BAD INFLUENCE! CHRISTMAS 1992 ISSUE 1

BAD influence!

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YORKSHIRE TELEVISION

Christmas wish list

Your complete guide to ALL the best machines and games

Hacked & cracked

At las – massive FULL solutions to those hard-to-beat games

TV show secrets

Thrills and spills behind the making of Bad Influence!

PRIZES GALORE FIVE! GIANT COMPOS

WITH...

ANDY CRANE
VIOLET BERLIN
and the totally bad
HUMANOSAURS!

FREE TAPE

NO FREE BAD INFLUENCE!
MEGA TAPE? SEE YOUR
NEWSAGENT IMMEDIATELY!

The official magazine of ITV's top video entertainment show

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BAD influence! Switch

THE MAKING OF BAD INFLUENCE!

Welcome to the most informative guide to computer/video games entertainment ever produced.

Bad Influence! not only gives you the lowdown on all the very best computer games and machines but also takes you behind the scenes of the Bad Influence! TV show.

We go across the Atlantic to check out the latest computer technology in the USA, and journey into virtual reality where anything can happen and usually does.

And there are exclusive interviews with two very important guests – Andy Crane and Violet Berlin, hosts of the Bad Influence! TV show.

Whatever your tastes, you'll find something in these pages that applies to you in the ever-growing world of computer entertainment.

To create a totally new and original style of magazine as big and as informative as Bad Influence! you need a dedicated team of writers and art designers. Fortunately, we have been able to pool the skills of some of the best writers and designers in magazine publishing today. Their names are below.

CONTESTS

Have we got some incredible prizes for you! Five massive competitions with prizes never before available, and we're literally giving them away. Ever fancied an all-expenses paid trip to a Grand Prix, free games for a year? Well, we're offering all these plus plenty more and all you have to do is take the time to enter. It couldn't be easier!

Free games for a year 140
Indiana Jones merchandise 68
British Grand Prix tickets 16
Lawnmower Man videos 124
Trip to Metropolis 112

UNDER THE INFLUENCE!

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UPDATES

Computer entertainment isn't all games! We've been busy reporting on all the latest computer technology world-wide and as a result have some hot news on all the latest developments.

We take a look at the making of the Bad Influence! TV show and interview the hosts – Andy Crane, Violet Berlin and the totally awesome Humanosaurs! We've also got the latest reports from the USA courtesy of Z (pronounced Zee) and a sneaky peek at all the latest advancements in virtual reality.

If it's big news, you can be sure that Bad Influence! will have covered it.

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Meet Violet Berlin 130

...ed on

BAD INFLUENCE!

HINTS & TIPS p133

Wow! What an incredible selection of hints and tips we've gathered for you and your games machine. Five complete pages literally brimming with cheats, pokes and codes that'll give you a head start on those previously impossible games.

And if it's full solutions you're after, we've torn apart and hacked and cracked the most troublesome games around right now so you've no excuse anymore for not being able to get off the first level of your fav game.

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Alien 3 164
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BUYER'S GUIDE p177

Here's the most complete guide to video games entertainment ever compiled. All the best games machines on the market have been reviewed, along with the top software for each. We've also featured an in-depth joysticks review – after all, we want you to feel comfortable with your games machine.

Ideal for those starting off in the computer entertainment industry and vital for those who wish to keep abreast of the latest developments, the Bad Influence! Buyer's Guide has it all!

FORWARD TO '93! p111

The computer entertainment industry is getting bigger each new year. We take a look through the crystal ball at the hot computer games for release in '93. We've only taken the best as we feel you deserve only the best for your games machine.

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SIMPLY THE BEST REVIEWS p27

Of course, you want to know about all the latest games available for your video games machine. Not a problem – we've reviewed all the best titles available over the Christmas period. If it's not in Bad Influence! it's not worth considering!

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YOUR FREE TAPE! p8

On the front of your copy of Bad Influence! you will have noticed your absolutely free, mega cassette tape.

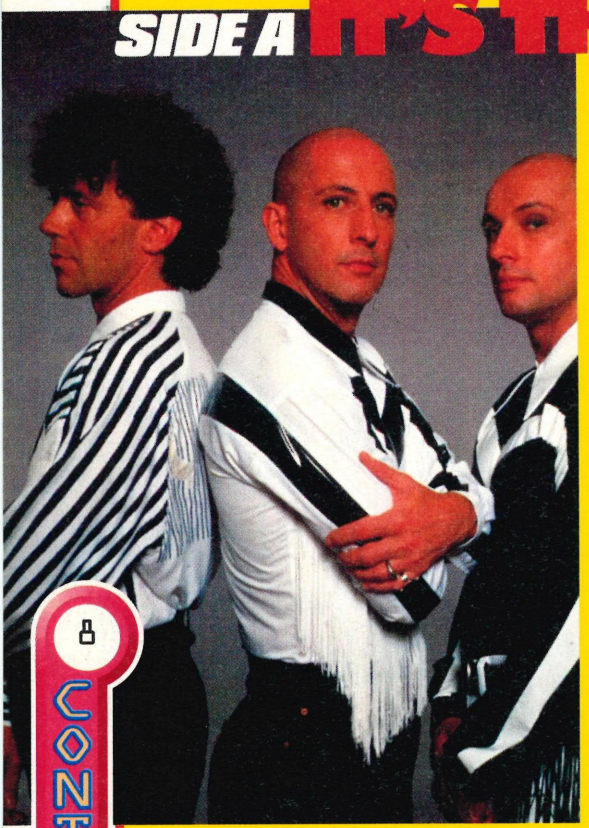
This wild cassette features an exclusive preview of the new remix of Right Said Fred's 'Love For All Seasons' – a special edition remix that will not be available in the UK.

On the reverse side we have a new track that is driving everybody in the USA dance crazy. Written by Brooklyn and entitled 'Bad Influence', this smash hit will soon be released in the UK but you can hear it before anyone else.

We also have for you a unique competition, run in conjunction with the Bad Influence! TV show, with some terrific prizes up for grabs.

BELIEVE

SIDE A IT'S THE BEST SAID FRED!



CONTEST

OUTRAGEOUS AND WHACKY!

Right Said Fred have attracted the headlines several times because of their outrageous image – wearing an array of wacky designer clothing, a quirky sense of humour and the two Fairbrass brothers sporting shaven heads.

Commenting on his wardrobe, Richard is keen to stress that his workwear has to be ludicrous and possibly see-through (cover your eyes!).

He believes it is far more sexy than a duffle coat.

Whatever your tastes, we guarantee that you won't be disappointed with this exclusive material only to be found on your *Bad Influence!* Magazine.

***Side A of our* Bad Influence! *mega cassette is the world exclusive preview of the 'Love For All Seasons' remix taken from the UP album by the incredible Right Said Fred group. They hit the number two spot in the UK charts with 'I'm Too Sexy' and have followed up this hit with a string of other successes. This special remix of 'Love For All Seasons' will not be available in the UK and is totally exclusive to* Bad Influence!**

It's a year now since Right Said Fred released their debut single 'I'm Too Sexy'. The London-based group formed in 1990, is fronted by Richard Fairbrass with his brother Fred on bass, and Rob Manzoli on lead guitar. 'I'm Too Sexy' held the number two position in the UK top 40 chart for seven weeks, which earned them an Ivor Novello Award for Most Performed Work. It was this record that made Right Said Fred a household name and one of the most popular groups in Europe. From that point the stage was set for continuing success after success.

The follow up single, 'Don't Talk Just Kiss' reached number three and 'Deeply Dippy' hit the number one spot and stayed there for three weeks.

Exclusive Right Said Fred material is now hot property and the exclusive preview release of 'Love For All Seasons' on the *Bad Influence!* cassette tape is already considered a collector's piece. A collector's piece that you now own thanks to Bad Influence! the magazine.

SIDE B THE BROOKLYN INFLUENCE!

Get ready for an exclusive sound that's taking the US dancefloors by storm courtesy of* Bad Influence! *The latest hit, aptly named Bad Influence, from Brooklyn, is about to be released in the UK and you're the first to hear it with our world exclusive remix on your cover cassette tape.

We also have some pretty fantastic prizes on offer in our major competition running in conjunction with the* Bad Influence! *TV show. Read on...

Following the Top Twenty success of their debut single release, 'Dance with me' and current dancefloor hit with 'Candy Statons Anthem', Young Hearts (run free), the Control boys have teamed up with the vocalist from chart toppers 'Love Decade', Jerome, to form Brooklyn and are set to release their first dance single soon.

Brooklyn's influences stem from Manchester and New York and the debut single 'Bad Influence' is already making a big noise on Stateside dancefloors. The record is being released in time for Christmas, available at all good record stores.

New York DJ, Chris Thompson, wanted to team up his knowledge and musical style with English influences. Blackburn based, All Around the World Records put him in touch with three computer wizards from Manchester tastes.The result was Brooklyn, with Mark Cooper on bass, guitars, keyboards and production, Kevin Barry on keyboards and production and Simon Riley on percussion and production.

They hope to tour the UK during December and January and have already put the Lynx and GameBoy on their Christmas lists to keep them busy while travelling around the country. Wise decision, chaps!

The group is also being featured on the *Bad Influence!* TV show, so watch out for them.

TROUBLE STIRRING!

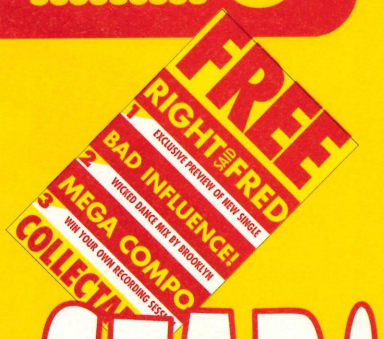
The Brooklyn boys are well known for causing quite a stir! A favourite hobby is to order at least 12 hamburgers for the singer, then disappear, leaving a big surprise for him at the counter. It's also not a good idea to fall asleep on the tours too often as they just love to colour in other group member's noses with felt tip pen while they steal a few winks!

THE HYPE!

Bad Influence! Magazine is proud to present its highly exclusive and absolutely free *Bad Influence!* cover music cassette. Be prepared to believe the hype!

Not only have we got an exclusive preview of the new Brooklyn single – Bad Influence, which has become a massive dancefloor hit in the USA – but also a world exclusive preview track of the new Right Said Fred remix of 'Love For All Seasons' due for release around the world except the UK. It's taken from their current album UP but specially mixed just for you. Remember, this special track will NOT be available in the UK, ever!

But that's not all. You will also find a competition on your free tape which we will be running in conjunction with the *Bad Influence!* TV show – and as you'll see below, we've got some incredible prizes up for grabs.



BE A RECORDING STAR!

...and lots more goodies

9 CONTEST

PRIZES GALORE!

In addition to our fabulous main prize, we have dozens of runners-up prizes for our readers. Among them are:

Signed copies of the new Right Said Fred UP album
Signed copies of the new Right Said Fred UP cassette
Signed copies of the new Right Said Fred UP CD
Signed copies of the new Right Said Fred UP video
Photos and posters of Right Said Fred
Bad Influence T-shirts
Signed exclusive white label 12" singles and photos
Signed CDs, cassettes, 12" and 7" singles and photos

All the competition details will be repeated in the *Bad Influence!* TV show when Brooklyn make a guest appearance so no one misses out on these very special prizes.

Our top winner will be given a once in a lifetime chance for a recording session in Manchester organised by Exclusive Management.

You will team up with with Brooklyn, who will play on, record, engineer and produce your favourite song or write an original with you.

You will be filmed in the studio while you sing or play the track and be shown the many different computers used by the band when composing music.

You will also be given 25 cassette singles and a personal video of your session to take away with you as evidence of your achievement – just in case no one believes you!

The lucky winner of this incredible competition will also receive return coach travel, courtesy of National Express and two nights accommodation at the Britannia Country House Hotel, Manchester.

What you have to do

Full details of our fantastic competition are on the tape. Enter and you can win some superb and very exclusive prizes never before offered.

You'll notice, on side B of your cassette after the ultra cool Bad Influence from Brooklyn, short snippets of music taken from five of the most famous video games available at the moment.

What we want you to do is name the games from which the music comes from and send your answers to the address shown on the coupon below.

Name.....Age.....

Address.....

.....

.....

.....

Computer owned.....

My answer to everything...

GAME TUNE **1** IS FROM.....

GAME TUNE **2** IS FROM.....

GAME TUNE **3** IS FROM.....

GAME TUNE **4** IS FROM.....

GAME TUNE **5** IS FROM.....

BAD influence!

Send this coupon to: Believe The Hype Contest, Europa House, Adlington Park, Macclesfield SK10 4NP. *Void if received after January 10,1993*

Under the

It's more than just a computer games show. OK, it's got loads of games and fun but it also features lots of fascinating facts on the wide and wonderful world of computers.

That's why ITV's new computer show can have the confident cheek to call itself Bad Influence!

And we're the official Bad Influence! magazine, published in conjunction with the programme to give its millions of viewers more info on what the cameras show and behind-the-scenes lowdown on the shots that never got to the TV screens.

SO what's Bad Influence! all about? If you've seen the first few programmes you'll already have the general idea. If not, then tune in quick.

It's two years since the original idea for Bad Influence! was first dreamed up by Patrick Titley, the executive producer of children's programmes at Yorkshire Television where the show is made.

"Part of my job is to come up with ideas for children's programmes and it was a year ago last Christmas that I first had this idea to produce a more technical-type series", said Patrick. "I come from a scientific background which is unusual in childrens' television where most people are arty.

"Pure games shows are OK but I felt the time was right for a programme which offered viewers a bit more. In our business, you get the vibes and I thought that if we didn't do it, someone else would.

"Having come up with the idea for us to do this show at Yorkshire TV, it took about a year for it to be acccepted by ITV for national screening.

"Everyone thinks we did Bad Influence! because we copied the Gamesmaster show on Channel Four, but that is completely untrue. The idea for our show was commissioned by ITV long before the first series of Gamesmaster was seen, and in any case, ours is a completely different type of programme.

"Bad Influence! aims to be like the adult Tomorrow's World, but for children and with games thrown in. For those with technical minds, we will cover anything that uses digital technology".

Games obviously feature strongly in the programme with hints and tips, latest news, new releases and wider games-related topics. But from the start, Bad Influence! always set out to to give its viewers much more.

It's succeeded, with a wide range of studio and location features including a lot of special reports from America which we highlight in depth later in this issue of Bad Influence! magazine.

And in the UK, both Andy and Violet have been on the road to bring in the stories.

To show how computers can transform lives, Andy went to the Shepherd School in Nottingham, one for severely disabled children.

There, youngsters who can't even open a door or eat without assistance are using a desktop virtual reality system. By simply

The scenes in the YTV studio as the powerful lights are switched on and another show gets under way. Local schoolchildren seen here have been recruited as games reviewers

The man who created Bad Influence! – Yorkshire Television's Patrick Titley

The Baddies!

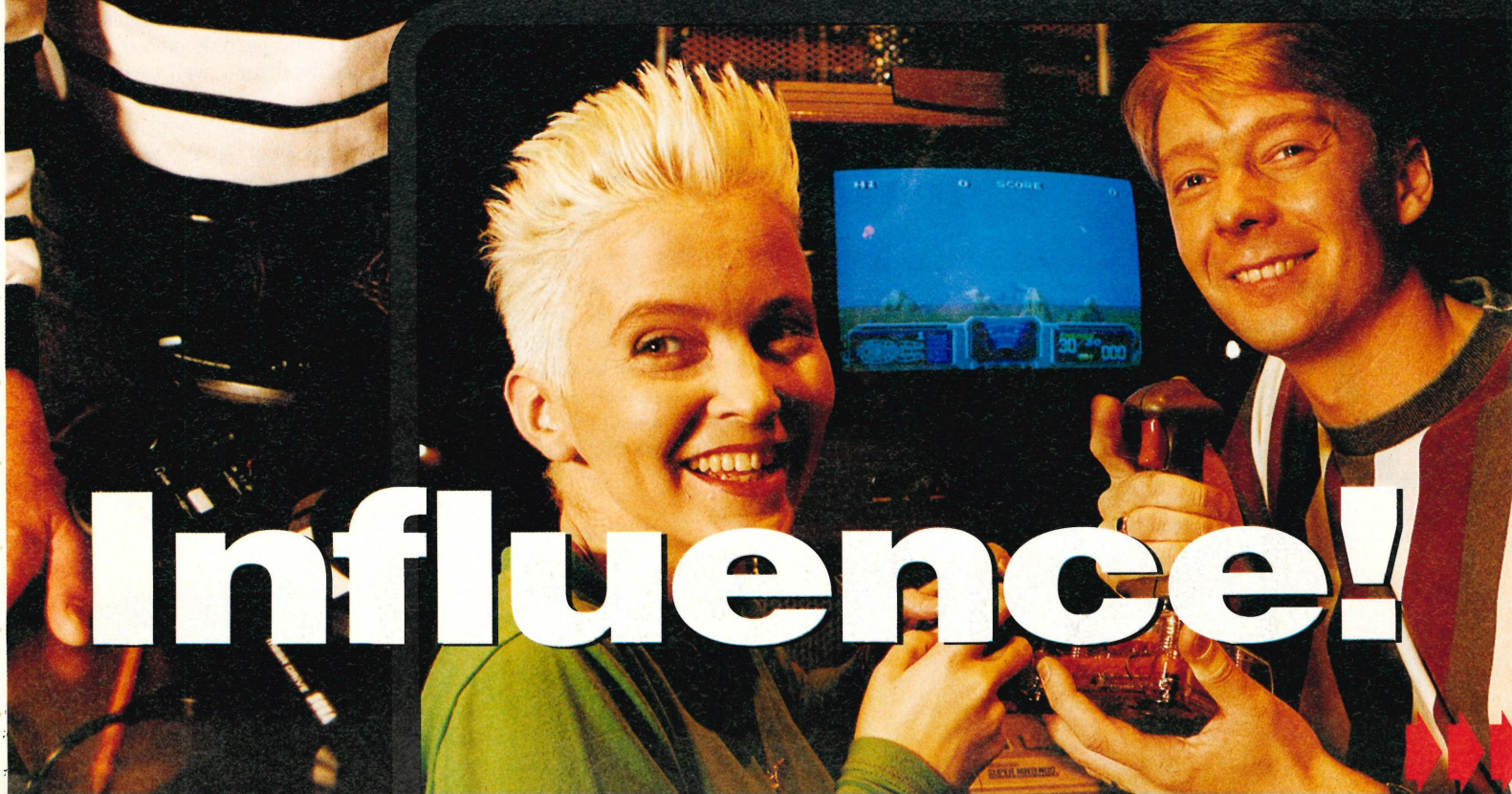
Fronting the programme are long-standing TV favourite Andy Crane and new face Violet Berlin.

Patrick went for Andy Crane because he is an old friend, an all round nice guy, very experienced and totally professional.

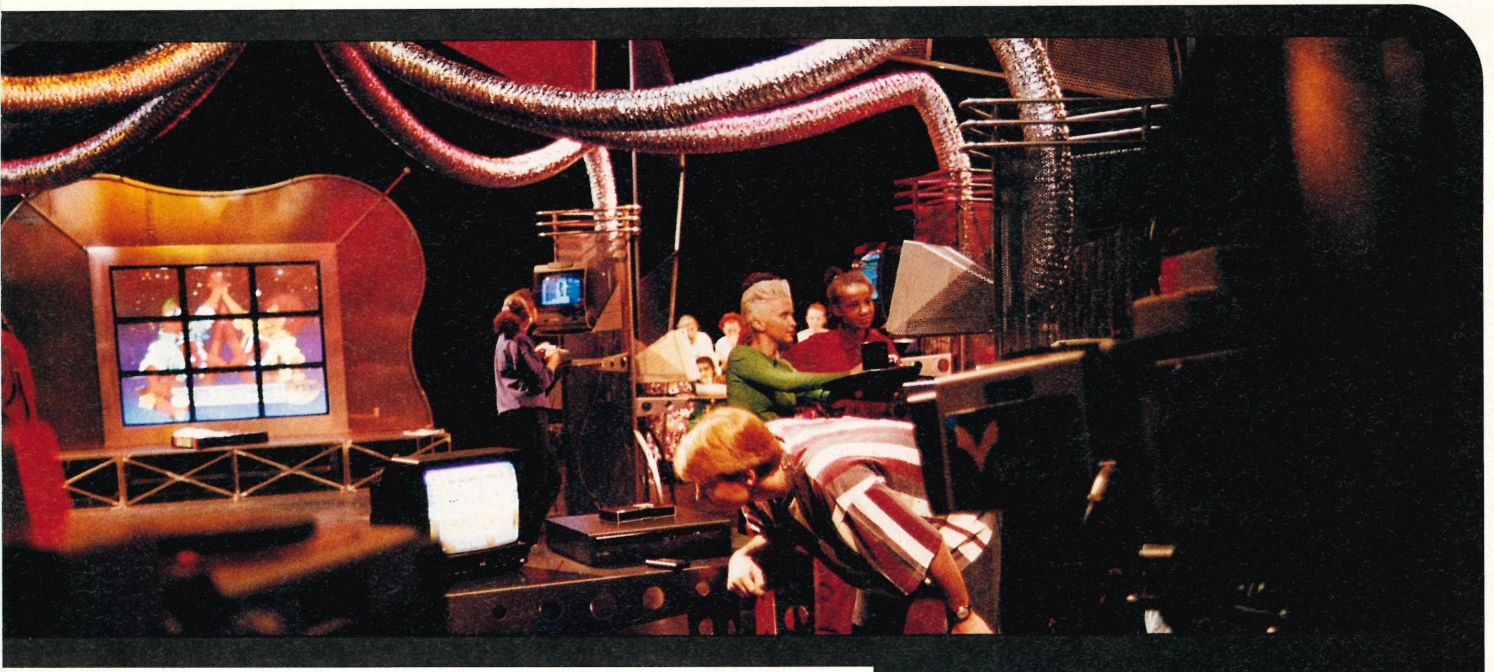
Violet's appearance on the show was more down to chance. She had written in asking to be taken on as a researcher because she was interested in computing. At that time, Patrick was considering two other female presenters but when he met Violet he felt she would fit the bill.

"Andy and Violet complement each other well", said Patrick. "They first met when they were filming a piece on the art of morphing and they got on like a house on fire from the word go.

"They're both so professional that we don't need to have a lot of film takes. They usually get it right first time and that makes life in the studio a lot easier".



Influence!



operating the space bar they can have control of an environment for the first time in their lives. Through a helicopter simulation in the computer program, many of these disabled kids are actually becoming good helicopter pilots!

It was a location job which really showed how computer technology can help people – and it also showed the kind side of Andy's nature as he rowed in to help the disabled youngsters eat their lunch.

There's more about how the world's leaders in virtual reality are pushing back the frontiers of computing on Page 102.

Robotics was another topic chosen for a Bad Influence! feature. Many people have seen robots which are programmed to do particular jobs like the ones which spray paint on cars in motor factories.

But if a car doesn't come along the production line at the right time, these unintelligent robots will still spray the paint into thin air.

When robots need to carry out a lot of complicated jobs, it's impossible to program them with enough knowledge for everything they need to do because something unexpected can always come along.

Latest thinking is to make robots which can learn as they go, in just the same way that Bad Influence! viewers and readers learn at school – through praise and punishment.

Andy and Violet took second place for the robotics feature with star billing going to IGOR – a prototype robot from a company called TAG in Northumberland.

IGOR's job in life is to teach himself how to walk forwards. Easy for us, but not for a machine. Through a reward circuit, he gets a "well done" message when he moves forward but if he moves backwards, he gets a punishment message. We'd better not say what that is! But IGOR had a few surprises in store for the TAG team. They set him up on his learning process in the lab then went off for a well earned cuppa tea.

When they returned they found IGOR hopping across the floor. In the time it took them to have a brew, young IGOR had learned a whole new way to walk which his designers never knew he was capable of.

IGOR also has a superior mate called FRANK. While IGOR can only learn to walk, FRANK can learn whole environments.

Put him down in an office and he can quickly suss out where everything is, feeling his way around like we do in the dark.

What's Morphing?

Well, its a process that has come a long way since the days of children's TV presenter Tony Hart and his plasticine character Morph. But the principle's still the same.

It's the art of using computers to smoothly change the shape of something and through a tie-up with of a top London morphing company called The Mill, Bad Influence! used the process to allow Andy and Violet to change faces. Morphing is now so sophisticated that it is being used by many advertising companies. The best one of the moment shows a car driving along the road then changes it into a man on horseback. Clever stuff.

It's a shame morphing wasn't around when the old werewolf and Dr Jekyll & Mr Hyde movies were made. Their transformations would have been a lot more realistic - no need to disappear from the camera to stick on extra bits of hair and fangs!

Meet Nam Rood – would you buy a used joystick from this man?

Andy Weir, 23 year old National Theatre actor, is the man in charge of the Back Door

It's the name of the game!

How did Bad Influence! get its name? It's a great title but a bit unusual, and was the result of weeks of thought at Yorkshire TV.

In fact the original working title was "Deep Techies" – a term for those intense people who walk around with serious expressions and lots of coloured pens in their pockets.

Once work really started on finding a name, everyone was brought in, but with little success.

Patrick's 13-year-old son Paul suggested the name "Overload" and it looked as thought that would be it, right until the last minute.

In fact, Paul was promised a tenner from his dad if that title was used.

Other suggestions included things like "Megabyte", but they've been done before and using Mega was thought to be too closely connected to Sega and the Megadrive. "The name was the result of a lot of head banging sessions", recalls Patrick. "Every Friday we set a dealine for a decision and every Friday we failed to make up our minds.

"Then our producer Richard Maude came in one morning and said he had thought of a title. He was worried that we would think it was stupid and a bit dangerous but when he said Bad Influence! we immediately liked the idea.

"We put it to a lot of kids who also liked it and when my son Paul preferred it to his own suggestion that put the seal on it. For Paul to pass up ten pounds I knew it must be good.

"It's very much tongue in cheek. After all, parents can't tell the kids not to watch the programme because it's a bad influence when it's actually called Bad Influence! It's also popular with youngsters because in today's street talk, bad means good – something a bit funky and not too worthy".

Everyone involved with the show is pleased with the name but their views are not shared by the likes of Ninendo and Sega who have given the production team quite a lot of stick over it. They are not keen on any suggestion that their games really are a bad influence.

"We don't care," added Patrick. "Using this name shows that we are not in the pockets of the computer games industry. We represent the consumers, who are our viewers. If, for example, we want to say that games are over-priced we will do so whether the games companies like it or not".

If you shift a desk, he will soon find out where you've put it and store its new position in his memory.

In an office or factory, FRANK can do many jobs. He could even be sent for the tea – but he might spill a bit in the saucer.

But the really exciting jobs for the likes of IGOR and FRANK come with things like space exploration. They can land on a planet, learn self preservation; what is interesting to pick up and when to go back the the space module to recharge their energy.

Programming an old-style robot to cope with every nook and cranny on the planet's surface would be impossible. FRANK and IGOR will put an end to that.

Tech tips

Two other slots in Bad Influence! are designed for the more technically minded.

The team at Yorkshire TV have taken the lid of both a Megadrive and a Super NES so show viewers what's inside and they have also featured a Replay cartridge from Codemasters.

This takes advantage of the fact that all games have some chips which do the same job. Certain chips will, for example, run the graphics but maybe only one chip will actually run the game.

Using the Replay cartridge means that the only new chip you buy is the games one and the other chips are "piggy backed" from an old game.

It sounds complicated but it means that games using this principle could sell for half the price they are at the moment!

Don't they make a lovely couple?

The VIVI is another star of Bad Influence! He (or she?) is an animated puppet which comes from a London firm called Ultimate Animals and is featured in a programme on "animatronics".

One puppeteer wears the costume and another programs its facial movements with a computer. This means that they can sort out the most realistic movements then reproduce them over and over again.

The VIVI, seen here with Violet Berlin, is to be used in a new film called Sigusa.

Violet and Andy listen to the producer's instructions, then take a flying leap through a gigantic screen to join the Humanosaurs

The making of the HUMANOSA

Brad and Deena are two of the world's last surviving Humanosaurs. Fortunately, both are heavily influenced by the passive human side of their nature and not the Dinosaur element.

And they'll be the first to warn you about the more aggressive Humanosaurs still around.

But how did Brad and Deena come to be chosen as counterparts to Andy Crane and Violet Berlin on the Bad Influence! TV show? Over to you, Brad and Deena...

HOW did giant and terrifying lizards ever come to exist on Earth? Why did they become extinct? Could they still be around today?

There's no doubt about it, the Dinosaurs have fascinated mankind ever since their discovery in the mid 1800s. But little is known of the time in the Earth's history when Dinosaurs and mankind's ancestor, the ape, roamed the land together. Less is know of the hybrid that was created from the breeding of these two species – the Humanosaur!

When Patrick Titley of Yorkshire Television, producer of the Bad Influence! TV show, first came up with the idea of a video entertainment series he had already decided that whoever his presenters would be they would have graphical counterparts of some description.

It was apparent at that time, about 1990, that Dinosaurs were beginning to creep back into the public eye. With this in mind he contacted Gremlin Graphics Software in the UK to see if they could design two characters with a dinosaur feel to them.

These would then be incorporated into the TV program and would interact with the two human presenters at the beginning of the show.

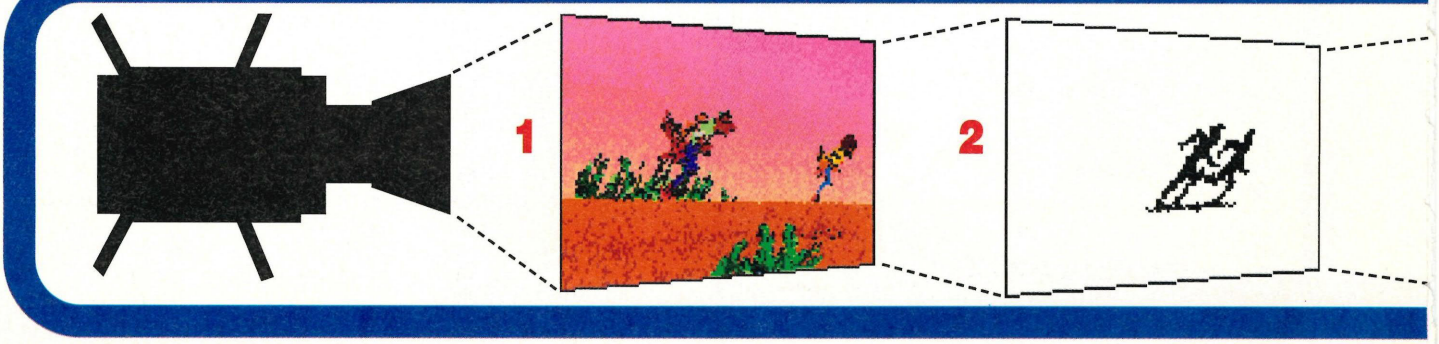
Gremlin Graphics were keen on the idea and so set about creating what were now being called Humanosaurs.

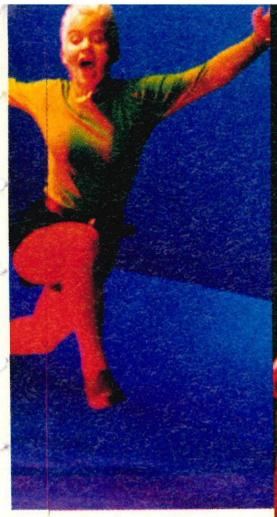
The first designs for the two Humanosaurs were created by Ian Stewart, head of Gremlin Graphics, while staying in a run-down hotel near Heathrow airport. About 100 designs were then completed by Gremlin Ireland and submitted to Patrick Titley at Yorkshire Television for his approval.

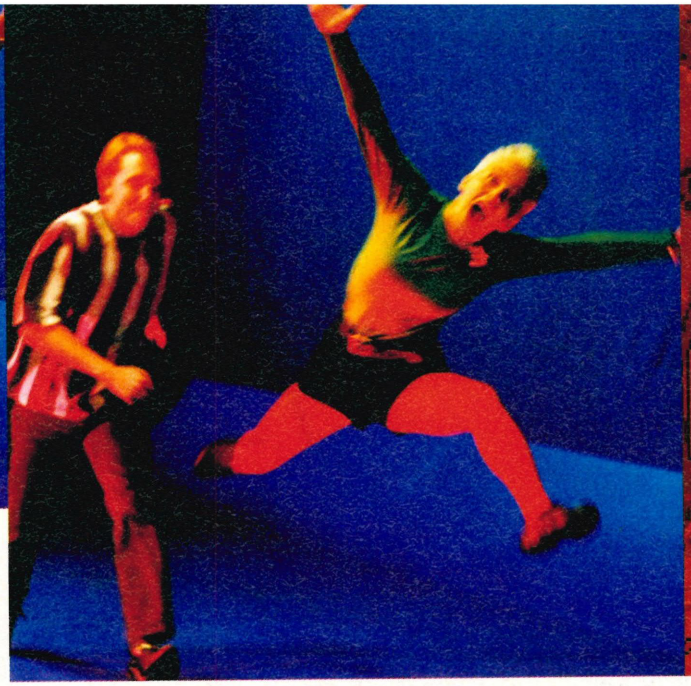
Two of the designs were accepted – a male and female Humanosaur, now named Brad and Deena. From this point, the

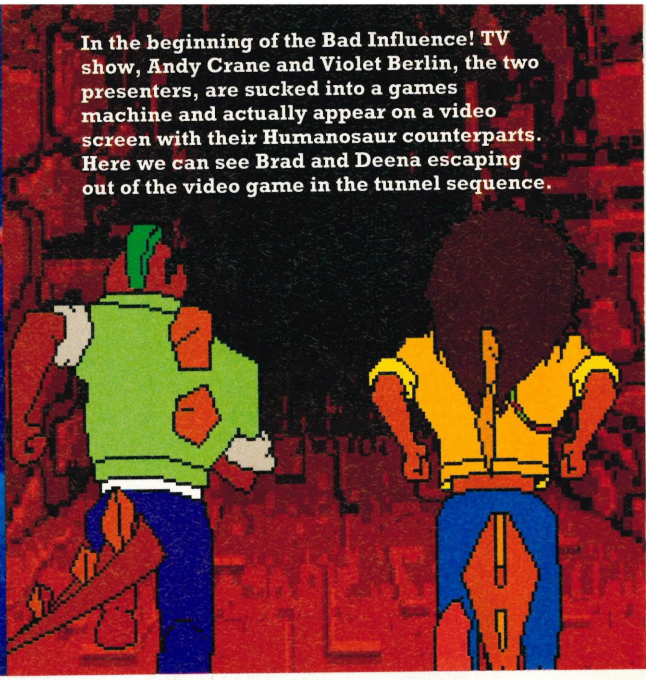
This is how it's done

The process of mixing two individual film shots together is known as chromakeying. The live action of Andy Crane and Violet Berlin is shot against a 'blue screen'(3). A negative is then









In the beginning of the Bad Influence! TV show, Andy Crane and Violet Berlin, the two presenters, are sucked into a games machine and actually appear on a video screen with their Humanosaur counterparts. Here we can see Brad and Deena escaping out of the video game in the tunnel sequence.

URS

Humanosaurs and their interaction within the show was decided upon and Gremlin Ireland asked to complete several animations, featuring Brad and Deena, to Yorkshire Television's specifications.

The animations, which include review stings and the intro sequence with Andy Crane and Violet Berlin, were finally finished at Gremlin Ireland by Aidan Walsh, assisted by Phil Plunkett. Created on 386/SX20 PC machines with 4 MegaByte RAM and 100 MegaByte hard disks, each sting, which lasts only 10 seconds on screen, took about two days to complete.

As soon as they were finished, the animations were sent to Yorkshire Television for the final editing in time for the first Bad Influence! showing.

The beginning sequence opens with Andy Crane and Violet Berlin playing a computer game. However, both presenters get sucked into the game and interact with their Humanosaur counterparts – Brad and Deena.

To do this, Andy and Violet had to act out their necessary movements for shooting against what is known as a 'blue screen'.

This live action was then chromakeyed on to the animations. A 'blue screen' is used as it allows another image to pass through it when two pieces of film are chromakeyed together.

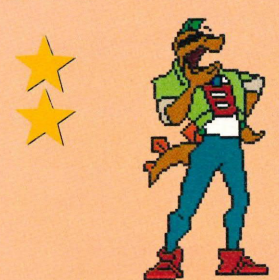
The final result is Andy and Violet being sucked into the computer game, appearing inside the screen and joining their Humanosaur counterparts.

Brad and Deena also make an appearance when reviewing games on the show *(see right)*. If a game scores only one star they will yawn in disapproval.

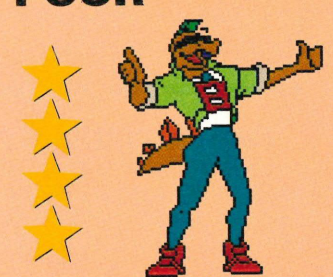
Should a game score five stars they leap high into the air, perform a somersault and give the thumbs up.

REVIEWERS STARDOM

RUBBISH



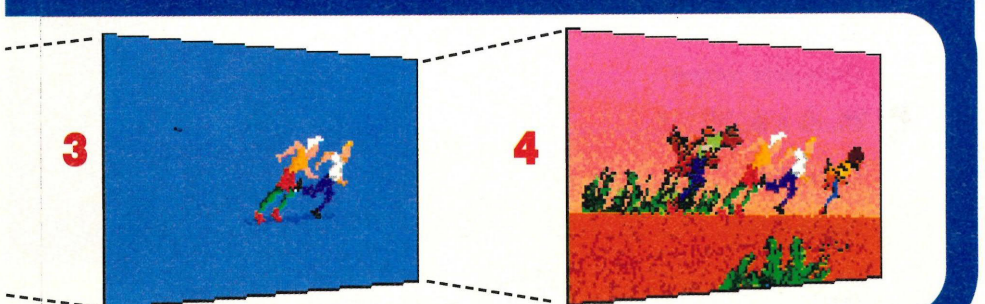
POOR

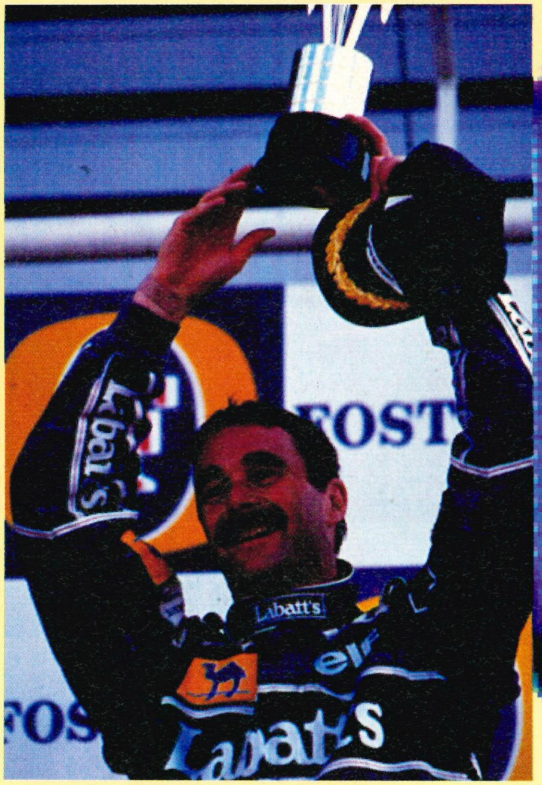


GOOD

EXCELLENT

created from that live action (2). In the negative, all the blue disappears, effectively leaving a hole in which the other film shot – the graphic animations of Brad and Deena – can appear through (1). When the two scenes are finally mixed the result is a picture of Brad, Deena, Andy and Violet running through a graphical background (4).





Win a British

A GRANDSTAND VIEW

Think of racing games. Think of really, really good racing games. Any names spring to mind? Gremlin Graphics, how right you are. If any software house had managed to steal the racing genre monopoly from under other software house's noses it would have to be the Sheffield based company with such great hits as *Supercars I & II, Lotus I, II & III* and now the incredibly scrummy and official *Nigel Mansell's World Championship* available now on the Amiga and soon on the SNES, NES and GameBoy.

A TRIP WITH NIGEL

A free race with Nigel Mansell around some of the most hair raising race tracks in the world is not the sort of thing you get every day – in fact, most people will never experience the thrill in their lives.

Now, thanks to Gremlin Graphics, you can live through the thrills and spills in the official game, the SNES version previewed within the pages of this magazine.

Gremlin are so pleased with their product that they've gone absolutely bonkers and are offering some smashing prizes if you can name the four Gremlin titles shown that have been put through the graphic mangle by our technical department.

WHAT A VIEW

Hold on to your socks 'cause we're about to announce the prizes. Two, yes two, winners will each receive a travel and expenses paid day to the 1993 British Grand Prix to be held at

all be paid for and they will be seated in a grand ticket for which costs £250.

Thirty runners-up will each the *Nigel Mansell World Cham* game appropriate to their spe machine so there's something well, almost.

FIRST OFF THE GRID

Once again, all you have to do is write on the application form in appropriate slots the names of the four Gremlin racing games shown right.

Once you've done that, send your form off to us at:

A Grandstand View Compo,
Bad Influence! Magazine,
Europa House, Adlington Park,
Macclesfield. SK10 4NP.

Entries should reach us before than January 10. All those entries that arrive later will be used as tire wipes for Nige at the Indianapolis 500.

Name.....

Address.....

.....

.....Age.....

Computer owned .....

Game A is.....

Game B is .....

Game C is .....

Game D is.....

☐ *Please tick if you do not wish to receive promotional material from other companies*

day at the Grand Prix

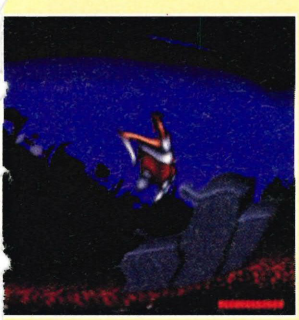
Two all expenses paid trips to Silverstone are up for grabs in this super competition. Plus 30 *Nigel Mansell's World Championship* games for the runners-up.

Silverstone. The winner's travel expenses there and back will

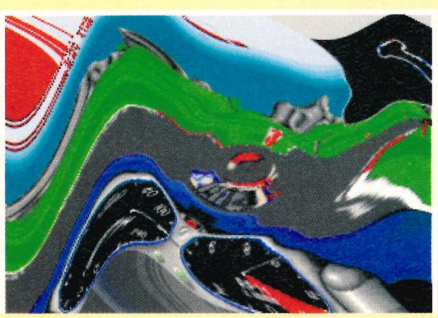
tand position, a

receive a copy of
ionship computer
ific video games
for everyone –

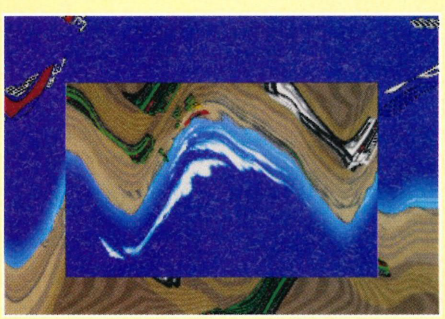
Game A



Game B



Game C



Game D

Winners will be notified by post and their names will appear on the **DataBlast** section of the *Bad Influence!* TV show.

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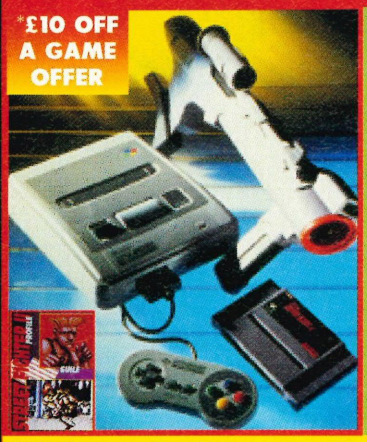

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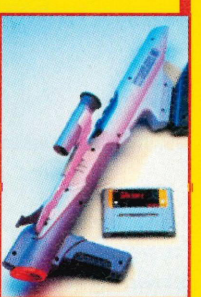
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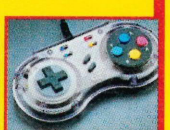
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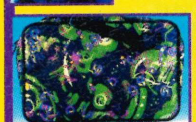
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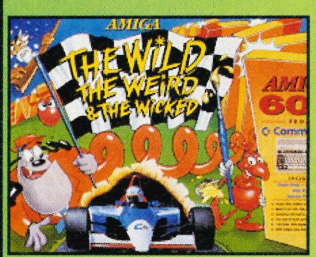

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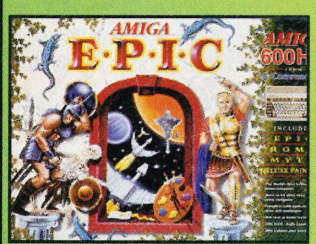

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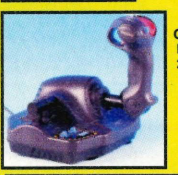

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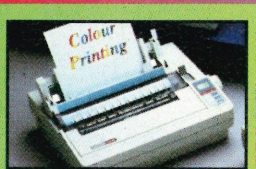

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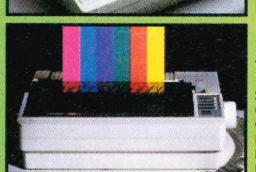

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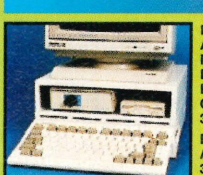

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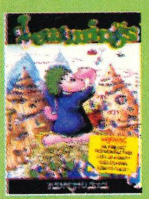

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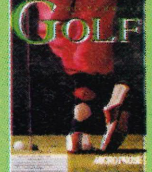

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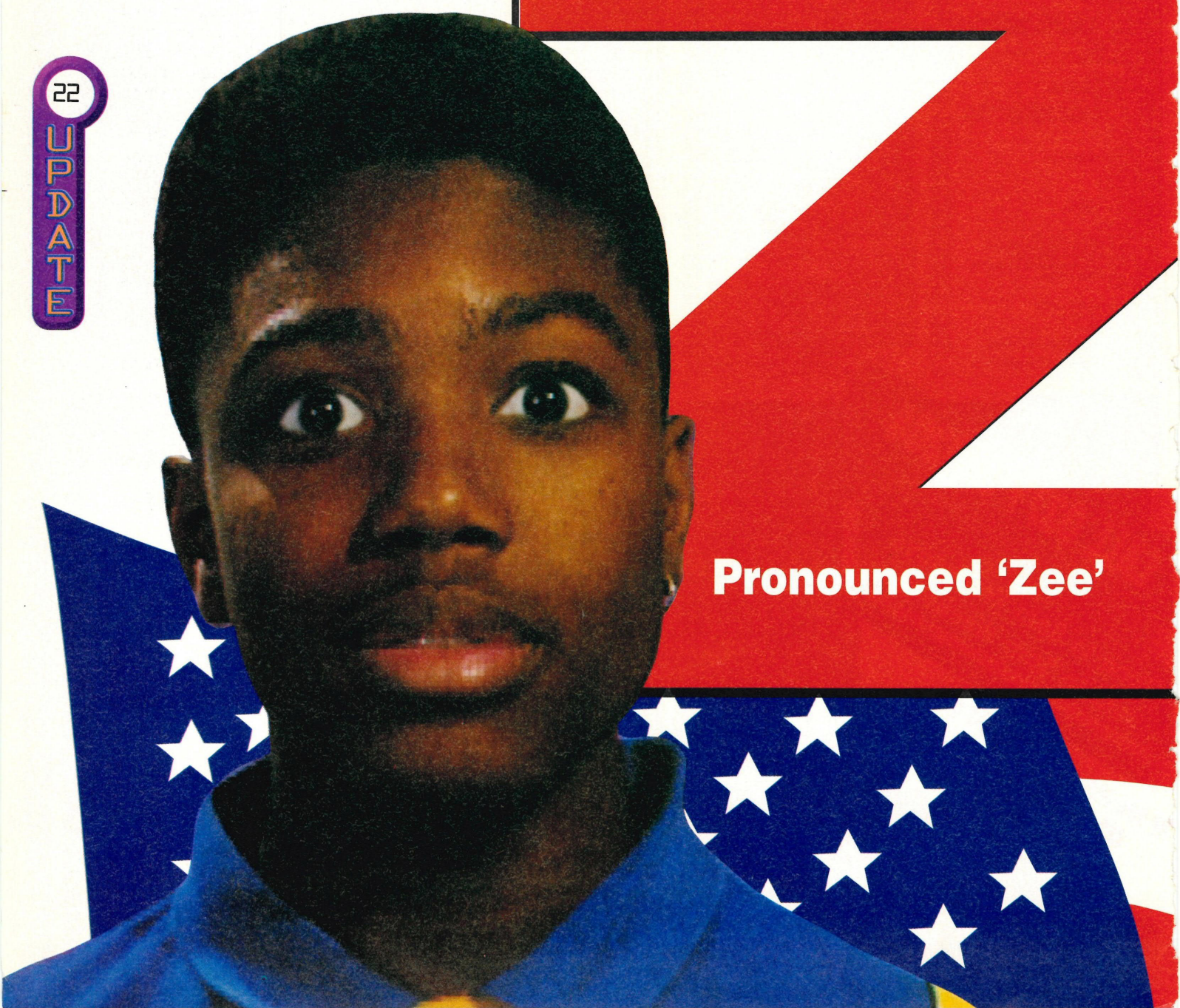
HE'S flown round the planet Venus

HE'S been blown up in an explosion

HE'S travelled inside a human body

HE'S Z



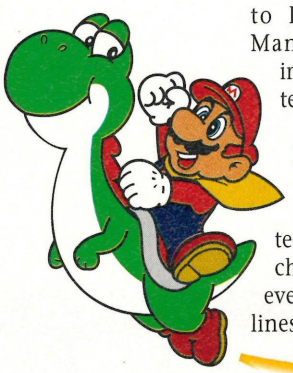
Pronounced 'Zee'

Hunting sharks, meeting King Kong, burning up in fires and explosions, journeying through the human body and flying across the surface of Venus are all in a days work for 15 year-old Z (pronounced Zee) Wright.

The chirpy actor from the Queens suburb of New York is presenting a series of eight special reports from America for Bad Influence! and these are just a few of the exciting experiences he is sharing with TV viewers.

It's an assignment that took him on a two week coast-to-coast tour of the States from New York to Boston, on to Hollywood and up to Seattle, one of the richest cities in America and famous for its high tech industries.

Z is a keen Nintendo games fan but the Bad Influence! job showed him a whole world of other wonderful things that computers can do. For a first-hand reaction, we rang him in New York.



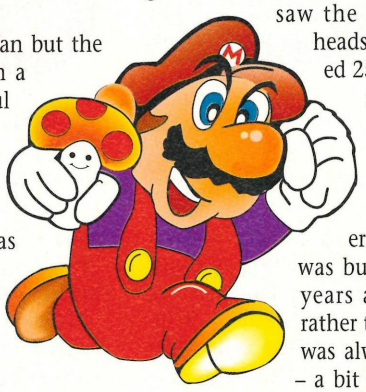
He was just home from a day at school. But even that isn't as boring as it sounds for Z goes to Performing Arts – the Manhattan stage school immortalised by the "Fame" television series.

"Hi. How'ya doin there in England?", was the cheerful greeting as he recovered from his daily trip home on two buses and one tube across teeming New York city. Z's effervescent character bubbled out of the receiver, even across the trans-Atlantic telephone lines."I hope the kids there are enjoying watching Bad Influence! as much as I enjoyed working on it", he said. "It sure was fun, but it was educational too.

"My favourite bits were the trip to Hollywood for the Universal Studios Tour and the visit to Nintendo in Seattle. I'm never far away from my Game Boy and I'm hooked on Streetfighter II so it was great to go to the Nintendo headquarters".

First stop on the filming tour was in Boston, just a short plane trip from Z's home. There he visited the only museum dedicated to computers and saw the world's biggest computer which cost $1 million to build.

"It's got a screen that's as tall as a two storey building, keys that are 30 centimetres across and the biggest microchip in the world", said Z. "And what's more, it really works. You can see the electricity moving around inside and can operate it with a giant trackball". At the museum, he also saw the first visual reality headset which was created 25 years ago and used mirrors to project 3D images to each eye. And he met up with Whirlwind – the oldest computer in the world which was built for the army 47 years ago. It used valves rather than microchips and was always breaking down – a bit dangerous since it's main job was to work out where bombs would land!



Then it was off over to California for the highlight of the trip – the Universal Studios Tour.

Hottest star of this tour is the "Backdraft" attraction based on the fire fighting film of the same name. Housed in

– the Bad Influence! Nintendo freak who's your guide to the electronic wonders of the good ol' USA

Hot water

The Bad Influence! film crew nearly ended up in hot water in Hollywood when they found themsleves outside the sound studio where Steven Spielberg's new dinosaur film Jurassic Park is in production.

To ensure that no-one gets any idea of what Spielberg has in store, security around the studio is incredibly tight.

When the Bad Influence! gang turned up with their cameras, they were twice pounced on by beefy security guards. After explaining why they were there, they were allowed to film a short link piece of Z outside the studio.

a 500,000 cubic foot sound stage, it shocks visitors with 30 major fires, 15 animated effects and 10 explosions – all in the space of 120 seconds.

"We saw overhead pipes fracturing, fuel drums exploding and rocketing through the ceiling, collapsing beams and searing flames engulfing the room", said Z. "One of the scariest things was what looked like burning fuel running towards us. It was only water, but it sure looked real".

Temperatures in the Backdraft attraction reach in excess of 2,000 degrees but visitors are protected by an air curtain which blows 20,000 cubic feet of cool air a minute in front of the audience.

Five integrated logic computers run the feature which re-sets itself automatically in just three minutes to give 200 performances a day.

The tram ride round the studios is enjoyed by up to 35,000 people a day who see a host of attractions from earthquakes to floods and from Jaws to ET.

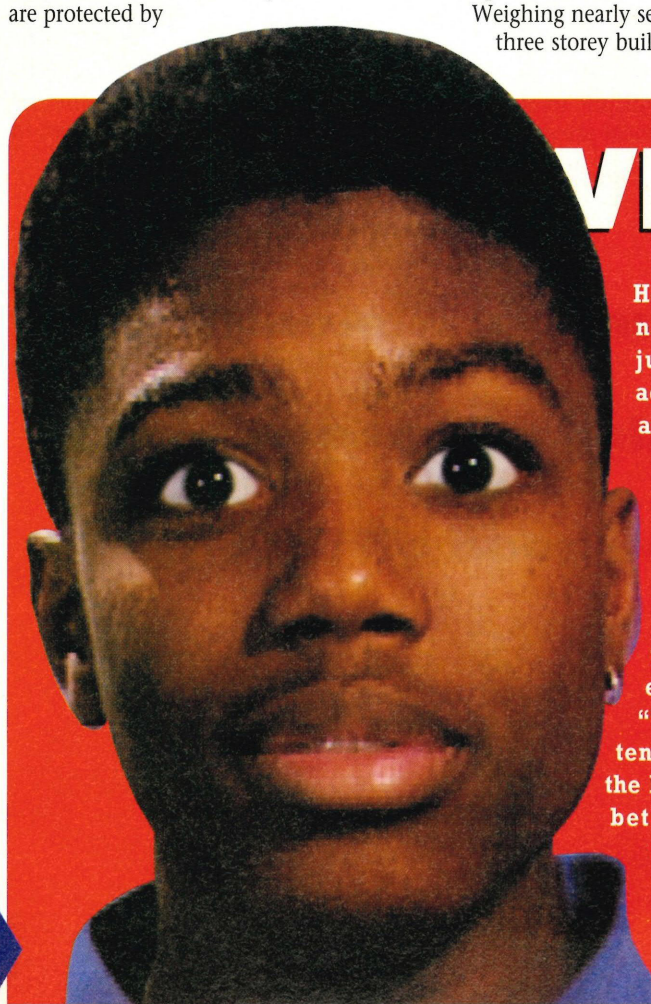
Another star is King Kong who teamed up with Z for a Bad Influence! film slot. Weighing nearly seven tons he's as tall as a three storey building and is seen ripping down power lines and attacking a helicopter. He even has a go at the visitors.

Billed as the most sophisticated computer-controlled animated creature ever built, King Kong cost $6.5 million to construct.

In California, Z and the Bad Influence! film crew saw work on Angels – the first "Voomie", or Virtual Reality Movie. The idea comes from French film director Nicole Stenger who uses images designed on a powerful, high resolutions graphics system.

"They're good but they'll never put real live actors out of a job", joked Z.

Then it was off up to Seattle where the



WHAT'S IN A

How did Z end up with a name like that? It's not just an initial. He was actually christened "Z" and that's what appears on his birth certificate. Over to his mother Bren for an explanation.

"I already had two children and decided that the third was enough", she told us. "To make sure, I christened him Z since it was the last letter in the alphabet so I couldn't go any further".

It didn't work. Bren went on to have another son so Z now has two sisters Aprylle and Sha Sha and a younger brother, Bron.

Acting is in the Wright family's blood. They are all in the profession, including mother Bren. Z had his first acting job when he was just three months old and appeared in baby commercials.

It's easy to see where Z gets his bubbly character from. His mother Bren is quite a character herself.

Since he is 15 years old American law stated that Z must have a chaperone for his Bad Influence! filming trip so Bren went along with him.

When she wasn't shopping (which wasn't very often), Bren

Explosive shot!

One American shot which appears in Bad Influence! was entirely unexpected.

Wanting Z's reaction to the dramatic Backdraft attraction at Universal Studios to be genuine, series editor Patrick Titley did not allow him to see it until they were ready to shoot the film.

Unfortunately he had also forgotten to introduce the cameraman to this frightening attraction.

The cameraman took up position on a gantry but what he did not know was that it drops six inches – feeling more like six feet – amid the fires and explosions.

When the gantry dropped, the cameraman lost his footing and Z jumped forward at the shock. The cameraman quickly recovered but as he panned back, Z was nowhere to be seen. It wasn't planned but the end result added so much to the atmosphere of the film that the incident was kept in for the programme.

highlight for Z was a visit to Nintendo headquarters. In America you can buy a whole pile of Nintendo merchandise. You can even eat Nintendo breakfast cereal and it's all organised from Seattle.

This is also the home of the Nintendo Hotline where 200 telephone operators deal with any problems Nintendo gameplayers want to throw at them. They go on an eight week training course and in the two years since it started, the hotline has already answered 42 million questions in English, Spanish and French.

There, Z found out about Edutainment. That's the latest Nintendo buzz word for future developments of educational games that are also entertaining.

Other news was that Nintendo is funding university research to find out what makes video games addictive and that plans are afoot for Nintendo virtual reality products.

Virtual reality was also at the centre of another Seattle visit which took Z to the HITlab at the Seattle Human Interface Laboratory - the world's leading VR lab.

With the help of computers, he travelled through many fantastic worlds, taking part in an underwater shark hunt and journeying through the human body, inside the

NAME.....

kept the film crew amused with her sense of humour but at the Nintendo headquarters in Seattle, it almost got them into trouble.

Asked by a security guard if she knew the film crew, she replied "I've never seen these guys before. They've kidnapped my son and are holding him hostage until they've finished filming".

More in tune with America's crime rate than with Bren's sense of fun, the guard believed her and it took a quick bit of talking to avoid him calling the police.

"But for the rest of the time we had to walk around with our cameras carefully pointed in the opposite direction", said series editor, Patrick Titley.

Z Wright certainly has star quality but it was only by accident that he got the job as American presenter for Bad Influence!

"When we decided to include American slots in the programme, we contacted the Childrens' TV Workshop in New York – the company responsible for producing Sesame Street", said Patrick.

"We were looking for either a young presenter or a computer expert and they thought a girl who hosts their American science program called 3-2-1 Contact would fit the bill.

"They sent us some film of the programme which is co-presented by Z. When we looked at the film we decided he was the one we wanted and when we went to New York to meet him, we were even more convinced.

"Z came smiling through and he had the added advantage of being a keen computer fan, addicted to Nintendo and Sega games.

"He also had a lot of previous experience, having appeared in many commercials and on The Cosby Show.

"It was a good decision because the camera loves him. He would not stand out in a crowd but once the camera is rolling, he switches on with real screen presence and star quality".

Nintendo influence

Nintendo went up in the estimation of the film crew when they were fixing American locations for Bad Influence!

When asked to suggest a suitable shop for filming, Nintendo came up with a store where there was an exclusive Nintendo World feature. The crew expected instant rejection when they explained that they would also like to feature Sega in the filming.

No such thing. Nintendo immediately suggested the Sears department store in Seattle where both their products and those of Sega are on sale. There's good ol' American confidence and co-operation for you.

eye, brain, spine and much more.

And to see the practical applications of virtual reality, he also visited a virtual reality summer camp where American kids can use computers to build their own ideal worlds.

To round of the two weeks of filming, Z also took a shopping trip to the giant Sears department store in Seattle. Nintendo dominates in America with one in three homes having at least one piece of Nintendo hardware.

But Sega is fighting back. They are rumoured to be planning a cartoon based on Sonic. Nintendo is also producing a $40 million movie called "The Super Mario Brothers".

This strong competition has brought down prices in America where a Sega Megadrive costs around $50 and the SNES is about a third the price it is in Britain. Games are often half the British price and are released much earlier than this side of the Atlantic.

"It was a tiring trip but a real experience", said Z. "I hope my next job is as interesting. I've never been to England but I'd really like to have a vacation over there. Who knows, maybe I'll come over and see you all in person rather than out of a TV screen".

Magellan project

While they were in Los Angeles, Z and the Bad Influence! crew also visited the Jet Propulsion Laboratories where technicians explore other planets. One of their latest projects, called Magellan, is mapping the planet Venus.

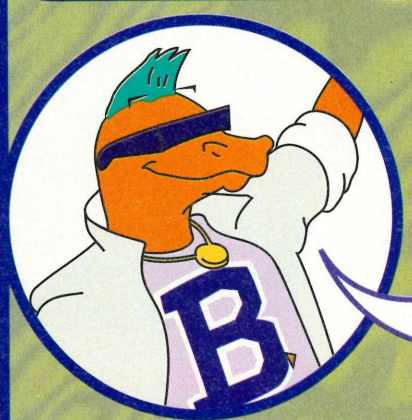
Over 20 spacecraft have been sent to Venus but little is known about its surface because it's always covered in cloud. Magellan uses special radar to see through the clouds and send back information. The Jet Propulsion Laboratories convert the data into full colour "fly throughs" where you really look as though you're flying across the hills and valleys of Venus.

"We were allowed into the SFOF – the Space Flight Operations Facility where the public are not usually allowed", said Z. "There we actually saw scientists talking to spacecraft as they were flying round the planet as part of their current project".

BAD influence!

Welcome to the *Bad Influence!* reviews section! No matter what best-selling home computer or games system you own, you will find something here for your machine. So read on and check out the best new games releases that will be on the market for this Christmas.

SIMPLY THE BEST



If you think your games collection is looking a bit thin in the run up to Christmas, you can do no better than to check out the best multiformat reviews around! *Bad Influence!* brings you the reviews of all the top games, so you can forget about those boring releases that other magazines use to fill space. Instead, turn the page and see what is really worth looking out for in the weeks to come.

You're right there, Brad! You won't find any naff games lurking in these pages! And to prove it, all you have to do is check out *Rex Nebular, Lemmings 2, Spiderman, Switchblade 2, RoboCop 3, Rampart* and *World Class Leaderboard* among others. They are the best of all the new releases, and all ready for your gaming pleasure! So gird those loins and prepare for some quality combat...

REVIEWS

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

The comment box consists of the reviewer's personal opinion of the game under test. You'll find out if this game is worth buying or not and why.

Any trivia information that we feel you may find interesting can be found in individual boxes, much like the four golf courses shown here.

This very important box contains the deciding scores for graphics, sound and playability along with the overall score – the Bottom Line!

Street Fighter II • Capcom • Super Nintendo £64.00 •

If you're new to *Street Fighter II*, then the chances are you've picked up the wrong magazine. The best beat'em-up in the arcade world is now available on the Super Nintendo. Will it set the computer world alight with excitement or get knocked out in the first round?

LETHAL LOCATIONS

Once you press start you'll be greeted with this screen – the all-important world map. From here you'll see various fight locations marked with a country flag.

This is also your first chance to choose a character from a possible eight, each of which is skilled in a different type of fighting style ranging from the ancient art of Karate, to the brawling technique of a professional pugilist. Choose wisely though as your decision could mean the difference between success and failure!

NICE EYES, NICE THIGHS

Behind those girl-next-door looks, Chun Li is in fact an amazingly skilled fighter who could leave even the strongest men with a bloody nose. We catch up with her as she enters the first of two great bonus sections. This first section allows you to earn some easy points as well as practice some of those fancy moves by simply demolishing an old brick wall. One of Chun's rather snazzy attacks is the Hundred-foot kick, which is basically a series of super fast kicks. As you can see here, her leg blurs because of the amazing speed with which she executes this unique attack.

SAGAT

BLANKETY BLANKA

Along with the usual plethora of moves, each fighter generally has one or two extra-special attacks up their sleeves. Take for example the Brazilian Blanka, who because of a freak accident was transformed from a perfectly normal man to a slobbering green mutant. Amazingly, Blanka has the perfect answer to a would-be attack, because our apple-green friend can emit 20,000 volts from his own body – a sort of shield and attack in one. Special moves are quite difficult to master (not, however, Blanka's electrical surprise – because by repeatedly tapping the Y button you can electrocute with the best of 'em).

RYU NOT DYU

The setting for this fight is a top secret airforce base, located somewhere in the United States. The soldiers have gathered to watch what could be a most enjoyable fight between the yankee soldier Guile (who has the ability to fire a strange lasso of raw energy at his opponent – the 'Sonic Boom') and the top-rate karate expert, Ryu. Ryu has dedicated his life to perfecting the powerful Dragon punch, rumoured to be the the most ferocious in the whole game. Here we see the American squaddie reel back after receiving a high powered kick, a most unfriendly act if ever there was one.

"The setting for this fight is a top secret airforce base,

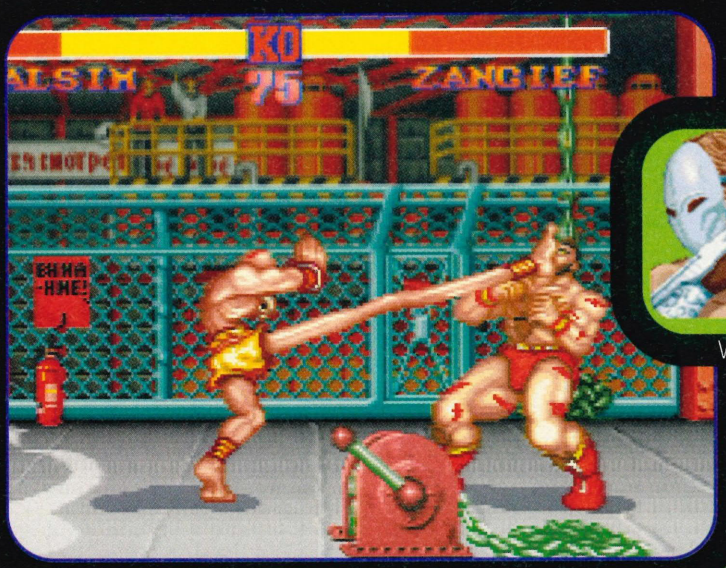
Street Fighter II

IT AIN'T CRICKET 'ARRY

Only after defeating the other seven street fighters will you be able to go through to some of the tougher, more violent enemies.

Set in the streets of the neon city Las Vegas, you'll be pit against the first of these ruthless bad guys – Balrog. He is an ex-professional boxer harder than Mike Tyson ever was!

Although his uppercut is one of the the most powerful and feared offensive moves in the game, it lacks the speed needed to be effective. Here we see Balrog connect that lethal blow with the head of the muscular freak Blanka.



VEGA

BACK IN THE USSR

I've never seen the point of Yoga – well, not until I'd seen the Indian Dhalsim kick some in action. This bendy bloke attacks the Russian wrestler Zangief in a factory somewhere in his homeland. A long range, high power kick hits the Russkie right in in his ugly jaw.

A good example of why each character fares better against different opponents can be seen with Zangief.

He is extremely strong, yet farcically slow, whereas Dhalsim is quite weak, yet has an unearthly range. Everybody has their own favourite fighter, but you'll only get it right after loads of games.

EASY SQUEEZY

Some of the fighters can squeeze the life out of an opponent. However, none are as effective with this move than the fat man of the tournament, Edward Honda. Check out the way he is squashing the fighter Balrog.

If it was a choice between getting a hug from my auntie Margaret and the overweight Mr Honda, well, I won't say... Oh, all right then, to be honest, my auntie isn't that bad.

SLICE AND DICE

Here we see Vega, a sort of cross between Freddy Krueger and Jason from the *Friday the 13th* films slashing the face of the good-time boy Ken. Obviously the 1929 edition of the Queensbury Rules don't apply in the ruthless world of street fighting, because there would be no chance of entering a battle with a metal mask, and a glove with a pair of six inch blades welded to the end. Defeat the Spanish butcher, or you could lose the dearest thing to you... Your life.

MORE LETHAL LOCATIONS

If you look closely at the map you'll see more fight locations have been revealed. Only by beating the earlier fighters will you get the info as to the exact whereabouts of the four deadliest combatants in the world.

Street Fighter II • Capcom • Super Nintendo £64.00 •

FIERY FIRE FIGHT

The Bangkok equivalent of Ryu's fire ball, 'Thai fire', flies towards our pyjama-clad hero having been launched by last year's Streetfighter Champion Sagat. Ryu had better avoid this fiery attack. Not only is Sagat the tallest fighter in the competion, he is the only non-player controlled fighter who has mastered the art of projecting energy from his body.

MURDER MARKET

In the background we see the picturesque Japan, just one of the superbly drawn backgrounds that are the standard. Each of the them is animated in some respect and the attention to detail is amazing. For instance Las Vegas, which is the battleground for Balrog, sees the bloodthirsty audience gambling on the outcome of the fight. The battle in China, which takes place in the a small market place, has an animated crowd that cheers and claps as the scrap commences.

M.BISON

SMASHING FUN

The second bonus stage puts the player/players in a race against time to destroy a perfectly good car. As with the first challenge, the sooner you complete the task the more points you gain. In two player mode, the character that destroys most of the vehicle gets an added bonus. If the whole car is destroyed within the time restrictions, then an added bonus of 30,000 points is yours. Don't labour under any mis-apprehensions – wrecking the vehicle requires immense skill and good hand to eye co-ordination .

BALROG

DIVE, DIVE, DIVE

Of all the baddies in the game, Vega is by far the biggest threat to your health. He has several magical moves and as we see here, the man of evil uses this to its full potential as he launches himself with his slightly unorthodox mystical move ,the flaming torpedo. If he hits home, death is the only certainty. Who said it was going to be easy?

THROW YOUR LIFE AWAY

Several of the player characters and some of the computer-only characters have a throw of some kind. Ryu for instance grabs hold of an opponent, then drops onto his back whilst kicking the enemy into the air. In this final battle Ryu sends Vega spinning in the air after an awesomely-executed throw.

Along with the usual plethora of moves, each fighter

Amiga £25.99 • Street Fighter II • Capcom • Super

s•c•o•r•e

Graphics 96%

Slick, colourful and faultless is the best way to describe the arcade perfect graphics.

Sounds 96%

Thousands of bytes of digitised grunts, groans and even speech all taken directly from the coin-op.

Playability 97%

Never in the history of consoles has a game been as fun as this. Never!

Bottom line 96%

SUMO YOU WIN

Edward Honda, the fattest man in the contest, has his own personal reason for joining the tournament. He is tired of people ridiculing, the art of sumo, and is now determined to make the world take his skill seriously. His goal like the rest of the other combatants is to defeat anybody who stands in his way.

The lovely Chun Li is obviously taking him seriously after being steam rollered by the flabby one. She sits up, from the Dojo floor and gathers her thoughts – how can she defeat this massive Chinese adversary?

BLANKA

ZANGIEF

GUILE

DHALSIM

E. HONDA

CHUN LI

RYU

KEN

c•o•m•m•e•n•t

I'll be brief, because I want to get back to my game. Without doubt *Streetfighter II* is the best beat'em-up on the SNES and is possibly the best game on any console. If this is the level of quality we are to expect from the SNES, then the future looks very, very bright. *Street Fighter 2* plasters the *Pit Fighter* and slams the *WWF*. This has got to be an essential purchase for any would-be hard man.

Brad Burton, ST Action

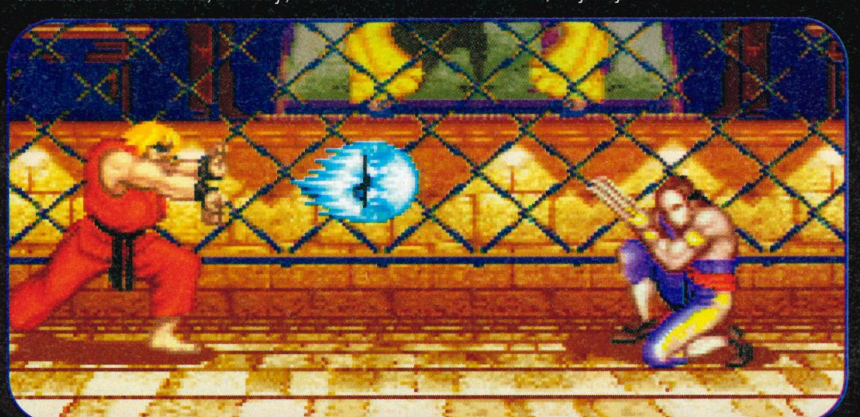
c•o•m•m•e•n•t

I just can't stop playing this game. The fighting action is intense and extremely atmospheric. There are plenty of different moves to get your mitts around so as you become more skilled at playing, your fav-ourite character becomes harder and harder to beat. A sure hit for beat'em-up fans!

Violet Berlin, Bad Influence!

GREAT BALLS OF FIRE

Bad boy Ken gathers his thoughts after an attack that left him bleeding, channelling energy through the palms of his hands he launches a mystical missile at Spaniard Vega. Just one of the many weird and wonderful moves hidden within the six fire buttons on the pad. Only by learning the obscure fire button/joypad combinations will it be possible to have the full range of offensive moves. Of course, making the effort to master each of the individual characters takes time, but hey, that's half the fun. I think it is, anyway!



usually has a few extra-special attacks up their sleeves.”

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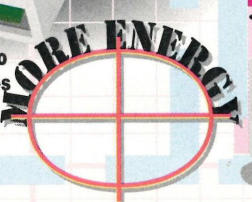

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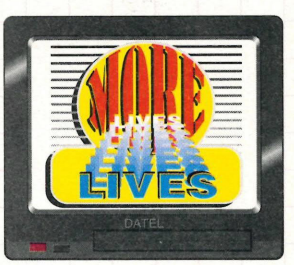

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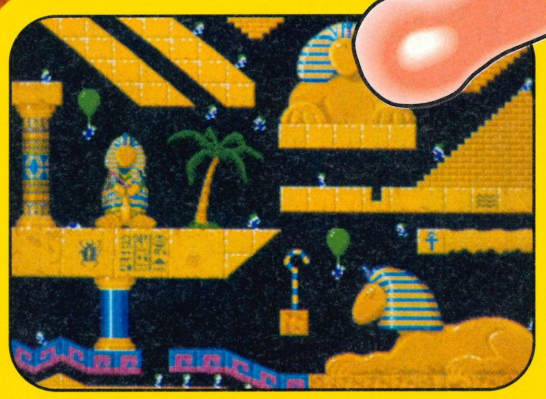
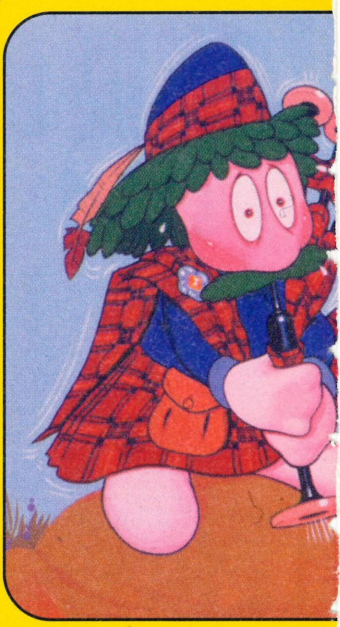
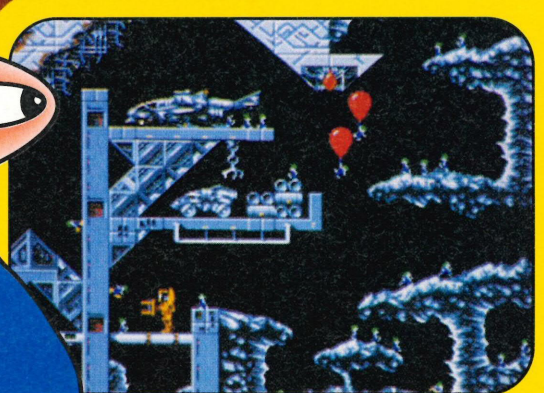
Lemmings 2

Yep, they're back folks. Part two of the rodent romp is here from Psygnosis and this time the puzzles and levels are more fiendish than ever before. We've played more than 200 levels so far but now there are more tribes of the little thingies in far more trouble...



This time *Lemmings* has a plot. The rodents want to get off the island and are building a huge vessel to do so, but before they can complete it they need 12 parts of their Talisman that have gone missing. One part is in each of the different areas. All you have to do is rescue 1 measly lemming from each area and you've completed it (and it is as easy as that...probably!)





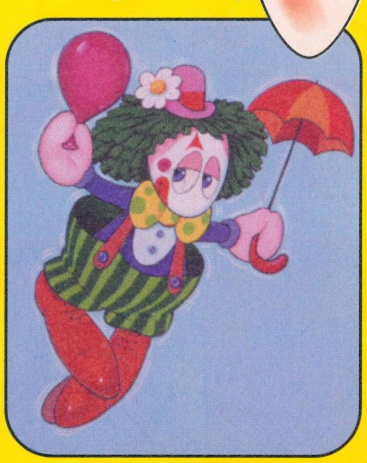
One of the new features in *Lemmings 2* is the option to make your lemming blow a big balloon which he can then drift across the level with. Unfortunately the wind is quite strong and the floating lemmy will blow all over the place. To counter this, clicking on the propeller icon will let you blow the balloon in the direction of your choice... more or less!

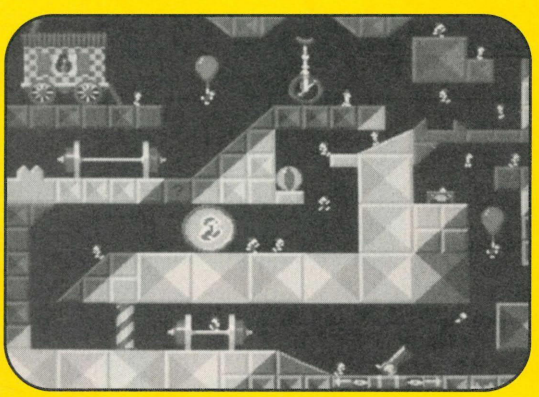
"This time Lemmings has a plot. The rodents want to get

PC £29.99 • Lemmings 2 • Psygnosis • Amiga £29.99

This time there is a selection of different worlds on Lemming Island you can go through. In each one there is a tribe of our furry green-haired friends to save from doom. Sporting, Beach, Space and Polar Lemmings are all in there somewhere, and the graphics change according to which of the tribes you are currently playing with.

Everybody who played the first *Lemmings* game would have had the standard problem of humming the blasted tunes at work or school. Now 15 more playful little ditties have been digitised to annoy your boss/teacher. Yep, that's right. More of those catchy numbers that you can't get off your mind all day (and we're not talking Right Said Fred here y'know!)





s • c • o • r • e

Graphics 87%

More colourful than the first but Psygnosis decided to keep the size of rodent the same!

Sounds 92%

More boistrous happy tunes designed to drive you round the bend because you can't stop humming them.

Playability 95%

Not ever in question. If you liked the first you'll love this. If you didn't then you're a bit sad anyway!

Bottom line 96%

c • o • m • m • e • n • t

What can you say. *Lemmings* was a classic. *Lemmings 2* is even better. Sure it's basically the same idea enhanced, but it is almost impossible to get bored with 'em. Cutesy animation, funky tunes and off you go. All the new features give you loads more to do than the first one and with that in mind, this is going to storm the charts and deservedly so.

Paul Roundell, Amiga Computing.

off the island and are building a huge vessel to do so."

Spiderman is back and boy is he mad! That arch-villain Arcade has captured the X-Men. Can Spidey rescue them and with their help stop the evil Arcade in his latest attempt at world domination?

X-RATED

Spiderman and the X-Men team up for this adventure. These guys (and girl!) are some of the most popular superheroes of our time and their appeal would appear to be limitless. They must traverse treacherous levels to succeed in their arduous task of defeating the slimy Arcade's vile plot. However, for the first level, ol' Spidey is on his own and must battle his way through to rescue the X-Men from Arcade's clutches.

spider MAN AND THE X-MEN

WILL YOU MARRY ME?

This particular member of Arcade's army has fallen for old Slim's manly charms and popped the question. Unfortunately Scott hasn't got time to think about organising a hall for the reception and worrying about sitting Aunty Doris next to Uncle Bert because everyone knows what happened last time! Best to just blast away with his marvellous multi-directional weapon and get on with the task at hand!

COSTUMED COMIC CAPERS

Spiderman is certainly up against it here. Unless he's extremely careful he's going to be given a terrible headache by one of Arcade's henchmen. If Spidey can dodge underneath these putrid projectiles then he will have a much better chance to whack the creature with a web. That is just one of Spidey's abilities which include swinging across gaping chasms.

SPIDER-MAN

REAL NAME-
PETER PARKER

OCCUPATION-
FREELANCE PHOTOGRAPHER

GROUP AFFILIATION-
NONE

SUPERHUMAN ABILITIES-
SUPER STRENGTH, BALANCE AND REFLEXES, AND THE ABILITY TO CAUSE PARTS OF HIS BODY TO STICK TO MOST SURFACES. HAS PREMONITIONAL "SPIDER-SENSE". ALSO USES HIS TRUSTY "WEB-SHOOTERS".

PROGRESS-

SELECT- CHOOSE, START- PLAY

THE WEBBED WONDER

Our main man usually prefers to work alone. Unknown to the general public Spidey's true identity is a well kept secret. Bitten by a radioactive spider, student Peter Parker gained the proportionate strength and agility of an arachnid. Armed with his wondrous webshooters the reluctant superhero struggles with sinister super villains while maintaining some semblance of a normal life! What a guy!

"Spiderman and the X-Men team up fr this adventure. Th

CRY WOLF

Wolverine is a hero straight out of the top drawer. Real name Logan he is the cornerstone of the mutant X-Men. Possessing incredible super powers he pits his strength against anything the bad guys can throw at him, and usually comes out on top! He also has the power of self healing, most useful when you fight super villains for a living!

JUMP TO IT

Cyclops has finally made it to his own end of level showdown. It's going to take all his mutant superhero prowess and experience to survive this scrape. Fortunately Scotty is a trooper and will no doubt win through in the end. All he has to do is send a few blasts of his concussive beam in the giant's direction, and leap around a bit avoiding the big baddie.

EYE EYE OR JUST EYE?

Scott 'Slim' Summers is a really useful bloke to have around. A member of the X-Men, he has the unusual ability to blast his enemies with a beam of concussive light. What's so unusual about that? It comes from his eyes! Whoever said the world of superheroes wasn't strange!

The name Cyclops comes from the fact that he has to wear a rather funky looking visor to control the beam, making him look as though he only has one eye. *(Thanks for that! – Ed.)*

REVENGE IS SWEET

Success! Once again good has triumphed over evil. Unfortunately, as is so often the case Arcade has escaped at the last minute and is free to fight on. At least this particular vile deed has been foiled. Arcade is forced to admit defeat to our heroes but only through his videoscreen, and the victory is theirs, or is it? Perhaps Arcade has one last trick up his sleeve.

BACKSTROKE BLUES

Storm spends most of the game fighting Arcade's henchmen under water. Sadly her superhuman abilities do not include not having to breathe so she has to keep popping to the surface every couple of minutes to stop herself from drowning. Here we see her attempting to negotiate her way between two laser beams which are piercing the water. She must swim between them when they cut out.

MUTANT MAYHEM

Spidey shows what a top class hero he is! He has successfully reached the X-Men's place of incarceration. However, here's the catch. Arcade, being a coward of the first order, is not actually on site. He is miles away and only visible by means of a huge videoscreen. He informs our heroes that he has set out numerous areas containing deadly traps and henchmen for each one of them.

A WEATHER WARNING

Storm, real name Ororo Munroe is the only current female member of the X-Men. She possesses some most unusual abilities including the ability to control the weather, something the MET Office have been trying to do for decades without success. She can create bolts of lightning or cause whirlwinds to appear around her. Perhaps that explains her wild hairstyle!

s·c·o·r·e

Graphics 60%

The graphics are sadly not as good as they should be. The superhero sprites are small and not well defined.

Sounds 90%

In my opinion the music in this game is some of the best I've heard for a long while. It sets the scene perfectly.

Playability 90%

This game is so easy to get into you will not believe it. After five minutes play I guarantee you will be hooked.

Bottom line 90%

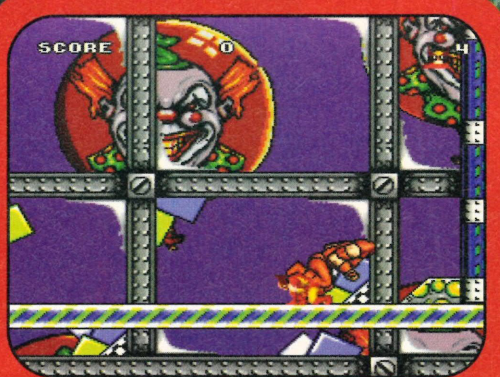
ARCADE ADVENTURE

This is it, the moment of truth as Webhead comes up against a robotic version of Arcade in the final, climactic showdown. Defeat the mechanical maniac in a duel to the death and you will have been successful in your task. You and the X-Men will have once again proved your worth and will be heroes to everyone, except the ever-irascible J. Jonah Jameson of course! Then again winning this final battle is anything but easy, as any reader of the Marvel comics will undoubtedly know. Then it's back home to Aunt May and the usual senile mutterings about the Great War...

REAL LIVE WIRE

Gambit is the European connection for the X-Men. Our French romeo is certainly a hit with the ladies and goes by the name Remy Beaudreaux.

When he walks into a room he brings a new meaning to the phrase 'the atmosphere was electric' as he has the ability to charge any object with kinetic energy, which he then chucks at any super villain who happens to cross his path. Certainly a handy guy to know if there's ever a power cut.



EX X-MAN

Oh dear oh dear. Wolverine appears to have come across another slight problem. He's just been clobbered by the huge frame of the Juggernaut, but don't panic, because with Wolverine's Ernest Saunders-like powers of self healing, he will soon be raring to go another round with our podgy pain friend. I'll wager that he takes him out with one swipe of his Adamantium claws!

c·o·m·m·e·n·t

I like this game. In fact, it is one of the most enjoyable games released in a long time. One of the highlights is the Starsky and Hutch 1970's type music which creates just the right atmosphere. It may not be much to look at but it plays like a dream and provides you with a challenge that will hook you to the end.

Steve McNally, Amiga Action.

heroes of our time, and their appeal appears limitless.

- TWO OF A KIND -

THE WINNERS!

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SUPER NINTENDO ENTERTAINMENT SYSTEM

Switchblade II • Gremlin • Lynx £24.99 • Amiga/ST

After being defeated once, the evil ninja Lord Havoc is back after channelling his energy and becoming stronger. This time he's determined to kill Hiro the cybernetic warrior by using whatever means necessary!

s • c • o • r • e

Graphics 91%

Ace Japanese-type graphics, complemented with a shiny metallic finish that really sets the atmosphere.

Sounds 87%

Top-notch music and afterburner-hot sound effects brings this game up to a level never before heard.

Playability 90%

Switchblade II absolutely oozes playability and addictiveness. You won't be putting it down for ages.

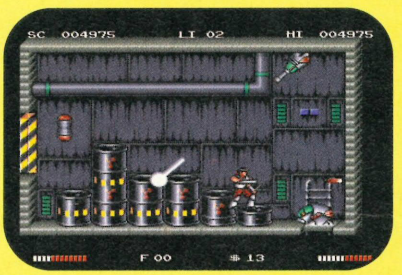
Bottom line 94%

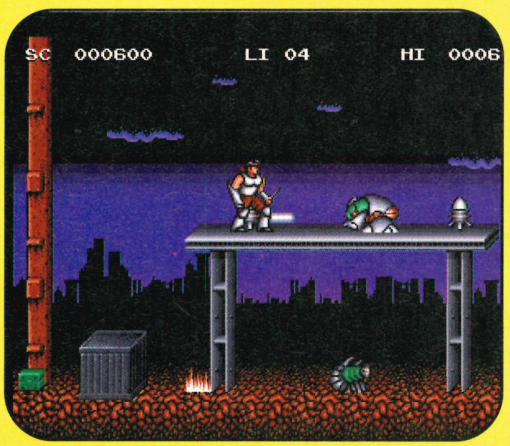
HIRO QUEST

Our hero Hiro starts off on his quest armed with the two weapons – a razor-sharp Japanese sword and a cannon attached to his right arm. The sword is used to kill any enemies that get within breathing space, the cannon on the other hand is for picking off the more dangerous adversaries. The cannon, however, has limited ammunition although extra ammo packs can be collected.

DANGER ZONE

Among other dangerous things to avoid are the ceiling mounted cannons which are particularly nasty. Make sure you don't get hit by the laserbolts they project. Later on you'll have to tackle big boss monsters/ robots. Defeating them will move you forward on a level as well as damage Lord Havoc's confidence.





HAVOC

To gain access to the first of Havoc's fortresses, you'll have to walk through the barren ground which is patrolled by robotic fiends, all of which have been prog-rammed by the evil Havoc to kill any trespassers. If you manage to struggle your way to the end, you'll find that's when all the platform fun really gets underway!

c • o • m • m • e • n • t

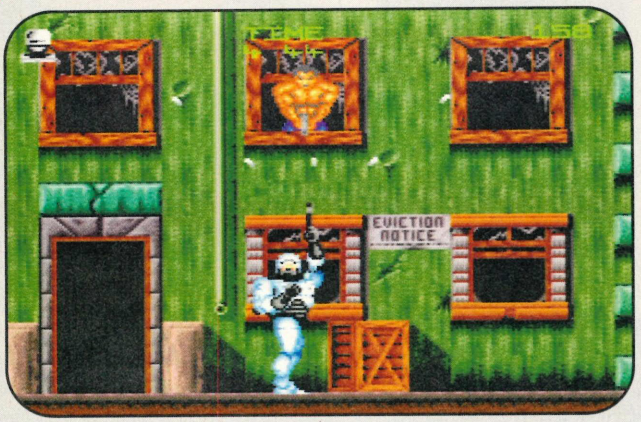
Those long nights will fly past with what has to be the best Lynx platform game to date. It has excellent character control, loads of different weapons, heaps of enemies and over five big levels. If you're a platform fan then this is for you. Even if you're not a jumping freak I'd still recommend a look.

Brad Burton, ST Action.

The metallic monster is back! RoboCop, alias Alex Murphy, is back on the streets and this time he's got more hassles than ever before. Can you guide our shiny knight through utter mayhem and on towards OCP headquarters?

LEVEL HEADED

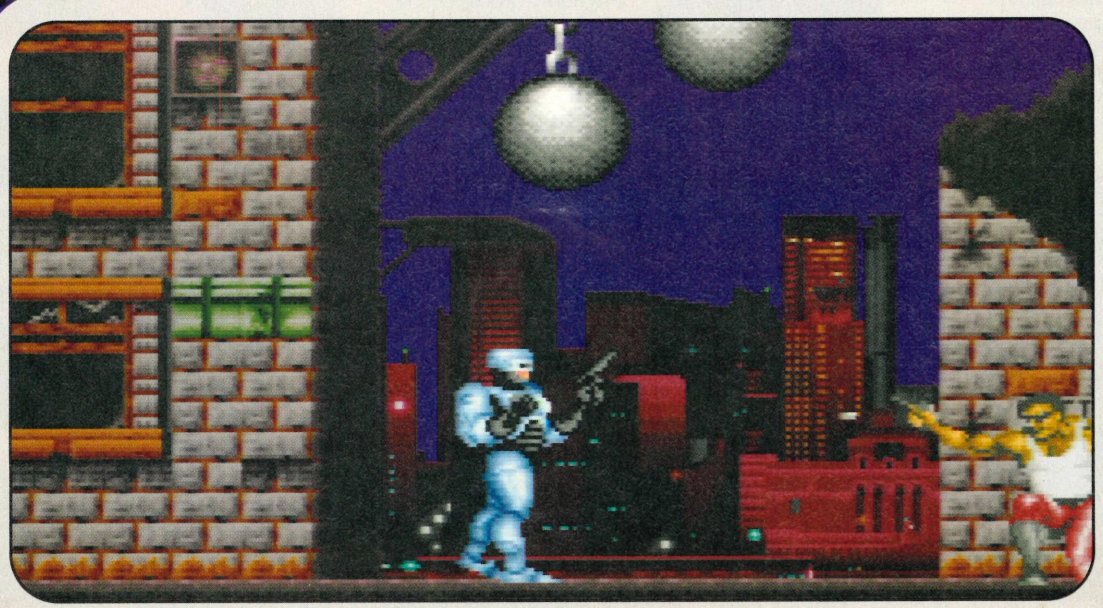
RoboCop can pick objects up such as extra lives, ammo and energy. The energy is essential to keep the energy bar topped up. Everytime a hit is taken, it depletes the amount depending on the severity of the blow, so that's definitely a tip worth remembering! And to think, you thought that being encased in one and a half tonnes of steel would protect you!



WINDOW WALLY

The enemies come from all angles and will even pop their heads out of windows in order to take a pot shot at Robo. Fortunately, he can fire in all directions, so taking out these guys shouldn't be a problem.

ROBOCOP 3



HUGE BALLS!

Not only are the levels full of enemy villains but large crane boulders also fall up and down. If one of these happens to hit RoboCop he can kiss his energy goodbye. They can be avoided through careful timing, though.

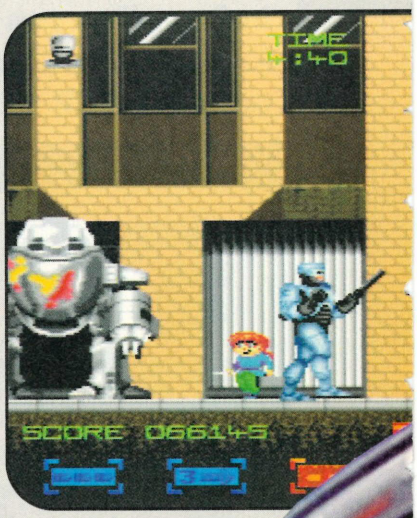
"RoboCop can pick objects up such as extra lives

MOTORBIKING

Not content with just firing at RoboCop, these guys will attempt to ride their motorcycles into him. A punch from the mighty fist or a bullet between the eyes should see them off.

KID CAPERS

Although RoboCop can blow anything and anyone away he must avoid the kids that occasionaly appear. The kids will help to repair the feared ED-209 and will tamper with the electronics so that he blows the bad guys away and not poor old RoboCop himself. After all, life inside a metal shell is hard enough already!

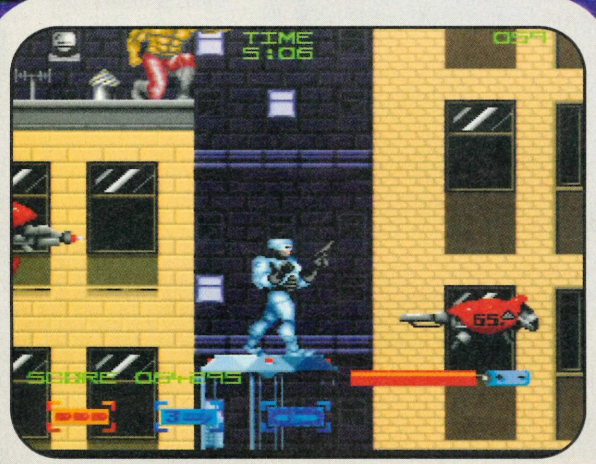


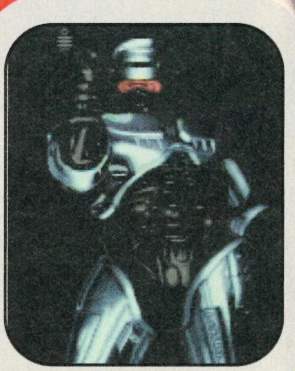
OUT ON A LIMB

RoboCop not only has to negotiate his way through city streets and warehouse boxes but also across buildings using a window cleaner's ladders. This makes progress extremely tricky as there's nowhere to hide.

TOUGH TASK

Progress in *RoboCop 3* is extremely difficult and can become a little frustrating at times. Everytime our hero hits the dirt you are presented with a digitised still from the *RoboCop 2* movie. Some consolation for getting blown away, eh?





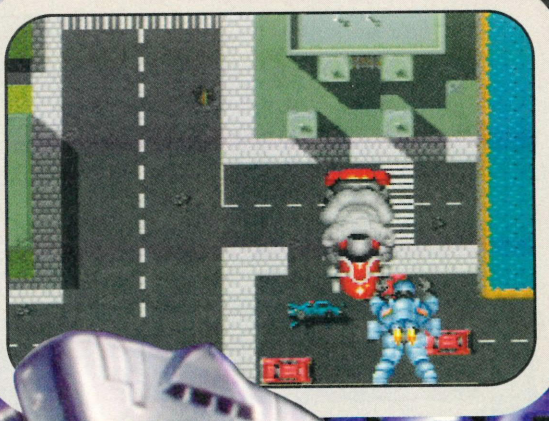
METAL MICKEY

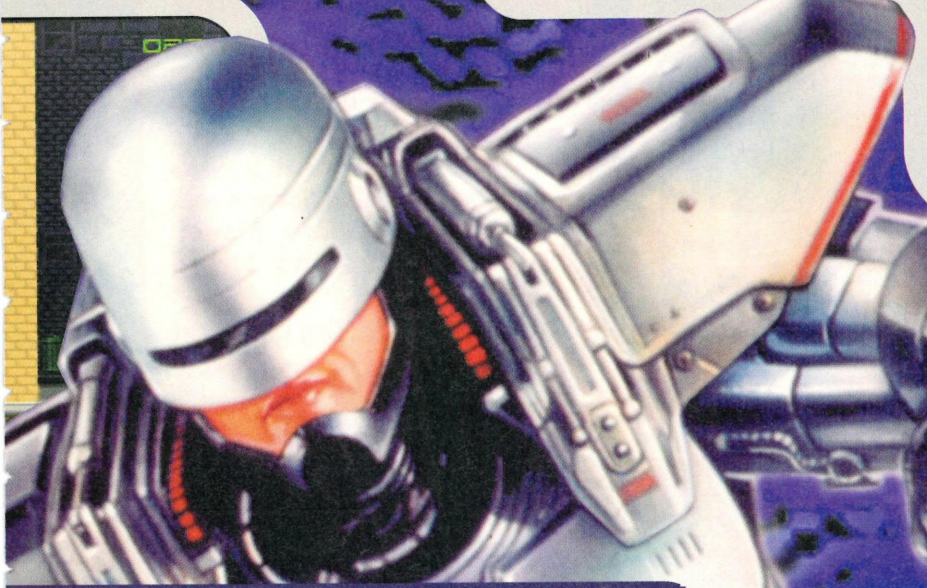
Alex Murphy is a Detroit cop, or was. He was ambushed by a notorious gang and blown to smithereens. Fortunately, a company called OCP saved his brain and reprogrammed him as a special police officer – RoboCop! Now, Robo finds himself fighting against his creators.

ammo and energy. The energy is essential to keep the

IN THE CLOUDS

Armed only with his pistol and supported via a jetpack, RoboCop must smash his way through the sky formations and blow up any important ground installations.





BIG TRUBBS

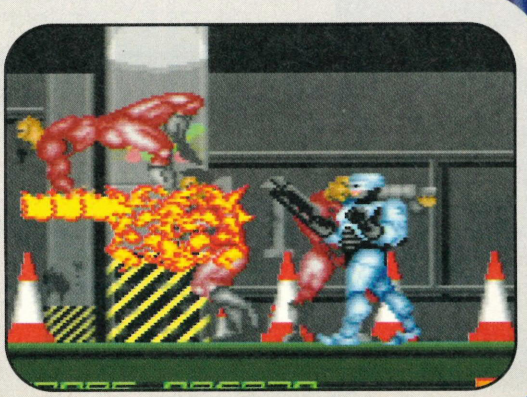
At the end of each level, RoboCop comes face to face with one of OCP's nasty mechanical inventions. These play extremely hard and so Robo must gather all his skills in order to defeat the huge beasts.

EAT LEAD

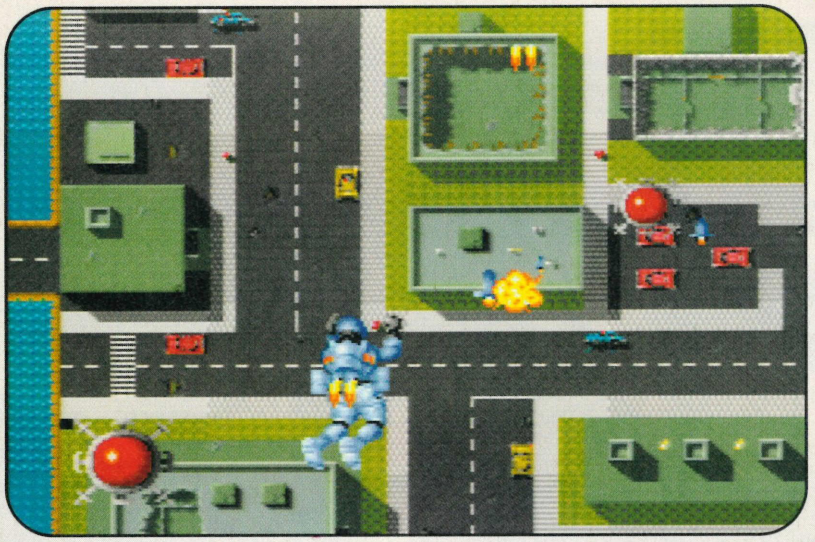
The action begins immediately into the first level. No sooner have you gathered your senses when you are faced by hordes of evil hoods. Forget The Three Laws of Robotics and use your blaster pistol to take 'em out!

DOWN BELOW

As RoboCop nears OCP headquarters the resistance will intensify and he'll find himself in some of the more unsociable area of Detroit. The aim of the game stays the same – blow away the OCP villains.



energy bar topped up. Everytime a hit is taken, it



UP AND AWAY

Later in the game the action switches from the ground to the skies above Detroit. Here RoboCop must stave off the OCP flight division which have discovered his whereabouts and are prepared to fight to the death.

c • o • m • m • e • n • t

I remember *RoboCop* on the home computers and, to be honest, things haven't improved. The action is too hard and very repetitive and you soon get pretty fed up with the whole scenario. Even if we'd given this 0%, people would still go and buy it because its a film licence and it's about RoboCop. Please Ocean, forget the tiring licences.

Steve White, Bad Influence!

DODGE 'EMS

Quick and accurate control pad movements are required in the flying scene as the enemy pounce without warning. Let go with that pistol and deal death to any enemies stupid enough to get in the way.

OCP SEE

At last, RoboCop has made it to the OCP headquarters only to be attacked by crazy officials. I mean, who'd be mad enough to take on a guy dressed in metallic armour and armed with a very nasty pistol. Some people!

GOD KNOWS

Access through the cathedral is hampered by even more of... yes, you guessed it... nasty OCP villains. Obviously, Detroit is renowned for its unlimited supply of cannon fodder!

s • c • o • r • e

Graphics 82%

Okay, so the graphics looks very colourful and are well animated, but haven't we seen this look so many times before? Nothing really that inspiring.

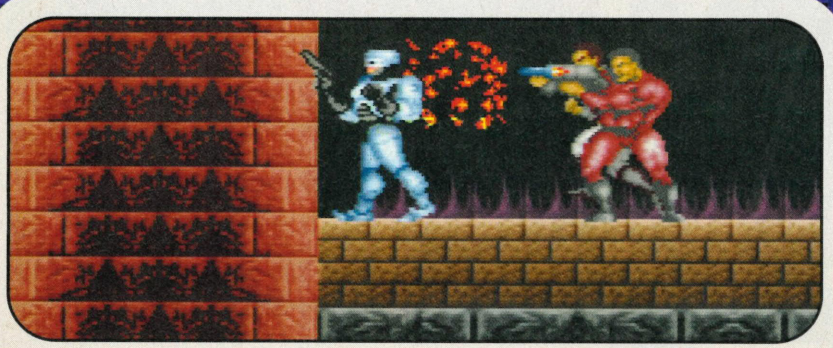
Sounds 83%

Pretty damn atmospheric these *RoboCop* sound effects, although the clumping sound of his feet does seem to have earned the most attention. The kind of sounds you'd associate with death and destruction!

Playability 65%

Well blow me down if this game isn't incredibly difficult. Even the first level is abnormally hard and things don't get any easier after that. Far too hard and tediously repetitive.

Bottom line 78%



CREEPY CAVES

Dark and dingy, that's what it is. But, fear not, RoboCop has infra red vision so the constant and boring blowing away of – aaah, I can't say it again – can continue infinitum.

depletes the energy amount depending on the blow.”

EW. For GAME BOY. NEW. For Nintendo Entertainment System. NEW

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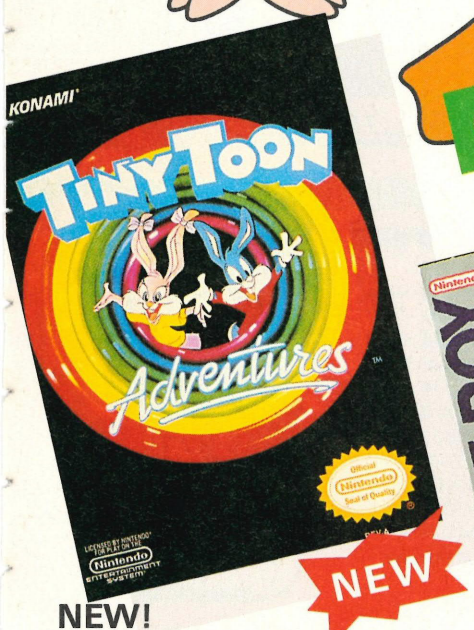
Comic Capers with TV Stars



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NEW

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- For one player only
- System: NES

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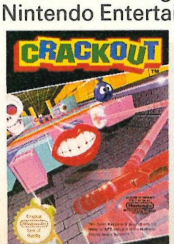

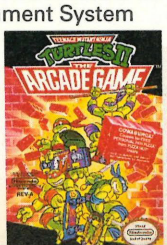

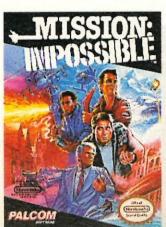

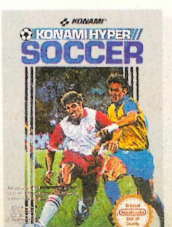

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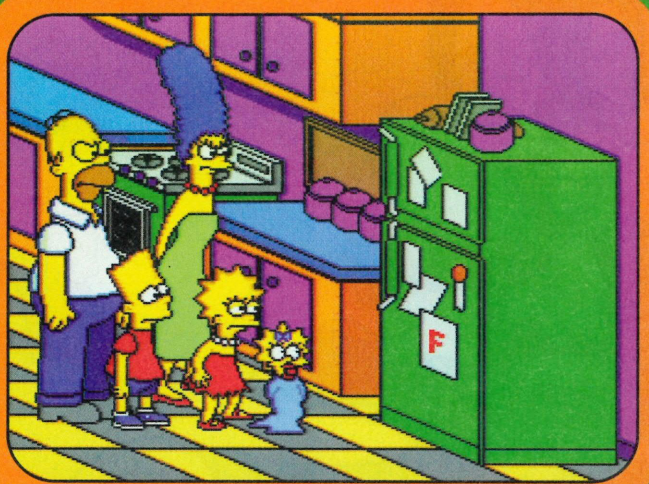
F&P 92/285 P1

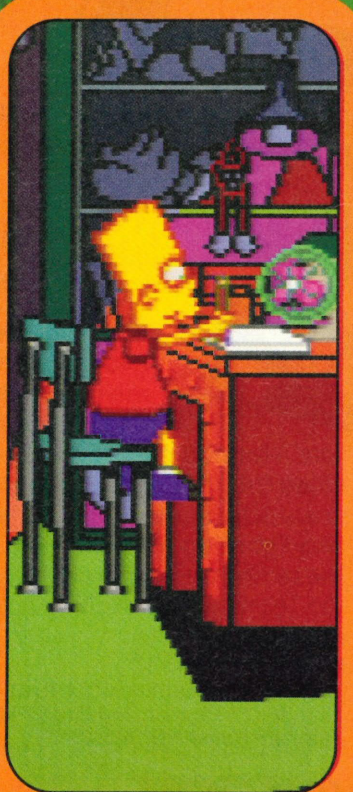
Bart's Nightmare • Acclaim • Super Nintendo £44.99 •

It was only a matter of time. You've sung the song, you've bought the flask and sandwich box, now play the ultimate Simpsons adventure. Take control of Bart through his own personal nightmare, in what has to be one of the strangest games this year.



GRUESOME

If you don't manage to finish your homework, you'll end up being ridiculed by the whole family and you'll also be held back another year. Here we see Bart in shame after his F grade is sellotaped on the fridge for all to see. Every piece of exam paper you find will bring you that much closer to getting an acceptable grade. However, this task of recovering the essay pieces is not an easy one.



HOMEWORK HASSLES

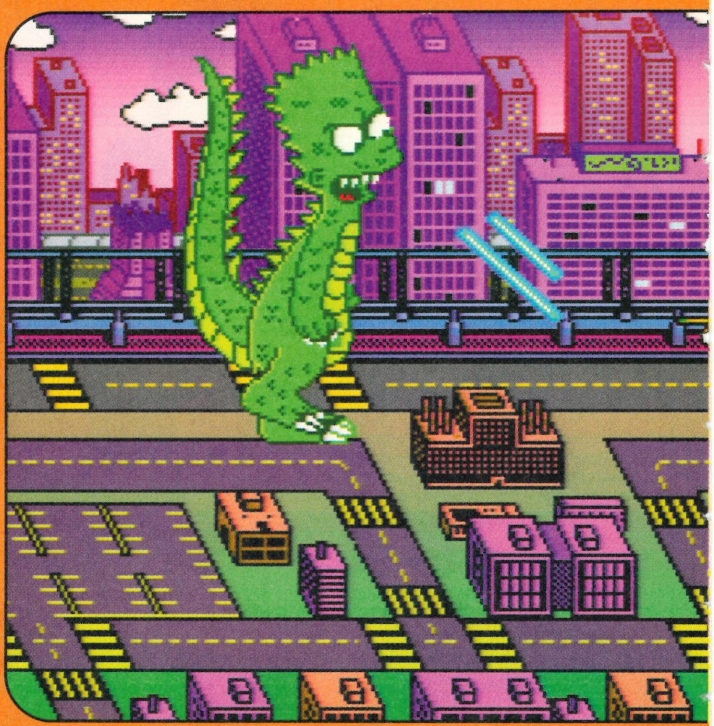
Homer and Marge are in bed fast asleep, thus giving the under-achiever the chance to finish his homework. Unbeknownst to the lad, within seconds his eyes will close and he will have to retrieve eight pages lost in various bizarre situations all in the sick mind of his nightmare. If Bart doesn't finish his homework, he'll be grounded. One slab of cheese later and our banana-skinned chum is in the land of nod.

BAD WIND

Once asleep our hero falls from the sky onto the main street in Windy World. This is where most of the action takes place. The main street isn't as normal as it looks because loads of strange things inhabit this place. Our custard coloured friend has to find a piece of his exam paper blowing around in the wind. Once you spot the paper you'll have to jump on top of it to take you off to another strange world.

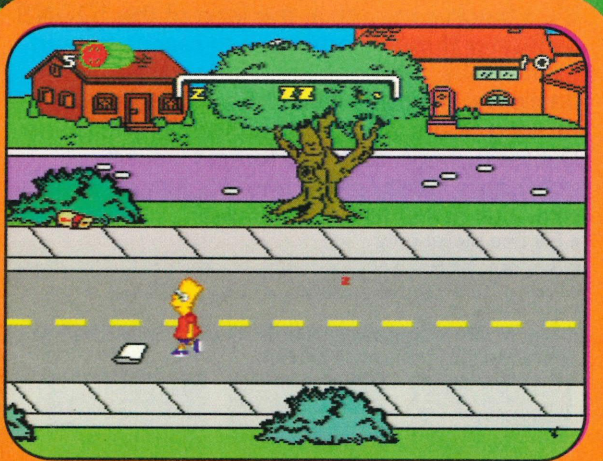
MONSTER MAYHEM

Bartzilla. This is a really strange and perhaps weird subgame. Towering way above Springfield, the Bart/Godzilla combination has to destroy as many buildings as possible whilst under attack from the national guard! Wave after wave of helicopters and tanks will attack our mutated pal. If, after this massive onslaught, you're still standing, you then get attacked by waves of missile carrying jets. If only my dreams were as vivid as that!



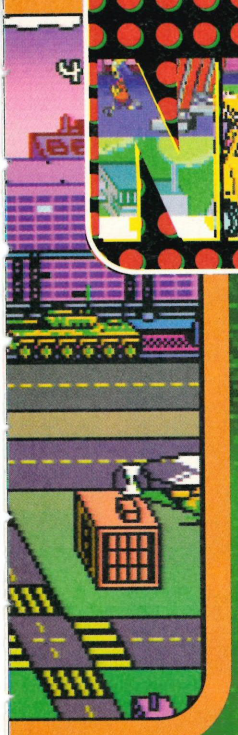
CATAPULT CAPERS

Another of Bart's surreal dreams sees him kitted out in the garb of the Bartman – Avenger of Evil, armed with a high powered catapult made out of the toughest of twigs. He combats a pair of ponytailed twins who are piloting a hot air balloon. Only if he can defeat these and many other cartoon adversaries will he retrieve the piece of paper which he'll need if he is ever to face his family again.



"Don't have a cow, man! Bart's Nightmare has just be

BART'S NIGHTMARE

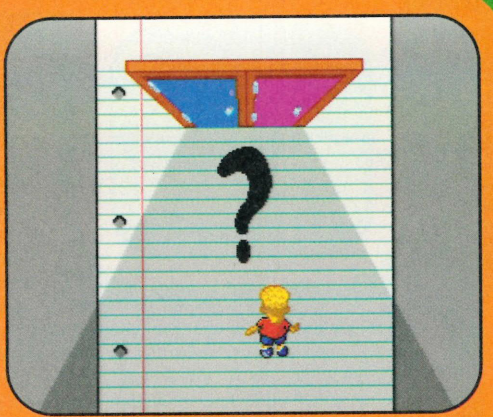


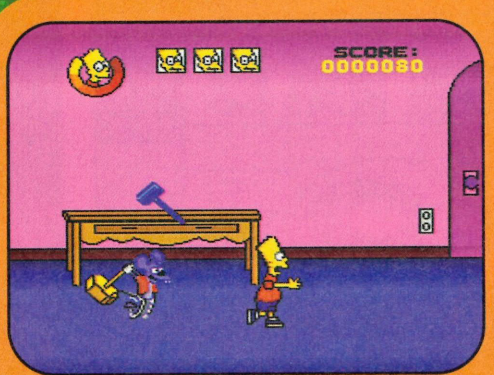
ELEPHANT ESCAPISM

It gets stranger! No one ever said this game wasn't bizarre. Still on the flying section, the school bully has managed to cajole a flying pink elephant to fly high above the dreamy Springfield, and fight the pint-sized superhero armed with a trunk full of peanuts.

DOOR DECISIONS

Once you find a piece of paper, you shrink and fall onto it. You then scuttle towards one of two doors, all of which are different colours. Once you've had a couple of games you'll learn which doors lead to which sub-games. Bear in mind that some of them are more difficult than others. Rumour has it that there are hidden levels knocking about, but who am I to say? Expect to expect the unexpected!





MAD MOUSE

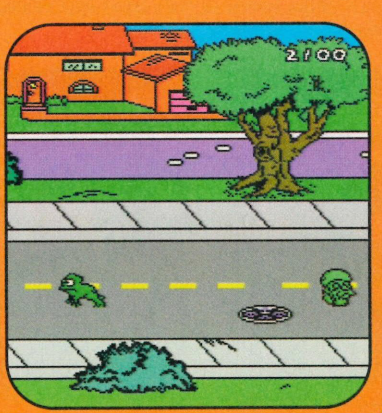
This has to be the sub-game that steals the show. Here we see Itchy the mad mouse carrying a massive mallet. One wrong move and the little dude will get squashed. If you fail to complete a section you'll end up back on the main street. This is where getting hit matters, because if you get thumped here, you lose Z's and these are similar to an energy bar. But instead of dying when they reach zero you simply wake up and are left with whatever mark you had. Obviously, waking up with rubbish F grades is not what you want.

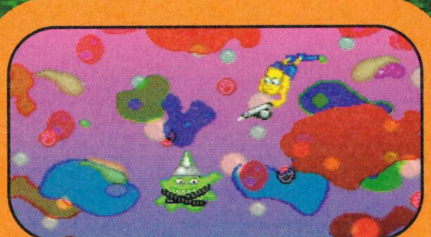
RABID CATS

This is exactly why you don't stand still when a rabid cat (Scratchy, the other half of the double act) attempts to hit you with a heavy mallet, and in true cartoon style you're flattened into a small coin shape only to expand to your original size after a few seconds. This part is tricky initially but like always is easy when you know how and knowing is all part of the game.

FREAKY FROG

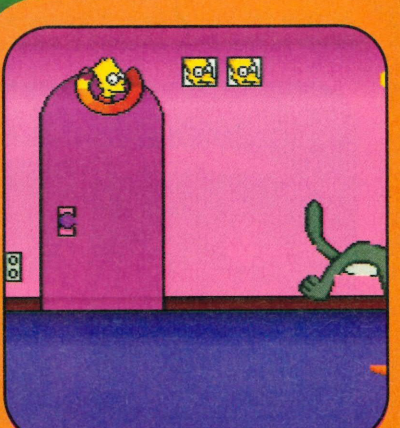
Bart has been turned into a cuddly green frog, and although he can jump higher than normal, his overall speed is slowed down considerably. How the hell can our slimy friend change back to his normal self? Maybe the old woman who smells of wee wee can kiss you and bring back those princely features.





ANTIBODY AMUSEMENT

Extraordinary goings inside Bart's own body? Kitted out with snorkel, flippers and a bike pump, the little guy has to inflate the germs to such a point where they explode, all done in completely good taste let me tell you. Tip: After about five baddies, you'll see a piece of paper appear. Don't get it straight away!



gun and waking up to F Grades is just not acceptable.

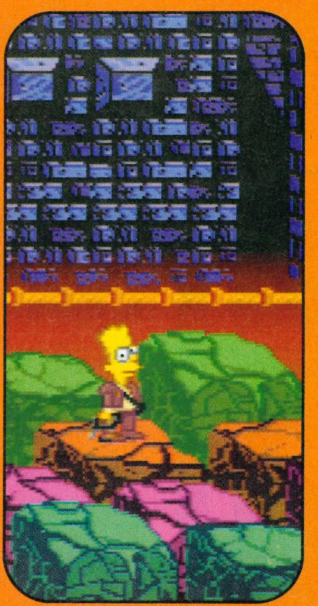
Bart's Nightmare • Acclaim • Super Nintendo £44.99

HOOVER HAVOC

Half way through the Itchy and Scratchy level, pick up the mallet and do what cartoon characters do best – hit each other extremely hard. Once past these hoover horrors, it's a quick dash up the stairs to even tougher mouse/cat antics. Just as well I've been an avid Tom and Jerry fan all these years...

RAIDERS OF THE LOST MARK

Idaho Simpson, our very own adventurer, has to navigate this freaky level in true Indiana Jones style. Beware, because the floor gives way and flames will burn the mischievous one to a crisp. Also, blue devils pop out of the ground and try to unnerve you.



c • o • m • m • e • n • t

There are very few games which contain humour that is genuinely funny. *Bart's Nightmare* enters the head of a mischievous minor and takes you on a journey through his fears. The game doesn't really fall into a class but maybe that's why it's so good because it is so original. Remember kids, don't eat cheese before you go to bed!

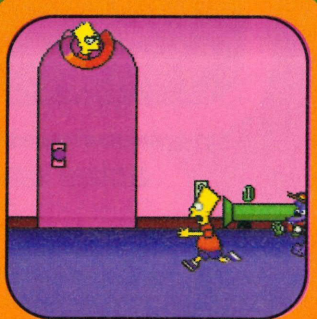
Brad Burton, ST Action.

RADIATION STATION

Here Bart is high above the extra safe power plant. If you look closely, you'll see what happens when you fly into radioactive clouds. Here we can see Bart's skeleton showing through the cloud. Bart is not a healthy little yella at the moment!

GREEN CROSS CODE

Remember kids, always look both ways before crossing the road. Bart obviously didn't take this into consideration and we see a slightly headless Port under the front wheels of a bus. Fortunately we are in cartoon land and our friend simply gets up, one step nearer to waking up without his paper.

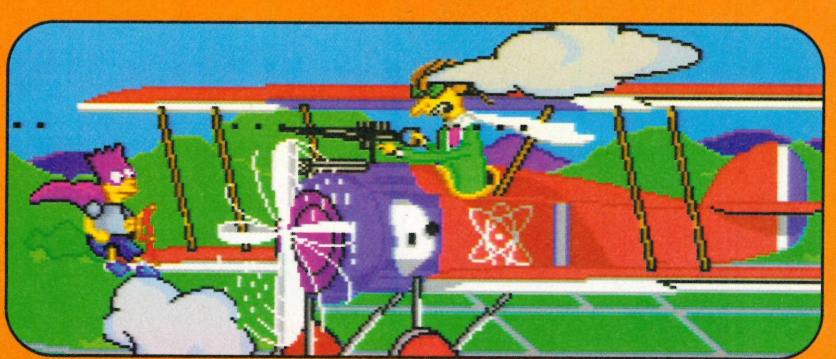


FIREPOWER FEUD

After losing the first round of the battle, our madcap mouse has had enough of mallets and has somehow managed to acquire an anti-tank weapon. Our furry friend has also managed to find a target at point blank range. This doesn't look like it's going to be fun for our square-headed pal.

BIGGLES BURNS

The owner of the safe radioactive power plant, Mr Burns, has armed himself with a WWII biplane to do away with the Avenger of peace. This is one of the most graphically impressive levels as you can see here. It does go on for quite a while, however. It's a good idea to keep an eye on your lives, depicted in the top left hand corner of the screen.



s • c • o • r • e

Graphics 93%

Cartoon graphics, fab backgrounds, cute funny sprites. A visual feast – go and make yourself sick.

Sounds 90%

Digitised snores, digitised Simpsons samples – brill. Throw in loads of excellent musical scores. Ace.

Playability 93%

Playabiliy has never been so good. You'll find many hours of playable fun to be sucked out of this cart.

Bottom line 93%

After this nightmare Bart won't be skipping school!

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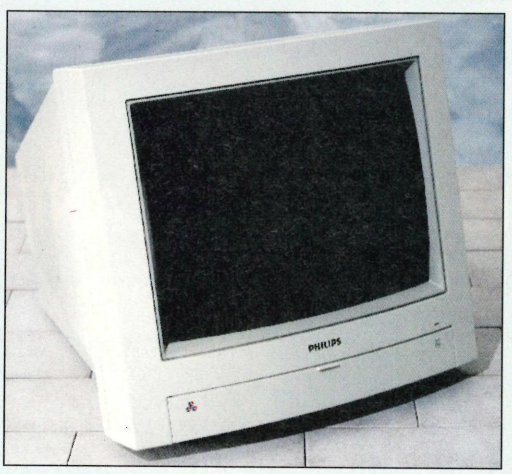

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There are dozens of bonus screens scattered throughout the game. Simply find the right place to hit the ball to and you will be swiftly warped off to a bonus level. These generally consist of destroying a large amount of aliens with your little silver ball, and then hitting a target in order to collect loads of points. Warning: The target varies!

FURIOUS

Dragon's Fury has one main difference which sets it apart from other pinball simulators such as *Pinball Fantasies* on the Amiga. And what a differ-ence! A pinball sim with enemies. Tons and tons of the little monsters float about the screen. If your ball strikes one of these then it will be redir-ected, often causing your ball to bounce wildly around the screen! Excellent stuff.

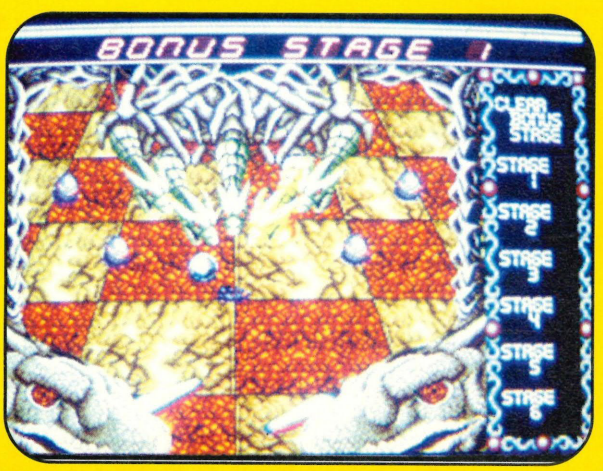
BONUS VARIETY

Many of the bonus stages in *Dragon's Fury* have no set objective. It is just a case of keeping your ball in the area for as long as possible, to pile up the points. This adds variety to the game and means that it will not become boring for a long time.

Another excellent feature of *Dragon's Fury* is the fact that it can be completed should you wish to do so. This is an aspect lacking in all other pinball simulations available.

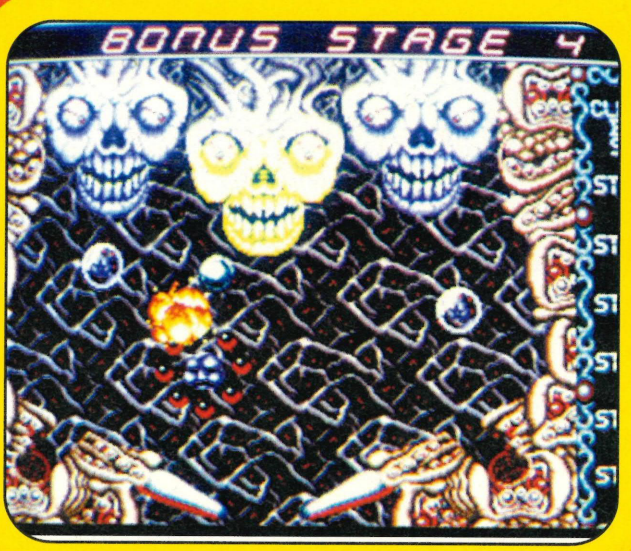
BIG BONUS

The bonus stages have to be *Dragon's Fury*'s best feature. They certainly set it apart from the rest of the field. That is not to say *Dragon's Fury* is better than, say *Pinball Fantasies*, it's just different. I know many people who quickly became bored with *Pinball Dreams*, excellent though it was, and I was one of them. However I cannot honestly see this happening with *Dragon's Fury* because there is so much going on.



GHOSTS

Ghostly heads are your opponents in this particular bonus game. If you are good enough to defeat them then you will find your score rising rapidly. Bonus games are the best way to better your score quickly and there are usually plenty of them around so you shouldn't have much difficulty finding them. They will also take quite a while to complete because if the ball drops through once you will find yourself back where you started!



"It is the bonus games which make Dragon's Fury so spe

Dragon's FURY

THE MAIN TABLE

Even though there are plenty of bonus games incorporated into *Dragon's Fury* that it not to say that the programmers have ignored the main table, because they most certainly haven't! The proper tables are often as not more enjoyable to play than the bonus games. I sometimes found myself getting frustrated at having to leave the main screen because I had accidentally stumbled on to a bonus game!

HORRORS!

To get across the courtyard to complete this little sub game you will have first get past these hideous horrors. This will not be easy because each of them takes several hits to kill. Of course there is a rather major drawback here as each time your ball hits one of them, it will be redirected and you will have no control over it. Therefore it will take a great deal of skill and a lot of luck.

FLIP OUT

Dragon's Fury is not just limited to two flippers as most pinball games often are. *Dragon's Fury* has flippers dotted all around the table. You will probably find this a little confusing at first as it takes a little while to get used to. However, once you are used to it you will find it is a very enjoyable system and very easy to control. This is just another feature that adds variety to an already excellent game.

c • o • m • m • e • n • t

There are a few pinball simulations around, but *Dragon's Fury* is not the best, although it comes close. The variety created by the bonus levels is quite staggering. The ball diversion can be frustrating at first but can be used to your advantage later. An excellent game and certainly one of the most enjoyable of its type.

Steve McNally, Amiga Action.

s • c • o • r • e

Graphics 88%

The graphics are really first class. There are often hordes of enemies on screen but the processor copes well.

Sounds 95%

Basically the sound is what you would expect from a game of this. Effects and explosions aplenty.

Playability 90%

So playable it's unreal. There is so much enjoyment to be gained from it. Lastability is not a problem either.

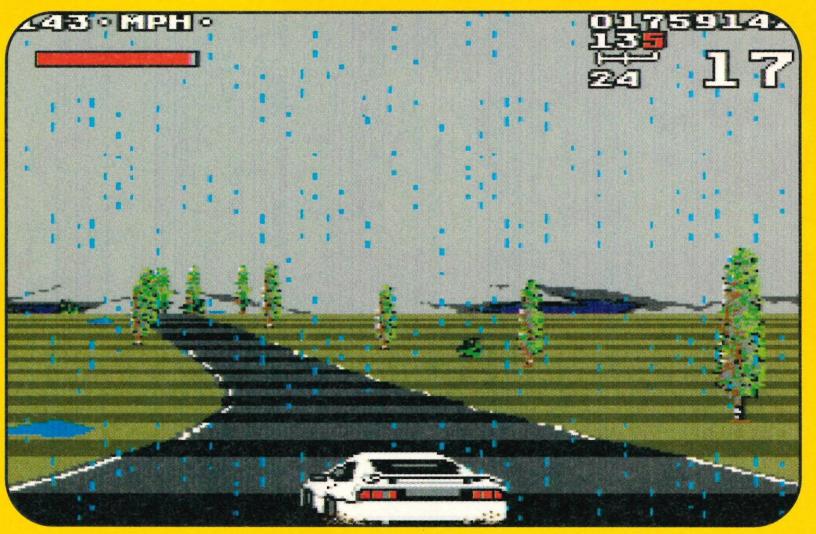
Bottom line 93%

c • o • m • m • e • n • t

Total pinball mayhem – and in the comfort of your own home! *Dragon's Fury* pits your flipper skills against flame roaring dragons, evil demons and plenty more. With all the different sub-screens and features, you'll be guaranteed oodles of fun as well as aching fingers. Excellent stuff!

Andy Crane, Bad Influence!

If ever a game could be called too successful it's *Lotus*. It's already on its third incarnation on the home computers but the Mega Drive version is a combination of some of the number 1 features the world's best arcade driving game possesses.

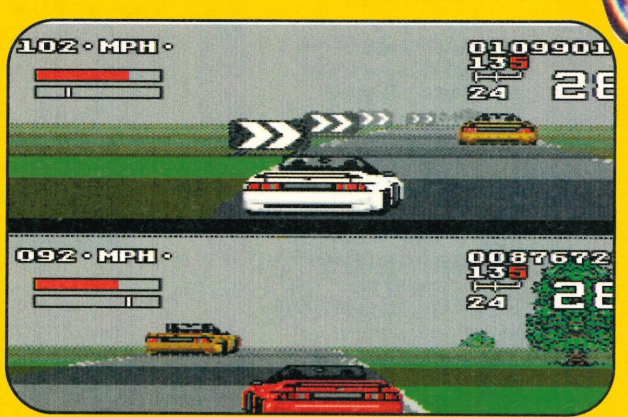


THE FOG

All kinds of weather conditions are included. Here we see a dense fog patch which is causing problems for both drivers. If you wanted to know what a two-player game looks like, then here you go. Mega Drive owners should be well chuffed that this classic driving game is going to make it on their Sega. Unbeatable stuff.

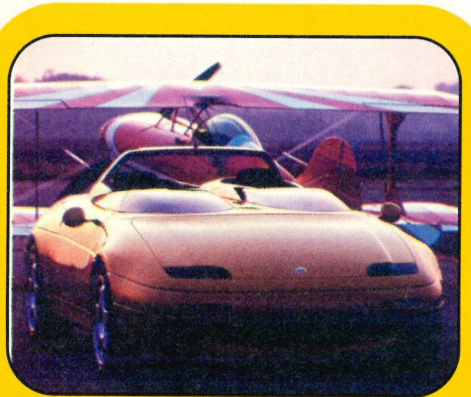
RAINING AGAIN

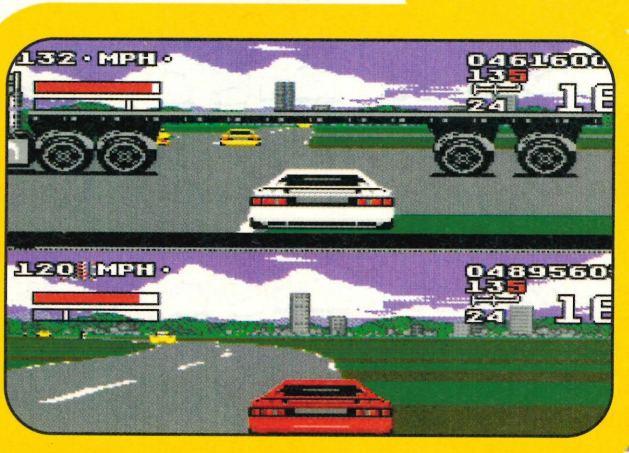
It's raining hard out there, but you've paid your cash for one of the world's top sportscars so you may as well expect some excellent handling and driving capabilities thrown in. This is the one player version of the game. Two player mode will split the screen up into top and bottom sections and the head-to-head race is on!



BAD NEWS

Oops. this looks like a scene from an all-action film, usually the type that stars Mel Gibson. There's one thing you can be sure of. That truck will most definitely slow your progress right down if you smash into the side of it. This is just one of the obstacles you'll have constantly have to avoid if you're to win your races.





"It's a pitched battle in the snow with both Lotuses bat

LOTUS

c•o•m•m•e•n•t

On whichever format you choose, Lotus has always been a a formula that for one reason or another has stood out from the crowd. The Mega Drive version is no disappointment. Electronic Arts have gone and got themselves a good licence that will sell on the name alone. The great thing is the product is good enough too!

Paul Wooding, Sega Force.

SCRAPE

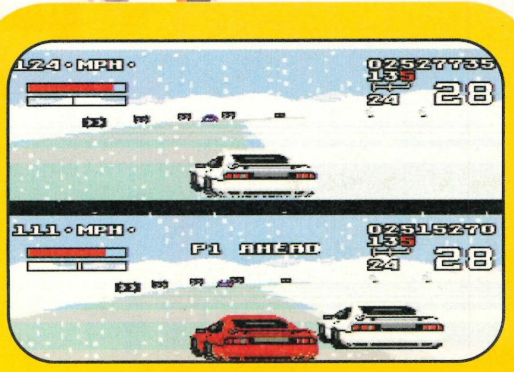
Control is as you would expect on your directional pad. Care must be taken not to scrape your finely tuned investment against these tunnel walls or you'll lose valuable time and maybe even get knocked out of the race earlier than you might like. Presentation is a srong point in *Lotus* and Electronic Arts are to be commended for this.

ITS ALL ENDS SOMETIME

The idea of the game is to get to the end of the stage before the time runs out (similar to *Lotus 2* on the computers for those of you who know the scene well enough to remember this one). Getting through a stage means you carry straight onto the next. Completing about seven of them means you finish the circuit and you can then progress on towards the next scenario.

TOP GRAPHICS

It's a pitched battle in the snow with both Loti (well what is the plural of Lotus?) battling it out for front position. The graphics are the game's major strong point and that along with the huge 2-player addictiveness are what makes this game one of the greatest games to date on any format.



s•c•o•r•e

Graphics 83%

Almost the show-stealer. A major factor in why this game is as good as it is.

Sounds 80%

Sonically it's quite impressive. The Mega Drive doesn't have the best sound ever but this is okay.

Playability 93%

Simply amazing in two-player mode. Very few other titles can beat it for enjoyment an challenge.

Bottom line 89%

tling it out for front position. This is unbeatable stuff."

Rex Nebular • MicroProse • PC £39.99 • Amiga £TBA

Well what have we got here? It says MicroProse on the box, but I don't believe it. Where are the warplanes and battletanks? What happened to the 200 page manual with diagrams of the latest Soviet military hardware? Read on...

SLIPPERY CUSTOMER

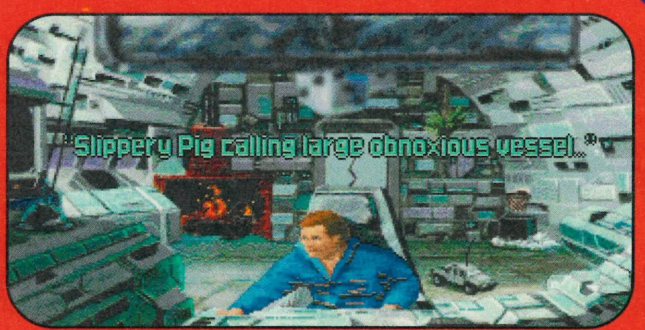
Allow me to introduce Mr Rex Nebular, Intergalactic Space Adventurer by trade, and his ship The Slippery Pig. Rex manages to earn himself a living by flying around the cosmos doing odd jobs here and there for various Dark Overlords and All Powerful Dictators.

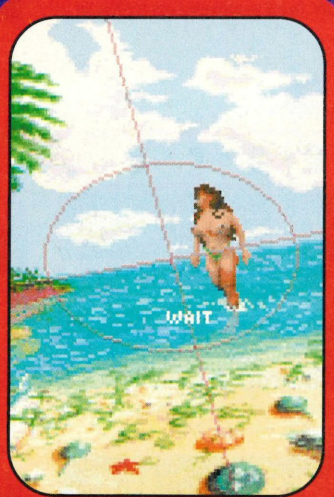
DARK DESTROYER

This time however, it seems that poor old Rex has managed to get himself into a bit of a fix. One of the aforementioned Dark Overlords has hired him to find a certain vase-type thing which is apparently worth a bob or two (well a Galactar or two to be more specific).

PIG HEADED

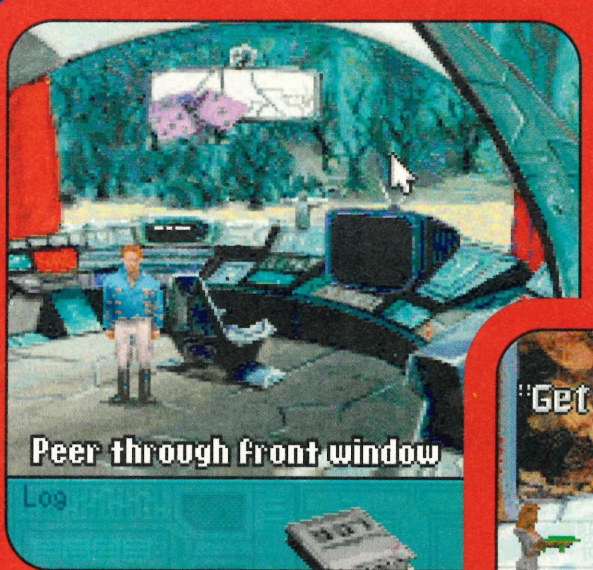
The first signs of trouble appears when Rex arrives at the planet that the vase thing is meant to be hidden on. No sooner has the Slippery Pig arrived in orbit than a rather scary battleship turns up and starts blasting it full of holes. Most unsporting if you ask me.





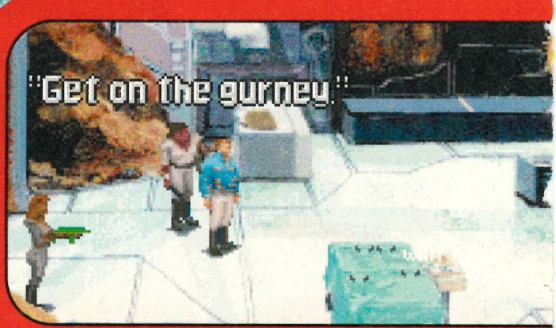
NICE EQUIPMENT

A quick scan of the surface reveals some interesting indigenous life forms. Obviously they must be erm... befriended... for the good of mankind you understand. But first a quick scout around the ship would be advisable to try and salvage some equipment.



ROCKY GROUND

The good news is that instead of getting blown to a thousand tiny pieces, Rex manages to crash land the ship on the planet. The bad news however is that he manages to crash land it into the sea, bringing down a few tons of rock on top of the ship into the bargain.



"This storyline is very witty and is guaranteed to keep

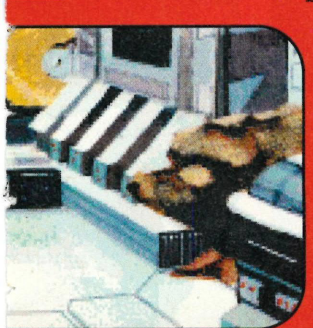
REX NEBULAR

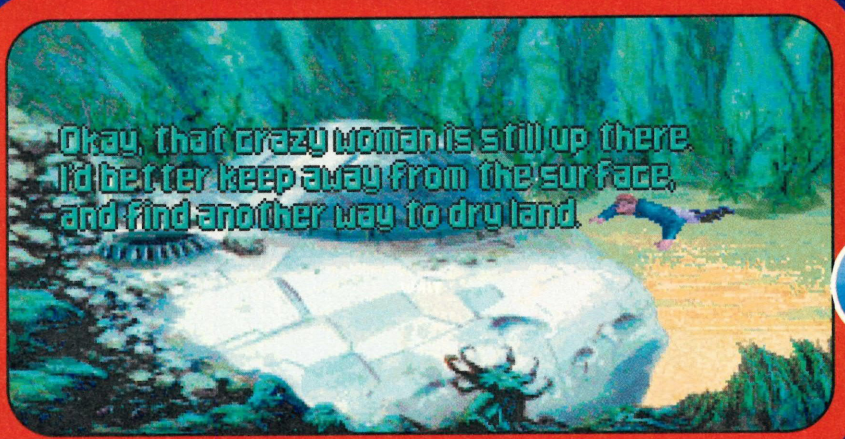
AAARGH!

One of the first things I learned about this game is that there are a thousand and one ways to be killed horribly. Being flattened by a huge fat barbarian woman, who then rips your head off and eats it is only the beginning. However, as the plot unfolds we find that exhaustion is probably going to be a more likely cause of death for Rex.

IMPORTANT A-SENDER

I really shouldn't tell you any more of the story otherwise there won't be much point in you buying the game. But nevertheless, it's up to you to help Rex escape and discover the secret of the infamous Gender Bender machine, not to mention recovering the valuable vase thing that he was sent for in the first place.





LOCAL TROUBLE

Once we've got out of the ship, we get our first example of this game's golden rule – nothing's as straightforward as it seems. 'Befriending' the natives could turn out to be quite a hefty task.

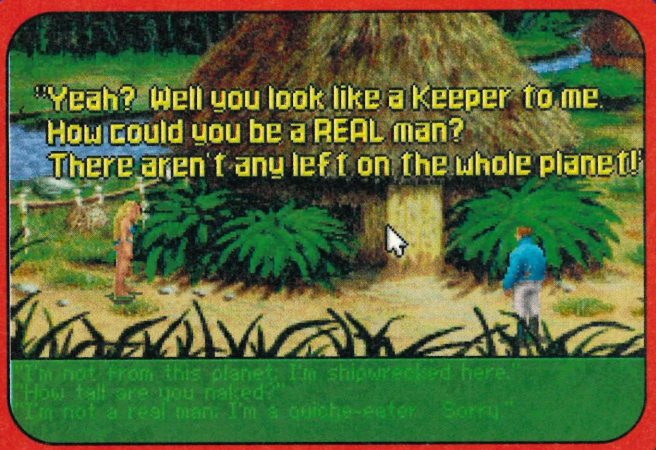
SEX EDUCATION

Before Rex gets a chance to settle into his new lifestyle he manages to stumble upon an underground complex, full of more women – surprisingly. These unpleasant young ladies who call themselves the Keepers promptly capture Rex and shove him in a prison cell where they intend to keep him for 'further examination'.

NATIVE WIT

This isn't really such a great situation for Rex. It would probably be a good idea for him to get off the planet as soon as possible, preferably with the vase thing so he can get his money. 'Rescuing' some of the natives might also prove to be quite a good strategy.

you laughing throughout the game. Nearly all the puzzles



MAN TROUBLE

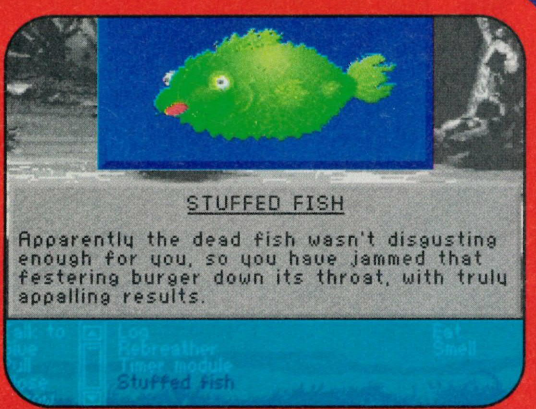
You see, the problem with this planet is that there aren't actually any men around. Don't ask me why. Something to do with a war apparently. But the point is this – because he is the only bloke on the planet he's going to be rather in demand with those natives we met earlier, if you see my point.

NICE OPERATION

As far as gameplay goes, this is adventure probably has the best operating system around. It allows you to use complex commands like 'Put greasy hamburger in dead fish' but at the same time it keeps everything nice and simple by being entirely mouse driven.

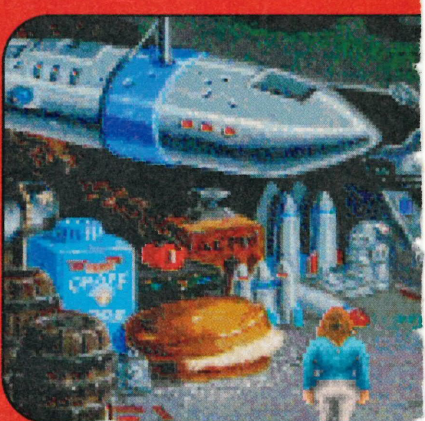
BLISS...

So it looks like old Rex is in for an eternity of bliss, spending the rest of his life on this planet doing the gardening and erm.. other stuff. But this is where the storyline gets just a little complex.



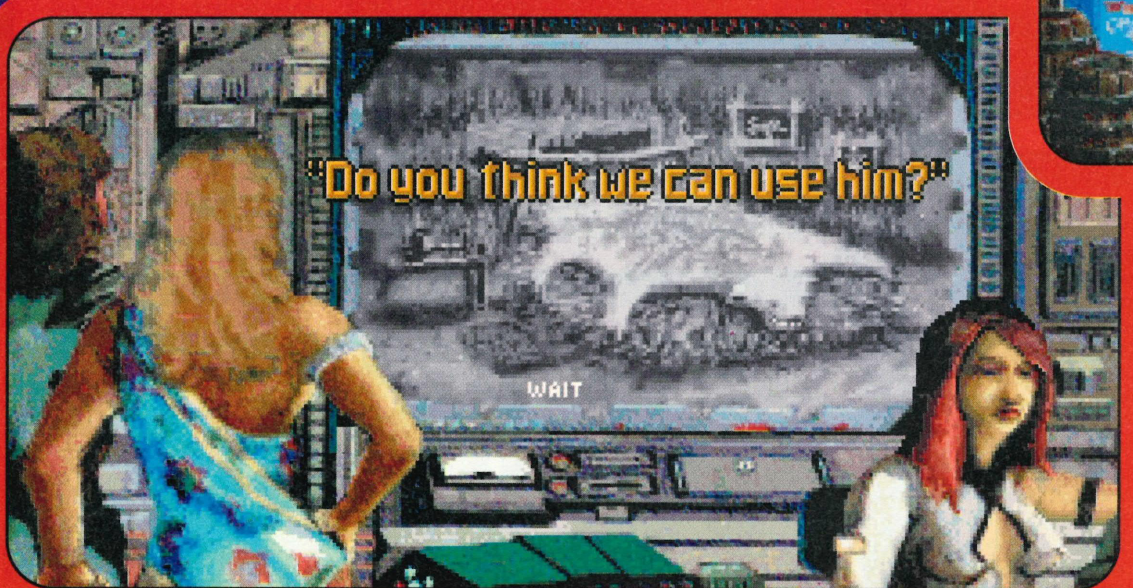
CLUELESS

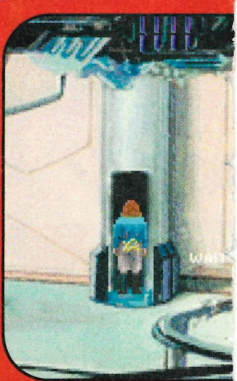
Well, here we are... Now where is that exactly? One can get so confused wandering around in these games. There seems to be plenty of junk lying around here. Perhaps I might just find something useful if I look in the right places... But then, knowing my luck, probably not!



WHAT ROT

However, as this screenshot shows, nearly all of the problems in this adventure have a perfectly logical solution. With the application of lateral thinking and just a teeny bit of imagination anything can be achieved. Stuff the rotting burger into the dead fish, obvious innit?

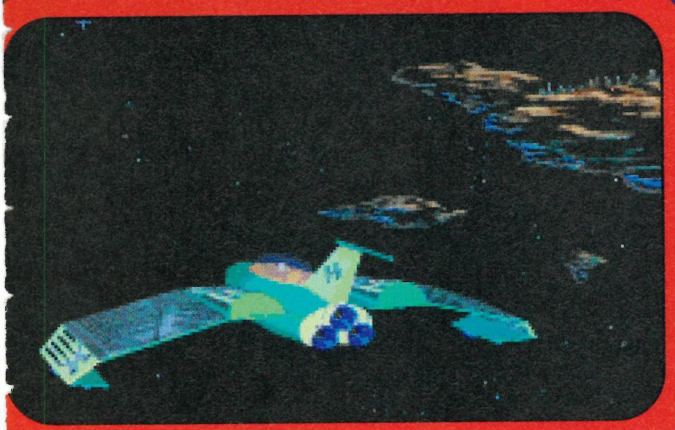




have a perfectly logical solution. Really, what mo

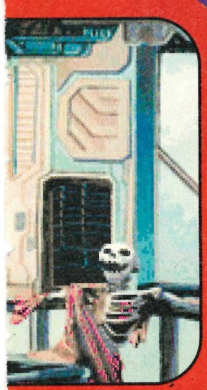
BAD NEWS

And indeed, it could be really bad. For our hero has just realised he left his shaving kit at home, and is going to have to grow a beard – a fate worse than death for clean shaven heroes. Well, at least something good has come out of Rex's predicament... We all get to see some of the digitised graphics.



CAT NAP

Here I am, demonstrating my well-honed skills as a city power technician. Oh dear. Everything looks as though it's going to blow up extremely destructively. Should have known not to let that cat in here...



GHOSTLY

On your travels, you can expect to enter plenty of strange rooms and exotic locations. And of course, there are all those wonderful people to meet. So why am I making conversation with a skeleton in a room that looks like the inside of a fridge?

s • c • o • r • e

Graphics	**90%**

The graphics and animation are excellent, especially the animated introduction sequence.

Sounds	**80%**

Sound effects and music are also top notch. I was very impressed with the digitised speech.

Playability	**90%**

Most of the puzzles are fairly logical, even if they are a little bizarre as well.

Bottom line	**90%**

c • o • m • m • e • n • t

All in all, everything ties up rather nicely, producing one of the most enjoyable adventures available. The game is full of really nice details and finishing touches. The story line is very witty and guaranteed to keep you laughing throughout the many twists and turns of the game. With all this, plus the excellent graphics and digitised sound, what else can I say except nice one MicroProse – more of the same please.

Lance Concannon, PC Home.

re can I say than nice one MicroProse – more please! ”

Road Rash II • Electronic Arts • MegaDrive

If tearing along the highway at over 100mph on a motorbike armed with a fist, foot and any other weapons you can think of really appeals to your sense of fun, *Road Rash II* from Electronic Arts could be the game for you!

BAT OUT OF HELL!

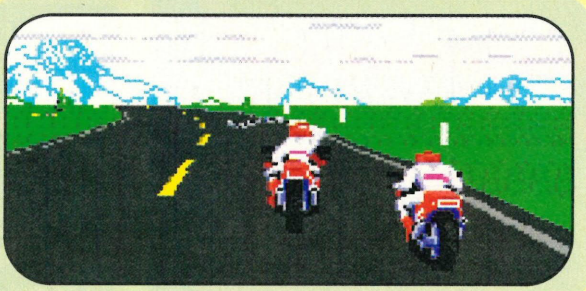
You leap onto your motorcycle, aware of the dangers that lay ahead; twisting highways, motorcars, other riders, family picnicers and most frightening of all – the police. Still, you need to win this one so you don your helmet and start up your high-powered bike. Vroom!

PULL THE CHAIN

So tearing along highways at over 100mph may seem a little dangerous but there's plenty of juicy weapons to collect and use on your opponents. Just see how much damage a large chain inflicts – luvvly!

THE CHAIN GANG

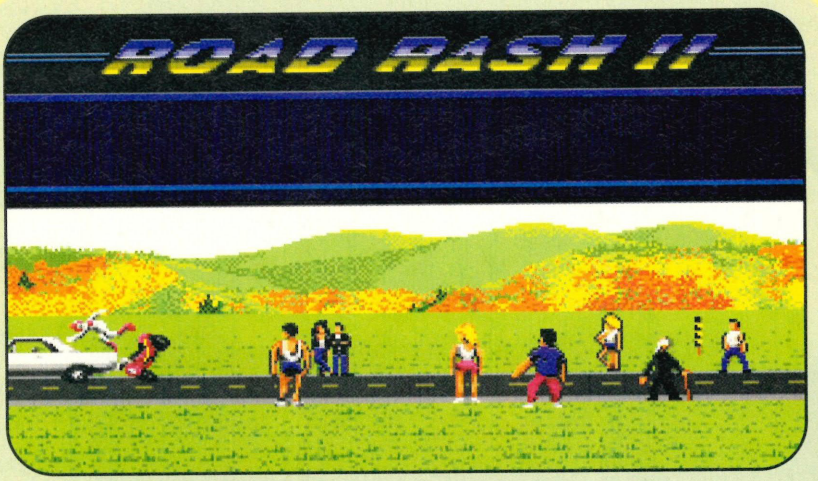
To attack another fellow rider, you must catch up with him or let him pass, wait till he is alongside and then let go with fists, feet and any other weapons presently in your arsenal! This should hopefully have a completely devestating effect on his ability to stay in his saddle!



CLUBBING IT!

Damn! You've been travelling far too fast and a copper has managed to clock you. He's up alongside and waving you over. Is he joking, man? You've got a race to win. Use that club and drive him into the dirt.

"The first Road Rash received much acclaim and Road Ra



BONNET BABE

Yee ha! You've managed to make it safely to the finish line and with not a bad placing either. You're so pleased with your performance that you've forgotten about that casually parked car. Screeech! Aaaah! (Wet thump.)

DOUBLE TROUBLE

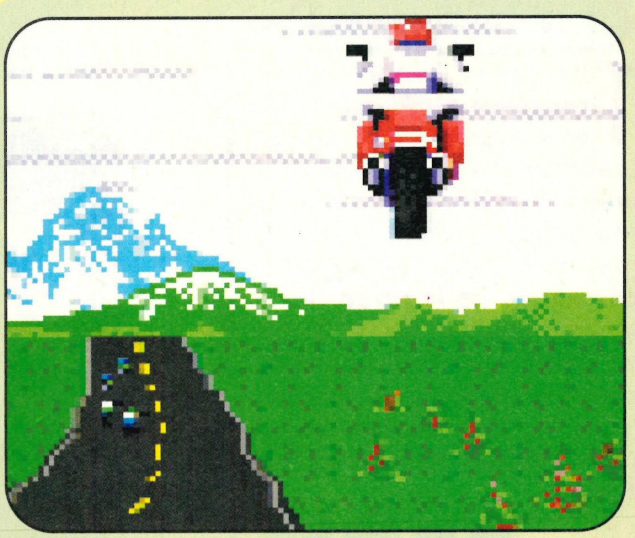
Road Rash II can be played by either one or two players with the two player option offering more of a challenge. There's nothing more satisfying than bashing the hell out of your mates, then getting a fair to medium kicking yourself. Sorry? Say that again? Anyway, remember that the sporting spirit lives on, even though it has temporarily deserted you for this game. And don't forget to stop bashing your mate when the game ends!

UP AND AWAY

The coolest way to overtake opponent motorcyclists is to launch yourself and your bike off a hump in the road and fly over them. Try and make sure you don't land on top of them.

TROPICAL TASTE

The totally tropical taste... Driving through the winding roads of Hawaii couldn't be more pleasurable but avoiding motor cars when travelling at 100mph can prove to be a tad tricky.



Road Rash II • Electronic Arts • MegaDrive £35.99

SKY HIGH

The coolest way to overtake opponent motorcyclists is to launch yourself and you bike off a hump in the road and fly over them. Try and make sure you don't land on top of them.

s • c • o • r • e

Graphics 87%

Road Rash II is definitely fast which is always the major ingredient for racing games. Nice animation touches and good road detail make it visually impressive. A graphical feast you won't be disappointed with.

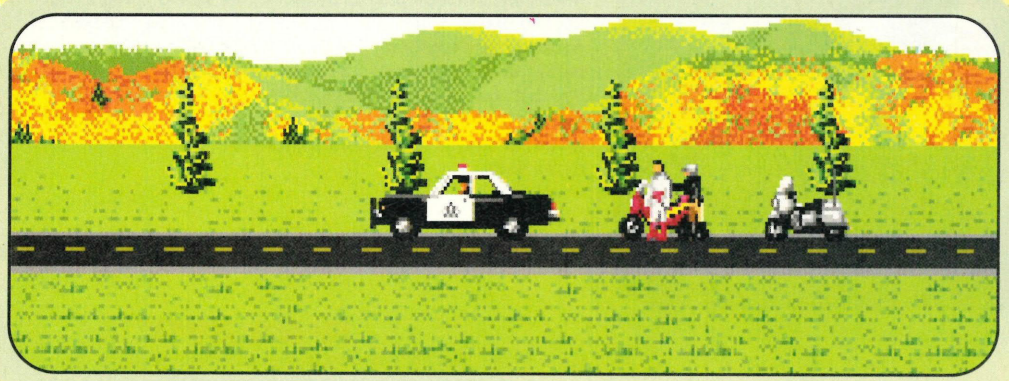
Sounds 83%

Sonically, *Road Rash II* is above average with reasonably decent engine and crash effects, which is about all you ever need in a game of this type. Not ear-pleasingly beautiful but certainly adequate enough.

Playability 88%

If you're looking for a game you can get straight into *Road Rash II* is the one for you. The different attack moves take time to master but once you understand them you won't want to stop playing. Good stuff!

Bottom line 92%



IN THE SLAMMER

Oh dear! It looks like you've been speeding but not enough to outrun the cops. It looks like your racing days are over. Well, for now anyway.

c • o • m • m • e • n • t

The first Road Rash received much acclaim and Road Rash II looks destined to heighten this praise. Steering a motorcycle and attempting to knock opponents off the road is just about as hard as I can imagine the real thing to be yet you'll still find yourself coming back for more. A neat twist to the stale racing genre. What a refreshing change!

Mat Yeo, Sega Force.

YOUR BUSTED

If you exceed the speed limit you may find yourself being hounded by the law on motorcycles and in cars. You can try and outrun them.

"motorbike and knocking riders off is hard!"

SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR™

TOTAL - 93%
"TRULY A WONDERFUL GAME."
"ABSOLUTELY SUPERB."

SUPER ACTION - 91%
"INCREDIBLE ANIMATION."
"YOU WON'T BE ABLE TO PUT THIS DOWN."

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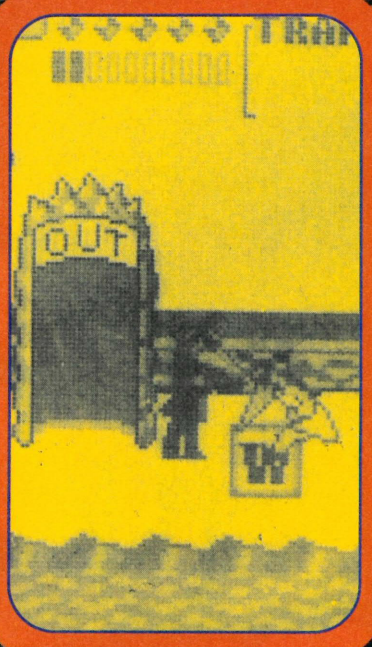
Adapted from the *MAD Magazine* cartoon strip of the same name, *Spy vs Spy* arrives on the GameBoy. A little knowledge about the art of setting booby traps would come in useful, not to mention a certain degree of cunning...

MISSION IMPOSSIBLE?

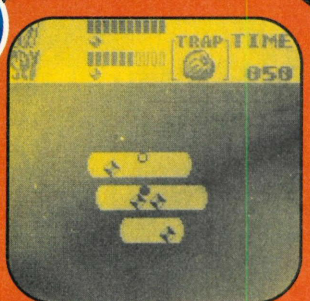
It's time for you to begin your mission. Choose your spy, collect your booby traps – you'll need them everywhere you go. Big boss man will give you the lowdown on what to look out for. After this, it's all up to you.

SPY VS SPY



FIST FIGHTER

Place as many booby traps as possible to lessen the threat from the other spy. Hopefully, he'll blunder into one and lose all the documents he was already carrying. Alternatively, you can resort to fisticuffs as a last resort to grab his documents. Unfortunately, the other spy can place booby traps too, so move with plenty of caution.



MAPPING THE AREA

Use the map option to help you locate each item you may need to use. You'll be able to see exactly where your opponent is. This is extremely helpful when you have to find the attache case to carry the secret documents and the other bloke's got it.

WHAT'S WHAT

All the game statistics are shown at the top of the screen. It clearly shows who has the attache case, and how many documents and exactly how much energy each Spy has.

COMMENT

Once you've actually grasped the idea of what to do, *Spy vs Spy* is difficult to put down again. There are plenty of neat animations, including one where your opponent runs into a booby trap that has been set by you. Graphically *Spy* is excellent as the characters don't get lost in the background. And you'll love the link up option!

Andy Sharp, GB Action.

NEXT MISSION

Once all of the documents have been collected, find the exit to the area and leave as quickly as possible to progress onto the next level. Your boss will again give you the low-down on the mission ahead. Go to it!

SCORE

Graphics 83%

I spy with my little eye, something beginning with 'G'. Yep, great graphics! What more can I say?

Sounds 75%

Soundwise, this is not as great as it could have been, but not bad nonetheless.

Playability 84%

Spy Vs Spy is a great game, retaining plenty of the humour from the famous *Mad* cartoons.

Bottom line 82%

"There are plenty of animations – eg booby traps!"

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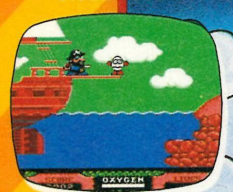
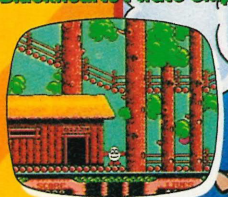
The Fantastic Adventures of DIZZY

Cloud Castle



Blackhearts Pirate Ship



Treehouse Village

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"Best N.E.S. Graphic Adventure Game 1991"
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"Lots of fun with great graphics and an engaging storyline"
Game Players

"You'll never get bored"
N-Force

91% N-FORCE

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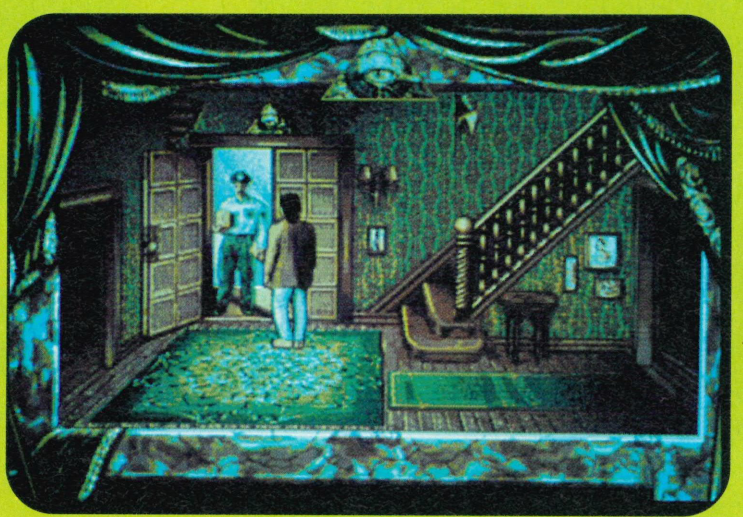
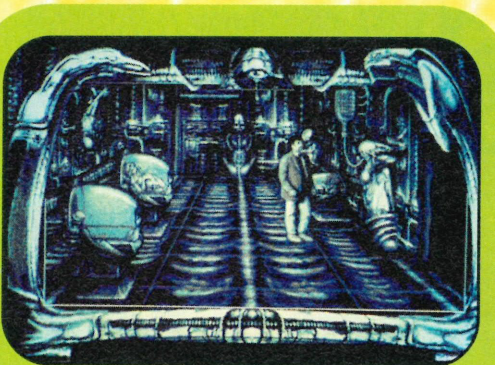
Okay, hands up anybody who knows who H.R.Giger is. Oh dear, nobody. Right, it looks like I'll have to tell you all then. This Mr Giger is in fact a Swiss chap who's rather famous for his particularly bizarre artwork. This might not sound too interesting so far, but it was Mr Giger who designed the creatures and sets for the original *Alien* film that we all know and love. However what's even more important to us is that our muesli-munching chummy was responsible for the graphics in *Darkseed*.



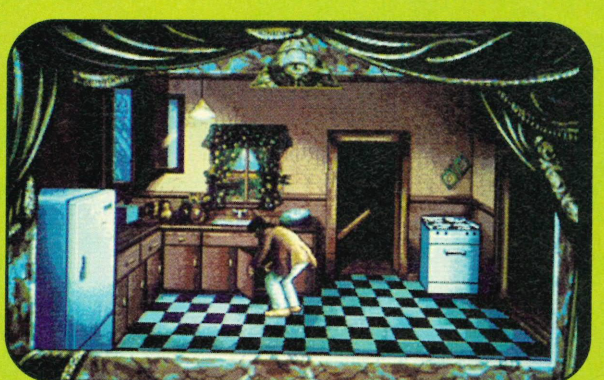
PEACE AND QUIET

Let me introduce you to the main character in *Darkseed*, Mike Dawson. Now, our friend Mike is a writer who wants a bit of peace and quiet so he can start work on his new story. As everybody knows, when writers want a bit of peace and quiet they go and buy old scary houses in the middle of nowhere.



WHAT A NIGHTMARE

No sooner has Mike moved into his new house than strange goings-on start... erm... going on. Things first get a bit spooky when Dawson starts suffering from nightmares. The animated movie-style sequences for these are my favourite part of the game. Some of them are really gross – like when Dawson barfs up an alien. In another one you see Dawson's head being split open while a machine implants a little alien bloke into his brain. Hmmm...

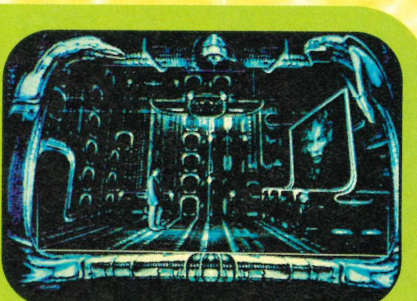


GRAVE PROBLEMS

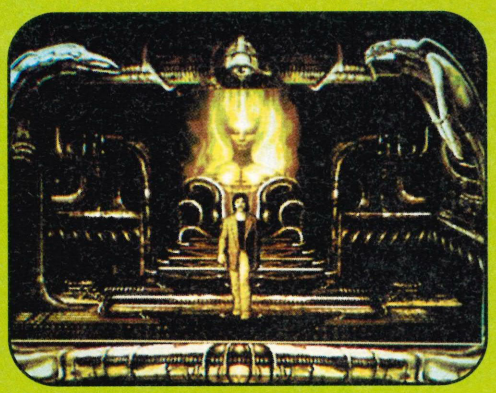
You'd be forgiven for thinking that the house was built on an old graveyard or something like that. However ghosts have absolutely nothing to do with this game – in fact, the house actually holds a portal to a freaky alternative dimension. Once you've worked out how to get there, you're in for a treat because this is where most of the really strange graphics can be found.

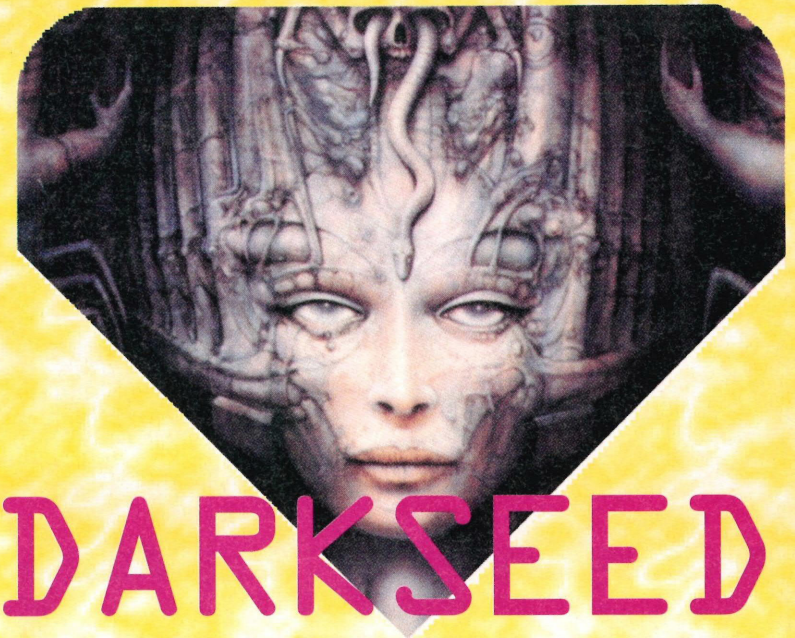
WEIRDER

The nightmares are just the beginning. When Dawson wakes up, everything gets totally weird. For example, instead of bringing you a letter from your granny or something, the postman kindly fetches you a doll. This wouldn't be quite so worrying if it didn't proceed to turn into a grotesque alien thingy before promptly disappearing.



"Some of the movie parts are really gross, like when D





DARKSEED

OTHER DIMENSIONS

In the other dimension you find that some kind of alien is carrying out completely disgusting experiments on human beings. It's not a good idea to hang around here for too long, otherwise you might end up as a guinea pig yourself. Although the overall aim of the game isn't made entirely clear, it would probably be a good idea to find out just what this alien chappy is up to and put a stop to his antics.

CLUELESS

The trail of clues is pretty erratic. Sometimes they're ridiculously easy to pick up, then you can find yourself becoming totally stuck. What I found most annoying about the game is that you seem to be forced along a path with the computer making choices for you, something I could really have done without.

The best example of this is that the game won't let you do anything after dark. As soon as night begins to fall, Dawson goes to sleep on his own.

s • c • o • r • e

Graphics 92%

H.R. Giger's artwork is up to his usual high standard and you can be guaranteed a graphical treat.

Sounds 82%

Spooky spot-effects help to add atmosphere to this creepy caper.

Playability 80%

There are a few problems, particularly with the trail of clues, as previously mentioned.

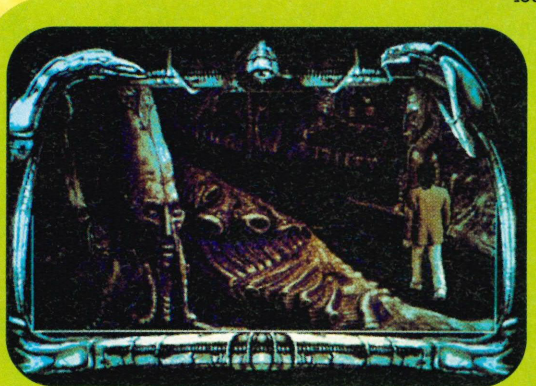
Bottom line 80%

GOOD GRAPHICS

The graphics throughout the game are very pleasing, particularly the static backgrounds. However, Mike Dawson's animation and that of the other characters in the game looks a little awkward and slightly clumsy.

It seems as though this is probably because they've been digitised, which means they end up looking like something out of *Pit-Fighter*.

As I've said, the sequences for Dawson's nightmares are particularly well done even if they did make all the girlies in the office hide under their desks! *(The Ed did too! – The Girlies.)*



c • o • m • m • e • n • t

If adventure games are your 'thang' then you could do a lot worse than get your mitts on a copy of Darkseed. The graphics are a treat – they are probably the game's strongest point. The storyline and clues are entertaining but many of the ideas seem a little stale. I mean, who on earth would have thought of putting a secret door behind a bookcase? Still, nothing's perfect, and Darkseed certainly kept me up past my bedtime for a few nights.

Lance Concannon, PC Home.

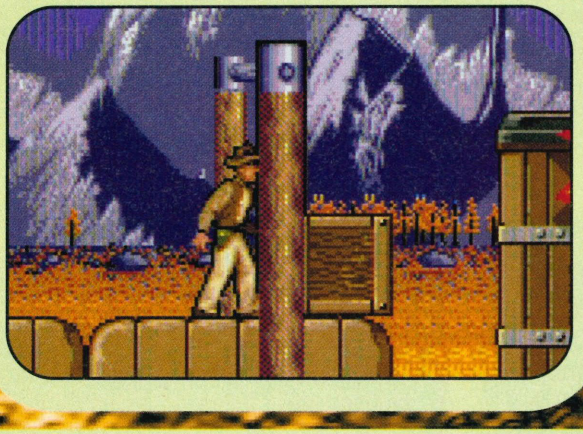
Compo!

THE MAN IN THE HAT IS BACK!

Asked about playing Han Solo again, Harrison Ford said that he'd had enough but when asked about appearing as Indiana Jones for a third time he jumped at the chance. Such is the appeal of the 1930s adventurer and hero Indiana Jones.

US Gold are now putting the finishing touches to the Mega Drive and Game Gear versions of the action game Indiana Jones and the Last Crusade, reviewed in this issue, which was poorly received on the home computers. However, US Gold have 'tidied' up the original game considerably and the above owners can look forward to one heck of an action-packed game!

With such a monumental occasion about to befall us, we at *Bad Influence!* couldn't let the opportunity pass for a chance to run a competition with some pretty exclusive Indy clobber up for grabs.



KEEPING UP WITH THE JONESES

US Gold have some smashing prizes up for grabs. If your name is pulled out of the felt fedora hat first you could win an exclusive Indiana Jones rucksack, holdall, fedora hat as well as Indy T-shirts, mugs and a whole load of US Gold merchandise worth squillions!

Five runners-up will each receive US Gold T-shirts, mugs and plenty of other goodies. Send your entries to us at:

Indy Jones Look-alike Compo,
Bad Influence!
Europa House,
Adlington Park,
Macclesfield,
SK10 4NP.

All entries should reach us no later than 10th January '93. Any that miss this date will be put into the museum of rare, and late, antiquities.

GET INTO THE INDY GEAR!

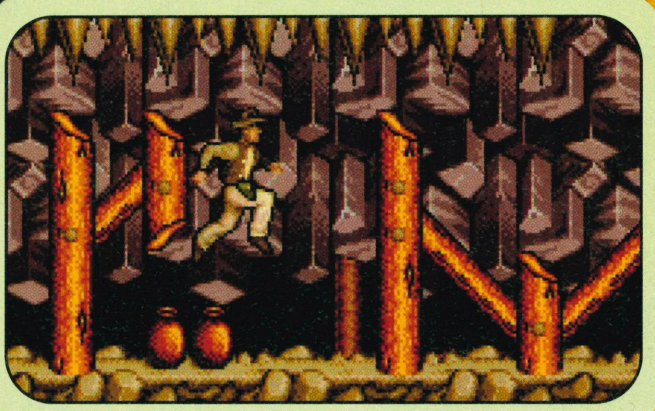
We're giving away superb Indiana Jones kit – hat and all – in this challenging *Bad Influence!* competition.

U.S. GOLD®

TRUST US!

To win this exclusive Indy gear which can only be obtained in the States we want you to perform an absolutely peasy task. What we require of you is a drawing of a famous person dressed in Indiana Jones fatigue. A demonstration is shown in which we have turned Rupert the Bear, who can be seen in the Daily Express, into Rupert Jones. You can even trace a famous person if you want but you'll have to use your artistic talents to turn him or her into an Indiana Jones character.

Once you've done that you must answer all five Indy related questions correctly. Only then will you have qualified to hopefully become Indy yourself.



Please attach this coupon to your entry. Winners will be notified by post and by DataBlast.

Name _____ Age _____

Address _____

_____

My games machine is _____

1) Who or what was Indiana Jones named after? _____

2) Who played Indiana Jones' father? _____

3) What is the name of Indy's old friend who works at the museum? _____

4) What animal does Indy hate more than anything? _____

5) Which two famous Hollywood directors created Indiana Jones? _____

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lewspapers

Atari aren't too busy on the arcade front these days. Every now and then a new title comes along, but they hardly pump out the machines like Sega and Namco do. However *Rampart* is their latest, so read on...

Choosing the site of your Home Castle is the first important decision you'll have to make. There are generally four or five to choose from, each with their own advantages and disadvantages. Some of these disadvantages will not become apparent until you see where the invading forces are coming from though, meaning you have to use your powers of guesswork beforehand!

Rampart puts you in charge of a castle against invading enemy forces. It really is a strange title because it is so easy to pick up and play. The game can be played by either one or two players, and while the one player version is fun for a while, you're better off getting your mates round if you are to gain any long term enjoyment from it.

It's almost a token gesture the way that the sprite rotation is used in *Rampart*. Basic spinning maps on and off. Thankfully this process can be sped up by keeping the B button on your controller pressed.

Once your site has been chosen, you then have to position your cannons within the walls of your new keep. You start off with three and are given increasing amounts as each round of the battle progresses.

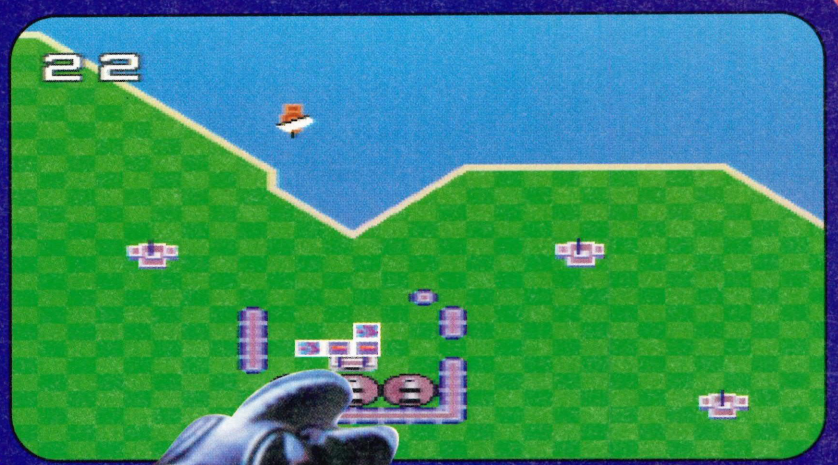
Each cannon can only have one ball in the air at the same time, so it is best to have as many as possible, even though the artillery doesn't take too long to reach its target. This becomes increasingly important as the game is played and your opponent gains more territory.

The graphics, while pretty faithful to the original arcade machine, don't appear to have been revamped much, and are functional at best, but this doesn't detract from the game at all.

Once your cannons have been placed where you want them, it's on with the battle proper. The enemy ships will be placed somewhere offshore of your island and will begin to fire on your site. Some may advance towards your land with the express intention of landing ground troops (or Grunts as they are known).

"Once your site has been chosen, you then have to posi

After a few seconds the first round of fighting will be over and your next move should be to repair your castle, which will have been damaged by enemy cannon fire. The best way of describing this section would be to describe it as a sort of *Tetris* bit (although there probably won't be a *Rampart* single!). *Tetris*-style blocks appear and you must fit them into the holes in your castle's walls. If you fail to do this, the game is over for you, I'm afraid.



Rampart

Fail to plug every gap and it's game over. You have a couple of Continues to play around with. Ideally you'll be looking to expand your castle as much as possible – this can be done by deftly placing as many sections of wall as quickly as you can. For each enclosed section of castle you manage to create within the time limit, you'll be awarded an extra territory score. And it's all about points!

After you've either lost one of your precious Continues or managed to plug your holes admirably, it's back to the next round of the battle. It's more of the same really, but you've still got to wipe out the remaining threat. If the enemy does manage to land some Grunts then they'll start moving towards your settlements. Trouble!

c • o • m • m • e • n • t

Rampart is remarkably easy to pick up and get on with but you have to ask the question "Will it keep me going for ages?" Given the price of SNES carts it's unlikely you'll get your money's worth out of this, unless you are a true fan of the original. Even then, you've still got to remember that it's £50, and that's a lot of cash.

Paul McNally, ST Action.

The only way to get rid of Grunts once they are inside your crenellated structure is to complete a wall around them, thus encasing them within your building. This will then kill 'em off.

It is possible to get Grunts stuck in gaps in your walls though. Building around them is time consuming, and relies heavily on you getting the correct shaped pieces to then place correctly. Unfortunately, the chances are that you'll die if this happens.

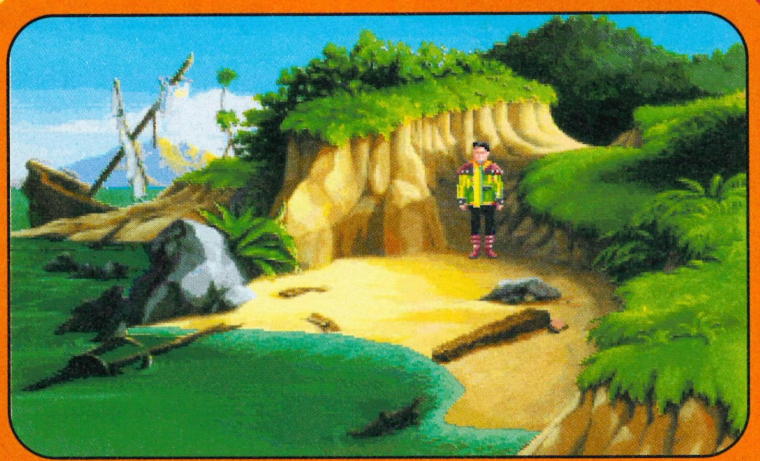
s • c • o • r • e

Graphics	**75%**
Pretty plain by today's Super Nintendo standards. Not much variation. Disappointing really!	
Sounds	**79%**
There's nothing wrong with what's there. It's still pretty basic with some okay medieval tunes!	
Playability	**83%**
The game is easy to get into and you will come back to it for a while at least.	
Bottom line	**82%**

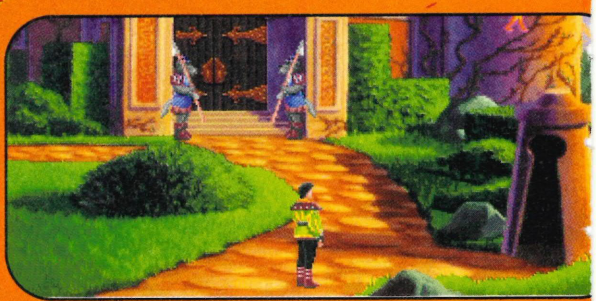
tion your cannons within the walls of your new keep."

Sierra is probably one of the largest leisure software producers in the world. They've certainly been in the business a lot longer than most. If there's one thing that this company can do well it's create excellent adventure games. *Kings Quest 6* is the latest chapter in the best selling adventure series of all time.

After a quick chat with some of the natives we learn that the land is made up from four islands. However, despite being no more than a stone's throw apart, the only way to travel between them is by means of a magical map. It just so happens that one of those natives we made friends with owns a pawn shop with a rather exlusive line in magical maps and similar devices.

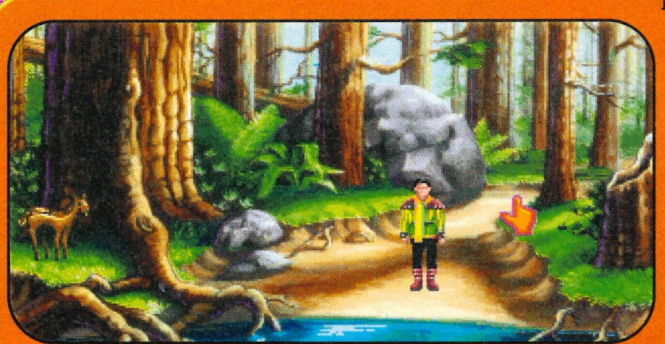


This episode of the medieval melodrama sees our heroic erm.. hero travelling across The Land of the Green Isles. Poor old Prince Alexander has gone and got himself shipwrecked on the Green Isles, and as luck would have it there just happens to be a princess in peril waiting to be rescued.



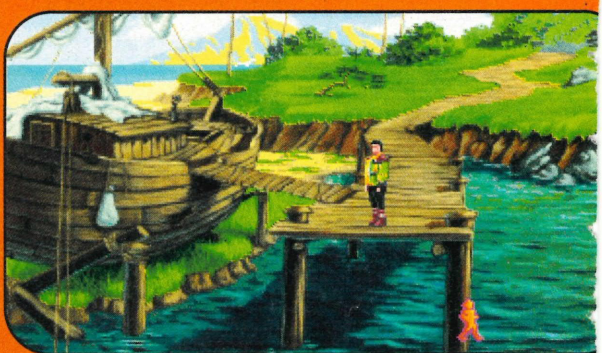
When you finally reach the top of the cliff you're taken prisoner by a pair of winged wierdos who refuse to believe that any human being could possibly be smart enough to answer all the puzzles. You are then dragged off to their leaders who decide in a fit of pitilessness to chuck you into a maze to fight with some monster and rescue their daughter. I have to ask you, what a way to treat visitors, eh?

Instead of following a trail of clues in order to solve the overall mystery, *Kings Quest 6* allows you to alter the course of the storyline by making various decisions throughout the game. There are in fact several different endings, it's all a bit like those naff 'Choose Your Own Adventure' books my granny used to buy me for Christmas. You know, the ones that let you a) Make friends with huge monster, b) Hide from huge monster, or c) Run away from huge monster. Why couldn't you ever d) Blow monster away with huge shotgun?



Fortunately, they decide to give you twenty four hours to prepare for your ordeal. It's just as well that we bought that magic teleporting map, so just as soon as you're in sight of a beach you can do a runner. Although, being a chap of honour Prince Al is compelled to return and do battle with the foul fiend in order to rescue Her Royal Babeness.

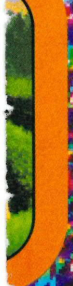
Never one to miss out on a good smooch, Prince Al sets out on yet another quest to liberate the young lady. Unfortunately, it seems that there are quite a few people who would prefer it if young Alex kept his royal snout out of their business. He'd better be careful.

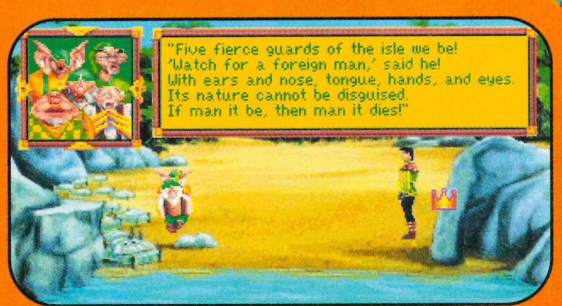


"A medieval monster slaying, beastie bashing fantasy ro

Kings Quest 6

Once you start travelling around the islands you begin to find out what a bunch of head-cases the locals are. For instance on one of the islands you have to climb a huge cliff face, solving puzzles every couple of hundred feet to progress higher.





Playing the game is relatively simple, although the mouse driven control system is not the most flexible in the world. If there is one thing that this adventure has in its favour against all other games of this type is that there are plenty of different paths to get led up.

And so begins yet another quest with lots of monster bashing and puzzle solving to be done. As with all of Sierra's adventures the graphics are well drawn and the musical score and special effects are all very nice.

s • c • o • r • e

Graphics 90%

The only word I can think of to describe the artwork in this game is 'nice'. It's nothing particularly new, but there's only so much you can do with this kind of storyline.

Sounds 90%

It's nice to see that Sierra are putting a lot of effort into the music in their games – in fact the soundtrack to *Kings Quest 6* is available on CD, but it's not really the kind of thing you want to put on when your chums come round.

Playability 85%

The thing about this game is that you'll either love it or hate it. If you like this kind of adventure game then late nights are guaranteed.

Bottom line 87%

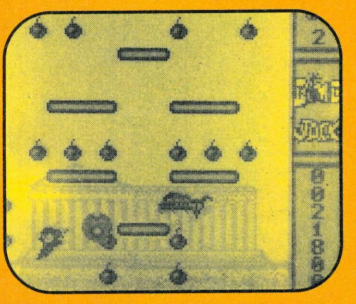
c • o • m • m • e • n • t

Kings Quest 6 looks fantastic, sounds excellent and plays brilliantly. The trouble is, despite being up to Sierra's usual high standard, there isn't really anything different about it. I think that this game has the same kind of long lasting appeal as a fun sized Mars bar, but if you like medieval Prince and Princess type adventure games, then you'll probably love it.

Lance Concannon, PC Home.

The name's Jack... Bomb Jack. The latest hero to grace the small screen may be somewhat of a widget but, as you all know, size isn't important. He's got all the zap of a smouldering bundle of dynamite. His purpose – to create one hell of an explosive cocktail.

BOMB JACK

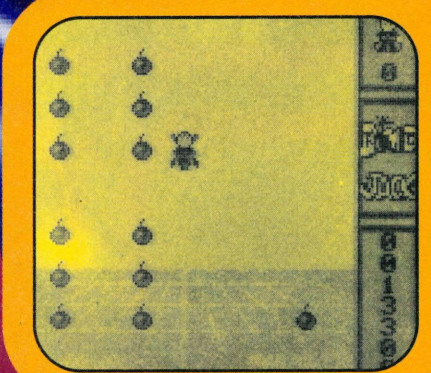


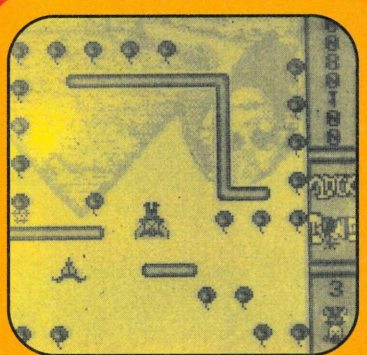
BLACKPOOL ILLUMINATIONS

Around the various screens encountered are rows, both horizontal and vertical, of bombs, some of which are lit. It doesn't matter whether they're hanging in mid-air or sitting on platforms because Jack's feet never ever touch the ground. Skillfully he soars up and down, left and right, trying desperately to detonate. all the fused bombs in the sequence in which they light up.

BLANCMANGE

Using the 'A' button to bound about, Jack disperses of all the bombs and grabs his wondrous power balls to neutralise enemies. He's then entitled to super bonuses and oodles of points as a scrumptuous dessert. And what do points make? Extra lives of course!





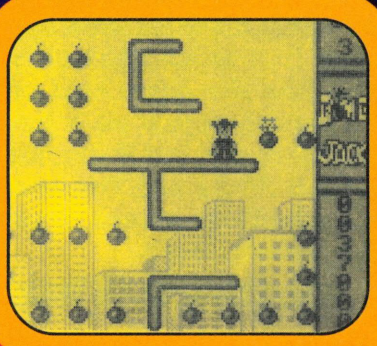
WAGGING IT

Should you want to play like a complete loser and amass tons of points with very little graft, then it is possible to extinguish the bombs willy nilly, regardless of whether they're fused or not. It goes without saying that this drastically reduces the challenge.

c • o • m • m • e • n • t

This has made a blemish-free transition to the pocket-sized portable to emerge as a state-of-the-art conversion of the coin-op. Smoothness of gameplay, an overdose of fast action antics and a sprinkling of involvement on the puzzle front means it won't get blotted out in an over-inflated genre. Sixty screens keep you grinding away while the Continue option lets you change those Arrghs into Phews. Although it's not bedazzlingly original, nor full of jaw-dropping variety, this type of game does tend to become quite compelling.

Sharon Greaves, GB Action.



COME ON, CHASE ME

A game of tag in the air commences with real ferocity. Enemies – giant carrots, mushrooms, bats, little men and spinning balls (the kind you might see suspended in a tacky night club) are all out for hot-blooded Jack. The further you advance, the gnarlier they become, so don't waste any precious time faffing around.

s • c • o • r • e

Graphics 70%

Graphics are hardly rich. Levels are very samey but Jack, cape a-fluttering, goes like a bomb.

Sounds 60%

It's worth losing just to tap your toe to the Game Over tune. Elsewhere, FX are limited to infuriating plinks.

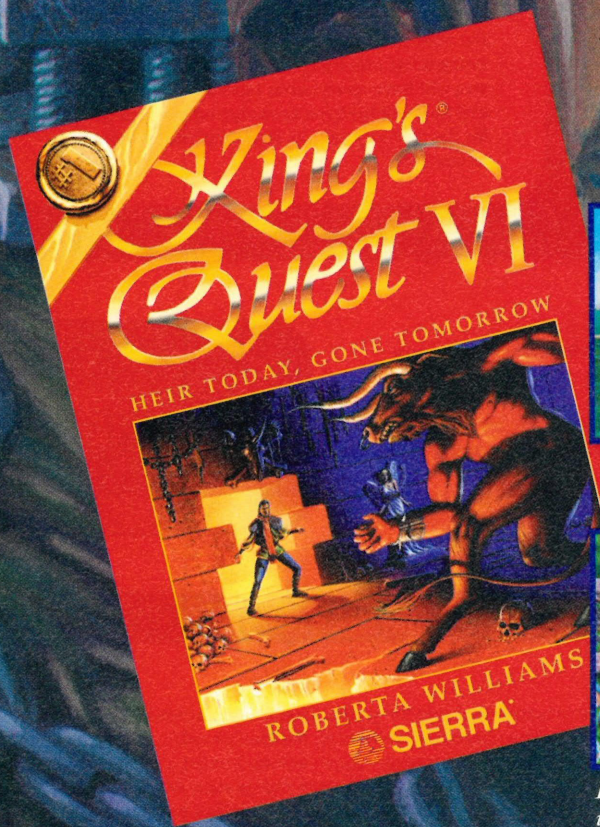
Playability 90%

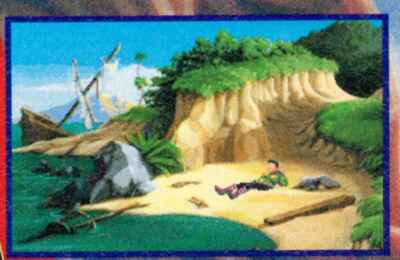
As sticky as velcrose, the essence – the playability factor – will satisfy anyone's appetite to choking level.

Bottom line 82%

"A zappy happy character for a zingy game."

The most popular computer game series of all time... ...Now, the best chapter yet.

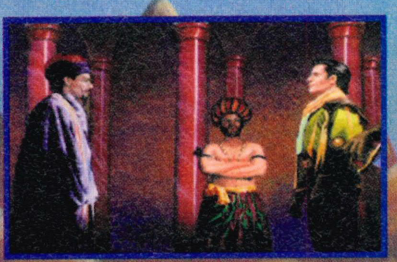




Can you guide Alexander through a series of mysterious Islands?

Meet characters as curious as the countries they inhabit.

Explore the animated garden on the whimsical Isle of Wonder.



Encounter enemies and rivals bent on stopping you at any cost.

Bold Characters, Bold Design

A shipwrecked prince must find his way across a series of islands in search of a princess in peril. You'll need all your wits and imagination to overcome the gauntlet of baffling puzzles and fantastic creatures that block you on your quest.

In this richly detailed game of discovery and adventure, every choice you make can affect your future options and the attitudes of the many characters you'll encounter. Depending on your skill and the paths you follow, your adventure can end in many different ways. Nearly half of the possible events are optional!

Filled with deeper puzzles, more fantastic creatures, and a moving saga of romance and adventure, *King's Quest VI* is a mysterious and magical adventure for the entire family.

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Step into the pointy toed shoes of Prince Valiant and attempt to defeat the armies of the forces of evil. Pretty enviable task, I'm sure you'll agree!

A DAY ON THE LAKE

The Prince's path is blocked by a treacherous river. Unfortunately he must cross this particular river in order to be able to complete his quest.

However there is still hope! That boat tied up at the end of the jetty looks very promising. If only he could persuade the owner to take him across to the other side of the river.and hard but the rewards will be many. Should you succeed then you will have saved your land from the forces of evil and will be hero worshipped by your people for the rest of your life. And who can complain about that!

REWARDING QUEST

As the Prince Valiant you will face many dangerous and varied opponents. The Prince is seen here battling hard against one of those enemies. The struggle will be long and hard but the rewards will be many. Should you succeed then you will have saved your land from the forces of evil and will be hero worshipped by your people for the rest of your life.

BIG PROBLEMS

On the other side of the river the Prince's problems are by no means over! This is just the beginning.

A huge, sprawling quest awaits him and he is under no illusion that it is going to be easy! It is going to take every ounce of his strength, bravery and courage to even have a hope of succeeding, but then again, this is the stuff that legends are made of!

GHOSTLY APPARITION

Now there's going to be trouble! The Prince Valiant is faced with the most terrifying of enemies, a ghost, a member of the undead.

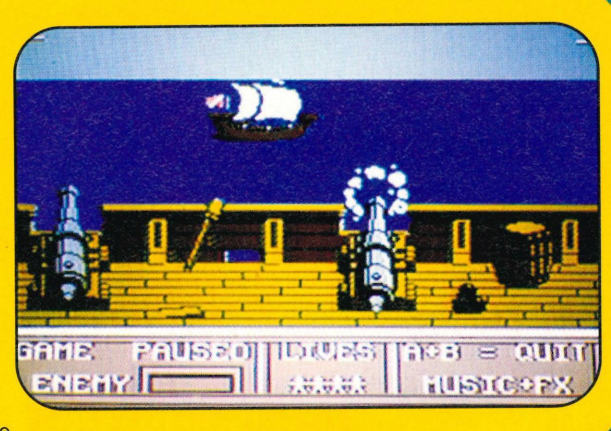
Actually looking at it it's not really that scary after all but you'll have to use your imaginations! So what will the Prince do? we all ask. Not what any sane individual would do, ie turn and run away as fast as possible, no, he'll stay and fight to the death won't he! He is a hero after all! (Even if a slightly mad one.)

I WANT TO BE A TREE

Tree climbing is also incorporated into the game. This particular scene is set in the outskirts of a village. The character is climbing the tree possibly in an attempt to gain a better view of any approaching armies of evil, or possibly he is still just a big kid who enjoys things such as climbing trees and jumping in puddles with his wellies on!

"Once again, lands have been ravaged by the forces of

Prince Valiant



RIGHT ON

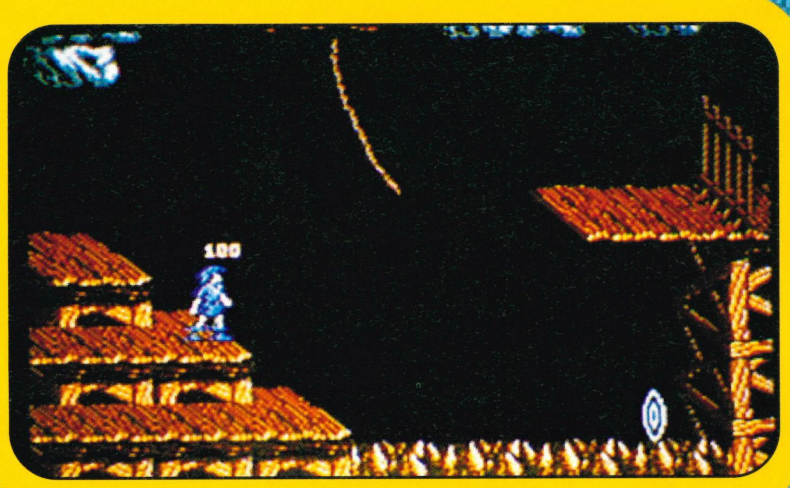
One of the most enjoyable parts of the game takes place on a ship. It is battle ship to ship, but the difference being there are no torpedoes or nuclear missiles in this game, just the old cannon and ball routine, and no the two dodgy comedians either! It's back to basics and out with the finesse here as the ships battle it out with whacking great lumps of metal!

BEAR ESSENTIALS

The Prince Valiant comes up against a huge great bear on the top of a grassy knoll. Can the prince defeat this magnificent beast or is the grizzly 'smarter than the average bear?' You had better hope that he's not because if the Prince is felled the game will be over and that of course means that the forces of evil will once again rule the lands. Where's Boo Boo though?

IN THE SWING

Time for our hero to do his Indiana Jones impression, even though he wouldn't know who Indiana Jones was because no one had ever heard of him in medieval times. If he is to reach the ledge he mush swing on the vine and get high enough to get his feet onto the ledge and carry on with his quest.



s·c·o·r·e

Graphics 94%

The graphics for *The Legend of Prince Valiant* are fairly good when you compare them to most NES games these days. The sprites are well defined and the backgrounds are fairly pleasing to the eye.

Sounds 90%

No one could ever accuse *Prince Valiant* of being an aural feast but then again perhaps I'm biased because I am used to more powerful machines. The sound serves its purpose and the music is bearable.

Playability 88%

This is where *The Legend of Prince Valiant* really excels. It is a fairly large quest and once it gets a grip on you then you will most likely stick around for the finale which won't come around quickly!

Bottom line 90%

c·o·m·m·e·n·t

Being unfamiliar with the standard of 8-bit games these days I was expecting *The Legend of Prince Valiant* to be a complete pile of rubbish. However, as it turned out, I was very pleasantly surprised by this little gem of a game. It is a thoroughly involving task and a very enjoyable one at that. If this is the standard of NES games these days then 16-Bit owners don't know what they're missing.

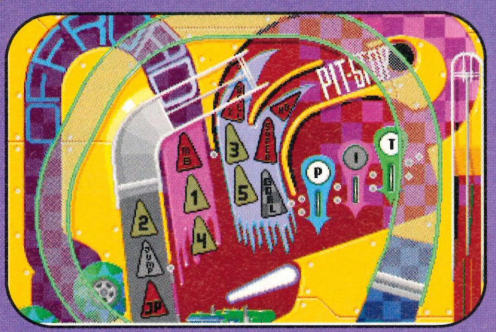
Steve McNally, Amiga Action.

Pinball Fantasies • 21st Century Entertainment • Amiga

If you've ever fancied being a pinball wizard, until recently, you could only exercise those twitchy fingers down the amusement arcade. *Pinball Dreams* changed all that, and now the sequel to this great game has finally arrived. Prepare to flip out over *Pinball Fantasies*!

DREAMY DREAMS

Every aspect of the world's finest pinball simulator has been slightly improved, but it's the new features which will generate the most excitement. Firstly though, it's worth reassuring you all that the sequel retains the huge playability, the great authenticity and addictiveness of the original. So, expert *Dreams* players needn't feel alienated in the slightest by the four new tables and they'll undoubtedly be knocking up monster scores within days, if not hours. So forget the arcade – this is the place to be seen!



SWEDISH FANTASIES

Pinball Fantasies is the surprise sequel to *Pinball Dreams*, a game which sold well over 35,000 copies on the Amiga alone. Many people were convinced that *Dreams* contained everything you could possibly require from a Pinball simulator, but Digital Illusions, the Swedish team behind both games, had different ideas altogether. They've devised a sequel which I'm sure you'll agree knocks the spots off the original.

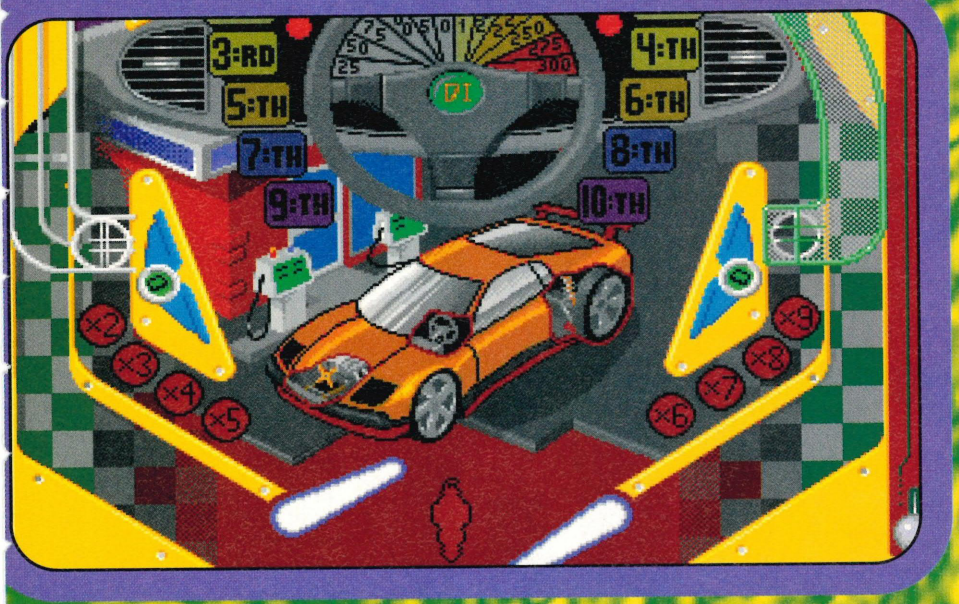
PARTY ON

Partyland is the name of the opening table which features a theme park-style backdrop. Plenty of fairground-type attractions are on offer, ranging from a duckshoot stand (hit all the ducks to gain extra points) to a scary skyride (highlight all the letters for mega points). On a completely different note, the Speed Devils table is based around motor racing, and as such, it is the fastest table available.

DOTTY SCORING

The dot matrix scoreboard allows for the most complex animations, so every gaining of points is followed by an extravaganza of bright lights, flashy text messages and various musical ditties. Some of the messages simply inform you of points gained, while others give out clues as to how to achieve certain bonuses. Don't expect to take your eyes off the action for too long though, as it's too wild, so either read the pretty messages swiftly or give it a big miss.

"The 64 colour graphics are simply gorgeous. Every



s·c·o·r·e

Graphics 95%

The graphics are beautifully drawn and the scrolling has to be seen to be believed!

Sounds 89%

Jaunty music and pinball-type spot effects add atmosphere, and can be turned off!

Playability 94%

If pinball's your game, you'll foam at the mouth when you get your jaws around this.

Bottom line 93%

PINBALL fantasies

SMOOTH OPERATOR

The 64 colour graphics are quite simply gorgeous. Every table boasts silky smooth, full screen scrolling, which is nothing short of perfection. The sound and music is equally impressive, varying from table to table. If the music irritates, don't concern yourself – simply turn it off.

BIG GAMBLE

The Billion Dollar Gameshow is the name of the third table. And, as the title suggests, it gives you the chance to gamble and pull in huge scores. The action centres around a large circular roulette board, but there's also a lock feature which holds one ball while you play with another. Stones and Bones is the fourth table and a natural successor to Nightmare. The main feature here is a tower which must be unlocked and scaled. Sound easy? Don't count on it...

c·o·m·m·e·n·t

I had my doubts as to how Dreams could be bettered, but I'm chuffed to announce that Fantasies has proved me completely wrong. Every aspect of the original has been improved, but the simplicity and playability of Dreams remains. Every sane Amiga owner should stop what they're doing and buy Pinball Fantasies now.

Peter Lee, Amiga Action.

table boasts silky smooth full screen scrolling. ”

For those of you who enjoyed the original anti-alien blaster *Xenon* and were holding your breaths in fevered anticipation of the sequel, now's the time to inhale and check out the smell of the sequel. What's it like? Find out here...

ULTRA VIOLENT

There comes a time in a game player's life when they feel the urge to play a game full of ultra violence. So, for just this occasion *Xenon 2* has arrived on the Game Box. Blast anything that moves and avoid the torrent of enemy shots which seem to be everywhere you go.

XENON 2

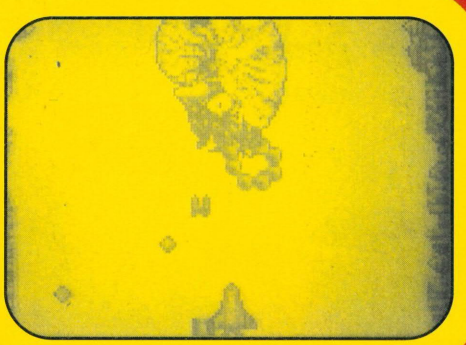
NICE WAD

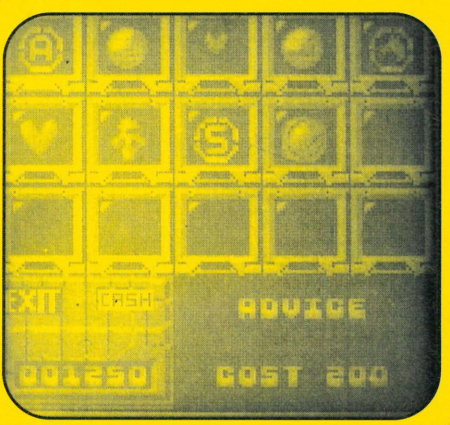
Along the way you'll enter a shop where you can sell the weapons you've collected or buy new add-ons. If you don't have a very impressive wad in your possession you will be limited as to the extras you can get.

Selling a weapon and using the money for a better weapon is an option open to you, and is worth some serious consideration.

HE MEANS IT

At the end of each level you will encounter a meaner than mean nasty who will stop at nothing to prevent you from getting past. Keep on blasting away and bit by bit the enemy will be weakened. Yep, if any game is going to be responsible for leaving blisters on your fire button finger, this is it, so get those Elastoplast out coz you're sure going to need them!





BIG CHALLENGE

The greatest challenges are, not surprisingly, the end of level guardians. These range from The Nautilus (the oldest inhabitant of the Earth apparently), to larger than life spiders. The upward scrolling screen also allows you to move slowly back on yourself, which is only really needed later on in the game.

s • c • o • r • e

Graphics 80%

With each enemy taken from the old 'Natural History Encyclopedia', effort has been well spent.

Sounds 70%

The sound too is an ambitious effort at converting Bomb The Bass' *Megablast*.

Playability 60%

Everything moves slowly, including your battle craft which lessens the game's impact drastically.

Bottom line 64%

c • o • m • m • e • n • t

It's a shame that such an awesome visual feast is ruined by poor and indifferent gameplay. The shop is useful to get you through the more difficult waves which attack with numbers, rather than force. If it's a shoot'em-up you want *R-Type* or *Nemesis* are worth a look. *Xenon 2* is a good conversion of the 16 bit original.

Andy Sharp, GB Action.

"Blast anything that moves and avoid the shooting back!"

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HEY!

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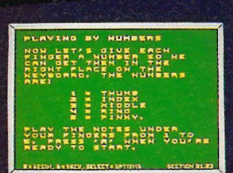

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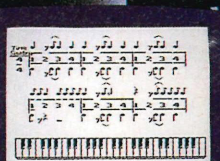

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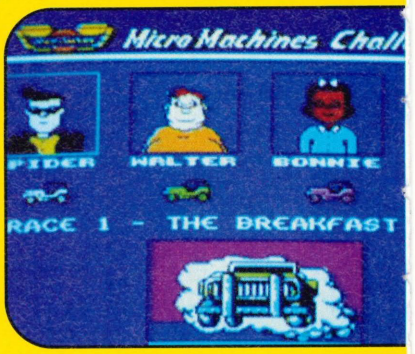
THE MIRACLE PIANO TEACHING SYSTEM. £249 inc VAT.

Micro Machines



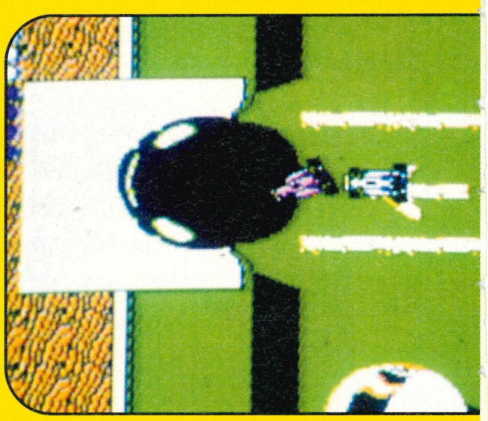
The Micro Machines have arrived on your NES coming straight at you courtesy of the budget super-heroes Codemasters. Now it's your chance to race miniature boats, cars and choppers across a variety of bizarre landscapes you'd never dreamed about racing in ever before!

AROUND THE BEND

The Breakfast Bends is your first challenge and all the competitors line up to begin their race. The Micro Machines will now have to race around a variety of breakfasty obstacles including cereal bowls and misplaced waffles! All the controls are what you'd expect and they are remarkably easy to get to grips with once you pick it up!

CUED UP

Get in the cue for some hot racing around the pool tables. It's 8-ball action all the way as you try and dive into the pockets on the tables. The two-player head to head challenge is where this game comes out on its own. As with most games they're more fun against a friend but there's a great rivalry between competitors in *Micro Machines*.

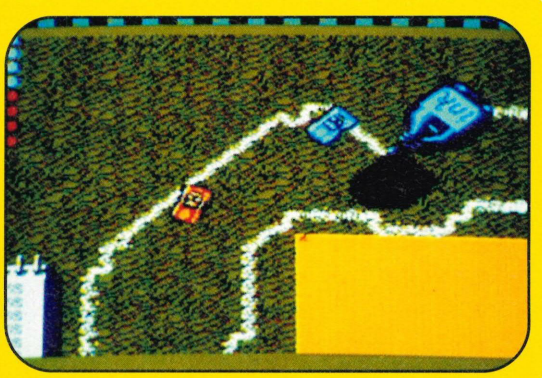


PLUG IT IN

The cartridge uses Codemasters' unique Plug-Thru system and because of this you'll need another standard run-of-the-mill cart to plug it into before sliding it gently into your console. While not an ideal system it does allow the cost to be cut and that's to the obvious advantage of the consumer.

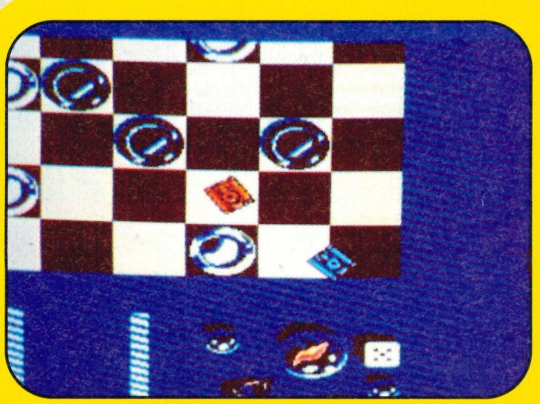
IN PURSUIT

It's Hot Pursuit time and there's a million and one things to avoid including a whole variety of writing implements. Avoid the spilt ink at all costs or you could find yourself sliding all over the show without a prayer of gaining control until it's too late. Here the yellow car is just edging ahead of the blue one in the bid for the title.



BARREN WASTELANDS

It's time to steer your tanks across the barren wastelands of your draughts board. Strange eh? In fact there are 27 tracks for you to hammer around and none of them are particularly easy to complete. The game as a whole is one of the most original racing titles you're ever likely to come across and for that reason alone it's worth a look.

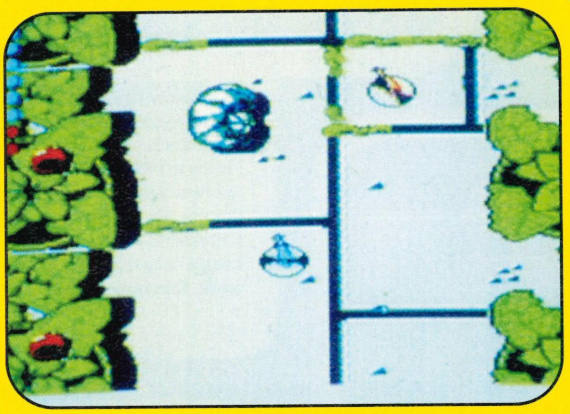


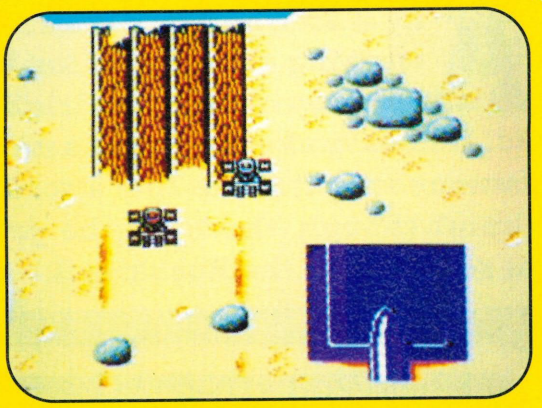
"The Micro Machines have arrived on your NES. Now's your chance to race

Micro Machines • Codemasters • Nintendo NES £29.99

CHOPPERS OUT

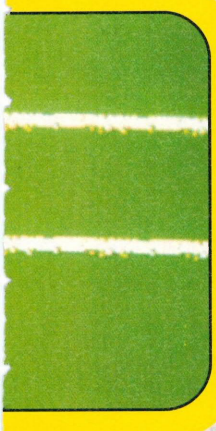
It's time to get the choppers out and race through the skies in a bid for air supremacy. Anneka Rice eat your heart out! There's no vehicle left unturned so to speak. You'll fly, drive, pilot everything in your bid to become the best. Here we see Blue in the lead and heading for the finish.





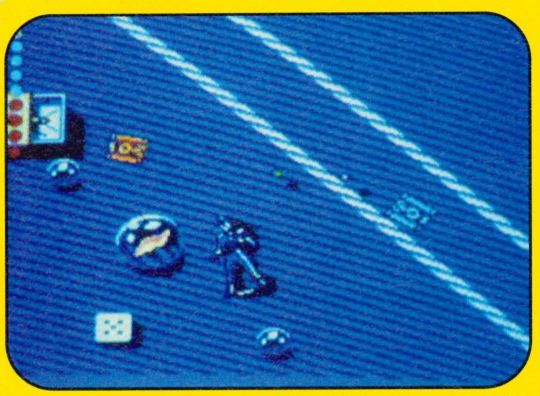
BARREN NIGHTS

This barren terrain will test you to the limits. As you can see from the screenshots the graphics are pretty good by the usual NES standards. Rest assured they move as well as you might expect too. The Codeys have done a really good job on this game and it should and deserves to do well for Christmas.



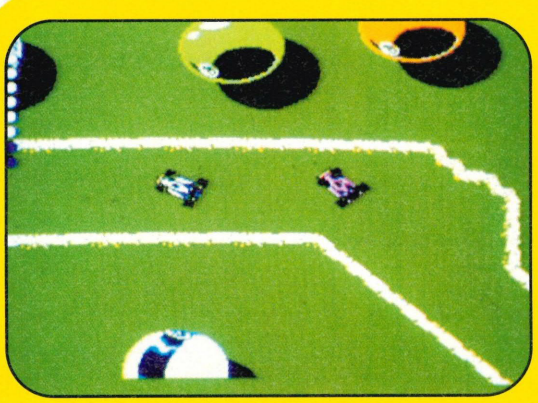
TO THE NINES

The battle tanks are back in the arena again trying desperately to blast each other out of existence. It's a head on battle and there can be only one survivor. Fight it out amongst the toys lying around the place in one of the nine sections to the game.



IN THE POOL

It's back to baizecs with the pool level again. But now for a word about the sound. Let's be honest and bring it all out into the open now. NES sound sonics (oops, Nintendo dirty word there!) have never really been up to that much and *Micro Machines* isn't exactly a replacement for your Matsui MIDI CD player!



s • c • o • r • e

Graphics 80%

Okay, so the cars are small, but they do the job fine and are well drawn and detailed.

Sounds 76%

What can you expect really from something that has the musical capabilities of a mid 70's punk band? A good try.

Playability 89%

Great fun to play and that's where *Micro Machines* scores its points!

Bottom line 86%

c • o • m • m • e • n • t

Micro Machines is quite an addictive fun little game to play. The idea is original enough and the game is easy to control. Get a couple of players together and you're in for the time of your life. The variety of tracks and game styles will have you playing it for ages and it could just be the best cash you've spent on your NES for a good while!

Ben Styles, Atari ST User.

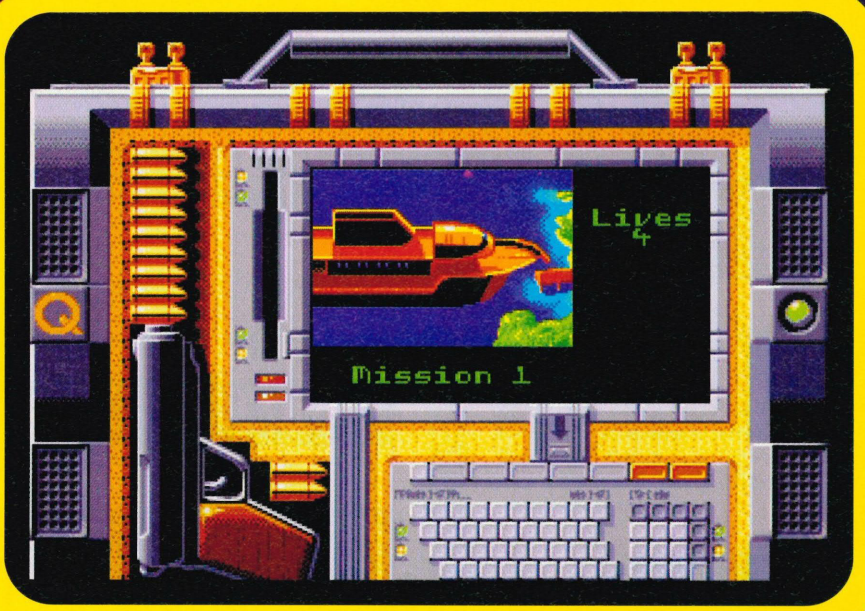
miniature boats, cars and choppers you'd never dreamed about before."

James Bond – The Duel • Domark • MegaDrive £35.99

Any man who can get away with wearing a dinner jacket twenty-four hours a day is alright by us. It does make the world's most famous spy stick out like a sore thumb though (that's why he gets shot at so much by the Russkies!).

SHAKEN NOT STIRRED

There's that famous suit/bow tie combination that makes 007 a hit with the ladies in whatever country he's in. There's another side to the flash, debonair agent though. He would quite happily massacre a room full of terrorists before sipping cocktails with models. It's all in a day's work, and now you can join in too!

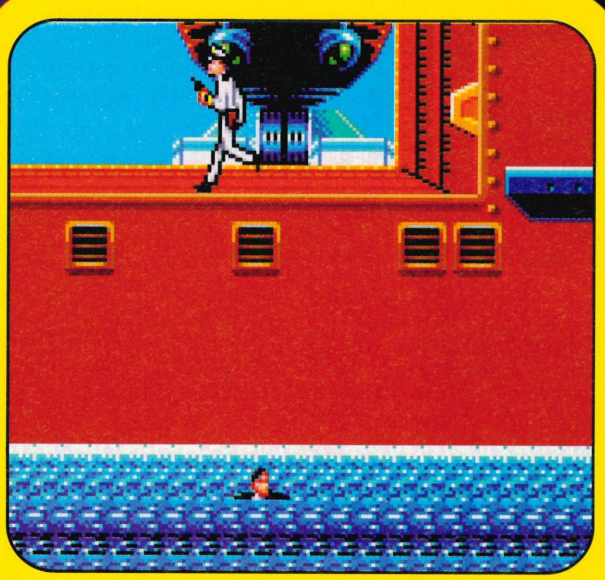


VITAL STATISTICS

Each mission begins with a tiny bit of information displayed to you via your wonderful gadgetry given to you by the top scientists back at headquarters. The world's best secret agent needs the world's best equipment to keep ahead of the rest of the field. That still doesn't answer the question as to how he gets all those girls, mind! It must be the dinner jacket and smart English accent!

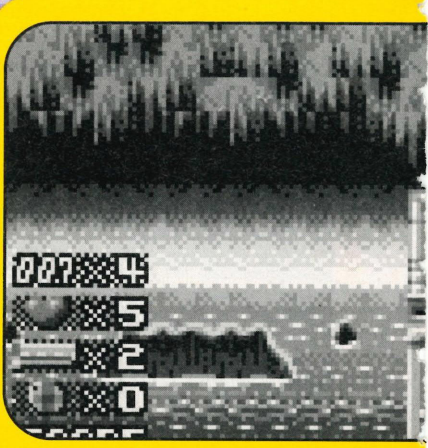
SUPER SNIPER

Obviously enough, you control the James Bond character as you move about the different levels, killing off any bad guys that attack you, and rescuing the beautiful hostages that have been taken prisoner by the bad guys. Armed initially with only your trusty old hand-gun, all the moves including crouching and firing are simple single presses on your controller, although sometimes crouching down isn't always as fast as it could be! Couldn't be simpler to operate though!

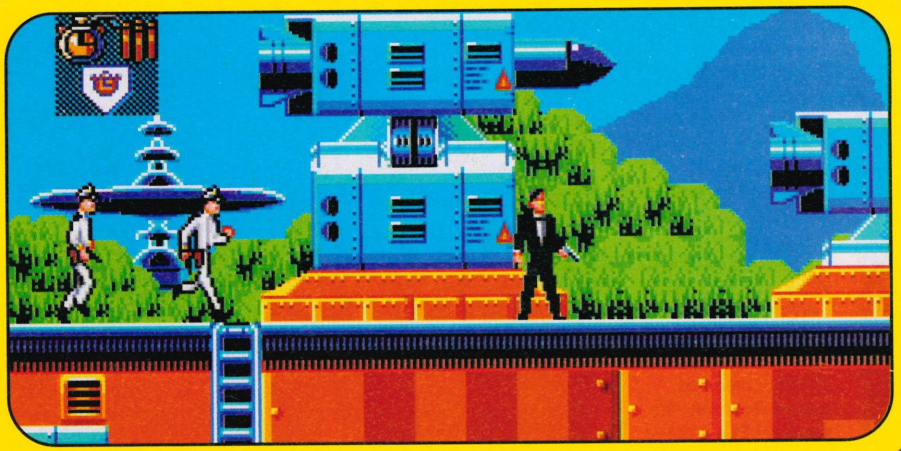


WET SUITS

This kind of thing is going to bump up your tailoring bill. This wasn't a wetsuit before you got forced into the water. Wouldn't it be funny if you got attacked by loads of sharks now? Fortunately James is also a fine swimmer, and he'll need to be – his only problems will occur if he comes into contact with a strong current and gets swept under the propellers! Then again, there's always the sharks! As you can imagine, that will bring our sexy super-spy to a messy ending.



"James Bond – The Duel gives you the opportunity to li



TAKE YOUR AIM

With his weapon at the ready as always, Bond is ready to leap into action using the variety of moves at his disposal. Thankfully, when you are attacked by guards, they are all as stupid as they seem and just charge straight at you, shooting at head height.

Duck down and loose off a couple of shots in the general direction of their groins and they won't be bothering you again! You can even shoot them in the back! Painful!

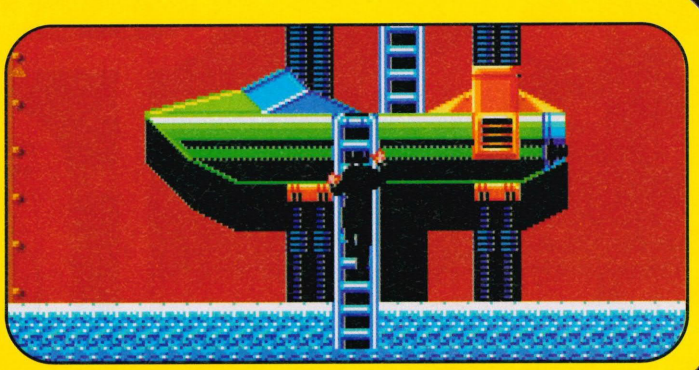
JAMES BOND -THE DUEL

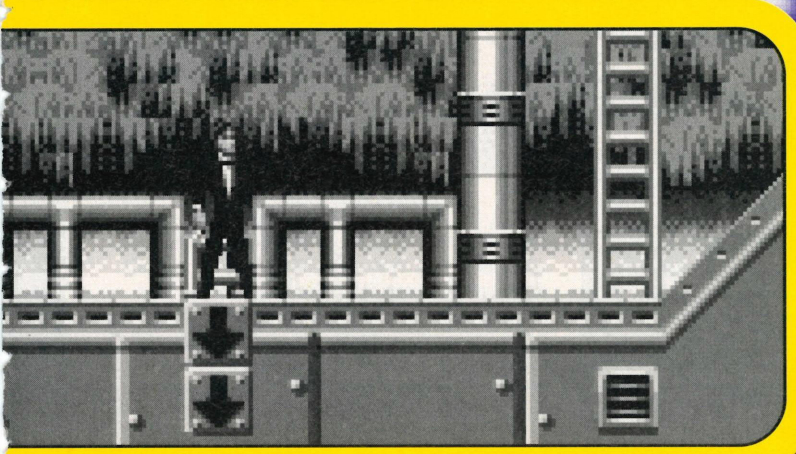
JETPACKING ABOUT

Yet another useful item is the jetpack which gets you to the start of each level. Using this high-tech piece of equipment, you can sneak past the perimeter guards, but once you land you are on your own. By running around the levels and jumping from ledge to ledge you must find all the hostages, free them and naturally enough try to save all your lives for later on.

PLANNING AHEAD

The water can be used as a shortcut to avoid some of the more nasty, tricky areas on the first level. Sometimes the controls don't seem to respond as they should, but thankfully this is more of a niggle than a problem. Crouching seems to take a fraction longer than it should, so you have to plan ahead to avoid catching that naughty stray bullet that could well end your game!





POWERFUL HARDWARE SHORTAGE

With all the technology that is at hand back at headquarters (you know the kind of thing – flame throwing cigarettes, exploding tie-pins and the like), it makes you wonder why you only carry that small pistol and not a mini Cruise missile launcher. You know the kind of hardware I'm talking about don't you? It's a good job that Mr. Bond is as cool, calm and collected as ever. Faced with all these bad guys coming at you with large weapons, it would be all too easy to lose your mind and take a hit, reducing your energy levels. You can see this info shown in the bottom left of this screenshot, along with other useful information.

ve the life of the super cool espionage king himself.

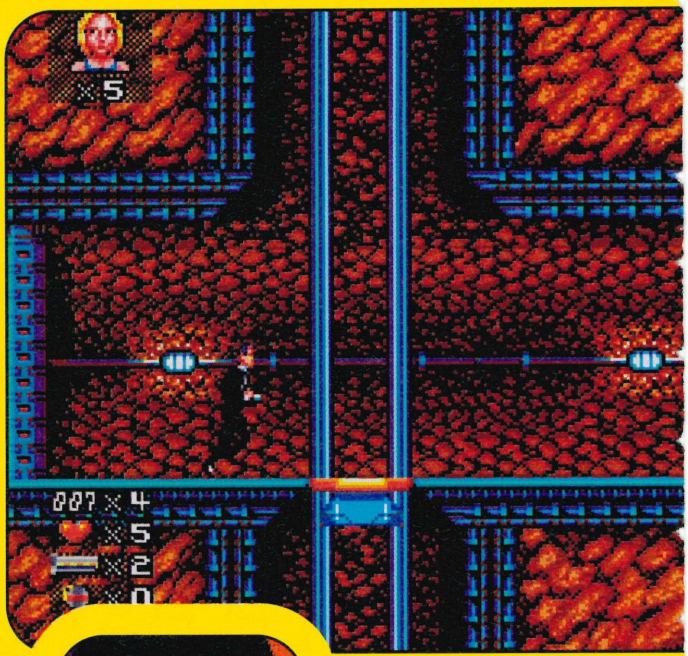
James Bond - The Duel • Domark • MegaDrive £35.99

HECTIC LIFESTYLE

You only start the game with four lives. Each time you get hit you lose some health. Lose all your health and that's a life gone and you'll have to go back miles, sometimes to the start of the level. It does get pretty hectic on screen at times and it isn't always easy to avoid everything. This can be frustrating if you get hit a couple of times, but it's an addictive frustration

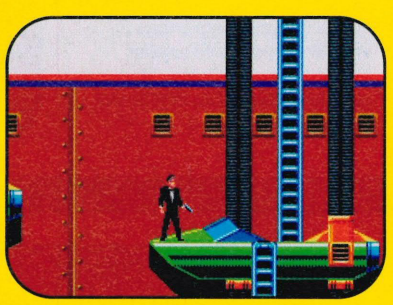
UNTIE HER!

All the levels follow the same general pattern of shooting, killing and jumping. The number of hostages remaining to be freed can be found in the top left hand corner of the screen. When you find one of the girls, simply running up to them will untie their bonds (no pun intended, honest Guv'nor) and set them free once again. Truth, honesty and justice prevail once again like in all the good films!



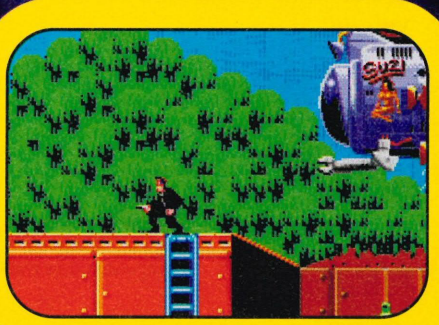
TOP PARALLAX

As you can see from the screen-shots, the graphics are extremely well-drawn and move smoothly. Parallax scrolling is included and there's plenty of colour variation in the levels to keep you more than happy. The difficulty level is probably about right, with the game not being too annoying for its own good.



BOMBING OUT

Occasionally you'll find a bomb lying around the level (well, you'll have to or you may not be able to succeed later on). This can be picked up by running over it. Then when you find the correct place to drop it (don't worry they're all marked brightly and obviously), it will be left automatically to do its stuff. Get out of the way quickly before the massive explosion follows! If you get caught up you'll lose a lot of energy.

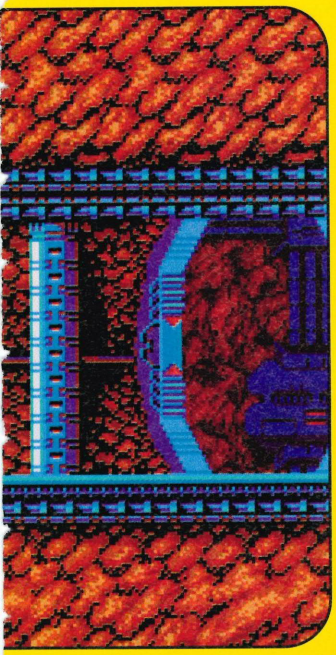


BLASTED TO BITS

Crouching down will help you avoid most, if not all, enemy fire. Pressing down on your pad will do the trick, but as mentioned elsewhere, this technique isn't quite as responsive as it could be. It just seems to be a little slow even though it's all just a matter of good timing. Mess it up though and you could find yourself getting blasted several times from all directions by the goons.

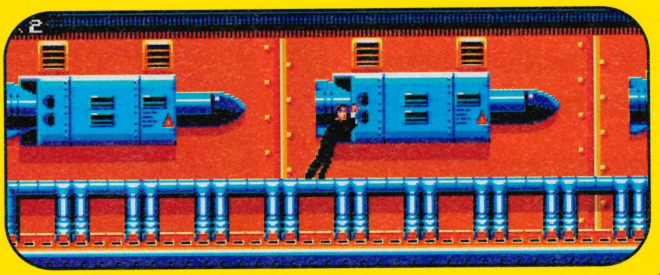
Certainly not the best platform romp available on

•James Bond – The Duel • Domark • MegaDrive £35.9



SOUND ADVICE

The sound is also good. As well as the expected spot effects, there are some tunes as well, all of which can be turned on and off as desired from the main menu at the beginning of the game. It's certainly no worse than the majority of Mega Drive sounds!



BLOWN AWAY

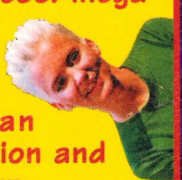
In the worst possible scenario you will not only get shot, but the force of the bullet will blast you off the ledge where you are standing, causing you a hell of a lot of damage! Special care has to be taken to ensure this doesn't happen. It's more productive to take your time rather than just leg it blindly into trouble.

DROPPING OUT

As well as leaping around from platform to platform, the game contains a network of ladders that can be traversed. A large drop will cost you a lot of health, whereas safe distances can be fallen from without harm coming to you. Care must therefore be taken not to fall off or miss the next platform when you are jumping from a ladder.

c • o • m • m • e • n • t

The name's Bond – James Bond. With scenes and characters taken straight out of the classic movies, *James Bond* is a great platform game absolutely brimming with bad guys and bubbling with damsels in distress. Mega Drive owners should be well pleased with this game as it is an excellent conversion and well worth picking up.



Violet Berlin, Bad Influence!

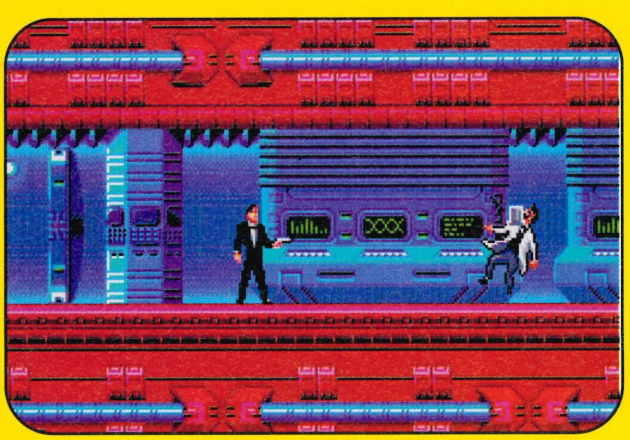
c • o • m • m • e • n • t

I was doubtful when I first saw this Bond game. Sure, it looked really nice, but I felt at first that it would get repetitive and I wasn't sure about the controls. However, I kept playing it and even started to come back to it later on. Niggles are that the controls sometimes don't always react as you think they should. That aside it's pretty good stuff.

Paul McNally, ST Action.

MAD AS A BRUSH

This is one more mad professor that the world doesn't need and that hole in his chest should see to that. Be safe in the knowledge that it was either you or him. This level is pretty difficult and the enemies will come at you in a more or less constant stream. You'll have to be quick on the old trigger to kill them all off in time. Find those girlies and get onto the next one. Those lives are running out!



s • c • o • r • e

Graphics 88%

They're colourful enough and there's parallax scrolling as well. Good!

Sounds 80%

Above average sonics complement this *James Bond* game too!

Playability 85%

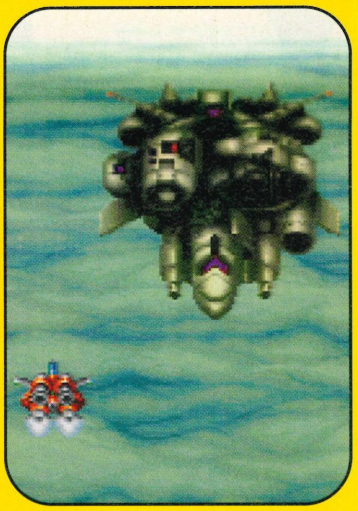
After a while you get hooked and can't help coming back for more and more

Bottom line 86%

the MegaDrive but it's still very good in its own right.”

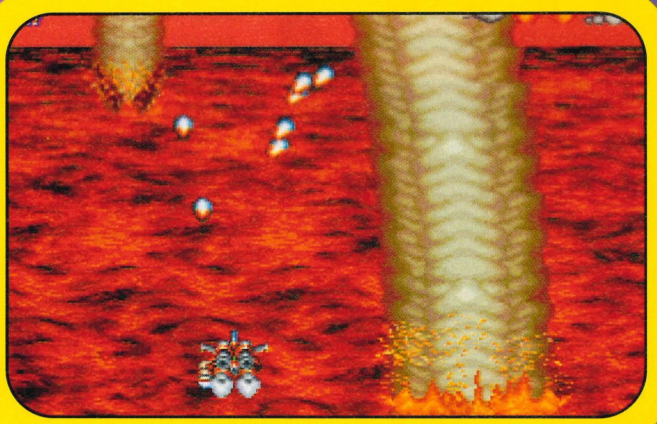
Axelay • Konami • Super Nintendo £49.99 • Axelay •

Is this a new way of presenting shoot 'em-ups? No way you say, but you're wrong this time. Konami's *Axelay* brings the blasting games right into the nineties, Super Nintendo style. Is it yet another game to ask Father Christmas for this year?



GNASHERS

As you know, you can't beat a good blaster, especially when you're feeling a little frustrated. With *Axelay* you'll be gnashing your teeth together with anger as you lose a life. You'll find yourself getting so absorbed that you'll stop talking to your family. Set your videos to tape *Bad Influence!* or you'll miss out when you forget the time!

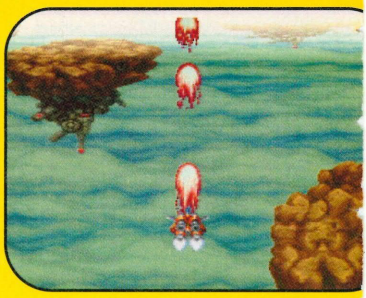


AXELAY ACTION

What we've got here dudes and girlie dudes is one of the most eagerly awaited shoot'em-ups of all time, especially if you've got a Super Nintendo machine lying idle at home. Okay, so *UN Squadron*'s good and *Parodius* is the blaster that you can give to your girl or boyfriend to have a go on while you watch *Casualty* but *Axelay*'s the one to show off to your mates who still go on about *Uridium* on their C64's!

ROCKY GROUND

Some of *Axelay*'s levels take an extremely novel perspective, using a sort of 3D effect with the baddies rushing towards you. The first level is a perfect example of this (especially as it's the only one you'll see for a while!). Not only do you have to shoot everything that's attempting to kill you, you'll have to steer your craft through rocky canyons too!

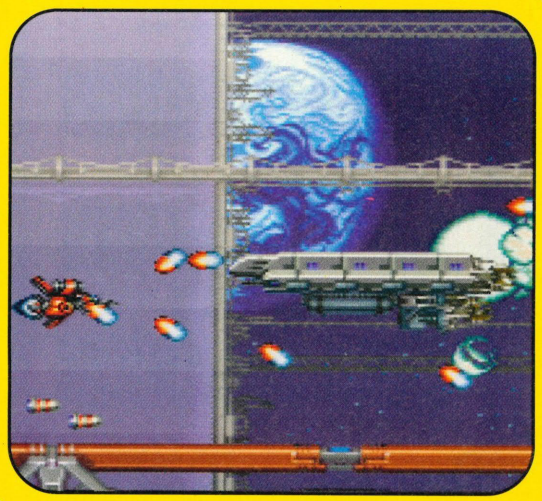


R-TYPE

A tap on the R button will flick you between the weapons you have available on board your sleek little craft. To start off with, you'll have a sort of fireball launcher, a bog-standard 'fire in front of you' laser gun, and a freaky weapon that can fire in 360 degrees around you craft. To operate this, it starts at the back and spreads around forward as you keep the button pressed.

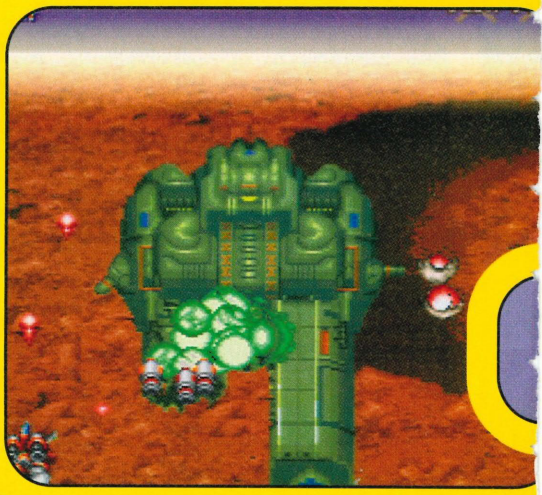
SIMPLE IS BEST

The Super Nintendo may be ideally suited to out-of-this-world shoot'em-ups but *Axelay* also has some levels where sometimes playing it simple is best, like this screenshot shows. This adds wider variety to the game in general.



SEX APPEAL

Konami have taken the brave step of using the sexy Mode 7 technique on some of the end of level guardians. Now as we all know (yeah right!) Mode 7 can only be used to rotate backgrounds and not sprites. Therefore some of the guardians are cleverly built into the backgrounds. Sounds weird eh? Yup! Gives you an incentive to get to the later levels though doesn't it?



“ Well, what we've got here dudes and girly dudes is on

NO WEAPON

Your ship can take a couple of hits before exploding into a hot white ball of plasma. Each time you take a blast, one of your weapons (usually your best!) is removed until you die and start again with a new life. At least this is familiar from other shoot'em-ups!

Having said that, you can't always take three hits – it all depends on what you get battered by. Crashing into the scenery will end it there and then, and you'll soon find yourself in pixel heaven!

MEATY SPRITES

The end of level beasties are all a bit on the meaty side too. No small, lousy sprites here. What we want is full screen ones that are particularly ugly and give great satisfaction when they blow up. Well, your trigger fingers certainly won't be at all disappointed with *Axelay*.

PRICEY BUT WORTH IT

If you had to find something wrong with the game then you'd have to say it was quite difficult. But what you have to remember is that all SNES games are overpriced. If they're too easy or hard, they're not worth £50. However, *Axelay*'ll give you your money's worth if you like a good blast.

AXELAY

STUNNING

Visually, *Axelay* is stunning – there's no other way to describe it. As you might expect from such a polished (I thought Konami were Japanese, not Polish! – Ed.) product, the sound is also well up to scratch. As well as some beefy blasting effects, there's sampled speech too that wishs you good luck before each level. Hardly ground-breaking stuff I know, but a nice touch nevertheless.

s • c • o • r • e

Graphics 89%

Straight from the large box with 'Great Graphics' written on it. Quality begins here!

Sounds 82%

Top notch. Sampled speech, good effects. What more do you want? Tickets to a live gig?

Playability 91%

Wonderfully frustrating. You'll be swearing your head off when you die. Keep your voice down!

Bottom line 93%

c • o • m • m • e • n • t

If you're prepared to splash out this much money on one game then you may as well make it this one, as you won't find a better Super Nintendo shoot 'em-up on the market at the moment. A classy format makes this one of the few games I'd pay £50 for. If you don't mind paying this amount, then get it. Bags of come back for another-go ability.

Paul McNally, ST Action.

Indiana Jones and the Last Crusade • US Gold • Megal

The man in the hat is back and this time he's got more problems with the Nazis, not to mention rats, fireballs, gangs of hoodlums and worst of all – God! Will US Gold's Mega Drive conversion be Indy's saving grace?

CROSS OF CORONADO

Our hero's quest begins in the caverns where the famous Cross of Coronado is said to be hidden. Indy must make his way through the dangerous platforms, taking out the other would-be archeologists he bumps into on the way.

LEAP FROG

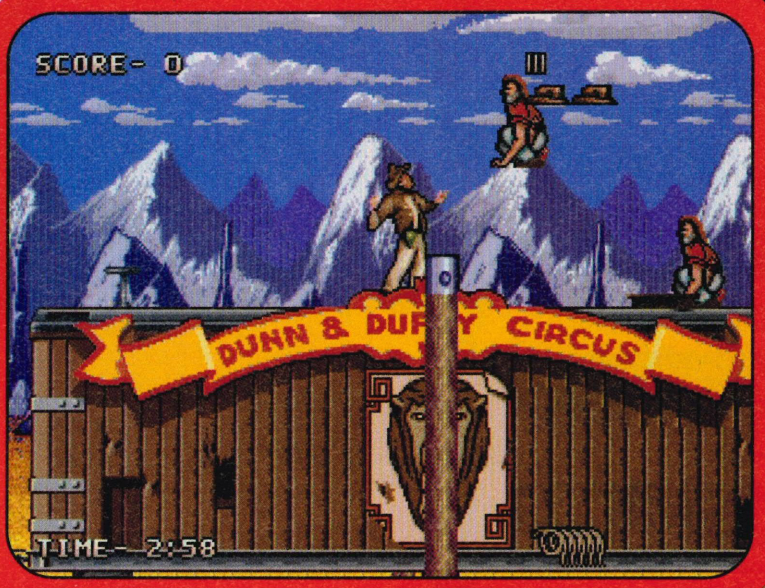
Indiana Jones is back in action and this time he's after the fabled Cup of the Holy Grail, the container from which Jesus Christ drank and one that will bless the owner with immortality. A very tempting prize you'll agree.

WHIPS AND CHAINS

As you would expect from a famous adventurer, Indy is armed with his trusty bullwhip and a punch that would send Mike Tyson to the stars. Unfortunately, Indy has a limited supply of whips although more can be collected if you think you'll need them.

AAH, VENICE!

Now the quest begins for the Cup of the Holy Grail. Indy travels to Venice where he must find clues in the underground tombs that will tell him who has the secret diary that belonged to his father, which holds the key to the location of the Holy Grail.



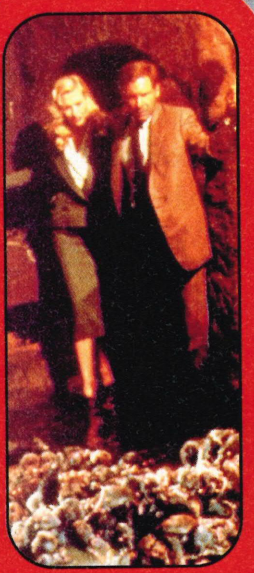
INDY SPEEDY

From the caverns, as in the film, Indy leaps onto a speeding train in possession of the Cross of Coronado. Unfortunately for him, there are other interested parties and they'll stop at nothing to recover the prize.

“ From the caverns, as in the film, Indy leaps onto a sp

rive £39.99 • Indiana Jones and the Last Crusade • U

INDIANA JONES and the Last Crusade



WATCH THE MAIL

On the train, Indiana Jones must make his way to the engine part to complete the level. However, he has thugs to contend with as well as the dangerous mail poles that regularly jut out from the railway track.

LOSING YOUR HEAD

Clues to completion of the holy tests can be found in the movie *Indiana Jones and the Last Crusade*. Remember that only the most penitent man will pass and Indy should reach the Cup safely.

KEEPING UP WITH THE JONESES

s·c·o·r·e

Graphics 85%

The graphics on the Mega Drive game have been drastically improved from the home computer versions.

Sounds 80%

Not bad sonics but what can you expect from a game where all you really need to do is whip a punch out .

Playability 88%

Indiana Jones is very comfortable to play, and it is an ideal subject for mapping which makes it easier.

Bottom line 90%

c·o·m·m·e·n·t

This is the best *Indiana Jones* action game we've ever seen. It's good to see new conversions being upgraded to take advantage of individual machine's capabilities. *Indiana Jones* is a very competent platform game with enough playability to keep you interested for ages. The action moves at a very comfortable pace and gets progressively harder, the first level being fairly easy. Good stuff!

Steve White, Bad Influence!

eeding train in possession of the Cross of Coronado."

OUTRUN EUROPA

Ever fancied racing around the world in a Porsche? Nope! How about a Ferrari? Nope! What about a motorbike? Nope! Well special agent Kurtz, that's exactly what you're gonna' be doing so quit moaning and recover those top secret documents!

JETSKI ACTION

The action will take you through some of the most treacherous cities ever and you're not even safe from the sea. Fortunately, you been given a jetski by your superiors.

NO PLACE LIKE HOME

A homing device informs Kurtz that the thieves are heading for the coast along with his ultra-fast, ultra-loud Ferrari F-40. The chase is on and it's gonna' take you all the way across Europe. And who wouldn't be interested in a chase like that?

c • o • m • m • e • n • t

The Game Gear conversion of Out Run Europa seems to have been worth the wait. The action moves very quickly indeed and you soon find yourself leaning into every turn and grimacing with pain at every crash. But aren't we getting just a little tired of racing games these days?

Steve White, Bad Influence!

s • c • o • r • e

Graphics 85%

Out Run Europa is very good indeed. The road update is fast and the effect of speed has been excellently done.

Sounds 78%

Sonically pleasing, this includes some very nifty sound effects although we're talking Game Gear standard here.

Playability 82%

Although this is very playable, there are just so many of these games around that you may get a tad bored.

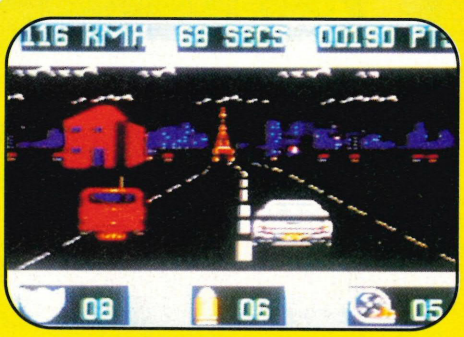
Bottom line 80%

FOUL KURTZES

Oh, dear! Special agent Simeon Kurtz has a very serious problem. Top secret documents contained in his briefcase, ready for the drop in Berlin, have been stolen.

DEATHLY FUN

Aah! Watch out for those crazy bikers 'cause they won't give a hoot about knocking you or anyone else off the road. Obviously something to do with their upbringing... Use your intensively acquired special agent skills to avoid them, if you can. Failing that, you can always kill them of course – brutality is always an option!



VERY PORSCHE

Throughout the game, as the locations change, the mode of transportation also changes. The Porsche is fast and solid, but it's difficult to drive when faced with heavy traffic.

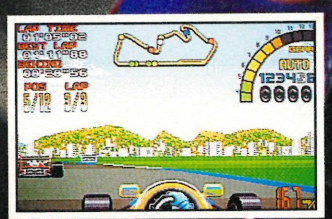
NIGEL MANSELL'S WORLD CHAMPIONSHIP

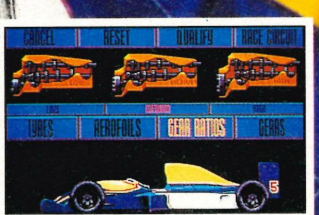
The most exciting racing driver in the world has teamed up with the greatest racing game producers to bring you the definitive Grand Prix experience.

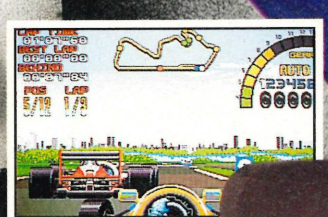
- Race the full 1992 season in the superb Canon Williams Renault F1 car.
- Real time coaching from Nigel Mansell himself.
- Experiment with the cars set up to achieve maximum performance for each of the 16 race circuits.
- Fast and furious race action with actual Renault F1 engine sound FX and superb detailed graphics.

THE REALISM OF THE RACETRACK....
THE POWER AND THE GLORY!

RENAULT F1







Screenshots from Amiga version.

FORMULA 1 WORLD CHAMPIONSHIP

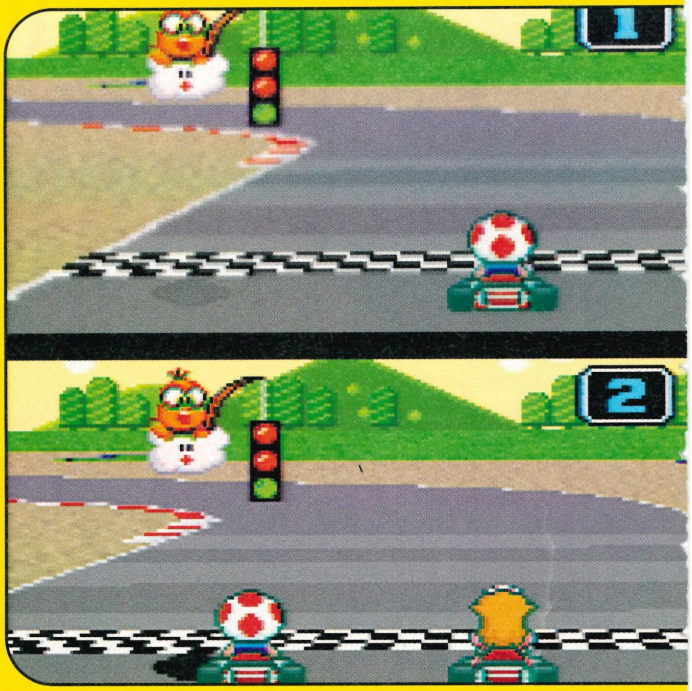
Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street,
Sheffield S1 4FS. Tel: 0742 753423.

GREMLIN

BECOME A GRAND PRIX LEGEND IN A RACE FOR THE TITLE OF WORLD CHAMPION

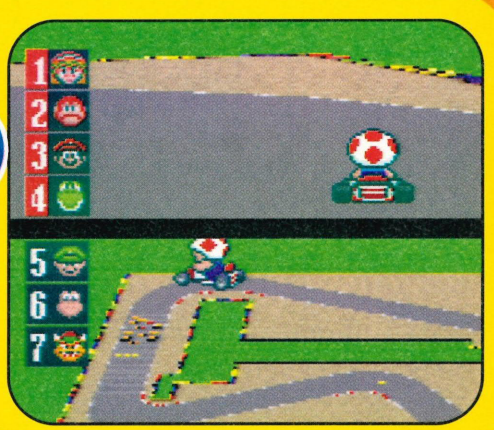
LICENSED BY FOCA TO FUJI TELEVISION COPYRIGHT GREMLIN GRAPHICS SOFTWARE LTD 1992.

Nintendo's flagship character continues to pop up in all sorts of games. His latest escapades see him hurtling round bends in cars at the sort of speeds that would mash ordinary mortals into diced carrots. Yep, it's the road through Marioland!



BIZARRE CONCEPT

Mario Kart may seem like a bizarre concept for a car racing game, what with other companies pushing endorsed titles like *Jaguar* and *Lotus* on home computers, but Nintendo's very own plumbing star certainly knows how to get behind the wheel! One player mode sees you against the computer racers, but get a friend and bang the game into two-player and you've got a challenge that'll last for a good while.

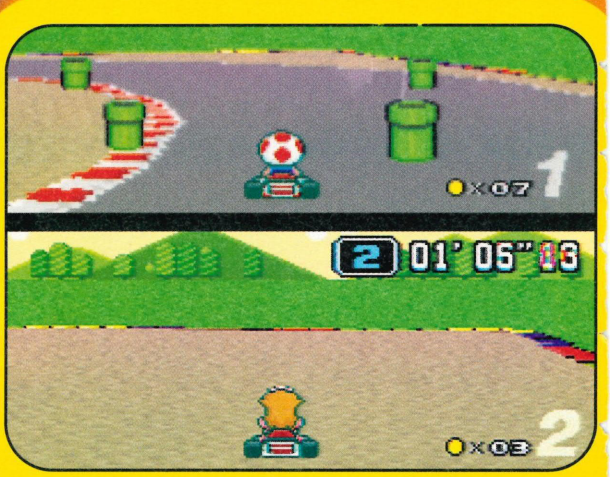


VITAL SECONDS

There are plenty of bonus squares to run over. Objects hidden underneath these can come in extremely handy as you can throw them or drop them on the track in a bid to remove your opponent for those few vital seconds. The squares that you should be interested in are the large yellow ones with the big question marks on them. Anything you pick up can be fired off again by tapping the X button on your control pad!

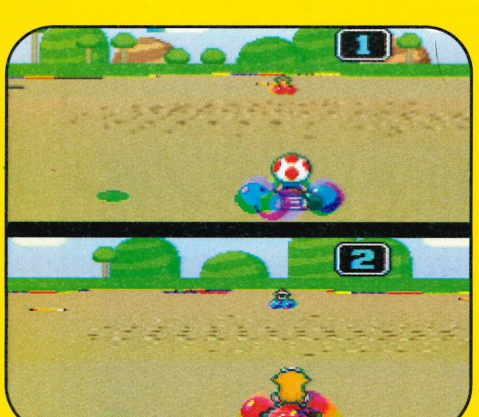
THE M62?

This is no ordinary road. Then again it's not exactly the M62 is it? You're in Marioland now, so don't expect a smooth ride. Everything fromthe familiar green pipes to Koopa shells are scattered across the road, not to mention the extremely sharp bends and corners, all designed to catch you off guard and throw you from the beaten track, losing you valuable time and maybe even those all important positions in the race.



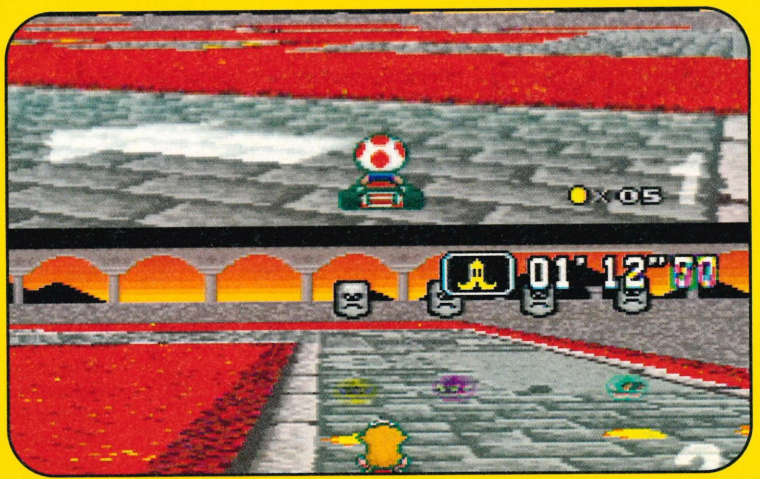
MUSHROOM MAGIC

Off go the contestants and our mushroom-headed friend gains an early advantage in the race, which is always a good idea. This is actually The *Mario Kart* Battle where the aim is to pop the balloons attached to the other kart. It's done by picking up sharp items, driving into the balloons and popping them! This is an awful lot easier said than done mind and once the chase is on the action is quite frenetic but all the same fun!



FOR PRIDE'S SAKE

They're ready for the off. Five laps of Mario mayhem lie ahead of you. It's all about finishing ahead of your pal, for pride's sake if nothing else! Having said that, the SNES does count up the number of victories each player has scored. If you lose, it may well be time to try out another of the tracks included. It might just suit your style of play a little more!



CLASSY RACE GAMES

Mario Kart is coming up against some classy race games that are already about on the Super Nintendo. The game isn't shy about using Mode 7 (the same system of sprite rotation used so successfully in the classic *F-Zero*). It's probably fair to say that is owes a lot to these others (especially *F-Zero*!), but having said that it's also fair to say that it's also the best race game on the SNES.

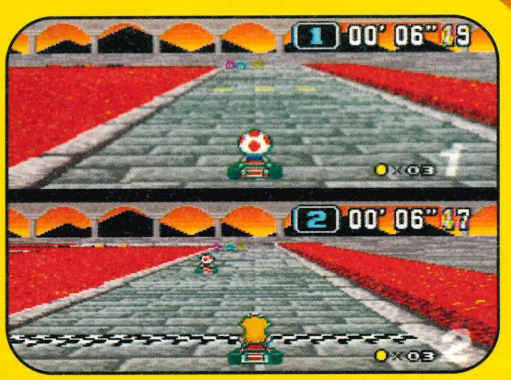
Mario Kart

FULL OF HAZARDS

It's narrow, it's windy, it's downright awkward to stay on the track! Deft finger work is the order of the day or you'll be ploughing into the surrounding fences before you know it. Many of the tracks in *Mario Kart* are packed full of hazards that have to be negotiated. Failing to do so in a two-player game could lose you time, failing in one-player mode could knock you out of the championship!

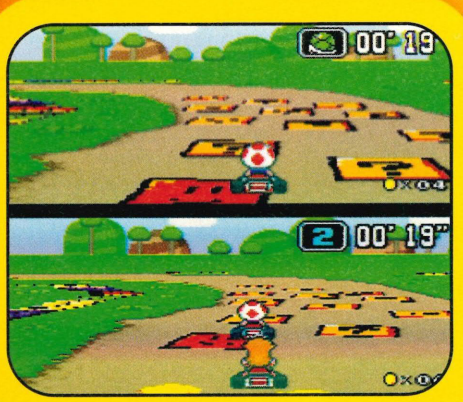
BIG FAT HEAVY DINOSAUR

The person you choose at the beginning of the game could well decide your chances. Yoshi for example is a big fat heavy dinosaur, and because of this his car's a bit slower but his road handling is second to none. Mario on the other hand is a little chap (although he could still do with shedding a few pounds!) who can go much faster, but his car skews all over the road at the worst possible time!



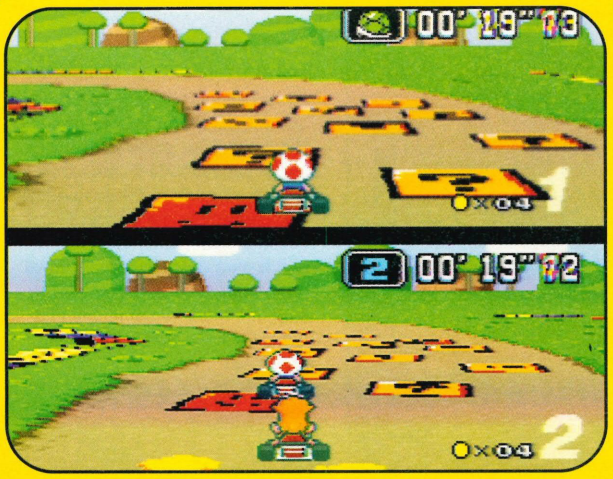
DEAD SIMPLE

Tracks such as this one contain many 90 degree corners, none of which are particularly easy to take at speed. The B button controls acceleration and slowing down is therefore just a matter of releasing the button at the correct times. Once you pick up this technique you'll have no problems, as the controls are all dead simple to get the hang of.



HIGH SPEEDS

This grass looks like it's good to drive on. Think I'll have a go! How bad am I at driving this thing? Our Italian friend will be laughing his socks off! All the major characters from the *Marioworld* game can all be found driving vehicles. Even Yoshi gets about at high speeds. Each driver has different attributes that can affect your chances of a good result.



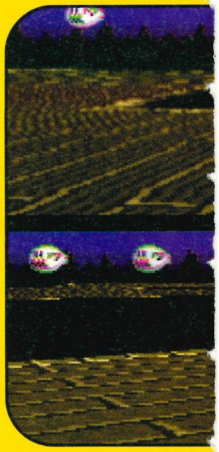
MAPPING IT OUT

The game may be as cute as they come but don't let that fool you into thinking it's easy. Three different difficulty levels are included, each with five tracks on 'em so there's no shortage of variety. You shouldn't get bored too quickly which has to be a good thing for everybody concerned.

Changing between them in two player mode is simply a matter of using the control pad and pressing Select. As you scroll through them you are shown a map at the bottom of the screen and you can then choose whether to race it or not.

In the one player only championship mode you race through the tracks in a set order, only progressing to the next if you race fast and hard enough.

GOING OVERBOARD



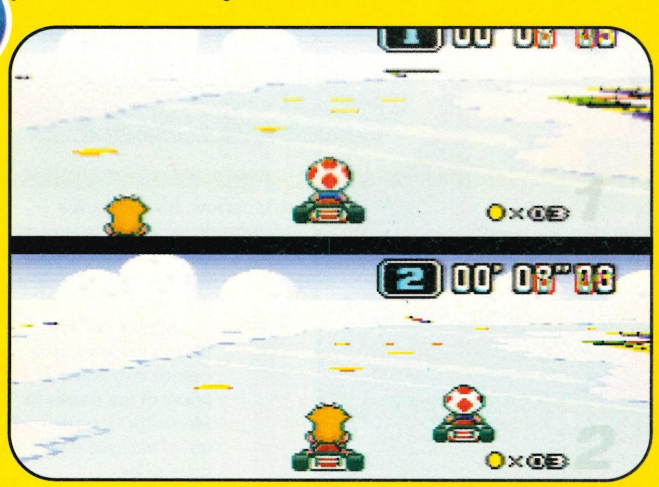
Driving off the track isn't particularly clever thing t do. Here you are just abo to plummet to a sticky en through dangerous driving. Once you have gone overboard, so to speak, you'll be lifted back on the track by a helpful birdie, but while this is going on you're losing both valuable time and ground on your opponents. Go off too ofte and you may as well forg it all because you'll never get back in the race!

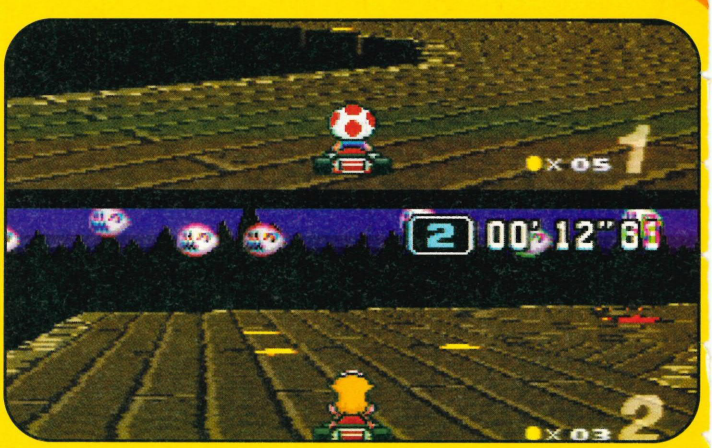
ON THIN ICE

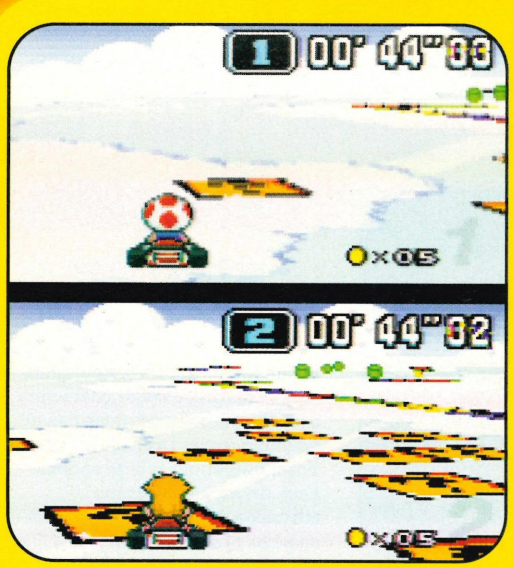
Varying scenarios alter the problems you'll have while racing. On icy tracks you'll have hardly any road handling, so a nice big heavy car might come in handy. Of course you can't change cars in the middle of a season of races, so you need to become proficient with one and then stick to it until you feel confident enough to move on.

BETTER WITH TWO

Although the two-player game is probably the most enjoyable, it isn't as though *Mario Kart* is tedious if you have to play alone. There is a real feeling of competition between you and the other computer drivers. Finishing in the top four is all important and you may find yourself becoming obsessive and screaming at your parents if they interrupt you for unimportant things like meals and sleep!







SOUNDS GOOD

As well as looking good, *Mario Kart* also scores highly in the sonic department (and we're not talking blue hedgehogs here you know!). A typically Mario-esque tune plays in the background and over the top of this are your standard car noises and braking squeals. These are nothing special.

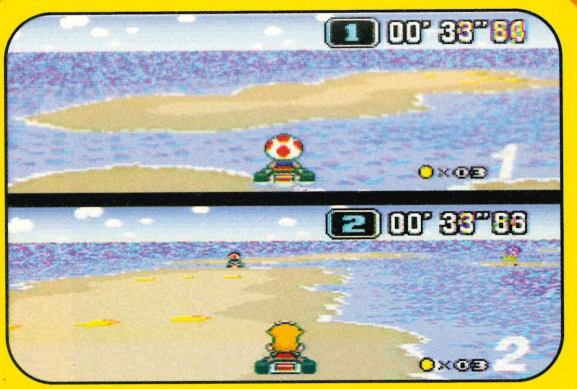
Several samples like whistles and other happy noises are also in place. The whole sound of the game just smacks of what it is – Mario!

HOW FAR IS THAT CAR?

In a one player game it is possible to get a view of how far behind you the next car is. Normally at the bottom of the screen you'll just see a map with all the other cars racing around it. A press of the other buttons will change this perspective and show you some of the other cars from a sort of mirror view.

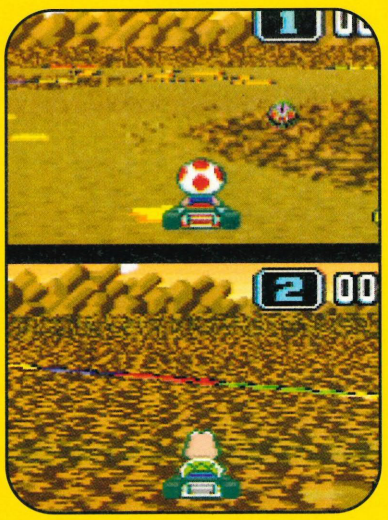
MARIO'S BACK

Well our pasta-faced plumber from Pisa is back, but there's not a platform in sight! What can they get Mario in next? Mario Invaders? Pac-Mario? Why not? All doors are now open for Nintendo's super-hero as he once again prepares to do battle with a certain fast blue hedgehog (who's about to star in another game of his own!). The Battle Royale between Nintendo and Sega is now really getting under way with the Christmas market to be assaulted.



MASTERING WHAT YOU'VE GOT

The variation between races is enough to keep you going for a while, but at the end of the day, the tracks in the game will only last so long before you've mastered them. It'll take a while but in the end it's inevitable. You can only race on the same tracks so often before you begin to pick up what to do next. Whether this makes the game better or worse is down to personal opinion really. Fortunately this doesn't really matter too much because of the dual-player mode. The different cars provide more of a challenge as getting used to them all is once again a whole new task in itself.



BETWEEN THE DEVIL AND THE DEEP BLUE SEA

Another hazard not mentioned so far is the deep water. Driving through this will make your car sink and you'll have to be rescued by the birdie again – all taking up valuable time! This dangerous deep water is identifiable by its dark blue colour. It really has to be avoided at all costs if you are to stand a chance of winning. Other water in the game is a lighter shade of blue. Of course, it's not that easy, when you're hurtling around a track at speed, to distinguish between the pair of them! So it is highly possible that you'll be paying a visit to Davey Jones' Locker before the end of the game.

97 REVIEW

s • c • o • r • e

Graphics 88%

Mario in cars. What could you expect? Surely not something as good as this.

Sounds 87%

A happy Mario tune blasts away in the background. Complements the game really well.

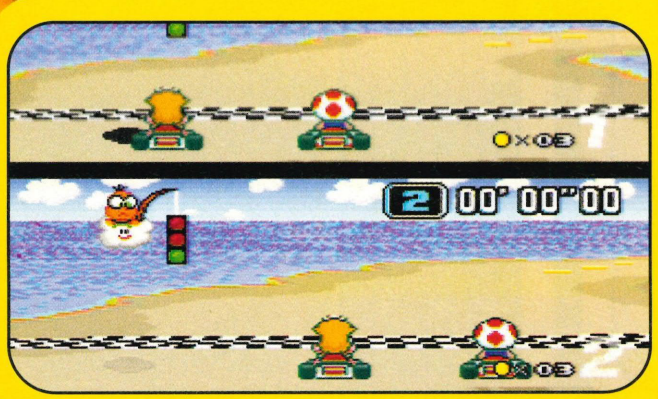
Playability 95%

Quite possibly the best racing game so far on the SNES. Bits of the other popular racers make this the one to get!

Bottom line 94%

SECOND TO NONE

Mario Kart is without a doubt one of the most addictive games on the SNES. It has everything it needs to be successful, including the name which will sell it on its own. It's official release price is just under £50 and you have to question whether any game is worth that, but people are paying as much for lesser quality on the machine already! When you consider the prices of an arcade machine (usually about a quid a go) it's worth it!



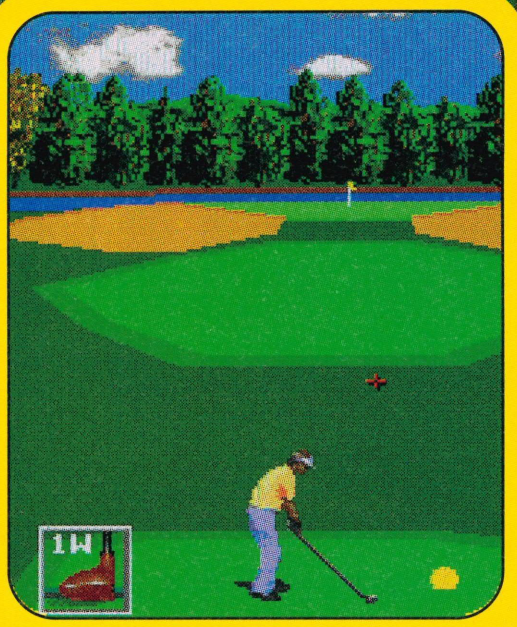
c • o • m • m • e • n • t

I was a bit sceptical when the cartridge landed on the old desk. Hmmm, Mario in cars, sounds like they've used the name to pep up a product. Thank God that isn't the case. Instead we've got a race game to beat all the others available. There's always the drawback of the price, but Super Nintendo owners must be getting used to silly prices now. If you've got a spare £50 for a game you may as well spend it on this, as it's the best. If you haven't, well then, you'd better start saving, or check out the mail order companies first!

Paul McNally, ST Action.

World Class Leaderboard • US Gold • MegaDrive £39.

The *Leaderboard* series from US Gold has long been heralded as the best simulators of Golf ever. Now Mega Drive owners can benefit with the release of *World Class Leaderboard* which has been improved considerably from the home computer versions.



THE TASK AHEAD

The *Leaderboard* series of golf simulators have received much acclaim over the years and the Mega Drive conversion of *World Class Leaderboard* looks set to be the best yet. Can the sequel possibly be as good as the original? There can be only one way to find out – grab your caddie, get onto that course, look at the holes and get down to some serious golfing!

IN THE SWING

Leaderboard revolutionised the swing bar used in most golf simulators nowadays. The first press of the firebutton causes the power bar to travel. Power is set by pressing the firebutton again, at which point the swing bar begins to travel. If that sounds complicated, it isn't – well, not as much as the real thing!

98 REVIEW

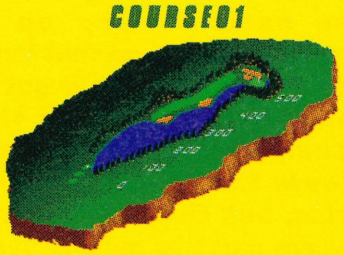
WORLD CLASS LEADERBOARD

TRICKY DICKY

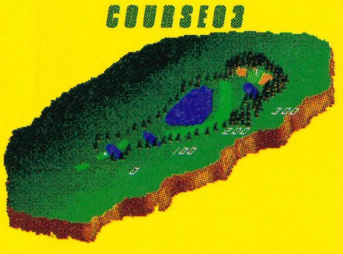
There are four different courses to choose from, as well as the option to select the amount of players and the difficulty imposed upon them. (Sounds like a pretty good idea – lumbering your opponents with the tricky stuff!). Difficulty can also affect wind direction and strength if you like, so it's all up to you.

A STROLL ACROSS THE GREENS

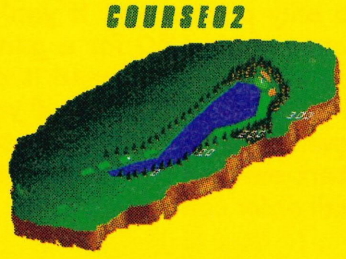
COURSE01



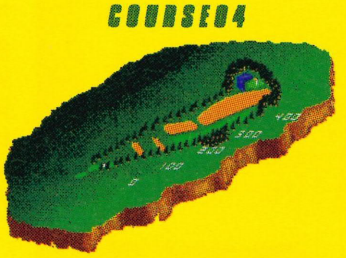
COURSE03



COURSE02

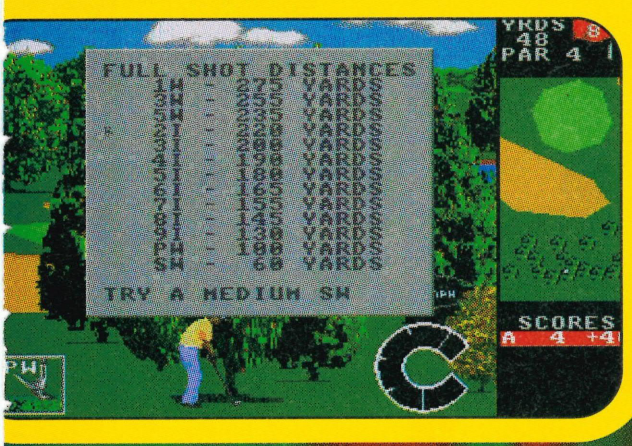


COURSE04



“ There are four courses to choose, as well as the option

99 • World Class Leaderboard • US Gold • MegaDrive



CADDIE UP

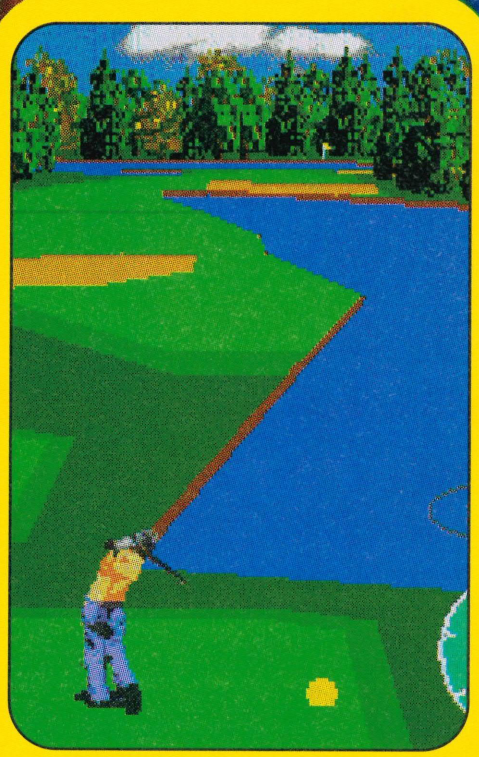
When play's seems to be getting just a little too tough for you, you can call up important and useful information via the caddie window. You will be able to use it to assess the best club for the distance to the pin, thus making life a whole lot easier.

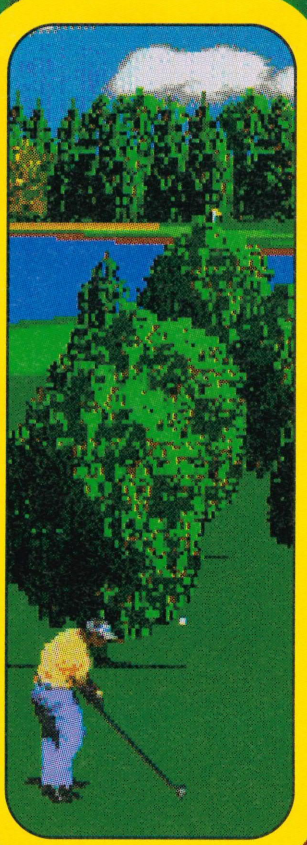
IN THE DRINK

The holes vary in distance as do the hazards which are mainly made up of trees, but also consist of the customary bunkers and lakes. Wind direction and strength also play a major part.

PLOP!

If you do manage to sink your ball in the drink, you will be able to play off from the nearest point although you will be penalised a shot for fouling.





TREE VISION

Great care is needed when taking a shot, otherwise you could end up behind the trees which is certainly not recommended. Fortunately, you can scroll the view left and right and play somewhere 'safe'.

c • o • m • m • e • n • t

The Leaderboard series of games have set the standard for golf simulators and World Class Leaderboard on the Mega-Drive is both fast and great fun to play. But does the thrill of travelling down the green after the ball in 3D gorgeousness really make a great golf game? Nope! Leaderboard comes up trumps again.

Steve White, Bad Influence!

ON COURSE

To the right of the main window is an overhead representation of the course you are currently playing on. The view is animated in accordance to the path of the ball when struck.

99 REVIEW

s • c • o • r • e

Graphics 85%

Although most golf games can't help but look the same, *World Class Leaderboard* is very fast indeed.

Sounds 55%

Okay, so it got a low score but what can you say about a few 'thwacks!', 'thumps!' and 'plops!'? Not a lot really!

Playability 89%

World Class Leaderboard is very playable indeed. Play is fast and the ball travels very accurately. Luvly juvvly!

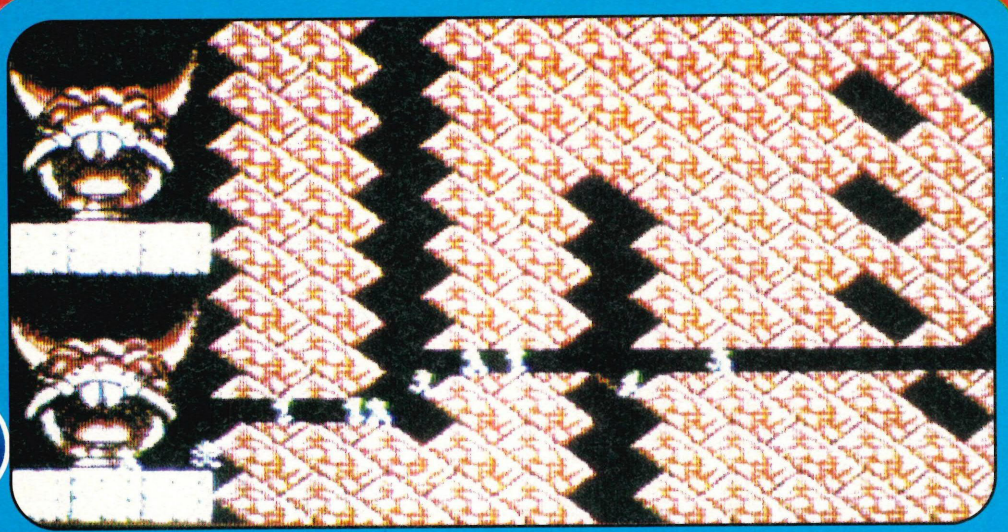
Bottom line 86%

to select the difficulty imposed on the other players."

The Lemmings are on the rampage once more, this time inviting NES owners to prevent them from wandering blindly to their certain doom.

TRICKY

The game is set over a mass of levels, each one more difficult than the last. The difficulty curve is set just right with the first few levels being designed to introduce the various game features, while the later levels become fiendishly difficult. This makes for excellent lastability.



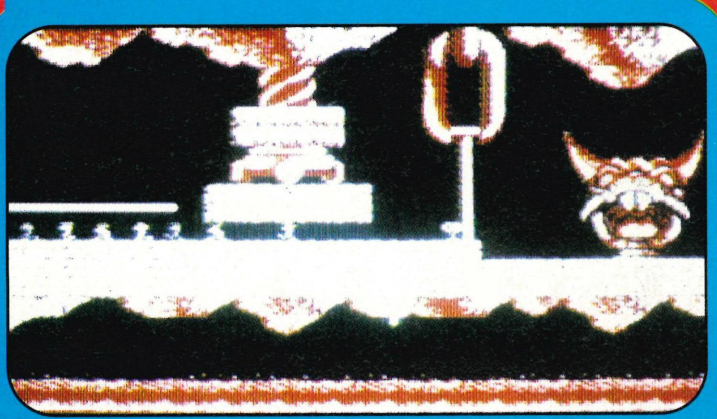
DIG IT

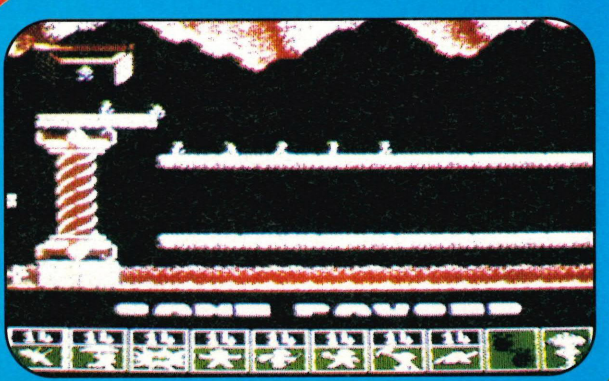
To complete this level you must instruct the Lemmings to dig through a wall. Unfortunately though, halfway through there is a gaping chasm. So you must build a bridge across it and then dig again where the wall reforms after the gap. The problem is that the Lemmings don't wait until construction is complete, they just walk right off the end!

lemmings

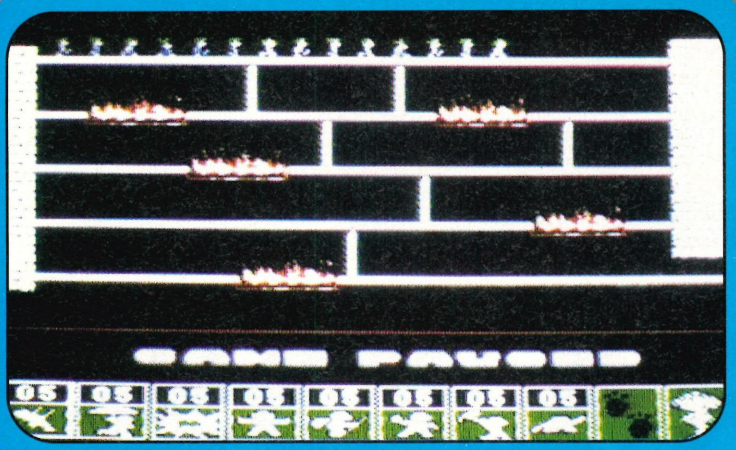
EASY EXIT

On some of the more difficult levels, more than one exit is in place, one of which is often completely inaccessible just to put you off the scent. You will often find yourself spending a very long time trying to get to an exit which is impossible to reach, and then suddenly realising that there is another exit which you had completely forgotten about.





"Some of the hardest levels in the game are the ones



EXPLOSIVE

Some of the hardest levels are the ones where you need to set up a controlled explosion. That is you need to get a Lemming to explode to blow a hole in a wall for example. However the Lemmings do not explode the moment you tell them to – there is a five second delay, so you must judge exactly when the Lemming is five seconds away from the wall, then set him to explode.

s·c·o·r·e

Graphics 83%

I know many people say that the graphics are not much cop but they serve their purpose.

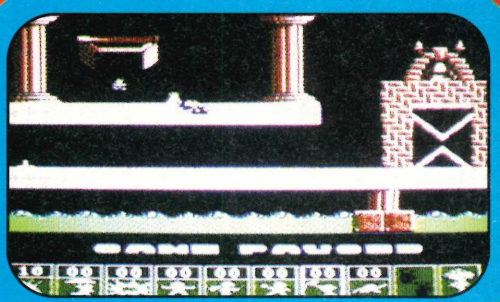
Sounds 79%

Once again the sound is not that special but loads of instantly recognisable tunes are played throughout.

Playability 95%

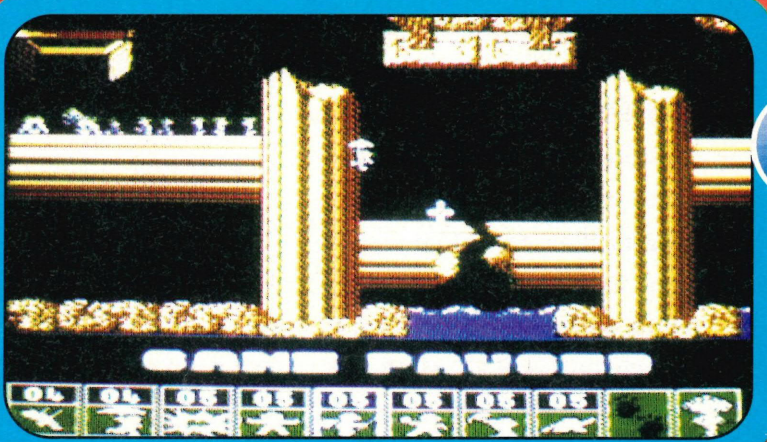
Anyone who has played *Lemmings* will tell you it's possibly the most playable game of all time!

Bottom line 92%



LIGHTNING REFLEXES

In the later sections you will be expected to carry out many tasks in order to complete just one level, often in an extremely short space of time. To complicate matters, while you are solving each level you also have to take measures to make sure that the other Lemmings are not busily strolling off the edge of a large cliff. This often requires quick thinking and some pretty quick reflexes.



NUKES AWAY

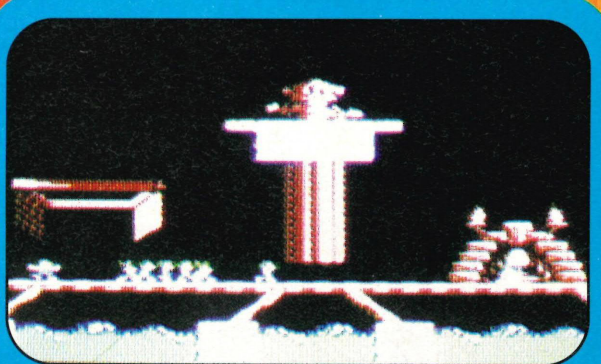
The Lemmings die for numerous reasons. They die if they fall into fire or water. They can get crushed by big metal things designed for crushing Lemmings. Or they can die if they fall too far. There are also ways for the player to kill them off, either individually or via the nuke option, which kills off all the Lemmings to a chorus of 'Oh No!'

WELL DUMB

The Lemmings are extremely stupid little creatures, wandering blindly onwards oblivious to any dangers that may await them. Without your aid, every one of the lovable little blue and green creatures will certainly perish. It is up to you to make sure that as many of them as possible make it safely through each level.

UTTERLY BRAINLESS

Despite being incredibly stupid, the Lemmings are certainly resourceful little characters. They can dig, mine, climb, stop other Lemmings from passing, parachute down safely from high precipices and even blow themselves up! However they cannot decide on their own when it is best to use each skill so it is the player's job to instruct them when to do so.



c·o·m·m·e·n·t

Lemmings is and always will be one of the best games ever, no matter what format it is on. It does not rely on fancy graphics or multi-channel stereo sound to provide its appeal, it relies on gameplay alone and it's there in abundance. If you haven't played Lemmings yet then this is a must buy. A true classic!

Steve McNally, Amiga Action.

where you may need to set up a controlled explosion. ”

Previously, only one virtual reality machine could be played at any one time. However, modern technology has allowed several machines to be linked together in a way that the human players can now interact with each other in the virtual world. Players can even fight each other!

WORLDS IN VIRTUAL

W Industries are key manufacturers of virtual reality entertainment systems. Founded in 1987, they are one of the world's leading authorities on virtual reality and their continued growth is one giant success story. Their initial staff of 18 has now multiplied into an enthusiastic team of 60. In less than a year production has soared by more than 300 per cent and the Leicester based company are now forecasting a turnover for this year in excess of $11 million. JASON DUTTON meets the man behind the miracle.

OBVIOUSLY flushed with success, W Industries managing director and CEO, Dr. Jon Waldern, said: "The company is delighted at the sustained growth enjoyed since we launched virtual reality technology in April 1991.

"We are investing heavily in our future and as the only manufacturer of leisure VR we are now engaged in several ventures with major international companies.

"Despite other firms producing so-called virtual reality products, true VR entertainment that is now demanded by a worldwide public can only be achieved with helmet mounted devices."

The headgear used is technically known as the Visette and it provides the ultimate link between a virtual world and the player. It mounts securely onto your head and allows you to view your new world from all available angles.

The Powerglove fits over your hand and allows you to see a similar hand in your new world. It can then be used to fight, touch or move things around.

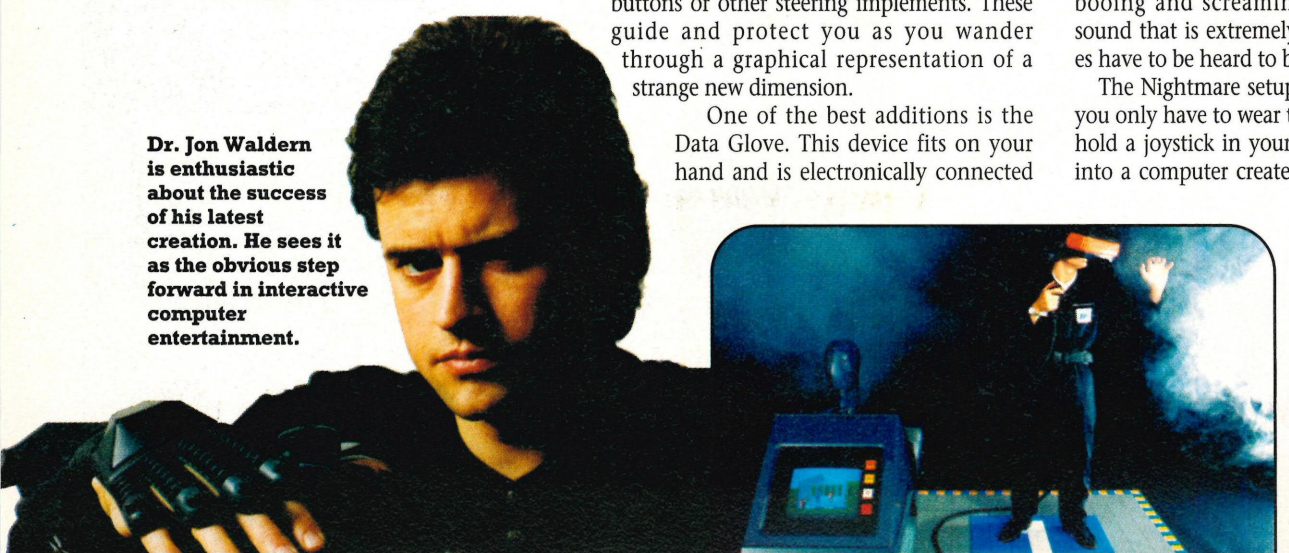
Along with various add-ons, some systems also contain feature throttles, fire buttons or other steering implements. These guide and protect you as you wander through a graphical representation of a strange new dimension.

One of the best additions is the Data Glove. This device fits on your hand and is electronically connected to your helmet and the virtual world in which you are moving. Object manipulation and combat is easily achieved by moving your hand and watching the the effect of your action appear inside your Visette. It's incredibly realistic and ideally suited for games like Dungeon Master or similar exploratory adventures.

The two best known virtual reality machines are the Total Destruction and Nightmare systems. The first is a stock-car racing environment in which you are put in the cockpit of a high powered stock car. The scenario is pretty simple and you have to compete against other users and try to stay on the track until the time runs out.

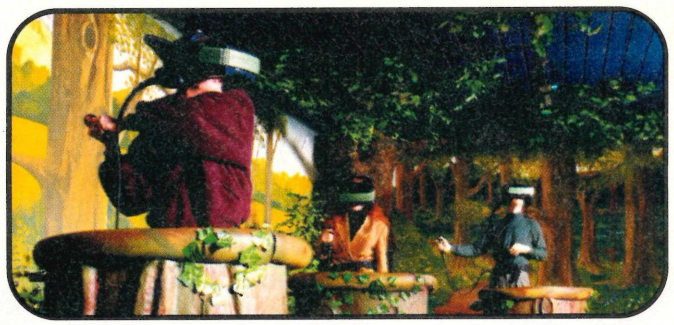
As the tempo increases and the race progresses you feel as if you are taking part in a TV outside broadcast. The crowd begin to roar support for their favourites who they want to win and attempt to barrack the other players with tactics such as booing and screaming. With CD quality sound that is extremely effective, these noises have to be heard to be believed!

The Nightmare setup is a little different as you only have to wear the Visette helmet and hold a joystick in your hand. You are thrust into a computer created environment where



Dr. Jon Waldern is enthusiastic about the success of his latest creation. He sees it as the obvious step forward in interactive computer entertainment.

This free-standing model allows you to physically walk around the computer generated environment. The joystick gives you the opportunity to fully interact with other characters.



Adventure games are among the most popular virtual reality systems now up and running. Team work is the name of the game where characters must fight evil monsters and recover treasure, pulling weapons from invisible backpacks.

APART REALITY

you must do battle – with a replica of yourself! Your character responds to your own movements and the fire button can be used to shoot other deadly enemies that attempt to stop your escape.

This idea works quite well as you have to physically turn your body to produce a movement. Trying to aim your gun is a particularly difficult manoeuvre as you have to raise or lower your arm to get the target in your sights. This requires a lot of skill and it could cost you a small fortune in arcade charges endeavouring to perfect your tactics.

Many major arcades now have virtual reality machines installed and ready for use, but the most popular set-up is the Trocadero entertainment centre in London. The Troc is home to absolutely loads of different entertainment pastimes including waxworks and the Guinness World of Records exhibition.

The only major gripe I have about the VR machines is the cost. You pay about £2 to start with and you could easily be dead within two minutes! On the other hand for about £400 you may well be able to last all day – but is does get expensive. WI hope this cost will be reduced as machines become more widespread and their popularity increases.

As for their latest projects, it has been announced that there will soon be Star Trek Reality Centres that intend to utilise W Industries technology to re-create perfect replicas of the Starship Enterprise. The user will play the role of Captain Picard facing the threat of the mighty Romulan Empire.

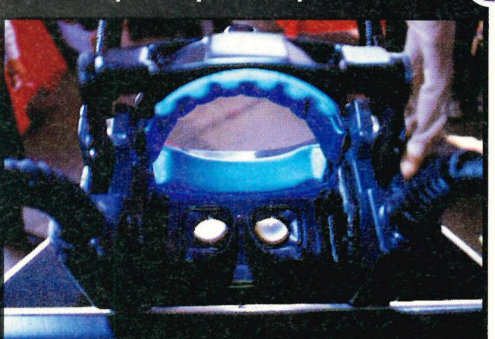
"This exciting project, involving one of the best known and most popular science fiction ideas, is being developed on our next generation VR systems," boasted a very happy Dr Waldern. "Paramount have selected our technology in the face of worldwide competition. This only strengthens our belief that our systems are the most advanced now available ."

This strange looking contraption is the Visette. It sits on your head and provides the link between you and the Virtual World in all the games.

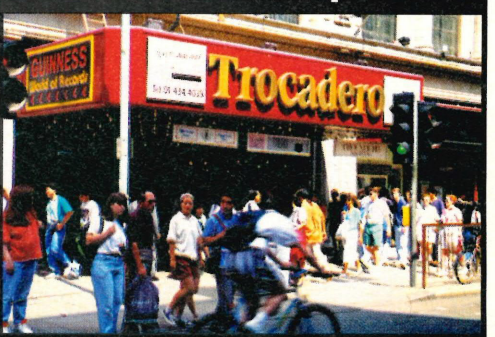
This is one of the first Virtual Reality games called Battlesphere. You took control of a Harrier jump-jet as you attempted various deadly missions.

A backpack stores all the information about your current game. It also connects the hand-held joystick to the main system.

Total Destruction is a stock-car racing simulation system. As the crowd cheer frantically, you must avoid the obstacles and steer your way to victory.



This is the inside view of the Visette. It looks like a futuristic motorbike doesn't it? It mounts on your head and is held in place by a comfortable foam rubber strap.



The Trocadero entertainment centre in London houses one of the first virtual reality centres. It contains all the latest machines and peripherals.

The ANDY CR inter

Andy Crane has been synonymous with Children's Television for several years, with a list of hit children's TV programs to his credit. He now faces his stiffest challenge – as a presenter of the *Bad Influence!* TV show.

BAD influence! Andy, tell us about your favourite video games, what are they and why do you like them so much?

ANDY: To tell you the truth, I don't play them as much as I should, I'm a bit of a sporadic player. I use my MegaDrive every now and then, but not obsessively. I don't really have as much time as I used to and working means I'm away from home quite a lot.

If I had to name a favourite all time game I'd be stuck. I like Sonic, *it's fast and furious. Really easy to get into, I think that's very important in a game.*

I like the look of Mario World *but I've only seen it a couple of times. There's a lot more to it than* Sonic, *it takes a bit longer to get into.*

I'll probably get the chance to play more now that I'm doing the series. Actually, I've already played quite a few, it's rekindled my interest.

BAD influence! How did you become interested in video and computer games in the first place?

ANDY: I was so into music when I was younger that I sort of missed the original craze. I got interested only fairly recently when Sega lent me a Game Gear.

I liked Columns *and used to play it for ages. But it didn't take me long to get bored with it and I decided to buy another game. I wandered down to the local games centre and asked to see the selection and the bloke there told me the Game Gear wasn't out in Britain yet.*

The machine I had was one of the early Japanese imports and I had no idea. I just assumed that they would be in the shops. To be perfectly honest I felt a bit stupid.

BAD influence! Working on *Bad Influence!*, you'll have seen everything from a VCS to an FM Towns. There's loads to choose from, but what machines do you own yourself?

ANDY: Just the two. A Game Gear and a MegaDrive. I'm a bit of a Sega fan you might say!

I like the look of the new PC stuff so I might just get one of those. There's so much out there, it's very difficult to decide just what to buy.

It's a lot of money to invest so you have to make the right choice first time.

BAD influence! What game has grabbed your attention recently?

ANDY: At the moment, I would have to say Moonwalker *on the MegaDrive. It's really weird, a bit like Michael Jackson.*

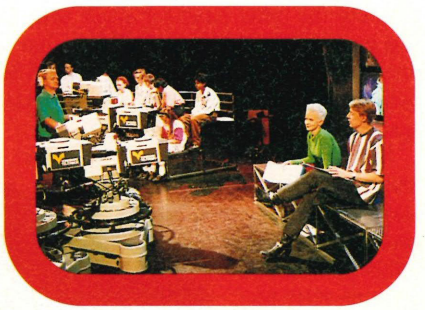
There's not much to it really, loads of running around and kicking, but the music is very impressive. Those bad Michael Jackson tunes have been done really well.

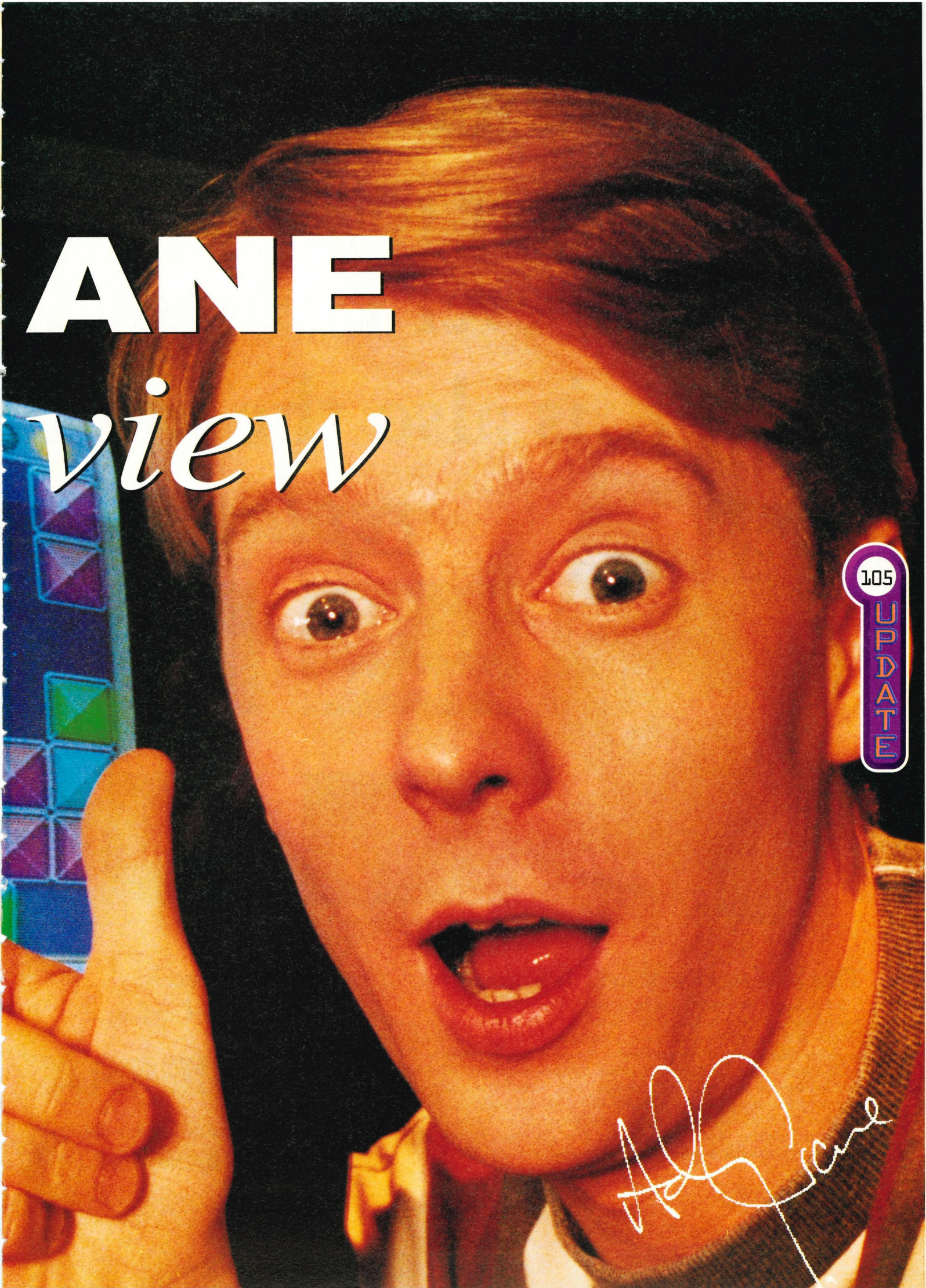
BAD influence! Philip Schofield is your nearest rival when it comes to presenting kid's TV shows. What do you think of his foray into the world of musicals and do you have any plans to do an Andrew Lloyd Webber thing?

ANDY: I almost certainly would not. It's not really something I'm interested in. Philip has done really well but it's just not my scene.

I doubt anyone would be stupid enough to offer me something like that anyway.

If you heard my singing you would understand. Acting is a possibility though, but radio is still my first love.

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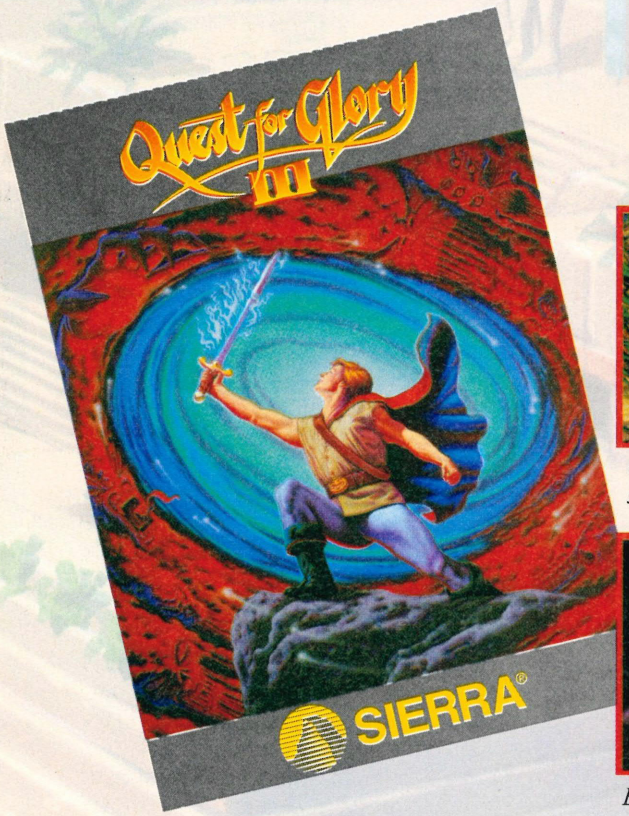
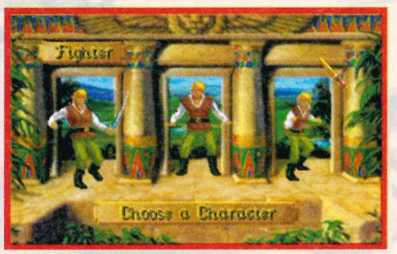
UPDATE

The most *playable* computer role-playing game ever created...

...is also the most *replayable.*





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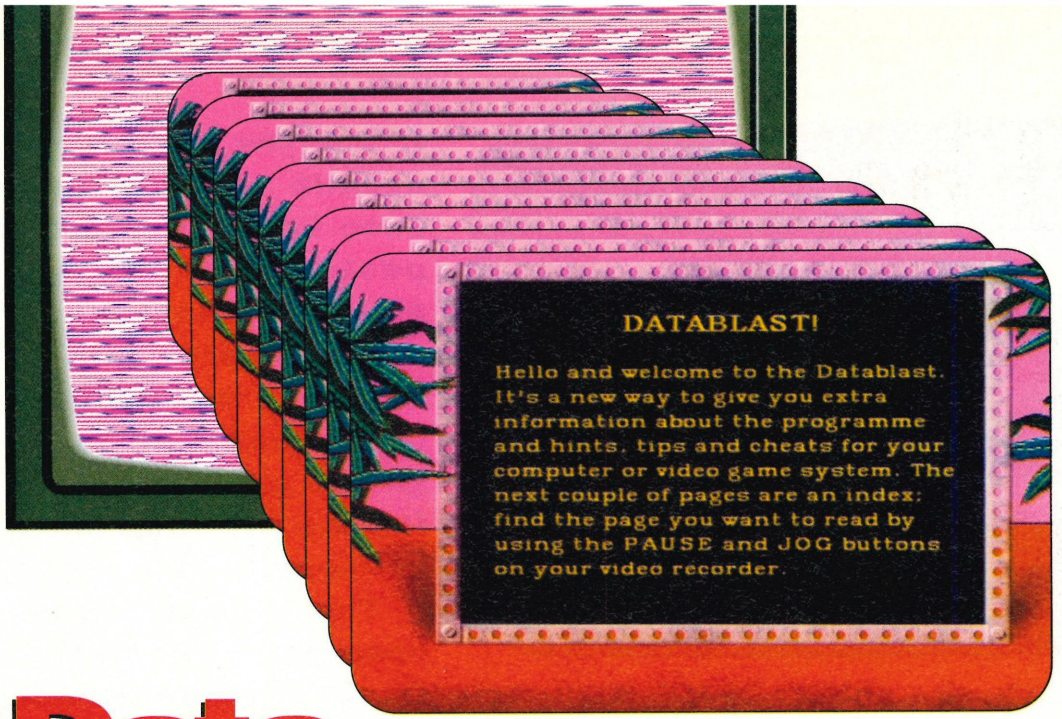


Data BLAST!

Could this be the instant magazine of tomorrow?

IN the final minute of each edition of Bad Influence!, as the closing credits roll, Yorkshire Television is conducting a unique experiment – transmitting a self-contained magazine that can only be read by viewers with a video recorder.

It lasts for only 20 seconds, but it contains 50 pages of text and pictures. It's far superior to the antiquated, chunky teletext graphics of Ceefax and Oracle – and could pave the way to a completely new form of publishing, with pages updated only minutes before they are transmitted to your home.

And all that's needed to create the pages is a £299 Amiga and a clever, £34.99 software package that was designed to help computing beginners create their own games.

Datablast is basically a sequence of individual screens which are displayed one after another – at the rate of five a second. The viewer records the sequence, and plays it back later using the pause, jog or single frame advance controls on his video recorder.

The Datablast pages contain additional information from within the show itself, and plenty more besides. Included in the pages are hints, tips and cheats for all the popular home computer and console formats, plus a selection of machine-specific software charts.

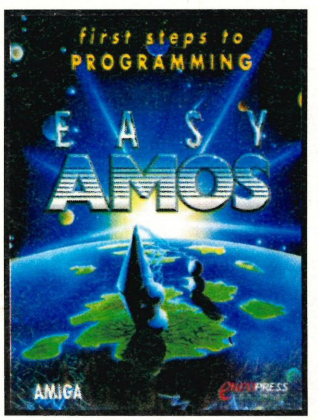
It builds up into a mini computer magazine, and some viewers may wish to record each week's Datablast and keep it on tape for future reference. If you have a fairly new video recorder featuring single frame advance you will have no problems. However, if your recorder only has a pause facility, the quality of the still screen could be well below par, particularly on older machines.

It is to help overcome this that the type being initially used for the Datablast pages is fairly large.

To assess how many viewers will actually be able to make use of Datablast and discover its popularity Yorkshire Television included a special 'Win a Gameboy' contest in the first programme of the series. Depending on the response, more competitions may be included in future issues.

The decision to produce the Datablast pages on an Amiga and not on ultra-expensive studio graphics equipment was because it was felt viewers would prefer to see something they would be able to create in the same way on their home computer.

Initially the pages were to be designed using Deluxe Paint II, but its less than adequate text editing facilities put paid to that idea. A great paint package it may be; a user friendly word processor it certainly isn't.



Instead, Europress Software's Easy Amos was called in to produce the on-screen text. Anyone familiar with the Amos family will be well aware that the text editor is second to none, even though the package is basically a programming language and not a word processor. But it offers facilities to write a program to create the pages, which are then easily compiled and edited.

"Programming the basic skeleton was extremely simple and took just a few hours," said Peter Lee, a staff writer on Amiga Action who's also been one of the backroom boys on Bad Influence!

"Using low-res graphics text we can simply output the words to screen using proportional spacing, varying fonts and sizes, and combine the results with 32 colour images such as logos and sprites from the show itself or other sources.

"If a spelling mistake is discovered or we simply want to change the page, we can swiftly return to the Amos editor and make the necessary amendments. Once it's been created, the pages are transferred to television tape using the Amiga's genlock facilities.

"Of course, when the results are finally broadcast, five pages of Datablast are displayed each second so it's completely unreadable. But it's all there, waiting to be revealed. So if you want to access a free and information packed mini-magazine every week, make sure your video recorder is prepared for the next episode of Bad Influence!"

Before you know it, the arcade centre may soon be a thing of the past. Right now the stage is being set for much greater things, thanks to an ambitious linkup between video games giant Sega and famous toy shop chain Hamleys.

The UK has always been last in line when it comes to the public release of computer technology – invariably a year behind the Japanese and American markets – but with Sega and Hamleys now building entertainment centres in the UK players all over Britain will soon have access to all this new and wonderful technology.

The shape of GAMES to come

Sega's ambitious concept for large scale family entertainment and amusement centres has now become a reality with the opening of the first in the UK at this country's premier toy store, Hamleys, on October.

And hot on the heels of this high prestige centre – called Metropolis and occupying 5,000 square feet of Hamleys lower ground floor – will be a development nearly five times as big in Bournemouth, to be launched next Easter

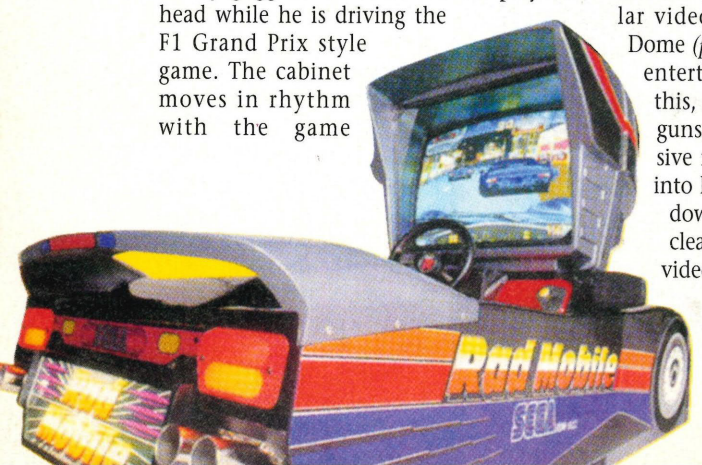
This centre, representing a £3 million investment, will occupy the ground and mezzanine floors in a property adjacent to the resort's Palace Court Hotel.

Sega's family entertainment concept is already well established in Japan where some 1,130 centres are already in existence. Another Sega operation, recently opened at EuroDisney, is already performing well beyond expectations.

The central aim is family entertainment, with mixed leisure facilities within each centre. They will include areas devoted to high technology, coin operated fun bowling, children's and educational sections, food courts, retail shops and laser game areas.

Game areas will contain many different attractions such as interactive video, the fabulous gyroscope R360 flight simulator and virtual racing – a brand new game to the UK which is now at the Hamleys Metropolis.

The Virtua Racing machine consists of a sit down racing cabinet and special virtual reality goggles that surround the player's head while he is driving the F1 Grand Prix style game. The cabinet moves in rhythm with the game while the goggles supply the image all around the player's head – giving him a most realistic experience of the thrills and spills of motor racing.



The Japanese have already seen Bingo Party, Exciting Black Jack, Golden Wave and many more. One of the most spectacular video games machines is the Cyber Dome *(pictured above)*, already available in entertainment centres in Japan. With this, several players, armed with laser guns, take their places around a massive monitor screen which then bursts into life with aliens and nasties raining down on the players who attempt to clean up the screen. This is large scale video game entertainment at its best.

Two of the most significant areas that will be common to the centres are the educational and retail zones. The first present a profile of Sega and explain clearly how the latest leisure technology has been developed and how it works, and gives a taste of developments still to come.

Other companies, including giants like JVC and Sony will have areas explaining their past and future concepts. Sega video games, hardware, merchandise and various toys will be on sale.

The arrival of Hamleys Metropolis is the first indication of Sega's desire to go into non-arcade environments and create an empathy with their surroundings.

Future sites may include out of town retail complexes, theme parks, larger leisure centres, seaside resorts and urban or major city centre locations.

Metropolis is now open during Hamleys normal trading hours.

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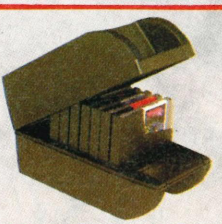

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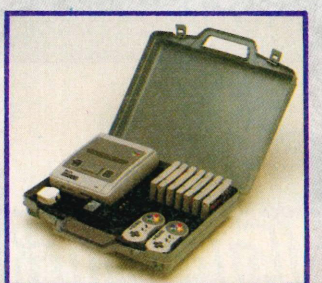

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SEGA™ GAME GEAR™

DOMARK

BRAD influence!

The last 12 months have been great for computer games, as you'll have noticed in our 'Simply the Best' section. Luckily, things only get better in the games world, so turn the page and check out what's in store for 1993!

LOOKING TO '93

Hi there! It's Brad here, and it's time to check out the best of what's in store for next year! 1992 saw some excellent games released, and hopefully you'll have checked these out or played them yourself. There are new games in the pipeline all the time, so we've tracked down Ocean, Domark, US Gold, Gremlin, MicroProse, Anco and Sega to find out just what releases they have for you in this upcoming year...

Yo dudes! You're right there Brad! We Humanosaurs love computer games, especially the new ones, and we've got some really hot new upcoming releases for you to drool over – including *Super Kick Off* on the Super Nintendo, *The Addams Family II*, *Cool World*, *Lethal Weapon* and *Lemmings*! There's certainly something here for everyone, so turn this page and find out what's going down...

PREVIEWS

You can find out exactly which company's games are being previewed by checking the top bar on the preview pages. This example is about Ocean.

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

Most previews feature several game releases and these are indicated by introduction boxes so you can easily find the game you're interested in.

WIN!
GAME GEAR PLUS ALL EXPENSES PAID TRIP TO METROPOLIS!

Enter th

One of the most exciting developments to take place in '93 will be the opening of the Sega - Hamleys Metropolis Entertainment Centre in sunny Bournemouth.

If you've read our report on Metropolis you will realise how exciting this project promises to be.

The centre will cater for all computer tastes and will also include educational areas and future concept zones, with companies such as JVC and Sony explaining their history and their expected future.

The Metropolis Entertainment Centre will feature all the latest computer technology such as the Gyroscope R360 and Virtual Racing which has never before been seen in the United Kingdom.

There will also be a sales area where visitors can purchase Sega merchandising and games, and if you tire yourself out from all this hectic fun you can calm yourself down on the coin-operated bowling alley. Simply – there's something for everyone!

WHAT'S IN STORE

The first Sega-Hamleys Metropolis centre will be up and running this month in London but will be on a smaller scale to the one planned for Bournemouth.

e Metropolis

It occupies one of the floors in the Hamleys toy store in Regent Street so you can pop along there this month to gain some impression of what's in store in '93.

TO WIN TAKES...

To coincide with the opening of the Hamleys toy store, Metropolis Entertainment Centre, Sega and Hamleys, in conjunction with *Bad Influence!* Magazine are offering to the winner of this competition a Game Gear and software and the chance to visit the Metropolis centre in London – expenses paid of course.

So what are you waiting for? Fill in the form below!

GOING ABOUT IT!

To win this most excellent prize we want you to unscramble the Juggle Puzzle. We've taken two prominent Sega game releases, snapped a picture of them both and then jumbled them up together. We want you to rearrange them correctly, name the games shown, glue them against card and then send them in along with the entry coupon – not forgetting to answer the tie-breaker in no more than 20 words. Winners will be notified by post and on DataBlast.

Send your completed Juggle Puzzle and entry coupon to:

Enter The Metropolis Compo,
Bad Influence! Magazine
Europress Interactive Ltd
Europa House,
Adlington Park,
Macclesfield, Cheshire, SK10 4NP.

Entries must reach us by January 10.

Name.....

Address.....

.....

.....

Age.....

Computer owned.....

THE TWO GAMES ARE .....

.....

TIE BREAKER

I would like to visit Metropolis because.....

.....

.....

.....(no more than 20 words)

☐ *Please tick if you do not wish to receive promotional material from other companies*

PREVIEW

A DROP in the ocean

As the days grow shorter and people gather around an open hearth, the computer entertainment market sees a considerable boom as new products filter through like the dawn light. Yes, it's almost Christmas time! That wonderful period when parents are manipulated into buying gifts and Santa has to find thousands of copies of Super Mario before the night is out! With those bulging wallets in mind, Ocean have announced a string of new and exciting releases for the festive season...

COLD HEARTED

Pugsley is desperately searching for six items that his sister has hidden around the house. That energy restoring heart will come in handy.

MUMMY'S BOY

Now, now. There's no point in running to mummy just because your sister is acting like a fiend. Remember what family this is!

ADDAMS FAMILY II – PUGSLEY'S SCAVENGER HUNT – SUPER NES

The first *Addams Family* game proved to be an incredible success across all formats. It reigned supreme in the software charts and gave Ocean enough reason to produce a second game. *Pugsley's Scavenger Hunt* is a huge platform affair set in the Addams Family mansion. His sister, Wednesday, has hidden six strange items around the house and it's up to you to find them.

You begin your quest in the hallway. Several doors lead off into other rooms and you have to examine them all before you find Wednesday's gifts. Unfortunately, she has filled the various rooms with dangerous traps and devious puzzles that must be negotiated if you're to be successful.

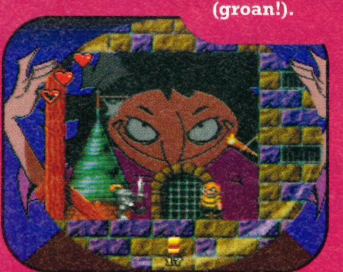
Graphically stunning and thoroughly entertaining, it looks set to be a smash hit! It will be available in Spring or Summer for the Super NES, priced at £44.99.

FUNNY MONEY

Collecting the dollar signs will give you one of two things: 25 will give you an extra energy heart and 100 will award you a much-needed extra life

BAD 'MARE

The graphical content of *Addams Family II* is absolutely stunning. Here we see Pugsley settling down for the knight (groan!).



OLD BLUE EYES

This rather strange screen size is due to your lovely Granny. She is watching you through her crystal ball while you attempt to avoid the wandering nasties.

COOL WORLD – SUPER NES, NES, PC, AMIGA, ST, GAMEBOY, C64

More animated adventures and cartoon-related capers! *Cool World* is based around the celluloid counterpart of the same name starring the delicious Kim Basinger. Mischievous characters called Doodles are attempting to alter the cosmic balance by swapping objects from different dimensions. They are taking things from the real world and leaving them in Cool World. This is understandably playing havoc with the environment!

You take on the role of Harris the Policeman. Set over four increasingly difficult levels, you must return the objects to the correct time and also destroy the Doodles while retaining the cosmic balance. Lots of objects to collect, atmospheric graphics and enthralling gameplay could make this a game to remember! It should be released before Christmas on floppy but you'll have to wait 'til Spring '93 for the Super NES and Game Boy versions. The price will be the usual for your machine.

BUNNY TROUBLE

Things are definitely colourful in *Cool World*! The gentle little bunny rabbit could be one of the evil Doodles in disguise.

COOL DUDE

The fat chap looks as though he could be a tad dangerous. The foxy guy appearing on the right might be able to help you.

IN THE PINK

The chick behind you looks like 'Pretty Woman' Julia Roberts. I'm not too sure about the pink hair though!

LEMMINGS – GAMEBOY

Most of you are no doubt aware of the amusing and suicidal antics of the green-haired rodents. They were a smash hit on the home computer and they are now due to appear on the Game Boy.

There are approximately a hundred levels and each one must be completed within a specified time limit.

LEVEL HEADED

To complete a level, you must successfully steer the correct quota of Lemmings across the stages without incurring too much loss. Each level has a strict amount of chaps that must be rescued. If you don't save enough, you'll have to try the level again

CONTROL FREAKS

Controlling the creatures is done via a series of icons that will transform your Lemmings into super characters with individual abilities. Should be out in Spring '93. Price will be £24.99.

LETHAL WEAPON – SUPER NES, NES, PC, AMIGA, ST.

The sceptics among you may well have noticed that this is another film licence that has been transformed into a platform game by Ocean. Fair enough, but credit where it's due. They are getting better and we are actually seeing some strong products now. *Lethal Weapon* is an action platform game where you take on the desirable roles of Riggs and Murtaugh – two street-wise cops who are about to face their toughest ever challenge.

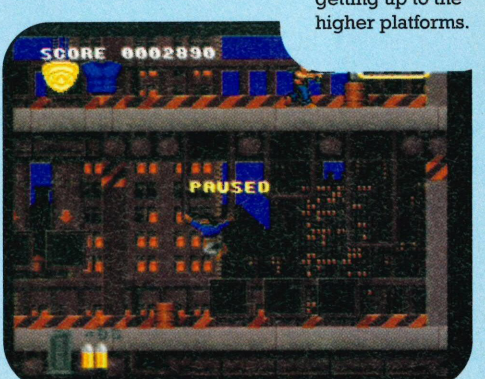
After an embarrassing bomb disposal incident, they have now been reduced to street cops. They must now prove their worth by solving four particularly nasty cases – and finally a classified mission that is only revealed after successful completion of the first three. Expect the floppy formats before Christmas, but you'll be waiting 'til Spring before you can see the SNES version. Price is machine specific.

AWESOME GUNS

Some of the enemy guards you encounter have access to some awesome firepower. Maybe you should call for back-up!

JUMP UP

With a hop, skip and a jump, you gracefully fly through the air. You need to find some way of getting up to the higher platforms.



SQUIRT GUN

It looks as though you haven't performed that well, doesn't it? Maybe you should give Leo a gun.

PREVIEW

TO BE THIS GOOD TAKES...

We've heard it all before and those of you with Sega machines will know that it's bloomin' true. To be this good does take ages. But wait, for help is on the way courtesy of Domark software and Sega in the form of four books entitled *Sega Pro - Master*. In each of the four volumes, which cater beautifully for Mega Drive, Master System and Game Gear, you will find up-to-date hints and tips on all the very best Sega has to offer. The *Sega Pro - Master* books are available now, published by Simon & Schuster, at the extremely reasonable price of £2.99 each. Each of the four volumes of *Sega Pro - Master* have been beautifully designed and jammed full to the brim with essential playing tips and guides. 'To be this good takes *Sega Pro - Master*...'

THE INVADERS

Taito's superb coin-op, *Super Space Invaders*, is soon to appear on a Game Gear near you soon.

The original *Space Invaders* has been souped up as never before with a new array of aliens, power-ups and atmospheric back-grounds.

Super Space Invaders will be available at the beginning of December with the price yet to be confirmed.

SUPER

Aaah! The old favourite is back again and what a face lift! *Super Space Invaders* features all the fun of the original plus plenty more!

RIOTOUS ROAD DEALINGS

Domark look set to be very busy from Christmas time with an excellent catalogue of software for all Sega machines.

Road Riot 4WD, on the Mega Drive, is a buggy racing game where anything can go and usually does. The object is quite simply to complete each course within a reasonable standing.

No price or release date as of yet but *Road Riot 4WD* looks set to be a winner.

MAYHEM

Lots of dusty mayhem in *Road Riot 4WD* from Domark. You can guarantee plenty of heated action and a very damaged buggy probably.

CHOPPERS

Take your specially equipped attack copter into and over enemy territory and destroy anything and anyone that dares to come too close.

A FLYING FORCE

Steel Talons is an attack 'copter simulator, soon to be released for the Mega Drive, pitting you against an unwavering enemy attack. From what we've seen, it looks to be pretty darn good.

A Christmas release of *Steel Talons* is planned with the price being announced nearer the time.

FIGHT FOR THE SKIES

After a long wait, *Mig-29* is soon to be released on the Mega Drive.

Based on the highly successful home computer versions, *Mig-29 Mega Drive* is just as good as the Amiga version and will be available around Christmas, price unknown.

FANGS

Deliver those papers, Paperboy, and watch out for those crazy dogs, demented motorists and old guffers who hobble along the paths.

BELIEVE IT

This game has to be seen to be believed. Graphically, it is superior to the Amiga version and uses a unique pull down menu control interface.

BICYCLE DELIVERY

Grab your papers and your bike 'cause *Paperboy 2* will soon be arriving on the Mega Drive.

Guide Paperboy around the dangerous neighbourhood delivering newspapers and entering stunt competitions. It's a topnotch home computer conversion which will be in the shops by Christmas.

FIGHT TO THE DEATH

For opponent bashing fun, you need *Pitfighter* on the Master System due to be released in late November.

Enter the ring and use your martial arts abilities to destroy the other guy – excellent fun.

OOOF!

Don't waste your time with this nonce – get in there and deliver some death-dealing blows. Out with the boxer 'cause *Pitfighter* is coming!

PUZZLING

Klax is an excellent puzzle game requiring lightning reactions and a keen eye for colour. If you're of the canine type, this is unfortunately definitely not the game for you!

MEGA RUGBY

International Rugby is soon to hit the Mega Drive so all you rugger fans get prepared for the ultimate simulator of your fave sport.

BUILT LIKE A...

There are loads of bloomin' footie games around at the moment but rugby fans are not to be neglected for *International Rugby* will be available on the Mega Drive at Christmas time.

The game was a big success on the home computers and we're pleased to say that the Mega Drive conversion is graphically better and even more fun to play.

PUZZLE JUGGLER

If you're a Game Gear owner and love puzzle games, *Klax* could be the one for you.

You must collect blocks of a certain colour which travel down a conveyor belt. Different points are scored for four matching blocks horizontally, vertically and even diagonally.

Klax should be available in the shops around now.

PREVIEW

Super Kick Off

Question: What do Super Nintendo owners do after the terraces are cleared on Saturday afternoon?

Answer: They sob and wish the home computer version of Kick Off had been converted.

Well wipe those tears guys because its true, the football game that has told all the others to 'Kick Off' is soon to be on the shelves. The post arrived, and everyone waited with baited breath as the small EPROMs were unwrapped from their temporary jiffy pack home. Would this SNES version live up to its 512k counterparts?

Upon plugging the 4 meg cartridge in, you have the opportunity to change the various parameters. The game promises to have all the features of the original home computer version like both red and yellow cards, substitutions, and even injuries to name but a few. Combine that with fast eight way scrolling and as you can imagine you've got the ultimate footy game.

The defence has been penetrated, the offence is rushing the goal, he shoots... The goalkeeper jumps, oh my word it's a goal!

Losing a player because of an injury sustained during a match is disastrous. Don't forget you can bring on subs, but use them wisely.

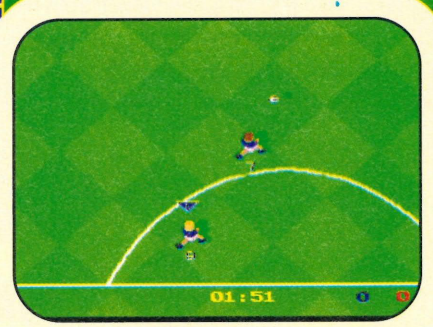
As you can see the graphics are bigger and bolder than on any of the other versions, maybe that's why its called *Super Kick Off.*

"Another feature to be included is Aftertouch.

At the start of the game you allocate players into formations. Try to find a nice balance.

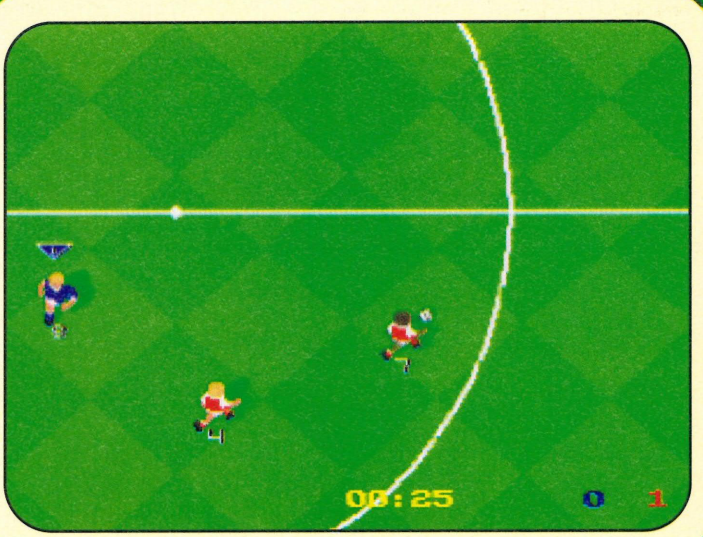
It's not only the visuals that are impressive, the cartridge is filled with digitised football chants.

Another feature to be included in the final version is aftertouch, this allows the expert player to slightly bend their kicks and even perform banana kicks!



The practice mode allows you the full length of the pitch without actually having an opposing team rushing at you, thus allowing you to perfect all those fancy kicks.

You'll find the ball doesn't stick to your foot, and it'll take you some time before you manage to control it effectively .

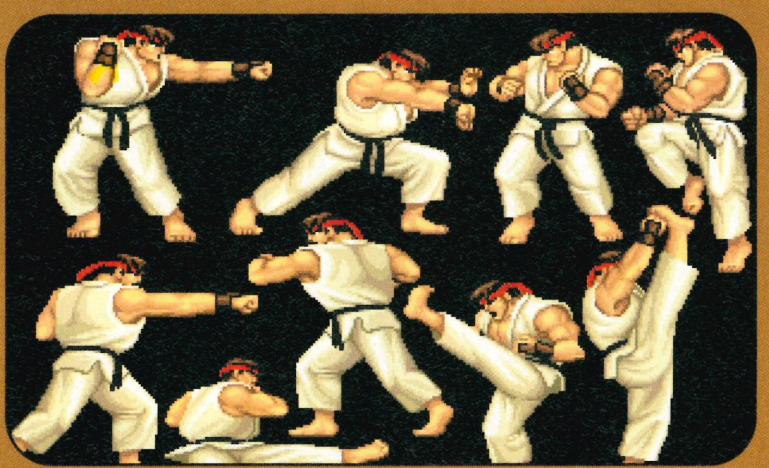


This version isn't even finished, so *Super Kick Off* is bound to be an overnight hit. If the queue that formed from people waiting to play is any indication, it looks as though it'll get the success it deserves.

PREVIEW

THE Midas touch

Although the console market is now as lucrative as it has ever been, the home computer side of the industry, the PC and Amiga, is still going from strength to strength. Birmingham software giants US Gold have promised to serve both sectors of the market with the same determination they always have..



THE CONSOLE CONVERSION

Think of a product that has done more for the console market than any other and you will probably be thinking of *Streetfighter II* from Capcom.

This excellent beat 'em-up has literally sold the Super NES and Amiga owners can now look forward to laying it on their own machines.

Featuring all the fave characters from the original, *Streetfighter II* looks almost identical to the Super NES version which has made it so popular.

You must select your fighter from the many offered and defeat the competition in spectacular battles. Each fighter has his or her own special abilities which include martial arts moves and magic.

Streetfighter II is almost certain to be as big a hit on the Amiga as it was on the Super NES so prepare yourself for its release in December at the meagre price of £25.99.

DOWN THE MARKET

Chun Li and Ken fight it out in a marketplace. Each character comes with his or her own special abilities such as fancy kicks, powerful flips, devastating punches and even magic.

SPRITELY LADS

The Amiga sprites have been directly ported across from the Super NES version. So you can look forward to a beat'em-up that's almost identical to the version which has proven to be so popular.

IN A GALAXY, FAR, FAR AWAY...

LucasArts, the games division of Lucasfilm, famous for such movie smashes as *Star Wars* and *Indiana Jones*, are at present developing the official X-Wing Fighter simulator entitled *X-Wing*.

You must pilot your X-Wing Fighter against the might of the evil Empire headed by none other than the dreaded Darth Vader. This means, for the first time in your life, you'll be able to blow seven bells out of Tie-Fighters, Tie-Bombers and Shuttle Tyderiums.

From what we've seen, *X-Wing* looks to be one hell of a game that no *Star Wars* or simulation fan should be without.

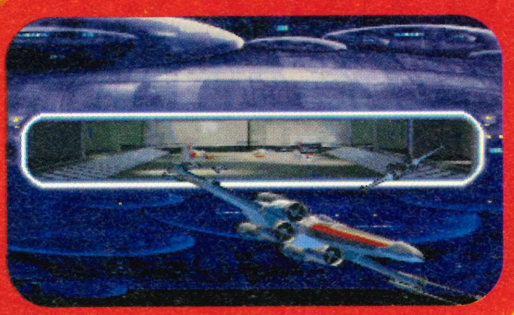
You can expect to see *X-Wing* early next year on the Amiga and PC. The console version will appear later in '93 and will include the Mega CD, Super NES and NES. Can't wait!

X-CELLENT!

Here we see the R2 unit being lowered into the X-Wing communication port. The R2 unit will update you on your condition.

LOCK ON

With all systems operating correctly, you switch in the Alluvial Dampers, lock X-Foils into attack position and set off into battle.



DEJA VU?

Delphine software, responsible for such massive success stories as *Future Wars*, *Operation Stealth* and the recent *Another World*, are putting the finishing touches to *Flashback*, reported to be their best graphic adventure game to date.

You play the part of a research scientist, Conrad B. Hart, who has developed a machine that measures the magnetic resonance of any being. However, he discovers that certain 'beings' have a higher reading than everyone else. Curiously, they all seem to be peers of society. The answer is that these people are aliens who are taking over Earth.

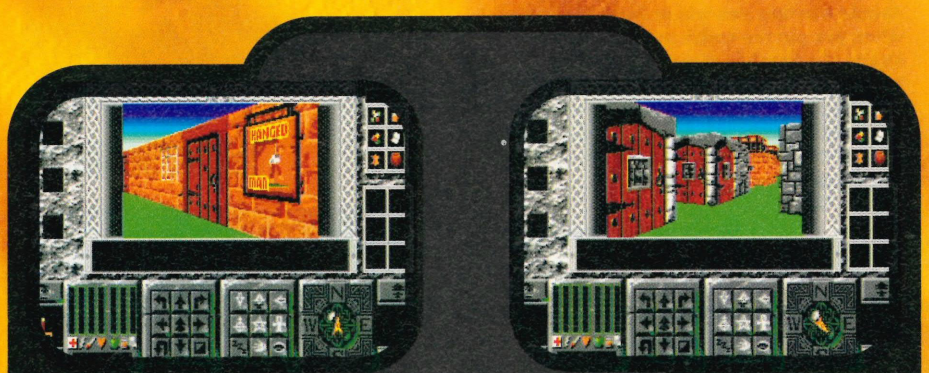
Conrad is captured by the aliens, his memory is erased, and he's dumped in a high security hospital. Fortunately, he manages to escape with a holocube that has his memory recording on it.

Expect to see it at Christmas on the Amiga and PC, price £29.99.

Delphine Software are well known for their realistic graphics, animation and intros. The intro sequence to *Flashback* is their best to date.

Conrad B. Hart, the hero, finds himself up against giant insects.

Sanctuary for Conrad cannot be found anywhere as the alien invaders are constantly on his tail, desperate to stop him revealing their ambitions.



VALOUR

Ooh! Just look at that gorgeously 3D textured mapping – and it scrolls too! *Legends of Valour* is looking pretty good, as you can tell from the screenshots but only time will tell as to how well it plays.

A WAY OF LIFE!

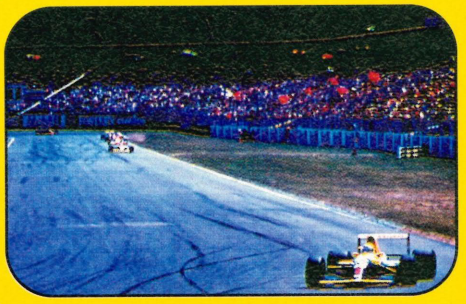
Legends of Valour is the latest role-playing game to come from the US Gold stable and promises unsurpassed visuals, with scrolling 3D textured mapping and sprites that scale in real time with a variable aspect ratio seen in Virtual Reality systems. Whatever that is, it sounds good.

Little is known about this product at the moment but US Gold are billing it as the best role-playing game they've ever done. Expect to see the game at Christmas time, price to be confirmed nearer the time.

WILD

Take a walk on the wildside. *Legends of Valour* boasts 27.5 miles of dungeons crawling with monsters, many of which have been designed specially for this game. How will it all stand up against the competition?

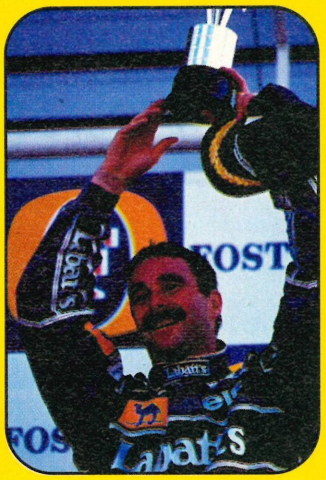
Nigel Mansell moves into the slipstream of F-Zero and looks set to take the lead in the field of Super NES race games.



GO NIGEL GO!

Here's a familiar sight from recent times. The now globally famous 'Red Five' a good few seconds ahead of the chasing pack. *Nigel Mansell's World Championship Challenge* gives SNES owning race fans a chance to emulate their heroes magnificent feats of skill. And from what we've seen so far the game looks to be as good as Nigel himself behind the wheel of his Williams!

World Nigel Mansell's Championship

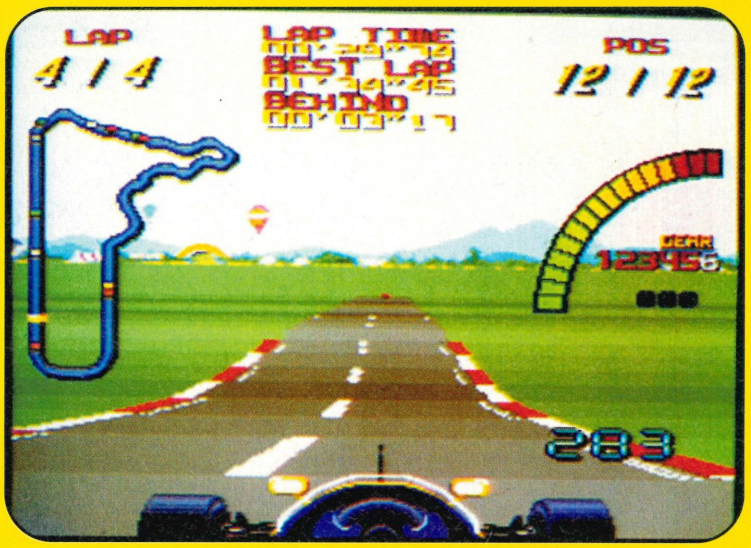


BYE BYE NIGEL

Sadly for all Formula One fans Nigel recently announced his retirement from the sport as a result of unresolved differences with his team Williams-Renault. One good point though is that he has signed up with Paul Newman's American Indy car race team so he's not gone altogether. Hopefully he will give fans of that particular sport as much entertainment as he did Formula One fans over the years!

IT'S THE PITS!

Yes, it's that time of the race which can decide whether you win or lose. The time when you put the entire outcome into the hands of a number of mechanics. The pits have been closely simulated with varying lengths of stops in which all four tyres are changed. An icon of wear and tear on your tyres is displayed at all times to indicate to you when to stop. Most useful!



LAPPING IT UP

The races in *Nigel Mansell's World Championship Challenge* are run over four laps of whatever track you happen to be racing on at the time. All of the major Formula One tracks have been accurately reproduced and the player can opt to take part in a full championship season. In this mode a password system has been incorporated to enable you to continue where you left off.

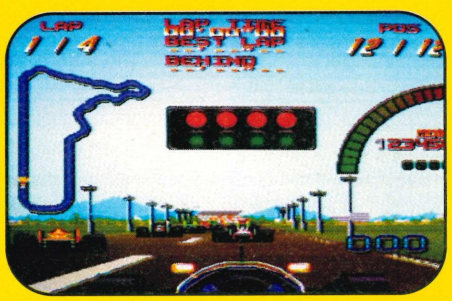
"All of the major Formula One tracks have been accurately

TAKEN FROM BEHIND

This part of the game requires nerves of steel, quick reflexes and a great deal of skill. Anyone can plough into the back of a car, but it is much more difficult to execute a perfect passing manoeuvre then get back into the racing line in time for the next hairpin bend! Have you got what it takes to pull it off or will you just be another sad individual slamming into a hoarding?

SWEATY PALMS

The tension is unbearable on the grid as we wait for the green light. I'm sweating all over. Knew I shouldn't have worn this flameproof jumpsuit, balaclava and crash helmet. It is only a game after all and this is taking involvement a stage to far I think! No time to change though as the lights change to green and we're away. Got to get to that corner first!



RIGHT HAND DOWN A BIT

We've got a bit of a problem on our hands here. Approaching a corner there are two cars right in front. There are two choices. Either ease off on the pedal and risk losing valuable ground, or risk a complex weaving pattern whilst cornering. Fortunately the car handles like a dream throughout the game and with a lot of skill it might just be possible to pick up two places here.

OPTIONS GALORE

Nigel Mansell's World Championship Challenge has options overflowing out of the cartridge! There is the chance to take part in a single race on any track, race a full championship season, even go to a driving school to improve your skills. By far the most exciting option though is 'Improve with Mansell'. The finished version will apparently contain digitised instructions from the great man himself!

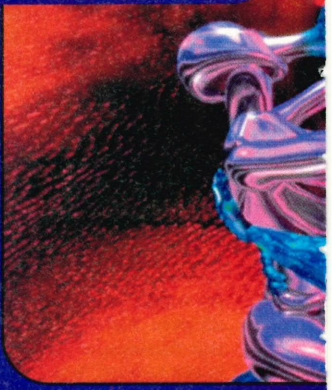
QUALIFYING BLUES

After pre-qualifying, this screen appears showing your grid position. It was a particularly bad session for Nigel though and he has only managed twelfth fastest, which just happens to also be last. Don't worry, there will be plenty of time to make up the ground once the race gets underway. As long as he can stay on the track this time that is!

reproduced and the player can take part in a full season."

Design a virtual reality creature and win an exclusive *Lawnmower Man* video!

FIRST INDEPENDENT®



A STEP INTO VIRTUAL REALITY

God made him simple – Science made him a god! Those cinema buffs among you will recognise that as the snap line to *The Lawnmower Man*, the hit UK virtual reality story of a young man who becomes incredibly powerful through the use of virtual reality equipment.

"Pierce Brosnan is computer scientist Dr. Lawrence Angelo – a man with a vision of the future. Jeff Fahay is Jobe Smith, a simple gardener whose brain capacity is increased 400 percent by the powers of virtual reality. His possibilities are infinite. His potential is terrifying..."

Originally written by Stephen King, *The Lawnmower Man* is shortly to be released on video rental at all major video outlets.

First Independent, who are releasing the video on rental, have joined forces with *Bad Influence!* in a competition in which you can experience the incredible special effects in a world as unlimited as imagination itself. We hope you'll agree that the computer generated graphics are really something.

124 CONTEST

Please attach this coupon to your entry.

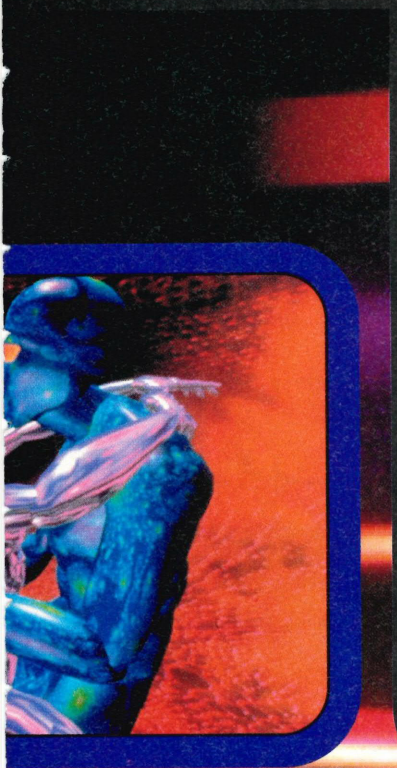
Name _____ Age _____

Address _____

_____

Computer owned _____

I do not wish to receive promotional material from other companies ☐



Compo

A VIRTUAL EFFECT

To enter this competition and win some of the scrummy goodies First Independent have up for grabs, we want you to design a virtual reality monster.

Imagine that you're visiting your local arcade and you've decided to take part in a virtual reality adventure. This is a fantasy game where anything can happen and usually does. While travelling down one of the virtual dungeons you are suddenly confronted by a huge, evil monster – a virtual reality monster.

Storytelling aside, what we want you to do is to put on paper your impression of a virtual reality monster. Look at the *Lawnmower Man* clips shown here for guidance as to what you might expect in this kind of 'world' – the spookier the monster, the better!

JOURNEY INTO VIRTUAL REALITY

First Independent have been kind enough to offer prizes to five winners and these include copies of *The Lawnmower Man* video (which won't be available on sell-through until much later in '93), stylish, black, limited edition T-shirts with *The Lawnmower Man* Gyroscope motif, and posters from the movie.

Once you have designed your virtual reality monster send your artwork to:

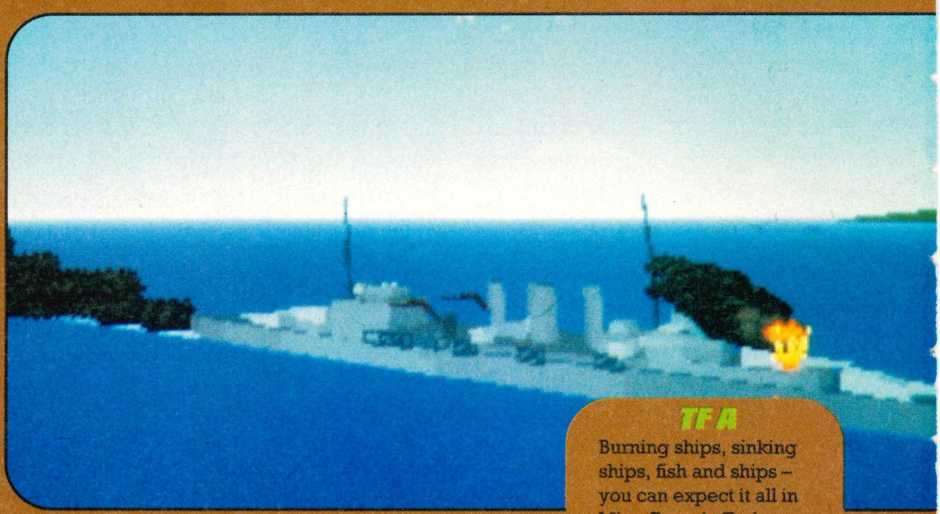
A Step Into Virtual Reality Compo
Bad Influence!
Europa House,
Adlington Park,
Macclesfield,
Cheshire,
SK10 4NP.

All entries should reach us no later than January 10. Winners will be notified by post and their names will appear in the DataBlast on the *Bad Influence!* TV show.

PREVIEW

The LASTING EXPERIENCE

MicroProse software have rapidly earned themselves the title of simulation masters and have won the prestigious award of top software house of the year, which they still hold. The company is branching out and is now beginning to develop console material, converting most of their flight simulations and other games onto this medium. The future looks very bright and they will certainly be the first to tell you that MicroProse is a lasting experience...



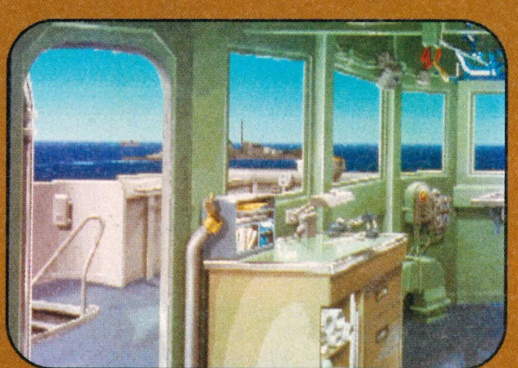
TF A

Burning ships, sinking ships, fish and ships – you can expect it all in MicroProse's *Task Force 1942* and plenty more. Dare you take command of destroyers and battleships?

TAKE TO THE SKIES

MicroProse are mostly known for their incredibly realistic flight simulators such as *F15* and *F19 Stealth Fighter*. Past hits include *F1 Grand Prix, Silent Service I & II* and *Golf*, to name but a few.

The company look set for even greater success in '93 with *F15 III, Task Force 1942, A.T.A.C* and *The Legacy*. The console side of development will really start to blossom at the beginning of '93.



DEATHLY WAIT

At the helm of your ship you look over the Pacific waters surveying your task force and wondering what awaits you in the near future – death or glory?

A NAVAL EPISODE

Once particular subject of warfare previously neglected by MicroProse is soon to be touched upon in great depth (no pun intended) in *Task Force 1942*.

Set in World War II, *Task Force 1942* depicts the sea battles that occurred between the Americans and the Japanese, namely the Midway and Solomons Islands Campaign of '42. The player will be able to appreciate the strain of commanding and operating a task force of destroyers, cruisers and battleships.

The graphics have been digitised as have the special sound effects. Night combat, burning and sinking ships, torpedo wakes and harsh weather makes *Task Force 1942* a simulator only for those with rigid discipline.

Although available for the PC in November, Amiga owners can expect to see the product at Christmas time.

ENEMY MINE

The entire Pacific Ocean has been beautifully recreated for total realism. From here you can direct your ships into battle and keep a watchful eye on the enemy.

UNIQUE

The Legacy utilises a unique window addressing system. The different element windows such as descriptions, location views and character sheets can be moved around with the mouse.

NEAT INTRO

The opening sequence to *The Legacy* is astounding to say the least. The Amiga and subsequent versions can expect a slight drop in quality but not much.

EXPLORE THE NIGHTMARE

Taking a step away from the simulations, MicroProse's next release will be *The Legacy*, a story of supernatural goings-on in an old deserted house.

The game is set in Pressis, New England. You play the remaining member of the Winthrop family and are suddenly contacted by the local police who inform you of your inheritance, a large old property with more than just an interesting history!

The Legacy is a three-dimensional role playing game under development by Magnetic Scrolls. It implements a unique window addressing screen in which icons, descriptions and graphic elements can be moved about on the screen.

The PC version will be available late November with the Amiga version appearing in January '93.

MONSTER ANIMATION

The monsters within the house have been beautifully animated with excellent sizing adjustments depending on the distance of the creature from yourself.

CREEPY

The house in which you live has been occupied by evil creatures never before seen by human eyes. Dare you take up the challenge and enter the unknown?

CRACK THE DRUG BARONS

Advanced Tactical Air Command, or *A.T.A.C* as it has come to be known, is set in the near future. Over the last 25 years the drug barons of Columbia have grown so wealthy and powerful that corruption and violence have become a part of everyday life in the major cities.

The US government have instructed you to put a stop to the disasters that are taking place. You've been put in command of an elite team of over 250 undercover agents which you must direct in the best possible way to counter the Columbian threat.

Strategy aside, most of *A.T.A.C* is taken up with the flight simulation. Containing a fully realised 3D world, complete with hills, mountain roads and towns, *A.T.A.C* is definitely one to watch out for.

Expect the PC version around now priced at £44.99 with the Amiga version following in January '93 with a price of £34.99.

PREVIEW

The LASTING EXPERIENCE

FLY TO NEW HEIGHTS

Finally from MicroProse comes *F15 Strike Eagle III*, the third in a highly successful series based on the F15 US fighter jet.

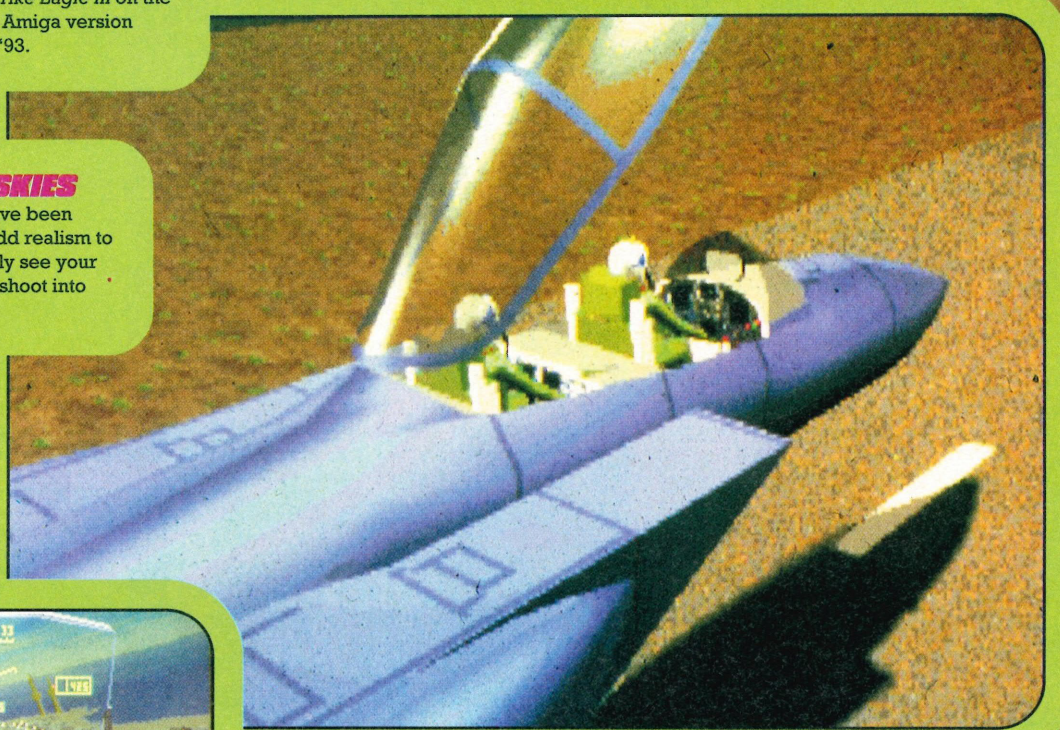
The simulation follows the previous two very closely but has been graphically and sonically enhanced so as to be more accessible to beginners.

A campaign mode allows the player a large selection of missions to fly. The player will also have the option for head-to-head dogfighting.

F15 is also due to be released on the NES, Super NES and GameBoy around Christmas time. You can expect *F15 Strike Eagle III* on the PC late November with the Amiga version rearing its head in January '93.

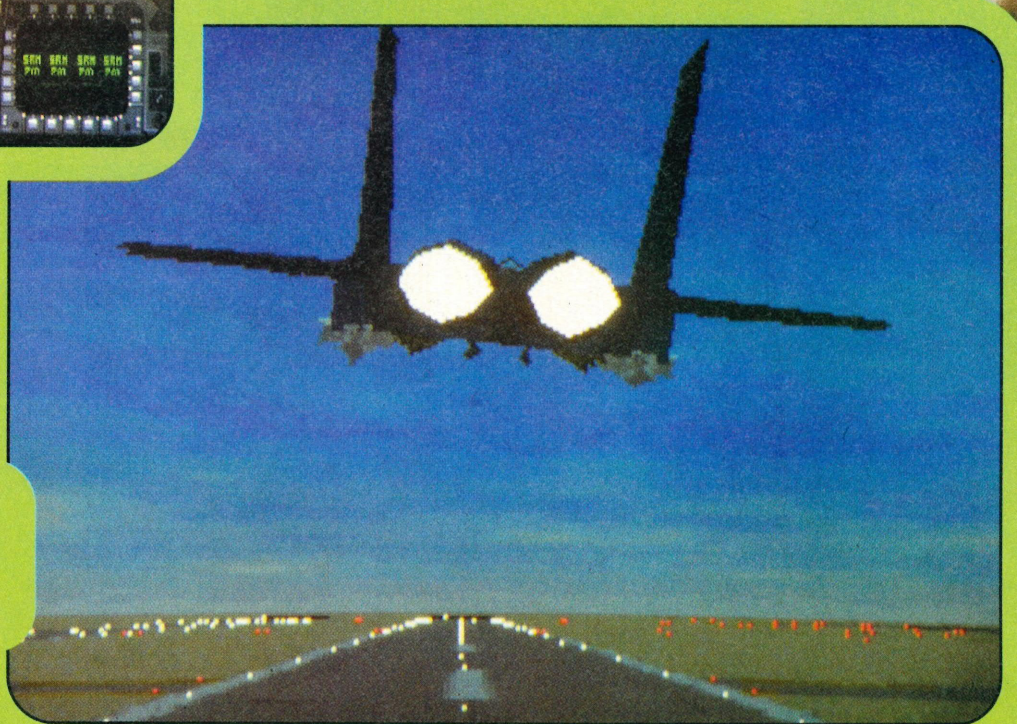
AIM FOR THE SKIES

The front end sequences have been dramatically improved to add realism to the simulation. You'll actually see your guy leap into his plane and shoot into the skies.



FINE GROUND

The PC version of *F15 Strike Eagle III* has to be seen to be believed. The ground detail is outstanding as is the flight model used in the fictional plane.



EXTERNAL SHOTS

As well as the customary cockpit views, you can view the action from the various different external slots.

PREVIEW

SONIC 2

Faster than a speeding bullet, swifter than a runaway train, it's Sonic the Hedgehog! The speediest video game character in the world is back. *Sonic 2* will be tearing into the shops as you read this, in what promises to be a second helping of what is arguably the best platform game ever.

SUPER SONIC SEQUEL

Upon plugging in the cartridge you won't fail to notice there is a certain air of similarity between the graphics of the original and its speedy sequel, but why change a successful formula? The same chequered background that adorned the first few levels of the original is now being used in this superior follow up. All the major sprites have been enlarged to make them better defined and even more pleasing to the eye. Probably the best feature in this new cart is the option for a friend to join in the action and take control of Tails, a new lovable fox dreamt up by the top bods at Sega. More about him later.

3D OR NOT 3D

Bad Influence! can reveal exclusive screen shots of the top secret level that Sega has been trying to keep a lid on. This takes Sonic to a level never witnessed before. The bonus area has our champions running flat out down a tube-like path filled with hundreds of point-rendering rings. The action is viewed from behind and is unlike the usual side-on view.

BIG BADDY

Where's Sonic's arch enemy Robotnik? I hear you ask. Well the overweight baddie who kept reappearing in the first jaunt is back in a number of armoured guises as he tries to squash the twosome's advance. For instance at the end of level one you'll come across the fat one piloting an armoured helicopter. No problem, a few well aimed spin attacks should have him on the run. As regards the later levels, don't worry, there are plenty of 'em and should prove a massive challenge to the slickest of gamesplayers.

PACE THE RACE

An added feature new to the follow up is the option for you and a friend to go on a split screen race throughout a level, the winner decided by the fastest time. Surprisingly the game doesn't slow down which is quite a feat when you consider the amount of objects the Mega Drive has to shift. Again, it shows the quality of this release.

LADIES AND GENTLEMEN INTRODUCING...

If you've been to Mario Land lately then its possible you're not fully aware of who Sega's top characters are. Read on and gain an insight to what looks as if it could be the best video game double act since the dawn of the consoles.

SONIC

A hyperfast blue hedgehog with a cuddlyness factor never seen before, he dispatches his enemies using a novel spin attack. This causes the prickly one to curl up in a ball and land on an enemy with his razor sharp spikes.

TAILS

The newest addition to Sega's cute character army is this diminutive orange fox with two tails. Like his spiky chum he too can run at outrageous speeds. If he finds himself being left behind Sonic, he simply spins his tails around and like a helicopter he soars in the air at great speed, using this skill to catch up with his pal.

If you can't wait for a full review before you want to get your hands on this smart cart, then run on down to your local store now. If what we've seen is anything to go on, Sonic the hedgehog and Tails should run and run (excuse the pun).

The VIOLET B inter

Violet Berlin is presently writing video games reviews for the *Observer* newspaper. She has previously worked in television before, and with all this experience, now finds herself presenter of *Bad Influence!* alongside Andy Crane.

BAD influence! Violet, can you tell us about your favourite games and why you like them so much?

VIOLET: *I'd think if it came down to just one game, I'd probably have to say* Castlevania *on the NES. It was the first game I ever really played. I bought an NES a few years ago and I was totally hooked.*

I like most of the Castlevania series with the exception of number two. That was a pile of poop. I'm very heavily into platform games anyway, there's a lot more challenge involved and I like the adventure element. It's nice to have a goal to aim for, some kind of linear challenge.

BAD influence! Do you remember when you first got interested in video games? Was it purely for the TV series or have you been a fan for some time?

VIOLET: I've enjoyed playing computer games basically since I was a kid. I got into them heavily in my early teens. But I'm not obsessive about it, it's just sort of a hobby thing.

Everyone in my family is into video games with the exception of my older sister. Funnily enough, she lives in Japan. I phoned her recently and told her about the show and I was asking her about the video game scene in Japan. I figured that she'd be able to get hold of all the good new stuff. But she had no idea what I was talking about. She admitted she knew nothing about video games and said she'd never even heard of Nintendo!

I was a bit upset really. I was planning on getting an early look at all the good Super NES stuff!

BAD influence! There are a heck of a lot of machines out there on the market and we're kind of spoiled for choice. Exactly what machines do you own?

VIOLET: Just about everything – an NES, a MegaDrive, a PC, a Super NES and even an Apple Mac. I've spent a great deal of money on both hardware and software in my time. I dread to think exactly how much.

I use the Super NES a lot these days, but I still like the odd game of Sonic *when I get the chance.*

I tend to use the Apple Macintosh for word processing and things like that, but I've started finding more and more game titles on that machine and some of them are actually quite good.

BAD influence! It's one of those questions that no interview is complete without, but we need to ask it. So tell us, what's the most stupid thing that you've ever done?

VIOLET: Oh yes, that old chestnut. I've done loads of stupid things in my life, mostly when I was too young to know any better. I'm a bit worried about telling you this one because it'll sound like I'm making it up just for this interview. But it's true, honestly.

Quite recently I was playing far too much Nintendo and I wasn't getting any work done. In a fit of absurd stupidity I cut the power lead so short that I couldn't plug it in any more. I also gave all the games away to a pal.

I really regret doing it now because some of those games were really good.

BAD influence! The show your in is called *Bad Influence!* Can you tell us, has anything in your life been a bad influence?

VIOLET: It's a difficult one that. Obviously you go out with unsuitable boys and stuff like that. When you're a teenager, almost everything is a bad influence.

I think the only thing in my life that had any lasting bad influence was Adam and the Ants. I'm not kidding. I was really into it, the whole Ant Warrior bit. I look at old photos now and I just cringe with embarassment.

ERLIN
view
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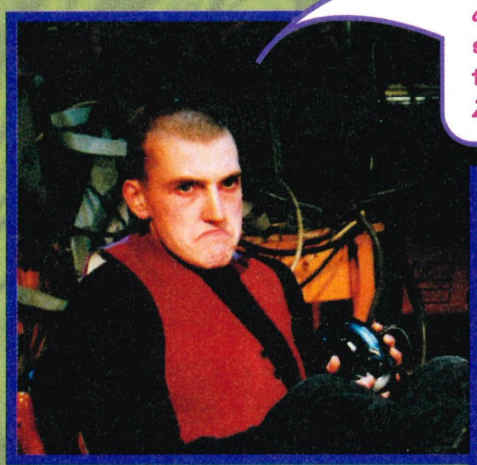
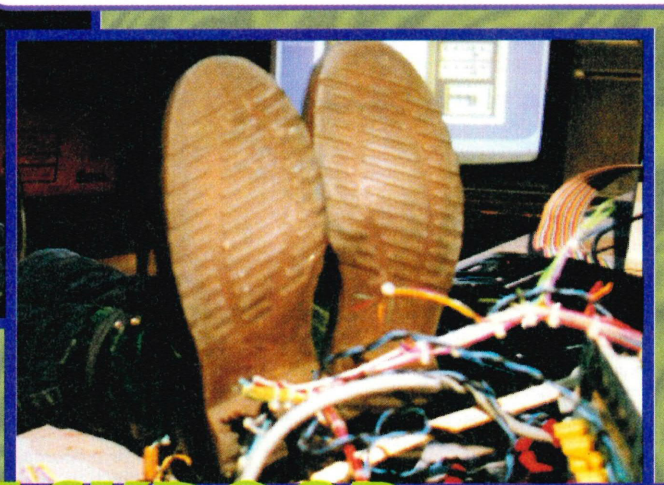
BAD influence!

Many computer and video magazines print answers to games problems. But none of them go to the trouble of printing full solutions. Not until *Bad Influence!* came along, that is! So for those of you who had given up all hope of finishing *Zool* for instance, you can now relax, and away you go!

HINTS & TIPS

It's Nam Rood here, and I'm glad to say you'll find this bit of the magazine a totally Humanosaur-free zone! The team at *Bad Influence!* have asked me to help all you out there who are having difficulties with their gamesplaying, I've knocked up a few complete solutions to some of the best games around. All you have to do is turn the page to discover how to complete *Zool, Indiana Jones, Zelda, Mario World, Alien3,* and the awesome *Streetfighter 2*! Enjoy!



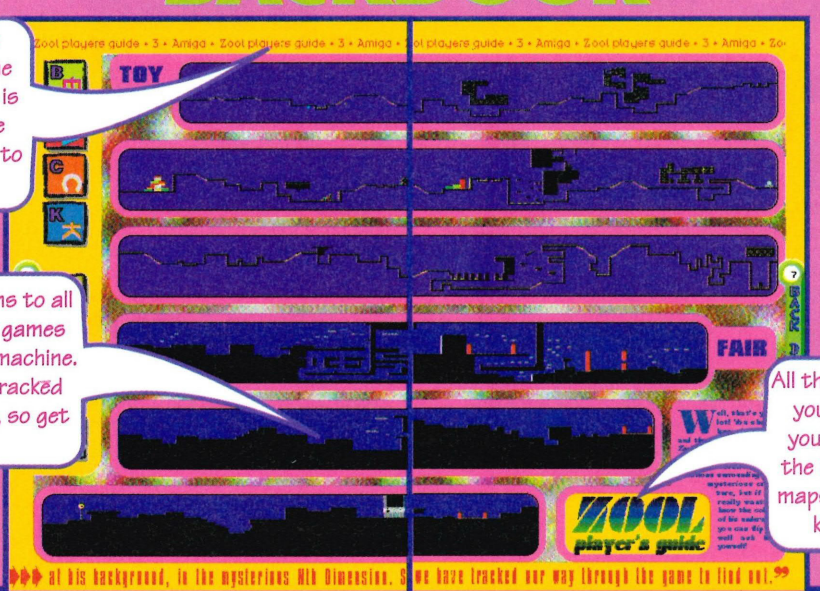


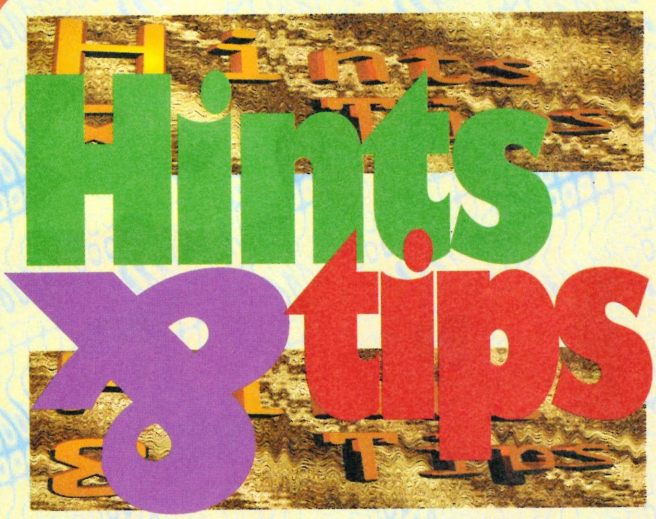
BACKDOOR

If there's a game that's puzzling you, check out the top bar here to see if this is the solution that you are looking for. It also applies to your games machine.

We've got full solutions to all the latest and best games on your video games machine. We've mapped and cracked them all just for you, so get busy!

All the necessary information you will need to complete your game can be found in the hints & tips text. Using maps is fine but you need to know what to expect.





Got a problem? Can't get past that end of level guardian? Enemy onslaughts just too tough? Forget the Equalizer, you need serious help. If it's a cheat or a helpful push in the right direction you're looking for, we're bound to have the one for you and your machine. Just look for your particular console or computer and read on. Good luck!

LOTUS II
AMIGA

When asked for the password, type in **TURPENTINE**. As a result the race clock will stop ticking allowing you to complete the various stages at your own leisure.

JIMMY WHITE'S WHIRLWIND SNOOKER
ST

To see a 147 break, go into Trick Shot mode and press **F7**, **F4** and **F1**. Then, when you go into demo mode, you'll have the option to watch Jimmy wipe the table clean.

STREETFIGHTER II
SUPER NES

Now you can play in two player mode with the same character. As soon as you see the Capcom logo, press **DOWN**, **R**, **UP**, **L**, **Y**, **B**, **X**, **A**. Press these quickly as the Streetfighter II logo will appear. If you have been successful, the screen will go blue and you'll hear a noise.

GYNOUG
MEGADRIVE

Although this shoot'em-up is one hell of a game it is also very difficult. To skip the levels go to the option screen and highlight **CONTROL**. Then hold down the A button until a different menu appears. This is a level menu so just select the one you want.

GLOBAL EFFECT
PC

Power's pretty scarce in Global Effect from Millennium so here's a little help to gain more. Play until all your energy is used up and then save your game. Quit to DOS then re-load the game. Load up your save game and you should have more power.

NEMESIS
GAMEBOY

Halfway through the second stage, shoot the alien and the falling tower. If you then get beneath the tower and push it up you'll be led to a bonus stage where you can gain lots of extra lives and power-ups.

SUPER CONTRA III
SUPER NES

If you happen to be playing this blast in two player mode and you happen to die, you can exchange your smart bombs for extra lives by pressing button **A**. You can only do this provided your friend is still alive.

ALIEN BREED
AMIGA

The best routine for destroying the end of level guardians is to stay at the very bottom of the screen and continually shoot at the enemy. The guardians will almost touch you at times but rest assured, you are quite safe. Here are some pretty tasty cheats which you can implement by logging onto the computer on deck two (one screen south of where you start) and simply typing in the following:

PUFFNUTS MODE - makes the aliens very slow
IS IT TRUE THAT THE ALIENS SUPPORT MAN UTD - makes the aliens very weak
BEN JOHNSON TRAINED THESE ALIENS - makes the aliens very fast
BEWARE ALIENS SPADGE HAS DROPPED ONE - all aliens flee in terror

FINAL FIGHT
SUPER NES

For a secret options mode just press **LEFT** and **START** together on the title page.

EA HOCKEY
MEGADRIVE

As this is such a marvellous hockey simulator here are some very useful codes:

BNWBDFBT6CNM6MG6
BN1GY745BBOXLWFS
BN6L3NDBP5LSDYNG
G77JH232FVNT45R5
G77H502GK9VHWDPO

ADDAMS FAMILY
SUPER NES

When you reach the Continue or Quit screen walk to the far left and keep walking off the screen. You'll soon find yourself in a bonus screen with extra lives.

OPERATION C
GAMEBOY

To choose levels, all you need do is press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A, SELECT** and **START**.

BATTLE BULL
GAMEBOY

To get onto the last level with all the weapons and add-ons type in the password: **$F****

GRADIUS III
SUPER NES

Pause the game and press **UP, UP, DOWN, DOWN, L, R, L, R, B, A** and then unpause the game. You will now have full power-ups.

CARRIER COMMAND
PC

If you seem to be running out of weapons, send out all of your Walruses and Mantas armed as much as possible and then launch a resupply drone. When the drone comes back with a full load of lasers etc, call in your Walruses and Mantas and add their stocks to the total amount. You will have exceeded the maximum limit.

STORMLORD
MEGADRIVE

Pause the game and press the following buttons to jump to the next level:

CBBBAAAACCAAAA

If you're after extra time, pause the game and press:

BAAAC, UP three times, **AAA**

Extra lives can be accumulated by pausing again and hitting buttons:

AAAACCBBBCA

EPIC
ST

Try these codes if you're finding this space romp a tad tricky:

2. CEPHEUS and APIS
3. MUSCA
4. PYXIS
5. CETUS
6. FORNAX
7. CAELUM
8. CORVUS

SUPER TENNIS
SUPER NES

If you're looking for a Boris Becker type of player, enter the player select screen and press **LEFT** 5 times, **X, RIGHT** 7 times and **X** again. The music will change and you will now be able to choose a wicked player.

LEANDER
AMIGA

After you have typed in your level code enter the letters **LTUS** on the options screen. This will give you infinite lives and the ability to select any weapon you wish via the first five function keys.

THUNDER SPIRITS
SUPER NES

For a rather natty configuration screen press **START** and **SELECT** on both controllers.

DESERT STRIKE
MEGADRIVE

Extra lives are essential in this excellent helicopter game so go to the password screen and enter **TQQQLOM**. Press **START** to go back to the title screen. Return to the password screen and enter **AAAAAAA**. You will now be at the first level but with five extra lives.

SUPER FANTASY ZONE
MEGADRIVE

For those of you with two joypads, here's a handy level skip cheat. Pause the game by pressing **START** on the first pad. Hit **B, DOWN-LEFT** and **START** together on the second pad. Press **C** on controller 1 and you will gain access to the next level.

CASTLEVANIA 2
GAMEBOY

To start the game with infinite lives, type in the following password: **CANDLE, CANDLE, HEART, HEART.**

SUPER GHOULS & GHOSTS
SUPER NES

If you wish to start on whatever level you wish, go into the option screen and highlight the **EXIT** option. Then hold down **L, R, START, SELECT** on controller 2 and **START** on controller 1.

ROBOCOP 3
ST

During the game press **SHIFT** and then type **THE DIDYMEN** and when you're bored with the level you're on, simply press **ESCAPE** and venture onto the next one.

SUPER SMASH TV
SUPER NES

Go to the options screen and press **L** then **R** then **UP**. You should hear 'Bingo!'. You can now increase both your lives and continues.

BILL AND TED'S EXCELLENT ADVENTURE
GAMEBOY

If you want to visit all the locations here are the codes:

GREECE	555-4239
ENGLAND	555-8942
PREHISTORIC	555-4118
SHOPPING MALL	555-8471
SCHOOL ROOM	555-2989
THE ABYSS	555-6737
PARADISE	555-6429
SCHOOL CONCERT	555-1881
THE CLIFF PLACE	555-6737
WILD WEST	555-4239

TURRICAN
MEGADRIVE

To gain access to a very useful second options menu, call up the options menu and move the arrow to the bottom of the screen so that it lies on the exit. Push down on the joypad and repeat the following sequence:

A, B, B, A, B, A, A, B, A, A, B, A

ROBOCOD
MEGADRIVE

When you start the game, stretch up and look at the first roof where you will see five objects. Pick these up in the correct order and the first letters of the names will spell CHEAT. You now have infinite energy.

In the first level you will find a similar cheat with the five objects spelling out LIVES. Look out for a pair of lips and you'll be getting closer.

SUPER PROTECTOR
SUPER NES

By pressing down **RIGHT, DOWN, DOWN-RIGHT, RIGHT** and **START** you will earn yourself 30 extra lives. Also, you can select any level by pressing **LEFT, DOWN, DOWN-LEFT, LEFT** and **START**.

ANOTHER WORLD
AMIGA

Here are the codes for instant and speedy progress:

1. EDJI	7. FADK
2. HICI	8. KCIJ
3. FLLD	9. ICAH
4. LIBC	10. FIEI
5. CCAL	11. LALD
6. EDIL	12. LFEK

F-1 CIRCUS
MEGADRIVE

You can select your weather conditions for the next race by going to the course settings screen and press **UP** and **START** for sunny weather, **DOWN** and **START** for overcast.

JOHN MADDEN'S FOOTBALL
SUPER NES

Here are the codes that will get you all the way through the game;

BUFFALO	BBBF7G7CNR,		BBBF78JF1M
CHICAGO	BBBF8C8JJS,		BBBF8H42YP
CLEVELAND	BBBDDGT4N8,		BBBDDN4HBP
DALLAS	BBBFDP7ML5,		BBBFD75N61
DENVER	BBBM6RFLST,		BBBM626M75
GREEN BAY	BBBKCLKTFT,		BBBKC9YMGY
HOUSTON	BBBLCT7WTZ,		BBBLC20XW6
INDIANAPOLIS	BBBNBNJTUR,		BBBNB5LBJC
MIAMI	BBBMGSS254,		BBBMGW52C3
NEW ORLEANS	BBBNKYJOWY,		BBBNK591Y5
NEW YORK	BBBFV21HMS,		BBBFWWBKRT
PITTSBURGH	BBBGY3STO4,		BBBGY47J5L
SEATTLE	BBBKY96X15,		BBBKZURZML

ROBOCOD
AMIGA

To become invulnerable in this fishy tale, hit the **CTRL** key to make the border flash and then press **RETURN** to become invulnerable. The cheat can be turned off by pressing **RETURN** again.

F1 EXHAUST HEAT
SUPER NES

Accelerate to full speed and then tap the **L** and **R** pads repeatedly. You should zoom off at speeds in excess of 400kph.

SPACE GUN
ST

Load the game and type **ENKORTH** on the title screen. You will be rewarded with infinite super weapons.

THE SIMPSONS - Ocean
AMIGA

Try typing **COWABUNGA** to make the game a little easier. Alternatively, enter the phrase **EAT MY SHORTS** to skip through the different levels.

DARIUS TWIN
SUPER NES

On the title screen, press **L and R** on the second controller then press **SELECT** and **START** on the second. You will now have 49 lives.

SPLATTERHOUSE II
MEGADRIVE

How about some level codes to help you on your way?

LEVEL 2	EDK	NAI	ZOL	LDL
LEVEL 3	IDO	GEM	IAL	LDL
LEVEL 4	ADE	XOE	ZOL	OME
LEVEL 5	EFH	VEI	RAG	ORD
LEVEL 6	ADE	NAI	WRA	LKA
LEVEL 7	EFH	XOE	IAL	LDL
LEVEL 8	EDK	VEI	IAL	LDL

ACTRAISER
SUPER NES

Wait until the pyramid has risen in Kassandra. Cause an earthquake to happen and the inhabitants will find a yellow heart as they rebuild the city. This will give you a higher energy capacity in the arcade section.

BUBBLE BOBBLE
GAMEBOY

Try entering **KGBJ** as the passcode, then pull **LEFT** or **RIGHT** to access the levels.

UN SQUADRON
SUPER NES

If you consider yourself a hot ace at this game try this. Go to the Option Mode and highlight Game Level. Use controller 2 and hold down buttons **A** and **X**. While holding these buttons down, flip through the difficulty levels using controller 1 and you will come across a new skill level called Gamer. Beware - it's bloomin' hard!

SUPER OFF ROAD RACER
SUPER NES

To gain access to any level you choose, simply select a two player game from the option screen and leave the second player at the start line. This way you will always finish at least third.

FINAL BLOW
MEGADRIVE

When you find that you have come to the end of your game press **UP** and **START** and you will be blessed with an extra credit.

PRINCE OF PERSIA
SUPER NES

Here are the codes for all the levels:

LEVEL 2 .....JY534A
LEVEL 3 .....IT5KALL
LEVEL 4 .....RZ1KC64
LEVEL 5 .....AOTS5GL
LEVEL 6 .....JMFEWIA
LEVEL 7 .....IZFEWXW
LEVEL 8 .....JNFMIME
LEVEL 9 .....IU3F5KL
LEVEL 10 .....R3375RE
LEVEL 11 .....IFMCK34
LEVEL 12 .....NPARIAC
LEVEL 13 .....3IDJYSC
LEVEL 14 .....VY4HI6J
LEVEL 15 .....UD4ZCNN
LEVEL 16 .....NDCZAMN
LEVEL 17 .....UQ53XT3
LEVEL 18 .....VYOOPY6
LEVEL 19 .....EBO3XA5
LEVEL 20 .....FXOUXCX

SUPERCARS
AMIGA

When asked to enter your name, type in the word **RICH** to get half a million pounds to spend on whatever you want. Type in the word **BIGC** to take you to the last and most challenging level.

ULTRAMAN
SUPER NES

Simply press **START** and **SELECT** together on the title screen to access the difficulty level and sound test selects.

JAMES POND II - ROBOCOD
MEGADRIVE

If you're after a level select screen all you need do is push **A, C, DOWN, LEFT** and **START** and Bob's your uncle!

ROBOCOP
AMIGA

Pause the game and type **BEST KEPT SECRET**. You will now have infinite shields.

TOP GEAR/TOP RACER
SUPER NES

Here are some useful codes for Britain in Gremlin's excellent racing game. The codes are different for the American and Japanese version so here they all are:

TOP RACER
AMATEUR - HORIZONS
PROFESSIONAL - SEASONAL
CHAMPIONSHIP - VALHALLA
TOP GEAR
AMATEUR - HORIZONS
PROFESSIONAL - SEASONAL
CHAMPIONSHIP - KEELSON

SONIC THE HEDGEHOG
MEGADRIVE

Press **UP, DOWN, LEFT, RIGHT, A, C, B, C**, wait until Sonic's finger is wagging and then hit both button **A** and **START** together. You will now have access to the level options screen.

GOLF
GAMEBOY

If you play a bad stroke, hold down **A, B, START** and **SELECT**. Your GameBoy will reset and start you at the same hole.

M1 ABRAMS BATTLE TANK
MEGADRIVE

Wait until the demo screen has appeared and then press **B, B, C, B, C, C, C, B, C, B, B, C** and **START**. You should now find yourself indestructible as well as possessing an unlimited supply of ammo.

WIZBALL
AMIGA

Pause the game and type **RAINBOW**. Now, whenever you want a cauldron filled, just press the C key.

TIGER HELI
MEGADRIVE

As soon as the game has started press **B** to choose the hard level and then press **START** two times. As soon as you see the 'Press Start' message keep pressing **A** until the credits increase. You should be able to do this until you have 99 credits.

LOTUS 2
AMIGA

To possess a God with maximum attributes in every department, simply type in the following code in the usual place:

ADKITAKDVGZLRGWZ.

THE ADDAMS FAMILY
AMIGA

The following codes will start you off in certain places. Type them in the usual manner:

&1Y1M - 3 Hearts (after the big tree)
?191D - Hearts (after fridge in kitchen)
B919R - 5 Hearts (after conservatory)
V1S14 - Pugsley (games room)
V919B - Fester (picture gallery)
BG9K& - Wednesday (crypt)
BLJK# - Granny (kitchen).

RAINBOW ISLANDS
AMIGA

Here are the cheat codes which you should type in on the title screen:

BLRBSSBJ - Permanent fast shoes
RJSBJSBR - Permanent double rainbows
SSSLLRRS - Permanent fast rainbows
LBSURLSL - Continue after island five
RRLLBBJS - Hidden food turns into money bags

TERMINATOR 2
GAMEBOY

If you're finding the action a little too frantic simply press **SELECT** *to slow things down a bit.*

JAGUAR XJ220
AMIGA

As soon as the starter says "GO" press **P** *to pause the game. Press* **P** *to unpause and you will have won the race instantly.*

TASK FORCE HARRIER EX
MEGADRIVE

To gain access to a huge options screen and level selector, push **UP, DOWN, LEFT, RIGHT, A and C** *followed by* **B** *and* **START** *simultaneously*

SD VALIS
MEGADRIVE

Press **UP, DOWN, LEFT, RIGHT, A, B, UP, DOWN** *and* **START** *when the title screen appears. You will now be invincible.*

SPEEDBALL2
MEGADRIVE

Fancy jumping straight to the top of the league? Enter this code to play the harder teams:

LCLI CWAF O6XE ya3q 2bst -is1 gGVC

SUPER MARIO LAND
GAMEBOY

1. To defeat Tatanga all you need do is fire continuously while moving up and down.
2. On level 4.1 there is a hidden life in one of the lifts. Here are the pipes in which objects may be found:

LEVEL 1.3 - Pipe no 14
LEVEL 2.1 - Pipe no 2
LEVEL 2.2 - Pipe no 4
LEVEL 3.1 - Pipe nos 3 and 11
LEVEL 3.2 - Pipe no 9
LEVEL 3.3 - Pipe no 3
LEVEL 4.1 - Pipe nos 1 and 44
LEVEL 4.2 - Pipe no 18

There you have it! The most comprehensive cheats for the biggest games. If you still can't make it through that tricky level — well, we tried our best!

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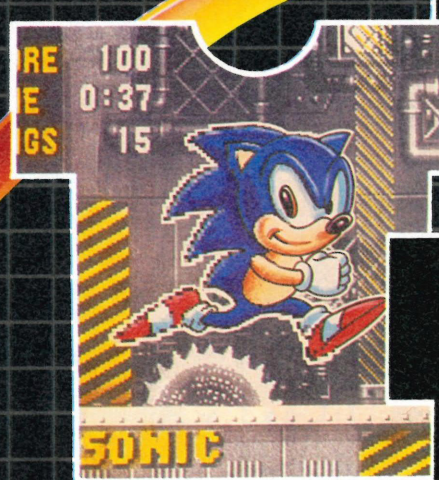

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Compo!

CHRISTMAS COMES EARLY

Seeing as Christmas is just around the corner, what would you most like Santa to bring you? If you're undecided then let us help you make up your mind with a corker competition with corker prizes...

Now, we all know how proud we are of our particular machines and we all know that a mate who takes the billy out of it is a dead mate. We've heard it all before – my Amiga's better than your Super NES, my Super NES is far more powerful than your Mega Drive.

Well, to avoid any unnecessary batterings or jealous accusations *Bad Influence!*, in conjunction with MicroProse Software, have a competition for all of you, no matter what games machine you own, so there!

MICROP
SIMULATION • S

THE DEBENHAMS SALE IS ON!

So just what fab and groovy prize can you expect? Well, first prize is a lump of Stilton. It's 12 years old but that's not a problem. Runners-up will each receive the empty boxes of the games of their choice. Only joking!

How about a free game for the winner? Nah! How about three games? Nah! How about, wait for it, free games for a year for your games machine? Groovy!

Yes, that's right – the winner of this amazing goodie giveaway will receive all of the MicroProse titles specific to their machine at zilcho cost for a whole year – that's about ten pieces of scrummy software.

Ten runners-up will each receive a selection of MicroProse freebies such as T-shirts, drinking mugs, keyrings and MicroProse bog paper plus plenty more. Most cool!

WHAT IS THY BIDDING, MASTER?

This is too darn easy by far but then we're all amazingly generous people here at *Bad Influence!* All we require you to do is design, on paper, an advertising poster for your favourite game – similar to the ones you'd find in computer magazines. If you're stuck for ideas take a look at the poster shown here. You can use pencils, felt-tip pens or even crayola (used by our art staff) to create your masterpiece. After you've done that, fill in the coupon and answer the tie breaker in no more than 20 words.

Secure your finished baby in an envelope tougher than Arnie, because we all know Mr. Postie has a habit of destroying anything precious, and then send it off to us at:

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All entries should reach us no later than January 10. Those that arrive any later will win their owners chippings off the mouldy Stilton cheese mentioned earlier! (Winners will be notified by post and by DataBlast, on *Bad Influence!*)

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141 CONTEST

Please attach this coupon to your entry.

Name _____ Age _____

Address _____

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My games machine is _____

TIE BREAKER:- *Bad Influence!* is better than Santa 'cause...(no more than 20 words)

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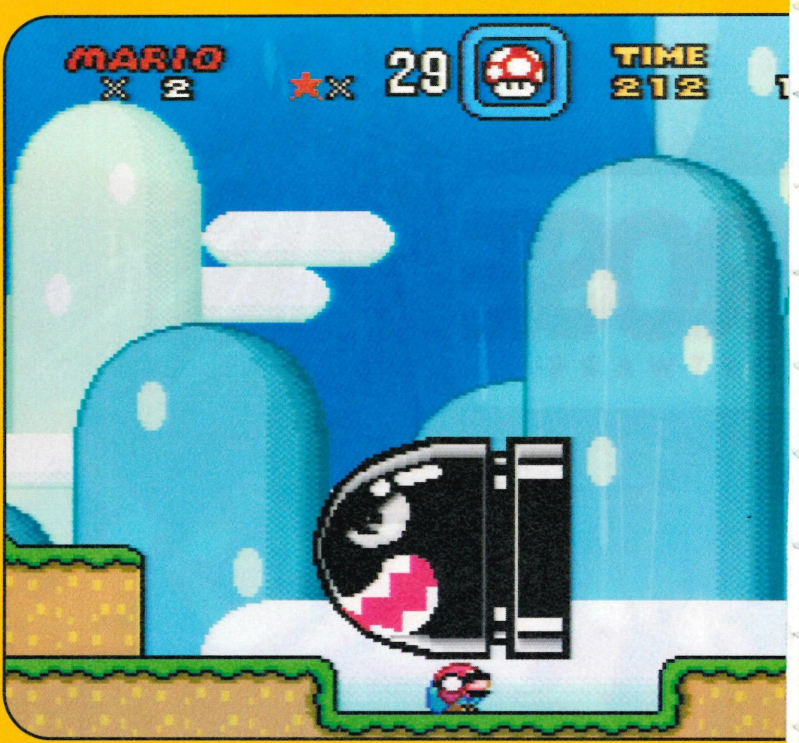
BACK DOOR

Super Mario World

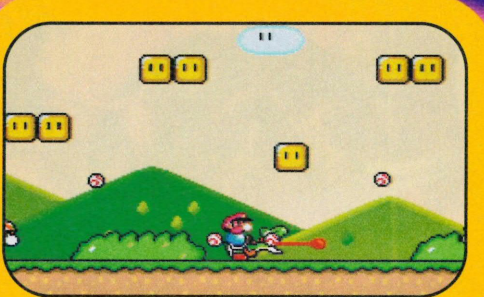
GENERAL MARIO MAYHEM

Righty, you should all know that the power-ups are stored in those lovely boxes with the "?" on 'em. Jumping up and hitting them with your head will reveal all. Sometimes, your timing will be tested to the limit when you come across a Roulette Block. Careful practice will allow you to choose which power-up you want when you find one. This could prove invaluable if you're stuck on a certain section. Let's take a closer look at what these can do for you.



BALLOONS

Catching a balloon as it drifts by will enable Mario to take to the skies as his dodgy dungarees fill up with air, and thus let him float away over the level. This is extremely handy, both in saving time and getting you past tricky sections where you could well lose that valuable life.



FIRE FLOWERS

Collecting a Fire Flower could just be the most important thing you do in your game. Once you have it in your possession, you'll be able to shoot off fireballs willy-nilly at your enemies and it'll help you clear the screens and make life a lot easier for you.

COINS

Scattered across all the levels and generally easily accessible are the coins. Each coin that you collect will give you extra bonus points and should you manage to get 100 of the little thingies, you'll also be rewarded with an extra life. Of course, losing a life in the meantime will lose all these for you, so be careful and don't do anything stupid!

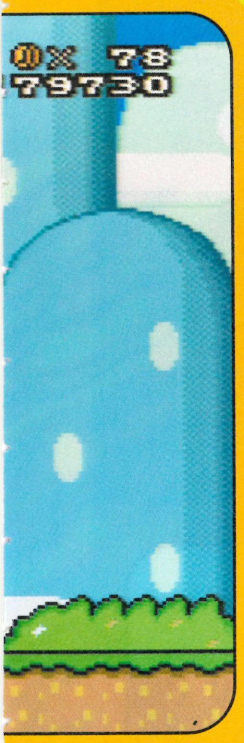
MAGIC MUSHROOMS

Extremely rare phenomena that cause Mario to see small blue hedgehogs collecting rings. Best avoided at all times!

"Super Mario... what a game, what a guy. If the little

BACK DOOR

That Italian Stallion *Mario 5* may just be on the horizon, but doubtless there are a lot of new SNES owners who can't quite get pasta certain point in the game. *(One more bad Italian joke and you're fired! – Ed.)* Well, it's not really too difficult to complete, so this guide is designed to help you find all those secret little rooms you'll have missed first time round, while also teaching you things you probably never knew!

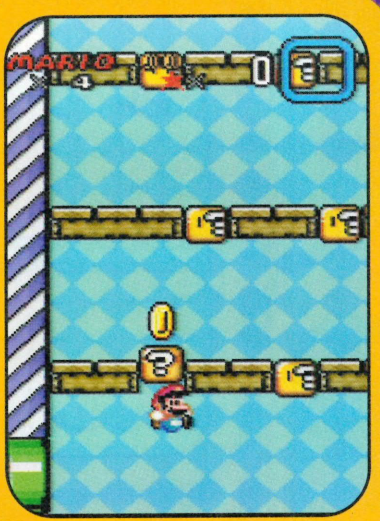


BIG RED MUSHROOMS

Now remember children, don't try picking up fungi and eating it for yourself unless mummy's seen it first. That doesn't apply to *Mario World* however, where picking mushrooms and gobbling them down as quickly as possible will vastly increase your chances of survival. A red mushroom will sometimes appear when you hit a block. Chase after it, swallow it and Mario will double to twice his size. This allows him to take twice the damage and also lets him jump a little further so you can reach the more important items. All in all, pretty useful, we think you'll agree.

STARMAN

Everybody wants to be invincible. All it takes generally is a few pints to make most of the 'lads' think they are, but with Starman you really can become as strong as an ox, as big as a bull, as wide as the M25 motorway etc etc! Snapping up one of these will make our Italian friend completely invulnerable for a short period of time. It's your choice as to whether you should use it to your advantage by legging it through the level destroying all your enemies, or whether to take your time collecting objects. Remember, it may be better to forget the fiddly bits and just get to the end of that level more often than not, so it's completely up to you!



BIG GREEN MUSHROOMS

Well they're exactly the same as the red ones, except that they're green. Okay, that's not entirely true. Eating a greenie will provide you with an extra life. This breed of fungus is particularly rare and it is in fact an offence to pick it from the countryside and consume it, although, of course, there are certain ways of making it appear for you.

FEATHER

Another top artifact is the feather. Collecting this will give our plumbing hero a sexy little Batman cape which has several advantages if you know how to use it properly (more of this later though). The cape can be used to soar up into the skies, but you need to have a 'fast' run first.

When you've got enough speed going, hit the jump button and off you'll fly. Now that you can do this, you'll be able to get to loads of new sections in the game that you've never previously dreamed of!

Slowing your rate of descent is also vitally important if you want to land where you planned to, rather than just plummeting to your death on top of one of your enemies. This can be achieved quite successfully by tapping on the up key on your directional pad. Always remember too that you can still use your Spin Attack while gliding, so you aren't completely defenceless against the various nasties out to end your life.

SPIN JUMPING WITH THE BEST OF THEM

Spin Jumping will on occasion get you past some of the tough enemies, where a normal jump would result in a squishy mess. For example, landing on Big Blue Boo after a normal jump would see Mario losing power, but with a Spin Jump he would get away with it quite easily. Good eh?

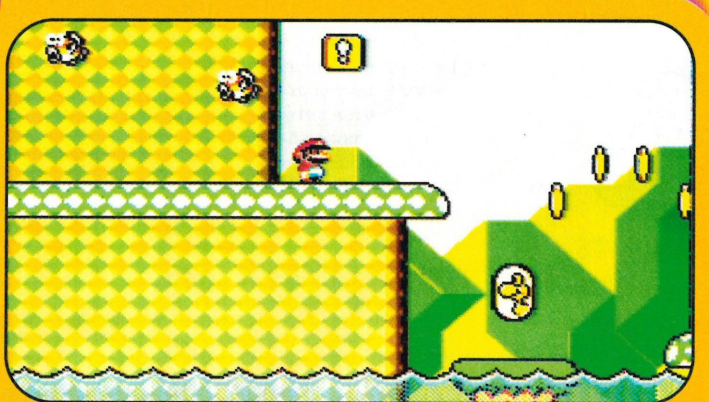
BACK DOOR

YOSHI TIME

Dinosaur riding may not be everyone's idea of a a laugh, but if you're to get anywhere then climbing onto old Yoshi will soon become a way of life. You'll know that he comes all specially wrapped up in those cute green eggs of his, and once you mount him, you have numerous extra features such as being able to eat baddies and convert them into fireballs.

YOSHI'S ISLAND 2

Extra lives by the bucketload are what's up for grabs in this secret location. There's no better way to start yourself off on a game of *Mario World* than to stack up on your lives right here. It all depends on how tedious and boring you are as to how many you can be bothered collecting. There's no limit so we suggest you get about 37 million. Here's what you do: Use Mario's Cape Attack to knock the Koopa shell, and when it bounces back off the step just repeat the process. Each time you do it successfully, you get an extra 1-Up. We told you it was a bit tedious!



FLIGHT DIRECTION

When flying around at your normal bog-standard cruising speed, you may well find that you want to change direction to go and collect a nice tasty item or power-up. Releasing the Y button and hitting B will let you float down in any direction you choose. It just takes a little practice.

DONUT PLAINS 1

Before you can find the secret location from here, you must make sure you have first completed the Green Switch Palace. Find the column of green blocks close to the end of the level. As you run up to these blocks, press and hold the Y button to reveal the key and keyhole.

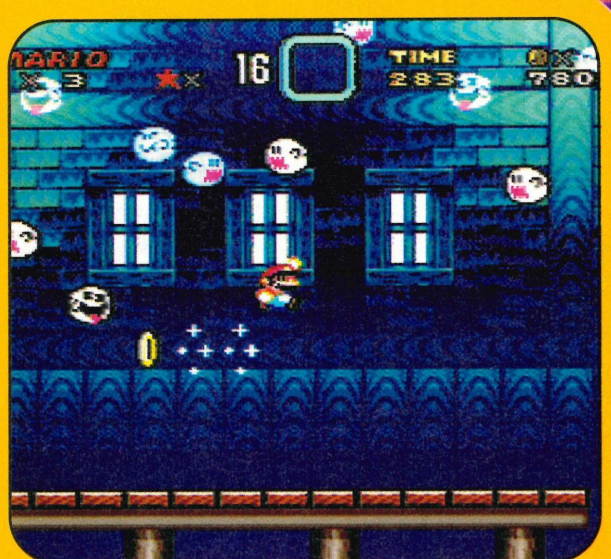
Super Mario World

YOSHI POWER

Jumping that little bit higher into those extra tricky places can only be achieved with the help of your prehistoric pal. While riding Yoshi, hit the B button and when you reach the maximum height of the jump (remember you're still on Yoshi at this stage), hit A and you'll perform a super-sexy spin-jump off his back. This should let you get a lot higher than usual and you'll be able to pick up all those extra bits and bobs you may need.

As we said at the beginning of this guide you must be a bit sad if you can't complete the game on your own. Most of you will get to the end, but will probably have missed out on loads of the hidden stuff in the process.

Now we could spend years showing you how and where to jump up and how to get past baddies but it's all so self-explanatory it would be pointless. We don't think you're stupid so what this next section is intended to do is to guide you to some of the more obscure points in *Mario World* which you may have missed the first time around.



DONUT SECRET 1

There are a couple of things you should be looking for while you are in, the first being the unlimited supply of extra lives. First, get to the chamber where you can become Balloon Mario and get the empty shell. Take the shell to the pipe and drop it where the Dragon Coin is. Repeat this hitting process for those valuable 1-ups.

Your next move is to take a trip over to the keyhole. You shouldn't have any problems finding it – it's staring you in the face *(Flipping heck – attitude! – Ed.)*. Activate the P switch and hit the ? block to get the key. Use 'em and you'll soon be off to the Donut Secret House. Mmmm... like the sound of that!

DONUT GHOST HOUSE

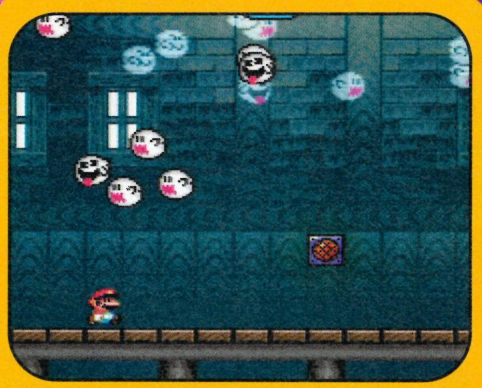
Yet another secret room on the Donut section of the game. This time though, you need a sexy little Caped Mario to get anywhere. Keep flying upwards and to the far left of the screen. Eventually you'll come across an opening which you must run right through, picking up all the 1-Ups as you go. At the end of this you'll end up in the Top Secret Area, so prepare to look all mysterious, as befits someone who goes into Secret Areas!

BACK DOOR

Super Mario World

DONUT SECRET HOUSE

Pick up and carry the P Switch to the left until you get to the yellow door and block. Now activate the switch and hit the block above the door. A vine should then appear (put is this way, there's no reason why it shouldn't!). Climb up it and go through the blue door that will take you into Big Boo's lair. Make sure you avoid everything and hit the nasty three times to finish him off. And there you have it!

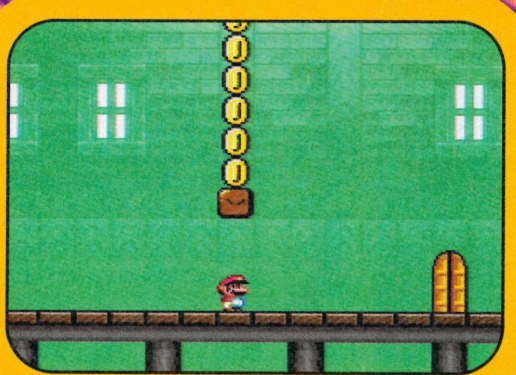


CHEESE BRIDGE AREA

This has to be one of the hardest secret areas to get to in the entire game. The problem is that there are two Goals. Going through the first one will take you on normally as if nothing had happened, but if you manage to actually get past it, you get to go onto to the Soda lake, where you spend your time pretending to be a large glass of whiskey. Not. The best way we've found of doing this is to Spin jump off Yoshi's back. This relies heavily on you riding Yoshi at the time though!

STAR WORLD 3

If you get here, you can rest assured that this is the shortest level in the whole game. Simply toss a block at Lakitu to knock him off his cloud. Get into the cloud (like you do) and go for a ride into the 'special area'. You'll find the key is on the left while the keyhole is on the right. Dead easy!



STAR WORLD 5

Before you can reach the secret exit here, all the Switch Palaces must have previously been cleared and you must be in possession of a Caped Mario. If all these variables are correct then activating the ? will send a stream of coins up to the right. Now turning the P Switch will turn the coins to blocks. Run along these blocks and fly up to the point where the yellow blocks begin and you've found another secret location.

The trick to a game like Mario World is to do everything you can, everywhere you go. Only then will you be sure that you haven't missed anything at all. Anyway, we hope we've given you some nifty ideas to be getting on with in the meantime. Since that's your lot for now, you'll have to wait for Mario 5 on CD!

So there you have it. Super Mario solved! We're off!

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BACK DOOR

The legend of ZE

1

This is where the quest begins. The princess uses her telepathy to communicate with you, her beloved hero!

2

If you open the chest in your house you'll find a lantern. There are hundreds of chests dotted around the play area. Not all of them hold items of value, but what have you got to lose? Simply press button A and who knows what goodies you'll uncover? You may get lucky!

3

The main map can be seen by pressing button X. Your best bet is to gather your bearings and try to find out the whereabouts of the important locations throughout the game. There are a plenty of secret passages and dungeons that can be entered but you'll have to find them first.

"A lot of the rooms look very similar in appearance. So

LDA

PLAYER'S GUIDE

The world of Hyrule is being shadowed by an evil magician. The dark one has taken over the land and is now producing disasters all over the land – tornados, hurricanes, and the like. The people feared for their lives and the population was in a state of worry. Then one day a mysterious magician who called himself Agahnim proclaimed to the worried people that he would use his powerful sorcery to quell the strange events.

They were doubtful, but one day when the land started to part and the heavens pour, the magician stood fast and used his awesome magic to stop the downpour, and bring the ground together. The people were elated, the problem had gone and they could now live their lives as normal. The king of the land wanted to meet with the man who'd saved his crumbling kingdom and sure enough a time was made for the two men to meet. Once inside the king's glorious dwellings the initial elation turned to tears as the wizard revealed his true colours. The king was overpowered and loads of gorgeous maidens were kidnapped and imprisoned.

For you the adventure begins one evening whilst you are asleep. You receive a telepathic message from the king's daughter Princess Zelda, telling you that she is being held against her will. When you wake in the morning you head out through the pouring rain on a quest to rescue the lovely princess and ultimately restore order to the world.

4

You probably won't get any joy out of fighting the castle guards so why bother causing any more trouble? Simply avoid them until you're in a position where you can retaliate. You will then have a much better chance of defeating them.

5

Around the side of the castle there is a bush which hides the secret entrance. This is the castle in which the Princess Zelda is being held. Stand next to the bush and press button A. Link, our hero will then pick up the bush and hey presto, a hidden passage will appear. Don't worry about falling through the floor as you won't lose any energy.

6

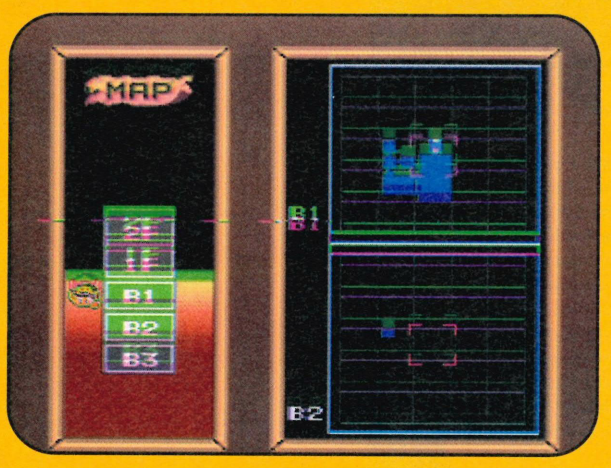
Once inside the secret passage you'll encounter your ageing uncle. He'll give you some sound advice and hand you his sword. You'll then slowly have to make your way to the bottom dungeon in order to rescue the gorgeous Princess Zelda.

DOOR BACK

The legend of

7

The guards attack you without mercy. If you can't outrun the armed guards, then fighting may well be your only option. Face your opponent and press button B. This will swing the sword and hopefully, if it makes contact, wound the bad guy. Most of the soldiers require two hits to kill them so keep your wits about you and get hacking!

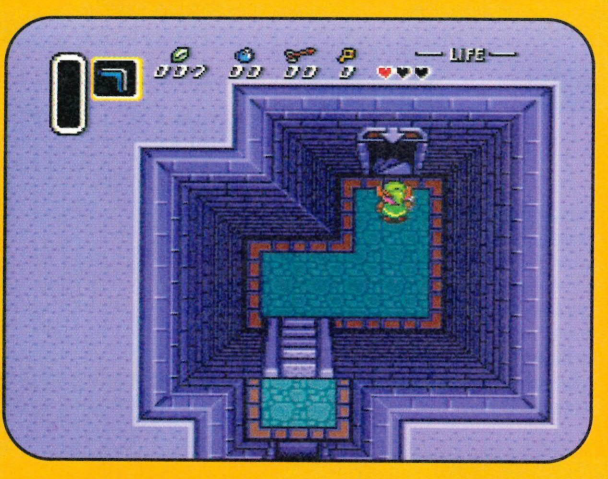


8

Calling up the maps on a regular basis is certainly a good idea because it not only gives you your bearings, it also shows you the areas and rooms you've cleared and those which you have not yet visited. Always a good idea.

9

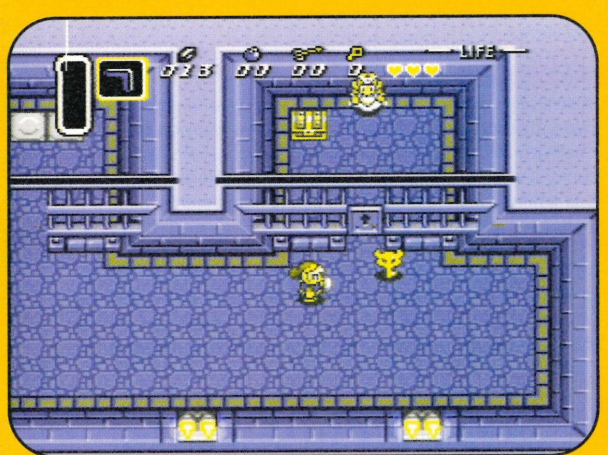
A lot of the rooms look very similar in appearance. Some of them have pots in the corners, and these can be picked up and used by pressing button A. They can then be thrown at any would-be challenger. A quick tap on button B should achieve this and if the pot hits home the bad dude will take damage and sometimes even die. Another tactic is to wait until the target has a drop behind them and then throw the pot. If it makes contact he'll reel back and hopefully he'll fall to his timely death. As an added bonus you may even find a hidden heart, which will restore your energy if collected.



picked up and used by pressing button A. They can t

ZELDA
PLAYER'S GUIDE

10 At last you catch sight of Zelda. Now, if only you could get past the armoured ball and chain trooper. The easiest way to get rid of him is to pick up the pots leaning against the wall in the room which holds the royal member. And as before just lob them at the man. Three direct hits will kill this particular nasty dude. Warning: Do not under any circumstance try to hit him at close range with your sword, unless of course you feel like restarting from your last saved position!



11 Once defeated, the kindly guard leaves you a big key which in turn allows the heavy metal door to be opened, thus letting you progress in your quest.

12 Once you liberate the princess you'll have to guide her to safety. Wherever you roam she'll tail behind, so make sure no guards get to her. And take her to safety.

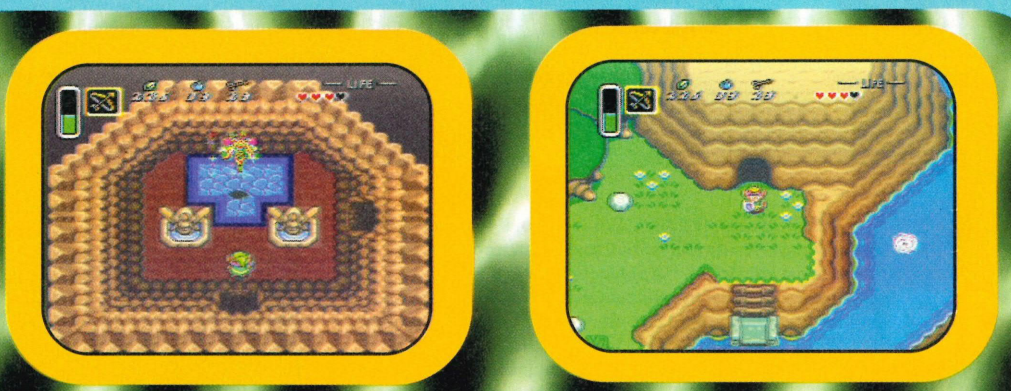
That's the first quest over with, no hassle. The more dangerous quest lies ahead, but you will never proceed much farther until you understand the use and purpose of all the items dotted around. Will you successfully be able to complete your quest to rescue the princess? Well maybe we can just be your guiding light...

hen be picked up and thrown at any would-be challenger.

BACK DOOR

The legend of ZELDA

PLAYER'S GUIDE



INVENTORY

LANTERN

This little lamp is essential if you're ever going to explore the dark caverns later on in the game, so make sure you don't overlook it or you'll be playing in the dark before you know it.

BOOMERANG

If throw it at an enemy it will stun them allowing you to get up close and hit them with a sword. On the other hand it might just give you enough time to make good your escape.

BOMB

These ancient explosive devices have a couple of uses. They can be used to blow up enemies, and the blast can knock holes in certain walls. What did you expect them to do anyway?

BOTTLE

This can be used to hold magic potions. If you don't manage to acquire these early on in the game you may be in deep trouble as you will be unable to buy any healing or magical potions. Without these potions your quest will become much much harder, if not impossible!

BUG COLLECTING NET

This one is fairly self explanatory. Collect the bugs and put them in a bottle. Then they can be used to your advantage in a fight. Let them go and they will annoy any would-be adversary and hopefully put them off enough to give you the advantage you need to defeat them.

BOW

This is probably the most useful thing besides potions that you can pick up in the game. This great weapon is really powerful and is excellent for picking off enemies from a distance. There is also a silver bow and arrow which is twice as powerful as the normal pair. But it is extremely well hidden. Can you find it?

MAGIC HAMMER

This heavy tool is used to hammer stakes into the ground as much as an ad hoc weapon. Give even the most powerful enemy a clout with this and it is guaranteed to have them seeing stars.

HOOKSHOT

A sort of grappling hook attached to a rope. It can be used for two purposes – as a reasonably effective weapon or alternatively its best use is as a grappling hook. If used correctly it will enable the player to cross gaping chasms as well as collecting objects that are out of reach with it.

SHOVEL

What can we say, it's a shovel! It does everything a shovel does. What can you do with a shovel? Well it all depends how good your imagination is. Despite all this the main use for this most popular of garden implements is, yes you guessed it, to dig holes!

ICE ROD

This magical stick fires a freezing cold ice blast at the target, which if it hits home will cause most enemies to turn into a freezing block of ice, surprisingly enough! Once frozen the enemy can then be smashed into a thousand tiny fragments.

FIRE ROD

Similar to the ice rod this exceptionally useful weapon has completely the opposite effect to its sister weapon. You'll find it fries any enemy to a crisp. A second use for this particular weapon is the ability to light lanterns with it. But remember kids make sure you watch your fingers and if you can, get án adult to help you with it.

MAGIC CAPE

One of the most useful items to be found in the land, the cape allows Link to turn invisible which is useful to avoid any really dangerous enemies. Caution: use it sparingly because usage depletes your magic power.

Good luck Link, now go forth and destroy the evil wizard Agahnim.

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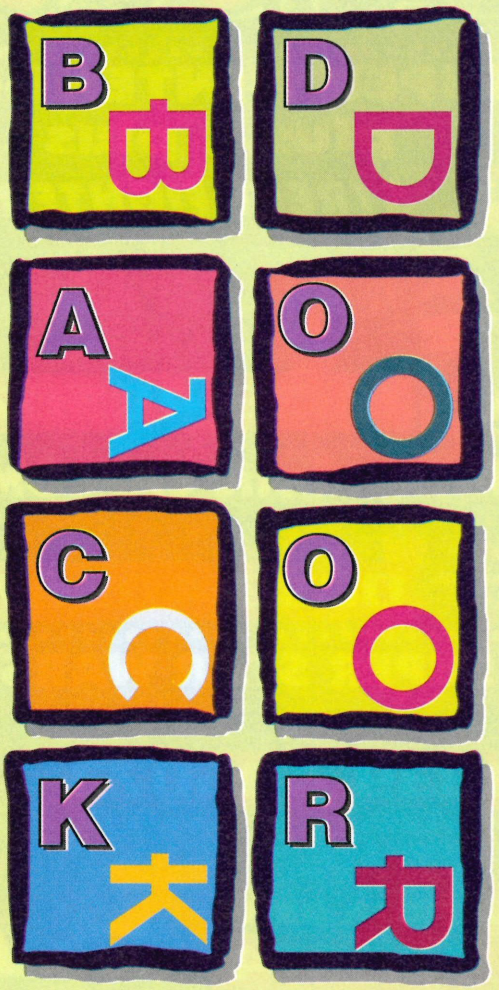


Help is at hand for all of you who've managed to get yourselves stuck in the Mega Drive version of the popular *Indiana Jones* game. With its far superior graphics, it is bound to have caught the attention of all you Sega owners out there. So if you don't think you're platform perfect already, then this handy guide should help to sort you out. Read on...

GENERAL NOTES

It is vital that you can wind your way through the first level (and as much of the second as possible!) whilst losing as few lives as you can. Now that may well seem obvious, but you can get through them without losing a life if you take a bit of care and time. Remember, every little drop of energy you save early on in the game may well be the drop that enables you to finish the entire thing!

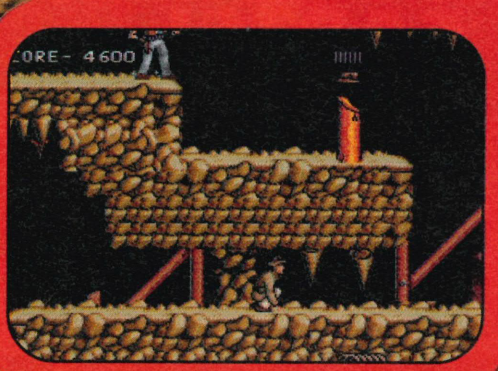
While it is more than possible to complete the first sections relatively cheaply (regarding energy and lives), it may well take a few goes before you know what you are doing and what comes next. This learning process is vital if you are to succeed to any great lengths.

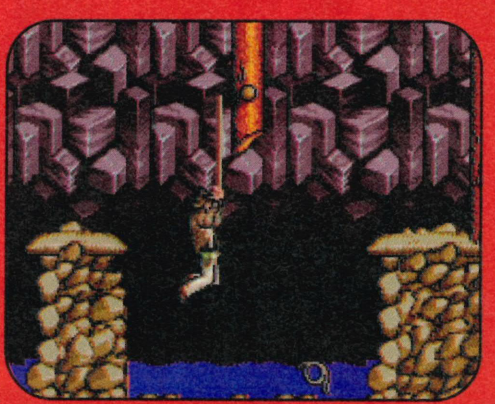
Fighting is the only thing you cannot plan to any extent out and should really be the only time (early on at least) that you lose any energy. Sometimes things get a little hectic and it's all too easy to throw away energy points by enthusiastically mis-timing a jump onto your opponent. Realistically though, jumping against your enemy is one of the most effective ways of bumping them of and generally annoying the heck out of them. It's a waste of time using your whips for the most part at this stage as they come in much handier during the trickier sections of the game, so don't do it!

LEVEL ONE

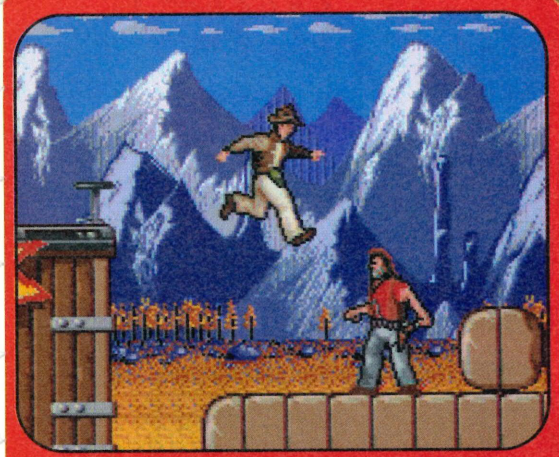
Although the first level is pretty basic and there isn't anything too tricky to handle, it is a good place to learn the handy techniques you'll need, so take care when doing everything. There isn't a strict time limit on most of the levels you're up against, so you needn't worry about that either. The things to remember that will help you get off the initial stage easily, are that you can use your whip on baddies whilst you are still climbing up vines and ropes. Pushing the directional pad in the correct way and tapping your whip button will have the desired effect. While all this is going on, you are completely out of harm's way too, so all that lovely energy is nice and safe exactly where it is.

The other major problem you may have can be found while you're crawling along the low tunnels. The overhanging stalactites have to either be destroyed or avoided. The static ones can be removed with a couple of lashes of the trusty old whip whilst the moving ones which attempt to spear you must be avoided at all costs. The best thing to do is to move as close as possible without actually touching 'em and then make a dash in the appropriate direction as soon as the rock starts to rise.
Get it right and you should get through no problem.





"Get your whip out and go crusading with the enigmatic

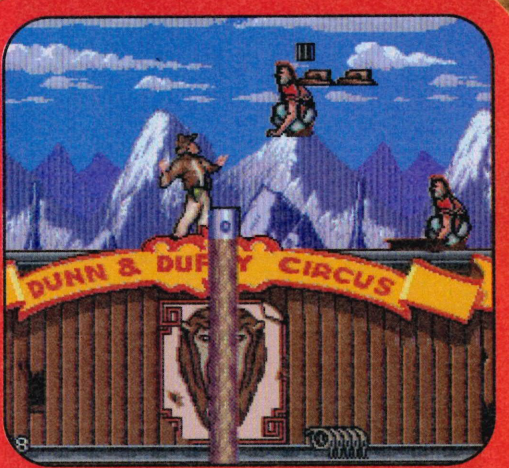


Indiana Jones & The Last Crusade

PLAYERS GUIDE

LEVEL TWO

Level two may look a little too simple for its own good. But it's here you could find yourself coming unstuck if you're not careful with what you're doing. It is vitally important that you despatch bad guys immediately as you are in a kind of race against time to get to safe sections of the train before the overhead barriers come on screen. As you are going through these, the only true safe section of the train is the lowest possible point. It is well worth waiting here until they have all passed harmlessly by.

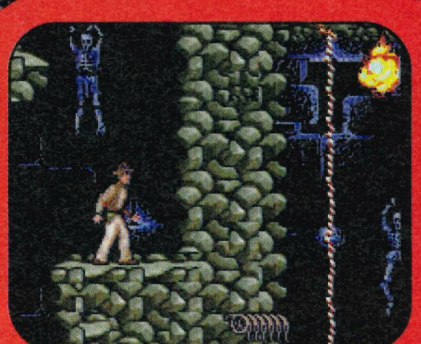


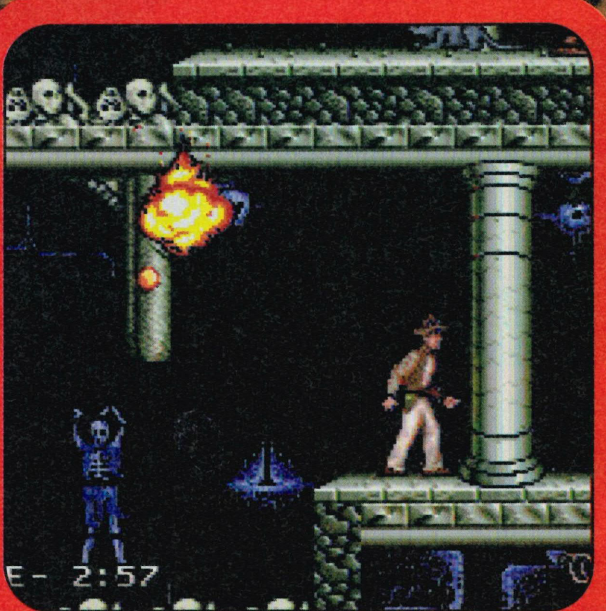
One way to recognise when you're about to get your block knocked off is to use the tunnels. Generally speaking, overhead bars will follow the first tunnel, and once you've passed through the second tunnel then you should find you're nice and safe to move down the train for a while.

One further point that is worth noting is that later on in the level, you'll find yourself on top of a carriage and a bar passes you at floor height. DO NOT forget to jump this, as it's so frustrating to have got so far only to use up your last droplet of energy because you weren't paying attention all the time!

LEVEL THREE

Level three sees fireballs being served on the menu. These can be quite awkward to get out of the way of, especially if you are being sidetracked at the same time by a couple of goons with guns. It's all too easy to get fried here. Realistically, it's unlikely you'll just be able to bomb through this level. You'll find it's more hard graft like the first one, of learning what to expect where and figuring out how to avoid it in the first place. There's nothing overly tricky. Practice makes perfect as they say, so get your whip out and don't forget to thrash those balls!





Doctor Jones (or Doktor Chonz as he was called by the

BACK DOOR

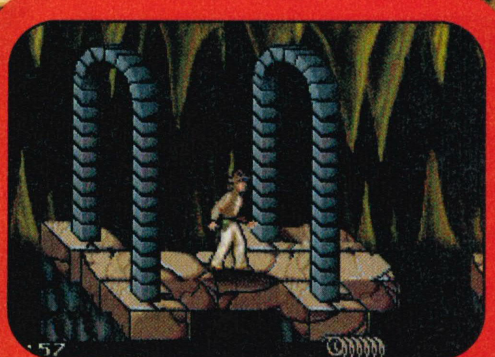
Indiana Jones & The Last Crusade

PLAYERS GUIDE

LEVEL FOUR

On level four, things are really starting to hot up. There are more Nazis here than you can shake a swastika at, and they're all out to make things hot for you.

This is an extremely difficult level to complete and as with all platform games, there is no true guide as to how to do it. Timing is of the essence. Every time the lightning strikes, part of the crumbling castle masonry will tumble down, so make sure you steer well clear of this and if you do get to the end of the level, remember that you can only whip the evil Gustav from behind. Most importantly, get off the screen as quickly as possible when you've whipped him to death!



LEVEL FIVE

The final level is a nightmare. This is as hard as the game gets and can hardly be called relaxing fun! It's time to go and get the Grail so you can save your poor old father. Time is always against you here, so the key is to make calculated calm moves and utilise the old proverb of 'More haste, less speed'. There's no special information you need to get through this level, but be warned, it certainly isn't easy!

BIG BOSS MEN

As with most games of this nature, at the end of each level there is a nasty surprise waiting for you. The Boss dude is never pleasant, but as always, the ones in this game have a set pattern of moves. It is useful to take a step back and just avoid them for a while until you can work out their routine before moving in for the kill. After beating one, there is usually something else you have to do (like escape quickly) before the level is complete. Don't stand there smiling to yourself about beating the ringleader, because if you do, you may find the rocks landing on your head!

Nazis in the first film). We tell you how to do it!"

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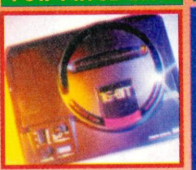

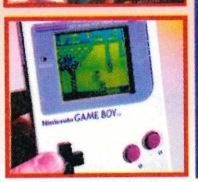

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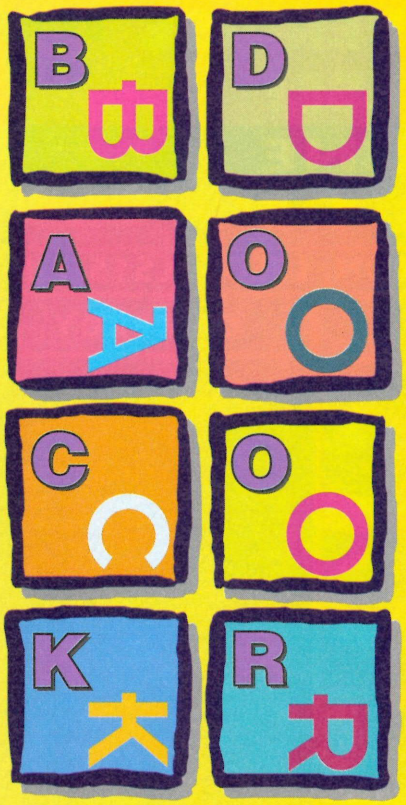
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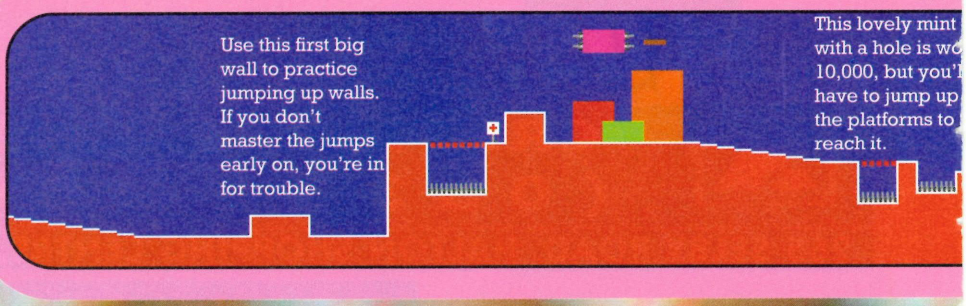
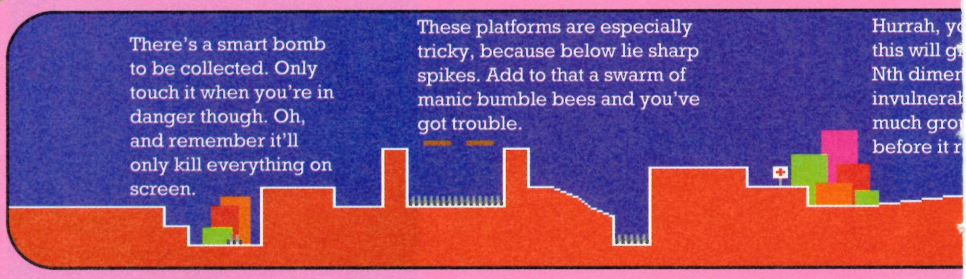
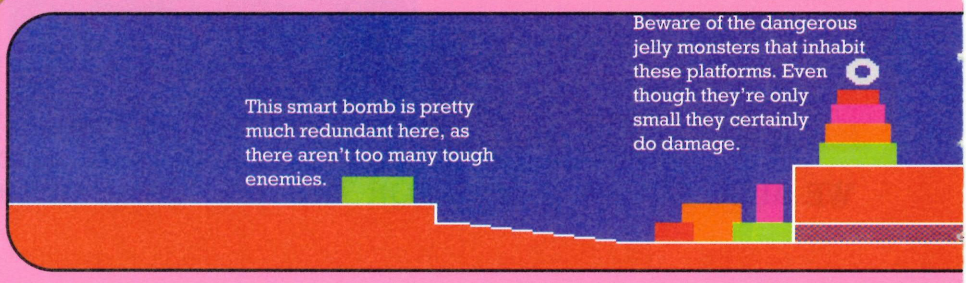
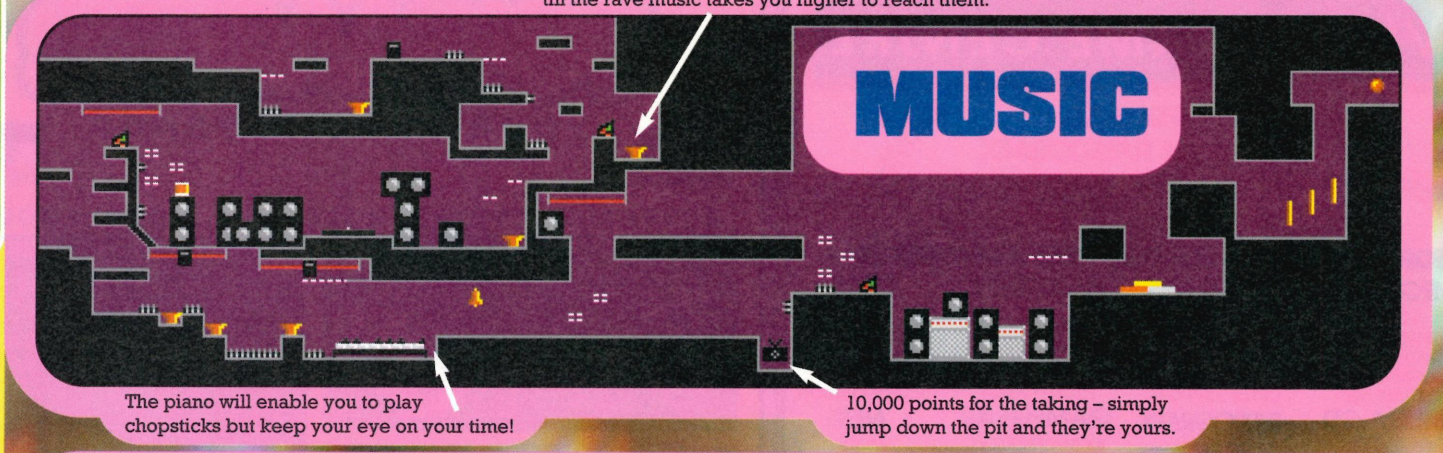
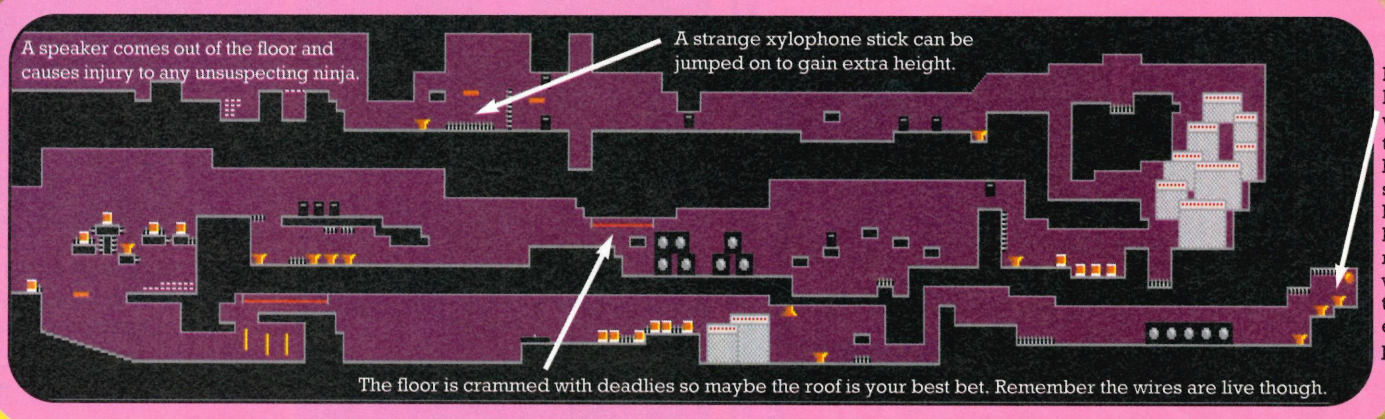

Use this first big wall to practice jumping up walls. If you don't master the jumps early on, you're in for trouble.
This lovely mint with a hole is wo 10,000, but you'l have to jump up the platforms to reach it.

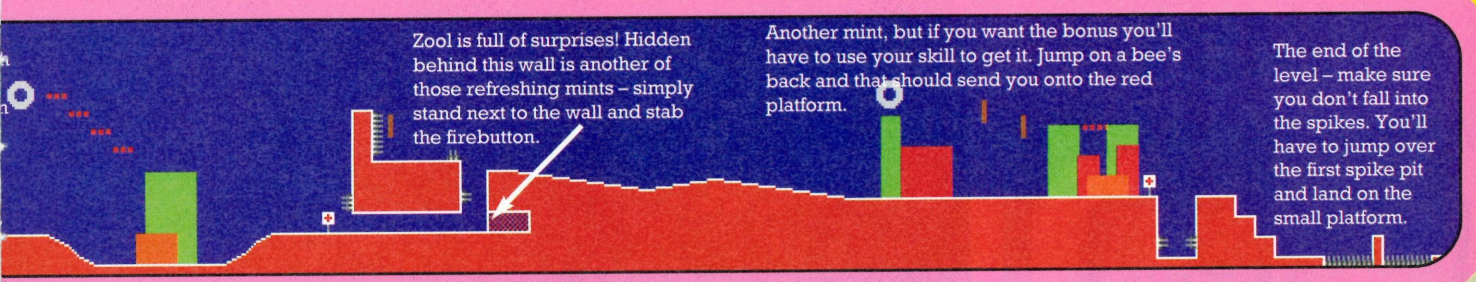

There's a smart bomb to be collected. Only touch it when you're in danger though. Oh, and remember it'll only kill everything on screen.
These platforms are especially tricky, because below lie sharp spikes. Add to that a swarm of manic bumble bees and you've got trouble.
Hurrah, yo this will g Nth dimer invulnerab much gro before it r

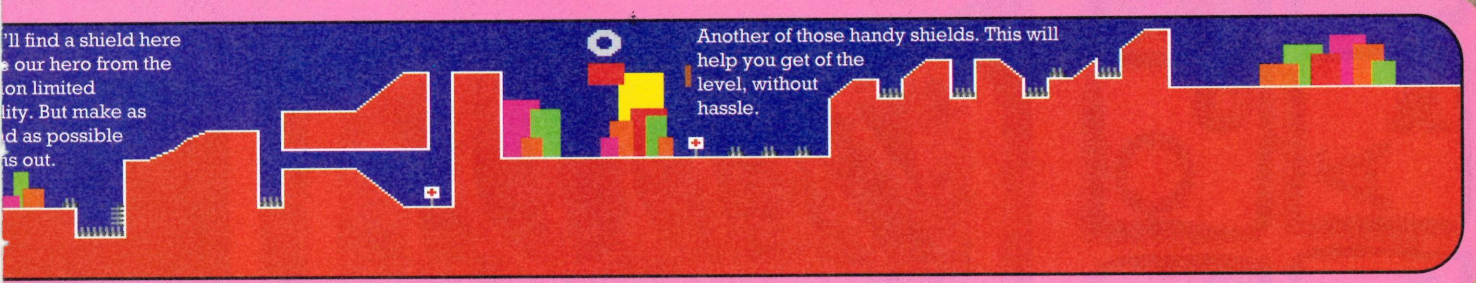

This smart bomb is pretty much redundant here, as there aren't too many tough enemies.
Beware of the dangerous jelly monsters that inhabit these platforms. Even though they're only small they certainly do damage.

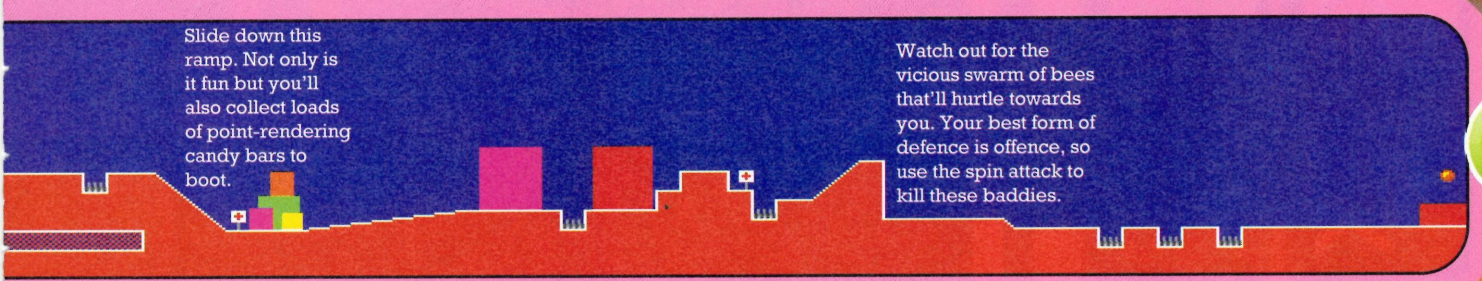
SWEET

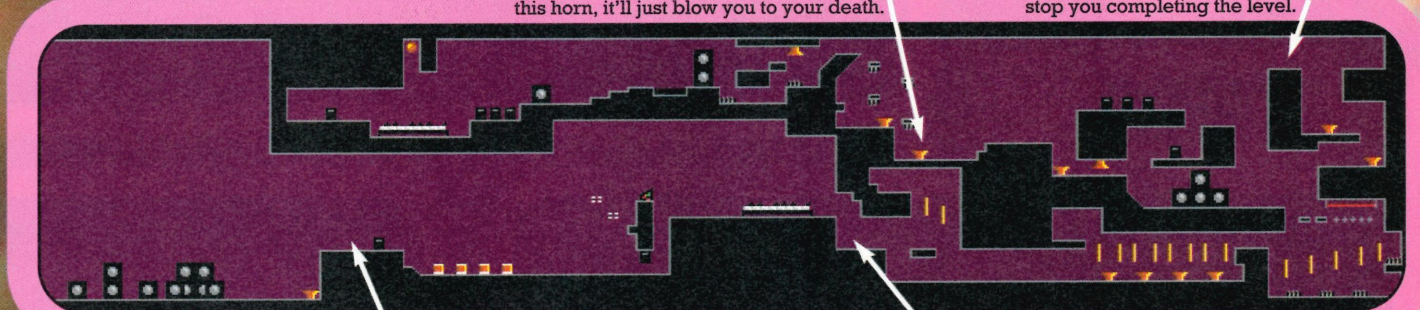

There are loads of goodies here but you'll have to wait till the rave music takes you higher to reach them.
MUSIC
The piano will enable you to play chopsticks but keep your eye on your time!
10,000 points for the taking – simply jump down the pit and they're yours.


A speaker comes out of the floor and causes injury to any unsuspecting ninja.
A strange xylophone stick can be jumped on to gain extra height.
The floor is crammed with deadlies so maybe the roof is your best bet. Remember the wires are live though.
Don't be hasty he wait unt the horn have stopped blowing before y make yo way towards exit. Be patient.

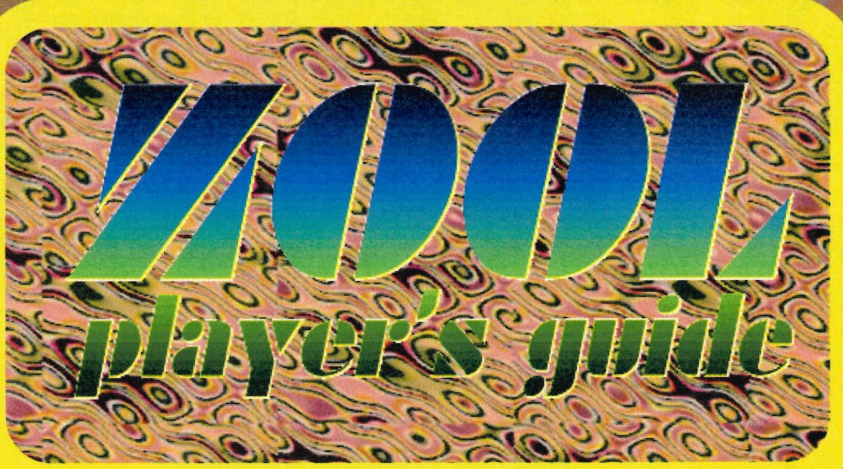




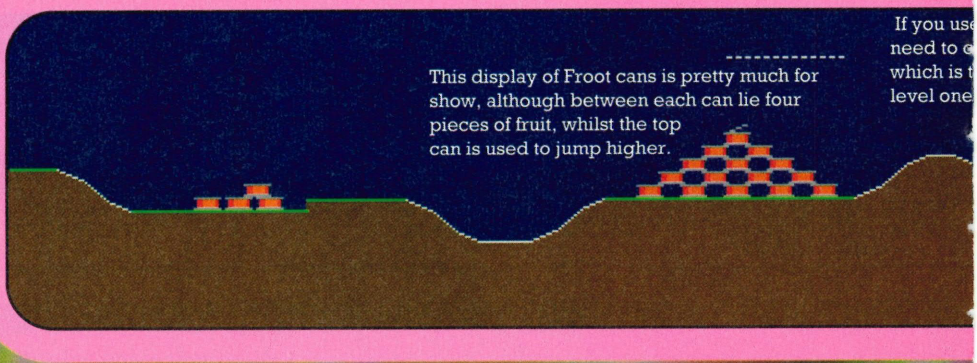


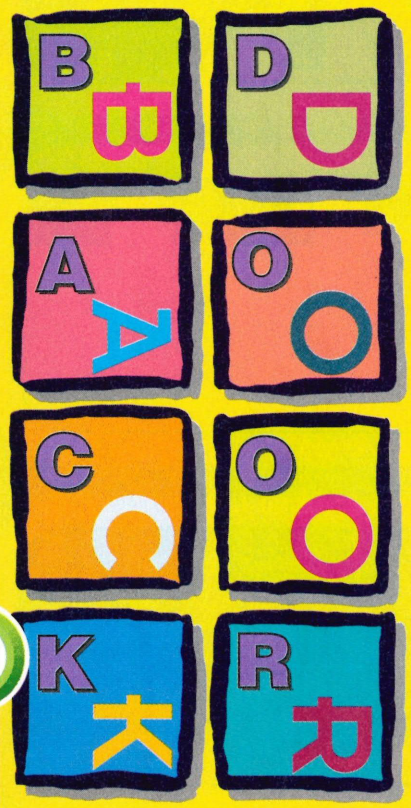


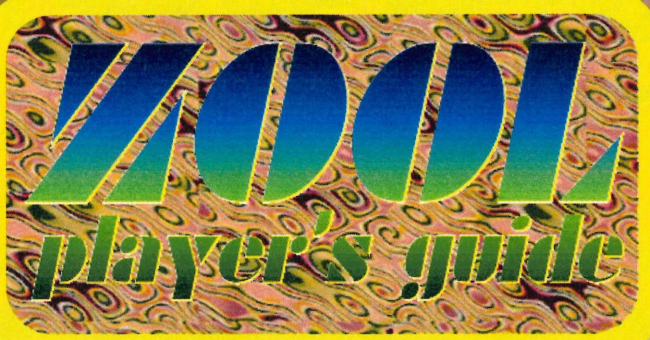
Faster than a speeding Superman, the ninja of the Nth Dimension smashed onto your computer screen. The game itself is very hard and almost impossible to complete inside the first week of ownership. Over the next few pages you'll find the maps to all the levels - no longer will you leap off that high platform and not know where you're going to land!

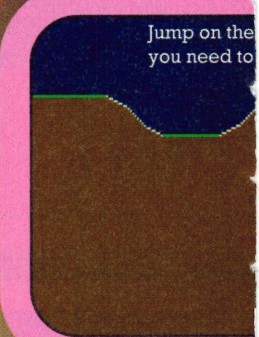


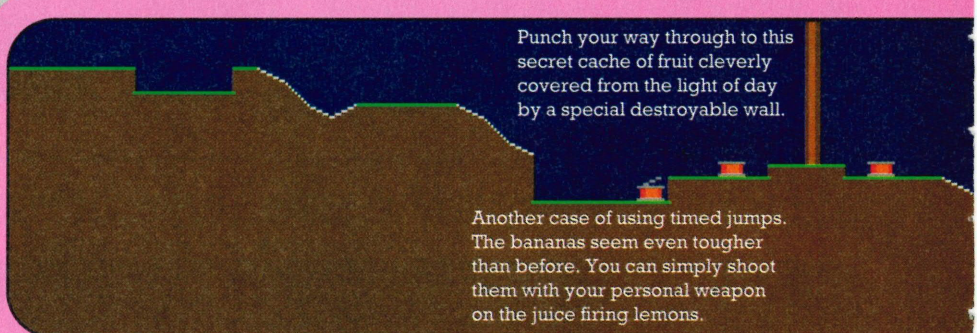
FRUIT



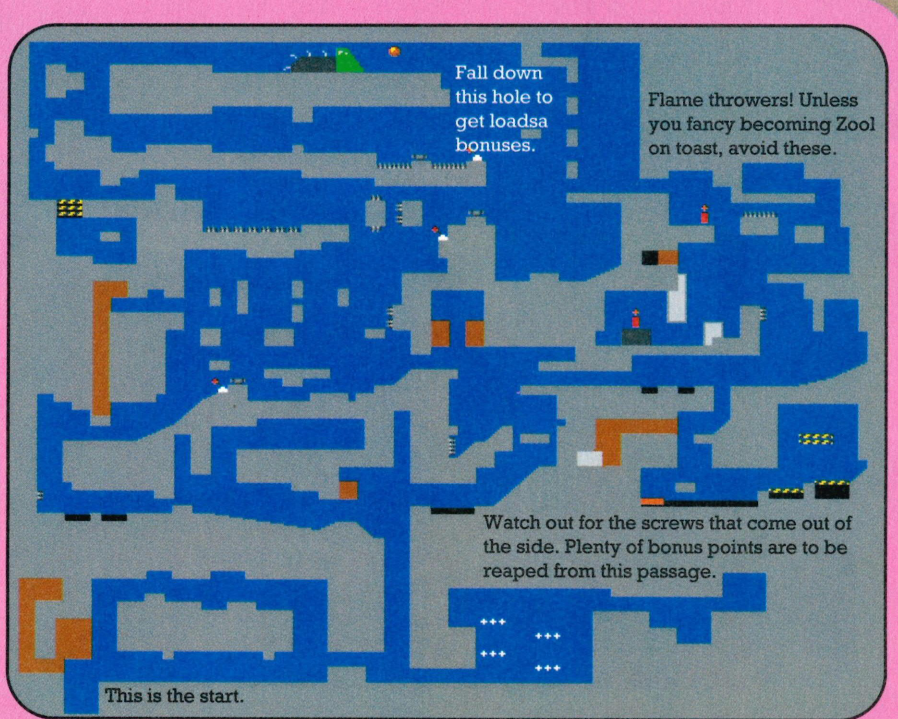


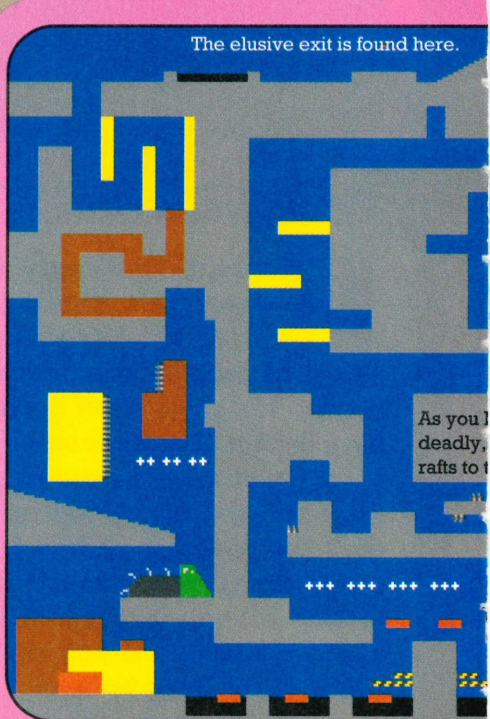




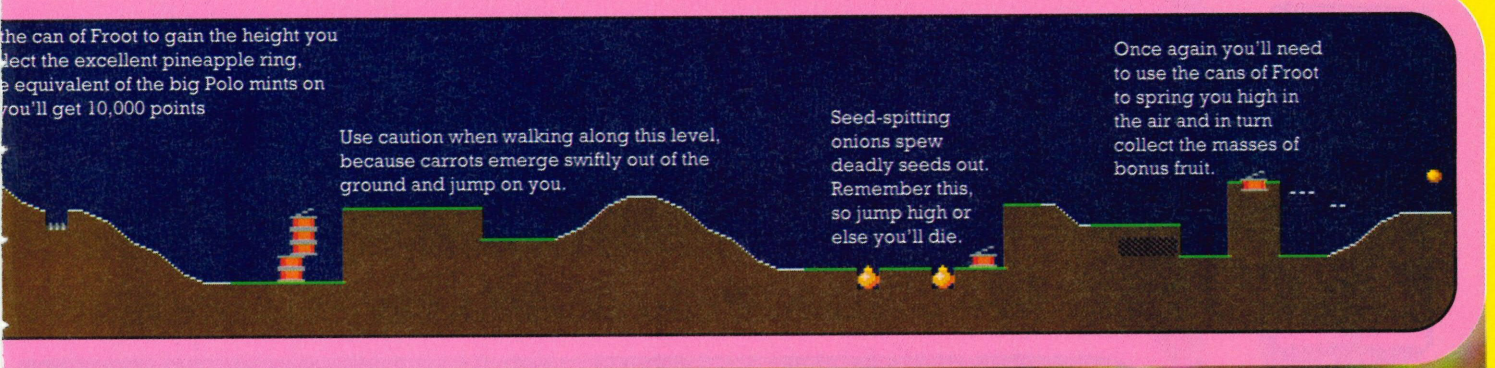


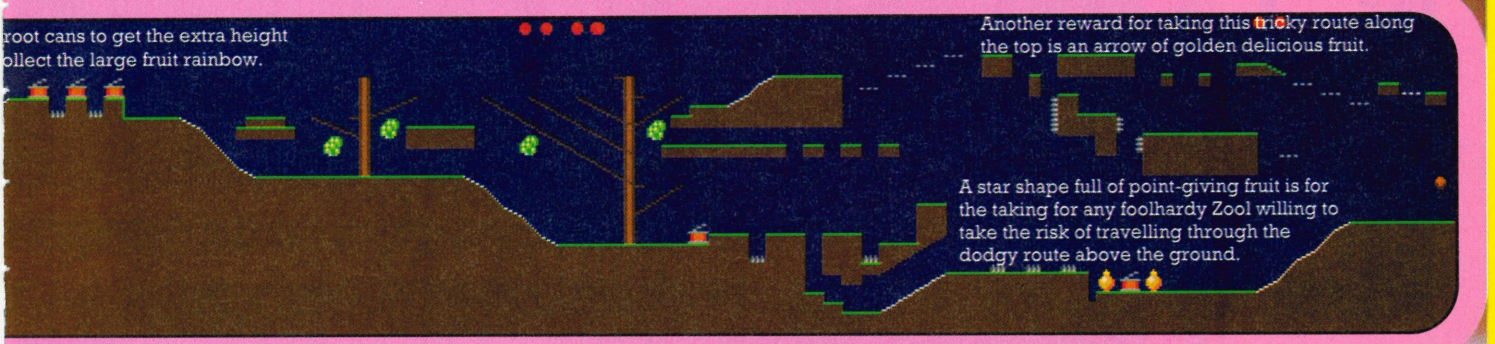
TOOL

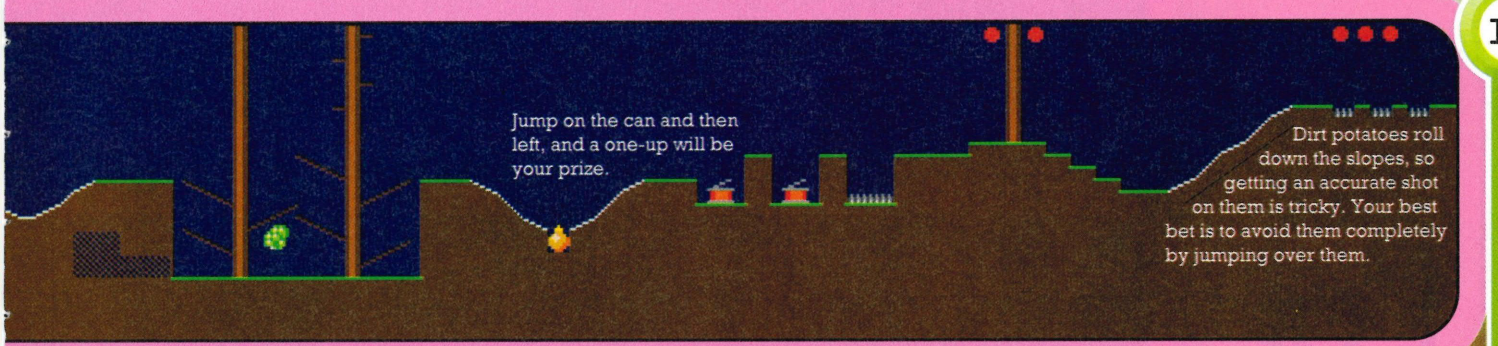


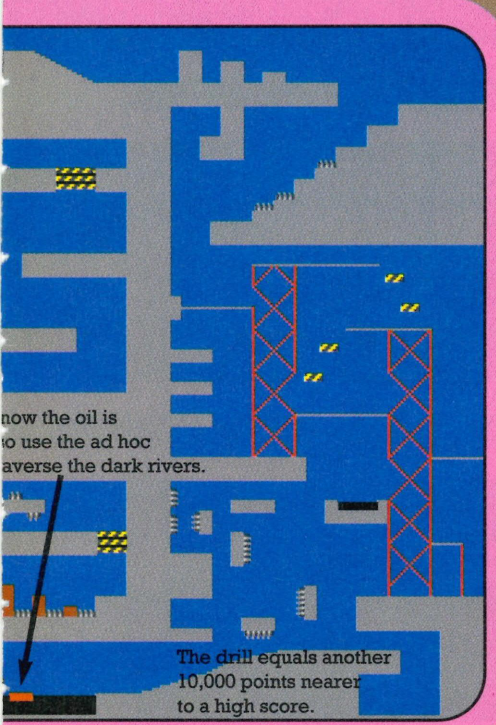


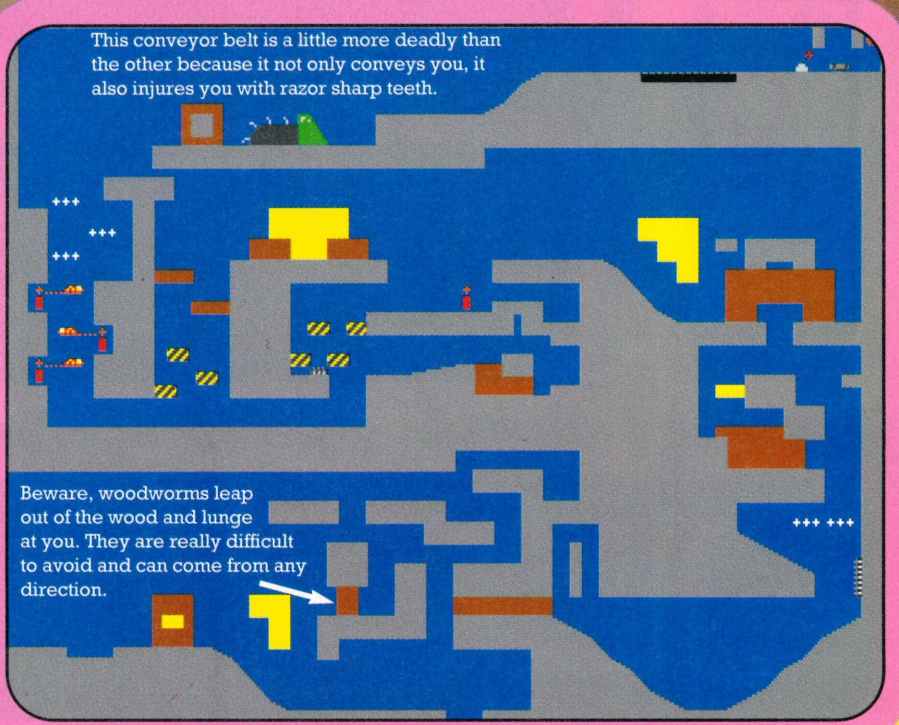
like they've been dipped in a bucket of nitric acid? Wel


he can of Froot to gain the height you
lect the excellent pineapple ring,
e equivalent of the big Polo mints on
ou'll get 10,000 points
Use caution when walking along this level, because carrots emerge swiftly out of the ground and jump on you.
Seed-spitting onions spew deadly seeds out. Remember this, so jump high or else you'll die.
Once again you'll need to use the cans of Froot to spring you high in the air and in turn collect the masses of bonus fruit.


root cans to get the extra height
ollect the large fruit rainbow.
Another reward for taking this tricky route along the top is an arrow of golden delicious fruit.
A star shape full of point-giving fruit is for the taking for any foolhardy Zool willing to take the risk of travelling through the dodgy route above the ground.


Jump on the can and then left, and a one-up will be your prize.
Dirt potatoes roll down the slopes, so getting an accurate shot on them is tricky. Your best bet is to avoid them completely by jumping over them.


now the oil is
o use the ad hoc
averse the dark rivers.
The drill equals another 10,000 points nearer to a high score.


This conveyor belt is a little more deadly than the other because it not only conveys you, it also injures you with razor sharp teeth.
Beware, woodworms leap out of the wood and lunge at you. They are really difficult to avoid and can come from any direction.

BACK DOOR

TOY

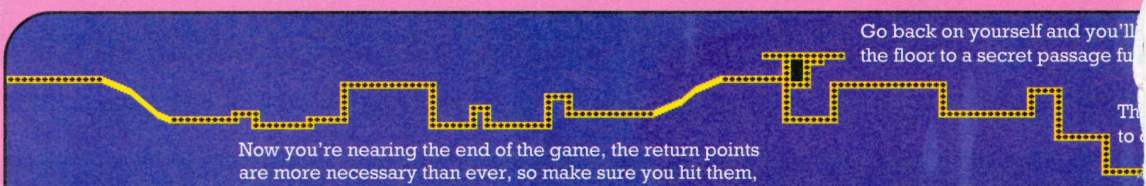
Right at the start of the level a big marble rolls towards you. If it manages to hit you, you'll lose an energy bar which you don't need at this critical part of the game.

Pick up marbles and dice, otherwise the exit won't show, and you'll never get of here!

More marbles bounce towards you in a unruly manner. Defence is the best bet, so simply leap above them all.

In this hole there are two good things – a return point and also a Zool tablet which gives you the doppleganger.

Arrgh! More marbles! Don't panic – the same tactics apply to the old dudes.



Go back on yourself and you'll

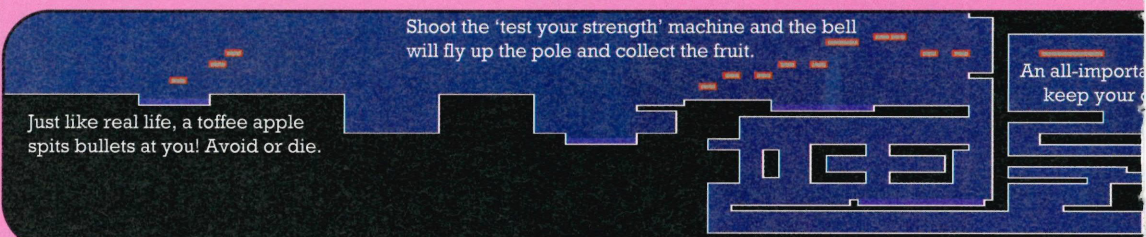
the floor to a secret passage fu

Th

to

Now you're nearing the end of the game, the return points are more necessary than ever, so make sure you hit them, otherwise you'll end up at the start of the level.

Shoot the 'test your strength' machine and the bell will fly up the pole and collect the fruit.

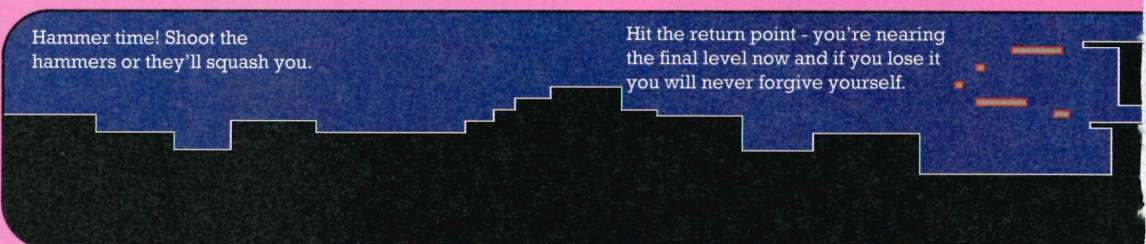


An all-importa

keep your

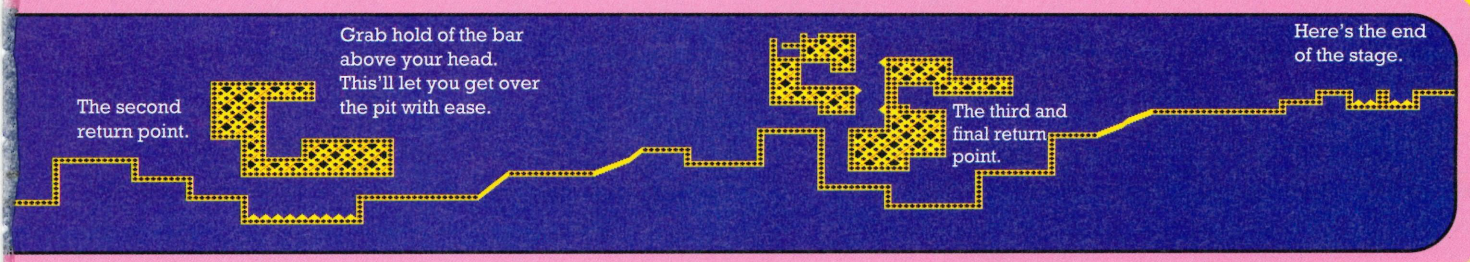
Just like real life, a toffee apple spits bullets at you! Avoid or die.

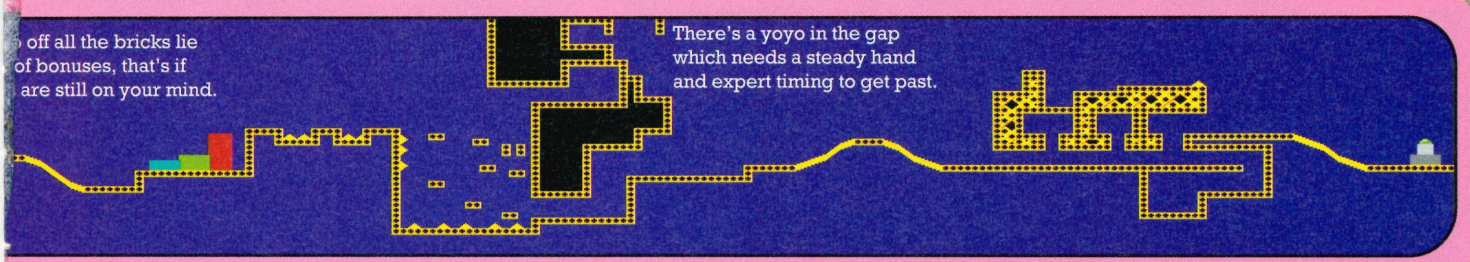
Hammer time! Shoot the hammers or they'll squash you.

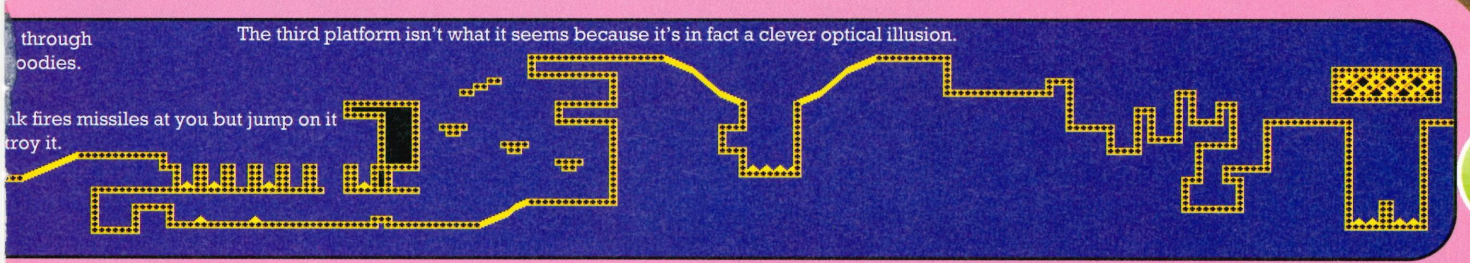


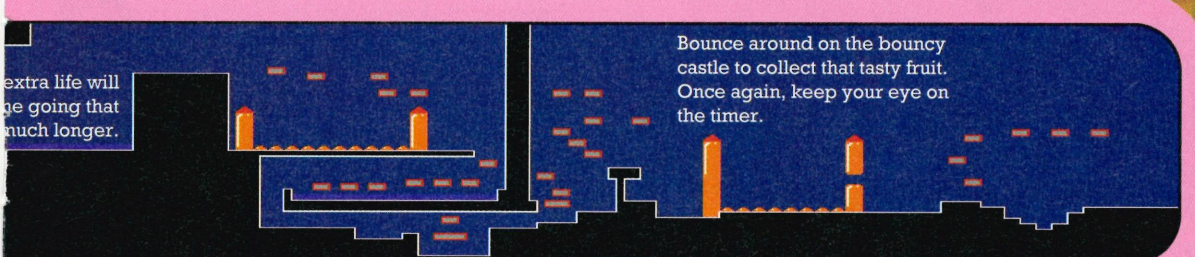
Hit the return point - you're nearing the final level now and if you lose it you will never forgive yourself.

We've brought you this far, but now you're on your own. We are not going to give too much away but let's just say the best has been saved to last!









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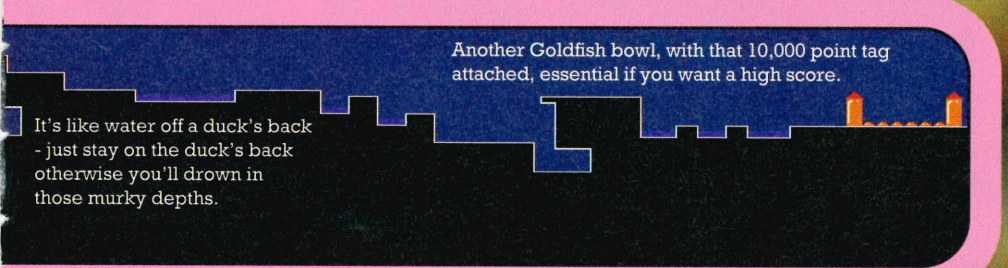
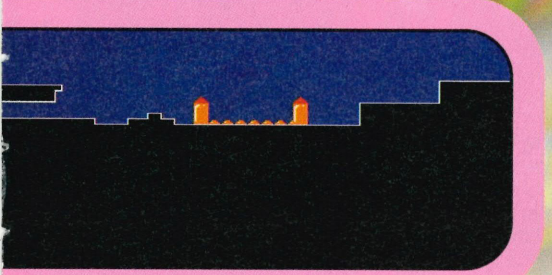




Well, that's your lot! You should have ruled, fooled and thoroughly drooled over *Zool* by now, with the help of our full solution. Of course, we haven't answered all the questions surrounding this mysterious creature, but if you really want to know the colour of his underwear, you can flippin' well ask him yourself!

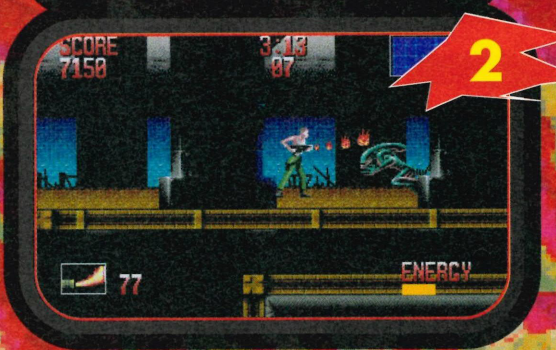
ZOOL player's guide

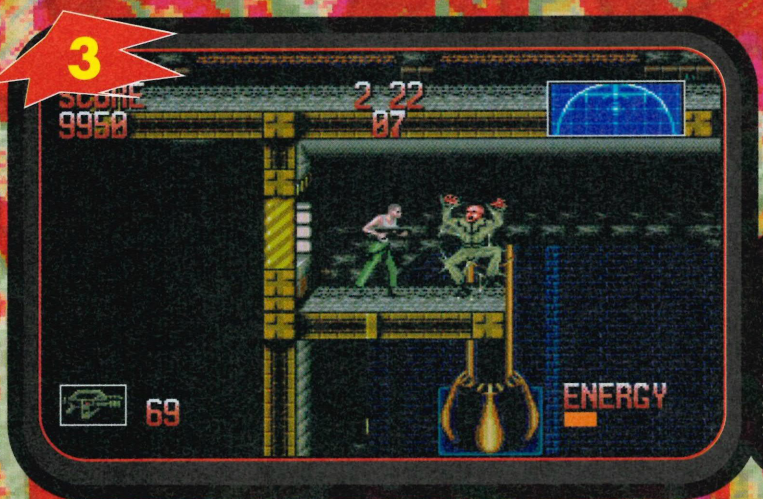
we have tracked our way through the game to find out.”

BACK DOOR

Here's a useful little tip to make the game much easier. On the options screen press the A button. Normally you are only allowed three tries, whereas this nifty little cheat allows you to continue up to nine. Another thing to do is to be shrewd in your use of the weaponry available to you. It is limited and obviously you cannot complete the game without it.

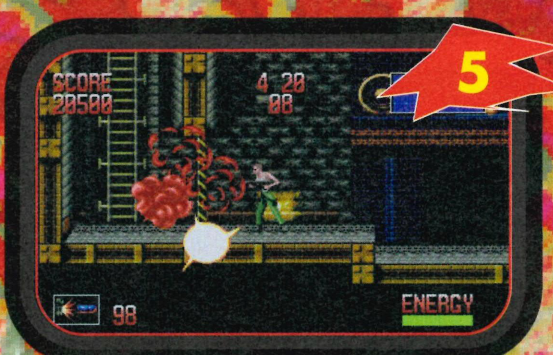
Each of the weapons available to Ripley have advantages and disadvantages in their uses. The plasma rifle and machine gun are the weapons you will be firing most often to kill the aliens, as they fire quickly and destroy fairly swiftly. The hand grenades kill the aliens instantly but have a delay on them so unfortunately are not much use at close range.

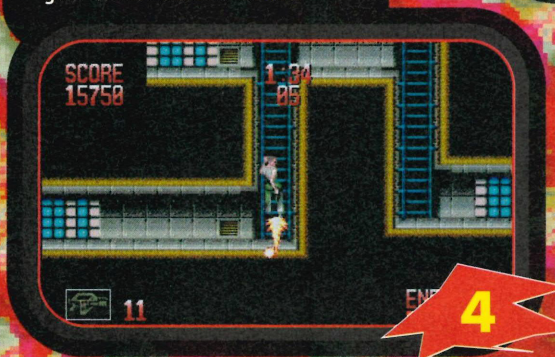




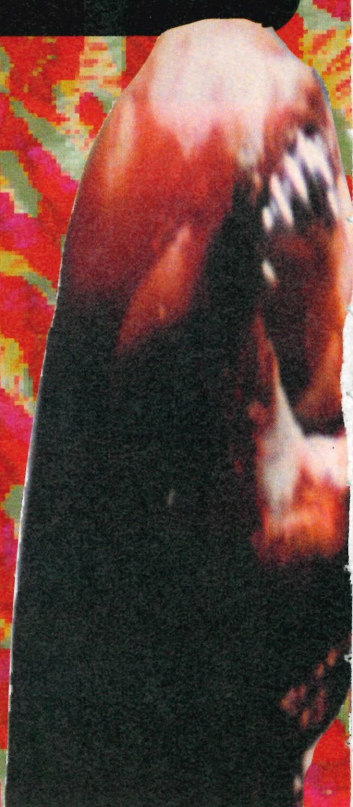
This is one of the main problem causers on level one. It has led to many frustrated people being stuck on this level for days dnagerously close to a nervous breakdown because they couldn't find that elusive last hostage. Well fret no longer because the solution is at hand! When you reach the hostage pictured here jump right and hey presto, you've found the missing prisoner.

One of the trickiest parts of the game is when you are climbing down ladders with an alien waiting to latch on to your face at the bottom. The key to this problem is timing. What you must do is edge slowly down the ladder to the bottom just far enough to convince the alien that it is lunchtime. When it starts to move leap back up the ladder and blast it with the machine gun. What could be easier?





If you are being closely shadowed by an alien who is in hot pursuit then sometimes you may not have time to fiddle around with the door panel. In this case you must use your rocket launcher to remove the door and keep on running. At the first opportunity, though, you must turn and take out the alien unless you want a close up of its venomous tonsils!

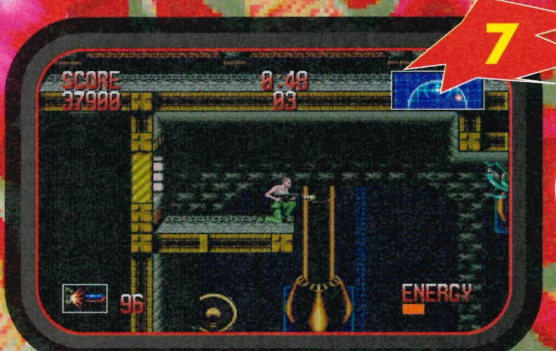


"One of the trickiest parts of the game is found when

Player's Guide

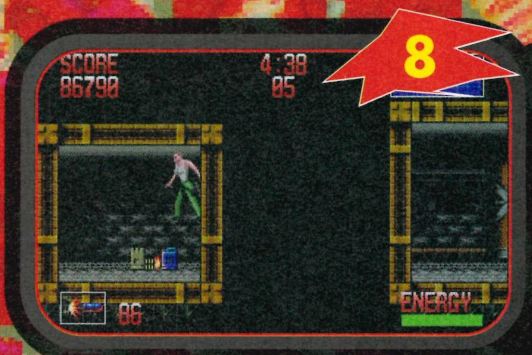
ALIEN 3

Yes, those miserable huggers are back, (face huggers that is!). *Bad Influence!* is once again at hand with the definitive players guide for *Alien 3*.



It cannot be stressed enough how vital it is that you utilise your movement scanner to its full effect. Remember, hostages show up as red dots, while face huggers will be displayed as white dots. Without using this early warning system you will have no chance whatsoever as the aliens will be on you much too quickly. More often than not you will not have enough time to react.

If you are feeling less destructive or just have more time, then you can use the door panel to open the doors. It may not be as much fun as blowing them away with rocket launcher but it is certainly more advantageous. For instance if an alien is behind you it is possible, if you are extremely skilful, to open the door, move through it and then close it before the alien can get to you.



Here's a useful little cheat for the start of level two. As soon as you appear on this particular level jump up and to the left. You will then be able to walk through the wall. On the other side you will find a secret room which is jam packed with goodies which will aid Ripley in her arduous task. Most importantly, there is loads of extra ammo in there, making it a worthwhile trip.

If you have played the game at all, you will by now have realised the advantages to be gained by drawing yourself a pretty little map. As the hostage rescuing levels have a fairly strict time limit, every wrong turn costs valuable time – time which should be used in getting out.

Remember you must also have time to spare once you have rescued the last hostage, to find the exit, so be careful!

BACK DOOR Player's Guide

ALIEN 3

10

Some of the hostages may be kept in levels usually inaccessible to Ms Ripley and this is where the rising platforms come in handy. Climbing or jumping on to these will enable you to get to many more places and rescue many more hostages. Be warned though – if you fall off the platforms you will lose energy as well as being unable to move for a few seconds, giving those creepy aliens time to pounce!

11

As the game progresses it naturally gets much harder and the time limits become much stricter. By this time it is virtually impossible to complete some of the levels without those maps we talked about earlier. One wrong turning can lead to time being wasted which will ensure you cannot rescue all the hostages and reach the exit at the same time. So get drawing those maps!

12

Shooting the barrels can work to your advantage but it can also work against you. On the one hand, if you are standing right next to a barrel, when you shoot it then it will explode in your face and you will lose energy. On the other, if you get it right you can explode the barrels as aliens are advancing towards you, thus blowing their heads off. Good judgement is definitely called for here!

13

This level is a bit of a mess with blood soaked walls and floors. By this stage you'll have reached the point where the aliens leap at you and grab on to your face. Don't panic though if this happens because help is once again at hand. What you must do is press left and right on the D-Pad as quickly as possible to force the face hugger to release you, then nail it with whatever weapon is selected!

14

Just some more general tips for this rather disgusting looking level. When you are crawling along inside a pipe and come to a t-junction, lob a grenade down the hole to kill any alien wiating at the bottom. Also if you steadfastly refuse to make a map for each level then always make sure that you know where the exit is to make a quick getaway when time is short.

15

This is the gruesome consequence of failure in your task. If Ripley fails to rescue all of the hostages within the alloted time then those good old face huggers will come scuttling along and will promptly lay their eggs inside the throats of the poor unfortunates, leading to the grotesque scene pictured here. Now you wouldn't want that on your conscience, or would you..?

latch onto your face at the bottom. Timing is the key!"

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BACK DOOR

THE GOODIES

To date, no game has caused more of a stir than *Streetfighter 2*. This smart sixteen meg cart makes it the biggest cartridge ever manufactured for a domestic video games system, and brilliant programming has ensured that it lives up to the hype. Millions of fighting fans queued to buy this ultimate game. But how many of the people who purchased this game can complete it? Well read through the next five pages and you may pick up some fighting tips for the three most popular fighters in the game Ryu, Chun Li, and E. Honda.

HONDA

Honda fares slightly better in the beating them up department though and his hundred hand slap is a force to be reckoned with.

The human torpedo move is also excellent but it is best used immediately after a backward jump. Using the hundred hand slap is a nice way to make opponents keep their distance but leaves you open to high attacks, so bear this in mind when facing the likes of female warrior Chun Li.

RYU

Ryu has exactly the same moves as were included in the original *Streetfighter* game. The cyclone kick is similar to Chun Li's bird kick, but, better than that, is just as powerful. Ryu can loose off fireballs but his best method of attack is the famous dragon punch. This turning uppercut can fell even the scariest baddie with the greatest of ease. Difficult to master, it's easily the most useful and effective move in the whole game.

CHUN LI

Chun Li has a couple of remarkable special moves. Her spinning bird kick is devastating if used correctly and the hundred foot kick is a sight to behold. Chun Li's bird kick is very powerful but she is extremely susceptible to attack once the move has been started. The hundred foot kick takes a little time to get going, but once started it's virtually impassable.

"Millions of fighting fans queued to buy this ultimate ga

SPECIAL MOVES

Using special moves is a bit of a double edged Samurai sword. Most of the special moves are devastating when used correctly, but bad timing can leave you weak and defenceless.

THE BADDIES

Street Fighter 2 PLAYERS GUIDE

SAGAT

Sagat's techniques have been vastly improved since his last appearance in the original *Streetfighter*. He can now fire high and low fireballs, perform an amazing tiger uppercut and a stunning knee smash. Each of his moves are lightning fast and very tricky to avoid.

You'll find he has speed and power combined more perfectly than anywhere else in the game, so he's a dude well worth avoiding.

VEGA

Vega is next and he has three very dangerous techniques to deploy against aspiring streetfighters. The fence in the background is the basis for two of them. The Izna drop comes in two forms and they happen too fast and too often. Vega climbs the fence and drops on your head, claws extended. He can also throw you in this fashion and either way it's particularly distressing.

He can also perform a strange forward roll, again ending in outstretched claws, so remember!

BALROG

Balrog is only the first of the four baddies you have to deal with in the last section of the game. This Mike Tyson lookalike has only one special move (but it's a good one!). If you get to the right distance, he will turn on his heel and deliver a massive spinning punch. If it connects, you're history.

Fortunately for you, it's fairly slow and you should see it coming a mile off. Hopefully.

M. BISON

M. Bison is the last fighter in the line up and his powers are the greatest of all. He can turn himself into a flaming blue torpedo, toasting everything in his path. Better still is his flying knee drop, a double kick that flies from one side of the screen to the other – definitely a move to make him dead unpopular. He can also leap straight up in the air and land hard on his opponent's head...ouch!

Street Fighter 2 PLAYERS GUIDE

THE WORLD WARRIORS

Each of the fighters has a different background and a different fighting style. Learning who's best against who is essential if you are to become a true master of the game.

RYU

A true warrior. Ryu's skills are the result of a lifetime of training under the ancient master, Sheng Long. Ryu's fighting style borrows elements from Karate, Aikido and Tae Kwon Do. He is unbeatable under normal circumstances. He has no friends, no family, only the desire to become the perfect warrior, and avoid boring the neighbours. In a fight, Ryu has the best combination of speed, strength and magic power, but he has his weaknesses...

RYU VS KEN: Ken and Ryu share the same abilities although Ken tends to gain the advantage in a throw situation. Keep your distance and use fireballs to wear Ken down.

RYU VS HONDA: Honda can move quickly across the screen but is slow in the air. Try to use jumping attacks as often as possible, soft kicks to the feet also work. Do not try to grab Honda – you will suffer if you do.

RYU VS CHUN LI: Fairly easy this one. Stand your ground and use hard kicks when Chun Li is in mid-air. She shouldn't even get close. If she uses the bird kick, block and then punch her.

RYU VS BLANKA: One of the hardest to deal with, Blanka is good in the air and on the ground. Keep on the defensive, use quick moves to wear him down and if you floor him, immediately attack from above with hard kicks. Special moves have limited power against the green-skinned weirdo.

RYU VS ZANGIEF: Fairly straightforward fight this time. At the start of a round, walk straight up and throw him. If he retreats, jump kick to the face. Loads of fireballs and hurricane kicks and you should have no problem at all.

RYU VS GUILE: The American is fast and strong and almost unbeatable in the air. He grabs quickly so don't get too close. Use fireballs to counter his sonic boom and get him with lots of low fast kicks. Stay mainly on the defensive though.

RYU VS DHALSIM: Yoga fire is your main problem but should be easy to avoid. Dhalsim is very slow in the air, so as soon as he jumps, attack with hard kicks. Fireballs and dragon punches work well but his long reach may cause him more problems than you. When his arms are outstretched, you can punch them, so time it right and it should be easy.

RYU VS BALROG: The big American boxer is fast and strong but virtually useless against sweep kicks. Like Zangief, walking up to him at the start of a round should let you throw him. Try to use the short dragon punch at close range and stay on the defensive.

RYU VS VEGA: Try to use a similar technique to the one you used on Chun Li but when he goes for the Izna drop, somersault backwards and kick hard. Don't let him get close and keep your attacks high. There's very little point trying to throw him and fireballs put you off guard. Be careful.

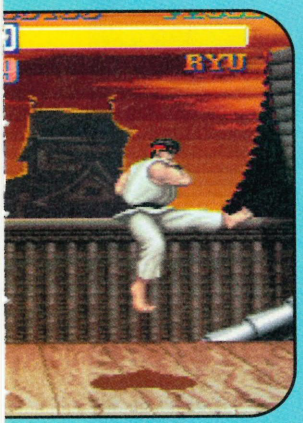
RYU VS SAGAT: Very tricky. Jump kick to his head and immediately sweep kick. Repeat this until the baldy-headed loser is dazed, then throw him. That should do the trick but try to keep jumping. The dragon punch is fairly useful at this point also.

RYU VS M.BISON: The last and easily the hardest fighter of them all. There are two ways to beat him. You can use a combination of special moves, mostly fireballs or stay on the defensive and keep hitting him with hard kicks. He's very fast so always stay on your guard. If you beat him, try it again on hard level for a very nice surprise.

to the hype. But how many of the people who purch

HONDA

Honda has attained the greatest status a Sumo could ask for, Yokozuna. He can go no further in the conventional form of his sport so he must prove himself in another way, as a fighter. Honda was shocked to learn that world opinion held the Sumo wrestler in low esteem as far as fighting is concerned. Determined to prove that the Sumo wrestler is a true warrior he enters the Streetfighter tournament.



HONDA VS RYU/KEN: These two cause Honda a big headache but a little patience and common sense should see you through. Wait until they jump and then use the hard slap. When they fall, rush in and grab them. Repeatedly tap the soft punch button and when you let go, they should fall straight into your hundred hand slap. Easy!

HONDA VS CHUN LI: Chun Li is quick to take advantage of Honda's lack of speed and will always attack from the air. Chun Li can be stopped with a hard slap and if you're quick you can grab her. It's safer to jump kick and hard punch in the air, though.

HONDA VS BLANKA: The green skinned mutant has a lot in common with Honda in terms of style but he's a bit faster and more flexible. You should have no trouble grabbing him and the squeeze/slap technique should work a treat. Failing that, stay on the defensive and occasionally use the human torpedo.

HONDA VS ZANGIEF: For some weird reason, Zangief tends not to grab Honda. Use this to your advantage and throw or squeeze him. His leg sweep is dangerous so be careful when you get in close. He will almost always try the spinning punch but a jump kick to the head should sort him out.

HONDA VS GUILE: Guile is a real danger and he'll probably go for a lot of sonic booms. Try to jump over these and kick him in the head. You need to get close and grab him though or you'll be hammering away in vain all day. Watch out for the somersault kick.

HONDA VS DHALSIM: Use the human torpedo as much as you can and you should be able to kick his Yoga ass. He's so slow to retaliate that the only real trouble you can get in, is if he headbutts. Use the hundred-hand slap and try and grab him. It's real easy, so stay on the offensive.

HONDA VS BALROG: Fight fire with fire on this one. Balrog will go for a load of fast successive head punches and you should do just the same. Try a couple of sweeps but these are usually a bit too slow for comfort. The human torpedo tends to get stopped by a hard punch so try not to do it unless you're definitely going to hit him.

HONDA VS VEGA: You will not have fun with this one and the best bet is to stand still, get ready to block and use the hard, high slap when Vega jumps. You can use the human torpedo, but only as a way to cover a lot of distance in a short time.

HONDA VS SAGAT: Sagat is not as good against Honda as you might think. If you stay low and go for sweeps you should be able to knock him over. As soon as you do, jump in with a hard kick to the head, hopefully following it up with a grab and squeeze. Do not try the torpedo!

HONDA VS M.BISON: No real technique here, just be fast and careful. The best thing to do is crouch and defend and as soon as there's an opening, stand and slap. If all else fails, go for the human torpedo, you can bet your life that Bison will.

BACK DOOR

ased this game can complete it? Well, read on through

Street Fighter 2 PLAYERS GUIDE

CHUN LI

Chun Li is actually a Chinese schoolgirl whose incredible natural talent has led her into the seedy Streetfighter arena. She's very fast, very powerful and very sexy. Let's just talk about Chun Li's legs for a minute. I know it's a bit pathetic, her being a video game character and all but her legs are spectacular. I mean, if she was a real girl...by crikey, holy moley, gumph! Sorry about that, but I had to get it off my chest, oh yeah... she's got a smart chest as well (of drawers).

CHUN LI VS KEN/RYU: Chun Li has an uncanny knack of going smack into Ken or Ryu's outstretched legs. Try not to use the bird kick as Ken/Ryu tend to loose off fireballs at this point. Use the low hard kick to knock them off their feet and follow up with hundred-foot kicks.

CHUN LI VS HONDA: An easy one. The best method is to stay in the air, using her ability to bounce off the screen edge and kick quite high, it'll almost always connect. Low kicks are useful but it's also very easy to use the hard punch on Honda.

CHUN LI VS BLANKA: Although he fights in a very similar fashion to Honda, Blanka is much faster and infinitely more dangerous. If you attack high, he'll electrify himself and probably knock you on your ass. Stay low and use a combination of middle and hard kicks.

CHUN LI VS ZANGIEF: A tricky one this. Zangief has a horrible habit of grabbing you as soon as you get close. Fortunately for you, he's useless on the ground, so keep low and sweep him. Spinning bird kicks also work a treat, but avoid using the hundred foot kick.

CHUN LI VS GUILE: The brilliant thing about this fight is that both characters are almost perfectly matched. To beat Guile, you have to keep your distance and make full use of the screen edge bounce. Come in high but look out for his somersault kick. The hundred foot kick also works a treat.

CHUN LI VS DHALSIM: Great. An easy one. Just sweep him and if he gets close, try the spinning bird kick. Don't try to grab him, it'll end in misery for sure. He probably won't use his Yoga fire but get ready to jump, don't try and block it – he'll follow up with a long kick for sure.

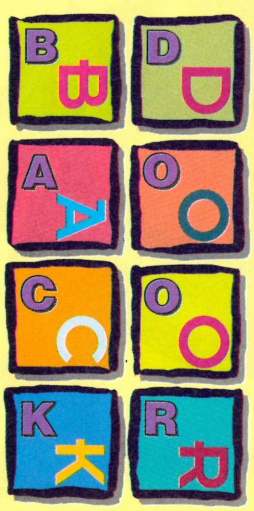
CHUN LI VS BALROG: Again, moderately easy, just jump kick and sweep him. He's fast but you're much faster in the air. He has no long distance moves so get in close and kick his ass. Watch your defence though, he can kill you with four punches.

CHUN LI VS VEGA: I rate Vega as the most difficult character to beat. He's too slippery and although you can avoid him easily, it's hard to get close enough to strike. Use a fast combination of soft, medium and hard kicks, but don't bother with punches at all. Use hundred footers if he drops.

CHUN LI VS SAGAT: Sagat isn't too hot against Chun Li and a simple combination of hard punches, jump kicks and sweeps should send him into early retirement. If he gives you trouble, let him fire loads of fireballs and then as he walks forward, jump kick.

CHUN LI VS M.BISON: The ultimate duel. Man against woman, strength against skill. Brawn against the smartest pair of legs this side of the Great Wall of China. The technique employed here is one of sheer stamina and patience. Avoid his flying attack and drop behind him with a hard punch. Keep cool, you can do it.

Your training is now complete, so go out into the world on your own and fight hard Streetfighter. Use your brains and brawn to defeat the other 11 world fighters to become the Champion. Good luck, you'll need it.



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Buying a new video games machine can be a daunting task so we've asked Brad and Deena, our two Humanosaurs, to compile the most complete Buyer's Guide ever seen before. Over to you Brad and Deena...

BUYERS GUIDE

Hi! Brad here to welcome you to the most informative and complete guide to video games entertainment ever assembled! If you're thinking of buying a video games machine, or already have one but would like to know a little more about the competition, you've come to the right place. There are so many video games machines around nowadays that deciding which one to purchase can prove an absolute nightmare. Therefore, we have reviewed all the very best video games machines and the top ten software for each one. Over to you, Deena!

Yo, Brad! You're absolutely right, man. We've also compiled an easy-to-understand bench test in which we have compared the many different video games machines against each other. We understand that every person, and Humanosaur, is individual and what might appeal to one person might not appeal to another. If it's sound, colour or speed you're after you can find the most appropriate machine by looking under the correctly labelled slot. Finally, we have taken an in-depth look at the many different joysticks. Having a control method which is comfortable to use is important and you'll find them all and plenty more in your Bad Influence! Buyer's Guide.

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COMMODORE AMIGA A600

£299.99
Includes mouse, TV adaptor & software

The Amiga home computer has been available now for over four years in which it has rapidly earnt itself the title of best selling home computer in Europe.

The A600 is the latest in a line of Amigas which began with the A500 and then the A500+, the A600 taking on a more compact appearence.

Although the Amiga is well supported with application and educational software its major stronpoint is video games of which there are more than a thousand releases.

The software push for the Amiga is as strong as ever and you will find something to cater for everyone's tastes. Simulations, platform games, beat 'em-ups, racing games, adventure games, shoot 'em-ups and many more are all available on the Amiga, and most are of an extremely high quality.

As the console market is now beginning to bite deep into the home computer market, the Amiga will start to sway more towards simulations and adventure games in the future while the console market ravages the arcade genre.

It is an ideal first time home computer, and with such a vast catalogue of software to support it it offers plenty of long term enjoyment.

The A600 is also available with a 20MegaByte hard disk, called the A600HD, which allows the user to store vast amount of information, such as games and applications, within the machine's memory. This does cost considerably more than the standard machine but as games are becoming more advanced and larger, running programs from floppy disks can prove infuriating at times.

However, to extract maximum enjoyment from the Amiga, a hard disk is recommended as well as a monitor and second disk drive. The A600 will work with a TV.

There are literaly hundreds of different software titles for the Amiga and you wil probably find it to be the most well supported home computer in Europe, which is good news if you're planning to buy one. We at Bad Influence! Magazine feels its important to know exactly what games are hot and what are not therefore we have compiled the 10 best software releases for the Amiga at present to start you off in the right direction.

1. KICK OFF 2
Gorgeous football action to last a lifetime. Kick Off 2 is heralded, and quite rightly so, as the best football game ever.

2. PROJECT-X
Blasts the socks off all other shoot'em-ups. Project X features fantastic graphics and a myriad of different aliens.

3. LURE OF THE TEMPTRESS
Enthralling adventuring - user friendly and a genuine masterpiece. If only all adventure games could be like this.

4. F1 GRAND PRIX
A mind-blowing, brain-melting racing simulation. Beautiful 3D graphics bring this hair-raising game to life.

5. LOTUS ESPRIT TURBO CHALLENGE
Takes the wheels from beneath all other arcade style racing games. Based on the incredible Lotus, you'll never put it down.

6. FLIGHT OF THE INTRUDER
Missiles and machine guns galore in this superb flight simulator set during the hectic air war campaign over Vietnam.

7. PRO TENNIS TOUR 2
Game, Set and Match to Ubi Soft with this unbeatble tennis sim. Amazing animation and incredible sampled speech.

8. AMBERSTAR
Demonstrates how RPGs are still going strong and even better than ever. Amazing role-playing action with plenty of nasties.

9. ALIEN BREED
Loved so much, it's now about to give birth to an enhanced Remix version. Blast your way through wave after wave of aliens.

10. ROBOCOD
More fishy frolics, guaranteed to give you a haddock. A platform game full of incredible suprises. Value for money - or squids.

PC
VARIOUS

£999.99
Includes monitor, 40MB Hard Disk & software

There are so many different types of PC machines that it is easy to become confused. Unlike most computers where there is only one manufacturer and you buy the machine as a whole, PC's are produced by thousands of different companies and come in many seperate pieces.

If you are serious about your gamesplaying though and have a large enough budget to buy one then the PC should definately top your list.

The PC is now taking a serious hold on the European market as the other machines are not powerful enough to run certain software. This means that the future of the PC games market is secure for some time to come, unlike some of the other computers.

One complaint levelled at this type of machine is that it doesn't cater enough for the arcade gamesplayer. While this is true to a certain extent the games which are available for it more than make up for any deficiency.

If you are a fan of simulations, graphic adventures or strategy games then you really can't go wrong with a PC, as the lesser machines cannot compare in terms of quality. Entry level these days is really a 386SX as anything less is not really worth considering. Also, buy as large a hard drive as you can afford. All the software for the PC has to be installed onto the hard disk therefore it is imperative that the hard disk you buy for your PC be bigger enough to hold all the the software. Running out of space is very annoying and can prove time consimung.

There are also many different graphic standards on the PC. However, they vary wildly in quality. To be brief VGA and Super VGA are the only ones worth considering. If you're serious about computing the PC is more preferable over the Amiga as the future for the PC looks better day by day.

The PC is rapidly denting the Amiga market which has for so long been the dominating home computer in Europe. Software for the PC is now becoming so advanced that the Amiga is incapable of reproducing it. Most of the software on the PC revolves around adventure games and simulations. This is due to the older market that the PC has attracted. However, it excells, without rival, at fantasy adventure games and aircraft simulations.

WISH LIST

1. **WING COMMANDER 2**
   Stunning graphics, great sound, wonderful storyline. A space epic to rival 2001 - A Space Odyssey. The best PC game ever?
2. **INDIANA JONES - THE FATE OF ATLANTIS**
   The best graphic adventure game on any system. Indiana Jones stars in this fantastic adventure game set in mystery.
3. **F117A NIGHTHAWK**
   Updated version of F-19 Stealth and still the best flight sim around. One of the most successful flight sims ever.
4. **WIZARDRY VII CRUSADERS OF THE DARK SAVANT**
   Although new, this RPG is already being heralded as a classic! Role-playing adventure in a huge world of monsters and magic.
5. **CIVILISATION**
   The best of the crop of God simulations has you building your civilisation from scratch. Can you create your own nation?
6. **THE LOST FILES OF SHERLOCK HOLMES**
   A classic whodunnit. It creates a great atmosphere and keeps you guessing! Once again, the PC shows off its abilities.
7. **GUNSHIP 2000**
   Pilot a helicopter gunship through numerous theatres of war in this thrilling simulation. The best helicopter sim around.
8. **EYE OF THE BEHOLDER II**
   Take on all manner of weird and wonderful creatures in one of the best RPG's around. Beautiful visuals which cannot be missed.
9. **FLOOR 13**
   If you fancy something a little bit different then this excellent espionage thriller is for you. Typical James Bond scenarios.
10. **RISE OF THE DRAGON**
    Gritty adventure set in the not too distant future. Blade Runner meets Hunter in this classic detective game.

SEGA MEGADRIVE

Sega's 16 bit console has been around the longest and is currently the only true sixteen bit domestic console available. It harnesses the power of the Motorola 68000 microprocessor. Although a fairly sluggish 68000, it's still enormously fast compared to the competition.

The 68000 is backed up by a few reasonably good custom chips. These handle graphics and sound and go some way to making the Megadrive a very attractive machine for the dedicated games player.

The machine has a pallette of 512 colours, 64 of which can be displayed on screen at once. Sound is reasonable and the Megadrive is best suited to noisy guitar sounds and loud explosions. The machine is very capable when it comes to moving sprites around a screen (the screen objects generally used to portray video game characters) and can shift loads around at tremendous speed. Technically speaking, this is the only thing that the Megadrive does better than the Super NES. The Megadrive was released in Japan to take advantage of the slump in the eight bit console market. Nintendo had already announced that they were working on a custom built sixteen bit machine, but Sega beat them by more than a year by slapping together a load of commonly available chips.

The result was that Sega got a strong foothold that gave them a nice niche in the market. it was released in Europe a couple of years ago and is currently Britain's most popular console.

Megadrive gamers curently have the largest software catalogue and this is an important consideration when people buy the machine. While Nintendo has Mario, Sega are very happy with the success of their cult hero, Sonic the Hedgehog. A fine piece of kit with a good, solid future.

£129.99

Includes Sonic the Hedgehog game & one control pad

The Megadrive has an ever increasing range of titles and while there are plenty of duffers, there are also some real winners. Sixteen bit technology has really paid dividends for Sega and arcade fans will be impressed by the range and variety available. The games set for release in '93 look bigger and better than past releases indicating that the market is still very strong and that Megadrive owners can look forward to a prosporous future.

1. **SONIC THE HEDGEHOG 2**
   The sequel to the fastest, most playably game on the Megadrive, only faster, more playable and with two player action!
2. **SONIC THE HEDGEHOG**
   A rollercoaster ride through a magical world full of furry animals and sudden death. An all time classic. Don't miss it!
3. **MICKEY MOUSE CASTLE OF ILLUSION**
   Disney's most famous character battles through castles and enchanted forests to lift an evil curse. Beautiful everything.
4. **STRIDER**
   The most incredibly agile srite of all time makes his way through the kingdom of Eurasia to defeat an evil wizard.
5. **SUPER MONACO GRAND PRIX**
   Take to the hot dusty tracks of monaco in this high octane speedfest. Classic driving action that will keep you glued for ages.
6. **FLICKY**
   Ridiculously addictive and utterly mindless fun involving a lot of little yellow chickens. A wonderful surprise entry.
7. **DESERT STRIKE**
   Battle through the desert landscape of Kuwait in a heavily armed chopper, do unspeakable things to enemy soldiers.
8. **JOHN MADDEN'S FOOTBALL**
   The best American Football conversion of all time, punt, tackle and bruise your way to victory. Forget the rest, this is the best!
9. **PGA GOLF**
   Smart golfing fun as you and your caddy pitch and putt your way around some of the world most famous golf courses.
10. **DRAGON'S FURY**
    Flippers, bumpers and bonus multipliers are all dressed up as zombies and demons in this amazing pinball simulation.

NINTENDO SUPER NES

£159.99
Includes Streetfighter II game & two control pads

The Super Nintendo Entertainment System has been a long time coming. Called the Super Famicom in Japan, it was Nintendo's next generation console, a direct evolution of their eight bit Famicom (NES in this country) system. Nintendo had teams of developers and researchers working for more than three years on the system.

Nintendo gave them a free reign in designing the hardware. The brief was to add anything they needed to make it the most advanced home entertainment system possible, while retaining a reasonable price point.

Although the machine is widely hailed as a sixteen bit console, it actually uses a very strange eight bit processor. Although its clock speed is slow (the speed the chip performs mathematical functions) an array of custom processors perform all of the important game related functions. Graphics are handled separately by two different chips. One performs standard colour and scrolling routines while a second performs very difficult tasks including the amazing mode seven. This is a graphic technique that allows a screen to be rotated through 360 degrees or scaled smoothly, larger or smaller at incredible speed.

The Super NES has an amazing eight channel stereo PCM sound chip which reproduces real life instruments with astonishing clarity. The machine is also capable of outputting Dolby Surround sound. It sounds perfect and for most games it is. Sega's Megadrive currently has the advantage when it comes to raw speed, but this will change when Nintendo launch the Super FX chip early next year. This is a cartridge based add on that will boost the Super NES above and beyond current arcade technology, leaving Sega struggling as far as the technology war is concerned.

Oh yes, things are really starting to move for the Super NES and most of the games available are among the best in their genre. Superb hardware means that there are some very impressive and very unusual games available. The Super NES is now in a class of its own and looks set to stay this way for some time to come. Although there are only a few games out at present, the future looks to be very busy. Most releases so far are of a very high quality.

1. **SUPER MARIO WORLD**
Easily the best platform game of all time and it comes free with most Super NES packs so you can't help but get it.
2. **STREETFIGHTER 2**
The most eagerly awaited game of all time and to date, the best arcade conversion ever. Top class beat 'em up action.
3. **SUPER GHOULS 'N GHOSTS**
Brilliant platform shoot 'em up with perfect graphics and a brilliant soundtrack. Arcade quality and no doubt about it.
4. **F-ZERO**
An unbelievably fast driving game with realistic graphics and massively addictive gameplay. The SNES at its best.
5. **SUPER PROBOTECTOR**
Awesome post apocalypse action as you and a friend attempt to destroy the forces of an invading alien army.
6. **SUPER MARIO KART**
Mario returns in a massive two player driving game with stunning graphics and amazing sound. Another Mario classic.
7. **CASTLEVANIA IV**
Platform action all the way as Simon Belmont hunts down the evil of Count Dracula. Stunning music and creepy graphics.
8. **TOP GEAR**
The SNES has more than its fair share of ace driving games and this two player beauty is a real classic.
9. **SUPER ALESTE**
Amazing conversion of the PC Engine hit Gunhed, superfast, superbad and an essential purchase for hardened blasters.
10. **POPULOUS**
One of the all time classics is converted perfectly to the Super Nintendo and would-be gods need this badly.

NINTENDO NES

Were it not for the NES, the world would be a very different place. The Nintendo NES revolutionised what was widely considered to be a dying industry. The Atari VCS started the video games boom and sold over fifteen million units before the introduction of the affordable home computer saw it off.

Nintendo, a Japanese toy company saw things a little differently. The home computer was a roaring success in japan, but some clever geezer at Nintendo saw a gap in the market. How about a console with the same technical abilities as a home computer?

Nintendo already had the technology. Their V.S. arcade system was fairly popular at the time, largely due to a new game called Super Mario Bros. Feauring a then massive palette of 52 colours and awesome four channel sound, it was a little marvel technically. It was easy for Nintendo to start mass producing the 6502 processor based arcade boards in small, compact units. These units were called Famicoms (Family Computer) and they changed Japan forever. Dirt cheap at around forty quid, they gave Japanese kids the only home access to their favourite video game, the now legendary Super Mario Bros.

The machine is by today's standards primitive, but the quality of the games more than makes up for this failing. Nintendo's stringent quality control methods ensured a library of hundreds of brilliant action and adventure games. The NES has been superceded in the technology race, but no other console approaches it in terms of quantity and quality of games. An excellent machine for younger players and those on a budget. Currently the best selling eight bit machine in Britain and still recieving tremendous support from companies all over the world, the NES is certainly well supported.

€79.95

Includes Mario Bros. game & two control pads

The eight bit NES has the largest library of games on any console. Nintendo's stringent quality controls mean that all but a few are fairly good. Some of these games though, are masterpieces. Most of the NES products have set the industry standard for all console games so you're guaranteed top of the range software most of the time. It's extremely difficult to select the best ten games on the NES, but this is what we came up with:

1. **SUPER MARIO BROS 3**
   The third instalment in a series that will run forever and arguably the best of the lot. Huge in scape and unfeasibly addictive.
2. **SUPER MARIO BROS**
   The first of the Super Mario games and a classic that has set the industry standard for all platform games.
3. **MEGA MAN**
   Loads of guns, loads of platforms and loads of fun in this brilliant arcade adventure which has never been bettered.
4. **STAR WARS**
   Every single scene from the movie has been transformed into the smoothest film conversion ever. May the force be with you!
5. **DR MARIO**
   Impressive puzzler with more than a hint of Tetris, slicker and more attractive though and a real gem and one not to be missed.
6. **LEMMINGS**
   Guide the hapless Lemmings to safety through hazard filled levels but blow just as many up. A classic masterpiece.
7. **BOULDER DASH**
   One of video game history's narliest classics and an unmissable excercise in fast paced action. Naff graphics totally addictive.
8. **RAINBOW ISLANDS**
   Classy conversion of the brilliant Taito coin op, build rainbow bridges and save the world! Colourful, playerful and addictive.
9. **NEW ZEALAND STORY**
   Yet another Ocean conversion of a Taito classic, guide Tiki through a rather surreal looking New Zealand full of Kiwis.
10. **SNAKE RATTLE AND ROLL**
    Snake related japery in a race gainst time to traverse an isometric 3D landscape. Mind-boggling fun that'll keep you hooked.

SEGA MASTER SYSTEM

£79.99
Includes Sonic the Hedgehog game & two control pads

Sega's eight bit Master System has a few real gems when it comes to software. Not much in the way of variety but loads and loads of fast paced, thrill packed action games. Most of the titles are by Sega themselves but there's a few nice third party games out there with some pretty damn good stuff. As the Mega Drive rises in poularity there will be less games being released on the Master System but this is inevitable.

The Sega Master System is Sega's answer to the NES. Sleek, black and very attractive looking, it got here a full year ahead of the NES. The machine looked the part. It was shaped like a spaceship, it had loads of weird designs on the main console and it simply oozed sex.

Technically superior to the NES, the quality of games seemed a little more impressive as far as graphics and sound were concerned. Based around a Z80 processor, the Master System could handle more colours and more sprites than the NES.

What it didn't have however, was an easily identifiable character. Alex Kidd, the game that came free hardly sticks in the subconcious public mind and the game itself was barely adequate.

Things started looking up however when Sega announced a wide range of arcade conversions and amazing peripherals. Sega had at one time the best arcade machines, including Space Harrier, After burner and Shinobi. It was conversions of these titles that went part way to establishing the Master System in this country. For a while it was way ahead of the NES in terms of sales, but that situation has since reversed itself as the Master System flags and the NES continues to rise.

Technically speaking, there isn't all that much to seperate the machines, but the NES has the advantage when it comes to range and quality of software.

The Master System is a neat machine however and currently available at bargain basement prices. It all boils down to games in the end and if you weigh this up against the competition, you'll have to decide whether you want Sonic the hedgehog or Super Mario Bros.

Although Sonic the Hedgehog is a beautiful looking game, the Mario series is certainly more playable. It's up to you.

WISH LIST

1. **SONIC THE HEDGEHOG 2**
   The Master System version is a classic on its own merits and a spectacular platform romp. This is Sonic at his best.
2. **SONIC THE HEDGEHOG**
   An unbelievably good conversion of the Megadrive classic with all the speed and challenge of the original. An excellent purchase.
3. **PSYCHO FOX**
   Platform antics with a cute and rather ridiculous fox, top graphics and smart sounds make this one a definite winner.
4. **WORLD CLASS LEADERBOARD**
   A brilliant golfing simulation that really pushes the Master System to its limits. On par with any other golf simulator!
5. **IMPOSSIBLE MISSION**
   An ancient computer classic gets an airing on the Master System and it's one of the best platform games ever.
6. **ALEX KIDD IN MIRACLE WORLD**
   This is Sega's answer to Mario and it's not a bad effort. Loads of puzzles and plenty of platforms to keep you busy for ages.
7. **NEW ZEALAND STORY**
   A spot on conversion of the brilliant Taito platform romp that looks as near as dammit identical to the arcade original.
8. **BUBBLE BOBBLE**
   One of the funniest, most attractive platform games ever as Bub and Bob attempt to regain their human shape.
9. **CHOPLIFTER**
   Dan Gorlin's classic gets revamped for its console debut. Smart graphics and loads of explosions plus plenty of devastation.
10. **GAUNTLET**
    A very reasonable conversion of the vast Atari coin op. Brilliant sounds and amazing gameplay in this role-playing journey.

SNK
NEO GEO

The Neo Geo causes more palpatations and high blood pressure than any other machine of its kind. A lot of this is due to its incredible technical specifications. An incredibly fast sixteen bit processor, 24 bit graphics and easily the best music capabilities of any domestic machine.

Most of the distress caused by the Neo Geo however is down to price. It's the most expensive games machine available and its software is among the most expensive anywhere in the world.

Although the pricing looks initially prohibitive and as far as software is concerned, ridiculous, comparing it to other machines is strictly speaking, unfair.

The NEO GEO was not designed with kids in mind. It was designed as the ultimate home entertainment system, with wealthy, enthusiastic purchasers in mind. In Japan, the achine's home territory, the machine has been squarely aimed at the rental market where it has had remarkable success. The reason that the Neo Geo should not be compared to a home console is that technically speaking, it's not a home console. The Neo Geo is an arcade machine, pure and simple.

The games generally cost over one hundred pounds. Aargh! take a breather for a moment though and consider this. The exact same arcade machine would cost you a smidgen over five hundred big ones. In that light, it's an incredible bargain.

The carts have a maximum memory caacity of 330 megabytes, 150 times greater than those of say the Super NES.

Not for the faint hearted and certainly not for the faint pocketed, the Neo Geo is the ultimate in gaming technology and not really in the same bracket as either the Super NES or the Megadrive. If you've got it, flaunt it!

£249.99
Includes one control pad

The Neo Geo's spectacularly impressive hardware has produced some of the best looking and best sounding games ever. This list comprises a wide range of sports, platform and shoot 'em ups. Expensive maybe, but there's no doubting the quality of the aesthetics. However, there are far less games available for the Neo-Geo than say the Super NES and MegaDrive so be warned. But if it's quality you're after take a look at the top ten list.

1. **FATAL FURY**
The Neo Geo gets the Streetfighter treatment in this spectacular two player beat 'em up. Furious and highly addictive fun.

2. **SENGOKU**
Impressive beat 'em up with the best soundtrack on any video game ever. Get down to the best sounds while bashing your mate.

3. **KING OF THE MONSTERS**
Two player action featuring a host of your favourite movie monsters. Based on turkey movies but certainly not a turkey game.

4. **MAGICIAN LORD**
One of the first Neo Geo releases and still one of the best. Brilliant graphics and addictive gameplay make this a sure winner.

5. **ASO II**
Smart vertically scrolling shoot 'em up that can get very, very difficult. Incredible graphics but plenty of playability.

6. **LAST RESORT**
Similar in style to R Type, this would be average if it didn't have so many novel weapons. A fantastic blast with pretty knobs on.

7. **TOP PLAYER GOLF**
Tons of sampled speech and a good solid golf game make this a top treat for armchair golfers. Let your Neo-Geo do the walking.

8. **SOCCER BRAWL**
Futuristic soccer with added violence. Cybernetic warriors have a nasty Saturday afternoon and you can forget the shinpads.

9. **KING OF THE MONSTERS 2**
An impressive sequel to a brilliant game, with a lot more to do this time as you destroy a whole planet - we're talking big time.

10. **SENGOKU II**
More ancient Japanese warriors battle it out in a war that takes them to Heaven and Hell. Samuarai action without breaks!

NINTENDO GAMEBOY

£69.99
Includes Tetris game & link lead

The term handheld in video game jargon refers to a game console which is portable, so that you can enjoy video entertainment anytime anywhere. Nintendo has sold a staggering 15,000,000 Game Boys worldwide and it is estimated that a billion dollars is spent on cartridges each year.

There are three main handheld game machine on the market – the Sega Game Gear, the Atari Lynx and the Nintendo Game Boy.

The Game Gear and Lynx have colour screens which are back-lit whereas the Game Boy has a mono, or black and white LCD screen.

But despite inferior visual and sound quality the Game Boy is the most popular of handhelds, because it fits the criteria for handheld requirements.

Firstly, its small physical size means that it can slip into your pocket, wheras its competitors are rather chunky.

Most importantly, the mono LCD graphics and Dot Matrix sound makes it very economic on batteries wheras the Game Gear and Lynx are infamous powercell guzzlers. and usually end up as housebound games machines which does defeat the object somewhat.

Finally, the Game Boy is the most established of the three and has a wealth of games available for it.

Because the games are physically lacking the game designers put everything into gameplay which is the most important aspect of handheld entertainment.

Additionally, there is an extraordinay range of add-ons available designed to enhance the potential of the Game Boy.

With 15,000,000 users the machine is going to be fashionable for some time to come All in all the Game Boy fits the bill as a portable game machine - neat, compact, portable and easy on the batteries. The classic hand-held.

There are literally hundreds of releases on the Game Boy with games as diverse as arcade shoot 'em-ups to taxing puzzle games and adventure role-playing games to fast-moving platform games. All of the top movie licence games are produced for the Game Boy with some ingenious original concepts which make absorbing handheld entertainment. Just for you, we've compiled the top ten best games available on the Game Boy now.

1. **THE ADDAMS FAMILY**
First class platform antics with the added bonus of the hilariously strange Addams Family. A superb movie conversion.
2. **JEEP JAMBOREE**
Motor racing at its best on the Game Boy with a superb in-cockpit view. Better than many of the computer racing games.
3. **MARIO TENNIS**
Great tennis action with plenty of laughs from the Mario Brothers. A Nintendo classic that's a definite winner all round.
4. **REVENGE OF THE GATOR**
Pinball action lends itself to the Game Boy and this is the best table tilting action to be seen on the little hand-held.
5. **HOOK**
If you were disapointed with the movie you wont be with this excellent platform romp license. Excellent platform jollities.
6. **KWIRK**
A lot of game for the price this simple puzzle game will have you thoroughly absorbed, and pulling your hair out.
7. **BART SIMPSON ESCAPE FROM CAMP DEADLY**
A series of Bart-based games on the Game Boy this platform game is the most featuresome. Don't have a cow, man!
8. **BOULDERDASH**
Timeless classic puzzle and maze games one of the most enduring games ever. Excavating excitment with rocks on!
9. **DOCTOR FRANKEN**
Terrific platform and puzzle in this vast game. Simply loads of horrors and surprises that will keep you hidden behind the sofa.
10. **MOTORCROSS MANIA**
Thrills and spills abound in this superb motorcycle stunt racing game. Massive courses and fantastic animation.

Let us INFLUE
our truly BA

SEGA
MEGA DRIVE

GAME	CLUB	STD
AQUACTIC GAMES	27.99	30.95
TWISTED FLIPPER	29.99	33.99
DODGE BALL	27.99	30.95
LHX ATTACK CHOPPER	29.99	33.99
SMASH TV	29.99	33.99
KRUSTY'S FUNHOUSE	29.99	33.99
GREENDOG	27.99	30.95
ATOMIC RUNNER	27.99	30.95
FERRARI G.P. CHALL	29.99	33.99
GALAHAD	29.99	33.99
NHLPA HOCKEY 93	29.99	33.99
THUNDERFORCE 4	27.99	30.95
EURO.CLUB SOCCER	29.99	33.99
TAZMANIA	29.99	33.99
SUPER MONACO G.P.2	27.99	30.95
OLYMPIC GOLD	29.99	33.99
TERMINATOR	29.99	33.99
DESERT STRIKE	29.99	33.99
WORLD CUP ITALIA 90	16.99	18.99
E.A. HOCKEY	29.99	33.99
ROAD RASH	29.99	33.99
STREETS OF RAGE	27.99	30.95
SUPER HANG ON	16.99	18.99
JAMES POND 2 - ROBOCOD	29.99	33.99
JOHN MADDEN FOOTBALL	29.99	33.99

MASTER SYSTEM

TOM & JERRY THE MOVIE	24.99	27.99
NEW ZEALAND STORY	27.99	30.95
SMASH TV	24.99	27.99
SPECIAL CRIMINAL INVEST	26.99	28.99
OLYMPIC GOLD	27.99	30.95
ENDURO RACER	8.99	9.79
SONIC THE HEDGEHOG	24.99	27.99
TEDDY BOY	8.99	9.79
ASTERIX	9.99	10.99
MICKEY MOUSE	24.99	27.99
THE NINJA	8.99	9.79
HANG ON	8.99	9.79
THE LUCKY DIME CAPER	24.99	27.99
SHINOBI	24.99	27.99
OUTRUN	24.99	27.99
XENON 2	24.99	27.99
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SEGA GAME GEAR

Sega's Game Gear hand-held machine has always been overshowed by Nintendo's GameBoy yet the Game Gear boasts full colour display, reasonable sound and larger games.

Looking similar to the Atari Lynx, the Game Gear features a stylish case and illuminated display. There's a rich selection of software avaialable for the machine including some of the bigger releases such as Indiana Jones, World Class leadereboard and the highly successful Lemmings. Support wise, it is far better than the Lynx even though the Lynx is a more superior hand-held.

Power can be supplied through an adaptor or batteries although power consumption on battery cells is fairly severe so if you're thinking of getting a Game gear, seriously consider purchasing a power adaptor also.

As for portability, the Game Gear is less portable than the GameBoy but more portable than the Lynx. It would easily fit into a coat pocket although there are no protector cases for the Game Gear at the moment so if you drop it expect the worst.

The future for the Game Gear looks pretty good. Sega have pushed the machine so well that it has become the second most popular hand-held around. Companies have stacks of immenent releases for it and you can expect these to be of a very high quality - games seem to convert better from home computers to hand-helds.

All said and done, the Game Gear is much better than the GameBoy for quality although the Lynx is better than both the Game gear and the GameBoy. The fact that it supports a colour display and promises plenty of very high quality software in the future could be said to be its major strengths. If this is the sort of thing that you think you require from a hand-held consider it or the Lynx, but forget the GameBoy.

£129.99

Includes Sonic the Hedgehog game

The Game Gear has been very well supported with software in the past and the future promises even more releases. With quality far exceeding the GameBoy, the Game Gear features full colour graphics and an illuminated display so that any conversion from the home computers and consoles are almost identical. Due to the Sega influence, a lot of well known games such as Lemmings and World Class Leaderboard are now appearing on the Game Gear.

1. **OLYMPIC GOLD**
   A great sports simulation with plenty of events to keep you fit for ages. Get in training because you'll certainly need it!
2. **SONIC THE HEDGEHOG 2**
   Classic platform game featuring Sega`s own mascot with plenty of colourful action that will keep you hooked for ages.
3. **WONDER BOY**
   A platform game with great graphics and playability that will keep you addicted every time you play.
4. **SUPER MONACO GP**
   Classic racing game converted from the arcade. Hair-raising speeds and plenty of tracks for your enjoyment.
5. **MICKEY MOUSE**
   Old big ears is back in this brilliant platform game. Full of Walt Disney humour and positively brimming with playability.
6. **SUPER KICK OFF**
   The best football simulatiuon there has ever been. You won't get a better football game than this. Buy it, immediately!
7. **DONALD DUCK**
   Mickey Mouse` annoying feathered friend is back in a platform game with slick presentation. A nice addition to Mickey Mouse.
8. **WORLD CLASS LEADERBOARD**
   The most successful golf simulator ever, now avaialable on the Game Gear - and exceptionally good fun it is too.
9. **SHINOBI**
   Martial arts goings-on in this frenzied beat 'em-up with more Ninjas than the Turtles` fan club. Eat your heart out, Bruce Lee.
10. **OUTRUN EUROPA**
    At last, the incredible racing game made famous in the arcades is now ready for racing on the Game Gear.

ATARI LYNX

£99.99
Includes Batman game

Even though the GameBoy and Game Gear have taken a serious grip on the hand-helds market, the Atari Lynx is technically superior to both and is now becoming extremely popular. Contrary to belief, the Lynx has a wide selection of top quality software available for it. Most of it is home computer standard - a standard you won't be able to find on the GameBoy or Game Gear. As the Lynx is becoming more popular here are the ten best games.

Atari's hand held games machine is one of the unsung heroes of the video game market. Technically, it walks all over the competition. The machine is at least one generation ahead of the Game Gear and the Game Boy.

The Lynx was developed by the same team that designed Commodore's Amiga. As a result, it has graphics that easily rival even the best sixteen bit computers.

The unit is sleek and compact and looks more like an alien life form than a computer games machine.

It's full colour, with a staggering palette of 4096 colours.

Like the super Nintendo, it features a heavy array of custom graphics processors and as a result, it can scale backgrounds and sprites very quickly.

Very good at handling sprites, the Lynx is the ideal machine for fast action shoot 'em ups and has a fairly wide range of games available.

The sound is in stereo (through headphones) and sounds exceptional.

Lynx games tend to have much larger memory capacity than other hand helds and some Lynx games are up to one megabyte in size.

The Lynx can handle samples very easily and as a result, most titles feature digitised speech.

Priced very competitively, its one drawback is battery life. You can expect around four hours from a set of Duracell batteries and this isn't really good enough. As a portable this does cause problems but at home power can easily be supplied through a mains adaptor. The Lynx also features a light button to save battery power.

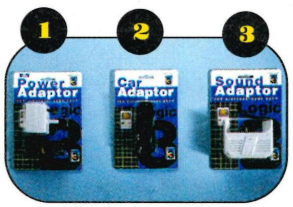
A clever feature allows you to flip the screen at the press of a button, allowing both left and right handed people easy access to the machine.

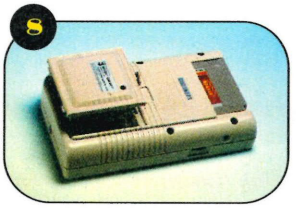
If you want a decent hand-held consider the Lynx seriously.

1. **SHADOW OF THE BEAST**
Fantasic looking arcade adventure game with beatiful graphics and great gameplay. This game is absolutely massive.
2. **SWITCHBLADE II**
Massive arcade adventure game with plenty of blasting and puzzle solving. Converted from the Amiga with little difference.
3. **CHIPS CHALLENGE**
Incredibly addictive puzzle game with more levels than you can shake a stick at. It's infuriating but still highly addictive.
4. **PAPERBOY**
Hectic paper-throwing fun as you attempt to deliver the news on your bicycle while trying to avoid everyone else on the streets.
5. **BATMAN RETURNS**
Caped Crusader action in this platform beat 'em-up plenty of action and stunningly large and colourful graphics.
6. **CHECKERED FLAG**
If you want a rival to F1 Grand Prix this racing extravaganza is the game for you. Fantastic animation and great speech.
7. **CALIFORNIA GAMES**
Sports fun for everyone and at the height of the Summer season. Get your surf board and sun tan lotion at the ready.
8. **ISHIDO**
Brilliant ancient chess-style game with superb graphics and calming playability. Easy to learn but difficult to master.
9. **TOKI**
Platform action in which you play an ape trying to recover your previous form. An excellent arcade conversion.
10. **GAUNTLET III**
3D perspective role-playing action in which you and your team must solve the mazes and destroy the evil enemy forces.

Joy

Choosing a video games machine is one thing but then you've got to seriously think of control methods. Not longer is the joystick just an add-on for it has now received high status within the video games industry. This status is reflected in the multitude of colours and strange shapes joysticks are available in. Different games players prefer different joysticks and a good stick can enhance a game's appeal tenfold. There's something for everyone so no one is missed out. We've also included a few extras such as hand-held add-ons like sound boosters, screen magnifiers and special carry cases.





1 Power Adaptor - SpectraVideo
This handy little device allows you to run your Game Boy directly from the mains supply. It incorporates an extremely long and flexible lead that allows complete freedom of movement. Well worth the money if you use lots of batteries! 5 Stars.

2 Car Adaptor - SpectraVideo
If you do a lot of travelling in your Mum or Dad's car, this cute little number will transform your cigarette lighter into a portable source of gaming power. Just simply plug in to play! A great way to save batteries that's light and easy to carry. 4 Stars.

3 Sound Adaptor - SpectraVideo
Fed up with dodgy mono sound from your Game Boy? The Sound Adaptor increases the sound output from your Game Boy speakers. Connected by the earphone socket, it provides excellent stereo sound using only two "AA" batteries. 3 Stars.

4 Carry Case for Game Boy and Game Gear - SpectraVideo
An extra durable storage facility for your favourite hand-held. The lightweight padded protection has enough room to comfortably house six games and also includes a three-way carrying strap. Also has storage space for batteries and cables. 4 Stars.

5 Manta-Ray - SpectraVideo
An ergonomically sound joystick that fits snugly into the hand. Uses six microswitches that allow rapid response on any game. A solid steel shaft gives good durability and the package is completed with an auto-fire option. 4 Stars.

6 Sting-Ray - SpectraVideo
Different in design to the Manta-Ray as it gives you a long handle that can be held firmly in one hand, leaving the other palm free to direct. Uses only five microswitches and also has a steel shaft. Auto-fire is also included. 4 Stars.

7 Sigma-Ray - SpectraVideo
A table top joystick that uses six microswitches on a durable steel shaft. Has a rapid fire option and also houses two additional fire buttons on the base. Available for most home computers and console versions are also on the market. 3 Stars.

8 Battery Adaptor - SpectraVideo
Eradicates all your battery-related problems. A colour-coded rechargable battery pack that clips into your Game Boy's battery compartment. Gives you seven hours continuous play and only takes three hours to recharge. 4 Stars.

9 Delta-Ray - SpectraVideo
A table-top joystick that looks similar to the old Quickshot II turbo. Uses closed microswitches and also contains a two-speed auto-fire facility. Versions available soon for Nintendo, Sega Megadrive and IBM PC. 4 Stars.

10 Megastar - SpectraVideo
A transparent joystick that is also compatible with the Nintendo systems. An eight-way directional arcade-type control stick sits on the top and two fire buttons adorn the base. Comes with 5 stabilizing suction pads and auto-fire switch. 4 Stars.

11 Pro - SoectraVideo
For use with the Nintendo 8-bit systems. It uses 10 microswitches for control and has a variable auto-fire switch for speed and accuracy. A slow motion feature has also been included. 3 Stars.

12 Hyperstar - SpectraVideo
Quite possibly the most hideous joystick on show today is the Hyperstar. A steel shaft sits proudly on the top and six heavy duty microswitches provide the important controls. An auto-fire is also included in the package. 2 Stars.

13 Superboard - SpectraVideo
Supports eight and 16-bit Sega systems. Can be table mounted or hand-held by the base. Comes with 10 microswitches that enhance playability and also has a variable auto-fire (16-bit only). 4 Stars.

14 Handy Carry - SpectraVideo
The Handy Carry is a hard wearing protective case that can be used with your Game Boy. It includes a screen protector that reduces the chance of accidental damage and also gives you a sun visor for the summer. Comes with an adjustable carrying strap. 3 Stars.

15 Handy Sound - SpectraVideo
Can be used with the Game Boy to provide you with a storage space for your earphones. Plugs into the base of the "Boy" for quick and easy access. Comes with a set of earphones. 3 Stars.

sticks

16 **Handy Boy - SpectraVideo**
The ultimate in Game Boy accessories! Gives you extended stereo amplifiers and speakers, an adjustable magnifying lens, two seperate light sources and individual sound and light power buttons. Plus enlarged fire buttons and a joystick control. 5 Stars.

17 **Foot Pedal - SpectraVideo**
This pedal works with the joystick to provide the ultimate control system. It allows you to designate any three of the joysticks functions to the three pedals. Quite useful, especially for driving and sports games. 3 Stars.

18 **Megastar Junior - SpectraVideo**
A base-mounted or hand-held joystick that uses the popular and highly durable steel shaft. Directional controls are fully microswitched and an auto-fire option is standard. Also uses a slow motion feature that's handy for shoot'em-ups. 3 Stars.

19 **Propad - SpectraVideo**
A transparent joystick that is compatible with both Sega machines. An eight-way directional thumb pad is used for direction and three fire buttons give you the deciding edge. Additional left and right buttons, and start and select keys finish it off. 4 Stars.

20 **Action Replay for Super Nes, Game Boy and NES - SpectraVideo**
A cartridge that allows you to effectively alter your programs to your own benefits. Extra lives, ammunition and energy can be yours with a simple touch of a button. Also gives you the chance to find and make your own cheats using the "Game Trainer" option.
The Super NES cartridge also allows you to use American and Japanese games on your UK console so you can now play dozens of games that are already available. Excellent value for money. 5 Stars.

21 **Free Wheel - SpectraVideo**
The Free Wheel is basically a steering wheel for all your driving or flying games. Plugs directly into your computer and gives you the freedom of movement not usually provided by conventional joysticks. Good stuff! 4 Stars.

22 **Competition Pro Mini - Sonmax**
A smaller version of the Comp Pro 5000 that fits snuggly into your hand. Excellently responsive joystick that allows you to perform even the most delicate manoeuvres. 5 Stars.

23 **Competition Pro Series II - Sonmax**
Sega Megadrive control pad that includes turbo fire, slow motion, three fire buttons and an eight-way directional control pad. Deadly gaming that looks cool too! 4 Stars.

24 **Turbo Touch 360 - Triax Control**
Uses a control sensor pad that gives you easy and immediate control without the blisters! Three fire buttons, start and turbo buttons and a money back offer complete this Megadrive and Master System package. 4 Stars.

25 **Competition Pro Star - Sonmax**
Recognised as one of the best joysticks available. The Comp Pro range offer precise reactions and excellent reliability. Also includes rapid fire and slow motion. 5 Stars.

26 **Power Play Crystal - Sonmax**
A pretty average joystick that can be used on the Sega Master System. Incorporates a triple fire action for single, rapid and megaburst shooting. 3 Stars.

27 **Turbo Touch 360 (Nintendo) - Triax Control**
Similar to the Sega version only this gives you different fire buttons and also has start and select buttons. Colour-coded to your Nintendo system. 4 Stars.

28 **Konix Navigator - Konix**
Compatible with virtually ever home computer, this popular joystick offers an unbreakable shaft and a strong fire button on the handle. Also includes an auto-fire option. 5 Stars.

29 **Konix Speed King (Nintendo) - Konix**
Definitely one of the most popular joysticks on the computer has finally made its way onto the Nintendo. Two fire buttons, start and select and even an auto-fire have been included. 5 Stars.

30 **Zip Stick - Sonmax**
An excellent joystick that provides reliability, strength and overall precision when playing your favourite game. Includes a triple fire option. 5 Stars.

THE BOT

When it comes to buying a computer games machine that satisfies your style, the choice can prove horrendous. We have therefore compiled an easy reference bench test so that you can locate the info you feel is important to video games and compare it over the whole range. We have also included other useful information so that if you enter a shop you feel confident about the games machine you desire.

AMIGA - COMMODORE

Price: £299 (£499 with 20 MegaByte Hard Disk)
Includes: Computer, system software, mouse, TV leads, games software
Processor: 16 bit 68000
Graphics: High resolution, hardware scrolling
Colours: 4,096
Sound: 4 channel stereo
Cost of games: £10 - £30

SUMMARY:

A very fast, very powerful home computer at a fairly affordable price. Constant changes to the system hardware mean that incompatibility problems are rife. Huge existing software base with good support for the foreseeable future.

PC - VARIOUS

Price: £300 upwards (£1000 for a decent set-up)
Includes: Computer, mouse, hard drive, monitor
Processor: 286, 386, 486
Graphics: Hercules, EGA, VGA, Super VGA
Colours: from mono to millions
Sound: Extra hardware required
Cost of Games: £20 - £50

SUMMARY:

Depending on which combination of hardware you buy, a PC can be an extremely powerful games machine. There is very little software when it comes to fast arcade games, but it has the best flight sims and adventures available.

SUPER NES - NINTENDO

Price: £159
Includes: Console, 2 controllers, TV leads, *Streetfighter II* game
Processor: Customised 6502 (very strange)
Graphics: High resolution, hardware scrolling, scaling and rotation
Colours: 32,000
Sound: 8 channel stereo, Dolby Surround compatibility
Cost of games: £40 - £65

SUMMARY:

Powerful, spectacular video game console with a large library of stunning games and perhaps the rosiest future of any current piece of gaming hardware. Comes supplied with *Mario World*, one of the best games ever.

MEGADRIVE - SEGA

Price: £129.99
Includes: Console, 1 controller, TV leads, *Sonic the Hedgehog* game
Processor: 16 bit 68000
Graphics: Hardware scrolling
Colours: 512
Sound: 6 channel stereo
Cost of games: £30 - £50

SUMMARY:

Currently Britain's most popular console, but fairly low profile worldwide, the MegaDrive is a fine machine with a very big library of software. Overshadowed technically by the Super Nintendo system.

MASTER SYSTEM - SEGA

Price: £79.99
Includes: Console, 2 controllers, TV leads, *Sonic the Hedgehog* game
Processor: 8 bit Z80
Graphics: Hardware scrolling
Colours: 64
Sound: 3 channel mono
Cost of games: £15 - £30

SUMMARY:

A nice little unit at a reasonable price. Huge catalogue of games but starting to look very, very dated. Firm support from European software houses but completely dead everywhere else.

TOM LINE

NES - NINTENDO

Price: £79.99
Includes: Console, 2 controllers, TV leads, *Super Mario Bros* game
Processor: 8 bit 6502
Graphics: Hardware scrolling
Colours: 52
Sound: 4 channel mono
Cost of games: £20 - £45

SUMMARY:

A well supported and cheap machine, the NES has the largest library of cartridge software available, and some absolutely stunning games titles. Comes free with the classic *Super Mario Bros* game. However, now a bit overshadowed by its younger 16 bit brother.

NEO GEO - SNK

Price: £250
Includes: Console, 1 controller, TV leads
Processor: 16 bit 68000, 8 bit coprocessor
Graphics: Hardware scrolling and scaling
Colours: Millions!
Sound: 16 channel stereo
Cost of games: £90 - £150

SUMMARY:

Not really for your average player, the Neo Geo can be looked at as a very expensive console, or an incredibly cheap arcade machine. Diehard fans see it as the latter and byte for byte, it's actually much cheaper than the competition.

LYNX - ATARI HAND-HELD

Price £79.99
Includes: Console, *Batman Returns* game
Processor: 8 bit 6502
Graphics: Hardware scrolling and scaling
Colours: 4,096
Sound: 4 channel stereo
Cost of games: £20 - £30

SUMMARY:

An excellent handheld machine completely let down by a lack of software support and poor marketing. Relatively succesful though and easily the best hand around held as far as graphics and sound are concerned. A machine which looked a bit shaky at one stage, but is now becoming extremely popular.

GAME GEAR - SEGA HAND-HELD

Price: £79.99
Includes: Console, *Sonic the Hedgehog* game
Processor: 8 bit Z80
Graphics: Hardware scrolling
Colours: 64
Sound: 3 channel stereo
Cost of games: £20 - £30

SUMMARY:

A poorly specified machine with poor graphics and identical specs to its Master Sytem donor. A duff Liquid Crystal Display screen doesn't help and it has the greediest battery consumption of any hand held available at the monent.. It can run all present Master System games though, which gives it something of a boost.

GAME BOY - NINTENDO HAND-HELD

Price: £69.99
Includes: Console, headphones, link leads and *Tetris* game
Processor: 8 bit 6502
Graphics: Hardware scrolling
Colours: 4 grey shades
Sound: 4 channel stereo
Cost of games: £20 - £30

SUMMARY:

The best selling hand held and with good reason. Loads of high quality games and clever graphics make up for absence of colour. Battery consumption is outstanding, with up to 35 hours from a set of Duracells.

TERMINOLOGY

For all of you new to the world of video entertainment you will no doubt be overwhelmed by the amount of 'computer terminology'. What on earth are RAM, ROM, CDs, Hard disks and mice? Well, it's all very simple really but then we're surrounded by computers everyday. Therefore, we have compiled a basic description of the sort of words you might be expected to know when choosing a video entertainment system.

1. HOME COMPUTER

A home computer is a video machine that uses a keyboard as a communication device. It will invariably include the BASIC language as well as its own operating system. Home computers use floppy disks or hard drives to store and retrieve data.

2. CONSOLE

A console video machine has no keyboard and is used primarily as a games machine. You cannot interact with a console in the same way as you would a home computer but games are stored on cartridge which allows the games to load immediately. As they do not have to incorporate an operating system like home computers, they have more memory to allocate to game's quality.

3. FLOPPY DISKS

A floppy disk is the storage system used by home computer's. All games and application software comes on this format and these slot into the home computers disk drive from which the data can be read into the machine. Floppy disks can also store information created by the user. They are relatively slow but inexpensive and they do hold a fair amount of information.

4. CARTRIDGES

Cartridges are used primarily by consoles for video games. They are sealed units and cannot store data created by the user. Their major forte is that when plugged into a console the data is instantly accessed so you don't have to wait for games to load. However, the games are more expensive than floppy based games although they are slowly dropping in price.

THE VIDEO KNOW

5. MOUSE

The mouse control device is used by home computers as a pointer. For example, a game may use an arrow pointer to click on information - the mouse is used for such a task. All home computers come with a mouse although better ones are available sold separately. The mouse houses a small ball which rolls across a mouse mat in the direction specified by the user.

6. HARD DISK

A hard disk is a home computer add-on and is used to store information and retrieve it. The benefits of a hard disk are many. They basically act as a floppy disk but they can hold incredible amounts of information and they load data up to 50 times faster. This means that games and applications can be stored on the hard disk permanently. The only drawback is the price but if you can afford it buy yourself one as they make life easier for yourself and you computer.

7. CD ROM

A CD ROM Drive is a device that takes advantage of the massive storage capacity of optical discs. We are all familiar with Compact Discs used in audio, most homes in Britain now have a CD player. The musical information is stored as tiny pits on the surface of the reflective disc. A laser beam "reads" the CD by bouncing its beam off the surface of the disc. This same method is used by a CD ROM drive only the information on the disc is converted into computer code rather than music. The discs can each hold a stagggering 655 megabytes of information, more than 300 times the capacity of the largest cartridge game. Live audio and video can also be held on compact disc and its applications are endless.

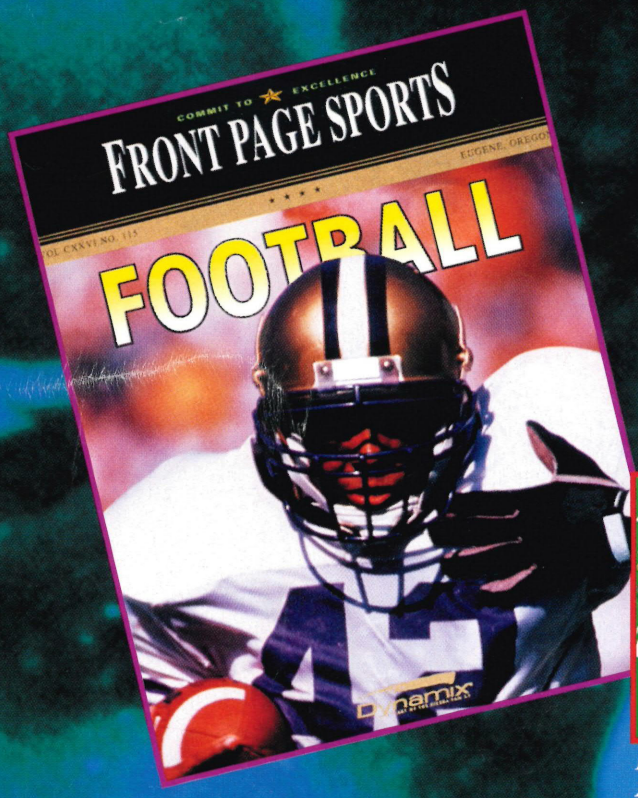
8. RAM EXPANSION

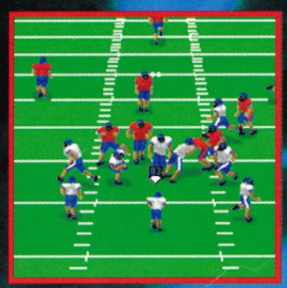
RAM stands for Random Access Memory and is made up of a series of chips inside the computer which can be 'written' to - that is they can be used by the user to store data while the machine is on. RAM expansions can be bought for home computers for a relatively cheap price. They effectively increase the amount of memory of the machine. They are, however, only available for home computers.

9. BASIC

BASIC stands for Beginners All-purpose Symbolic Instruction Code and is the standard language of use between home computers and their users. It was specially written to allow beginners to write programs, so BASIC is an excellent start for anyone wanting to learn to program. Most computers come complete with the BASIC language.

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





Play as a coach, quarterback, or general manager.

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

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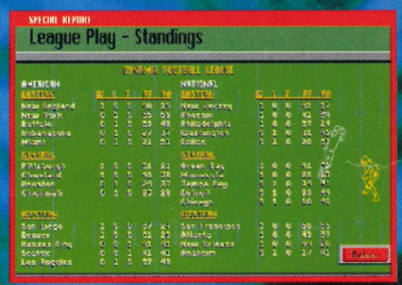

The action varies from city to city, just like in real life.

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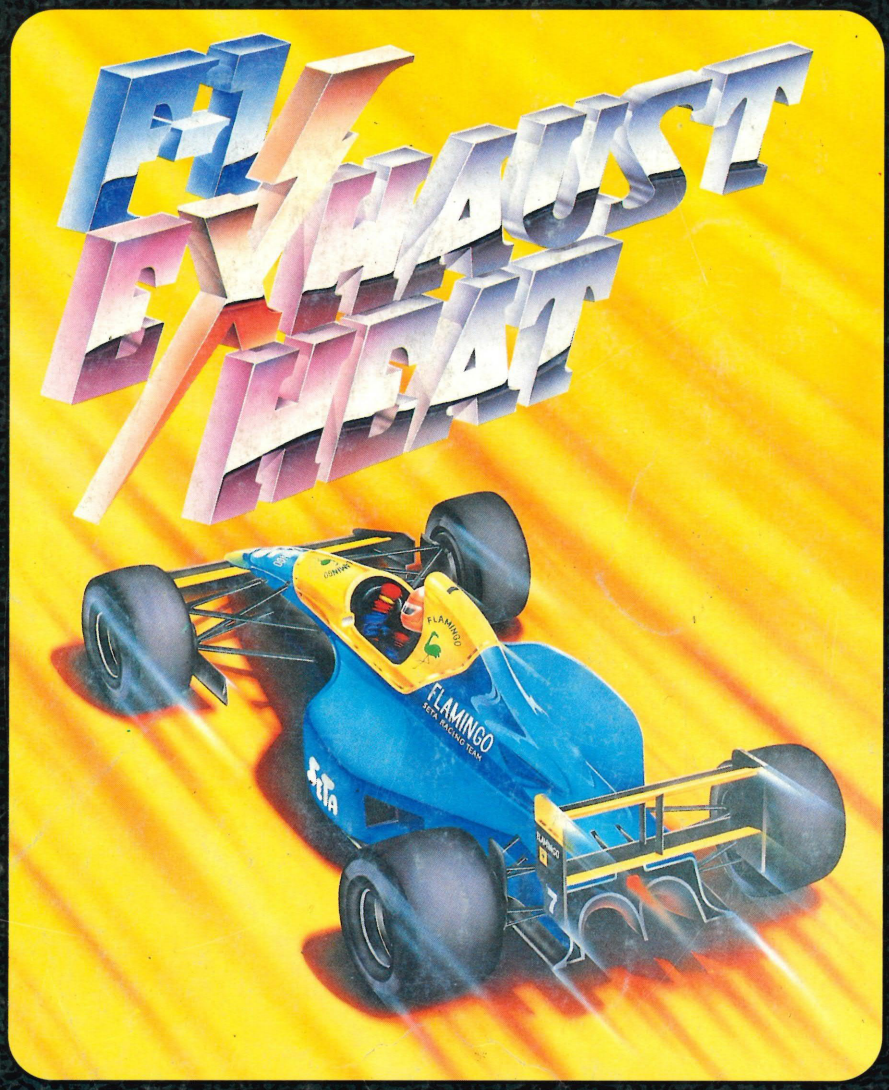

Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

SELECT AND SET YOUR ENGINE...

tyres, spoilers and diffuser for maximum effect. Not only the courses but also the weather can be selected. Become World Champion as you compete in Grand Prix mode. The Grand Prix offers 16 different circuits to test your ability to the limit, but remember your repair fees increase as you sustain damage to your vehicle. Strengthen your driving skills as you work-out in training mode. You'll need to practice your race tactics and Pit-stops.

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