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Issue One January 1993

50
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RELEASES
See page 44

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A £2,000
GAMES
STATION
See page 40



MEGA DRIVE

John Madden '93,
Lotus Turbo Challenge,
Road Rash 2

SUPER NES

Kick Off, Robocop 3,
Wing Commander

AMIGA

Elite 2, Nigel Mansell's
World Championship

JAMES POND 3

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Drive - exclusive Splash
Gordon pictures inside!



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MASTER!

CHOPPER FRENZY!

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Game Boy, Game Gear and Lynx!



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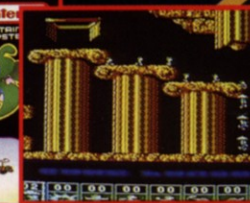
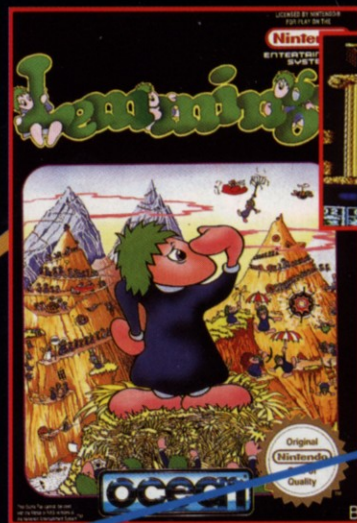
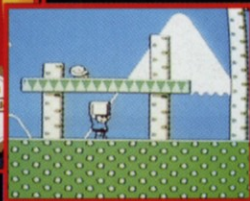
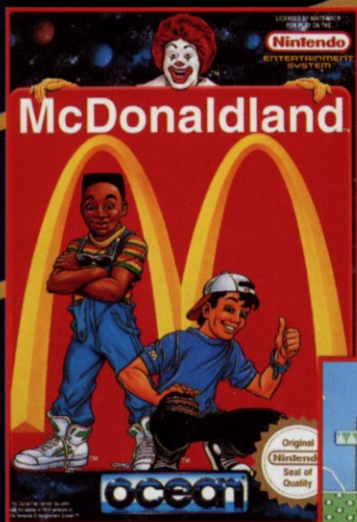
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show on TV...

GAMES

... is now on paper!

This is the very first issue of GamesMaster magazine. If you're a fan of the TV show, you'll be familiar with lots of our sections and characters. If this is your first GamesMaster experience, we hope you enjoy it! For a more detailed introduction, turn to page 8. But for now, take a look at what's in issue one.

CONTENTS

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From the makers of
Total!, Sega Power,
Mega, Super Play, Amiga
Power, Amiga Format, PC
Format, Commodore
Format, Amstrad Action,
Your Sinclair and more!

8 NETWORK

Bong! New magazine launched (oh, you're already reading it!) Bong! Game Genie and Action Replay arrive for SNES. Bong! Cheap Sega carts on the way? Bong! Etc. Bong!

15 CHARTS

What's hot and what's, if you must, "not" in the stores. Plus the chance to vote your fave game to the top of the Readers' Chart.



19 DOMINIK'S BIG PURPLE COLUMN

The big barrel of double entendres has its bottom roughly scraped in this, the first of a series of frighteningly unhinged missives from everyone's favourite redcoat.

22 TV NEWS

Who's on when? What challenges are coming up? This is the definitive guide, as you might expect, to what's happening on GamesMaster over the next few weeks. Plus - what on EARTH is that git Douglas doing on the telly?

24 GAMES ARENA

Two young men, one with a stinking cold and the other just stinking, face off for the dust-up of a lifetime on, you guessed it, *Streetfighter 2*. Think you can do better? Well here's your chance...

26 PREVIEWS

Take a sneaky peek at forthcoming stormers for your system. This month we've got *Mr Nuts*, *Cool World*, *James Pond 3*, *Gunship 2000*, *Star Wars* and, as they say, "more"!



40 WIN THE ULTIMATE GAMES STATION!

If you thought that your current games system was smart - think again. Here's the chance to own every 16-bit console, and a bundle of software for each. PLUS: an ultra-smart colour TV with full stereo sound to play on.

44 REVIEWS

For a full list of reviews; eyes right!

91 SUBS

Scribble, snip, send, save, smile.

97 SURVEY

A million miles away from the skull-implodingly dull surveys you're used to filling out, this one will actually improve your state of mind. No, really.



100 WIN A BLOODY ENORMOUS TELLY!

28 throbbing inches of gristle, sorry, screen. That's what's on offer in our Comet Game Zone *Sonic 2* Competition.

103 TIPS ZONE

From gaming geek to software Schwarzenegger in one super-easy step.

141 CHRISTMAS STARTS HERE!

It would be a grumpy old scrooge of a magazine that didn't offer some light-hearted Christmas fun and games, and a bah humbugging reader who didn't enter into the spirit.

?? SECRET LEVEL...

That's right. Lurking in this issue of GamesMaster is our very own secret level! Can you find it? Can you beat it?

146 NEXT MONTH





MASTER



TIPS ZONE

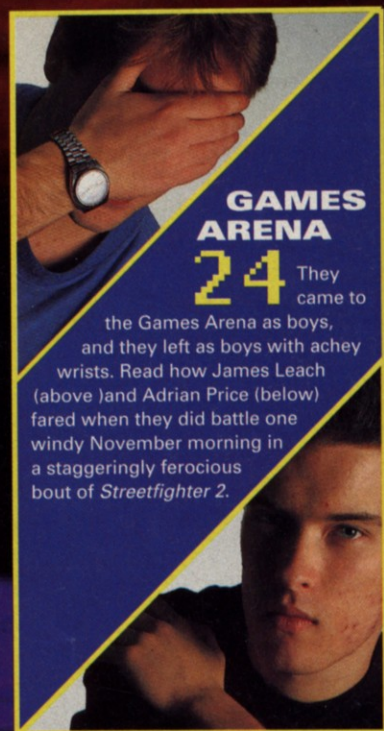
103 We promised it on the cover, and who are we to disappoint? Starting on page 103 is a staggeringly, er, big tips section comprising useful maps, cheats and tips for:

- Beast 3**
- Krusty's Fun House**
- Olympic Gold**
- Putty**
- Zelda**

And a whole page—and-a-bit of Action Replay codes!

CONSOLETATION CHAMBER

123 All your gaming inadequacies will soon be magicked away by the oracle of all gaming knowledge and thoroughly excellent fellow the GamesMaster himself.



GAMES ARENA

24 They came to

the Games Arena as boys, and they left as boys with aching wrists. Read how James Leach (above) and Adrian Price (below) fared when they did battle one windy November morning in a staggeringly ferocious bout of *Streetfighter 2*.

REVIEW BOOTH

41 Stop! Don't buy anything! Until, of course, you've checked our rigorous and arduous, fastidious and meticulous reviews. This month we have...

| | | |
|--|------------|----|
| Axelay | SNES | 50 |
| Bart's Nightmare | SNES | 78 |
| Caesar | Amiga | 89 |
| Curse of Enchantia | Amiga | 89 |
| Desert Strike | SNES | 62 |
| Exhaust Heat | SNES | 70 |
| Joe Montana Football | Mega Drive | 76 |
| John Madden 93 | Mega Drive | 66 |
| Kung Food | Lynx | 83 |
| Legend of Valour | Amiga | 48 |
| Lemmings | Mega Drive | 86 |
| Lotus Turbo Challenge | Amiga | 72 |
| McDonaldland | NES | 93 |
| Micro Machines | NES | 83 |
| Nigel Mansell's World Championship | Amiga | 46 |
| Out of This World | SNES | 52 |
| Pinball Fantasies | Amiga | 93 |
| Pit-Fighter | NES | 90 |
| Premier Manager | Amiga | 84 |
| Pushover | SNES | 60 |
| Shadow of the Beast | Lynx | 91 |
| Sonic 2 | Mega Drive | 56 |
| Spiderman 2 | Game Boy | 92 |
| Super Marioland 2 | Game Boy | 81 |
| Super Space Invaders | Game Gear | 84 |
| Swamp Thing | Game Boy | 91 |
| Terminator | Game Gear | 92 |
| Xenon 2 | Game Boy | 90 |

YOU'LL FIND RATHER A LOT OF THESE SPECIAL SIDELINES THROUGHOUT THE ISSUE. MANY OF THEM ARE COMPETITIONS, TO ENTER A SIDELINE COMP. ANSWER THE QUESTION AND SEND YOUR ENTRY TO PAGE 8 COMP. GAMESMASTER, FUTURE PUBLISHING, 29 MONMOUTH STREET, BATH, BA1 2DL. WHERE "8" IS THE PAGE NUMBER WHERE YOU FOUND THE COMP. SPLENDID!

NEWS

GREETINGS!

And, for the uninitiated, welcome. Welcome to this, the very first issue of GamesMaster – the official mag of the scorchingly popular and utterly excellent Channel 4 show. Every issue we'll be giving you the latest information on the video games scene, with (we hope you agree) the best reviews, the most useful tips and the hottest previews.

We'll be covering both grey-import and official UK releases, so you'll have the most complete picture of what's happening on your system each month.

We'll also be keeping you abreast of the latest news from the GamesMaster TV show with full details of forthcoming attractions. And, of course, there's the regular spot from the master of ceremonies Mr Dominik Diamond himself.

This month, by way of a Christmas bonus, we're able to offer a selection of high-quality merchandise entirely free of charge. In fact, unless you're in



This is the Editor of the biggest computer games magazine in Britain. Frightening, isn't it?

"So," you must be thinking, "that's all very good for me." And you'd be right. It is, but we don't want this to be a one-way relationship. We want to make GamesMaster the sort of mag you want to read. So tell us about it – we want to hear what you've got to say about the magazine, games and life in general. Write to us at **GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.**

There'll be a prize for the best letter we receive each month, but more importantly, you'll be able to help shape and hone this very organ to fit your needs exactly. Still, that's enough of that. Onwards!

Jim Douglas
Editor

training for Unobservant Git of the Year, you should have already noticed the Winner's Handbook, the stickers and the giant A1 poster helping to make this ish the heaving monster that it, um, is.

And also, lurking up the back of this month's issue are a number of amusing Christmas-style features.

FUTURE

For three days last month, every single person in Britain (well, it felt that like it) went to Earls Court 2 to attend the first Future Entertainment Show. And what a marvellous time they had there!

The entire exhibition hall was absolutely heaving every day as game-



Thousands of happy, if slightly pointy-headed gamers queue outside the big, if slightly bendy Earls Court 2.

THE GAMES MASTER TEAM

Siamese decatuplets produce magazine! Clockwise: Alison, Karl, Simon, Lam, Wayne, Andy, James, Adrian, Les and Jim.

Reviews Editor
James Leach. Launch high point: "The moment my conjunctivitis eased."

Games Player
Ade Price. High point: "Every time I cleaned the games room."

Staff Writer
Les Ellis. High point: "The day I moved into the L-shaped office."

Staff Writer
Andy Lowe. High point: "Beating Streetfighter 2 'champ' Adrian into a pixel pulp."

Art Editor
Wayne Allen. High point: "When Simon got the pizzas in on the last late night."

Deputy Art Editor
Lam Tang. High point: "When my screen finally updated."

Art Assistant
Simon Barnes. High Point: "Doing John Madden for the third time. How I laughed."

Launch Production Editor
Karl Foster. High Point: "Reading Adrian's news"

Editor
Jim Douglas. High point: "The end."

Production Editor
Alison Harper. High point: "Being forced to have a week off because I had glandular fever."



If you're the kid with your thumb "aloft",

WORK

SHOW ROCKS NATION!

heads from all over the world flocked to check out the latest releases and get in a bit of early Christmas shopping.

Particularly busy were the Sega and Nintendo stands, where *Sonic 2* and *Streetfighter 2* fought it out for the visitors' attentions.

But over on the other side of the



Andy Crane refuses a microphone, opting for the tin-can-with-a-bit-of-string attached communication device. Er, but his string broke.

hall, an altogether more important battle was being waged – The National Computer Games Championships climaxed with Alan Brett from Nottingham defeating Tony Eaton from Stafford on a range of games.

Following *Streetfighter 2*, *Lemmings 2* and *Sonic 2* tussles, Alan triumphed



Alan Brett and Tony Eaton display their cheques (£10K & £4K respectively) for gameplaying skills. Andy Crane says, "Look, it's a dove!"

and walked away £10,000 better off. Mind you, Tony didn't have too much to grumble about, taking a cheque for £4,000.

Possibly the least fortunate folk to attend the show were the jobbing actors doing their damndest to look like Pitfighter (large man with bag on head), Sonic (small person with impossibly hot polystyrene blue sphere on head), Tails (similar), James Pond (sort of fishy equivalent), The Prince of Persia (turban, sword, etc) and Darth Vader (notably crap for his short stature and dodgy hat).

Keeping the event rocking along in utterly poptabulous fashion was the Radio One Roadshow helmed by Adrian Just.

Award for the Best Stand must surely go to Acclaim, who had *Krusty's Super Fun House* on offer, along with real-life WWF wrestler Hacksaw Jim Duggan sending the kids into a jaw-frothing frenzy of excitement.

And on top of the games, events, competitions and generally fab things, there was a series of Future Seminars, whereby the editors of Future mags



Ensuring the whole show rocked along in utterly poptabulous style was the Radio One Roadshow.

(Total!, Super Play, Sega Power, Mega, Amiga Format, Amiga Power and PC Format) bravely attempted to answer questions from 'the floor'.

Unfortunately, the show was such a storming success that some non ticket-holders had to be turned away. If you queued and didn't get in – sorry!



Send us a photo and your name 'n' address and we'll send you a software prize!



A tense moment for Sonic who, bereft of his red speedy shoes, trips on some cable and takes a tumble earthwards.



Hacksaw Jim Duggan is a big, hairy man who hits people with planks of wood for fun. But we still reckon he wears girl's shoes.



One of the best stands at the show was the Acclaim one. Shame people were in such a hurry to walk past it.



Ocean's helter skelters had to be taken down, 'cos they wobbled. (No they didn't! It's the fish-eye lens on the camera, you fool – Ed).

NETWORK

BLISTER-BUSTING JOYPAD UNVEILED

It's a revolution in video game playing, claims Hornby Hobbies of their new Turbo Touch 360 touch-sensitive joypad.

Hornby, the company behind the train sets and the Game Genie, says the pad is made using the latest (get this) "touch-sensitive capacitor technology" to give a faster, more accurate response to the player's commands, with the touch-sensitivity doing away with every gamer's worst enemy - the numb thumb.

It might sound like a crappy gimmick, but in our *Streetfighter 2* test the Super Nintendo version at least seemed to be rather good. The biggest

problem we had with our pre-prod sample was that the ridge around the edge of the pad was a bit uncomfortable. As endorser Dr Robert Grossman from New Jersey (straight up) says: "I'm tired of treating kids for video games-related thumb injuries. This product is a blessing for game players, parents and doctors alike. I salute you." Quite.

The Turbo Touch 360 is available now for the Mega Drive, Master System, Amiga, C64, NES and SNES for around £20.

We'll be giving our official verdict in next month's Ultimate Joypad Test Thing. So watch out.



Here we have the Mega Drive version of the Turbo Touch 360. Note LEDs indicating Turbo on/off and that stress-busting touch-pad.

SEGA LOSING CONTROL?

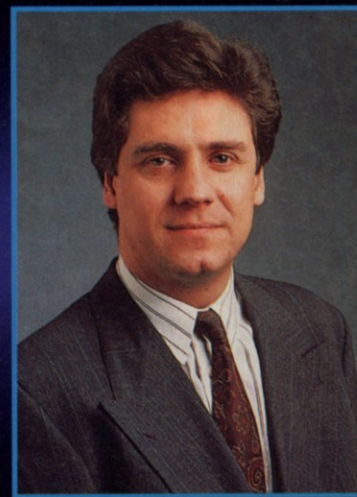
Cheap games for Sega systems could flood the market following recent legal action in America. A ruling by the US Ninth Court of Appeals means that independent game programmers can now publish Mega Drive software without having to go through Sega first.

For the Mega Drive owner, this should mean more games and lower prices, but if anyone and everyone starts churning out Sega games, what is going to happen to the quality? Check out the reviews in GamesMaster for the definitive verdict on all Mega Drive titles.

The court's ruling, made on 20 October in San Jose, California, overturned a lawsuit brought by Sega against US software publisher Accolade.

Accolade discovered how to produce Mega Drive-compatible games by fishing around inside the machine and various game cartridges. Sega alleged that this infringed their copyright. In defence, Accolade claimed that the information could only lead to an increase in "creative expression" and would ultimately ensure the jobs of thousands of US software developers and hardware engineers. The court came out in favour of Accolade, ruling that Sega acted unlawfully and violated the basic trademark principles.

Accolade's Tim Christian commented, "The court's ruling represents a fair and total victory for Accolade in its US copyright and trade-



Tim Christian Accolade's representative in the case. "Creative expression" to follow.

mark stance. In Europe, we will continue to vigorously pursue our claims against Sega at the European Commission."

So what does this all mean? Very possibly a huge influx of low-quality games from low-quality publishers. But also the chance for smaller, more innovative companies to take a slice of the Sega cake for themselves. Whatever happens, the next six months will be an interesting time for the Mega Drive.

Sega were unavailable for comment.

WIN CHUN LI (AND ALL THE OTHERS)

To celebrate the imminent arrival of the Amiga version of *Streetfighter 2* (pictured here) US Gold are offering three sets of rather smart 'n' rare *Streetfighter* character badges to the lucky winners of this compo. There are only a few complete sets in the world, so they're thoroughly smart things to own. All you have to do is tell us the special moves for each character shown below. Write your answers on the back of an envelope and send it to:

Streetfighter 2 Badge Compo
GamesMaster
29 Monmouth Street
Bath, Avon
BA1 2DL

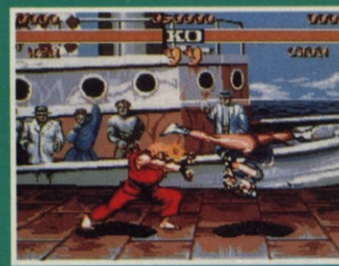
The competition closes on 14 January 1993. No employees of US Gold or Future Publishing may enter (sorreee!), no correspondence will be entered into and the editor's decision is unshakingly, nay frighteningly, final.



Quite how special moves like Ken's, er, kick (nearly gave it away) will be summoned from an Amiga stick is still a mystery.



Despite the fact that the characters all look slightly taller in the Amiga version, we can spot very few differences.



Good to see that everybody's favourite background character makes it to the Amiga version.



*Hair-combin' leg-sweepin' boot-wearin' pec-pumpin' dirty-fightin' GUILLE!



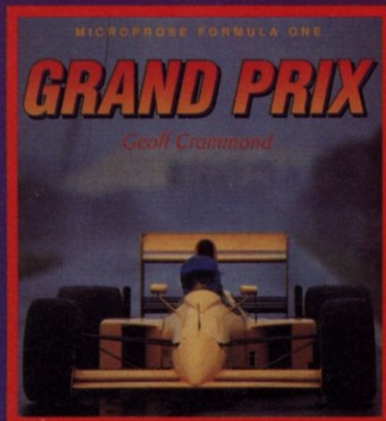
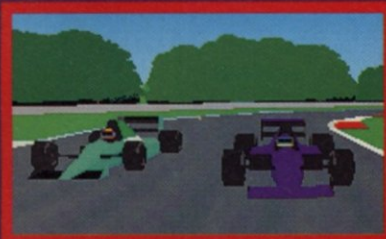
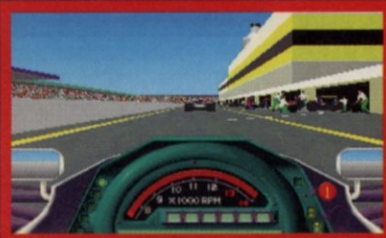
Why is Blanka so angry? Is it the restrictive nature of his jeans, or maybe it's the fact that he's trodden in two giant licorice allsorts?



"It's all water-retention. No, it's a glandular problem. No, I've just given up smoking."

MICROPROSE FORMULA ONE

GRAND PRIX

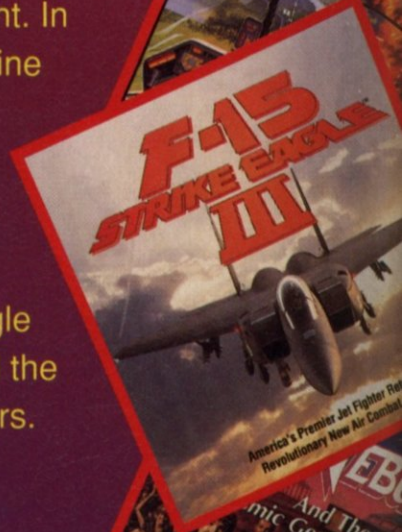


For Games Masters, Misters and Boy Racers

For unbeatable racetrack realism, sprint down to your nearest MicroProse games stockist and discover just what fun Grand Prix racing can be. Nothing comes close to delivering such thrills and excitement. In fact, no other racing game is in sight of the line as Formula One Grand Prix takes the chequered flag!

Seriously Fun Software from MicroProse is available now for Amigas, PC's and ST's. Whether you're a high flying F-15 Strike Eagle pilot or go-faster Grand Prix driver you'll find the games you want at the most tuned-in retailers.

MICROPROSE
Seriously Fun Software



NEWS

CLASH OF THE 32-BIT TITANS!

Commodore and Atari are both launching 32-bit computers in the latest episode of their long-running rivalry. The Amiga well and truly trounced the ST in the battle of the 16-bit computers, so what's the line-up in the next battle?



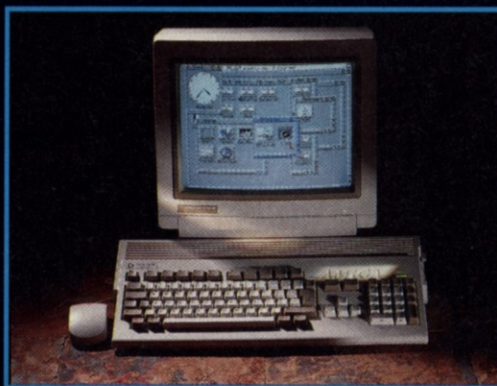
Despite the fact that this looks like a wonky old ST, it is in fact, Atari's new 32-bit wonder!

Atari is banking on the Falcon, while Commodore has put its money on the A1200. The standard low cost Falcon has one megabyte of random access memory (RAM) while the A1200 has two. So, that's one up for Commodore, but there are higher priced Falcon models that feature more memory.

The Falcon has a colour palette of 262,144 colours while the A1200 offers 16.8 million. The Falcon will not run existing ST software whereas the A1200 will run around "60%" of the 3,000 existing Amiga games, with bigger titles being especially developed for it. There will be 20 A1200-specific titles by Christmas. However there is a lot of software in the pipeline for the Falcon such as *Legend of Valour*, *Rome AD92* and *Space Junk*, which is said to feature some unbelievable animation.

The A1200 will retail at the unbelievably low price of £399.99 while the Falcon retails at £499.99 for the entry level 1Mb machine, while the 4Mb machine with a 64Mb hard disk will sell

at £899. At the moment, however, the A1200 is out in the shops and selling like hot cakes while the Falcon will be in the shops by Christmas with the hard disk version coming out later. Another Falcon will be in the shops in March retailing at £399, £100 lower than the



And despite the fact that here we see the A1200 displaying lots of boxes in black and white, it may well turn out to be the games machine of the '90s.

normal machine. The only difference will be the casing.

Atari are aiming their machine at the home market rather than just games and reckon that Commodore are aiming the A1200 too specifically at the games market. An Atari spokesperson says they are "relieved at what Commodore have done with the A1200. They have missed out on a tremendous opportunity to really do something amazing".

Commodore's Kelly Sumner, meanwhile, says the A1200 will be for Amiga enthusiasts: "When the Amiga 500 was

introduced the C64 became the entry-level machine. Eventually the A500 went mass market. We see the same pattern being repeated again... In time the A1200's user base will broaden from enthusiasts to mass market."

More to the point, the A1200 is already out there doing the business - exhibitors at the recent Future Entertainment Show are reporting phenomenal sales of the new machine.

MEGA DRIVE STREETFIGHTER - IS IT HAPPENING OR WHAT?



Sega is releasing hit game *Streetfighter*. The Championship edition for the Mega Drive. The game has proved a winner for SNES players, but Sega reckons their version will be king of the hill.

Capcom America, the guys behind the arcade as well as the SNES conversion, say that they don't know anything about the Mega Drive version. Sega, though, says the game will be released on 1 March and will also be made available for the Master System and Game Gear.

It will be the same as the arcade game and have the added bonus of four extra characters.

This is Ken from out of Streetfighter, looking as confused as the rest of us over the Mega Drive version.

EA GOES TO THE OPERA

Play games, watch movies, order pizzas and send faxes - these are just some of the things you'll be able to do with the new 32-bit, CD-based entertainment system planned by Electronic Arts.

Due for launch in America during the autumn of next year, the new machine looks to be way above and beyond any technology out on the market at the moment.

EA have got together with electronics giant Matsushita, which market JVC and Panasonic brands, for the project. One game that has already been announced for the new entertainment system is *Lawnmower Man 2*, which is based on the sequel to the smash hit movie.

The machine has attracted a lot of interest from the big boys of the computer industry. IBM have joined up with Time Warner to work on an interactive TV channel in America for it. As for the UK, we'll bring you more news in January.

MC SONIC

In the wake of Ambassadors Of Funk's Super Marioland and Dr Spin's Tetris comes the completely hardcore, kickin' and, er, sadly inevitable HWA (Hedgehogs With Attitude) and their tribute to Sega's well-known super-hero.

The song? Apparently, it's a lot more aggressive and in one's face than its Nintendo-backed predecessors. It should be in the shops as you read this - or at least any day now. If you really must go out and buy it, it's on the Jive label.

Sonic 2 is reviewed on page 56 of this very ish.

Sonic struts his, er, funky type of stuff, etc.



FORK

ACTION REPLAY VS GAME GENIE

Things are hotting up in the cheat market. Datel, responsible for the Action Replay cartridge, have now got one ready for all systems. The Mega Drive cart has become the staple diet for anyone wanting to get past those awkward bits on Sega games, and now Game Boy and SNES owners can do the same.

The SNES Action Replay plugs in between the cart and the machine enabling you to hack into the game thereby gaining access to infinite lives, infinite time and weapons. If you

need to cheat, you can do so with the aid of this cart.

It also acts as an adaptor so you can run normally incompatible games on your machine, ie US games on a UK machine. Also, you can call Datel's help line (☎ 0782 744324) with your own cheats. Callers with the best cheats will win a prize.

The SNES Action Replay is available now, retails for £49.99 and according to Datel is selling by the bucketload – they say they can't make them fast enough.

The Game Genie range has been developed by budget-game billionaires Codemasters in the UK. It's done very well in America and now Hornby Hobbies have taken on the job of distributing Genies in the UK. The forthcoming SNES version will complete the set.

The SNES version will sell for £44.95, but will not be available in this country until next year. Look out for a full review of both products in the next issue, but if you can't wait for that then have a look at the picture.



This is the American SNES Game Genie, and what an ugly thing it is too. The good news is that by the time it makes it to this side of the pond, the edges will have been smoothed and it will look, well, nicer.

HEAD GAMES

Despite overwhelming public support for the idea, MicroProse have stated that they will definitely not be doing a head-to-head null-modem two-player version of *Formula One Grand Prix*.

Yvette Weir, head of MicroProse's PR said: "We will definitely not be doing a null-modem two-player version of *Formula One Grand Prix*."

Likewise, Gremlin have no plans to do a linked head-to-head version of *Nigel Mansell's World Championship*. "We certainly have no plans to do that thing," commented Nick Clarkson, PR Manager of the Sheffield-based company. Overall then, we'd say that's a fairly negative response to that one.

FRENCH INVENT TIME TRAVEL



Sonic swings on a vine. And wins an award. Tough old life, isn't it?

Talk about ahead of their time. At the recent Tilt D'Or awards in Paris, Sega scooped the Best Platform Game award for *Sonic 2* – a rather neat trick for a game that hasn't even been released yet.

Now, we're well aware of the extent of our French cousins' enthusiasm for games, but we think they may have over-reacted somewhat in this case. Look out for a review on pages 56-57.

Ocean's *Pushover*, also reviewed in this issue on pages 60-61, won the ward for the best strategy/puzzle game.

PRESS CORNER

It's that bit of the magazine where we pounce, utterly unfairly, on a few of the latest software house press-releases and mercilessly belittle them to give you a few cheap laughs. So PR people, be warned. You may be next...

"In the slum area of New York lies a notorious gangland stronghold, where a working streetlamp is rare and dangerous."

Terrifying stuff from US Gold's *The Godfather*. Hmm, yes.

"Yes, the Man with the hat is back – and this he's bought his Dad!"

In US Gold's *Indiana Jones' Action Game*, Indy is famous for his impromptu trips to the milliners.

"The only problem is he's not the only one searching for them, a group of menacing gun slinging villains are also in hot pursuit!"

From the same game – be careful, or you may well perish in a hail of flying revolvers. And what is a pursuit, pray?

"You can determine where, when, how fast and how fancy your balls come screaming over the net at your hapless opponent."

Oh dear. UBI Soft becomes ensnared in the unfunny double-entendre trap in *Jimmy Connors' Pro Tennis Tour*.

"As he gazed, the land became a magnet for evil. Undetected by the king, thieves and cut throats, drawn by tales of riches, came to the village."

Ugh. Core Design's *Darkmere*, warning us of the horrors of leaving out hyphens.

Next month: A fascinating course in PR Speak. What do phrases like "Coat-tailing the heat" and "Maximizing the synergy" actually mean?

NETWORK

KICK OFF FOR CONSOLES

Kick Off has finally made the jump from computers to consoles. Anco's SNES version resembles the original versions quite closely. You can either play against the computer or a friend, or you can team up with your friend and both play the computer. It's available now at £45.



Kick Off - the black hole for work arrives on the SNES.

SENSIBLE SOCCER - 92/93 SEASON

One of the best-selling Amiga games of the year, *Sensible Soccer*, is now available in a new, improved, deluxe, not-tested-on-animals format.

The new version features better-performing goalies, red and yellow cards, World Cup qualifiers, updated teams and the new back-pass rule to foil the time-wasters. "Yeah, but I've already got the original game!" we hear you wail... Well, just send off your registration card and disk 1 of the first game to Renegade, Unit C1L, Metropolitan Wharf, Wapping Wall, Wapping, London E1 9SS. Remember to include £4.95 (cheques payable to Renegade) and you'll receive an updated version as soon as they get round to it.

Alternatively, if you don't own the original, you can always shell out £25.99 for the new version in full. And a highly advisable move it is too.



Sensible Soccer, Dominik's own personal fave, has been tweaked.

DIARY DATES

Jot them down, use them for reference, pester your Christmas-hating parents with them. These are the events of the forthcoming five or six weeks that no serious gamer can afford to ignore.

1992

Thursday 3 December

The first issue of GamesMaster magazine hits the streets. Public rioting greets the occasion. The Prime Minister makes an appeal for calm: "Please stop this violence. There's plenty to go around. Oh no, I forgot to reserve a copy... it's all going horribly wrong." (*That's quite enough plugs to be going on with* - Ed.)

Domark releases *International Rugby Challenge* on the Amiga.

Friday 4 December

Dirty Larry - Renegade Cop appears for the Lynx, although we double it'll be as good as our personal office fave, *Kung Food*.

Monday 7 December

Dracula released on the Lynx.

Wednesday 9 December

Pitfighter released on the Lynx.

Monday 14 December

It's Mega Drive extravaganza day today. Get a load of these: *Ariel - The Little Mermaid*, *John Madden Football '93*, *Risky Woods*, *Lotus Turbo Challenge*, *Chakan*, *Lemmings*, *Mickey & Donald* and *Talespin*.

Tuesday 15 December

You see that fat plumber with the moustache? That's a character in *Super Mario Kart*, that is - which is being released today on the SNES. Bet you can't wait, eh?

Wednesday 16 December

Power Factor arrives on the Lynx, as does *Dinolympics* - a game originally seen on the Amiga as *Humans*.

Friday 18 December

A delightful little game called *Ex Mutants* will be officially 'out' on the good ol' Mega Drive. And that's as of today.

Saturday 19 December

Chakan for the Game Gear should provide the answer to those last-minute Christmas pressie difficulties today.

Monday 21 December

Yes, until today, Lynx owners have been horribly deprived of those ubiquitous, green-haired creatures. *Lemmings* is finally released. Stock up on those batteries.

Thursday 24 December

Ninja Gaiden for the Mega Drive. Be a sad git! Buy it and stay in on Christmas Eve playing it.

Friday 25 December

Christmas Day. Visit those relatives you haven't seen since this day last year! Eat lots of chocolate

before your breakfast! Drink too much! Watch the queen on telly! It's crap, isn't it?

Saturday 26 December

Interesting one, this. Sega reckon they're releasing a game called *Ariel - The Little Mermaid* on the Game Gear today. Pretty amazing feat on a bank holiday, eh? Still...

1993

Friday 1 January

New Years Day. Recovering from the previous evening's 'festivities', you emerge from your bed at around 4pm and can only face a half-hearted game of *Tetris*.

Ah well, down those paracetamols - it's the new year. Exciting! Fresh start! Nowhere's bloody open! Hmm... Nothing new released today anyway.

Monday 4 January

As the last of the Turkey sandwiches are finally chucked in the bin, NES owners can spend their gift tokens on... hang on, what was it called again? Ah yes, *Lemmings*. Apparently, you control these little... Anyway, it's released today. So that's it. It's been converted on to everything bar the Oric, VIC 20 and ZX80.

Meanwhile, Mega Drive nuts can indulge in the really rather cracking beat-em-up which goes by the name of *Streets Of Rage 2*. By the way, *Streets of Rage 2* will be reviewed in the next issue. It missed out on being in this issue by just a whisker, dammit.

Tuesday 5 January

This is Game Gear owners' day (England and Scotland). You'll be able to buy copies of *Alien 3*, *Evander Holyfield Boxing* and *The Simpsons*. You lucky people.

Monday 11 January

Praised in this issue, *Pushover* is a devious little puzzle-em-up which should provide enough brain-adding to prise SNES owners away from *Streetfighter 2* for a few minutes at least. Get it today.

Wednesday 13 January

Should you saunter into your local software dealer today, you may well discover a copy of *Rolling Thunder* on the Lynx.

Thursday 21 January

Issue 2 of GamesMaster magazine should help you fight off those back-to school/college/work blues today. For more details, turn to page 146 which, er, is the next month page.

Don't miss out on next month's thrilling installment, including all the rest of January that we didn't quite fit in this time PLUS: some of February's dates!

CHARTS

THE OFFICIAL CHARTS (Month ending November)
Courtesy of Virgin Retail



SUPER NES



- 1 **Street Fighter 2**
Capcom
- 2 **Zelda 3 - Link To The Past**
Nintendo
- 3 **Super Mario World** Nintendo
- 4 **Lemmings**
Psygnosis
- 5 **Super Soccer**
Nintendo

NES



- 1 **Turtles**
Konami
- 2 **Super Mario 3**
Nintendo
- 3 **Hyper Soccer**
Konami
- 4 **Tiny Toons**
Konami
- 5 **Mega Man 3**
Nintendo/Capcom
- 6 **Bad Dude**
Sunsoft
- 7 **Battletoads**
Trade West/Rare
- 8 **Kickle Cubicle**
Nintendo/Irem
- 9 **Super Mario Bros 2**
Nintendo
- 10 **Donkey Kong Classics** Nintendo

MEGA DRIVE



- 1 **European Club Soccer**
Virgin
- 2 **NHLPA '93**
Electronic Arts
- 3 **Aliens 3**
Flying Edge
- 4 **Tazmania**
Sega
- 5 **Speedball 2**
Virgin
- 6 **Super Monaco GP** Sega
- 7 **Evander Holyfield Boxing**
Sega
- 8 **Green Dog**
Sega
- 9 **Desert Strike**
Electronic Arts
- 10 **Alex Kidd Enchanted**
Sega

GAME GEAR

- 1 **Chuck Rock**
Virgin
- 2 **Spiderman**
Sega
- 3 **Olympic Gold**
US Gold
- 4 **Sonic The Hedgehog**
Sega
- 5 **Super Kick Off**
US Gold

MASTER SYSTEM



- 1 **Sonic The Hedgehog**
Sega
- 2 **Aliens 3**
Flying Edge
- 3 **Enduro Racer**
Sega
- 4 **Prince Of Persia**
Domark
- 5 **World Grand Prix**
Sega
- 6 **Terminator**
Virgin
- 7 **Asterix**
Sega
- 8 **Super Tennis**
Sega
- 9 **Action Fighters**
Sega
- 10 **Aztec Adventure**
Sega

GAME BOY

- 1 **Super Mario Land**
Nintendo
- 2 **Tiny Toons**
Konami
- 3 **WWF Superstars**
Ljn Ltd
- 4 **Batman - Return Of The Joker**
Sunsoft
- 5 **Mega Man**
Capcom

AMIGA



- 1 **Zool**
Gremlin
- 2 **Putty**
System 3
- 3 **Campaign**
Empire
- 4 **Sensible Soccer**
Renegade
- 5 **Lotus 3**
Gremlin
- 6 **Championship Manager**
Domark
- 7 **Assassin**
Team 17
- 8 **The Secret Of Monkey Island 2**
Lucasfilm/US Gold
- 9 **Fireforce**
Ice
- 10 **Airbucks**
Impressions

ATARI LYNX

- 1 **Switchblade 2**
- 2 **Steel Talons**
- 3 **Batman Returns**
- 4 **Shadow Of The Beast**
- 5 **Kung Food**

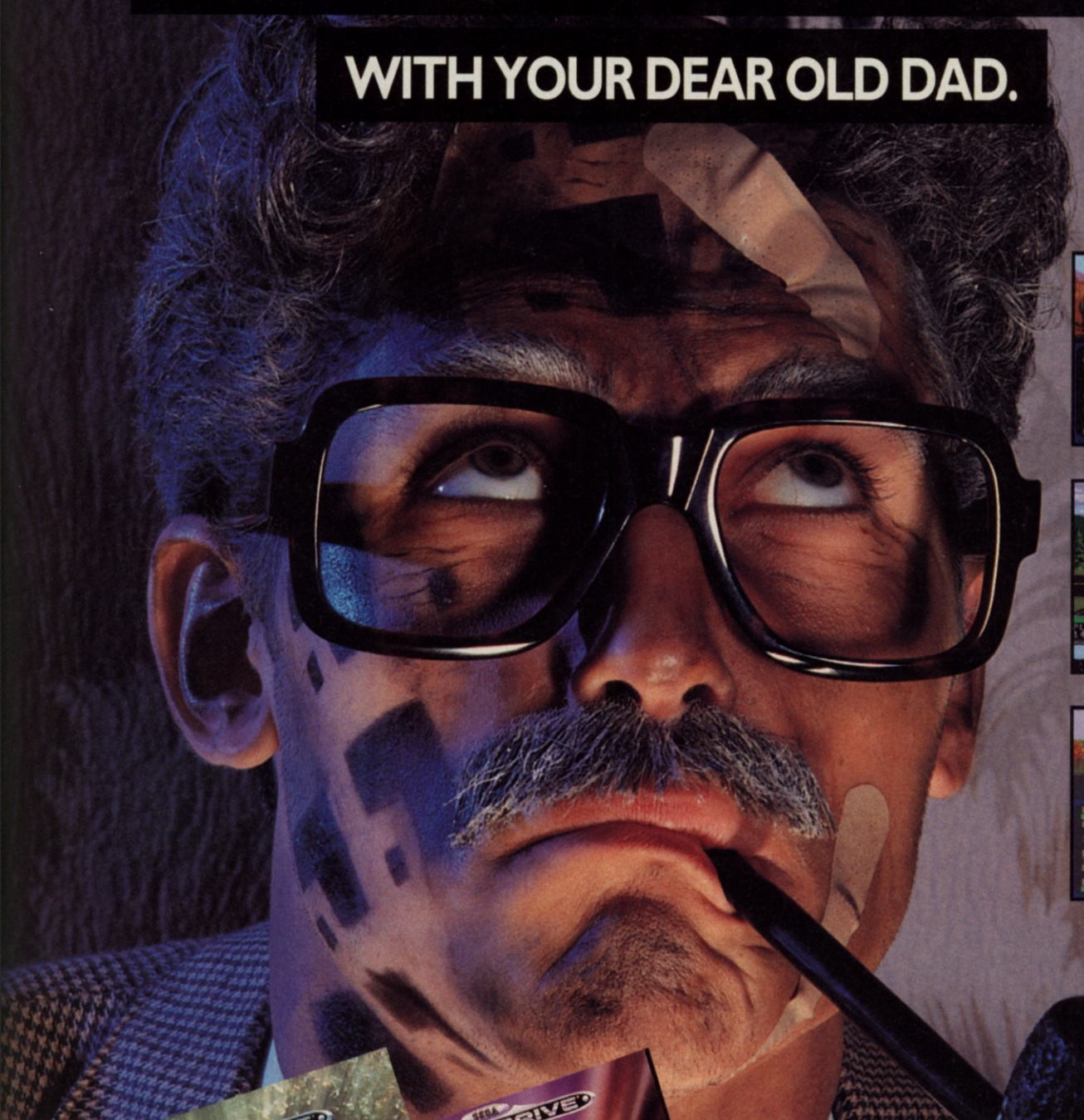
DON'T AGREE, EH?

Here's your chance to do something about it. If you're sick of seeing the games you loathe riding the top of the charts, you can vote for your fave game and put it to the top of our Readers' Chart which will appear next month. Right on! Power to the people etc.

I'm a GamesMaster reader and my fave game is:..... on the

My address is.....
.....
.....

WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.



So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson".

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

Call the EA Hint Line!

For the latest news call the EA Information Line 24 hours a day, 7 days a week **0839 1060**
John Madden Football Tips (all cart versions)/John Madden Football Passwords (original Sega)
Faery Tale Adventure /F-22 Interceptor (Sega) 0839 106002, Desert Strike (Sega and Amiga)
James Pond II (Sega) /Road Rash (Sega and Amiga)0839 106004, Shadow of the Beast (Sega)

Calls charged at 36p (cheap rate) and 48p (at all other times) per minute inc VAT. Average length of call 4 minutes, call length varies. If you are not responsible for paying the telephone bill, please get permission before calling.

WELL WHOOPIE...



SEGA
MEGA DRIVE

Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!

Road Rash™II is a trademark of Electronic Arts. Lotus Turbo Challenge by Gremlin Graphics Software Ltd. Lotus Turbo Challenge is an approved and licensed product of group Lotus plc. Sega and Mega Drive are trademarks of Sega Enterprises Ltd.

Lakers (Sega) 0839 106001,

Tale III The Immortal (hints) 0839 106003,

& Magic (Sega) Rings of Power (Sega) 0839 106005.

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SEGA at **WOOLWORTHS**

Oh dear it's...

DOMINIK'S BIG PURPLE COLUMN

Yes, here it is! Jutting proud and firm at the very prow of the GamesMaster magazine (well, nearly at the prow) is my own little shaft of sunlight, hoping to raise even the most flagging of plant-life from the soil bed they call life. Every month I'll be writing a load of rubbish about myself, GamesMaster, games and that wonderful adventure called life.



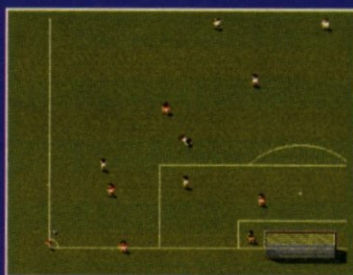
First of all, a few little things about myself. Contrary to what a large portion of the saddo magazine writers tell you, I have been playing video games since the age of about 12, when my mother went out to buy a "high powered computer thingie", as she called it, and came back instead with a ZX Spectrum. Life then proceeded as a series of moist moments thanks to games like *Match Day 2*, *Atic Atac*, *Sabre Wulf*, *Manic Miner*, etc with my brothers and sisters kicking seven shades of sushi out of

each other to get a shot.

Eventually as a result of one game of *Kokotoni Wilf* too many, the old Spectrum blew up with a horrendous, er, explosion, taking half my parents' house and one of my grandmothers with it. My grandfather was deeply distraught, because he was next in line to play. (With the Spectrum, I hasten to add). Phew! Nostalgia, eh? I'm sorry, there is nothing as boring as someone going on about old computer games, they were all cack - I don't care what anyone says, so I'll leave it there.

DOMINIK'S TOP 5

Each month I'll give a rundown of the five games which are currently pumping my nads to previously unheard of extremes. My opinions may differ from those of the reviewers in the mag, but then one man's meat is another man's rude innuendo, as they say in Swindon.



1 SENSIBLE SOCCER 1.1 - AMIGA

The greatest football game just got better. Hardly a day goes by when I don't try to take Celtic to Dominik's True European Super League Championship. The goalies are tougher and better animated, there are extra tournaments and there is even a special GamesMaster team in there as well.



2 NCAA BASKETBALL - SUPER NES (IMPORT)

One of the most stunning sports games ever and the only really exciting basketball game to date. The action is viewed from behind the player in an orgy of Mode 7 3D graphics. You can play through a whole college basketball season or in a one-off exhibition match. The game is so brilliant, I am surprised that I haven't read about it in many

magazines here. Then, again, I don't know anything about games, do I? Talking of magazines, you can see this splendid magazine's very own editor, Jim Douglas, helping me to commentate on this game in an admirable fashion in a GamesMaster show - soon!

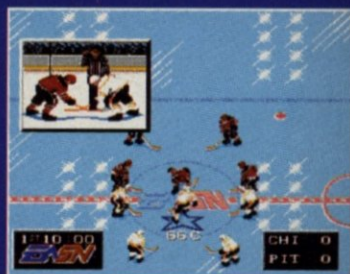


3 REX NEBULAR AND THE COSMIC GENDER BENDER - PC

Not terribly interesting fact about me number one: I am total cack at adventure games. However, this is such a laugh to play that I persevered nonetheless.

A day after I got it, I phoned up the lovely Yvette Weir at MicroProse to ask her for a little help, and she laughed at my pitiful playing panache, made some comment involving the words "shrivelled" and "manhood" and guided me gently, but firmly, in the right direction.

Basically, you have to find a vase on a planet filled with women. You get to make whoopie with some of them, you turn into a woman, you see the odd pair of lady-bumps - it's brilliant.



4 EANHPLA HOCKEY - MEGA DRIVE

As near perfect as a two-player game

gets. All Electronic Arts' sports games on the Mega Drive are excellent. I played EA Hockey until my danglies dropped off and I think this is improvement enough to warrant buying, even if you do have the original. However, don't complain to me if you do get it and think that it's too similar, because I won't care. I'm like that - ask my Mum.



5 PINBALL FANTASIES - AMIGA

I'm going through a real pinball stage just now, it's lasted for about five years. This game really annoys me, because every time I sit down and think, "I'll just have one quick game", next thing I know, it's three months later and my girlfriend has run off with Andy Crane (a smashing bloke, incidentally).

CACK GAME OF THE MONTH

Yes! For every Eastenders there is an Eldorado just waiting to irritate your bowels and this month it has to be the outrageously inept *Splatterhouse* on the Mega Drive. "Gratuitous blood and guts do not a good game make," as Norman Lamont says, and this is monotonous, sad, pathetic, boring and it smells. Lots of people have bought this game - I worry for the future of this fine country.

VILLAIN OF THE MONTH

If someone really racks me off, I'll tell you, so that if you see them in the street, go up and slap their head and say it's from me.

This month - Chris Evans - Big Breakfast presenter. Because he slags off Steve Wright all the time and Steve's such a good friend of mine we practically live together. Second, because he has ginger hair - always a no-no in the cred stakes.

DOMINIK'S FAMOUS FRIENDS

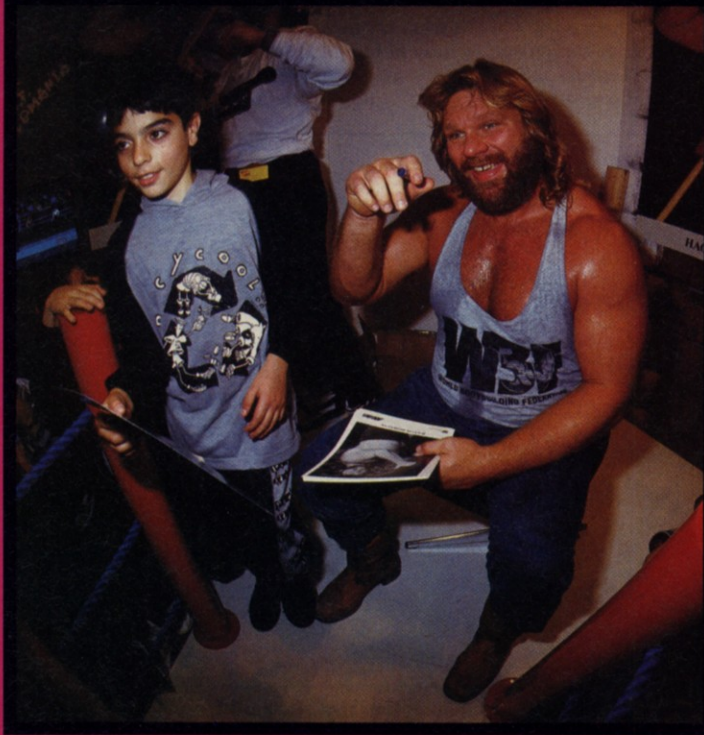
Every month I'll give you my rundown on one of the special guests on GamesMaster. I'll tell you what they are really like, whether they're good at games and which football team they support. Or, sometimes I'll just make everything up.

This month it's a (GamesMaster) day in the life of Hacksaw Jim Duggan.

- 1100 hrs The unfeasibly hairy Hacksaw Jim Duggan arrives on the GamesMaster holiday camp.
- 1102 hrs The unfeasibly hairy Hacksaw Jim Duggan goes berserk.
- 1105 hrs The unfeasibly hairy Hacksaw Jim Duggan goes down into the pit.

Who needs Piers Morgan with celebrity gossip like this!

Next month: Teen pop stars Take That and East 17 discuss Eastern philosophy over a crispy cod in batter.



CLOSING CREDITS

I'm sure you're all avid viewers of the GamesMaster closing credits. Every week, you will see lots of names zipping up. Some of them are real people who contribute to the show in some small way. Each month we'll tell you about one of them, so that next time you watch the show you can say "there's that bloke with the pierced nipples" or something like that. This month - Jane Hewland.

Jane is our executive producer, company chairperson and the woman responsible for the televisual wonder that is GamesMaster. She is also my boss. She is a beautiful person and I am not worthy to wash her greasy teacups.



This glamorous and exciting TV prop will be winging its way to the winner of Dom's Cack Competition. Phew, the magic of telly, eh?

Well, the column is nearly over, just time to tell you a couple of last things before I go. First, if you have any comments, questions, bottom-kissing compliments or career-concluding criticisms about GamesMaster (the show, not the mag), write to me at Dominik's Big Purple Column etc,etc and I'll try and feature the least tedious ones in the column.

Second, there is Dominik's Cack Competition, so called because the prizes are rubbish. Also, as you may have noticed, this coupon is stuck on the wrong side of the page, by the staples, making it extra-difficult to cut out. How cack can you get? Anyway, if you're still interested all you have to do is complete the following sentence:

Dominik's red jacket is...

.....

in ten words or less. The winner will win a white carnation actually worn by me on the show. Cack or what?

Third, if you'd like a bit of my column for yourself, complete this sentence:

I think you should say hello to me because...

.....

in 17 words or less. No prize at all, but if anyone can come up with anything remotely interesting I'll print it, because I'll print anything.

That's it for this month, hope you enjoy the rest of this splendid magazine.

You can write to Dominik at:
 Dominik's Big Purple Column
 GamesMaster, Future Publishing
 30 Monmouth Street
 Bath, Avon, BA1 2BW

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Nintendo at **WOOLWORTHS**



Let's face it, only GamesMaster packs the punch of Frank Bruno, the wit of Tony Slattery and the collective cool of Take That in just ten short weeks? Who else can deliver the irony of Vinny Jones playing *Soccer Brawl*, the glory of the Gladiators and a WWF spectacle starring Hacksaw Jim Duggan and British Bulldog? The GamesMaster TV show has done all this and more, but with 16 programmes to go this season, what can we expect?

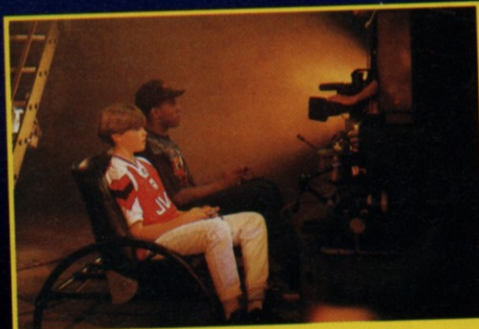
As always, GamesMaster will feature all that's moist and intimate in the world of video games. Watch out for the hottest reviews and features on television, the best in games playing guidance and some quite monumental celebrity challenges. The best is yet to come.

DECEMBER'S DELIGHTS

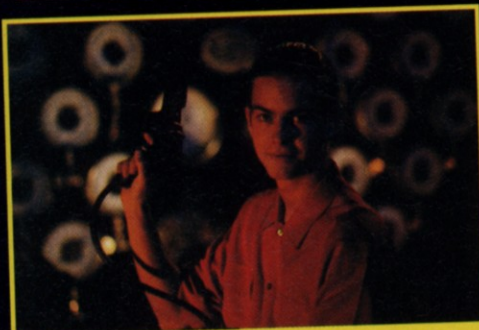
To whet your appetites, here's a sneak preview of December's televised delights, courtesy of old dome head himself.

Kristian Schmid, better known as Todd from Neighbours, brings a decidedly antipodean flavour to GamesMaster with some sci-fi swashbuckling on the Atari arcade game *Space Pirates*. He may have mastered everything down under and enjoyed himself in the bush, but this is GamesMaster, and not to be taken lightly!

Bob Holness, genial host of the students' fave Blockbusters, attempts to settle a family feud with his grandson Oliver. *Volfied* valiantly bridges the generation gap, but who was quickest on the draw? Find out on Christmas Eve.



Gooooooooooners striker Ian Wright faces a flurry of stiff challenges during a bout of *Super Kick Off*. But how does he fare?



Kristian Schmid, bulletin-board using Neighbours nice-guy swaps his school kit for a blazer of a different kind - a laser pistol!



Bob battles with his grandson on *Volfied*. Will his 'P' taking quizmastery help him paint those aliens into the corners? Er, no.



Top gamers Karl Roberts (left) and Reza Abdolali give each other a right booting on *Streets of Rage 2* from Sega.

TV

Kelly Sumner, managing director of Commodore UK, bravely accepts a challenge on the Amiga (surprise, surprise). But will he surprise us all with a demonstration of exemplary gamesmanship on *Humans*? Doesn't sound likely, does it?

NEW YEAR'S EXTRAVAGANZA

Earlier in the series, The GamesMaster enjoyed the company of Sega's former European champion and all-round good guy Danny Curley. Danny retired from active competition undefeated earlier this year. On New Year's Eve however, GamesMaster introduces Sega's new champions. Karl Roberts (UK champ) and Reza Abdolali (reigning Euro champ) clash in *Streets of Rage 2* on the Mega Drive. Reza was flown in from Germany especially to appear on the programme, and had to beg leave from National Service in his home country to meet GamesMaster.

On New Year's Eve three of the world's top sprinters race for gold at the GamesMaster stadium! Lynford Christie, Olympic gold medallist, Colin Jackson, Britain's greatest hurdler and Carl Lewis meet on Acorn's new home computer in their *Quest for Gold*.

Johnny Herbert, Formula One driver for the Lotus Team races his way through a special GamesMaster course on *Lotus 3: The Ultimate Challenge*. Will he steer clear of danger or retire early in this timely test of speed? Find out on the 10 December. (Oh, by the way - try typing "GAMES-MASTE" on the RECS password screen and attempt the challenge yourself!)

Three of the world's greatest arm wrestlers,





Life on the GamesMaster holiday resort is, well, brilliant. Not only do you get to play games all day, but you can, er, stand on a sort of metal staircase thing.

including reigning champion Psycho, flex their biceps on Jaleco's *Arm Champs 2*. Man versus machine in the ultimate test of cerebral ability.

And that's not all - don't miss out on GamesMaster's Christmas championship! Four worthy opponents from the magazine world meet at the rig to fight it out on *Street Fighter 2*. The first semi-final takes place on the 10 December, between mop-topped CVG adman Greg Watson and Mean Machines' Art Ed Garry Harrod, while Duncan McDonald from Zero and Paul Lakin (Game Zone) have their set-to on the 17 December.

The grand final takes place on Christmas Eve, so hang out your stockings for a televised tantrum guaranteed to take your breath away.

And that's about it for this month's TV schedules. It's like reading TV Quick isn't it? Well, sort of, except TV Quick has got stuff about other programmes in it, whereas we only have details on GamesMaster. So in that sense it's different.

Remember that if you have any views about the TV show, or want to ask a question of the man with the Purple Column, Mr Diamond himself, you can write to him at: Dominik Diamond's Purple Column, GamesMaster, Future Publishing, 30 Monmouth Street, BA1 2BW.

Next month, er, we'll tell you what's on during January, and there will be an extra special competition too.

GamesMaster is broadcast on Channel 4 each Thursday night at 6.30pm.

NEWS



Forget Kathy Lloyd and that one off Play Your Cards Right, the mysterious Diver is the ultimate award-giver-outer.

SICKBAGS AHOY!

Weak-stomached viewers and anyone of a nervous disposition would be well advised to skip dinner before watching the late December programmes, as their senses may well be unable to cope with the six staggeringly bad appearances of our own Ed, Jim.

Forthcoming challenges on *Streets of Rage 2*, *Pilotwings*, *Jimmy Connor's Pro Tennis Tour*, *NCAA Basketball*, *Super Soccer* and *Striker* are all marred by his stupid jokes and general crapness. And he even got told off during filming for falling asleep. The goon.



"Can you hear the Arsenal sing? Nooooo, noooooo!" Jim and Dom romp through a selection of family favourites for the Christmas Eve show.



So excited was Johnny Herbert with his performance that he fainted away, although some parts of him still seem to be working.



No-one has wrists like 'em. They're the World Champion Arm Wrestlers. Here the referee looks on to ensure that no legs are used.



"It's great when you get to meet someone glamorous and famous and they're a really great bloke as well," says Dominik.



One of the most touching moments in television. Hundreds of fans gaze longingly into the Diver's misty pit.



GREETINGS!

Welcome to the Games Arena. This is your chance to join battle with your fellow readers in a bid for the title *GamesMaster Magazine* Champion - you will no doubt have noticed the application form at the foot of this page offering you the means to enter the fray. If you are in possession of unusually advanced joystick skills and think you have the mettle to compete and win, I strongly advise that you accept the challenge. But more of that in a moment.

Now let us meet our first competitors. For this very special first challenge, I have decided it will be stimulating for you to witness a contest between two true masters of computer games. However, I could not secure any, so *GamesMaster Magazine's* own James and Adrian will have to suffice.

THE GAMES ARENA

IN THE RED CORNER...



Name: Adrian 'Ades' Price
Age: 19
Job: Gamesplayer, *GamesMaster Magazine*
Height: 5'10"
Weight: 147 lbs
Distinguishing Marks: Absolutely none
Fighting Style: Loud and erratic
Fitness Report: A strict 12-hours-a-day training regime and minimal exposure to daylight have kept Adrian in prime Streetfighting shape.

Pre-match prediction: "I really can't see that there's going to be any contest. James might be very good when it comes to bossing people around, but I'm the one with the skill."

...AND IN THE BLUE



Name: James 'Master' Leach
Age: 24
Job: Reviews Editor, *GamesMaster Magazine*
Height: 5'11"
Weight: 168 lbs
Distinguishing Marks: Not really
Fighting Style: Quiet yet determined
Fitness Report: Absolutely tippety tip top condition. No doubt about it. Well, maybe a little. Actually, quite a lot.

Pre-match prediction: "I've been looking forward to giving Adrian a good thrashing for some considerable time now, and I shall enjoy every last second of it."

THE CHALLENGE

There's only one game that is challenging enough to justify a challenge of such challenging proportions - *Streetfighter 2* on the SNES - the greatest beat-em-up in the world. Adrian and James can use any character they want, and it's the best of three fights.

**Let battle commence!
 Turn to page 26**

I FANCY SOME OF THAT!

We'll be doing all sorts of challenges in the future, from straightforward reader vs reader, through reader vs magazine player and reader vs gaming hero to reader vs celebrity, all culminating at the end of the year in a very special play-off for the title of *GamesMaster Magazine* Champion. If you want to enter for one of the challenges, simply fill in the form below and send it to:

Games Arena, *GamesMaster*, Future Publishing, 30 Monmouth Street Bath, Avon, BA1 2BW

Name:

Address:

I am a complete gaming hero and wish to enter a forthcoming *GamesMaster* challenge. Here are five of my terrifyingly good high scores:

| Game | Score |
|-------|-------|
| | |
| | |
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PERSIAN PRINCESS, PALACES, & PRISONS...

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DOMARK

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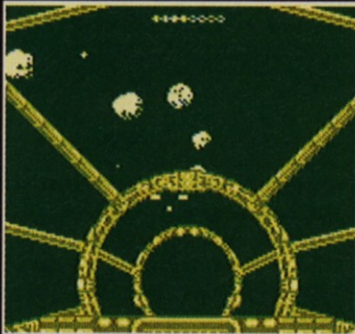
STAR WARS

FROM - **UBISOFT**

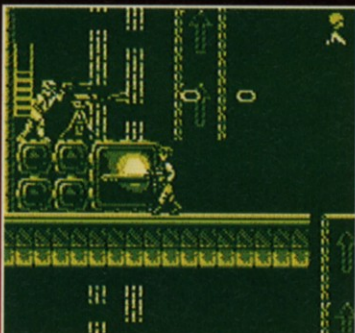
PRICE - **£24.99**

It might be 15 years late, but there's a reason for that. They didn't have any Game Boys in those days. But, tardiness notwithstanding, the plot is exactly the same.

You as, of course, Luke



Ooh. An asteroid storm. Very pretty, but you'll still need to dodge and fire like a maniac to avoid being puréed horribly.



Luke takes on the Stormtroopers defending the death-star. He may be out-numbered but he's got the Force on his side (and a big gun).

FOR - **GAME BOY**

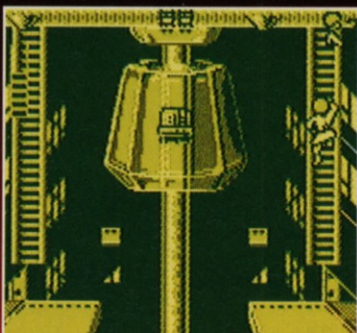
AVAILABLE - **DECEMBER**

Whatsisname (it's all so long ago) must drive round Tatooine in a landspeeder. There are Banthas, mines, rocks and other annoying obstacles littered around, but once you've avoided them the rewards are great. You'll find R2D2 (whatever that is), Han Solo, Obi Wan Kenobi, a blaster and some shields for something called the Millennium Falcon.

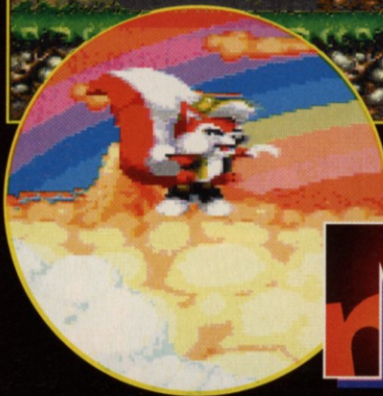
The game boasts vertical and horizontal scrolling sections as well as some impressive 3D asteroid-dodging.

Star Wars has 22 levels, making it one of the largest Game Boy games around (or certainly the one with the most levels anyway). You can change your character to become three different people; Luke, Han and the other one.

Look for a review next month!



If you really want to ruin Vader's day, destroy the central generator (seen here). But it's not easy and you'll have to stay on the ladders.



Mr Nuts' swooshy tale will soon see off these venus, um, squirrel-traps.

MR

FROM - **OCEAN**

FOR - **SUPER NES**

PRICE - **£39.99**

AVAILABLE - **JANUARY**

Life in the forest is never dull. Well it's sometimes dull. Most of the time. Okay, it's always as dull as can be. But it doesn't have to be this way. At least not when Mr Nuts is around.

Mr Nuts cares little for the shallow squirrely world of foraging and nicking stuff from birdtables. Instead, he yearns to go exploring. More than anything

he wishes to make his way through six precarious levels of platform-related action, with three stages per level.

Of course, not everyone in the forest is supportive of Mr Nuts' escape from the tedious woodland routine. A large supply of arboreal antagonists are lying in wait for him to trip his merry way past, whereupon they intend to beat him severely for his disruptiveness.

Three rousing cheers, therefore, for Mr Nuts' acorn-firing ability. This should be enough to

CAN CHUN LI BEAT BLANKA ON SKILL LEVEL 7 USING NO SPECIALS?



"Hang on, I think my joypad's come loose! Wait a minute - I didn't want to be Chun Li! Can we start again?"

ROUND ONE FIGHT



The boy Adrian lands a couple of quick slaps, stunning James. But dawdles around, allowing James to recover enough strength...



...to electrify himself (and Adrian) by furiously tapping his punch button. Unless Adrian jumps away, James will get him into...



...a particularly uncomfortable head-gnawing situation. Losing any semblance of co-ordination, Adrian prepares for defeat.



Pulling back to the far edge of the screen and then tapping his D-pad left with fire, James spins in and dispatches the upstart.



rending asunder the tranquility of Mr Nuts' woodland environment is this particularly horrible end-of-level guardian. His eyes bug out! His tongue lolls about! And even his dentures come into play...

NUTS

dispatch even the hardest forest-floor dweller. He has also been given the curious skill of swishing his tail round and knocking potential adversaries out as it swings in front of him.

It may just be a game about a squirrel, but *Mr Nuts* has that classy, smooth look that could only be described as cute. But we won't do that, because cute is one word we don't like to use in GamesMaster (another is 'hooters'). Anyway, the world of *Mr Nuts* is a massive, varied one. If you're prepared for detailed,



It's not all woodland exploration for Mr Nuts. Here, for example he explores, er, a woodland cottage. smooth-as-silk graphics depicting the more seamy side of woodland life, you should await this one with bated breath.

JIMMY CONNORS' PRO TENNIS TOUR

FROM - UBISOFT
PRICE - TO BE ANNOUNCED

FOR - SUPER NES
AVAILABLE - DECEMBER

In his heyday, old Jimmy couldn't half thump the odd tennis ball around. Presumably this is why UbiSoft have deemed him worthy of his own game.

Many of the other players in the game are loosely based on real tennis stars, and the idea is that you study these, find their weak spots and then hammer them remorselessly into the ground. There are a greater variety of shots possible with *Jimmy Connors' Pro Tennis* than with any other tennis game (say UbiSoft, at least), and by combining your button-presses, you can carry out dozens of different strokes.

There is a choice of hard court, grass or clay, each of which has a distinct effect on the ball, and the tournaments take place in several

great climatic regions of the world.

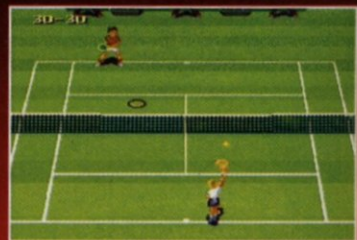
Depending on the skill level you've set, you get to control the different aspects of your game. On beginner level, your player automatically gets himself into the right position, leaving you to simply select the type of shot and angle you wish to play. Professional level forces you to do everything yourself.

In true console style you can view a vast array of statistics about your current match, and the idea is to work out where your strengths and weaknesses (and those of your opponent) lie.

So, are UbiSoft right? Will it turn out to be 'the most realistic tennis simulation around'? You'll have to tune in for our review next issue to find out.



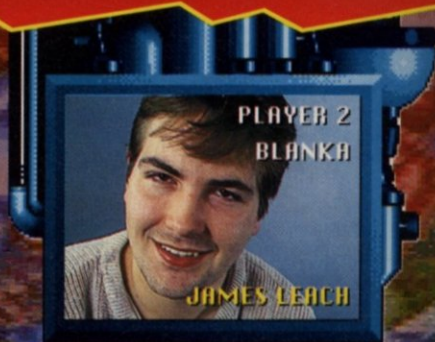
Toby Mueller, ranked 2,345,377 in the world, proves that even he can beat Jimmy in straight sets.



Serving instructions: direct the black oval into the opponent's area and release the button. Easy.

"Excuses, eh? I wouldn't mind if he said 'My brain's not working' or 'my eyes aren't plugged in,' but no. Git."

ONE ROUND TWO



Oh dear. Adrian fumbles with his pad and stabs the buttons with no hint of skill or purpose. Can he really go down so easily?



Hooray! His random slapping of buttons finally pays off and Chun Li performs her deadly Hundred Foot Kick.



Taking his eyes from the screen to ask if anyone saw the last move, Ades takes the full force of a low leg sweep.



A further nine seconds of humiliation culminates in a fierce combination from James. And the first fight goes to... James!

JAMES POND 3

OPERATION STARFISH

FROM - MILLENNIUM
 PRICE - £TO BE ANNOUNCED

FOR - AMIGA/MD/SNES
 AVAILABLE - EASTER 93

There's something fishy going on on the Moon. No, sorry, it's something cheesy. James Pond's arch enemy, Dr Maybe, has set up a base there. It turns out that the

Moon is made of cheese after all (and plenty of other dairy products, too, but more of that later), which is why the dastardly doctor has taken rats from Earth to work in his new cheese mines.



He's doing this so he can send the dairy produce back to Earth, flood the cheese market and so send the planet into financial chaos. Dr Maybe can then step in and rule the world. Pond must stop him... if only

Mouldy cheese with mushrooms make up The Swamp. These are some of the building blocks which are used to construct those levels.

he can find the cad! Dr Maybe's hiding in one of 100 levels. The chances are it will be the last one you come across.

Operation Starfish is a different kettle of fish to Pond's previous missions. "It's the biggest *Pond* game yet," says Millennium's Ian Saunter. "It was originally going to be ready for this Christmas, but now it's too big and... too good really."

Chris Sorrell, the man behind *James Pond* and *RoboCod* (Steve Bak wrote *The Aquatic Games*), is providing the pictures and programming required to bring *Operation Starfish* to life on the Amiga and the Sega Mega Drive. Millennium are also converting *Operation Starfish* to the SNES, although Chris won't be handling that one - he's got quite enough on his plate as it is.

"I have to write with the Sega in mind," Chris explains. "With the Amiga you have disk space to store things, but with the Sega there's only so much room on a cartridge - and a lot of that's taken up by the graphics."

There are a great many differences between *Operation Starfish* (formerly *Splash Gordon*) and its precursors - and dozens of natty new features, too, such as Finnius Frog. "The F15H agents play more of a part in this one," says Chris. "Pond's not just up there on his own, he has some back-up. Finnius Frog is a trainee agent who's been assigned to help Pond on his new mission. He's a bit stupid really, but he can carry things. You get to play Finnius, but when he snuffs it the control goes back to Pond. They have their separate lives."

Then there's the Map Screen (an incomplete version is shown here), which is used to show and plot Pond's progress from the bottom left-hand corner - the starting point of his mission. When the first level is completed, Pond hops right into a rocket and is given enough fuel to move on to an adjacent level. Secret routes and levels are found by collecting special tokens.

"There is a high number of ways of going through the map," says Chris. "It's supposed to be that a whole world has evolved on the Moon, so it's not really a series of separate levels. The levels aren't so much a series of platforms as complete sections of the landscape. I want this to be remembered as a game where everything's in context. That's why the whole thing's dairy based, and all the backgrounds are natural or made by Dr Maybe.

"For example, Egg Yolk Island is a big stack of cheese wedges. You start at the bottom and you have to work your way up to the top. There's an easy and hard way up.

The island's sinking - a bit like *Rainbow Islands* I guess. If you make it to the top, when it's sunk you can hop

THE ENEMY

Here are a few of the characters Pond meets on the Moon...



Blue Robot Mouse - Not tooo nasty



Red Robot Mouse - Kamikaze



cAT cAT Walker - Can you guess what inspired these?



Worms - Will probably appear in the swamp



Flying Cows - Relatives of the one who jumped over



Miner Rats - Mean, pick-wielding rodents



PLAYER 1
ZANGIEF

ADRIAN PRICE

"Right, right. I'm getting it together now. Yes! Double kick - have some of THAT, Leach! Oh dear."

ROUND ONE FIGHT



The hand of Honda lands a hundred slaps on the unsuspecting Zangief. Adrian has started badly. Again.



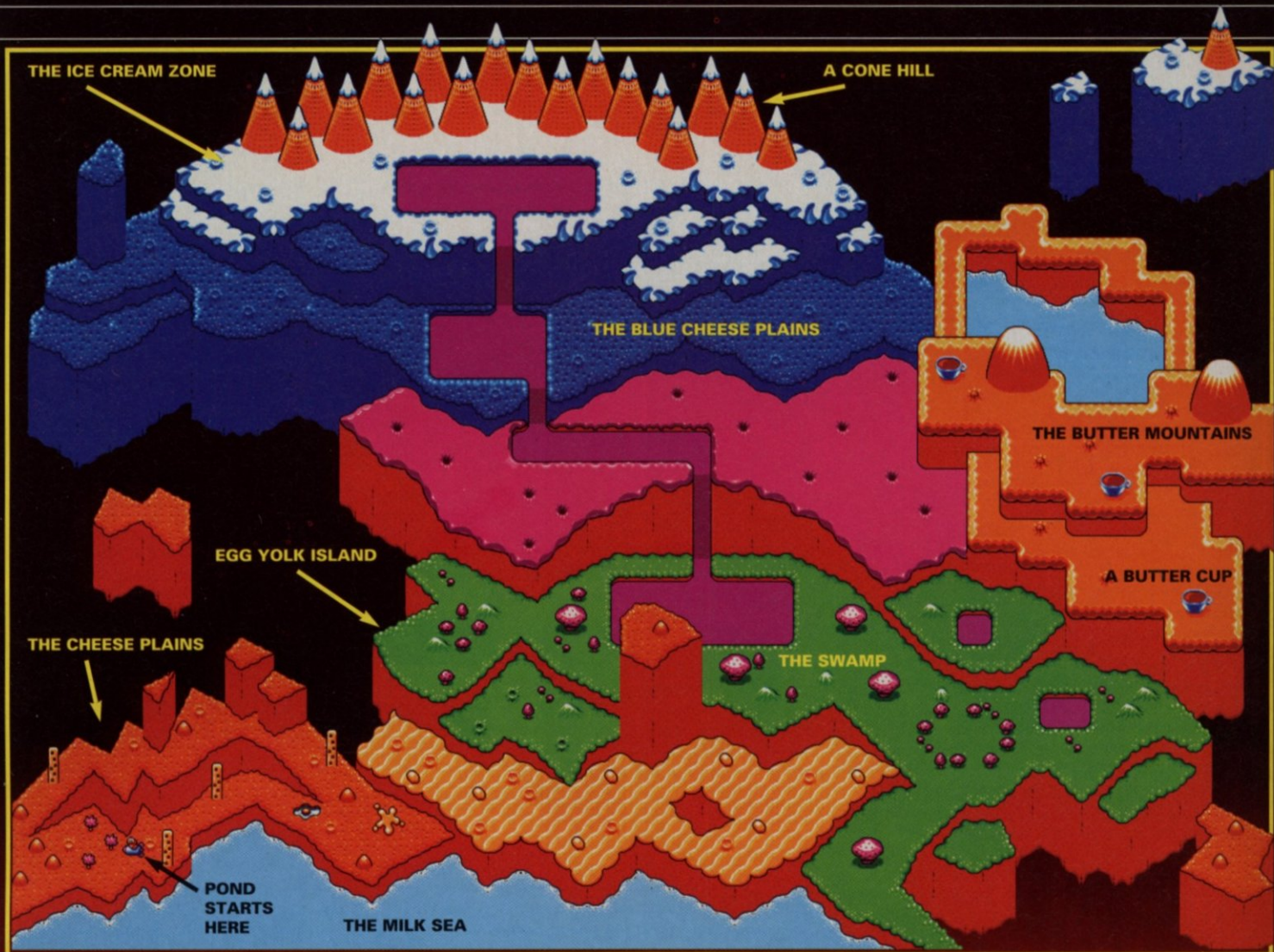
But he comes back with a stunning double-kick to the head, almost halving the fat Jap's energy. Can Ade win from here?



Er, no. Moving in close and hitting the heavy punch, James manages to squeeze all the strength out of Adrian.



And with yet another long-distance attack, James sends Adrian packing. This is looking like a white-wash!



A map to make your mouth water. It'll also help to guide you through the moon's mysterious maze of secret routes and passages.

straight on to a small boat which will probably take you to a hidden area. "There are underground levels as well – the actual Moon caverns, and below those the slime caverns. And there are the cheese mines of course. I

might have it so you have to get through them and then blow them up. I don't know if there will be any mine carts in the mines. There seems to have been a spate of those recently, so I don't really want to do them. There

probably will be 'boss' characters at the ends of all the sections, but I don't know yet. I want to do something a little bit different. "I'm using a new style for *Pond 3*. This one's a cross between the very

simple, outlined look in, say, *Mario*, and Disney cartoons for the animation. You will notice that everything blinks – even the Moon Buggy. It's to give them more life. More character. There are a lot more animation frames for *Pond*.

"Work! Work! Bloody joypad! Where are all my special moves? Oh, Honda's crap! Oh noooooo!"

TWO ROUND TWO



This is clearly a new Price we're seeing at the start of this round. Not a blow landed on him! And he's got James in a corner!



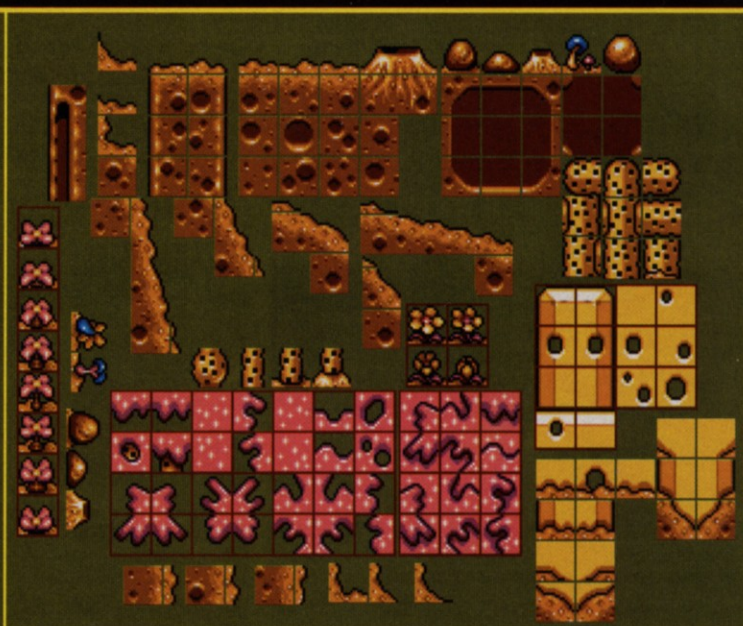
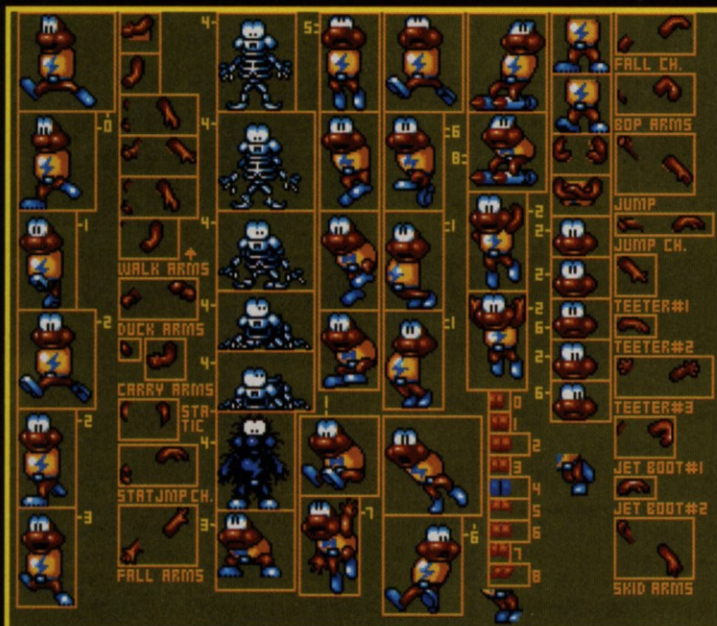
But with calves the size of baby elephant's, James' Honda slams away at Zangief's strength, evening up the score.



With a triumphant squeal, Adrian spins round on one leg and successfully fills the face of his wobbling opponent.



And – horror of horrors – Adrian grabs hold of James and suplexes him into the concrete! One round all!



James Pond 3 in the development stages - Chris builds up a screen from blocks such as these. He takes some of that purple background for the layers of parallax and plonks the cheesy-looking pieces on top. The sprites (Pond, Finnius et al) come later. (Pond's arms are attached separately - it gives him and Chris far greater flexibility). And before you know it, a level has been constructed!

"Pond is made up from different parts. He can run and jump and duck. He can carry items which do different things. Some of them are used as soon as he picks them up, others he can throw at the enemies or use them when he needs to."

Pond's a fast mover, too. ("At least as fast as Sonic," says Chris.) And he needs to be, so that he can build up enough speed to negotiate some of the longer, steeper inclines. He also has a trick up his sleeve...

Pond had the ability to blow bubbles in *James Pond* and could stretch in *RoboCod*. In *Operation Starfish* he's wearing Gravity Boots which enable him to stick to almost anything. "He's wearing these boots, but he's still a fish so his feet are pointing out and he moves like a running fish," says Chris.

"All this sticking to walls is quite complex to do. It's why this one's taken so long." Pond can run around balls or the walls, and hang upside down. Chris is currently considering a Boss character who's so large that Pond will have to run around it.

James Pond 3: Operation Starfish will be available for the Amiga and Sega Mega Drive sometime around Easter of 1993. A SNES version will appear a little later.

After that, *James Pond* will be returning in a new adventure but what form it will take has still to be decided. There are pun-believable possibilities... Bass-ic Fin-stinct, Dances With Fish, Carry On Fishing, The K-rays, The Cod-father, Whitebait Can't Jump... The list goes on and on. And there's every reason why the Pond character should, too.



A complete screen from *James Pond 3*. This one may not appear in the final version, but it gives an idea of what to expect. The crescent moon shows how many bonuses Pond's collected. "And maybe for extra lives or gadgets to be delivered for every, say, 50 moons collected," adds Chris.



"Oh yeah! Like he would really get stunned like that in real life. Prepare to meet your maker, fatso!"

ROUND THREE FIGHT



James takes an early lead, pushing Adrian back and into a corner. Sadly, he doesn't make the most of Ade's dazed state...



...allowing one of the most spectacular comebacks in *Streetfighter* history! First, there's a kick to the chest...



...then a devastating over-the-shoulder throw. And finally, the most deadly move in Zangief's arsenal...



...the Tiptoe Attack! (Well, actually, he's kicking James in the shins, but it looks a bit tip-toey don't you think? One fight all!

THE EQUIPMENT

Here's a selection of the handy items which Pond finds on the Moon. The fruit and cakes aren't shown here. Yes, it's crazy but true: Pond can pick up equipment in the form of large fruit and cakes. He actually wears the fruit (or cake) and can then roll into the enemy characters! It also serves as a disguise, because certain enemies – probably the robot guards – won't recognise Pond when he's dressed up!



MOON BUGGY
It's based on the car seen in *RoboCod*.



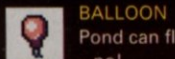
ROCKET
It drops off Finnius and is also used by Pond to travel between levels.



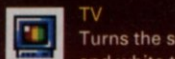
TREASURE
Good news for bonus seekers!



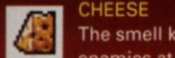
SPRINGS
Pond bounces higher – no!



BALLOON
Pond can float to new heights – no!



TV
Turns the screen from black and white to colour or vice versa. "That's a little something left over from *RoboCod*," says Chris.



CHEESE
The smell keeps some enemies at bay.



HAT
Protects Pond's head.



WEIGHT
Pond falls faster when he's carrying it.



UMBRELLA
Pond falls slowly when he's carrying it. "We used this in *RoboCod* and it worked well so here it is again," says Chris.



FINNIUS TOKEN
A rocket ship races on to the screen and Finnius drops out, ready to be controlled instead of Pond.



DYNAMITE
The fuse starts burning as soon as Pond (or Finnius) picks it up. Watch out!



TEETH
They chomp back and forth, noshing anything in the way.



BOMB
Once Pond or Finnius has touched it, it explodes seconds later.



FRUIT GUN
It shoots small fruits.



ROCKET BOOTS
Put whoosh into Pond's walk with the aid of this high velocity footwear.



GUM
Its stickiness gives Pond greater traction for climbing up those steep walls.



POISON
As with all toxic substances handle with extreme care! This causes Pond to lose a unit of energy, but it has a slightly stranger effect on small frogs...

THE MAN WHO WOULD BE POND

One minute Chris Sorrell was leaving school, the next he was drawing for veteran programmer Steve Bak. Together they brought *Spitting Image*, *Dogs Of War* and *Fire And Brimstone* to the Amiga and the Atari ST.

"I never saw myself as an artist, only a programmer," says Chris. It wasn't long before he was given a chance to prove his worth: writing a conversion of *Yolanda*, an updated version of Steve Bak's cult favourite, Commodore 64 platformer *Hercules*. "It was only a small project, to prove I could code. I'd never really written anything before that."

Millennium's Ian Saunter takes up the story: "After *Yolanda*, Chris wanted to do his own thing, so he started *Guppy*. We thought: we can't call a game *Guppy*. And so we sat down to come up with a name for the character and Michael Hayward [Millennium's managing director] said: how about *James Pond*? And we thought: yeah! So we called Chris and at first he didn't sound keen – he was set on *Guppy* – but then all of a sudden he said: Oh, I see! And he went off and got on with it. The rest, as they say, is..."

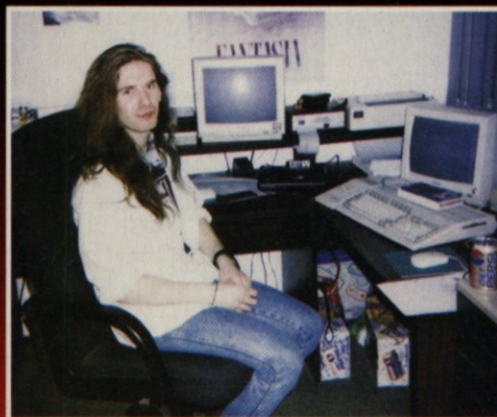
History is in the making for Chris Sorrell and Millennium. *James Pond's* slowly but surely doing for them what *Mario* and *Sonic* have done for their parent companies. And he's British! Hurrah! *RoboCod* has achieved sales in excess of 100,000 and Chris has a smashing framed gold cartridge to prove it.

"Each *Pond* game so far has been inspired by a classic Commodore 64 game," Chris reveals. "*Pond* was *Gribbly's Day Out* – I like that a lot – and *RoboCod* was *Thing On A Spring*. *Pond 3's* similar to *Nodes Of Yesod*."

"With *Operation Starfish* the story flows from beginning to end. That's the way it works. I choose a new environment and tie in with it as many themes as possible. I'm always finding new things I want to do, but I don't always have time to get round to doing them.

"*RoboCod* could have done with a lot more polish, which *Pond* had, but the mapping could have been done better – there were some bits that were unplayable, and all that going back and forth was a bit of a pain. But I've learned more about design."

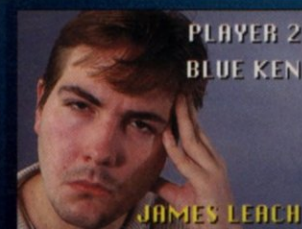
Chris is more of a *Mario* man than a *Sonic* slave. After a hard day's work on *Operation Starfish* he's currently unwinding with *MarioKart*.



The man who would be Pond... a no expense spared Polaroid picture of James Pond author Chris Sorrell at Mission Control, ie, his desk.

" Oh what? You cheating sod Adrian!
Go back to the normal joypad! Ref!"

THREE ROUND ONE



Moving straight in for the kill, Adrian grabs James' tracky-top and gives him a serious chucking, inflicting big damage!



James rounds on Adrian and tries an aerial assault, only to receive a heel in the face. Adrian has really got his act together...



...but the excitement of impending victory is sufficient to distract Ade enough to let James get a throw in.



But it's not enough! Adrian steps forward, gets a firm grip on James' lapels again and throws, winning the bout!

GUNSHIP 2000

FROM - MICROPROSE
PRICE - £10 TO BE ARRANGED

FOR - AMIGA
AVAILABLE - JANUARY

MicroProse are quite well known for producing the odd decent simulation, so whenever a new one appears on the horizon, there is usually an



A rather fetching pic of an AH-64 Apache copter. Very dangerous.

expectant buzz of anticipation around the industry.

The game is set seven years from now (in the year 2000, strangely enough), so the business of destroying things with a helicopter has advanced slightly. You've still got missiles, cannons and rockets, though. In fact, you've got some very, very attractive armaments, including Hellfires, Sidewinders, chainguns and heavy bombs.

Like F-19 Stealth Fighter, you can choose your mount, with options on an AH-64 Apache or the all-new (fictitious) AH-66 Comanche. There is a selection of missions to carry out, including destroying other choppers, armoured

ground targets, bridges and enemy command 'n' control centres. Hell, it's a war-zone out there... destroy anything you like, basically.

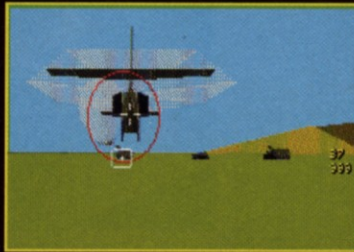
The idea is to skim rapidly over the 'nap of the earth' (under 100 feet) and hide behind a hill, popping up to loose off plutonium-depleted death at the folks on the other side.

Easy enough, but what if the sky is crawling with enemy 'copters and planes? Dogfight time - that's what. You must fly your Apache (or

Comanche) like a fighter, dodging, weaving, shuttling and crocheting your way out of the jaws of death and into a nearby ethnic handicraft shop.

As is the case with most MicroProse sims, you get to set up a pilot who gains experience, medals and critical gunshot wounds with every mission. You have the opportunity to command a section of choppers, with several in the air at once, all under your control. This is where the tactical element comes into play. Many of the later scenarios require you to plan movements, co-ordinate attacks and use scouts and spotters effectively. It's tough, especially when you're trying to fly your own 'copter into battle at the same time.

Overall, *Gunship 2000* looks to be another of the playable range of MicroProse games which have far more to them than just flying and shooting. It might be a difficult one to learn, but it should be worth it, especially when you consider the amount of speed and detail crammed into it. Watch out for the review in the next issue.



The chase-plane view lets you see the damage your missiles can do. Here a TOW-2 zips towards the foe.



The ever-so-vital 2D battlemat. You are the little 'copter-shaped thing, and you can use this to navigate towards hills, baddies and airfields.

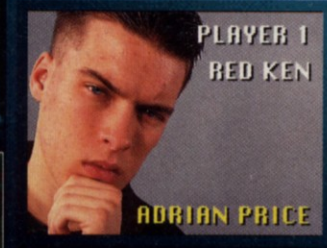
SO WHERE EXACTLY DO SIMS GO FROM HERE?

Ah. An interesting question. GamesMaster asked it of the team that wrote the Amiga version of *Gunship 2000*, who, for the record, are Mark Langerak, Kevin Buckner, Mark James (the programmers), and Paul Aycliffe and Eddie Garnier (the graphic artists).

"Well, we're concentrating on getting the frame rate as high as possible, whilst keeping the depth of the game. You can change the detail levels of the scenery, the targets and the cockpit."

So it's fast anyway, but on an A1200, *Gunship* is seriously sexy. And the future? Well, with the arrival of powerful, quick 32-bit machines, the games can get deeper, more detailed, much more attractive with 256 colours and so on, and they'll still be immensely fast. There'll be a new generation of sims you just can't be without.

THE ROTOR ON AN AUTOGYRO ISN'T POWERED; IT SPINS FREELY AND GENERATES LIFT, AMAZINGLY.



"I've got you now, James. Ha-har! Have some little stabby kicks. Why am I stunned? Oh."

ROUND TWO FIGHT



Ooyah! Adrian gets a devastating taste of James' inside leg. The on-lookers show their appreciation...



Stabbing the short kick button, Adrian shuffles James back along the screen, but he's not doing much damage, is he?



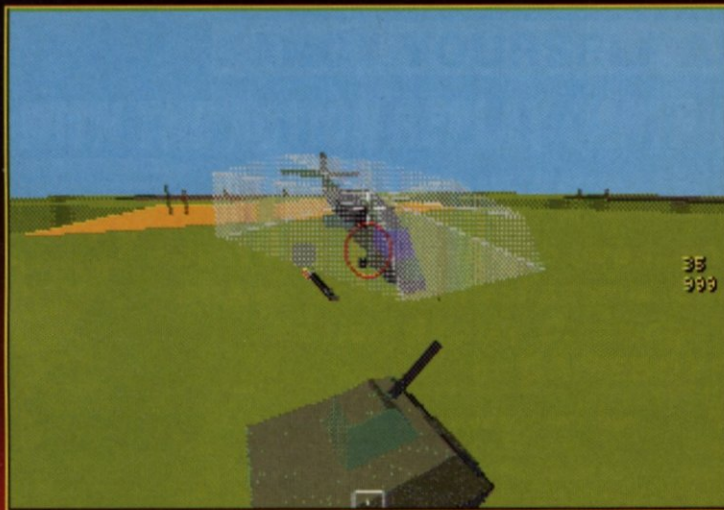
A couple of, er, seconds later, Adrian is stunned, with his energy way down. The merciless Leach steals himself...



...And low leg-sweeps Adrian clean off the screen. Who could have ever predicted such a nail-biting climax? Eh? Who?

JOINING THE ROTARY CLUB

Flying a helicopter is a damn sight more tricky than driving a plane around. Cyclics, collectives, tail rotors and, er, loads of other things all vie for your attention. Here, then, is the GamesMaster guide to the dashboard...



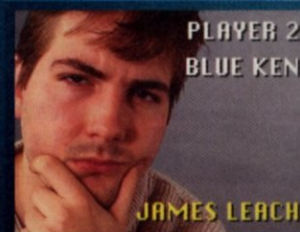
The moment of truth. Coming stupidly close to the enemy anti-aircraft unit, the Apache fires a missile which surely cannot miss at such range.



As you leave your base on another mission, a damn fool under your command whizzes past you. Have his guts for garters when you return.

"I shall not be denied the title. Even if I have to resort to real physical violence. Adrian shall not win..."

THREE ROUND THREE



Like a man possessed, Adrian hurricane-kicks his way across the screen, catching the day-dreaming Leach badly.



The onslaught continues... with James taking repeated blows to the ankles and toes. It's painful stuff.



James fights back the only way he knows how, by cheating. While this shot was taken, he actually punched Adrian's neck.



But to no avail. A final knee to the danglies sends James reeling. The score is two fights to one! Adrian is the champion!

VR

60
MINUTES OF
SENSORY
OVERLOAD

Cyberdelia

**UNCHAIN
YOUR
BRAIN**

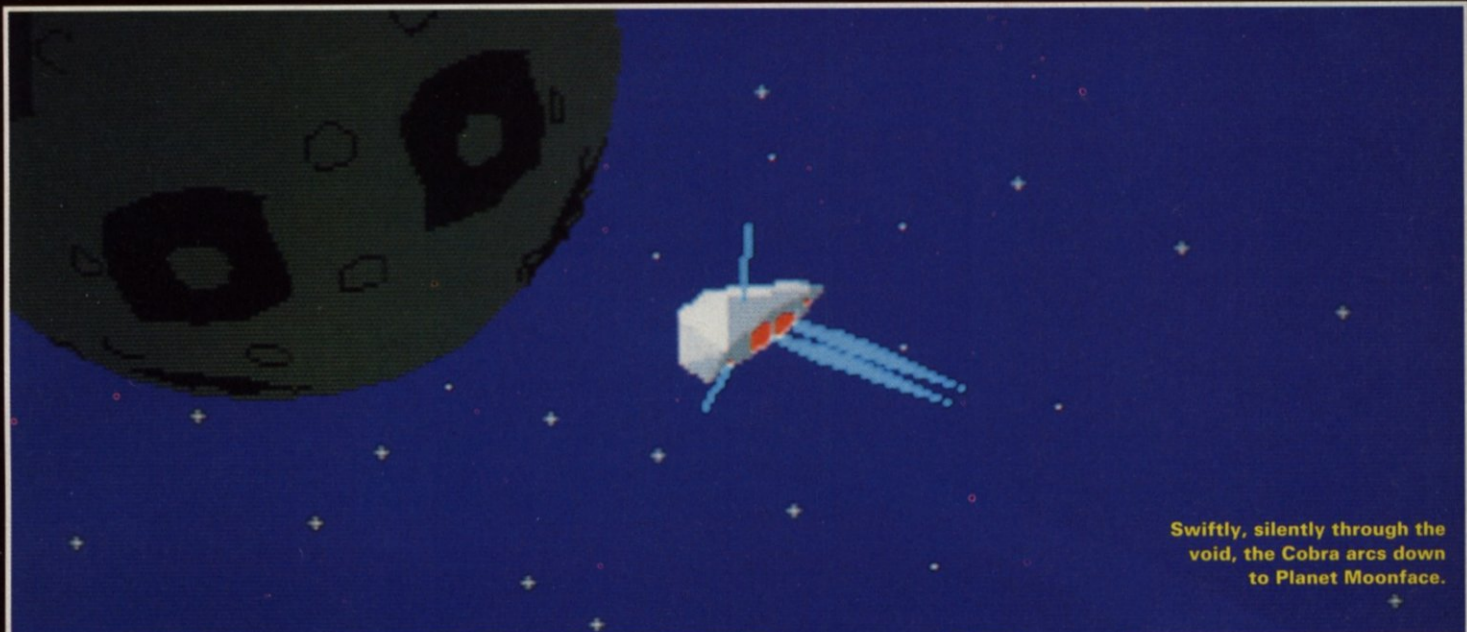
INCLUDES: **2** PAIRS OF
SPECIAL FX
SPEX

**OUT
NOW!**



**PRISM
LEISURE
VIDEO**

VHS VIDEO
PLATV 952



Swiftly, silently through the void, the Cobra arcs down to Planet Moonface.

ELITE 2



FROM - KONAMI
PRICE - £TO BE ANNOUNCED

FOR - AMIGA
AVAILABLE - JANUARY

The forthcoming *Elite 2* has been hailed as 'the most eagerly awaited game ever'. It could well be true. *Elite 1* changed the face of computing when it arrived on the BBC micro in 1984 and people still talk about it now.

Elite 2 is nearly here, and it looks rather impressive. The original *Elite* had 2,000 planets. *Elite 2* has a slightly larger 100,000,000,000. There are orbiting space stations to dock with, even cities on the planets to visit. There are millions of other vessels, plying their trade, legally or illegally, throughout the galaxy; there are cultures, empires, federations and hegemonies - you can visit them all.

The idea of the game is simply to

trade, earn money and become the best pilot with the hardest craft. Becoming 'elite', in other words. This can be done lawfully by carrying legitimate goods around the galaxy according to the laws



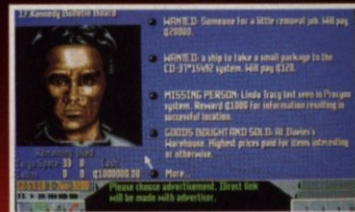
Excellent Commander! We've successfully jettisoned that huge, annoying steering wheel.

of supply and demand, which means fending off the pirates who see you as a soft touch and try and nick your stuff in-flight. It can also be achieved by operating outside the law, ripping people off left, right and centre and generally destroying the honest folk who are trying to earn their crust.

Either way, it's a mammoth undertaking. Apparently much of the action takes place in our galaxy, which has been painstakingly mapped by Braben and his astro-physicist chums. Each solar system is unique, of course, and instead of having simple ratings and technology levels (as in *Elite 1*), there is a wealth of data on them.

Braben has spent a great deal of time concentrating on the graphics. And rightly so; at this stage they look very, very impressive. A vast amount of detail has been included. For example planets near the suns cast accurate shadows over large parts of space

Ah, the Urveho system. The only one in the galaxy to orbit a large cheese and pineapple pizza.



Well at least in the future Ceefax has been given decent graphics. You can always find a job, too.

(although how you're supposed to see these is a mystery).

Elite 2 - Frontier is shaping up to be the biggest space opera yet seen. People are going to be disappearing into it for years and their families are going to be worried. See the full review next issue.

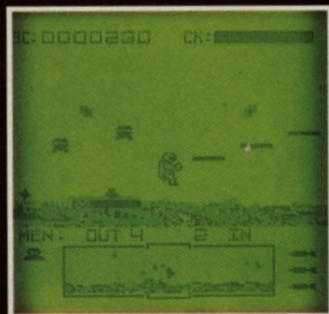


OK. So you go along the A37, then turn left at the Horse and Ferret, before going to warp speed and coming out of a wormhole near Exeter.

DROPZONE

FROM - KONAMI
PRICE - £TO BE ANNOUNCED

FOR - GAME BOY
AVAILABLE - FEBRUARY



Our hero bravely floats above the planet, killing things.

A bit like that old shoot-em-up *Defender*, *Dropzone* is a fast paced 'collect the hostages from the evil aliens before they eat them' sort of game.

A lot like *Solar/Lunar Jet Man* on the NES, what you have to do is ensure that the human population do not come into the clutches of the alien horde. You can get some extra 'smart bombs' to clean a particularly infested screen.

That's about all there is to this game, but that's all it needs - fast, frenetic gameplay is worth loads in anybody's book.

WING COMMANDER



... but it is especially difficult when he is as young as LES.

FROM - MINDSCAPE
FOR - SNES
PRICE - £TO BE ANNOUNCED
AVAILABLE - FEBRUARY

The Time: 2654 AD
The Place: Outer Space
On board the Tiger's Claw
"Right, men, those dirty Kilrathi cats have attacked more of our shipping, we are at war. Get to the ships, your mission is simple. Find them, and then kill them."

For 20 years the human race has been at war with the Kilrathi. The battle for supremacy has cost millions of lives. However the humans have a new secret weapon, a pilot so skilled and talented that he will have the Kilrathi running for cover. Who is this ace? Well, he's you actually.

Wing Commander is one of the most long awaited releases ever. The PC version of the game has shown everybody that that machine can be a

Yes, obtaining a bus-pass is tricky when you're in the system of Rigellan IV. Poor Les is thwarted once more.



We are gathered here to pay tribute to one of our own, 2ND LT. JIM.

...And remember Jim's fatal error, men. A steady amber light means slow down, especially if young children are crossing the road.



Blue Angel squadron had first patrol. You Killer Bees have the next shift.

When you run out of heavily-armed battle-cruisers, it's time to send in a swarm of killer bees. Something tells me we've lost this war...

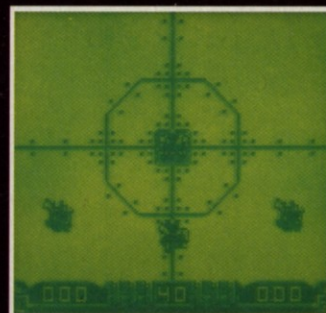
SPEEDBALL 2

FROM - KONAMI
PRICE - £TO BE ANNOUNCED
FOR - GAME BOY
AVAILABLE - FEBRUARY



Abandon hope all ye who are psychotic enough to play SB2.

In the future violence is considered to be the normal way of life and the sports of this time reflect that. As with the other versions of this game, you are placed in control of the worst team ever to grace the fields of speedball. It's your job to take the team to the top, building it into the most ferocious force in the league. The gameplay remains the same as in the other versions and all the training and transfer markets are there. This latest release is due the same success as that of the previous versions. Speedball 2 is due for release at the beginning of next year.



What does it matter about their stats? They'll all be dead after a couple of bouts, you mark my words. Every man jack of them.



And here's the fateful steel arena where blood is spilled, death is dealt, pain is meted out with ruthless and sadistic... (sniip).

WING COMMANDER

WING COMMANDER IS THE CLOSEST THE SNES HAS GOT TO AN INTERACTIVE FILM.

games machine and it is probably responsible for selling more PCs than anything else. Now Mindscape have brought the classic space shoot-em-up to the SNES. Will it arrive with a bang, or will it just fizzle out like a discharged laser?

Wing Commander is heralded as a 3D space combat simulator featuring some of the most breathtaking graphics you are likely to see in a shoot-em-up. It is more of an interactive movie than a normal game.

How well you perform in each mission affects how the rest of the game progresses. If you do mess up early on in the game, your missions will start to get less and less important. After all, wouldn't you rather be on the front line attacking Kilrathi fighters than escorting a small freighter through an asteroid field? There is no

glory in the easy missions.

Even when you aren't fighting, some of the graphics scenes are the best ever seen on the SNES, and remember, it isn't quite finished yet. You can talk to other characters to learn the basics of combat before getting your mission's briefing, and there the combat begins.

The finished game will have over 30 missions, enough to keep even the most experienced blaster going for ages. The flying and fighting is exceptionally fast and frantic; even on our preview version we were rocking on our chairs as the enemy ships flew past the cockpit.

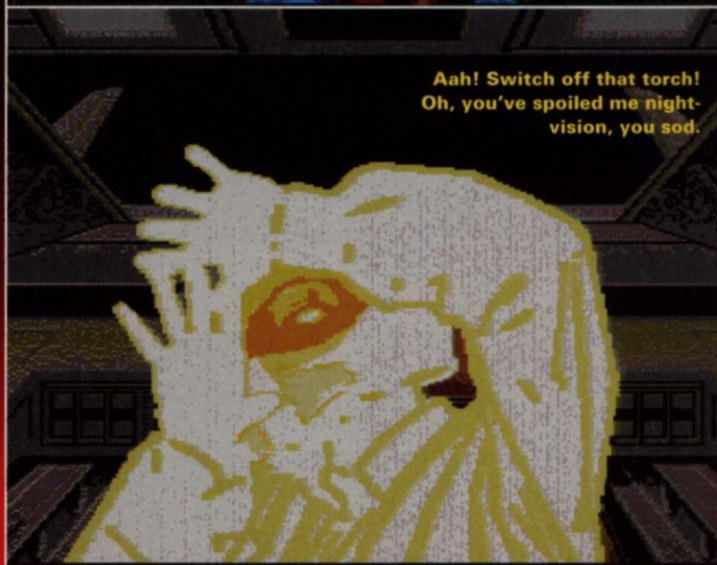
Just about every SNES owner in the country will be looking forward to this release, and in the next issue of *GamesMaster* we will be able to bring you a full review.



Evil alien Kilrathi empire-building mercenary heartless scum ahead, sir! Open fire at will, possibly thwarting their loathsome invasion plans.



Here you are, just about to fly into some sort of big spaceship thing. But hold on one second, is it one of our own spaceships? But where are those inter-galactic plasma bombs? Tally-ho!



Aah! Switch off that torch! Oh, you've spoiled me night-vision, you sod.

WALKER

FROM - PSYGNOSIS

FOR - SNES

PRICE - £25.99

AVAILABLE - JANUARY

From those nice chaps at DMA (who brought you the extra-cute *Lemmings*) comes a very violent shoot-em-up. You take charge of an ED-209 type robot that walks along some sort of desolate wasteground shooting everything in sight. It is simple in its design, but addictive. Hordes of soldiers try and attack your robot but inevitably get torn to ribbons by your twin machine guns. The control system is novel with the mouse controlling the direction the robot's head faces thus



Chuckle in glee as you spray the puny Earthlings with plutonium...

moving the gunsight, and the keyboard moving the Walker. It works better than it sounds, and on a gratuitously violent level at least, it looks like a stormer. Expect a release soon.



...then be concerned when you spot the snipers in the girders above your impressive blue steel head.

ROAD RASH 2

FROM - **ELECTRONIC ARTS**
PRICE - **£TO BE ANNOUNCED**

FOR - **MEGA DRIVE**
AVAILABLE - **JANUARY**

This classic bike game has long been a Mega Drive favourite amongst, er, people that have playing it. But now it has been given quite a face-lift by Electronic Arts, it would seem. One of the best features is the new two-player option with a split screen. As you'll imagine, two-bike punching-and-kicking race fun is now the main course, and it comes with a side-salad of new circuits plus a light but filling garnishing of updated characters.

There are also more weapons to use on the other riders. Chains are rather useful for wrapping around the visors of fellow racers, and, in *Road Rash 2* you can even knock the cops off their bikes.

This feature is in response to the

horrendous public outcry when it was discovered that it was in fact impossible to un-seat the police in *Road Rash 1*. Questions were even asked in the house, apparently.

A host of new, faster machines to ride have been included. These are now in addition to the best of the bikes from the first game, and there's an option to buy special 'nitro-bikes' which travel at exceedingly unsafe speeds. Be warned - these are likely to be expensive, so you'll have to be good at the courses to get your hands on one. Courses which are, as ever, packed with ordinary motorists trying vainly to arrive at their destinations without having to pick the teeth of the Rashers out of their radiator grilles. And speaking of the riders,



Aha! This'll be the desert section. Race through blistering heat with uncomfortable leather chafing.



Certainly be aware of vengeful eerie rock formations. Otherwise they'll cruelly scuff your tyres.

some old, familiar faces are to be found among the other competitors, but you'll still find a crowd of new young hopefuls ready to do battle.

Basically, EA have retained the style and many of the elements of *Road Rash 1*. All the quirky cow-hitting is still in, as is the car-jumping, the horrific tumbles which result in nasty skid-wounds and the frustrating run back to the steaming, knackered bike after a crash. The programmers have however enhanced, added and refined bits of the game, making it a two-wheeled,

thrilling, compound-fracturing experience that you'll be a fool to miss. The question remains, though, should you buy it if you have the original *Road Rash*?

At this stage the answer would appear to be a cautious yes, when you consider the changes which have been implemented

Of course, the two-player simultaneous option is the greatest enhancement. Everybody knows that it adds a great deal to any action game, so expect to see a Challenge appear in these very pages in the future.

And for the full review, watch this space (well, the reviews section) in an issue or so's time.



You want simultaneous two-player mode? You got it. You want a flame-grilled whopper with fries and a thick shake? Then go to a Burger King.

ROAD RASH

FROM - **KONAMI**
PRICE - **£TO BE ANNOUNCED**

FOR - **AMIGA**
AVAILABLE - **JANUARY**

Imagine, if you will, a terrifying world in which young folk have powerful motorcycles and are not afraid to race them at excessive speed. Imagine these mere children taking the races

so seriously that they punch and kick each other during them. Now stop imagining and start believing, for this is the world of *Road Rash*.

It's a 3D bike racing game with

added violence. It's a simple matter of racing 14 other dudes around a series of public highways, overtaking, avoiding, damaging and crashing into anything that pops up over the next blind bend.

There are five stages per level, and you must finish in at least fourth position in each stage in order to qualify for the next level. Making things harder is the rather unfair rule that you always have to start at the back. Still, at least you get the chance to inflict some pain on the other riders as you overtake them.

The fighting sequences are what separate *Road Rash* from any number of other games. You can straight-arm them, you can lash out at them with your feet and in later stages you can even use weapons such as baseball bats and rice-flails to cudgel them to the tarmac.

The idea is, pretty obviously, to knock the other competitors from their bikes. The other 14 riders all have personalities as well as an energy rating. Once you manage to work out their weaknesses and get this rating down to zero, with a few well-timed kicks, off they go, tumbling into the



A slightly gratuitous picture of a large motorbike, to please Jim, who enjoys such things.

road with sickening force.

The same can happen to you, of course. If you collide with a car, tree or errant farm animal, you spin off the bike wincingly and slide down the road. You must then leap to your feet and run back to your machine, remount and catch up again. It's infuriating, but you've usually only got yourself to blame.

You are awarded cash prizes for good finishing positions, and your goal is to buy a better bike. There are seven improved vehicles to choose from, but obviously the dosh situation dictates what you're going to be astride for the next level.

Looking quite a bit like the Mega Drive version, this might well be the cross-over between speed and pain-inflation that you've been seeking.



It's a pretty poor turn-out, I must say. There can't be more than 15 people here to watch the great *Road Rash* extravaganza.

TO CURE A ROAD RASH, SIMPLY SPRINKLE BABY POWDER INTO YOUR FIRE-PROOF UNDERPANTS (AND REMEMBER TO WEAR THEM AFTERWARDS).

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OF HARDWARE



As the party poppers pop and Top Deck flows, the impossibly extravagant celebrations for the first issue of GamesMaster magazine step up a gear. Why? Because it's competition time! And what a special competition it is too. Our Madchester mates at Ocean have stumped up some marvellous prizes, guaranteed to get even the most miserable sit-in-the-corner-and-mope party-poopers skipping and leaping for joy.

We're offering one lucky reader the chance to walk away with a colossal cache of consoles, a humongous helping of hardware, a miraculous mountain of machines. (*That's adequate alliteration - Ed.*) A tremendous tower of technology. (*Oy!*) Well, a lot of gear, anyway. Just take a look at the list over there if you don't quite believe it.

And to go along with the hardware, Ocean have given us games for every machine they support! And we'll throw in games for everything else!

All you have to do in order to enter the compo is answer a few easy questions. Can't be bad, eh?

WHAT YOU WIN

The nature of the gargantuan galaxy of games gear up for grabs is as follows:

1ST PRIZE:

THE HARDWARE:

- A Neo Geo
 - A Super NES
 - A Mega Drive
 - A PC Engine Duo (*)
 - A Game Gear
 - A Game Boy
 - An Amiga A600HD
 - A swanky Philips 'Your TV' (*)
- (Items marked * are not in the picture).

THE SOFTWARE:

SNES: *Exhaust Heat, The Addams Family, Robocop 3*

Amiga: *Lethal Weapon, Cool World, Universal Monsters, WWF European Rampage, The Dream Team Compilation* (including *WWF, Simpsons* and *Terminator 2*), *Robosport, SimEarth* and the *Superfighters* compilation (including *Pit Fighter, WWF* and *Final Fight*)

Game Boy: *Parasol Stars, Super Hunchback, McDonaldland, Prince Valiant*

RUNNERS' UP PRIZES

We've got a total of 400 posters for Ocean's latest releases: *Lethal Weapon, WWF European Rampage, Cool World* and *Universal Monsters*. Each of the 100 runners-up will receive a set.

THE RULES

This competition is not open to employees of Ocean or Future Publishing. The Editor's decision, as if you hadn't guessed, is final and no correspondence will be entered into. The closing date for the competition is 14 January 1993.

THE QUESTIONS

1 Cool World - Tell us the name of the character played by Kim Basinger. Is it...
 a Holly Could?
 b Holly Would?
 c Holly Should?

2 Lethal Weapon - What's Mel Gibson's character's first name? Is it...
 a Derek
 b Martin
 c Jack

3 WWF - Spot the real WWF wrestler. Is it...
 a Ultra Warrior
 b Rabid Ronny Rottweiler
 c Hacksaw Jim Duggan

THE COUPON

Name

Address

.....

.....

.....

- 1) a b c
- 2) a b c
- 3) a b c

Send your completed form to: Ultimate Games Station Competition, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW



AMIGA SOFTWARE: Games marked (NOP) will not work on the A500 Plus or A600

| | | | | | | | | | |
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REVIEWS

Steel yourself, dear reader - for you are about to enter the reviews section - an area so dangerously crammed with giddily exciting new releases that it should certainly be read in short bursts and probably with a Red Cross unit nearby. So begin your breathing exercises, loosen your collar and we shall begin!

How GamesMaster Reviews Work

As well as the text and pictures, each review will contain two monitors and a scores panel. They work like this:

Each monitor contains different information. Monitor one contains info on the machine the game is for, the publisher, the date available, the memory size and not forgetting the price. Monitor two will furnish you with gen on the in-game options, the number of levels, the difficulty, number of players and whether there's a save game feature.

Between them, the monitors give you all the vital data you need.

FOR SNES
FROM - KONAMI
AVAILABLE - DECEMBER
PRICE - £45
MEMORY - 8MBITL
STOP

OPTIONS - 3 SET-UPS
LEVELS - 8
DIFFICULTY - 3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END

GRAPHICS
Mode 7 at its best. Lots of bits, or things to see, but it does get slow and jerky. Some bits are eye-snaggingly good!

SOUNDS
Decent music and a welcome cacophony of blasting, exploding and crashing noises. Nope, nothing wrong here.

PLAYABILITY
Not as good as you'd hope. The different weapons you can choose add a bit of variety, but not much.

LASTABILITY
Six levels? Easy option? Pretty standard game city throughout? It really isn't going to last all that long.

OVERALL
Axelay is a gorgeous game. Okay, so this gorgeousness comes at a price - you can just about see with that if the game plays it excellent, can't you? Ah, but the game play doesn't really keep up with the look of it. It's a trade-off between graphics and game play, and the graphics win. Leaving those of us who love a decent bit of game play feeling slightly miffed it's not crap, though. In fact it's a gorgeous game.
JAMES

GAMES MASTER TIP
To kill the bosses in Axelay, it's always best to aim for their centres. A burst of fire here is far more effective than a random spraying.

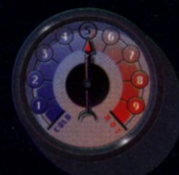
JUDGEMENT 80%

AXELAY

REVIEWS (SNES) 50

I completely disagree! Well, I don't in this case, but sometimes I might. Whenever you see this shape, you'll know that someone like me has got something to say about the game. In fact, these will crop up rather a lot, since we're such an opinionated bunch

And welcome to my own particular area of the reviews, the GamesMaster Tip. Here I shall give information to help you through the first tricky stage of each game, so you won't be completely stuck if you grind to a halt before the next issue with the proper tips appears. The tips dispensed here should also give an indication of how the game works, and should help you decide if it's the sort of title you'll enjoy. Tremendous.



These dials are used to rate the quality of the various game elements. The higher the number, the better the element. There's also a sort of "heat" motif, which we rather like.

IT'S THE DIRTY, ER, 11. NO, IT'S THE SOFTWARE FIRST TEAM. NO, IT'S ELEVEN GAMERS GAMING. NO, IT'S THE GAME TEAM. NO, IT'S THE CARTRIDGE FAMILY. OH, ALRIGHT, IT'S THE REVIEWERS.



JIM DOUGLAS

He's a die-cast, die-hard, dyed-in-the-wool shoot-em-up fan, is Jim. His sort of game includes mindless violence, cat-like reactions, pure instinct and beer.



JAMES LEACH

James fancies himself as a sportsman, actually. Gridiron, ice hockey, tennis, boules and dwarf-throwing all get his adrenaline surging. So, curiously, does the odd 3D driving game. Oh, and military hardware, too.



ANDY LOWE

Jeeppers! Another shoot-em-up fan! The question is, in a challenge, could Andy knock Jim from his precarious and poorly-fitting throne? There's only one way to find out. Well, possibly two ways. Three, maybe.



LES ELLIS

Les is, by his admission, a fan of adventure games. But no. He's not the sort of dweeb who dresses up and wanders round a disused warehouse in Nottingham pretending to speak the Elven tongue. Or is he?



ADRIAN PRICE

Adrian is the official GamesMaster *Streetfighter II* champion, having won the four-way final at the Limelight Club in August. Apparently he can 'kick anyone's ass'. Apart from Andy. Oh, and Les. And...



STEVE JARRATT

He might be a grumpy old git, but Total! Editor Jarratt is a faultless judge of Nintendo games. In fact, such is his involvement with *Streetfighter II* that he commented of Chun Li, "I'd really..." (Snip!)



NEIL WEST

Top commentator Neil is, for his sins, Editor of Mega. What he doesn't know about Mega Drive games he could write on, er, something reasonably small. And that's not to say he hasn't got tiny writing because he has.



ANDY SMITH

In the brief moments when he's not editing *Sega Power*, Andy can be found happily playing Sega games as well as sellotaping breadcrumbs to the inside of his kitchen window and giggling.



MARK RAMSHAW

Yet another Editor! - This time it's the Amiga Power helmsman who'll be casting a super-critical eye over all things Commodore. He is, to use his own phrase, "a bit of an expert".



MATT BIELBY

The Editor's hot-seat on Super Play is no place to park one's butt too long. Just two short months there have turned Matt from a mild-mannered Amigaphile into a slaving Super Nintendo junkie. Oh dear.



ANDY DYER

Having fortunately made parole this year, no sooner was Andy out than he was catapulted into the Dep Ed's chair on Mega. From that lofty perch he surveys the Mega Drive horizon with a cynical, rheumy eye.

- Flicker, shudder and slowing we can do without. Parallax, smoothness and variety we like. Clear? It's got to be.
- Where would Mario be without his *padoing*? Where would Sonic be without his *ferwhizz*? Nowhere, that's where. So we demand catchy tunes, scene-setting interludes and punchy effects.
- We want to see games with instinctive, responsive controls that reward and challenge the player's increasing skill. Games need to make a variety of demands of the player - requiring a fast firing finger is not enough.
- Call us greedy, but as well as glorious graphics, super sounds and peachy playability we demand that games actually keep you entertained for a considerable amount of time.
- The above factors taken and shaken, analysed and adapted. The bottom line - is it worth buying or not?

- **Scores, doors etc...**
 Alright, so you know 0% is rubbish and 100% is tops, but what about the stuff in between?
Above 90% Essential, even if you have to buy the system.
90%-81% Great, and well worth the dosh.
80%-71% Smart, impressive and entertaining.
70%-61% Not bad, but there's better out there if you look.
60%-51% A few good points but...
50%-41% Below average - lots of niggles.
40%-31% Poor.
Below 30% Wretched and to be avoided at all costs.

| | | |
|------------------------------------|-----------------------------|----|
| AXELAY | SNES | 50 |
| BART'S NIGHTMARE | SNES | 78 |
| CAESAR | Amiga | 89 |
| CURSE OF ENCHANTIA | Amiga | 89 |
| DESERT STRIKE | SNES | 62 |
| EXHAUST HEAT | SNES | 70 |
| JOE MONTANA FOOTBALL | Mega Drive | 76 |
| JOHN MADDEN 93 | Mega Drive | 66 |
| KUNG FOOD | Lynx | 83 |
| LEGEND OF VALOUR | Amiga | 18 |
| LEMMINGS | Mega Drive, Game Gear | 86 |
| LOTUS TURBO CHALLENGE | Mega Drive | 72 |
| MCDONALDLAND | NES | 93 |
| MICRO MACHINES | NES | 83 |
| NIGEL MANSELL | Amiga | 16 |
| OUT OF THIS WORLD | SNES | 52 |
| PINBALL FANTASIES | Amiga | 93 |
| PIT-FIGHTER | NES | 90 |
| PREMIER MANAGER | Amiga | 84 |
| PUSHOVER | SNES | 60 |
| SHADOW OF THE BEAST | Lynx | 91 |
| SONIC 2 | Mega Drive | 56 |
| SPIDERMAN 2 | Game Boy | 56 |
| SUPER MARIOLAND 2 | Game Boy | 81 |
| SUPER SPACE INVADERS | Game Gear | 84 |
| SWAMP THING | Game Boy | 91 |
| TERMINATOR | Game Gear | 92 |
| XENON 2 | Game Boy | 90 |

ON STREET CIRCUITS SUCH AS MONACO, PHOENIX OR ADELAIDE, THE MAN-HOLE COVERS MUST BE WELDED DOWN OR THE CARS' GROUND EFFECT WOULD SUCK THEM UP.

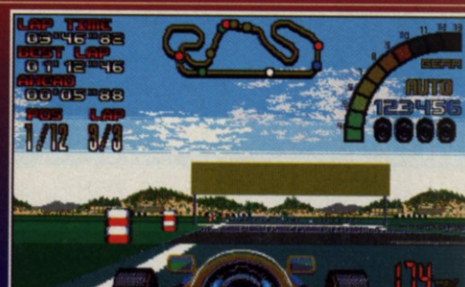
THANKS TO AEROFOILS, AN F1 CAR WEIGHS FOUR TIMES AS MUCH AT THE END OF A STRAIGHT THAN AT THE BEGINNING.



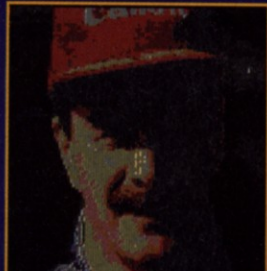
Slipstream for a bit, then slide past. Easy(ish).



Hitting bridges at 180mph causes nosebleeds...



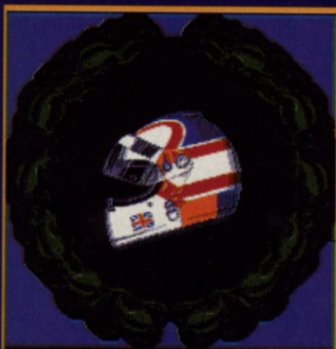
The GamesMaster car wins again! Huzzah!



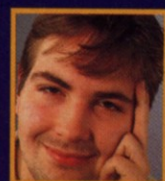
Oh cheer up, Nige. Senna didn't mean to ram you.

NIGEL MANSSELL

WORLD CHAMPION



Win the World Championship and you get a chance to sniff the inside of Mansell's helmet.



For Gremlin, the boy peaked too early. Mansell tied up the World Championship ages ago, and so the fuss when he finished the season wasn't

as large as it would have been if he'd only just scraped through to get the title at Adelaide.

But enough of Nigel's selfishness. What Gremlin have been brewing for these past few months is a game which they hope will replace MicroProse's *Formula One Grand Prix* as the racing car sim on the Amiga.

Using your skill and judgement, you must tweak your 'red five' Williams until you're certain that it can go no faster and corner no better. Then you sally forth onto the 16 gruelling circuits that make up our required Sunday afternoon telly for a large chunk of the year.

You can go for a one-off race on any circuit or you can try and win the World Championship itself. Two things are hindering you: the weather and the other drivers. The opposition you can deal with by simply driving faster than them. But the weather is a real bitch. It changes randomly during the race, and you'll end up dashing into the pits for a

tyre change every ten minutes. The big point about *Mansell* is its speed. In the great tradition of *Vroom*, this is a game which tightens your sphincter during the hairier corners. It doesn't have the realism of *Formula One Grand Prix*, nor does it have the track-side detail. But for sheer pants-grIPPING excitement, it does - as they say - the business.

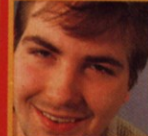
The car handles well, with just enough understeer to let you know when you're pushing it too hard round a corner, and with a choice of three skill levels, you've always got opponents you can beat.

Nigel Mansell's World

PUT IT DOWN TO TEAMWORK



Soft tyres are more grippy, but wear out faster. Hard ones last, but slow you down. Wets are essential if there's a hint of moisture on the track.



Tuning up your car is something you should do every time you race. Each circuit requires a different driving style. At Monaco, for example, you should give your car maximum down-force and hard-wearing tyres. But at somewhere like Imola, a very fast track indeed, you'll be wanting little down-force and high-gearing for speed. Of course, if you'd rather not bother yourself with trivial details like these, you could always leave the default mid-range settings in place. If you're a good driver, you'll still stand a chance of winning.



The shallow aerofoil gives you a greater straight-line speed, but knackers you on the corners. The more acute settings slow you a bit, but glue you to the road when you're belting round bends.



Low gearing is perfect for twisty turny circuits, where you're continually changing gear, accelerating and braking. High gearing gives you a greater top speed but less flexibility through the range.

FOR - AMIGA
 FROM - GREMLIN
 AVAILABLE - DECEMBER
 PRICE - £25.99
 MEMORY - 1 Mb
 STOP ■

OPTIONS - 16 CIRCUITS
 DIFFICULTY - 3 SETTINGS
 LEVELS - N/A
 PLAYERS - ONE
 SAVE GAME - YES
 END ■

MANSSELL'S CHAMPIONSHIP

Championship is a different sort of game to *Formula One Grand Prix*. It's faster and smoother, and it's got more of an arcade feel.

The road-side detail is a bit sparse, and the frequent banging into things on the side of the road gets frustrating, but otherwise *Nigel Mansell* is an excellent racing game. It should sit quite happily alongside *Formula One GP* in your collection. When you need a speed-fix, this is the game you'll turn to.

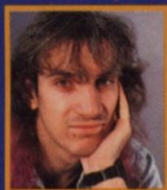
JAMES LEACH ■



Stack up all those driving games on top of one another and, er, you'd have to be a pretty sad individual. Suffice to say, there's a lot of 'em and so, do we really need yet another one? Happily I can say yes.

Nigel Mansell's World Championship is worth it because Gremlin have wisely toned down the simulator aspects in favour of speed and arcade driving appeal, finishing with a well-adjusted and evenly balanced responsible citizen of a game. Ideal for those who think that it's only the consoles which produce the finest games.

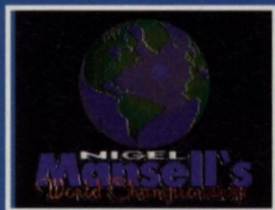
ANDY LOWE ■



Old Nigel has a corker of a game on his hands. It has the speed of *Vroom* combined with the accuracy of *Formula One Grand Prix*, put these together and they make for one hell of a racing game.

It feels so real that all you need is the silly moustache and you'd be there. As far as racing games go, this is one of the best there is. It beats any of the console racers and gives *FTGP* a run for its money. This is the perfect game to show off the Amiga's powerful polygon-plotting potential. Nice one, Gremlin.

LES ELLIS ■



GRAPHICS

It's fast, it's smooth and the other cars on the track are works of art. It's just a pity there isn't more detail on the roadsides.



SOUNDS

Monotonous and whining, just like the real thing. It does sounds like you're in a racing car though, so they're OK.



PLAYABILITY

Hitting objects on the trackside is infuriating, but you'll get the hang of it. Skill levels mean you'll always have worthy opponents.



LASTABILITY

16 circuits, variable weather conditions, loads of top drivers all vying for pole position. And you're racing against the clock.



OVERALL

It doesn't have the depth of *Formula One GP*, but it's more of a racing game. The circuits are taxing and all different, so there's lots to see and do for all the family (as it were). It's annoying that you don't spin off, but just thump the track's sides and lose all your speed. But once you're good, you won't be doing this.

Nigel Mansell's World Championship is a great arcadey racer. But if you're after a full F1 experience, Micro-Prose's *Formula One Grand Prix* has the edge.

JAMES ■



GAMES MASTER TIP

LAP TIME
 0'1'33"92
 BEST LAP
 0'1'07"16
 AHEAD
 00'01"86
 POS LAP
 1/12 2/9



GREETINGS!

Here are a couple of useful items for the budding motor-racing champion. First, it is possible to use a Sega Mega Drive joypad with *Nigel Mansell's World Championship*. This considerably improves the game.

Second, it is best to go around the corners slowly, staying on the racing line. This means hugging the inside. Hitting the hoardings

and poles on the track-side reduces your speed to under 50 mph, and will damage your tyres, so avoid this at all costs.

JUDGEMENT

83%

CONTROL WINDOW

FOR - AMIGA
 FROM - US GOLD
 AVAILABLE - NOW
 PRICE - £37.99
 MEMORY - 1 Mb STOP ■

| | | |
|--------------|-----|--------|
| STRENGTH | 40 | HUMAN |
| INTELLIGENCE | 98 | DWARF |
| HEALTH | 53 | ELF |
| SPEED | 12 | |
| INHERITANCE | 467 | |
| MALE | | FEMALE |

The character selection screen. This muscular fellow is actually of the Mesomorph variety. That is, he's a bit on the hard side.



When you finally succumb to the grumbings of hunger, you may wish to check out the pub-grub of some of the less reputable establishments.



A letter from Sven – a long-lost cousin – extols the virtues of the distant town of Mitteldorf. He's having a nice time, the weather is lovely, the women are gorgeous and he's developed a tendency to hunt goblins and drink ox blood. Not, you feel, a good sign. Still, he's invited you over and, never one to pass up on an evening's quaffing and vomiting, you leave immediately.

After the character selection screen – where you can choose to be male or female, skinny or muscular,

healthy or wretched – you enter the town, armed with only a meagre amount of money and, by the way your stomach's rumbling, a hunger for adventure. You wander around until you find The Hanged Man – a cosy, if not a little sleazy, tavern whose menu features the dubious delights of Bugburgers, Fried Zombie Brains and Minotaur pie. You reluctantly plump for a slice of the pie, throw away some money by betting on the cockroach races, drink a little too much gin and stagger outside, collapsing in a corner until morning. Time to brave the headache and get yourself a room to use as a base for the numerous quests cleverly weaved into the game action...

Normally, the letters RPG strike fear into the heart of the casual gamer – throwing up images of streams of letters and numbers, over-complicated and

LEGENDS OF VALLOUR

NEVER SAY NEVER AGAIN!



Fancy yourself as a bit of a CAMRA man? Reckon you can take your ale as well as the next yobbo? You obviously reckoned without

the strength of the Mitteldorf brew... Just take a look at what's in store for you during an average evening's entertainment down the not so salubrious saloon of Mitteldorf...



Pull on yer tassled loafers, don your leather shield and take a quick hike down to the local...



...The Jug of Ale. A surly, congenial place with masses of warm, rowdy atmosphere.

GAMES MASTER TIP



GREETINGS!

To move around the town a lot faster, you must find the seven-league boots. These are located in a building near the start location, simply turn left and enter the grey building via the door facing to the west.



unrealistic hit-point systems and tedious and jerky 3D movement. *Legends Of Valour* contains much, much more than basic role-playing and waving swords at badly drawn creatures. Amazingly, it actually lives up to its ambitious 'virtual world' claim.

On the surface, many of the game's aspects seem to be suspiciously familiar to those of the existing – but hugely inferior – RPGs. What sets the system so firmly above its competitors is the varied, humour-packed gameplay and the incredible graphics engine which, although it has all sorts of complex texture-mapping and scaling to deal with, still manages to push the game along smoothly and at an astonishing speed. Gone is the impatient finger-drumming as you wait for the screen to crawl – in huge blocks – over to that building in the middle-distance.

Although the actual guts of the game is a series of increasingly intricate tasks, there is plenty of fun to be had from just wandering around, existing within the game-world, following a desired lifestyle – before actually getting on with the business of solving the quests. You can sleep all day and go out and get horribly drunk in the evening. You can wander around the underground zoo, marvelling at the pygmy trolls and the lizard men. You can even get a job – perhaps to finance your alcohol intake. Simply enter one of the taverns and check the notice board. There may well be a few vacancies – or even a personal message for you.

Making money is vital. It can be acquired by stealing, working, trading, gambling and... certain other ways. Most of the earlier tasks are geared to enable you to find your way around the town, meeting

citizens who can be insulted, beaten up or used as guides. As you progress, you will become more respected – rising up through the ranks of the various guilds and organisations. You can even take part in a play – the Mitteldorf Experimental Theatre Company's production of Shakespeare's infamous Scottish work.

Most of all, *Legends Of Valour* is fun. It's one of those dangerously absorbing games that you may find yourself determinedly plugging through at 4 o'clock in the morning. The surprises, however unpleasant, are always terrifically bizarre and there's a very real sense of physical depth to the control method and overall presentation. To say more would spoil your enjoyment. An essential and refreshingly original discovery.

ANDY LOWE ■



"Hello. Could you direct me to the nearest cafeteria where I could avail myself of some edible substances." "Ay. I be only a simple guard. I bain't be understanding these modern phrases."



On some evenings you stomp around the town just asking for trouble, spoiling for a good brawl. You often find one. Here, you're helpfully allowing a wraith to examine the hairs on the backs of your knuckles.

OPTIONS - N/A
DIFFICULTY - N/A
LEVELS - N/A
PLAYERS - ONE
SAVE GAME - YES
END ■



GRAPHICS

A revolutionary graphics engine. Uncomplicated, neat and logical presentation of icons.



SOUNDS

Understandably limited. The major priority has been placed on speed. Still, when night falls, there are plenty of spooky little effects.



PLAYABILITY

Excellent. Loads to explore. The more you wander round, the more familiar things become. You soon get to know your way.



LASTABILITY

The high fun factor and jocular atmosphere mean you'll be forever digging the game out to plod around poking your nose into new corners.



OVERALL

An astounding and utterly essential game. It has humour, gorgeous graphics, an instinctive control method and heaps of longevity. Makes all the previous attempts at the genre seem dull and predictable. Shed all those preconceptions and get this immediately. Superb.

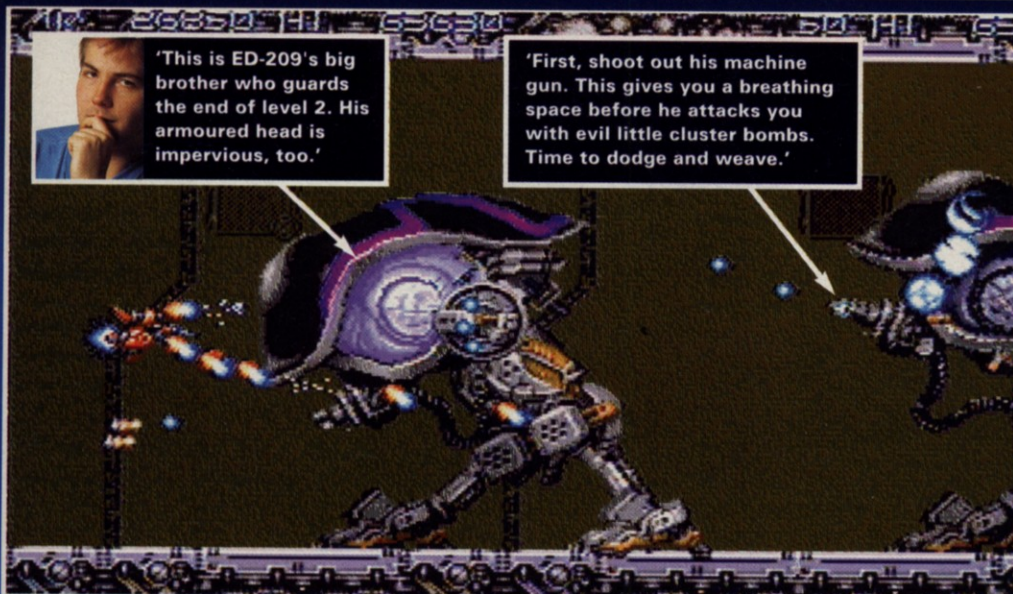


After one too many vats of G&T, you chuckle at the landscape as it wobbles all over the place.

JUDGEMENT

90%

FOR - SNES
 FROM - KONAMI
 AVAILABLE - DECEMBER
 PRICE - £45
 MEMORY - 8Mbits
 STOP ■



'This is ED-209's big brother who guards the end of level 2. His armoured head is impervious, too.'

'First, shoot out his machine gun. This gives you a breathing space before he attacks you with evil little cluster bombs. Time to dodge and weave.'

'Then the swine starts using his 'total-death-and-maiming-laser'. It fries you instantly, so zip over his head and hang around behind him, safely out of range.'



Pipes and chains hang in the skies, and avoiding them takes skill



Despite all the hype, what *Axelay* boils down to is a six-level shoot-em-up with some impressive Mode 7 graphics. You take control of a spacecraft fitted with three types of weaponry. Then you simply fly through the missions, destroying all around you.

The scrolling alternates between vertical and horizontal with each level,

and once you've selected the weapon which you think is most appropriate, it's a complete blasting frenzy.

The graphics. Just look at them. Konami are really beginning to show what the SNES can do when it's asked nicely. Each level has a totally different style, and they all look gorgeous. Your bullets strike sparks off the steel walls on some of the sideways-scrolling levels and the design of the hundreds of enemies is truly excellent. The amount of detail really gives the

whole game a quality feel. There's a price to pay for having graphics which make your eyes boggle, though. *Axelay* has the tendency to slow down when you reach crowded bits, especially on the vertical levels.

This is a bit of a downer, and it isn't helped by the fact that the game is too easy. You might lose a life working out how each so-called 'tricky' bit is done, but once you know, you'll be able to get through it every time from then on. There are three difficulty levels, 'Easy' being completable in a few hours. A few more incredibly pretty levels would have made all the difference.

The sound effects and music just about keep up with such attractive graphics. The music isn't as offensive as some you're forced to listen to.

Axelay is a beautiful game, no doubt. But it's too easy, it slows down too noticeably and although there are two scrolling directions, it plays too similarly throughout.



Swoop over the cliff-top and there's the big city...



I don't know. *Axelay* is one of the best-looking blasters on the SNES, and I think it's also got the game-play to go with it. Eight different weapons to choose from, with three on each ship is enough for anybody, and the two scrolling styles keep your interest.

I reckon it plays as well as it looks. It does get slow when there are exceptionally large and detailed things on the screen. I forgive Konami for this because they've been brave enough to include the big, detailed sections in all their glory.

So, it's not perfect, but it's a good attempt at a gorgeous shoot-em-up.

JIM DOUGLAS ■

JAMES LEACH ■

AXELAY



Here you have to patiently strip the gun-turrets and lasers from the ship. It can't be totally destroyed, but rendering it harmless is good enough

WIN AN AXELAY CART! HOW MANY TIMES DOES THE WORD AXELAY APPEAR IN THIS REVIEW?



'Fire at this. It will flash with every hit until he stops wandering back and forth and, in time-honoured fashion, explodes in a hail of shrapnel.'

OPTIONS - 3 SET-UPS
LEVELS - 6
DIFFICULTY - 3 SETTINGS
PLAYERS - 1
SAVE GAME - NO
END ■



GRAPHICS

Mode 7 at its best. Lots of big, er, things to see, but it does get slow and jerky. Some bits are eye-poppingly good!



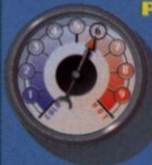
SOUNDS

Decent music and a welcome cacophony of blasting, exploding and crashing noises. Nope, nothing wrong here.



PLAYABILITY

Not as good as you'd hope. The different weapons you can choose add a bit of variety, but not much.



LASTABILITY

Six levels! 'Easy' option? Pretty standard game-play throughout? It really isn't going to last all that long.



Just when you think you've beaten this guy (above), he reincarnates...



Do brilliant graphics make a brilliant game? Of course not, but they do help a hell of a lot. *Axelay* isn't a brilliant game from a game-playing point of view, but those nice looks lift it way above many of the other recent SNES offerings.

Another criticism is that there are only the six levels, and in a game like this, I'd have appreciated more. But as it stands, the six that there are soon become very repetitive and will leave you yearning for more. I'd recommend this as one of the better shoot-em-ups on the console (far better than *Super R-Type*), but not the best. **ADRIAN PRICE ■**



...into this. High above the cowering city it hovers, sending out bolts of lightning death

GAMES MASTER TIP



GREETINGS!
To kill the bosses in *Axelay*, it's always best to aim for their centres. A burst of fire here is far more effective than a random spraying.

OVERALL

Axelay is a gorgeous game. Okay, so this gorgeousness slows it occasionally - you can just about live with that if the game-play is excellent, can't you? Ah, but the game-play doesn't quite keep up with the look of it.

If it's a trade-off between graphics and game-play, this one throws its lot firmly on the graphics side, leaving those of us who love a decent bit of game-play feeling slightly miffed. It's not crap, though. In fact it's a promising attempt.

JAMES ■

JUDGEMENT

80%

GAMES MASTER TIP



GREETINGS!
To get you started, follow my guide through the first section...



As soon as you appear in the swimming pool, hold down the up button on the joypad. Lester will then swim upwards and out of the pool.



Immediately begin to walk to the right. You will encounter a bunch of writhing, black leeches. Kick to destroy them all. Do the same on the next screen to the right.



Edge very carefully into this screen - because you are about to be confronted by...



...the beast. Now is definitely not the time to hang about. Turn and run to the left instantly.



Keep running across the length of all three previous screens. The beast seems to catch up, but will stumble at the last second.

OUT OF TH



The great thing about having a powerful laser gun is that when ruddy great rocks get in your way, you can simply blast them aside. Be careful where you're standing, though.



You know how it is. You hop into your Ferrari and pay a quick visit to your top secret laboratory for a spot of tinkering with your highly advanced particle acceleration experiments. Before you know it, you've been unceremoniously teleported into a strange, surreal dimension where faceless automatons wield deadly laser rifles, and grotesque beasts stalk you across barren, jagged landscapes. Well, it's cheaper than the Costa Brava and only half as dangerous.

Lester, the unfortunate scientist in question, is swiftly captured and imprisoned in a hanging cage with another understandably sullen fellow. They break free and, via hellishly treacherous subterranean mazes, begin to plan and make good their escape back to reality.

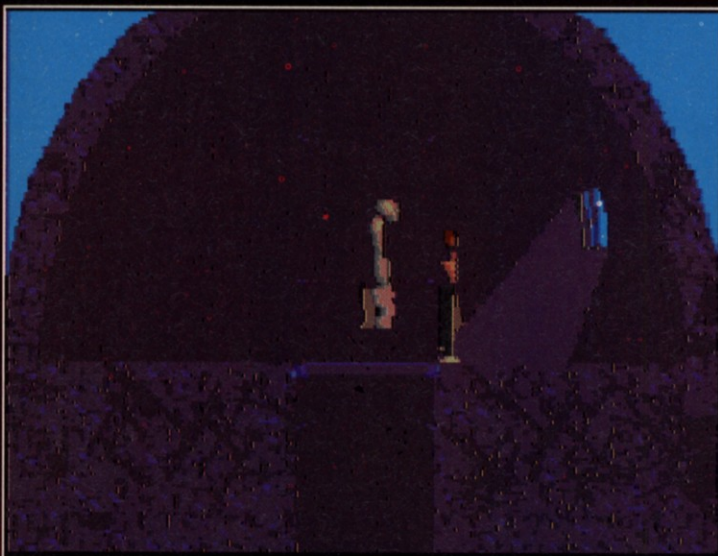
Out Of This World - originally titled *Another World* on the 16-bit micros - puts you in control of the physically slight, but sharp-witted and resourceful Lester, whose first big problem, considering the distinct shortage of instructions, is working out just

what the hell he's supposed to be doing.

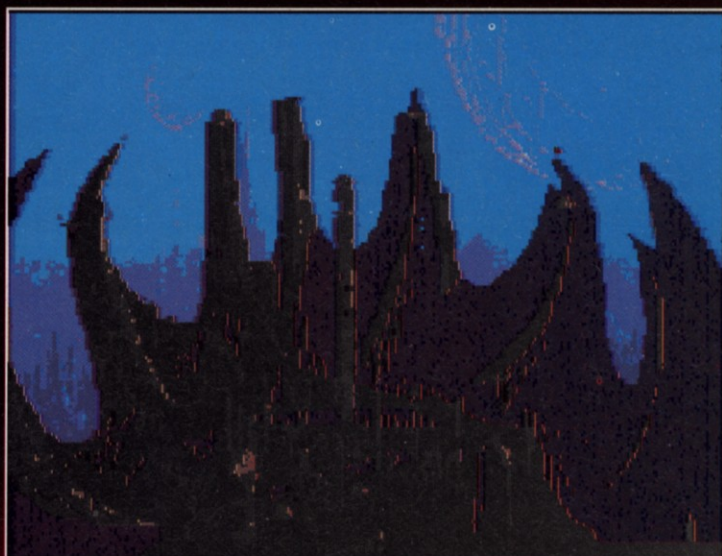
Well, this ain't no platform game or shoot-em-up. For a start, it's French, and French programmers are notorious for knocking up some pretty bizarre games. This one doesn't buck the trend. It's an abstract and ambitious game concept, drawing a satisfying balance between arcade skills and brain power. Yes, I'm afraid you have to *think* in this one. It's no use thundering about the place with an "if it moves, shoot it" attitude. Sorry if that's put you off, but if you want to get anywhere in this game, you need to progress surely and steadily, taking plenty of time-outs for contemplation and lateral thought.

Lester can walk left or right and, if the 'B' button is held down while moving the joypad, he can run in the appropriate direction. Pressing the 'B' button alone will make him kick, or, if he's holding a weapon, he'll pull the trigger. He can also jump from a standing position - an action which becomes increasingly useful as you encounter the chasms in the underground passages later on in the game.

The structure of the game is fairly unchanging. A scene will appear with a varying amount of



"Now we've fought off those guards and reached a safe vantage point, perhaps we deserve a rest and a wistful gaze out of the window..."



"Gee. It's beautiful. Look at those picturesque layers of jutting rock. Those beautifully designed gun towers... God, I'm... I'm so depressed."

FOR - SNES
 FROM - INTERPLAY
 AVAILABLE - JANUARY
 PRICE - £39.99
 MEMORY - 8Mbits
 STOP ■



As you reach a chasm to the left, make like Tarzan and jump onto the vine.



Press right. As the vine snaps, it will swing you round and over the beast. Now start running back to the right.



As you reach the section where you first met him, the beast will be shot.



You will then be confronted by this friendly type...



...who will stun and capture you. Don't worry, it's meant to happen. You have now completed section one.

Not a comfortable introduction to a parallel dimension. Still, you should now have mastered walking, running, kicking and jumping. Now, get your gun...

IS WORLD

discernible features and characters. It is then up to you, via trial and error and a bit of the old common sense, to progress through the scene. Having to do things by trial and error isn't as horrible as it sounds, because – and here's the good news – you've got infinite lives. Each section has its own code and, until you've solved the section, you don't get the code for the next bit. Until then, you can just keep trying and trying... and trying, until you eventually battle your way through to the end.

This is an original, well executed and absorbing game with wonderful animation and a glossy, cinematic finish. It's a brave attempt to take one step further towards the much maligned idea of the interactive movie. The small number of scenes expose some nasty lastability problems – it's not a game to return to after completion – and, in some of the later areas, the degree of accuracy required is unreasonable, verging on the irritating. It may look stunning, but it's not a game that pushes your SNES to its tech-

nical limits. And, with so much competition from some incredible programming feats, it often seems a little remedial. Still, the format works superbly, and the feeling is that *Out Of This World* will be the start-point for a series of similar games which should improve dramatically upon the original.

ANDY LOWE ■



What a bloody awful idea! Who on earth wants to take the role of a carrot-topped scientist when they could be pretending to be a vein-popping, steroid-guzzling space mercenary? Not nearly enough people. Which is a shame, because maybe then we'd see more games like this.

The balance between *Dragons' Lair* (all tasty images but no gameplay) and a more standard up-the-ladders-arcade adventure is just right, taking control away from the player when it makes sense to do so, and giving it back when there's an interesting bit to explore. *Out of This World* is a fine game.

JIM DOUGLAS ■

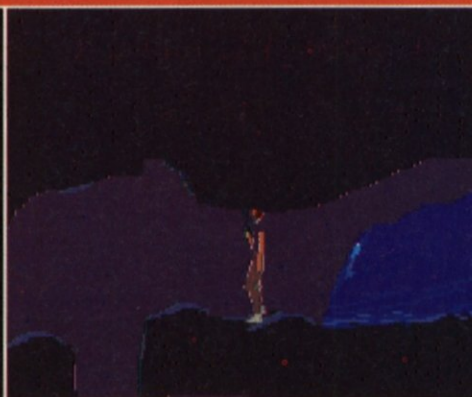


He's great, that Lester. He has a certain way with facial expressions that's, well, it's just Mike Yarwood all over again, isn't it?

THE MAN FROM ATLANTIS... OR NOT?



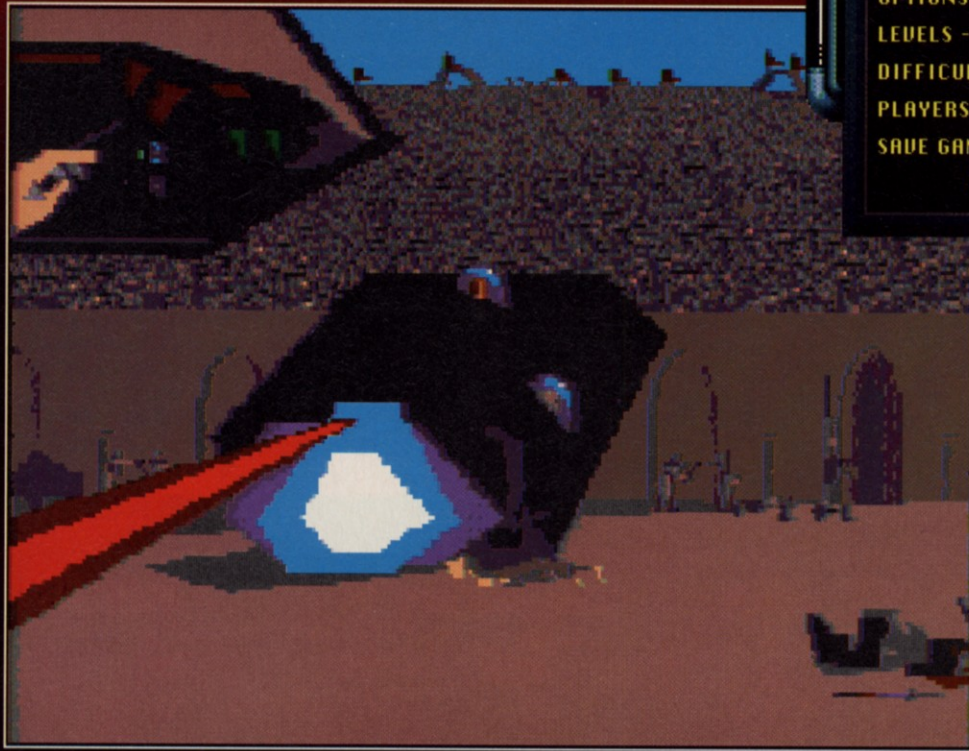
In this section, stand well away from the wall of rock and build up a high-energy bolt by holding down the fire-button and releasing it as soon as the buzzing sound gets louder.



Do not stand around gawping in awe at the consequences. Turn around and run very quickly away from that huge, approaching wall of water that you've just released.



On the way back, any stumbling or failing to jump those gaps to ultra fine, pixel-perfect standard will leave Lester despondent, disillusioned, defeated and, er, drowned.



Towards the end of the game, you've managed to get hold of a large truck. The only problem is - you're being shot at and the truck's being trashed rather rapidly. Fiddle with the controls, until you manage to find the 'fly' button. Honest.



What has he seen? The evil, unconquerable beast? Looking down the barrel of a laser? Or has The Big Breakfast just started?



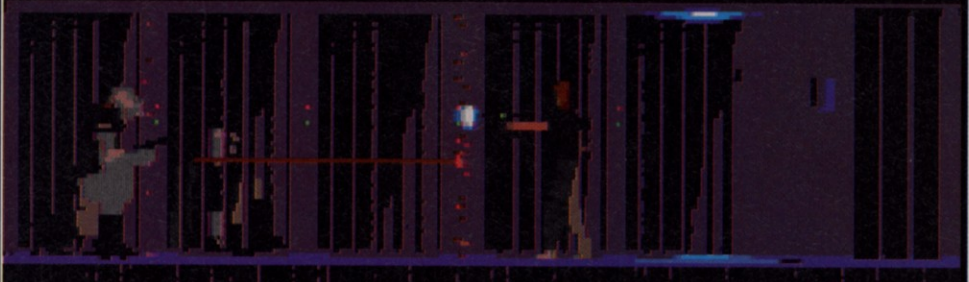
Yeah, but can you do enough in it? Once you've failed at a certain point, you'll know where you went wrong and therefore exactly what you'll have to do next time. Beating *Out of this*

World seems to be a matter of trial and error to me.

Still, it's a gorgeous, atmospheric romp and deserves praise for being a bit weird and totally engrossing. I hope it'll start a trend for games that look like films.

JAMES LEACH ■

Try holding down the fire button for around 3 seconds. Then release it. You will now have a vertical shield directly in front of you. This will enable you to have some wicked laser gun battles with the guards.



Of course, it could all go drastically wrong, and you could be shot. In which case, you turn into a Ready Brek-style warm, glowing person.



OPTIONS - NONE
LEVELS - 14 SCENES
DIFFICULTY - NO SETTINGS
PLAYERS - 1
SAVE GAME - PASSCODES
END ■



GRAPHICS

Strange, angular and faultlessly designed. Wonderful animation and some great, brooding sci-fi backdrops.



SOUNDS

A fitting melodramatic and action-specific soundtrack. Not many in-game sound effects, but that's because of the soundtrack, isn't it?



PLAYABILITY

Your character's actions are limited, but the trial and error approach makes for unfriendly, but challenging gameplay.



LASTABILITY

Once you've completed it, it's not going to drag you back for an occasional bash. It's big, but not big enough to be an enduring challenge.



OVERALL

A moody and extremely playable piece of software sci-fi. Be warned, it's not for beginners or those of you used to a more immediate blasting fix.

A thoughtful brew of puzzling and positioning. Not for everyone, but if you fancy a challenge, check it out.

ANDY ■

JUDGEMENT

73%

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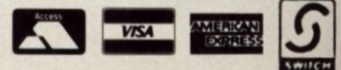
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Remember this from the original game? The idea is to dislodge the ugly, spherical git-like thing from one side of the see-saw, then quickly nip over to the other side as he lands - propelling you nicely upwards.

Many areas of the game are hidden away in the scenery and require a spot of accurate jumping to access. What about the reward? Well, there's usually plenty of rings and a power-up or three.

SONIC 2



Some sections are completely inaccessible until a section of terrain has been blasted away by a supersonic, er, blast.



Robotnik's back. After a narrow escape from the original Sonic, the wicked professor - a sort of cross between Inspector Gadget and Heinz Wolff - has kidnapped another bunch of sickeningly fluffy creatures for use in his continuing dastardly experiments. He's also been busy tweaking and improving his multi-functional flying machine, which is now equipped with enough lethal laser- and fire-spitting add-ons to deter even the most single-minded animal rights activist.

He has, however, reckoned without Sonic the Hedgehog - the all-round spiny superstar, who has risen to the challenge of a second outing with such laid-back confidence that he's even brought a pal along - Miles Prower (pun presumably intended), alias Tails, the double-tailed fox who, despite his cute-appeal, somehow manages to match Sonic in both speed and agility.

The original *Sonic* was a gloriously original variation on the platform theme. Slick and furiously polished, it looked wonderful, sounded terrific and, at times, picked up such breathtaking speed it seemed to have been written solely to show off the hardware capabilities of the Mega Drive. It also exercised a firm, if not slightly moist, grip on the thrill-hungry gamers who bought carts by the cartload. So, in the year or so since Sonic's first rumble with Robotnik, what's changed?

Any sequel, no matter how big the name, must be assessed in the light of the original's merits. How have the bad points been smoothed over? How have the good points been exploited and enhanced? Most importantly, what is there to persuade you to delve into your pocket and prise out the cash for the new, allegedly improved version?

Er, not that much really. Aside from one or two tweaks to the control system and a few different ideas for the mobile platforms, the guts of the game are

ON THE LEVELS

Just to prove that we really did complete *Sonic 2*, here's a run-through of all the 11 zones. Most are easy, some have one or two complex bits, but none are going to tax your dexterity beyond unreasonable levels. Honest.



1 EMERALD HILL
Two Phases. Basic starter zone. Nothing too horrible. Complete the first area in less than 30 seconds for a 50,000 time bonus.



2 CHEMICAL PLANT
Two Phases. Twists, turns and a steadily rising, hideously lethal lake of pink chemical waste to worry about.



3 AQUATIC RUIN
Two Phases. A partially submerged zone. Try to stay in the top area of the whole zone for huge bonuses and plenty of fresh air.



4 CASINO NIGHT
Two Phases. A gigantic pinball table with Sonic as the ball. Lots of goodies hidden in the scenery. Don't rush it. It's worth it.



5 HILL TOP
Two Phases. Cable cars and see-saws lead you into the heart of a volatile volcano. When the screen starts to shake, run very fast.

FOR - SEGA MEGA DRIVE

FROM - SEGA

AVAILABLE - NOW

PRICE - £39.99

MEMORY - 8Mbits

STOP ■

GAMES MASTER TIP

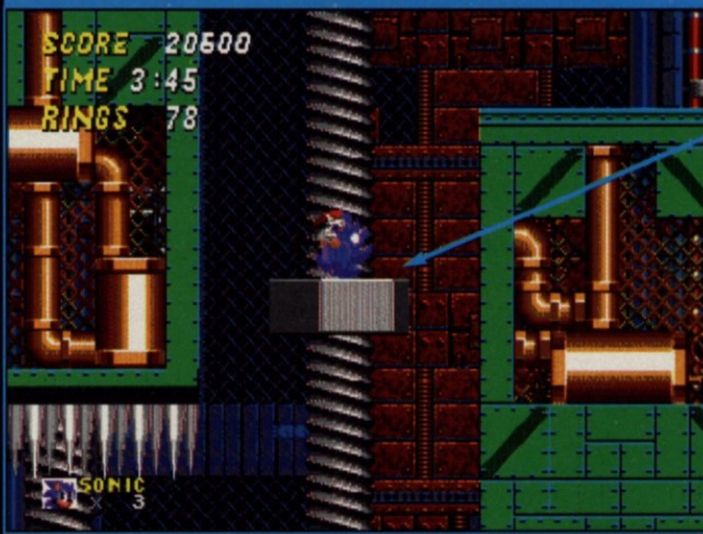


Oil is notoriously slippery stuff that also causes wars. Here Sonic decides to take a dip into it – looking as slick as ever.

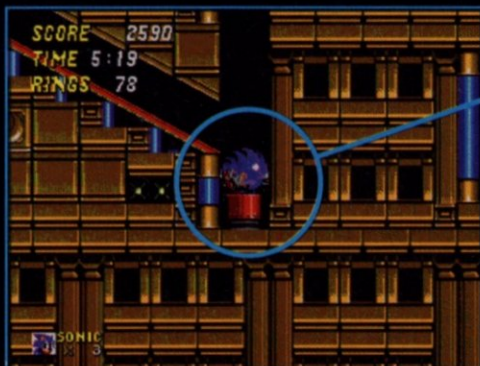
suspiciously familiar. Sonic's new sidekick, Tails, is fun to fiddle with for a while, but he's basically just Sonic with a different sprite. The game *is* bigger, but, the depressing fact is that it's still just too easy. Something is seriously wrong with Sega's game-testing when, with all the similar criticisms that were levelled at the original Sonic, they still haven't taken note and radically revised the difficulty level.

Okay, so a game should be fun, not a chore to finish as soon as possible. But there also has to be a degree of challenge to raise it above the level of a yo-yo in the last stability stakes. I managed to complete all the levels in one evening – using just one continue. This is serious, particularly for those who have played and completed the original and who are coming to *Sonic 2* with plenty of prior knowledge and skill.

However, the split-screen two-player mode and the new special stage are excellent. It's all very hip to brag about how you've completed a certain zone in eight seconds, but now you have the option to compete against your equally boastful mates in a race to the finishing post. The special stage is a 3D scrolling affair which challenges you to collect a set amount of rings for the privilege of owning one of the seven chaos emeralds. It looks superb, moves



GREETINGS! In the Metropolis Zone, you will encounter a nut-and-bolt platform. To control this, position yourself in the centre and run right or left to move the platform up or down.



In the Casino Night zone, you'll need to master the art of being bounced all over the place by pinball flippers. When Sonic arrives at this part, hold down the fire button and the spring will retract...



...then let go and the prickly one will go catapulting off into the, er, oblivion of the rest of the screen.

surprisingly smoothly for such an ambitious idea and the two-player game shifts it into a nicely vindictive grabbing match.

But, at £39.99 a throw, you'd be well advised to think twice before allowing yourself to be seduced by Sonic's charm a second time. Take it from me – he'll love ya and leave ya.

ANDY LOWE ■



Well this is the game that is supposed to make Sega tops again in the console wars over Christmas. Without a doubt it will sell by the truckload just because of the name. But after playing it for a while I can't help feeling that there will be a lot of disappointed kids this Christmas. The game is a case of more of the same. The first one looked nice and so does this. The first was easy to get into and so is this. The first was dead easy to complete and so is this. There's just no challenge involved in *Sonic 2*, so it becomes a bore and a real let down. Only the two-player mode saves it from total rip-off syndrome. Don't bother with it.

LES ELLIS ■



Two-player mode. Well done Sega. You've made exactly the right call on that one. The split screen effort lacks the graphical quality of the rest of the game. But hey, at least the option's there.

Of course, the game is much larger than *Sonic 1* as well. But is it tougher? N really. Everybody in GamesMaster has managed to take it apart at the first couple of sittings.

The graphics are tweaked to improve them, but there isn't really a massive change, and the gameplay is almost exactly the same as before. Still, *Sonic 2* is a good 'un. If you haven't got either, this is the one to get.

JAMES LEACH ■



6 MYSTIC CAVE
Two Phases. Some impassable areas which can be accessed via a spot of vine-swinging. Watch the stalactites at the end.



7 OIL OCEAN
Two Phases. Or... Sonic's Arabian nights. Groovy belly-dancing music and gallons of curdling and hindering oil everywhere.



8 METROPOLIS
Three Phases. This is a biggie. Precarious, pixel-perfect jumping and muttering about how it's a bit like the Scrap Brain Zone.



9 SKY CHASE
One Phase. Tails pilots the plane as Sonic stands on the wings and plays the stunt-hog. Short and very, very straightforward.



10 WING FORTRESS
One Phase. Aboard Robotnik's fiendish airship. Head up to the top left for that extra life-type boost.



11 DEATH EGG
One Phase. The Robotnik confrontation begins with a metallic brawl with this previously prepared Robo-Sonic...



1 The new 3D special stage is one of the highlights of the game. Here, Sonic is about to embark on his first Chaos Emerald collecting expedition.



2 With a current tally of 15, the ring-count is looking good, with Sonic just about getting the hang of skating around this 3D rink, er, tunnel thingy.



3 Basic rules of this bit: First collect the rings. Second avoid these bombs which will explode on impact, blasting a serious hole in your collection.



4 And so, ladies and gents, we come to the first and fabled Chaos Emerald. Phew, only six more to go...

OPTIONS - 3 SET-UPS
 LEVELS - 11 ZONES, 20 ACTS
 DIFFICULTY - EASY
 PLAYERS - 1 OR 2
 SAVE GAME - NO
 END ■

Wait a minute!
 Where's the Sonic 2 title screen gone?
 Turn to page 100 to find out...

GRAPHICS

Brilliantly animated. Virtually faultless. A little slow-down on the two-player mode is understandable, but no less irritating.



SOUNDS

Many sounds are very familiar. There should have been the option to turn the sound off and keep the sound effects.



PLAYABILITY

An instant fix - easy to get into, difficult to get out of. *Sonic 2* is immensely playable and addictive.



LASTABILITY

Oh dear. The two-player challenge option can't quite lift the game above its major weakness - it's too easy.



A WORD FROM THE EDITOR

65% FOR SONIC 2? WHAT'S GOING ON?

Not perhaps the mark you might expect. So let's take things step by step. Sega have improved on the original in two areas. First is the general tidying up and sharpening of elements that were a bit wonky in the first game (Sonic can speed from a standing start now, and you have to look around a little bit more for the special stages). The second is the two-player mode which is a great laugh, even if it does look like you're playing on a Game Gear screen.

Sonic 2, however, is far, far too easy to complete, and there's not enough to go back and explore after you've sorted Robotnik. Technical excellence alone, which *Sonic* undeniably has in spades, does not a good game make.

Think carefully before you buy.

JIM DOUGLAS ■

SONIC 2 PLAYERS



The split-screen two-player mode. Tails has found a restart point, while Sonic, who is miles ahead, takes a little time out for a quick Tarzan impression.



JUDGEMENT

65%

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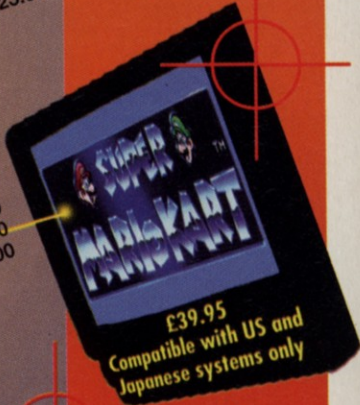
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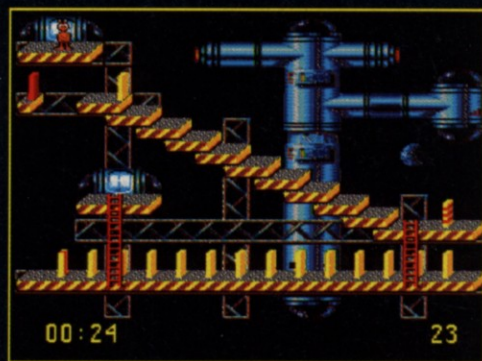
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 STOP ■



Above: This is slightly more complex than it looks. After you have jumped down from that top platform there is no way back up. So, what is that blocker doing in the middle of nowhere? Maybe the ascender below it helps to explain. Only 24 seconds left, so get a move on.

Left: The ant travels to the Aztec temples to topple some dominoes. With four different sorts of special blocks this is going to need something rather spectacular.

PUSHER



The record for domino toppling stands at over a million. You only have to knock down 35 on this level. All this just to retrieve some money for your boss, is it really worth it? Bridge that gap at the bottom to get to the trigger block and finish the level.



Puzzle games, eh. Don't you just love 'em? Well someone must do, judging by how popular they are. Whether it's saving little blue creatures from killing themselves or placing falling blocks in a pile, there is little we won't do to tax our brains to the limits. So, will pushing dominoes around a level really appeal to anyone? The answer is an emphatic yes!

I know that first impressions tend to last, but that is certainly not the case with *Pushover*. At first glance, the game appears to be fairly simple. It isn't much to look at and until you really get into it there doesn't seem to be much to do.

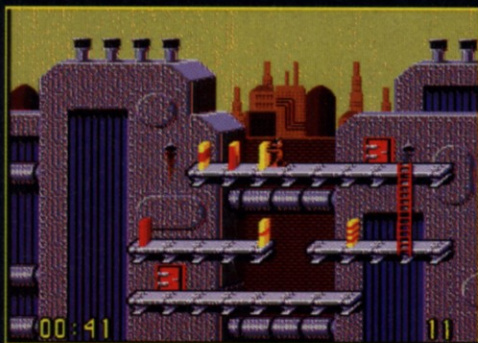
However, looks aren't everything. Alright so your character is pretty small

and seemingly insignificant, but at least the level backdrops are good. It has greater visual appeal than something like *Lemmings* and in my opinion just gets the upper hand in the gameplay department as well.

You get it easy at the start, simply move one or two of the dominoes and there you go, level over. As you progress, however, the levels get pretty fiendish with more blocks on the screen and more strange combinations to make up to get them to fall over.

With all the different special blocks which appear the levels can become real teasers. You know you're almost there... but you can't seem to get those last few blocks to work properly.

After you set up the blocks you find yourself staring dumbfounded at the screen as you set them off. Will that tumbler make it? Will the exploder fall in the right place? If it



The ant moves into a high tech world to carry on with his toppling. On this level he has to race the blocks as they fall to get to that gap at the bottom before it gets to the bridges leaving him stranded with nowhere to go.



My first thought was, "what an ugly looking game." But my opinions were soon to be smashed to pieces. On further playing I found this to be a rather fab little game which had me running around frantically, trying to place blocks before the incredibly short time limit expired.

This must rank as one of the better puzzle games that I've seen this year. My gut feeling is that this may be the one to strip *Lemmings* of that title. It certainly is no pushover, but first I'd better play it some more, just to make sure.

ADRIAN PRICE ■



GAMES MASTER TIP

GREETINGS!

If you haven't got the patience to stick with the more difficult levels and are looking for an easy way out, how about trying some of these level codes? You won't get all that far using them but you will get to see some interesting levels. Try these for size.

07168 - if you finish this level you get a nice little cartoon sequence. 12290 - now they start to get harder. While you are about it why not try this - 13826.

THE RECORD FOR DOMINO TOPPLING IS HELD BY THE JAPANESE WHO TOOK WEEKS TO SET UP OVER A MILLION DOMINOES IN LOTS OF SPECTACULAR PATTERNS...



The point of *Pushover* on the Amiga was slightly lost owing to a rather confusing Colin Curly licence (from out of the Quavers' ads) which played absolutely no part in the gameplay. Here, all crispy-ness has been done away with, and we're left with a fantastically playable and refreshingly unfrustrating puzzler. So far as the graphics go, we might as well be playing on an NES, but that doesn't detract from the super-slick difficulty curve and the all-round friendliness of the password system and options.

JIM DOUGLAS ■

OPTIONS - 1 SET-UP

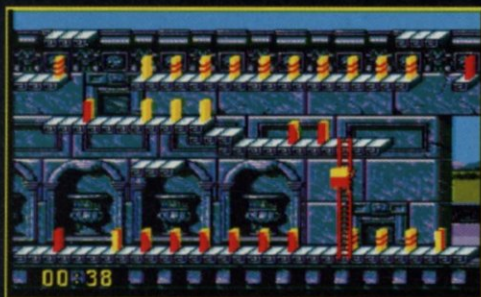
LEVELS - 100

DIFFICULTY - 1 SETTING

PLAYERS - 1

SAVE GAME - PASSCODES

END ■



It'll drive you potty. Stick this there, move that there, push that, block that, delay that. Didn't know puzzle games were supposed to be fun.



Back to staircase levels but this time a tumbler is all set to go. It will roll down the stairs nicely to set off a chain reaction at the bottom.



GRAPHICS

The backdrops are above average for a puzzle game. The ant may be small, but he's well defined and cuter than a Lemming.



SOUNDS

Sound effects are cute but the music tends to get on your nerves after a while. So, this is a case of reaching for the volume switch!



PLAYABILITY

There are many different dominoes with special functions to master. It may be easy to get into, but it's hard to put down.



LASTABILITY

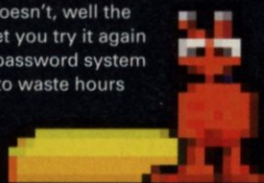
There are numerous levels to get through - some are tough. It's always fun to play even when you're stuck, so you'll stick with it.



OVERVIEW

works it's a great feeling, especially with the levels later on in the game, when you've spent ages working out a strategy. If it doesn't, well the game is friendly enough to let you try it again immediately. There's also a password system used so that you don't have to waste hours and hours on those earlier levels when you come back to playing it.

I have to admit that I



wasn't too taken with *Pushover* when I was first had a look at it. After a few goes I started to warm to it, but after an hour or so I was completely hooked, desperately trying to work out some pretty tough levels.

If you are into puzzle games with an arcade feel to them, then it is definitely worth taking a look at this. Once you get into it, you won't be able to put it down.

LES ELLIS ■

STANDARD STOPPER SPLITTER EXPLODER TUMBLER

ARRANGE DOMINOES IN A RUN SO THAT TRIGGER DOMINO FALLS LAST, YOU HAVE 1 PUSH.

DELAY BRIDGER VANISH TRIGGER ASCENDER

Here are all the special blocks. The secret to success in *Pushover* is learning how these work. If you get more than four or five on a level, you'll need something extra special to pull it off, or should that be *push* it off.

OVERALL

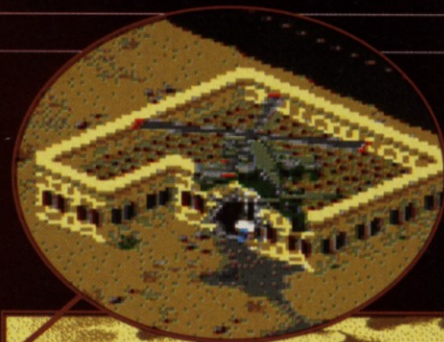
I am fast becoming a big fan of *Pushover*. The idea is simple but the addictive qualities make it a winner. As far as puzzle-type games on the SNES go, this won't be beaten for a long time to come. It looks good and plays like a classic. It's a lot of fun and working out some of the teaser levels will tax you to the limit. An excellent idea for a game, brilliantly executed. What more could you ask?

LES ■

JUDGEMENT

85%

FOR - SNES
 FROM - ELECTRONIC ARTS
 AVAILABLE - JANUARY
 PRICE - £45
 MEMORY - 8Mbits
 STOP ■



Being a madman, Mr Moustachioed Nasty has imprisoned a load of honest, uptight, er, upright American citizens. To release them, destroy the fairly weedy guards around the complex, then hammer the building with rocket and machine gun fire...

...until a large hole is blown in the wall. Far from being killed by the blast, the Americans come pouring through the gap, frantically intent on being rescued. You must manoeuvre the Apache in close and pick up as many of the hostages as you can...

...before delivering them to a safe landing zone on the coast. You get armour points back for every guy you save, but seeing as the AH-64 isn't exactly made for carrying folk around, you'll have to make several trips to get them all and complete the mission.

DESERT STRIKE

THE APACHE IS THE MOST EXPENSIVE BATTLEFIELD WEAPON EVER, COSTING \$35 MILLION EACH (ERCL DART)



When you need fuel, you'll have to take risks getting it. Normally you'd skirt around any collection of heavily armed vehicles, but once the on-board computer starts flashing its 'fuel low' messages, anything's worth trying in order to get some juice.



This was *the* game on the Mega Drive for ages. And rightly so. Despite its rather dodgy theme, *Desert Strike* won over all who saw it (apart from the occasional miserable git).

So now it's on the SNES. And it's just as good. The idea is simply to pilot an AH-64 Apache helicopter around an unnamed Middle Eastern country, blowing up troops, tanks and buildings, while trying to rescue stranded folk. The country is run by a moustachioed madman called, for the purposes of this review, Mr Nasty. Any relation between him and any Middle Eastern madmen, living or dead, might just be an utterly bizarre coincidence.

The game is divided into missions, which are best tackled in the right order otherwise life gets ridiculously complicated. To start with, all you have to do is fly around, destroying the odd radar site or power station. Such installations are pretty lightly defended

so it's a good opportunity to practise using the three weapons systems you've got.

All you need to do is consult the map to find out where your targets are, then fly in the appropriate direction - the playing area is small enough to ensure that you won't fly right past your objective. You then approach cautiously to suss out where the anti-aircraft artillery is based. Rapier missile systems, radar-guided cannons and blokes with rocket launchers all take their toll on your AH-64 and, unless you acquire the knack of blowing them away from a safe distance, your chopper is going to take a large amount of damage.

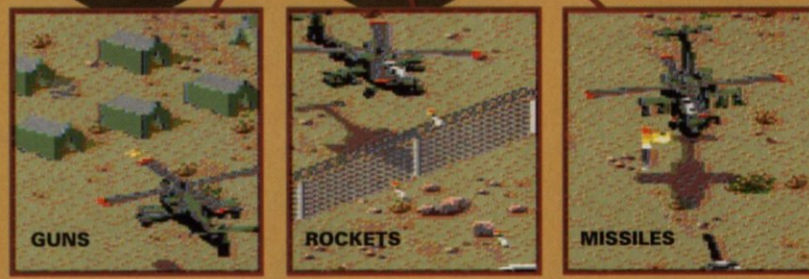
There are four main missions, divided into 27 sub-missions, which have you destroying power-stations, rescuing UN observers, blowing up missile sites or even having a go at Mr Nasty himself. Each submission isn't too taxing, but the damage you take between main missions is cumulative because you can't return to your frigate to get the 'copter re-armed and repaired.

FLYING FROM THE HELI-PAD

Fly in these directions

Jink left and right

Hitting START at any time during the mission pauses the game and calls up this chart. On it you can select any of the submission objectives and the positions of fuel, landing pads and enemy defences. You can also see the current status of your chopper, so you don't need to rely on messages to tell you how much fuel and armour you've got left.



- 1 FUEL** - 100 is maximum; nought is, er, goodnight Saigon.
- 2 ARMOR** - Pretty much the same as 'armour' in this country, 600 is maximum.
- 3 LOAD** - The number of rescued bods you've got languishing on the back seat of the Apache.
- 4 LIVES** - You start off with three.
- 5 GUNS** - You apparently start off with 1,178 rounds of 30mm cannon ammunition.
- 6 HYDRAS** - Weird little un-guided rockets. You get 38.
- 7 MISSILES** - Hellfires: very accurate and powerful. But you only get eight.



I loved the Mega Drive version of *Desert Strike* and am hugely impressed with this conversion. Everything that worked well in the original version is here - from the increasing difficulty of the missions to the friendly control options. The sounds have been beefed up too, with throatier explosions and gunfire, even if the 'clang!' when the chopper bangs into an electricity pylon or similar is a bit overdone. In particular, the progress of the storyline is more coherent than most, and the mixture of frenzied blasting and precision rescue-missions makes it a demanding and challenging title. My only real gripe is that the graphics have remained virtually untouched - the sharp, steely visuals that the Super NES can do so well really would have added to the atmosphere. Still, it's fast, furious and thoroughly entertaining action - it certainly ranks as one of the best blasters on the system.

JIM DOUGLAS ■



Chemical factories are always fun to destroy because they send out clouds of noxious gases. Trouble is, they have defences akin to those surrounding Fort Knox.



Sooner or later this is how you'll end up. Sunbathing while your navigator tries to fix a small electrical fire on the helicopter. Then again, perhaps it's something more serious...

However, it is possible to pick up extra ammunition, fuel and armour on the ground. This adds a strong tactical element to the game because if you squander your supplies early, you're going to be completely stuffed later on.

Desert Strike is a great game on the SNES. It's fast, it's smooth and the graphics are every bit as good as those of the Mega Drive version. The game's flexibility makes it so appealing - you can go where you want, blow up whatever takes your fancy, try numerous stealthy approaches and generally use your brain as well as your Maverick-firing finger. It's different every time, and the more you improve, the more you'll get out of it. The pass-codes for later levels also help.

JAMES LEACH ■

GAMES MASTER TIP



GREETINGS! When attacking large, defended installations, save ammunition by hiding behind the buildings and letting the defenders destroy them as they try to hit your helicopter. Here a power station is being shot at by its own side while the helicopter remains safely beyond reach.

Another tip - when you fly over the sea, you use no fuel. So if you have to get from the top of the map to the bottom, go a little way out to sea first, then turn parallel to the coast. Turn inland when you are close to the target.

OPTIONS - 4 MISSIONS
 LEVELS - 4
 DIFFICULTY - 3 SETTINGS
 PLAYERS - 1
 SAVE GAME - NO
 END ■



Because of their size, the airfields are tricky blighters. By the time you've annihilated their considerable defences, you're only left with the machine gun to help you blow up the buildings. And it takes some time.



The airfields and other important centres are guarded by Rapiers. These missiles are very accurate and very powerful. And worse, they're fired by rather sad Dusty Bin look-alikes. Shameful.



Ever since the release of *Desert Strike* on the Mega Drive, the SNES has been begging for something similar. About as close as it's got up till now is one of the later missions in *Pilot Wings*. Now we SNES-heads have got the real thing and it's one of the best games I've played on the system – it really is great fun. On the downside, it can be completed in a day or two and may prove to be of little challenge to the hardened shoot-em-up expert. The only other criticism is that there are only four missions – it would be nice to have a few more. Apart from that, it's a fine rotor-rattling romp with a good mixture of all-out shooting and light strategy. Particularly helpful is the way you can locate ammo and fuel at any point during the game by using the handy on-board radar. Neat.

ADRIAN PRICE ■

KEEP GOING

There are three main collectibles in *Desert Strike*. They appear all over the map and you can pinpoint their positions by looking at the map screen and selecting them.



FUEL
Instantly gives you full tanks.



AMMUNITION
Replenishes your weapons.



ARMOUR
Gives you maximum armour.

There is a finite number of these collectibles, and if you use them when you don't really need to, you'll have wasted them. So remember where they are located and return to them only when you have to.



Rescuing an F-15 pilot is also in a day's work. If he was crap enough to crash in the first place, you'd think he deserves to die. But no. The military want him rescued and the remains of his plane destroyed. So get to it.



Splash one command and control centre. Those guys won't be faxing stuff to each other for a while, that's for sure.



GRAPHICS

The chopper itself is smart and the 16-way scrolling is smooth. Gorgeous end-of-mission screens are the icing on the cake.



SOUNDS

There's a lot of rotor noise and missile-whooshing, but sound isn't the game's strongest point – it just does the job.



PLAYABILITY

Excellent. The 'copter is fairly easy to control and the weapons are logical enough. Put in a little practice and you're away.



LASTABILITY

Twenty seven submissions is enough. It'll take you ages to complete them and I doubt you'll get bored in the attempt.



OVERALL

Desert Strike: good on the Mega Drive, good on the SNES. This version is fast, slick, playable and nice to look at. You pick up the controls quickly, and flying the AH-64 becomes second nature after a while. You might find yourself finishing it too soon because there are only four missions, but I doubt it. So buy it. You won't regret it.

JAMES ■

JUDGEMENT

87%

GADZOOKS! THAT'S GOT TO BE THE BIGGEST FRONT



Take a butcher's at just some of the facts, figures, stats and stills that John Madden '93 chucks at you before the players even take the field. It's animation to make playing one of their sports games as close as possible to the experience of watching TV, but a damn sight more interactive...



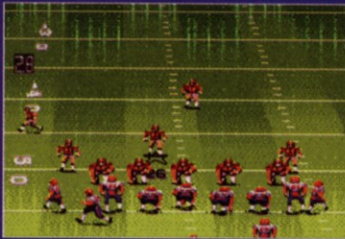
1 Who do you want to be? What sort of game do you want to play? Who do you want to play against? What pitch do you want to play on? In which city? And so on...



2 Are you good enough to get your team all the way to a Superbowl victory? Depending on which team you pick, it will either be a tough challenge or practically impossible.

A QUARTERBACK'S GUIDE

Getting to grips with *John Madden Football* seems daunting at first. After the ball is snapped (ie, the action starts and 11 20-stone guys start pounding towards your quarterback) you have to do a lot of things very quickly. You'll soon get the hang of it though. Here's an example play...



The two teams line up at the line of scrimmage. If you're on offense you control the quarterback; if on defense you control whichever player you chose to highlight.



The offensive player calls the snap and the ball is passed to the quarterback. Now, depending on which plays have been called, it's time to either run like fun or...



...get ready to make a pass. Hit a button and your three receivers appear in view. When they raise a hand, they're ready to receive a pass.



So pick a receiver and lob the ball. As long as you're quick enough, your players keep you safely out of harm's way and the opposition doesn't manage to intercept the ball...



...then you're all set up for a successful play. (Assuming, of course, your receiver actually manages to catch the ball. Every single player in the game has individual strengths and weaknesses which affect his performance).

JOHN



Let's get one thing straight right from the beginning - *John Madden Football* is simply the best video game of all time. The '92 version appeared one year on from the launch of the original *John Madden Football* and took the games-playing world by storm. It achieved what many thought was the impossible; through enhanced graphics and a rigorous de-bugging session it

made a great game even better. The question now is: *does John Madden '93* offer enough improvement to keep it at the top of the tree, or is the core game, now over two years old, simply too dated to hold its head up in the crazy, crazy console days of 1993? So what's so special about *John Madden Football* then? Well, in two-player mode there's nothing to touch it. Never before has a game offered such depth in gameplay, the result being that no two people will ever master the

CONTROL BOX

- Guides your selected player around the pitch
- Selects play and game options
- Passes ball to receiver A
- Your highlighted player dives
- Selects a play
- Calls an audible play
- Pauses game
- Opens time-out/replay options
- Passes ball to receiver B
- Highlighted player spins out of a tackle
- Selects a play
- Calls a fake snap
- Passes ball to receiver C
- Your highlighted player charges
- Selects a play
- Snaps the ball

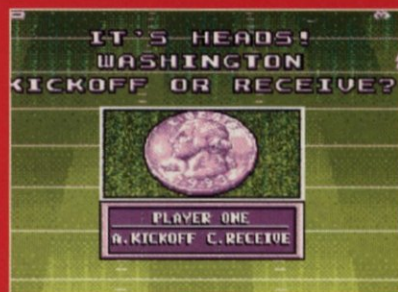
ND IN THE HISTORY OF AMERICAN FOOTY GAMES...



3 Before each match, John Madden points out what he feels to be the strengths and weaknesses of each team. Encouraging or depressing – depending on your point of view.



4 Cool! Look at that blimmin' great astrodome! Yes, after you've elected where you want to play and in what conditions, you get to see a picture of it. Hurrah!



5 Last, but not least, you get to witness the coin toss. The winner can decide whether he wants to return or kick at the start, while the loser gets to choose from which end to play.

MADDEN 93

game in the same way. As a result, two seasoned John Madden veterans (each confident of their abilities after successfully completing the tough one-player game and winning the superbowl) will face each other for the first time and find themselves totally flummoxed by their opponent's tactics and choice of play.

There are so many plays, so many tactics and so many different strategies to this game (all within easy reach thanks to the supremely slick and easy control system) that each of the players

will find themselves up against a completely new challenge every time.

John Madden '93 maintains and extends this level of depth with a whole new range of teams to play. The graphics are as gob-smackingly gorgeous as ever, with the bonus of extra animated sequences during the action and in-between plays (the crowd even performs a Mexican wave at the end of each game). Okay, so there's nothing radically different between *John Madden '93* and the '92 version,

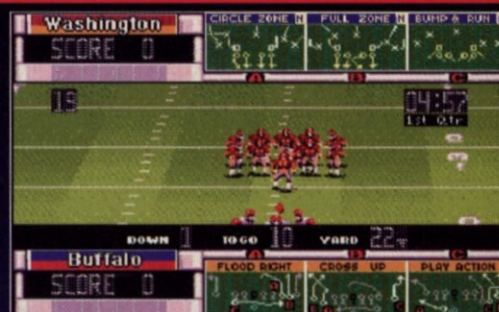
SAMPLE PLAY



1 Red Dogs, Shotguns, Hail Marys and Blitzes... to name just four. There are approximately 200 different play combinations in *John Madden '93* – and each team will perform them with different degrees of success. But how do you get your boys to perform? Well, in between each play you have to make three choices to decide the next play. It's all very straightforward really... Select your teams. Different 'sets' of players are called on to the field for different jobs – so your first job is to select which guys you want.



2 Next comes your choice of formation: this is how your players will line up at the line of scrimmage. Some offensive formations favour running plays, some favour passes – the defensive formations offer different forms of coverage.



3 Last (and perhaps most important) comes the choice of play. There are six or seven different plays available to each combination of set and formation. This is where you must attempt to bluff your opponent into failing to work out what you're attempting to do. It's intriguing stuff.

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - DECEMBER
PRICE - £39.99
MEMORY - 8 Mbits
STOP ■

OPTIONS - 2
DIFFICULTY - VARIES
LEVELS - NONE
PLAYERS - ONE OR TWO
SAVE GAME - YES
END ■

John Madden '93 and the '92 version, but after a prolonged playing session in the GamesMaster office we all had to conclude (just about) that this game is as much of a classic now as it was when it first appeared.

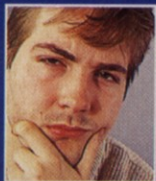
If you fancy the idea of getting into American Football (I must confess that, after playing this game for the first time I became a complete addict of the sport) or you just fancy grabbing yourself a slice of video game history then this surely is a must buy.

If you're still not convinced that this is 'your sort of game' then see if you can pick up a second-hand copy of *John Madden '92* or the original *John Madden Football*.

With *Sonic 2* destined to sell out faster than camcorders on the day Kim Basinger takes up streaking, this is (in my book, anyway) your best bet for Christmas.

No Mega Drive player should be without it.

NEIL WEST ■



The '92 version was the best sports game you could buy. It still is. '93's has updated team stats, making them realistic and forcing you to watch the gridiron on Channel Four to learn the tactics of the good teams, but EA have put one too many little gimmicky bits in. Crowd scenes and so on are OK, but there is too much non-essential and annoying stuff cluttering up the game.

It's still damned good, but a third incarnation stretches the concept just a little too far.

JAMES LEACH ■



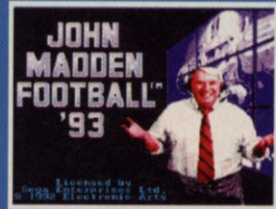
Ever get the feeling that Neil likes this game? It's a case of 'good, but more of the same' really. *JM '93* doesn't do that much more

than '92, or the original for that matter. The game is basically the same with more stats. If you have the first game then it may be worth looking at this, but if you already own the second one then there's little point in buying the newie - it's little more than a data disk. For the money it does seem a bit over the top, so I'd rate it lower.

LES ELLIS ■



And the crowd go wild, what a play.



GRAPHICS

Mega Drive graphics don't come much more impressive than this. So *Sonic's* faster - but with all the action the MD's guts must be cooking!



SOUNDS

Digitised effects, a thumping Rob Hubbard introductory sound track and (best of all) a running commentary from John Madden.



PLAYABILITY

It takes a while to get into, but once you master the controls you'll appreciate the skill of the programming team.



LASTABILITY

In one-player mode it's big enough - there are loads of teams to play and winning the Superbowl with each is a real challenge.



OVERALL

John Madden '93 is simply the most sophisticated, intriguing and complex game available on any system anywhere. If you fancy yourself as having a brain as well as a fast trigger-finger, this is the game for you.

NEIL ■

GAMESMASTER TIP



GREETINGS!
 In *John Madden 93*, there is an effective offensive which rarely fails. Simply select the 'Post Out' throw by the quarterback and, when the throwing windows come up, press button 'B'. Simple, indeed.

JUDGEMENT

90%

- TWO OF A KIND - THE WINNERS!



You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.

Blistering pace and superb tactical game play has made KICK OFF a legend in computer games world wide. Packed with options like game speed, KIT DESIGN, edit teams and player names, 4 different types of competitions, it provides a wide variety of game play. Action Replay facility lets you enjoy the glorious moments at leisure. Battery back up ensures that the competition results, kit design, team and player data is stored for instant recall.



Distributed in U.K. by Anco Software Ltd. Unit 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH U.K. Tel: 0322 287782

Imagineer



SUPER NINTENDO
ENTERTAINMENT SYSTEM

FOR - SNES

FROM - KONAMI

AVAILABLE - JANUARY

PRICE - £39.99

MEMORY - 8Mbits

STOP ■

Slow in, fast out, as someone once told me. The computer-controlled cars follow the sensible driving lines through the bends, so unless you fancy a spot of grasscutting, leave your overtaking to the straights.

Time for a pit. Actually, there's virtually no need to enter the pits at all. I never once ran out of fuel. And if you crash, the amount of time spent in fixing your car will lose you so many race places that you may as well give up.



EXHAUST HEAT

WIN EXHAUST HEAT! LIST FOUR SPONSORS OF THE WILLIAMS DRIVERS...



I must admit to being a bit of a sucker when it comes to race games. Especially on the Super Nintendo. It's the promise of all those extra-quick Mode 7 graphics. *Exhaust Heat*, with its 16 international circuits and multitude of performance-boosting extras, certainly had the potential to be one of the finest racers on the machine. So it's a shame that it doesn't quite add up.

You have the choice of driving on any circuit you fancy from around the globe or entering the Formula 1 World Championship. As you would expect, racing your way through a whole season is far more satis-

fying than simply blasting round your favourite circuits. As the season progresses, your winnings help you buy increasingly smart bits and pieces for your car. Front and rear spoilers increase the car's downforce and thus keep it on the track at higher speeds, while super-grippy tyres give more speed through the bends.

It's even possible to engage in some high-speed argy-bargy, bumping the other cars off the track. Be warned, though, more often than not it will be you who ends up in a spin.

So where does *Exhaust Heat* fall down? Well, for a supposedly realistic Formula 1 game, it seems a little strange that each race involves a grand total of three laps. It's also a frustrating point that failure to

make serious money in one race will stop you buying the extras needed to keep up with the field in the next. One slip can virtually cost you the whole season. Also, the scanner indicating the positions of the cars in the race is so cluttered and unclear that it's next to useless. Pity. **JIM DOUGLAS ■**



GAMES MASTER TIP

GREETINGS!

I have two tips for budding Formula 1 champions. First, on the starting grid, avoid the temptation to floor the accelerator while waiting for the Start light. Instead, keep off all the buttons until the light changes, then give it some gas. This will result in less wheel-spin and you'll move up the field smartly. My second tip is to completely stay off the brakes. Instead, the moment a corner of 90 degrees or more is indicated, get off the gas and decelerate that way. You should be able to glide round without touching the brakes.



Oh to hell with it! Get the turbos going and just hope that your tyres are grippy enough to slide inside the driver ahead (arf). It's a shame the flashing signs indicating approaching bends don't appear a bit earlier.

TELL US WHO CURRENTLY HOLDS THE RECORD LAP TIME (IN A RACE) AT SILVERSTONE



I'm a big fan of racing games and I must say that this is one of the better ones. It hasn't got the speed and looks of *F-Zero*, but it more than makes up for it in playability. There are loads of different tracks and the car set-ups are an asset. Whizzing round the tracks is a damn sight more realistic than the Mega Drive's closest offering, *Ayrton Senna's Monaco GP 2*. The races are a lot of fun, although things do slow down a little when there's a lot going on. I'd give it in the 70s. **LES ELLIS ■**



Pure skill. That's what the other drivers had. I got through with luck and plenty of corner-cutting. Still, I made it to the podium. Champagne-guzzling fun is infrequent to say the least, and utterly out of reach if you happen to screw up your start.



Weird, this one. Although it's supposed to accurately reflect the Formula 1 racing scene, it only goes halfway. Setting up your car and buying bits and pieces is a nice idea, but having to earn the money for it is a pain.

F-Zero and *Mario Kart* are the only games vaguely like it on the SNES, and they're both better than this. Still, it's fast, furious and you can have a lot of fun. But don't expect to get caught up in the turmoil of the mad Formula 1 circus. It's not here at all. **JAMES LEACH ■**

OPTIONS - PRACTICE/RACE

LEVELS - 16 CIRCUITS

DIFFICULTY - MEDIUM

PLAYERS - 1

SAVE GAME - YES

END ■



GRAPHICS

Workman-like sprites hurtle around the flat Mode 7 landscape. More than four cars on screen at once makes the display slow down.

SOUNDS

Jingly bells and a stunning xylophone interlude... No, as you'd expect, it's all roaring engines. Good, if a bit lawn-mowery at points.

PLAYABILITY

The car handles better as you buy extra bits and pieces, but it's a shame so many minor bumps result in irretrievable spins.

LASTABILITY

Although there are 16 circuits, you only have to lap each three times in a race. That's just 48 drives and you've seen the lot. Not enough.

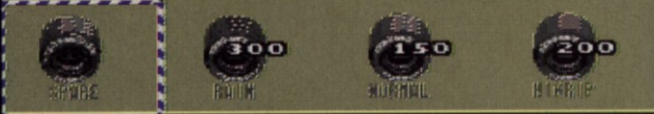
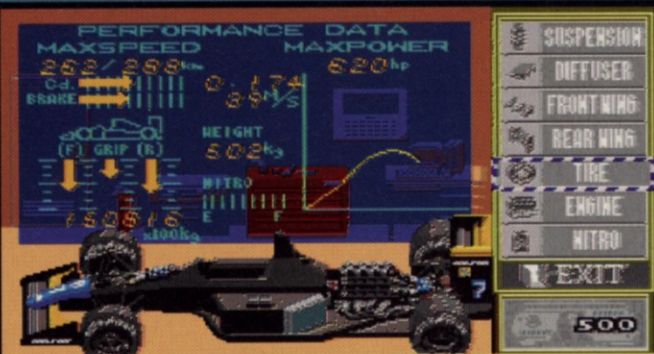
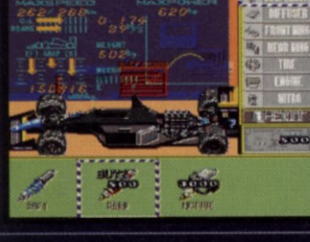
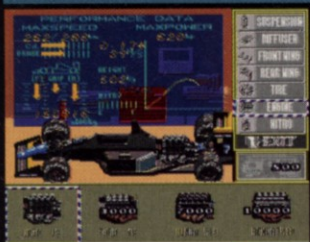


ROUND 1 STARTING GRID

| | | | |
|---|------------|------|---------|
| 1 | A. SETH | MCL. | 0'37"50 |
| 2 | N. MANSON | WIL. | 0'41"02 |
| 3 | M. IN. | SEL. | 0'42"69 |
| 4 | S. NAKADA | TYR. | 0'43"33 |
| 5 | A. CHESTER | JOR. | 0'45"45 |
| 6 | I. CAPYS | LEY. | 0'48"03 |
| 7 | A. PROTEUS | FER. | 0'49"68 |
| 8 | N. PIOUS | BEN. | 0'52"47 |

Performance - as we all know - is everything. The better your lap times during practice, the higher your grid position. The higher your grid position, the less chance there is of ploughing into the back of someone at the first bend. Here I've done rather well actually.

...AND SOME FLUFFY DICE



You're not going to win the world championship with a car like that. So, after your first couple of races, you'll have to invest your winnings in some superior gear. For a start, get some high-grip tyres. Then get some down-force boosting spoilers which will help glue your car to the track. Next, you'll need a better engine. This one delivers more torque at higher revs, so you'll need to keep the beast screaming to get the most out of it. The problem with this

section of the game is that you can't tell what effect the particular piece of kit is going to have on your car until you've actually bought it, so you may well end up splashing the cash on a piece of kit entirely unsuited to your driving style or insufficiently distinct from the last, cheaper item. By far the best policy is to save your pennies for the really expensive bits and bobs, rather than continually forking out lesser amounts of dosh in order to simply stand still. **JIM ■**

OVERALL

It's a shame that for virtually every nice thing about *Exhaust Heat*, there's a downside. During practice it's super-quick, so it's annoying that it slows down when racing with other cars. The tracks are excellent replicas of the real thing, but you've only got to drive around them three times. It just doesn't quite add up. **JIM ■**

JUDGEMENT

67%

LOTUS TURBO CHALLENGE

AND NOW, THE WEATHER...

The weather changes from cloud to snow to fog to daylight more often than Madonna changes her clothes, but then that's what makes *Lotus Turbo Challenge* so much fun – you never know quite what's going to be around the next corner. Unless you memorise all the routes of course...



The very first stage. Watch out for rocks, tree trunks and puddles and all the other road users. And just when you think things are tough enough, thank you very much...



...someone goes and turns the lights out. Chiz. The night level (stage 2) ups the difficulty by reducing visibility (you can't see as far ahead) and you also have tighter corners to deal with.



Aren't consoles fab? Where else but in the wonderful world of videogames would you get to race a friend through the English countryside in a top-of-the-range Lotus? Yep, this is exactly the sort of game that consoles were invented for – a seat-of-your-pants, accelerator-flooring drive-em-up from Electronic Arts.

Lotus Turbo Challenge has been around (in several different forms) on home computers such as the Amiga for some time now. The Mega Drive version takes the best bits from all of them and

creates the perfect beast – it's fast, fun and it's maddeningly competitive in two-player mode. Console owners are lucky in as much as this Dr Frankenstein business of 'taking all the best bits' to make a new game is becoming more and more common. Producing a cart is a lot more expensive than producing a game on floppy disk, so the software houses spend a lot more time making sure the end game is going to be a cracker – and when they have six years' worth of Amiga games to pick from, they've got a lot of good stuff to re-use.

But back to the matter in hand: a right-hand drive, 165bhp, 0 to 60 in 6.7 seconds racing machine. There



There's a great deal of satisfaction to be had from storming up and ramming into your opponent, especially when he can see you coming!



I'm a great fan of driving games, especially with old Mansell coming out tops this year, and having played *Lotus* on the Amiga, I was looking forward to it on the Mega Drive. But it's a slight disappointment. In one-player mode it lacks a certain vim, though in two player-mode it's a damn sight better – racing to the finish in front of your friend is a real confidence booster, even if it does cost you your friendship. I'd like to have seen a Lotus wrapped around a tree (which never happens), but that's the sort of person I am.

ADRIAN PRICE ■

BRACING STUFF

Yes, both the Lotus Elan SE and the Lotus Esprit Turbo SE are available for your sadistic road-hogging exploits. Just check out the tech specs...

ELAN SE

| | |
|--|---|
| <p>MAX SPEED: 137 MPH 0-60 MPH: 6.7 SECONDS 0-100 MPH: 23.1 SECONDS MAX POWER: 165 BHP MAX TORQUE: 7.8 LB FT</p> | <p>EQUIPMENT ELECTRIC WINDOWS CENTRAL DOOR LOCKS ELECTRIC HEATED MIRRORS POWER STEERING STEERING ADJUST</p> |
|--|---|

137mph? Not bad – but nowhere near the chick-pulling, hedgehog-worrying, rubber-burning, petrol-guzzling monster that is the...

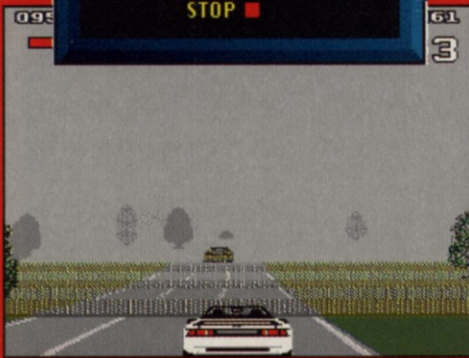
ESPRIT TURBO SE

| | |
|--|---|
| <p>MAX SPEED: 163 MPH 0-60 MPH: 4.7 SECONDS 0-100 MPH: 11.9 SECONDS MAX POWER: 214 BHP MAX TORQUE: 9.6 LB FT</p> | <p>EQUIPMENT ELECTRIC WINDOWS CENTRAL DOOR LOCKS ELECTRIC HEATED MIRRORS AIR CONDITIONING ICE WRAPPING SYSTEM</p> |
|--|---|

...Lotus Esprit Turbo SE. What a looker, what a car – this little beauty storms along the road at a stonking 163mph. One for the pros.

FOR - MEGA DRIVE
 FROM - ELECTRONIC ARTS
 AVAILABLE - DECEMBER
 PRICE - £39.99
 MEMORY - 8Mbits
 STOP ■

OPTIONS - 2 CARS
 LEVELS - 8
 DIFFICULTY - PROGRESSIVE
 PLAYERS - 1 OR 2
 SAVE GAME - PASSWORDS
 END ■



Fog makes Stage 3 tougher. And the corners are tighter. And the time limits are tougher. But you're given a password at the end of each stage so you need never see this level again.



Now things are getting ridiculous. I mean really - just look at the conditions! Thing is, the other drivers don't slow down so you're just going to have to keep on going.

are two modes of play, one player and simultaneous two player. The idea is to complete different legs of each course before the timer runs out - in two-player mode you must finish before your opponent. If you get to the finish in time you go on to the next leg.

Driving isn't straightforward - tight corners, water hazards, bollards and other road users all try to slow you down. But no matter how much you foul things up you never see the car crash (Lotus vetoed that idea). Instead you grind to a crawl off the road.

The graphics are fab and the cars are fast. You never get the feeling you're driving the car, however (probably because, unlike *Super Monaco GP*, you view the car from behind as opposed to through the windscreen), but I'd still thoroughly recommend Lotus to anyone who likes their action fast.

NEIL WEST ■



At the end of each stage, you can check your progress against the twisty turny map. Here we're in San Francisco, I think.



Much as I hate to sound like a grumbly old folk fan mumbling on about how no new version is quite as good as the first, I've yet to come across a version of this Gremlin classic that's better than the Amiga original. For a start, in the Amiga version the price paid for taking bends too quickly (getting severely hung up on the scenery and losing many race positions) was steep enough to actually make you drive with some finesse. Here, unfortunately, over-exuberance on the bends will result in the briefest of halts, allowing even the most lead-footed goon to finish well up the rankings so long as the fuel doesn't run out. For this reason, if no other ('cos the rest of the game is utterly fab) I'm a tiny bit disappointed in the Mega Drive version.

JIM DOUGLAS ■

GAMES MASTER TIP



GREETINGS!
 At the start of the game, choose the automatic gearbox in preference to the manual. It takes a little more practice to master, but enables you to get back up to speed more rapidly if you hit an obstacle.



GRAPHICS

The road movement is as smooth as anything you've ever seen on your Mega Drive and the scenery changes add atmosphere.

SOUNDS

The music's nothing to write home about really - not as bad as Kylie, but not good enough to play on your Walkman.

PLAYABILITY

The two-player head-to-head stuff is great, but overtaking is too infrequent and it never really feels like you're driving a car.

LASTABILITY

Finishing it will take a long time - the time trials towards the end are very tight. Two-player races will last until you get bored.

OVERALL

Lotus Turbo Challenge is a great-looking game and offers fast and furious action all the way. The simultaneous two-player action has got to be a good thing, provided you can find someone to race against, but there's not quite enough to the rest of Lotus to make it a true classic

NEIL ■

JUDGEMENT

79%



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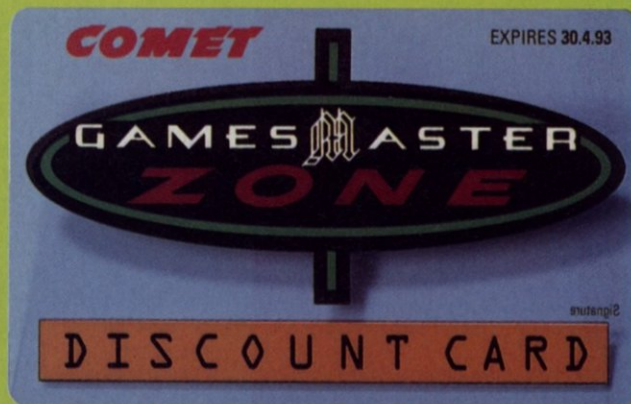
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Good luck.

COMET
YOU KNOW WHERE TO COME.

FOR - MEGA DRIVE
 FROM - SEGA
 AVAILABLE - DECEMBER
 PRICE - £39.99
 MEMORY - 9Mbits
 STOP ■

VIEW FINDER

Third time round, Sega have thought to themselves "which screen view shall we go for? Um... er, erm. Oh poo to it, we'll include the lot." And that, dear chaps and chappesses, is exactly what they've done. You can now play American footy horizontally, vertically from your side, vertically from the opposing team's side and from an aerial blimp. Mmm...



This is the horizontal view of the pitch which will already be familiar to Montana fans. What else can I tell you about it? It's, um, a side-to-side sort of thing which scrolls a bit. Yes, well. Moving swiftly on...



Ex-Madden players who have gone cold turkey can get their little 'fix' through this vertical view option. Imagine a little cameraman floating several feet above the pitch (at one end) on a pair of anti-gravity slippers...

JOE MONTANA



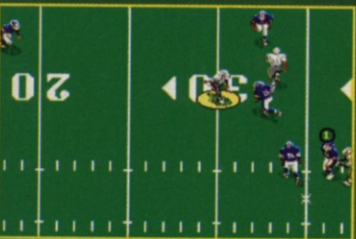
Step 1: You find a girl to love... Er, actually you choose yer formation.



Now choose a play. There are heaps of plays to be mastered.



Now make your move. When it gets busy, the zoom box appears...



...and you get a glorious close-up view of the ensuing shambles.



The baffling sport of American football has really taken off this side of the pond in recent years, not just on TV or in stadiums, but particularly on the Mega Drive. There are quite a few American footy games out, but only two real contenders. One is the mighty and undisputed champion Electronic Arts' *John Madden* (see page 66 for a full review of the latest version) and the other is *Joe Montana* from Sega. Both are entering their third incarnation, and this could be Sega's last chance to claim the prize of 'Best American Footy Cart'. Have they succeeded this time? Well the effort they've expended in trying to is admirable.

Having faffed around with different viewing options in *Montana 1* and *2* (and, incidentally, muffed it up a bit), this time round a bit of thought has been put in. Instead of just one pitch view, there are now four. This is not just cosmetic - each has its benefits. But it was the gameplay that was always the let down with *Montana*. It's

still a bit fiddly to play, and still comes second-best to Madden, but it's heaps better than the first two versions. And (in case you think we're being paid wads of cash by Electronic Arts) of the two games, *Montana* has more play options and a league, something that, even after three attempts, the *Madden* coders seem unable to include.

Previously, the *Madden* versus *Montana* fight has been a little - no, make that completely - one-sided...

Until now *Madden* simply beat the crap out of *Montana*. But, for the first time, there is an alternative. *Madden* is still the number one choice, but real footy fans may find that having played their favourite EA cart to death, they're after a bit of a change - well, they can find that in *Joe Montana 3*. And to finish on a truly cringe-worthy note I'll simply say that *Joe Montana 3* is not a *Madden*, but it's also not a bad 'un. (Sorry). **ANDY DYER ■**



Okay, picture scenario one: you're in a room with GamesMaster's scuba girl - just the two of you, for an evening of videogame heroics and hi-score swapping. Sounds kind of attractive, yeah? I'm sure there's few (speaking for the boys, at least) who would turn it down. But here comes scenario two: all of a sudden you're transported to a tropical island where Kim Basinger, Cindy Crawford, Claudia Schiffer, Vanessa Paradis and that bird from *Baywatch* all want you to teach them the Lambada... Now, aside from satisfying my own personal sexual fantasies, this also serves as a (somewhat contrived) metaphor. *Joe Montana 3* is a good game, there's no getting around it, but *John Madden '93* is so superior in every department (that really matters) that *Joe Montana 3* pales to insignificance. Sorry, Joe, but that's just the way it is.

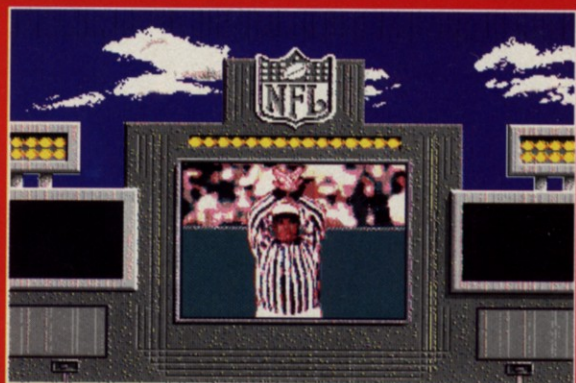
NEIL WEST ■

COMPLETELY USELESS SCREEN

Yes, you'll find one of these in just about every game. A screen which serves absolutely no purpose whatsoever.

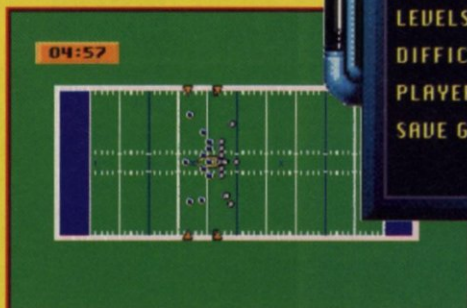
Fair enough if it looks pretty, but these screens are invariably badly drawn and stick out like a sore thumb. In *Joe Montana 3* the sore thumb is called Segavision. It's an option which can be switched on and off from the menu and looks something like the shot you can see to the right.

On specific occasions, whenever a referee would appear in a real match, he appears in this game. Unfortunately, he doesn't move about or anything fancy like that, he just sits there with his arms raised in the air. What you see here is exactly what you get. Pathetic!





...now imagine that the bloke with the floaty slippers has suddenly, and quite inexplicably, changed loyalties and decided to support the other team. Thus he moves to the other end of the pitch and we get this second vertical view.



And finally the blimp view. We're supposed to believe this is what you'd see if you were in an airship hundreds of feet above the stadium. Why that would make the players appear as small squares we can't even begin to guess.

MONTANA 3

GAMES MASTER TIP



GREETINGS!

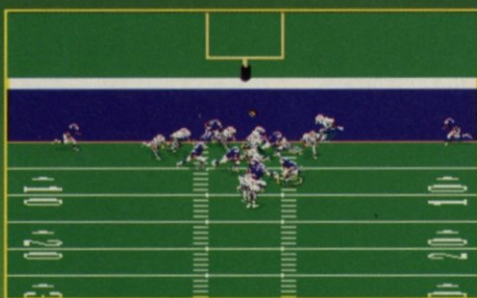
There are three ways in which to gain extra precious yards in this game. If things are desperate, dive using the C button. This gets you an extra yard or so and keeps you in possession. Or, if you're quick, use button B to palm away your opponent. Finally, pressing button A spins you away from the opposition.



GAME OPTIONS

| | |
|--------------------|-------|
| SPEECH | ON |
| MUSIC | ON |
| SEGAVISION | ON |
| ZOOM VIEW | ON |
| PASSING CURSOR | ON |
| FIELD VIEW | BLIMP |
| PENALTIES | ON |
| WEATHER | FAIR |
| STADIUM | DOMED |
| GAME SELECT | |
| PUSH START TO EXIT | |

The range of options and stats screens in the game is bogging. This is only the set-up menu.



A field goal. Set the power, kick the ball, then watch out for the charging defense. Gulp!



Joe Montana 3 would be the American football game if it wasn't for the totally storming *Madden* series.

Basically it's a competent effort and would be king if it

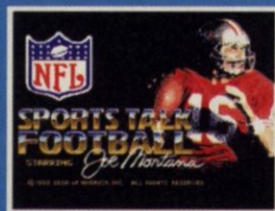
weren't for Electronic Arts' endeavours. Andy's right; the sound is a remarkable achievement and the graphics views are pretty good too.

On the down side, selecting the plays and actually handling the player when the ball is 'snapped out' (as I believe they call it) is a bit suspect.

Overall, it's a good effort and you can have fun with it. Features such as the continuous commentary are excellent, but it's not as good as, er, the other football game.

JAMES LEACH ■

OPTIONS - LOADS
LEVELS - N/A
DIFFICULTY - 3 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - PASSWORD
END ■



GRAPHICS

The inclusion of several different viewing modes is dead useful and the animation is rather spanky throughout.



SOUNDS

Spectacular (almost). The sampled commentary is crisp and adds to the atmosphere. It's like being at a real game, honest.



PLAYABILITY

Pretty good stuff. An improvement over the two previous *Montana* games, but still not in the same league as *John Madden*.



LASTABILITY

Yip, this one'll keep you going. The league option is a blessing and there are so many plays. You'll be at it for months.



OVERALL

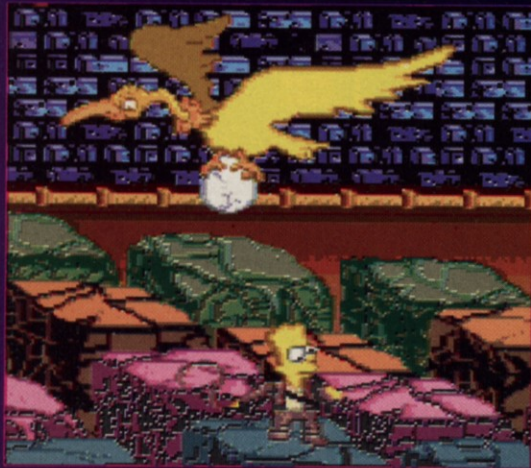
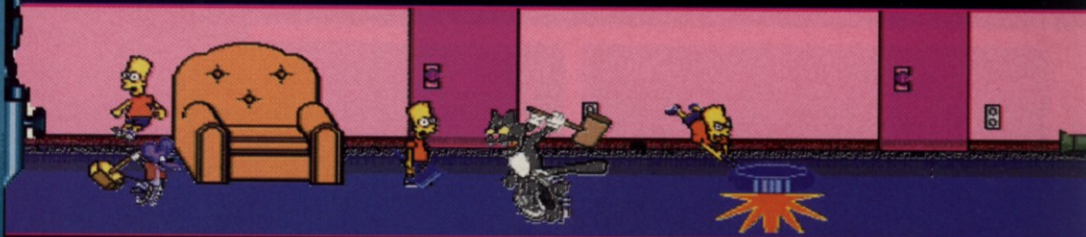
While not coming anywhere near *John Madden* in the game-play department, *Joe Montana 3* isn't really all that bad at all. The best features of the previous games have been retained and enhanced, and there are loads more new options and features besides. American footy enthusiasts will undoubtedly enjoy it as a bit of a change from *Madden*.

ANDY DYER ■

JUDGEMENT

80%

FOR - SNES
 FROM - ACCLAIM
 AVAILABLE - NOVEMBER
 PRICE - £40
 MEMORY - 8 Mbit
 STOP ■



Here we see Bart precariously balanced on a block getting attacked by a giant egg snatching bird



Bartzilla goes on a rampage across town looking very annoyed. If I was a big monster I'd love it



When a small, yellow, spiky haired American schoolkid uttered the words "Eat my shorts", one of the most popular crazes in recent year was born.

Bart Simpson has starred in numerous games on various formats and he now returns on the SNES with his 'Nightmare'. Great games such as Krusty's Super Fun House, where Bart makes a cameo appearance, have lead to high expectations of the saffron dude but this one really does fall short of the mark.

The game starts off with Bart doing his homework. Naturally he falls asleep, and lands in an horrific nightmare. The majority of play takes place in an endless street. You have to avoid loads of nasties as you walk up and down, trying to retrieve pieces of the offending homework. When you get one, you're taken into one of the five sub games, each with its own Bart theme. At the end of each lies a piece of homework - eight need to be collected for Bart to get an A grade. One such section has Bart swimming around in his own bloodstream blowing



Bart must enjoy swimming in fruit trifles with stranger especially wire ones that look like molecular structures up germs with some sort of pump. It may not sound much... but it *does* have a certain something which makes you sit and play.

The same goes for the other sub games. They're overlong, although they do contain an ounce of some addictive stuff to keep you playing. Another of the sub games puts you as Bart's alter ego - Bartman - where you have to fly along dodging all sorts of missiles and poisonous clouds with only a puny catapult to defend yourself. Not exactly inspired stuff - it leaves you wondering whether that was all there waste it.

Other levels include you as Bartzilla, stomping across



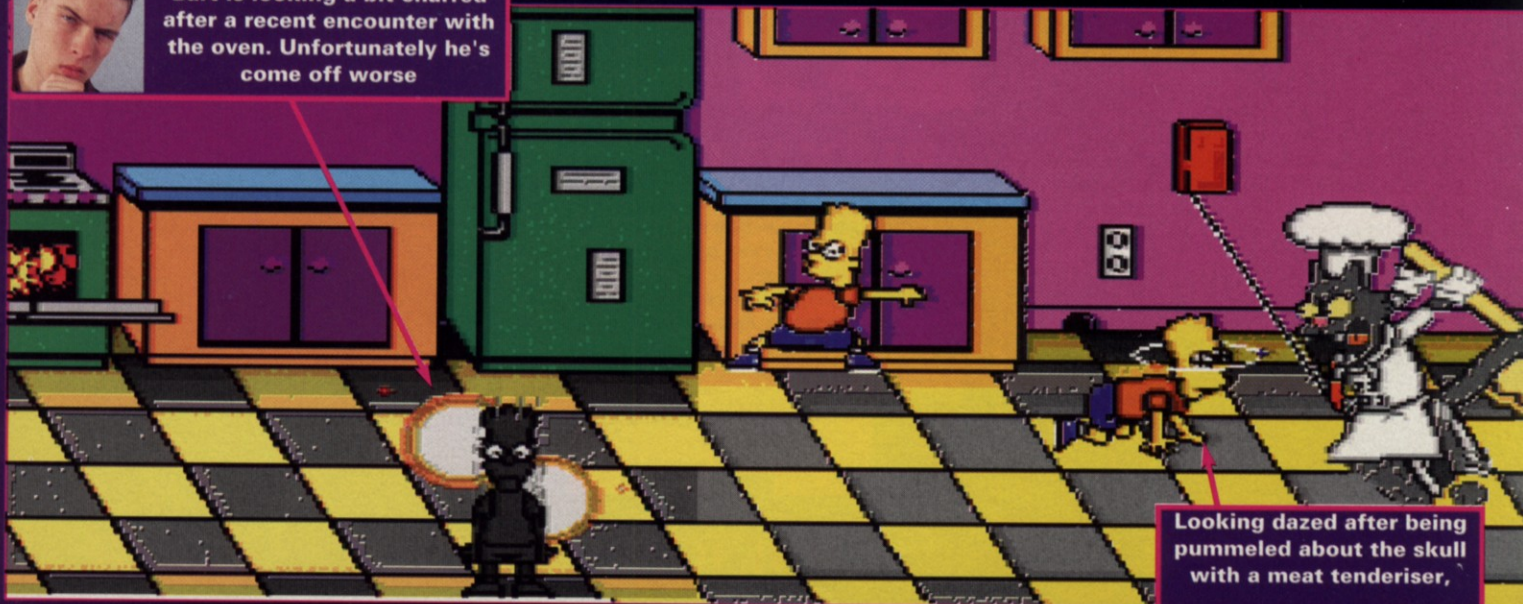
I'm a great fan of Bart. Oh, not the stupid "Don't have a cow, man" comments and the inane "Eat my shorts" ripostes, but the deep satire and the bitingly savage observations on life in the USA. And his games to date have been okay, too.

Krusty's Super Fun House was fine, so I expected good things from Nightmare. I was disappointed, though. The game is *too* repetitive, and there just isn't enough going on. Only one part of it is excellent - the cartoon-like Itchy and Scratchy section. But the rest is middling to poor, despite some nice graphics. **JAMES LEACH**

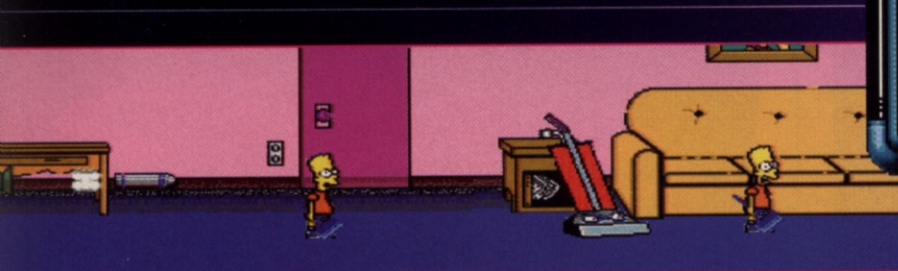
BART'S NIGHTMARE



Bart is looking a bit charred after a recent encounter with the oven. Unfortunately he's come off worse



Looking dazed after being pummeled about the skull with a meat tenderiser,



OPTIONS - NONE
 DIFFICULTY - MEDIUM
 LEVELS - SIX
 PLAYERS - ONE
 SAVE GAME - NO
 END ★

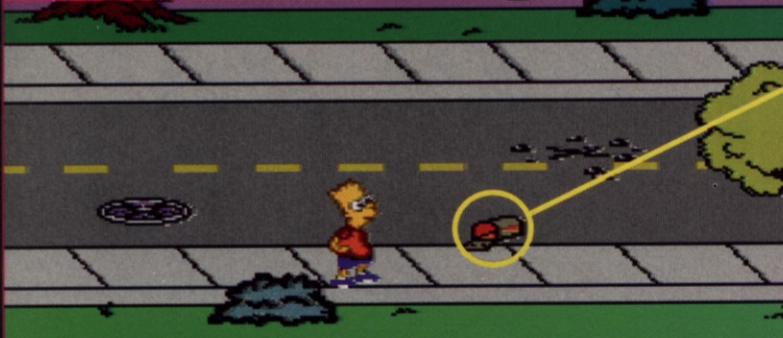


This is a tricky one. On the surface Bart's Nightmare looks to be entirely crap, but after a few plays it's possible to see through the deceptive rubbishness of the graphics and identify some reasonably slick game mechanics underneath. There's plenty to keep Simpsons fans smiling. The sub-games (Itchy and Scratchy and Bartzilla especially) are a hoot, and offer hearty laughs the first or second time around. Nevertheless, the frustration involved in collecting the flutteringly elusive pieces of homework allowing access to these refreshingly amusing sections seriously hampers one's overall enjoyment. It'll make you chuckle, but not for long. **JIM DOUGLAS**

town to find two pieces of homework; the Temple of Maggie has Bart in the guise of an Indiana Jones type character traversing a platform level; the Itchy and Scratchy level involves Bart being chased around a house trying not to be mashed to pulp by psychotic pets - all for two pieces of homework! This is the most enjoyable part of the game with the manic pace of

play and the urgency to kill everything a pretty good laugh. The overall feel is very 'Simpsons' and has the same appeal of the cartoon, but other than that it hasn't got too much going for it. Although it didn't do much for me I'm sure the younger audience and Simpsons fans will appreciate this and buy it by the lorryload. **ADRIAN PRICE**

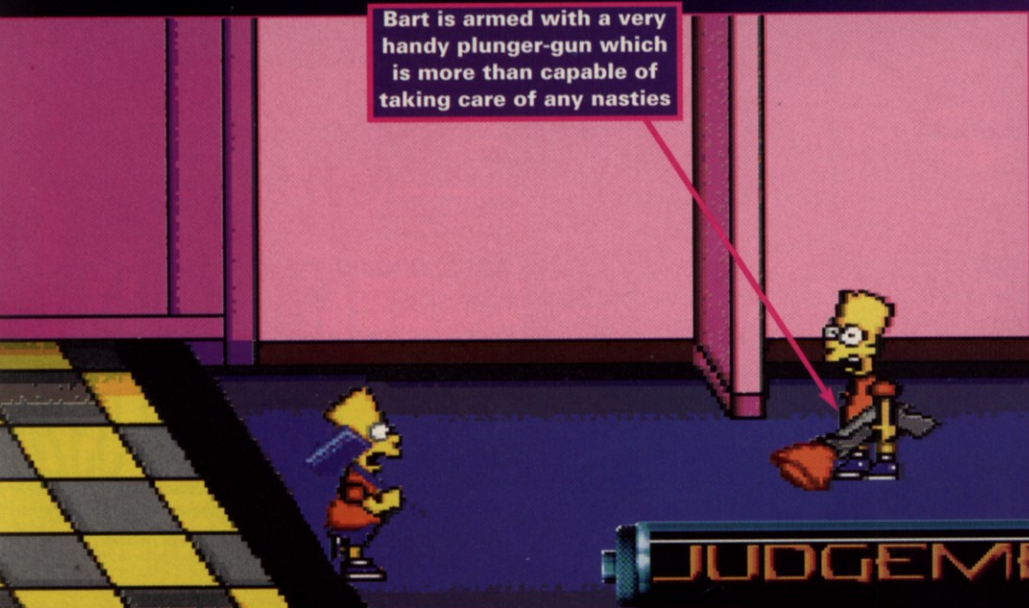
GAMES MASTER TIP



GREETINGS:
 While walking down 'Windy Street', make sure you jump over every single mail box. Not only will you get extra points but you'll receive bonus items

NIGHTMARE

Bart is armed with a very handy plunger-gun which is more than capable of taking care of any nasties



GRAPHICS
 In the same style as the Simpsons show. Generally very colourful.



SOUNDS
 Good sound effects and nice speech make this a jolly game to listen to.



PLAYABILITY
 Five long levels which are basic in their construction - some fun can be had from them but not much.



LASTABILITY
 Depends on which way you look at it. It's a hard game which will take you a while to complete - but will you want to?

OVERALL

Can they squeeze much more from the Simpsons? It does capture the look of the cartoon but it fails to portray them in a way that will suit all. The sub-games are not very strong and if you're a persistent type of games player you will finish this in a short time, to the rest of you it will take a while. Not the game for serious buyers, but if you're a Simpsons fan... can you be all that serious? **Ade**

JUDGEMENT

54%

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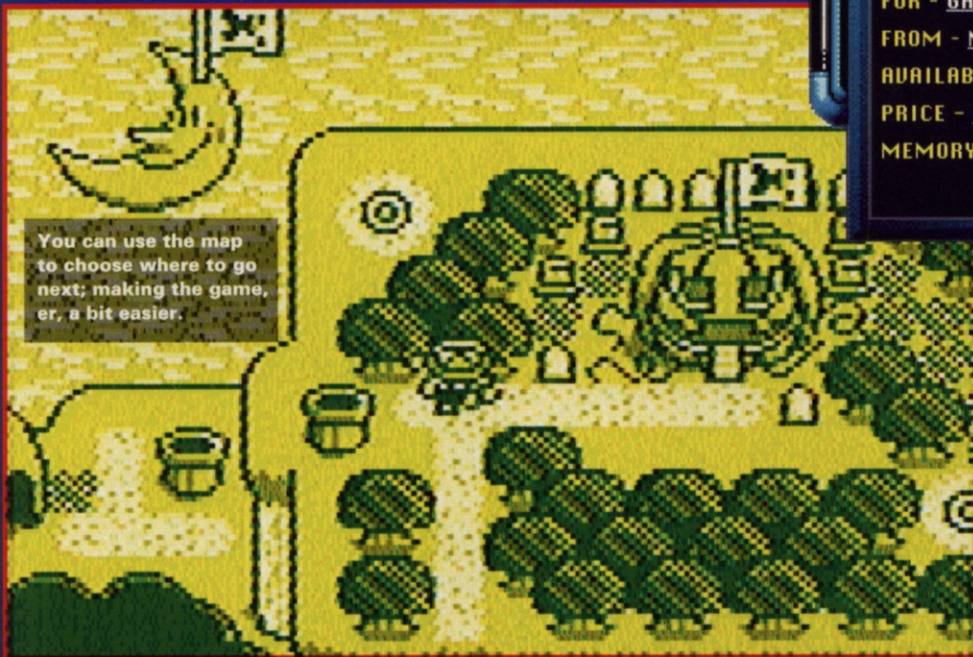
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 FROM - NINTENDO
 AVAILABLE - IMPORT
 PRICE - £29.95
 MEMORY - 4MBIT
 STOP ■

You can use the map to choose where to go next; making the game, er, a bit easier.



SUPER MARIO LAND 2

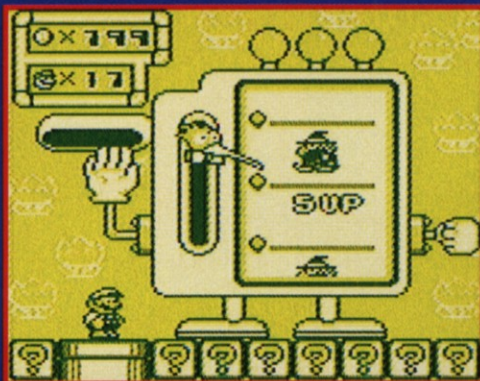


Of all the remarkable ideas from the world of science fiction, Doctor Who's TARDIS is one of the most remarkable of all. From the outside, the size of a standard phone box. On the inside, the size of a small republic. Whatever argument the Dr Who people offered (some-

thing to do with transcendental dimensions) we all knew such a thing wasn't possible.

Until now, that is. There's this cartridge labelled *Super Mario Land 2* (well, 'squiggle squiggle squiggle 2' actually - it's a Japanese import). It looks just like any other Game Boy cart. It's the same compact size. There doesn't appear to be anything extraordinary about it at all.

Then you start playing the game, and suddenly find yourself immersed in a game world of truly massive proportions. There are five large game zones to explore, varying in style from the traditional fare of the Mario Zone to the sub-aqua action of



The inside of the mind of a Mario designer must be a very dark and disturbed place.

the Turtle Zone, where you can't kill things by jumping on their heads (tactical re-think time). As an added bonus there are several single-level game areas, a castle to explore when you've completed everything else, and a casino where you can gamble the coins you've collected to try to win some extra lives or power-ups. It's big. Size is important, but it's no substitute for gameplay. If you need an explanation of what the gameplay in a Mario title entails, you're probably reading the wrong magazine. Let's just say that the platform-hopping and enemy-popping that the games are based on would soon get repetitive if left to stew. It's the little extras and attention to detail that make the games, and here *SML2* shines. There are bits where Mario floats in a bubble, whole levels set underwater, loads of hidden rooms and special features; so much to discover.

The graphics are beautiful. The scrolling is smooth, the sprites gorgeous, and at full pelt the little plumber certainly gives your eyes a good run for their money. It's fast. And the soundtrack is fab, too. The rave version is probably in the shops already.

There is, of course, a downside. For all its fabness, *SML2* isn't actually very difficult. In fact, it's considerably easier than *SML1*. But so long as you don't expect weeks of brain-busting puzzling, and you'll be thoroughly chuffed.

JAMES LEACH ■



GRAPHICS

Detailed, varied, weird and wonderful. *SML2* looks incredible. Some of the finest graphics in the Game Boy world.



SOUNDS

A thumping selection of groovy tunes and effects. MC Mario is now a bona fide pop star, remember.



PLAYABILITY

What is there to say? A massive and varied platform game that hooks you straight away. Top game-play.



LASTABILITY

Well, it's very big. But the battery backed memory means you'll finish the game sooner rather than later.



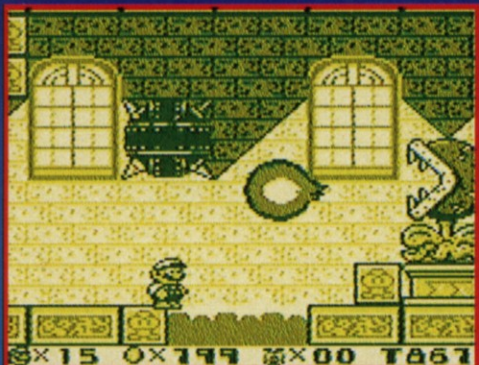
OVERALL

Super Mario Land is no longer the best cart that you can get for your Gameboy. The sequel is bigger, better and nicer to look at. It offers more of nearly everything.

With plenty of new abilities for Mario to adopt, lots of new enemies that call for new tactics to defeat them, and a game zone bigger than your home town, it's just as well there's a battery backup and three memories.

Easyness is its only major fault. Buy it.

JAMES ■



Well, it certainly looks a load better than Mario's first Game Boy outing.

JUDGEMENT

89%

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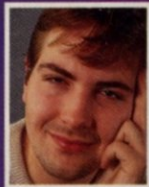
Guide your car around the track and try to beat your opponents to the edge of the screen.



Same tactics, different circuit - this time it's the Breakfast Bends. Mind your Shreddies!

FOR - NES
FROM - CODEMASTERS
AVAILABLE - NOW
PRICE - £19.99
STOP ■

MICRO MACHINES



A strange idea, this one. You have shrunk to about half an inch in height, as has a friend of your choice. You've both got a selection of similarly proportioned vehicles in which you're supposed to race against each other.

The courses are of the sort you see in houses all over Shropshire: a breakfast table, a tool shed and a writing desk are typical.

It's possible to race a series of computer characters instead of another human, but this doesn't hold a candle to the two-player mode. It works very simply: the NES always keeps the guy who's in the lead in the middle of the screen. All the leader has to do is race far enough ahead to disappear off the screen.

Once this happens, the two competitors start off

back in the middle of the screen and the winner chalks up another point. The system really is smart, and you don't need to be the fastest to win. Just so long as you're clever enough to spot the moment when you can drive your opponent off the screen, you'll be able to grab a few points.

The game offers a variety of craft. As well as sports cars, you'll find yourself in tanks, helicopters, go-karts, power-boats or even Formula 1 cars.

Playing the computer characters (one by one) is more frustrating - they are supposed to have different traits, but I couldn't see any, and they race with enviable control - it'll take while to beat them.

JAMES LEACH ■

OVERALL

Definitely recommended. It's a novel idea done very well, and it's incredibly addictive. You really need two players to get the most fun out of it, but it's still worth having even if there's only one of you. And you never know when someone might pop round for a burn.

JAMES ■

JUDGEMENT 91%



A scene from the little-known Hollywood epic, *Miniature Hulk Meets Carrot Man*. Cert 15



Escaping from HQ with the chemical. A rendition of *Freeze A Jolly Good Fellow*, anyone?

FOR - ATARI LYNX
FROM - ATARI
AVAILABLE - NOW
PRICE - £29.99
STOP ■

KUNG FOOD



Oh no, more beat-em-ups. But, if you're tired of kneeling human beings in the groin, then *Kung Food* gives you the opportunity to try your fists on peas, carrots and other edible substances.

The pretext: you fancy yourself as a bit of a scientist. You've been working on a highly secret and ground-breaking chemical which will cure all illnesses, ease those aches and pains and, in its spare time, effortlessly reconcile the Arab-Israeli issue. You therefore do what any sensible boffin would - stick it in your fridge. However, being an absent-minded prat, you leave the door open and, aside from the milk going off, the chemical spectacularly reacts with the warm air, transforming all of your food into lethal exponents of the martial arts.

Another drawback is that you've also undergone a slightly far-fetched metamorphosis and now have to

face life as a small, muscular green man. So, before your mutated munchies conquer the universe, you clamber into the icebox and show 'em who's boss.

Ye-es. It's a bit silly, isn't it? Still, *Kung Food* doesn't pretend to be particularly serious - if it were a film, it'd be one of those terrible 1950's 'B' movies and would end as the hero invents some form of hyper-reactive relish to attack and defeat the king lettuce. Here, you're at the mercy of your fists and feet while, employing a fetching macho strut, you saunter through the fridge and kitchen beating off the hostile attentions of ninja carrots, ice demons, shape-shifting tomatoes and merciless mushrooms. Power-ups are, inevitably, littered everywhere and, once your energy bar falls to zero, you're food fodder.

ANDY LOWE ■

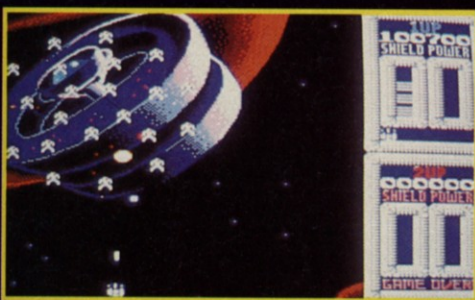
OVERALL

A terrifically ridiculous, original and challenging game with one of the finest titles ever. The backing music, a kind of pseudo-Chinese effort, is irritating, but doesn't distract from the game's addictiveness. I never thought mixed vegetables could be quite so delicious.

ANDY ■

JUDGEMENT 72%

SUPER SPACE INVADERS



If shooting a bunch of spinning aliens is your idea of a good time, then you'll love this bit...



...or get environmentally friendly. Blast cattle-rustling UFOs with ozone-friendly plasma.



Remember those stolen moments down the chippy in 1978, blinking in wonder at that tatty old arcade *Space Invaders* machine? And the very first time you formulated a strategy for picking off the aliens, column by column, counting the shots to maximise the score when the mothership finally flickered across the top of the screen? Remember what a banal game *Space Invaders* actually is when you really think about it.

This is the hand-held version of the '91 version, which was basically a step on from the original with a few power-ups and end-of-level bosses. You may be too young to remember the original - rows of animated creatures advancing down a static screen.

Super Space Invaders attempts to take that old concept and drag it into the nineties. For the most part, it succeeds. The invaders are more erratic, occasionally splitting into two and breaking formation. The end-of-level bosses are nasty, you can fire two or three bullets at once and there's a bonus screen where you must save a herd of innocent cattle. All very competent, if not a little repetitive.

ANDY LOWE ■

FOR - GAME GEAR
FROM - DOMARK
AVAILABLE - NOW
PRICE - £24.99
STOP ■

OVERALL

A fair conversion of an indifferent arcade game. The choice of difficulty level means you can set your own challenge, but it's not a game you'll want to return to very often - the concept may have wowed us once, but today it's passé. Fondle and forget.

ANDY ■

JUDGEMENT

55%



Talk about starting at the bottom, you can't get much lower than Bath City.

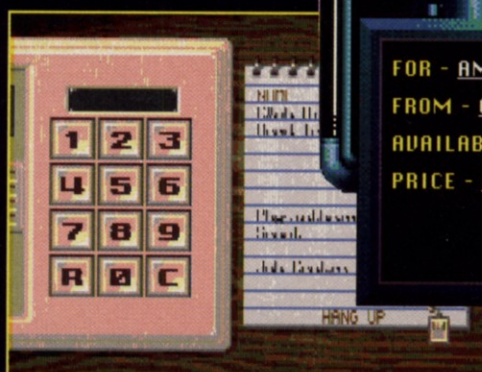


The words 'football manager' often strike nausea and overwhelming apathy into those unfortunate enough to hear them. This is as it should be. But occasionally a football management game comes along which is fun to play.

Such is *Premier Manager*. You get to guide a crap team to glory by buying, training and verbally abusing them. Every aspect of management is catered for and controlling it all is simple.

The only thing that lets it down is the representation of football itself. A ball slides rapidly up and down a bar, indicating the position of the ball on the pitch. If it gets to one end, it's usually a goal.

But everything else about the game is high quality. You can even sell space on the pitch-side ad hoardings and watch the buyers' logos appear (look out for *GamesMaster* on them). All the players are (or were) accurate according to their teams and each has a wealth of statistics for you to consider.



The phone system is so advanced you can not only call people, you can also use it to cheat.

PREMIER MANAGER

You're not going to get the same thrills as you do playing *Sensible Soccer*, but masterminding a continued spell of success and getting your team promoted is a very satisfying feeling, especially if you're playing Bristol Rovers.

If you've never considered a football management game, this might be a good one to start with. It's slightly spoiled by the poor representation of the game itself, but the rest of the program is very strong. Recommended.

JAMES LEACH ■

FOR - AMIGA
FROM - GREMLIN
AVAILABLE - JANUARY
PRICE - £25.99
STOP ■

OVERALL

Premier Manager is a high-quality game. There's a complete lack of action in it and, although it looks okay, it's not stretching the Amiga to its limits. But who cares? If you want to take a team to the top of the league and win all the cups, it's the perfect game for you.

JAMES ■

JUDGEMENT

81%

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Up the steps we go, with a blocker to stop the terminally stupid from heading off the screen.



The lemmings free-fall parachute team struts its stuff all the way to the exit.



The guys at the top have got it easy, but the ones down below will have to build a way out.

LEMMINGS



It had to happen. The little green creatures are starting to take over everywhere. They are available on just about every machine going, including this version for the Mega Drive. But what is it about this game that makes everybody go so totally overboard? It certainly isn't much to look at and hardly pushes the machine to its limits. The graphics are pretty basic: small characters and fairly simplistic level layouts. In any other game these would make the game suffer, but in *Lemmings* it all adds to the fun.

If you really want to know where it's at in *Lemmings* then take a look at the gameplay. Getting these guys to negotiate the all the obstacles and puzzles gives you a lot more satisfaction than killing any old end-of-level guardian. And with six skill levels and 30 stages in each, it's no five-minute wonder. If

you're shelling out loads of money on a game, you won't want to complete it after a couple of goes will you? Thought not.

The overall feeling of fun and, dare I say it, cuteness is enhanced by the sound effects. The music consists of those annoying tunes that you learnt when you were a youngster and you'll soon find yourself whistling away when playing it. There are quite a few different puzzle elements to *Lemmings* and experimentation is the key to success. Each of the little rodents can have a particular skill bestowed on it - digging, blocking, climbing and so on - and it's mastering these skill combinations to clear or circumvent obstacles that is the challenge.

It's a doddle to get into and after a few goes you're hooked. The *Lemmings* legend lives on and this version does the little guys proud. It could be one of the most addictive Mega Drive games yet released.

LES ELLIS ■



The lemmings really dig this level. The only way to get them home is to dig through the platform.

FOR - MEGA DRIVE
FROM - SUNSOFT
AVAILABLE - IMPORT
PRICE - £39.99
STOP ■



GRAPHICS

With puzzle games you don't really expect great graphics. Some of the level layouts are nice, but it isn't much to look at really.

SOUNDS

The music could drive you nuts. Otherwise, you'll find yourself bopping away to the tunes. There's some cute sound effects too.

PLAYABILITY

This is where *Lemmings* comes into its own. There are lots of elements to get to grips with and it's fun trying.

LASTABILITY

With so many levels it will take you ages to complete this. Some of the levels are so tough that I forecast many late-night sessions.

OVERALL

With all the hype surrounding *Sonic 2* it's a pity that games like *Lemmings* will not get the attention they deserve. If you want a game with challenge then look at this before anything else. It's tough, it's cute and it takes ages to complete. The graphics may be a little below par and the action is hardly fast, but *Lemmings* plays like a good 'un.

LES ■

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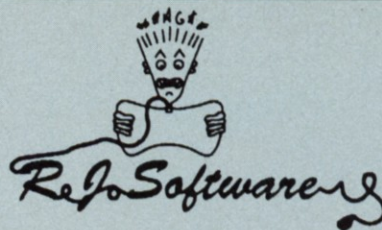
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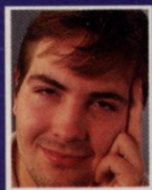


The battle section absolutely dwarfs *Streetfighter 2*. Oh, sorry, it's the intro screen.



So I said to him, I said, "Put the knife down". But it was all over. How we laughed.

CAESAR



Imagine *Sim City* set in Roman times. As well as building houses, roads and public institutions, you can construct baths, amphitheatres and hippodromes. And just like in *Sim City*, you can watch a city develop and become prosperous.

Your city is placed in a province within the Roman Empire and it's up to you to make a success of it by becoming wealthy and subjugating the indigenous barbarians. For this you'll need armies.

With the money you earn from city taxes, you can connect the outposts of your province by straight Roman roads. Policing them is a nightmare, so you'll have to start building barracks at strategic points.

If the barbarians still give you grief, build a few

walls, Hadrian-style, to keep them out. Stick a load of garrisons nearby and sit back to watch your troops massacre the scrawny natives.

The game is played on three levels; the city level, which is where you build roads, markets and the odd forum; the province level, where you connect up your city with outlying towns and build armies to defend them; and the European level which shows the spread of your personal chunk of the Empire.

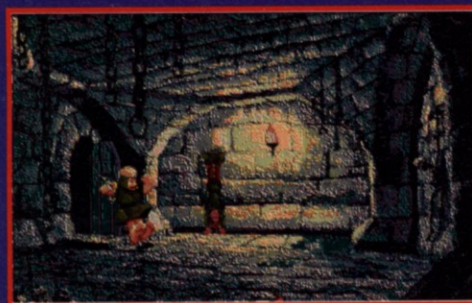
Caesar marries the best elements of *Sim City* with a damn good wargame. If you've got *Cohort* (also by Impressions) you can even play the battles on that. As it is, the game is big, impressive and fun. Building a Roman city is more fun than building a modern one, and you'll have to construct quite a few before you become Emperor. Marvellous fun. **JAMES LEACH** ■

FOR - AMIGA
FROM - IMPRESSIONS
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1MB
STOP ■

OVERALL

Caesar updates *Sim City*, with sumptuous palaces, temples, baths, riots and armies. It's got more of a point to it; it looks good, it's fun to play and is also (shock, horror) quite educational.

JAMES ■



Ye-es - it's Dave. The guard with the amazing comedy helmet. A smile, a song, a thumbscrew.



Suddenly, Brad finds himself in Pot Noodle Land - in the tomb of the forgotten soya god.

CURSE OF ENCHANTIA



LucasArts' *Monkey Island 2* attempted, quite successfully, to bring adventure games into the nineties in style. *Curse of Enchantia* carries on where *Monkey Island* left off.

The basic story-line is nothing new: you play Brad who has been zapped into another dimension while playing baseball. Happens all the time.

The first thing you notice about *Curse* are the finely detailed graphics. With the lack of on-screen action in an adventure game, programmers can afford to do more with the graphics and this is a classic example of how they should be done. There's a high degree of humour involved, as well, which becomes more apparent as you play it.

Curse uses a great control system which means you don't have to spend ages trying to work out exactly how you should handle a specific object. Just click on it and then move it to where you need it. Simple as that. This leaves you free to work on the puzzles, which range from the bleeding obvious to the 'oh my god, why didn't I think of that sooner' variety.

Novice adventurers will love *Curse*, what with it being relatively easy. But more experienced adventure players will still find it a refreshing change.

Disk accessing is a bit of a pain, but if you're a regular adventurer you will be used to this. It looks good, plays like a dream and is very funny. Look out *Monkey Island*, your time may be up.

LES ELLIS ■

FOR - AMIGA
FROM - CORE DESIGN
AVAILABLE - NOW
PRICE - £34.99
MEMORY - 512K
STOP ■

OVERALL

Curse of Enchantia is going to be a yardstick of a game. It is very easy to get into, so you won't need to wade through heaps of documentation before you start. The graphics are pretty amazing and the high degree of humour urges you on and on. Not the toughest of adventures, but very entertaining.

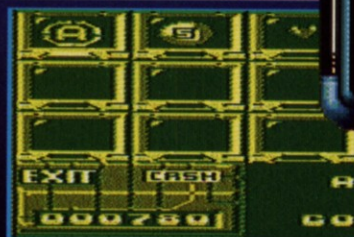
LES ■



FUN? RPGS? SURELY SHOME MISHAKE.



Don't worry! Your ship doesn't look as weedy as this for long. Collect those 'C's...



...and use them here in the shop where you can buy, er, an 'A', or maybe an 'S'...

XENON 2



With their pounding Bomb the Bass soundtrack, the Bitmap Bros' *Xenon* games garnered something of a cult following among Amiga fans in the late eighties. Their shiny chrome graphics and extravagant power-ups offered the sort of polished blasting that had previously only been available in the arcades. Now *Xenon 2* arrives on the Game Boy.

The aim, in case you thought there might be the merest hint of originality here, is to fly deep into the heart of a filthy bio-mechanical alien empire and rocket it to bits.

The thing that set *Xenon 2* apart from most Amiga blasters way back when it first came out was the sheer variety of power-ups available to the player with enough cash. Delivering searing photon death

upon big aliens or clusters of little ones will result in the appearance of little 'c' cash symbols.

At predetermined points through each vertically scrolling level, you enter a shop where you can buy new bits and pieces or sell useless old ones. Now, however, it's a bit of a tired formula.

The most obvious difference between the original and the conversion is that where there used to be lovely, shiny steel surfaces, there are now rather dreary black slabs. The basic spaceship is notably poor, looking more like a sprite mask than a crusading destroyer of enemy hordes.

Nevertheless, the action speeds up a pace on later levels, and the power-ups add enough novelty to retain your interest. (Well, mine anyway).

JIM DOUGLAS ■

FOR - GAME BOY
FROM - MINDSCAPE
AVAILABLE - NOW
PRICE - £19.99
STOP ■

OVERALL

It's not a patch on the original looks-wise, and the start-off spaceship is sluggish and weedy, but the action hots up soon enough with interesting maze sections adding to the frenetic blasting. Not the slickest Game Boy blast, but entertaining nonetheless.

JIM ■

JUDGEMENT 76%

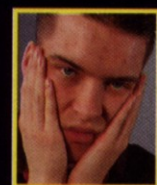
PIT FIGHTER



The enormous bloke (it is a bloke, isn't it?) stands and laughs as his opponent (the thing with wings, I think) approaches. Oh dear.



The coin-op didn't look too hot, and this version is even worse. Here a chicken dressed in trousers has a fight in a bowling alley.



Fighting is a funny old game, especially illegal, underground fighting. In the latest incarnation of *Pit Fighter* you take control of one 'hard-man' from a choice of three. Each comes from a different fighting background: wrestling, kick boxing and full-contact karate.

After picking your star fighter, you have to bash your way past different opponents until you meet a rather nasty pit fighter who decides to kill you.

This was never a very good game in the first place and putting it on to the Master System is a bit of a mistake. For starters, the graphics are particularly small and make you strain to see what's going on. The sound is a bit on the 'bleep, bleep' side and really doesn't add anything.

As for the gameplay, the original was nothing special and the conversion loses what little there was in translation.

The main point of fighting games is to battle against your opponent and not, as in this case, chase him all over the screen and repeatedly press the punch or kick button until he dies - it's that easy to complete. Poor show chaps.

ADRIAN PRICE ■

FOR - MASTER SYSTEM
FROM - DOMARK
AVAILABLE - DECEMBER
PRICE - £29.99
STOP ■

OVERALL

Okay so it isn't *Street Fighter 2* and I didn't expect it to be, but I did think it would be a bit better than this. It's more of a button-bashing event than a game.

ADRIAN ■

JUDGEMENT 20%

SHADOW OF THE BEAST



One of those evil and annoyingly persistent Beast Lord types is up to his old tricks again. He's done his utmost to bring perpetual darkness to the world and has insisted that all citizens wear bath sponges on their heads. He's got to be sorted out – and it's up to you to do so.

Unfortunately, the Beast Lord's magic has transformed you into a demonic manifestation of your former self. You now have a bizarre elongated head and have to go round in a pair of tatty pants. Still, looks aren't everything – so get on with it...

Cue a scrolling platform affair with gorgeous graphics, one or two clever puzzles and, er, not a lot else. Before you get anywhere, you need to work out which way you're meant to be heading and what you should be doing. Occasionally you encounter horrid beasties, giant spiders, retractable stalagmites, vampire bats and some slithery, malevolent netherworld types who have the annoying habit of killing you just as you're about to enter a really important door.

A pleasant game with rather repetitive gameplay and nothing blindingly original stirred into the brew.

ANDY LOWE ■



Solitude. Just you, the trees and your energy bar...

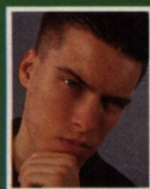


"Where *did* you bury the car?" "In the saaaaand! I'm not being much help, am I, Dad?"



Life as a Swamp Thing is a lonely one. Simply retaining a rating of 'Normal' is quite a feat.

SWAMP THING



Why are people making games of films that are only famous for being crap? Okay, so this one comes via a TV cartoon series, but it's just the latest in a growing trend; *Attack of the Killer Tomatoes*, *Plan 9 from Outer Space*, blah blah. Maybe it's some sort of marketing tactic: if the game really stinks the developers can say they were "just being true to the spirit of the film".

Maybe not, but *Swamp Thing* does little to dispel that notion. The hero jumps in a primeval (sparingly animated) way from platform to platform, giving out his health to poisoned creatures and recycling tin cans. The practicalities are as silly as the concept. *Swamp Thing* can only shoot his health a very limited

distance in front of him, and recycling things means hitting Select and the 'A' button when you're directly over them. Hardly the easiest function to use in a heated running battle.

There are three separate game zones to purify, but the gameplay is the same in each. The controls are sluggish, the graphics as primitive as the lead character, and the overall picture is one of a very clumsy game put together by people with concrete hands.

If you're a big fan of the cartoons... er... save your money and buy your own swamp instead. *Swamp Thing* is not a 'good' thing.

ADRIAN PRICE ■

FOR - ATARI LYNX

FROM - ATARI

AVAILABLE - NOW

PRICE - £29.99

STOP ■

OVERALL

The graphics are quite pretty and it does challenge the old grey matter at times. Worth a few plays, but don't die for it – it's pretty run-of-the-mill stuff.

ANDY ■

JUDGEMENT

59%

FOR - GAME BOY

FROM - NINTENDO

AVAILABLE - NOW

PRICE - £19.95

STOP ■

OVERALL

A very mediocre platform game. As well as slovenly movement, silly controls, below-average graphics and repetitive, irritating gameplay, *Swamp Thing* also boasts the most annoying in-game tune in living memory. Almost a full house, but the packaging is quite nice. One for the 'avoid' list.

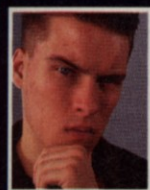
ADRIAN ■

JUDGEMENT

35%

WATCH OUT FOR THE FORTHCOMING SPIDERMAN FILM BY JAMES CAMERON. IT'S GOT ARNIE IN IT AS DR. OCTOPUS, AND THAT OTHER BLOKE OUT OF TERMINATOR IN IT AS DR. OCTOPUS, AND THAT OTHER BLOKE OUT OF TERMINATOR IN IT AS SPIDEY HIMSELF, SO THE AS HE KNOWS.

SPIDERMAN 2



Spiderman's first appearance on the world's most popular handheld was hardly a great success. The game was a muddled mish-mash of different game styles, revolving largely round a wall-climbing section more suited to a Game and Watch. (Spidie leapt up the building a screen at a time, watching for open windows and people throwing things. Very poor.)

Thankfully *Spiderman 2*, while not a classic by any means, is a great improvement. The game launches straight into a beat-em-up exploration section, with Spidie leaping along the street, popping



Schwiishh! Spidey can use his web in order to evade all manner of life-threatening situations.

into buildings and avoiding bad guys. There's a lot of separate areas to explore, though your roaming isn't really as free as it first appears.

Further levels (all fairly small) offer more of the same. Jumping up walls and punching people are the main aspects of the game, though there are loads of other features including various power-ups and a number of energy meters. The graphics are wonderful (it's like having a coin-op in your hand), but sadly the game-play isn't – it's a bit dull, to be honest.

Trying to perform 21 different functions using just two buttons and a control pad is a recipe for chaos. The player is swamped by the controls, the enemies don't hang about, and it soon becomes apparent that the easiest way to progress safely is often to just hit every combination of buttons you can in fast succession. Sad, but true. **ADRIAN PRICE ■**



For someone with six highly-tuned senses, you'd think Spiderman would be able to tell when there was a bloody great fly-man-thing six inches away.

FOR - GAME BOY
FROM - ACCLAIM
AVAILABLE - NOW
PRICE - £24.99
STOP ■

OVERALL

There's a lot gone into this game, with six big levels, some mean guardians and lots of places to explore. The controls often get on top of you though, and the game-play tends towards being both mindless and repetitive. It's nothing special, basically.

ADRIAN ■

JUDGEMENT

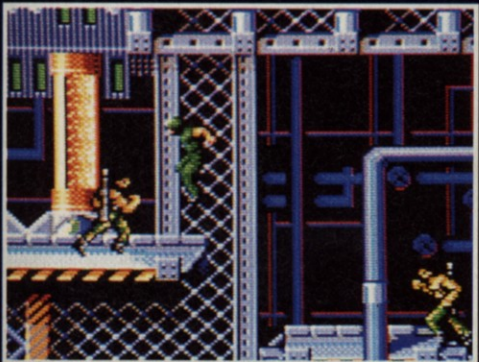
62%

TERMINATOR



Arnie normally hits the big screen with a bang, this time he's come crashing onto the little one. Game Gear owners are in for a treat with this latest version of *Terminator*, it's a great conversion of the Mega Drive's version, but on a smaller screen. The game's only got four levels, and each follows the film in some small way. The game is difficult, but I'd rather have it like this than finish it in 10 minutes, as there are only four levels.

You take on the role of Kyle Reese, 21st Century do-gooder, out to save Sarah Connor from the clutches of the psychotic Terminator. The game runs at a fast pace – so be careful as you can easily make



Nice night for a walk. Nothing clean right. I need your clothes, your boots and your motorcycle. I'll be back. Sarah Connor? Etc, Etc.

careless mistakes. There are a few times when the game slows down due to the action on screen, but because of the gameplay it doesn't really bother you that much. There are a few film stills between levels to keep you happy, and they all add to the atmosphere of the game to make it that little bit better. There can only be the smallest of quibbles when I say that once you've got to the end, that's it. You won't really come back to it, not in the short term anyway. **ADRIAN PRICE ■**



Not only does Kyle have to avoid the Terminator, but trigger-happy cops and, um, difficult-to-manage staircases.

FOR - GAME GEAR
FROM - VIRGIN
AVAILABLE - NOVEMBER
PRICE - £29.99
STOP ■

OVERALL

It's a nice game which can be difficult at times. Short and sweet – if only there was more. What it all boils down to is a perfect conversion of the Mega Drive version.

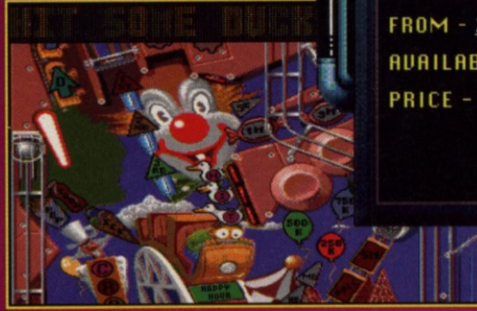
ADRIAN ■

JUDGEMENT

84%



Here we have a sort of helter-skelter table. Aim for the narrow channels for bonus points.



And here we are clearly at some sort of funfair. Shoot the ducks! Go on the rollercoaster!

FOR - AMIGA
FROM - 21ST CENTURY
AVAILABLE - NOW
PRICE - £25.99
STOP ■

PINBALL FANTASIES



It's only a pinball game, so how good can it be? Well, it's simply the best game I have played for a very long time. There are four tables included, but the idea of each is the same. Hit those bonuses, rack up those points and smash the scoreboards. If pinball is your game then

this will really be your fantasy. It really does have everything that a pinball game should have. The four tables are packed full of bonuses and targets, though it's a disappointment

that there aren't more of them. So what makes it so good? Take the graphics: everything is brightly coloured and looks just like the real thing. All the targets and bonuses are well laid out so that after a few goes you learn the lie of the table and where to hit the ball to score huge numbers of points. The music is always pounding away, but can be turned off in favour of just having sound effects. Take it from a pinball freak, at times this is better than the real thing. Superb graphics, stunning sounds and frighteningly addictive gameplay make this one a must. Up to eight players can participate as well - what more could you ask for?

LES ELLIS ■

OVERALL

Pinball Fantasies is just so fast and frantic that you can't help but like it. With four tables and up to eight players it's the ultimate pinball game out there - it's fast becoming the office game. There's no trade off between graphics and gameplay, you really do get the both of best worlds.

LES ■



So this is what McDonaldland looks like! I expected something different entirely...

McDONALDLAND



Old MacDonald had a farm, e, i, e, i, o. He did not have an NES. For if he did he would be a tad ashamed at what he would see. The game in question, *McDonaldland*, is none too great to play. It's a clone between *Super Mario Bros 2* and *Chip 'n' Dale Rescue Rangers* - only worse. The main aim of the game is to retrieve Ronald McDonald's bag of magic, stolen by that meanest of burglars - Hamburglar. Being one of the 'MC Kids' you have to find four playing cards to reveal Hamburglar's location.

The sprites are pretty drab and the entire game is

just awful to look at; the sounds aren't that hot either, but they could have been a touch better. The game could also have had some more thought put into it, especially where level size is concerned, each being too small as it stands. With such a name as McDonalds behind this licence a lot could have been done to improve things. As it stands there are a lot of better and similar games. So save your money and go buy a milkshake...

ADRIAN PRICE ■

FOR - NES
FROM - OCEAN
AVAILABLE - NOW
PRICE - £39.99
STOP ■

OVERALL

Just another bog-standard platform game. Despite the novelty value of the McDonald tie-in, there's really not much to separate this from the rank and file of runny-jumpers. It may well keep you happy until the next Mario outing, but only until then...

ADRIAN ■



FOR - YOU
FROM - US
AVAILABLE - NOW
PRICE - £19.95
DIFFICULTY - EASY!
STOP... ■

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Well, alright. That's not strictly true. Okay, it's not even remotely true. But what we will do for £19.95 is fix it for you to have a whole year's worth of GamesMaster mags delivered straight to your door.

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But hang on. Isn't the act of subscribing the sort of boring gittish thing that the kid with Sellotape on his glasses would do? The sort of thing that no self-respecting, Satan-tauntin', game-crushin' rider of the cyber software apocalypse would even consider? Well, possibly, but since you're neither of those, that doesn't really matter. What matters is this:

ETEP

5 - WE'LL LIFE!

1 Your copy of the mag will be sent straight round to your house, so you need never brave the desolate post-sale wasteland that is your high street again.

2 You'll get your copy of GamesMaster first. Before it goes to the shops. Which means that all the hot news we put in each issue will be in your hands first - up to a week before all the other dullards who can't be bothered to fill in the form get hold of an ish.

3 You pay less for the magazine than everyone else. In effect, you get one issue a year free.

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To sum up, subscribers to GamesMaster magazine get the best mag, before anyone else, delivered to their homes, and for less money. Not a bad deal, eh?

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No thanks, I'd rather run the risk of missing out on GamesMaster and paying more for each copy when I do get it. I am also, for the record, an utter git.

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

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GAM/MAG/0193

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100% FOR PLAYERS OF NINTENDO

Right, team - I want all of YOU to tell all of THEM why they should get a copy of the 1993 TOTAL Special!

Duh! Well, it's got reviews of all the best games this year for NES, Game Boy and Super Nintendo...

... And hey, babes! It's got loads of pictures of the King of Cool himself - ME! What more do you want?

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ANSWER SOME QUESTIONS OR

LOSE YOUR MIND!

STOP! Don't turn the page just yet. It would be the worst mistake of your life. Imagine it: you turn the page and read the rest of the magazine, and have a very nice time too. But because you don't get all the way to the end of this questionnaire, you don't get the chance to tell us that you really don't like those little snappy bits of text down the sides of the pages. And because you don't tell us, we don't change them. And every month they're there - staring at you, goading you, laughing at you. If only you'd told us. We didn't know they upset you so. So we put more in. More and more. Every month on every page. And slowly but very surely, you'll go out of your mind and end up making wicker baskets in a little room on your own. And all because you couldn't be bothered to find a biro.

SO FILL IN THE FORM, EH?

TELL US ABOUT... YOURSELF.

1. WHERE DO YOU LIVE?

- SE England SW England
 Midlands Northern England
 Scotland Wales
 Northern Ireland
 Somewhere else (please specify):

2. HOW OLD ARE YOU?

.....

3. ARE YOU

Male? (a) Female? (b)

4. ARE YOU

In full-time employment?
 Unemployed?
 At college or university?
 At school?

5. WHAT IS YOUR APPROXIMATE ANNUAL INCOME?

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6. WHAT DO YOU DO WHEN YOU'RE NOT PLAYING VIDEO GAMES?

Watch sports Play sports
 Go to the movies Watch TV and videos
 Listen to music Go to the pub
 Go to clubs Ride bikes
 Read
 Other (please state)

7. WHICH OF THE FOLLOWING DO YOU OWN OR INTEND TO BUY?

| | Own (a) | Intend to buy (b) |
|-----------------|--------------------------|--------------------------|
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| Video recorder | <input type="checkbox"/> | <input type="checkbox"/> |
| Camcorder | <input type="checkbox"/> | <input type="checkbox"/> |
| Cassette player | <input type="checkbox"/> | <input type="checkbox"/> |
| CD player | <input type="checkbox"/> | <input type="checkbox"/> |
| Personal stereo | <input type="checkbox"/> | <input type="checkbox"/> |
| Portable stereo | <input type="checkbox"/> | <input type="checkbox"/> |
| Radio | <input type="checkbox"/> | <input type="checkbox"/> |
| Other hi fi | <input type="checkbox"/> | <input type="checkbox"/> |
| Mountain bike | <input type="checkbox"/> | <input type="checkbox"/> |
| Camera | <input type="checkbox"/> | <input type="checkbox"/> |
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8. WHICH OF THE FOLLOWING TV PROGRAMMES DO YOU REGULARLY WATCH?

GamesMaster
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 Tomorrow's World
 Pigeon Street
 Blind Date

Highway
 The Bill
 The Chart Show
 The Word
 The Big Breakfast
 American Football
 Standing Room Only
 Top of the Pops

9. WHICH OF THE FOLLOWING MONEY ACCOUNTS DO YOU HOLD/INTEND TO OPEN WITHIN THE NEXT SIX MONTHS?

| | Have (a) | Intend to have (b) |
|--------------------------|--------------------------|--------------------------|
| Bank current | <input type="checkbox"/> | <input type="checkbox"/> |
| Bank savings | <input type="checkbox"/> | <input type="checkbox"/> |
| Building society current | <input type="checkbox"/> | <input type="checkbox"/> |
| Building society savings | <input type="checkbox"/> | <input type="checkbox"/> |
| Post Office giro | <input type="checkbox"/> | <input type="checkbox"/> |
| Post Office savings | <input type="checkbox"/> | <input type="checkbox"/> |
| Premium Bonds | <input type="checkbox"/> | <input type="checkbox"/> |
| Other | <input type="checkbox"/> | <input type="checkbox"/> |

10. WHAT BANK/CREDIT CARDS DO YOU HAVE OR PLAN ON GETTING IN THE NEXT SIX MONTHS?

| | Have (a) | Intend to have (b) |
|------------------|--------------------------|--------------------------|
| Cheque card | <input type="checkbox"/> | <input type="checkbox"/> |
| Cash card | <input type="checkbox"/> | <input type="checkbox"/> |
| Visa | <input type="checkbox"/> | <input type="checkbox"/> |
| Mastercard | <input type="checkbox"/> | <input type="checkbox"/> |
| American Express | <input type="checkbox"/> | <input type="checkbox"/> |
| Diners Club | <input type="checkbox"/> | <input type="checkbox"/> |
| Store Card(s) | <input type="checkbox"/> | <input type="checkbox"/> |

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(Oh, and something to play it on)



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IMPORTANT!
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BE ACCEPTED!

Sonic 2 and a 28" TV to win? Tell me more

Thanks to the marvellous people at Comet, who run the GamesMaster Game Zones in some 200 – count 'em if you don't believe us – stores all around the country, we're extra-double pleased to be able to bring you this rather wonderful *Sonic 2* competition.

To celebrate the launch of *Sonic 2*, which will undoubtedly turn out to be the fastest-shifting Sega game of all time (in both off-the-shelf and on-the-screen senses), Comet are putting one of their e-n-o-r-m-o-u-s 28-inch Proline TVs up for grabs, together with a Mega Drive and a copy of *Sonic 2* for the lucky winner of this competition. A further ten runners-up will get a copy of the game. Not bad, eh?

HOW TO ENTER

All you have to do is take this issue of the mag along to a Comet Game Zone where, during the month of December, you will find a Mega Drive playing *Sonic 2*. Take a look at *Sonic 2*'s title screen. Then look at the screen on these pages. Notice anything odd? As you should be able to tell, we have made five (5) subtle changes to it. All you have to do is ring the changes on the picture in the mag, write down what they are and then drop the coupon into one of the special GamesMaster *Sonic 2* competition boxes that you'll find in the store.

THE PRIZES

First prize: a Sega Mega Drive, a copy of *Sonic 2* and a glamorous and utterly, er, electrical 28-inch Proline TV.

Ten runners-up will receive a copy of *Sonic 2* for the Mega Drive.

THE RULES

No employees of Future Publishing or Comet are allowed to enter. The competition is open until 14 January 1993. The Editor's decision is final and, while every care is taken, no responsibility can be taken for entries lost in transit. Damaged or defaced entries cannot be accepted. No correspondence will be entered into.



You GamesMaster fiends! I have not been fooled by your pixel pranks. Here is a list of the five changes you have made to the *Sonic 2* title screen:

- 1
- 2
- 3
- 4
- 5

My name is

And this is my address

.....
.....
.....

COMET

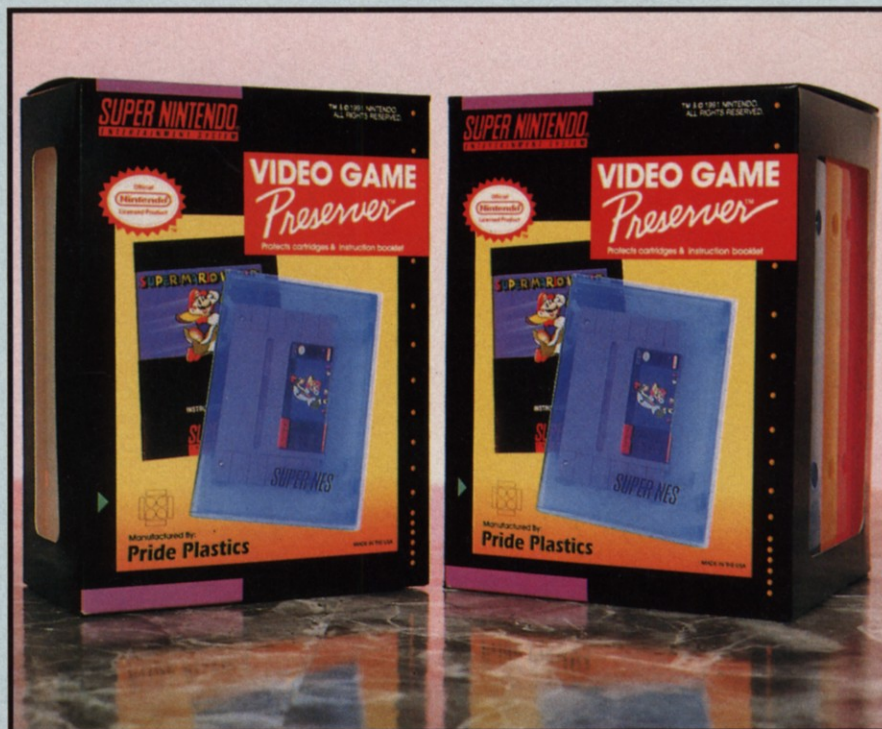
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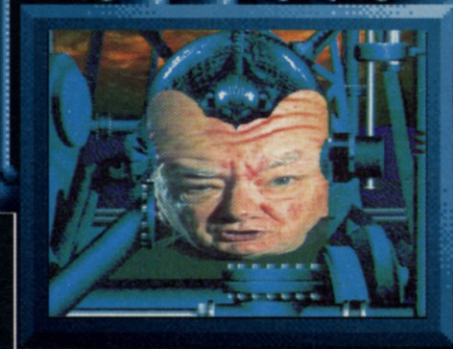
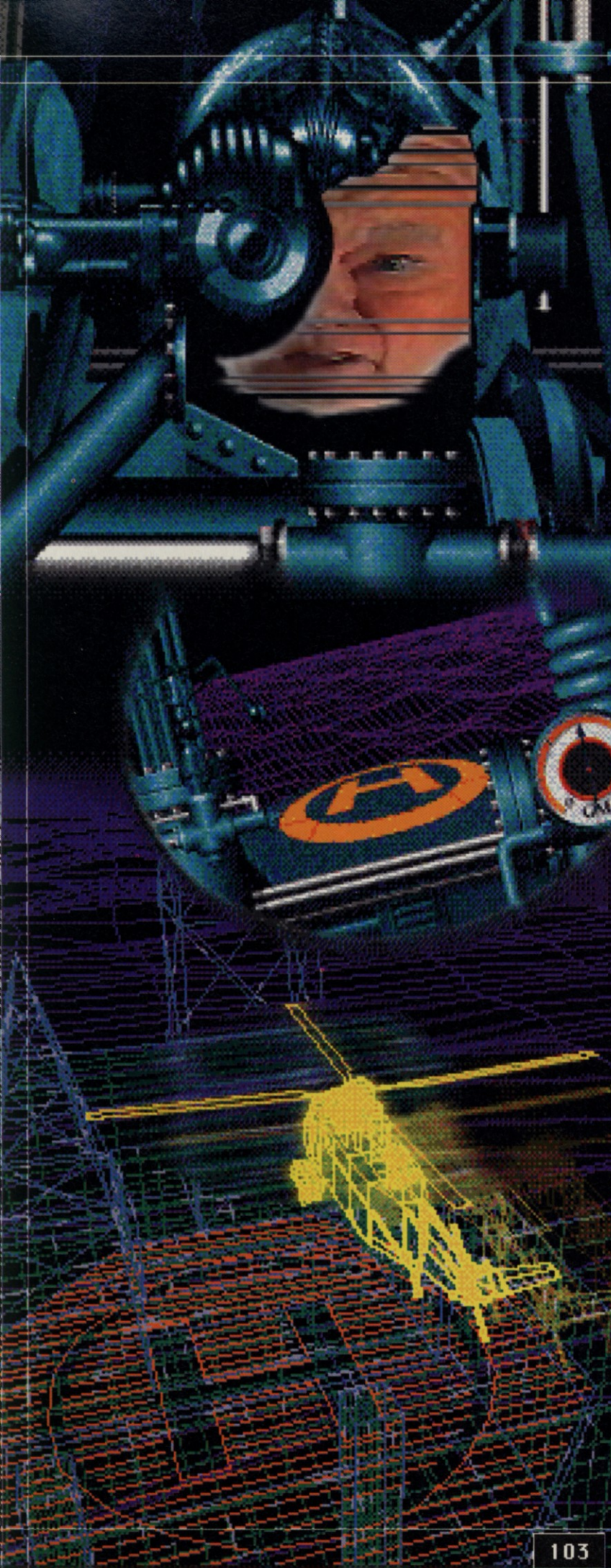
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GREETINGS!

Welcome to my domain. Over the next 20 pages we shall be dealing with the business of games and, more precisely, game completion. From my extensive memory banks I have selected information on four recent and particularly tricky releases and have issued advice and guidance for each.

If you have any hints, tips or cheats, or wish to display your map-making skills to the nation, drop me a line at:

TIPS ZONE - GamesMaster
Future Publishing
30 Monmouth Street
BATH
BA1 2BW

Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now, without further ado, let us begin:

GENIE/REPLAY CODES 122

Get the most out of your games with these feature-boosting codes. This month we've got some astonishing cheats to transform *Streetfighter 2* into *Speedfighter!*

KRUSTY'S FUN HOUSE .. MEGA DRIVE/SNES 104

Suffering at the paws of a thousand rats? Our *Krusty* guide should help you through the toughest stage - level five.

OLYMPIC GOLD MEGA DRIVE 120

US Gold's top Olympic romp gets a thorough going over. Put an end to those sagging pole problems. Forget those sandpit sorrows (*That's enough crap Olympicness* - Ed).

PUTTY AMIGA 116

Unable to stop those suicidal droids from popping their corks? Your problems are over, thanks to some natty level maps and wise words.

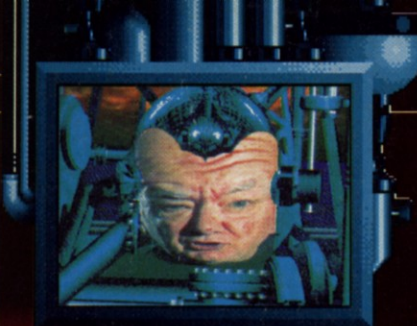
SHADOW OF THE BEAST 3 AMIGA 114

Is the malignant influence of Maletoth still making your brain hurt? (Can you see a pattern emerging?) Well, fret not, because, er, we've got some tips to make it easier.

ZOOL AMIGA 109

Ninja of the Nth dimension not quite performing as you would like? Still having problems with those malevolent boiled candies in *Sweet World*? Well relax, because we've got two pages of guidelines to help.

Remember, you can find even more tips in the *Consoletation Chamber* (see page 125) and *The Winner's Handbook* (which you should find adhered to the front of the issue) and of course, through my regular set of hints and tips on the *GamesMaster TV* show itself. I'm just too good to you.



Welcome to our Krusty's guide. Here we are on Level 5. Go through the circled door (left) and this is where you'll end up. Remember you can use these tips on both SNES and Mega Drive versions.

KRUSTY'S SUPER FUN HOUSE



Quickly, pick up the last block and put it on top of the other one.

The rats walk up and then back down – on the way back down move the block away and put it on the other side – don't worry, the way they're walking means that they'll keep coming rather than walking down the other side.

Pick up the block, place it on the corner and then pick it up again.

Very quickly place it on the corner.



10

11

12

9

8

1

2

3

Release the rats, and put the block here.

Take out the Venom viper.

Pick up your first block.

And build a rat trap.

SEE HOW QUICKLY YOU CAN COMPLETE THE LEVEL. NEXT MONTH WE'LL PRINT OUR BEST TIMES...

GAME KRUSTY'S SUPER
FUN HOUSE
FROM ACCLAIM
FORMAT SNES/
MEGA DRIVE
STOP...

KRUSTY'S



Notice the shape of the stars? They're pointing upwards. Jump up, on to an invisible platform and then keep going up until you reach a hidden bonus section. Collect them all and get the hell out.



16

The room isn't finished, though. Go back to the edge of the room that had the rats in and stand on the ledge.



15

Always search each room to find any hidden bonuses you may have missed before you leave. If you don't and you have to go through the room again, the rats will be back in their start positions, making you do the whole thing all over again. So take it easy, and good luck.

Get ahead and place the block on top of the pipe, then kill the viper.



13

And watch the rats get squished.



14



FLATTENED BY RATS

7

6



Pick up a spare block and place it here.

4

5



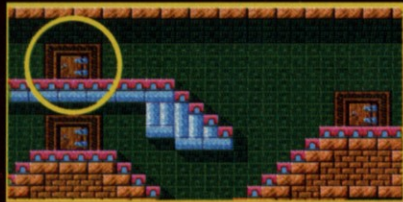
The rats will still come...



So help them into the trap.

Now pick up the other spare block and place it here.

KWICK KRUSTY KOPPIE: THE FIRST PERSON TO SEND US A FULL LIST OF EVERY SIMPSONS GAME GETS A COPY OF KRUSTY (SPECIFY SNES/MEGA DRIVE/GAME BOY/NES)



Here's the ratty maze that lies behind the level 5 door. Have fun! And don't forget, the tips given below apply to both the SNES and Mega Drive versions.

Pick up one of the other blocks and stick it over this pipe. You don't want the rats to fall back down, do you?



14

Pick up one of the blocks stopping the rats and place it here so that they walk over the stones. (Watch out for the bit of greenery that acts as a step.)



16

Take away the block sticking out and, when the rats have passed, replace it. The rats will walk to the top. On the way down, pick up the top block and place it as shown so the rats climb up and over. Now block them in.



13

Pick up this block directly to the left of the starting door and take it to the rats...



1

Before you go any further, kick these purple blocks because you need to clear the blower.



18



A

12



B

Once at the top, you need to change your strategy. Trap the rats and set them up three steps with a block sticking out.

Wait for the rats to show up and then trap them again.



8

Take the two blocks and build some steps as shown. You'll need to repeat this process.



A



11



9

Go back, collect the block, place it here and then go back to get the last block.



10

Place the last block here and you trap the rats once more.

6



...and place it here.

Now, as before, it's time to trap those rats.



17

Pick up two blocks from down below and take out even more purple blocks.



20

Take those two blocks and wait for the rats to blow off to the left, then place them down as steps. Now sit back and watch as they take a walk to the doom machine.



21

Go back to the rats and make steps up to the blower by the door. They'll blow back across screen and then up, where they'll get stuck.



19

Pick up this block...



5

Get the other block and make it up the steps.



15

Now pick up this block and place it directly on top of the other one, trapping the rats in one place. This has the effect of making them act as one rat - things will be a whole lot easier now.



3

4

Release the rats and place the two other blocks as all the way to the top.



E

GIVE A HOOT
READ A BOOK

7

2

Pick up the remaining block and make up a set of steps.



...then put it here.



ZOOL



NINJA FROM THE 'Nth' DIMENSION

Gremlin's ninja insect is rapidly taking over from Sega's spiny hero in the small, but definitely not inoffensive creature stakes. Newcomers to the game should walk this way and follow our guide to the first two levels...

THE WAY TO CHEAT



Now, you can either be all pure and honest, follow our tips faithfully and actually get *better* at the game. Or, of course, you can be an utterly lowdown stinker and cheat.

If you, like me, prefer the more underhand approach, then wait until the title screen appears and type in **GOLDFISH**. This will give you access to three rather useful functions while the game is up and running...

1 Press **1** to make Zool invincible. Be careful when picking up the shields – they will make the invincibility period finite and, when Zool stops flashing, you will need to press **1** again.

2 Press **2** to advance on to the next stage of the level.

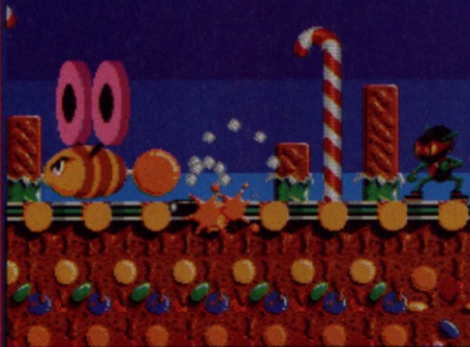
3 Press **3** to skip the level entirely.

4 If you're feeling particularly perverse, you can always press **4**. This handy little cheat kills off the current life which is good for... er, nothing whatsoever.

WARNING

Although we here at *GamesMaster* specialise in cheating, the activity in general is not – we repeat *not* – big, clever or hard in any way whatsoever. Just look at all those famous cheats through history – Judas Escariot, Richard Nixon, Ben Johnson... I mean, you wouldn't want to be tarred with the same grubby brush as that lot, would you? Course not.

SWEETWORLD

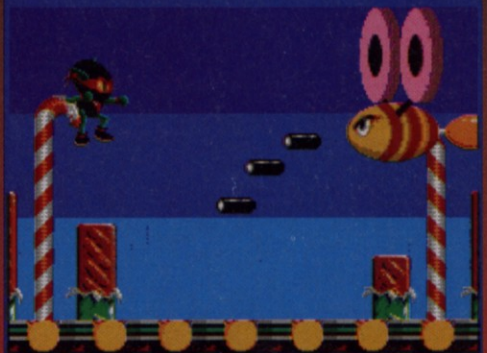


1 This bit is fairly straightforward. There are no real twists or turns – just basically get from left to right as effectively as possible. If you want to maximise your score, go for the higher, less accessible areas. To make this easier, master the art of bouncing off the heads of the flying baddies to gain the extra height needed. There are no hidden areas on this stage.

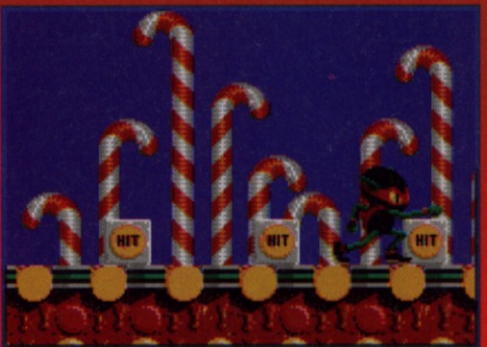


2 Things get a bit more dangerous here. Don't just rush through! And, particularly, make sure you watch out for the spike pit past the first downward slope. Some pretty precise jumping is needed to scale the walls with spikes at both sides. Just get as close as possible to the underside of one of the bunches of spikes and then jump rapidly upwards diagonally, changing direction every time. There are no hidden areas on this phase either. A major strategy for the game lies in the slow and clever approach to any new areas. If you do come up against a platform with a power-up slap-bang in the centre, be suspicious. It's likely to crumble away under you rather quickly.

END OF LEVEL BOSS



1 Kill the end-of-level boss by staying at the bottom-left of the screen as much as possible, ducking in a particularly deft manner when he comes anywhere near you. If you go a-wandering all over the screen, you'll get nobbled.



2 Then double back and punch the four **HIT** markers until they're all yellow. Fall down the drop to the left and punch away the earth at the bottom-right. This will give you access to the hidden *GamesMaster* section – which means bags of bonuses and an end-of-level M.



3 And here we see Zool, resplendent in his formidable formicidaety attempting to take on the mighty might of the *GamesMaster* Smartie-alike zone. We here are quaking in our boots, but what hol James Leach has just boiled the kettle ready for an ant-trashing sesh, Nth dimension or no.

MUSICWORLD

You may well be wandering rather aimlessly around this level, looking for the end-marker. Well, there isn't one! Instead, you have to do this...



1 Battle your way towards the right of the stage and execute some utterly pixel-perfect leaps over six flutes to take you up to a musical notation sheet with a tiny weeny pressure pad at its very centre – can you see it folks?



2 Jump on the pad and some notes will drift upwards, linger, then vanish. Pause the game and make a note of the colours, from left to right.



3 Now it's time to turn around, head left and make your way back to the piano keyboard. Jump Zool on to the relevant coloured keys, but make sure it's all done in the same order as the notes were presented, otherwise you'll fail. This hop-and-skippery will activate a floating helicopter note. Jump on to it and you'll be whisked off.

MUSICWORLD BONUS LEVEL

There's actually a wonderful bonus shoot-em-up stage on this level. Here's how to find it...



1 Avoid all the foul, marauding kettle drums as best you can and head right. Drop down one or two levels, being careful to get off that first crumbling platform quickly with the invincibility power-up teasingly positioned in its centre.



2 When you're idling in an ant-like fashion on this platform, jump diagonally towards the suspicious square-shaped area beside the nearest wall.

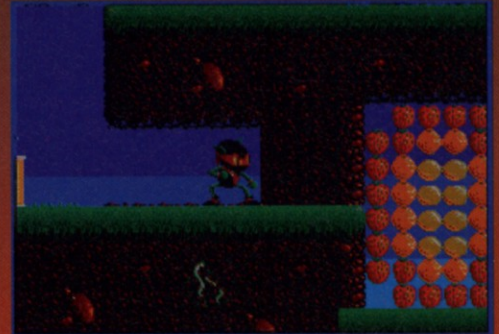


3 ... and the screen will go blank. The 'prepare yourself' message will appear and you should suddenly find yourself in Zool's space-ship. Grab all the power-ups and avoid the floating clouds which slow your ship down. If nothing else, you'll certainly boost your life-level back up to its full capacity – not a bad thing at this stage of the game.

Here's a handy, hardware-specific tip. If you happen to own a Mega Drive as well as an Amiga, the game's a lot easier to control if you use one of your trusty Mega Drive joypads instead of a clanky old joystick. Try it. Below you'll find out a little more about the game.



The word 'piano' actually derives from an ancient Sumerian word for 'music machine with keys'. Famous piano players include Liberace, Beethoven, Alan Price and Les Dawson. Liberace, however, doesn't play piano any more. He is dead.



The third zone, Sweet World. Zool's just discovered a hidden stash of plump, ripe citrus fruit. Ants love fruit, especially if it's in a larder.



Zool is famous for his hysterical comedy routines. Honest. It's just that, being an ant, and not having his own show, he rarely gets the publicity he deserves. Here, he does his fabled impression of a bell doing an impression of an ant underneath a bell. His pièce de résistance, however, is a rather marvellous Frank Spencer voice. Oh, how we almost laughed.

The secret GamesMaster room. Shameless plug or legitimate screenshot?



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Nintendo's excellent *Zelda* may prove a little daunting for the first time adventurer. So at GamesMaster we've come up with a beginners guide to help you on your way. You won't find any details about the mystical Dark World - that's best left for your own discovery. So read on and discover how to make the best start on the SNES' best adventure.

ZELDA

A LINK TO

ARMOUR AND SHIELDS



When you start out you will have the green armour and the small shield. These offer adequate protection at first, but you can improve on them.

The next shield is the red one which can be obtained by throwing your old one into the waterfall of wishing. You will now have this shield until you reach the seventh boss in Darkworld where you will find the mirror shield. The second piece of armour you get will be the blue mail. The upgrade from this is the red mail which can only be obtained once you are inside Ganon's Tower and about to face Ganon for the final showdown.

HOOKSHOT



This is a very handy device to have - not only does it act as a weapon in which you can attack enemies at length without getting hurt, it also acts like the boomerang. It can collect things for you, like extra hearts or coins and can easily stretch to the edge of the screen. Another feature which makes this an essential find is the fact that if you fire it at a tree or skull, you can pull yourself along the screen. This comes in very handy for traversing wide canyons or large gaps which you cannot normally cross. There are a few dungeons later on that require you to pull yourself across some very large gaps and so solving some very intricate puzzles. The only drawback is that it can only fire in a straight line, the boomerang can be thrown and then curve back to you, so only use the hookshot when you really have to, otherwise stick to the boomerang as it's more versatile.

USING THE 'RANG

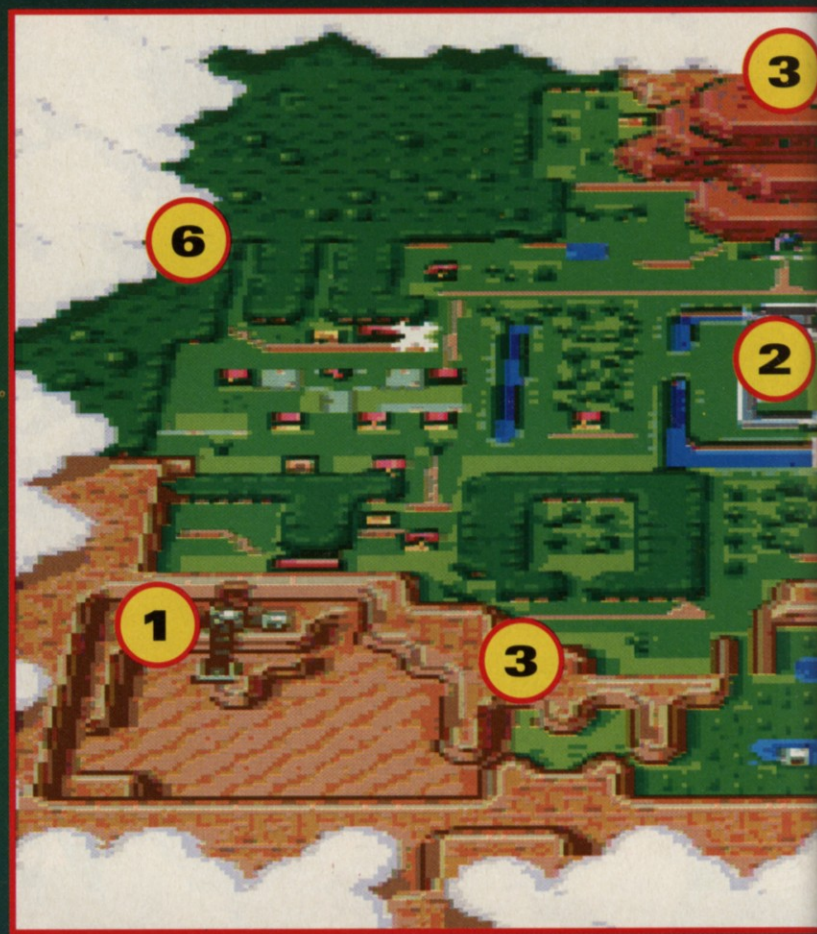


Throughout your quest you will encounter many guards and people who don't like you - just kill everything and you should be rewarded with rupees and hearts. For an easier time against these roaming menaces, hit them with your boomerang to stun them and then strike them with your sword - you can kill them much more easily in this way. You will come across thieves who walk around and follow you. Be warned... they cannot be killed and, if they touch you, they will cause you to drop rupees and then steal them from you.

GLOVES



There are three types of glove. The normal one, which you start off with, the power glove and Titan's mitt. The power glove can be found in the desert palace in the Lightworld and it will enable you to pick up skulls, small stones and large, light green rocks. Titan's mitt will enable you to pick up very large boulders. You can find this in the fourth dungeon in the Darkworld.



DA THE PAST



SWORDS



6 All you've got is the puny little sword to start with – but never fear, once you get all three pendants you can go into the forest and retrieve the master sword. When you get this not only will you have a longer sword with a higher hack-em-to-bits rating, but also, when all your hearts are full up, you will be able to fire a beam of energy from the tip of the sword. After this you can get the tempered sword. Take the master sword to the blacksmith, along with the frog from the Darkworld, and he will upgrade your sword to level three. The only sword above this is the golden sword which can only be obtained from inside the pyramid in the Darkworld.

ATTACK AND DEFENCE



5 The first thing to do is get the shield and armour from your uncle who's in Hyrule Castle. Go there and take the right-hand path, follow it to the end and you'll come to some bushes. Rip them up to find a hole, drop down it and you'll be inside the castle. You can get the boomerang from here. It can be used as a weapon and to get gems or hearts which are beyond your reach. The lamp is also near the entrance to Hyrule Castle, next to Zelda in her cell or at the start in your house. This can be used to set fire to unlit lamps in the shape of white squares with a hole in the middle. Once lit they'll light up dark rooms for a short while. You will come across some puzzles where you must light a few lamps before you can progress.

ZORA'S FLIPPERS



4 As soon as you have the power glove, go to the top right of Lightworld, with at least 500 rupees and ask for the flippers when Zora appears. You will now be able to swim.

THE BOOMERANG



2 Your quest is only just beginning... Now fetch the first pendant from the eastern palace. Here you'll find the bow, but you'll need arrows to use it. Now visit Sahasraha who'll give you Pegasus shoes which enable you to run quickly. Make for the village in Kakariko and enter the library. You'll see a green book – this is the Book of Mudora to translate ancient symbols. Run into the bookshelf to get the book.

MEDALLIONS



3 There are three medallions. To get the first, pick up a rock and throw it in the river. A monster will appear and shoot at you, he will then give you the quake medallion. This makes the screen 'quake' and will kill nearby enemies. The second one is on top of Death Mountain in the monolith, west of the tower of Hera. If you have the green book you will be able to get it. This will send out a swirl of spinning fireballs. The third medallion is above the entrance to the desert in the Lightworld, hidden inside a monolith.



THE SOLUTION: PART ONE

Are you still shadowed by the beastly goings-on of the Maletoth? Well fear no more, brave adventurer because help is near. This month we will take you through the Forest of Zeakres to the Fort of Dourmoor. Next month in the final part to these exciting tips we will take you through the final two levels to the ultimate conflict.

LEVEL ONE: THE FOREST OF ZEAKRES



1 Run to the right and jump up to shoot plants in the trees while taking care to avoid the purple blobs they fire at you.



2 Jump onto this here lift and shoot the switch which you'll see on the right in order to get to the top of the cliff.



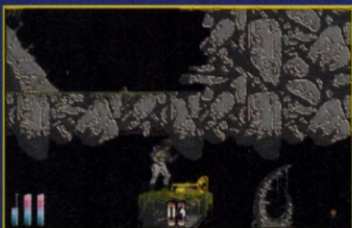
3 Now go up to the wheel and be sure to shoot it three or four times to get the platform to come to the top level.



4 Run across the platforms and jump up to collect the grenade above you. Now change your weapon to the grenade.



5 Next, make sure you blow away the gun turrets and keep jumping to the right until you come to the last platform.



6 Obtain the key from the last platform and jump back to the left. At the bottom jump to the left and walk up to the door.



7 When you reach the door use the key to open and collect the gold inside. Return to the platforms and jump to the right.



8 Continue going to the right until you reach a ladder, when there is a gap in the procession of goblins jump down to the bottom.



9 Continue right and shoot the meat on the spit. Watch out for the goblins in towers, shoot these by standing on the tables.



10 Push the meat so that it is positioned under the swinging nail block, but mind you don't get too close yourself.



11 Now go back to the door and use the key to release the creature. Once you've opened the door jump onto the ladder.



12 The creature will run along and be hit by the block. This stops it from swinging and enables you to pass unharmed.



13 Jump on the jet platform and steer to the left to pick up the rock. Take it to the top and push it off to the left.



THE BEAST 3



14 Jump onto the swinging platform and when it reaches its furthest point jump to the left once again.



15 Run up the hill blasting the spikes as they emerge, get to the top and allow yourself to fall with the rocks.



16 When the end-of-level demon appears blast away at his head, taking care at the same time to avoid his fire.



17 When the demon dies pick up his skull - it is one of the ingredients you will require to kill the evil Maletoth.

LEVEL TWO: FORT DOURMOOR



18 Shoot the switch. This will lower the drawbridge which will enable you to gain entrance to the fort.



19 Fetch the wheel and roll it back so that you can hitch it to the battering ram. Then roll the ram up to the door.



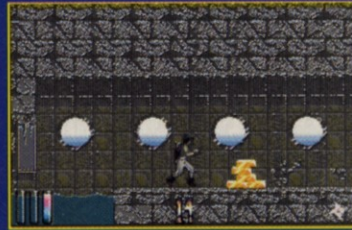
20 Run to the gold and turn back to shoot the bats. Then make for the pit and shoot the yellow block.



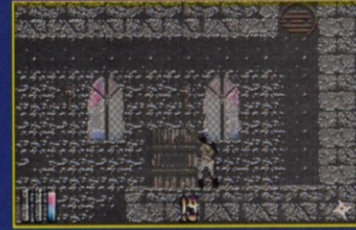
21 Slide right down the ramp until you hit the floor. Don't shoot the switch just yet - there's other work to be done...



22 Go right to get the table, climb on it and then hit the switch. Once you reach the top, shoot the other switch.



23 Run right to collect loads more gold. Now go left and fall into the pit. Jump up and shoot the guy on the right.



24 Next you should push the barrel over the edge of the pit. Now muster your strength and jump back over the gap.



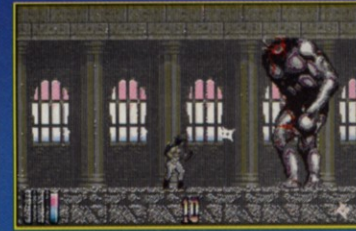
25 Shoot the barrel 10 times and use the bits and the table (which you should have pushed over the edge) to cross.



26 Kill the red guard and then use the switches to place the barrel on the right-hand side of the conveyor belt.



27 Go down and shoot the trap door on the left, nothing else. Also make sure you don't kill the monster.



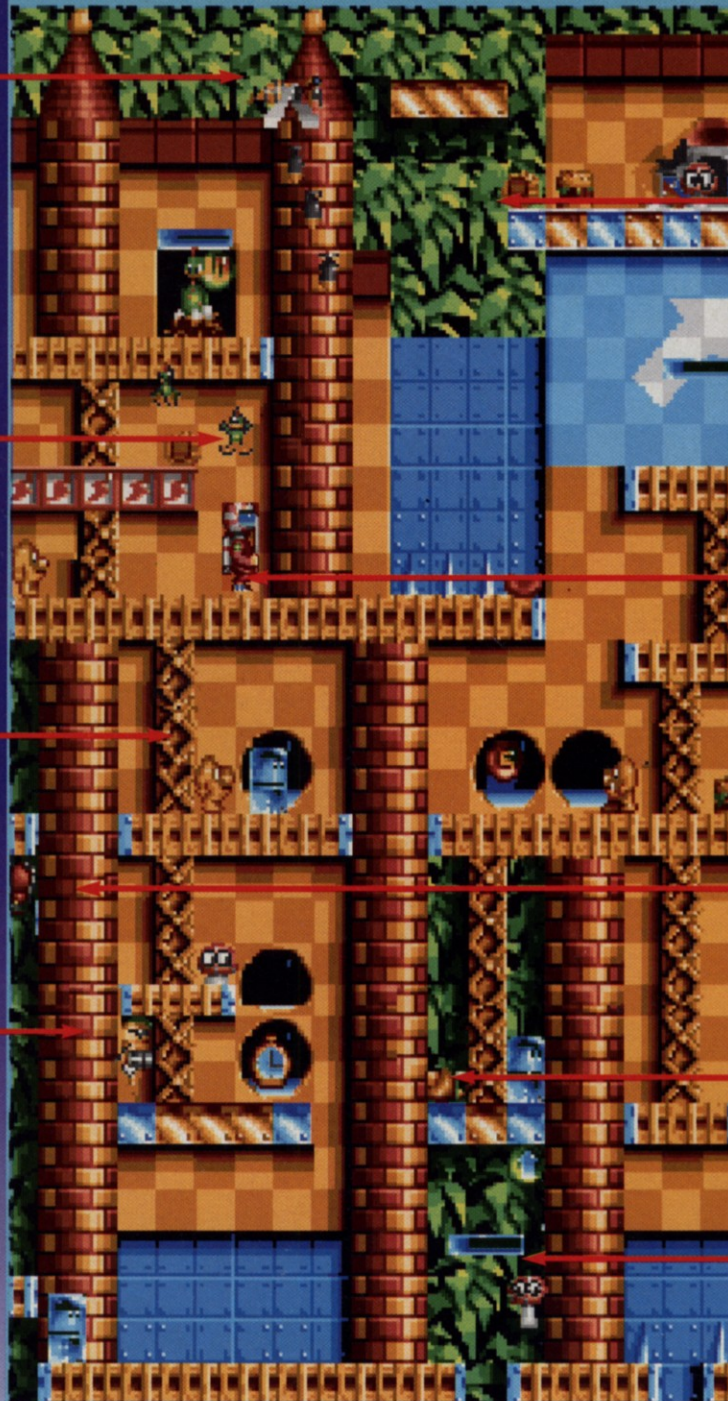
28 Go up, shoot this guy in the neck, get the ball, get the gold to the left, go down, jump in the barrel and shoot the switch.



GREETINGS!
Mastering Silly Putty, the small blue chap with the fantastic bending abilities is now much less of a problem, thanks to my handy guide to the game. Have fun with Putty!

P U

PUTTY MOON



Biggles the Wasp
He flies around dropping bombs, so stay right out of his way.

Barrels
These explode on contact - so stay well clear.

Green Kamikaze Chicklets
These little blighters fly around the screen and explode when they hit you. They can be absorbed with difficulty, but this really isn't worth the bother.

Green Kamikaze Chicklets
These little blighters fly around the screen and explode when they hit you. They can be absorbed with difficulty, but this isn't really worth the bother.

Custard Man
A small punch should be quite enough to deal with this meanie. After you punch him jump up onto him and squash him before he reforms.

Spiders
These are highly poisonous and are best left well alone.

Terminator Carrots
These carrots are highly dangerous. They are best avoided as they're armed with guns. When fired at, go into melt mode and dodge the bullets - the recoil from their guns will knock them off their platforms.

Septic Snails
Punch, absorb or squash these horrible species.

Bouncing Toadstools
Toadstools can be squashed, absorbed or punched. It's best to punch them as they will release babies.

PUTTY

LEVELS ONE AND TWO

These tips should help you through the earlier levels of *Putty*.

On these two pages we have the first stage of Putty Moon and the first of the Dazzledaze Villas. For those of you about to receive this game for Christmas, this beginners' guide should prepare you well in advance.

DAZZLEDAZE VILLAS



Flying Hag

Avoid her missiles at all costs, because they kill.

Spinning Fried Egg

Don't go near these! They are in fact cunningly disguised mines. Beware...

16 Tonnes

If this falls on your head then you'll be flatter than a very flat thing. Enough said.

Gun Powder Monkeys

These fire cannon balls at you which should be avoided. Beat the chimp with a punch.

Dazzledaze

Run away, don't even think of going near him, just go and stick your little blue head somewhere else.

Snot Goblins

Avoid his green bogies and eat him using the false teeth.

Small Red Goblins

These little animals run around with forks and can easily be punched or squashed.

Big Yellow Goblins

This imposter holds his breath to make himself look big. Punch him to knock the air out of him and while he is small, squat him.

Baccy-chewing Goblin

Inflate Putty until he explodes near this harmful nasty's window. This will blow him back indoors.

Baked Beans

Nasty little things which explode on contact. Jump and squash them.


Scouse Sausages

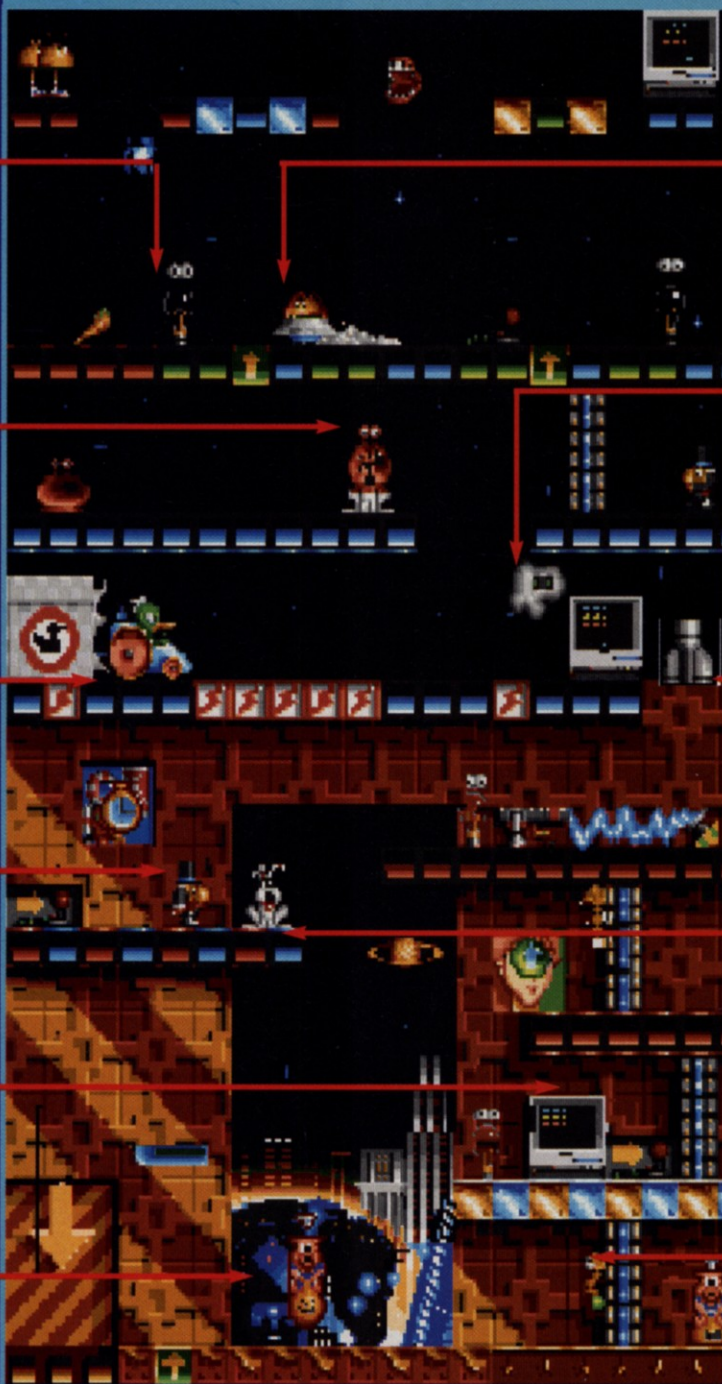
This hostile meat product is very dangerous. It should be defeated and eaten using the false teeth power-up.

LEVEL THREE

This is the first stage on the Technofear level. Things start to hot up a bit from here on in, so this level serves as a taster of things to come.

TECHNOFEAR

Animals marked with a  are ripe for moulding into.



Loopy Light Bulbs

To destroy these, remould into a Shokapillar and charge their platforms with negative electricity. This destroys them.

Flying Saucer Bots

These guys are trying to assist you by landing on your head or skidding along the platforms killing everything in sight.

Red Shiny Gut Buckets

These eat white rabbits, so absorb a rabbit and remould. The Gut Bucket will home in on you and eat you. You will inflate inside him and kill him.

Ghost

This spirit possesses your friendly Bots turning them into psychotic killers which explode on contact with Putty. You've got just one minute to absorb them before they explode.

Duck in a Box

Atom the Duck drives around in a steam roller, so only a really good punch will sort him out.

Space Gun

Inflate and explode to get rid of it. A very dangerous character.

Mr Magic

This evil magician actually turns Bots into white rabbits. Avoid his spells and get rid of him with a punch.

White Rabbits

Absorb them and take on their shape.

Space Invaders

Don't touch the mini joysticks or the invaders will come out of their screens and get you.







Shokapillars

These yellow maggots charge platforms with negative electricity. Absorb them.

Pig on a Space Hopper

A well aimed punch will move this annoying alien. Push him onto the electrified platforms to kill him.

THOSE POWER-UPS IN FULL

| | | | | |
|---|---|---|--|---|
|  |  |  |  |  |
| UNCLE TED | INSTANT DOWN | INSTANT UP | EXTRA TIME | DWEEZIL POWER INVULNERABILITY |
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OLYMPIC

THE SOLUTION



GREETINGS!

The days of summer may now be long past but you can carry on the action with US Gold's Olympic Gold.

However, if you're having trouble winning gold medals in this summer sports extravaganza, here at GamesMaster I have come up with a few tips which will guarantee faster times and higher scores on the range of Sega machines.

GAME GEAR

This version is definitely the hardest of the lot to play. Not because the game is any harder in itself, but because you really need to keep the machine still while hitting the buttons as quickly as possible.

Short of putting the thing in a vice and hammering away at it, there isn't a lot you can do, but try this if all else fails... Put the machine on a flat surface, place your left thumb on the direction pad and your fingers around the top of the case. I bet you didn't know that playing games would bring out the contortionist in you. When it comes to the speed events, those of you with big hands should now be able to slide your finger across the two fire buttons. If you can reach, it is effective to use your index and second finger side by side.

MASTER SYSTEM

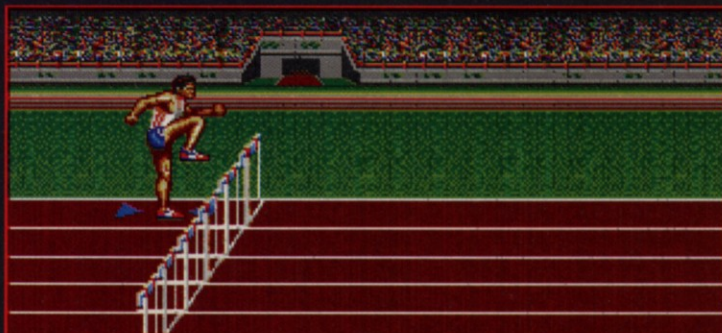
There are a couple of control techniques described in the manual and these are probably the best way of getting things done. However we have found a third method which works for some people. Hold the control pad between your thumb and index finger so that your thumb covers both buttons. Comfortable?

If you keep a loose grip on the control pad, you will be able to pivot it so that you can push the buttons alternately. This is one of the more comfortable methods to use so if you can't get on with the others give it a try. This method works best in the 100 metres, hurdles, hammer and swimming events.

MEGA DRIVE

Having trouble using the control technique in the manual - no problem... try this instead. Place the controller on a flat surface and slide your index finger between the A and B buttons. You may find it even easier to use your index and second fingers on the buttons.

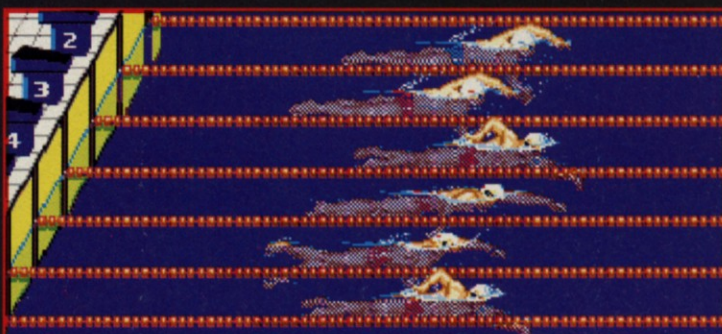
When events require the C button as well move the pad so that the lead is facing towards you, this will free up your other hand so that you can press the C button.



100 METRES/HURDLES



Use your preferred control technique. If you are competing in the hurdles press the control pad just before you reach each jump. If you are using the control techniques described above you won't be able to dip at the line but your time will be so quick that you won't need to.



SWIMMING



Go steady at first by pressing the buttons alternately and stay just ahead of the pack for the first three lengths. On the final length, wait until you're just over half way and blast away. This way you will have enough energy left to sprint all the way to the finish.

GO GOLD



HAMMER



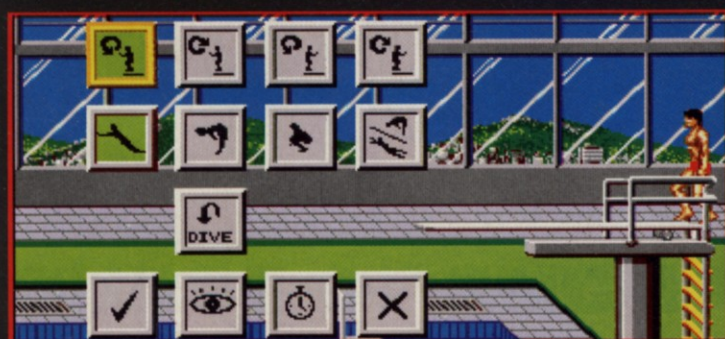
If you spend some time practising the control technique you will soon find that this event will become the easiest of the lot. You will be able to use your thumb on the direction pad. Apart from that, this event is pretty straightforward.



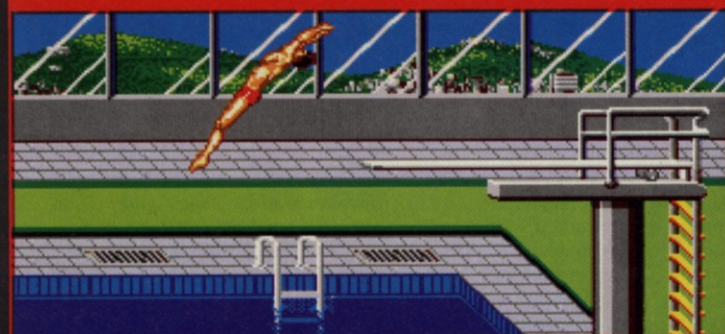
ARCHERY



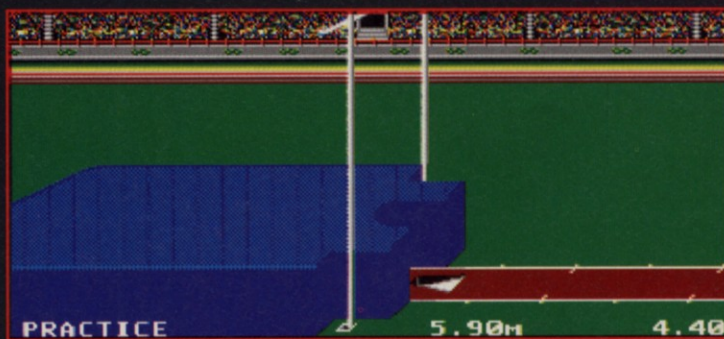
The method described in the manual doesn't work too well in this event, so try this instead. Use short controlled taps on the pad to get the sights nearer the centre of the target. This will stop you over-compensating but does take time, so keep your eye on the clock.



DIVING



The only real bit of advice we can give you for this event is to watch the demonstration dives very carefully. Copy what those divers do and you can't go far wrong. Stick to the easy dives at first because a high score from one of these will beat a lower score from a more complicated dive.



POLE VAULT



Practice makes perfect in this event. Try placing your joystick on a flat surface and slide your index finger between the two buttons for the run up, so the other hand can control the vault. A handy tip: pause the game at the start of each phase of the vault, to prepare for what is coming up.

ACTION REPLAY AND GAME GENIE



Those of you lucky enough to own an Action Replay or Game Genie are in for a treat. Here for your delight is a feast of splendid codes, to cheat your way to the end of some great games.

ACTION REPLAY NINTENDO

Adventure Island 2

- PEXVAALE** Ten lives are at your disposal
SXNLOKVK Infinite lives
ALKXAAAZ Faster running
AAKSEYZA No energy loss when hitting objects
GEXULGPA Higher jumping
XTAINS Invincibility



Looks like one nut is about to encounter another nut.

Mega Man 3

- AAUGKPZE** Nine lives
AEUKXLP Infinite lives
AAOONPZE Nine lives after continue
YEVKUTGA Mega-jump
ASSILLGP Longer slides
NNVILLEE Speedy slides
NYNKXSGK Move faster
ZANKNIPA Light-speed



Mega Man about to be eaten by two pink Hoover Deluxes.

The Simpsons Bart vs The Space Mutants

- OPSYVUGA** Floating jump
PAUYZNTA 87 coins and a life for every coin

Star Wars

- AAXAGAZE** Nine lives
SZEAYXVK Infinite lives
GZLNLS Spike immunity
AGKLUGAX More energy on pick up
AAKLNZGA Full energy on pick up
IEAIEA easier level

Streetfighter 2 THE SPEED FIGHTER CODE: EXCLUSIVE CODE

Speed up the game to nearly twice the speed. The only drawback is that the characters have trouble turning round.

- 7E0C6001** Unlimited Energy
 Player 1 **7E0C2BB0**
 Player 2 **7E0E2BB0**
 Allows all special moves to be performed in mid-air
 Player 1 **7E0CB200**
 Player 2 **7E0EB200**

This code enables you to play any of the characters all the way through the game including the bosses. For the value of X input 0,1 etc through to A,B for the appropriate enemy.

- Player 1 **7E0ED10X**
 Player 2 **7E0CD10X**



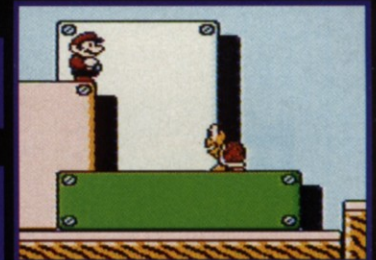
Give Ken a kick start with the help of our exclusive speed codes.

Super Mario Bros 2

- POPAET** Throw items further when facing left
YPYPYP POW blocks change into other things
LEGOIO All plants are coins

Super Mario Bros 3

- OEPZXZ** All blocks become a one up
OOKXGLIA Start/Stay as Raccoon
OOKXGLIE Start/Stay as Frog
XEKXGLIE Start/Stay as Tanooki
KKXKGLIA Indestructible
SEUXKGAA Press B and Down for Door
AAPSSZ Start the game with invincibility
TZILYU Ice World
IOZZVV Para-Goombas cannot move



Mario and a fashion-conscious turtle show a similar taste in hats.

Batman

- EXGOTO** Running enemies freeze when shot
EEEPOTPA Full energy heart
PPPPPP Machines move more slowly

Blades Of Steel

- EAOSSAAX** Gives you extra fast players

Blue Shadow

- VKPZXP** Super jump

Fester's Quest

- OGIPEK** Invincibility

The Flintstones

- SXOEAEVK** Infinite lives
AAVEYPZE Nine lives are yours
LVEALOZA Start off with 99 coins
PEEEAPAA Start off with sling-shot
ZEEEAPAA Start with axe
GEEEAPAA Start the game with bomb
YEXVLZIA 15 coins on pick-up
AAKEETLA Sling-shot uses no coins
AAKEOTLA Axe uses no coins
AAKEXVZA Bomb uses no coins
SXXOAOVK You obtain infinite energy

Operation Wolf

- IEVUNSPA** Infinite continues
AESKNLTL You never die
AAANGOTPA Infinite ammo
AAEGKYPA Infinite grenades
NNEKVPLE Full energy after each level

Probotector

- EKGGGG** One up every time an enemy is killed

Punch Out

- ALNEVPEN** Three stars permanently
AAVETLGE Knock-out with one hit
SYVALPAX You never lose any energy

Rad Gravity

- ASTVXZ** Enemies fade instead of exploding



Inspired by that old rockers' fave from Pink Floyd - except this time the bricks are green.

Super Mario Bros

- APZIGU** Fire as small Mario
GGAEXP The screen becomes striped
POEISA Gain invincibility with 1,000 points
KILLXV Ensures that all blocks contain coins
SIIPKK Secret water level 1
SPEPNG Secret water level 2
SIPPNG Secret water level 3

ACTION REPLAY SEGA

Alex Kidd in the Enchanted Castle
N38AA8SE Start with 16 lives
A3STB65A 100 Baums to continue game instead of 1,000
ABSTB6SA The game can always be continued
AKSTAA6A There's no charge to continue game
B4NAB68T Gold coins worth 1,000 Baums
HCRABNXN Doll prize worth three extra lives
9NDAB93Y Alex jumps higher
9EDAB93Y Alex jumps a lot higher

Battle Squadron
N66TR6F4 Bullets travel at the speed of light

Decap Attack
ILZTEASW Gravity pull



Chuck D Head prepares to deliver another lethal head butt.

Olympic Gold
JBJAAEBW Players are more powerful
BKSAAA3T Players never tire in swimming event

BTMTAABW + BWFTAACI Each archery game consists of 12 shots
AYHABA2C Player is always assigned Lane 6 in swimming
BFPACAEI Hammer throw and archery games consist of nine rounds

BFTTCAHL + B7VACAFR Nine attempts at each height in the pole vault
AVPACAD4 Diving consists of four rounds

Pacmania
KBCAAB22 Ghosts don't turn blue
KBCAA922 Ghosts stay blue until they are eaten
KBAAH22 Ghosts don't flash after turning blue
KBFAATK2 Ghosts cannot leave their base
KBFAAT62 Invisible ghosts

Pit-Fighter
BSTT3AZR + JDTT20JT + PDDT22AW Only win one match to become champion

B9TT3A2R + JDTT20JT + PDDTSSAW Both players fight for championship at once

A32A2AAJ Start with six lives
AV2T2A2R Infinite lives
JB4A2AGE Match clock runs more slowly
GB4A2A8L Match clock frozen

ALFA2A26 Power pill lasts until end of the match or until you die

Quackshot
BBJTAAAA Start game with maximum power
BBEAAAEG Start with max power after you die
AKSAAA9J Almost infinite power
DFJAAAFN Start the game with 25 Donald Ducks
NPJAAAFN Start the game with 99 Donald Ducks
AVEAAA5W Infinite Donald Ducks
AKITAA6W Infinite popcorn when you pick it up

Robocod: James Pond 2
AVAAAAAA Some enemies become invisible

Sonic the Hedgehog
SCRAB9X0 1 ring = 80+ rings
SCRABBX0 1 ring = 0 rings
SCRABCX0 1 ring = 25,000+ rings
NN3TAACL Start with 99 lives



Supersonic Sonic springs into action.

Taz Mania
AJKTJA24 Infinite lives
EAJTJABY + EAKTJAB2 Start with 20 lives
AAJTJCBY + AAKTJCB2 Start with 100 lives
AKCTGA7W Infinite continues
CTJTJABY Start with 20 continues
NTJTJABY Start the game with 100 continues

AMGAGA3R Infinite seconds to continue game
AJXAGA22 Never lose your health
BB4TERAN 60 seconds of invincibility when star is eaten up

FB4TEGAN 300 seconds invincibility when star is eaten up

MALTJEFO 20 seconds of invincibility after injury
AKAAGA7G Infinite invincibility after star or injury
RF4AE6YW Food is worth 100% energy

GAME GENIE SEGA

Sonic
DDLTAAGL This lets Sonic jump really high...
AE0TCABY This speeds up Sonic to a very fast pace...
BDTLAAGL This code lets Sonic do a Mega jump...

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GREETINGS!

My gaming knowledge knows no bounds... If you require a solution to a specific game, my tips come guaranteed to terminate your trouble. I can be contacted via:

The Consoletation Chamber, GamesMaster, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

CONSOLETATION CHAMBER

SUPER NES

AXELAY

Towards the end of level three, stay near the edge of the screen when the spaceship appears. If you are still in possession of the all-around weapon use that and keep blasting until the enemy dies.



Axelay - a fine shoot-em-up. See the review on pages 50-51.

SOUL BLAZER

If you want to obtain the second sword you'll have to defeat the monster at the end of level one and go on to the



The Soul Blazer do-er of good: here he is in full splendour, doing good.

second level. Rescue a few people and make sure to include the squirrel. Give him some delicious seeds and he'll give you the Psycho sword.

To get into the cave on level one, go to the point where the stubborn little boy refuses to tell you where his treasure is - you will find a sleeping flower. Leave the flower and come back to it; now keep pushing against it until the pot moves. Underneath you'll find the pass which lets you into the cave.

BART'S NIGHTMARE

Obtaining that elusive 'A' grade for Bart is the aim of the game here. To make

that task easier, once you have found a piece of homework and have completed the sub-game, walk the other way and you should quickly come across another piece of homework.

SUPER SMASH TV

Many of you have trouble with Scarface at the end of level 2 and ask how he can be defeated.

All you need to do is stay on the same horizontal level as him and keep firing. When he comes towards you move around to the other side. Keep repeating this until he dies.



Our mate in the middle is having a whale of a time. Until his shield runs out, that is - then he's for it.



Don't spend hours pulling your hair out - read the tip below to save on those ever-so-high wig bills.

SUPER MARIO WORLD

After completion of 95 levels, many people are confused as to the location of the 96th level. Where is it to be found? The simple answer to this is that it could be anywhere.

You should certainly check the final ghost house in the Valley of Bowser and also check all the stages in the Forest of Illusion.

Apart from that there isn't much you can do apart from going back and retracing your steps.

Another little story which is currently doing the rounds is that of a 97th level in the sunken ship. Put quite simply, this is a falsehood. There is no such level so don't even think of looking for it.

STREET FIGHTER 2 (Super NES)

I shall tell you here and now how to carry out the special moves which the ever popular Ryu and Ken can perform - so there will be no need for you to ask me how to do them.



Dragon Punch

Push the joystick in the direction of your opponent, next pull down and then diagonally down and towards your opponent. Use any of the punch buttons - the stronger the punch, the higher the jump.



Fireball

Pull down then circle the pad diagonally down and towards your opponent. Again use the punch buttons - the stronger the punch, the faster the speed of the ball.



Hurricane Kick

Pull down and circle the pad diagonally down and away from your opponent. This time use a kick button - the stronger the kick, the faster you move.

PUSHOVER

Here are a few level codes for some of the later levels:

Level 20 15362
Level 30 08718
Level 40 30734

MEGA DRIVE

SONIC 2

As in the first game, if you complete the first level in less than 30 seconds, you will be given a 50,000 points bonus.

TEST THE DEPTHS OF THE UNQUESTIONABLE, ER, SIZE OF THE GAMESMASTER'S KNOWLEDGE...



Frenetic chopper action in the brilliant shoot-em-up *Desert Strike*.

DESERT STRIKE

On the first mission fly to the top left of the map and you will find a plane with a co-pilot beside it. On the second mission fly to the top right where you will find Jake, the best co-pilot. Also if you get him to blow up the plane you will obtain an extra life.

HUNTER

To get to the bunker which holds the General so that you can complete the mission, destroy the prison with some form of powerful weapon. The entrance is hidden under the prison. There will be a man who claims he's not the General. Don't believe him, kill him and take his head back to your HQ as quickly as you can.



A handy but brutal tip for *Hunter* – meet some bloke and kill him.

OPERATION STEALTH

If you have already obtained the card and key from the secret agent but are still having difficulty getting into the safes, fear no more.

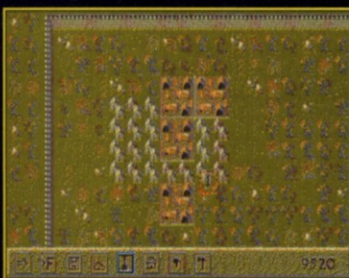
Go up to the bank employee and use the card on him. You will then find that he'll open the safe room door for you.

Now all you've got to do is find the corresponding safe to go with the key and open it.

AMIGA

CAESAR

On the city map level, don't build walls – build wells instead. This will save you a lot of money. It also has the added effect of keeping your enemy out. They can get through walls, but they can't get through wells.



And slowly, as time rolled majestically on, the Roman settlement took shape. And it was crap.

THE SECRET OF MONKEY ISLAND (Amiga)

Been wandering around Monkey Head for a long time? Well wander no more as I have the solution here for you. Get the navigator's head from the cannibals – you'll have to swap your leaflet for it. Follow the nose to find your way around in the catacombs until you reach the ghost ship.

Another tasty tip includes using the pot from the Scumm bar in the Circus trick to act as a crash helmet.



This game is certainly no monkey – a few handy tips to help you out.

BOULDER DASH (NES)

On world 4 level 3 you may find that you can't get to all the diamonds as they're surrounded by walls. This is easily remedied – if you kill one of the monsters it will explode into a shower of stars. Now stand near a wall and wait for a monster, then push a boulder on top of his head – watch him explode, taking the wall out with him.



Rock Chunk, a bloke so small and skilful he can dig through gravel and earth and some other stuff.

HOOK

To get the clock which is on the beach, you'll need the magnet which you'll have to buy. Now when you try to get the clock you'll find success.



Play the role of Peter Pan in this interactive game of fairies and pirates. Tally ho and all that!

HUMANS

Level 13 of this game is a very tricky one. For those of you who are having trouble here is the level code for level 14: Blue Monkey.



First there was light, then there were Humans. Pesky little things.

SHINOBI

At the end of level two the helicopter can be a bit of a pain, simply jump the missiles and hit the nose-piece directly in the middle. Keep doing this and you'll soon defeat it.



Ninjas, pah. I eat them for dinner and again for lunch.

PRINCE OF PERSIA

A tricky game this one. When you come to a point in the game where you have to face your own reflection, instead of fighting him, simply put your sword away and walk past him. If you try and fight him you'll lose.



The Prince poses in a pretty pink frock for that special occasion.

NES

THE SIMPSONS

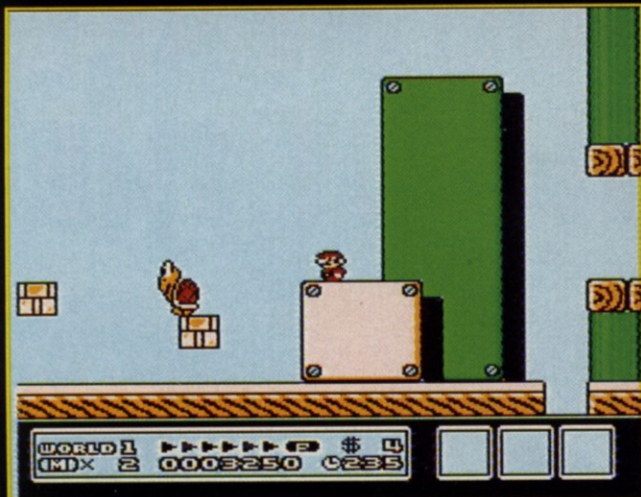
To make your task of helping Bart save the world a little less difficult, go to the far right of the first level and fire a rocket at the letter E in the Quick-E-Mart sign. You will now be blessed with some extra lives, and as an added bonus you will be able to play around with a sound test.

When you come across the spinning lollipops, and you find that you can progress no further, make your way to the second lift and jump up and down on it three times.

The lift will now take you across the top of these menacing lollies and from there on to safety. After this it should get a little easier.



The annoying yellow child, Bart, tries to save us all and fails.



Super Mario being a bit less than super. Though I don't suppose this turtle is too worried about that.

SUPER MARIO BROS 3

For those of you having a bit of a problem finding the Hammer Brother suit, worry no more. Go to the second mushroom house in world six and open the middle box - inside, you'll find the suit.

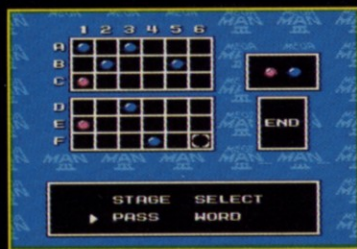
CASTLEVANIA

If you keep getting stuck at the end of level four and Frankenstein and Igor keep killing you, try this tip for size.

First get the fireball which is the best weapon to have. When you get to the two bosses, jump on to the block on the right, kneel down and whip as fast as you can. When Igor moves, step aside to avoid his fireballs. While you do this keep whipping Frankenstein. Do this a few times and they should soon be dead.

MEGA MAN 3

Some of you are having a bit of trouble with this game and would like to see the end of the game. Simply enter the screenshot as shown here and you will be taken to Dr Willy's castle with five full energy tanks.



The final code to help you to play the game to the end. Have fun.

DOUBLE DRAGON 2

To obtain some extra lives to help you rescue your girlfriend or whatever is 'Flavour of the month', select a two-player game and set about killing the second player. Now this may not seem very nice but it does have the benefit of giving you an extra life every time you kill him.

TOTALLY RAD

To make this game a whole lot easier, kill the first green soldier who carelessly comes onto the screen. He will keep coming back, start to kill every green soldier that comes on screen thereafter and you will be given an extra life for every soldier you kill, up to a maximum of 13.

PIT-FIGHTER (Master System)

When you are fighting the two chain men just before the Pitfighter, stand in between them both. Now when they attack you simply move out of their way and they should both hit each other with their chains. Repeat this and you won't have to worry about fighting them.



Fight in pits, if you really want to, and meet all sorts of nasty people. Especially the chain men, urgh.

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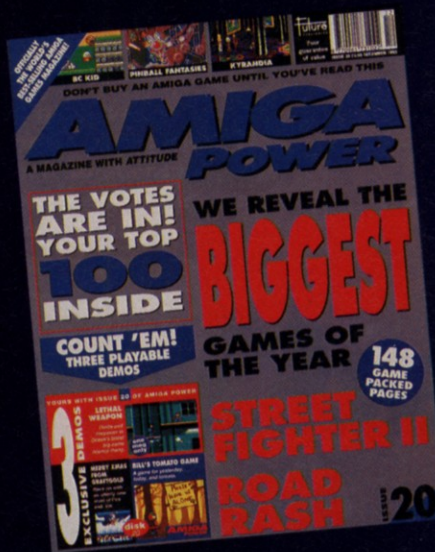
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The essential purchase for Super Nintendo owners is out this week. It features (take a deep breath) a huge review of the superb MICKY MOUSE, tons of news on CD-Rom, bags of stuff on Japan's huge hit DRAGON'S QUEST V, a complete and massive guide to SUPER MARIO WORLD... and a free year-planner.



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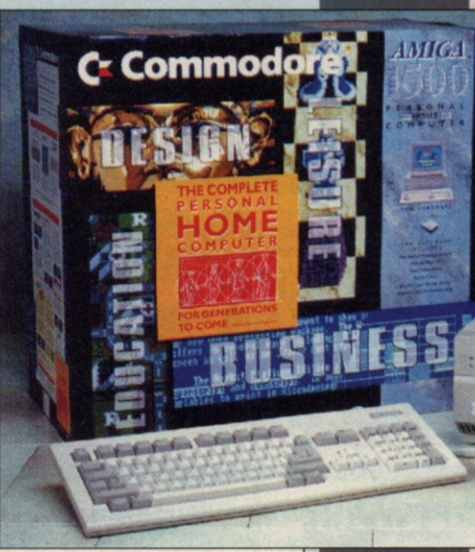
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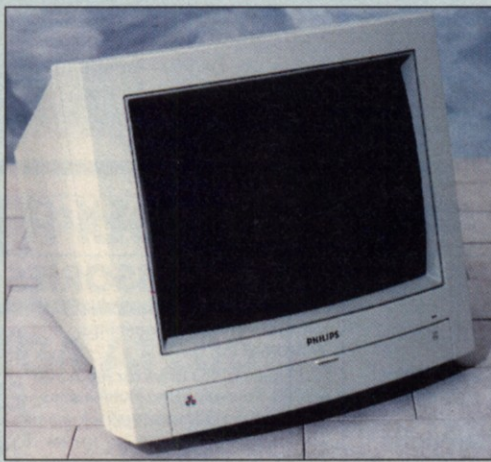
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ADVERTISERS' INDEX

| | |
|--|-----------|
| Amber Quest Promotions | 88 |
| Anco Software | 69, 123 |
| Bandai (UK) Ltd | 16, 17 |
| Barkman Computers | 88, 138 |
| Cabcon (UK) Ltd | 138 |
| Cable Com Productions | 80 |
| Cim City | 133 |
| Comet | 74, 75 |
| Computaworld | 136, 137 |
| Console Mania | 80 |
| Core Design | 147 |
| Datel Electronics | 65 |
| Dixons | 39 |
| Domark | 25 |
| Games Galore | 132 |
| Ice | 119 |
| Indi | 134, 135 |
| Information Vendors | 99, 130 |
| Jack Bean Stalk Video Ltd | 127 |
| Krazy Konsoles | 133 |
| Leader Media | 82 |
| Mega Master | 139 |
| Mega Mix | 133 |
| Microprose | 11 |
| Network | 59 |
| Ocean Software | 2, 3, 148 |
| Prism Video | 34 |
| Ring Round Ltd | 139 |
| RJ Software | 88 |
| Special Reserve | 42, 43 |
| Spectra Video | 111 |
| Tetra Games Library | 138 |
| Titus | 140 |
| Tottenham Court Road Computer Exchange | 139 |
| Toys R Us | 55 |
| Whizz Kid | 124 |
| Wizard | 85 |
| Woolworths | 18, 21 |
| Zonetec | 108 |

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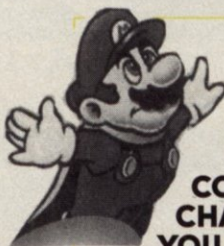
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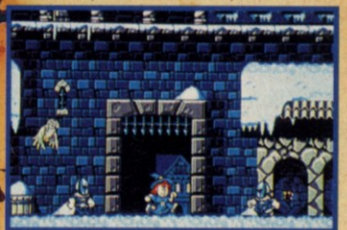
Watch out, the forest is a strange place inhabited by vicious creatures lurking in the dark.



Use your teleportation spell to defeat the diabolical flames.



The magic-bridge spell will help you avoid a fatal swim.



Challenge the lancers who haunt the city, and you may live long enough to reach the Evil Sorcerer's castle.



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Every young person occasionally feels the need to prise their fingers away from the joypad and seek out the more mystical and ethereal solutions to the boredom problem. Do you hold the rather desperate and deluded belief that a collection of gravitational masses, millions of light years away, could conceivably exert some form of influence upon your life? Then gather round and listen in hushed wonder as our own stargazer, Andromeda Supernova, pretends to believe in it as well.

ARIES

21 MAR TO 20 APR

Someone near and dear to you will buy a copy of Cliff Richard's new album. You feel vague and washed-out this month – your lifestyle seems vacuous and shallow. You desire danger, meaning and passion. Jesus, so do I – and I'm a Capricorn. That can't be right.

TAURUS

21 APR TO 21 MAY

This is a remarkable vision. At some time between the above two dates, I see you receiving, folded pieces of cardboard with pictures of fluffy animals on the outside and inane messages on the inside. Seal up the letterbox and sit around looking morose, muttering "Another bloody year gone."

GEMINI

21 MAY TO 21 JUN

A change is coming. It could be for the better – or, then again, it could be for the worse. Of course, there's always the possibility that it may not even happen at all. Changes are like that, you see.

CANCER

22 JUN TO 23 JUL

A bad month. Depression, death, war, no new games, bloodshed... Then, you read somewhere that your old school teacher has Tinnitus – an ear disease which induces constant and maddening ringing and buzzing noises. Things don't seem so bad, after all.

LEO

24 JUL TO 23 AUG

During a particularly hectic game of Super Smash TV, you receive a visit from the TV licensing people. You then attempt to pathetically explain that you never actually watch the TV, you just play games on it. You are fined £1,000. My advice? Get a monitor.

VIRGO

24 AUG TO 23 SEP

As a Virgo, you are carefree, optimistic and prone to occasional bouts of frolicking naked around dew-wet fields, bellowing "Aha, Monsieur Gibbonposture – you will terrorise those orphans no more!" You also read too much Roger Irrelevant.

LIBRA

24 SEP TO 23 OCT

Right, you are definitely coming into money this month. I see a hand passing over several pieces of paper... I see your elated face... I see you signing your name on something and handing it to a man behind a glass screen. Oh dear...

SCORPIO

24 OCT TO 22 NOV

Home life is strained this month. Your dad still insists on taping CEEFAX over your films, explaining that "You've seen them, anyway!" Mum interrupts your gaming to go through her bi-weekly moan about the electricity bill. You take solace in the fact that your star-sign has some spurious demonic connotations and, that one day, they will regret laughing at you. I mean, they laughed at Rod Hull, didn't they? And, er, look what happened to him...

SAGITTARIUS

23 NOV TO 22 DEC

Ah, the sign of the archer. I see your intentions soaring purposefully towards their target like the proverbial arrow in that famous proverb... er... Anyway, decide what you want this month and just go for it. Whether it's that new cart, important move, packet of Frazzles. Don't let anyone stand in your way. You are a penetrating shaft all set to bury yourself into the bullseye... You are... (Oh shut up. – Ed.)

CAPRICORN

23 DEC TO 20 JAN

A harrowing time. Foul psychic tremors from the bowels of hellfire seem to chase your troubled psyche into the darkest, most obscene areas of the human imagination. After a rather unproductive game of *Streetfighter 2*, you will contemplate suicide. White onyx is your lucky stone, by the way. And Rowan Atkinson is a famous Capricorn.

AQUARIUS

21 JAN TO 19 FEB

If you don't have a lot of money, exercise extreme thrift this month. If, however, you have pots and pots of cash, then there's absolutely no need to worry about money whatsoever. This is because Saturn is in the firmament of... erm... Mars or something. Or is it Mercury? (Clear your desk. – Ed.)

PISCES

20 FEB TO 20 MAR

In line with your sign, you enjoy the *James Pond* series of games. You also liked *Fish* – that ancient text adventure. Intellectually though, you're swimming in the shallow end at the moment. Why not take a trip down to your local booksellers and pick up that copy of *Treatise On The History Of The Imagination* that you've been eyeing lately?

DIONYSUS

30 FEB TO 31 MAR

Dionysians will have big problems at this time. Partly due to the fact that they don't exist, but mainly because Bacchanalian orgies and frenzied dancing to relentless tribal drumming are definitely out at the moment.

THE ER, HOROSCOPE?

CLEAR THE TURKEY DEBRIS! PUT ON THOSE TATTY PAPER HATS! FORCE DOWN A FINAL FERRERO ROCHER, BECAUSE, SADLY, IT'S TIME FOR:

THE ABSOLUTELY TRAGIC GAMESMASTER CHRISTMAS BOARD GAME

ROUGH SCENARIO

Taking on the "role" of Mario, Sonic, Zool, a Lemming or Nigel Mansell, the player must make his way from the Start square to the finishing line. On his turn, a throw of a die determines the amount of squares he is allowed to move. Hazards aplenty await all the

characters in the form of backlash squares, bad reviews, and HEAVY! situations... In addition, character-specific squares may either boost or hinder progress – Sonic has super-jump squares, the Lemming can block the other characters for a turn, Nigel Mansell can, er, press the accelerator, etc...

play following from the left.

5. On his turn, a player rolls the dice over a nearby flat surface – without blowing on his fist or taking an unnecessary amount of time about it.

6. He then moves his token over the appropriate number of squares and obeys the instructions on the square upon which his token finally comes to rest.

7. The first player to reach and defeat the final end-of-level guardian is the winner.



TOKENS

MARIO



ZOOL



SONIC



LEMMING



NIGEL MANSELL

YOU WILL NEED...

- A die – a small, plastic, cuboid gadget with circular indentations in a numerically ascending fashion.
- An hour or two with very, very little to do.
- A very good mood.
- A few mates.

HOW TO PLAY (IN THEORY)

1. Cut out the board (opposite) and the tokens (left). Stick the board on some card so it will last longer. You are now ready to play.
2. The players now argue over which character they wish to play. Invariably, no-one wants to be Nigel Mansell.
3. Each player must select his preferred character and place the relevant token on the START square.
4. All players now take a vote upon which player has the lowest IQ. The elected member then gets to have first throw of the die, with

THE SQUARES...

- SONIC SUPER JUMP, MARIO MARAUDER, etc... These are character-specific squares. Only obey their instructions if you're playing the relevant character.
- HEAVY!, BAD REVIEW!, etc... All characters obey the instructions on these squares at all times.
- FINAL LEVEL GUARDIAN SQUARE. The final level guardian is actually the player of your choice. To win the game, simply beat the hell out of him and make him say "Yes. I submit. You are the GamesMaster." If you succeed, you've won the game. If you fail and feel like carrying on, then go back to the start of level ten.
- If you actually manage to get through the whole game without falling asleep, you faired better than us.

THE ABSOLUTELY TRAGIC GAMESMASTER CHRISTMAS BOARD GAME

| | | | | | | |
|---|--|---|---|---|---|-----------------|
| FINAL LEVEL GUARDIAN. Refer to the "rules." | HEAVY! A meteor collides with the Earth. Everyone playing the game dies. Game over. | | MARIO MARAUDER. You're unceremoniously toasted by a malevolent turtle. Go back to the start. | SWAP AROUND. Swap places with the player on the next-highest square. | | LEVEL 10 |
| | BAD REVIEW! Megadrive Inaction mag gives you a five page kicking. Go back three squares. | ZOOL ZAPPED. You are heavily mauled by a rampant kettle-drum. Go back to the start. | | MANSELL MISERY. Nige traps his 'tash' in the changing-room door. Miss two turns while the course barber trims him out. | HEAVY! A worm-hole opens in the space-time continuum - inside your machine! Go back to the yellow square. | LEVEL 9 |
| LEMMING BLOCKER. You block the way for the other players, who must each miss two turns. | | ZOOL INVINCIBILITY POWER-UP. Zool zips forward five squares. | | SONIC SUPER JUMP. Go forward five squares. | | LEVEL 8 |
| | | SONIC SCRUNCHED. Spikey falls prey to Robotnik's new gadget - a pump-action shotgun. Go back to the start. | MARIO MEGA-JUMP. Mario takes a running jump. Quite literally. Go forward five squares. | LEMMING WHOOPS! Your little brother comes in and presses the 'RESET' button. Back to the start! | HEAVY! A tinpot nation acquires nuclear technology & launches a missile attack against your house. You're out! | LEVEL 7 |
| MANSELL TURBO-BOOST. Nige puts his foot down. Go forward five squares. | | ZOOL ZAPPED. You accidentally impale yourself on a set of spikes. Go back to the start. | | | | LEVEL 6 |
| | LEMMING NUKE 'EM. Someone inadvertently double-clicks on the nuke icon. Back to the start! | MANSELL MASHED-UP. Nige trashes his Renault and has to be rushed to hospital. Miss two turns during surgery. | | | HEAVY! Your mate trips over the power-lead. Go back to the start. | LEVEL 5 |
| BACKLASH! You must now verbally defend your game to other players. If they're not satisfied, go back five squares. | LEMMING BLOCKER. You block the way for the other players, who must each miss two turns. | ZOOL INVINCIBILITY POWER-UP. Zool zips forward five squares. | | COMPUTER SHOP. You buy a new machine. Miss a turn while you wait for the assistant to work out how to plug it in. | | LEVEL 4 |
| | | SONIC SCRUNCHED. Robotnik gets in a painfully accurate shot with his mallet. Back to the start, loser! | | | MARIO MEGA-JUMP. Mario takes a running jump. Quite literally. Go forward five squares. | LEVEL 3 |
| | HEAVY! Your folks decide that you need to sell your machine and concentrate on homework. You're out of the game. | MANSELL TURBO-BOOST. Nige puts his foot down. Go forward five squares. | | MARIO MARAUDER. You've just been crushed by a hydraulic piston. What a shame. Go back to the start. | | LEVEL 2 |
| START | Ha ha! You only threw a one. That's a bit crap, isn't it? You can go back to the start for that. | | SONIC SUPER JUMP. Go forward five squares. | | BAD REVIEW!!! "...an anti-entertainment experience..." says Kickin' Cart mag of your game. Go forward 3 squares. | LEVEL 1 |

BING! YOU HAVE NEARLY FOUND A SECRET THING. IF ONLY YOU COULD WORK OUT WHAT TO DO NEXT...

ARE YOU A GAMESMASTER

BING! CONGRATULATIONS! You have turned the pages of the issue in the correct order and have arrived at a secret GAMESMASTER GAME!

The aim of the game is simple - guide yourself through four puzzle-packed worlds, answering questions as you go. There are secret bonus stages lurking in some of the levels, but you'll have to find them out for yourself!

You can complete the game by finishing each level in each world and ignoring the bonus stages, but be warned, they're worth extra points!

If you get stuck, don't worry, you can save your game by closing the magazine and can return to it at any time. Our invaluable password system means that simply by looking up the number of the world and level you were last on, you don't need to play through the levels you've already completed. Handy, eh?

We'll be printing a complete solution for this marvelous game next month, and the sender of the highest scoring form will win a glamorous and exciting software prize of undetermined value.

WORLD 1

DIDDLEY-DIDDLE-DIDDLE! Just a warm-up, but the clock's ticking...

Level 1

Who is James Pond's uncertain arch enemy?

Level 2

Which *Streetfighter 2* character is the most shocking of all?

BWEEP! - Bonus Stage!

Who is the tallest *Streetfighter 2* character?

Level 3

Whose House is Super and Fun?

SKER-PINGGG! - Bonus Stage!

What is the name of his sidekick?

Level 4

Where would you find *Brutal Deluxe*?

WORLD 2

Du-du-deeerrr-da! Getting tougher, and the water's rising!

Level 1

Who loves total carnage?

Level 2

Who is Dirk the Daring's girlfriend?

BLEEP! - Bonus Stage!

What's the name of the dragon who kidnapped her?

Level 3

What kind of brothers are Mobo and Robo?

Level 4

Which potentially multi-talented creatures can dig and climb but cannot jump?

WORLD 4

Diddle-ey-diddle-ey-dee! Stay in the corners and keep firing!

Level 1

Where would you find Ben Breaker and Andy Attacker?

Level 2

Where would you take on the might of the Bydo empire?

WHIZZ! - Bonus Question

And in what craft?

Level 3

Where did scientist Lester Chaykin end up after a freak accident?

BLOP BLOOP BLOOP! - Special 3 Point Bonus Stage!

Who wrote it, what's he working on now and for whom?

Level 4

Sidewinder, Wipe Out, Big Dukes, Hurrican Gulch, Huevros Grande, Fandango, Blaster, Cliffhanger... Where do you get to race around then?

DING! - Bonus Question

Whose name was attached to the arcade original?

WORLD 5

Ta-raa! Ra-ta-taa! Prepare for a showdown with the final guardian!

Level 1

Former streetfighter Mike Haggar is the mayor of which city?

DOINK! - Bonus Stage

What is his daughter's name?

Level 2

Name any one of the three special monsters which appear in *Populous*.

PLINK! - Bonus Stage

What makes them appear?

Level 3

Mario and Tetris aren't the first video games to become pop singles. Can you name another?

PLINK! - Bonus Stage

One bonus point for every extra one you can think of?

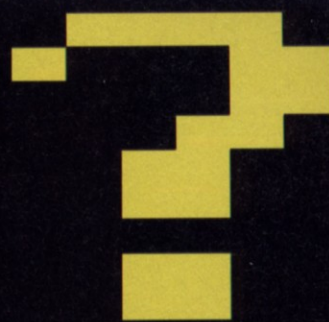
Level 4

Which game does the Psicone Corps manufacture?

FIZZ! - Bonus Stage

Name the heroes and the villain.

MASTER



WORLD 3

Wa-wa-wawaaaa! Really tricky stage! Use your smart bombs!

Level 1
In which arcade game did Mario make his first appearance in Europe?

DOINK! - Bonus Stage
What was the game supposed to be called?

Level 2
Who has the power of magic rainbows?

PONG! - Bonus Stage
Who gave it to them?

Level 3
Who wears Rainbow Shoes and holds the Rods of Sheshanomo?

DING! - Bonus Stage
Where did they get them from?

Level 4
What are Billy and Jimmy Lee also better known as?

GOAL IN!

CONGRATULATIONS, you have finished the game. Would you like to try again for bonus points?

MY SOLUTION

World 1

Level 1
Level 2
Bonus Stage
Level 3
Bonus Stage
Level 4

World 2

Level 1
Level 2
Bonus Stage
Level 3
Level 4

World 3

Level 1
Bonus Stage
Level 2
Bonus Stage
Level 3
Bonus Stage
Level 4

World 4

Level 1.....
Level 2.....
Bonus Stage
Level 3.....

Bonus Stage
Level 4
Bonus Stage

World 5

Level 1
Bonus Stage
Level 2
Bonus Stage.....
Level 3.....
Bonus Stage
Level 4
Bonus Stage

HIGHSCORE TABLE - PLEASE ENTER YOUR NAME (AND ADDRESS)

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NEXT MONTH

Q: WHAT HAVE THE FOLLOWING GAMES GOT IN COMMON?

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BC KID

CHAOS ENGINE

COOL WORLD

CRASH DUMMIES

SPIDERMAN 2

SUPER STAR WARS

TERMINATOR 2

THE ARCADE GAME

WING COMMANDER

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BY TURNING TO PAGE 94

A: THE FEBRUARY ISSUE OF GAMESMASTER

ON SALE 21 JANUARY.

Curse of ENCHANTIA



Sucked into the cursed land of Enchantia, Brad finds himself chained and manacled inside a castle's dungeon. He escapes from the castle via a subterranean cave system and meets fortune tellers, magicians, dragons, elephant seals, fire demons plus many other colourful characters both friendly and otherwise!

Travel with Brad to the Valley of the Lost, the Ice Palace and the Graveyard in his quest to ensure his safe passage home.

Curse of Enchantia is available on Commodore Amiga 1 meg only) and IBM PC compatibles.

Screen shots from various formats.



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