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GAMES MASTER

CD-[illegible] Jaguar! Sega! Nintendo! Amiga

Issue Eighteen June 1994

EXCLUSIVE

DRAGON

- The new breed of beat-em-up.
- First SNES and Mega Drive reviews inside.

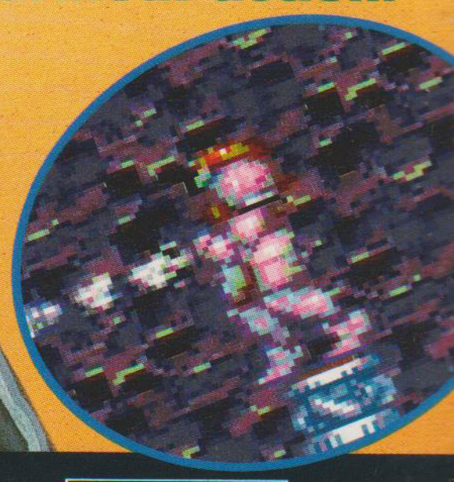
SNES SCOOP

SHOCK 32-BIT NEWS FROM INSIDE NINTENDO

RUSH TO PAGE 6 NOW!

SUPER METROID

Zeld[illegible] meets Probotecto[illegible] in top babe-in armour action.



MORTAL KOMBAT 2

Did you win our biggest ever compo?

Winners on page 24...

INSIDE – THE BIGGEST REVIEWS

PETE SAMPRAS TENNIS • KICK OFF 3
JUNGLE BOOK • ARCADE POOL
TOMCAT ALLEY • PAC ATTACK

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Future PUBLISHING

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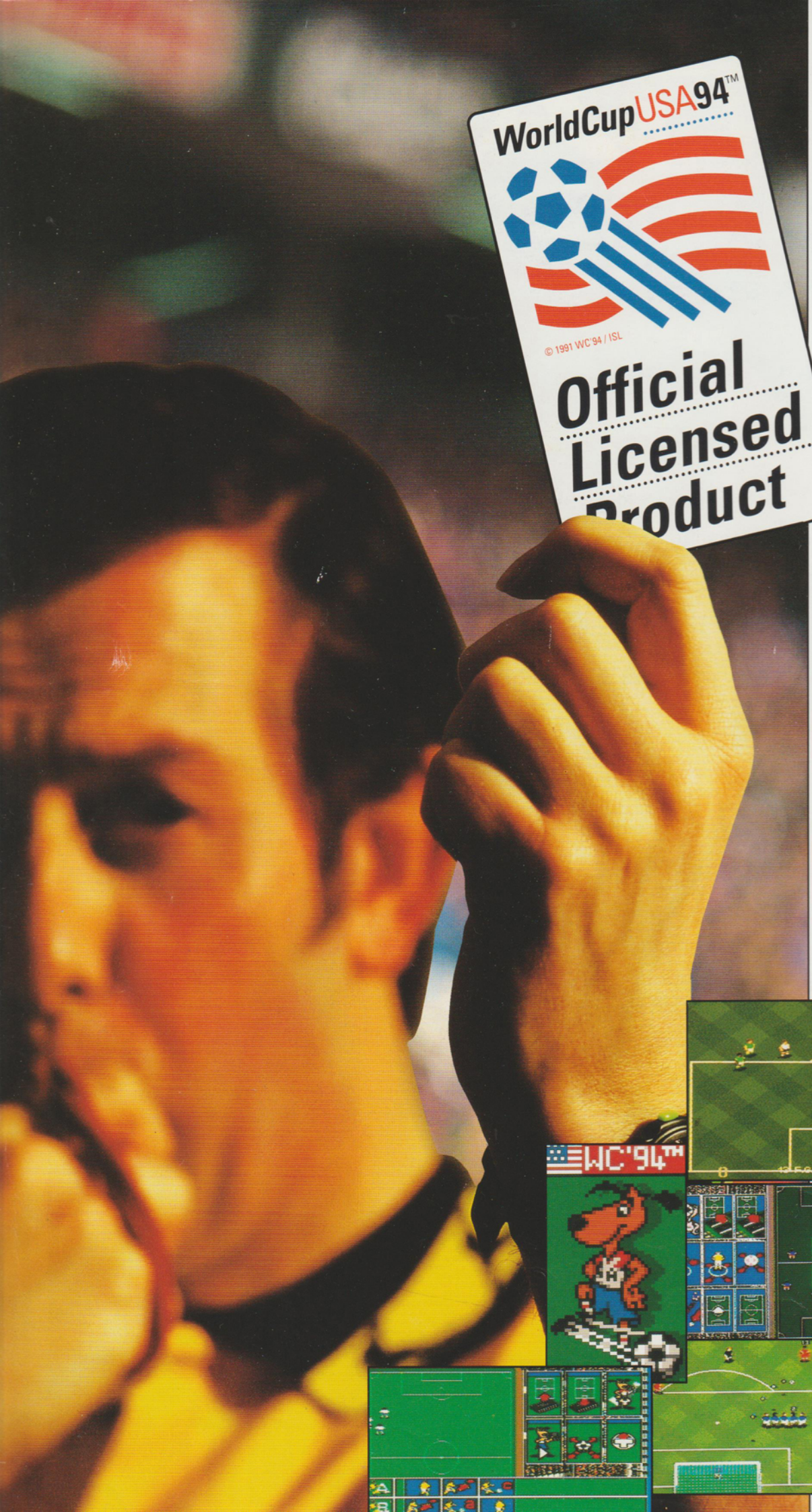

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***This is it*, the *one*,**

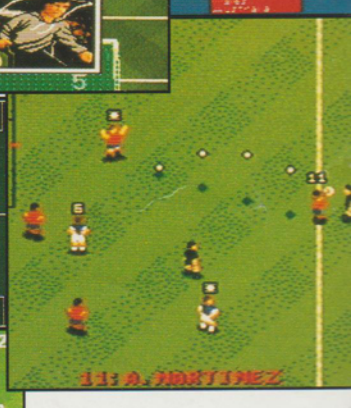
the *only* official

World Cup game an

the *only* one good

enough to carry the

official license



E ONLY ONE
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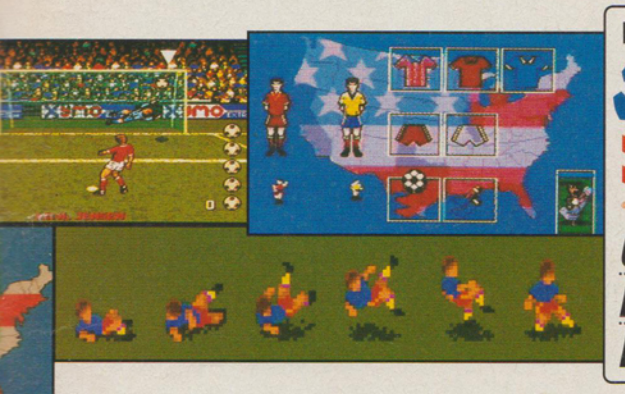
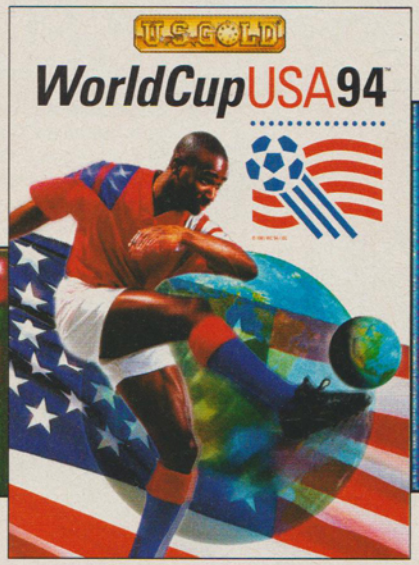
- SUPER NINTENDO
- GAME BOY
- AMIGA
- IBM PC
- CD-ROM



WorldCupUSA94™ Official Licensed Product



It's out on *June 3rd* and it's the *only one good enough* to be called

WorldCupUSA94™

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U.S. GOLD®

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ISSUE 18
JUNE 1994
STOP... ■

GAMES

GROUCHO MARX ydnA Ewol TOO-NICE DEPUTY EDITOR Tim Tucker LEWIS COLLINS Simon Barnes SLIGHTLY ANNOYING PRODUCTION EDITOR Simon Kirrane COFFIN-OWNING STAFF WRITER Les Ellis AD MANAGER Alison Morton NOT-AS-IMPORTANT AS ALISON MORTON, BUT STILL ON THE PHONE A LOT Louise Woods COME BACK! Tamara Ward LINO AND SCANNING, WHATEVER THAT MEANS Mark Glover, Chris Stocker, Jon Moore, Simon Windsor, Jason Titley SYSTEMS MANAGER WHO EVERYONE'S SCARED OF Avi Abadi BLOKE WHO FIXES THE MACS Christian Goddard BLOKE WHO TELLS US WHAT TO DO Colin Campbell BLOKE WHO TELLS US WHAT TO DO, BUT WHO IS ALSO TOLD WHAT TO DO BY COLIN Jim Douglas CIRCULATION DIRECTOR Sue Hartley PRODUCTION MANAGEMENT Judith Middleton ADMINISTRATION ASSISTANT Suzannah Angelo-Sparling PAPER CONTROLLER Fiona Deane SORRY, IT'S STOPPED BEING FUNNY NOW Hasn't It? PRODUCTION CONTROLLER Claire Thomas PRODUCTION CO-ORDINATOR WITH DEEP VOICE Melinda Warner AD DESIGN Claire Russell BLOKE WHO TELLS *EVERYONE* WHAT TO DO Greg Ingham CONTRIBUTING GEEZER Paul Weaver PHOTOGRAPHY Rob Scott and Ashton James ILLUSTRATOR AND TOP HELPING US OUT BLOKE Paul Kidby COLOUR ORIGINATION Saturn Repro PRINTING St. Ives DISTRIBUTION Future Publishing EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW TELEPHONE 0225 442244 FAX 0225 446019 SUBSCRIPTIONS TELEPHONE 0225 822511 CUSTOMER SERVICES Future Publishing Ltd. FREEPOST BS4900, Somerton, Somerset TA11 6BR TELEPHONE 0225 822510.
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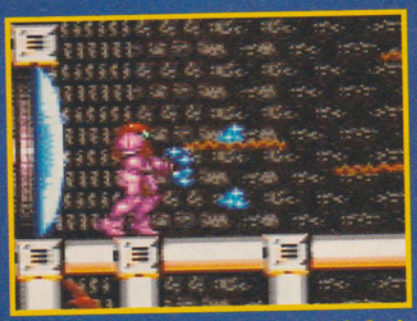
Other top mags from Future... Total!, Mega, Super Play, Amiga Power, Amiga Format, ST Format, Edge. And, particularly, Sega Power, which is a brilliant magazine which you should buy every month.

"Time to make a switch..."

REVIEWS KIOSK

36 We've got some extremely exciting games for all tastes this month. For instance, if you like Salmon and Cucumber sarnies, you'll love the *Jungle Book*. And if your palette leaps with joy at the prospect of Mexican Garlic Toast with a side order of Chilli, take a look on page 58. Excellent.



Fit girly in armour saves the world. And you can help her, in *Super Metroid*.

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73 A bit rubbish at games? Well don't admit it, just read our top tips.

Innocent Until Caught 74
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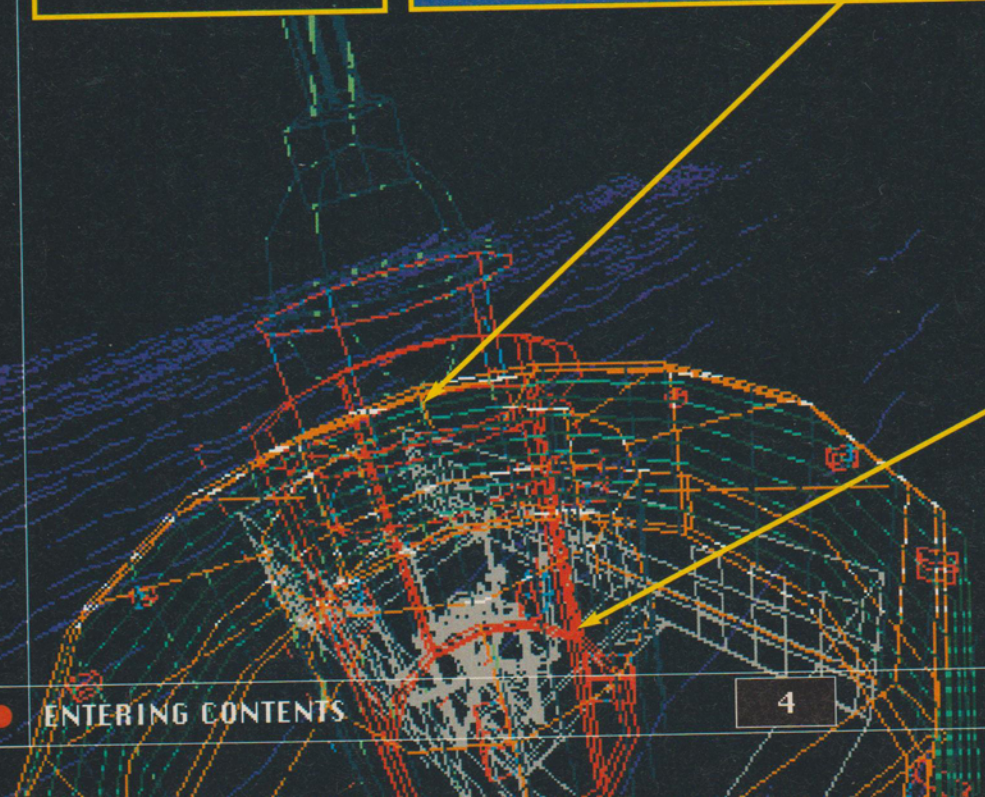
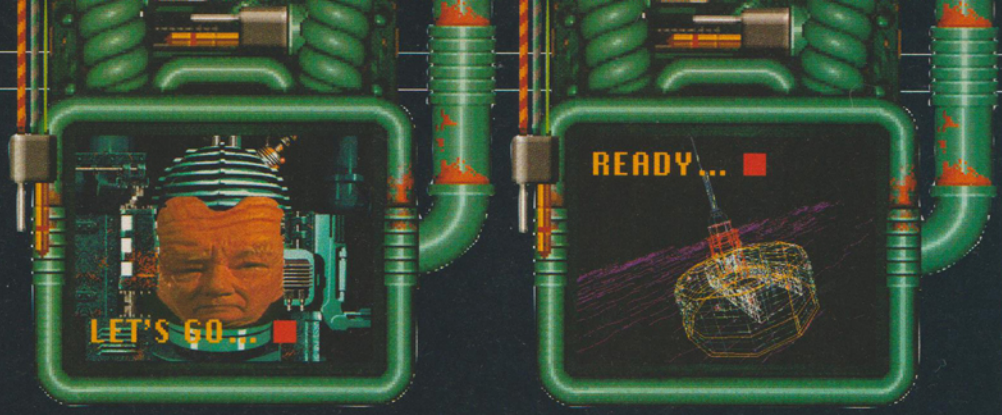
CONSOLETATION ZONE

91 We've replaced Will with a team of little happy elves who work round the clock to solve your gaming problems.





MASTER

Top, fist-in-face, wood-on-chin, high-pitched screaming action!

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Big news from inside Nintendo this month, and we're the only ones with the full story. Plus, future *Mortal Kombat*s will only be appearing on Nintendo consoles, and news on *Rise of the Robots*.

11 CHARTS
Not only have we got the best selling Mega Drive, SNES, Game Boy, Amiga, CD32 and 3DO games, we've also got a list of our top ten geezers. Because we can. And some recommended buys.

12 PROTOTYPES...
Or, in slightly less flowery language, 'previews'. That is – games what are not from out of being out, yet. (*What?* – Simon). Games that will be out soon... Like *Vortex, Bubsy 2, An Americal Tail, Tiny Toon Sports...*

22 JAGUAR
Soon to be appearing officially in this country, 'we take another look at' the games and prospects for this truly promising cat-like pun-inducing console.

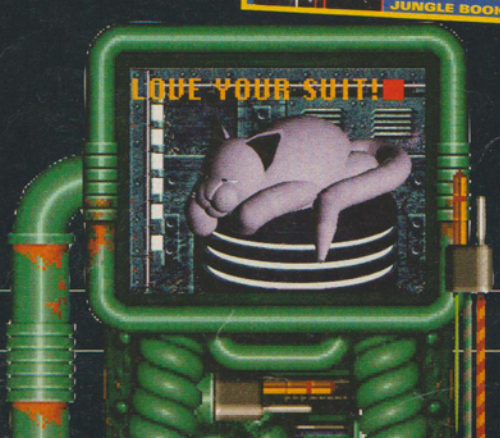
24 MK2 COIN-OP...
Quick turn to this page! You might have won it!! Quickly!!

26 MACHINESCAPE
Some arcade games. And some pinball tables. The latest ones, mind.

28 THE PRODIGY
The top techno geezers have a new album and single out. They've already had a number 2 single and everything, but are they any good at *Tempest 2000?*

38 DRAGON
It's – hey – it's a beat-em-up with a *difference*. It's on SNES and Mega Drive, and we've got the exclusive reviews. Of course...

48 SUPER METROID
Forget *Super Streetfighter 2*. This is the big Nintendo release of the year. Cross the *Zelda* hunt, solve and improve philosophy, with the icky alien-blasting of *Probotector*. It is – ahem, ahem – the best thing ever.



JAM!
No, honestly, folks, this summer, Streetball is 'it'. Be a part of it with our free guide.

NINTENDO ENTERS 32-BIT ARENA

News has been leaked of a new Nintendo 32-bit system, to be launched before the much-talked-about Project Reality.

WHAT DOES IT MEAN ?

Good question. (Thanks). Why have Sega and now Nintendo suddenly announced the launch of 32-bit upgrades to their existing consoles, when everyone had already got their sights set on Saturn and Project Reality? Well, you can beat us all soundly with a rose bush and call us Leonard if we're wrong, but we reckon that this is all in response to Sony's announcement of their new system, the PSX. If there's one company who can take Sega and Nintendo on at their own game it's Sony, and industry insiders are suggesting that their PSX system is powerful enough to send shivers down the spines of their established rivals.

In light of this, it seems possible that both Sega and Nintendo are going back to the drawing boards with the Saturn and Project Reality respectively.

The other possibility is that Sega and Nintendo have realised that the price of Saturn and Project Reality would be too high for existing console owners, who aren't quite ready for the multi-media revolution.

This revelation comes weeks after Sega announced the Mega 32 (codename Mars), to precede the release of their own Saturn.

Nintendo's new unit, known as Virtual Reality, will come as a hardware add-on which plugs straight into the SNES, giving it full 32-bit capabilities. Sound familiar? Yes that's right, this is exactly the same arrangement as Sega's new 32-bit add-on, as revealed last month in GamesMaster. It seems that Sega's stop-gap idea has rubbed off on Nintendo, whose Project Reality will not see the light of day for another year. Both companies are clearly intent on filling the space between the 16-bit systems and the full-powered multi-media capabilities of the Saturn and Project Reality.

At the moment there are no European third party developers signed up to produce games for the Virtual Reality add-on, so we can only assume that Nintendo are developing their own titles to launch the new machine.

32-BIT WARS

On the other hand Sega's 32-bit add-on is most likely to come bundled with *Virtua Fighter* and/or *Virtua Racing Deluxe*, which are bound to sell more than a few machines. Sega also announced that 30 titles are already in development for the Mega 32, including third party stars such as *Rise of the Robots* and *Batman Forever*.

Nintendo have yet to make an official announcement on Virtual Reality, so there may well be a whole host of equally exciting releases for the new machine. However, with developers only just getting glimpses of the hardware now, it will be a long time before any significant third party releases hit the market, and that could be too late for consumer confidence.

Another bizarre rumour has also circulated about yet another Nintendo console which uses a projection system rather than a television. Whether this is an abandoned project or yet another assault by Nintendo on the increasingly confusing console market is unclear. Meanwhile, Virtual Reality should be going on sale next January at a price of around £129, and the cartridges are expected to cost a recession-friendly £30.

MARIO IS THE MOST FAMOUS CHARACTER IN THE WORLD. OR IS IT SONIC? HMMM.

THE WORLD ACCORDING TO NINTENDO

Nintendo have a long and chequered history as a firm dedicated to providing home entertainment. The company started as a playing card manufacturer way back in the 19th century. In later years they moved into amusement machines, coin-ops (including the ground-breaking *Donkey Kong*) and eventually, a series of home consoles, starting off with the hugely popular NES.

NES

First released in Japan in 1983, this 8-bit home console set the standard for home formats.

GAMEBOY

The Gameboy, released in 1988, was the first cartridge-based portable. Probably.

SUPER NES

In 1989 the SNES hit the streets, and Nintendo moved into the 16-bit battleground. But where next?

NETWORK

Mortal Kombat 3 on Nintendo only

Nintendo have signed an exclusive deal with Williams, the company behind some of the most successful coin-ops of all time, including *Mortal Kombat* and *NBA Jam*. The deal, which starts when Acclaim's arrangement with the coin-op giant expires next March, means that home versions of future Williams games will be exclusive to Nintendo. So, if you fancy getting *Mortal Kombat 3* or *NBA Jam 2* for your home system, you'll have to stick with Nintendo. The deal also means that Williams will most likely be concentrating on using Nintendo's Project Reality technology for their arcade games. It's already been confirmed that they will be distributing *Killer Instinct*, the first Project Reality arcade game, which is being developed by Rare (as announced last month in GamesMaster). Expect a wave of Project Reality arcade games from Williams, followed by home versions on the Project Reality console system next year.

Also, Nintendo look likely to relax their anti-violence stance. The games they'll be producing with Williams, along with the introduction of age-ratings for games in America, means that Nintendo will have to re-evaluate their guidelines.

Nintendo steal the *Mortal Kombat* show.

ROBOTS RISING

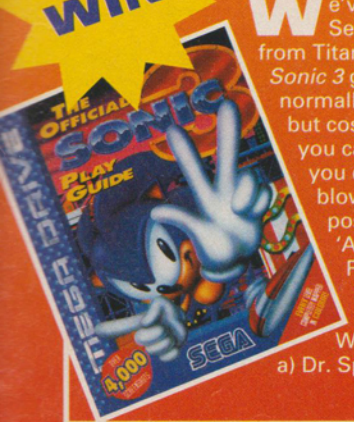
The bad news is that the release of the awesome looking beat-em-up that everyone's been waiting for, Rise of the Robots, has been put back to October. The good news is that Mirage, the game's publisher, have teamed up with none other than Time Warner Interactive, and the two combined are promising the biggest game release ever, across no less than 12 different formats. So far confirmed are versions for PC, PC CD-ROM, Amiga 600, Amiga 1200, Amiga CD32, Mega Drive, Mega CD and Game Gear. Versions are also expected to be announced for Master System (eh?), 3DO, CD-i, and Mega Drive 32.

Also look out for a coin-op version in your local arcades around the same time. The world's going robot crazy!

This character will be appearing across more formats, simultaneously, than any other video charcter... ever.

SONIC BUSTED

WIN



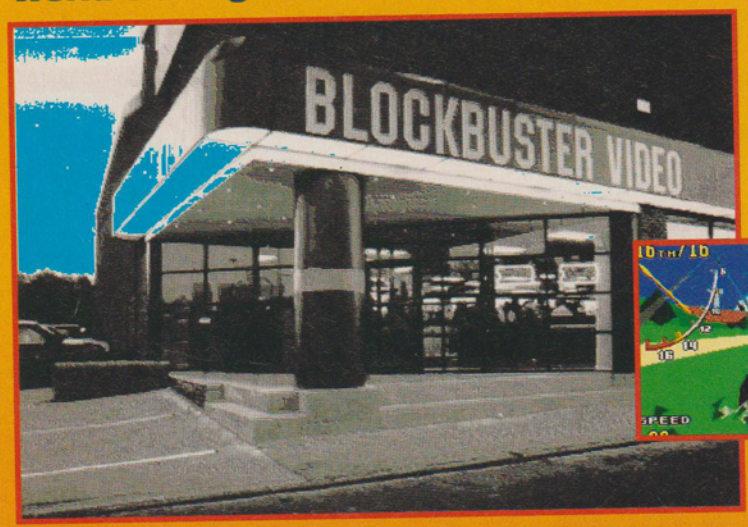
We've got 12 copies of the Official Sega Mega Drive Sonic 3 Play Guide from Titan Books to give away. This time *Sonic 3* gets the treatment. It would normally cost you £7.99 in bookshops but cos you're our mates and everything you can have one for nothing. Well, 12 of you can, if you win. Just answer this mind-blowingly difficult question and pop it on a postcard along with your details to I'LL 'AVE YA SONIC, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.

What's the name of Sonic's arch enemy? a) Dr. Spock? b) Dr. Who? c) Dr. Robotnik?

NETW

IS THIS SOME KIND OF BUST?

Next time you pop down to your local Blockbuster video shop, peruse through the thriller section, have a chuckle as you carefully select a comedy to watch and... oh yeah! Don't forget to become the world video game champion.



Say what? Yep that's right, Blockbuster video are running the World Games Championships this year. All you have to do is pop along to your local BB and sign up between June 3rd and July 3rd, they'll give you all the info you need. The actual competitions will be held between July 2nd and 17th. The winners of these go on to a national tournament and the lucky winner of this goes on to take part in the world final in Florida, USA.

Just so you can get practising here are the games that the title will be decided on. For the SNES you will have to master the awesome *NBA Jam*, *TMNT Tournament Fighters* and *Clay Fighter* (watch the hair man) while on the Mega Drive you will need to be hot at *NBA Jam*, *Sonic 3* and *Virtua Racing*.

You stand a chance because we won't be taking part in the tournament.

Look, on the left. It's that ferris wheel... again.

Look, on the left. It's that Dr Robotnik, in an evil vehicle.

I'D JUST LIKE TO THANK

The recent ECTS (a trade show where everyone sits at the bar and talks about how great they are) was turned into something resembling the Oscars with some top awards being presented. Here's a brief list of who won what.

Best Handheld Game	Zelda IV
Best CD Game	Rebel Assault
Game Innovation Award	Id Software (Doom)
Most Original Game	Syndicate
Developer of the Year	Lucas Arts
Best Hardware	Jaguar
Computer Game of the Year	Doom
Video Game of the Year	Aladdin
Overall Game of the Year	Doom
Publisher of the Year	Virgin

Load 'em, lock 'em and... head on out.

Sega up the creek without a paddle

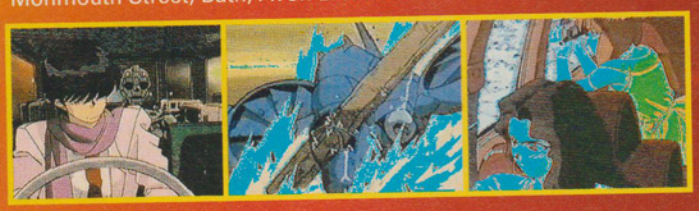
Sega's success story came crashing down around their ears last years if their latest figures are anything to go by. Sega Europe lost £100 million last year. Half of this was due to the exchange rates between Japan and the UK (remember Sega Europe have to buy their stock from Japan).

They have also sold less machines than they anticipated. Also Sega have cancelled those Pirate TV ads (thank god) and cut down on the amount of advertising they do. Things looking up then boys?

GIRLS IN CATSUITS

WIN

Now's the chance for you to win a copy of one of those strange Japanese cartoons that are all the rage at the moment. This time it's Catgirl nuku- nuku from Crusader Video, featuring the adventures of the Catgirl (*no, really?* – Tim). It's rated a PG which means you can watch it if your parents let you, but although there may be no real violence in it, it's still a bit good. We also have five T-shirts up for grabs. All you have to do to win is answer the question below and send it in to CATSUIT OFFER, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL. Good luck.



ORK

MAX POWER

Take a look at your tape collection (or CD if you're a bit on the flash side). It's looking a bit dull isn't it? How about a copy of Dance to the Max 2 to liven it up a bit. At the very least it'll be great for annoying your neighbours. We've got 100 copies of it on tape to give away courtesy of those luverly peeps at Virgin. Here's how to stand a chance of winning one.

1. Read this (congratulations, you're nearly there).
2. Decide whether you actually want this.
3. If you do then take a look at the question down there.
4. Answer it, to the best of your abilities.
5. Write the answer down on a postcard along with your name and address.
6. Stick this address on the other side – I CAN'T DANCE, **GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.**
7. Put a stamp on it and put it in the postbox.
8. Sit back and wait to see whether you win.

Which rave/dance band are featured playing *Tempest 2000* in this issue?

a) Showaddywaddy? b) The Prodigy? c) Bucks Fizz?

SEXY CD

Philips have announced that they will be launching a new look CD-i machine at the next American CES. The new machine will have a new sexy design (as opposed to the square box of the current models) to make it appeal to the image conscious console owner. Alongside this new model, Philips will also be announcing a new price point for their machine. Hopefully bringing it into line with the competition.

This new model and new price announcement comes at a time when the official launch of the 3DO in this country has been delayed yet again.

Batman Forever

Holy Batsequels. Hollywood is revving up for the big movie of 95, the return of the caped crusader in his third adventure. Batman Forever will be directed by Joel Schumacher (from out of the Lost Boys, Falling Down and some other stuff) and will star Michael Keaton and, an as yet unnamed, Robin. Former batdirector Tim Burton (from out of Batman 1 and 2 and some other weird stuff) has had a fall out with the big batbosses apparently. Anyway, licensees extraordinaire Acclaim have already snapped up the rights to produce the video game of the film, which as you can imagine will hit, just about every format in existence at the time. They will be using Sega's Titan technology to produce a coin-op version first, and then translating that down to all home formats. Sega are lining up their own versions to appear on their Saturn and 32-Bit Mega Drive add on, but Acclaim will deal with everything else. Unfortunately, you'll have to wait until some time in 1995 to get your hands on it.

15

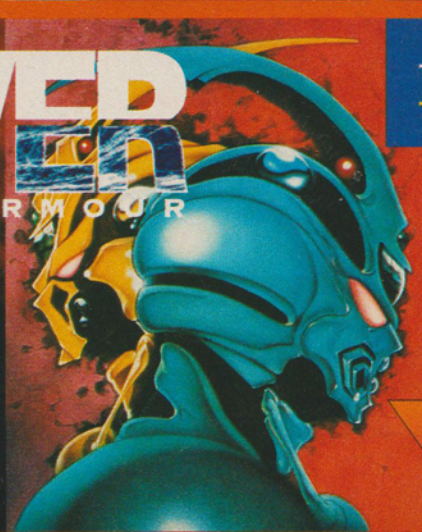
THE GUYVER

BIO-BOOSTER ARMOUR

THE ULTIMATE WEAPON

THE UK'S FIRST MONTHLY VIDEO-COMIC

EACH WITH A FREE "HELLKATT" COMIC-STRIP by Tony Luke & Alan Grant



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CHARTS

THE OFFICIAL VIDEOGAMES CHARTS COMPILED BY VIRGIN RETAIL (BASED ON APRIL SALES)

SNES

1. Sensible Soccer — SONY IMAGESOFT
2. NBA Jam — ACCLAIM
3. Super Empire Strikes Back — JVC
4. Mario All Stars — NINTENDO
5. Super Bomberman — SONY IMAGESOFT
6. Jurassic Park — OCEAN
7. Zool — GREMLIN
8. ClayFighter — INTERPLAY
9. Rock 'N' Roll Racing — INTERPLAY
10. Crash Dummies — ACCLAIM

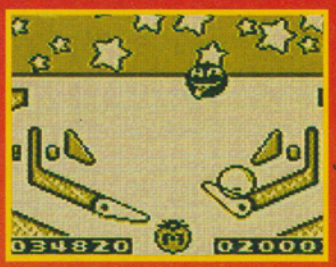
MEGA DRIVE

1. PGA European — ELECTRONIC ARTS
2. NBA Jam — ACCLAIM
3. FIFA Soccer — ELECTRONIC ARTS
4. Sonic 3 — SEGA
5. Sensible Soccer — SONY
6. Jurassic Park — SEGA
7. Castlevania — KONAMI
8. Skitchin' — ELECTRONIC ARTS
9. Charles Barkley — ACCOLADE
10. Zombies — KONAMI

AMIGA

1. Beneath A Steel Sky — VIRGIN
2. Man Utd Prem Champs — KRISALIS
3. Championship Manager Comp — US GOLD
4. Heimdall 2 — CORE DESIGN
5. Elite 2 — GAMETEK
6. Cannon Fodder — VIRGIN
7. Captive 2 — MINDSCAPE
8. Settlers — BLUEBYTE
9. Sim City Deluxe — MAXIS
10. Championship Manager Italia — US GOLD

GAME BOY



1. Kirby's Pinball — NINTENDO
2. Zelda - Link's Awakening — NINTENDO
3. Kirby's Dreamland — NINTENDO
4. Mario Land 2 — NINTENDO
5. Konami Golf — KONAMI
6. Tiny Toons Adventures — KONAMI
7. Mario Land — NINTENDO
8. Nigel Mansell — NINTENDO
9. Zool — GREMLIN
10. F1 Pole Position — UBISOFT

CD-32

1. Microcosm — PSYGNOSIS
2. Liberation — MINDSCAPE
3. Nick Faldo's Golf — GRANDSLAM
4. Chaos Engine — RENEGADE
5. Project X — TEAM 17
6. Alien Breed Spec/Qwak — TEAM 17
7. Zool — GREMLIN
8. Sensible Soccer — RENEGADE
9. Seek and Destroy — MINDSCAPE
10. Summer Olympix — FLAIR

NEO GEO

1. Samurai Shodown — SNK
2. Art of Fighting 2 — SNK
3. Fatal Fury Special — SNK
4. Sidekicks Soccer — SNK
5. World Heroes 2 — SNK

BUY THIS GAME!

1. Super Metroid — SNES
2. Dragon — SNES
3. Tempest 2000 — JAGUAR
4. Tempest 2000 — JAGUAR
5. Tempest 2000 — JAGUAR

3DO

1. John Madden — ELECTRONIC ARTS
2. Total Eclipse — DYNAMIX
3. The Horde — DYNAMIX
4. Escape from Monster Manor — ELECTRONIC ARTS
5. Stellar 7 — DYNAMIX
6. Mad Dog McCree — ALG
7. Twisted — ELECTRONIC ARTS
8. Pebble Beach — PANASONIC
9. Sewer Shark — DIGITAL PICTURES
10. Night Trap — DIGITAL PICTURES

TOP TEN GEEZERS

1. Robert De Niro — ACTOR
2. Harvey Keitel — ACTOR
3. Woody Allen — TOP HILARIOUS FILM BLOKE
4. Denis Leary — TOP COMIC
5. Richard E Grant — ACTOR
6. Homer Simpson — PARTY GUY
7. Joe Pesci — ACTOR
8. Christopher Walken — ACTOR
9. Dennis Potter — WRITER
10. Al Pacino — ACTOR

PROTOTYPES

Morrrnin', old Bill the security guard 'ere. Arr, that it be. I've been sneaking 'round this GamesMazter office late at night when those young ladz 'ave gone up t'pub and I've found a load of games that they didn't review. Those young scallywags 'ave been 'iding them from you. If they ain't reviewed them then I'll tell you a bit about them.

This looks more like a scene from an episode of Dr Who.

Turn into an amazing racing car, fly round corners at...

...speed and incur robot death in the form of a wall.

VORTEX

FROM - ELECTRO BRAIN
FOR -SNES

PRICE - £50 (approx)
AVAILABLE - TBA

The FX chip, a system barely alive. Electrobrain have the capability to make the world's first original FX game. Which, when you think that there's only one at the moment isn't that difficult. We have been waiting for a long time for the follow up to *StarFox*, in fact, it was in development long before Fox McCloud and his pals even dared show themselves on your SNES. You're in control of this top tough robot-type dude who has to travel through different worlds looking for some sort of artificial intelligence unit, but let's let ElectroBrain tell you more.

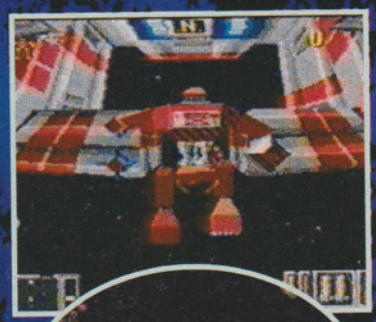
F/X 2 THE ART OF ILLUSION

"All the code for the game is now done, we're just testing it. We're trying to balance the shooting and dexterity elements at the moment. The split is currently 60/40 in favour of shooting. You start off with basic weapons and build them up as you go along.

It's an original game and was meant to be a development on *StarFox*. This is more of a free-roaming game. You've got a world you can go anywhere in.

You have decisions to make for yourself like, what form you transform into. It's supposed to make you stop and think.

There are some bits where it's more of a shoot-em-up but generally there are more decisions to make than that."

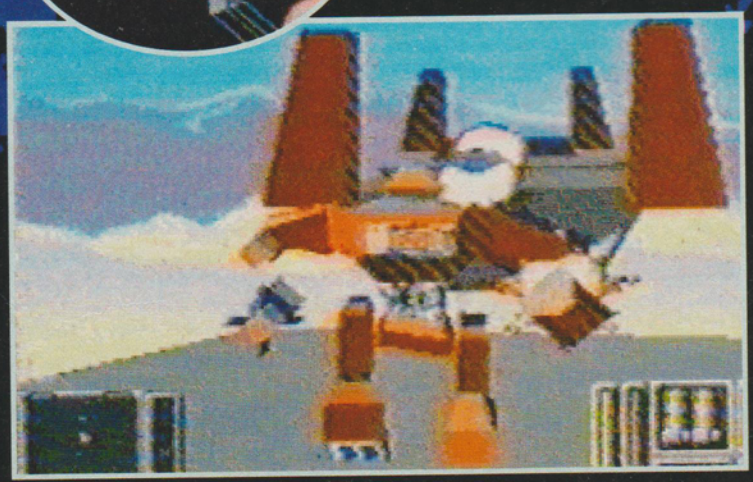


Above: This is one of those totally rock 'ard Japanese fighting robots. Climb aboard and pop down the shops. Just like in Robot Jox and all those other weird sci-fi films.

ROCK 'ARD

So what we have then folks, is the thinking man's *StarFox*. A combination of total 3D blast-fest and collect-em-up style puzzle action. A lot of people complained about how easy *StarFox* was, and how little there was to it.

Well, quit your bitching, people, because this should be the game to put all that to rights. It will, with a little luck, be the answer to all your dreams. We'll know a lot more when we review this in the next issue, providing it's ready by then of course. Meanwhile try to contain your excitement, or you'll end up bursting... or something.



This guy is some kind of a robotic Mike Tyson, except he's not in jail and he probably wouldn't take as long to beat Bruno.

And he turns into a sort of robotic Nigel Mansell.

All the screen shots on this page are from the SNES game.

A lovely pastel world of blue mini-bunnies and smiling yellow aeroplanes. It's all fluffy and lovely.

This little game requires you to fly along picking up balloons.

KONAMI

FROM - KONAMI
FOR - MEGA DRIVE/SNES
PRICE - TBA
AVAILABLE - OCTOBER

When Konami announce a new game, you have to sit up and take notice. Especially when it's being programmed by the whizzkids responsible for *Tiny Toon Adventures*, *Pop 'n' Twinbee* and *Goemon 2*. Their latest projects are Mega Drive and SNES follow-ups to the Tiny Toons games, and once again, entirely different games are being developed for each system. The programmers (who have to remain nameless, for reasons that aren't particularly clear) told GamesMaster, "We decided to develop different style Tiny Toons games because the hardware specifications and personalities of both machines are so different."

But in case you were cynically expecting another platformer or two, think again. This time, Buster, Babs and company are involved in altogether more sporting activities. The SNES version consists of an Olympics-style competition involving ten events. You control Buster Bunny, Babs Bunny, Dizzy Devil or Plucky Duck, and all the other Toons make cameo appearances throughout the game. On the Mega Drive, you control the Toons in crazy games of basketball and soccer, and there's also a story mode which offers a number of sporty sub games.

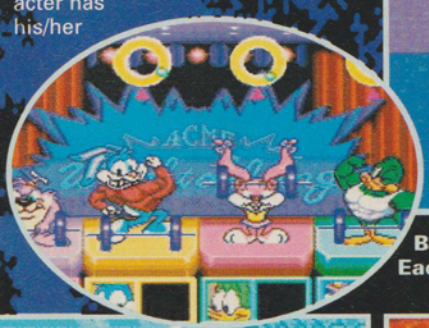
SPECIAL MOVES

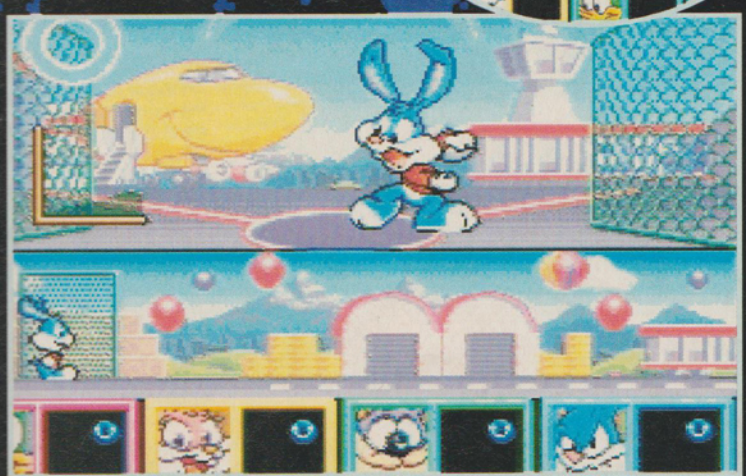
So what made you bizarrely mysterious guys take the wise step of creating sports games this time, instead of going for the less risky platform alternative? "As you know, Tiny Toons cartoons are full of humour and each character has a very strong personality. It would have been easy to make another platform game, but we wanted to let the Tiny Toons do other actions to express their personalities."

The Mega Drive version looks great fun, but what will it have to offer that existing soccer and basketball games don't? "Well, the cute characters make a big difference of course, but there's also the special attacks. Each Toon character has his/her own techniques and desperation shots, such as Buster's super Ear Dunk in the basketball game. There are 46 special moves in all, which we believe adds a lot to gameplay."

One last question – these seem geared towards young-players. Do you think that older gamers will like them? "The games are developed for youngsters, but we are sure that they will be interesting for older sports fans, because the difficulty is adjustable and the visuals are so great." Well we're certainly looking forward to getting the finished games this year, and you can't call us immature. Always.

Buster Bunny has floppy enough ears to aid him in flight. Each character has specific benefits in certain sports.





The most important thing is not the winning. It's the taking part and laughing cutely that really makes the sport.

Small under-aged cartoon characters throw things at passing targets and everything. More fun than it looks, actually.

What are you, a man or a mouse? Er, well actually I'm a bit of a mouse.

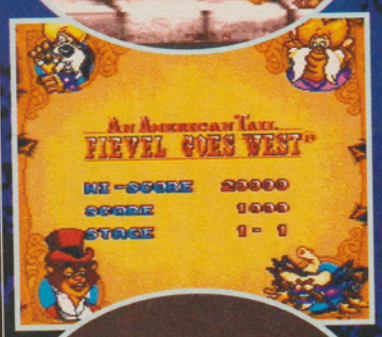
Have you seen that episode of Itchy and Scarchy when Itchy runs over the cat...

... with a new...

...combine harvester? Top stuff! Or maybe the one where he ...

AMERICAN TAIL

FROM - VIRGIN/HUDSONSOFT
FOR - SNES
PRICE - TBA
AVAILABLE - AUGUST



When you hear of a Spielberg project being converted to a game, you expect to see something a bit special. Maybe huge dinosaurs roaming through jungles, or even cute aliens trying to phone home. Sound about right? Try this out. A cute little mouse who has recently moved from Russia to America is trying to save his family from a burger-making cat. Yep – cats enjoy the refreshing, synthesised tang of burgers, too. Unless of course, they're near our local Macdonalds. The cats I see there are definitely not the healthy burger chomping type. Someone should change their diet.

Unfortunately, you don't have to worry about huge, Silicon Graphically created mice stomping across your cinema screens. This is based on a Spielberg cartoon released a few years ago. While it's unlikely to rank as one of the best features ever made, the kids loved it at the time, and so it must have made Stevie's bank manager an even happier man.

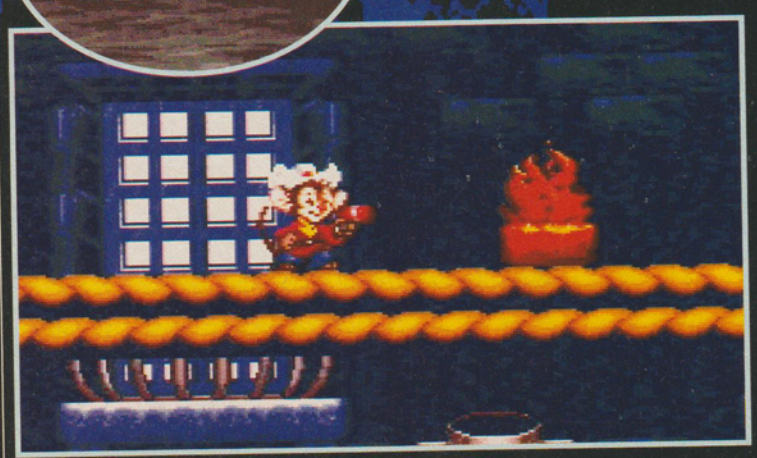
ITCHY, NOT SCRATCHY

According to top T-1000 (from out of T2) lookalike Doug Johns at Virgin, "It's a ridiculously cute platform game that follows the plot of the film really closely. And I should know, I had to sit through the damn thing to make sure. There's this mouse called Fievel Mousekewitz – hey, I didn't make the name up, okay? Fievel's goal is to save his family and all the other mice from certain death. There are loads of features that put this ahead of other cutsie platformers. Like the well-structured learning curve, and there are always fresh things to do on new levels."

The SNES needs another platform game like Tim needs another haircut, so, any new platformer will have to be a bit special for its head to stick up over the rest of the crowd. Next issue, we'll see whether *American Tail* is a man or mouse of a game (*what is he going on about?* – Simon).

MOUSE TRAP

Until then, just sit back and wait with bated breath, for the game's review in this wonderful tome. When we will tell you straight, whether this is a lush 'must have' or a bit duff really. You see, we at GamesMaster... (*er, are you just trying to fill up space here, or what?* – Tim). *American Tail* looks good, not a bandana in sight. Fievel may not be up with the Bruce Lees of this world, but as far as cartoons go he's top dog, er mouse, with the exception of Itchy.



...makes him fall down a well and then shoots his soul as it goes to heaven. How we laughed. Oh yeah, here's Fievel.

There are dogs and cats in it as well. None as good as Itchy.

Tim here - Excuse Les's ramble. Now the best episode...

WE LOADED THIS GAME UP, AND ALL THOUGHT THAT FIEVAL MIGHT JUST WALK ON AND SAY "WEST", THEN WALK OFF THE SCREEN. THAT'D BE FUNNY, WE THOUGHT.

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GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

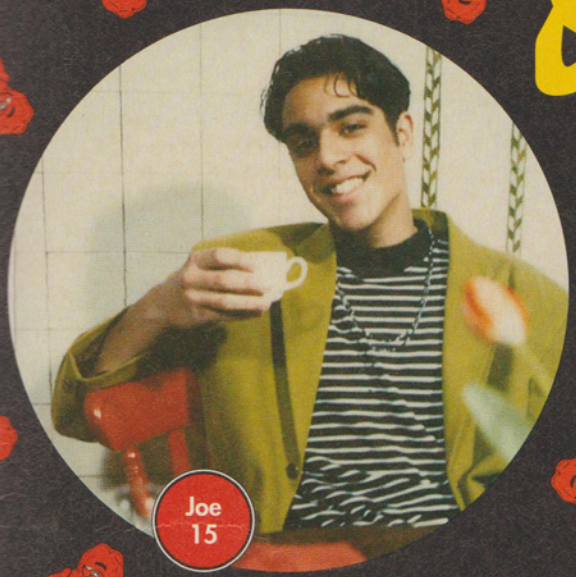
got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.

Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.



Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

Can you handle it? Opening a Livecash account will bring you many things. Free gifts, competitions. Big money off Sega, Nintendo and Amiga. But it can also bring out the worst in you. You have been warned. Find out more by sending the coupon to Midland Bank plc, FREEPOST, Customer Information, Silver Street Head, Sheffield S1 1AY, or by asking at your nearest Midland branch, or by calling us on 0345 180 180. Lines are open 8 am – 8 pm, Monday to Friday. All calls charged at local rates. Livecash is available to 11 – 18 year olds.

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Is it possible that Bubsy has started his own religious cult?

In the future there will be no consoles – just glowing orbs.

Isn't it funny when cats get caught in washing machines?

I didn't mean that about cats. We're not Beavis and Butthead.

BUBSY 2

No look, we didn't mean it about the cat. We'd never dream of hurting them.

FROM - US GOLD
FOR - MEGA DRIVE

PRICE - TBA
AVAILABLE - SEPT/OCT

There are not many game characters who go on to make it in the daunting world of multi-media, but Bubsy is certainly one of them. A successful cartoon show on Halloween night last year kicked Bubsy into the big time, with a series surely to follow. It's not surprising when you consider that Bubsy has such a well-rounded personality, and well, bobcat-like approach to life. It seemed almost inevitable that he'd rise so quickly to the top. And hey, what better way to capitalise on this success than to get himself involved in another one of his famous adventures. Sure enough, here it comes – his second game on the consoles, *Bubsy 2: Lost in the Amazatorium*.

AMA-WHA'?

The bizarre plot involves the invention of the Amazatorium by the disgusting Oinker P Samm (a pig, natch), and his sinister sidekick Virgil Reality. This fiendish device is supposed to present punters with the ultimate amusement park, where the wonders of the world can be experienced through simulated reality. However, ensuing events in the real world, such as the disappearance of ancient Egyptian artifacts and the sudden dis-invention of manned flight, leads to a horrifying conclusion – the Amazatorium is actually stealing reality itself!

Bubsy has to enter the Amazatorium to rescue his nephew and niece (two miniature Bubsy twins), and indeed reality itself. There are five different worlds to explore – Fairy Tale Castle, Egyptian Tomb, Biplane Barnstorming, Musical Madness and Pirate Swash and Buckling. You get 15 levels, plus three mini-games; Frogapult, Bobcat Bungeejump and Armadillo Pachinko.

Bubsy 2 features a 2-player mode, in which player 2 takes the part of one of the Bubsy

Bay Toven, who obviously has some musical background.

Ape Scott. Dunno what's going on with this simian geez.

He's a bit of a duck and he's in uniform – it's Captain Cluck.

Bubs Rogers, which looks sneakily like Bubsy in disguise.

BUBSY IS A BOBCAT, BUSBY USED TO HELP BRITISH TELECOM 'BE' SUCCESSFUL.

Anyone who wears an exclamation mark on his chest...

...Is asking for trouble. And Bubsy is no exception. Now if he had a question mark, that would be more friendly.

And here are the Bubsy Twins. They are annoying.

twins, either competitively or co-operatively, and there are all sorts of usable objects to interact with along the way. Like the wonderful sounding portable hole (shades of Yellow Submarine there, I reckon), a diving suit, a bazooka gun, a biplane and even smart bombs.

CHANGEABLE WEATHER

Other highlights that you'll find in the game include the changeable weather system, such as the sudden appearance of lightning storms, and a more interactive gaming environment, enabling Bubsy to do things like raise secret walls, open pits and even put out fires.

Accolade are promising a less linear gameplay compared to the usual platform game. In which you can choose not only your own path through the game, but also your own goals, whatever they are: lives, marbles, time or points. There are even multiple endings, which change depending on how well you've done during the game. The bigger the victory, the more revealing the end sequence. This looks like being more than just your standard platformer. The new characters are highly entertaining, and with a plot as off-the-wall as this, there ought to be plenty of opportunities for some deeply involving gameplay.

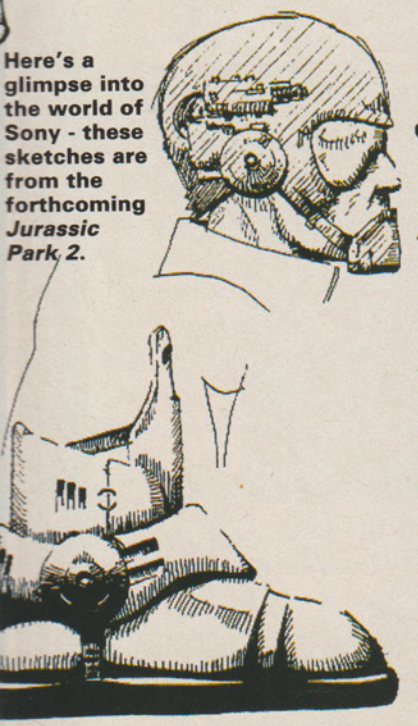
Bubsy's character will be developed a little further too, so expect some fresh wisecracks from the loveable bobcat. Keep your eyes peeled for the review in GamesMaster, around September time.

Until then, try to get your head around all the new characters. There's nothing worse than being ill-informed when it comes to new games.

Oinker P Spamm hogs the limelight. Despite evidence to the contrary, pigs are intelligent.

What is happening in this picture? We've identified a pig on top of a statue of a hippo, and a red tennis ball with sunglasses on.

We'd just like to point out to all the Beavis and Butthead fans that throwing javelins at pigs is not big or clever.



Here's a glimpse into the world of Sony - these sketches are from the forthcoming *Jurassic Park 2*.

All right, this wasn't mentioned in the text, but...

...here are some shots from another forthcoming game...

...from Sony – *Battletoads and Double Dragon*. A beat-em-up.

SONY

Watch out – Sony are about to take over the world. In-between working on creating the ultimate games and multi-media console (code name, PS-X), they're putting together an impressive games catalogue for the rest of the year. They're also learning to play the piano, and plan on winning the Wimbledon Men's Singles title – in straight sets.

Jurassic Park 2 speaks for itself – the follow up to the biggest film licence of all time has to be big news. This'll be available on the SNES and Gameboy, and promises a radically new game engine which provides a less linear and more exploratory feel to the game. There's hardly anything to show yet, but some interesting features that are being talked about include a side-on view that enables players to move in all directions, including in and out of the screen, and a simultaneous 2-player option. More news as we get it.

BABY KILLER

The Addams Family have already appeared in two highly enjoyable games, but *Addams Family Values* sees a departure for the spooky kooky bunch. Instead of another platformer, this is an overhead view *Zelda*-type game, which offers 14 levels of action and puzzle solving.

You control Uncle Fester on his way to rescuing baby Addams from a serial killer, no less. *Addams Family Values* will be available for the Mega Drive and SNES towards the end of the year.

Eek! the Cat might be a less familiar name, but that's soon to change, as the star of the seriously surreal Saturday morning TV show makes his entry into the games world. This puzzle orientated platformer offers five hazardous stages, and a variety of alarming and highly amusing ways to mash a cat. Most reminiscent of *Sleepwalker* off the Amiga, *Eek! the Cat* will be available for the SNES in the next couple of months.

Eek! the Cat on an adventure. We know - it looks a bit dark.

Sony describe Eek! as a kind, hearted purple cat.

The *Zelda*-like Addams Family Values looks the best of all.

How about Uncle Fester meets Alien? He's a bit of an egg-head actually, isn't he? Still kookie and ookie and all that, though.

We like *Zelda*-type games. We can't get enough of them.

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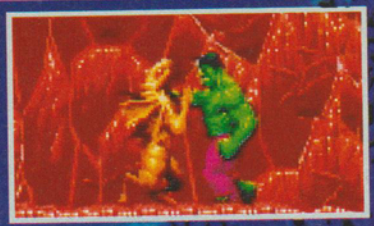
Some stout reasoning was neede to get the robot in line.



The colourful dragon needed some stout reasoning too.

Come on, we're all the same when the phone's bust

THE INCREDIBLE HULK

He's banned from pubs the length and breadth of the US.

FROM - US GOLD
FOR - MEGA DRIVE

PRICE - TBA
AVAILABLE - JULY

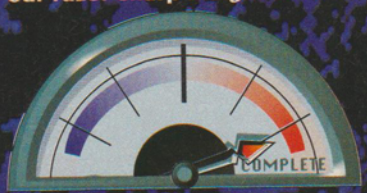
The Hulk, huge green radioactive monster that he is, a brutal reminder that physical force succeeds far better than, say, applied intellect or sound bargaining skills. In this adventure he's putting his not inconsiderable weight behind foiling the plans of the Leader. No, not Gary Glitter, but a supremely intelligent alien bent on ruling the Earth. As the Hulk you must fight your way through five levels to get to the Leader himself, but on the way you'll face four of the Hulk's other arch rivals – Rhino, Absorbing Man, Abomination and Tyrannus.

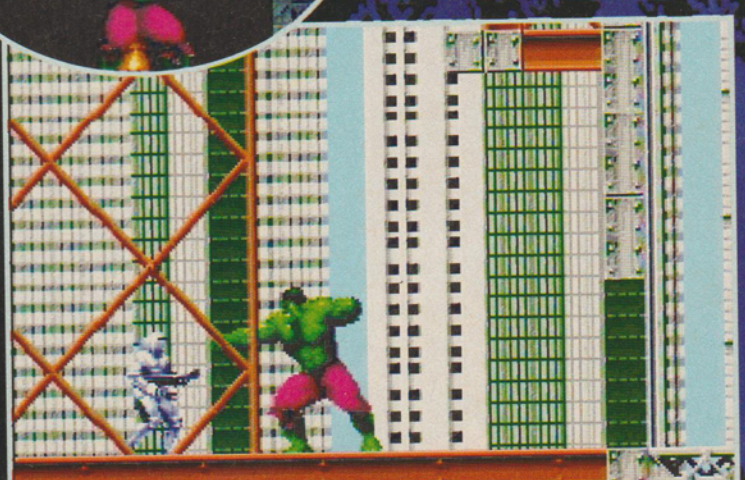
While you're the Hulk you have a standard repertoire of moves, but by picking up capsules you can increase your Gamma level to become the Super-Hulk. Which gives you even more powerful special powers. Pick up a Mega-Gamma capsule and you're into Hulk-Out mode, which turns you into a savage, uncontrollable beast.

Conversely, as you get hit by enemies your Gamma level decreases, and if it falls below a certain level you're back to being plain old Bruce Banner. This renders you virtually powerless, but it does mean that you can enter parts of levels otherwise inaccessible to the considerably bulkier frame of your large green alter-ego.

The game looks great at this stage, with marvellous comic-book graphics, and a play system which takes full advantage of the flavour and background of the famous Hulk comics. We've yet to give it a thorough play testing, but you can be sure that we'll take our razor sharp insight to it.

"UNNHHH..." What does that mean then?





"And if you were a German this is how you'd do it..." explained The Hulk, rather unconvincingly, to a passing, erm, stranger.

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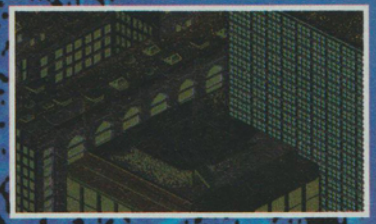
Well, it looks like they mean business. They've got bins.

Las Vegas is the most accurately laid out city in the game, with all the hotels in the correct geographical relation to each other.



We adore New York City. We idolise it out of all proportion.

URBAN STRIKE

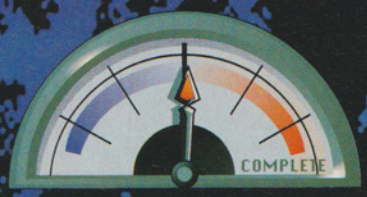
FROM - ELECTRONIC ARTS
FOR - MEGA DRIVE
PRICE - TBA
AVAILABLE - NOVEMBER

This is the third in the Strike series, following on from the massively successful *Desert Strike* and the even more wondrously great *Jungle Strike*. The year is now 2006, and peace reigns all over the world. However, a multi-millionaire by the name of John Smythe has gathered together a group of ex-military developers for whom peace means P45. They build up a huge arsenal of weapons, and they're turning it on the United States itself. Time for some heroics.

You get a futuristic Phoenix Thunderhawk Attack Chopper this time, as well as other new high-tech vehicles to control. Such as the 20-seater Osprey III Transport Chopper. We spoke to the game designers, John Manley and Tony Barnes, via Satellite (I'm not kidding) about what to expect from this latest blockbuster. John: "We're keeping what was great about the first two games, but we're building on it massively. We've taken a more cinematic approach for this game. We're big action movie fans, so we create video games the same way Hollywood creates films." The fighting takes place in major cities of America, from Mexico to Las Vegas. How will this affect the gameplay? Tony: "There's more air-to-air combat. For instance, in the New York stages, you're fighting at the top of sky scrapers, and obviously you can't have too many tanks rolling around on rooftops. And in Las Vegas, you actually have to get out of the chopper and fight around the casinos."

John: "There's more interaction in this game. You have to do things like defuse bombs, and if you don't talk to the right people you won't know which wire to cut."

The guys claim that *Urban Strike*'s 13 levels will make it 50% bigger than *Jungle Strike*, and they're also ramping up the difficulty, so even the best *Jungle Strike* players should find a fresh challenge in this one. This is still very early on in its progress, so expect a full review at the end of summer.



Your new chopper is all futuristic and everything.

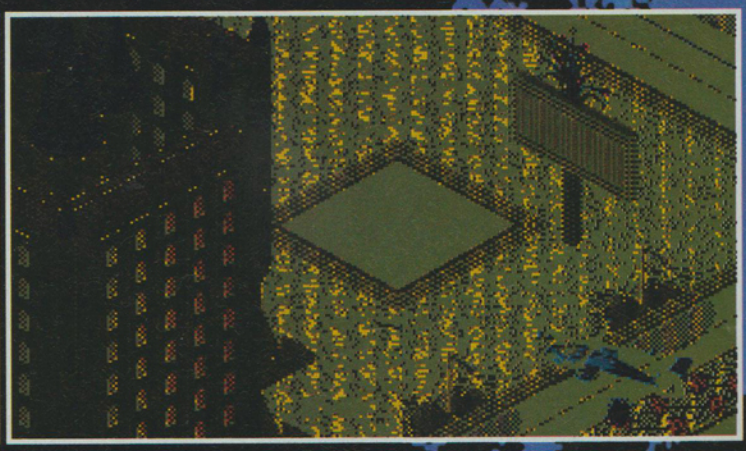
It's either a very high snowfall, or the graphics aren't finished.

It's still a recognisable Strike game, despite the new bits.

How's it staying up? That's what I want to know.

The action zooms in when you get out of your vehicle.

Both John and Tony claim that there'll be more Strike games in the future. We suggested a European version would be good.



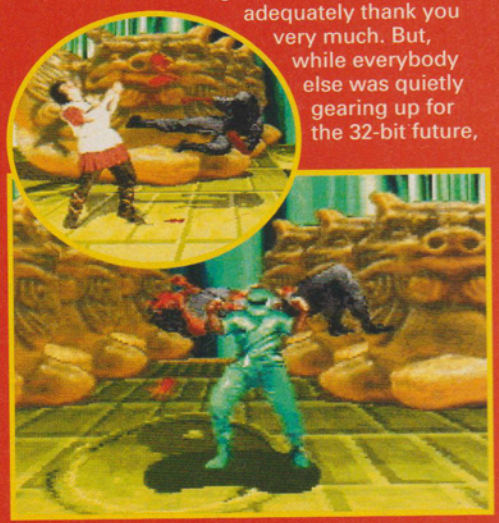
More Las Vegas, which is where the final showdown of the game takes place. Get out and fight like a man! (*Steady* - Andy)

JAGUAR

THE CAT'S OU

THE JAGUAR HAS LANDED. NO WAIT, THAT WAS THE FALCON WASN'T IT? ANYWAY, THE JAGUAR IS, ER, PROWLING ABOUT A BIT, AND IS ABOUT TO BE LAUNCHED OFFICIALLY IN THE UK. SO IT'S A GOOD TIME TO LOOK AT WHAT, EXACTLY, IT HAS TO OFFER.

A year ago, you were quite happy with your 16-bits, weren't you? Your SNES, your Mega Drive, your Amiga, whatever, was doing the business more than adequately thank you very much. But, while everybody else was quietly gearing up for the 32-bit future, Atari decided to up the stakes entirely by launching the Jaguar; a 64-bit system which leapfrogs the rest entirely and is, for now, the most powerful games machine money can buy. And yes, that includes the 3DO. And the CD32.



***Kasumi Ninja* offers *Mortal Kombat*-like digitised graphics and lush backdrops.**

The Jaguar was launched in selected states of America at the end of last year, and by all accounts it's selling very rapidly over there. Depending on which rumours you accept, it's outstripping sales of the rival 3DO by somewhere between five and seven to one (source: er, a few mates of mine in the video games industry). Grey import sales in Britain are also going extremely well, with some outlets selling 1,000 Jaguars a week! All is primed, then, for the official release of the Jaguar in Britain this month. You'll be able to buy a Jaguar, plus one controller, bundled with a copy of the mildly impressive *Cybermorph*, for £229 from independent retailers all over the country. Hurrah.

At the moment, there are very few games available for the Jaguar, and even fewer that are any good. *Cybermorph* is a worthy freebie, but by far the best reason to buy the console at the moment is the pant-explodingly great *Tempest 2000* (a whopping 97%, issue 17). But what of the future? According to Atari, there are 120 software titles in development at the moment, well over 100 of which will be on the streets within the next year. Let's look at some of the highlights.

Some developers are taking advantage of the Jaguar's

The Big Cat itself, complete with sexy nineties styling, and 15 button joypad. Top 64-bit action.

T OF THE BAG

ability to outpace the PC on its own terms, which means big, involved games with graphics that make you weep openly in delight. The most hotly anticipated has to be Rebellion's stunning looking *Alien Versus Predator*, a chillingly realistic 3D maze shoot-em-up (in the vein of *Doom* and *Wolfenstein*), which is currently slated for an August release. And talking of *Doom* and *Wolfenstein*, both these fabulous PC games are being converted to the Jaguar as you read. *Wolfenstein* should hit the shelves sometime this month, but you'll have to wait until September for *Doom* (it'll be worth the wait, we promise).

THE JAGUAR AT PLAY

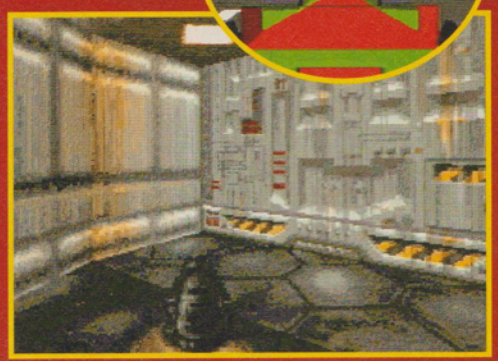
Sports fans are also well served by the 64-bit cat-monster-thing. An arcade perfect *NBA Jam* is a distinct possibility, and soccer lovers are spoilt for choice, with Renegade's superb *Sensible Soccer* in the pipeline, as well as Telegames' *European Soccer* and Anco's *Kick Off 3*. Telegames are also producing *World Class Cricket* (October), a sport rarely represented on the consoles, and there are a brace of cool 3D racing releases slated, including Rebellion's *Redline Racing* (September), Atari's Club Drive (July), and the amusingly monickered *Skidmarks* from Telegames.

Beat-em-up freaks can look forward to Atari's *Kasumi Ninja* (August), an enhanced version of Virgin's *Dragon* (as reviewed on SNES and Mega Drive this issue), and Trade West's *Double Dragon 4*. A version of *Mortal Kombat 2* for the Jaguar has yet to be confirmed, but if it does appear it will easily be the best version around, being the only machine which is capable of reproducing those glorious arcade graphics in full.

Other forthcoming highlights include Ocean's lush looking platformer *Apeshit* (working title), an enhanced version of Virgin's Amiga classic *Cannon Fodder*, and *Demolition Man*, which features extra footage filmed with Sly Stallone himself, and which Virgin are claiming looks better than the *Terminator 2* arcade game. We're also all waiting with bated breath for *Battlezone 2000*, Atari's update of the classic arcade 3D tank sim, which could sit snugly alongside *Tempest 2000* as a bit of a must-buy.

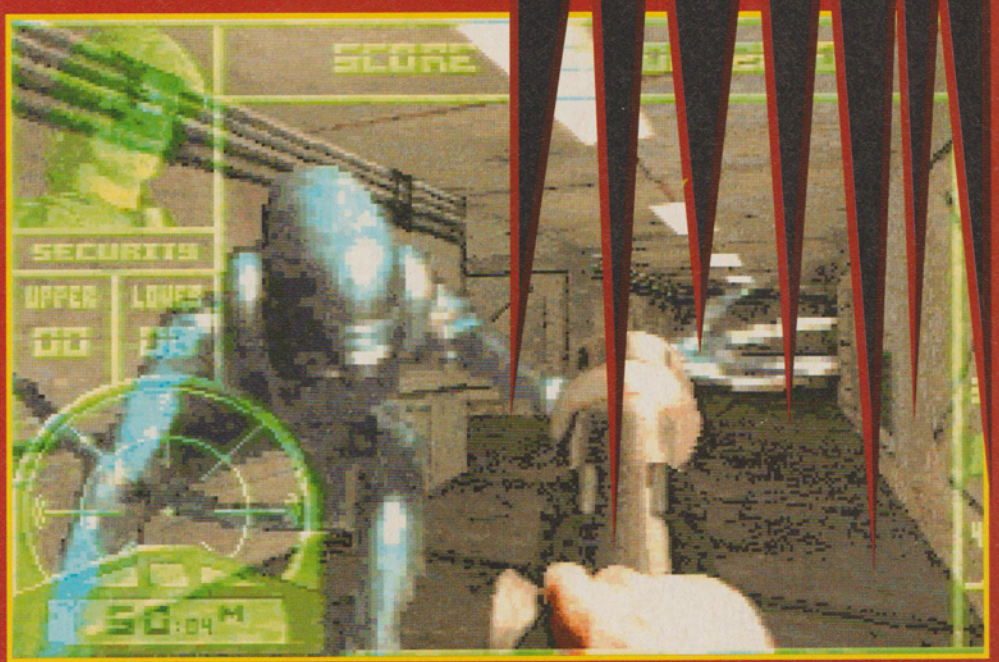
These are just some of the more exciting releases headed for the Jaguar this year, but there are bound to be even more top surprises on the way.

There's no doubt that the Jaguar is an attractive proposition for all hardened game fans, and at £229 it's at an extremely well priced one at that. This could well be the future of video-gaming.



This is an actual Jaguar screen shot of *Doom*. It'll be briilllianttt.

***Double Dragon 4* (top) continues the series, and we all know about *AVP*.**



There's no doubt about it, this is the game we're all waiting for. *Doom* in space. 'Be' 'in' 'real' terror, for the rest of your life. Excellent.

TECH SPECS

So exactly how powerful is the Jaguar? To start with the graphics; due to the two custom 64-BIT RISC PROCESSORS, HIGH-SPEED BLITTER GFX CHIP and other hardware support, the Jaguar has what's known as TRUE COLOUR capability, utilising a palette of up to 16.7 million colours, with 256,000 COLOURS available on screen at any one time. Compare that to 32 colours (Amiga), 64 colours (Mega Drive), and 256 colours (SNES) and you should be starting to see how much more powerful the Jaguar really is.

Then there's the superb 16-BIT DSP sound chip; just check out the sound on *Tempest 2000* for an example of what this console has to offer in the sonic department. The Jaguar also features JPEG-ASSISTED ROM COMPRESSION, which provides the capability of up to 400 MBITS OF DATA compressed on cartridge.

In practice, though, much of this memory will be taken up by the much larger graphic files that the Jaguar can cope with, and the games won't be much bigger than their SNES or Mega Drive counterparts.

Where the real test will come is when the Sega Saturn and Sony PS-X turn up next year. Both these machines look likely to match, and probably surpass, the capabilities of the Jaguar.

WINNERS

MORTAL KOMBAT

Q. Who's the luckiest geezer in the world?
A. Neil Googe, from out of Southend-on-Sea. Neil – you did it! You won the Mortal Kombat 2 coin-op, and you are, officially, the spawniest git in the history of everything. Unsuccessful entrants, kneel before him! Here's the story...

Soon it became obvious that this was no ordinary competition. This connected with you in a BIG way. That wonderful, tantalising tingly feeling of – wow! – maybe having your own *Mortal Kombat 2* machine. In your bedroom and everything! At one point, Andy was having to clamber over four bulging sacks of entries just to get to his bleedin' desk! Phew! We were just 'snowed under' with... Ah, here's who won. OK?

THE OUTRIGHT WINNER

Neil Googe, Shoeburyness, Southend-on-Sea.

Outstanding! Not content with sending in a single, believably geezer-like character, Neil 'did' fourteen. FOUR-bleedin'-TEEN! That's, like, thirteen more than we expected! *(Get on with it.* – Simon). Unless he had help from his top, professional illustrator dad or something, this guy should seriously think about a glittering career in, er, something quite arty. Each character is beautifully conceived and, in 'proper' beat-em-up tradition, bizarrely believable. There was a scary vampire lady, a bloke with a big ball and chain, a morphing Werewolf man, and a large lad with a gun, for Jesus' sake! Our favourite, over there on the right, was so good, we got GamesMaster's very own bloke-what-draws-our-covers, Paul Kidby, to 'do' it properly. Neil – you're great. Enjoy your prize. Git.

THE RUNNER-UP

Richard Miskimmon, Gosforth, Newcastle-Upon-Tyne.

Never mind, eh, Richard? Almost made it. This was a seriously impressive entry in the form of a lavishly painted comic strip. His *MK2* bloke ('Roto-Kai') was a "1000-year old semi-demon Muay Thai master" with a hideous fatality (see left). Good one, Richard. Write in and hassle us for a prize.

Meet "Roto-Kai". Not exactly the sort of bloke you want to, say, engage in a disagreement over the length of time you were staring at his girlfriend. Down at the Outworld Pub. Possibly.

Look, kiddies! It's S.A.B.A.S. 1. He's a self-altering, bio attack system! Let's all wave to him! Hee-lloo, S.A.B.A.S!! Right. Quick! Stick something down the tube on his arm. Kick his mind off!

'BE' RYU, GET TO M BISON WITHOUT LOSING. PRIOR TO THE FIGHT HOLD THE 3 PUNCH BUTTONS DOWN. RELEASE AS FIGHT STARTS. DO IT AND SEE WHAT HAPPENS.

MACHIN

MORE COIN-IN-SLOT ACTION, AS WE CHECK OUT THE LATEST BATCH OF DOSH MUNCHING, CASH GUZZLING, WONGA WOLFING, OVERDRAFT INDUCING, ER, ARCADE MACHINES... WITH GUNS.

JURASSIC PARK

Oh dear. When are they going to let Jurassic bloody Park lie down and 'be' extinct, just like its stars? The latest instalment consists of this bizarre-looking arcade machine. The designers have obviously thought long and hard about how this looks, and their collective mind came up with a great gimmick. Stick an accordion under the chair to make it move! Brilliant! Anyway – you, and a playing partner, have to romp through the Park, shooting dinosaurs with your tranquilliser.

Apparently, this restores the security system. Quite how it does this I don't know. In my book, that just means you get a lot of dinosaurs kipping all over the place, and sooner or later they're going to wake up – probably not in the best of moods. Anyway there is a secret hidden cheat in here. If you play Paul McCartney's Frog Chrous on the chair then you get to play the T-Rex. (*Reality check.* – Simon)

Sound effects and graphics stick pretty close to the movie. The seat responds to the dinosaur attacks (presumably this means it just turns brown at the first sign of a dino roaring in your face). Isn't it also bizarre that the two biggest movies of all time (*Terminator 2* and now *Jurassic Park*) spawned arcade machines that were both in the *Operation Wolf* kind of first-person perspective shooting mode? Imaginative people these game designers aren't they?

Steven Spielberg, dinosaur guru and all round top director type chappie has recently purchased the rights to Dr. Who (from out of having crap props but tasty Amazon women). He's making a big budget film out of it so don't be surprised if this spawns a new arcade machine (probably another *Op Wolf* clone).

DEMOLITION MAN

Sigh. You won't be surprised to hear that the smash hit movie with Sylvester Stallone and Wesley Snipes has been made into an arcade game. You may, however, be – ahem – a little surprised to hear that it has been made into another *Op Wolf* clone. Hah, only kidding.

It's actually a brand spanking new pinball table. Not just any normal table, though. O-ooh, no... This baby has some unique features. Can you name another table that features a car crash? (*M1 Pile-Up Pinball!!, Learner Driver* – Tim) Didn't think so. It has multi-ball sequences that represent the four major battles in the film. (*Wha-aat?* – Les) Demolition Man is positively pulsating with new features and throbbing with explosive sound effects. Everything you'd expect from a Williams Coin-op, actually. Look for it in an arcade near you.

SHOOTOUT AT OLD TUCSON

While the arguments rage on about whether games affect the way you act, why not ignore thr fracas and pop down to your arcade, pick up a gun and blow a few people away?

Shootout... is another one of those flash laser disk games where you interact with the characters on screen, usually by forcing a few ounces of lead in their chest cavities, just between those two ribs on the left hand side (in a completely non violent way of course).

Two players can play at once but, let's face it, the only satisfaction you'll get out of it is knowing that two of you look like dorks standing there, instead of just you. The scenario may have changed but the game is still pretty much the same as

The cowboy look is *in* this season, so, don those chaps. Slip into that holster and mosey down the road.

Watch this: Bang! Arrgh! Not bad, *Mad Dog Macree* in all it's glory.

ESCAPE

Mad Dog. Listen to what the dork on screen says, then blow him away. If it moves, shoot it.

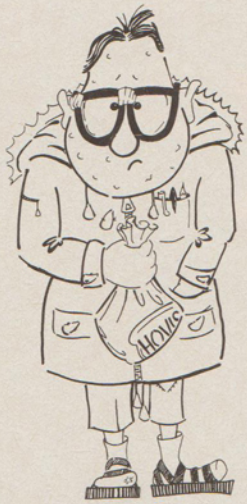
What we here at GM would really like to seé is, perhaps – gasp! – a few original ideas injected into this big-screen interactive affair... Like – erm... er...a spiky blue hedheh..no, erm, a plumber who jumps on platform.. no, er, um, oh I don't know. Send any ideas you might have (except those concerning dancing rabbits) to the usual address. Unfortunately, the unusual one's closed down now.

Feast your eyes on this! It's a pinball table and no mistake. No, over on the right there. That stuff on the left is just words.

More scenes of cowboys, being rough and stuff. Except for that lady, she seems very well turned out.

Believe it or not this table delivers all the action and humour in Demolition Man. Pity, that.

DELBERT WON'T BE BUYING DANCE TO THE MAX 2



DELBERT WAYNES
–He's into trains!

2 UNLIMITED *The Real Thing* CAPPELLA *Move On Baby* CJ LEWIS *Sweets For My Sweet* BITTY McLEAN *Dedicated To The One I Love* ERASURE *Always* REEL 2 REAL *I Like To Move It* TONI DI BART *The Real Thing* D:REAM *U R The Best Thing* And Loads More

DON'T BE A DELBERT - DANCE TO THE MAX!

PRODIGY PERSONNEL. L-R...
Keith - Dancer. And top, making-excuses-about-his-joypad geezer.

Liam Howlett - All musical instruments. (Yeah, but they're not *real* instruments, are they? Eh? It's just crash, crash, crash. And you can only really enjoy it in a club... Zzzzz...)

MC Maxim Reality - Bizarrely enough, the 'master of ceremonies'. (He shouts a lot and whips up the crowd).

Leroy - Dancer. And top Tempest 2000 high-scoring geezer.

Walled up in their exclusive, subterranean HQ, da boyz launch themselves into tackling the high-octane world of getting over 1,000 points on *Tempest 2000*.

How do you impress a band like The Prodigy? How do you excite a bunch of geezers who spend most of their working lives creating the hardest, most searingly aggressive techno music ever to assault the tender inner membranes of the human brain? These are the questions that tickle us as we step tentatively into the mansion-like abode of The Prodigy...

After the introductions and pleasantries are dealt with, we cautiously pull the cat out of the bag (Very good! - Andy) - a Jaguar console, and, quite simply, the best game of the last ten years - *Tempest 2000*. "You're going to love this," we say quietly. "It's got lots of, er, strange abstract shapes in it. And millions of pretty colours, that sort of fly at you from out of the screen, like off of techno videos. And... techno music. It's got loads of techno music. Er..." Stone faces, deathly silence. "Can you get us a free copy of NBA Jam for me Mega Drive?" enquiries Maxim. Ri-iight. Let's get started, shall we?

PSYCHEDELIC

Things start to look up when, after much fumbling, we connect the Jaguar to Liam's immense TV. "Oh, I know this!" says Keith. "This was out ages ago in the arcades. Back in 1979 wasn't it? It had that ball control instead of a joystick." *(Er... No, actually.* - Andy). As the fiercely psychedelic abstractions of Jeff Minter's classic spatter across the huge screen, and monstrous techno tunes thunder from out of the speakers, all members of the Prodigy begin to brighten up and scrabble for the joypads. We're *there,* dude...

CHALLENGE TIME!

1. DUEL MODE

After a bit of a practice, we're ready for the challenge. We start with head-to-head games in the rigorously competitive Tempest Duel mode. Best of three rounds. Winner stays on. First up are Maxim and Leroy. Leroy immediately establishes himself as an accomplished player, and trounces Maxim 2-1. He soon loses his esteem, as Keith takes the chair against him and proceeds to whip him 3-0. Liam's next up against the amusingly confident Keith. Keith's playing well, but Liam's too sharp for him - 2-1 to Liam. At this point, a bizarre, shifting mass of colourful language and broken joypad-related excuses spews forth from the visibly devastated young dancin' lad. Maxim grasps the joypad and redeems his earlier loss with a 3-0 drubbing of Liam. So, all band members have had a swift crack at the game, and still no clear gaming geezer is emerging. More stringent measures are required, then, to determine The Prodigy champion...

THE PRODIGY EXPERIENCE

"Watch the DJ kill the dancer!" What does that *mean?* Why should the DJ kill the dancer? Look at him - he's excitable one minute, Slouch Man the next.

HIGH SCORES

The simplest way to settle this for sure, we decide, is good old-fashioned every-man-for-'imself. Give everyone a single, unrehearsed shot at the one-player game and compare those - ahem - 'high' scores. Everyone starts on the red webs - simple for hardened zappers, tough for newcomers - but, after the duel matches, they really should have grasped the game by now. First up is the supremely confident Leroy. With a staggering display of (surely random) dexterity, he polishes off the first red web, smugly warming his ego on the glow of a 90,000 bonus, before effortlessly soaring to a stonking score of 130,640. The others look worried.

ON YOUR WAY, CHUMMY!

Maxim is next, and, unfortunately, he can't manage any better than 5,444. He mumbles something about not having had enough practice. Well, that's the point, folks... We're not baby-minding novices, here. We're separating the dancers from the fumblers... possibly. Keith clocks up an even lower score of 5,216. He's not happy. He goes for a mumble about how we should have started the challenge on the first blue web (the first, easy peasy level, in fact). Liam caps off the general decline with a measly 4,995. So, Leroy's huge lead is not even scratched - he is the prodigy of The Prodigy, er, in a video game type of context, that is. Er... Sorry. Congratulations, Leroy. Now, if we could just have our Jaguar back... Guys?

KEEP ON DANCIN' - AN INTERVIEW WITH LIAM HOWLETT

Liam Howlett is a shrewd fellow... "I could write another 'Prodigy Experience' album - but what's the point? I'm bored with that sound. It's time to move on.

The new album has lots of weird stuff using guitars, flute, weird instruments like the didgeridoo... It's different. It's a weird dance album." From its inception in late 1990/early 1991, Liam Howlett has been the major creative force behind the sound of The Prodigy. We reckon that, aside from it being one of the finest existing examples of fun, energy-based dance music, his 'Charly' was probably the first, truly influential techno record. And, like it or not, 'Everybody In The Place' (itself a number 2 single) is and always will be the anthem of the 'rave generation'. 7 singles, a number 11 album, frequent remixing work, and now, a new single and album. Oh, and a new tour, and a Japanese rave to headline in August. The guy's no slouch... This *is* Liam Howlett...

SAMPLING

"Getting clearance for samples is a nightmare. It's not so bad in England, but, we're also signed to an American record company who won't let anything through without complete clearance. One of the songs on the new album uses a riff made up of Nirvana guitar sounds and, because Kurt Cobain has just died, we have to be very careful. With 'Out Of Space', I used a sample from a hip-hop act (for "I'll take your brain to another dimension!") and a reggae artist (for the "out of space" hook). Both artists wanted 50% royalties, so, apart from record sales, I made no money at all from that one!"

THE RAVE SCENE

"We started out in the rave scene, and we're still a big part of what's left of it. Over the last year and a half, we've started to branch out - going to more indie-type gigs, playing a lot of college parties. We're playing to a much more expanded audience, listening to more kinds of music, because rave, techno - it does all start to sound the same after a while. I've written a track for the new album which is more laid-back and jazzy. You'd never guess it was The Prodigy. Conceptual clubs are the way forward now. With the big police clampdown, I can't see there being any outdoor raves this year. We're doing something called Obsession, which is a two-day festival thing - erm - on a Cornish beach. There's going to be thousands of people there." At this point, a record company geezer turns up with a tape of vocals 'done' by Pop Will Eat Itself (for a forthcoming Prodigy collaboration). Cor - top band in actual song inception shocker!

"Language is the dew on a fresh apple. It's the creak on a stair." Etc...

TOURING

"When the album comes out, we'll be doing a mini-tour - just to give it a bit of a boost. England, Ireland, all over Europe, America, Japan, Australia, Hong Kong. We go down very well in America - but not so good in Australia. There, we just toured with the wrong people - they're great, in their particular field, but we needed something harder. They'd be playing a set of 120 BPM, then we'd come on and it'd suddenly go up to 150. All over the place." (One louder! - Andy).

INSPIRATION

"I can be in the studio for weeks, and nothing will come out, then I hear something which triggers an idea, and off I go... Generally, I like to listen to rock music, ambient, reggae. I hardly ever listen to dance music - no point, really. It'll all become obvious when you hear the different sound of the new album."

Indeed. The Prodigy are changing. We hope you like their new direction...

WIN SOME PRODIGY STUFF

We have T-Shirts, sweat shirts, and a complete Prodigy back catalogue (minus the 'What Evil Lurks?' E.P.) The first correct answer out of the 'bag' will win the bundle - plus a copy of the new single and album. Two runners-up will each receive copies of the single and album.

SIMPLY ANSWER THIS QUESTION (CORRECTLY)...

Which of the following is NOT a top, corny techno-type yell?

1. "(Insert name/band) in the place to be!"
2. "(Insert name/band) in the area!"
3. "Hardcore! You know the score!"
4. "Look, Guv. I have been stitched up in a top level conspiracy -involving some slags."

AND, NOT FORGETTING TO FOLLOW THESE RULES...

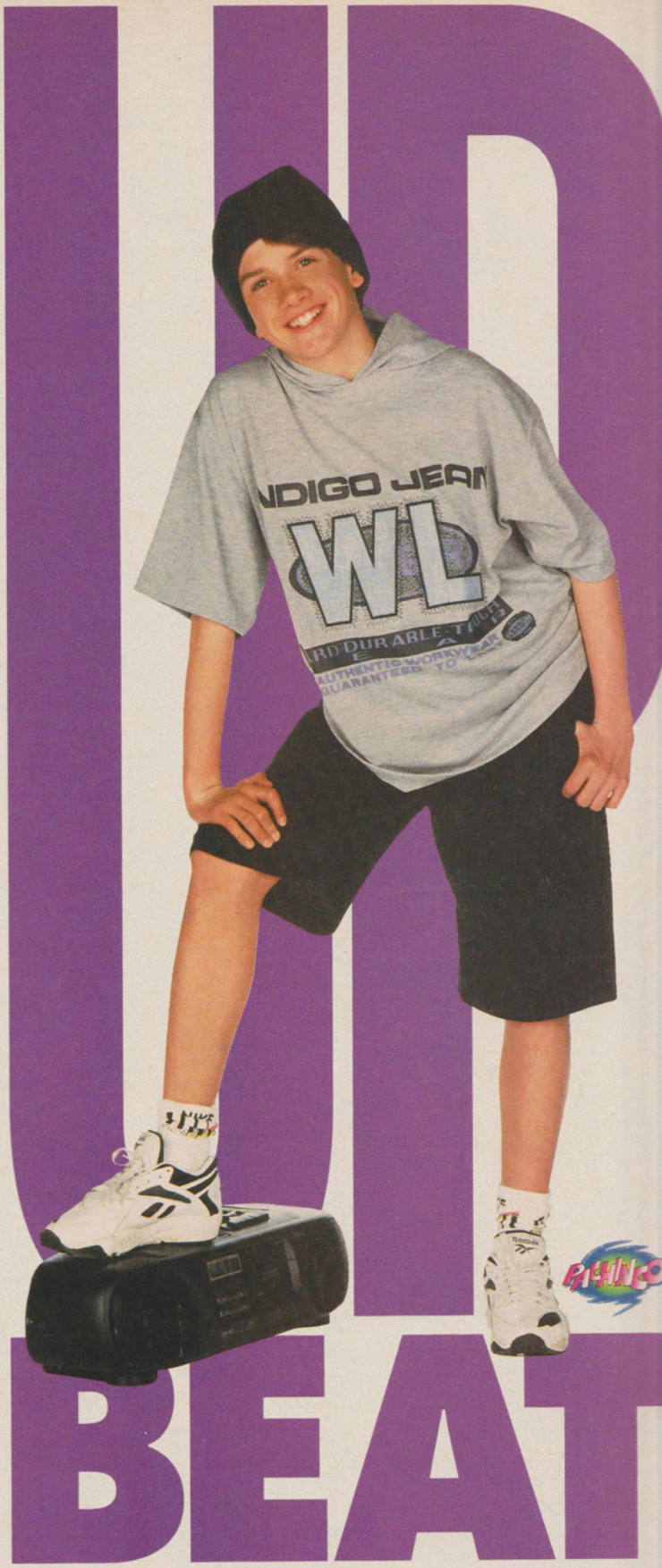
1. Entries in by 28th June, if you'd be so kind.
2. Andy's decision is final, but Simon Kirrane's is stranger. And he has a beard.
3. If, in some way, you're 'involved' with Future Publishing or XL Recordings, then you can't win these great things. Sorry.
4. NO MORE ENTRIES FOR THE MORTAL KOMBAT 2 COMPETITION!!! WHAT IS WRONG WITH YOU PEOPLE?

SEND IT IN TO THIS ADDRESS...

Let's Go!, GamesMaster Magazine, 30 Monmouth Street, Bath, Avon, BA1 2BW.

There's a ludicrously remote chance of winning, but give it a go anyway. Eh?

We're joking. Of course.



Hooded T-Shirt (Age 7-12) £7.99
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C&A

Where value is always in fashion

WIN! A KICKING

THESE WHITE LINES WERE THE MEDIUM OF MANY OF TONY HART'S MASTERPIECES ON TAKE HART.

SECOND CHANCE

Okay, so we've missed out on the World Cup in a collective, team-representing-the-country kind of way, but that shouldn't mean that it's no longer of any interest. For a start, there's US Gold's absolutely fabulous *World Cup USA '94*, from out of getting 90% last issue.

Buying a copy of this superb game not only ensures that you get to play some top World Cup-orientated football while the English team lounge about waiting for Terry Venables to make them better, but you also get a chance to partake in this staggeringly wonderful competition, courtesy of US Gold and HMV, which will be explained in full, in a second...

HOW TO PLAY

Buy a copy of US Gold's *World Cup USA '94* from any HMV store (it's out now, but you can also enter if you pre-order it and put down a deposit). You'll get a leaflet listing all 528 players from the 24 countries competing in the '94 World Cup. Select 11 players from this list; this constitutes your fantasy team, which you then send to US Gold.

Your fantasy team's performance depends on the skill and fortunes of the real players in the World Cup. If any of your players do well in the World Cup, your team will gain points. If they mess up, you lose points. Simple, eh? You must select 11 players from at least nine national teams - one goalkeeper, four defenders, three midfielders and three strikers, with no more than two players from any one real squad.

FIVE FIRST PRIZES

Believe it or not there are FIVE top prizes! The top five scoring managers each win:

1. A pair of season tickets to watch the UK team of their choice for an entire year! Not bad!
2. £100 in HMV vouchers.
3. A World Cup goodie bag, including baseball caps, T-shirts and mugs.

THE OVERALL WINNER

The manager who actually wins the Fantasy World Cup, will also receive a pair of tickets to the Coca Cola Cup final at Wembley in April 1995.

FIVE SECOND PRIZES

The next five highest scoring managers each win:

1. A football strip of the team of your choice.
2. £50 in HMV vouchers.
3. That World Cup goodie bag again.

TWENTY RUNNERS-UP

These lucky twenty win:

1. A World Cup T-shirt.
2. A subscription to GamesMaster (best prize of the lot by quite a large, er, margin).

THE GAMESMASTER TEAM

Here's the GamesMaster entry. We'll be keeping an eye on the fantasy performance of our fantasy team this World Cup. So don't delay - get involved now

1. Goalkeeper	001	Goycochea	Argentina
2. Defender	071	Jorginho	Brazil
3. Defender	104	Koeman, Ronald	Holland
4. Defender	110	Baresi	Italy
5. Defender	135	Bjornebye	Norway
6. Midfielder	247	Rijkaard	Holland
7. Midfielder	258	Lentini	Italy
8. Midfielder	289	Keane	Rep. of Ireland
9. Striker	408	Sanchez, Hugo	Mexico
10. Striker	434	Kanchelskis	Russia
11. Striker	453	Brolin	Sweden

What a cracking team, eh? We had to include Keane and Kanchelskis – they've been in such good form for United all season. Baresi, the old warhorse, has been gracing Channel 4's Italian coverage as has Brolin, Lentini, and Sanchez. We wanted to put Irishman Kelly in goal, but his form for Sheff Utd meant a last minute replacement.

US GOLD

HMV

NEXT MONTH

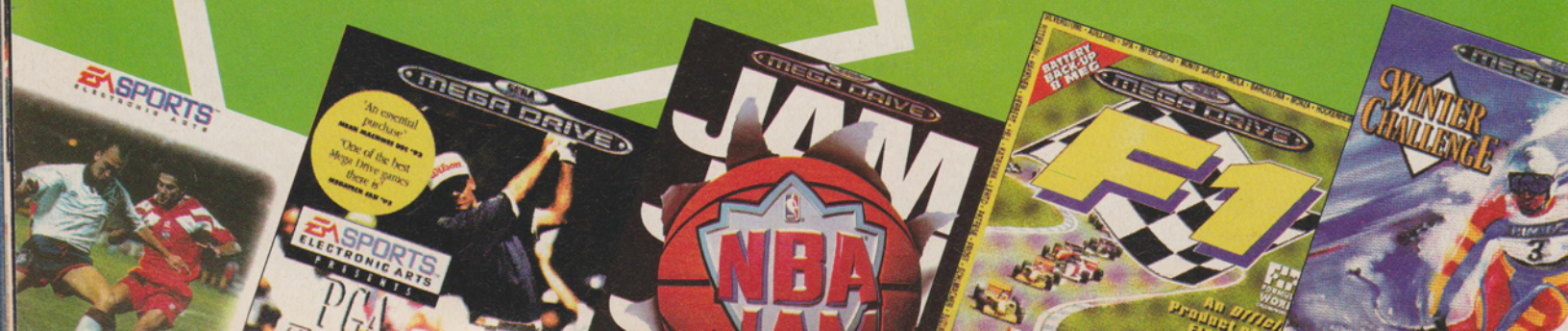
THE FIRST REVIEW
THE ONLY REVIEW
THE *EXCLUSIVE* REVIEW
ON SALE - THURSDAY, 30TH JUNE

THINK YOU CAN

Gole, Cantona Papin? So you know your goal scorers. Matthaus, Guillit, Platt, and your midfield maestro's.
But did you know that Dixons stock the premier football games?
FIFA Soccer , Ultimate Soccer, Super Kick Off. The boys done good? But the boys done even better if your bag is golf, motor racing, ice hockey, American football, athletics, or skiing.
In fact Dixons has more choice for sports games than any other store.

...THEN YOU'LL BE OVER THE MOO

• We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the de
The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.



THRASH THIS TEAM?

Our boys will also do you proud when it comes to value for money.
With more stores in more towns we always get the best deals on Sega games.
And with our price promise, if you can get a game cheaper, we'll refund the difference*.
So, as they say in this funny old game: if you don't pop along to Dixons for your sports games, you're likely to be as sick as a parrot

AT **Dixons**

REVIEWS

THE REVIEWERS!

Will? The dog ate him. Alison? Careless girl. She, erm, fell dahn the stairs. Guv. Andy? We're sti-ill not sure... Anyway, enter Simon Kirrane and Trenton Webb. Now official members of the GamesMaster Geezers Society...

Name: **YDNA EWOL**

Proper Job: **Editor**

"Organ trans-plants are best left to the professionals", "The pledge of allegiance does not end with 'Hail Satan!;", "Eat my..." No...

Name: **TIM TUCKER**

Proper Job: **Deputy Editor**

Eh? Er... Whassat? Are we quoting stuff? Right. Um... How about, "The first mistaken impulse of an undisci-plined heart"? Great.

Name: **LES ELLIS**

Proper Job: **Staff Writer**

"I didn't know you had a sister.", "No, Not really. He's 43 years old.", "Rip his brains out and throw 'em on the floor!" Er....

Name: **SIMON KIRRANE**

Proper Job: **Prod Ed**

"When I feel my head start to swell, I look at Les and know perfectly well - we're not supermen.", "It's better than being alcoholics.".

Name: **TRENTON WEBB**

Proper Job: **Editor, ST Format (details correct at time of going to press).**

"A short saying often contains much wisdom." "Lizards at the bar."

HOW IT ALL WORKS

How ARE ya? Welcome to 't review. I'm your guide and I'll be giving my opinions on 't game. The views expressed in 't scores bit and the captions for the pictures (which are also down to me) are mine. So if you don't agree with the scores or think the captions aren't very funny, it's my fault. Oh, and the facial expression is meant to give you an initial indication of how I feel about the game. (Here, Tim is all smiley. So, he, er, likes something). Just look at 'im! Funny bloke...

Every review has monitors containing handy at-a-glance information about the game's tech specs, price, publisher and so on and so forth. Ahem...

Looks, they say, aren't important. In fact, they are! And this is where we score them. To see if they're... any good. What time is it, Les?

Do the noises coming from your system make you really feel as if you're sitting inside a formula one racing car? Or are they all bleepy, clanky and crap? Nearly lunchtime? Not bad!

Is your character slick, responsive and fun to handle? Or does he topple off ledges, shoot when he isn't supposed to or simply die for no apparent reason? Quick tab, Simon?

How long, once you've been wowed by the flashy graphics and the nice sound, will you continue to play the game? Where IS Andy, anyway?

A final sort of summing-up style paragraph where the reviewer gives his most honest, bare and raw opinions about the game. Probably.

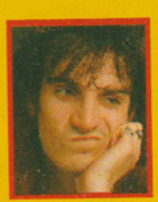
And here's the result of it all. A percentage score. And just so that we all know what's what, let's take a look at this handy breakdown...

Above 90%	Essential
81%-90%	Top stuff
71%-80%	Impressive
61%-70%	Not at all bad
51%-61%	A bit iffy
41%-50%	Unimpressive
31%-40%	Rubbish
Below 30%	Utterly dismal

The GamesMaster dials give an instant reading of how good each little element of the game, er, is. The higher the number, the better the element. Sorry, that was a bit obvious. I'll go away now... Phew. Got away with it.

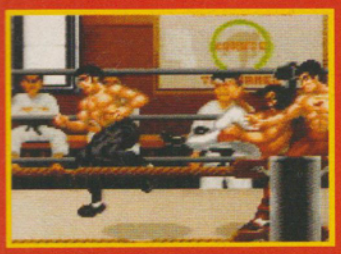
GAMES MASTER TIP

Hello there! It's me. The GamesMaster. And everything. Now. Each major review will be complemented by a special box all of my own where I shall offer a useful tip-like thing. As well as providing useful beginner's advice for new owners of the game, my bit will help to give an even better idea of the problems faced. Are they the kind of problems you'd enjoy tackling? If you will.



Lordy me, if anyone's got a bleedin' strong opinion on a game, and they're not actually reviewing it themself (do me a fayvah!) they're given the opportunity to tell you what they think in this 'ere box, damn your eyes. Sometimes they'll agree with the main reviewer, that it be, and other times they won't. Here, of course, ooh arr, it's best to go with 't reviewer whose tastes are closest to your own. Andy likes beat-em-ups, Tim - sporties, Les - gore, Simon - 3D maze thingies. Arr!

REVIEWED THIS ISSUE!



DRAGON
Super NES 38
A top multi-player beat-em-up. Cor!

DRAGON
Mega Drive 40
The same, only off of the Mega Drive. Ace!

PETE SAMPRAS TENNIS
Mega Drive 42
A tennis game. Gear!

THIS MONTH

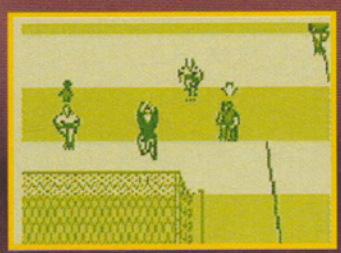
"Slash fans were expecting Michael Myers to hack another bunch of preppies to death" "Schtonk!" "I had a dream in which Darth Vader told me that he'd fry my brain" "I wonder how you peel it" "Gore-ridden, action/adventure, blood-fest" "I hear voices, too" "Top stuff!" "Gear!"

JUNGLE BOOK
Super NES 44
The Disney film - out of a video game. Eek!

JUNGLE BOOK
Mega Drive 46
Again, the same. But 'on' Mega Drive. Wow!

SUPER METROID
Super NES 48
Classic platform adventure. Gadzooks!

WORLD CUP STRIKER
Super NES 52
A football game. Er...

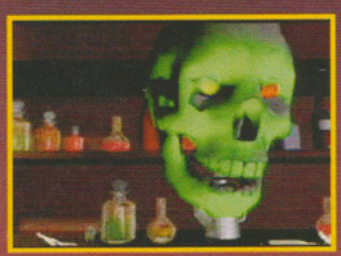


WORLD CUP STRIKER
Game Boy 52
...in black and white.

MR. NUTZ
Amiga.... 54
Cute squirrel thing jumps about a bit.

TRAPS AND TREASURES
Amiga.... 56
Pirate platform game.

MARKO'S MAGIC FOOTBALL
Mega Drive 58
It's a bit like So... no!



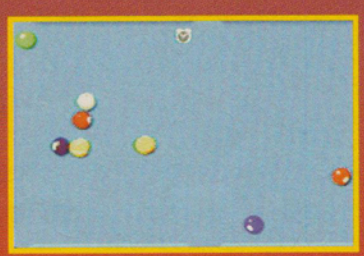
THE 7TH GUEST
CD-i 60
Spooky adventure game. Thing. Yoinks!

PAC ATTACK
Super NES 63
Pac Man characters meet *Tetris*. Doh!

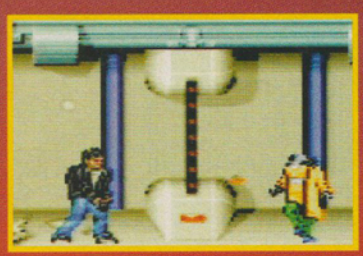
KICK OFF 3
Super NES 64
That'll be another football game. Then.

MAGIC BOY
Super NES 66
Not-so magic game, though. Eh? Oh dear.

WING COMMANDER
3DO..... 67
It's burilliant! Only...



ARCADE POOL
Amiga.... 68
Ball-on-baize action.



TIME TRAX
Super NES 70
Bullets. Apparently.

TOM CAT ALLEY
Mega CD 71
Pussies, all of yer...

DRAGON

BRUCE LEE SAID, "KUNG FU IS LIKE WATER – FORMLESS..." ANOTHER TOP ONE WAS, "BOARDS... DON'T HIT BACK!". OH, AND, OF COURSE, "WOOOOAAAAAAAAAAAAAA!!!!"

BAD BOYS INC

He got a well 'ard shoeing in the movie.

Brucie boy beat up four of these cleaver wielders.

Look it isn't Guile, Andy. Watch the film, you'll see.

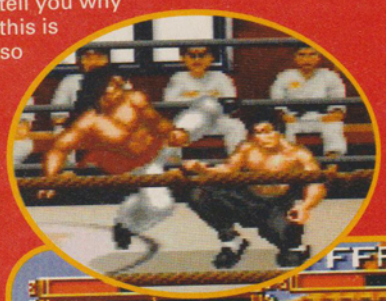
Would you wear pyjamas if you had to fight Bruce?

He put Bruce in hospital by cheating. The git.

It's or de

Design a beat-em-up that's different from *Streetfighter 2* but is still good (*impossible* – Andy). On the face of it, this may seem a tall order, but the *Dragon* team have done it. This is based on the (deep breath) film (starring someone with the same name, who isn't related) of the book, of the life, of the star, who died while making a film and who had a son who died while making a film but they won't make a movie out of him. Got that?

If you're sitting comfortably, I'll tell you why this is so bleedin' good. For a start, you are Bruce and he's real. Or at least he was before he died... but now he's er... dead. None of this fantasy character rubbish like other games, these people are real. So are their moves - well, as real as movies can be, that is. If that wasn't enough, you get three fighting modes during a scrap. Mantis mode is a slow, relentless martial art style (perfected by Mr Lee) where you kick seven shades of shinola out of everybody. Then, you can enter Fighting mode where you can kick the hell out of everyone, but faster and with new moves. Finally, there's Nunchaku mode where you hit people with a stick on a chain. Top stuff.



I FEEL A HEADACHE COMING ON

What else? Well, on some of the stages you take on two opponents at once. There you are, happily kicking in some bloke when he legs off and gets a mate and you have to do them both. Of course, if you want, you can have two players against the computer, or (even better) against each other. In a fit of player compatibility, you can have three players, all on screen at once, all kicking each other in. This includes the special GM mode where two people gang up against the other one and kick the crap out of him. Very satisfying, especially if the loner is Andy.

DON'T POINT THAT THING AT ME

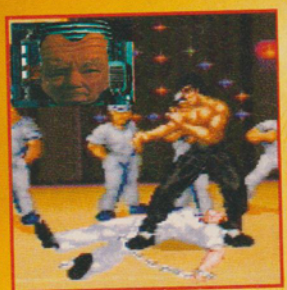
Virgin have done a fine job with *Dragon*. It would have been easy to produce another one of the long line of *SF2* clones, but instead they have come up with a game worthy of the Bruce Lee title. Loads of original features abound, including the clever artificial insemination, er... let me check that.

Ah, apparently it's artificial intelligence, which makes your opponents learn as they fight you, so, if you're a boring fighter they'll have you.

Dragon is a classy beat-em-up. You can tell the programmers have

Who is the toughest beat-em-up character of all time? Andy reckons it's Ken, cos he's rock. Tim thinks Ken as well - "Cos Andy said so". Funny, that. Seeing as how Andy's not actually here and everything.

GAMESMASTER TIP



When your opponent is down, do some serious damage by moving over to him, switching to Mantis mode and jumping up. When you reach the highest point of the jump (and over his chest) pull down for a great neck stomp.

Somebody give this guy some new nail clippers.

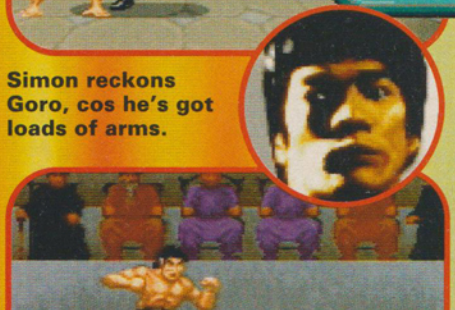
Bruce's personal demon.

tried hard to make this different to *Streetfighter 2*. It's got amazing moves, great sound effects, and some top notch graphics. It even has a gritty atmosphere about it that makes it feel like real fighting, and not just some shoddy *SF* ripoff. At last we have a worthy challenger to *Streetfighter 2* and I reckon that Brucie boy would have any of the *SF2* crew.

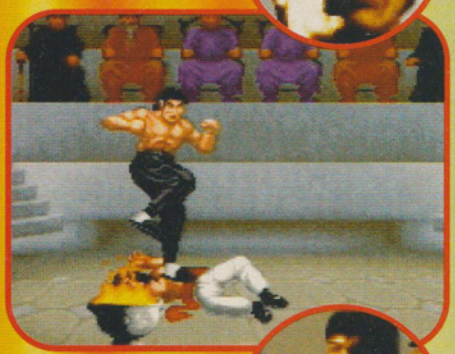
(*Well I reckon that Bruce Lee could have Fei Long from out of* Super Streetfighter 2 Turbo *but he'd draw with Liu Kang from being out of* Mortal Kombat 2 *and they'd have top respect for each other.* – Andy). A mass argument ensues.

LES ELLIS ■

Dragon truly is great fun. It's a beat-em-up that dares to be (a bit) different, that dispenses with the fireballs and the names that sound a bit like Ryu, and goes for its own style. Still, you only get to fight with one character. Admittedly, it's Bruce himself, and he does have three fighting modes, but it would have been smart if you had a few more characters to play with. Anyway - buy it, it's great. **TIM TUCKER** ■



Simon reckons Goro, cos he's got loads of arms.



Trent said Fred Flintstone. Back to sleep,Trent, eh?

I reckon Bruce, cos he's real (not to mention dead).

GRAPHICS

Very real and gritty-looking. Superb backdrops and attention to detail. One of the best looking games ever.

SOUNDS

The smart neck snapping sound effect gets my vote for the sound effect of the year award. Nasty!

PLAYABILITY

A real fighting feel and new tweaks to beat-em-up gameplay make this very appealing.

LASTABILITY

Very tough opponents and five skill levels to batter them on. This should have a very long life.

OVERALL

A lot of thought has gone into producing a game that will appeal to beat-em-up freaks. *Dragon* has a load of new features that put it on a par with *Streetfighter 2* but Andy won't let us give anything higher marks than his baby. LES ■

FOR - SNES
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - AUGUST
PRICE - £50
END ■

DRAGON

In this scene, Brucie and Brucie, erm, beat up a chef... a bit.

Hey, it's a sailor... beat 'im up Brucie. He's beggin' for it.

The partially hidden man is, well, he's going to get beaten up.

Dead heroes are all the rage at the moment. Both Ayrton Senna and Kurt Cobain have become cult figures since their untimely demises. Even James Dean (who, by now, would most likely have died of old-age, if he'd survived the crash) is still revered. Mostly because he was a top dead young bloke. The same is true of Bruce Lee, and bizarrely his son Brandon. Bruce died before his time, in an 'open to thousands of conspiracy theories' type-death and Brandon died in a 'that prop gun is actually a real gun' type-scenario.

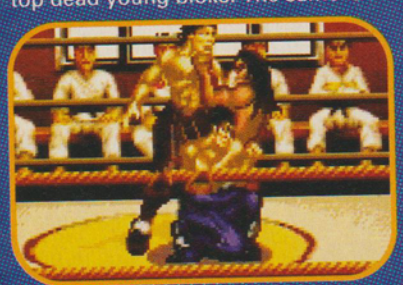
This has meant that since his coil-shuffling, Bruce has become the toppest bloke in the martial arts world, who could whup the collective asses of Chuck Norris, Steven Segal, Sly 'sly' Stallone and Arnold Schwarzenegger, with his hands tied behind his back. Also, there are so many weird stories concerning 'Ol' blue eyes' that it's difficult to separate the myth from the reality.

Who better, then, to deliver a meaty beat-em-up, than 'Ol' bullets-hard'? Who better indeed? Well nobody actually. Which is just as well, because if you hadn't noticed (and, I agree, the text so far has been most wibblesome), this is a review of that very game.

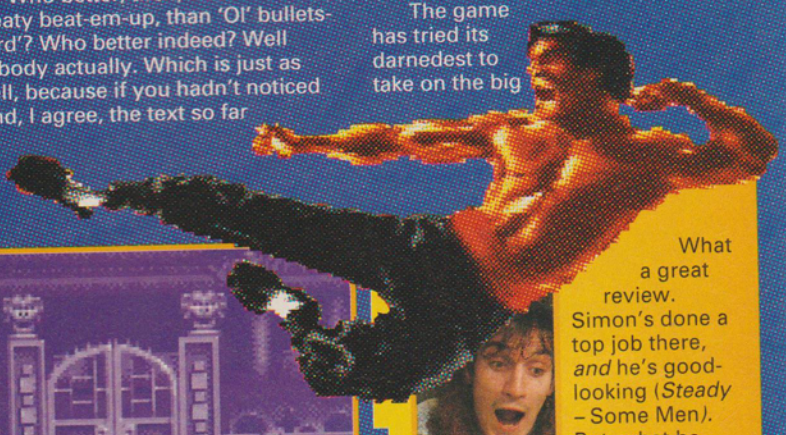
The game follows the film storyline and has the old ghostly figure of the ancient warrior. There are plenty of fights to be had, and lots of options. Including the chance to play with two mates at once!

The graphics show 'old slow hands' being as lithe as you like. Jumping about a bit (to the applause of the whole GamesMaster team), crunching ribs and kicking heads. He even has three different fighting modes, which goes some way to alleviating the gripes some players will have with only being able to 'be' Bruce.

The game has tried its darnedest to take on the big



The monkey-man, has got Bruce, by the throat. Hit 'im Bruce#2.



This is the Demon. He's a bit like the Red Indian in The Doors. Except he doesn't have... feathers, or a bow and arrow, or a teepee, or a perfectly good claim to the great plains of America.

What a great review. Simon's done a top job there, *and* he's good-looking (*Steady – Some Men*). But, what he hasn't mentioned is: the great backdrops, the addictive gameplay, the fact that it is the most strategic beat-em-up ever. There are also sound effects lifted straight out of Bruce's films – which it is impossible not to mimic. Other than that I agree with everything Simon has said... he's a top bloke, that photo doesn't do him any justice. Sometimes when I see him of a morning I get so... Still, it's a pity that Bruce died, and Brandon, and Kurt, and Ayrton. **LES ELLIS** ■

WE THINK BRUCE DIED AS A RESULT OF A TRIP OVER A CORN SNACK, WHICH SENT HIM ARSE OVER TIT, OFF A CLIFF, OR SOMETHING.

OPTIONS - LOTS
DIFFICULTY - MEDIUM
PLAYERS - 1-3
SAVE GAME - NO

END ■

Don't read this. There's a competition over there on the right. You might win.

boys of *Mortal Kombat* and *Streetfighter 2*, and it's done very well for itself.

On a style level, I think it beats the others hands down. Bruce is real. Bruce is cool. Bruce has appeal. And let's face it, green blokes or devil-type-evil-men-with-six-rubbery arms... don't, at all.

When it comes to the actual fighting it betters *MK*, but doesn't quite batter *SF2*, which is a bit of a let down for the programmers. But I'll tell you this: *Dragon 2* needs only to be a little bit faster and smoother, and it'll have *Streetfighter 2* by the 'nads.

Go out, get some money out of the hole in the wall. Go to the video game emporium and buy this game. Then play it a lot, and enjoy a fuller life.

SIMON KIRRANE ■

GAMESMASTER TIP

During the game, try to build your Chi up by constantly hitting your opponents. The more Chi you get the more fighting styles you can employ. The wooden man pops up after every round - use it to increase Chi too.

FOR - MEGA DRIVE
FROM - VIRGIN
TEL - 081 960 2255
AVAILABLE - AUGUST
PRICE - £50

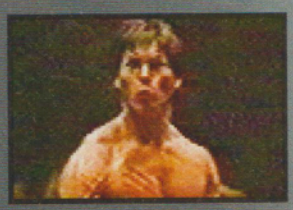
END ■

36 ▽ 7A

WIN!

We've got 30 Dragon videos to give away this month. They come courtesy of CIC Video who told us that Dragon is available to rent now, and is buyable in September. Still, you could always win one.

All you have to do, is send in a convincing conspiracy theory concerning Bruce's death. The best 30 win.



For a round-up of past theories concerning Bruce's death...

...see issue 12 of GamesMaster...

...then come up with an outlandish/convincing...

...theory all of your own. Easy, really.

36 ▽ 8A

8 ROP 102

ROP 102

GRAPHICS

It *is* Bruce. There's no denying it. Even more realistic than the film.

SOUNDS

OWWWWwwwwww. Fantastic. If only everyone in the office would stop 'doing' the noises...

PLAYABILITY

Come on. It's got three-player action. We're talking Playabilitysville, erm, Cleethorpes. Er, no...

LASTABILITY

Here comes a new challenger! (*Ooooo! Super Streetfighter 2!! Next issue!* - A ghostly voice).

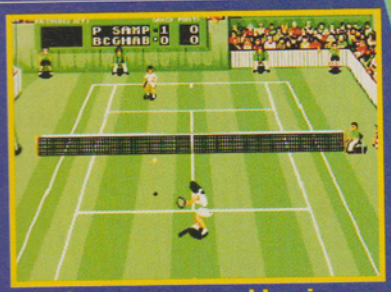
OVERALL

A great game that has come in as a dark horse and scared all the pigeons... or something. A 'winner', a 'must buy', a 'good reason to own a Mega Drive.'

SIMON ■

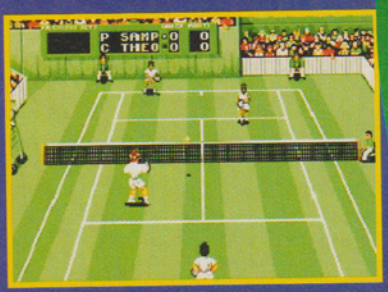
JUDGEMENT

90

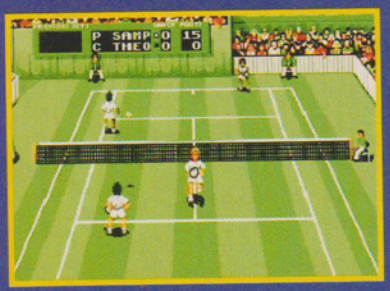


It's the warm-up, and Les is worryingly sporting an attractive top and matching skirt.

Wait a minute – what's this? Who's S Schmidt? Why's everybody running off court?



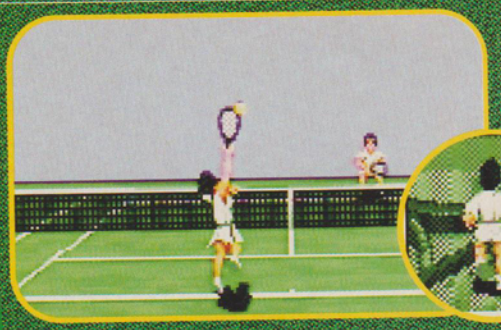
Right, here goes. The match has started, and Tim sends a good, deep serve to Ydna.



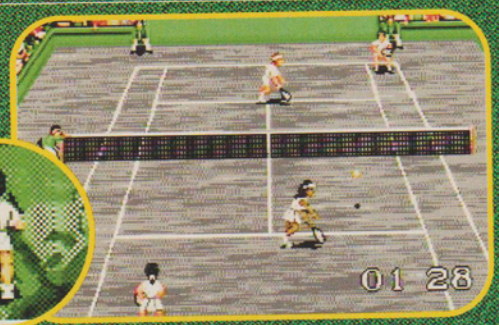
And then it all goes funny. The control system is discussed at length. The crowd are restless.

FRED PERRY USED TO BE A VERY GOOD TENNIS PLAYER, BUT NOW HE'S A T-SHIRT, AS WORN BY BLUR.

FOR - MEGA DRIVE
FROM - CODEMASTERS
TEL - 0926 814132
AVAILABLE - NOW
PRICE - £39.99
END ■



Try the tuition mode. Here you can get your shots together and practice being good. Shame it's a different perspective.



It soon became apparent that they were playing in front of a slightly off-colour mirror. Or WERE THEY?

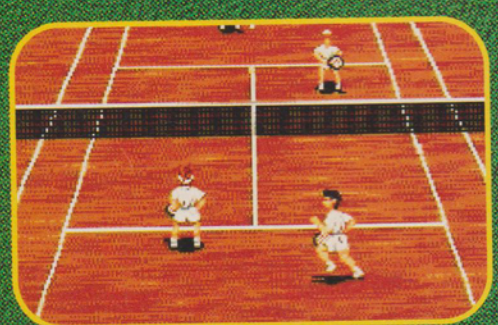
Pete Sampras TENNIS

Tim – Right, it's me to serve first, so I'll start off with a positive stroke (ooer). This is great. Four player tennis, without the hassle of buying an adaptor, and you still get change from forty quid. First impressions are that it looks lovely – big, bold and colourful with some cheerfully uplifting and decidedly tennis-orientated animations, and a control system that enables you to get some truly effective shots on the ball.

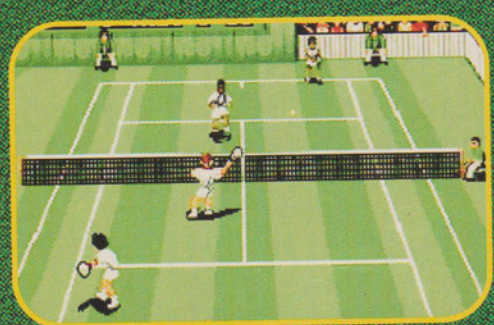
(I'd just like to point out that this 'ere is a four-way review 'in the style' of doubles tennis. It's Simon K and Andy. I mean er, YDNA versus Tim and Les... Oh, I say! Er... – Dan Maskell)

YDNA – Actually, I reckon the control system is a bit dodgy – not intuitive enough, and all that. The scope for spectacular, precisely placed shots is decidedly limited and there's still that wearily reoccurring problem of never wanting to play at the far end (*something which was cleverly dealt with by PST's main rival* – Domark's Davis Cup Tennis). Have some o' that, Les!

LES – Ooh, that was a low blow. The control system allows you to get into the game faster. You don't have to faff about, worrying over what kind of shot you are going to play. It's even got a tuition mode (incidentally, my



At this point, Simon had had enough. "I'm off", he said, and just ran off court.



But, er, he came back again, and we started again on a green court. Sorry.

Some of the moves that you can do with your sprite. Forehands, backhands, lobs, overhead smashes, and, er, rolling around in the mud.

GAMESMASTER TIP

Try to take control of the game by scoring as many aces as possible. Stand at the far edge of the court and time your shot well. You'll ace the computer everytime.

"Can you have human versus killer robot? Or Godzilla? Or..."
"Shut up, Simon. Just play the game."

girlfriend's got a signed Agassi photo). Look guys, four players, no adaptor needed and it's cheap. Smashed over to Simon K.

SIMON K – Ahh! You see, this is nice and all... but you just can't play to any advanced level. I mean that's the whole point of a sports sim isn't it? I'm supposed to reach out here and deftly lob this ball over Tim's head. (Schtonk!) And look. I end up skying the ball so that it bounces off the TV screen (nice touch that). Do I feel good about that? No I don't and I only play these to be a top, hard, sporting chap who whams home aces all the time. So I'm sorry Les, I disagree... er Tim, it's your serve again... sorry about that, Ydna. (*Grumble* – Ydna)

TIM – Well okay, so the controls need some work, but isn't that just like real tennis? I mean, you wouldn't expect to stroll onto centre court at Wimbledon and start knocking Boris Becker all over the court, would you? No, it requires time, patience and effort, godammit, to get good at this game.

Tennis is such a good way to travel the world, meet people, and occasionally get stabbed in the back.

(*Er – quiet please. This is rapidly disintegrating into pointless, control system-oriented quibbling. Oh, and Les... Keyboard abuse. You're off! Come on, son... What's your number?* – A.N. Imaginary Umpire) (*"Off! Off! Off!"* – A.N. Equally Imaginary Crowd.) (*Remarkable!* – Dead Dan Maskell). (*That's David Coleman. Dunce!* – Tim).

YDNA – Er, where was I? Oh. Still, though. Nice at-mos. Eh? Eh? A great, believably unruly crowd. Satisfyingly chunky FX. Agreeably pointless arguing-with-umpire bit. (*Steady* – That Imaginary Umpire). But I still reckon *Davis Cup Tennis* is – um – where Mega Drive tennis is 'at'. Er... Les?

LES – Ydna, you don't half seem familiar. Nice 'tache by the way. Look. it's great and the next person who says it isn't is a git. Simon K.

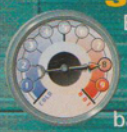
SIMON K *swinging widly at the ball* – Oh I give up! Walks off the court screaming, "you canNOT be serious!!!!" (*Git!*– All).

ALL (EXCEPT ANDY, WHO ISN'T HERE) ■

GRAPHICS

Just right. Blocky but admirably animated sprites on solid and colourful backgrounds.

SOUNDS



Everything's dealt with well, including crowd chants and beautifully "clopped" ball-on-racket action.

PLAYABILITY

Mixed feelings here. There *is* a reliable control system, but it's not that easy to get right.

LASTABILITY

With up to four players at once, this is certain to inspire many a party-time hand-on-joypad sesh.

FOUR-PLAY ALL THE WAY

Not bad! The inclusion of a four player option, in any game, is going to make it a winner and Pete Sampras is no exception. What makes it even better though, is that with this game, you get the four player adaptor ABSOLUTELY FREE!! I'm sorry, that should be 'absolutely free'. Which is quite nice, and means that all you need is a pal with two joypads, and two pals who are, let's face it, hangers-on, and you've got yourself a great afternoon. Packed with excitement and fun and arguements. Not bad!

The GamesMaster team having a game. Er, *before* Andy dissappeared.

OVERALL

It's great... mostly. We all like some bits of it, and dislike others. Perhaps this whole exercise has revealed the inherent difficulty of trying to squeeze four different opinions into one review. Still, we've learnt our lesson. You should buy this as soon as you can, despite Simon's moaning. ALL ■

JUDGEMENT

Wild boars trouble our hero. It's like running through Radio 4. Heheh, geddit?

Banana tossing has long been banned in most of the Asian sub-continent.

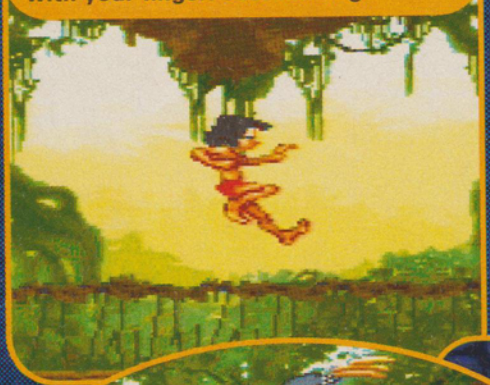
Remember The Man Who Would Be King? The same bridge was used in this game.

The phrase 'sick as a parrot' stems from the green parrot plague in the '70s.

The Jungle

LIKE MOWGLI, I TOO WAS ABANDONED AS A CHILD BUT IT WAS ONLY FOR AN HOUR, IN ASDA IN 1972.

The triple kick fatality is A, A, B, B, and then touch the end of your nose with your finger. Just kidding.



The musical masterpiece of generations has been brought to the SNES at last... (thinks – *no that won't do*). A boy, a posing pouch and some creeping vines might not sound like a winning idea for... (thinks – *nope, I'm just not getting there*). If you spent all day swinging from vines and leaping on small furry animal... (thinks – *oh dear*).

CAT-MAN DOES

You are Mowgli and you only have 24 hours to save the world in this gore-ridden, action/adventure, blood-fest. Leap past scantily clad women, blast marauding villains with a high calibre rifle. Bludgeon hapless passers-by to obtain information and escape in a high powered speed boat and... (*Get a grip on this Simon!* – Andy). Alright, alright! This is a platform game based on the exploits of Mowgli the wolfboy, as he treks through the jungle in his first real adventure. The game is possibly the closest thing to a port from a Disney Cartoon since *Aladdin* and, unlike the latter, this is a long-lasting and challenging game.

The graphics are remarkable, and the character animation is poetry in motion. No, really. All the famous characters are in here and quite a few of the bit part players have been sucked out of obscurity to perform cameos. So Jungle Book fans are catered for, but even if you hated Kipling's book, you'll find the game entertaining. Different problems have been included, and as the game progresses, you find that you are performing complex stunts as a matter of course.

SPOT THE PASTICHE

The game elevates the player to a greater standard and the latter levels are as cunning as a fox, playing chess, in a smoking jacket, against

The Wolfboy relaxes with ambient music.

Whenever you're feeling down, some choice words of comfort always help.

I could do the caption about this being a strange place to hang pictures. If I wanted to.

OPTIONS - SOME
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - NO

END ■

Book

an obese chicken, with a bad leg. There are no great puzzles but you do find that the more you play the game, the bigger the levels become, with extra lives hidden in the most inconceivable places. And all the time you are working this out, you are ducking under coconuts and leaping over snake venom, sidling past dormant snakes and bounding great chasms... great fun!

The story is not strictly adhered to, but the major characters are all represented well and the end of level baddies are Shere Khan and King Louie et al, all to the backdrop of some great scat piano music.

You were looking for a good platform game, and now you've found one. *Aladdin* may well haved looked sleeker, but this has pot-loads of gameplay, and tons of character. A first rate game.

SIMON KIRRANE ■

Hello. My name is Mr. Ewol. And I come from some place far away! Ye-es. That'll do. SNES *Jungle Book* is Quality Platform Game Antics. It's top *Aladdin*-like Foliage-Forraging, Stuff-Throwing Action. Buy it! YDNA EWOL ■

GRAPHICS

Lovely, gorgeous, supersmartsmashing. Very well animated with very atmospheric backdrops.

SOUNDS

Although the songs aren't here in their full glory the tunes are still covered adequately.

PLAYABILITY

Shockingly good. If you progress too quickly it will put your nose out of joint.

LASTABILITY

It takes ages to complete, but it may seem a bit putdown-able after about a year, say.

OVERALL

It's a good game. No, it's a great game, and you should be very happy to include it in your collection. One of the best platform games I've had the pleasure to review... actually.

SIMON ■

Mowgli can't manage the old 'teapot' pose.

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JUDGEMENT 91

The Jungle Book

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AVAILABLE - NOW
PRICE - £TBA
END ■

And thus came Mowgli's first lesson in jungle law. NEVER pull a snake's tail.

Mowgli is tricked by the gold frisbee.

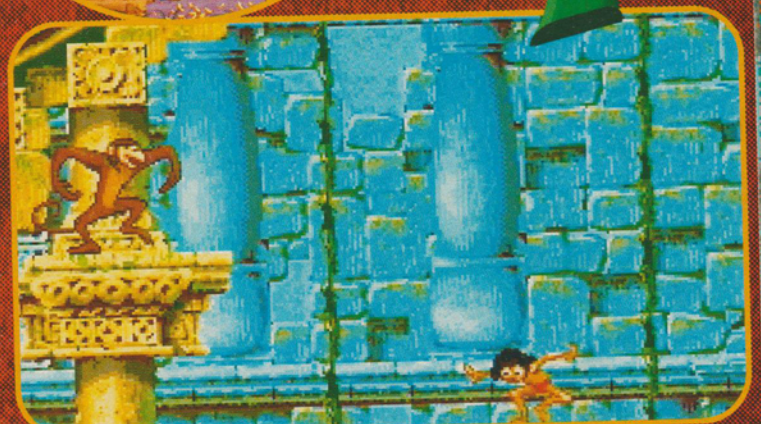
You would have thought that a wolf's first reaction on encountering a small bundle of flesh in a basket would be "I wonder how you peel it", but Mowgli was discovered by the most maternal she-wolf in jungle history. The ensuing events lead to a fine book by Rudyard Kipling, from which this has been licensed. Oh, and Disney also made one of their best films from the same material.

This Mega Drive incarnation of the game is fantastic and no mistake. The graphics are even better than the SNES version, with beautifully atmospheric backgrounds, colourful, substantial sprites, and animation that's smoother than a wolf-baby's fur.

Happily, the gameplay fits in to this rosy picture. It relies on you trotting, swinging and bouncing (off of coiled snakes, no less) through ten levels. On your way, you encounter a number of jungle-related hazards, which can be despatched by any of four weapons you pick up – a banana, a double banana, a banana-rang (it comes back, you see) and a pea-shooter.

All the characters make cameo appearances, in ingenious ways. Like Baloo as a floating platform on the river level. Also, some levels have bosses, such as King Louis, Kaa, and ultimately Shere Khan himself. The similarities to *Aladdin* are discomforting, but *Jungle Book* is a highly polished, highly playable, and highly addictive platform game. Trust in me.... It's one of the best games out there. **TIM TUCKER** ■

I don't like Kipling's books but I must admit to being a bit partial to his cakes. I'm also a bit partial to fabulous games. Which is why I like this so much. It's like *Aladdin*, only better. LES ELLIS ■



Mowgli: "Am I getting this right?" Monkey: "You will never be a true ape."

GRAPHICS

The word "stunning" trips delicately off the startled tongue. This is pushing the Mega Drive as far as it goes.

SOUNDS

Good renditions of the classic Jungle Book tunes, and some fine jungle sounds add atmosphere.

PLAYABILITY

Very *Aladdin*, but the levels are better designed, and there's more of a seek-and-explore aspect to this.

LASTABILITY

Ten levels, a few bonus sections and some fairly tough bosses - it'll have you glued for some time.

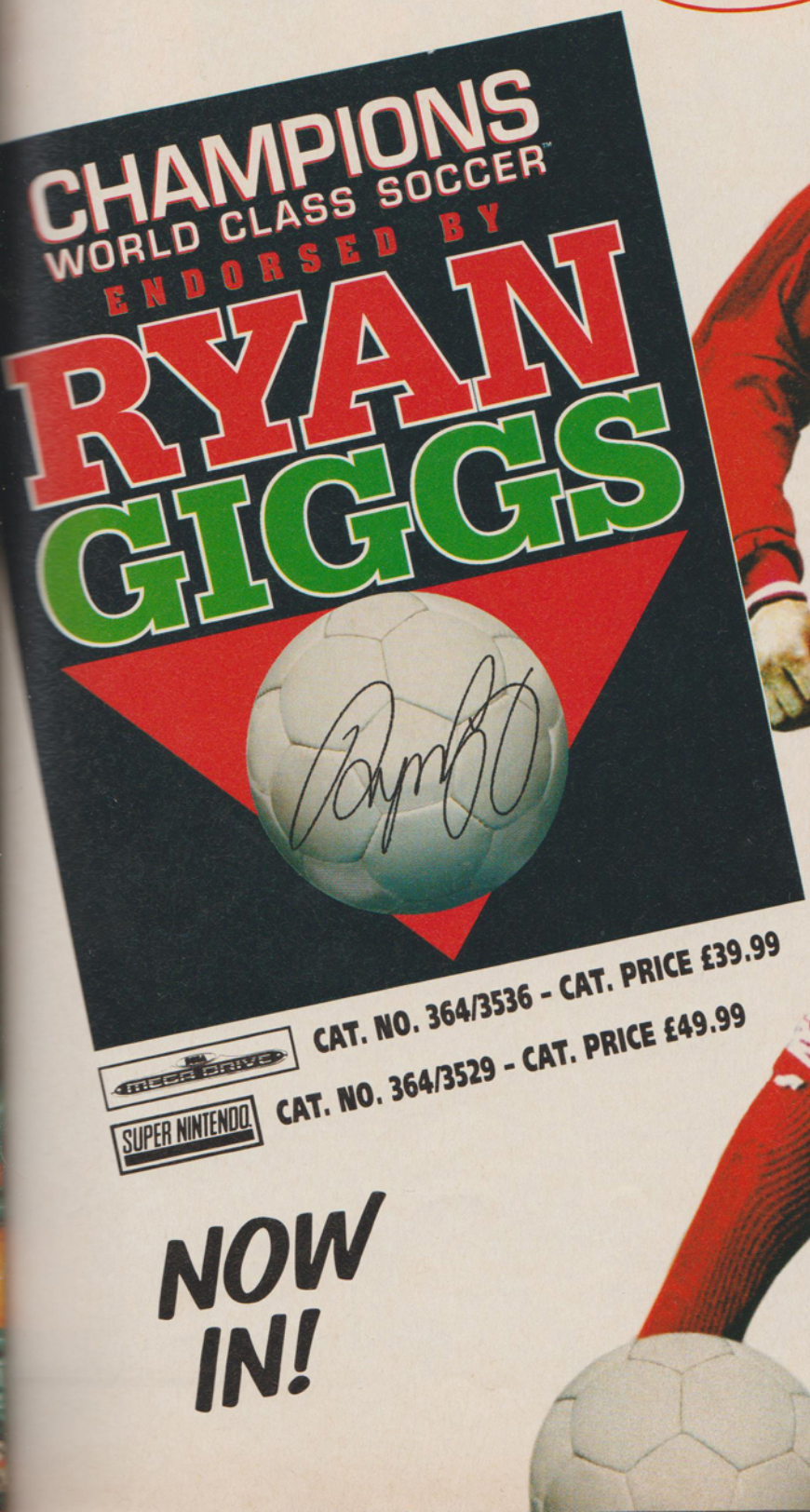
OVERALL

A very accomplished game in all respects. The graphics and animation are particularly gob-smacking, but the gameplay is highly satisfying too. An undeniably great game. TIM ■

JUDGEMENT

PLAY THE CHAMPIONS AT

Argos



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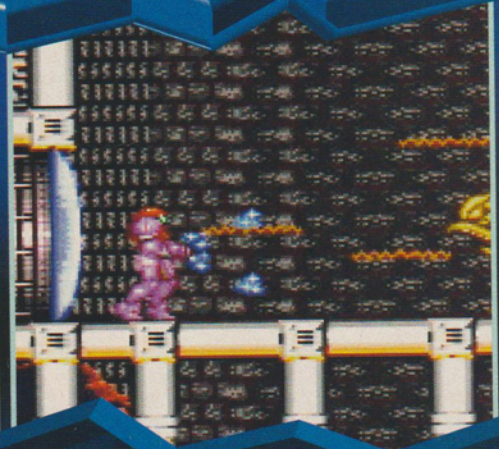
These hideous giant insects are bent on spoiling your day.

Shoot the glowing plant bulb. Don't ask questions, just do it.

Things shoot at you round corners in this game.

SUPER M



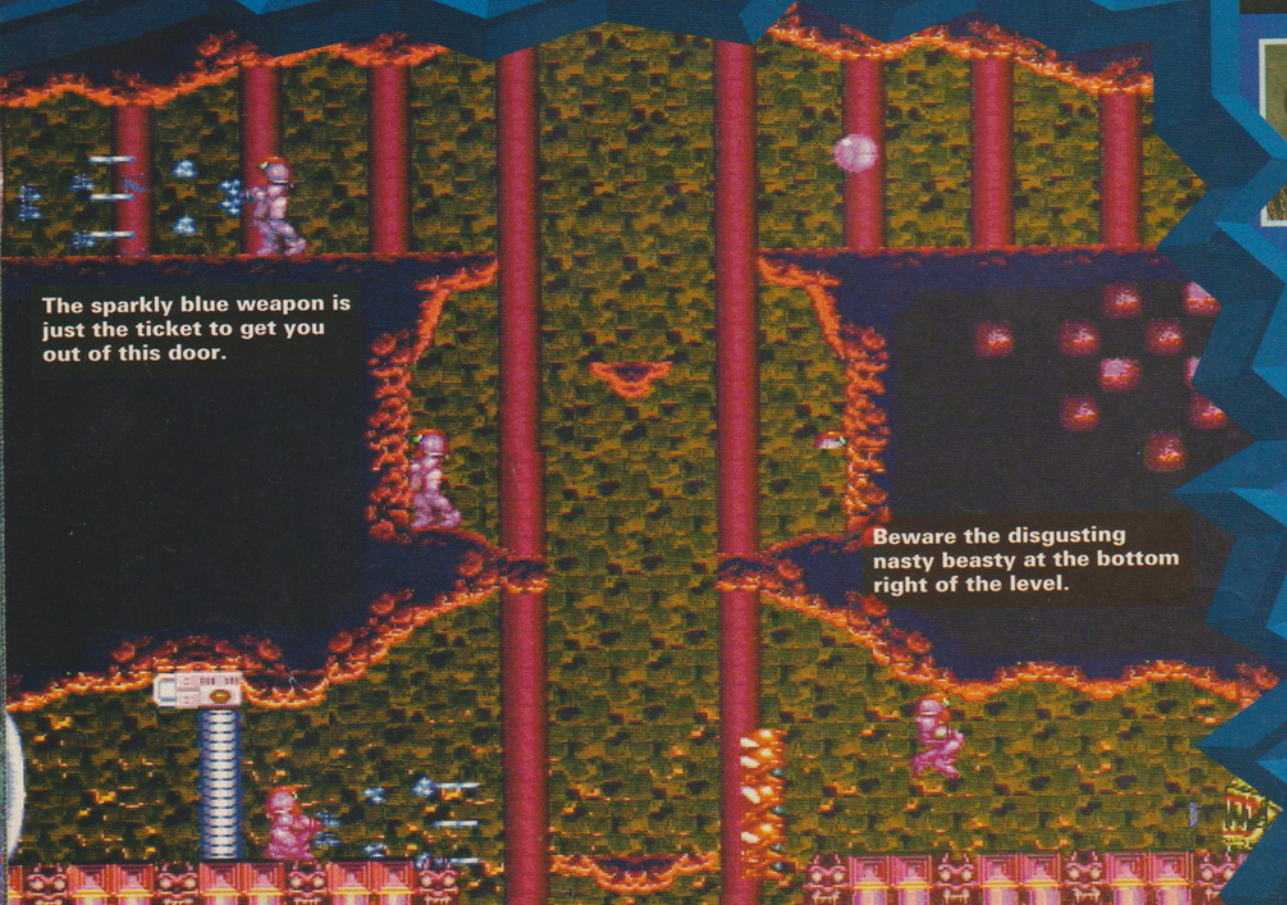
The Encyclopaedia Galactica (English language edition) states that it's not absolutely sure what Metroid means, but offers three plausible definitions:

1. An alien unit of length, roughly equivalent to an Earthling metre.
2. A large brain-type thing in a glass jar.
3. A fist-sized globule of pus, often found on the inner thigh of a senile mountain yak.

Fortunately for us, the second definition serves adequately. For, it does indeed appear to be a chunk of the old grey matter which Samus, the highly attractive and distinctly female heroine of this game, must destroy. To do this, she is forced to fight her way through all that an alien planet can throw at her. And that involves some pretty bloody bizarre things, I can tell you.

But if you were imagining that *Super Metroid* was just another appallingly dull platform shoot-em-up, er, don't. Because it isn't. In fact, the Encyclopaedia GamesMaster defines *Super Metroid* quite succinctly, as follows:

1. A thoroughly gorgeous SNES game which manages to success-



The sparkly blue weapon is just the ticket to get you out of this door.

Beware the disgusting nasty beasty at the bottom right of the level.

Shocked, stunned, happy and not a little thumb-sore. That's what I am. This game has added so much to a game genre that us tired hacks are continually proclaiming dead, that, well – it's about time we all apologised. But there's no danger of that, so I'll soldier on. To read from The GamesMaster Book of Top Quotations: "Rumours of my death are greatly exaggerated..." PLATFORM SHOOT-EM-UPS. So there you have it, a show-stopping shooter that would stun any flight-sim buff. **SIMON**■

BUY THIS NOW!

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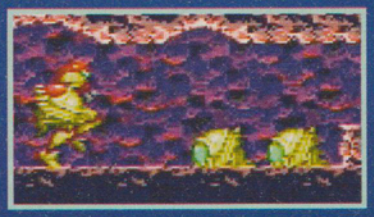
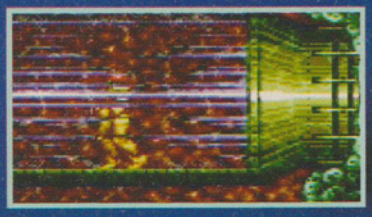
END ■

Try to imagine sharing your life with Sumas...



...every night she'd come home complaining about the tight...



...metal suit, and having to stand in enormous blow dryers.

ETROID

fully mix the kind of platform shooting thrills found in *Super Probotector* with the gameplaying depth of *Zelda*.

WAHEY

It's not the graphics which stun you into loving it. In fact, it's pretty plain looking, although some impressive mode 7 effects enhance the action adequately. No, it's the beautiful game design which makes this a winner. To begin with, you just explore the alien environment, encountering little resistance from alien beings. On your way round, though, you'll notice that certain areas are inaccessible – for now. You'll also stumble upon a few power-ups, such as missiles, bombs, super missiles, and high jump boots. Occasionally you'll discover outrageously helpful machines which map out the level, re-boost your energy or even save the game.

As you investigate more of this exciting new world, you start to realise just how well this game has been put together. "Wait a minute," you think, "these high jump boots I've just found might be the key to getting up those high platforms that I couldn't scale

This is the story of Samus, his pet boggle-eyed crab, and a potted plant.

THINGS WE DID TODAY

SPAZER
Amusingly-named weapon which splits into three. Very useful for creating three parallel lines. In yellow.

ICE BEAM
Freezes your enemies, enabling you to finish them off at your leisure. Good for creating blue parallel lines.

GRAPPLING BEAM
Use this to grab onto metallic things and swing about. Also hooks onto baddies.

SPEED BOOTS
These handy pieces of stylish footwear provide our heroine with super speedic powers.

MISSILES
These not only make bigger holes in baddies, but are absolutely esesential for getting through some doors.

SUPER MISSILES
Create even more damage with these tasty instruments of destruction. These look and sound great.

"Go on, puny mortal. Try your useless weapon against my awesome power!"

This chicken is a nightmare. It won't go away.

I have a small confession to make. When I saw Tim playing this I thought it was a bit on the crap side. Let's face it, it isn't much to look at is it? It's only when Tim bullied me (I've still got the bruises) into sitting down to play it that I finally realised what I'd been missing. *Metroid* has that elusive compulsive gameplay element that many producers have been looking for for years. Millions have been spent trying to find it, programmers have staked their reputations looking for it and all the time here it was, hidden inside a little SNES cart. This game IS playability. It's frighteningly addictive, oh look, it's brilliant okay? Along with *Mario All Stars* this is one of the best Nintendo releases for a long time.

LES ELLIS

earlier." Back you go, exploring bits you hadn't fully covered before, often finding another "great thing" for your efforts. Bigger and more powerful weapons get you through doors that were previously locked to you. Things fall coolly into place, and it soon becomes obvious that you're in the middle of one of the best SNES games this year.

MENTAL

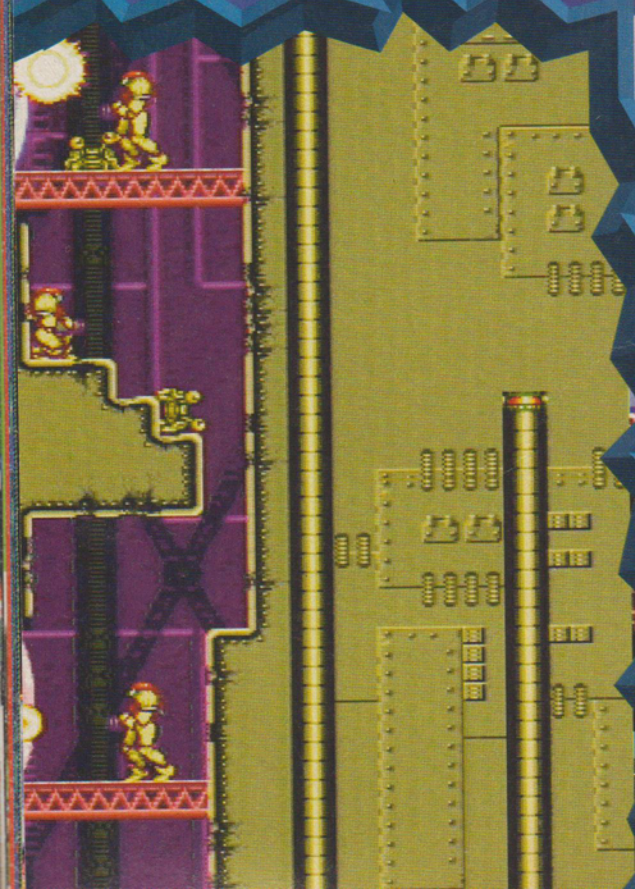
But it's not all just sauntering around trying things out (otherwise it would be called *Super Window Shopping* or something). There are things to kill. Horrible things with more than the standard issue legs, and quite vile facial hair problems. Fortunately, they often leave energy boosters and other power-ups behind after them, so you're constantly rewarded for your efforts.

Predictably, your battle with mutation is punctuated by particularly large and nasty aliens - in other words, some bosses, which are imaginatively designed and often fearsomely tough.

As the Encyclopaedia GamesMaster states, "*Super Metroid* is a gorgeous synthesis of game styles, with the whole adding up to more than the sum of its parts."

You'll be up to the early hours discovering all that this game has to offer, and wake up thinking about new ways to get further on.

For my final caption I'd like to finish with a joke. This tortoise walks into...



You can use the bombs to get higher than you can normally jump. Just roll up and keep pressing the fire button. You have to get the timing right, but if you have an ASCII joypad, set the fire button to turbo and you can go as high as you like by just holding down fire - as long as you don't bump into anything.

GAMESMASTER

GRAPHICS

Very simple, with little in the way of graphic detail, but with some lovely enhancements.

SOUNDS

Great music and sound effects that really do build up an atmosphere.

PLAYABILITY

You learn as you go, and there are always things to do. Excellent game design all the way.

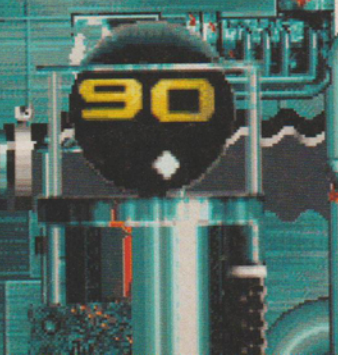
LASTABILITY

Gives the impression of being easy-going, but it'll take ages for you to glimpse at half of the game.

OVERALL

Not many games can be said to have that elusive "addictive" quality, but *Super Metroid* is certainly one of them. Like a good book that you can't put down, a mesmerising film that demands your attention, a throbbing car that you drive because you *must*... well, you get the idea.

TIM



JUDGEMENT

WARIO LAND
SUPER MARIO LAND 3™

Total Magazine 92% rating

If the hat fits, NUT SOMETHING with it

Smash bang Wario's back. Yes, that short fat evil guy from Super Mario Land 2 is back with a scheme of great scheminess.

To steal all the treasure from the Kitchen Tool pirates, to pay for a castle so 'appenin' Mario will be gutted.

There are 40 levels to get through, so even with a battery backed memory and a pile of hats that give him new powers, you'll still find it a hard nut to crack.

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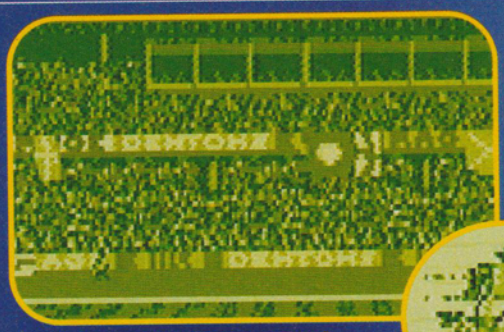
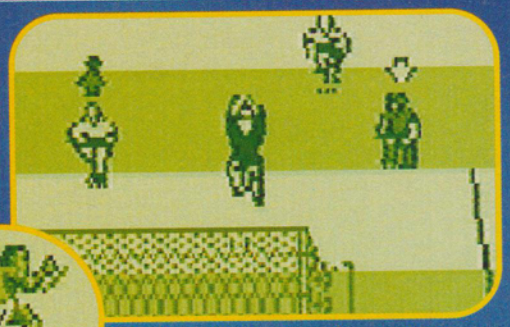
WORLD CUP STRIKER

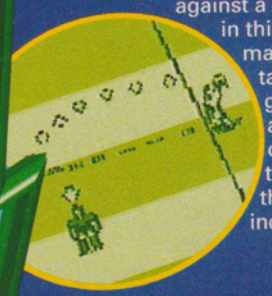


Look looook! It's the crowd. Yes... er that's it really. Oh yes. They aren't real by the way.



The lone ballerina stunned the 'unreal' crowd into a sort of 'fake' silence... it's not really a ballerina.

I'm paranoid, it's well known you know? Everybody knows about it, everybody talks about it – all the time. Can't you hear it? It's like a low hum. I hear voices too. The thing I'm most paranoid about is the fact that when I play against a SNES or Mega Drive or as in this case a Game Boy... the machine always seems to be taunting me. I played this game for ages and ages and I still haven't developed the rare foresight of this clumsy grey box. All the top teams can pull off inch-perfect passes, lobs and volleys whereas I always seem to be miles out. And when I do get a good cross in, all my strikers are warming their hands down their shorts, or having a fag.



DID HE SAY PALATABLE?

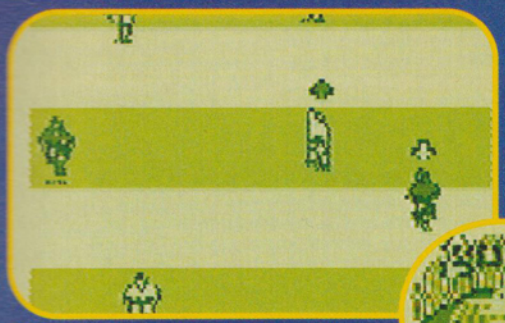
Unfortunately, that is the only criticism I have of *World Cup Striker*. Other than my own ineptitude and paranoia, this has got lots to offer. The graphics are fantastic and the play is so realistic, it's hard to get your head round. The aftertouch is so similar to the SNES version that it seems a pity there's no indoor game. In fact, the things that have been culled from the SNES are all palatable omissions, action replays, set moves, buttons, obvious stuff really. Which leaves you with a riveting soccer game for the Game Boy that streaks ahead of the competi-

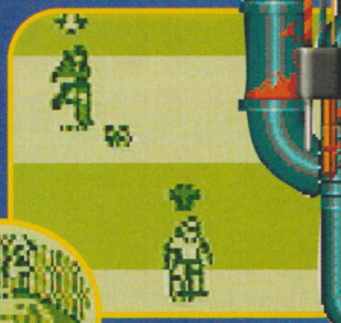
"Breakdancing may have gone 'out of fashion', but I'm not bound by convention!" He opined.

All the players chased 'the man with the floating 8'. Because he was different.

This is a good game from the off, but to justify a sequel, Elite have got to come up with more than just putting the words 'World Cup' in front of the title. They have to make it better than it was – now, how do you do that? *World Cup Striker* features all the teams involved in the fight for the Jules Rimet, plus a few that were cheated out of a place in America by 11 scheming Dutch blokes (from out of a "do I not like that?" scenario) – like England, for example. There are all sorts of new 'features' and 'options' and 'stuff' that enhance the game further. Set plays have been included, penalties are now large sprite affairs, the graphics have been tweaked and the computer teams have

Why can't people face the facts. England were crap under Graham Taylor, that's why we didn't get through to the finals. It had nothing to do with those geezers who prefer to wear nice orange shirts and have silly names like Van Der Git, who cheat a lot. Oh yeah, *WCS* is a bit good. LES ELLIS ■





"Sir! Sir! Can I go to the toilet please?" mumbled the 'phoney' school boy, with his hand... aloft.

"Funny place for a grave", mused the good doctor.

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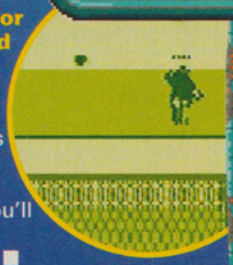
END ■

tion like – er – Maradonna, but it doesn't cheat.

If you want a soccer game to while away those commuting hours then buy this. But, I warn you. You'll be playing long after the train's got to it's destination, been cleaned up a bit and then set off for somewhere else. Very fast, very well detailed and very addictive and with trophy, knockout, league and friendly options to stretch it that bit further. It's a difficult game to do captions for though – as you'll soon see.

SIMON KIRRANE ■



OVERALL

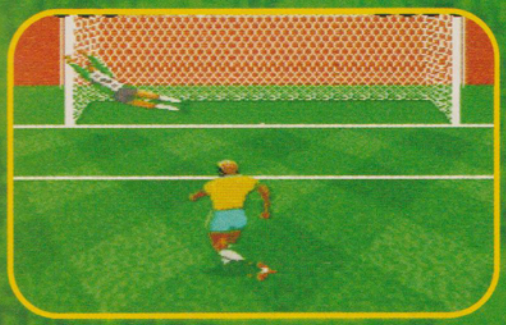
A great game that has at last made it to the Game Boy. It may well be topped but if it ever is, I'll bet it's by another *Striker* game.

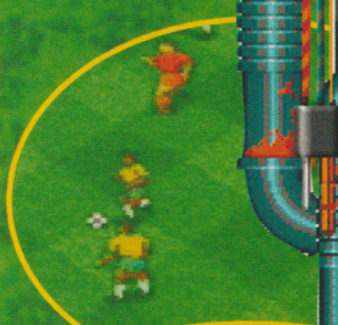
SIMON ■

Simon's right – he is paranoid. And he has a right to be, because everybody hates him. Anyway, he's also totally correct about *World Cup Striker*. It *is* the best football game on the Game Boy.

TIM TUCKER ■

JUDGEMENT 89





All of a sudden, time stopped. "That's torn it!" Thought Philippe, the Brazillian keeper, as he hung there.

FOR - SNES
FROM - ELITE
TEL - 0922 55852
AVAILABLE - NOW
PRICE - £59.99!!!
END ■

been toughened up. And you can play with four friends – yes there's a five play option – the only thing any game needs to get it racing to the top of the charts. So what you are getting is *Striker Max* – all the new features can be found on a variety of different soccer carts but then they don't have the benefit of being *Striker* do they? No. Yes... er they don't.

BEND SINISTER

You can still play indoor football and you can still get the Brazillians to bend the ball to laws-of-physics-shattering degrees. This has always been a real arcadey type of a game. Perhaps the next game out of the *Striker* stable will feature the wire-guided volleys.

There is sufficient change in here to warrant a sequel, but I've got *Striker* and I won't be going out getting this as well. So don't listen to the others – buy this and be as happy as you can be.

SIMON KIRRANE ■

Twins seldom get on.

OVERALL

***Striker* was a fab game and it's been improved upon. There are better graphics, high-tension penalties, tricky set pieces and all the old gameplay is all there too. Buy *World Cup Striker*.**

SIMON ■

JUDGEMENT 90

The RPG bits take place in this small box, but it's all clear enough.

It looks like a Mega Drive game doesn't it? Sorry, but it does.

FOR - AMIGA
FROM - OCEAN
TEL - 061 832 6633
AVAILABLE - NOW
PRICE - £24.99
END ■

MR NUTZ

Mr Nutz himself, or the Leaping Beaver, as he's often known.

I hate to point this out again so soon, but doesn't this remind you of *Sonic*?

Have you noticed how everyone who makes Amiga games these days thinks that Amiga owners aren't really happy with their computers, and they really want a SNES or a Mega Drive? *Mr Nutz* bears this out. It's split into two alternating gaming environments. The first is a sort of RPG-ish, overhead view, wander-about bit, like a cross between the wandery bits in *Super Mario World* and *Zelda* off the SNES. The second is a straight platform game, highly derivative of *Sonic* off of the Mega Drive.

Both are good examples of their genre, and in fact the combination of the two makes for a much more enjoyable game. The world is overrun by chickens from outer space (something I've been saying for a long time now), and Mr Nutz has to travel around a number of islands to sort them out. The RPG-ish bits are a bit long-winded at times, as you follow the laid out paths looking for the chickens' treasure chests and bases, but they serve as a good break from pure platforming. The chests contain useful items, such as bombs (for clearing the path when blocked), feathers to assist you in flight, and extra lives and hit points, many of which you can actually use in the platform bits. The bases are the entrance to the platform levels – find a flag and you're off to platform land.

DON'T STAY IN THE WATER

In platform land you'll find that all the usual rules apply. Jump on the chickens' heads to kill them, look for collectable gems, don't stay in the water too long, and try to find the exit. There are some neat ideas, like the fact that hit points are actually living creatures, so if you do get hit, you get a chance to catch up with your lost hit point and get it back again. Otherwise, you pretty much know the drill by now, and this won't disappoint you if you're fond of

Well, it would be very easy to get all high-horsey about this game and concentrate on its faults: being derivative, not being a showstopper. But at the end of the day this is a worthy and playable game. Even so, I can't enthuse about *Mr Nutz*. The graphics and sounds are adequate, the gameplay is, well, it's got *some* gameplay. If you bought this, then there's a good chance you'd play it, but you aren't going to have all your mates stacked around the monitor wondering what craazee, zaanee thing Mr Nutz is going to do next. Look, this is okay. That's it, it's okay.

SIMON KIRRANE■

This looks a little *like Mr Fluffy goes on a picnic*. But it's not...

...it's far more sinister than that. It's... *Mr Nutz*.

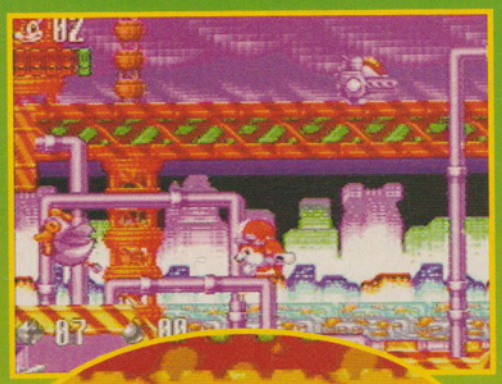
No one was prepared for the mayhem that would ensue.

It's a mutant-alien-chicken from outer space.

It's not *Mario* is it Tim? Surely if Amiga owners really wanted a SNES game they'd plump for the plumber game, wouldn't they? I actually disliked the SNES version a lot. It seems maybe Ocean have tried to do something different with this, thankfully. The overhead bit seems to be a bit of a pointless section that they have added on after the game was written to make more of it. Yeah so the graphics are excellent, yeah the sound is cool but the Amiga can do so much more, why can't people make use of it? *Mr Nutz* is better than the SNES version but there are putting cutesy woodland animals through this sort of platform adventure.

When you've finished a level, you're taken back to the overhead sections, to look for another chicken base to destroy. You'll find transporters and rafts, which help you get around the game world, and a variety of interesting creatures who sell you goodies, give you clues, or try to hinder your progress (beware – the bushes are chickens in disguise).

Is he a chipmunk or a beaver? Or a squirrel? It's all in the colouring, apparently. He's small and furry, whatever.



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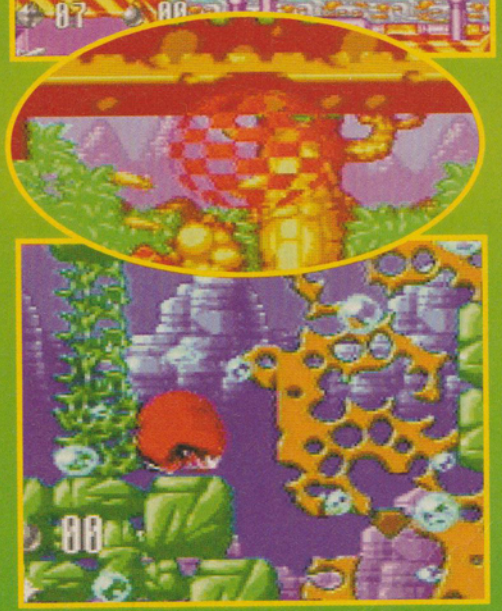


The

BUY AN AMIGA

It's all great fun, and should be enough to convince you that you don't actually need a Mega Drive or SNES – your Amiga can cope with it all easily enough by itself. There's even a SNES mode 7-style intro, just to really drive the point home. And remember – you can't 'do' word processing, video manipulation, Desk Top Publishing and sequenced music on a SNES or Mega Drive. (*You can play* Streetfighter 2 – Turbo, *though*. – Andy).

TIM TUCKER ■

GRAPHICS

Bold, colourful and varied, with some gorgeous parallax scrolling effects for good measure.

SOUNDS

The usual annoying music and depressingly cute vocalisations.

PLAYABILITY

Easy enough to pick up, and varied enough to stick with.

LASTABILITY

Lots to explore and conquer. Will take a while, even with the save game option.

OVERALL

Yes, I'll recommend it. It doesn't break any new ground, but it does successfully combine the best elements of other console games, and the Amiga can handle it, no problem. And it's a lot cheaper, too.

TIM ■

GAMES MASTER

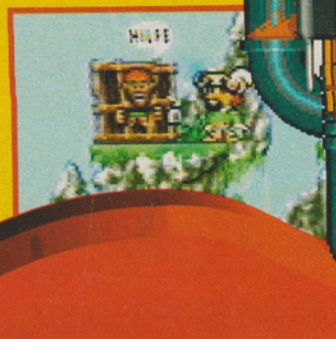
It's that orange bulb at the bottom.

There are lots of hidden bonuses on the platform levels. Run

JUDGEMENT

"Hey Meester Skelliton, you donta scare me mooch." Said the Italian pirate.

Is he saying help, or what?



FOR -AMIGA
FROM - KRISALIS
TEL - 0709 372290
AVAILABLE - NOW
PRICE - £25.99
END ■

TRAPS AND TREASURE

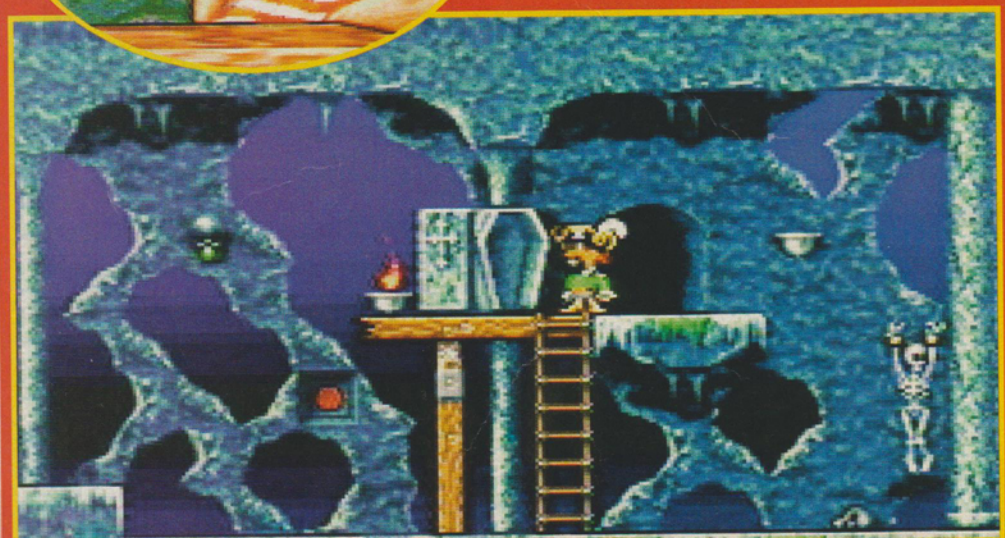
What have pirates ever done for us eh? Apart from starting fights and adventures on the high seas. Then there's rum of course, big ships, Captain Pugwash and that dodgy Roman Polanski film. Okay, other than all that what have they done for us? (*Well, I'm a big fan of The Crimson Pirate.* – Simon) Just think if they hadn't popped up, we would never have had to endure the bandana. What a fashion accessory that is. Designed by intellectually challenged wheelie bin scavengers to be worn by intellectually challenged wheelie bin scavengers. Well they make you look like you've got a dish cloth on your head for god's sake?

If it wasn't for pirates we'd never have to endure this game. Talk about a crock. My first thought, was that someone has slipped a game from about five years ago in the box. It's a dated and tired formula, fancy trying to make a platform game nowadays. The first thing you have to think of is Mario. Then you have to try and better it. You don't sit there and think, "Well we can get away with the weak graphics of the old Mario games if we, wait for it, take all the good bits of gameplay out".

Seriously though folks ,*Traps 'N' Treasures* is a horrible game. It looks old and cheap and is disgustingly unplayable. There is no "hook" factor, nothing smacks of addiction. The graphics are weak, the sound is awful and, look, the whole game just sucks.

Platform games come and go but they don't often come as bad as this. I think *Sim Train Spotter* would hold more excitement than *Traps 'N' Treasures.* It would certainly be more playable. The future is bleak if this is all that's on offer for Amiga owners.

(*Les has had to go and have a big lie-down right now. He can't do a review without having a breakdown.* – Simon) **LES ELLIS** ■



"I've got a corking idea for a caption." Thought the caption writer. Then he sodded off early.

GRAPHICS
If this was a budget game you could get away with graphics as bad as this.

SOUNDS
And sound effects and music as lousy as this.

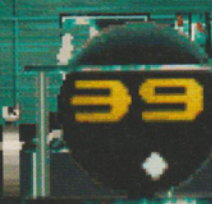
PLAYABILITY
And playability as... well you get the idea.

LASTABILITY
Unlikely to last longer than Julia Roberts' marriage.

OVERALL

Mucho, mucho retro. Please take this game away and never let it darken my desk again. *Traps 'N' Treasures*? *Craps 'N' Treasures* more like (*Heh heh* – All). One of the worst Amiga games for a long time. Even Simon's *Universal Military Simulator* with its 400 page manual holds more attraction than this.

LES ■



JUDGEMENT

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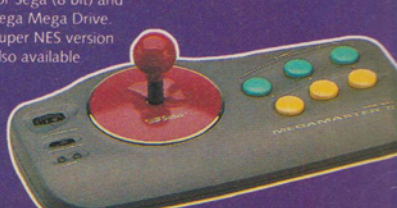

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GAMESMASTER TIP

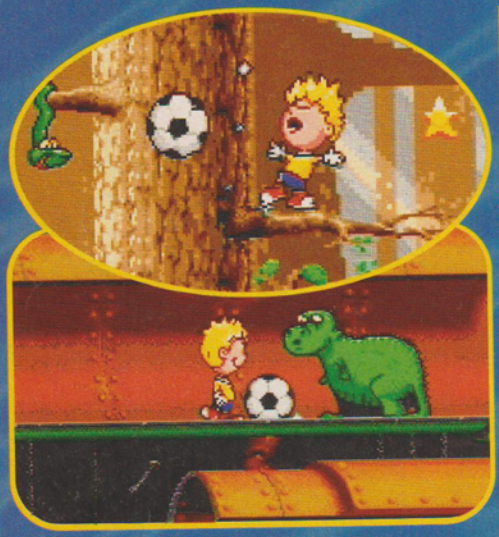
The only way to get through this game is to learn all the special moves. So, why not jump on the football for higher leapage?

Heading the ball is useful for killing baddies directly above, and it serves as an essential step in the overhead kick process.

The straight kick. But make sure you work out all the angles.

The knee. An intermediate stage in getting it onto your head.

MARKO'S MAGIC FOOTBALL



Marko: "Ooh, a dinosaur."
Dave: "Ooh, a football."

There is a school of psychology which believes that the thoughts we have in common are more important for gaining an understanding of the human psyche than the areas in which we all differ (Andy told me this). On the other hand, it seems that when writing game reviews, this approach would lead to excruciating banality. Let's try it with *Marko's Magic Football*. Cute hero kid, cute baddies, cute themed backgrounds, deadly green slime, a magic football... whoah, wait a minute, a magic football? That's not a typical platform thing. Here's our point of interest - let's talk about football.

AT THE END OF THE DAY...

Okay, so this isn't the only game which features a kid with a football in a platform scenario, but we're not going to mention *Soccer Kid* for three reasons:

1. It's not available on the Mega Drive.
2. Domark claim they thought of *Marko's Magic Football* first anyway.
3. I had a dream in which Darth Vader told me that he'd fry my brain if I did.

As it happens, the whole atmosphere of *MMF* is less footbally, more platformy. In fact, the extent to which it's football-related is that Marko has... a... magic... football. With which he knocks over baddies and bounces to higher levels. Happily, the control system is surprisingly flexible and intuitive, enabling you to really make the most of said football.

The only minor problem is that Marko can be a bit slow to respond, and it's particularly infuriating when you have to react quickly to an imminent, unforeseen threat, while you're still sodding about trying to get it to bounce at just the right angle.

In fact, the overall pace of the game is a little slow, but once you get used to it you'll find a mildly engaging platform game. The graphics are beautifully bold and cartoony, and the game is designed well enough to keep you interested in the soccer toddler's progress

See where football gets you. Trashed in a back alley, head beaten to a bloody pulp, while large and unruly workmen chuck bricks at your head. Don't do it. Play cricket.

No, I'm sorry. I didn't think this was really up to scratch. Tim's Typical! box says it all. This is far too samey for me. The game is not vastly dissimilar to thousands of games already on the Mega Drive. The control system is a bit of a pain and the slightly jokey/cutesy graphics aren't funny/kitschy enough to get you holding your sides. Also, the gameplay suffers from, well, just lack of interest really. I don't care about Marko and his sodding ball.

SIMON KIRRANE ■

OTHER ORDINARY ITEMS WHICH HAVE FICTIONAL MAGIC COUNTERPARTS INCLUDE A BUS AND A BALLOON. AND A CARPET OF COURSE.

And the overhead kick itself. Useful for confusing the baddies, I suppose.

Don't forget, the ball always returns.

Marko encounters two enormous Shredded Wheat.

throughout. The levels also require different tactics to progress through, which means that it's not the typical "bouncing on baddies' heads like an idiot" – there's actually a little thought involved.

You'll like *Marko's Magic Football*. It'll wind you up a bit sometimes, but it'll mainly make you smile, and perhaps even give you new faith in platform games. Oh, and it's much better than *Soccer Kid* anyw... (heavy rasping sound, followed by "Do not underestimate the dark side of the force", and the distinctive odour of fried reviewer's brain.)

TIM TUCKER ■

TYPICAL!

Platforms. A common sight in platform games, and no mistake. **Typicality Rating - 10/10**

Marko totters precariously on the edge of platforms. Highly amusing. **Typicality Rating - 9/10**

No platformer would be complete without spikes to impale whichever cute hero you're controlling. **Typicality Rating - 10/10**

Many platform games have re-start points, but they're rarely as attractive as this lovely lady. **Typicality Rating - 6/10**

You have to excuse Tim. He has this habit of stepping out of reality every so often. Vader indeed! (Sound of heavy, raspy breathing). Er, maybe I'll just get on with this.

MMF is a real letdown. It's an okay game at best, but it's not worth anywhere near £50. It's so disgustingly average. If it were a train it would be five minutes late, if it were a horse it would come in fourth on an each way bet (*is this leading anywhere?* – Simon). What I am trying to say is this is nothing new. It's been done before, and done a lot better. Tim's being a bit generous with his score... again.

LES ELLIS ■

GRAPHICS

Very colourful, very bold, very cutesy platform game, really.

SOUNDS

Uninspired music, and very little in the way of spot effects.

PLAYABILITY

Lots to find and do, and an interesting twist on the usual platform game. With a football.

LASTABILITY

A fairly standard run through, but fun while it lasts.

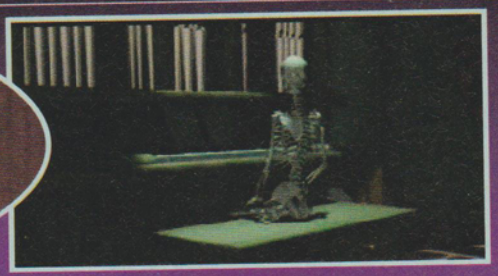
OVERALL

Let's make an analogy. (*Do we have to?* – Simon) If video games are the works of Shakespeare, then this is one of the more interesting comedies. The Taming of the Shrew, perhaps. (Sorry about this). Anyway, it's a good, if not great game, that's worth spending time with.

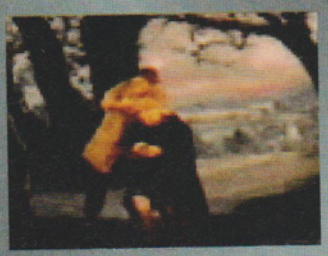
TIM ■

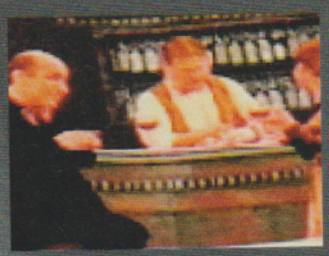
"Tsk. The state of this bleedin' kitchen!"

"Oh, what an atmosphere. A party with a happy at-mos-phere is so, er, lovable. And everything." Jesus, what a day I've had...

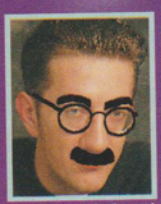


Top skeleton joke... Why was the skeleton so sad at the party? Because the invisible man got there first, and he was... Oh, bugger. Hang on.





the 7th Guest



It's that joyful, glowing, time-honoured story again... Malevolent, estranged psychotic meets hapless old lady in remote area of town. Malevolent, estranged psychotic bludgeons hapless old lady about the face and neck, swiping her purse in the process. Psychotic dreams of toy doll. Psychotic carves doll. Psychotic gets rich by selling unique versions of doll to town children. Children suffer agonising deaths via baffling illness. Psychotic builds huge, looming house filled with fiendish puzzles. He then vanishes...

Okay, not quite as classic, respected or symbolic as, say, damsel-in-distress, or boy-meets-girl. Still – pretty scary, eh? Eh? We-elll... alright. Not 'scary' in a 'Lordy, I-must-just-nip-off-and-change-my-thermals' kind of way, but certainly eerie and unearthly and spectral and... look ease yourself into the unnervingly stained windowseat, and start the bleedin' review...

◀ Look! It's 'The Zany World of Henry Stauf'! He's kooky. He's cra-zee. He's a brutal, sadistic, dangerously warped psycopath. But he's alright...

FOR - CD-I
FROM - PHILIPS
TEL - 071 331 1605
AVAILABLE - NOW
PRICE - £49.99
END ■

GAMESMASTER TIP

Like, hi. It's me. The GamesMaster. Ahem... Have a bit of help with one of the tougher, stupidly tedious puzzles, why dontcha? When you 'get' to the piano puzzle, simply get a permanent marker pen and, as the sequence builds, write the solution down on the screen (numbers 1-18).

Someone trapped in an evil, parallel, nether-dimension. (Wait for it...) Yesterday.

Jung reckons that those troubled by constant 'dreams of women' need to get out more.

It's not real, kids. It's only a game. Keep telling yourself... Ah! Look out behind you!!!!!!!

I don't see what all the fuss is about. Well, I do – it's the graphics, isn't it? This is genuinely stunning to look at, littered with staggeringly well-rendered scenery. But the gameplay boils down to straight puzzle solving. And the puzzles themselves, although often quite involving, are ultimately infuriatingly dull. Okay, I' m being a bit harsh, but it would have been wonderful if you could interact with some of the lush scenery. As it is, it's full on wow-factor, but low on satisfying and involving gameplay. Buy it, but only to impress your friends. **TIM TUCKER** ■

Patience, dears, patience. If you're not blessed with this particular essence, and you're more accustomed to the immediate gratification offered by the jagged pleasures of our old friends Benjy Beat-em-up and Pamela Platform-Game, then you'll have a rough time coping with the slow, contemplative nature of this particular beast. *7th Guest* is, basically, a huge, steaming great heap of industrial-strength atmosphere, garnished with frequent, fetid outbursts of lengthy puzzle-solving and oohing and aahing at spooky video effects.

Most of the time, it's absorbing and strangely addictive. 'You' are a detached, ethereal ego figure, gliding deftly around the puzzle-house. You go through a door... you discover a puzzle (thinly disguised as an aspect of the room's furniture)... you solve the puzzle and, somewhere, a previously concealed/locked avenue of progress is uncovered.

Sure, many of the puzzles follow similarly banal and laborious principles but it's ominous, unpredictable, complex, brooding and perfectly paced. **YDNA EWOL**

Considering everything on the CD-i (with the exception of that Bon Jovi gig) is a bit on the cack side, this is a bit of a novel departure. Yeah, it's actually a bit bleedin' good. Fabulous graphics and sound, and while the puzzle-solving isn't exactly addictive, you do feel the need to progress through the game and solve the next puzzle.

However, whether all these flash graphics are enough to make you shell out £150 for a DV cart is something else entirely. It's a very deep, and complex game, with some delightfully scary bits (well, scary in a video game-type way). *7th Guest* is great, but a bit on the pricey side. **LES ELLIS** ■

Hur hur. Bet that bit at the top of the page scared you, eh? Whaddaya mean – you haven't read it, yet? Oh, arse. Can we say 'arse'? Andy? Hang on... Where is he? AAGH! NO-OOO!!

GRAPHICS

Virtually faultless, erm, 'rendering' (yeah, that's it) with genuinely gripping video sequences.

SOUNDS

Darned CD games. They 'do' great music and 'have' wonderfully crisp sound effects. The bleeders.

PLAYABILITY

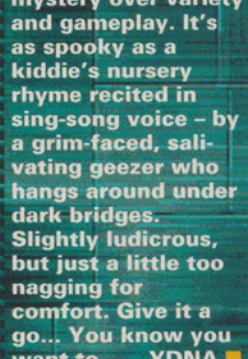
Limited – or, unkindly, repetitive. But that's the wonder of such mindbending graphics.

LASTABILITY

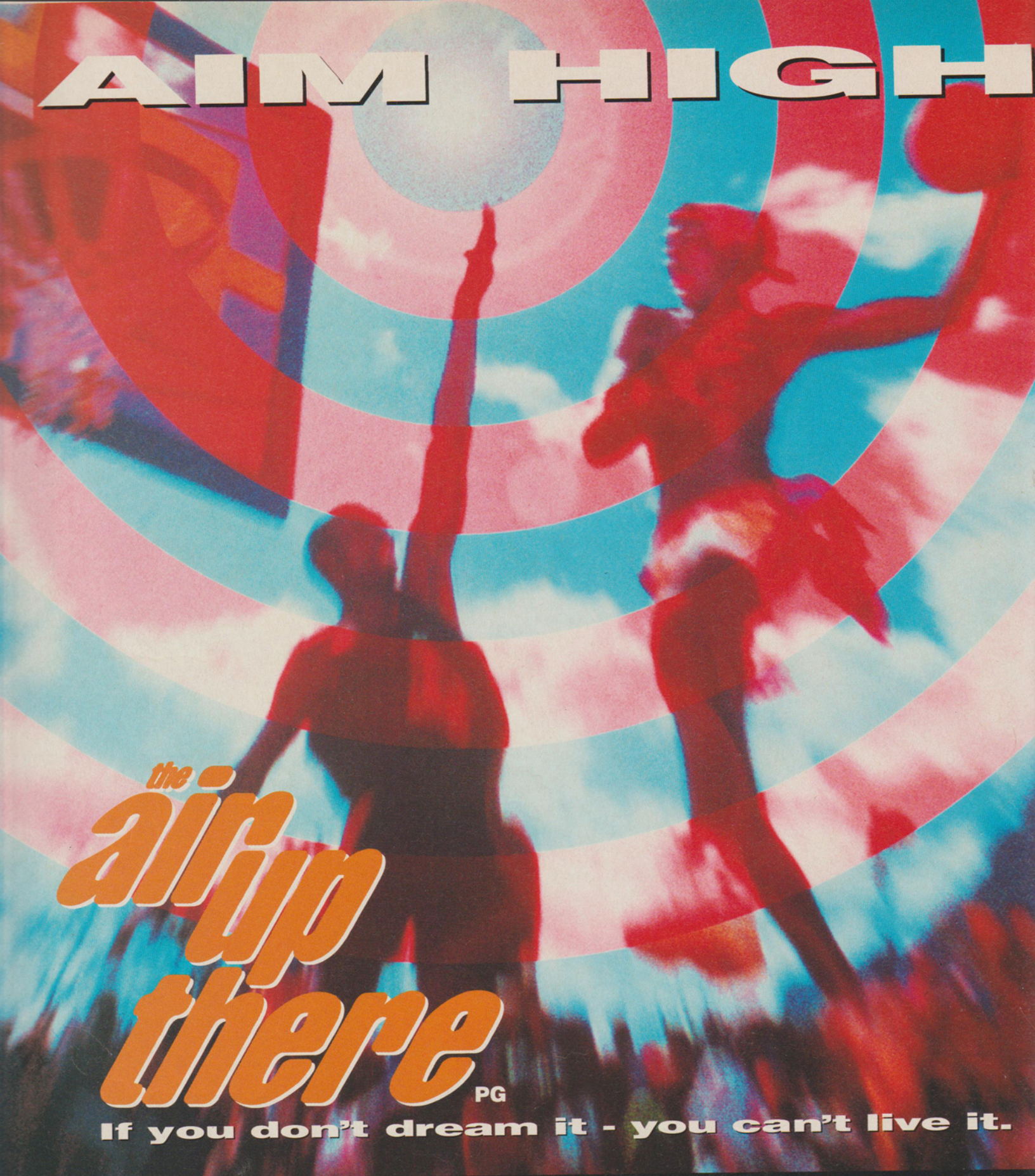
The puzzles are grinding and a hell of a commitment is required – but, it does give plenty of rewards.

OVERALL

A true triumph of look, feel and mystery over variety and gameplay. It's as spooky as a kiddie's nursery rhyme recited in sing-song voice – by a grim-faced, salivating geezer who hangs around under dark bridges. Slightly ludicrous, but just a little too nagging for comfort. Give it a go... You know you want to... YDNA ■



JUDGEMENT



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PAC ATTACK

What great noises characters make. Scorpion says, Get over here! The guy from out of *Wolfenstein*...

... says, Coming for ya! and Pacman says, Wacca wacca.

FOR - SNES
FROM - NINTENDO
TEL - 0329 822565
AVAILABLE - NOW
PRICE - £50
END ■

You know how, in Hollywood, they take ageing stars and dump them in the wasteland that is TV soap opera? Either that, or they are condemned to endless sequels that are never as good as the original. In video games, stars are brought back in endless sequels that are normally *better* than the original. Take this Pacdude for example. He's been knocking about for ages. He's probably done more games than John Wayne did films (Johnny did 153 movies to be precise).

Now that Pacman's an old crinkly, the chances of him appearing in new games is getting a bit remote. He's obviously gone to see the head of Nintendo and thrown a fit, threatening to quit unless he gets a new game. Not feeling terribly threatened by a crinkly yellow blob, the bossman at Nintendo has got his revenge by shoving Paccers into *Pac Attack*, poor thing.

Pac Attack is a very weak *Tetris* clone (like the SNES needs another *Tetris* game. Right?). The concept is so dated it's starting to smell like my 90 year old granny. The graphics are barely adequate for this sort of game and the sound effects leave an awful lot to be desired. Compared to *Puyo Puyo* this is a not so much of a B movie, more of an X or Y job. This would be so far down the league it would make Swindon look like high flyers. The gameplay is totally deplorable. We know Nintendo can come up with great games, so why this? Think of all the great things your SNES can do, then wonder why they make it do things like this. It's sad to see that Pacman has had to end his career in a game that's as playable as a guitar with one string.

This is a totally pointless release and a rip-off at this price. If you need a *Tetris* game, go out and get *Puyo Puyo*.

If you see Pacman standing on a street corner, with a tatty hat, playing a recorder, please give generously. He certainly needs the cash now.

LES ELLIS ■

GRAPHICS

One or two interesting backdrops, the rest is total snoozeville. Not exactly mindblowing to look at is it?

SOUNDS

All the unemployed musicians in the world, and this is the best Nintendo can come up with.

PLAYABILITY

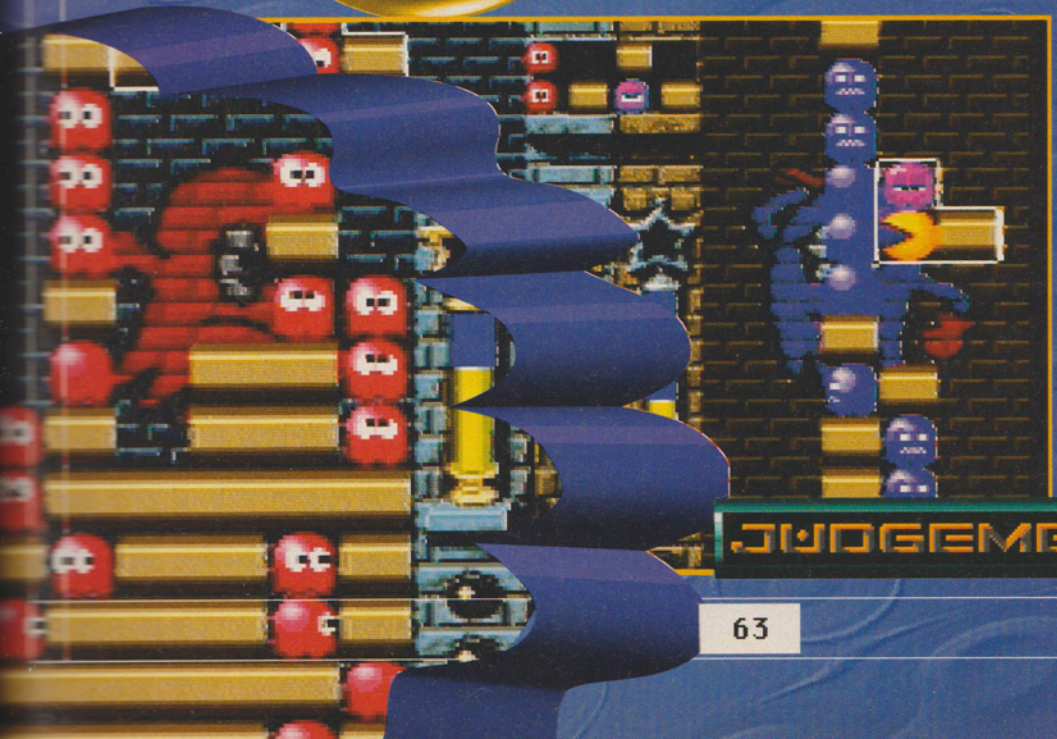
Mildly playable in two player mode or the puzzle mode but otherwise a total non-starter.

LASTABILITY

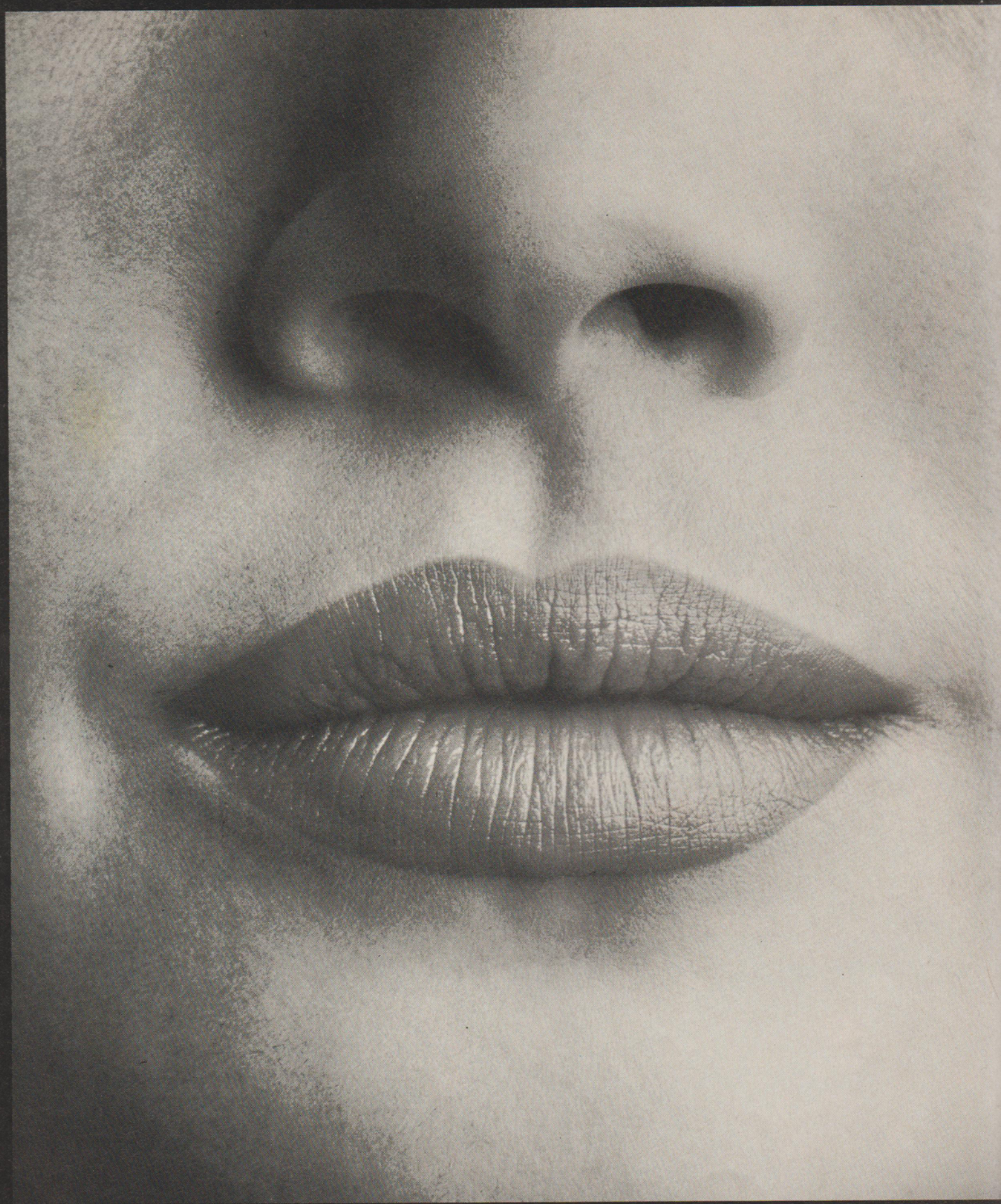
If you've got a friend then you'll get a few days out of the two player, otherwise don't bother... at all.

OVERALL

It's hard to believe that you can screw up a concept as simple as *Tetris* but this has pulled it off. It's nowhere near as good as *Puyo Puyo* – which is also out now. *Pac Attack* is quite easily the worst example of this kind of game ever. R.I.P. Pacman. LES ■

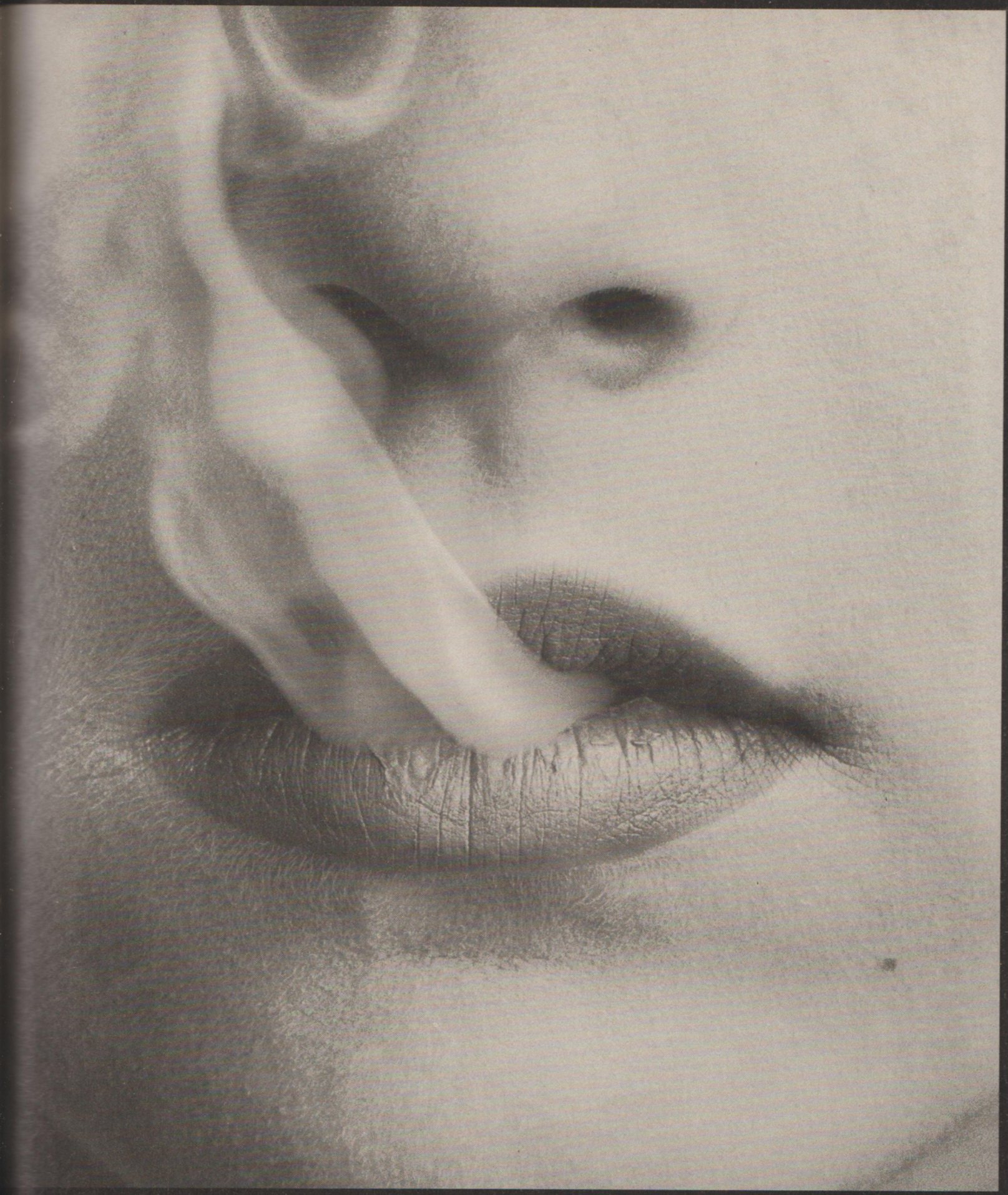


JUDGEMENT 52



"Kiss my lips."

HEALTH EDUCATION AUTHORITY



"Kiss my ashtray."

Smoking. Who needs it?

FOR - SNES
FROM - JVC
TEL - 081 5706015
AVAILABLE - TBA
PRICE - £49.99
END ■

Maybe, we should adopt Magic Boy to be the subject of the next GamesMaster blockbuster movie.

Tim'll provide the music for it, cos he's good at stuff like that. He's in a band and everything you know.

MAGIC BOY

It's hard work being a wizard's apprentice, it says here. Yeah, sure. Who are they trying to kid, eh? A quick flourish with your master's wand, and Hey Presto! All your worries are over. The trouble is, Hewlett (the magic boy of the title) is rather akin to Mickey Mouse when it comes to sorcery. Instead of adding parsley to a mystical brew, he used mercury (easy mistake, that), with the resultant spell turning his boss into an elephant and all the fluffy folk for a hundred miles into nasty, horrid, spitting things.

The plot, then, isn't exactly bursting with originality. Your job being to guide Hewlett through four worlds (Sand Land, Wet World, Plastic Place and Future Zone), in order to reach your pachyderm guardian. Each horizontally-challenged landscape contains eight levels, of which only four can be attempted at any time. After visiting each location once, you have to return to them again for eight different sections before the magic is allowed to fade from the air forever.

With such a sickly-sweet premise, you'd anticipate the graphics to be suitably cute, and indeed, all the sprites are rendered in a chunky, solid style (though considering the SNES's graphics pedigree, they still aren't impressive enough). Trouble is, nowadays, tarting up a lazy piece of work with bold graphics just doesn't cut the mustard. But, if you're intent on attacking the condiment armed solely with a blunt spoon, what can be expected? Eh? Eh?

You see, nothing really happens during *Magic Boy* to warrant forking out the obligatory cart price. It's quite dull, quite... lifeless. Curiously lacking in any real magic. Each level involves routine vertical platform-hopping arcade 'action', with Mr Frustration weaving his tiring spell – once you grasp how easy it is to fall to the bottom of the screen. Your patience had certainly better be thicker than average, because it'll soon wear paper thin.

SIMON KIRRANE ■

Macaulay Culkin will star in it, Andy will write it, Simon B will do loads of flash design for it and Les'll direct it. Culkin... ...will die at the end.

GRAPHICS

Big and bright, they get the job done – albeit in simple fashion.

SOUNDS

The music may irritate, though the spot effects, although not being exactly beefy, add some character.

PLAYABILITY

A deficiency of variety and adequate, rather than luxurious controls, mean playability is low.

LASTABILITY

The boredom threshold is so quickly attained in this game – it amazed me. Frankly.

OVERALL

A distinctly mediocre release, that offers little in the way of surprises. *Magic Boy* looks and plays like an old game. To be honest, I'd rather rub salt into my eyes than play this for more than an hour. Sadly, another case of all shirt and no trousers.

SIMON ■

JUDGEMENT

'MAGIC' USED TO BE SELWYN FROGGIT'S CATCH PHRASE, ACTUALLY.

WING COMMANDER

FOR - 3DO
FROM - ORIGIN
TEL - 0429 869459
AVAILABLE - IMPORT
PRICE - £40
END ■

Long John Silver in the 21st century.

The interactive movie eh? It's not a film and it's not a game. It's basically where a team of video game programmers get together and re-enact their childhood science fiction fantasies. Then make a game out of the ideas and stick it all on a CD, using flash graphics to make it look and feel like a film.

SWC is the latest offering from the 'interactive' stable, and unfortunately, any movie that had as many flaws as this would be banished to the 'straight to video and stick it on the bottom shelf in a flash box so some sucker thinks it's good' category.

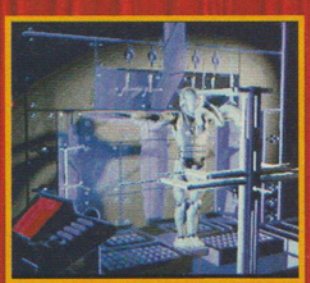
Have you ever seen a film where the speech is so out of sync that it resembles a low buget '70s martial art movie?

How about a film where right in the middle of the action it stops and splutters as it struggled to drag stuff off of the tape (or in this case the CD)?

Maybe you've encountered a film where, when you try to fast forward past the boring bits it takes almost as long as watching them in the first place? You wouldn't watch something like that would you? No, there isn't the remotest chance that you would. So why would anyone think that you'd bother to play a game that suffered the same kinds of problem?

SWC is flawed from start to finish and although the graphics are superb, it all falls flat on its face when you get into it. As the game moves along it coughs and splutters like a ten year old first time smoker. Yet again, a 3D0 game with loads of potential turns out to be a bit crap. It's not interactive, not a movie... and not worth wasting any time, or money on.

LES ELLIS ■



A packet of salt and vinegar please. Hey! I've won £500.

GRAPHICS

There are some great between-game bits, but the slow down and crappy combat graphics spoil it.

SOUNDS

Hysterical attempts at phoney accents. Otherwise the speech is great, although the music gets annoying.

PLAYABILITY

A nearly playable blast that is ruined by sloppy programming and disk accessing.

LASTABILITY

Well there are 72 missions, and they are tough, but why anyone would bother beats me.

OVERALL

***Wing Commander* on the PC and SNES is one of my fave games but his has totally ruined it for me. With the potential power of the 3DO they should have produced something special. This is so flawed and frustrating to play I think I'm going to cry. LES ■**

67

JUDGEMENT

FOR - AMIGA
FROM - TEAM 17
TEL - 0924 291867
AVAILABLE - NOW
PRICE - £9.99
END ■

"Hey Beavis, huh huh, this game's got balls, huh huh, huh huh". "Shut up Butthole. Or I'll, huh huh, kick your ass or something".

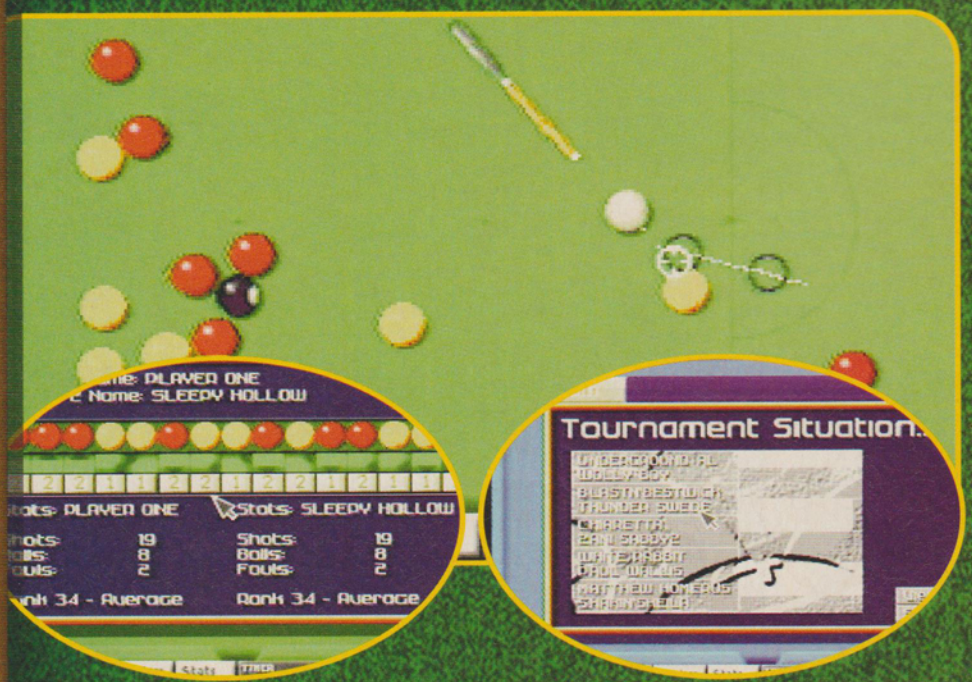
ARCADE POOL

I remember the days when budget games were a cornucopia of crap (that is – there were a lot of them). Well, all that has changed now: a few months after your mates have bought something for £30 you can pick it up for a tenner. (*Excellent!* – Tim as Mr Burns). Then along comes Team 17 who stick something straight out at a budget price.

Does this mean we're going back to the old days of cheap rubbish or is this a brave move to bring the prices down? Maybe it's both.

As it's only ten quid you don't really expect much. Team 17 have included loads of different sorts of pool game, both UK and American. You get a rather pointless trick shot section that lets you set your own shots up, unlike other pool games that give you the shots to work out. The ball movement is a little bizarre and unrealistic but the computer opponents have the annoying habit of playing like gods. Even if there is only the slightest glimpse of the ball, the merest hint at accessibility, they'll pot it. If they have to come off four cushions, jump three balls, do the washing up, bang in the winning goal in the FA Cup final and fix the ozone layer, they'll do it.

I know it's only ten quid, but so is *Jimmy White's Whirlwind Snooker* and that's a hell of a lot better than this. If your parents buy you this then it's time to leave home – they've gone off you. It's as unrealistic as Bridgette Neilson's breasts, and though it's only a tenner it's still second rate. **LES ELLIS** ■



Pool games aren't easy to do captions for, so... Top Beavis and Butthead of the month... the boys go to Babes R Us to watch mud wrestling.

GRAPHICS
The balls are round. There isn't really much more to a pool game than that.

SOUNDS
Click, click. Agh! Crap music syndrome. Turn it down.

PLAYABILITY
Well there ain't much to it and the computer opponents are obscenely good.

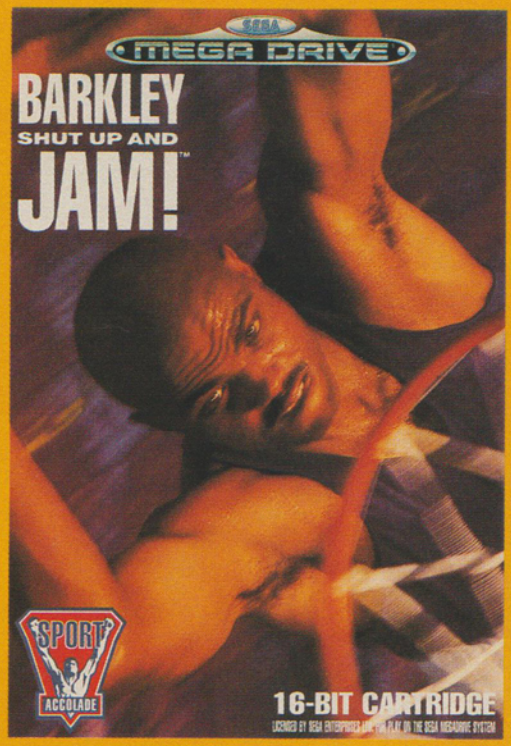
LASTABILITY
There are several kinds of pool to play but you'll get bored with it pretty quickly despite that.

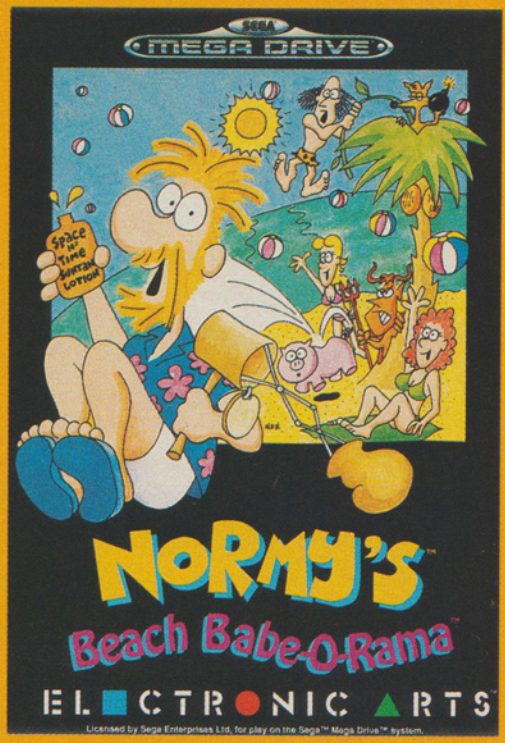
OVERALL

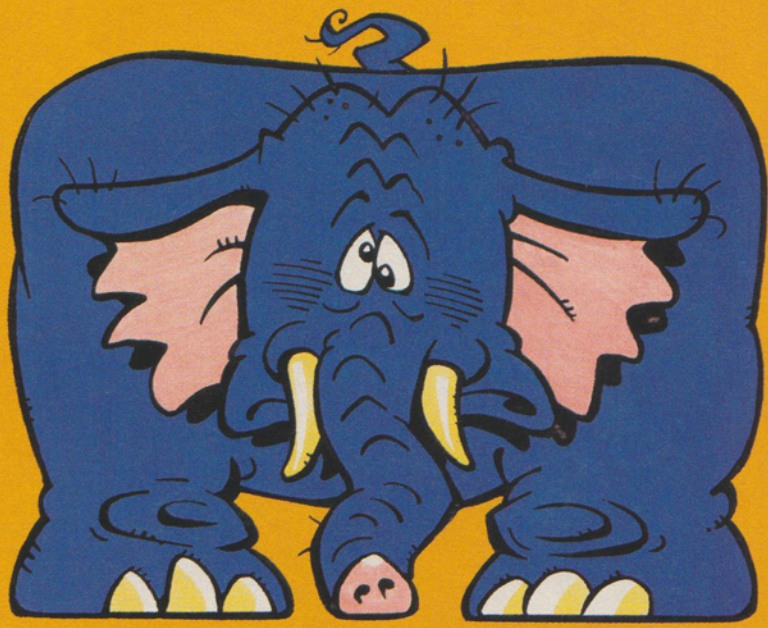
This is easily the most tedious pool game I have come across. The computer opponents pull off amazing shots to win games, and frankly, compared to the likes of *Jimmy White's Snooker* this looks old before its time. I hate to say it but even at a tenner this is a waste of money. LES ■

JUDGEMENT

61







(Sorry, unavailable.)

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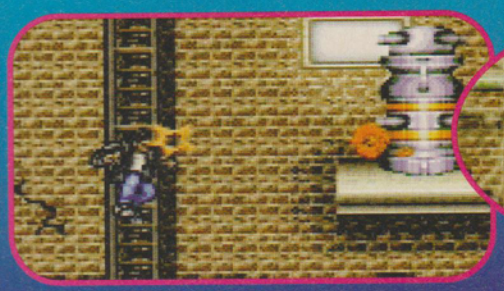
● ONE OF MY FAVOURITE SONGS OF ALL "TIME" IS, ER, "THE TIMES THEY ARE A-CHANGING" BY BOB DYLAN- TIM.



Here we encounter an early prototype dalek. Some basic design flaws clearly need ironing out.

Never grab onto hot pipes, kids.

FOR - SNES
FROM - MALIBU
TEL - 071 935 8954
AVAILABLE - NOW
PRICE - £44.99
END ■

TIME TRAX

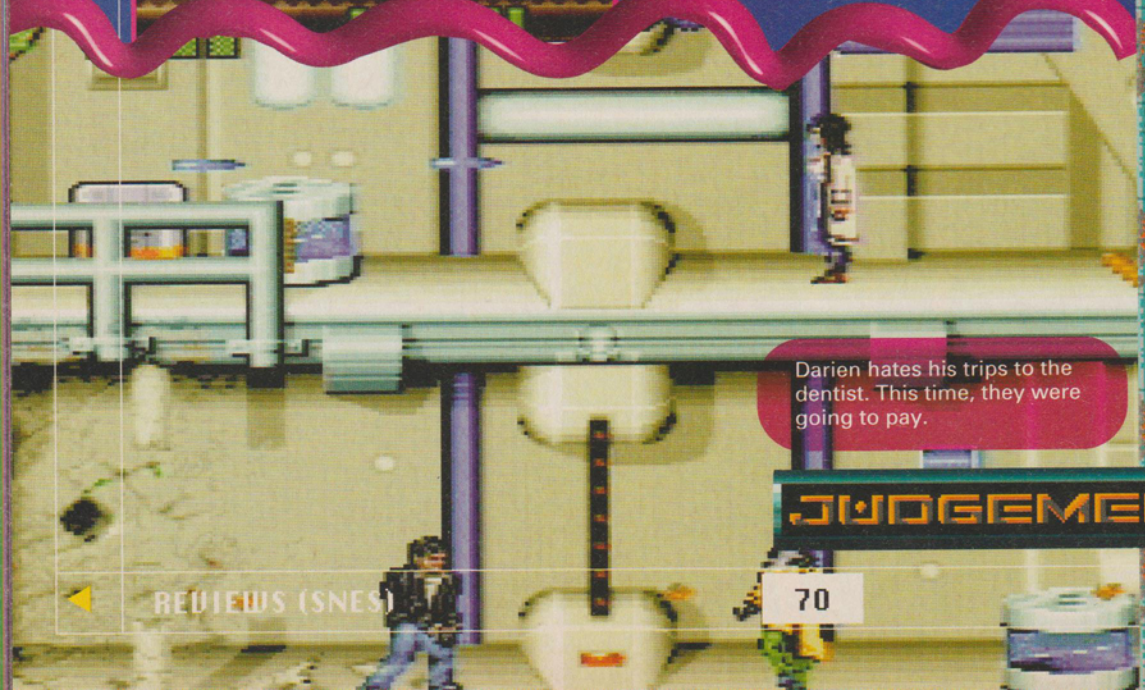
We've so far been spared the ludicrous sci-fi nonsense of America's latest blockbuster series Time Trax. Judging by this licence, it's the natural successor to Quantum Leap – mildly entertaining, but only worth watching when the other channels have nothing better to offer than Taggart. And I can live with that.

The long and short of it is that "you", in the form of Darien Lambert, cop of the future, travel back in time from the 22nd century in order to apprehend criminals who have escaped prosecution by going back to a time before their crimes were actually committed (one can only imagine a very interesting day in court). The time you travel back to is what we call "the present day".

Alright, it's a platform game, but it's a very good one. There are even some new ideas in it. Your stun gun literally "stuns" your opponent (sorry). This gives you time to go over and kick the crap out of them, and if things get fierce, there's always the nifty Time Stall feature. This slows down time (you know, like out of sitting through Double Chemistry on a Wednesday afternoon), while you retain your normal speed. As it happens, this is an idea I had for a film ages ago, and they've obviously stolen it off me. I also thought up Jurassic Park, and wrote most of the songs on Michael Jackson's Thriller. Anyway, *Time Trax* is a very good little game, which hardly breaks new ground, but at least provides some new looks at old ideas.

TIM TUCKER ■

Highly embarrassed by his melting suit, Morris dashes home.



Darien hates his trips to the dentist. This time, they were going to pay.

GRAPHICS

Distinctly average looking, but with some nice effects scattered around.

SOUNDS

A good soundtrack, and some pretty smart zappy laser sounds too.

PLAYABILITY

Some excellent new angles on standard platform antics. Most reminiscent of the Star Wars games.

LASTABILITY

Not particularly big or challenging (or indeed clever), so perhaps not the ultimate value for money.

OVERALL

At a time when this type of game really ought to be long gone, *Time Trax* still manages to impress. Nothing to get too excited about, but certainly a pleasant little surprise. TIM ■

JUDGEMENT

How tedious? Wait until your sights go red and press A. Very bleedin' interactive.

Hey look. All the readers are bending their heads.

FOR - MEGA CD
FROM - SEGA
TEL - 071 373 3000
AVAILABLE - NOW
PRICE - £40
END ■

TOMCAT ALLEY

That's it. I can't take it anymore. If one more company comes out with an interactive movie I am going to take a well used snotrag and start wearing it on my head (well it works for someone else). Wibble, wibble, ecky, ecky... (*Er, sorry folks. Normal service will be resumed after Les's mental breakdown* - Tim). Okay, I'm all better now. Where was I. *Tomcat Alley*, heralded by Sega as an interactive movie. Er, I don't think so guys. Okay?

First, let's take a look at the word 'interactive'. It suggests that you control an aspect or character of a film, therefore dictating its direction. In *Tomcat Alley* you move a cursor around the screen and press a button occasionally. So that's the interactive bit blown out of the water for a start. The word 'movie' would normally suggest clear film footage that is entertaining to watch. Or to take the dictionary definition, a sequence of moving images providing the optical illusion of movement when projected on a screen, or a form of entertainment. Ah ha, got you. The video footage used here is ridiculously grainy. It's so jerky that it hardly creates any illusions.

So it's not interactive and it's not a movie, therefore it must be rubbish. Fair enough, the sound effects are pretty hot but then again, they should be. This is a bad idea for an interactive game and doesn't add anything to the whole flight game arena.

LES ELLIS ■

A top secret bomber and I've got some spare missiles. Shall I? What d'ya reckon?

Stay still for god's sake. How am I supposed to lock on if you keep moving?

GRAPHICS
The video is jerky when it runs. Oh, and the images are too grainy as well.

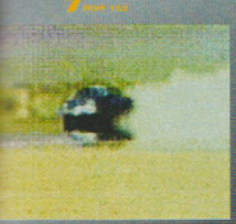
SOUNDS
The speech sounds like it came from a macho scriptwriter. It's all very gung ho and Top Gun.

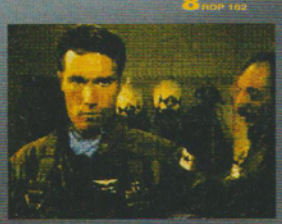
PLAYABILITY
Pressing one button every now and then, is not the formula for a great game.

LASTABILITY
Plenty of missions that play the same. Lots of repeated video and little to do.

OVERALL

Tomcat Alley **is relying on the video footage to hide the fact that the game is shallow. This may have worked if the video was any good, which it isn't. It's just shown up to be a weak game with no real playability and no hook factor. Don't buy it. LES** ■





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JUDGEMENT

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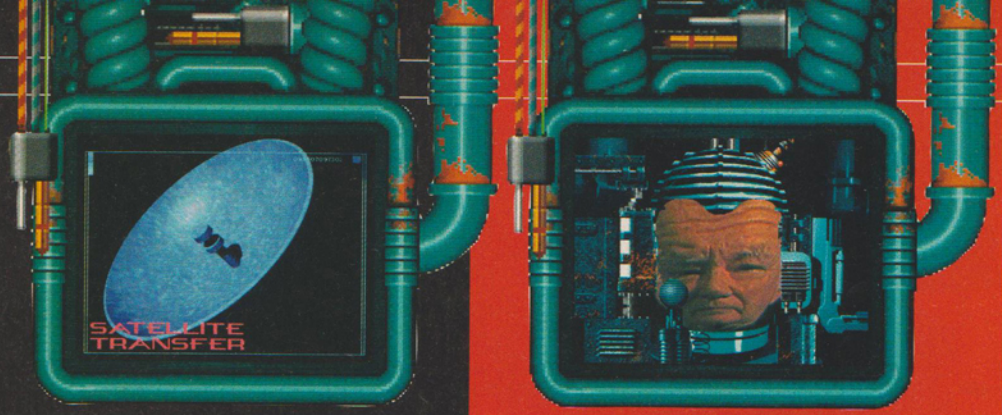


TIPPAGE...

Mate 1 : "That (insert latest game) is so tough. It took me ruddy ages to get off the second level!" Mate 2 : "Yeah!" Mate 3 : "I had a jolly harsh time with the boss at the end of Level 3. But, eventually, at 2 in the morning, I sussed out a method of flooring the blag-gard!" At this point, you sigh, gaze wistfully into the sky, toy mischievously with your fingernails, and, as naturally as possible, you contribute... "Actually, I finished it last night. But I couldn't have done it without the GamesMaster tips section. It's top..."

Okay, so that 'conversation with your mates' bit is a *touch* unconvincing. But - if you reck*on* you can spew forth some better tips than like what we've got, then send your inspired, beautifully realised, depressingly tatty bits of paper (with the tips on) to...

Tips Zone - GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, BA1 2BW...

...and if they're any good, you'll win £100. If they're crap, we'll just laugh at your surname a bit.

INNOCENT UNTIL CAUGHT
AMIGA.....74

Laughin' Boy Les (in league with the GamesMaster, of course) guides you through the first - ooh - two-thirds of this excellent disk access-em-up (off of Psygnosis).

WARIO LAND
GAME BOY.....76

We thought this one was way too easy - er - until, 'at time of going to press', we found a superhard secret level (more on which next month). Ye-ess. That'll do.

NBA JAM
MEGA DRIVE/SNES.....80

Yes! It's true. You can 'be' Bill Clinton. And Al Gore. And you can make it all much faster, and make use of some, frankly, trouser-messingly incredible power-ups. Grngh!

CHAOS ENGINE
SNES.....82

Yep - it's crazy, Palpitatin' Paul Weaver. Your jolly, japin' guide to the first four levels. (Also works on Mega Drive).

SECRET OF MANA
SNES.....84

It's here!!! The final ever part of our rigorously extensive Secret of Mana solution. It's the end. Definitely. Maybe.

CONSOLETATION ZONE.....91
Paul Weaver, your Secret of Mana host, promises this to be the second-to-last instalment. And now he's got a girlfriend. Oh no!

INNOCENT UNTIL CAUGHT

1 The first thing to do is get the passport off of the bench from out of the Spaceport.

2 Go to the Paradise Club and give the passport to the bouncer. From now on, at any point in the game he will let you in.

3 Go to the bar and get the pawn ticket from the barfly's pocket (he's the lardass sitting at the bar on the left).

4 Take the ticket and give it to the pawnbroker. He will then give you a camera.

5 Go through the alleyway to get to the diner. You can now recharge the camera at the power point.

6 Back at the alley use the camera on the tramp to blind him. Get the hat with the change and pick up the bag.

7 Get paper from the vase in the pawnbroker's. Put the vase in a bag. Go to Paradise, give the vase to a girl and get...

8 ... the ornament. Give the ornament to one of the bikers by the diner and ask him for the coat. This will appear as change in the bag. In the trashcan, next to the diner, there is an egg. There is also an oil can on the floor that you will need – so pick it up.

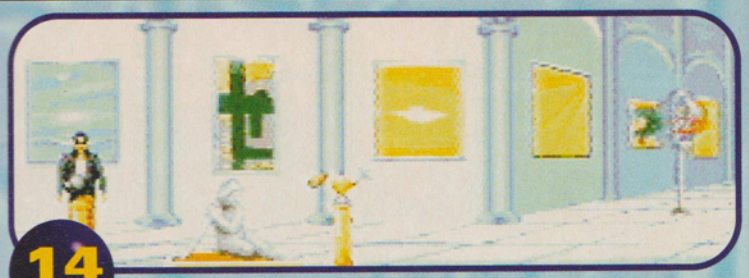
9 Go back to Paradise and get the chewing gum from the receptionist. Back to the bar now – sit on the left stool. Order a drink and pay for it with your change. Sit back and watch the fight. When it's over, pick up the ring.

10 Connect the wrapper to the coin to make a token. Now use the token to enter the subway.

11 Put oil on the screwdriver and use it to get a board from the robot in the bar. Use this on the radio to get a remote.

12 Use the remote on the sentry by the dock. Get a hat from the ship and take it to the pawnbroker's to get a carpet.

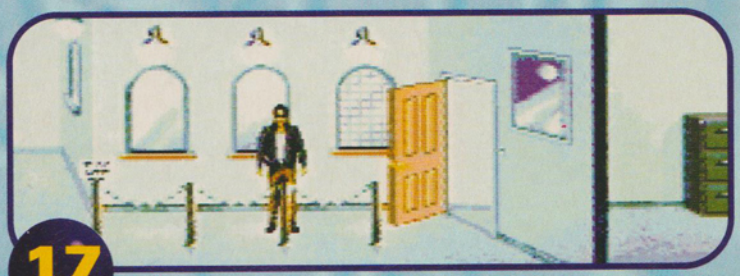
13 To make an airgun Connect the aerosol from the train to the hose from the alley.



14 Go to the art gallery and get the pellet from the top of the exhibit on the far left. Use the airgun against the display case twice (picking up the pellet after each shot). Now put the carpet on the display case. Then fire at it again and pick up the statue.

15 Go back and give the statue to the pawnbroker.

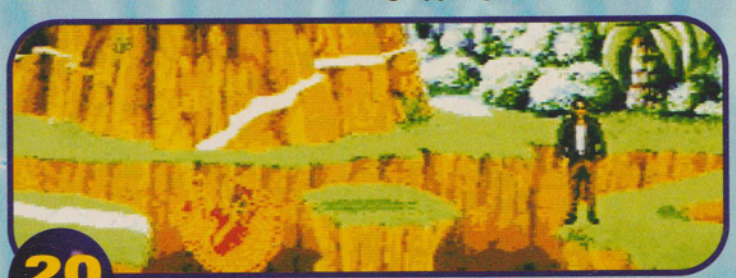
16 Go to the hotdog stall and drop the jar. Use it to trap the fly. Enter the station and talk to the Sarge to get the flour.



17 Talk to the window in the bank and ask the cashier to open a new account. Give her the bag of coins and press the buzzer by the door. Press the buzzer again and put the chewing gum on the latch.

18 Open the door and walk through. Use the screwdriver twice on the filing cabinet lock. Get the papers that are inside.

19 Go to the docks to get transported inside the zoo. Connect the vine to the stick to make a grappling hook.



20 Connect the cane to the string to make a bow. Use the perfume on the monster to kill it. It's just a short hop from here to the end. You're on your own now.

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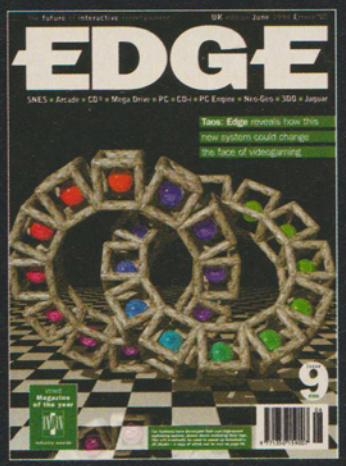

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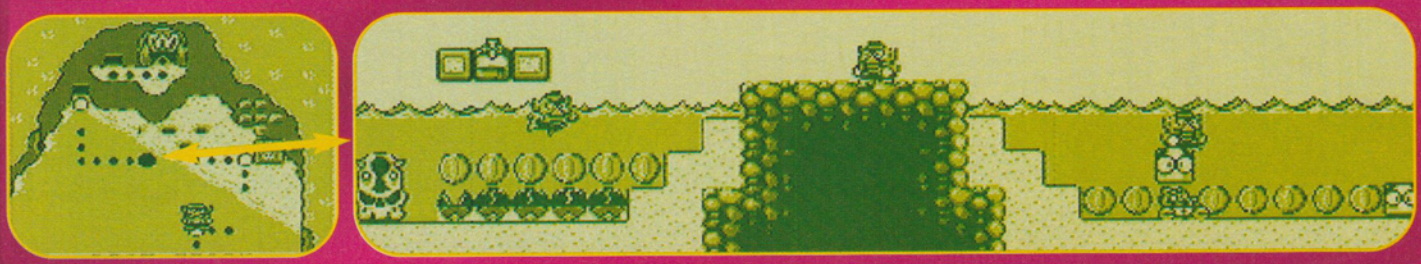
WARIOLAND

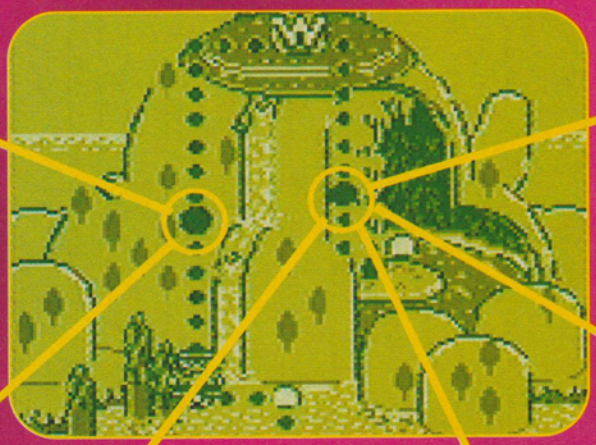
RICE BEACH

The first gem is a doddle to get hold of. Simply pick up the key from the last block in the picture and then take it back to the lock.



MOUNT TEAPOT

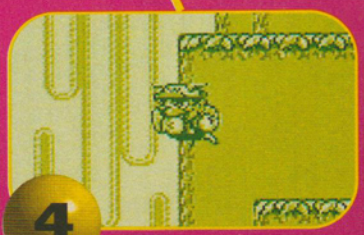
1 The key is concealed in this block.



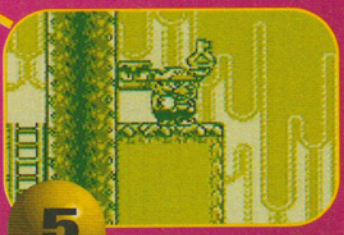
6 When you land, jet back up to the door, then use the key to open it. Simple eh?

2 At the door hit the block that sits alone on a platform and jump up to where it was. Then push up and you will enter a hidden door. Now just move right and there's the lock.

3 Get the jet from the bottom of this level.



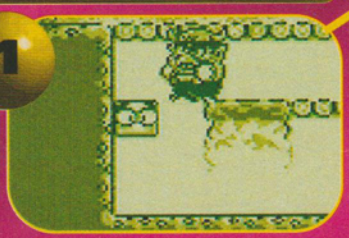
4 Jump up and use the jet to power yourself from one side to the other.



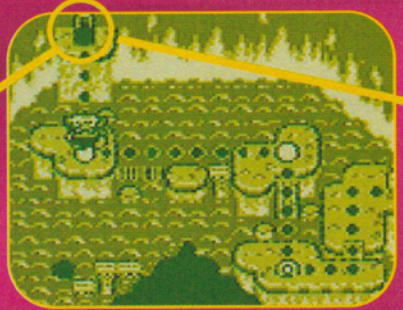
5 Get the key from the block. Now jump off the platform and throw the key while you're in the air.

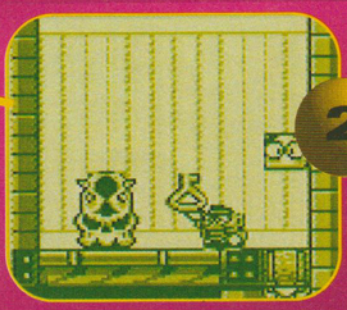
STOVE CANYON

Pick up the key from here, but be quick or the evil wall of flaming death might, well, kill you some.



1

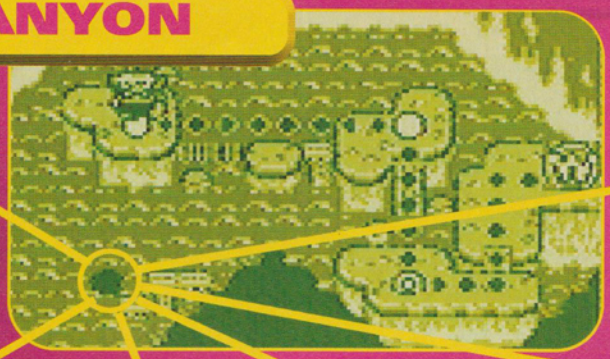


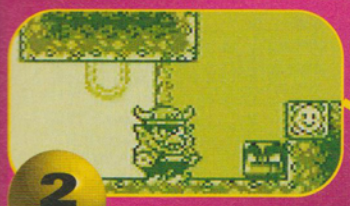


2 Enter the next room and go straight up the ladder to get to the gem.

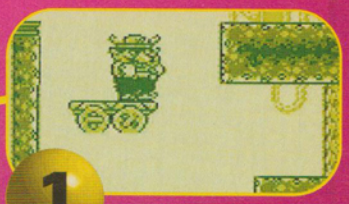
GOOD NEWS FOR GORE FREAKS. NINTENDO ARE PLANNING TO CHANGE THEIR RULES ON WHAT THEY PUT IN THEIR GAMES.

STOVE CANYON





2 The gem is hidden in a secret level.



1 On the last trolley, fall with it and jump off as late as possible.

3 Hit the block and enter this room.

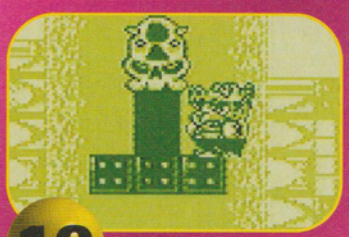
4 Get the key and go to the first room.

5 Oh look, a lock. And you've got the key. See if it fits.

6 If it doesn't then your game has crashed. Pity that.

SS TEA CUP

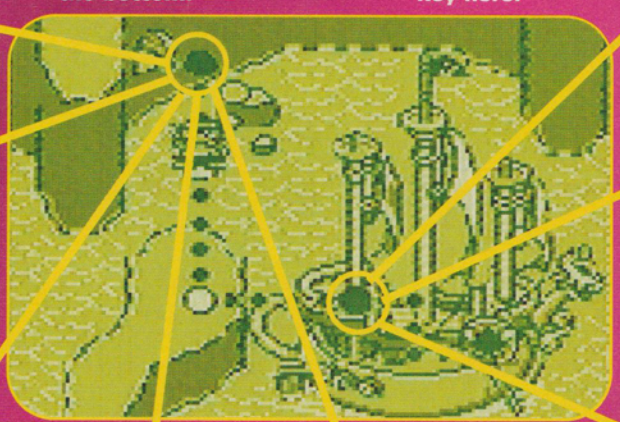
1 A bit of a secret block type situation here methinks.

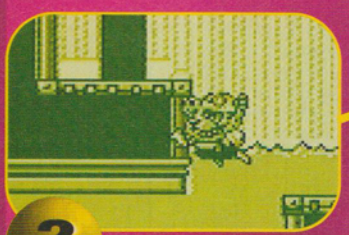


10 It also helps you get to the lock at the bottom.

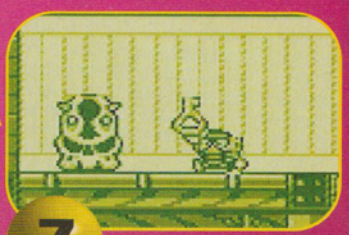
9 You need the flamer to get the key here.

8 Put them together and what do you get? Another gem.

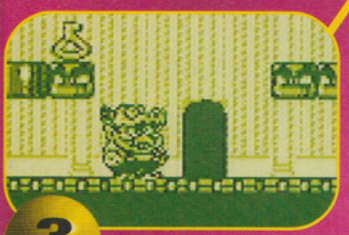




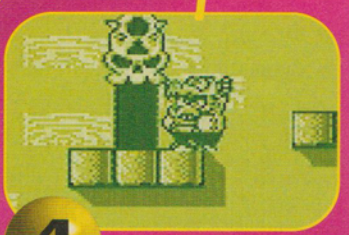
2 Flood the room to get past this.



7 Meanwhile, over here's the lock.



3 Head upwards to get the key.

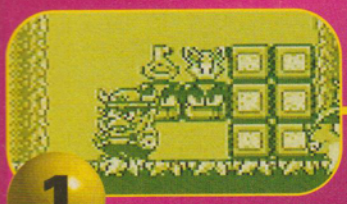


4 You can now go on to get to the lock.

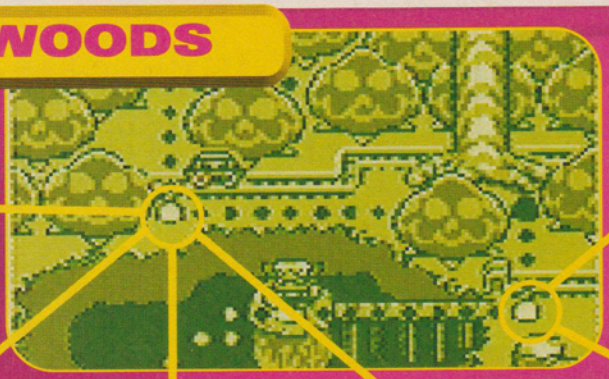
5 And of course that lovely gem.

6 And er... here's the key... as well.

PARSLEY WOODS

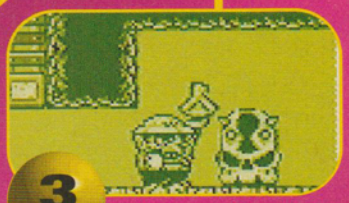


1 You get to the key almost immediately on this level.

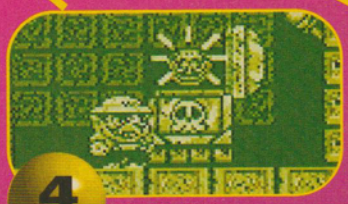


6 Swim right to get the lock. Then hold the gem, a bit.

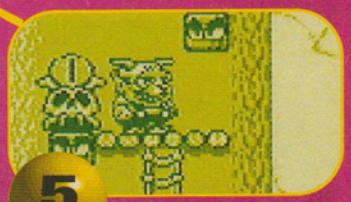
2 Then run along until you come to this pit.



3 Fall down it and the lock is on the left.



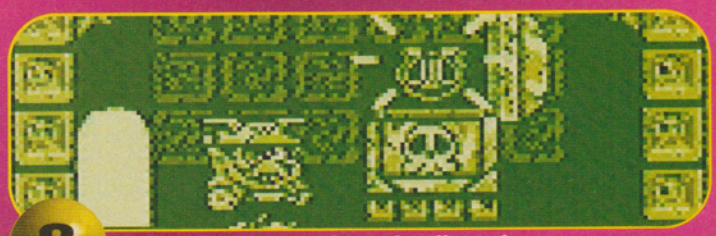
4 Da da!



5 When you are given the choice – swim left to get the key.

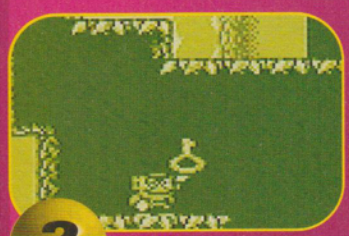
SYRUP CASTLE

1 The key is in this block in the pit at the end of this stage.

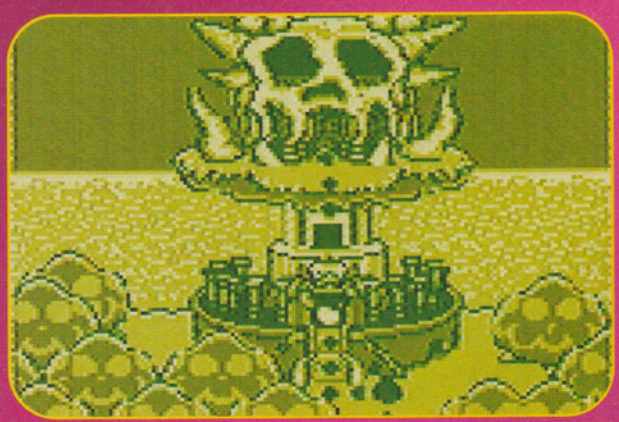


8 Go get the key again and collect the gem.

7 Drop the key and use the flamer to clear the lock at the top left of the screen.

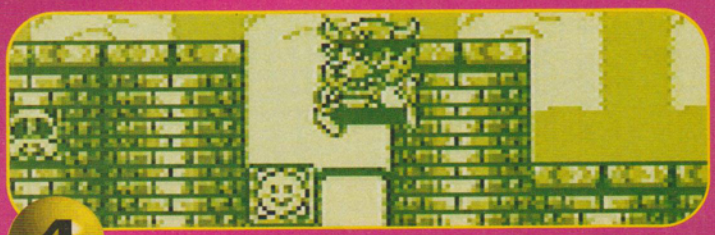


2 After you have it walk through the wall at the bottom to find the lock.



6 Go to the bottom right and pick up the flame thrower.

3 Er, this one in fact.



4 Smash these blocks and bounce up to get to a hidden room.

5 The key is at the top on the right.

4 players

17 vehicles

54 tracks

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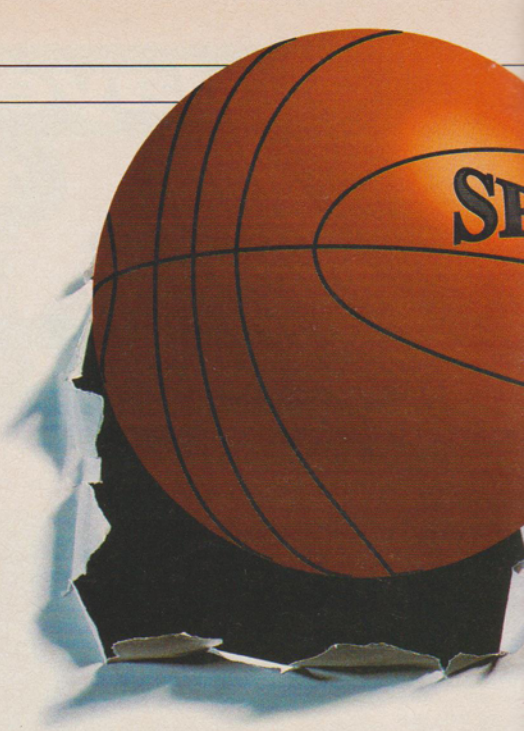
NBA JAM

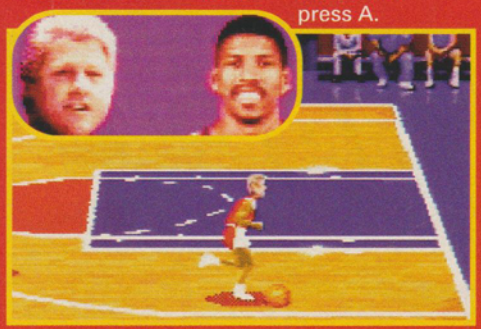


CHARACTERS - OR WHO YOU CAN "BE"

So the regular players just aren't enough for you then? You want to be clever and show off to your mates don't you? You want to play as Al Gore no doubt. Well here you go. Now run along and behave yourself with these.

MEGA DRIVE

Bill Clinton	ARK	Hold start, press A.
Al Gore	NET	Hold start, press B.
Mark Turmell	MJT	Hold start, press A+B.
Sal Divita	SAL	Hold start, press C.
Air Dog	AIr	Hold start, press A.
Chow Chow	CAR	Hold start, press B.
Kabuki	QB	Hold start, press A.
Rivett	RJR	Hold start, press C.
Scruff	ROD	Hold start, press B.
Weasel	SAX	Hold start, press C.
P-Funk	DIS	Hold start, press C.
Warren Moon	UW	Hold start, press A.

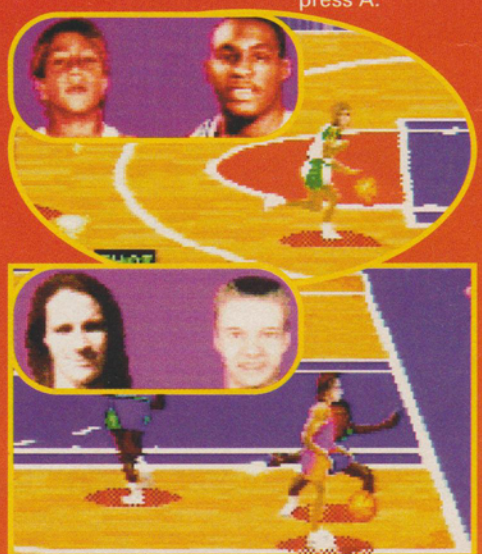


Be Bill. Shoot down innocent choppers.

SNES

Bill Clinton	ARK	Hold start, L+R, press X.
Al Gore	NET	Hold start, L+R, press A.
Mark Turmell	MJT	Hold start+R, press A.
Sal Divita	SAL	Hold start, L+R, press X.
Air Dog	AIr	Hold start, L+R, press X.
Chow Chow	CAR	Hold start, L+R, press X.
Kabuki	QB	Hold start, L+R, press X.
Rivett	RJR	Hold start, L+R, press X.
Scruff	ROD	Hold start, L+R, press A.
Weasel	SAX	Hold start, L+R, press X.
P-Funk	DIS	Hold start, L+R, press A.
Warren Moon	UW	Hold start, L+R, press A.

Be Al Gore and have one of the most interfering wives in history (in case you don't know she's Tipper Gore, leader of the PMRC in America).

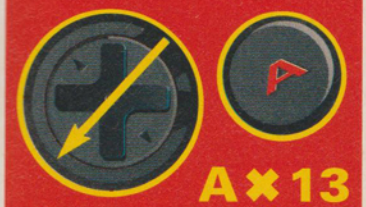


This could be Les with his long hair, although it's a wig, according to some.

CHECK OUT OUR MACHINESCAPE FEATURE TO FIND OUT THE LATEST CHEATS FOR THE NEW COIN-OP. NBA JAM TOURNAMENT EDITION. YOU CAN EVEN "BE" ELVIS.

POWER-UPS - OR WHAT YOU CAN "HAVE"

DUNKS



On the Tonight's Match screen, press the pad from the top right diagonal to the bottom left. Then hit A 13 times to make your dunks more likely to score.

It's the same thing for SNES Jammers, except you get the added glory of using a B button instead of A. I bet you can hardly contain your excitement.

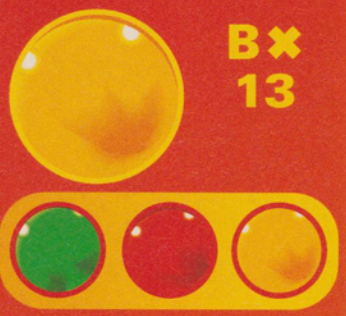
INTERCEPTIONS

This time, rotate the pad full circle and hit A 14 times. This will power your interceptions making it next to impossible for your opponents to get past you.

Cut this rotate the pad business. Top right, top bottom left is all you need to get the ultimate intecept power-up. Pus the B 14 times bit of course.

TURBO

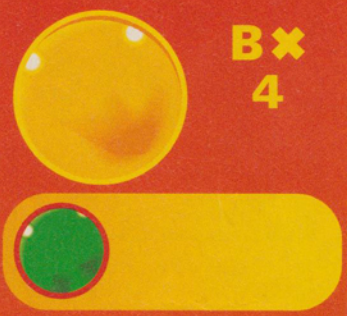
Your team will never be caught napping ...



...with this much turbo power to keep them going.

DEFENCE

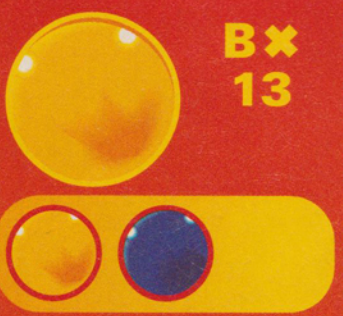
The best form of defence may be offence...



...but this cheat comes a close second anytime.

TURBO SPEED

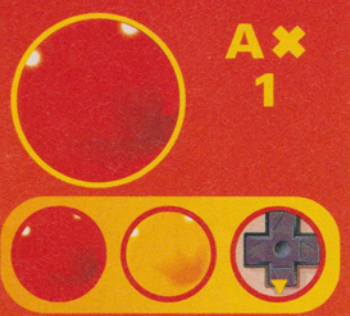
After hitting A 13 times hold B and C until tip off...



...hit B 13 times on the SNES version for top speed.

SHOT DISPLAY

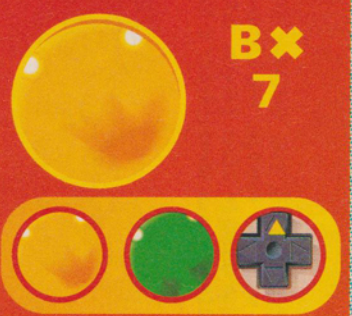
Hit and hold A, B and down for a shot display.



A pretty useless cheat but some of you will like it.

FIRE

You'll become hot stuff with this extra fire cheat.



The Towering Inferno will have nothing on this.

TURBO & DUNKS

More turbo, more dunks, you won't be able to lose.

Top right to bottom left, A 13 times, then Y, A and B.

THE CHAOS ENGINE

This game is no walk in the park so you're going to need some help. Follow our player's guide as we take you through the joys of World 1. Pay attention and don't dawdle, you wouldn't like to get lost in here.

THE BEST CHARACTERS

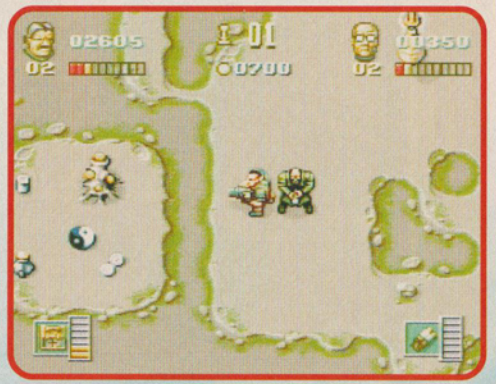
THE NAVVIE is the best muscle man to take on this venture. He starts with 3 energy bars, his gun is powerful enough to wipe out most of the early monsters with one shot and his special power is the awesome smart bomb.

THE SCIENTIST fits nicely into this game. He is the best back-up character as he runs around grabbing the money you miss, and his first aid kit in 1 player mode can be switched to the first player's character. Excellent!

1 Level 1 is a straight walkthrough with very little to worry about. Grab this key and go down to pick up some power-ups.

1 Level 2 introduces you to these very annoying giant frogs. Mostly they jump diagonally, so stay at right angles to shoot them.

2 At this point don't grab the silver key, instead grab hold of the gold one and head right to find more hidden power-ups.



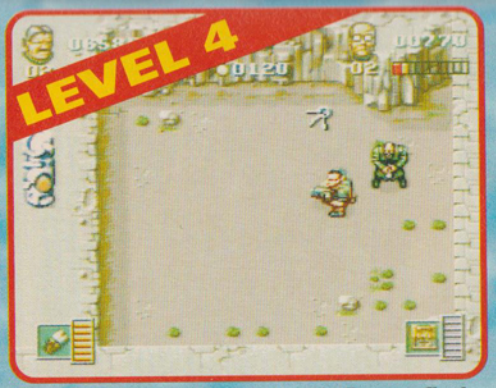
3 You want those power-ups but can't find the key? Simply shoot the pod and a bridge will appear before your very eyes.

1 At this point, take the lower route around the cliffs to find a gold key and more power-ups.

2 Here, head upstairs on the left to get the power-ups, then the stairs on the right. After grabbing everything, shoot the face on the pillar.

3 Once you have gone down this avenue and collected the gold key, shoot the face on this pillar to find a stack of power-ups.

4 Collect all these silver coins on the lower and upper level. If you get them, an opening appears. Get the key, shoot the node and leave via exit B.



1 If you go through exit B, you find yourself in this pit, surrounded by power-ups. Grab the key last and go up the stairs that appear.

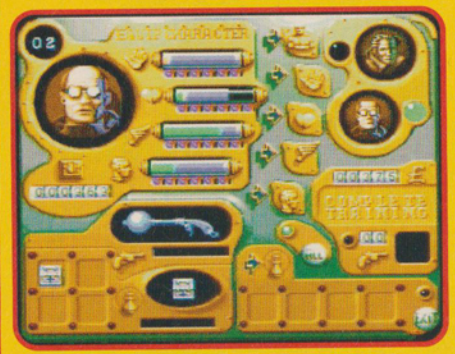
2 No, this is not a monster generator, but a secret entrance. Simply walk through it to find an absolute stack of power-ups.

3 Once you get to here, you can only shoot this node from the top of the cliff, then circle down, left and up.

4 Finally, shoot the block on the right to find a gold key and lots of power-ups just below you in a pit. Then go and collect them all.

CHARACTERS POWER UP

Every two levels, you are presented with this complicated-looking screen where you can spend your hard-earned money powering up your characters. For the first four levels, concentrate on complete training and weapon power-ups. There is no point in spending your money on special abilities at the moment as they are used up too quickly. With the constant training and power-ups, your man will soon become the kind of rock 'ard geezer who won't take no messin' from no-one. This is how school bullies start, you know?

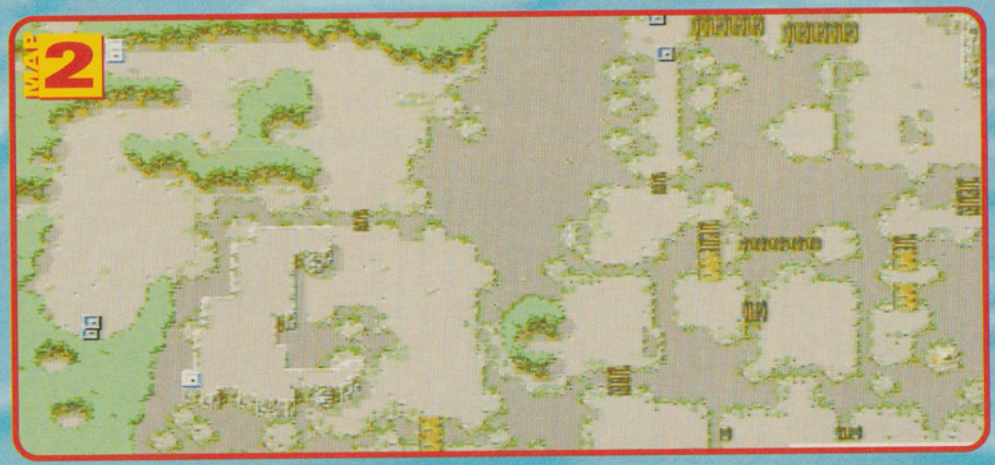


Imagine if the age of steam hadn't ground to a halt. All our user interfaces would look like this. Hmm...

MAPS

As if all of this information wasn't enough, we took the time to map out the first four levels for you. And that can only be a good thing. Right?

You could try to use these maps to find our missing Andy... Also – be careful not to play the game with your gran's soiled dishrag on your head... Tedious git.



Level one is basically a walk in the park. You start bottom left and head up to the top right. Use levels as easy as this to build up your cash.

Level four is not quite as easy. When climbing stairs to get to the higher paths, be careful to avoid the slime throwers. They can still hit you.

SECRET OF MANA

Here we are again for more fun with the denizens of Mana Square. This month, our heroes find the last of the Mana seeds in their quest to save the world, while Thanatos burns down his chariot lot to get the insurance. Possibly.

1 After leaving the palace, go back to Sage Joch who will point you in the right direction.

2 From the top of the mountains, use the Flammie Drum and fly in a northwesterly direction to here.

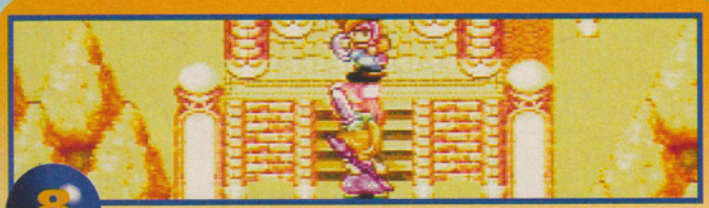
3 In the city, head down to this point and find Watts to power up your weapons.

4 Now head up and left to here where you'll find some top armour. As long as you've got pots of cash.

5 After conducting your business in the city, go up to the battlements and wander around to talk to this guy.

6 Use the Flammie Drum and go east to Northtown. From there go southeast to this point.

7 Go and talk to the old woman who gave you the resistance entrance code previously. She will give you the key to the golden tower on the golden isle. Don't worry about trying to find her husband because he's done a bunk. You'll never find him.



8 Fly back to the golden island again. Once you've landed safely, park the dragon (and not in a disabled space please). Then go up past the guards and into the golden tower. You'll now be able to enter with the key the old lady gave you.

9 The very first room holds a spear orb. Stay alert though, the guardians get a lot tougher from now on. It might be a good idea to make sure your stock of faerie walnuts is at maximum so that you can use the sprite magic to weaken the monsters before clubbing them.

10 This is a nasty piece of work! Stay well out of its way and use the Thunderbolt spell as often as possible.

11 Continue up the tower and get the axe orb. To defeat the Minotaur, hit it with the Thunderbolt spell and stab it in the back.

12 Continue up the tower to get the power of Lumina and seal the seed. Some top undead spells are Lucent Beam and Light Saber.

IN POLYNESIA 'MANA' IS THE CONCEPT OF A LIFE FORCE WHICH IS ASSOCIATED WITH HIGH SOCIAL STATUS AND RITUAL POWER - NOT BAD!

13 Use the rope, then the Flammie Drum. After this, fly back to Sage Joch to get your next destination. This character is part of an important sub plot of the game and you'll find this won't be the last time you meet him. He'll most likely kill you a few times, you see.

14 Use the Flammie Drum again and fly in a northwesterly direction to the desert and land at the southern end.

15 Go up and get on the ferry. Don't worry about the length of the journey – you'll get there in the end.

16 Once you're in the Moon Palace, walk up slowly until you find these two stars. Now walk diagonally right and down to find the secret orb. Curiously, even though this is the seventh dungeon it's also the smallest. (*What's that got to do with the price of a beat-em-up* –Tim).

17 When you get to this crystal, cast your new found spell (Lucent Beam) on it.

18 Go up to get the seventh Mana seed and Luna power. Good spells here are Moon Energy, Moon Saber and Magic Absorb.

19 With the seventh seed collected, first use the magic rope to get out of the dungeon. Now use the Flammie Drum to head back to Sage Joch's hideout. If this Sage dude had a trap would it be called the Joch's Trap. (*Er, like I'm gonna kick your ass, huh huh, huh huh* – Butthead).

20 After being told where to go, use the drum and head south-west until you find yourself here.

21 Make your way through the castle, but don't bother questioning anybody. Go through this secret door and up the stairs.

22 After searching the castle for the King you will eventually find that the assassin has cunningly taken the king's place. To defeat this sneaky imposter use the Lucent Beam spell, this will send him packing.

23 With the Dark Stalker defeated, go back to the king and receive the sword orb.

24 Head on back to Sage Joch's pad – as he appears to be there. Agree to take his test and head up.

25 Make like Linford Christie and run through the dungeon as fast as you can. The monsters in here are much tougher than any you have come across so far on your quest. When you get to this point, stop and cure your party. Use the magic walnut only on the girl.

26 The test that Sage Joch speaks of is, bizarrely enough, a melee against yourself! Don't use spells as they will be deflected back at you. Instead, use long-range weapons and the girl's healing magic only when necessary. You should now easily win the battle.

27 Suprise! After the illusions disappear, or stop moving, leave and you'll find that the bird was actually Joch.

28 Before continuing your quest, head west and land on this island. It's shaped like a turtle. Curiously.

29 Land and go into the shop to get the Sea Hare's tail. Then use the drum and fly to here.

30 Go and see the mayor. He'll give you the moogle belt. If you're ever moogled, use the belt and you'll be fully restored. Handy, that.

31 Fly to the dwarf caves and the elder will give you the midge mallet. You can now be immediately restored if you are made little.

32 Now fly south-easterly to the purple coral and land on the raised yellow area shown above.

33 Enter the temple and fight the triffid. Use the Oceanic Spear and cast the Thunder Saber on it. Also, blast the creature with Thunderbolt.

34 Now that one of Thanatos's top henchmen bullies is dead and buried your access to the coral temple is clear once again. Go left, circle down and then go up the stairs. The eighth Mana seed is within your grasp, as well as the superbly potent dryad magic. But...

35 ...the seal on it is beyond repair, and just to make matters that little bit worse – the fortress below breaks through the coral.

36 Land back on the raised fortress, go down the steps and through the water to here.

37 This is the secret entrance. Once inside, jump on the trampolion (*well it's a yellow springy thing but I think he's trying to make a joke* – Les) to get onto the raised platform. To get past the waterfall run through it while holding up and right on the D pad.

38 In the large room, only attack the monsters with your weapons fully charged. They are all a bit rock.

39 Hit these switches, when you go down the waterfalls, to turn the water off.

40 Okay, this is the final monster that we shall be discussing in our lesson today. The two headed hydra. To defeat it cast Fire Saber on all your weapons and aim specifically at its heads rather than its body. Copious use of the fireball will result in a faster and more vicious death. With that, we'll break for a long lunch, see ya later.

That's it!! Woohoo! Hay Chihuahua!! Well, actually that's it for another month. What a quest, eh?

Oh well, never mind. You'll just have to buy the next thrilling issue of GamesMaster to see the possible conclusion of the game, hopefully.

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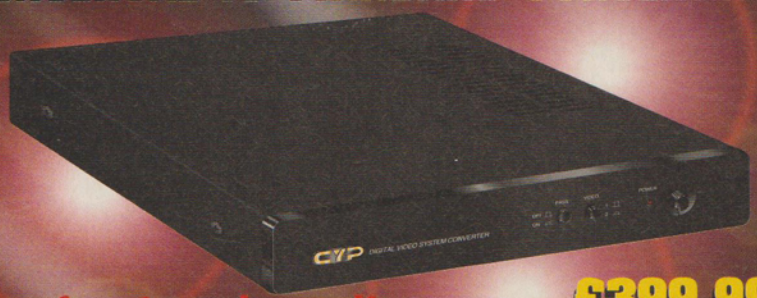

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Plus! Nintendo announce a brand new mystery 32 bit machine!

It's all revealed in the next swinging issue of Total! On sale at smart newsagents from Thursday May 19th. Seeya there!

FREE! KICK OFF 3 BADGE

What a quiet month I've had. The asteroid that's going to hit Jupiter is a bit slow, so I've filled my time answering more questions. Remember, if you get stuck, contact me at: The Consoletation Zone, GamesMaster Magazine, 30 Monmouth St, BATH, BA1 2BW.

CONSOLETATION ZONE

AMIGA

DEAR GAMESMASTER,
I was delighted to get *Mortal Kombat* for Christmas, but dismayed to see that you had to work out the fatality moves. So far I've only found Kano's, but the others are really bugging me.

Please could you tell me the fatality moves and have you any other cheats for it?
Gil David, Colindale

Gil, join the club. I have had thousands of enquiries about this humble little beat-em-up. So let me enlighten you:

Rayden: Towards, away, away, away and fire.
Johnny Cage: Towards, towards, towards and fire.
Scorpion: Down, down and fire.
Sub-Zero: Towards, down, towards and fire.
Liu Kang: Down, away, up, towards and down.
Sonya Blade: Towards, towards, away, away and fire.
Kano: Away, away and fire.

As for cheats, on the game options screen type in the alphabet A-U four times.

On the fourth time you will see an icon. Go to this and you can fiddle with the game parameters.

DEAR GAMESMASTER,
I'm desperate, you are my last hope, I have no one else to turn to. Please (about 100 more pleases) can you help me on *Mean Streets*? I need help.
Sad man, London

Listen up young man. Why didn't you come to me sooner? Go to the password screen and enter any number up to 20. Then when you start the game you will go straight to that level. Also, on the title screen type in CHEAT. You will now enter an arena full of goodies.

Collect the bonus icon. You can now press Help to skip levels, delete for a shield, L for extra lives, W for extra weapons, B for extra bombs and E for more energy. Now try to cheer up.

DEAR GAMESMASTER,
Help! I'm in the cellar of the castle (*how are you writing this then*? - GM) in *Lure of the Temptress*, but I can't get any further. When I get into the gate room, I use the fat on the lever and go back into the room with the drunken Skorls to wait for Minnow. Before I can do anything the active Skorl guard comes over and punches me in the mouth. Help me please..
David Cecil, Horndon-on-the-Hill

Calm down David. When you start in the castle go from the cellar to the kitchen. Talk to Minnow and get the tongs from the wall near the carcass. Use them to pull the bung out of the cask in the cellar. Tell Minnow to tell his Skorl master that someone is in the cellar. The Skorl will come down and drink the wine, promptly falling asleep.

Now get the fat from the carcass and go to the gatehouse. Use the fat on the lever and tell Minnow to pull it. You must operate the winch, at the same time. Leave the gatehouse and make your way back through the sleeping Skorls and up the stairs to the top floor. Exit to the drawbridge and you will be able to get to Selena's pad in the tower. Easy, when you think about it..

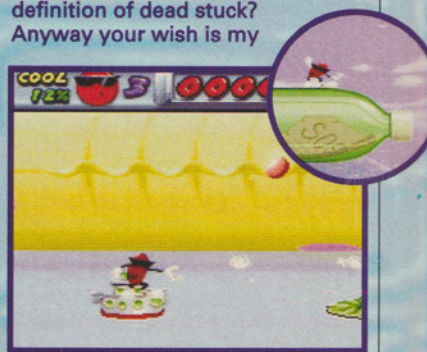
SNES

DEAR GAMESMASTER,
On *Cool Spot* for the SNES I'm stuck, dead stuck. Please oh please could you tell me a level select, or level skip or something like that?
Evan Ingram, Westgate-on-Sea

Dead stuck huh, just what is the definition of dead stuck? Anyway your wish is my

Could Lui Kang *have* Bruce Lee from out of *Dragon* a-and real life? This question has created a raging debate here in GamesMaster Towers, where we all live... happily... together.

Babes wearing thigh-length boots? No wonder this is called *Lure of the Temptress*.



Huh huh, huh huh, that's cool, huh huh. This game doesn't suck, huh huh, huh huh.

command, nothing kinky mind. Hold down the L and R buttons and reset the machine. When the Virgin logo appears press select 30 times. You will now be presented with a debugging menu. Press A to give yourself infinite lives and L and R to get a level select.

DEAR GAMESMASTER,
Please please could you tell me how to get blood on *Mortal Kombat* for the SNES. This will help me as I have been looking everywhere.
Daniel Windsor, Nottingham

DEAR GAMESMASTER,
I have heard from friends that on *Mortal Kombat* there is a cheat to play as Goro or Shang Tsung, is this true?
Sebastion Lee, Berwick

DOES NOT COMPUTE, DOES NOT COMPUTE. ERROR, ERROR, AGGGGGGHHHH. Look dimwit. How many more times? You can't get blood on *Mortal Kombat* for the SNES unless you own an Action Replay 2. Get this into your thick skull. Next time I'm asked, I'm going to kill someone. And besides, how would having blood on the screen help you, huh? And as for you Sebastian, if your friends know this cheat, how come they've never shown it to anyone? No, no, no! You can't be Goro or Shang Tsung. Okay?

DEAR GAMESMASTER,
I'm having a bit of trouble on *Jurassic Park* on the SNES. Are there any cheats that would help me? I would be most grateful if you would let me know.
Jamie Holmes, Romford

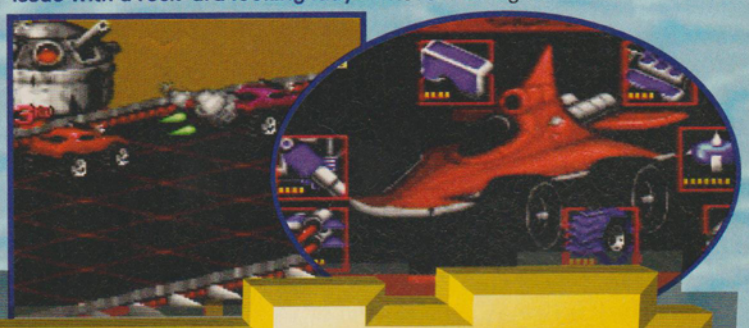
Special *Jurassic Park* cheat. Dragon punch a Raptor. This gives you a special icon. Press this and Goro will appear to help you.

DEAR GAMESMASTER,
Please can you tell me how to use the nerve gas on the Raptor eggs? I would be your bestest friend if you can help me.
Lee Carmichael, Creepsville

DEAR GAMESMASTER,
How do you secure the Visitor Centre and where do you go to do it? Oh yes, please.
Colin Cooper, Hull

Right then lads. Listen up because I will say this only once. Back in issue 12 (that's the December issue with a rock 'ard looking lady on the front) we did a complete solution to *Jurassic Park*. So get hold of that issue and read. As for Lee, well, if you want to be my bestest friend, try this. Get down to the Raptor's nest and stand in the middle of the eggs. Select the nerve gas as your weapon and let them have it. Simple. Right, seeing as you're now my best mate can you lend me £20?

DEAR GAMESMASTER,
I have heard that it is possible to be Olaf the Viking in *Rock 'n' Roll* Racing. Just how do you do it? I have tried everything I know but can't manage it. Please help me. My friends tease me for not knowing how to do it and for never having



GAME BOY

DEAR GAMESMASTER,
I have *Mortal Kombat* on my Game Boy but I can't do any of the special moves, I know all the fatalities but I really need the specials.
Mark Hall, Bath

Never again will *MK* pollute these pages.

Look no further, Mark my boy. Here are those special moves in full:

Kano: Towards, down, away, up, away, towards and B.
Rayden: Away, away, towards, towards, towards and B.
Liu Kang: Towards, towards, A, away, away and B.
Scorpion: Away, away, B, towards and down.
Sub-Zero: Down, towards, B, towards, down and B.
Sonya: Down, A+B, away, away and B.

DEAR GAMESMASTER,
I am really stuck on *Zelda* on the Game Boy. I can get past the Tail Cave and get the Bow Wow, but after that I'm stuck. Please tell me what to do and where to get the power bracelet.
Paul McInnes, Portsmouth

Hmm Paul. You really should be more precise when you describe where you are stuck on a game. Now that you have Bow Wow you need to go to the Bottle Grotto, then you can catch up with Graeme below ▼.

DEAR GAMESMASTER,
On *Zelda* I can't find the nightmare key in level 2, The Bottle Grotto. Can you possibly help me?
Graeme Miller, Glasgow

No problemo, Graeme. After lighting the torches to make the ghosts vulnerable, kill them all and a chest will

appear. Get the bracelet from the chest and hit the switch. Move onto the block beneath it and hit the switch again, moving right as you do it.

Now hit the switch and go right again, open the chest by standing on the raised blocks. Move the block to release the rabbit and throw a block at it to kill it. Kill the bat and the guard to make a chest appear, inside this is the nightmare key.

***The Secret Missions*, from out of BEing a bit crap.**

done it. I can't take any more.
Name and address withheld by request.

So you've never done it then huh? Don't know how to? You can sleep easy my friend because this will put an end to those horrible taunts once and for all. Start a new game and go to the select hero screen.

Hold down L, R and select and scroll through the characters until you find Olaf (from out of *The Lost Vikings*). If you press the same buttons and go to the SELECT PLANET SCREEN you will be able to select Inferno during the versus mode as well.

DEAR GAMESMASTER,
I have both *Wing Commander* and *Wing Commander: Secret Missions*. I can finish the first game without too much bother but the follow up gives me no end of trouble. Do you know a cheat so I can complete both of these games? Cheers matey.
Colin Hall, Spazville

Why did you bother to buy both of these? What a waste of cash. Still, this is what you do. When the title screen appears press L, R, select and start on joypad 2. The music will fade away and you will be presented with a comprehensive options screen allowing you to choose level, series and even invincibility.

MEGA DRIVE

DEAR GAMESMASTER,
I've just got *Aladdin* on the Mega Drive so can you please tell me if there is a cheat for it? If so then tell me it.
Stephen Richardson, Hertford

Well Stephen, how rude can you get? It's just as well for you that we've printed this cheat about a million times, but you're obviously so dim you missed it. This time I'll say it slowly.
Pause the gaaame, preeesss A, B, B, A, A, B, B and A. Presss staaaart and youuuu wiiiiiiii skiii-ippp toooo thee next leeeevel.

DEAR GAMESMASTER,
I'm having a little trouble on *Sonic Spinball*. Can you tell me the cheat please?
Robert Gudgion, Sudbury

Of course. That's my job. If I didn't help you then they'd give me the chop. Right, when the computer is adding your score, press A, B and C together. You will receive five million after the first boss and 10 million after the second and third bosses. This will help you earn extra lives.

PC

DEAR GAMESMASTER,
On *Sam and Max*, how do you get into Trixie's trailer in the carnival?
Chris Slinger, Cottingham

With a crowbar, dear Slinger, dear Slinger, dear Slinger. With a crowbar dear Slinger, dear Slinger with a crowbar.

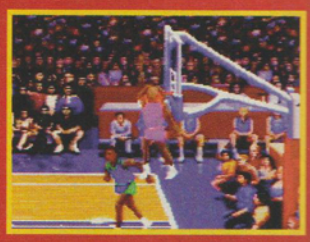
Hey babe, fancy a bit of *ruff*? Ha ha ha ha! I kill myself, I really do. (*I wish somebody would* – Simon).

WHY DON'T YOU...

...try some challenges that are, most probably, harder than the ones we gave you last month?

SNES

NBA JAM
(ACCLAIM)
A bit of a toughie this one. Without using any of the codes or cheats we have printed in this issue, you have to beat every team in the game – by scoring only three pointers. I'm not actually sure if it's possible but Tim said he could do it every time. Give it a go.



The sequel, *NBA Marmalade* is out soon.

MEGA DRIVE

STREETS OF RAGE 3
(SEGA)
Play the game through to level two and pick up the kangaroo as your extra character, then lose all the lives on that continue. Now pick the kangaroo as your new character and complete the rest of the game using only him. The game must be on normal mode and you can't have two players.

Challenge: Play *SOR3* and not finish it first go.

AMIGA

TOTAL CARNAGE
(ICE)
We have heard (well actually we know) that this is an incredibly difficult shoot-em-up on the Amiga. So all you have to do, is romp through level one without picking up any extra lives and complete it, including the defeat of the boss. If you can do this, consider yourself an honorary member of the GamesMaster Rock 'Ard club.

We can do this first time but then we're rock 'ard.

JAGUAR

TEMPEST 2000
(ATARI)
Yeah, I know we did a challenge last issue, but Andy reckons he's better than anyone at this, so he wants to do another one. What you have to is get through all 100 levels but... and this is a big but. You have to do it by playing on only 43 levels. Sounds nuts, I know, but you can pick up warps after every third level and they warp you five levels on. Therefore you only have to play on 43 levels *if* you get all the warps. Tough one.

***Tempest 2000* – from off of being by a man with an Afghan coat and having a llama.**

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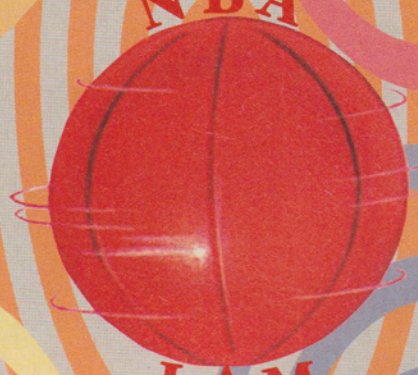

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ACTION REPLAY CODES

SNES

CHOPLIFTER III
7E0D 1680 Infinite energy.

DR FRANKEN
7E0C 0304 Infinite lives.
7E0B 3203 Infinite bombs.
7E0C 2C04 Infinite punches.

F1 EXHAUST HEAT
7E00 5DFF Full speed.
7E00 64FF Full revs.
7E05 C704 Infinite nitro.

JURASSIC PARK
7E03 8CFE View game's end sequence.
7E02 8CFE Infinite weapon no. 1.
7E02 95AA Infinite weapon no. 2.

LETHAL ENFORCERS
0080 6180
0080 6202
00FF B300
These codes enables the use of US carts on UK machines

MEGAMAN X
7E1F 8002 Infinite lives.

NBA JAM
7E07 8A20 Infinite turbo.

RAMPART
7E0A 5A03 Infinite cannons.

SUPER EMPIRE STRIKES BACK
7E03 15FF Infinite force.

SUPER MARIO ALLSTARS

SUPER MARIO
7FFB 0223 Reach the fabled level 9-1.
7FFB 0226 Reach the equally mythical level 9-4.

SUPER MARIO 2
7FFB 0223 Attain the dizzying heights of level 9-1
7FFB 0226 Attain the equally dizzying heights of level 9-4.

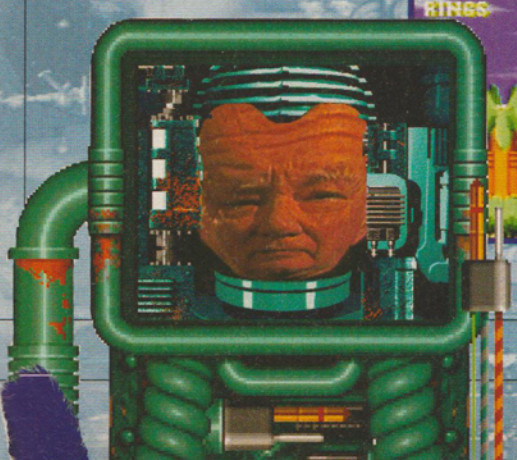
THE LOST LEVELS
7E07 4104 This turns the lava solid so that you can walk across it (and not sink... as much).

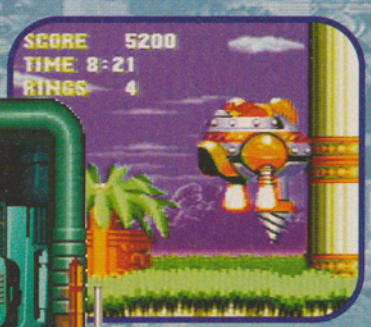
MEGA DRIVE

SONIC THE HEDGEHOG 3
00396 24E71

Level Select: On the title screen simply press start. The level select will be displayed, use the D-pad to select a level and press 'C' to start.
Level Design: On the level select screen keep the 'A' button depressed and then press start. Press 'B' to activate designer, press 'A' to change Sonic's image and press 'C' to place the image on the map. To re-activate Sonic press 'B' again.
Slow Motion: Pause the game and hold down 'B' for a slow motion game.

TEENAGE MUTANT NINJA TURTLES - TOURNAMENT FIGHTERS
FFA21 5000X Replace X with 00-0A to select a round.
FF003 10080 Infinite energy for player 1.
FF007 10080 Infinite energy for player 2.
FF86F 10004 Infinite continues.
FFFE1 30000 Unlimited rounds.





Sonic 3? Sonic wee more like.

I can see it now, *Sonic 4: Sonic Vs The Truck Wheels.*

LETTERS

Reptile can do something very special on this stage. Or so Andy reckons anyway.

Tim here. How's it going? This month, as Andy appears to be missing, we'll just have to improvise. New boy Simon has gathered up a tatty pile of letters and distributed them across the group. Meanwhile, we'll have a good look for Andy – keep sending those shockingly worthy scribbles to Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon.

DO WE NOT LIKE THAT?

I have bought Issue 16 of GamesMaster Magazine, and read the Mortal Interview. There are a few things I don't understand...

1. The hidden character called Noob Saibot. You have to get 50 wins in a row. How can you get that many? And the same with that Pong game (reach battle 250!?)

2. What do you mean by 'Attract Mode'? You say "on the Attract Mode, pull down on both joysticks to bring up the Top 15 players". And what does 'top 15 players' mean?

3. On 'Things To Try', it says try beating Jade with only combinations of HP, LP, LK, etc... And for Kano – try the same with Smoke. What does all that mean?

4. On the interview, it has a little box that says 'Rumours'. Animalities – maybe. Goro – maybe. What does that mean?

5. Can you fight Goro, and do you know how to do it? Can you morph into him for a fatality?

6. There's this arcade near me which has *MK2*. Shao Kahn is not on his throne, and I can't do friendships. Is the first version?

PETER JAMES SCOTT
SOMEWHERE

Hi. Simon Kirrane, here. I may be a bit new, but I'm no slouch when it comes to answering piercingly fascinating beat-em-up queries, such as yours, Peter...

1. To get 50 wins in a row, you – er – you win 50 games. In a row. To get to the Pong game, you have to reach battle 250! What's the matter with you?

2. Attract Mode is from out of the running demo that games display when no-one's playing. 'Top 15 players' refers to the list of the top 15 players. Sigh...

3. I'm not too sure about this one. Hang on... I'll call Midway. Ed Boon, please... Dang! It's his answering machine.

4. Ah. I know this. That was the bit where Andy asked Ed Boon about all the rumours. The bits in quotes are the actual words that spewed forth from the mouth of the nice Mr Boon.

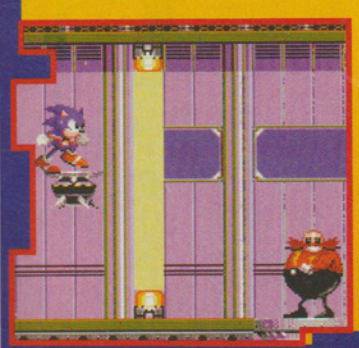
5. I remember Andy mentioning that he knew how to do the Goro fatality. But I owe him a fiver and so I don't want to speak to him – just in case he remembers. I'm sure you understand. (*And we don't know where he is – do we, Simon?* – Tim).

6. Oh. Yep. That's Version 1.0. Or something. Don't bother trying any of the Friendships or Babalities. They're not there. Thanks for writing. (*He's too nice. Get rid of him.* – A Publisher).

ELDERLY CORNER

I know you will think me an idiot and have a bloody good laugh, but am I the only parent who brought (*That's 'bought'* – Simon) their young kids a master system and found *Sonic 2* bloody impossible to complete. (*Question-mark needed* – Simon). do you (*Always start a sentence with a capital letter!* – Simon) have a back issue/information sheet on this game explaining levels and secret rooms, etc. (*Another question-mark needed!* – Simon). My children get annoyed and look to me for help, but I am afraid modern technology is not my strong point. (*A-and... neither is punctuation.* – Simon). Any help would be greatly appreciated...

MR P THOMSON
SURREY



Les speaking. You want help? Give Directory Enquiries a call and ask to be connected to a reputable, local Age Concern counsellor. Ask the counsellor for a copy of the excellent, free leaflet entitled, 'Coping With Being A Withered, Forgetful Old Git...' It contains some really funny pictures, and superbly information-packed chapters... 'Remembering the names of close family', 'Futile, ineffectual methods to disguise that leathery skin', 'Crossing the road – a survivor's guide', 'Food without teeth', 'Coping in a society that sees the old as hangers on', and, of course, inevitably, 'Where can I buy one of those ancient mangy dogs to scare children with?'...

"NUCLEAR WEAPONS, BLAH BLAH BLAH..."

As Andy is a bit of a film buff (as I am) I just thought I'd send in these quotes for him to have a go at. A sort of inbetween reviewing quiz thing...

1. "Sure, you can talk."
2. "No more picking on Dim, brother."
3. "I kick arse for the lord!"
4. "She had these little socks..."
5. "Any more excuses?"
6. "On your feet, soldier!"
7. "He's not dead!!" (In French).
8. "It's murder, and somebody's responsible."
9. "You have no weapons of any kind?"
10. "I'd go twelve percent for that!"
11. "Leave the skin on the chicken."
12. "I don't really like The Partridge Family."

SIMON CAYLE
NORTHERN IRELAND

Tim here. Just let me have a rummage around on Andy's desk... Ah. There's this scabby bit of paper... "A unique TV experience". No. That's not it. Ah – here it is... "1. Dunno. 2. A Clockwork Orange. 3. Brain

Dead. 4. Dunno. 5. Er... 6. The Terminator. 7. Nikita. 8. Plan 9 From Outer Space. 9. Alien^3 10. Um... 11. Oh, that's... Hang on... Er... 12. Wha-at?"

So, Mr Cayle. Score and answers, please... When you're ready. It's not like he's (probably) gagging to know or anything you know...

SHAKESPEARE SWIVELS...

I read about the limerick bit in your letters, and decided to send you some in...

There was a 'hard man' named Les Ellis
Whose choice in games was quite hellish
He just loved all that gore
And thirsted for more
And with that, his reviews were embellished

There was a young girl, Alison Harper
Who, after Mario would scarper
Anything slightly cute
Even those really puke
Only made her appetite for them much sharper

There was a sad git called Tim Tucker
Who...
(*Stop it. Now. This is inevitable.* – Tim).

JAMES PILKINGTON
BUCKS

Hi everyone! It's the GamesMaster office sandwich man here. I visit the guys and gals every day, purveying a generous selection of darned fine savouries and sweetmeats. That Andy fellow – who doesn't seem to be here, today – simply loves 'em. Anyway, I've been having a look at this 'ere James Pilkington's limericks, damn his eyes. And – ooh arr, ooh arr, ooh arr – they do be seemin' to be not very good. Grease the mainbrace and slit the landlubber's gizzard... we're not sending any of them there cartridges out until we get a decent one. It be a mutiny, that it be! (*Sorry about this. The sandwich man seems to have been struck down with a sudden accent affliction.* – Les).

"PUT THAT COFFEE DOWN!"

I am greeting you in the name of our Lord and saviour, Jesus Christ. How are you? I hope, by the grace of Almighty God, you are as well as I am. I am only thirteen years of age, and I want you to be my friend. I write to tell you why if you like to, you can send the magazine to me.

MOSES COMMODORE
GHANA

Greetings, insolent mortals! I am Khan. Shao Khan. Off of *Mortal Kombat 2*. Bow now, or meet sudden, agonising death. And everything. Right... Frankly, I have no idea what Moses here is babbling on about. Readers – always remember the five commandments of writing in to the GamesMaster letters page... (*It's crap. He's already slipped out of 'character'.* – Tim). (*Ssh! – Simon).

1. Thou shalt be funny.
2. Thou shalt not commit the crime of comparing machines.
3. Thou shalt make some bleedin' sense.
4. Thou shalt make your point, make it briefly, and get the arse out.
5. Thou shalt insult Les.

"JESUS H CORBETT!"

I can honestly say that GamesMaster is the best mag around. It gives several points of views on a single game. You speak your mind and give good value for money. (*Yeah, yeah. What's your point?* – Tim).

Your *Wolfenstein* review was great. But those gits at Nintendo have cleaned up the game, so it isn't a Nazi castle any more. Now it's completely crap.

Alison Harper is even sexier than that supermodel on the bra ads. (*This guy's mind certainly jumps around a bit.* – Les).

Now for some taxing questions...

1. Has Alison got a boyfriend/husband?
2. Did you know I am Les and Tim's biggest fan?
3. Will you ever 'do' any Master System games?
4. Any cheats for Donald Duck on the Master System?
5. How can I 'be' a reviewer for the big GM?
6. How much is it to get tickets for GM out of the TV?

Answer all those and I'll buy you a pint. (Even though I'm only 14!)

CARL LOCKLEY
ROTHERHAM

Hi. This is Marcus. I'm doing a spot of work experience here at GM. As Andy seems to be missing, that new Simon blokey says I can answer this letter.
1. Yes. He's 8 feet tall, has biceps like zeppelins, and surfs on lasers in his mum's garden.
2. I do now, you sad oik.
3. Nah. Get a Mega Drive.
4. Probably. Write to the Consoletation Zone.
5. 'Be' a top writer and 'send' Andy a stormingly talent-bloated example of your genius.
6. About £17.80. Phone up Channel 4. Or something.

I hope that you know that it's an offence to purchase alcohol when you're 14. (*He's taking this all very seriously don't you think?* – Tim).

Looking down the barrel of a gun. What an experience, eh? He looks a bit startled and upset, dontcha think? If you've had a similar experience, write in and tell us all about it. Now!

THE MAIL ORDER GUIDE

Ten steps to safety. When buying from any mail order company, it's vital to follow these GamesMaster guidelines:

1 Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.

2 Always read the small print on adverts.

3 Beware companies that do not include their address on their adverts. Also, avoid companies that do not answer or return your calls.

4 By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies – if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.

5 If you're not paying by credit card, pay by cheque. Never send cash and avoid using postal orders.

6 Keep records. If you are buying by credit card, keep a note of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.

7 When sending a cheque, keep a note of the cheque number, date and its exact value. Make sure you know the exact name of the mail order company.

8 When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.

9 Always order from the most recent issue of GamesMaster magazine.

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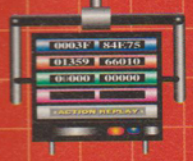

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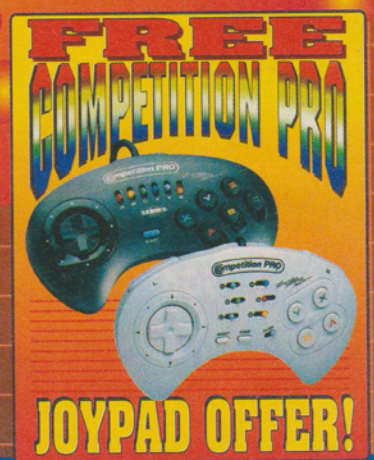

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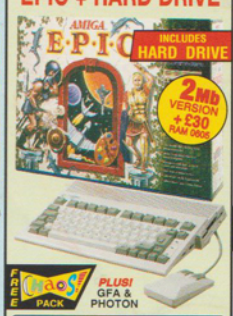

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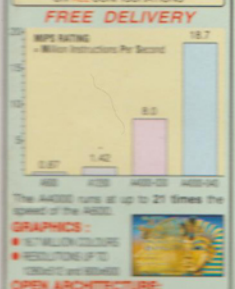

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