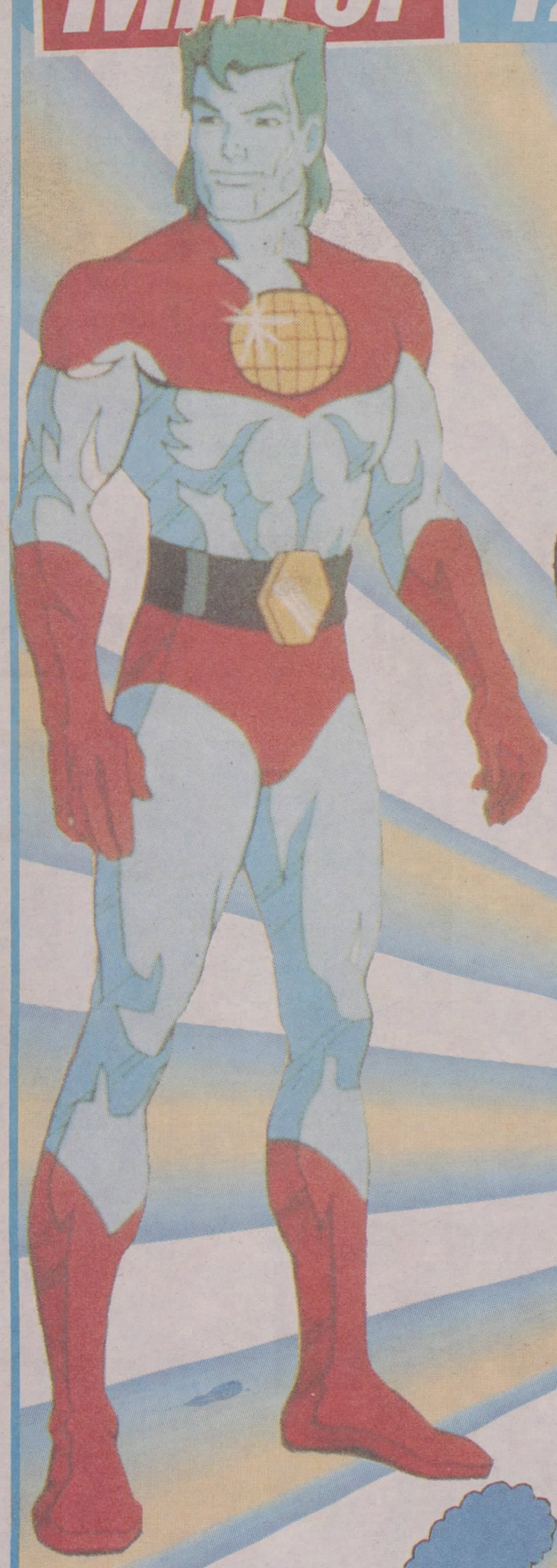
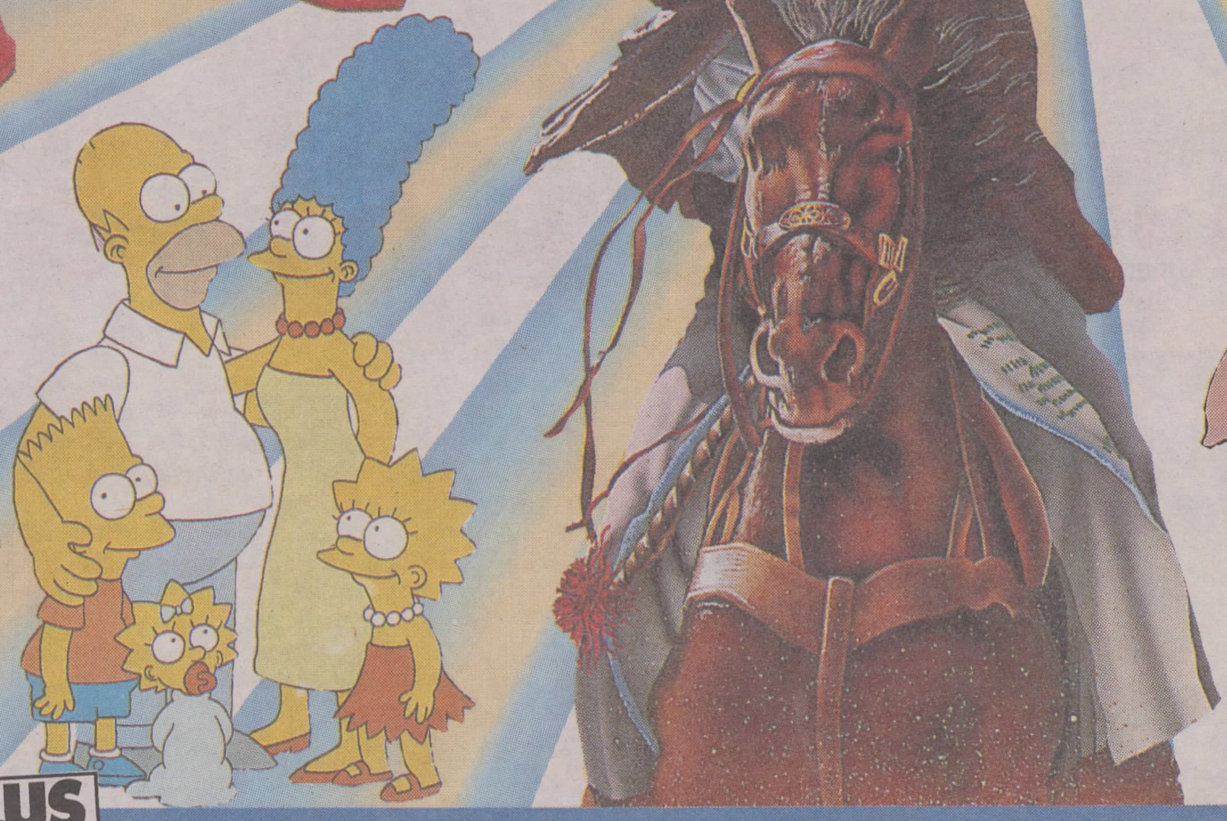
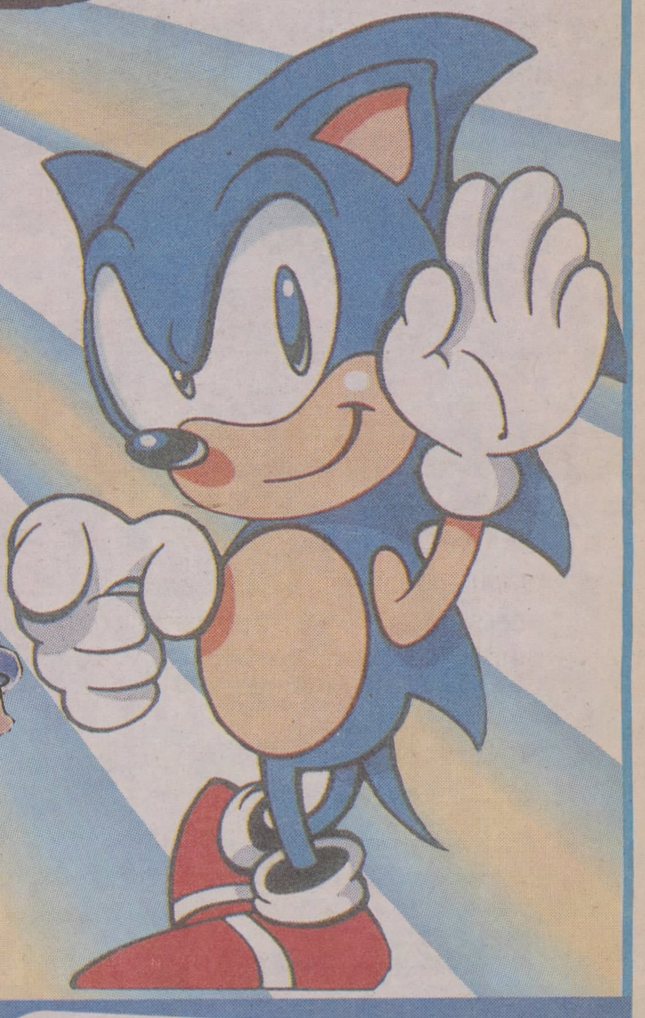
# POWER UP!

DAILY Mirror

## 12-PAGE COMPUTER GAME SPECIAL







PLUS

MEET POWER UP PETE

HE'S GOT

£5,000 OF PRIZES TO BE WON

SEE PAGE 5

YOUR AWESOME ★GUIDE TO A★ GALAXY OF FUN

# POWER UP! SPECIAL

## TIPS 'N' CHEATS

★ **TO SKIP levels in *Batman* on the Atari ST, when Batman and Joker appear together on the screen type in MA JJJJJJJ.** *(Martin Attfield, Ilford).*

★ **HERE are the Adventure codes for *Bill And Ted's Excellent Adventure* on the Game Boy: Adventure 2.** *(New Mexico) 555 4239; 3. (Ancient Greece) 555 6767; 4. (Medieval England) 555 8942; 5. (San Dimas) 555 4118; 6. (Shopping mall) 555 8471; 7. (School room) 555 2989; 8. (Abyss) 555 6737; 9. (Paradise) 555 6429; 10. (School concert) 555 1881. (T. Sharp, Canterbury).*

★ **TO CHANGE your character into a woman and get loads of weapons in *Metroid* on the NES, type in JUSTIN BAILEY.** *(Daniel Lane, Hornchurch).*

★ **TO GET a machine gun with 100 bullets in *Gunsmoke* on the NES, press A, A, A, A, SELECT, SELECT, SELECT, SELECT, RIGHT, RIGHT, START.** *(Vincent Mander, Bromley).*

★ **HERE are the area codes for Boxxle on the Game Boy: Area 2. DBBD; 3. GBBG; 4. HBBH; 5. JBBJ; 6. KBBK; 7. LBBL; 8. MBBM; 9. NBBN; 10. PBBP; 11. QBBQ.** *(Darren McCarthy, Maldon).*

★ **TO PLAY a secret tournament in *Arnold Palmer Tournament Golf* on the Megadrive, enter 18 Fs and 18 9s.** *(C. Greenidge, London).*

★ **ON THE Amiga version of *Jimmy White's Whirlwind Snooker*, hold down both mouse buttons when you play a foul shot and the computer allows you to take the shot again.** *(Lee Robson, Morpeth).*

**NOW COME ON you two. You might have fallen out in Europe, but if you don't kiss and make up Sonic will knock your heads together.**

★ **IN *James Pond II – Robocod* on the Megadrive, for infinite energy on Level 1-1 pick these things up in this order: Penguin; Oil; Wine; Earth; Reading Glass. It spells POWER.** *(Nick McMillan, Weston-Super-Mare).*

★ **IN *Total Recall* on the PC, when the title screen appears type LISTEN TO THE WHALES and you'll be able to absorb enemy blows. When you get to the taxi level type JIMI HENDRIX and the cab will be indestructible.** *(Stuart Thompson, Londonderry).*

★ **HERE are the passkeys for *Punch Out* on the NES: Piston Honda 1. 265 193 7842; Piston Honda 2. 777 807 3454; King Hippo. 135 792 4680; Don Flamenco. 005 7737 5423; Super Macho Man. 707 207 3070.** *(T. Lee, Leigh, Lancs.).*

★ **TO GET a free shield on *Scrapyard Dog* for the Atari Lynx, at the start of most levels do not move. Wait until the time gets to 299 then press pause and press A and then B. The words "Shield Awarded" appear at the bottom of the screen.** *(Stuart Ellis, Taunton).*

# SHOOT

## New show zaps Gamesmaster in the telly wars

● **PRODUCERS of the gamesplayer's favourite TV show, *Gamesmaster*, are extra-hyper as they power up for the new series in October.**

● **For the next series of the smash-hit Channel 4 show for video-game vultures will have a TV rival – a new networked show on ITV.**

● **That's good news for gamesplayers, for it means DOUBLE the coverage of their obsession on TV. Games freak ANNE GRAHAM went to talk to the rivals.**

**GAMESMASTER presenter Dominik Diamond is confident that his show can fight off the ITV challenge.**

He reckons the heady mix of clock-beating, competition and challenge plus celebrities joining in the fun, which proved such a success when the show was launched in January, will keep *Gamesmaster* in the lead.

The last series drew audiences of around three million, making it Channel 4's biggest hit after *Brookside*.

It also showed that too many people had been bitten by the game bug to dismiss it as a passing cult.

And it made a star of Dominik, the studious-looking 22-year-old presenter.

Dominik, a university graduate and a former stand-up comedian, thinks video games don't deserve their reputation for turning kids into moronic automatons.

**MILLIONS of people sit around and just watch TV all the time," he says.**

"But I see games as interactive, using judgment, reflexes, memory and more – and I'm hooked on them!"

"If you go into an entertainment arcade around Oxford Street in London at 6.30pm any day it's lined with businessmen playing the machines.

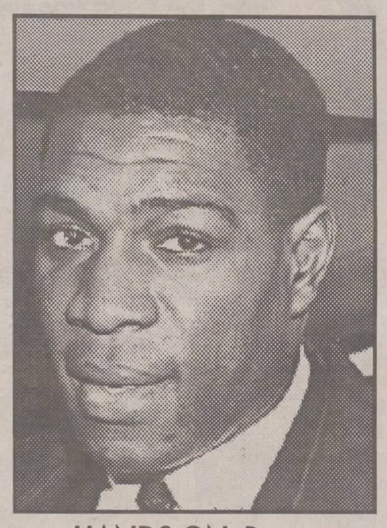
"They realise it is a wonderful way to relieve stress."

The coming 26-week series looks set to be an even bigger winner than the last one.

Frank Bruno and Kristian Schmitt (Todd from *Neighbours*) are two of the top names who have agreed to try their hands.

And other star guests range from a clutch of British Gladiators to up-and-coming pop group Take That. Viewers will also see how experts in real-life jobs cope with trying out their skills on screen.

HIGH-FLYER: Rory



HANDS ON: Bruno

Like RAF pilot Rory Underwood, who has agreed to try out a flight-sim game, landing his plane on a carrier in stormy seas.

Producer Jane Hewland says: "Most of the contestants are young and male, but anyone can play. In the new series we have people ranging from 14-year-olds to grandmothers.

"For some reason a lot of girls and women seem to be put off by the computer games, but are happy to play on hand-held consoles.

"These games are definitely growing in popularity – despite the recession.

"People are happy to spend their money on their children in a way they would never think of spending on themselves.

"I haven't been into a dress shop for ages – but I buy my son all he needs for his system and I think most parents do the same.

"The good thing about it is, it is something you might start as a youngster, maybe stop for some time, then pick up again later. I

MASTER BLASTER: Dominik is set to fire the opening shots

## 'I'm hooked - it's a wonderful way to relieve stress'

# Edited by DAVID HANCOCK

# 'EM UP

in the telly games battle

## 'We'll be bang on target with all the latest news'

**A NEW video games show is set to do battle with Channel 4's *Gamesmaster* in October.**

**Aimed firmly at the core of games players – the 10-16 age group – the programme from Yorkshire TV will have a 13-week run on the ITV network.**

**A regular feature will be reviews by a panel of 20 members of the audience giving their views on the latest products.**

**There will also be reports from Japan and America – the countries which lead the way in the games market – giving British fanatics previews of what they will be playing in six months' time.**

**It has a working title of *Overload* – although that could change – and will be fronted by *Motormouth* presenter Andy Crane.**

**Violet Berlin from the BBC's *Really Wild Show* is strongly tipped to become Andy's co-presenter.**

**Producer Patrick Titley says: "One of the best thing about the show is that it is going out live, so we will be bang up-to-date.**

**"If someone rings us up at lunchtime on transmission day with something we want to feature, then we can do so that same afternoon.**

**"We will also be actively trying to attract girls to watch.**

**"Our panel will have both male and female reviewers and there will be positive items about women in computing.**

**"We think our reports from Japan will be particularly interesting.**

**"Everyone plays out there – people queue overnight for the latest games.**

**"Virtual reality is an area which is becoming bigger by the minute, so we'll feature that quite heavily."**

**With two hot TV shows out to splatter each other this autumn, it's going to be a great time for games players.**

*Let battle commence!*

actually love playing myself!''

There's another treat in store for fans who can't get their fill of video games, or for those who want to try a taste before they buy. The *Gamesmaster* team has organised a mega-bash during December at the NEC in Birmingham.

It's an exhibition with all the latest games and equipment, magazines and literature with something new for even the most committed fan.

And look out for Swat Street, the arcade where you can zap, kick, leap, jump and blast to your heart's content.Celebs, including a first division goalkeeper, will be turning up to add a touch of glamour to the occasion.

FRONTMAN: *Motormouth's* Andy Crane

## TOP 20

*THE top 20 best-selling console video games based on UK shop sales, with last week's posiiton in brackets, are:*

1 (3) Terminator 2 (Game Boy).
2 (1) Desert Strike (Mega).
3 (10) Super Kick Off (Master).
4 (2) Olympic Gold (Mega).
5 (7) The Simpsons – Camp Deadly (Game Boy).
6 (8) Olympic Gold (Game Gear).
7 (9) Sonic The Hedgehog (Master).
8 (6) Super Mario Land (Game Boy).
9 (4) Asterix (Master).
10 (14) Super Kick Off (Game Boy).
11 (5) Champions Of Europe (Master).
12 (–) Super Kick Off (Game Gear).
13 (–) Olympic Gold (Master).
14 (–) Super Soccer (Super NES).
15 (–) Castlevania (NES).
16 (20) Moto X Maniacs (Game Boy).
17 (15) Kid Chameleon (Mega).
18 (–) PGA Tour Golf (Mega).
19 (–) Road Rash (mega).
20 (–) E.A. Hockey (Mega).

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*THE 10 best-selling games for the Commodore Amiga are:*

1 (1) Sensible Soccer.
2 (7) Fire And Ice.
3 (2) Striker.
4 (3) Monkey Island 2.
5 (9) The Addams Family.
6 (14) European Football Championship.
7 (12) Formula 1 Grand Prix.
8 (5) Championship Manager.
9 (–) The Manager.
10 (11) Eye Of The Beholder 2.

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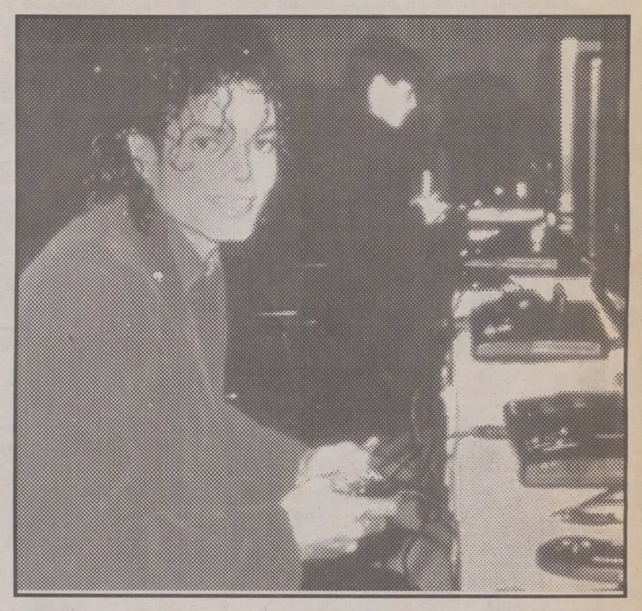


**FACE IT! Ol' Wacko Jacko likes nothing more than Powering Up his Megadrive with a great game like *Super Monaco Grand Prix*. But back in the privacy of his own California ranch we're told his favourite 16-bit blast-em-up is *Altered Beast*.**

**AS DJs go you can't get more laid back than Radio One's star disc-spinner Gary Davies. He likes to get a good distance from the screen when he's involved in a platform adventure – and it's easier to admire the medallions.**

DAILY Mirror

★ READ ★

POWER UP!

THE GREAT VIDEO GAME COLUMN

EVERY SATURDAY IN TV WEEKLY

POWER UP! SPECIAL

## Pop and TV stars start craze for customised kit

# Guess whose Game Boy's a laugh?

**DANNII MINOGUE has painted hers scarlet Jonathan Ross does it to his, and pop group Take That have a clothes peg on the end of theirs!**

**They have all joined in the latest fashion craze for customising their hand-held games machines. See if you can match the stars with their machines. The answers are below. Dannii had the bright idea of doing up her Game Boy with paint from a model kit and then sticking rhinestones on it. Finally she autographed it so everyone would know just who had the glitziest kit in town. Comedian Vic Reeves has decorated his with shells and a pine cone. He says: "It's so you can forecast the weather while you're playing." Apart from the clothes pegs, Take That, in the charts with *It Only Takes A Minute*, took ages sticking a musical toy telephone on their hand-held! And being pop stars they just HAD to add pictures of themselves. Flavor Flav, of rap group Public Enemy, tags his Game Boy with lots of graffiti, while Scottish singer Cicero was very patriotic when he got down to work. Lovely Kirsty, from chart group Opus III, decided to give her screen Sixties appeal by wrapping it in coloured paper. Jonathan Ross has gone one better – he has attached his Game Boy to a fluffy pig. The stars revealed their quirky hand-helds to *Smash Hits* magazine. Jonathan, who has a baby daughter, says: "I believe people should start playing Game Boy as soon as they are old enough to hold things. I was worried an unadorned Game Boy could be off-putting for very young players. Hence my creation – the cute, soft, lovable Game Pig!"**

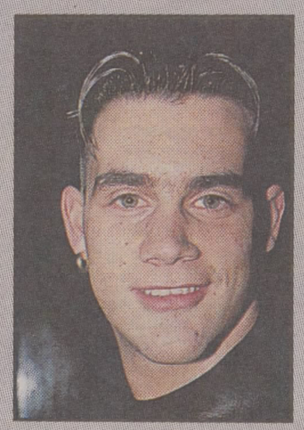
**ANSWERS:** WELL, did you get it right and link up the stars with their kit. Dannii Minogue (Sex Boy); Cicero (Wee Boy); Jonathan Ross (Oink Boy); Kirsty (Hippy Boy); Vic Reeves (Cone Boy); Flavor Flav (Home Boy).

SEX BOY

WEE BOY

KIRSTY: Sixties opus

ROSS: All cuddly


CICERO: Patriotic

REEVES: Pining

DANNII: Lots of glitz for a rhinestone cowgirl

## WIN WITH THE WIZ

**ARE YOU walking around with a bright, shiny hand-held? Well take a tip from the stars and get customising.**

**The trendiest thing you can do with your Game Boy, Game Gear or Lynx is to jazz it up with stickers, lacquer paint – the brighter the better – transfers of your favourite characters or even superglue on strips of bright material. You can tag on your handle or just cover it in graffiti.**

**But remember before you start customising your machine be sure to cover up the screen very well – pieces of tape are a good idea – so you don't get anything on the playing surface.**

**As an incentive, Britain's most famous electronic games shop, The Wiz, at 891, Finchley Road, Golders Green, London, has started a competiton for the best-looking customised hand-held. And they are offering free games for the winners.**

**First prize is £100 in games, second – £75 in games, and third – £50 in games.**

**If you think you've got the fanciest kit in town either take it in to the shop for it to be judged or send a photograph of it to: Custom Kit, *Power Up!* Daily Mirror, 33 Holborn, London EC1P 1DQ. Send in your entries to reach us by August 8. And keep reading *Power Up!* every Saturday because we'll be printing the best of the entries.**

OINK BOY

HOME BOY

CONE BOY

HIPPY BOY

# POWER UP! SPECIAL

# Yo, dudes ★★★★★★★ Help our superhero Power Up Pete and WIN mega prizes

# Join our ace £5,000 challenge

STREET WISE SUPER HERO: Power Up Pete is stuck in a cave (left), but inside he finds his first clue

*Illustrations: LUCY ROBINSON*

**HE'S COOL, he's hip and he's a hero. He's Power Up Pete, "the kid from the street" and he's a champion for good.**

To most onlookers Pete's just an ordinary kid hanging around with the gang but when he's Powered Up he becomes a Superhero.

Now you can help Pete in his latest adventure and get a share of his huge £5,000 reward. We are looking for 35 winners. Twenty top adventure players will each get a fabulous 16-bit Sega Megadrive, which includes the game *Sonic The Hedgehog*, plus another top-rated Sega game.

The 15 runners-up will each get a hand-held Sega Game Gear that also includes the Sonic cart. It's a competition no gameplayer can afford to ignore.

It doesn't matter how big the challenge Power Up Pete is ready for it. Like his old friends Mario and Luigi and even his hedgehog pal Sonic, Pete has defeated some of the cruellest and most vicious monsters around.

But now he is in trouble – and he needs your help. For Power Up Pete has lost the five symbols of power that turn him into a Superhero and he has to find them by the end of the week.

If not he won't be able to rescue Princess Petal who is being held prisoner by the evil monster Terradawn.

All Pete has got to help him search for the lost Power Ups is an old and torn scrap of paper that once contained a full code sheet.

Now it just says:

**A B C D E F G H I**
**1 26 2 25 3 24 4 23 5**

He is stuck in a cave where he was banished by Terradawn's faithful wizard Slothro. In order to escape Pete has to find the first of his five Power Ups. But his only clue is a series of numbers scratched on the cave wall:

**12; 1; 20; 25.**

Can you decipher the code and help Pete to gain his first Power Up? If you know the answer jot it down and keep it safe.

Each day this week there will be a clue to another of Pete's Power Ups.

Solve all five clues and in Saturday's *Power Up!* in TV Weekly there will be a coupon for you to fill in with each of the five Power Up names.

If you solve all the clues correctly and help Pete save Princess Petal you could also be one of our 35 lucky winners who will win Megadrives or Game Gears.

May the wisdom of Khan be with you.

| A | B | C | D |
|---|---|---|---|
| 1 | 26 | 2 | 25 |
| E | F | G | H |
| 3 | 24 | 4 | 23 |

**USE THE CODE ABOVE TO SOLVE THE CLUE BELOW**

| 12 | 1 | 20 | 25 |
|---|---|---|---|

**FIND YOUR NEXT CLUE IN THE DAILY MIRROR TOMORROW**

## ★★★★TIPS 'N' CHEATS★★★★

★ **TO GET the to the Sega Bowl final in *Joe Montana's Sports Talk Football* on the Megadrive enter the password Z1ST5O5GIY. The game will be San Francisco v. Buffalo.** *(Andrew Flyn, Rochdale).*

★ **TO beat Sgt. Slaughter in *WWF Wrestlemania* on the Amiga keep going out of the ring and hitting him with the chair. His energy should go down low enough for you to pin him down for the count.** *(Alex Ryan, Wallasey, Merseyside).*

★ **TO get as many continues as you like in *Alex Kidd In Miracle World* on the Master System collect the telepathic blue disk from the volcano then hold UP and press button 2 twice.** *(Mark Kirkpatrick, Sutton-in-Ashfield.)*

★ **FOR extra lives in *Stormlord* on the Megadrive pause the game and then press A four times; C twice; B three times and finally A once. The game will unpause itself leaving you with extra men.** *(Marc Ireland, Runcorn).*

★ **IN *A Boy And His Blob* on the NES you can get the diamonds that are high up on some screens by using the tangerine jelly beans.** *(Paul Cooley, Richmond).*

★ **IN *Devil Crash* on the Megadrive enter any of the following codes for extra balls: DEVILCRASH** *(seven balls); TECHNOSOFT (10 balls); 0956335555 (33 balls). Tom Barnes, Preston).*

★ **ON the Atari ST version of *Final Fight* to get infinite lives pause the game and type SHERIFF FATMAN.** *(Caine Adams, Co. Durham).*

★ **HERE are the level codes for *Gremlins II* on the NES: Level 1.1: GBQK; 1.2: BVKF; 2.1: DXNH; 2.2: CGMW; 3.1: NJTD; 3.2: ZFPJ; 4.1: SHMC; 4.2: VLBB; 5.1: NXRD.** *(Simon Lai, Woking).*

★ **TO warp on *Super Mario 3* on the NES you get the thrid whistle by going to world 2 and smashing the rock on the top right of the map using the hammer from the Hammer Brothers. Walk through the tree and get the whistle from the Fire Brothers. Now you can warp.** *(Jimmy Sanderson, Felixstowe).*

★ **HERE are some level codes for *Bugs Bunny's Crazy Castle* on the Game Boy: Level 10: WZFS; 20: ZTPZ; 30: WYCZ; 40: TX9W; 50: 2TWX; 60: YTKX; 70: SHE2; 80: XHO2.** *(Andrew Cunningham, Cwmbran, Gwent).*

★ **FOR infinite lives on *Rodland* on the Amiga press pause and then press the HELP key five times. A small flashing heart should appear at the top right of the screen.** *(Patrick Walsh, Burnley).*

# POWER UP! SPECIAL

# BEGINNERS' GUI

## The lowdown on all the gear that can put you in control

GAMES playing is the biggest new entertainment explosion since pop music.

But it's a techno jungle out there – manufacturers are continually launching better consoles and hand-held machines. If you're a newcomer, welcome to the exciting world of electronic games.

There is a whole universe to be conquered, filled with everything from alien invaders to flying plumbers.

But first take a look at all the major machines and judge which is right for you

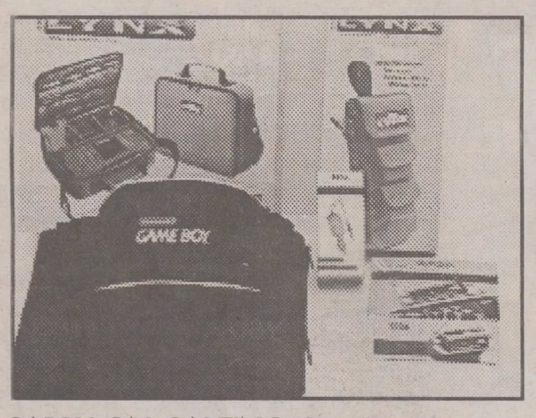
BOOSTERS: A Power Clutch and remotes

YOU'VE got your kit, the latest cart and you're up and running. But that's only the beginning.

You can keep updating kit by buying the latest add-ons – from a carrying case for your Game Boy to a Megadrive Action Chair (£99), which moves the cursor on the screen as you roll around in the chair!

Cheaper at £34.99 is the Power Clutch for the Megadrive, a joystick with turbo buttons. Sega has brought out a remote-control for the Megadrive, which means you can lie back in your favourite chair to zap aliens (£34.99).

For Megadrive owners who want to play eight-bit Master games on the system, there is a converter at £29.99. You plug it into the cart slot and then plug the eight-bit game into



CARRY ON CARTING: Pouch and cases

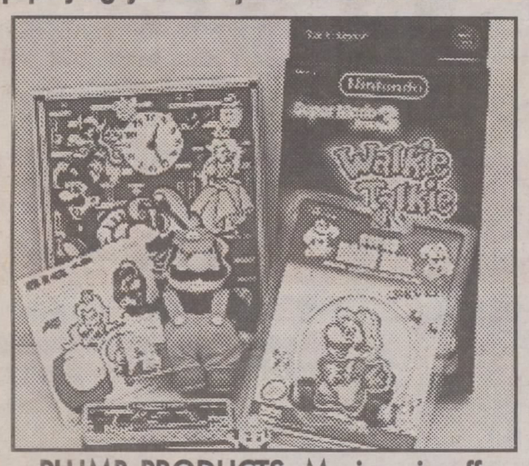
that. Great if you've updated to the 16-bit Mega but still want to play your old games.

A pouch to carry your Game Boy carts around costs £11.99, with a Lynx pouch a little cheaper at £10.99.

One of the best magnifying screens is Big Window for the Game Gear, which sells for £19.99. A light for the Game Boy so you can play in the dark will cost about £9.99.

There are numerous car adaptors for around £13. They plug into the cigarette lighter.

A really stylish add-on is the TV Tuner for the Sega Game Gear (£74.99). If you get fed up playing you can just switch on the TV.




PLUMB PRODUCTS: Mario spin-offs

★ *GAMES character* Mario *is more recognisable in America than Mickey Mouse, according to a recent survey. Now he's cashing in on his fame.*

*The little Brooklyn plumber stars in some of the best video games around with his brother Luigi.*

*There's an official* Mario *T-shirt and you can get everything from a* Mario *pencil-sharpener for 99p to a* Mario *walkie-talkie at £14.99. There are* Mario *pencil-cases (£1.99),* Mario *clocks (£7.99) and an AM/FM radio (£9.99). Under-£1 items include pens (99p) and a collection of transfers (99p).*

*Now* Mario's *arch rival,* Sonic the Hedgehog *has fixed up a massive merchandising deal. So stand by for pictures of "the hedgehog with attitude" on everything from mugs to clothes.*

### SUPER NINTENDO ENTERTAINMENT SYSTEM

*(£149.99).*

CURRENTLY the best specified model available. It incorporates 16-bit technology, is in colour, plugs into your TV, and comes with *Super Mario World*, which has been hailed as the best game ever devised. You also get two hand-controllers.

It has 3-D graphics and top quality CD sound when played on a stereo TV. Its processor, the 65sc816, runs at a fairly slow 3.59 MHz, but that doesn't affect gameplay unless the screen is very cluttered.

The main drawback is there are only five games available for the Super NES, though they are all of a high quality.

Nintendo has promised an additional 25 titles by Christmas. The company reckons 600,000 machines will be sold this year.

### SEGA MEGADRIVE

*(£129.99).*

THE first 16-bit machine to be released in Britain.

Its success forced Nintendo to bring forward the launch date of its Super NES. Once the Rolls-Royce of games machines, it is still a very impressive colour console for the television.

It wins because there are dozens of games available, including sports sims, blast-'em-ups and role-playing adventures, plus the flagship platform game *Sonic the Hedgehog*, which comes bundled with the machine. It has stereo sound and there are infra-red remote control joypads. If you want a high-spec machine with plenty of software, this could be for you.

SUCCESS: The Megadrive (right) The Master System II (left) and the NES (below)

### NINTENDO ENTERTAINMENT SYSTEM

*(£54.99).*

THE one that really started the games boom. An eight-bit colour console that introduced Brooklyn plumber *Mario* to the world and sold 50 million machines. One in four U.S. families has one.

The eight-bit processor means the graphics are more "blocky" than the smooth outlines of the 16-bit, but the wealth of games is staggering.

On the down side the games are quite expensive for an eight-bit machine, with some costing £50.

Bundled with *Super Mario Bros 3* it costs £79.99, and there is a bigger pack with more games for £99.99.

The controls are a little lightweight, but it's a great starter pack for the whole family to get into gaming.

### SEGA MASTER SYSTEM II

*(£49.99).*

ANOTHER excellent eight-bit system that is probably the best value-for-money machine you can buy. Like the NES, it is nothing fancy, with no stereo sound. But once again there are lots of game carts to choose from and some of them are exceptionally good.

*Sonic the Hedgehog* is bundled with it at £79.99 and you also get an extra hand-controller.

For older players it is well-worth buying so you can play the brilliant arcade conversion of *Super Space Invaders*.

While the NES has sold well in America this is the system that Europe has taken to its heart. It's cheap enough for children to save up for.

### GAME BOY

*(£69.99).*

WHEN first launched two years ago this black-and-white hand-held machine caused a storm and was hailed as "a Walkman for gamesplayers". It sold by the lorry-load and still does.

Its great claim to fame is the long battery-life and the fact that it has some of the most playable games around, which make up for the fact it's not in colour.

It is also the cheapest of the hand-helds and comes bundled with the great Russian puzzle game *Tetris*.

There are lots of add-ons like lights, magnifying screens and holsters to carry it . You can also link it up with another Game Boy and play against a friend.

### SEGA GAME GEAR

*(£99.99).*

THIS colour hand-held is the machine every Game Boy-owning kid wants to upgrade to. The colour screen adds de
at a pri
only ab
need £5

There
but on
park it

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include
standar
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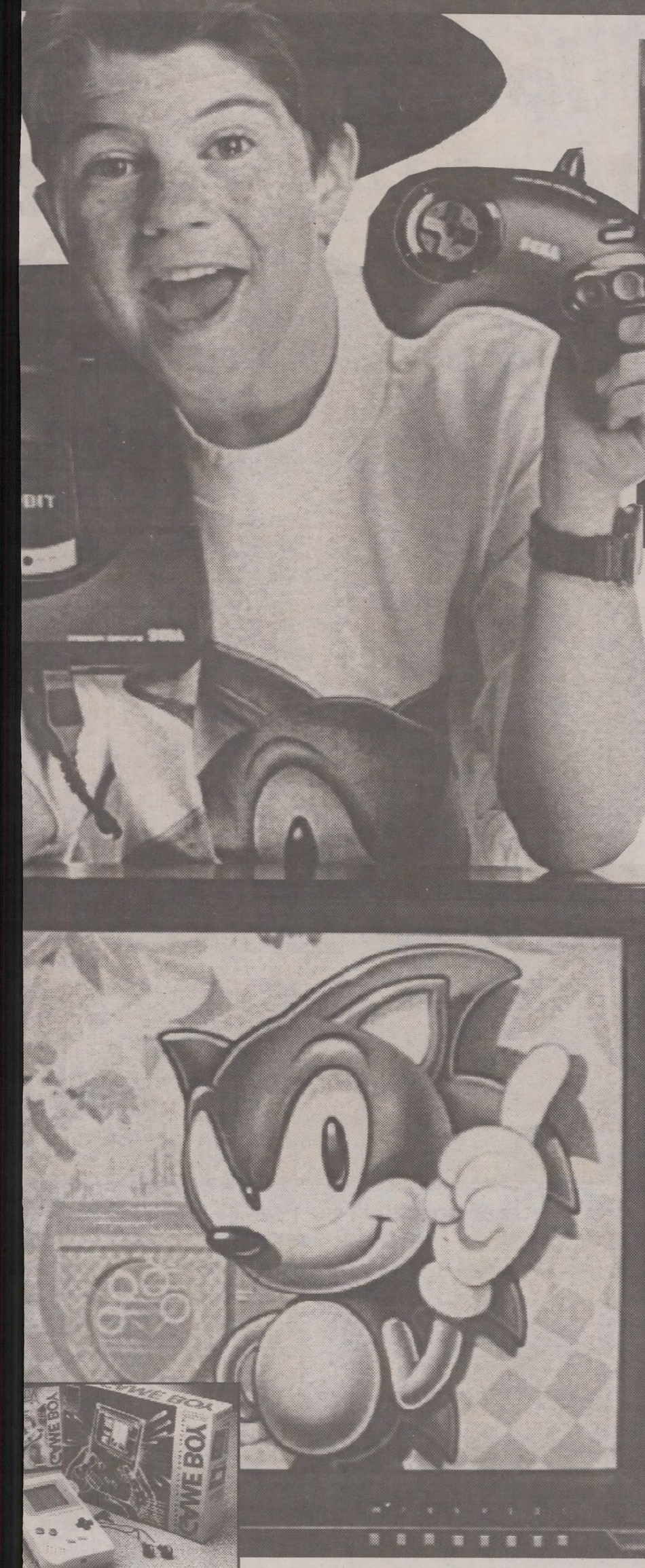
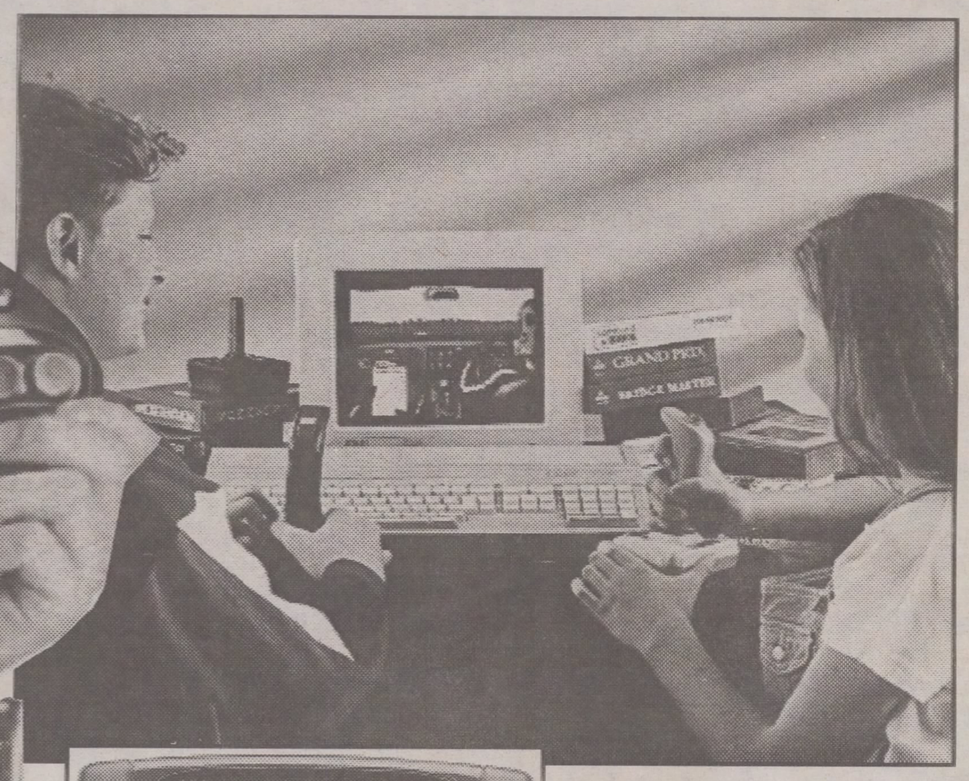
BEST-SPECIFIED: The 16-bit, colour Super NES (left) and the Commodore Amiga 600

# POWER UP! SPECIAL

# DE TO THE Galaxy





FLEXIBLE: The Atari STE (top) and the hand-held Game Gear (above)



HAILED: The Game Boy (left) and *Sonic the Hedgehog*

o the games, but he batteries last ix hours and you hem each time.
mains adaptor, beach or in the pensive.
es, which again ic, are of a high uper Kick Off* on Gear is the best n you can get. ll the usual add-

ons, like lights and wider screens. Once played it's hard to drag yourself away.

With the game *Columns* it will set you back £119.99 and with *Sonic the Hedgehog* £129.99.

### ATARI LYNX

*(£99.99).*

BUNDLED with the movie spin-off game *Batman Returns*, this is the best specified of all the hand-helds and represents good value for money.

It has superb colour with four-channel sound and can be linked (hence the name) to up to seven other machines.

It is larger than the other portables and for a long time was under-promoted in this country.

Now Atari has suddenly woken up and is boasting there will be 70 titles for the Lynx by Christmas.

When that happens it could take off in a big way, but it still has a lot of ground to make up to overhaul the Game Boy or Game Gear.

### COMMODORE AMIGA 600

*(£399).*

MORE than a games console, this is a fully-fledged 16-bit home computer capable of wordprocessing, databasing and everything else.

But its special graphics and sound chips make it a natural for games players. More games are sold every week for the Amiga than for any of the other consoles.

The graphics on an Amiga game are simply stunning – and it has a vast range of games stretching back years.

Its predecessor, the Amiga 500 sold more than a million in Britain and it's easy to see why.

Many of the console games come out on the Amiga first. An awesome machine for the truly dedicated.

### ATARI STE

*(from £299.99).*

THE Amiga's main competitor, also with hundreds of games available.

It doesn't have the same dedicated sound and graphics chips as the Amiga, but it comes in lots of different configurations, with the price rising as you add more power.

The debate over which is the better machine has been raging for years. With Atari first into the games market they have plenty of fans. Both of them are excellent – flexible and good value for money.

### IBM PC

*(from £799.99).*

FOR a long time it was regarded purely as a business machine.

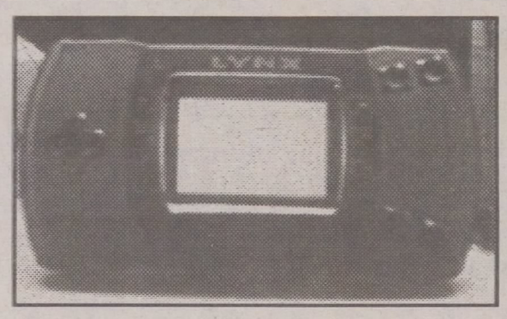
But with the advent of faster central-processing units and large hard-disk storage, it has become something of a gamesplayer's dream.

You really need a fast 386 to approach the quality of an Amiga. You get what you pay for and more speed and power can take you over £2,000.

The puny sound on a PC or compatible is now easily overcome by adding a sound-blaster board. It costs a lot but should be bought if you are serious about playing games.

PC games are now an increasing share of the market, which tells us the pinstripes in the City are concentrating not just on their spreadsheets.

Only for the rich.



SUPERB COLOUR: The portable Atari Lynx (top) and the IBM PC

## TIPS 'N' CHEATS

★ IN *Nemesis* on the Game Boy, half way through the second stage shoot the square alien and the falling tower. Get beneath the tower and push it up and you'll enter a bonus stage with lots of power-ups and extra lives. *(Derek Wanley, Coventry).*

★ HERE are all the level codes for *Titus The Fox* on the Amiga: Level 1, 2625; 2, 8455; 3, 2974; 4, 4916; 5, 1933; 6, 0738; 7, 2237; 8, 5648: 9, 6390; 10, 8612; 11, 4187; 12, 1350; 13, 9813; 14, 5052; 15, 3360; 16, 2045. *(Ricky Tsang, Lancaster).*

★ ON THE Donut Secret 2 level in *Super Mario World* on the Super NES go up the beanstalk and get the star. Then jump down and kill as many enemies as possible. You will notice the tone change as you do. When your invincibility runs out get the other star at the bottom and carry on killing enemies. At a certain point every enemy you kill will give you a 1-Up. *(Carl Bullen, Liverpool).*

★ HERE are some codes for *Who Framed Roger Rabbit?* on the Game Boy: Scene 2, DLT3QYBY; 3, GPLDMSRC; 4, MMCFGWXJ; 5, BGQTVKJP; 6, RTJBWN43. *(Michael Lines, Hull).*

★ ON *Wonderboy III* for the Master System type in 9JC5 YHX XN4U HT2 and you'll have all of the legendary weapons. If you die wearing Hades armour you'll be resurrected. *(Philip Smith, Ramsgate).*

★ IN LEVEL 1 of *The Simpsons* on the NES go far right to the Quick-E-Mart sign and shoot the E with a rocket. You'll get extra lives. *(Simon Joseph, Ilford).*

★ IN *Final Blow* on the Amiga, press pause and then press F10 ten times. Your power bar will not go down however many times you are hit. *(Mark Birtwistle, Bury).*

★ HERE are the codes for all of the worlds in *Boulder Dash* on the NES: Ice World, 635870; Sand, 840137; Ocean, 840967; Relic, 225378; Volcano, 752053. *(Craig Falconer, Abergavenny).*

★ TO GET a quick $10 million in *Road Rash* on the Megadrive come first in any of the races and you'll see a code with four blocks of numbers. Change the third block from 000KU to UK000. Now finish any other race and you'll get the money to spend on bikes. *(Richard Mulliss, Nottingham).*

★ FOR infinite lives on *Night Breed* on the Amiga pause the game and type in RISEN FROM THE DEAD. *(Joanne Bishop, Wirral).*

★ Here are some codes for *John Madden '92* on the Megadrive: Philadelphia vs Oakland BDMK8WYX; Oakland vs Los Angeles BH4JFDD3; New York vs Buffalo BPD45P6N; Miami vs New Orleans B6KKT43B. *(Amsyari Abu Bakar, London).*

# POWER UP! SPECIAL

## Diary from JAPAN

**By ONN LEE**

JAPAN is the MEGALAND for gamesplayers. Nine out of ten consoles are from the Land Of The Rising Sun, not to mention most of the top software. And June 10 was an ace day for the Japanese gamer – the day Capcom's *Streetfighter II* was released for the Super Famicom (in the UK it's the Super NES). Just as they did for the highly successful role-playing game series, *Dragon's Quest,* hundreds and thousands of keen *Streetfighter II* fans queued outside computer stores to be one of the first to buy this amazing cart.

Not only did they camp out overnight, but students skipped school to get their hands on the console version of the most popular arcade game ever produced.

The game is a near-perfect translation of the coin-op – there are a few bits missing here and there (music not as good, no background sound effects, and missing bonus level) but it's all fairly irrelevant. The game plays just as well as it's big brother and is the best game so far for the Super NES. When it does make it over here remember this great cheat to let you fight against your own character: Reset the game, and when the word CAPCOM appears, quickly press Down, R, Up, L, Y, B, X, A. If successful, you should hear a sound when you press the last button . . . if not, reset and try again.

NOTE: You can also select the colour of your character by pressing Start when picking your fighter.

★ *FANS of Shinobi on the Game Gear will be delighted to hear that GG* Shinobi 2 *is also in the works. It looks to be more of the same, which is not a bad thing because the original is one of the best hand-held games around. As for* Super Shinobi 2 *on the Megadrive, Sega are keeping tight-lipped.*

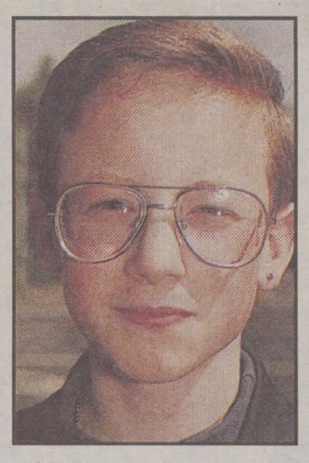
★ **BEST console for multi-play games is the PC Engine with its five-player adaptor. But, soon, the Super Famicom will have a similar feature thanks to Hudson Soft, the people partly responsible for *The Engine*. They are working on a four-player adaptor for the SF which plugs into the second controller port. The unit should be available later this year and the first game to use the device will be *Bomberman*. Expect the Super NES version in the UK next year.**

★ *IF YOU can't beat them, join them. Sequels are hitting the Megadrive as well.* Splatter House Part 2 *will be out next month, more gruesome than the original. Also in the works:* Streets of Rage 2 *with bigger and better graphics, and* Chase H.Q. 2.

★ **JUST like the Game Gear, the Game Boy is to get a few sequels too. The most exciting of the bunch, and bound to hit record sales is *Super Mario Land 2*. Yep! The Italian plumber is back, but this new version is a lot beefier than the original with better graphics – more like Mario 2 and 3 on the NES, and more playable too. Another sequel will be R-Type 2 from Irem. Can't wait to see how they convert the coin-op to the mono wonder.**

# STEP INTO

## A sneak preview of the carts all set to hit your screens this summer..



TOM HARRISON-READ
Telling what's in store

● WITH the Megadrive and the Super NES slugging it out to be the top 16-bit and the hand-helds fighting for a place in everyone's heart, there are some pretty startling console games set to hit the shops. We asked Tom Harrison-Read, 15, from Britain's top electronic games shop, The WIZ, in Golders Green, North London, to power up some of the best and tell us what's in store. . .

**THE ADDAMS FAMILY** *(£49.99 Super NES).*

THIS IS a really good 100 per cent platform game in the *Mario*-style. It is hard and challenging but very rewarding and a must for die-hard platform fans. It's not as large or as adventurous as *Super Mario World* but it has all the major elements.

You are the husband, Gomez, and you have to rescue your family by searching through dungeons and everything else. Great fun.

● *RATING: 90 per cent.*

**ARCH RIVALS** *(£39.99, Megadrive).*

A FUN version of a basketball sim that's more to do with fighting than dribbling the ball. The presentation graphics are OK but the game doesn't have much lastability and you lose interest very quickly.

If you want a real basketball game, don't go for this one, because it is more of a beat-em-up with no real rules. Good for a quick laugh.

● *RATING: 72 per cent.*

**BATMAN – RETURN OF THE JOKER** *(£27.99 Game Boy).* Similar to the original *Batman* game with well-defined characters.

It's really a beat-em-up platform game, and I'm not sure people will enjoy it as much as the first one which had more of a *Mario* style to it.

It doesn't suffer from the black-and-white graphics – in fact they give it more of an air of Gotham City.

I liked it, but it might not be to everyone's taste.

● *RATING: 85 per cent.*

**KRUSTY'S SUPER FUN HOUSE** *(£37.99, Megadrive).*

THIS is a half-platform, half-strategy game based around Krusty the Clown from *The Simpsons*. You have to go around kitchens and find the rats, which you have to lead into traps.

It's cleverly done and pretty good all round, although the graphics and sound are nothing to get worked up about. But the sheer playability of the game saves it.

● *RATING: 85 per cent.*

THE ADDAMS FAMILY: Your chance to have a load of fun with the spooks who live on the hill.

**SUPER WRESTLEMANIA** *(£49.99 Super NES).*

THE best wrestling game released so far. It has really brilliant digitalised graphics with the intro screens looking more like photographs than computer graphics.

The game is beautifully animated, and even though it is easy to beat the computer, the sound is so good. When someone hits the canvas it BOOMS!

The two-player mode is by far the best way to play it, because you can't anticipate any of the moves of your opponent. If you're into WWF, this is the one.

● *RATING: 90 per cent.*

**HIGH SPEED** *(£44.99 NES).*

A REALLY excellent and realistic pinball sim that's so good you'll hardly believe it's an eight-bit game.

Great graphics, but above all the response of the joy-pad is completely in tune with the ball movement. Not as good as the incredible 16-bit *Devil Crash* but it has a great feel and good

HIGHSPEED: Realistic

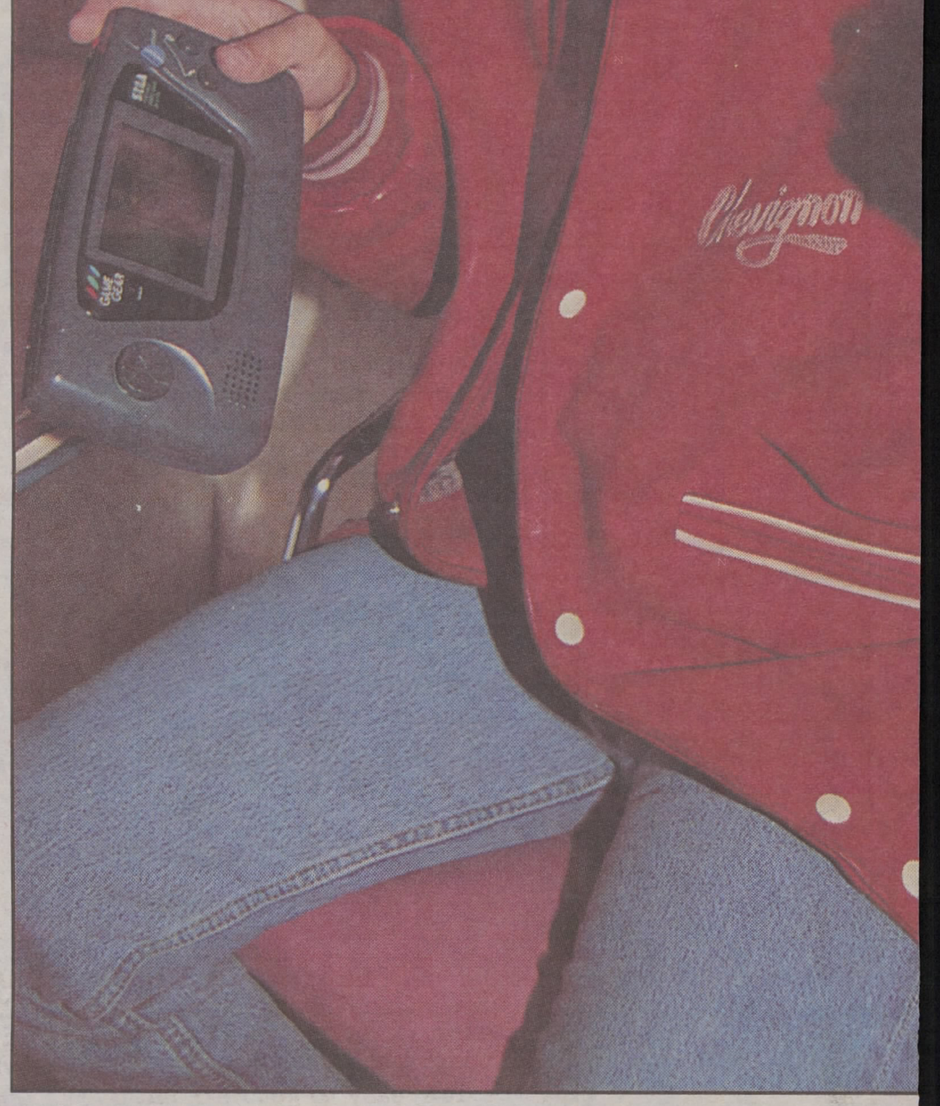
playability that'll keep you hooked.

● *RATING: 86 per cent.*

**NINJA GAIDEN** *(£29.99 Lynx).*

KNOWN in the arcades as *Shadow Warrior*, it's a slug-it-out fight game with plenty of moves. But there are also platforms and swings. The graphics are excellent and you can pick up different magical weapons as you go along.

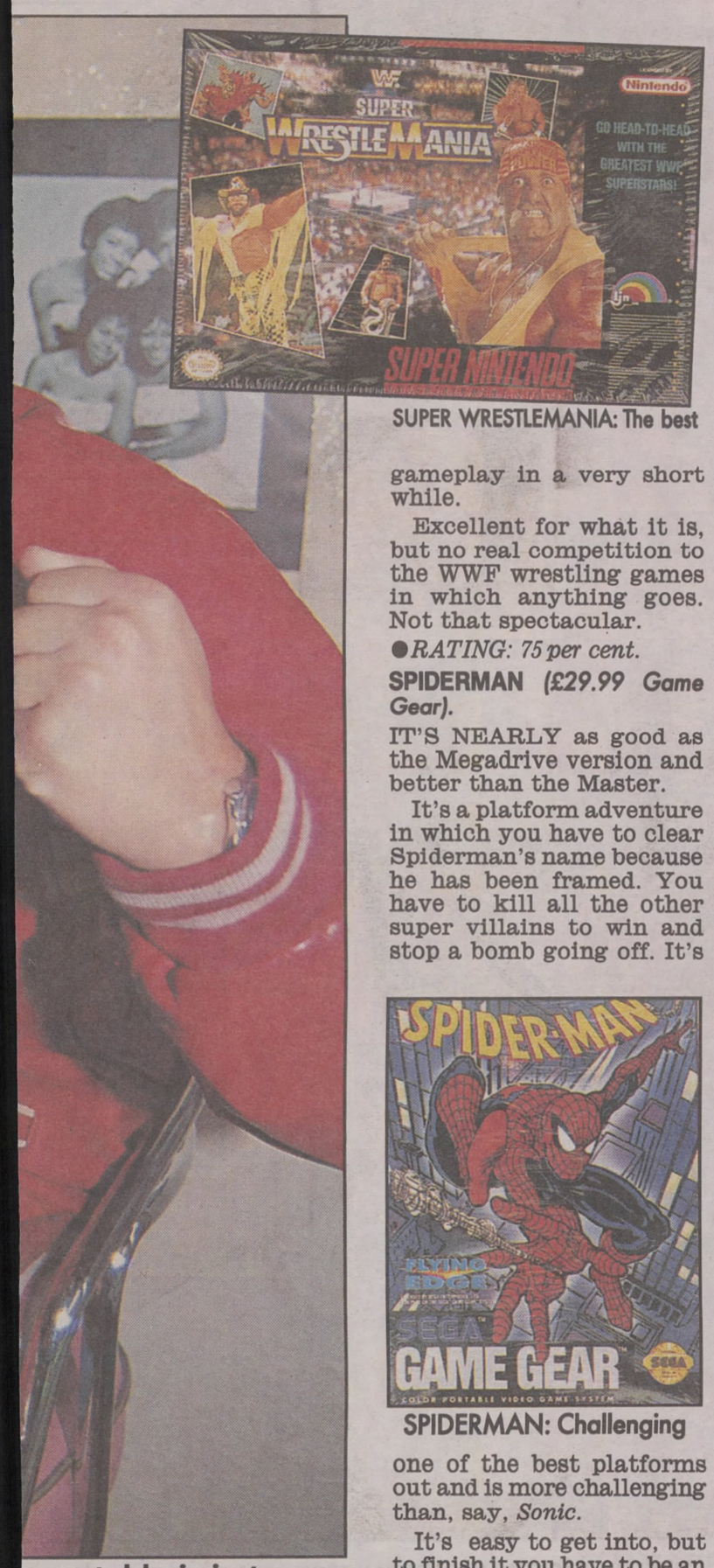
This is one of the worthiest Ninja games and much



TOP GEAR: *Motormouth* presenter Ross King reckons

# POWER UP! SPECIAL

# THE FUTURE




SUPER WRESTLEMANIA: The best gameplay in a very short while.

Excellent for what it is, but no real competition to the WWF wrestling games in which anything goes. Not that spectacular.

● *RATING: 75 per cent.*

**SPIDERMAN** *(£29.99 Game Gear).*

IT'S NEARLY as good as the Megadrive version and better than the Master.

It's a platform adventure in which you have to clear Spiderman's name because he has been framed. You have to kill all the other super villains to win and stop a bomb going off. It's




SPIDERMAN: Challenging one of the best platforms out and is more challenging than, say, *Sonic*.

It's easy to get into, but to finish it you have to be an experienced gamesplayer.

● *RATING: 90 per cent.*

**SPLATTERHOUSE II** *(£44.99 Megadrive).*

A VERY nasty and gruesome beat-'em-up that's also a lot of fun because some of the monsters are really horrible.

You are Rick and you have to rescue your girlfriend – but not before there's lots of gore and zombies exploding into slime. It's based on splatter movies like *The Evil Dead*, but there's nothing to keep you awake at night.

The one drawback is that when the screen is full of detailed sprites the game does tend to slow up a bit. Gameplay is standard beat-em-up fare.

● *RATING: 80 per cent.*

**TOKI** *(£29.99 Lynx).*

A conversion from the arcade game in which you are a prince who has been turned into a monkey. You go on a quest to save your girlfriend from the evil wizard who has kidnapped her. You have different Power Ups so you can fire things like fireballs through your mouth while playing an excellent platform game.

It is much better than the Megadrive version, which is slow and frustrating. One of the very best Lynx games.

● *RATING: 88 per cent.*

**THE LEGEND OF ZELDA** *(Super NES).*

NEXT to the imported Streetfighter II this is the best Super NES game around. It's not actually an RPG, but it is an adventure and it's HUGE. It has a very involved story set in a fantasy land that has been sealed up after it was exploited by evil.

A wizard comes along and undoes the seal. You have to explore the world, going on separate quests collecting items and solving puzzles. It's absolutely brilliant. The graphics do the job well enough, with a good overhead view. Although the sound is a little repetitive, it doesn't detract from a fabulous game.

● *RATING: 96 per cent.*

**MEGA MAN II** *(£27.99 Game Boy).*

IT'S A brilliant game for the Game Boy. *Mega Man* was one of my favourite NES games, but this is so good that the lack of a colour screen doesn't really spoil it all.

Mega Man has to try to stop runaway robots that have been invented by a professor. It is a platform adventure in which you collect different weapons from the robots that you destroy. It's very involved and really challenging – one of the best games on the Game Boy.

*Mega Man* is fast becoming as big a cult character as Mario and there are actually five *Mega Man* games around at the moment on different formats. This is the one that should help the hero cross over to mass acceptance.

● *RATING: 92 per cent.*

LEGEND OF ZELDA: Super fantasy and one of the best NES games

## THE CLASSIC TOP 10

HERE'S *Power Up!*'s guide to 10 classic games. One of them is bound to be for you.

**1 DESERT STRIKE** *(£39.99 Megadrive).*

TOPPLED off the top this week after months as the Number One seller in Britain. A masterpiece of action as you pilot an Apache helicopter through the Middle East.

● *RATING: 93 per cent.*

**2 SUPER TENNIS** *(£44.99 Super NES).*

POSSIBLY the best sports sim ever. Fabulous fun. A total classic.

● *RATING: 95 per cent.*

**3 ASTERIX** *(£29.99 NES).*

ARCADE adventuring at its very best. Well thought-out cart for those who've mastered the platform game and want to add a little razzle.

● *RATING: 90 per cent.*

**4 CASTLE OF ILLUSION** *(£24.99 Game Gear).*

BETTER than any of the other versions. Mickey Mouse plays it platform style with some great hand-held graphics. Lots of fun.

● *RATING: 93 per cent.*

**5 GARGOYLE's QUEST** *(£21.99 Game Boy).*

SOME of the best graphics you will see in monochrome and a gameplay that will have you coming back for more. Go RPG.

● *RATING: 93 per cent.*

**6 ROAD RASH** *(£39.99 Megadrive).*

A MOTORBIKE race in which you can club your competitors. What could be better? Neat game with great graphics.

● *RATING: 87 per cent.*

**7 BUBBLE BOBBLE** *(£29.99 NES).*

WILL keep you up all night as you spew out the bubbles and capture the baddies. An old 'un and a good 'un.

● *RATING: 88 per cent.*

DESERT STRIKE: A Megadrive masterpiece

**8 THE CHESSMASTER** *(£29.99 Game Gear).*

ONE of the finest sims around. Lots of options, challenging levels and a great hints screen. Eat your heart out Kasparov.

● *RATING: 91 per cent.*

**9 JAMES POND II: ROBOCOD:** *(£39.99 Megadrive).*

FASTER and more off-the-wall than *Sonic*. Brilliant platform game.

● *RATING: 95 per cent.*

**10 WONDERBOY III** *(£29.99 Master).*

BEST of the kid's performances. Arcade adventuring at its finest.

● *RATING: 89 per cent.*

## What does it all mean?

**IF YOU'RE new to the games world and feel everyone's talking a different language, it's possible you may be "techno-dumb".**

**When the kids' rap (you've only just mastered that one) sounds like gobbledy-gook from the planet Zanussi don't worry. With *Power Up!*'s guide to the Top 20 words and phrases you can be as hip as Power Up Pete.**

**POWER UP:** Switch on the games console so it's ready to play; an item you win in a game that makes you more powerful.

**HANDS ON:** Playing the game. As in, "I was hands on with *Super Mario 3* for two hours and couldn't get past World One."

**CART:** Cartridge or game.

**MEGA:** A very good game.

**AWESOME:** Totally brilliant, can't get better.

**TOTAL:** You go Total when you finish a game or are the champion amongst your friends at one particular game.

**KIT:** The type of machine you use. Game Boy is kit. Mega Drive is kit etc.

**POKE:** Alter the machine code of the game to make it easier to win.

**SPRITES:** Graphics that move around the screen.

**BLAST 'EM UP:** (Same as Shoot 'em Up). Game in which the prime object is to repeatedly shoot at the baddies.

**PLATFORM:** Game in which the player jumps from one series of challenges to another.

**RPG:** (Role Playing Game) The player takes the place of the main character.

**SIM:** Short for simulation, used to describe sports games.

**PLAYABILITY:** How smoothly the screen scrolls, and sprites move and how addictive the game is.

**RAD:** Short for radical but meaning very good rather than different.

**COIN–OP:** A game that started in the arcades and has been converted to home machines.

**HAND–HELD:** Portable – as in Game Gear, Game Boy etc.

**ACE:** Used to describe a good game or good games player. An acronym of Advanced Computer Entertainment.

**HOOK-UP:** Connect up to four Game Boys together and each play a separate character in the game.

**GREY GAME:** A game that has been imported, usually from Japan or America.

s portable is just ace

better than the one you play on the Game Gear. It has great lastability as you try and get further through the game each time.

● *RATING: 84 per cent.*

**JOE & MAC** *(£49.99 Super NES).*

A NEAT little platform beat-em-up game that is aimed at the younger games player and consequently is easy to complete.

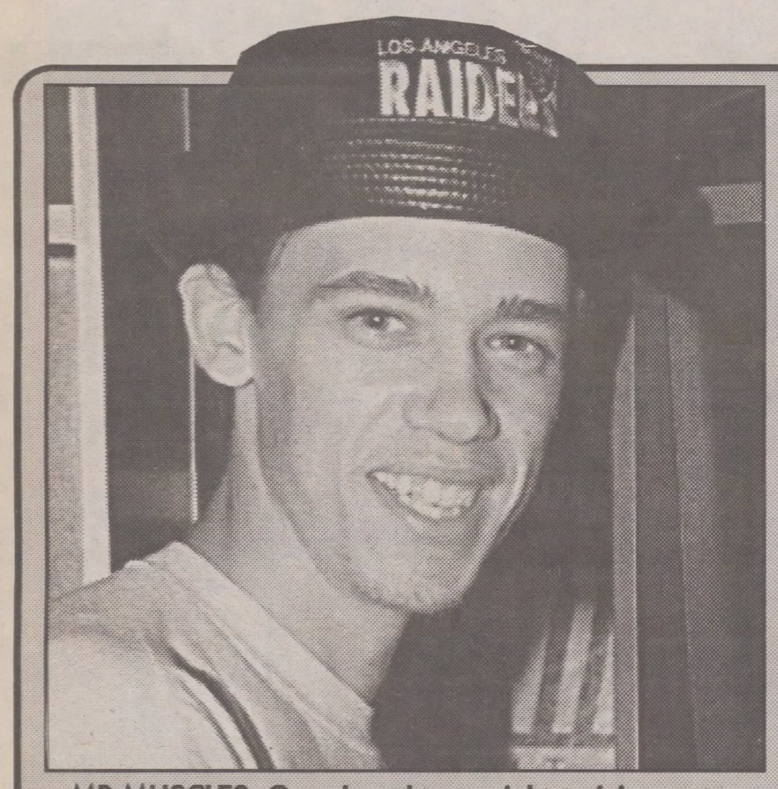
Joe and Mac are two cavemen who jump around fighting prehistoric monsters and other baddies. It has a simultaneous two-player mode which adds more depth and enjoyment to the game. Strictly for beginners.

● *RATING: 79 per cent.*

**GEORGE FOREMAN'S K.O.** *(£29.99 Game Gear).*

GOOD graphics can't disguise the fact that this is simply a boxing sim and nothing more. If you are an ardent boxing fan then it might be all right, but if not you'll get fed up with the

# POWER UP! SPECIAL



MR MUSCLES: Gary bought a weight-training system

CAPTAIN MIDNIGHT: Paul plays while Mum's asleep

# MASTER BLASTERS

## How our champs spent their loot

**THREE hot dudes are in the mega-money after winning the *Daily Mirror*'s great Ultimate Challenge for games players.**

The final, run in conjunction with top TV show *Gamesmaster*, was a frenzy of flying fingers.

Earlier this year we announced the names of the three winners – Paul Tucker, Simon Skidmore and Gary Buttfield – and that they'd each pocketed £1,000 prizes.

*Last week we went back to find out what they'd done with the dosh.*

Paul, 15, plans to be a computer programmer when he leaves school. And he's already made a bit of a start by inventing his own games on his systems at home in Hartlepool, Cleveland.

"I use them nearly all the time – about 10 hours a day," he said. "I started at the age of eight with a Spectrum and moved gradually up to a Sega Mega Drive.

"My mum doesn't know this, but when she goes to bed I get up and go back on to the computer."

Paul bought a new Mega CD with part of his winnings.

He's keeping his fingers crossed that he will be selected as a contestant on *Gamesmaster* in the next series. "I've had the interview and now I'm waiting for the phone call saying 'yes'."

Gary Buttfield planned to go mad with his win and embark on a self-indulgent spending spree.

But now he's a family man with a baby boy, Jordan, so he decided to make sure everyone got a bit of a treat.

Gary, 20, splashed out on a weight-training gym system for his home in the Isle of Sheppey, Kent.

But he didn't forget how he won the cash in the first place, so he has also ordered a new set of games from America to keep his zapping in tip-top form.

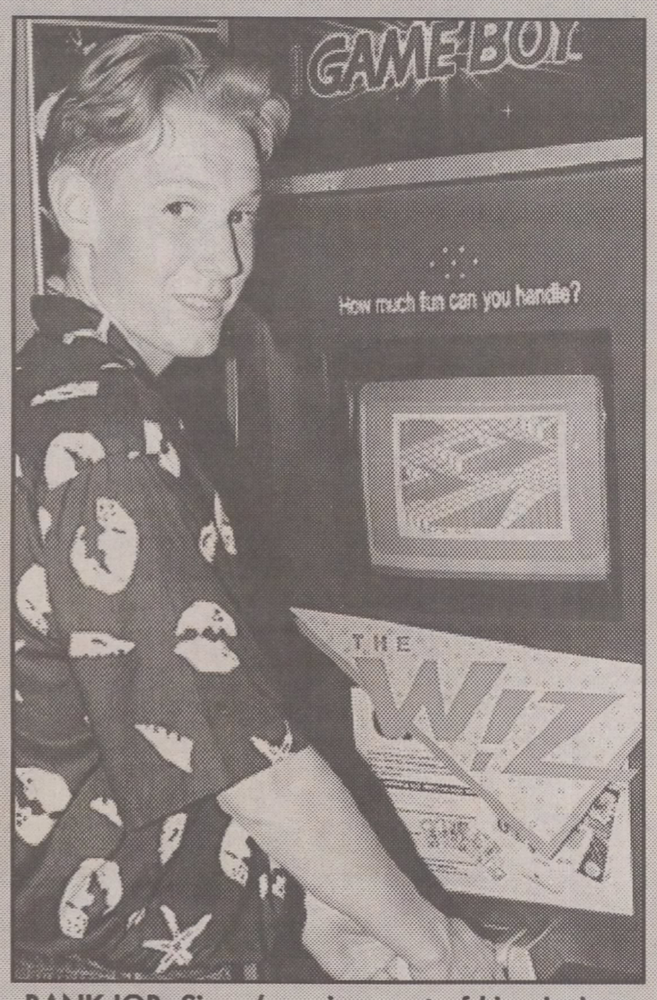
Gary works as a solicitor's clerk, but drops the sober image when he relaxes with his games and looks the part in cool sports gear and pork pie hat.

"I think video games will just keep getting better and better.

"I want to keep up with all the improvements," he said. "But I have to keep the time I spend on them down nowadays because my girlfriend doesn't like me playing all the time.

"I've been playing since I was 13 and I reckon I'll keep going until I'm at least 40."

**ANNE GRAHAM**



BANK JOB: Simon's saving most of his winnings

### Sun and surf for gamestar Simon!

**SIMON SKIDMORE, 18, blew some of his bread on a holiday in Newquay, Cornwall's surfing mecca, as he already has enough computer equipment and didn't need to buy any more.**

**The rest of the loot is stowed away in the bank.**

**It'll come in handy when he has to start studying for his A-levels in geography, economics and general studies all over again.**

**"I haven't had the results yet, but I know I've failed," said 18-year-old Simon, of Chesterfield, Derbyshire. "I just didn't do enough revision!"**

**If he's right, that will also give him a bit of extra time to decide what he wants to do for a living.**

**"Whatever it is, it won't be in computers, not a chance," he said.**

**"I only use computers because I enjoy playing the games. Every lad will play them given a chance, whether they admit it or not."**

# FLEX YOUR

# Super

YOU KNOW what it's like. Your mum's forever moaning at you about getting outdoors and playing sport – although she hasn't time to play herself. And your dad is soccer mad – as long he's watching it on TV from his armchair!

Now you can tell them you **DO** play – because there are scores of sports sims available. We've checked out sims for the three most popular video sports – golf, tennis and soccer – plus the best of the rest.

FAST: *World Tennis Championships* is a Rolls-Royce game

## GOLF

**WORLD CLASS LEADERBOARD** (£24.99 Game Gear)

AN excellent golf game with more than one course. The colour screen adds a lot to the playability of the sim and the power button is very accurate. You can use an auto-caddy if you want. Watch out for the tricky wind speeds and directions on some holes.

● *RATING: 85 per cent.*

**PGA TOUR GOLF** (£39.99 Megadrive)

THE best golf sim around for a console machine. The courses are well laid-out with plenty of bunkers and hazards. The drive and putt responses are excellent. Almost as good as playing golf in the arcades.

● *RATING: 90 per cent.*

**ORIGINAL NINTENDO GOLF** (£24.99 NES)

THE most popular golf game on sale in Britain – exceptional for an eight-bit machine. Graphics are crisp and clear and the joypad response is good. The cunning courses mean there is plenty of lastability to the game.

● *RATING: 88 per cent.*

**GOLF** (£19.99 Game Boy)

POCKET-SIZED take-anywhere sim that is much-loved by real golf players. There are two courses, Japan and America, which vary in difficulty. Although it lacks colour, it is so cunningly programmed that you won't notice. You can play hook and slice shots.

● *RATING: 82 per cent.*

**JACK NICKLAUS GOLF AND COURSE DESIGN** (£39.99 PC)

STATE-of-the-art golf game in which you create your own courses and play in tournaments with the widest possible variety of shots and digitised horizons. A fast machine is needed to get the best out of it.

● *RATING: 86 per cent.*

## SOCCER

**SUPER SOCCER** (£44.99 Super NES)

QUALITY 3-D graphics and exciting moves like curling the ball and shouldering players make this one of the better games, especially in the two-player mode. Penalty shoot-out adds a new dimension.

● *RATING: 86 per cent.*

**SUPER KICK OFF** (£29.99 Game Gear). DIFFICULT control system, but one of the best soccer games for a hand-held. You can dribble the ball instead of just passing it and change the game's language.

● *RATING: 87 per cent.*

**WORLD CUP ITALIA '90** (£34.99 Megadrive)

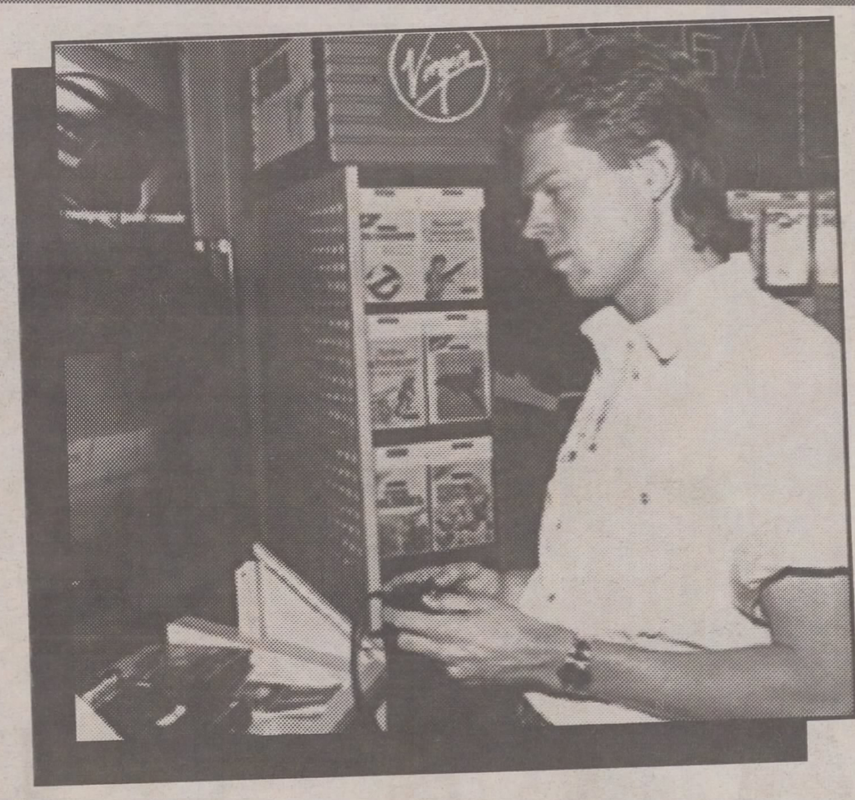
DISAPPOINTING game for a 16-bit, although it does have impressive graphics and smooth scrolling. But it doesn't present much of a challenge,

FLOP: *World Cup Italia* fails to score

# POWER UP! SPECIAL

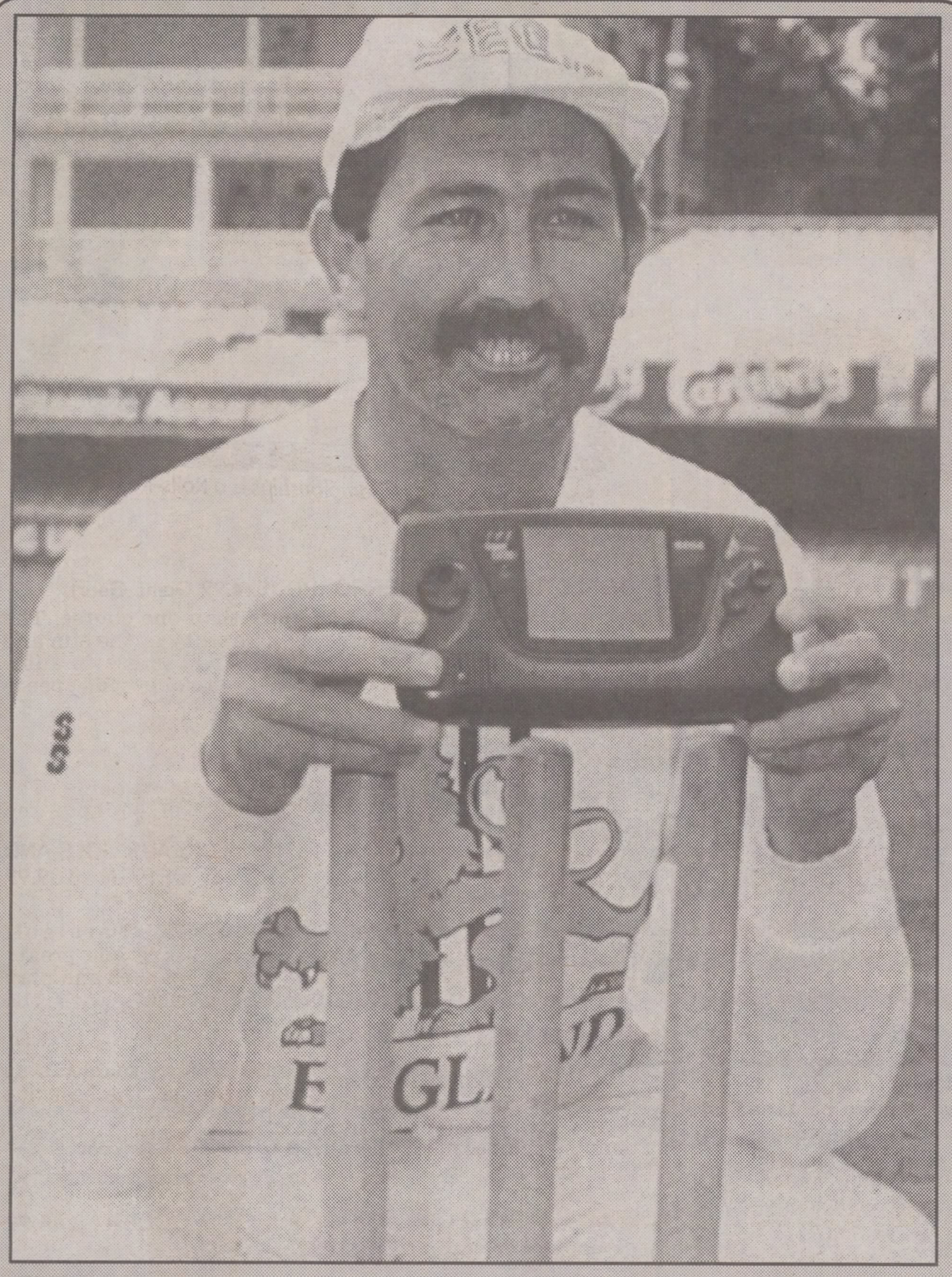
## PECS ON THE PICK OF THE SIMS!

# heroes of SPORT



## NET WINNER

**SO Stefan Edberg lost at Wimbledon — he can always console himself and get some practice in by playing one of the superb range of tennis sims now on the market. Who needs the real thing, anyway?**



**WHEN the heavens open, rain STARTS play for England cricket captain Graham Gooch! Graham's a fan of the Sega Game Gear – and he finds it just the thing to take his mind off the Pakistani bowling attack during those long hours in the dressing room. Goochie's a famous tactician – so he loves to pit his wits against games like *Sonic the Hedgehog* and *Super Kick Off*, which we reckon is one of the best soccer sims money can buy.**

especially for one player.

● *RATING: 69 per cent.*

**HYPER SOCCER (£39.99 NES)**

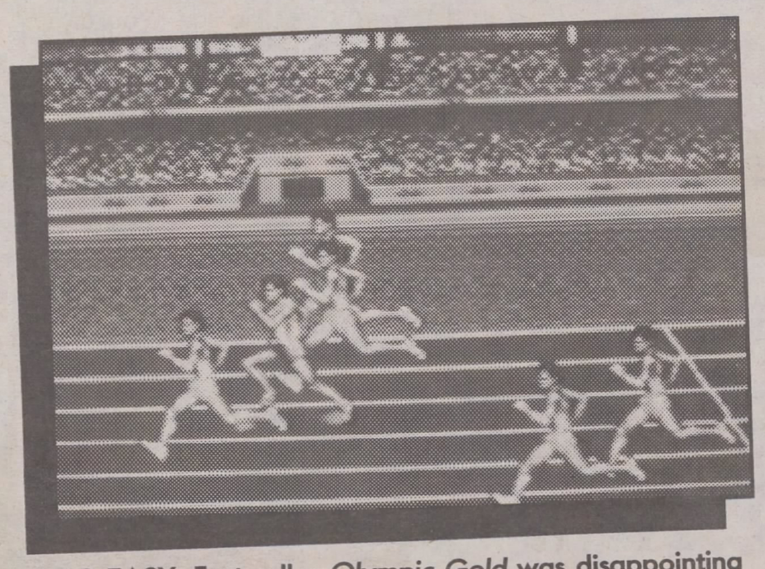
GOOD graphics and large animated sprites that are let down only by flickering on the screen. Has a unique close-up action replay of goals, which makes it an excellent eight-bit cart.

● *RATING: 86 per cent.*

**WORLD CUP SOCCER (£14.99 Master)**

A REAL bargain at the price. Easy to play – the perfect game for someone who is just starting to get a feel for soccer sims.

● *RATING: 80 per cent.*



TOO EASY: Fast-seller *Olympic Gold* was disappointing

## TENNIS

**SUPER TENNIS (£39.99 Super NES)**

WITHOUT a doubt the best tennis sim available. Absolutely brilliant, from the remarkable digitised speech and sound effects to the shadow the ball casts. 3-D graphics, tournament play, it's all here in an ace game.

● *RATING: 95 per cent.*

**WIMBLEDON (£34.99 Master)**

FOUR tournaments as well as practice matches in this eight-bit with well-defined sprites and good scrolling. Let down only by the colours, which are not really distinct enough.

● *RATING: 79 per cent.*

**TENNIS (£19.99 Game Boy)**

LIKE *Golf* this is an excellent Game Boy sim with remarkable playability. Everything is kept simple, so there are no mammoth tournaments or different surfaces, but it's a winner.

● *RATING: 86 per cent.*

**FOUR PLAYERS' TENNIS (£34.99 NES)**

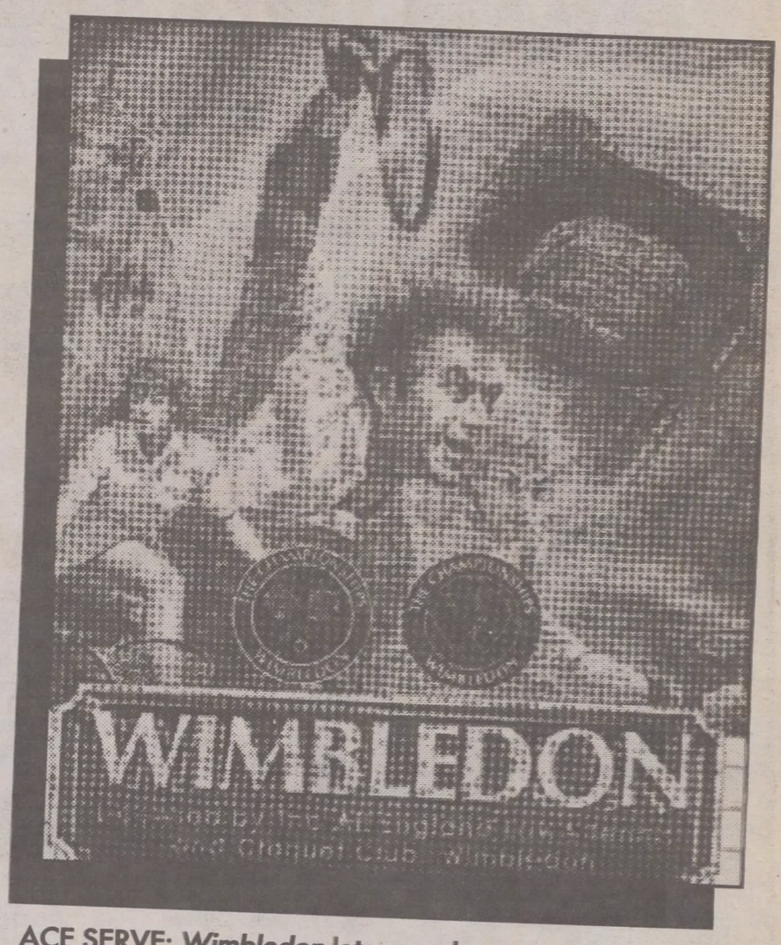
AN AMBITIOUS eight-bit game with all the options of singles, doubles and tournaments. Let down a little by the control, which is difficult with the flimsy joypad supplied with the machine. Has a weird zigzag shot called The Miracle.

● *RATING: 75 per cent.*

**WORLD TENNIS CHAMPIONSHIPS (£34.99)**

PLAYED on a fast PC machine like a 386 at 40 Mhz with a VGA screen, this is state-of-the-art stuff. There are three types of viewpoint – stadium, player and on-court camera. Only for the rich, however, who can afford the machine.

● *RATING: 90 per cent.*




ACE SERVE: *Wimbledon* lets you play tournament tennis

## OTHER SPORTS

**EA HOCKEY (£39.99 Megadrive)**

ONE of the finest sports conversions available, packed with tons of realism. The two-player mode is a joy to play, although it's not that much fun playing alone against the computer.

● *RATING: 92 per cent.*

**JOHN MADDEN FOOTBALL '92 (£39.99 Megadrive)**

EVERYBODY'S favourite American football game because of the great graphics and sounds. It might look complicated, but there are a limited number of passses, so anyone can easily get into it.

● *RATING: 89 per cent.*

**SUPER MONACO GRAND PRIX (£34.99 Megadrive)**

THE BEST motor racing sim, with a great feeling of power and speed. Practice on the other grand prix circuits before taking to Monte Carlo. Lots of fun, wonderful graphics.

● *RATING: 90 per cent.*

**PUNCH OUT (£29.99 NES)**

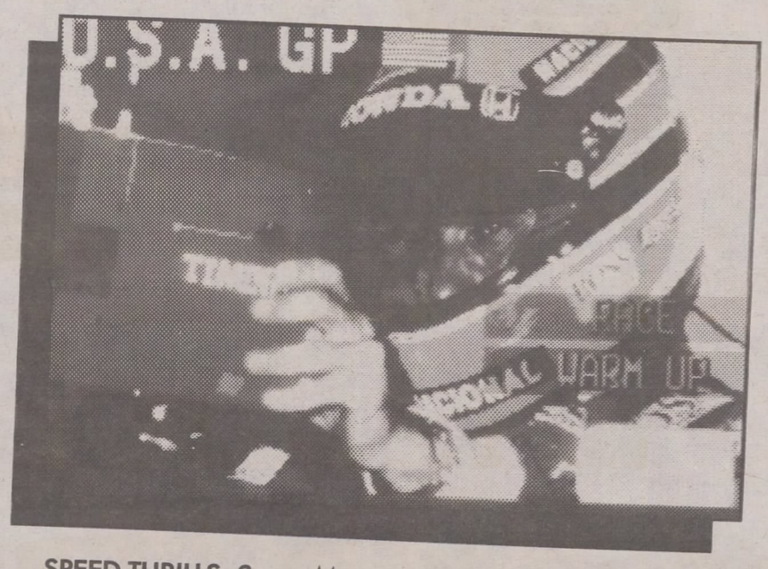
THE graphics are good and there are lots of fighters in this boxing sim that has been around for a long time. It gets a little bit repetitive, but it's a great way to relieve aggression.

● *RATING: 76 per cent.*

**OLYMPIC GOLD (£34.99 Master)**

AVAILABLE on all three Sega formats and selling incredibly well. There are seven different sports, but five of them require no more than pushing buttons A and B as fast you can. Nice try, but nothing new.

● *RATING: 70 per cent.*




SPEED THRILLS: *Super Monaco Grand Prix* feels powerful

# POWER UP!

## GOES ON HOLIDAY

# Splash hits!

## Your guide to the top games for a buzz at the beach

**OFF ON your hols? Then don't forget to pack your hand-held. Just because you're lying on a beach doesn't mean you can't play your favourite games.**

**And on the plane there's no better way to kill the hours than getting stuck in to *Super Mario Land* or zooming along with *Sonic the Hedgehog*.**

**Then, of course, there are the airport delays. In fact a Game Gear, Game Boy or Lynx is an absolute must on holiday.**

**Here are 10 carts for each machine which get the *Power Up!* mega vote for brightening up a summer holiday.**

### GAME BOY

**1.SUPER MARIO LAND.** The famous Brooklyn plumber gets stuck in to one of the best hand-held platform games *(£21.99)*.

**2. BART SIMPSON.** The incredible Bart invites you to eat his shorts and more in this arcade adventure. *(£24.99)*.

**3. WWF WRESTLEMANIA** is the name of the game in this fight sim. *(£24.99)*.

**4. CHOPLIFTER 2.** You have a rescue mission to accomplish in this fast-playing shoot-'em-up. *(£24.99)*.

**5. SUPER KICK OFF.** An excellent footie sim available on most formats. *(£25.99)*.

**6. CHESSMASTER.** Fancy yourself as Kasparov or Short? Pit your skills against one of the best chess games around. *(£24.99)*.

**7. ADVENTURE ISLAND.** Another great platform game that will have you cursing with frustration every time you lose a point. *(£24.99)*.

**8. TENNIS.** One of the best tennis sims on any format. Great playability. You'll be volleying with the best of them in no time. *(£19.99)*.

**9. TERMINATOR 2.** Currently the best-selling game in Britain and it's not difficult to see why in this great shoot-'em-up.

**10. NEMESIS.** A space-age shoot-em-up that is out of this world. *(£21.99)*.

### ATARI LYNX

**1. TOKI.** Platform adventure game about a monkey who has to save his girlfriend so he can become a prince. *(£29.99)*.

**2. NINJA GAIDEN.** A rerun of the arcade hit. But this one's the best. *(£29.99)*.

**3. CALIFORNIA GAMES.** Sports sim involving skateboarding, surfing, roller-skating and BMX biking. *(£29.99)*.

**4. AWESOME GOLF.** A golf sim that's so good you can play it at the 19th hole. *(£29.99)*.

**5. WARBIRDS.** A First World War flight simulation that will have you up there chasing the Red Baron *(£29.99)*.

**6. BLUE LIGHTNING.** A combat flight simulation. Pilot a fast jet.*(£29.99)*.

**7. CHEQUERED FLAG.** Here's a race game that could have you spinning off the track. *(£29.99)*.

**8. PAC LAND.** They're back and they are more horrible than ever in this descendent of Pacman. *(£24.99)*.

**9. PAPERBOY.** Can you deliver the news without getting bitten by the dog? *(£29.99)*.

**10. KLAX.** A fascinating Tetris-style puzzle game. Addictive. *(£29.99)*.

### GAME GEAR

**1. SONIC THE HEDGEHOG.** The hedgehog with attitude races away with the honours as Sega's top games character. *(£29.99)*.

**2. DONALD DUCK.** Another brilliant game with excellent graphics as Donald goes ofter the lucky dimes. *(£29.99)*.

**3. SHINOBI.** A beat-'em-up platform game in which everyone comes out fighting. Get ready. *(£24.99)*.

**4. SUPER KICK OFF.** Justifiably the best football sim on any hand-held. *(£29.99)*.

**5. COLUMNS.** Sega's version of the classic Tetris game in colour. Great fun *(£19.99)*.

**6. WORLD CLASS LEADERBOARD.** Now you can play golf while on your holiday and not have to worry about green fees with this great sim. *(£24.99)*.

**7. CHASE HQ.** You are a cop chasing the criminals around America in this full-speed road-racing game. *(£27.99)*.

**8. MICKEY MOUSE.** Okay, Mickey might not be as a fast as Sonic but you'll still be led a merry chase in this platform game. *(£24.99)*.

**9. SPIDERMAN.** Great platform beat-em-up with Spiderman fighting to clear his name. *(£29.99)*.

**10. NINJA GAIDEN.** Excellent beat-em-up based on the arcade smash hit **Shadow Warrior.** *(£24.99)*.

DON'T MISS POWER UP! EVERY SATURDAY IN TV WEEKLY