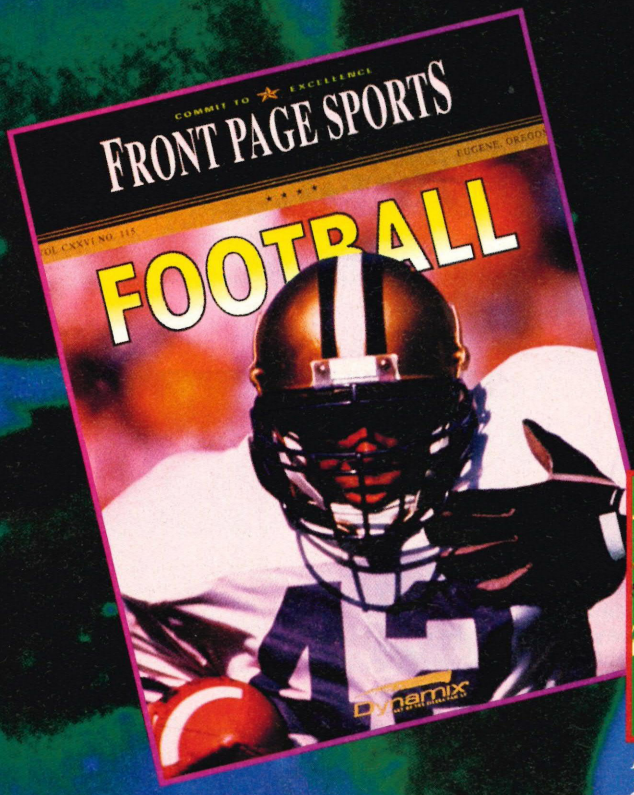
Once you have managed to suss that out, you'll discover that you are still a long way from finding out how to rescue Sophia. After you've figured that out and you must make your way to where you think the Lost City now rests. And don't go thinking it's going to be easy either, because it isn't!

HOT AIR

One of the more enjoyable sections of the game is the arcade type balloon flight. You must carefully pilot your balloon around the various locations in your hunt for the lost Nazi dig site. Sound easy? Wait until you get there!

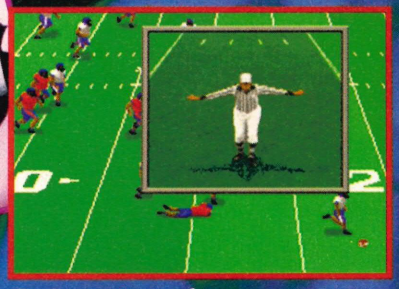
h·u·m·a·n·o·s·c·o·r·e

This season, the most detailed football simulation ever hits the field... ...and sidelines the competition.



Play as a coach, quarterback, or general manager.

Imagine playing football and watching the action from all points of view.



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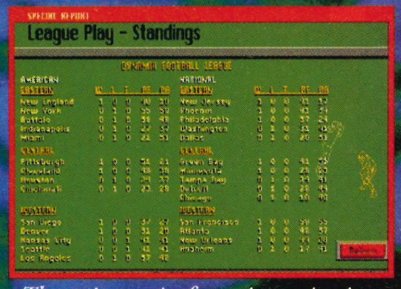

The action varies from city to city, just like in real life.

Stats... Action... Everything...

From Dynamix, the company that redefined flight simulation with *Red Baron* and *Aces of the Pacific*, comes the most comprehensive and graphically detailed football simulation to ever hit the computer field. Unlike the competition, *Front Page Sports: Football* isn't a watered down version of reality covered by a fancy license of famous names. It does *everything*, like you've never seen before. Action, stats, management... every conceivable element of the game is recreated in amazing detail. And most importantly, *you* decide what to control. Pure action, pure stats or anywhere in between... the choice is yours with a simple click of the button.

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It may be a little too drafty to pop outside and go for a quick round at this time of year so now all you have to do is dig out your Mega Drive and reach for your controller rather than your clubs.

pga tour golf

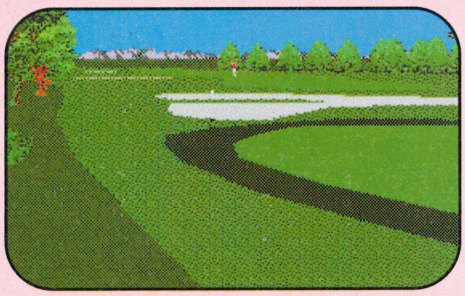
CLUBBING IT

As you well know each round of golf starts off from the tee on hole one. Swinging the club hard is not the only requirement in good golfing. A little precision is also required and this can be adjusted on PGA Tour II by careful judgement with the on-screen indicators. Info on the holes is also given in the bottom right hand corner of the screen.

c·o·m·m·e·n·t

If you like golf and you like Mega Drives, you can't really go wrong with this. Everything's there you need and Electronic Arts have done another good job. They're already renowned for their Sega stuff and PGA Tour II should continue the trend. Of course, if you don't like golf you should probably try and get a demo first!

Paul McNally, ST Action



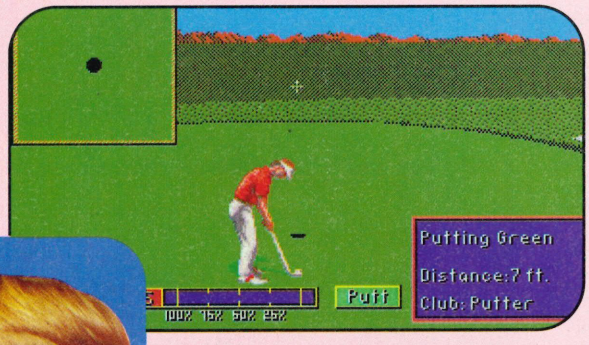
PUTT IT THERE

Another golfer prepares to take his shot on hole one. A number of different courses are provided within the game and you can choose which one you want to play on. As well as a variety of matchplay options, there is also the chance to practice your various skills like putting on the green before you swing a competitive club. You can also make a total fool of yourself on television in front of millions of people!

WATCH THE BIRDIE

After the shot has been played, the camera switches to a new angle to follow the path of the ball through the air. Watching the ball land from this alternative view can be extremely useful when planning your next shot. Just look at the lie (golfing term for all you pros out there), select a new club and give it a belt! It really couldn't be simpler.

h·u·m·a·n·o·s·c·o·r·e



BOTTLE JOB

It's that pressure putt. If you make this then you've won a dirty great big tournament and a lot of cash to boot. Of course, your bottle could always go, you could make a mess of your final shot and not have any winnings with which to buy more ridiculous golfing clothes with! What would you do without a new yellow and brown tank-top? There's always next year!

'Smooth and realistic golf simulator with some classic courses'

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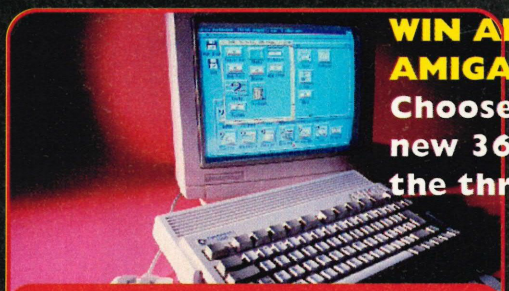

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Spooky goings-on in an old deserted mansion provide for what is one of the technologically exciting computer products ever! Will you be able to pluck up the courage to go Alone in the Dark?

MACABRE MANSION

Picture the scene, completely alone in an ancient house, suspended by a thick rope, painter Jeremy Hartwood swung monotonously from side to side. People can only guess as to the reasons why. Pressures of work? Perhaps a nervous breakdown, or even, an escape route from the evil presence that resided in his house, Derceto. You must attempt to discover the awful truth behind the death of Jeremy Hartwood.

Alone In The Dark

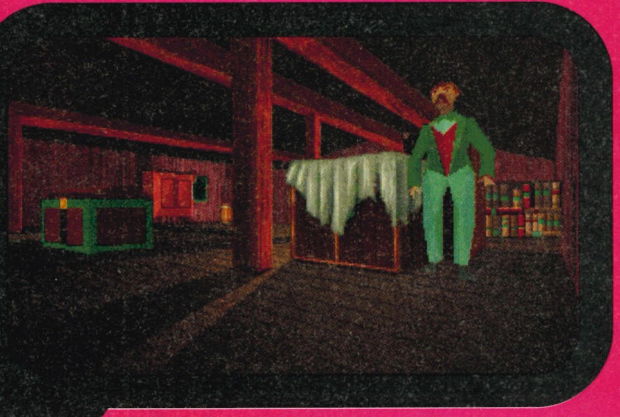
DEATHLY DERCETO

Do not take on this job lightly, you will enter Derceto at your own peril! This is certainly no quiet, cosy stately home. You are certainly not going for a nice, quiet weekend break in the country!

Actually, entering the house just might turn out to be the easy part, leaving could prove to be hell! Remember, you don't just have to explore the mansion itself, you will also discover the ghastly secret which lurks beneath!

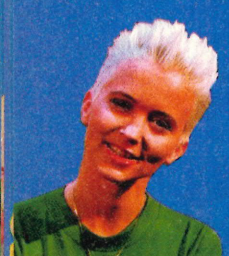
PERFECT PERSPECTIVE

I know you have heard all of this before, but it really is like playing the main character from a film. You may not believe it, but in this case it is actually true. Infogrames have achieved this through the use of tremendously clever camera angles to show the action. There are always between two and five different cameras for each scene and some are at pretty unusual angles, such as high in the top corner, or right down at ground level. It's difficult to describe such a process in such a short space, but it adds immense atmosphere to the game.



CHARACTER CHOICE

No one could accuse Infogrames of alienating any female gamesplayers here. They have provided you with a choice of playing either the male private detective Edward Carnby, called in to make up an inventory of objects contained in the house, or you can play Jeremy Hartwood's niece, Emily, who finds she cannot possibly believe that her dear departed uncle committed suicide. After all, she did spend most of her childhood in the house as a child, and has heard the stories since...



"Alone in the Dark is the future of computer games – and it

STARTLING SOUNDS

The sound through a Soundblaster sets the scene perfectly, raising your heartbeat to an almost dangerous rate. Your footsteps echo around the walls, strange moans can be heard from somewhere within Derceto.

ALTERED ATTRIBUTES

Thankfully Infogrames have made the game play differently depending on which gender you choose to play as, and not just changed the way the main character looks. Emily is not as strong as Edward but is more agile. Perhaps most interesting though, is the fact that Emily sees the whole house from a different perspective, as she has many memories of her childhood spent living there.

MYSTERY

The unfortunate demise of Jeremy Hartwood is a story that you will want to investigate right up until the very end. Were his wild stories of vicious zombies, horrific wolf like creatures, and various other unknown beings reality, or simply the product of an overactive imagination stretched to breaking point and far beyond. If you don't play the game to the finish you will never find out, but I guarantee, once you start playing you will not stop until you do! One of the most addictive games ever produced.

comment

Alone in the Dark is quite simply the most atmospheric, frightening and possibly even best computer game of all time. PC owners can stick a collective tongue out at owners of other systems as none of them can match this in terms of sheer quality and enjoyment. Near perfection!

Steve McNally, Amiga Action

AMAZING ANIMATION

The animation simply has to be seen to be believed. Even on the slower machines the action is kept at a more than acceptable rate, and despite what some of the other magazines say, it is definitely worth buying even if you only have a humble 286.

The pace is kept up by removing some of the frames of animation on the slower machines. I did not find this detrimental to the game in slightest, in fact I could hardly even notice that they had even been removed, and the game certainly lost none of its massive appeal. Buy it, no matter what your machine!

FEARSOME FUN

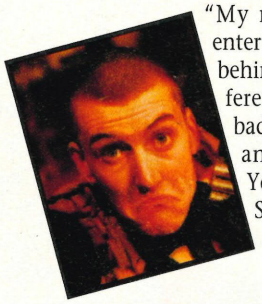
There is no escaping the horror element in this game. It is certainly not one for the children or faint hearted among you! Try playing it late at night with the lights down and the music turned off, with only the echoing sound of your footsteps, and the howling of the wind through the mansions corridors to see what I mean. You will more than likely scare yourself silly.

humanoscore

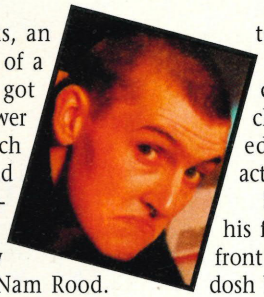
is also one of the most spooky

You otter Nam Rood

He's outrageous and mysterious. He's the white-faced, red-eyed weirdo who lives in a garden shed. Yet when Bad Influence! magazine pushed open the shed door and ventured inside to take a closer look at that champion of the cheats – Nam Rood – he was strangely silent about himself. But we found out a lot about his twin brother!



What have fireworks, an otter and the son of a pantomime dame got in common? We found the answer in that rubble-strewn shed which is the source of hints, tips and cheats for Bad Influence! viewers.



We went there to interview that fount of all knowledge, Nam Rood. But he was in his usual aggressive mood and declined to speak to us. Instead we talked to an other visitor he had that day – his twin brother, 23 year old actor Andy Wear. And HE had plenty to say!

Bad impressions

"I was an actor from an early age", he said. "My mother remembers I was always entertaining relatives and visitors – going behind the settee and coming out as different characters as well as doing very bad impressions. But both my mother and father always encouraged me". Young Andy went to Moorside Junior School where his first acting role was as a female clown. He then went on to Greaves County Secondary School in Lancaster – later closed down before it could claim the fame of having tried to educate the promising young actor.

Secondary school brought him his first rewards from appearing in front of an audience – not loads of dosh but a T-shirt, won as a consolation prize in the Anchor Butter Youth Theatre Awards. He started work with the Lancaster Youth Theatre but his first paid job was as assistant stage manager with the Dukes Playhouse in Lancaster.

He also worked at York Theatre Royal for eight months as assistant stage manager. They even asked him to appear on stage.

That's when the fireworks came into play. He was invited back to the Dukes Playhouse to organise fireworks for their outdoor production of Wind in the Willows.

Danger man

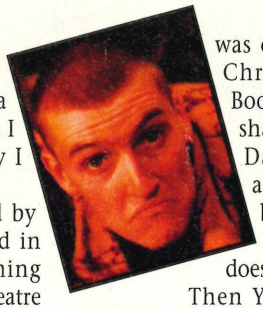
He wasn't just letting off the odd Roman Candle, but was handling the technical side of "outdoor pyrotechnics" with huge and potentially dangerous display fireworks which you need special training and a licence to operate.

"One of the actors had to drop out during the last week of the show and the director asked me if I would like to put down my fireworks to step into his role", recalls Andy. "I jumped at the chance and ended up play-

ing Daddy Otter and some other characters as well.

"Wind In The Willows was really a turning point in my life. That's where I was spotted by the theatrical agency I am now with."

Andy's appearances are organised by Lancaster-based Target Casting, and in 1990, within three months of joining Target, he won a part in a National Theatre production called Trackers of Oxyryhnchus, a very successful play by Leeds poet Tony Harrison.

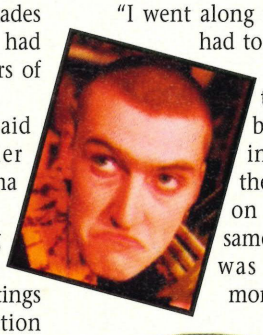


Clog marathon

He played a clog dancing hooligan (shades of Nam Rood!) – in fact all of the cast had to clog dance for the whole two hours of the show which was acted in verse.

"It certainly made me very fit", said Andy. "The play was at the Olivier Theatre in London and I went to Vienna to open the Vienna Festival".

He got his first TV work appearing as a newlywed on honeymoon in Blackpool for Granada TV's play Coastings and as a lager lout in a BBC production called The Sharp End. He has also appeared at the Bolton Octagon and The Crucible in Sheffield. Then, when he was offered a part in a 1991 Christmas panto, Puss in Boots, he was persuaded to shave his head. He played Danny, the Dame's son, and he looked and behaved very much the same as his twin bother does today.

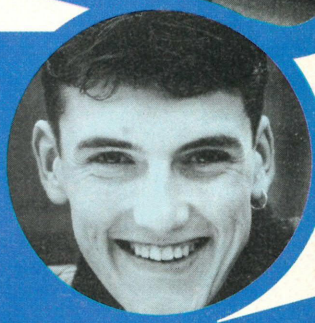


Then Yorkshire TV contacted Target Casting looking for a "computer boffin" in Bad Influence!

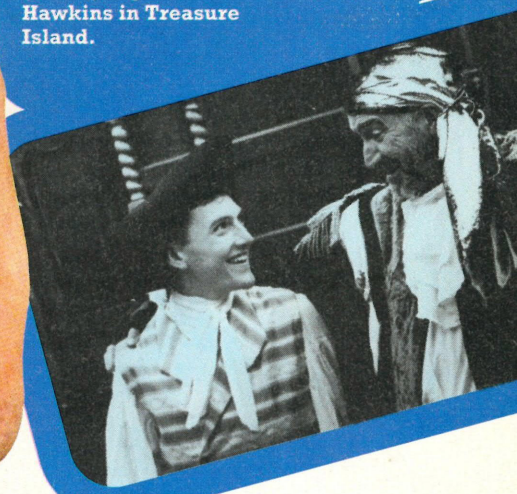
"I thought I would have been just right for the job", said Andy. "We used to have a Spectrum and Nam and I were always interested in games. But it didn't quite work out like that.

"I went along for an interview where I had to perform a small piece of script while working three computer keyboards. I found it incredibly hard to use the keyboards and hang on to the script at the same time. Then, when I was getting more and more frustrated I told them about Nam. And

Yes – Nam Rood and Andy Wear are really the spitting image of each other!



Shave off the hair and Andy Weir looks just like his twin brother. Here's Andy as himself and (above) in a scene from Puss in Boots and (below) as Jim Hawkins in Treasure Island.



know better!

– says his twin brother

> **Although he's a bit violent, kids accept Nam because he's quite safely on the other side of a TV screen**

> **...he's the sort of person you'd never want to go to the pub with. Nam just gets more and more outrageous.**

before you could say Snivelling Sonics the cameras moved in here – and the rest is history!" So the champion of cheats got the job, just doing what comes naturally. And Andy went back to acting.

But what is Nam Rood REALLY like – when the TV cameras are no longer peering over his shoulder? Who better than his twin brother to tell us the honest truth.

"Frankly, I'd say he's the sort of person you'd never want to go to the pub with. He just gets more and more outrageous.' he said. "I'm told that everyone on Bad Influence! gives him advice on how he should behave including Andy Crane, Violet Berlin and the crew on the studio floor. But he takes no notice and just carries on in his own sweet way – just as he's done as long as I've known him".

Has Bad Influence! changed Nam's life? "It'll take more than a brief burst of fame to make him act any differently", said Andy. "But I think he's really revelling in his new-found notoriety. Even after the first show, he was stopped on Leeds train station by a group of kids who recognised him.

In disguise

"They were keen to get some more cheats from him. And that happens quite a lot now. He's since taken to wearing a hat, which helps to disguise him a bit, but now they even recognise him with the hat on".

"Although he's a bit violent, kids accept Nam because he's quite safely on the other side of a TV screen. Older children are keen on cheats so they like him because he tells them what they want to know. Younger children just think he's funny.

"Despite his bad behaviour I like Nam Rood – and I hope the readers of Bad Influence! magazine do too. Being twins, we're almost like the same person".

DIAL-A-TIP

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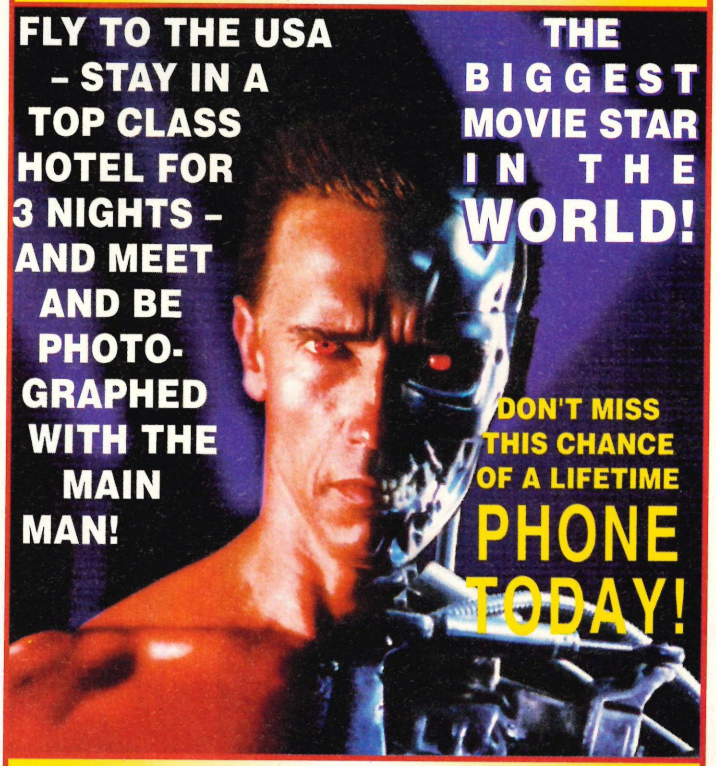

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2) What was Arnold Schwarzenegger's last film release?
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3) Who played Arnold Schwarzenegger's twin brother in the film Twins?
A - Gazza B - Rolf Harris C - Danny DeVito

4) In the film Total Recall what planet did Arnold Schwarzenegger liberate?
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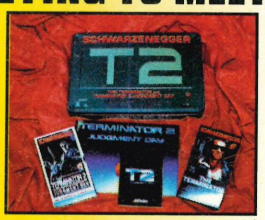

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It's the computer skill that breathes

ANIMAT

When Pinnochio kicked off his strings and became a real boy it made a good fairy story. But this flight of fancy has really come to life in the high tech world of modern puppeteering, where computers and radio-controlled motors have taken over from strings and rods.

Today's most popular children's films and TV programmes feature animated characters that actually appear to be real. They have become the stars of a multi-million pound industry.

And behind the success of many such characters are David Barclay and Mike Quinn of Ultimate Animates – a company which has perfected the art of breathing life into imaginary creatures.

Their secret is animatronics which has provided Bad Indfluence! with one of its most interesting programmes.

Most children have had a puppet of some sort, but for David Barclay this was more than just the odd game with Sooty. Both David's parents were professional puppeteers. He took up the family interest at the age of four, was presenting Punch and Judy shows at six and turned professional at 18.

Formed in 1988, his Hertfordshire-based company, Ultimate Animates, have been a monster success, and they are now among the industry's leading puppet performers and builders.

> **"Computers didn't play a large part in the workings of many of the earlier creatures. They were operated on a bicycle cable principle and had lots of wires..."**

It's not surprising since he and his partner Mike Quinn met when they were both operating monsters – the evil Skecksis in The Dark Crystal, a classic children's film from Muppet creator Jim Henson.

"That film really was ground-breaking stuff in its day", David told Bad Influence! magazine. "It was a magical time to be working with Jim Henson and it was sad for us all when he passed away.

"But we try to keep his kind of vision alive and are always trying to develop new techniques to push forward the boundaries of puppeteering".

David has also worked on two Star Wars movies, The Empire Strikes Back and Return of the Jedi. But like everyone in his

They're the tops!

High quality children's programmes featuring puppets created by Ultimate Animates include some of the most popular shows seen not only in the UK but all over Europe.

Among them The Huva Show with Huva the Chimp and his madcap alien friend Thing and The Beano's Dennis the Menace and Gnasher Show for which created special "toondimentional" puppets had to be created.

Major motion pictures also include The Muppet Christmas Carol, The Great Muppet Caper, The Adventures of Baron Munchausen, Little Shop of Horrors, Labyrinth and Dreamchild.

And they have also worked on commercials for such companies at Kelloggs and Polaroid.

"Most people think that we have computerised puppeteering", said David Barclay, now one of the top people in this growing industry.

"But since the puppets are what it's all about, we prefer to say that we have puppeteered computers".

life into puppets...

RONICS!

profession, his only claim to fame is the puppets he operates.

Working with Jim Henson's Muppet partner Frank Oz on The Empire Strikes Back, David was involved with the Jedi Master, Yoda.

"I was taken on as what you might call the fourth Yoda man from the left", he joked. "I undertook some of the construction of Yoda, building and duplicating working parts, but when one of the main puppeteers fell ill I was asked to work the character.

"Yoda was a great success. It was actually a puppet, but most people who saw the film were fooled into thinking that it was a person in a suit".

And on Return of the Jedi, David helped bring to life the huge slug-like character Jubba the Hutt.

Computers didn't play a large part in the workings of many of the earlier creatures. They were operated on a bicycle cable principle and had lots of wires coming out of them – but that has all changed now.

"Our computer system took 12 months to get up and running and has now been operating for two years", said David. "It was built by a man called Dave McCall who started

VIVI – a star in the making

Featured on Bad Influence! has been one of the latest animatronic creatures built by Ultimate Animates.

Called Vivi Elder, it's due to appear in a new science fiction film called Sigusa.

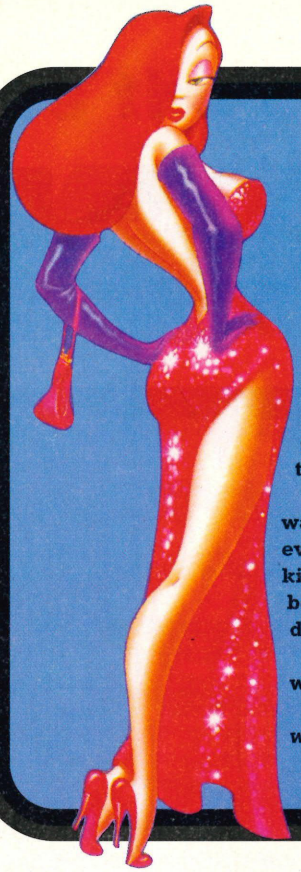
The team not only designed, built and performed Vivi Elder but also created the costumes, designed the set and wrote the script.

But then, being responsible for whole productions is nothing new. At its 3,000 sq foot premises, the company also runs Ultimate Animates Productions.

Their latest project is a series of 26 programmes which is still under wraps but should appear on children's TV next year.

"The production company takes over the whole thing", said David. "It writes the scripts, produces the characters, designs complete sets and films everything in house.

"It's great fun and I think these programmes will be the best we have ever done".



The secret of Roger Rabbit

By far the biggest project for Ultimate Animates so far has been "Who Framed Roger Rabbit", the Oscar-winning film which broke completely new ground by successfully combining cartoon characters with real actors.

"I was chief puppeteer and I think this was the most demanding film we have ever been on", said David Barclay."This kind of filming had never been attempted before, so there was no standard way of doing it.

To a certain extent we had to learn as we went along".

Here's the secret of how Roger Rabbit was filmed.

So that the animators could have as much flexibility as possible, all the scenes were first shot with no cartoon characters in them.

The problem was how to position and move the real objects which the cartoon characters had to pick up or carry. That's where David Barclay came in.

Using to strings and rods, he had to position the objects and move them about in the right way to allow the characters to be drawn round them. "When, for example, Roger Rabbit pointed a gun at Bob Hoskins, it was really me who was pointing the gun", said David.

"The first film looked a bit like the invisible man with all these objects floating in mid-air before the cartoons were added.

in computers but then went on to become a top special effects man.

"Because of his work on films, he had a good idea of what was needed by puppeteers and performers on a film set and he combined this with his computer knowledge.

"Our Puppeteer Motion Memory system uses servo motors and radio controlled technology so the puppets are completely remote controlled. They have no couplings or wires coming out of them".

Although the end result may be a simple facial expression or movement, the process is quite complicated.

"It gives you the feel of what it's like to be in the puppet", added David. "Being puppeteers we wanted to use our skills instead of programming lots of things into the computer. We put our hands into a glove-like device and operate it by opening and closing our fingers in traditional Kermit The Frog style.

"Signals from the glove are then sent down to the computer and on to the servo motors in the puppet which exactly duplicate your movements at the correct speed.

The signals are sent on 35 MHz frequency which is the same as for radio controlled models.

What you do at one end is reproduced by the slave system at the other end, but it takes a lot of memory out of the computer".

Smart readers of Bad Influence! may say "Why not just put your hands straight into the puppet?" Not surprisingly, it's more complicated than that.

"In some movies we have done in the past, there have been as many as 20 people all working together trying to get the split second timing which brings the puppets' performances to life", said David. "This needs a lot of rehearsal.

"With our computer system, we can try out many movements until we get the right ones, save them on a floppy disc and reproduce them to build up the full performance".

The flesh and blood team that bring the puppets to life

Tricks of the trade

Computers are useful for tricks of the trade which film makers use to bring greater realism to characters. A popular process for making small models look much larger and heavier is to speed up the film to 96 feet per second, which is four times real life. You then play it back at a quarter speed to make even a teddy bear move like King Kong!

But the one drawback with this is something called lip sync – it's hard to make the characters' mouths move at the correct speed when they speak. Ultimate Animates' system allows them to slow down the film but still play the lip sync back in real time so the mouths move when the sound it heard.

Animatronics has brought puppeteering a long way since the wobbly heads and jerky actions of Thunderbirds, But sophisticated though the servo motors are, they can still produce slightly mechanical movements. This is where the computer helps again.

"In our system, we have developed a smoothing programme which uses digital technology to take out some of these mechanical movements", explained David.

"The computer also gets rid of another problem called rising faces, which is when all the facial features rise at the same time and don't look like real life. "By quickening some movements and slowing others, we can now make much more subtle changes".

ocean

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I've circled all the differences I've found in this picture

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FEB 93 PC

BAD influence!

Welcome once again to the Looking to '93 previews section of Bad Influence! Now that you've checked out what's on release at the moment in the reviews bit, take a look at the upcoming games launches for 1993...

LOOKING TO '93

It's Brad Humanosaur here again, ready to help you unwrap the upcoming releases from Electronic Arts, Psygnosis, Virgin and Core Design. They had a good year last year, and now's your chance to see how they'll do in 1993! Over to you, Deena!

Thanks again, Brad! Under the Bad Influence! microscope this month is the latest batch of games for 1993, including Rolo to the Rescue, Armour Geddon 2, Combat Air Patrol, Walker, Super-Hero and Chuck Rock II – Son of Chuck Rock. Check them out!

PREVIEWS

PREVIEW

Double Trouble, Son!

The introductory text here explains a bit about the company being looked at and talks aabout some of the games they'll soon be releasing...

We preview all the hottest games and include all the information you need to know about these titles, such as screenshots and release dates

Most previews feature several games releases and these are indicated in separate preview boxes so you can easily find the game you are interested in

PREVIEW

Onward Virgin Soldiers...

Apart from their other obvious business ventures, retail outlets and the like, Virgin are currently programming a couple of new releases for last years big consoles, the Mega Drive and Master System. These releases are due on the shelves sometime in the up and coming cold winter, so start saving your money now. In the meantime, we take a look at one of them, Muhammed Ali's Heavyweight Boxing...

STING LIKE A BUTTERFLY

The last time Muhamad Ali fought, I was wearing bell bottom jeans and reading the adventures of Dennis the Menace in the Beano. Many years on, the punch drunk pugilist is still raking it in. This latest boxing game offers round after round of ducking and weaving action. You slip into the gloves of an up and coming fighter and you'll have to go through the rigmarole of training and sparring before your trainer will enter you into a fight. All the boxers in the game are animated using a special sprite movement technique, for that added touch of realism. Eventually when you're good enough you'll actually be entered into the ring.

FLY LIKE A BEE

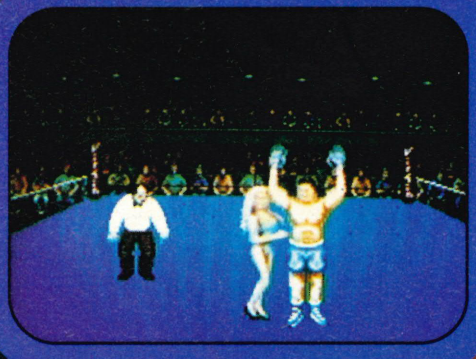
You'll have to travel up the ranks and if you're good enough, the opportunity to fight the legendary man himself 'Big Ali', for the heavyweight championship belt will present itself.

The graphics have to be on par to any of the other boxing games available to you lucky MD owners and the sound, well that has to be heard to be believed. You can actually hear the groan of a boxer when the wind is knocked out of him. If you're down on your luck, a dirty kidney punch or even a poke in the eye should send you back in with a chance, but make sure the ref doesn't see it, or you'll be disqualified.

All the thrills and spills of the square circle are included in what may well turn out to be the biggest hit on the 'Drive' for a long time to come. It looks like it's going to be a knockout.

THICK AS...

Big boys don't cry, they do bleed though. If the current trend of fighting games is followed, then it's possible that this boxing game is going to be more violent than last years beat-em-up smash Streetfighter II. Who knows what terrible injuries your boxer may sustain? A broken nose or just stars before your eyes?We know, but you'll have to wait for a full reveiw before we reveal all those hidden extras.



IT'S KNOCKOUT

Too many boxing games just require the player to repeatedly stab a single fire button. Not with 'Ali'! You'll have to perform all manner of fire button combinations to preform all manner of blows. Uppercuts, hooks, and even head butts! It's a tough job, but there's $60 million in it!

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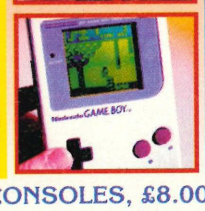

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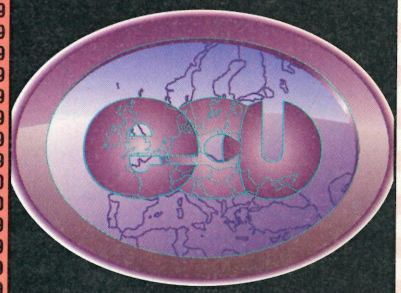

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FEB 93
AMIGA

Rolo's to the rescue

It's cute, it's charming, it's cuddly, it's Rolo to the Rescue! Every time a new platform game is scheduled for release, the press hots up with stories about how it's destined to become a Sonic and Mario beater. Truth be known, very few are worthy of this statement, yet if I was to be perfectly honest I'd say that this new one from Electronic Arts is going to give the pair of them a run for their money.

BRIGHT AND BEAUTIFUL

Not to be mistaken for the popular sugary confectionary, Rolo is in fact a lovable elephant on a mission. Well, you see our podgy pachyderm has uncovered a dastardly zoo/circus domination plan. The villainous McSmiley twins are just at the beginning of their plot. They've animalnapped all of God's creatures and have put them in small metal cages.

THE GOOD LORD

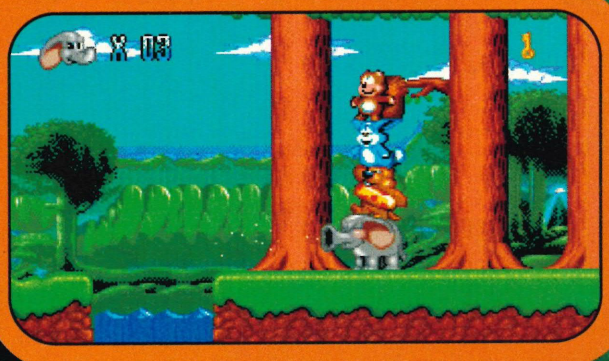
This excellent game comes from the same team which programmed the superb James Pond, who also makes a cameo appearance later on in the lunar level of the game. The graphics are cuddly and gameplay is easily a match for Sonic, but whether or not you speed freaks can get used to the trot of a two ton elephant remains to be seen.

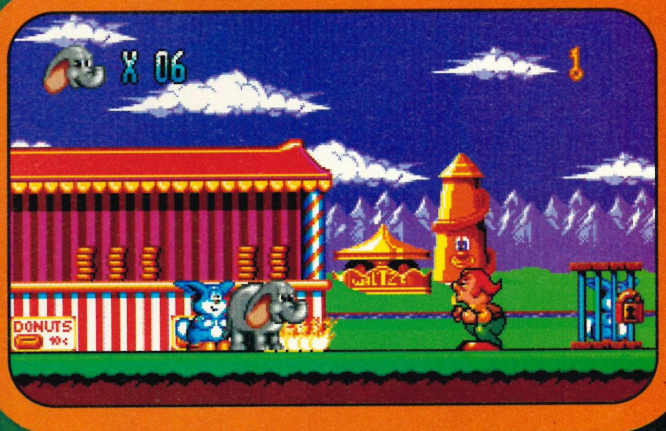
JAMES HERRIOT

Not being a dumbo (groan), our hero enlists the help of three of his friends, a beaver who can swim in water, a mole that can dig tunnels and last only by a hare *(Um – Ed.)* a rabbit that can spring higher than his mates. Rolo wouldn't stand a chance if he embarked on this quest alone but together with help from his furry friends, it's just possible the McSmiley twins can be defeated.

CREATURES GREAT AND SMALL

Each of the 80 levels has a key hidden somewhere around the numerous screens, and the object is to find it and liberate any creatures great and small that you may come across on your travels. The ultimate goal is to defeat the terrible twins and in turn, free your jailed mum. There'll be much partying when the family gets together!





Super Scousers

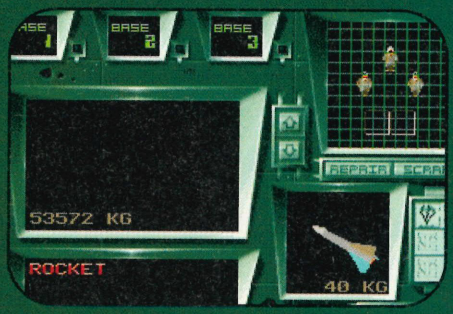
Down in the deep backwaters of one of the UK's most famous cities, hides one of the most successful software houses of all time. Bad Influence! Magazine took a trip down the Mersey river to have a peek at what goodies Psygnosis have got lined up.

WALKER

Coming from the guys that brought you the Lemmings games (that's DMA for those of you not in the know) comes Walker. It looks like something from Star Wars but plays a whole lot better than you'd imagine!

Nope, it's not a scout walker from the Empire. You're in control of this strange looking contraption but the inhabitants of this planet don't like what you're doing and will attack you!

Somehow this game manages to be cute. It's probably the Lemmings size of the enemies that does it. Watch out for it on the Amiga in the near future as it's sure to continue DMA's success story.



ARMOUR GEDDON 2

The amazingly successful Armour Geddon saw you in charge of pilots and scientists as you controlled a full scale war, with all the mayhem that entailed.

Psygnosis have gone back to the drawing board and some vast improvements over the first game have been made although the whole scientist thing is still there. Fans of the original will recognise instantly all the things that made the first one so great, including the action and the gameplay.

The outside views have all been tarted up a bit and the whole thing will run a lot more smoothly than the first game (which, if you liked, could be linked up even if you had an ST and your mate had an Amiga.)

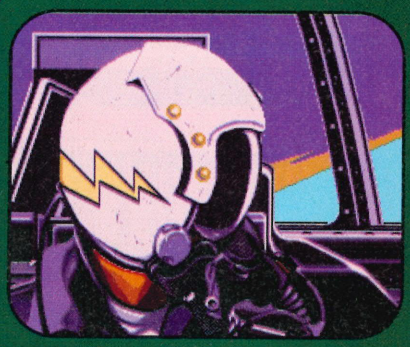
The game will be out in a couple of months for ST and Amiga so fans of the first, start drooling now!

COMBAT AIR PATROL

Psygnosis have dabbled in a sort of flight sim world before but now they go for it for real with this amazingly smooth aeroplane blaster. It looks to be as good as they come and once again it'll be out on the Amiga pretty soon.

As usual there'll be a plethora of external views that you can access easily. There'll also be a few internal ones too! As you can see from these screenshots it looks rather nice!

Both cockpit and ground detail will be pretty extensive in the final version and like we've said it moves smoothly through the skies and the ground whizzes by. It looks like it could set new standards!



SUPERHERO

Everybody knows that Lemmings 2 is well on the way so we won't dwell too deeply on that. Let's take a look at Super Hero which will initially only be available on the Amiga.

The first section will provide you with the ideal opportunity to design your own super hero that you will then play the game with. You can change virtually anything about him including sex, colour, and even clothing!

The game itself will take on a beat'em-up format where you must wander around helping truth and justice. Male and female characters will have different moves and characteristics too!

You can expect to see Super Hero released in February.

Double Trouble, Son!

Since deciding to go it alone, Core Design have built themselves quite a reputation for high quality software. One of their biggest releases was Chuck Rock, a story of a caveman who's girl is kdnapped by a rival numbskull. Now, after the long wait, Chuck Rock II – Son of Chuck is soon to hit the Amiga. This time Chuck's been kidnapped and his son must rescue him...

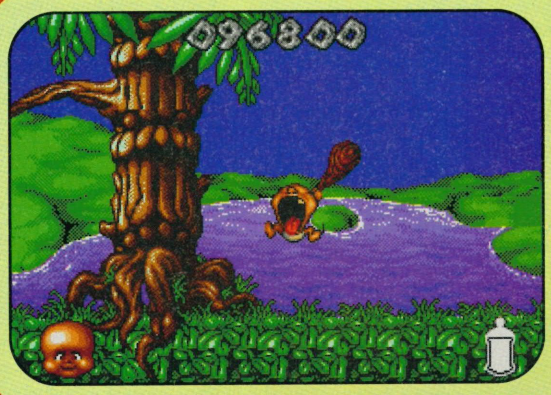
The Derbyshire based software house, Core Design have always been respected for their highly polished products, ever since they stopped being just a developer and became a publisher.

One of their most famous characters to be seen in their games was Chuck Rock, a Neanderthal moron whose gal had been kidnapped by the local would-be Elvis – Gary Gritter!

Since the rescue of his gal – now his wife, Chuck Rock has been doing extremely well and is the proud owner of one of the two largest car manufacturers in the world. Despite this, Chuck Rock's greatest moment was yet to arrive.

One night, the local doctor arrived with the greatest gift a happily married couple could receive – a baby son! Chuck Rock II – Son of Chuck was born.

However, Chuck is kidnapped by a rival car manufacturer who wish to buy his plant for a measly offering. His son hears of the news and escapes his crib and sets off in search of his beloved dad.



The action takes place over five levels, each containing four sub-games, of some very atmospheric backdrops – rocky canyons, dinosaurs etc. Son of Chuck's energy is displayed as a baby bottle which depletes when he is hit. His major weapon is his big wooden club which he can use to hit nasty dinosaurs, set dinosaur traps off, bash parts of the background away and hit rocks that will move short distances. He can also set his club alight to scare larger dinosaurs away and illuminate dark caves and corridors.

Obviously, the purpose of the game is to rescue dad and defeat the kidnappers, led by Brick. Unfortunately, Brick has employed the use of a robot which acts as the end-of-level guardian. Son of Chuck must batter the robot into oblivion, avoiding the resulting explosion of springs, cogs and wires.

From what we've seen here at Bad Influence! Magazine, Son of Chuck looks set to be a real winner this year. It is graphically superb with an intro sequence to rival any Walt Disney effort.

Expect to see Chuck Rock II - Son of Chuck around now with a price tag of £25.99, available on Amiga and possibly ST.

So you think you'd like to write your own game? This article could set you off on the road to fame and fortune!

JOIN THE GAME CREATORS

UPDATE

There was a time was in the early days when a computer game could be produced in only a few months. But nowadays software is bigger and better in almost every department – graphics, sound and gameplay. Due to their complexity games can now take perhaps up to 10 designers three years to finish.

Why does game making take so long and call for so many people? Let's find out.

One of the most difficult tasks when designing a new game is coming up with an original idea. Most of them fit into a certain genre such as shoot-'em-ups, platform games and simulations, and avoiding these tags can prove extremely difficult.

Most designers nowadays feel that thinking up an original theme is a complete waste of time, as most niches have been filled. The big deal now is to take an existing theme and improve it.

Creating a storyboard

Most of a game's lengthy development time is taken up by working out the theme or storyline. Once an idea has been agreed the artists must then transfer it on to paper, using what is called a storyboard.

Storyboarding was originally designed for the movies so that film crews could see at a glance how a film would develop scene by scene.

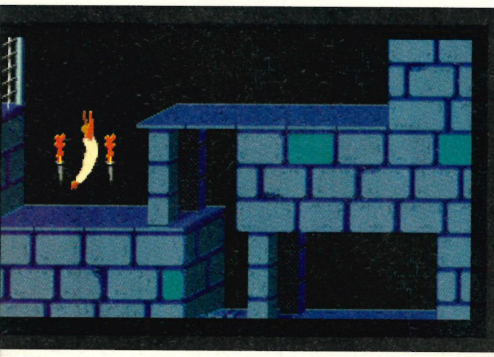
It works much in the same way as a comic strip, and helps both the graphic artists and storyline developers visualise how the finished product will look and work.

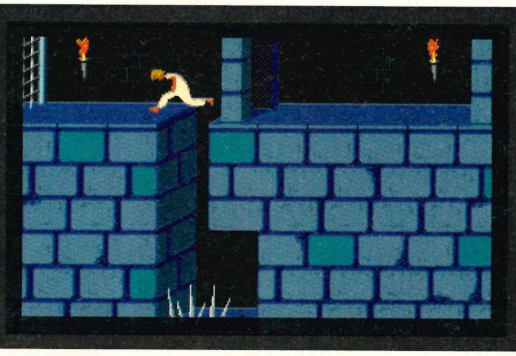
Once a plot has been established the programmers can begin writing the code that will make up the finished game. At the same time graphic artists go away and begin drawing the many different elements that will be used in the story.

Eventually the two departments will return to bolt together the coding and graphics. And then they're in business!

The major pulling power of a video game lies in its visual appeal. Many people will stroll into a computer store and buy a game on looks alone, only to find out later perhaps that it lacks gameplay, one of the most important attributes.

Therefore the graphic artist holds one of the most important jobs of all. It is his or her artistic wizardry that





A game in the making

The main sprite in this game is this spaceship, which is controlled by the player. This sprite is almost always animated in some form or other.

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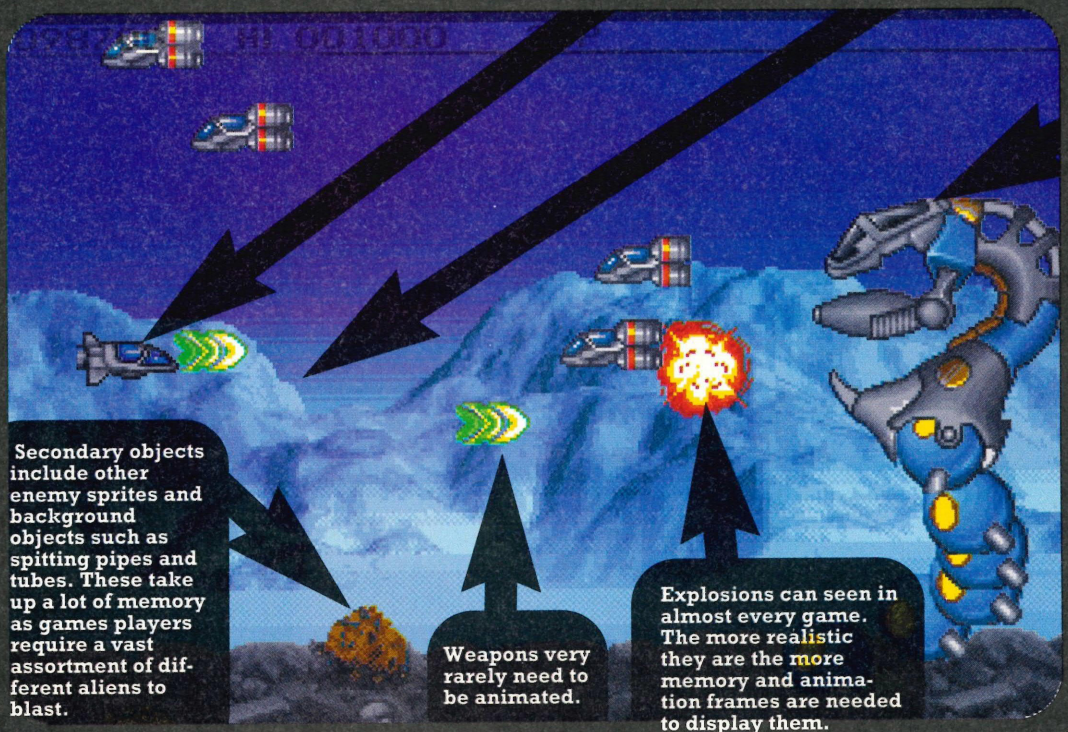


Secondary objects include other enemy sprites and background objects such as spitting pipes and tubes. These take up a lot of memory as games players require a vast assortment of different aliens to blast.

Weapons very rarely need to be animated.

Explosions can seen in almost every game. The more realistic they are the more memory and animation frames are needed to display them.

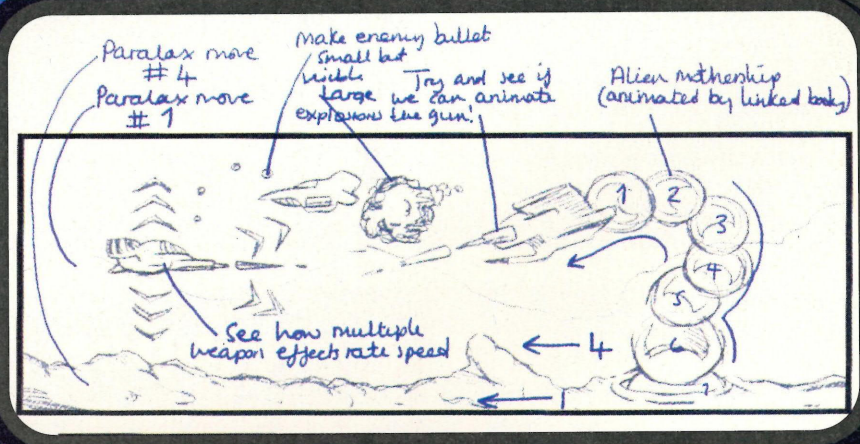
The end-of-level guardian is always the biggest sprite in the game. They are invariably animated with up to 50 frames and are memory intensive. Many a time has a programmer run out of memory and the graphic work suffered as a result. This may mean that the graphics are plain and not very varied. The end-of-game sequence may also be of a very poor standard.

really helps to sell the game. Only when it is played does the programmer's ability become apparent.

The graphic artist must first take all the storyboards and create a suitable atmosphere.

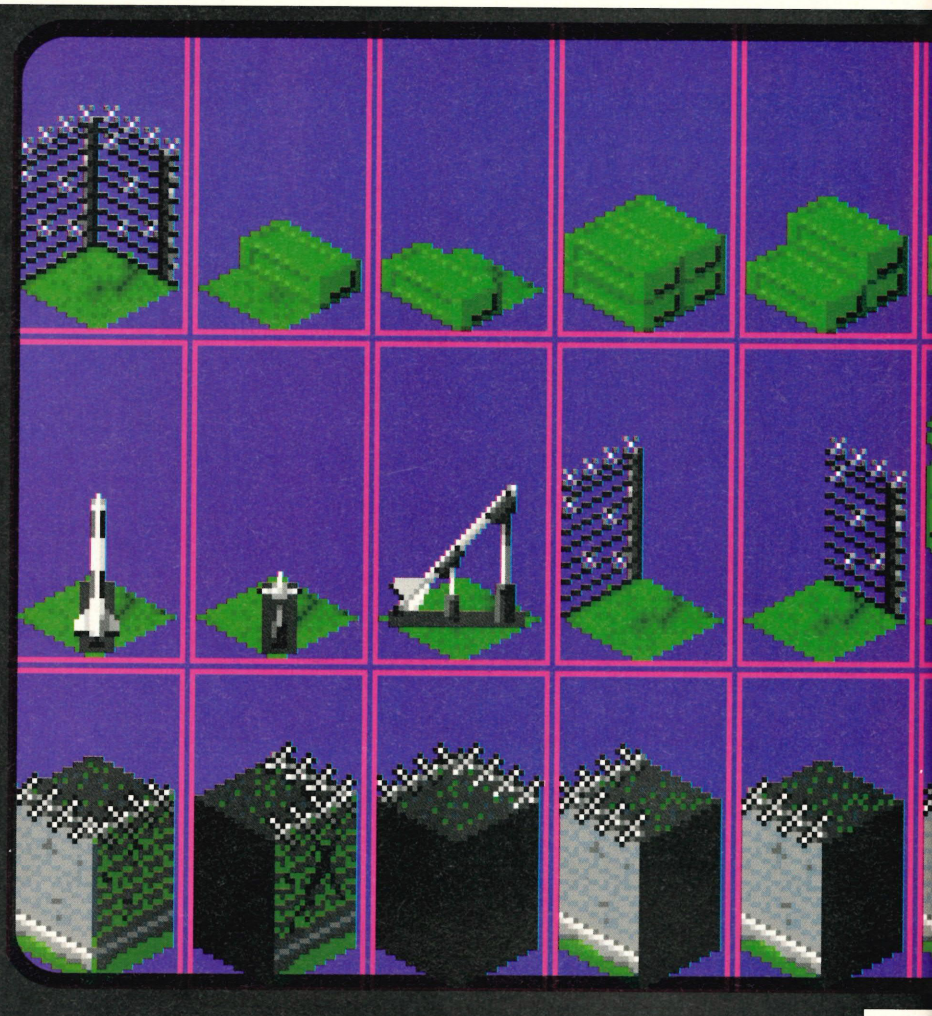
He then begins to design, on paper, the many different elements – characters, aliens, backgrounds, collectables, explosions, lasers and plenty more.

Once his initial designs are accepted it is time to go on to the next stage and decide which elements need to be animated and how, remembering to take into consideration the memory restrictions set down by the programmer.



Here you can see an example of storyboarding. Everything of any importance in a game is visualised on paper first before the actual coding and graphic work is started. This gives the programmers and artists a point from which they can then begin to create their work.

Powerful pixels



Before any designs are completed on computer, they are first recreated on graph paper. Graphics are built up from a series of tiny dots. If you look closely at the screen on which a game is playing you will just about be able to see the many dots – called pixels – that make up the graphics.

The artist draws the picture on graph paper because he can use its squares to build the image. These squares can then be converted directly into the squares displayed on the computer screen. Any elements that move in any way in a game are known as sprites. We'll use this term from now on.

Howeever graph paper is losing its popularity as specially written programs can now recreate the graph squares. A bonus point of using this system is that the artist can see exactly how the finished sprites will look on screen.

The program converts the squares itself so the artist does not need personally to perform the tireless job of translating the graph paper to pixels.

The backgrounds are designed using an art package, as they are displayed on the entire screen and don't need to be animated.

However, many of the sprites will have to move, and this is where a good graphic artist's skills really shine.

Animating sprites takes up most of his time. Each animation frame is designed and then all the individual frames brought together and animated with the art package.Any errors can then be changed before the animated sprites are incorporated into the programmer's work.

Once the animations are completed with the backgrounds they are sent to the programmer who converts them into what is known as raw code, a series of numbers that only the computer can understand – after all, a computer works only with numbers.

This raw code, known as machine code, is stored wherever the programmer needs it in his game code and the graphic artist's job is over.

Becoming a developer

When computer games first started to appear in 1980 most developers were one-man teams working in their bedrooms. Nowadays development teams can consist of up to 10 people, most of whom have considerable previous experience.

Graphics work is probably the easiest to get into and programming the hardest. Art is a natural skill, and would-be artists need only swot up on the latest art packages as these will become his new medium.

The programmer must have an expert knowledge of the games machine he is working on and be able to work to deadlines.

Much of the programming work requires a fairly high standard in mathematics.

The best way of preparing to become a graphic artist is to buy a widely-used art package, such as Deluxe paint IV from Electronic Arts, and create a selection of still backgrounds, sprites and animations.

Design your artwork on a home computer as you can then either print out your masterpieces or store them on a floppy disk which you can later send to software houses.

If your work is good enough you can be sure that you'll hear something from the software house concerned.

Take a look at the graphics around now, as this will give you some idea of the standards required. You can find the addresses of software houses on the packaging of games or in the adverts in this issue of Bad Influence!

Remember, the quality expected from graphic artists is extremely high nowadays – but keep on trying!

The coding process

Although the graphic artist's job requires incredible skill, the programmer's task is perhaps the most daunting of all as he or she must convert the original storyboard ideas into a language that can be understood by a computer.

Most programmers use a programming language called Assembler – invented by humans as the machine code used by the computer is a mass of numbers which is extremely difficult to understand and handle.

The programmer writes the game in Assembler then uses a special compiler which translates it into machine code.

It is common practice for a programmer to write his game in what are known as modules – he may write the screen scrolling module first and the sprite-moving module secondly.

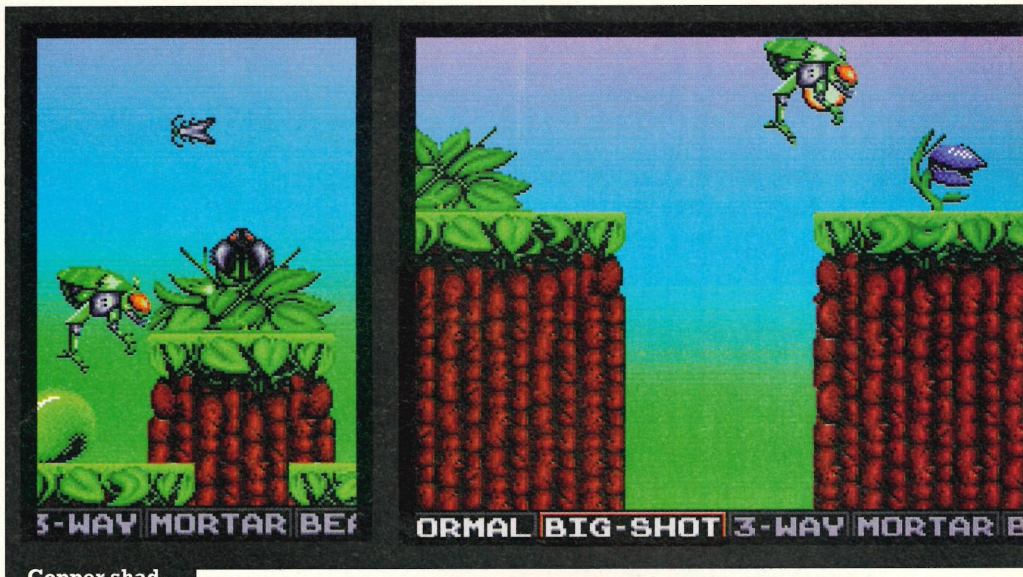
The modules are all kept separate from each other and can then be controlled by

Sprite sheets like these are handed to the programmer by the artist when the graphics and animations have been completed.

The programmer can then cut out the ones he needs and incorporate them into his code. The sprites are converted into raw code which the computer can understand.

Much cooperation is needed between the graphic artist and the programmer as their work must be totally compatible.

Many a time has a programmer come to "bolt in" the graphics of his game only to find he has run out of memory.



Copper shading, used in this games background, is a very popular effect.

Learning the language

It's a lot harder to become a professional programmer than a graphic artist. You will need to show a solid knowledge of the process, plus some examples of your work. If you know nothing about the art of programming you might try studying a book like 'Assembly Language for the Absolute Beginner'. You can also find books on programming at local stores like WH Smiths.

The best thing to do is to write some sample modules of your work and store them on a disk. You may, for instance, think that you can write a faster and smoother scroll module than the ones you've seen in commercial games.

Developers are always looking for crafty but effective programming styles so try and come up with a new and better way of doing something. Make sure your demonstration disk works straight off. All the person interviewing you wants to do is put a disk in and see your work at its best. If he has to load the modules he could be put off immediately.

New software houses are always being set up and they are always looking for unknown talent. These may be your best option.

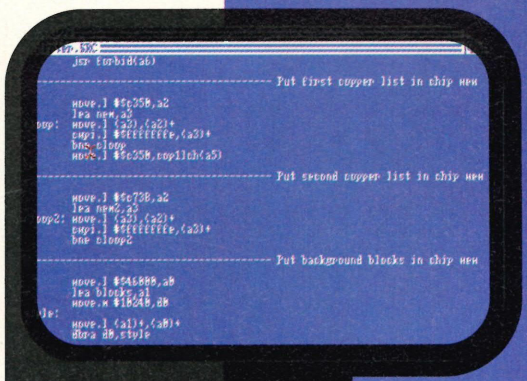
If you're not too sure of your graphic or programming skills a game creator program could do most of the hard work for you.

AMOS, from Europress Software, has been heralded around the world as the best beginner's game creation utility. You can even market games written on AMOS to the public.

You will have to learn a language but you'll find it a lot easier than learning Assembler.

As most of the difficult work associated with game design is performed by AMOS automatically, you'll have plenty of time to create an original idea plus some fancy graphics to compliment it.

AMOS will take over from you most of the drudgery of creating a game.



This apparent mumbo jumbo is Assembly language, which was created by humans as an easier way of communicating with computers. The programmer writes his code in Assembler and then uses a Compiler to turn it into machine code which the computer can understand.

a master program which runs each one in turn so that the programmer can see exactly how the game is developing.

This system allows the programmer to locate any errors – known as bugs – easily. For example, if the scrolling is jerky he knows that he need only check the scrolling module.

When the programming is near completion the programmer has to link all the modules together. Any bugs hereafter are extremely difficult to find – some may even slip past the watchful eyes of the game testers and only become apparent in the completed product, although this only occurs very rarely.

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PLUG THRU™

This game uses the Codemasters Plug - Thru system. Requires game deck and one regular game cartridge for use.

Code Masters™ CODEMASTERS

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Compo!

WIN THE INCREDIBLE AMIGA 1200

One of the most exciting recent developments in the computer world has been the unveiling of Commodore's Amiga 1200. Now Bad Influence! Magazine, in conjunction with Gremlin Graphics, gives you the chance to win a complete A1200 set-up. That's right – the latest and most advanced home computer can now be yours, provided you can solve our devious puzzle correctly.

GREMLIN®

TELL ME MORE

To win this incredible home computer we have concocted a totally awesome puzzle which will test your gaming knowledge to the upmost.

On this page you will notice a group of five very suspicious characters who have been taken from various well-known computer games. All we want you to do is name the games that they appear in. Easy, or what!

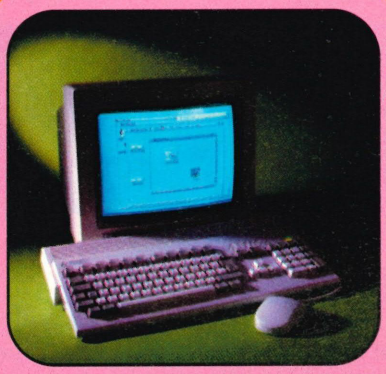
Finally, we want you to tell us the name of a famous actress whose name appears in the title of one of the five games.

If you can't figure out our easy peasy puzzle then you don't deserve such a commendable and sought-after prize as the A1200.

Once you are satisfied with your answers fill out the rest of the coupon and send it to:

Amiga 1200 Competition
Bad Influence! Magazine
Europa House
Adlington Park
Macclesfield SK10 4NP

Please make sure that your competition entries reach us no later than March 31st.



THE AMIGA 1200

The Amiga series of computers have been market leaders for more than five years now. In that time they have taken many forms including the A500+ and A600.

The A1200 is the latest of the range and has to be the best to date. It can run up to five times faster than the A500 and includes a special graphics chip set allowing you to display up to 256 colours on screen at once in any resolution.

It comes complete with 2Mb of RAM and a selection of specially-written software which takes advantage of the new chip set. The future of the home computer belongs to the A1200 – and hopefully you.

AMIGA A1200 COMPETITION

Character 1 comes from _____

Character 2 comes from _____

Character 3 comes from _____

Character 4 comes from _____

Character 5 comes from _____

The famous actress is _____

Name _____ **Age** _____

Address _____

_____

My computer/console is _____

☐ *Tick this box if you do not wish to receive promotional material from other companies*

Although most people associate computers with just playing arcade games there is another, more creative aspect which is very often neglected. Today, more and more young people are finding out for themselves how easy it is to create their own graphic displays and animation.

Objects of desire

Before rendering the animation on screen you must first design the various moveable objects to be animated. You can then create them on your art package and save them to disk individually. They can now be called then call them up whenever you need them.

7 STEPS TO ANIMAT

At first computer animation may seem rather daunting to the would-be Van Gogh. But the sophisticated art packages now around mean that most of the tiresome tasks associated with the job can be avoided.

One of the most popular art and animation packages used on home computers today is Deluxe Paint IV from Electronic Arts.

It not only features the basic drawing tools you would expect but also includes an extremely powerful animation creator and editor. Most people have a basic understanding of the principles of animation – a series of drawings are flicked over in quick succession giving the impression of movement, and computer animation works in exactly the same way.

The artist creates a series of pictures which are then displayed in sequence at speed.

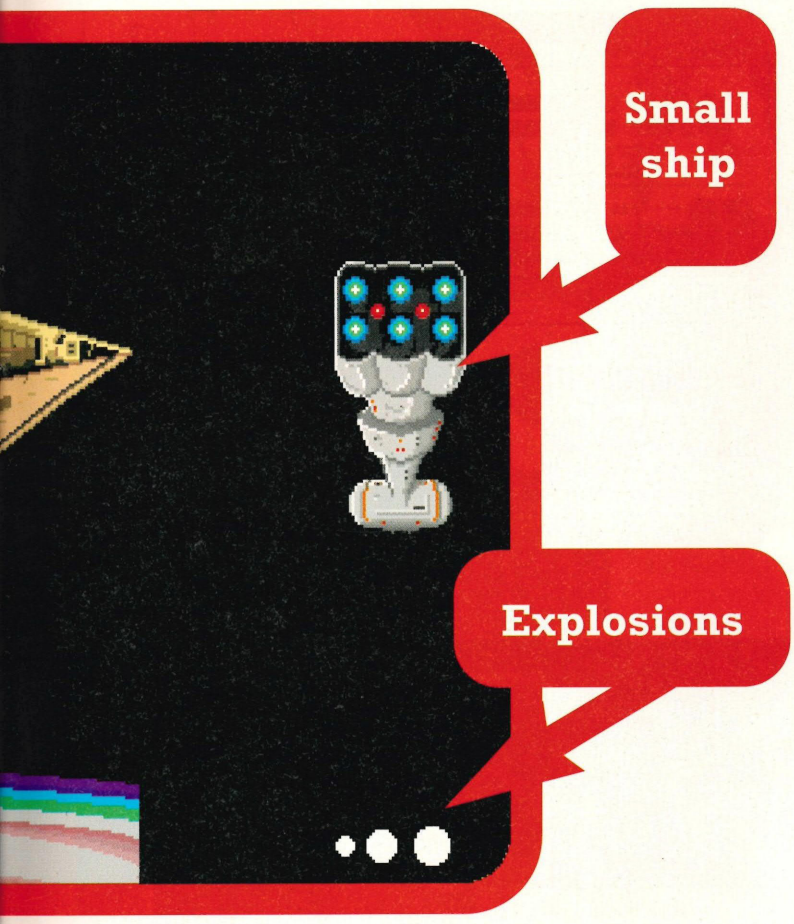
Really, the best way to explain the principles of animation is to create a simple demonstration using Deluxe Paint – so let's do just that!

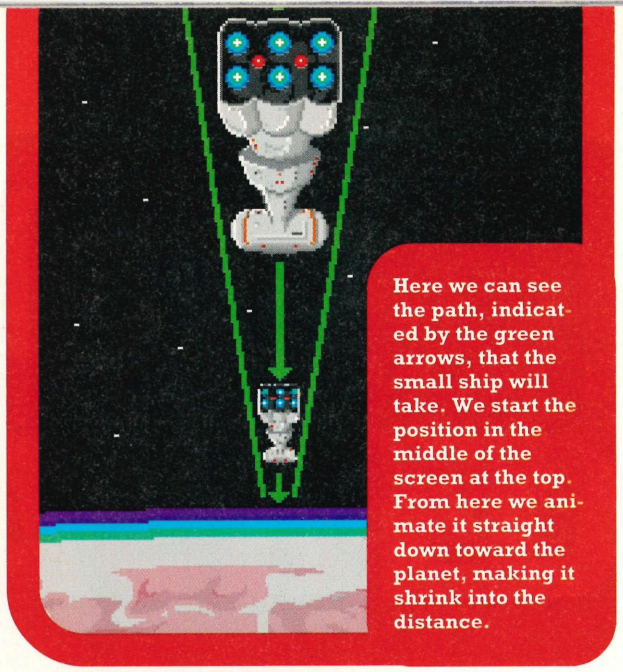
Step 1 The storyboard

The first thing you should do before drawing anything on the computer is to plan your animation on paper. Sounds old fashioned, but it makes good sense, for this will allow you to make changes that you may not be able to carry out on the computer. It will also give a good impression of how the finished animation will look. This process, known as storyboarding, first created by Walt Disney, is used by all animators.

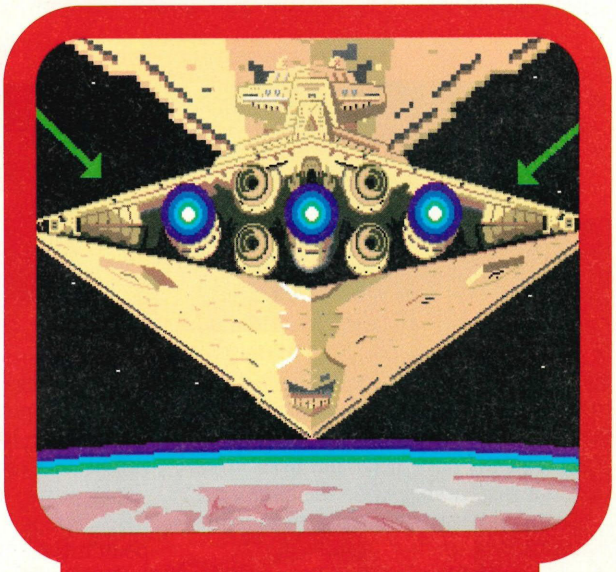
Step 2 Object priority

Once you have decided on the elements and how they will eventually be animated you should draw each object in detail. By learning more about your animation in this way you will be better prepared when you create it on the computer. For





Here we can see the path, indicated by the green arrows, that the small ship will take. We start the position in the middle of the screen at the top. From here we animate it straight down toward the planet, making it shrink into the distance.



Here we can see the larger ship's path, once again indicated by green arrows. The ship follows almost the same line, except that it has to be rendered in reverse so that it appears over the top of the screen when animated.

By Steve White

ION!

instance, some objects need to be animated, or rendered, before others, even if this may not seem apparent at first.

Step 3 Object design

Once you are satisfied with the sketches of your objects you should then begin to draw them on the computer. There are two types of animation - flow and encased.

Flow animation is the most common and indicates any movement which cannot be animated by the computer itself. A human figure, for example, would need to be drawn frame by frame by the animator, as the computer would not understand human movement characteristics.

However, an object such as a circle that needs to be rotated, shrunk, enlarged or moved in any way can be handled quite easily by the computer. This is known as encased animation. This is what we will be using for our demonstration.

Once the different objects have been drawn save them individually to a disk.

Step 4 The background

Most animations need some sort of background, so design one and save it on to disk along with the objects. The background can then be rendered to all the frames that you have specified for your animation – there are 250 in our example.

Step 5 Object rendering

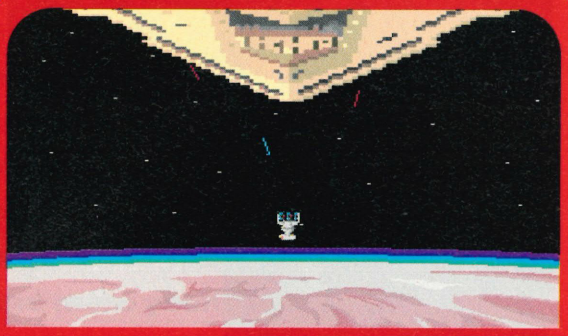
The first object we need to render in our example is the small ship which you can see listed on the object sheet. It appears from the top of the screen in the centre and shoots off into the distance. As we have already rendered the background the ship will appear in front, which is the effect we want.

Using the special Move requester on Deluxe Paint IV, we tell the computer to animate the ship down the centre of the screen and into the distance over 50 frames. Result, we now have a planet background with a ship flying towards it.

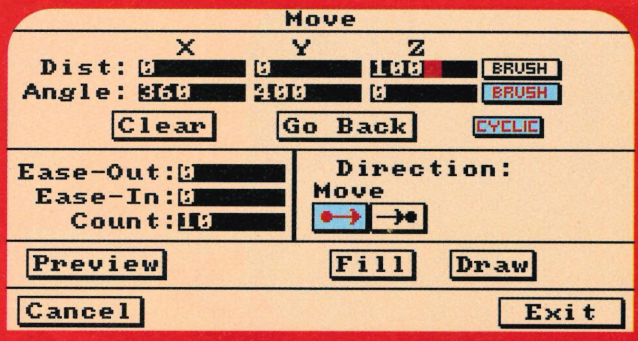
Step 6 In reverse

We must now render the large ship on to the animation, and to do this we have to take a different approach to the way in which we handled the small ship.

The large ship has been drawn on the computer at maximum size. However, we want it to appear over the top of the screen and move into the distance so that it ends up the same size as we have drawn it, roughly following the same path as the small ship. Because of this we have to ani-



The lasers are drawn on easily with the line tool, while advancing the frames and the explosions are simply taken from the object sheet and placed over five frames at laser impact points. Although the circles may look plain, when the animation is run they appear as bright flashes – the effect we want to achieve?



This is Deluxe Paint's core to animation – the Move requester – where all animation movements are prescribed. You can twist, rotate, shrink and enlarge any object you have designed and preview the animation path to check the effect before rendering it.

mate the large ship in reverse so that the computer can magnify it over the top of the screen. We can do this easily using the Move requester once again, but must make sure that we render it while the animation is playing in reverse. We render it at frame 30 over 220.

End result: We now have a scene in which a small ship shoots down and into the screen followed by a large ship travelling in the same direction.

Step 7 Special effects

Now that the bulk of the animation has been completed we can add the special effects, and we'll be using laser fire and explosions. The lasers are the easiest to draw.

Stepping through each frame in order we use the line tool and red ink and simply draw a short line on the screen. Advancing the frame we then continue the line as if it is going into the distance. Provided the angle is correct, the line will eventually hit the small ship – that's a contact point. The lasers can be drawn anywhere, although it should appear that they are coming from the larger ship. With the lasers drawn and the contact points established, we can deal with the explosions. The explosion rings can be seen on the object sheet, each consisting of five circles of varying shape. The first circle is rendered where the contact point first occurs.

The frame is advanced and the next explosion circle rendered. Keep advancing frames until all five circles have been placed. Repeat this procedure for any other contact points.

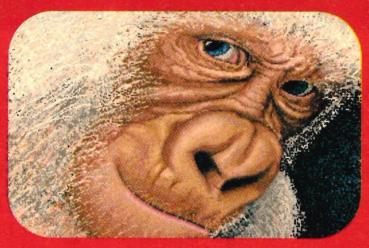
Now roll it!

And there you have it, 250 frames of scintillating animation. The most difficult part of computer animation is the initial business of becoming familiar with the art package you are using. Once you understand this, the animation world is your oyster. Most potential animators have plenty of ideas, it's following them through that causes problems. Although this example may seem fairly complex the principles behind it are simple..

All you need is a little time, some good ideas, and a decent art package.

Easy as A, B, C! Once you have completed the bulk of the animation you can then start adding some text and animating that, too.

Here we can see an example of text that has been animated into the distance while being rotated through 360 degrees on the X, Y and Z axis. Don't forget, preview your work first before actually rendering it properly.



The Deluxe Paint series of art packages are the most successful ever and are now used extensively by graphic artists in the computer industry. Now you can create the same effects seen in your favourite games. Believe it or not, it's not difficult at all!

THE BEGINNER'S TOOLS

Deluxe Paint IV by Electronic Arts is available in most computer stores and costs around £30 Europress Software have released several game writer programs under the well-known title AMOS. Easy AMOS for the beginner costs £34.99, AMOS 3D £34.99 and AMOS Compiler, which will allow you to run your AMOS programs separate from the creator program, for £29.99.

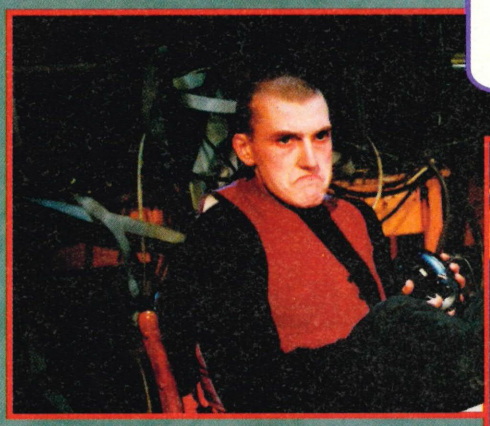
For further information contact Europress Software, Triton House, Adlington Park, Macclesfield.

BAD influence!

Nam Rood returns to crack those difficult problems and lead you gently through the gamesplaying wilderness. If he feels like it, of course! Anyway, read the following few pages for that all-important gamesplaying information...

MAPPED & CRACKED

It's Nam Rood here, poised and ready to deliver to you some complete solutions to a variety of top games! You'll no doubt be pleased to know that this is my section of the magazine, so you can forget about finding anyone else but me here! Anyway, turn the page to find Indiana Jones and the Fate of Atlantis, Bart's Nightmare, Tasmania, Shadow of the Beast and Dr Franken all mapped and cracked! But first, some hints and tips for you all...



BACK DOOR

If there's a game you own that's puzzling you, check out these pages to see if this is the solution that you are looking for...

We've got full solutions to all the latest and best releases for your video games machine. They're all mapped and cracked for you, so get ready!

All the necessary information you will need to complete the game can be found in the text. Use the maps as a guide to where you need to go next.

So you're stuck on level one of the easiest game on the planet are you? Or maybe you just need that all-important level code for the last stage of that Master System cartridge. Don't despair because the next four pages are packed with all the latest hints and tips for all formats, both console and computer.

Addams Family GameBoy

Restore all your energy hearts in this hand-held bundle of fun by holding down **A**, **B** *and* **SELECT** *followed by pressing start quickly.*

Addams Family Super Nintendo

If it's codes your after then it's codes we've got. Here's a tasty selection for the Addams Family. Enter these and there are some juicy bonuses up for grabs!

Code	Lives	Hearts	Family found
1ZR1X	6	2	1
KZYK5	16	2	2
82RK3	17	3	2
8DR9G	26	3	3
XD#9Z	21	4	3
XLYK5	17	4	ALL
BLKYS	40	5	ALL
BLRZZ	46	5	ALL

Agony Amiga

Type **FANTASY** *then press* **F1-F5** *to activate various options, and return to skip through the levels.*

Aquatic Games MegaDrive

When you're about to start the 100m Splash, don't move until the penguin kicks you into the water. You'll get 10,000 points and the clock resets. Then go for it with all your might and you'll get loads of points.

Augusta Golf Super Nintendo

More level codes for you:

L3FHPOZNGW
NXD5F3JNXF
OSTCT15

Bugs's Crazy Castle GameBoy

Passwords for this top treat include:

ZIP2-level 68
XHO2-level 80

Castlevania GameBoy

Want some extra 1-ups? If so then try this. On the first level, keep track of the amount of ropes you have climbed. When you're on the fifth, instead of jumping off simply climb up the rope and believe me you'll be pleasantly surprised.

Choplifter II GameBoy

Stop that sobbing because you can't get past the first section. Try this for password for size:- **SKYHPPR**.

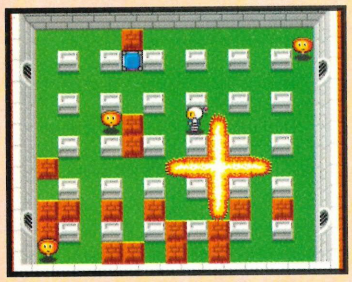
Dojo Dan Amiga

Europress' very own Dojo Dan certainly isn't the easiest platform game ever. Therefore you'll probably find that this cheat will work wonders for your chances of completing the game. Type in **WOOLANKIDKICKSBUTT** *while playing. The screen should flash and you'll now have infinite lives. Also press* **S** *to activate a permanent shield while* **F8** *completes a level and* **F9** *completes the whole section.*

Dynablaster Amiga

Here are some useful codes for the one player version of the Ubi Soft classic arcade game that you might find interesting

3-1 MXVCLSAH
5-1 ROLCLSEW
7-3 MAREWGKP
4-2 ROCEGMPU
6-1 ROFVWBNL
8-2 MXAEPMYH



Enjoying this multi-player arcade game is one thing but if you're stuck on the one-player mode then our codes will help you get a bit further into it!

F1 Circus MegaDrive

To see the end of this game, enter your name when asked. Move to **END** *and press* **A** *while holding the diagonal* **up left**, **B** *and* **START**.

Faceball 2000 GameBoy

When you reach the end of level one, turn and face the opposite wall and shoot it. A secret door will open and going in there will reveal an orb. Activate the orb and progress to level 10!

GG Aleste Game Gear

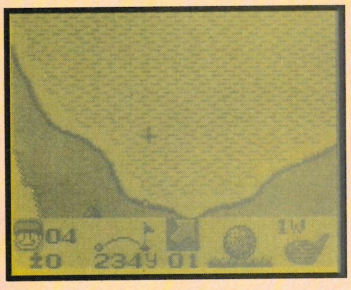
If you fancy having a fiddle with the sound test screen on this little gem hold down **1** *and* **2** *and press the* **START** *button.*

GG Shinobi Game Gear

You can get an extra life on the second part of Woodland by going to the top of the tower. Jump, then shoot and an extra life appears.

Golf GameBoy

If you cock things up bad style on one of your shots, simply reset the GameBoy by pressing all the buttons at the same time and then press CONTINUE. You'll find yourself where you were before you last swung.



If you fancy getting a round in then Gameboy Golf is for you. Our handy little cheat will allow you to re-take any poor shots. This allows you to get that perfect score!

Indiana Jones and the Last Crusade MegaDrive

If you fancy the chance to start this hard MegaDrive platform game on any stage of any level simply reset the machine and after the Sega screen has disappeared press **A**, **B**, **C**, **B**, **C**, **A**, **C**, **A**, **B**. *If you do it correctly you'll be presented with a sexy little menu that will allow you to choose to start where you wish.*

John Madden's Football Amiga

Not so much a cheat as a small bug. If you select either Cinninati, Minnesota, All Madden or Kansas City and drive the ball to the far right with as little power as possible you'll find that you catch the ball yourself and get a first down on the 40 yard line!

Lemmings Super Nintendo

Everybody taps their feet to the tunes of the Lemmings. The Sound Test option is there to play with, it's just hidden away. Hold down **UP** *and* **RIGHT**, *then press* **START** *while you're on the title screen and you'll be able to pack up your CD player for good!*

Mercenary Force GameBoy

What would you buy with 50,000 yen? Well now's your chance to have a go. Press the **SELECT** *button* **A**,**B** *and the* **UP** *arrow simultaneously, then repeat the process four more times and that extra cash will be yours to buy the best mercenary force money can buy.*

Midwinter 2 ST

If you're finding life a little tough in the island liberation fraternity, all you have to do is free the islands of Camargo, Dhafra, Ndola, Makat, Lobas, Djoum, Ghazal and Satara in any order you choose and as if by magic the others fall under your power!

The big boss man in Midwinter 2 will give you all your missions and instructions. What he won't give you are the tips to win easily as printed above.

Ninja Boy GameBoy

Once you've lost your last life, just press down **A**, **B** *and* **START** *to continue where you left off.*

Parodius GameBoy

For maximum firepower at any point during this cute shoot-'em-up, just hold down **PAUSE** *followed by* **UP**, **UP**, **DOWN**, **DOWN**, **LEFT**, **RIGHT**, **LEFT**, **RIGHT**, **B** *and* **A**.

Pilot Wings Super Nintendo

Codes time again folks. Always handy if you get stuck:

Level 1: 985286
Level 2: 394391
Level 3: 520771
Level 4: 108048
Level 5: 400718
Level 6: 773224
Level 7: 165411
Level 8: 882943

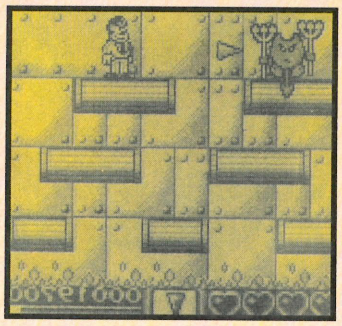
Pinball Fantasies Amiga

Select a table, and when it starts scrolling up and down (before you select the number of players), type in **EXTRA BALLS** *for extra balls (really, I'd never have guessed). You'll actually get five now instead of three. Also if you type in* **DIGITAL ILLUSIONS**, *you'll find that the ball cannot now be lost.*

Pipe Dreams GameBoy

Can't you get to the later levels of that infuriating puzzle game Pipe Dreams? Well maybe these level codes will come in handy, try these:-

SEED
YALI
GROW



If laying pipes is your forte then Pipe Dreams on the GameBoy is definitely the game for you. These three codes will take you to the later levels.

Predator 2 Amiga

*Pause the game and type in "**your one ugly mother**" for extra bonuses*

Premiere Amiga

*On the title screen type "**spark plugs**". This should give infinite lives. Press function keys to skip levels.*

Prince of Persia Amiga

*Keep messing about with right **Alt** and **shift** keys, that should warp you to the end level... Be patient!*

Rastan Saga Master System

*Old game but still well worth cheating on. This one gives you unlimited continues. When the Sega logo appears hold down diagonal **down-left** and press buttons **1** and **2**.*

R-Type GameBoy

*The cheats and tips get wackier. When the game tells you to push **START**, wait a sec and push **DOWN**, **LEFT**, **A** and **B** at the same time. This will allow access to a drawing program. Weird eh?*

Frantic, frenzied blasting by the gun-full in this version of the classic R-Type. With a bit of deft fingerwork you'll be able to enter this cheat and it will give you a clever little drawing program as an extra.

Sensible Soccer v1.1 Amiga/ST

Load in the custom teams and select the England and West Germany teams from 1966. When you start the match you'll see the game in glorious black and white, just like viewers of the original final. If you've got an Amiga you should also get the "They think it's all over...It is now" speech!

Shining Force Mega CD

*Those of you lucky enough to have this piece of equipment sitting on your table may wish to know how to get a greater range on your Heal spells. Select Heal 3 for a character who is capable of using Heal 4. While the Heal 3 range is displayed press button **B**. Now select Heal 4 and the range should have been increased to three squares.*

Sim City Super Nintendo

*Here's a tasty tip on how to get a million dollars (almost!). Spend everything you've got, right down to the last penny and lower the tax rate down to zero. Wait until the end of the year and when the budget screen comes up, hold down **L** and **exit** the screen. As soon as you've done this, re-enter the screen still holding **L** and raise all your targets up to 100%. Your finances should soar up to $999,999!*

Skate or Die GameBoy

Everybody wants to know how you get to the totally radical secret level. Here's how but you musn't tell anybody. On the retro-rocket ramp score over 10,000 points (easier said than done). If you achieve this you'll see a spaceship flying in the background. All you have to do is preform a radical rocket air manoevre and you'll go soaring to the moon. It's true – trust us!

Sonic the Hedgehog MegaDrive

*Everybody knows the level select cheat by now, but here's one you may not have seen before. On the title screen press **C**, **C**, **UP**, **DOWN**, **DOWN**, **DOWN**, **LEFT**, **RIGHT** and then **START**. Now if you pause the game the buttons should do the following:*

A = Go back to demo (dead useful!)
B = Smooth slow motion
C = Jerky bit by bit slow motion!

Everyone's favourite hedgehog is currently doing the rounds in his sequel, but here's a cheat you may not have seen before for the original monster smash hit on the Mega Drive.

Tetris GameBoy

*Now you don't have to sit through hours of falling blocks to complete the game. Admittedly this one takes all the fun out of things but all you need to do to finish it is hold down **SELECT**, **A** and **B** as a shape tumbles down. Good eh?*

Thunder Pro Wrestling MegaDrive

*If you put the game in any other mode than World Championship, select a wrestler, move your cursor over to him again and hold down button **B** and then press **C**, the fight should start between the same two wrestlers. This should even things up in those two-player bouts!*

Turtles in Time Super Nintendo

*Yeah, turtles dood! Get yourself 10 funky green lives by using controller two on the title screen and pressing **UP**, **UP DOWN**, **DOWN**, **LEFT**, **RIGHT**, **B** and then **A**. Now using controller one, increase your lives to 10!*

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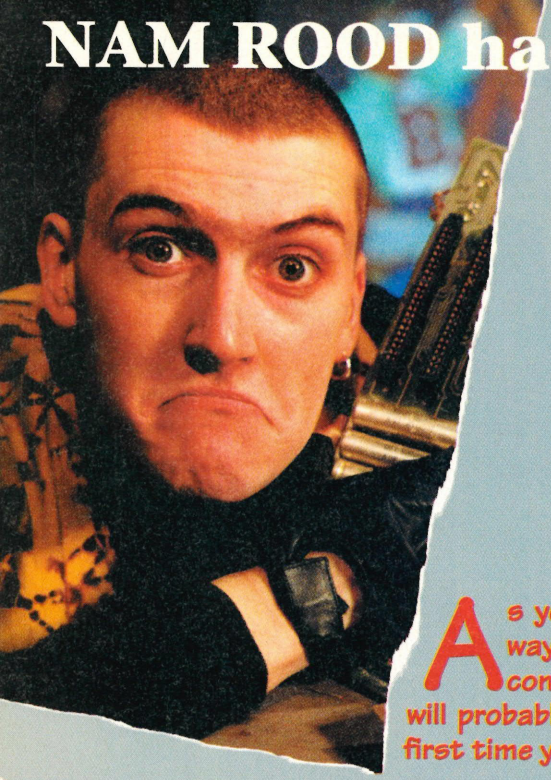


Indiana Jones and the Fate of Atlantis

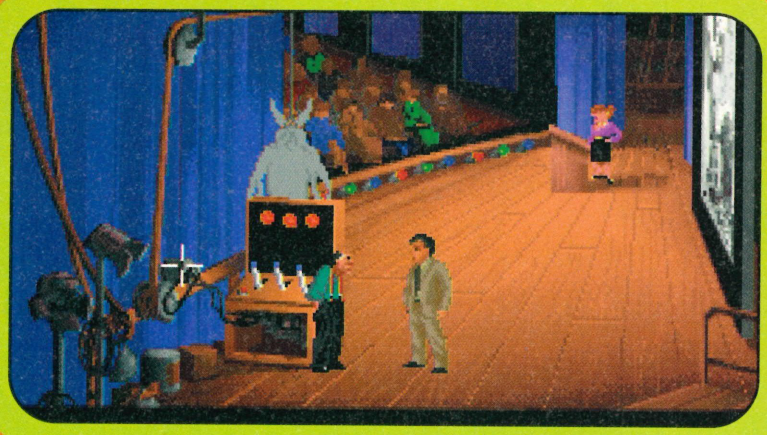
As you probably know, there are three different ways of completing the Fate of Atlantis. This guide concentrates on the Team method as this will probably be the one you choose the first time you play the game

ONE-WAY STREET

Before you actually choose which type of game you wish to play you'll have to get through the opening sequence. In the first room you must click on the statue at the left to leave. Then, once out, click on the rope at the right and you'll go into the library. Click on the books about statues to go into the room below and have a look at all the cat figurines on the table.

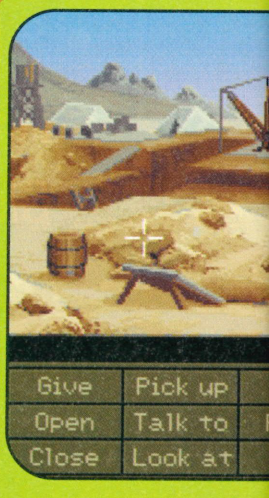
TEMPERATURE'S RISING

You should now be in the boiler room. Click on each locker until you find the statue you've been searching for and pick it up. Then it's off to New York. Bear in mind, how enter the theatre determines which path Sophia will suggest. Take the Team path anyway or this guide will not get you where you want to go! Talking your way past the bouncer is a matter of following the dialogue paths 1/2/1/3/3.



I HATE BOUNCERS!

By now you'll have discovered you have to get into the theatre another way. Keep pushing the crates until you can reach the fire escape. To shut Sophia up you must have a play with some of the levers. The next problem you'll encounter is that of the stagehand. Use dialogue path 3/1/1 and give him the newspaper you should have picked up outside the theatre. Now if you get stuck with the levers, push the left, then the right followed by the button. Do it in that order and success will be yours.



RELUCTANT HERO

Sophia doesn't really fancy breaking into showbiz at the moment. Talk to her and use dialogue path 3/1. When she goes over to the knife-thrower, push her!

TICKLE ON THE TUM

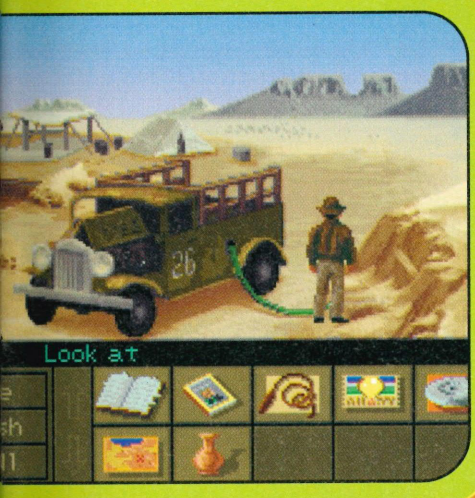
If you've got a little jungle fever you'll want to get past the snakes. Take the path furthest to the back, near the middle of the screen. To get across the chasm just use the tree and watch Indy do the rest. Next problem will be Sternhart. To get into the temple, admit that you don't know the title. Talk to the parrot and say "title". Then ask Sternhart about exploring the temple. You'll find he's more than a little helpful in your quest. Just be wary of him as he's a nasty piece of work!

COSTA PACKET

If you can't get Costa to talk, let Sophia have a try. Now when he's ready to trade swap him the eel figurine that Heimdall was working on. After this brief trip it's off to Barnett College. To get to the top floor use the mayonnaise with the totem pole, then pull the pole to the trapdoor. To find the dusty old key, open the urn and pick it up from inside.

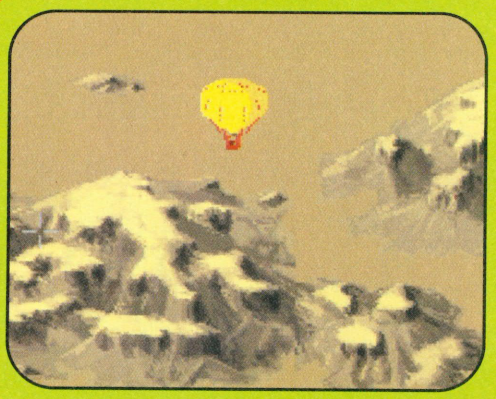
TEMPLE OF DOOM

So you're now in the temple and don't know what to do next. Well one of the spiral designs in the middle is different. Try picking it up. To remove the tarnish use the kerosine in the lamp. The next trick is to get Sophia to keep Sternhart talking with the aid of her ample charms. When they start, run for the exit. Go out and use the spiral design with the animal head and then pull the nose. Escape will then be easier than you thought possible.



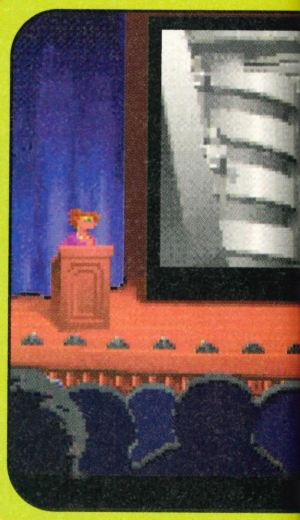
PLATO TALK

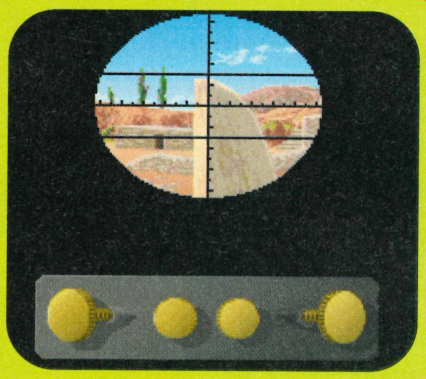
Tricky one this. If you still can't find the dialogue, once you've climbed the shute find the odd-looking cat statue. Open the furnace and use the cat with it. Use the dirty rag (which you should have found in the cellar) with the arrowhead (from the totem pole room) to construct a screwdrive. Use it to unscrew the five screws on the tipped over bookcase – or you can knock the book down from underneath with ant old lump of coal that you'll find lying around the rooms in the surrounding area. Either way will achieve the desired result when you perform the act correctly.



IN ALGIERS

Okey-dokey. You'll now be in Team mode if you know what's good for you. The first mess you'll encounter is the shopkeeper wanting to see a stone disk. Get one from Monsieur Trottier in Monte Carlo. While you're at it get the mask from the shop. To get the ticket for the balloon give the squab-on-a-stick (see the grocer) to the beggar and he'll give you one. To untether the balloon you'll have to get Sophia to assist the knife-thrower in his act.





SOPHIA'S CHOICE

Now's a good time to save your game. The answers during the seance are quite difficult although the first three were revealed during his conversation with Indy. While Sophia is keeping Trottier busy, get Indy to open the cabinet and pick up the flashlight. Open the fusebox and use the circuit breaker. Use the bedding, the mask and the flashlight to complete the job easily!

CRATE SCOTT!

To gain entrance to the Greater Colony you need both a sunstone and a moonstone. The moonstone can be found by using the surveyor's instrument, found on the ridge overlooking the dig on each of the statues. Align the cross hairs with one of the large horns. When done correctly a dotted line should extend from the transit and that's that!

DESERT STRIKE

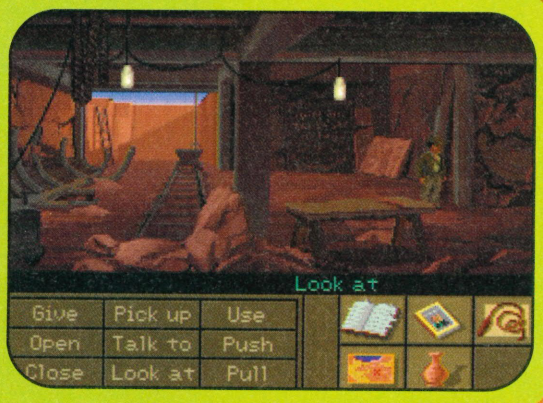
Once you're in the hot and humid desert you must find the dig site. The nomads will help you here. If they say "considerably to the east" they mean two screens to the east. "To the east" means one screen and "slightly to the east" means on this screen. Of course, this means the same for any directions they give you.

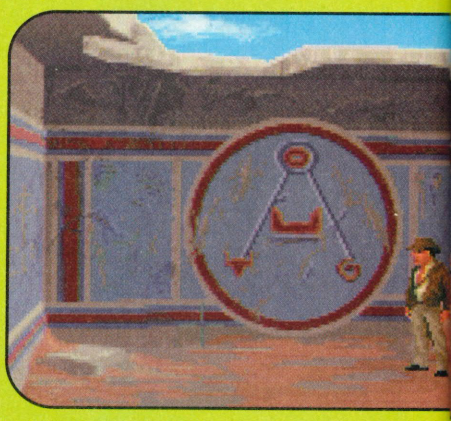
COUNT OF MONTE CARLO

If you having trouble finding Trottier, try looking on the streets of MC. He has grey hair, wearing a brown suit with a flower in the lapel. To get him to come with you use dialogue path 1/2/1/3. The correct answer to his question can be found in Plato's dialogue. After answering the question use dialogue path 2/1 to convince him to come with you.

HOLY COW

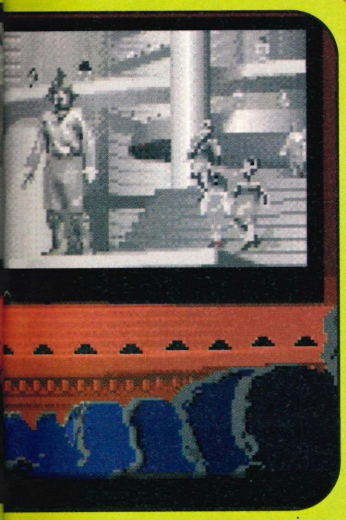
Now Sophia being a bit dizzy will fall down a hole. Don't despair, there's a ladder nearby which you should go down. Open the truck's gas tank, use the hole with the tank, then use the clay jar with the end of the hose. Open the cap on the generator, and use the gas-filler jar with the gas-filler pipe. Use the switch to operate the generator. And lo and behold you've got light!





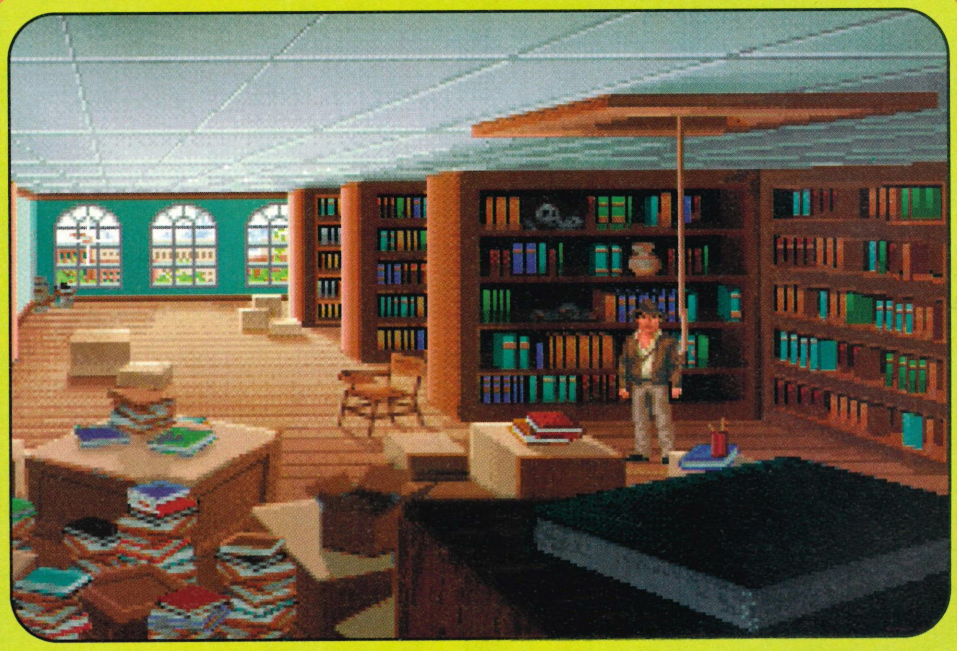
CHILLY WEATHER

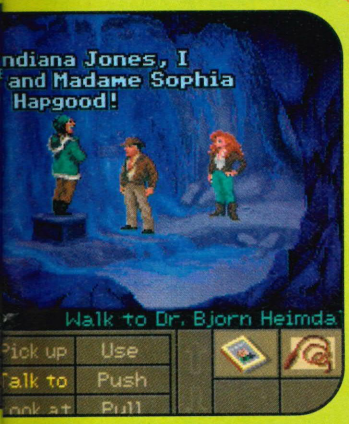
If all's going to plan by now you'll be in Iceland. When you meet Heimdall use dialogue path 3/3/1 to progress. The ice-obscured object is your next target, although if you haven't been here before you can't get it just yet. Use the Orichalcum in the exposed eel head to do the trick. This will only happen if this is your second visit to the country. Don't worry if that all sounds a little confusing. All will become apparaent as you progress through the game.



BRIGHT SPARK

When you need the spark plug you can get it after you've saved Sophia. Turn off the generator, open it and get the plug. As for a distributor cap – Sophia's got it. After all this fun and excitement it's off to the lovely island of Crete, but there's going to be no sunning yourself on a topless beach on this holiday. It's time for a bit of Nazi-bashing for the good old U.S. of A!



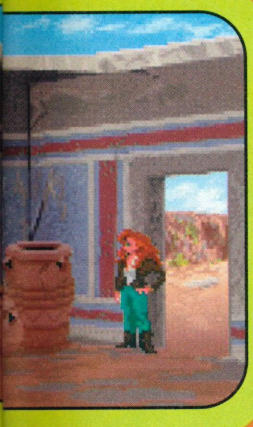


WE ALL LIVE IN A...

Briefly speaking you'll have to get rid of the Nazi guarding Sophia. Give her a cue, any line except the one about "fine leather jackets". The Locking Stones are located in the strongbox next to the room where Kerner and Ubermann are. To open the strongbox use the porcelain mug with the battery acid. Then use the acid-filled mug with the strong-box. Once you've got complete control of the sub, cruise back and forth until you spot an opening in the sea-bed. Use the control to drive the sub into the opening and you'll have reached your final destination.

A-MAZE-ING

Once in the labyrinth pick up the two busts. Use the whip with the statue's head in the next room. Open the gate by pushing one of the heads back on the shelf. But you'll have to find another way out. To get the gold box, go to the room downstairs and poke the staff into the statue's mouth. Now follows a section which you should really be able to do yourself, so we'll skip ahead to the submarine which is the last main section before Atlantis and the end of the game!.



FATE OF ATLANTIS

Now you're there you may as well do some stuff for yourselves. You'll have the basic idea by now. Trust us when we tell you that the next section isn't that difficult anyway. Soon it'll all be over and the treasures will be yours. Congratulations on completing this top adventure with hardly any help!

CONSOLE WARNING

DON'T LET YOUR PARENTS SEE THIS

It's awesome, but imagine never paying for another console game again.

Awesome! Yes, but get hold of a copy of PC Home magazine and Dad will soon be opening up his wallet for a real computer.

Yeh, a PC. Dripping with power, great games, more games, better games, bigger games.

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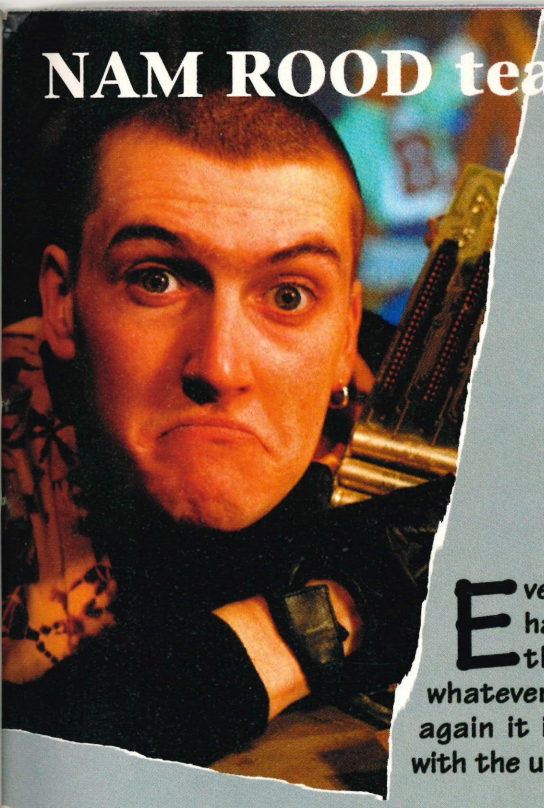
Awesome!

NAM ROOD tears apart...

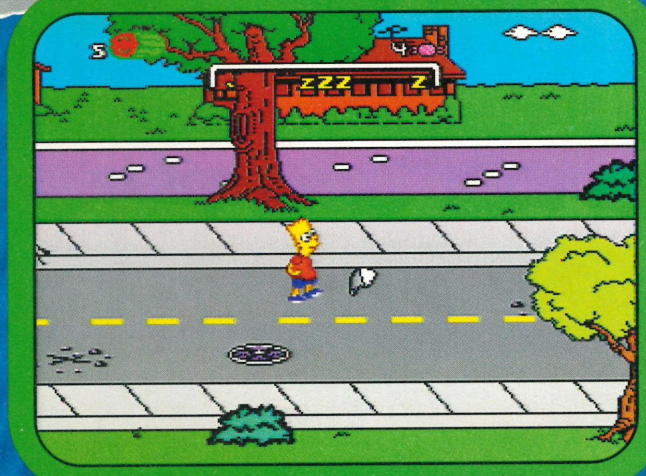


Bart's NIGHTMARE

Everybody's favourite under achiever has been wreaking havoc once more. This time not just in Springfield, but in the homes of Super NES owners everywhere. But whatever you do 'don't have a cow' because once again it is Bad Influence! to the rescue with the ultimate players' guide.

TEMPLE TRICKERY

This is an extremely difficult stage due to the fact that you have to be very quick in parts, but still remain rather cautious. There is no one solution to the Temple of Maggie so a few hints will come in ,useful. Collect as many eggs as possible and go quickly but be sure that your next jump is a safe one. And never ever go after a demon, wait for him to come to you!

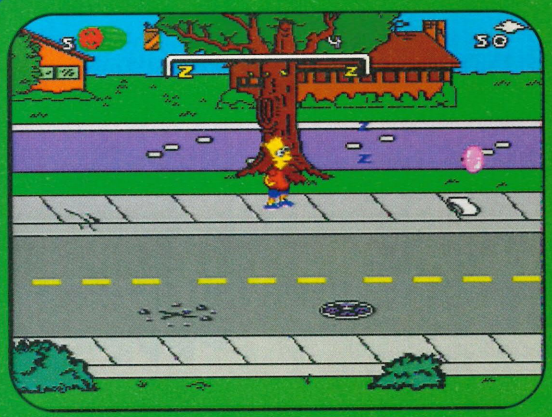


WINDY WORRIES

Windy World is Bart's first stop. This can be one royal pain in the backside because if you go the wrong way upon first appearing you could miss the homework paper and end up wandering around for a long time. There is nothing you can really do about it except hope you get it right first time! Here's a handy little tip: On your first visit, the paper is always to Bart's right!

HAZARDS

There are many ways Bart can come to harm in Windy World. Each time he gets hit by one of his foes he will lose one Z from his meter, so make sure you collect as many as Zs as possible. Basically avoid everything, don't get hit and remember to jump over all of the mailboxes! If you fail to complete your first sub-section, reset the machine and go to the right.



DELIGHTFUL DOORS

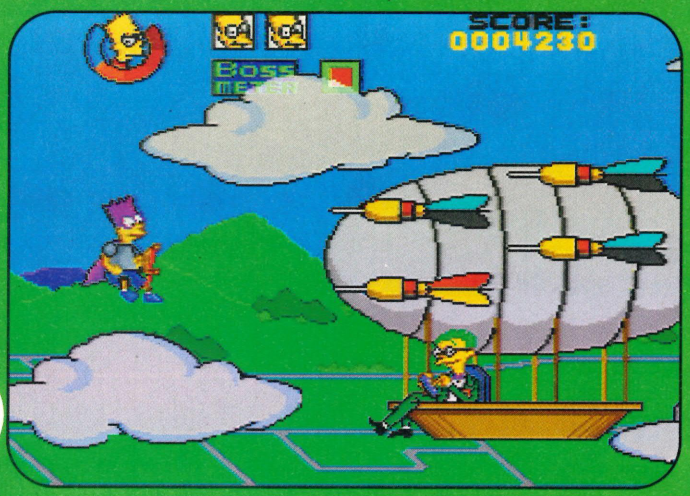
When you end up in a sub-section, it's handy to know which door leads where: Green – Bartzilla, Orange – The Temple of Maggie, Blue – Bartman, Yellow – Itchy & Scratchy and finally Purple takes you to Bart's Bloodstream.

EVIL HENCHMAN

You will come up against Mr Burns' right hand man, the dreaded Smithers, twice during the course of your meanderings inside the level. The first encounter may seem a little tricky but the second one is an altogether much simpler affair.

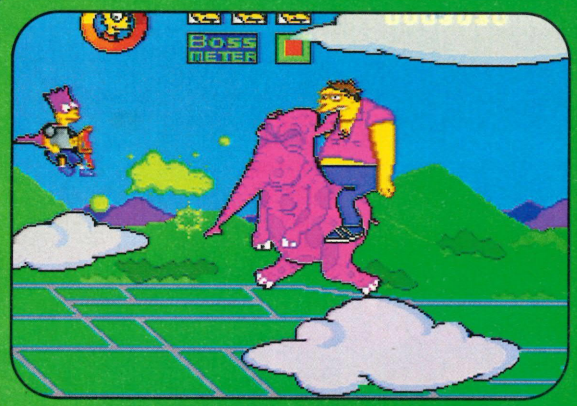
The key to defeating Smithers really is to stay in the top right left hand corner, firing off your slingshot all the time, blowing up his missiles. You know the sort of thing!

You will probably not destroy him the first time around, but you should on his second pass later on in this level, if you stick to that handy hint, that is! Don't worry about it!



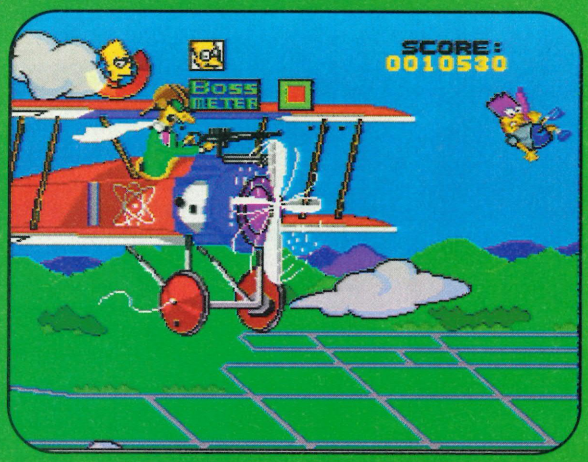
HOLY COW BARTMAN!

There is certainly plenty to do here for one measly piece of paper! The first boss on this level is Sherri and Terri in their beautiful balloon. The trick here is to keep as high as possible and as close to the balloon as you can, shooting all the time. Never get underneath the thing as you will get hit by a bomb. Fly past and wait for it to come down again.



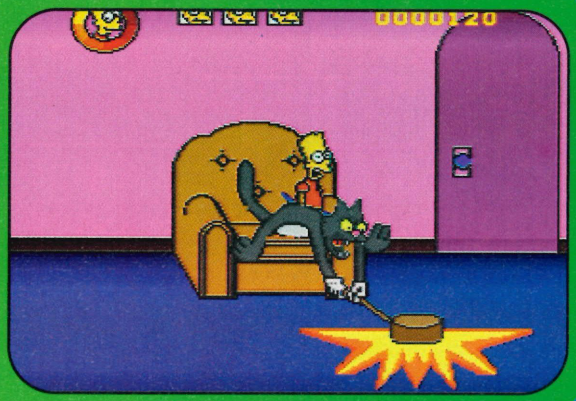
PINK ELEPHANT

Barney Grumble is Homer's alcoholic slobby friend. He is riding a pink elephant that fires peanuts at you out of its trunk. The peanuts are not all that you have to worry about though. Barney periodically burps and if you get caught in the green cloud that emerges you will lose valuable energy. Defeating him is only possible when he is on the right of the screen. Wait until he is there, fly to the top left and take him out!



MONTY MAYHEM

Monty Burns is the boss of Springfields nuclear power station where Homer is employed. He is the last obstacle and unfortunately, the hardest. Follow this method though and you can't go far wrong. When his plane is flying from right to left you must start in the top left corner and fly diagonally down to the right, shooting all the time. When he is going the other way, simply reverse this method until he is destroyed.



HOMEWORK HOMEBOY

Two pieces of homework are up for grabs in this devilishly tricky level. Again there is no one way to succeed but you can be pointed in the right direction. When you are armed only with a mallet the easiest way to take out the cat and mouse duo is to stand on a chair or table and wallop them. Simple!

FLAMING FIGHT

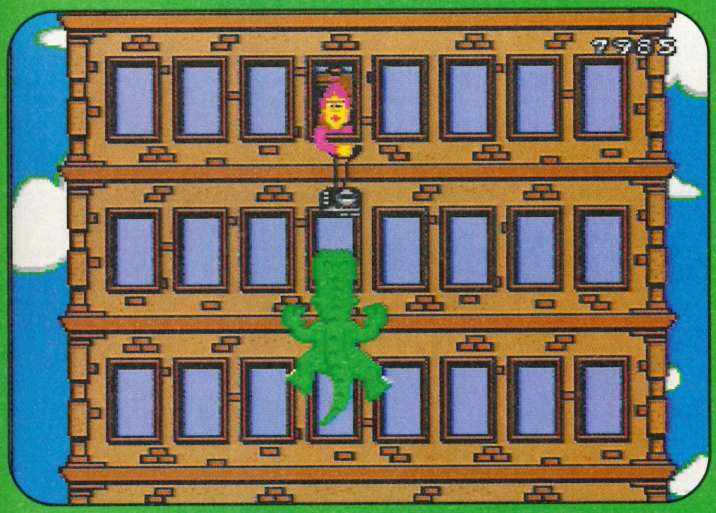
When our feline friend and his partner-in-crime are armed with a flame thrower or bazooka, the action certainly hots up. If you get caught in front when they fire, you will be burnt to a cinder. However, the best way to clobber them is to get behind them, wait for the kick back from their weapon to bring them in range and bring your hammer down. Tricky, but nonetheless effective.

MONSTER MAYHEM

This possibly the most complex stage in the whole game. Fortunately it can be simplified so that the use of three weapons is sufficient to complete it. Basically, shoot the helicopters using the right control pad arrow, the fighters using the X button and the tanks using the B button. Simply ignore everything else and getting the first page of homework is no problem.

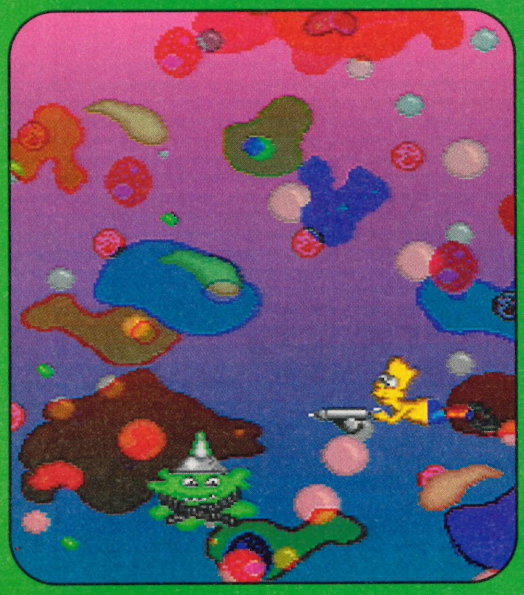
MORE MONSTERS

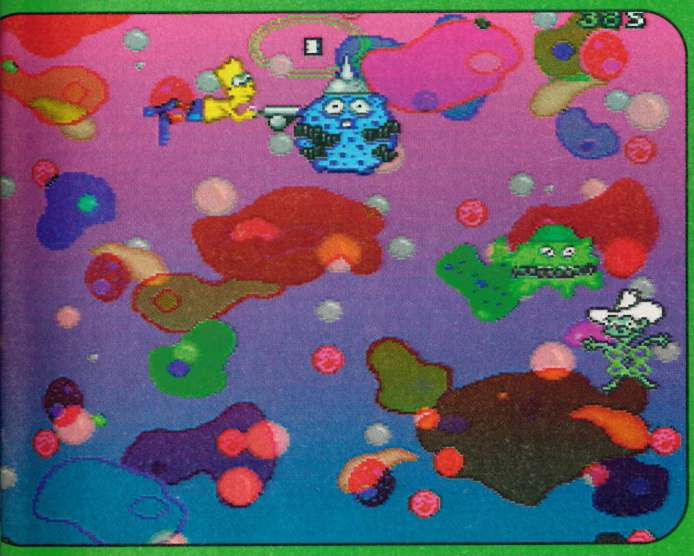
Once you have completed the city crushing stage, you will move on to the building climbing stage which is very reminiscent of King Kong. This is simplicity itself, if you can dodge the various objects chucked at you by the residents! Avoid Momthra at all costs. Get hit and you will fall down. Simply push up to regain your balance. Grab the second piece of homework from the very top and you have completed Bartzilla!



DISASTROUS DISEASES

Once inside Bart's Bloodstream you will be attacked by diseases such as the Von Got U virus and Tommy virus. The Tommy virus chucks hand grenades at you so steer well clear of him if you are pumping up a Von Got U virus. On the other hand, if you are ridding yourself of a Tommy virus make sure that no Von Got U viruses get underneath you as they will stab you with their helmets.

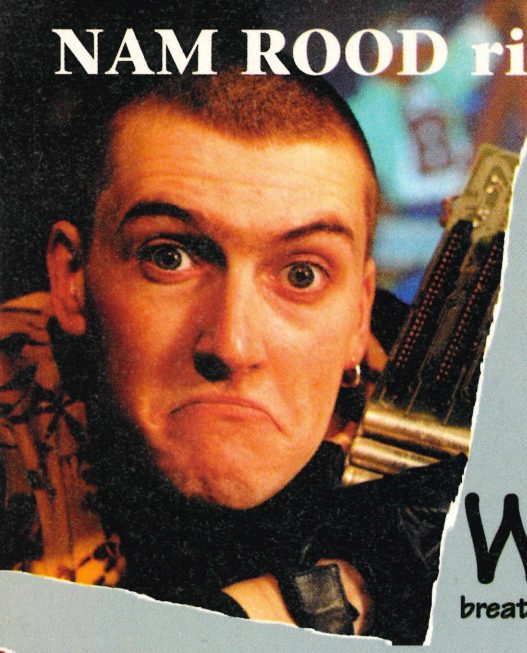




HAPPY HELPER

In order to get the piece of homework, you will need to enlist the help of your old friend Smilin' Joe Fission. It is very easy, however, to miss good ol' Smilin' Joe so stay as near to the top of the screen as you can. The best way to do this is to get a virus on your pump and swim to the top of the screen, giving you more time to reach your surreal ally.

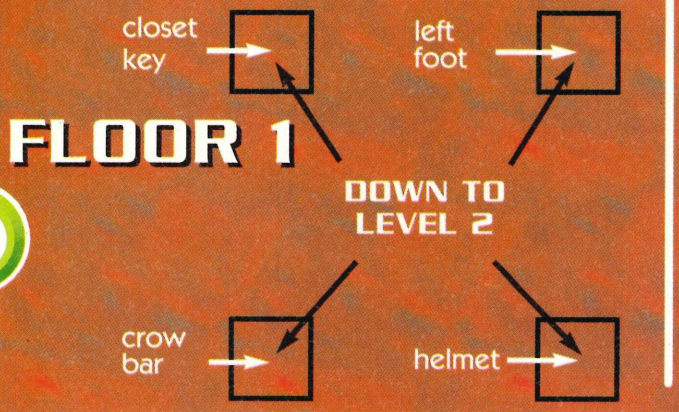
NAM ROOD rips to pieces...



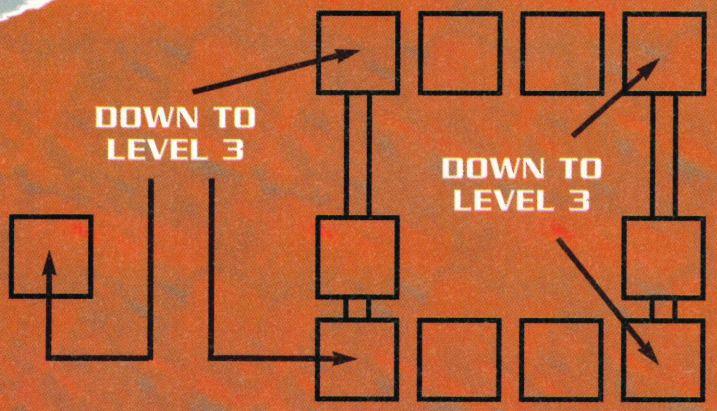
DR. FRANKEN

With Dr Franken 2 on the way, it's high time those people who are having a few problems with the mega hard original got a bit of a breather before the next puzzler.

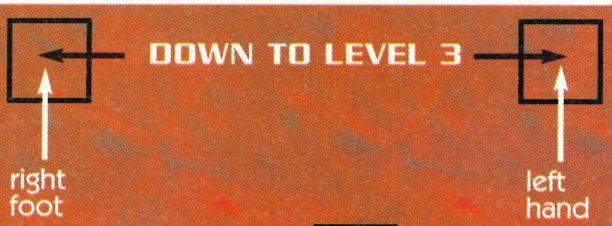
FLOOR 1

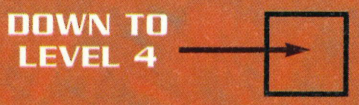


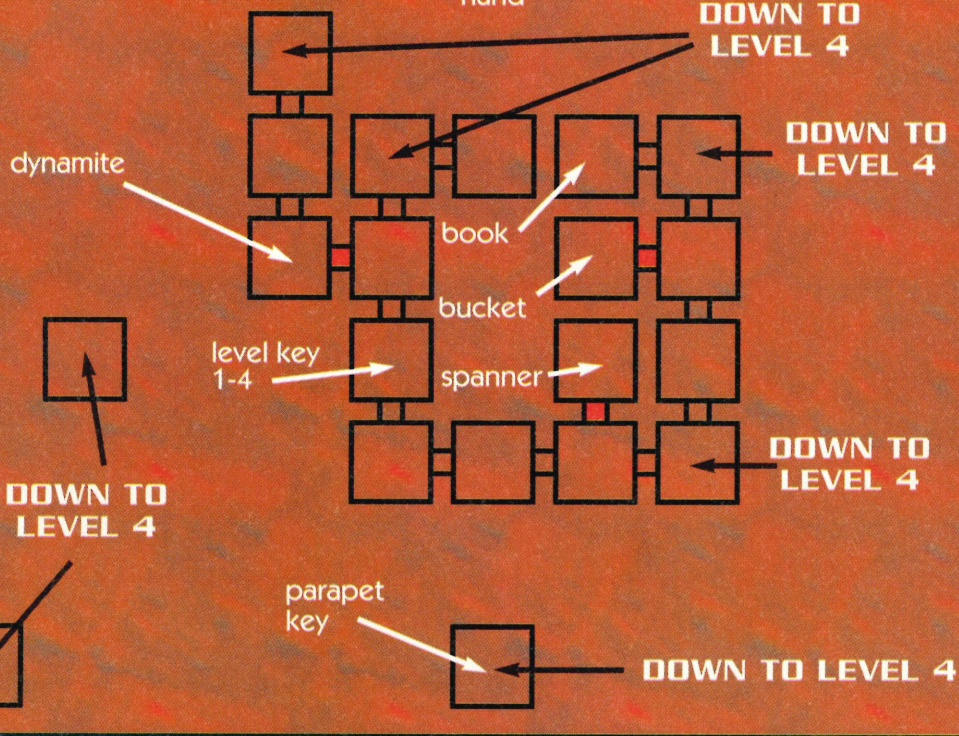
FLOOR 2



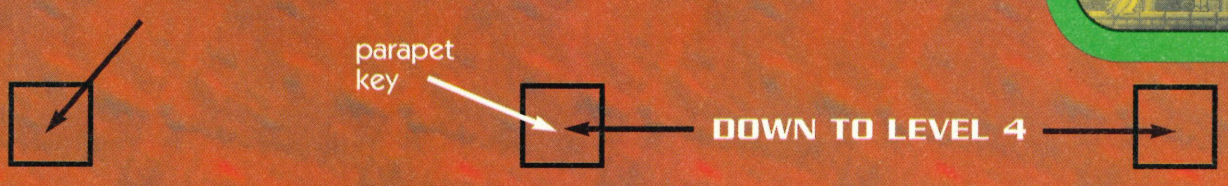
FLOOR 3

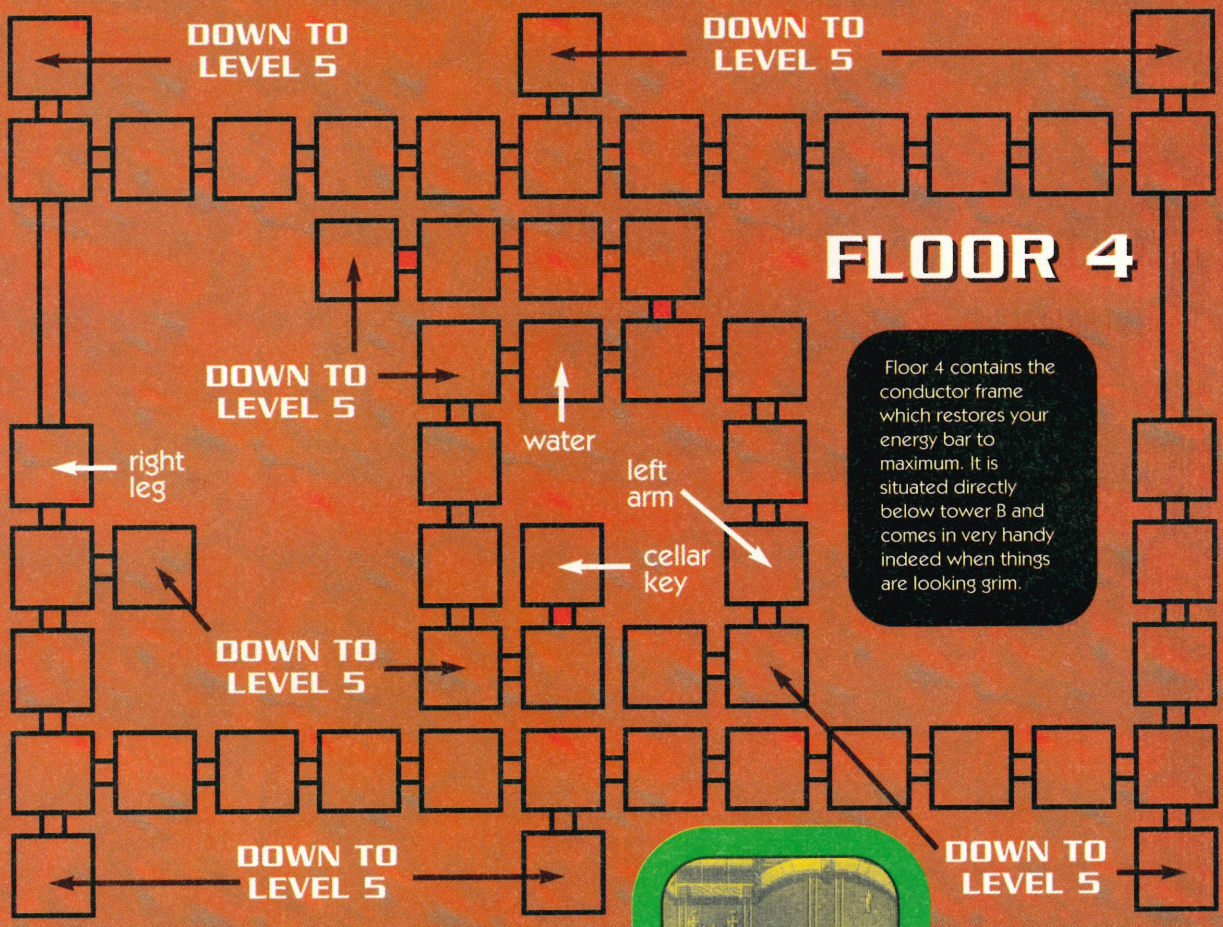


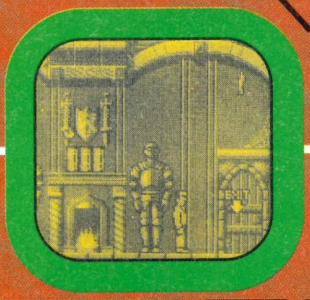


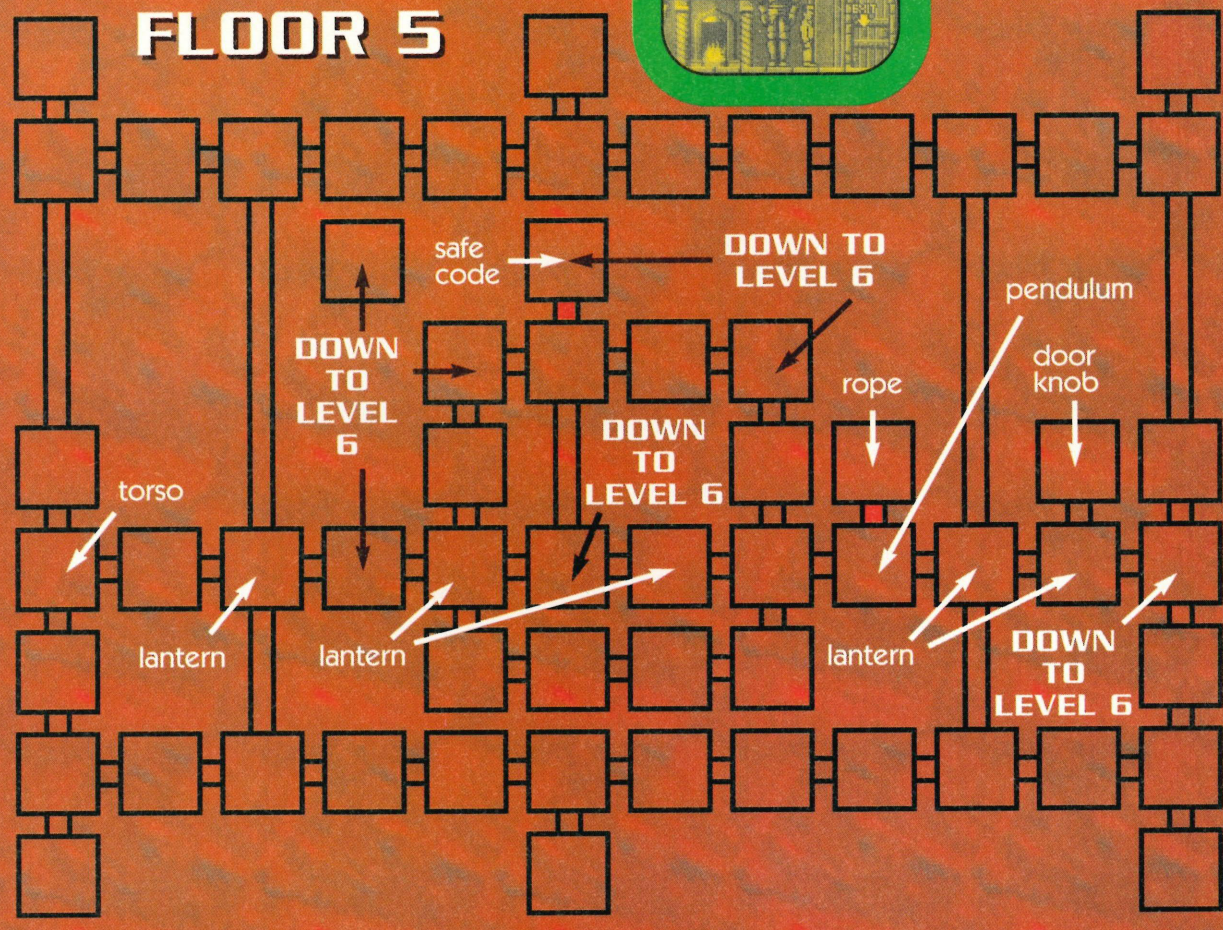


The most important thing to remember is that there is no set order in which to collect the items. Obviously some have to be collected before finding others hidden in the many secret doorways and entrances. The red blocks are doors that are either locked or require an item to be found before they appear.

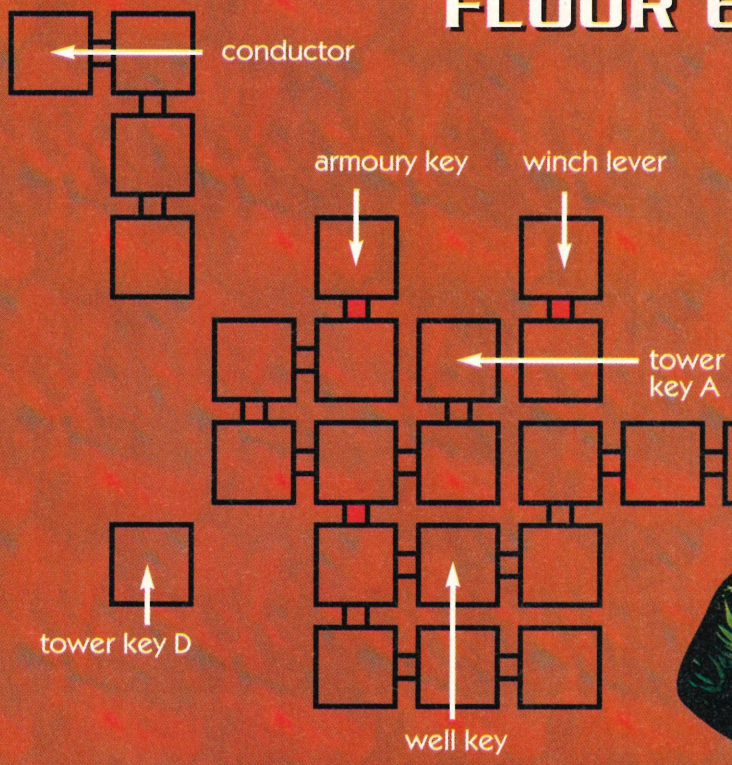



DOWN TO LEVEL 5
DOWN TO LEVEL 5
FLOOR 4
DOWN TO LEVEL 5
water
right leg
left arm
cellar key
DOWN TO LEVEL 5
DOWN TO LEVEL 5
DOWN TO LEVEL 5
Floor 4 contains the conductor frame which restores your energy bar to maximum. It is situated directly below tower B and comes in very handy indeed when things are looking grim.

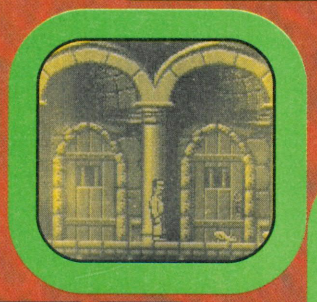


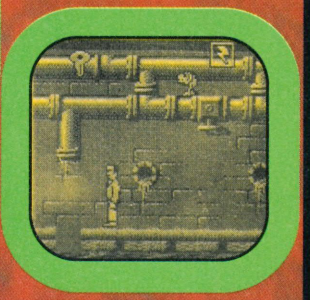

FLOOR 5
safe code
DOWN TO LEVEL 6
pendulum
DOWN TO LEVEL 6
rope
door knob
DOWN TO LEVEL 6
torso
lantern
lantern
lantern
DOWN TO LEVEL 6

FLOOR 6



Once all the items are collected make your way back to floor 6 and go into the lab to put Bitsy together and complete the game.

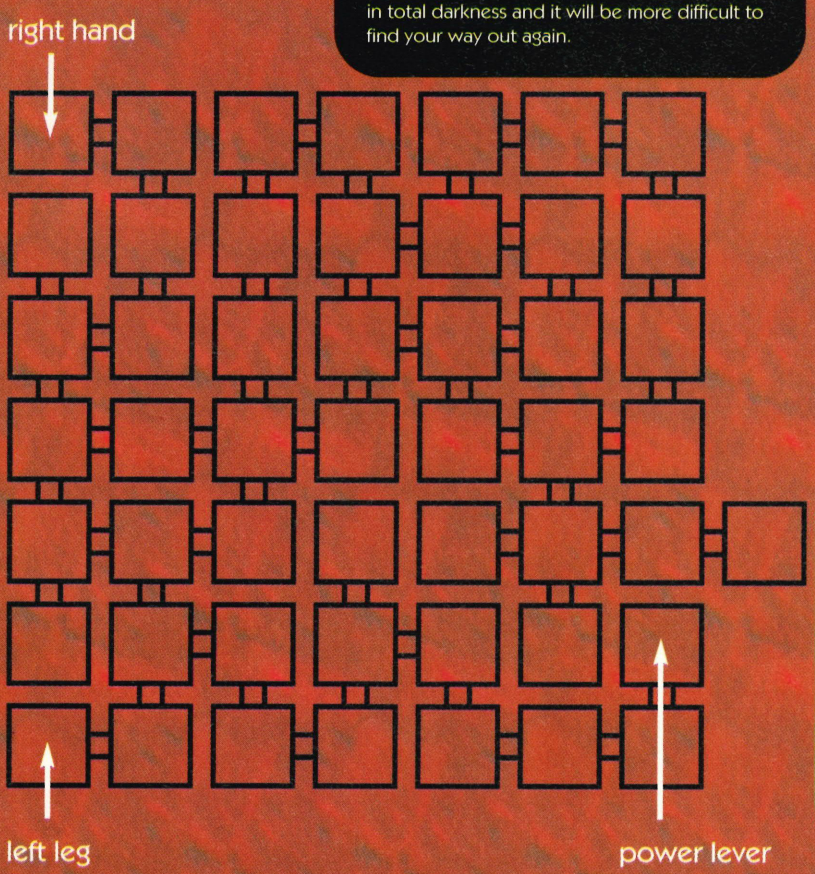


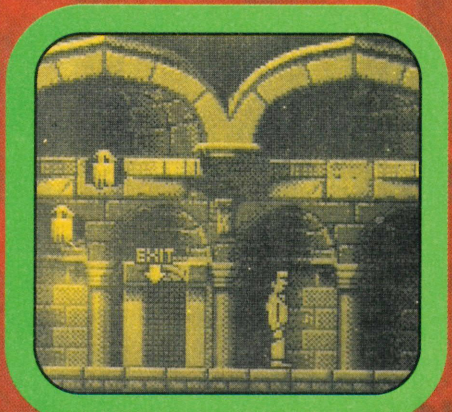


DOWN TO LEVEL 7

FLOOR 7

A handy tip is to collect the torch before attempting floor 7. No map is available here so use the map to find the three items on this level. Don't attempt this floor before collecting the torch – the lanterns (which can be found on floor 5) will run out of power before reaching each of the items. This will leave you in total darkness and it will be more difficult to find your way out again.





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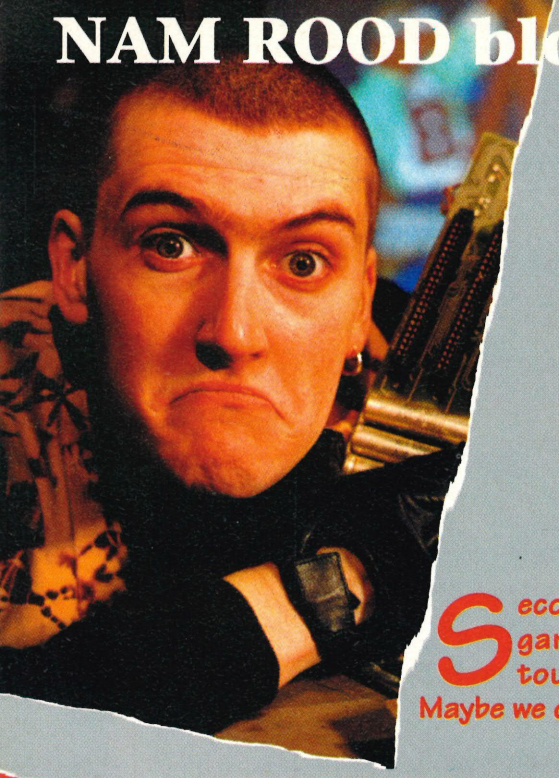
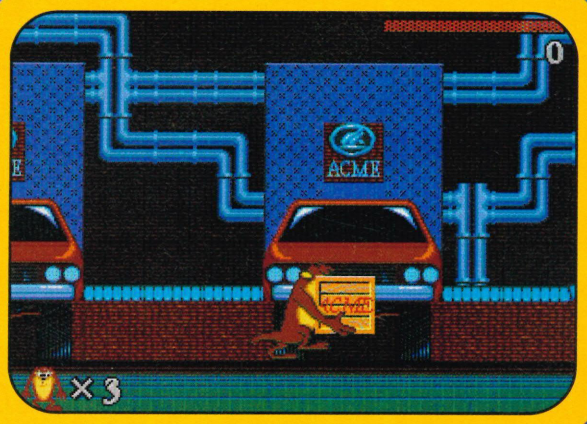
NAM ROOD blows away...



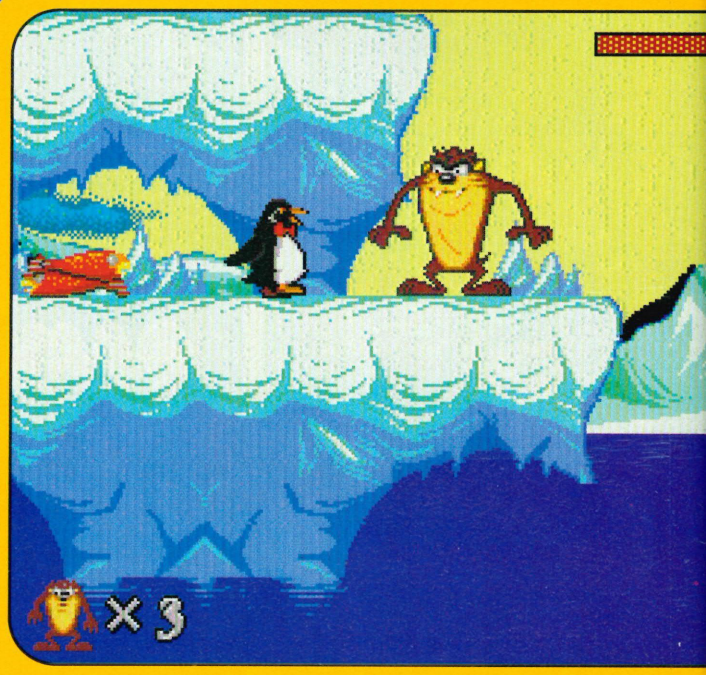
Tazmania

Second only to that hedgehog, this platform game may be causing you the most problems. So tough. Nah, check out these two pages. Maybe we can help you...



ACME ANTICS

Even early on, the factory can cause all sorts of problems for our carnivorous friend. To get to the later levels you'll have to overcome the first hurdle. How do you get on the first ledge? It's easy: Simply pick up the ACME crate that lies on the bottom of the screen, then place it under one of the lower ledges and hey presto, you can now jump on the crate and ultimately the ledge.



ICY COLD

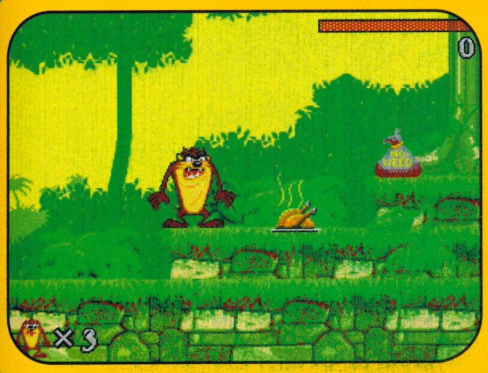
Just one of the many penguins that frown upon your willingness to eat all their lovely fish. If you want to rid the polar region of them forever, all you have to do is time your jump so that you land flat bang on its head. If all that sounds a bit fishy (groan) you can go for your usual whirlwind attack which is generally guarenteed to blast the majority of your opponents well and truly out of the way.

HIDDEN GOODIES

The tricky Ice level can pose a few problems but nothing a bit of practice can't sort out. When you reach the end of the level you'll come across a sign with an arrow pointing left. Walk back and when you come across a gap filled in by an upside down iceberg, just wait patiently on this patch of ice and eventually it'll descend into an all-new level for you to try!

JUNGLE FUN

The large jungle section is not as difficult as it may initially seem. By this time you should have mastered the controls so those big jumps that require the use of the whirlwind spin to gain height should be no problem to someone like yourself. As always, practice makes perfect!



NO WEED

As you can see in this screenshot there are two edible food stuffs, but what would you eat? Well for a start don't eat the bag with "No weed" unless you'd like a poorly tummy. So this particular succulent roast chicken gets my vote in the tastiness stakes.

ARTHUR SCARGILL

The Tazmanian takes to the mines in this bonus level you should find later on in the game. When you first enter the mine you'll be on foot, but journey deeper and you'll find an old mining truck. All you have to do to get in the truck is jump into it.

TEATIME

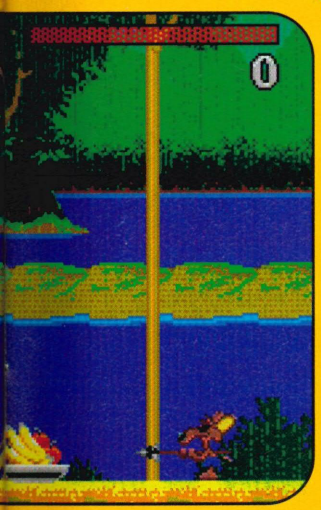
If you look hard enough you should find a whole load of food, including the highly sought after red hot chilli peppers. Once devoured they'll enable the brown one to breathe fire. This in turn gives him the advantage of being able to kill baddies at a distance. As you can imagine, this can come in extremely handy in certain tricky situations that you'll find yourself getting into later on in the game. That's when it gets really hard...

LONG LEGS

The extending legs can be used to avoid crashing into all the hazards and pitfalls on this level. Only by toning up your reactions can you master this tough and speedy level.

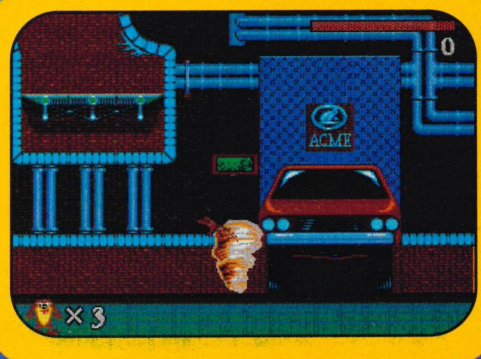
IT'S MINE!

Make sure your headgear is on safely. As you embark on this rollercoaster ride through the mine, keep your eyes on the right of the screen. If you see a set of traffic lights and they're on green, increase your speed by pushing right. If on the other hand they're on red, push left to decrease your speed. Failure to do this may well cause you to lose a valuable life.

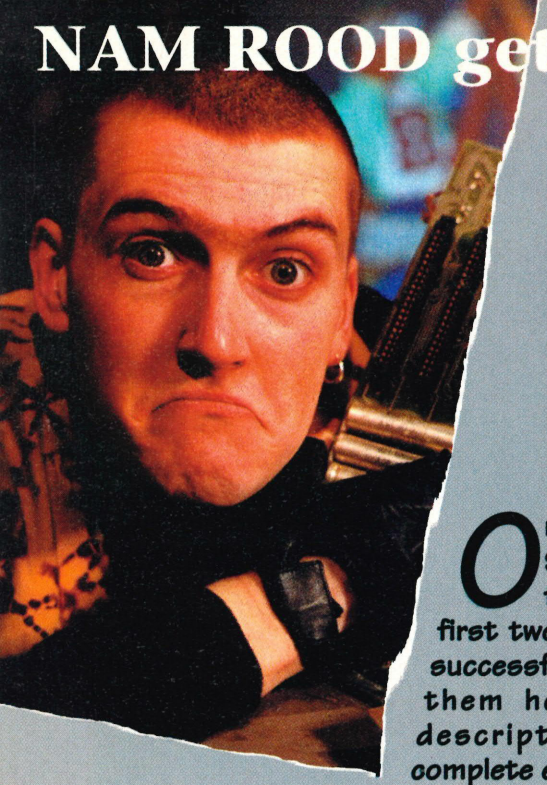


TAKEN FOR A SPIN

The Whirlwind attack that made the game famous can be seen here. It has two primary uses: The first is as an offensive weapon. Most enemies can be destroyed by a single spin – the end of level baddies require several. The second use is to gain height when jumping. Just run, jump and keep your finger on the spin button. It's just possible it'll give you the height you need.



NAM ROOD gets beastly with...



SHADOW OF THE BEAST

One of the biggest games to hit the Lynx format is Shadow of the Beast, by Psygnosis. We've had quite a few letters asking us for maps to help you through the first two levels. Before you can say Bob's your uncle, we've successfully mapped the first two levels and have them here for you along with a description on how to complete each one...

IN THE BEGINNING

When you start you are positioned nearby a small gnome character who is lighting a cannon. Position yourself to the left of the cannon, wait for the gnome to light it and then punch the cannon so that it points in the opposite direction. The cannon ball will be fired out killing the gnome and releasing a natty laser gun which you should pick up. The cannon ball can be used later on.

LEVEL 1

Walk right, jumping over the dart that is fired, and climb down the ladder. Move left from here and travel down the next ladder. Negotiate the moving platforms to the right until you drop down to the platform below. Walk left and leap across to the furthest platform which is moving up and down. When it travels down it will stop alongside another platform which you should leap upon.

Walk to the right as far as you can go, avoiding the falling spikes, and collect the health potion. Walk back the way you came and climb down the ladder near where you dropped off the platform. Travel all the way to the right using the platforms and swing ropes, taking care to avoid the acid drops. Climb down the ladder and the one below it. Walk to the left and leap onto the platform – it will take you to another. Leap on to this and walk carefully to the left.

You will now be face-to-face with a fire-breathing monster playing catch with a blue sphere. When he stops breathing fire, walk directly up to him and crouch down. Every time he stops breathing fire, stand up and punch the sphere. Continue this until the sphere is yours.

Move back to the far right, using the same platform as before, and climb down the ladder. Walk slightly right and down the next ladder. Walk to the left avoiding the acid drops, leap on to the platform and then on to the next one which is moving up and down. When it moves up with you on it, collect the gold key.

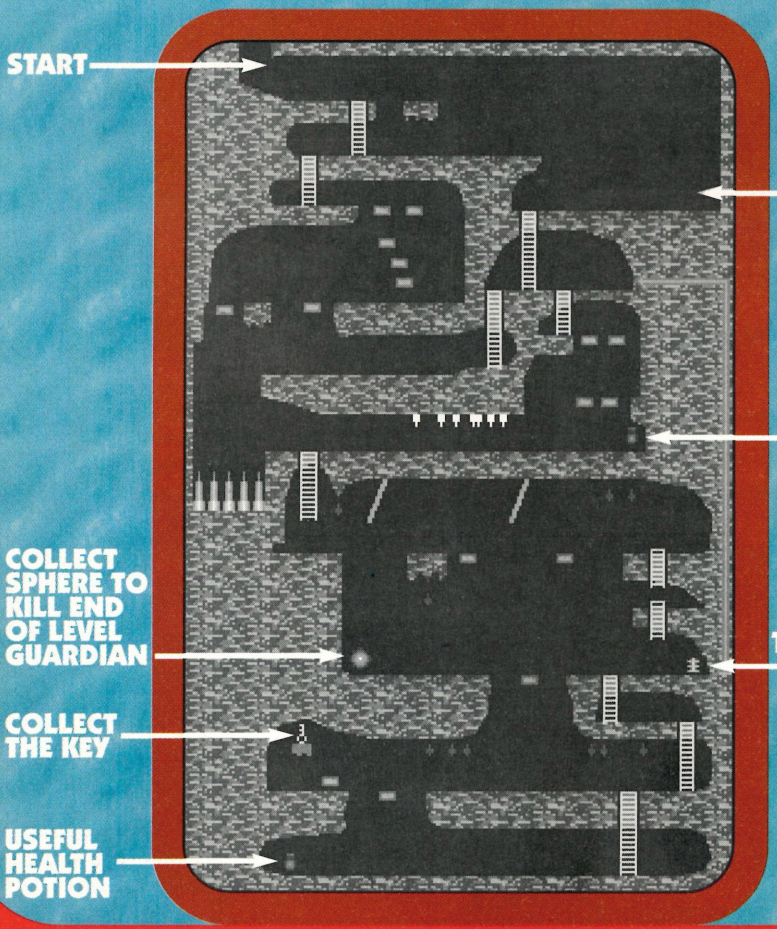
Drop down off the platform and off the edge to the right and then walk left slightly to collect the health potion.

From here, walk all the way to the right and up the ladder, avoiding the green snake. Keep travelling up the ladders until you come to the teleporter. Use the teleporter and you will be beamed to the position indicated by the arrow on the map. Now select the blue sphere weapon from your inventory.

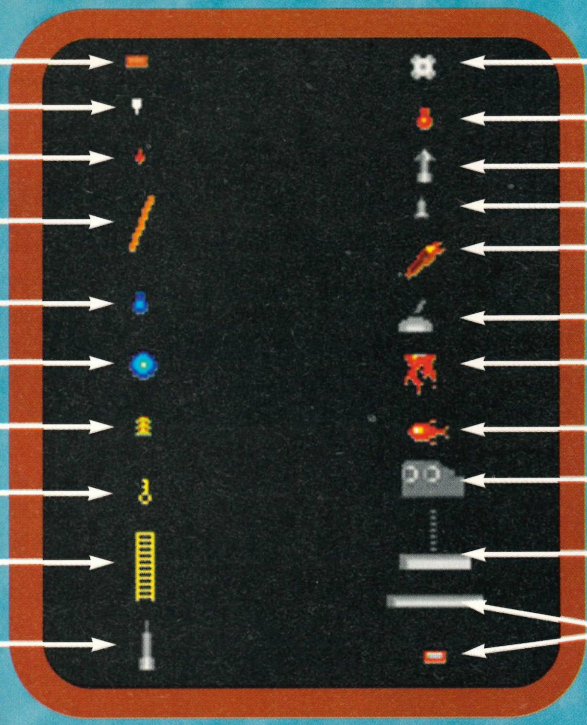
Walk to the left and climb up the ladder. When you walk to the right, a statue appears behind you and you will then have to kill the end-of-level monster. You cannot escape from this area once the statue rises up from the ground. Make sure that before you enter this area you have collected the sphere.

When the monster appears look for the 'Duck here' message. Go to this point and crouch down. Jump over the first fire dart that the monster spits at you and then duck to avoid the other fire darts he launches.

When he retreats back to ground level, fire as quickly as you can using the blue sphere weapon. Repeat this and the monster will eventually die. You can then progress to Level 2 by walking to the right.



OBJECT KEY



LEVEL 2

From the starting point, walk to the right. Jump over the spikes and descend the ladder. Head left and collect the cog. Now go back to the machine you saw at the beginning.

Use the cog on the machine to activate the lift. Board the lift and push the lever again. You should then travel up.

At the top, walk right and collect the torch (you'll need this later on in the castle). Head left and you will come to a switch that is in the 'On' position. Punch it once to turn it off.

Go up the ladder and collect the life potion to the right if you need it. Walk left and you will come to a fire-breathing dragon guarding a key. Follow his flames and collect the key.

Go back to the lift and travel down. Go right and descend the ladder. Keep going left until you come to another ladder which you must go down. Drop off the ladder and go right until you come to a lever. Push the lever once to activate the platform at A.

Go left and flick this switch to activate the platforms at B. Walk right and go down the ladder. Head left and collect the power punch potion then travel back right and go down the ladder. Walk left, avoiding the wasp fireballs.

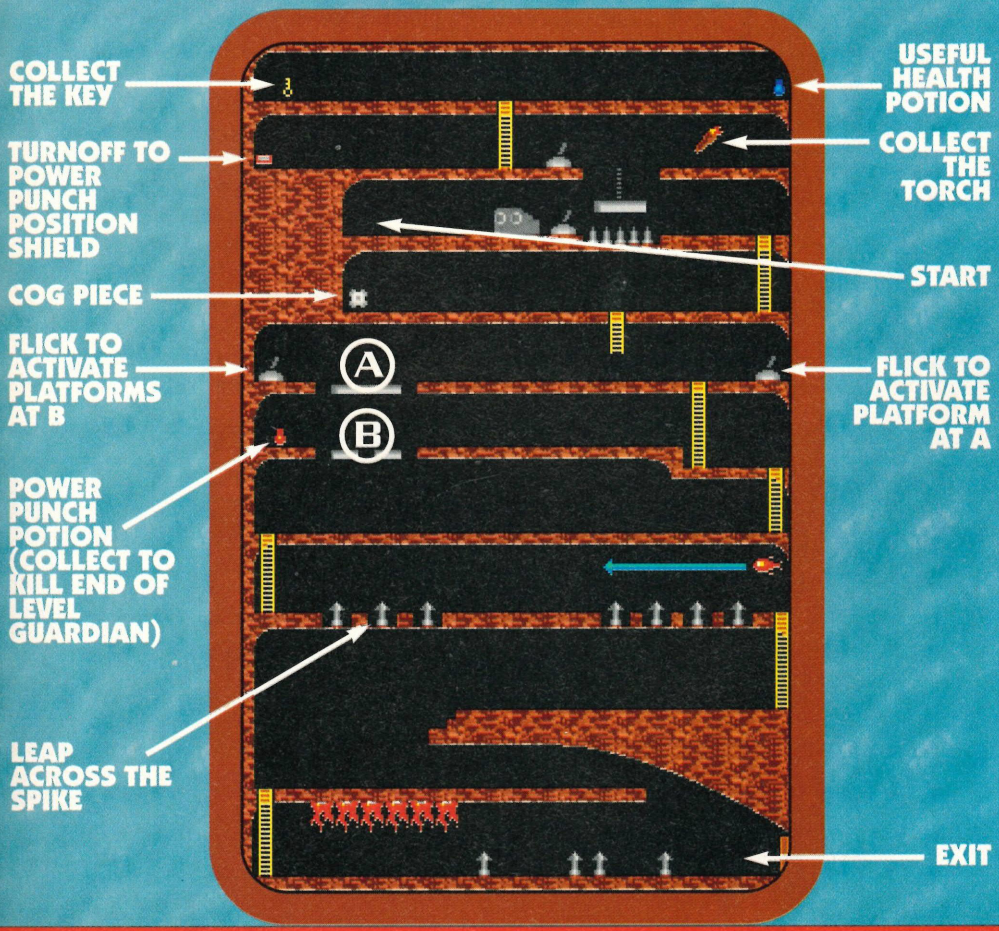
Go down the next ladder and head right, negotiating the hazards. Go down the ladder and fall off the end of the platform. Walk right to reach the final ladder and then go down.

At the bottom you will come across six jet pipes that fire burning flames and steam – avoid them if you can! Continue going right until you come to the last spike with a huge red dragon behind it – the end-of-level monster.

Use the power punch you collected earlier, jump over the spike and hit the dragon five time, then jump back. Keep repeating this until he finally dies.

Now walk to the right and use the key you collected earlier on the locked door. You will now find yourself in the well.

Make sure you have enough energy for the tasks ahead. If you only have a small amount left it's worth dying deliberately so that you start with full energy. Good luck and happy hunting!



THE GIRL ARE

That macho male image is taking quite a beating in today's video games world

When school bags are slung into a corner, snacks are grabbed and the country's tellies go on for some Thursday afternoon box goggling, a surprising number of girls are switching over to Bad Influence!

Viewing figures for the first few programmes show that boys are only a little way ahead in the ratings – and the girls are catching up fast.

OK. We can hear all our lady readers yell: "So what's surprising about that?"

Well, whether it's right or wrong, many adults believe that girls take second place when it comes to computer games, not to mention computing in general. To a certain extent they're right. It's true that boys tend to play games more often than girls. It's also true that school computer clubs are often dominated by boys – a fact underlined in a recent report drawn up by school inspectors.

And it's certainly true that many more games are developed with boys in mind.

Believe it or not, but there was a time when playing video games at home was almost unknown. The only place you could see them was in grubby arcades which were – and still are – places to be avoided by many girls.

"Violet Berlin: For her, games are no-go areas"

Even a strong character like Violet Berlin told Bad Influence! magazine that she didn't like going into your average arcade.

But as we go into a new year, all that seems set to change. Will 1993 be "The Year of the Girl" as far as games are concerned?

If Bad Influence! is any indication, the answer is a resounding "Yes!"

A date with Barbie

Not yet available in this country, "Barbie Game Girl" has a Barbie doll as its heroine. The gameplay takes her on a trip to the shopping mall where she buys dresses and shoes. Her reward is a dream date with boyfriend Ken. This goes down well in America but rates no votes with Britain's gamegirls.

S COMING

"The number of girls watching the programme has really surprised us", said Yorkshire Television's Patrick Titley. "Even in the early days of Bad Influence! we realised that it would be easy to attract boys to watch but it would be a much more difficult task to attract girls.

"I was determined that we must have girl reviewers on the programme and we found it quite hard to find the right ones.

"But it was worth the trouble. I expected that girls watching Bad Influence! would be about 30 per cent of the childrens' TV audience. In fact even in the earlier programmes we have achieved nearly 50 per cent.

"We're very pleased with this and it's also good news for software publishers. Computer magazines tend to be read more by boys, and with all its joystick jokes, the Gamesmaster TV programme also caters more for boys. We've given games companies a whole new audience of girls".

The result is good news for gamegirls (there you go again – why did Nintendo call it GameBOY?)

Girls are generally thought to be less competitive than boys, but that certainly isn't the case with computer games. Many otherwise well behaved young ladies told Bad Influence! magazine that they really like two-handed games where they can beat up on their brothers without being told off by Mum and Dad.

As we said before: Watch out boys – the girls are coming!

and Ken

'We're getting a rough deal'

Over to Sharon Greaves of GB Action magazine, who firmly believes that girls get a rough deal when it comes to games.

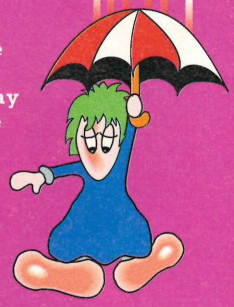
"Girls demand a lot from games", said Sharon. "While they may like shoot-'em-ups and beat-'em-ups, they need more than just the violent action. That's why Streetfight II works so well because it's got so many options – no blood, guts or weapons – just brilliant gameplay, lush graphics and great depth.

"They also like more colourful characters rather than just an old sprite who's supposed to look like Hudson Hawk or Mel Gibson but never does. They prefer characters with more character.

"And why can't games have more girl heroines? You get a lot of princes riding out of the sunset to rescue princesses from dungeons but not the other way round.

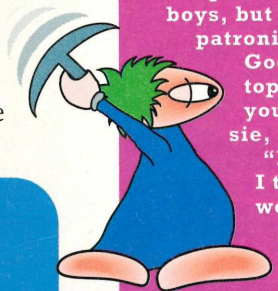
"Games like Barbie Game Girl may be all right for the very young but they are just an insult to most girls".

Lemmings are a safe bet...

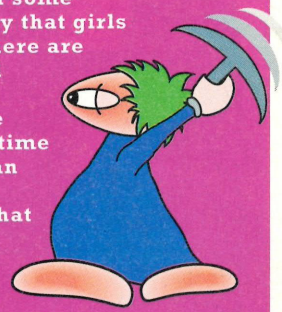


Games companies are being forced to give more thought to what girls want when they develop their new titles. But while they may have general ideas on this subject, they're still a bit woolly.

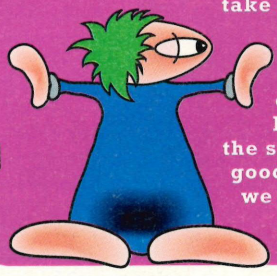
"We recognise that certain games have the potential to appeal to girls as well as boys, but you have to be careful not to patronise girls", said Maggie Goodwin, marketing manager for top games publisher Psygnosis. "If you produce games that are too cutsie, they will rebel against them.



"Different girls like different things, but generally I think they go for games that include attractive artwork and are pleasing to the eye. They also like puzzle-type games and ones with some humour in them. Some people say that girls just go for platform games but there are many that like shoot-'em-ups and beat-'em-ups.



"One thing I don't think they like is role playing games. Girls tend to play for less time than boys and role playing can take hours.



"I don't believe that girls want to be treated as a special case. At Psygnosis we think the safest thing is to go for games that are good for everyone like Lemmings. So far, we don't have any intention of developing games purely for girls".

They're the toughest game critics ever to clutch a joystick. If they think it isn't worth your money they'll say so – in no uncertain terms. They're. . .

THE HIT (OR MISS)

Alex Rochford is 16 and goes to Allerton Grange High School, Leeds. He owns a Gameboy and an ST and says his favourite games are Sensible Soccer and Lotus Turbo Challenge II. "The first time I filmed the show I didn't know what to do", he said.

"We're allowed to say what we really think about the games as long as we can justify it. On one programme I reviewed a game I thought was rubbish. It was just cashing in on a film of the same name. I wondered if I would be allowed to say that, but I got my criticism onto the show because I could back it up".

Alex's main hobby is composing music on his ST – not surprising since he has taken GCSE in music, is doing music at A level and his dad is a music teacher.

He has formed a band, Kaleidoscope, with which he sings and plays rhythm guitar. They recently got through to the finals of the Panasonic Rock School Competition.

"I definitely want to go into the performing arts when I leave school", he added. "Being a TV presenter would be good and Bad Influence! has been excellent experience for that."

A group of youngsters from Yorkshire are rapidly making a name for themselves as the hottest gang of critics ever to hit the computer games industry. This fearless band swap their schoolbooks for the lights and cameras of the Bad Influence! studio to offer a true kids-eye view of the latest games.

They give praise where it's due, but pull no punches when they think something is rubbish.

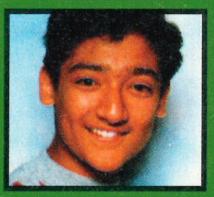
And they've come through like real professionals, according to associate producer Susan Walls, who is in charge of the reviews section of the programme.

"At first it was agony putting the poor things through the trauma of a television recording", said Susan. "We were asking them to do a really difficult job. I used to die a million deaths in the studio if any of them fluffed their lines. You could really feel their embarrassment.

"But now they've learned the ropes and got a bit more experience they do a really good job. I believe that some of these youngsters could have a good future as telly presenters with some hard work and a bit of luck".

To find its young games reviewers, Bad Influence! contacted local schools in Leeds, put up posters and made announcements in the local papers. Not surprisingly they were swamped with replies which lead to a shortlist of 100 youngsters being interviewed.

"We did the interviews over two days", said Susan. "It was a nightmare at the time, but we finally got down to 19 who are appearing on this series of Bad Influence! Some have taken to the job more easily than others but generally, I think we made good choices. They're great".



Andy Crane reckons that one of the young reviewers is so good that he could be snapped up by a magazine when he leaves school. He's 14-year-old Lokesh Soni who attends Allerton Grange High. Lokesh likes platform games and sports simulations like Kick Off and Formula One Grand Prix. But he's also into Assassin and Street Fighter.

"The best thing about the show is just being on TV", he said. "Although its very nerve wracking at first, you soon get to grips with it. Everyone is very kind to us and what we say isn't altered . It's very fair".

A keen squash player, Lokesh has an Amiga but wants a Super Nintendo.

James Douglas is known as Whizz Kid by the Bad Influence! team because he's so good at games. "When he first came into the studio he claimed he could finish Sonic 2 in two hours", said Susan Walls. "The rest of us laughed and got on with our work. Within two hours he really had finished Sonic 2. What more can I say?"

Another pupil from Allerton Grange High, James plays games a lot. "It's a change from being your average person", he said. "In a game you can be anything from a super hero to a street-cred dude".

But like all good reviewers, James has some strong opinions. "I think the price of games is terrible", he added. "I know they cost a lot to develop, but they don't cost very much to duplicate. Firms like Nintendo and Sega sell them at an enormous profit.

"When I did the first couple of takes on the show, I was worried I would not be able to do it, but you get into the flow. Now I talk to the camera as though it was just a friend at school".

James' favourite games are Contra II on the Super NES, Alien Wars and Sonic, but away from his computer he likes the outdoor life. He's into rock climbing, abseiling and all the other activities of Outward Bound courses.

He'd also like to go into TV, but while he enjoys appearing on Bad Influence! he would prefer a job behind the cameras.

When Sarah Marsh (left) of Fullneck Girls School, Pudsey, went for her interview at YTV she started with an advantage – her school gives its pupils lessons on interview techniques. She also went along with her schoolfriend Amanda Townson (right) and both were chosen.

Sarah can give a clear opinion on new games because she doesn't have her own computer and only plays games at friends' houses. Her particular favourite is Sonic 2.

"When I went into the studio for the first time I thought they would tell me off if I didn't do it in one take, but they were kind and it was really good fun", she said. "Violet came across to have a word with me and I also had a long talk with Andy.

"My friends at school think they're not as nice in real life as they are on TV, but that's not true. They're really good – especially Andy".

Amanda's family can't see her live on the programme because they live in Germany. But games are obviously in the Townson family's blood. Her dad often stays up to the early hours trying to beat her sister's score on the Amiga game Captain Planet.

A confident girl, Amanda certainly doesn't agree with the opinion that boys are better at games than girls. "In the studio, we hold our own against the boys. I absolutely do not think that computer games are more for boys than girls", she said.

And Amanda also shows that you can enjoy computer games without getting hooked on them. When she's not playing her favourite game – Lemmings – she plays netball for Leeds Under 18s and for her school enjoys hockey and basketball and plays the piano.

"I think our slot on the programme is important because when kids are saving up their pocket money to buy a game, they should know what they are getting", she said.

SQUAD

121 UPDATE

She's the little girl with the big smile – and an undoubted favourite in the Bad Influence! studio. Kathly Poon goes to Westerton Primary School and at 11 years of age is one of the youngest reviewers.

"My teacher didn't want me to go in for the show because she says I'm always late for school", said Kathly. "But in the end she put my name down. I enjoy the programme and it doesn't really worry me if I don't get the lines right first time.

"It's fun. When we've played the games we say what we think about them and Susan writes it down for us. We can really say what we want, even if it's not good".

Kathly has plenty of games to play at home because her elder brother Alex has "just about every game there is". She also has two elder sisters, Alice and Alyssa.

"My favourite game is Mickey and Donald but I also like Street Fighter. I love shoot-'em-ups and beat-'em-ups", she added, "but I don't play games all the time. I also like reading and making up stories.

"Some people at school think I'm a show-off going on television, but my real friends don't. They think it's great. When I leave school I would like to be either an actor or a lawyer".

"When I went for my interview we played some games and then they asked me if I minded being shouted at", said 14-year-old Jean-Pierre Guillou. "But it was just a joke. In one show I had to do my slot all in one go. I didn't have a chance to get my breath back in like we normally do.".

Jean-Pierre is another pupil from Allerton Grange High. He has a Lynx, an Apple Mac for doing some of his schoolwork on and an Acorn Archimedes. His favourite game is the Archimedes version of Lemmings.

"My elder sister isn't keen on the fact that I get time off school to do the programme", said Jean-Pierre.

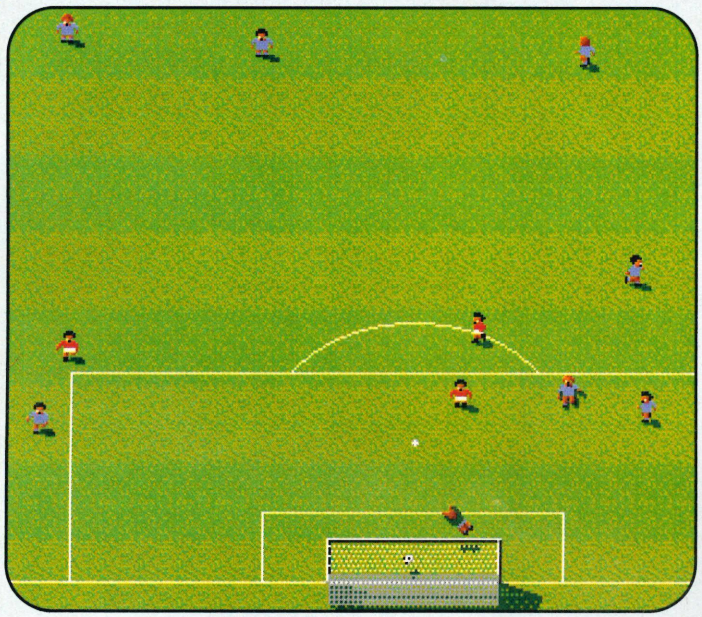
Overhearing the comment as Jean-Pierre was being interviewed in the YTV canteen, Andy Crane swallowed his chips and jumped in: "Take a bit longer over this interview and you won't have to go back to school at all today, then she'll be really mad".

The long and the short of it is that the young reviewers of Bad Influence! know what they're talking about. Over six feet tall, Adam Braimah is a keen basketball player with strong opinions on what makes a good game.

He wrote his first game when he was just 11 years old and wants to go into a career in computers.

Little Kathly Poon is a great TV performer who has a suprising liking for violent games

Compo!



HERE'S HOW...

Every console owner would give their eye teeth for a Neo Geo, without doubt the ultimate in home computer entertainment, providing arcade-quality graphics, sound and gameplay.

And with the aid of a memory card you can save your games, plug the card into a special machine in an arcade, and continue with your game!

Sadly, until now the Neo Geo has been out of the price range of most of the nation's games players. But yearn no longer – because if you enter this Bad Influence! Magazine competition you could receive one absolutely free!

In association with Sensible Software we have a Neo Geo to give away. And that's not all – the lucky winner will also receive the Art of Fighting' game so he – or she – can enjoy the wonders of the machine straight away!

Even if they don't collect the big prize 50 fortunate runners up will receive a highly fashionable BIG BALLS Sensible Soccer T-shirt.

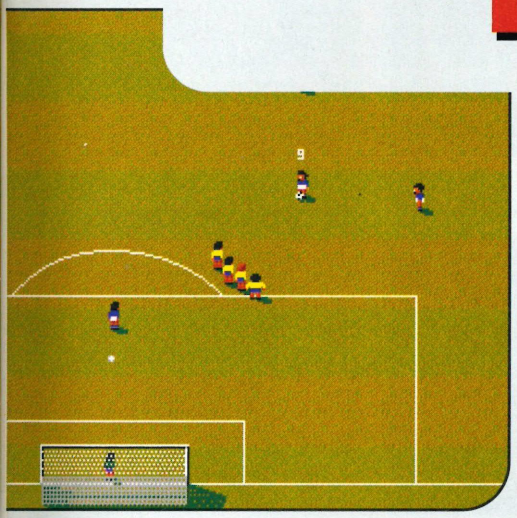
So fill in the entry coupon now and send it off to us by March 31st at:

Neo Geo Contest, Europa House, Adlington Park, Macclesfield SK10 4NP.

Remember to say whether you want a PAL or SCART Neo Geo if you win.

Sensible SOFTWARE

An arcade-quality Neo Geo could be yours!



123 CONTEST

WHAT YOU'LL WIN!

The Neo Geo is without a doubt the ultimate games machine available to the player outside of an arcade. Technically speaking it is far and away the most advanced machine on the market, and its varied range of arcade quality games make it a very sought after item.

THE NEO-GEO CONTEST

1) Which previous Sensible Software game featured a wizard sprout-like character? _____

2) How many copies of Sensible Soccer were sold in 1992?
(*The nearest answer collects the first prize*) _____

Name _____ **Age** _____

Address _____

_____

My computer/console is a _____

☐ *Tick this box if you don't wish to receive promotional material from other companies*

THE BOTTOM LINE

AMIGA - COMMODORE

Price: £299 (£499 with 20 MegaByte Hard Disk)
Includes: Computer, system software, mouse, TV leads, games software
Processor: 16 bit 68000
Graphics: High resolution, hardware scrolling
Colours: 4,096
Sound: 4 channel stereo
Cost of games: £10 - £30

SUMMARY:

A very fast, very powerful home computer at a fairly affordable price. Constant changes to the system hardware mean that incompatibility problems are rife. Huge existing software base with good support for the foreseeable future.

MEGADRIVE - SEGA

Price: £129.99
Includes: Console, 1 controller, TV leads, *Sonic the Hedgehog* game
Processor: 16 bit 68000
Graphics: Hardware scrolling
Colours: 512
Sound: 6 channel stereo
Cost of games: £30 - £50

SUMMARY:

Currently Britain's most popular console, but fairly low profile worldwide, the Mega Drive is a fine machine with a very big library of software. Overshadowed technically by the Super Nintendo system, but still the biggest seller this christmas.

SUPER NES - NINTENDO

Price: £159
Includes: Console, 2 controllers, TV leads, *Streetfighter II* game
Processor: Customised 6502 (very strange)
Graphics: High resolution, hardware scrolling
Colours: 32,000
Sound: 8 channel stereo, Dolby compatibility
Cost of games: £40 - £65

SUMMARY:

Powerful, spectacular video game console with a large library of stunning games and perhaps the rosiest future of any current piece of gaming hardware. Comes supplied with *Mario World,* one of the best games ever, or the incredible *Streetfighter II* beat 'em-up arcade game.

PC - VARIOUS

Price: £300 upwards (£1000 for a decent set-up)
Includes: Computer, mouse, hard drive, monitor
Processor: 286, 386, 486
Graphics: Hercules, EGA, VGA, Super VGA
Colours: from mono to millions
Sound: Extra hardware required
Cost of Games: £20 - £50

SUMMARY:

Depending on which combination of hardware you buy, a PC can be an extremely powerful games machine. There is very little software when it comes to fast arcade games, but it has the best flight sims and adventures available.

MASTER SYSTEM - SEGA

Price: £79.99
Includes: Console, 2 controllers, TV leads, *Sonic the Hedgehog* game
Processor: 8 bit Z80
Graphics: Hardware scrolling
Colours: 64
Sound: 3 channel mono
Cost of games: £15 - £30

SUMMARY:

A pretty nice little unit at a reasonable enough price. Huge catalogue of games available for it but the machine is starting to look very, very dated. Firm support from European software houses but unfortunately completely dead everywhere else.

When it comes to buying a computer games machine that satisfies your style, the choice can prove horrendous. We have therefore compiled an easy reference bench test so that you can locate the info you feel is important to video games and compare it over the whole range. We have also included other useful information so that if you enter a shop you feel confident about the games machine you desire.

NES - NINTENDO

Price: £79.99
Includes: Console, 2 controllers, TV leads, *Super Mario Bros* game
Processor: 8 bit 6502
Graphics: Hardware scrolling
Colours: 52
Sound: 4 channel mono
Cost of games: £20 - £45

SUMMARY:
A well supported and cheap machine, the NES has the largest library of cartridge software available, and some absolutely stunning games titles. Comes free with the classic *Super Mario Bros* game. However, now a bit overshadowed by its younger 16 bit brother.

NEO GEO - SNK

Price: £250
Includes: Console, 1 controller, TV leads
Processor: 16 bit 68000, 8 bit coprocessor
Graphics: Hardware scrolling and scaling
Colours: Millions!
Sound: 16 channel stereo
Cost of games: £90 - £150

SUMMARY:
Not really for your average player, the Neo Geo can be looked at as a very expensive console, or an incredibly cheap arcade machine. Diehard fans see it as the latter and byte for byte, it's actually much cheaper than the competition.

LYNX - ATARI HAND-HELD

Price £79.99
Includes: Console, Batman Returns game
Processor: 8 bit 6502
Graphics: Hardware scrolling and scaling
Colours: 4,096
Sound: 4 channel stereo
Cost of games: £20 - £30

SUMMARY:
An excellent handheld machine which boasts the most advanced technology in its field. Relatively succesful though and easily the best hand around held as far as graphics and sound are concerned. A machine which looked a bit shaky at one stage, but is now extremely popular.

GAME GEAR - SEGA HAND-HELD

Price: £79.99
Includes: Console, *Sonic the Hedgehog* game
Processor: 8 bit Z80
Graphics: Hardware scrolling
Colours: 64
Sound: 3 channel stereo
Cost of games: £20 - £30

SUMMARY:
A poorly specified machine with poor graphics and identical specs to its Master Sytem donor. A poor Liquid Crystal Display screen doesn't help and it has the greediest battery consumption of any hand held. It can run present Master System games, though.

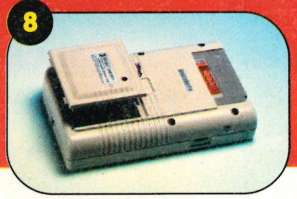
GAME BOY - NINTENDO HAND-HELD

Price: £69.99
Includes: Console, headphones, link leads and *Tetris* game
Processor: 8 bit 6502
Graphics: Hardware scrolling
Colours: 4 grey shades
Sound: 4 channel stereo
Cost of games: £20 - £30

SUMMARY:
Easily the best-selling hand held available and with good reason. Loads of high quality games around for it and clever graphics make up for absence of colour. Battery consumption is outstanding, with up to 35 hours from a single set of Duracells.

Joy

Choosing a video games machine is one thing but then you've got to seriously think of control methods. No longer is the joystick just an add-on for it has now received high status within the video games industry. This status is reflected in the multitude of colours and strange shapes joysticks are available in. Different games players prefer different joysticks and a good stick can enhance a game's appeal tenfold. There's something for everyone so no one is missed out. We've also included a few extras such as hand-held add-ons like sound boosters, screen magnifiers and special carry cases.



1 Power Adaptor - SpectraVideo
This handy little device allows you to run your Game Boy directly from the mains supply. It incorporates an extremely long and flexible lead that allows complete freedom of movement. Well worth the money if you use lots of batteries! 5 Stars.

2 Car Adaptor - SpectraVideo
If you do a lot of travelling in your Mum or Dad's car, this cute little number will transform your cigarette lighter into a portable source of gaming power. Just simply plug in to play! A great way to save batteries that's light and easy to carry. 4 Stars.

3 Sound Adaptor - SpectraVideo
Fed up with dodgy mono sound from your Game Boy? The Sound Adaptor increases the sound output from your Game Boy speakers. Connected by the earphone socket, it provides excellent stereo sound using only two "AA" batteries. 3 Stars.

4 Carry Case for Game Boy and Game Gear - SpectraVideo
An extra durable storage facility for your favourite hand-held. The lightweight padded protection has enough room to comfortably house six games and also includes a three-way carrying strap. Also has storage space for batteries and cables. 4 Stars.

5 Manta-Ray - SpectraVideo
An ergonomically sound joystick that fits snugly into the hand. Uses six microswitches that allow rapid response on any game. A solid steel shaft gives good durability and the package is completed with an auto-fire option. 4 Stars.

6 Sting-Ray - SpectraVideo
Different in design to the Manta-Ray as it gives you a long handle that can be held firmly in one hand, leaving the other palm free to direct. Uses only five microswitches and also has a steel shaft. Auto-fire is also included. 4 Stars.

7 Sigma-Ray - SpectraVideo
A table top joystick that uses six microswitches on a durable steel shaft. Has a rapid fire option and also houses two additional fire buttons on the base. Available for most home computers and console versions are also on the market. 3 Stars.

8 Battery Adaptor - SpectraVideo
Eradicates all your battery-related problems. A colour-coded rechargable battery pack that clips into your Game Boy's battery compartment. Gives you seven hours continuous play and only takes three hours to recharge. 4 Stars.

9 Delta-Ray - SpectraVideo
A table-top joystick that looks similar to the old Quickshot II turbo. Uses closed microswitches and also contains a two-speed auto-fire facility. Versions available soon for Nintendo, Sega Megadrive and IBM PC. 4 Stars.

10 Megastar - SpectraVideo
A transparent joystick that is also compatible with the Nintendo systems. An eight-way directional arcade-type control stick sits on the top and two fire buttons adorn the base. Comes with 5 stabilizing suction pads and auto-fire switch. 4 Stars.

11 Pro - SoectraVideo
For use with the Nintendo 8-bit systems. It uses 10 microswitches for control and has a variable auto-fire switch for speed and accuracy. A slow motion feature has also been included. 3 Stars.

12 Hyperstar - SpectraVideo
Quite possibly the most hideous joystick on show today is the Hyperstar. A steel shaft sits proudly on the top and six heavy duty microswitches provide the important controls. An auto-fire is also included in the package. 2 Stars.

13 Superboard - SpectraVideo
Supports eight and 16-bit Sega systems. Can be table mounted or hand-held by the base. Comes with 10 microswitches that enhance playability and also has a variable auto-fire (16-bit only). 4 Stars.

14 Handy Carry - SpectraVideo
The Handy Carry is a hard wearing protective case that can be used with your Game Boy. It includes a screen protector that reduces the chance of accidental damage and also gives you a sun visor for the summer. Comes with an adjustable carrying strap. 3 Stars.

15 Handy Sound - SpectraVideo
Can be used with the Game Boy to provide you with a storage space for your earphones. Plugs into the base of the "Boy" for quick and easy access. Comes with a set of earphones. 3 Stars.

sticks

16 Handy Boy - SpectraVideo
The ultimate in Game Boy accessories! Gives you extended stereo amplifiers and speakers, an adjustable magnifying lens, two seperate light sources and individual sound and light power buttons. Plus enlarged fire buttons and a joystick control. 5 Stars.

17 Foot Pedal - SpectraVideo
This pedal works with the joystick to provide the ultimate control system. It allows you to designate any three of the joysticks functions to the three pedals. Quite useful, especially for driving and sports games. 3 Stars.

18 Megastar Junior - SpectraVideo
A base-mounted or hand-held joystick that uses the popular and highly durable steel shaft. Directional controls are fully microswitched and an auto-fire option is standard. Also uses a slow motion feature that's handy for shoot'em-ups. 3 Stars.

19 Propad - SpectraVideo
A transparent joystick that is compatible with both Sega machines. An eight-way directional thumb pad is used for direction and three fire buttons give you the deciding edge. Additional left and right buttons, and start and select keys finish it off. 4 Stars.

20 Action Replay for Super Nes, Game Boy , NES - SpectraVideo
A cartridge that allows you to effectively alter your programs to your own benefits. Extra lives, ammunition and energy can be yours with a simple touch of a button. Also gives you the chance to find and make your own cheats using the "Game Trainer" option.

The Super NES cartridge also allows you to use American and Japanese games on your UK console so you can now play dozens of games that are already available. Excellent value for money. 5 Stars.

21 Free Wheel - SpectraVideo
The Free Wheel is basically a steering wheel for all your driving or flying games. Plugs directly into your computer and gives you the freedom of movement not usually provided by conventional joysticks. Good stuff! 4 Stars.

22 Competition Pro Mini - Sonmax
A smaller version of the Comp Pro 5000 that fits snuggly into your hand. Excellently responsive joystick that allows you to perform even the most delicate manoeuvres. 5 Stars.

23 Competition Pro Series II - Sonmax
Sega Megadrive control pad that includes turbo fire, slow motion, three fire buttons and an eight-way directional control pad. Deadly gaming that looks cool too! 4 Stars.

24 Turbo Touch 360 - Triax Control
Uses a control sensor pad that gives you easy and immediate control without the blisters! Three fire buttons, start and turbo buttons and a money back offer complete this Megadrive and Master System package. 4 Stars.

25 Competition Pro Star - Sonmax
Recognised as one of the best joysticks available. The Comp Pro range offer precise reactions and excellent reliability. Also includes rapid fire and slow motion. 5 Stars.

26 Power Play Crystal - Sonmax
A pretty average joystick that can be used on the Sega Master System. Incorporates a triple fire action for single, rapid and megaburst shooting. 3 Stars.

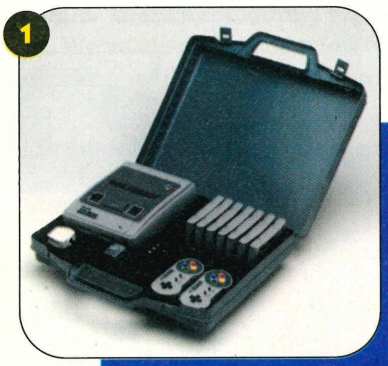
27 Turbo Touch 360 (Nintendo) - Triax Control
Similar to the Sega version only this gives you different fire buttons and also has start and select buttons. Colour-coded to your Nintendo system. 4 Stars.

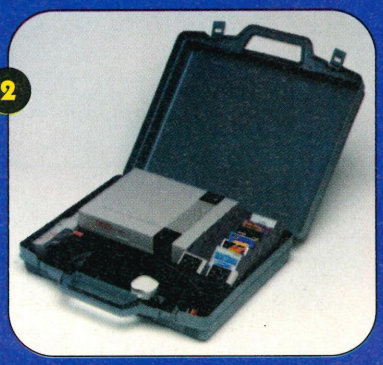
28 Konix Navigator - Konix
Compatible with virtually ever home computer, this popular joystick offers an unbreakable shaft and a strong fire button on the handle. Also includes an auto-fire option. 5 Stars.

29 Konix Speed King (Nintendo) - Konix
Definitely one of the most popular joysticks on the computer has finally made its way onto the Nintendo. Two fire buttons, start and select and even an auto-fire have been included. 5 Stars.

30 Zip Stick - Sonmax
An excellent joystick that provides reliability, strength and overall precision when playing your favourite game. Includes a triple fire option. 5 Stars.

Accesso





1 **Super NES Action Case.**
This official Nintendo product will ensure your box of tricks and eight of your favourite games remain perfectly safe when in transit. Moulded from some hard shatterproof plastic, it'll only set you back the nominal sum of £19.99

2 **NES Action Case.**
Never to be outdone, this ergonomically-sound carry case has enough space to hold everything you're ever likely to need to feed your gaming needs. It even has space for a zapper gun. To you, £19.99

3 **NES Cartridge Case.**
"Don't leave those cartridges around your bedroom!" Why have your mum shouting and bawling at you when for the price of £6.99 you'll be able to store up to 10 of those expensive cartridges in this case.

4 **Game Boy Carry Case**
Game Boys are used to the rough and tumble of being carted around from place to place, but they're still prone to accidents. So why not carry your palm pal and four of your favourite games in this neat carry case?

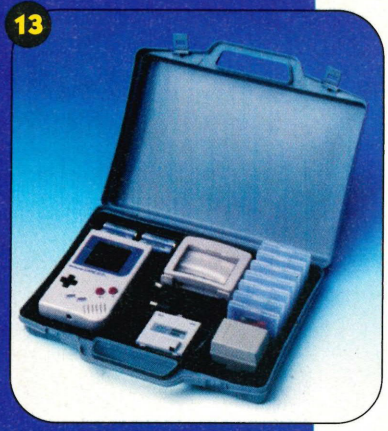
5 **Sega Mega Drive Action Case**
Going to a friends for the weekend? Then why not take your Mega Drive? As the last thing you want to do is damage it, why not buy a carry case. It's either that or pay for it to be fixed. Prevention certainly is better than a cure and it'll only cost you £19.99

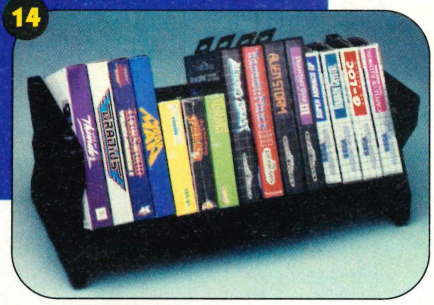
6 **Sega Master System Action Case**
There's no point in carrying your Master System around willy-nilly on the bus so you can show your mate your new Sonic 2 cart. You all know what could happen to it. You could drop your leads or, perish the thought, leave your console on the back seat. Get yourself a Sega Master System Action Case and all your transporting problems will be solved. All for £17.99. Nice one!

7 **Sega Game Gear Action Case**
So you think you're a Game Gear fan. I'll bet you've not got Sonic. What about a magnifier, eh! Well why not get the latest bit of kit, that's what we say. Yours for a mere £14.99.

ries

You've got the console, you've got the games. But what else can the real games freak buy with their well earned cash? Read on, and let Bad Influence! help you decide what your next purchase should be. Everything from carry cases to GameBoy screen lights and magnifiers are available so there should be no complaints when it comes to choosing the add-on that makes your life that little bit better.





8 Game Boy Mains Adaptor
Imagine it's raining, imagine its pouring, your batteries are flat, the corner shop is shut, the TV is broke. Its not so bad, help is at hand! How would you like to power your palm pleaser from any socket in this house? If so this adaptor is for you, you'll only be set back £9.99

9 Game Boy Power Pack
If you need that extra bit of power for a long journey then get the Power Pack. It'll give you 10 hours of continuous play from a single charge. RRP price of this plug in unit is a bargain at £14.99

10 Game Boy Power Pack Plus
This combines the best of both worlds as you get the Power Pack, as well as the Mains Adaptor for only £19.99

11 Game Boy Light Magnifier
Getting on the official Nintendo product tip, is the Light Magnifier. This unit will make your gameplay bigger and better. Less strain on the old eyes all round. The cost of this health-conscious add-on is just £16.99.

12 Sega Game Gear Magnifier
Why should Game Gear owners have to suffer from eye-strain when their Game Boy counterparts have no problems. Now it's all sorted out. The Game Gear screen will be magnified by 2.5, and all for only £14.99

13 Game Boy Super Action Case
Billed as the ultimate Game Boy accessory pack. Coming complete with a Light Magnifier, Power Pack and Mains Adaptor as well as storage for your Game Boy, 7 games, earphones, spare batteries and a link cable. It's not cheap at £39.99 but you do get a lot for your cash.

14 G-Rack
A nice little video games storage rack for you priced at just £9.99. This little baby will hold both Nintendo and Sega carts, so now you don't have to leave them thrown all over your bedroom.

All these goods can be obtained from LMP (Leda Media Products) of Stonemanson's House, 75 Railway St, Hertford, Hertfordshire, SG14 1RD. Telephone 0992 503133.

NOT ONE... NOT TWO... BUT THREE SEGA MEGADRIVES TO BE WON!

PICK UP THE PIECES – AND A TOP PRIZE!

The most popular console games machine has to be the Sega MegaDrive. Research shows that it is the most widely sought after unit on the market, and the vast array of software for it backs this fact up.

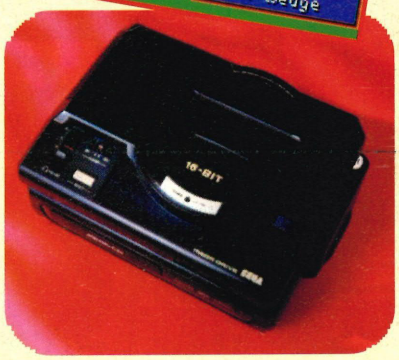
With such an incredible reputation, we at Bad Influence! Magazine and Electronic Arts have put our heads together and come up with a real fab competition. ***We're offering one MegaDrive each to the three lucky winners – plus a copy of PGA Tour Golf.***

While reviewing PGA Tour Golf on the MegaDrive – it's featured on Page 68 – one of our screen pictures fell to the floor and incredibly broke into several equal portions. Our poor old production editor tried desperately to fix it for hours, but to no avail.

So we're calling on you as expert games players to do the necessary. The challenge isn't an easy one and joining together the many broken parts may prove too much for you in the end. But we're sure you'll do your best!

So cut the pieces out and rearrange them in the correct order. You can photocopy your piccy if you don't want to cut up your precious issue of Bad Influence! Stick the pieces, in the correct order, on to card or paper – we don't want the bits spilling all over the floor again when we're trying to decide whether YOU are the winner!

ELECTRONIC ARTS™



WHAT YOU'LL WIN

The MegaDrive has rapidly become the most popular console games machine around, way ahead of the NES and Master System. There are absolutely hundreds of software titles available and the torrent of releases looks set to continue for quite some time. Whether it's simulation, platform, arcade or any other style of game you're after, look no further than the MegaDrive – and look no further than Bad Influence! Magazine.

Once you have assembled your piccy, fill out the coupon and send the whole shebang to:

Triple Bill Compo,
Europa House,
Adlington Park,
Macclesfield SK10 4NP

All entries should reach us no later than March 31.

TRIPLE BILL CONTEST

Name _____ **Age** _____

Address _____

_____

_____

My computer/console is _____

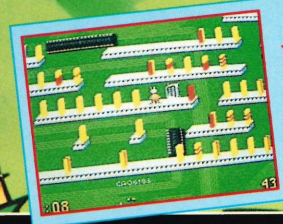
☐ *Tick this box if you do not wish to receive promotional material from other companies*

GET THE PUZZLE GAME OF THE YEAR NOW ON YOUR SUPER...

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

THE PRESS RAVES:

GAMESMASTER MAGAZINE:
"FANTASTICALLY PLAYABLE. YOU WILL NOT BE ABLE TO PUT IT DOWN."



AN EXCELLENT IDEA, BRILLIANTLY EXECUTED - 85%
GAMESMASTER MAGAZINE

G. I. Ant™ is a soldier ant. He's extremely clever, and highly trained in tactical manoeuvres. What's more he's extraordinarily strong and super smart! His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. **Very straightforward...NOT!**

You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of mind-teasing problems. Each level has a door to the next. To open the door, the "Trigger" domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Pretty easy...NOT!

Original Nintendo Seal of Quality™

ocean®

Ocean Software Limited 2 Castle Street Castlefield Manchester M3 4LZ

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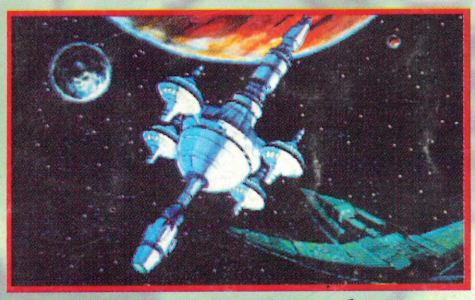
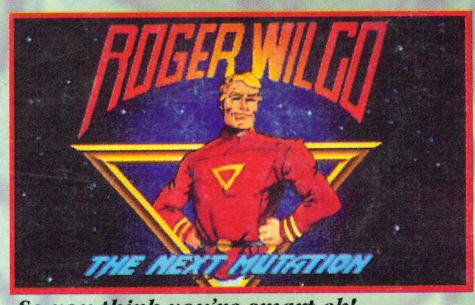
May the farce be with you in the 5th episode involving the most highly decorated caretaker in the Universe

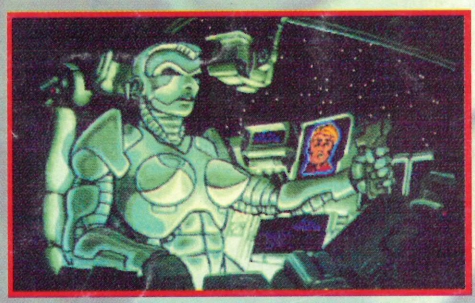
SPACE QUEST V
"THE NEXT MUTATION"



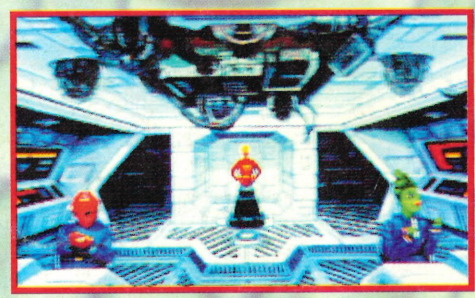
Mind-numbing animation and ear-splitting music



So you think you're smart eh!



Interact with some not-so-friendly aliens



Become the captain of your own destiny

Roger Wilco is back as a newly graduated captain!

Help Roger and his crew of misfits zip through the cosmos in pursuit of the space villain who is dumping bio hazardous waste on unsuspecting planets.

Watch as true 3-D images realistically sweep by whilst you're cleaning up the universe and making it a safe clean place to take the kids.

Also escort Roger as he meets the famed "Hologram Woman" from Space Quest IV and help our hero make the transition from Custodia to Casanova.

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