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Win a load of goodies that even a hobbit would be proud of - courtesy of the Orcs at Electronic Arts.

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Want to know how often programmers wash? *Mirage* offers you a day out at Imagitec, creators of those devilish *Humans*.

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Part Three of the biggest multi-format cheats compendium in the history of the Western World.

50 FREE PULL-OUT POSTER

Michelle 'Catwoman' Pfeiffer's our sexy September pin-up. (And we've even got Liz Kershaw next month.)

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A job in the hands is worth two in the bush. (Let's settle for 'the latest hand-held action', eh? Ed.)

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ZERO 5

P-p-pick up a penguin in our
fab Mega Preview –
Aquabatics – featur-
ing James Pond
and his marine world
friends on page 84.

MD – Mega Drive
A – Amiga
SN – Super NES
N – Nintendo
MS – Master System
PC – PC
ST – Atari ST
GB – Game Boy
GG – Game Gear
L – Atari Lynx

We paid *The Mail On Sunday's* advertising agency £50,000 to come up with a catchy, witty slogan to sum up the Smaaart pages. This is what they came up with: "Smaaart... news pages, not snooze pages". What a rip off! It's an outrage! [Get on with the news. Ed.]



Smaaart!

ARCADE MACHINE IN SUPERMARKET SHOCK!

By An Ex-Daily Telegraph Crime Correspondent.

A NOTE FROM THE EDITOR

Unfortunately, the item on the right was brought to my attention too late for me to be able to remove it from this issue – but I have been able to squeeze in this retraction. It seems that our ex-Daily Telegraph Reporter has got his facts slightly wrong. What he thought was a real coin-op in his local Happy Shopper was, in fact, nothing more than a cardboard bookstand – a bookstand cunningly fashioned to resemble an arcade machine. This and similar bookstands in shops around the country contain Sega Pro-Master books, which retail at £2.99 apiece. Each book contains in-depth hints, tips, maps and strategies for three popular Sega games – on all Sega formats, be it Mega Drive, Master System or Game Gear. There are four Pro-Master books in all, the games covered being: *Sonic*, *Prince Of Persia*, *Super Kick Off*, *Donald Duck*, *Super Monaco II*, *Shinobi*, *Kick Of Illusion*, *Desert Strike*, *Golden Axe II*, *Streets Of Rage*, *Kid Chameleon* and *EA Hockey*. So there you go, nothing to do with crime at all. Shoplift yourself a Sega Pro-Master book today [joke].

Crime is rife yet again in this once great country of ours, due to the proliferation of 'Amusement Arcades', where crazed youngsters mill about en masse. They are addicts, these youngsters – deranged worshippers of what are known as 'Coin-Op Machines'. But worship of these devilish contraptions costs money – anything from 30p to £2.00 a throw. So what happens when the evil teenagers run out of money? How do they continue to feed their depraved habit? By mugging, and sometimes by murder is the answer. But now things have taken a turn for the worse (if that were possible). I can exclusively reveal that these 'Coin-Op Machines' are popping up alongside checkout counters in various supermarkets, countrywide. So will the 'weekend shopping trip' now become a potentially dangerous activity? Will gangs of youths be mugging and killing akimbo in the aisles of Safeways, Sainsbury's, Tesco's et al? It would appear so. This outrage has to be stopped, and stopped now.



BATMAN'S SILICA JOB

Silica Systems has announced a new console pack. It features the Atari Lynx 2 (ie the 'not quite so big that you need a wheelbarrow to carry it around' version) and *Batman Returns* (ie the 'game of the film of the summer').

We could leave it at that really, couldn't we? But there's a quote about the tie-in, and there's nothing we like more at Smaart than a good quote. This one's from Andy Leaning from Silica, who said: "We are pleased to announce this new pack. The Lynx offers the best in colour handheld games technology, while the *Batman* tie-in gives it one of the most popular and playable games available... and long before any other console will have a version." (Well, he was hardly likely to say he wasn't pleased to announce the tie-in, and it was also unlikely he'd say that the Lynx and the *Batman* game were crap. Why not astound us with an unusual quote for a change." A Not Very Impressed Quote Fan.)

The Atari Lynx/*Batman Returns* pack retails for £99.99 and is available from Silica Systems (081 309 1111).



COVER SLIME DOS AND DON'TS

THINGS TO DO WITH YOUR FREE SLIME

- 1 Clamp the slime firmly between your buttocks and waddle along to the doctors. When he asks you what's wrong, remove your underwear, release your buttock muscles, and the slime should slop out all over his hand. He will be alarmed (and rightly so). The slime will then be bottled up and sent off for analysis while you receive a doctor's note enabling you to take a precautionary three weeks off (a) school or (b) work. A guaranteed winner!
- 2 With the aid of a rolling pin (or wine bottle) you could flatten your slime and spread it out over an area of one square metre. Once this is done, cover the slime pancake in peanuts and then roll it back up. Cover this peanut/slime mixture in melted chocolate and then place in a fridge. Once it has set, wrap it in brown paper, write the word **SNICKERS** on the front and then send it to Mars Chocolate Company with a letter of complaint. By return post, you'll receive a note saying "We're sorry, we don't know how this happened." You'll also get a box of free choccy bars.
- 3 Take your slime on a long and tedious coach or train journey and make sure you sit next to (or opposite) a person who has a book. Now wait. Wait for about 45 minutes and watch the facial expressions of the book reader/fellow traveller. Try to guess when they're getting to a really exciting bit of the story. When this does eventually happen, carefully remove the lid from your slime container and pounce. Cover their open

By now it's probably too late, and you may well already be in hospital with surgeons trying to remove our cover-mount slime from your windpipe. If this is the case then we're sorry, but you really should have read this bit before opening the container, shouldn't you?

- The ZERO Gunge complies with British Standard EN 71.
- It is not suitable for children under three years old.
- Do not swallow or attempt to inhale.

So there you are. Pretty obvious really, apart from the EN 71 standard. Anyway, there's a list of things you COULD possibly do with our slime on the right. (Not a definitive list, you understand - just some suggestions.)



Going on holiday to America and dreading the thought of leaving your beloved NES or Super NES behind? Well, if you are in this unfortunate position, here's a way to avoid all that boring stuff mum and dad force you to do on your hols. As soon as you arrive at your holiday destination, give your folks the slip and take a cab to the dodgiest part of town. Then wander aimlessly around the darkest back-alley you can find. Within five minutes, you will be viciously mugged by a knife-wielding psychopath. (But don't worry - it's all part of the plan.) Hopefully you'll be sent to recover in a hospital equipped with a Fun Centre and will spend the rest of the holiday in bed, playing computer games. Smaart!

Yes, Nintendo of America will be donating over 150 Fun Centres to US hospitals in the coming year. Specially designed for hospitalised children, they're easily rolled up to a child's bedside and are made up of a colour monitor, VCR and an NES or Super NES on a mobile cart. "Kids who are very sick but upright in their beds when offered this," says Robin Hart of Chicago's St Luke Hospital.



pages with green gunge. When they look up at you in anger, wipe your nose and make grunting noises. Tell them you have sinus problems.

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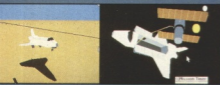


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News CDTV NEWS

A number of new Amiga CDTV titles from third-party developers have been announced. And they're games, for the most part. The following game descriptions aren't actually reviews. They're not done by us - we're just repeating, parrot fashion, from information received.

CDTV SPORTS FOOTBALL

Out now from CDTV Publishing

Updating the highly acclaimed and successful format of Cinemaware's legendary *TV Sports Football*, this hugely entertaining recreation of America's most physical sport makes full use of the Amiga CDTV's quarter screen video capabilities and the innovative 'Chromakey' system to produce stunning live action sequences which appear before, during and after the gridiron action. Get involved in the action as much as you want to and then sit back to be entertained by the remarkably realistic television presentation. After that, it's action all the way.



HEROIC AGE OF SPACEFLIGHT NASA, THE 25TH YEAR

Out now from Troika Multimedia

Making full use of the all-new CDXL quarter screen motion picture format, this impressive reference title takes the user through the entire history of the space race, from the earliest aeronautical research to the Space Shuttle program. Like all CDTV titles, this one can be accessed in any number of ways: either as a straightforward 50 minute documentary film or as a detailed reference work, split into 12 chronological sections to aid clarity. (I would have preferred a beat 'em up in which Buzz Aldrin's chick was kidnapped by aliens from outer space and he had to rescue her through fifty levels of scrolling multi-layered parallax. A Gung-Ho Reader.)

THE CONNOISSEUR FINE ARTS COLLECTION



Veronica PULMAVERKA 1482
Panel, 1716, Florence.
Spring is best, received as an allegory of Pagan Virtues. The Three Fates in mythology become three graces. Prone to lighting. Deify as the wind, identify the lightning of spring.
1988.

Out now from Lascelles Productions

A collection of 500 of the world's greatest art treasures are now stored on a single compact disk, waiting to take their place in your living room - all thanks to the world's first interactive art gallery, *The Connoisseur Fine Art Collection*. Complemented by a range of 10 classical music soundtracks, the collection includes works from nine periods of Fine Art: Classical Greek and Roman, Early Renaissance, The Quattrocento, Northern Renaissance, High Renaissance, 18th Century, The Romantics and The Impressionists. The works of 100 artists are featured, each one backed up by informative text. The collection can be viewed period by period, by individual artist, or as a continuous four hour multi-media presentation. (Er, so it's not a shoot 'em up than? Another Gung-Ho Reader.)

TRIVIAL PURSUIT

Out now from Bomark

What is Desperate Dan's favourite food? (Porridge? Ed.)
What is triskaidekaphobia? (Er... is it a fear of triskaideks? Ed.)
How many golf balls are there on the moon? (Nine? Ed.)

All of these questions and more are answered in Bomark's Amiga CDTV rendition of the classic Horn Abbot board game. Taking full advantage of the CDTV's sound and vision capabilities, this latest version features 3,000 spoken questions (with a voice-over by Patrick Mower), which are illustrated with numerous digitised pictures, music and sound effects. (I'm not very good at Trivial Pursuit actually. Ed.)



SHERLOCK HOLMES CONSULTING DETECTIVE

Out now from Icom

Step back in time, to the London of hackney cabs and pea-souper fogs, to work hand-in-hand with history's greatest detective, Sherlock Holmes, in this four part tale of murder, mystery and suspense. Featuring live action, full-motion video footage, this multi-media classic provides a wide variety of audio-visual clues to the budding detective to help in his (or her) quest to solve some of late 19th century Britain's most puzzling cases. Impressive Victorian-style artwork, taxing gameplay and a strong sense of humour combine to make this an instant multi-media classic. (Unless, of course, they don't. Ed.)



ATLAS ATLICES

re you geographically incoherent? So many people are... but why? Easy - it's because they don't own a PC. Forget your big, heavy, cumbersome books and your tacky globes with light-bulbs in the middle - what you really need to get ahead in the modern world is a digitised atlas. One that comes on disks. One that can be explored in-depth. "But you can do that with a normal 'book type' atlas," you may cry. But can you? Can you really? Can you, for instance, do any of the following?

Thrill to animated flags of at least 200 nations as they ripple in the wind.

Relax to the world's national anthems, all played in multi-part harmony.

Enthuse to sound-sampled pronunciations of countries you couldn't pronounce before.

Severely at sound sampled pronunciations of cities and regions you were also a bit shaky on.

Gasp at the sight of billions of graphs, charts and statistics on about 17 trillion different subjects.

Watch your gran weep when you Zoom In on Betty's Retirement Home in Bournemouth again and again.

Guffaw at all the extra things you add to the program yourself, to save to disk for future merry moments.

Chill when you realise that there's more, more, more - oh, so much more it's orgasmic (nearly)!

Yup, a digitised atlas is where it's at, when you come right down to it, and Software Toolworks think that theirs, *Multimedia World Atlas*, is one of the best - if not the best - around. But what about the price? Well, we reckon it's fair enough if you've already got a PC, but slightly prohibitive if you haven't. Compare these figures...

A good 'book type' atlas	£50
A globe with a lightbulb in the middle	£99
A Software Toolworks <i>Multimedia Atlas</i>	£85
A 486 PC and a copy of <i>Multimedia Atlas</i>	£185

Question: Can you see what's wrong with this map of the UK?
Answer: Nothing's wrong with it - in fact it's actually been improved. (Yes, very funny. I don't think. An Unamused Welsh Reader.)



SUPER NES - CD ROM NOT GO?

You may be asking yourself: "What's happening with the CD-Rom accessory due to come out early next year for the Super NES?" (No, I couldn't give a toss actually. A Diehard Amiga Fan.) Well, on behalf of those of you who are interested, we've been working around the clock, leaving no stone unturned, in an effort to bring you the latest on Nintendo's new 'box of tricks'.

At Smaart, we deal in hard news - not speculation. Our exhaustive enquiries have revealed that, er... there is no hard news on the Super NES CD-ROM. Sorry - the people 'in the know' at Nintendo are being even more inscrutable than usual, and won't tell us anything about their new machine. Bast! But we did manage to squeeze a quote out of a 'Nintendo Spokesperson', who said: "We will not introduce new hardware until either our own game designers or independent developers have produced games that offer players real CD-ROM technology and value." It seems the top brass at Nintendo isn't impressed with the competition and believe that no player will buy any CD-ROM gadgets until a stack of really tasty games are ready to run on them.

In an attempt to get more info, we sent Smaart's roving reporter, Speczy Twat, to Tokyo to 'dig the dirt'. Two weeks later, we received a garbled long distance phone call. "Er... Nintendo refused to speak to me, but the Japanese magazines continue to leak updates on the smart capabilities of Nintendo's new baby. It seems tragic slowdown and screen flicker - as seen in nearly every Super NES cart since *Gradius III* - are a thing of the past, thanks to a really powerful coprocessor that's running faster than the speed of light. I'm sending back an artist's impression (see below) and I'm putting together some graphs to send too..." (Snip! That's enough from Speczy for now. Ed.)



I'm a CD-ROM, I am.

An artist's impression of Nintendo's Super NES CD-Rom accessory.



SEGA AND HEINZ LOOP-UP

ou may have already noticed and entered (and if you haven't then it's too late anyway, because it's over now), but Sega has done a little new). But Sega has done a little new). (Or a promotional deal with Heinz. (Or a big one, if you prefer.) During June and July, 20 million cans of Heinz Spaghetti, Spaghetti Hoops and Noodle Doodles carried a coupon on the inside of their labels which, once filled in and sent off to the relevant address, went into a gigantic top hat (or something). From September to November these coupons are going to be drawn out of the hat at a rate of ten per week, and the lucky winners will each receive a free Master System. Philip Ley, Marketing Director of

Sega Europe, said: "This is a prime example of Heinz offering even more variety to consumers." Ian Fryer, sales promotion manager of Heinz said in return: "We're absolutely delighted to be featuring Sega on our packs." You yourself may be saying: "So what?"

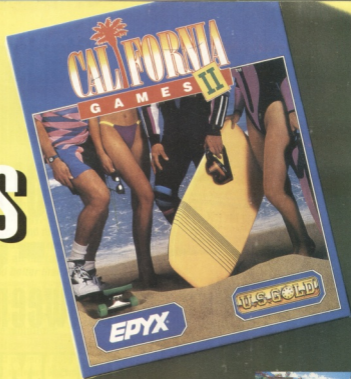
Well, it occurred to us that as Sega and Heinz are obviously so chummy, maybe they ought to reverse the deal for their next respective promotions. Everyone who buys a Sega Master System during December gets half a can's worth of Heinz Spaghetti Hoops - squashed, free of charge, into the cartridge slot (see pic). Brilliant, eh? That's marketing genius for you, if we say so ourselves. (Er, don't give up your day job, Ed.)

Kevin! Your tea's ready!



What the Sega Master System will look like if the Sega/Heinz deal is reversed.

GRAB YOUR SHADES DUDES THE LAND OF SAND N SURF IS BACK



Yo dudes! Welcome back to California-the land of Fun and Games! - for California Games II, the ultimate sequel to the game that sold over 1.5 million copies worldwide.

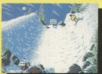
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16 Nov 1992



Rrap!



Coo-eee! It's me - Amaya. As David has swanned off to work in a bicycle shop, I'm now the new Ed. As such, I'm the one you lot have to write to from here on in - got it? Okay. You can still start your letters, as before, with "Dear Ed" or, if you want to be less formal, "Dear Amaya". However, I expect some of you will be tempted to try the old "Darling Fluffy Bunny" routine, but let me tell you here and now - you'll be backing a duff horse, so don't bother. The address to write to if you want to see yourself in print is Rrap! ZERO, Dennis Publishing, 19 Bolsover Street, London W1P 7HJ. (Oh, there are fab freebies on offer for senders of any letters we print.)

BUM RAP

Dear Letters Page,
This morning I heard the end of the world is coming... or the next worst thing. (Read on...) I have received a letter (enclosed) from Anco, informing me that the soon-to-be-released

Kick Off 3 and Player Manager 2 will not be released onto the ST, due to low orders. If this is true about these two games - especially Kick Off 3, which would be a guaranteed top ten hit as far as most of us are concerned - what chance have any other titles got?

I, like many other Kick Off fans, will feel gutted that after

all the hype of the last year it has all fizzled to nothing. (A bit like our European Championship really.) So what's the alternative? Spend 400 quid on an Amiga? If so, consider one nearly new ST up for sale. Oh, and I've been forced to enclose a short message for Anco. (See photo)... T Wright, Goldthorpe, Rotherham, Yorks.

Er, I'm not quite with you on your 'message to Anco' photograph - what are you trying to say? 'I took on a building site' or something? SHIT, I know what you mean about Kick Off 3 being a guaranteed top ten hit, and I also think Anco are being a touch bit silly thinking they have something we don't, of course. Ed.

guns and Kalashnikovs on me - and I want you to crease me with your dangerous hands.
I hope I have provided a bit of excitement for you. Is the throbbing still there? If you want to hear more of my whines and dreams and hopes then please contact me... I enclose my full address. Simone, Archangelus, Nicosia, Cyprus.

star letter

MIAAAOW... GURGLE, GURGLE

Dear Ed,
As I flicked through the pages of ZERO I came across a rather amusing subscription form. On the form was a 'cute' picture of a startled cat with the caption "Subscribe to ZERO or we'll drown this cat!" Well, I found it hard to stop laughing. Now I refuse to subscribe to ZERO because I want to see the cat drown. Er, how about a picture of the cat after it's died?

Andy 'Vlad The Impaler' Nicholas, Arrochar, Dunbartonshire.
PS. All the above is a joke - so stick that, RSPCA!



MAD NYMPHO

Dearest Sexy Macca,
You don't know me, and I don't know you, but when I see a picture of you it instantly sends me into shivers of excitement. All your reviews make me want to be 'violent' with you. I want to run my hands through that soft hair and French kiss those luscious lips of yours. I want to undo the zip of your Levi's and grab whatever's lurking inside. (Let's hope you've got some tweezers then. Ed.)
Just meeting you would serve my dreams and would banish all nightmares of your 'seems to be' girlfriend. I want you to use your rifles, machine

I just want to get something straight here - Simone is, I take it, a girl's name? Yes? It is here in the TIC, what with the 'v' on the end of it and so on. However, if I'm wrong and Simone turns out to be the Cypriot version of the English name 'Simona', then all I can say is "Uh-oh!" (And I don't expect Macca will be 'over the moon' himself, seeing as he's bought a one way plane ticket to Cyprus and is probably roughing up his hair and padding out his Levi's outside your house at this very moment! Ed.

CRAP JOKE

Dear Ed,
Please could you finish this joke off for me? Question: How do Krisa Kross cross the road? J Beadly, Finsbury Park, London.

So many a true word spoken in jest... you wouldn't believe the hassle the 'drowned cat' and the 'dog with gun to his head' adverts have caused us The National Canine Defence League, the Animal Liberation Front and the RSPCA have all been up in arms, flooding us with complaining phone calls and hate mail. Yet the whole thing was only a joke. The dog is called Floyd and belongs to a friend of staff member Cuj Holmes, while the cat is called Parker and belongs to publisher Teresa Maughan. Neither animal was actually killed - just slightly injured. They both got rewards for their stunt work - Floyd got a box of Bonio and Parker a live mouse to play with. Ed



CRAP RAP WITH FLAVOR FLAV

Send your raps to me, y'know what I'm sayin'? Flavor Flav gets real real when he's raddin' a rhyme, y'know what I'm sayin'? An' I am your main taste - Flavor Flav. If you let the time I'll be sittin' down, but if you lose the scan I'll be on your case, with a gat pointing straight in your face, y'know what I'm sayin'? Be dope or don't be doin' it at all, y'ose what I'm sayin'? This kickin' rap is from MC GEOFf CORDERY of GRAVESEND in Kent. Beat R....

Yo! It's DJ Mad Dog, the king of rhyme
About to give you a crucial time
By eggpin' in lines that scan and flow
In a far out rhyme, an' it's just for ZERO.
I'm here, I'm here, to rid you of your fears
Be listen careful - pick up your ears
For it's the street cred yo' lookin' for
Then the Mad Dog way'll make y' score.
All yo' need 't do is buy this mag
Then yo're half way to lookin' fab
There's one more thing to finish the job...
Just send the Ed ten million bob
Unless of course! don't win a prize
'Cos then he'll kiss his ass bye-byes

Hey, yo're durtin' in low an' fast, y'know what I'm sayin'? You burned the mutha groove way down to the waz, y'know what I'm sayin'? Kill a cop. Respect. Sit in court, my yard. Y'know what I'm sayin'? (Er, I think he liked it. Ed.)

Send in your crap rap to Flavor Flav. If it doesn't fit worthy of respect you could send your rap to a cat who'd rather choose a pendant than to wear around your neck.

Keep - they put a
Lollipop lady to stop the
traffic. Ed

Dear ZERO,
Please could you tell me
how to get past the safe
in *Operation Stealth*?
I've been trying for ages,
but I just can't work it
out.

Mark Marsh,
Kempshott, Basingstoke.

First you need to find
the chocolate bar (it's
hidden in the toilet seat
at the beginning of the
game). When you've got
it, you have to EAT it, so
you're left with the
wrapper - which is made

of tin foil. The safe
isn't really a
combination job at all,
that's a real bummer...
It's actually locked
electronically, and you
have to short across the
system by USING
the TIN FOIL
WRAPPER on the
circuitboard (which
you'll locate in the
kitchen, under one of
the purple plant
pots). NOW! You
that whole situation
was a tin 'n' you should
and the real
answer is,
so... I haven't
got a clue. Ed

Z

Here's how Chain Mail works. You write in to us and ask a well-known computer personality a question. We answer the question and then it's their turn - they ask you, the readers, a question. One of you lot answers it and gets the chance to pose your own question to yet someone else. JAN question to yet someone else. JAN question to yet someone else. JAN question to yet someone else. JAN question to yet someone else. LAUREYNS from Belgium has a question for Peter Molyneux of Populous fame...

Q: HAVE YOU EVER BEEN TO BELGIUM?

We phoned Peter and here's his reply...

A: NO! I HAVEN'T, BUT I DON'T FEEL I'M MISSING MUCH!

And Peter's question to ZERO readers? It's as follows...

Q: WHAT DO YOU KEEP IN YOUR SPARE KITCHEN DRAWER?
So back to you, guessers. Tell Peter exactly what's kept in that messy, undefinable kitchen drawer. And put a question to someone else while you're at it. Let's groovel!

letters

CRAPSWOP

Here's where you lot get to swap things via the ZERO letters pages. Last month PETER FORD of HORSHAM in Sussex sent us this mug, but as yet we've had no takers. So what's going on? Surely it's worth something. A jigsaw puzzle with a bit missing, maybe? Or your mum's favourite (but very horrible) china vase? Come on, let's get this show back on the road. Send in your swap without delay - you get the mug and the next lucky contestant gets your useless item...



Got an absurdly technical query?
Then I'm your man. I dream in algebra. Graphs are the stuff of life, as far as I'm concerned, and long numbers come a close second. Most people fashion words such as 'out' or 'dug' on their loat when eating alphabetically spaghetti, but take a look on my plate and you'll see something like this: "1(1+1)2(1+0.011x3)3...". Impressed?

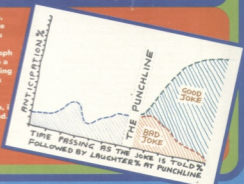
streetfighter

Dear Speccy Twat,
I have seen *Streetfighter 2* on the Super NES and I think it's great. Is there any chance of this game coming out for the Amiga?
Tariq Foyaz,
Arnold, Nottingham.

A game, eh? Not my strong point, I have to admit, but as for the technical capabilities of the Super NES versus the Amiga, the Super NES, if we're talking palette capabilities and hardware skills, comes out tops. Ultimately every game in the world can be converted onto every computer in the world, but it doesn't necessarily mean the conversion will be any good. However, a really good programmer can often perform miracles on a machine if he or she knows the chips well enough. I hope that's answered your question, Speccy.

Dear Speccy Twat,
Here is a really funny joke. "What's the difference between a hand scanner and a real mouse?" Give up? The mouse runs at 300 dpi whereas the hand scanner runs at 400 dpi. Ha, ha, ha. Funny eh?
Andre Brooks,
Ashburton, South Devon.

I've heard it before, but it still makes me laugh, so thank you for reminding me, Andre. Here's a graph of what happens to a person while listening to a joke. I find this graph endlessly fascinating and I expect you will, too, if you're of a like mind. Speccy.



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Er, nice doggy...

ZERO'S BIG JOB



After falling on hard times our heroes are forced into desperate measures!



Alright now let's go through the plan one more time.



Grunt! Grunt!

We hit the bank at midday. I'll be driving the motor. We have to be in and out with the filthy lucre in less than a minute.

No slip ups. This thing's gotta run like a Swiss clock.



Cuckoo! There's something on my leg!



wey hey, wey.

Zero!



Let me waste him, Boss. He knows too much. Leave him alone, Macca. He'll just have to come along.

My best slacks, nined!



So, the next morning...



I'm afraid you'll have to wait your turn to see the vet. Vet? What happened to the Bank? Bank? They've closed down. Now, what can I do for you? Er...

mm...He looks as if he needs neutering.
That's not a bad idea. You keep him here and we'll come back later when we've got some dosh.



Later.... After that fiasco we'd better try something a bit subtle if we're gonna get the cash for Zero's operation. We'll give 'em a robbery note. And this time no shooters!



Inside....

I can't believe it! All these people and only one cashier.



At last! Have a butcher's at this note then slam the lolly in this bag!

Sorry, closed! Go to the next window



Eventually...! Don't close! This is a robbery! Read this note and stick the money in the bag....

Here Macca, take the cash. We'll leg it before they call the cops.



PUT DOWN YOUR WEAPONS!



Somebody squealed on us. And I think I know who.



Sorry, but I had to do it. If you'd got away with it you'd have used the foot to lop off my globes, and no ones nipping my Mutt's Nuts!



Virgin is about to release that classy, classic game **SPEEDBALL 2** for the fabby little Mega Drive. So why did we get that crappy, crabby reviewer **DUNCAN MACDONALD** to write about it for us?

Boo. In fact the list of famous (and ex-famous) people who have played *Speedball 2* is endless. All that can be added is that the game is a phenomenon. But why should this be? And is this Mega Drive version any different? Time for a brief *Open University* discussion on the subject.

Speedball 2 is one of those classic games that everyone has played on one computer format or another – and by everyone I mean even ‘famous’ people, like Betty Boo. Remember her? She once said this in an interview: “Well, I use my Atari ST for recording my songs most of the time, but occasionally I’ll load up that *Speedball 2* thing.” So that’s famous (or ex-famous) person number one – Betty



SPEEDBALL



Woman wearing viscose sundress: Indeed no, Bernard – involvement is simply the first step in a complex mathematical function. The second part of the equation, following involvement, is action. They have to go together, to gel. Back to Bernard.

Bloke wearing brown nylon ashirt: Thanks, Jenny. It seems to be about time we looked at a game and put the first part of our involvement and action equation to the test. The game we’re putting under the spotlight is called *Speedball 2*, from Virgin Games. Here, I’m slipping the cartridge into the Sega Mega Drive slot now. And now I’m plugging in one of the joypads. I’m turning the machine on... and now the television.



Woman wearing viscose sundress: Well Bernard, the opening screen looks promising. It’s an illustrated story, explaining the history of a futuristic sport called *Speedball*. To read it, one would think, would be instantly involving. The games player is about to take part in an ‘almost real’ scenario. Bloke wearing brown nylon ashirt: Not so fast, Jenny... there’s more to a game, as I think you know, than the introduction screen alone. I’ll press the Start button to skip the rest of the story and move us into the player interaction stage.

BBC2 Presents

THE OPEN UNIVERSITY.

E773: GAME DISSECTION AND ANALYSIS.

Bloke wearing brown nylon shirt: Hello, this is the first part of OU Module E773: Game Dissection And Analysis. In this opening programme of the series, we’re going to be discussing the relative merits and demerits of certain console games. We’re going to be asking ourselves: “Why does one idea work while another misses the mark by several miles?” Over to Jenny.

Woman wearing viscose sundress: Thanks, Bernard. Yes, it is indeed true that certain games capture the imagination while other games simply fail to deliver: but why – as has been said – should this be the case? Back to Bernard for the answer.

Bloke wearing brown nylon shirt: Thanks Jenny, but you really are putting me on the spot here. (Scripted chuckles all round.) Well, the first part of the equation to a successful game is user involvement. If the player doesn’t feel involved, the game will be replaced in its box, never to see the light of day again. But of course, involvement isn’t all that’s needed...



Woman wearing viscose sun-dress: Oh, I see. But where does all this money come from, Bernard? I don't expect that the game involvement would be sustained if you were given an infinite amount of funding. (After all, you'd be able to equip everyone in the team with 100% of everything, be unbeatable as a result, and the game would become unchallenging)...

Blake wearing brown nylon shirt: You're right, Jenny - there isn't an infinite cache of money available. You begin with a modest amount, and from then on you have to earn it during the actual matches. I'll start a game rolling so you can see what I mean.



Blake wearing brown nylon shirt: So you see, Jenny, those spinning silver disks are coins, and the other randomly-placed objects are 'power-ups' which help your team in many ways. During the course of a match you would ideally run over every coin you saw, meaning that by the end of the match you'd have quite a substantial amount of money with which to juggle. You could buy some 'wicked firepower'. You'd be a winner.

Woman wearing viscose sundress: Unless you hadn't scored any goals of course, Bernard. (Like you don't seem to be doing at the moment, if I may be so bold as to mention it.)

Blake wearing brown nylon shirt: A valid point, Jennifer - especially as I've opted for the Knockout Game, where one defeat means I'll go no further and my cup-winning chances are over. If I'd gone for the League option, it wouldn't have been so bad - you can 'come back', as I believe they say. You can claw your way back up the division placings to overall victory when playing matches in the League. As it is, I fear you are correct - I do indeed appear to have lost.

Woman wearing viscose sundress: Can I have a go?
Blake wearing brown nylon shirt: Certainly you can, Jennifer. In fact you can play me, as soon as I've plugged in the other joystick. This is the 'head-to-head' option, favoured by most games players as the ultimate way to play any console title.

(The game commences, with Bernard taking an early lead...)
Woman wearing viscose sundress: Why did you throw the ball at those five stars at the side of the pitch, which then lit up? And why did you throw the ball at that thing sticking out of the ground in front of my goal area? I don't understand...

Blake wearing brown nylon shirt: The main goals at either end are not the only scoring receptacles, Jenny - the things sticking out of the ground yield points too, if hit with the ball. And as for the stars at the side of the pitch, well, they multiply the points you receive when you do actually score a goal.
Woman wearing viscose sundress: Which is why you got 50 points for your last goal, while mine only yielded 10?

Blake wearing brown nylon shirt: Exactly. And look at all the money I've picked up - I'll be thrashing you in the next game too, once I've purchased some mega hardware for my team.

Woman wearing viscose sundress: Yes, but I shan't be playing again for a while Bernard, because my thumb is aching so much from controlling this joystick. I really need a rest.

Blake wearing brown nylon shirt: I agree, Jenny. This *Speedball* game is incredibly tough on the thumbs, especially when you're playing down the pitch.

Woman wearing viscose sundress: But as for involvement and action, Bernard, I'd say that it passes the 'successful game equation' with flying colours. It's as involved or as transitory as you want it to be, with Action all the way. We can express it this way: I/T/A = Top Marks.

Blake wearing brown nylon shirt: Yes, that's the equation. Now let's go to Millette's and buy some more nylon clothes.

Woman wearing viscose sundress: Yes. I need a pair of white nylon Hush Puppies. You need a beige nylon Starsky And Hutch cardigan.

Then we can make love in studio three. (Enough! Ed.)



It's not the winning that counts in the keeping all your teeth. A BIT FOR MORDOR



SPEEDBALL 2:
 out in late October
 from Virgin on
 Mega Drive,
 Ctha

STRIKER



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STATISTICS

NAME	GOALS	ASSISTS	MINUTES
...

FORWARD GOAL



Review

GUY SPY



Entertainment International's GUY SPY AND THE CRYSTALS OF ARMAGEDDON involves a mad Nazi

scientist, and the pursuit of mystical, high-powered crystals by a van Damme-style muscle-hero. MICHAEL HORSHAM donned a holey green vest and 'checked it out'.

Guy Spy is a seductive little number spread across four disks for the Amiga which, graphically at least, owes a debt to the heavy and now creaking Space Ace. Guy Spy (he's a spying kinda guy) uses the same great cartoon-inspired graphics as Space Ace, but this time to vastly better effect.

The major complaint with Space Ace, if you recall, was that there was very little in the way of control over the bodily functions of your central character. So a game that could have been a bit of a stormer turned into a barely interactive shoot 'em up. Some have said that, with Space Ace, ReadySoft sacrificed the more gamey bits for a good-looking animated adventure. A cosmetic exercise, some have said. Would it happen again?



Guy's a bit of an hombre and, as a macho man, he enjoys a fair amount of fisticuffs. He doesn't mind using a gun, but hey - he'd rather "have it out" using bits of wood, a bow and arrow or (the last refuge of a true man) his fists. Guy is such a spinn-headed bratney with a dodgy sense of honour, that at one point he actually throws away his gun just before mad Max comes at him with a knife. "Huh-huh!" I cried. He should have kept the gun and shot the bast.

The adventure starts on a train station in Berlin where, having despatched several of Von Max's 'goons' to early graves, he catches the train to the cable car station. On his way up the mountain he has another gunfight with some pistol totin' 'goons' in the cable car in front. Having done that he meets Olga, who does her best to delay him, and from there he skis down the mountain avoiding grenades. Then he flies to the desert to solve a maze, fight some arabs and battle with a raging mammy. Next it's the deepest jungle where, after killing several natives, he encounters the temple of doom. Inside the temple mad Von Max has built his version of the world dominating doomsday machine, powered by the crystals that are at the root of all this mayhem. Also in there is his lovely contact who was captured in the last fight I forgot to mention.



Guy's just about to be in another spot of bother here as the badies have just shot in the windows of the cable car prior to lobbing a couple of friendly sticks of dynamite after "softening up" Guy with lots of bullets.



In the puzzle maze inside the pyramid, just watch the way old Guy schemases his way around the dusty passages in search of... well... who knows? This man doesn't just walk, he swaggers. In short, he's a bit of a lairy hard-man, our Guy Spy.



Screens are kept simple in terms of anime graphics and lives left, with just the state of the current ammo clip (if you're using a gun, of course) and the state of health of you and your opponent, be they sword-wielding arab, crazed egyptian osama, or, ultimately a mad nazi scientist by an name off Von Blue - read his name and quail in terror.



The animation is by Rui Albino (fair enough) and it's fab in a very Don Bluthy sort of way. Crisp lines, good characterisation and all those truly atmospheric in-between scene setting shots make Guy Spy a real joy to behold.

Only the slightly sluggish responses of our man Guy to joystick commands made me think "preferably PC rather than Amiga". But that's a small gripe - once you're used to the pace of the thing you're in there, my son.



Along with the outstanding graphic quality, Guy Spy is just chocka with great sound samples, from screams of death to arab grunts, machine gun fire to the clang of cold steel upon cold steel during the sword fights. This kind of sampled quality really adds to the atmosphere. Add to that the skip of heavy foot on Guy's fair fiazag during the Olga battle and the whole thing's pretty convincing, actually.



It doesn't help that on each level the joystick controls change their functions, but it's a case of 'horror for courses' really, as the range of tasks Guy has to perform need different skills. (Perhaps it's just a case of me getting out in my ways by the end of level one.) The other thing is, there are two women in the game and one is just a grotesque, violent, fat person (Olga) and the other is a helpless blonde who's just willing to be rescued by our hero - not exactly positive stereotypes, are they?



On the whole, Guy Spy is a high-quality, graphically-sound and, for that matter, generally sound adventure, with many fist, pistol and swordfights sprinkled throughout. Plus there are some puzzle mazes to get through, as well as the episode with Olga. This, combined with three difficulty levels, means that the whole thing should take a while to get through, even if (or because) the controls take a while to become instinctive. Added to this, there's a tendency for a bit of unevenness, with some of the episodes seeming way more difficult than others. Still, that's just like real

life really, I suppose.

Ultimately, Guy Spy is an adventure game that is worth pursuing through its various levels, if only for the great scene-setting and ingenious modes of death undergone by Guy the hero. Got used to the controls, persevere (you need to) and have a bit of fun defeating the Nazi hordes.



GUY SPY: Out now from Entertainment International on Amiga and ST, £29.99; and PC, £34.99



THE END



ESTEE

"The best things always come in threes," isn't that what they say? The Beverly Sisters, those little bones in your ear, the main British political parties... the list

of fab threesomes goes on and on. Now you can add to that the trio of cutesy goblins starring in Cocktail Vision's mouse-driven puzzle game, **GOBLINS. MARTIN POND** gave it the once-over on a nearby ST.



gob l i n s

The plot-explained by Hercule Poirot's stupid younger brother, Barry...



The game takes the form of 23 screens, each one a puzzle requiring the trio of Goblins to work as a team. You see our three heroes aren't over-endowed with skills, but what they *do* can be used to good effect.

Asgard is the butch one of the gang. Badly let down by the National Curriculum, he has GCSE's in hitting things, climbing ropes... and nowt else - not even RE.

Ignatius is a YTS magician with a basic grounding in sorcery. In the right situation he can summon a zombie, turn a pot-plant into a giant redwood or make balloon animals.

Oups is the 'techy' one of the group. Not only can this intellectual giant pick up and drop any objects he finds, but he can use them too. So, compared to the other Goblins, his CV looks as long as Leonardo Da Vinci's - he can try on a scary mask, play a flute and use a pickaxe. What an over-achiever!



The three goblins of the title have to find the ingredients for a medicine which will cure the king of his madness. Well, it says he's mad in the manual anyway, but I'm not so sure. Watch the introductory animation very carefully, where the king goes ga-ga at a banquet, and you might notice an inset picture (marked here with an asterisk) showing someone mucking about with a little voodoo dolly of his majesty. Now me and my mate Nobby reckon it's this and not some physiological brain imbalance that's making the poor old Monarch act like a total fruitcake. What do you think? (Idiot. Ed.)

Many of the puzzles are really quite involved. You can interact with loads of stuff on the screen, although they often turn out to be naughty old red herrings. It's a bit like one of those old *Three Stooges* films, with loads of slapstick violence when the goblins inadvertently trigger one of the booby-traps, accompanied by much animated gnashing of teeth and tearing of hair on the part of the cutesy trio. Oups gets more feeling and expression into his 'opening a jar with a spider in it' sequence than Lord Olivier got into the entire "To be or not to be" speech from *Hamlet*. But the acid test is that when all the lateral thinking and trial and error pays off and you finally complete a screen, you can't help but feel like a swollen-headed, jumped-up, brainiac, smarty-pants, and hurry on to the next one.



GOBLINS: Out now on Amiga, ST and PC from Cocktail Vision/Dream Factory, £25.99.

Z

87

82

CHARACTERS

PLAYABILITY

84

ACTING

WRITING

85

78

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Laura Ingalls



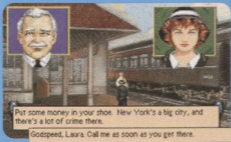
Hercule Poirot



Dot Cotton

LITTLE DAGGER ON THE PRAIRIE

I took a while to hit home, but it wasn't long before I realised that our intrepid heroine was none other than Laura Ingalls of *Little House On The Prairie* fame. All that studying and praying had stood her in good stead for a bit of murder reporting in the Big Apple. It's 1926 and after an affectionate goodbye to her dad (Michael Landon) Laura takes the train to the big city...



Put some money in your shoe. New York's a big city, and there's a lot of crime there.

Godspeed, Laura. Call me as soon as you get there.

Here her natural altruism shines through once again, when she stops to help a desperate homeless person. Empathy with needy individuals being her forte, Laura allows her suitcase and money to be half-inched and then heads for the *New York Tribune* office...



I'm not going to let a little bad luck run my day! Hello, New York! Laura Bow has arrived!

Laura BOW

"A female psychopath!" screeched AMAYA LOPEZ.
"At last – a game with a vicious, gun-totin', dagger-wielding mutha. Out of the way, boys – this one's my baby."



Freddie Mercury (RIP)



Michael Landon (RIP)



Richard Fairbrass

DO I HAVE TO BE A GIRL?

If you want to play Sierra's latest number then you've got no choice in the matter. Ha. Time you lot got a taste of your own medicine, I chortled, ripping open the packaging with glee. And those of you with cross-dressing fantasies are laughing. But even I objected to playing the role of such a prissy gooder – she won't drink, she won't steal and, horror of horrors, she's a veggie. In addition, if Laura forgets to follow the Green Cross Code, she'll be mowed down before you can profess

your membership of the Tuffy Club. This aspect of the game is particularly

irritating as the minute you're run over, you've lost the game and if you were silly enough not to save before dabbling with traffic, you're forced to start from scratch. The first time this happened, I heard a funny squelching sound, saw Laura splayed in a most unladylike fashion on the pavement and was faintly amused. A few injuries later, I decided that this attempt at realism was going a teenie bit too far and even someone as dippy as Laura would know how to cross a road.

Laura's a gonner again – best not revive her.



Laura Bow II: The Dagger of Amon Ra:
Out now from Sierra on PC.
£39.99

But that dastardly Michael Landon has pulled a few strings (in the name of the Lord, you understand) and she's managed to get a job on the paper.

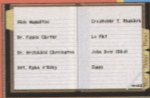
Laura's given the task of researching a mysterious burglary from the famous Leyendecker Museum which is inextricably linked with a cold-blooded killing aboard a ship...

EDUCATING RITA

Something I couldn't quite come to terms with were the heaps of gratuitous literary references sprinkled throughout the game. Such gems as lengthy Lewis Carroll quotations, references to Ernest Hemingway and didactic haller than thou phrases seemed totally out of context. Is this an attempt at a high brow computer game – or merely proof that game creators can read? Either way, it simply fuelled my hatred of Laura and my desire to subject her to yet more road treatment.

POINT AND CLICK

Sierra adventures have long favoured an icon-driven command system, meaning that little icons stand for all verbal commands. With the right mouse button you click through the command you want, an 'eye' for Examine, a hand for Pick Up, a crap stick man for Walk and then place your mouse in the area you want to do the action, click, and it's done. However, it's hard to avoid making comparisons with the King of adventure games, Lucasfilm, and Sierra's command system fails to come up trumps. It becomes rather trying to click through all the pictures until you find the right command, and as I have the patience of a rabid dog in the desert, I kept passing the one I needed and having to start again. In its favour, the game has a novel way of asking questions by opening Laura's reporter's notebook and clicking on the place, person or item you want information about. As you pick up new clues, these are automatically entered into the notebook, letting you quiz people on these too. However, it's frustrating that you can't always ask the questions you'd like to. Also, when you speak to someone, although the faces are nicely animated, the text boxes rather unattractively cover up most of the screen. Ho hum.



SOMETHING



What's really impressive in Laura Bow II are the graphics. These are so fab you could eat your dinner off them, and the variety of locations is also smart. You get to visit a shady Chinese laundrette, a police station, a dodgy flower shop and although most of the action takes place in a spooky museum, there's a plethora of different rooms to explore. Check out the proterodactyl room – it's fab.



(But then that's dinosaurs for you.) The graphics have been beautifully handpainted and digitised and really capture the 1920's Art Deco world, with all the characters wearing appropriate period costume. This, coupled with the jazzy Scott Joplinesque stereo soundtrack and the heady charleston made me bob around in my chair like a flapper. The animation is neat, with a lovely cartoon sequence and picturesque taxi journeys, although why Laura has to teeter around in stillettos is beyond me. As for the puzzles, some are quite challenging, while others are simply frustrating as the game makes it hard for you to ask the right questions. Thankfully, there are various



solutions for each one and also several different endings to the game.

Laura Bow II is slightly disappointing – the graphics and sound have the making of a great game, but somehow the structure and playability (and the relentless moralising) make the whole thing fall short of the definitive adventure game. All the same, it's still worth a look.



After a chat with a 'Trib' colleague, Laura finds herself out on her own with no more than a scruffy reporter's notebook as a companion. It can be murder being a girl.



The dagger of Amon Ra



The suspects gather but where's our Laura? Rooting out the non-alcoholic lager, that's where.

KRUSTY'S SUPER FUN HOUSE is a platform-based game from Acclaim featuring a lot of puzzles and a bit of rat-genocide. Reviewing the game was going to need a brilliant deductive mind and a strong stomach, so who better than MARTIN POND to do the job? (Where do you want me to start? Ed.)



SUPER NES

the plot

Krusty returns home one day to find his pool has been overgrown by rats. Like all decent folk, he hires Bart's creature, but on June 15th, Bart's vermin don't seem to be doing so hotly. Bart goes and finds, with a slightly shaky whistle, they're dead, and that rat James Earl Ray's black people rate them as second only to

suburbanites and Tony Crommon on the list of nightmare house guests, and not without reason either. Bart has been known to attack babies in one, despite grimacing, tangle themselves up in your hair, and spread the bubonic plague through most of Europe during the 14th century.

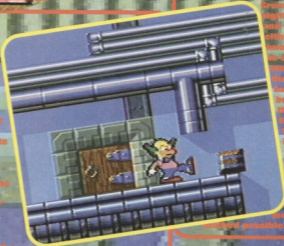
Krusty, our red-blooded rearing-lead here, has had the course of justice available - an exterminator the very next day. The good lord had painful

There's something very sad about crimes, with their painted-on smiles. Terry White shows and says that make Nevada Station look like Clint Anderson. But that hasn't stopped Bart from choosing one for the star of their new *Sluggo* feature, Krusty's *Super Fun House*.

If you're one of the lucky, lucky few messes with a Sky talkie, then you're probably no stranger to Krusty, a character who gets replaced by Bart as a sort of role model and role guru. You're probably also aware that he's the make-up and the laughs.

Superstardom's not meant children's secretaries in an all-too-human character - no smokes, drugs, phony stony sex-fests had had a place, even if it's a bit of a smoking party, but Bart thinks he's the big guy. Maybe if Ronald McDonald got tipsy at a nightclub sometime and ended up getting off with Mayor McCheese, then kids wouldn't find him such an upright chap.

Most of Krusty's fallings and more unnecessary holes are patched over in this game, though his penchant for smoking



...and possible.

krusty's super fun house

the traps

To denatch his unwanted visitors to rodent heaven, Krusty employs a number of crude but effective rat-traps. You can forget all that 'reasonable force' rubbish, there's only one language understood by these large relatives of mice. The hi-tech traps use lasers and steam burners to execute the rats as expeditiously, humanely and as painlessly as possible. They are exclusively controlled by the likes of Bart, Homer and an army of evil liberal types who goes by the rather brutal name of Cooper!

gameplay

To finish the game Krusty has to cross his whole house, taking his prisoners. There are five levels to complete, each containing up to 14 sub-levels and a number of hidden bonus rooms. Luckily he's provided with a number of custard pies to defend himself with against the bunch of spine-tingling bastards he finds there. After all, you wouldn't want to face a laser-biting alien or a venomous snake without a couple of goodies to munch, would you? There are various items around which can be used to guide the rats towards a safe exit device. There are air vents which blow them along, pipes which suck them in, and trunchee floor sections which collapse when they're stood on, leaving a gaping hole. Some blocks can be kicked along, or picked up and stacked, providing the rats with spins to reach a higher level. Furthermore, Krusty can use stacking boxes or springs to gain extra height when jumping, allowing him to reach otherwise inaccessible sections of his Fat House.

news summary

Though this game is quite good fun, it's not a great use of the Simpsons licence.

It would have been fun to watch a laugh withered Bart do it, so Simpsons fans may be disappointed. The graphics are attractive, if a little simple, but the sounds are phenomenal – the sort of music that makes you want to punch your head off. Another less than wholly successful feature is that the display has an energy bar. The only way you can tell if Krusty is close to total exhaustion is that he hyperventilates and looks really silly. In fact, all the info you're given is the number of lives remaining and a gauge to tell you how much ammo you have. A rat body-count would have been handy to let you know if a level had been completed. Still, the game's bits are well done, and it's the first point you can pick up and stack objects. (Tony Ed.) Of course, if you work for Nintendo or live in America and play the game, you'll probably think the whole game's fun anyway.

**KRUSTY'S
SUPER FUN
HOUSE: out now
from Acclaim
on SNES, £44.99;
and from Flying
Edge on Mega
Drive, £39.99**



THE NINJA

the ninja of the nth dimension

Gremlin's new platform arcade romp stars Zool, an adorable ninja hailing from the Nth dimension. MARTIN POND has never been to the Nth dimension but did once take a vacation job with a Ninja Death Squad. Even though his duties had less to do with moving as silently as the cat and being as deadly as the dragon, and more to do with making tea, we though we'd let him review it anyway.



"Slightly Round With No Trousers Parrs." That was the original pithy description which the marketing bods at Gremlin came up with for Zool, before they settled on "The Ninja Of The Nth Dimension". No doubt they decided that a leading sprite who wasn't anatomically correct was actually no real selling point. Still, he may be as clean and smooth as an Action Man, "down there", but he's fully functional everywhere else (which is just as well, since his mission takes him through seven different worlds, each crammed with puzzles, hidden rooms and baddies).

NINJA MAGIC

Zool also has a selection of spells, up his close-fitting black sleeves. He can cast these to help him out of a tight corner. You only get a limited number, but there are spares to be found lying around and you can save them up for a rainy day. They include not only the around, providing double the firepower. A gremlin here spared no expense in detailing the minutiae of this particular nose-up hishiguni Tibetan monk as philosophical adviser. So when they say this temporary twin is the Ying to Zool's Yang, you know

the 7 worlds

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POSTERS

Live
Addiction!
Why Slash can't
stop touring!

Axl's
Firing
Line!

Whose blood
does Rose
want now?

GUNS N' ROSES LIVE IN BRITAIN

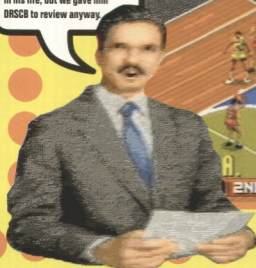
When Axl & co hit Wembley Stadium, chaos reigns supreme! This special full colour mag is jammed with all-new pics from the band's most recent London date, and also includes profiles of each band member and a revealing feature on Axl Rose's views on touring. There's also **TWO GIANT** free posters that'll blow yer mind!

BLASTING INTO A NEWSAGENTS' NEAR YOU ON JULY 30TH!

DAVID ROBINSON'S

BASKETBALL

David Robinson is seven feet one inch of hugely-muscled athlete who earns millions of dollars a year. PATRICK MCCARTHY is four feet two inches of Chinese-style pork who's never earned a penny in his life, but we gave him DRSCB to review anyway.

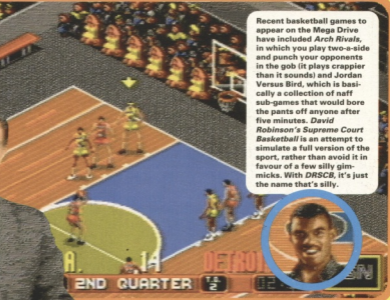


Apart from the usual sports game stuff like exhibition or tournament games, computer or human

opponents and three levels of difficulty, you can go for the Role-Play (RP) option, where you only control one player and the computer handles all the others. So you can actually adopt the real-life approach to sporting endeavour and stand in a corner drinking beer while all those around you make fools of themselves.



Become MVP in Role-Play mode and you get to play in the All-Star game against Davey Robinson himself, and his lanky posse.



This in-game commentary stuff is supposed to add atmosphere. Why do they bother?

PICKING A TEAM

There are four teams in the game, each with their strengths and weaknesses. Once you've picked your team, you have to select individual players to draft into the team (in a rather cattle-market kind of way which made me feel utterly cheap, actually). Ideally, these chaps should combat the weaknesses of the squad you've chosen, although I just went for all the ones with a hair lip. If you can't decide which of the numerous hunks of young, firm meat you want, you can always let the computer do it for you.



This is the player selection screen at the start of the game. The players' names are suitably ridiculous - would you pick someone called Air Allright?

Recent basketball games to appear on the Mega Drive have included *Arch Rivals*, in which you play two-a-side and punch your opponents in the gob (it plays crappier than it sounds) and *Jordan Versus Bird*, which is basically a collection of naff sub-games that would bore the pants off anyone after five minutes. *David Robinson's Supreme Court Basketball* is an attempt to simulate a full version of the sport, rather than avoid it in favour of a few silly gimmicks. With *DRSCB*, it's just the name that's silly.

SUPREME COURT VERDICT

D RSCB has a multitude of options which should get you coming back to it. It can get a bit tricky to see what's going on when the action gets hectic around the basket, and the court view is a bit odd, but you get used to it. Personally I'd prefer to be able to choose who I'm passing to, rather than have the computer do so, but the gameplay is good and the sound is fine. You get nice trainer squeaks and stamping crowd noises and you can turn the in-game music off.

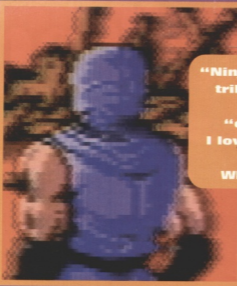
The RP mode works well, and adds an extra element, although it's rather easy to get into the MVP game. If you're going to buy a basketball game, it's worth trying to find an import copy of *Bulls Versus Lakers* and playing both before you decide, but this is far and away the best easily-available MD basketball game around.

DAVID ROBINSON'S SUPREME COURT BASKETBALL: out now on Mega Drive from Sega, £39.99



MASTER SYSTEM

NINJA



"Ninja Garden?"
trilled **PATRICK MCCARTHY**,
"ooh, lovely –
I love Japanese
flowers."
What a twerp.



Acting classes

Let's examine your motives for the part of Ryu, almost as if you were at a Lee Strasbourg 'method acting' masterclass. We'll go through your traumas one at a time, shall we, and examine your character's emotions?

- 1 You can assume, I think, that his family are a bunch of idiots and therefore probably better off dead. Left to their own devices they'd only walk under a falling squirrel and die or something. So forget them. It doesn't bother you. But one of them had borrowed a pair of your shoes, and they're ruined. You're angry.
- 2 The Bushido is the source of all power (I thought it was a small furry animal with very large eyes. *Edg*) scroll actually, and in the wrong hands it can and probably will lead to the end of the world. The gangsters who have nicked it are generally considered to be "the wrong hands". Why is it so valuable? Because rolled up in the middle of it are pictures of Princess Diana naked. You're very angry.
- 3 The collection of Matchbox lorries are extremely valuable and difficult to replace. Perhaps they've scratched the paintwork on one of the Bedford vans, or bent the rear axle of the Guinness truck. You're very, very angry – on the verge of a warp spin.

- 4 The village that has been wiped out was home to the Dragon Clan, who are all ninjas. They're all now dead, even though they supposedly had the power of the Bushido.

This raises three little doubts in your mind. Either:

1. The plot is illogical, which can't be right, or...
2. The Bushido is crap and doesn't work, so it's hardly worth saving, but if it does...
3. Do you really want to take on a mob who can wipe out an entire village of ninjas?

You decide not to bother – you can probably buy some more lorries somewhere. You telephones for a mini-cab and get the first train to Tokyo, where you buy a shiny suit and start a career in advertising.

Then you 'step outside the role' for a second, remember that you've just spent 30 quid on this game and might as well play it. So off you go.



Holidays in Hell

Hack-and-slash supreme Ryu Hayabusa, ninja megastar, fancying a bit of a holiday after his latest megadeath-dealing adventure, returns home to his village in the forest to find that his family and friends have all been rendered into expertly-sliced fillets, the sacred Bushido has been nicked and his much-prized collection of 1940s Matchbox lorries has been spirited away. Poor old Ryu. He doesn't have much luck really, does he? You'd think he'd have a hard job getting a family in the first place really, what with his reputation and the Japanese obsession with luck. He's so obviously a 'breedin' Jonah' that any sensible family and village with an eye for survival would avoid him like the plague.



Ryu perfects his highwire act.

Directions

Yes, young man, I can tell you how to get to the Castle Of Darkness. Unfortunately you'll have to fight your way through seven levels of impossibly impolite maniacs to get there, but basically you take the first right at the shop, go through your local forest, right over the skyscrapers of Tokyo and on through the old streets of Osaka, then turn right up Mount Fuji to rescue a geisha who knows where the Bushido is, then right again at the traffic lights and across the ice floes to beat the Ice Ninja, left through the caves full of lava (and piles of hot poo) and finally up the road into the Castle Of Darkness to find the Sacred Scroll and defeat the Shogun of Darkness. Or you could get a number 8 bus from the depot.

HI-HO
HI-HO
HI-HO

Still, it's too late now, and all that's left for Ryu to do is pack his sharpest sword, his pointiest shurikens and a flask of hot cocoa into a bag and hit the road through the forest, pruning the heads off any people foolish enough to doubt his masculinity. He's a proud man, Ryu.

Wazzocks

There's something nice and traditional about a ninja game – right back since the dawn of computing history there have always been ninja games. There was even one for the abacus. This one more or less sticks with the traditions. There are loads and loads of stupid enemies to hack and slash, some cleverer ones who dodge about and some stubborn ones you have to slash more often, the odd bast that is really quick and lots of bombs and traps to avoid, and of course, some mean and of level wazzocks. (Is that a technical term? Ed.) The graphics are pretty smart for a Master System game, and the animation and control over the main character are both very good. You can leap about from platform to platform with reckless abandon and there are loads of different special moves to help you in your task. This is to the Master System what *Revenge of Shinobi* is to the Mega Drive. I love it.

Ha-HAAAAAAAAAAAA!

Ryu is rather hot when it comes to the 'have at thee varlet' department. Apart from the usual sword-based decapitating and shuriken-dominated spiking-from-afar, he has a wealth of weapons to collect and use, all of which take different amounts from his combat points total.

1. NORMAL SHURIKEN

Shurikens that are normal. (You can't beat subtle humour.)

2. SUPER SHURIKEN

More damage, but costs 10 Combat Points per star

3. FOUR-WAY WHIRLWIND

Both sides, up and down. Costs 20 Combat Points per shot.

4. FIREBALLS

Four homing missiles that take out anything onscreen, but cost 40 Combat Points per shot.

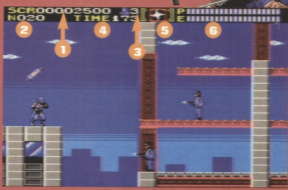
5. DRAGONFIRE

Surrounds you and hurts anything you touch. They cost 50 Combat Points each (but hang the expense, I say).

What'su Whatto In Ninja Gaiden

1. Score

2. **Combattu Pointu Gauge-o:** each special weapon uses up different amounts of this.

3. Lives Remaining.**4. Time Remaining.****5. Weapons Indicate.****6. Life Gauge-o: Ryu.****7. Life Gauge-o: Enemy.**

89 89

GRAPHICS
PLAYABILITY
90
ADVERTISING
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Wizkid



In keeping with his ability to commune with vegetables on a deep and meaningful level, we gave MICHAEL HORSHAM Sensible Software's vaguely vegetable WIZKID (he looks like a pea with lips) to review. We hoped that his veggy obsession would enable him to give a well-balanced opinion... *ex. sorry... opinion of the game.*



Wizkid going for a 'pea'.

Our pea-headed friend collects oodles of moshak under the shade of a very odd tree. Now he's off to do some shopping...

Mode Number 1: 'Head' Mode

Not particularly surprisingly, the 'Head' mode sees Wizkid as little more than a green, vegetable-like mobile head.

Mode Number 2: 'Body' Mode

In this mode Wizkid gets a body and is able to play games and levels which would be beyond him if he were just a head. Most of them involve walking around (which, as you well know needs legs). And a body to attach them to as well.



Wizkid, the hero of this multi-layered effort, has a bit of an odd family background. His dad is none other than Wizard, who inhabited Sensible Software's previous smasheroo, *Wizball*. Wizard's dalliance with the small pea-green, head/ball/vegetable pod-type object that zoomed around on that game has spawned Wizkid, also a small, green pea-ish thing, but with additional powers and a multi-levelled adventure to work his way through. *Wizkid* works as a sequel to *Wizball* and the idea is to rescue mum, dad and Nifta the cat from the evil Zark (who has kidnapped them and stuck 'em in a prison on an island).

Fans of *Wizball* will be pleased to know that there is much joystick-induced zooming around too - particular-

ly in the different modes, which number all of two.

Wizkid is an alright kind of game if you like shoot 'em ups with a vaguely arcadey feel and bags of different screens and sub-games to keep you entertained. But, truth to tell, it didn't look as though the game was quite, well... hard enough to keep you enthralled right up to the point where you rescue your last kitten. Having said that, the game is highly playable and therefore addictive in a funny kind of way.

An initial complaint voiced by some players was that the screens in 'Head' mode are far too busy, but when playing the game it swiftly becomes clear that that's where some of the attraction of *Wizkid* lies. There's always something going on, and the animation and graphics are crisp and sharp.

Wizkid's vaguely rude antics often raise a titter or two, or even three. The whole thing makes for an absorbing and playable game.



"Eye eye, what's all this then?"



A veg shop boy if ever we saw one. (Sings) "Shopping...we're shopping."

GONE SHOPPIN'

Throughout the game, in various ways, Wizkid is encouraged to collect money to buy things in the shop which in turn help him to solve the various 'puzzles' he'll encounter. We call them 'puzzles' because, bizarrely, the screen gives you the solution (which takes a bit of the toil out of working out what to do).

WIZKID: Out in September from Sensible Software/Ocean on Amiga and ST, price £29.99. PC to follow.

KILLING THINGS AND A-MOVIN' ON

The whole 'killing things' operation on this slickly wizzo *Wizkid* thing is done by nudging blocks, TV's, bags of nuts, bricks and assorted other things with the head in 'Head' mode. They then bounce and fly around the screen - when the screen is cleared of nasties, a 'golden shower' rains down upon your pea-like head and the money collected can go towards buying things from the shop. Oh, and at the end of each level a kitten appears - collect him and move on up towards your destination.

Sub-games are a big feature in the world of *Wizkid* and they include such delights as going to the toilet, a version of *Scrabble*™ (which isn't because it uses whole words) and an entertaining version of that old coin-op classic, *Asteroids*.



NIFTY TRICKS

Unlike the peas on your plate at tea-time, *Wizkid* is able to perform some nifty tricks by acquiring a red nose, allowing him to juggle wogsomes. He can also get teeth which allow him to grasp any given block and then rather feebly attack any marauding butterflies or penguins or any of the other unnameable nasties which fly around the screen in formation and try to getcha.

13 >> 20 BANKING STARTS HERE



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INTERNATIONAL RESCUE



O-O-O-O-Okay, International Rescue preparing for take-off... check mega *Addams Family* map... check one whole page of *Epic* tips... check part three of the biggest pull-out A-Z of cheats in the entire cosmiverse... check opening page of hot new hints for the latest games... check fuel level... elevate secret launchpad to ground level... we have ignition... and b-b-b-b-blast off!!

MAD OR WHAT

Mad Or What is a relatively newish column to the world of the ZERO tips page in which we print the slightly more unlikely tips we receive each month. It's called 'Mad or What', as it doesn't really matter if the cheat works or not. If it doesn't then we just conclude that whoever sent it in was mad and thus cunningly avoid any embarrassment.

JASON LEACH from

READING is obviously mad because he claims that pressing P on *The Blues Brothers* advances you a level. Er, it doesn't, because I tried it.

Rumour has it that there is also a cheat for *Parasol Stars*. Apparently, first you should type in CYNIX on the title screen. After that, it's C - extra credit, T - end-stage, D - die, G - smart bomb, B - bonus, F keys - skip levels and 1-7 - skip stage. This also does not work, unless we are doing something wrong, but we doubt it.

Write in and let us know if we're Mad Or What!

APIDYA



Our hearty thanks go out to Playbyte for letting us in on how to skip levels on their extremely fast, extremely colourful but extremely hard (unless you skip levels, that is) shoot 'em up of a few months back. The words you need to know are: MISSHONEYBEE DEPUTYOFLOVE HASTALVISTA SNEAKPREVIEW Pick one, type it in on the title screen, and away you go.

MONKEY ISLAND 2



Proof that there is life in the Low Countries comes in the form of the mysterious 'THE HACKERS' from BELGIUM with a little tipette for *Monkey Island 2*. Apparently if you get stuck, all you gotta do is press ALT and W at the same and you'll be given some help. Simple, eh!



PARASOL STARS



The third, and arguably the foremost, of Bub and Bob's adventures. Our heroes arrive face to face with killer pianos, pink elephants and a

dinosaur with an entire island on its back, thus posing the inevitable question - what planet were the programmers on, and how can we get there? Anyway, the more experienced player may be interested to in the use of the Star Miracles. Collect three before arriving at Rainbow World for 100 credits, collect three on Rainbow World to get to the second secret world, and collect three on this to get to the third. Handy, eh?



BLUES BROTHERS



SUPER SPACE INVADERS



To prove even more conclusively that Stella Artois isn't the only good thing to come out of Belgium, those Flemish fellas 'THE HACKERS' have also sent in some handy advice for *Super Space Invaders*. Simply type KRIS on the option screen and you will then be able to change your level with F1.

International Rescue, ZERO, 19 Bolsover Street, London W1P 7HJ - that's the address to sent in any tips, big or small, console or computer [how about some more console stuff?] with prizes for EVERYTHING WE USE. The bigger your tips, the bigger your prize.

THE BALANCE OF POWER

Q1: Hah, hah, hah... are you ready to be stomped into the ground by the sheer weight of problems that my evil followers have sent in, you four-eyed fool? Take this one, from **SIMON LAYFORD**. Although the instructions claim it is possible, he has tried "absolutely everything" to get an extra life in *First Samurai*, but with less success than someone who has just failed their driving test for the 197th time. Any ideas, dome-head?

Q2: Pah! A lucky guess, but I bet you won't be able to answer this one, you stuttering sap. How, an anonymous *Robocop 3* player would like to know, do you beat Otimo The Robot Ninja?

Q3: A *Monkey Island* problemette now, from **M TOOTH**. How do you enter the Monkey Head?

Q4: "Has anyone got a cheat for *Thunderblades*?" asks a troubled **S BRICKMAN**. I haven't, and bet you haven't either, you speecy twat.

Q5: Oh yeah? So give **PAUL HUGGARD** a cheat for *Robocop 2* then.

Pah! Curse! Bother! Dash! Gigger! Blast and Damn! Well, get these then, windscreen-face!

A1: Y-Y-Y-Yes, I have actually. S-S-S-Simon obviously hasn't tried *absolutely* "absolutely everything". Recharging all the pots on each level, for example - he obviously hasn't 1-1-1-1 tried that. If he had, he would have been given an extra 1-1-1-life per level.

A2: L-L-L-L-L-LEE SALKELD knows the answer to that one, and who are you calling a s-s-s-s-sap? Change to Robo's view (with F1) once you've entered the w-w-w-warehouse. Punch the ninja as he jumps at you - he'll somersault backwards and draw his sword. In the meantime, you get out your gun (with Return), wait for him to enter your line of sight and blow the m-m-m-m-mutha away.

A5: Ea-Ea-Ea-Easy. Type SERIALINTE RFACE when the intro music begins to play.

A3: S-S-S-S-S-Simple. Well, s-s-s-s-simple-ish. You need to give the monkey five bananas first - he'll follow you and keep it open. The first one is on the beach, the second and third in the bowl of fruit in the village - you need to knock the other two from the trees. To do this, walk to the top of the mountain near the River Fork. Push the rock at the top (oh dear), then pick up one from the heap to replace it (try falling off the cliff), push the primitive art twice, and go push that rock again.

A4: That's where you're wrong, you c-c-c-c-cocky evil person, you. **IAN FRANZEN** just happened to send one in this month. When the title screen appears, type CRASH to enable the Undo key as a handy level-skipper. Your problems are solved. S., and as for you, Hood, your attempts to defeat me have once again been vanquished.

Q6: "In *Leisure Suit Larry 2*, how do you pass the guy who slits your throat and pass the girl who serves the drinks near the end of the game?" (STEPHEN BATTEN.)

Q7: "On the third level of *Bloodwych*, do I need some sort of chrome or iron key to retrieve the dragon crystal (and if so, where is it)? I've killed the red floating monster, but cannot reach the blue button behind the silver gate. Help!" (RICHARD ISON.)

Q8: "In *Virgin's Vengeance Of Excalibur* (the follow-up to *Spirit*), could anyone fill me in on the whereabouts of the Ruby Dust? I've reached the City Of Brass, but I'm having severe lamp problems. And am I correct in thinking that a charm spell is what I need here, or should I do something else?" (TERRY 'THE' EDGE.)

Q9: "And how the smeg do you get through the maze on the Zeppelin in *The Last Crusader*? I can get pretty far, but then I'm stopped in my tracks (and beaten up) by a Nazi." (GREGG RINGER.)

Absolutely n-n-n-n-no idea there, Hood. Looks like I'll have to throw that one open to the r-r-r-r-regular readers. D-Don't f-f-f-forget - you'll win a prize if your answer is printed!

Good versus evil, The Hood versus Brains - this is The Balance of Power. If you're stuck in a game, write in to the despicably evil Hood (boo, hiss!) He'll pose the question to the goodie-goodie Brains. The bespectacled troubleshooter will be able to answer some of the questions, but it's up to you to write in with the answers to the snags he can't solve. We don't want The Hood to be able to get the better of Brains and take over the page now, do we? And besides, if your answer to a previously posed question is printed, you'll win a prize for being such a clearly helpful individual. So get to it!



International rescue map

By venturing left at the start of the game, you can climb up the rope of the noose and jump onto the Fez hat. From here you can fly to these otherwise out-of-reach chimneys. (Pull down when on top.)

4 UPS (MILK)

LEVEL CODES

1st Power-up: 841FE
2nd Power-up: 7151M
Pugaley: V121B
Granny: V6Y1KW
Wednesday: VD28L
Fester: V14FR4
3rd Power-up: BLSRS
Morticia: BLSRS*

*1st Aid wait for the first Aid before you enter the marked doors.

In the Hall of Stairs (Map A), while at the left-hand corner of the bottom floor, push Up to enter of the bottom room (Map B) where three floors will be yours. In this room, reach the left-hand corner of the top floor and push up. You will now be in the big bonus room (in other words, Map C).

TO A UP ROOM

194

From here, collect the trainers from room one and the fez hat from over the gap in room two. Quickly enter door three (to get to map D) and fly to the upper ledge before the hat wears off. You'll now reach the room packed with 1-ups. Return to the chimneys and start any level you want with more lives than you could possibly imagine.

TO GREAT ROOM

TO BEHIND STAIRS





AMIGA
ESTEE
SUPER
NES

THE ADDAMS FAMILY

Here's **RICHARD JENKINS's** invaluable guide to the hidden rooms in **THE ADDAMS FAMILY**. Following

his advice will allow you to collect up to a total of 41 lives - surely enough for anyone to be

able to tackle the rest of the game by themselves. Illustration by **MAX ELLIS**.

NUMBER OF LIVES THAT CAN BE ACHIEVED

Usual Starting No:	5
Bonus Screen:	4
Bonus Rooms:	23
Chimneys:	8
Collect 100	1
TOTAL	41

When the game begins, lose all your lives as fast as possible. Then on the Continue/Quit screen, go left to find a bonus room of four lives to add to your starting five.

MAX ELLIS

epic

Surely one of Ocean's finest hours, this - a truly excellent game all round. Sun, surf, space, 3D filled graphics - what more could a man ask for? Perhaps some JASON O'KEEFE and TIM MOGGERIDGE? Thanks (and a large prize) go out to them.

MISSION ONE: Minesfield

Shoot the mines from close range with your lasers - you need to up your percentage to 100 while making your way to the planet, taking out the Rexxon on your way, doubling back on yourself if you exit the field too soon. Head for the planet as soon as 100 per cent is reached.

MISSION ONE: Tracking station

Fly towards the purple target dot to the top right - this is the generator. Shoot and destroy both parts of this, then retrace your steps to the tracking station (the purple dot towards the centre of the map).

Note: the generator creates a field around the station to protect it.

MISSION TWO: CPU/Space Port

Fly towards the centre of the map, then find the road system.

This is like the spokes of a wheel heading towards the hub. Follow one of the roads to its end (away from the hub) and destroy the large buildings there. Fly back to the hub and take the next road to the left, repeating the above process until 100 per cent is achieved - there are five spokes, but you don't need them all to reach maximum percentage.

MISSION TWO: Mining Complexes

The highest percentage of this mission is given for destroying the MCPs - tall octagonal buildings which turn black when destroyed (be sure to shoot the top section as well!) There should be three of these. To find them, follow the double road that runs around the complex (not the monorail). Also shoot the low octagonal buildings with what look like white flames above them. If desperate for the odd one per cent, take out a fighter or two.

MISSION THREE: Glory

This is the first Epic space battle. To complete this, you must shoot enough enemy ships to reach the magic 100 per cent. These are the ships with downward-pointing wings, blue canopies and orange guidelines. Look for larger ships (with 'necks') as these give a higher percentage. Help tends to direct you towards these. Attacking waves of enemies (as opposed to picking them out at random) is far more effective - to locate waves at a distance, look for orange dots (their afterburners).

MISSION FOUR: Magma Cannon

This mission requires you to head for the two black dots on the map near the top. Then press Help for a bearing (approx 210). Take this heading, at a low altitude, and destroy the cannon. Do not mistake steel-looking mountain tops for the gun, and ignore enemy fighters as time is precious.



MISSION FIVE: Galactic Storm

This is the next big battle, and once more you must score 100 per cent by shooting lots of enemy spacecraft. Again, go for the big ones, as time is tight, and follow the same call sign as for the 'Glory' mission.

MISSION SIX: Command Centre

The target is almost straight up the map. Use the Help key for a heading, and look for the purple dot on the radar which is your objective.

MISSION SEVEN: The Mother Of All Battles

This is a lot easier than the other space battles, as there is plenty of time. Tactics should be the same as in all the others.

MISSION EIGHT: Command Ship

Fly to the large purple target that appears on the radar after taking the heading given by a swift press of the Help button. Use PHOTON 1 (self-targeting missiles) to shoot the ION VENT (small yellow box) above the afterburners. When this is hit, a message will appear to tell you to use the COBALT weapon. Fly away from the Mother Ship to a reasonable distance before firing the aforementioned COBALT weapon and running like something unprintable.

GENERAL TIPPERY

Fly low over planet surface.
Use lasers to destroy small enemy fighters.
Get as close as possible to all targets.
Use photon torpedoes to shoot large buildings.
Use torpedoes if you are running out of time in the mine-field (Mission One).
Mission Seven is about the only mission to give enough time to go sight scoring.
And don't forget that you can re-fuel/re-arm by pressing ENTER on the numeric keypad.





is for *Lost in Space*: it happened to Alan in Thunderbird Five once!

LAST DUEL

ST/Amiga

Start the game then pause with F9 and then hold Help and Left Shift and 1. Unpause and the function keys will take you through the levels while F8 gives you five lives.

LAST DUEL

PC

On the loading screen, tap fire to start and then type STRIDER as the cheat code. F10 will exit, F9 for the next level, F5 for five lives for player one, and then F7 to do the same for player two.

LAST NINJA

NES

Do you want invincibility? I said DO YOU WANT INVINCIBILITY? Well alright! All you have to do is go to the password screen and use all H's, except for the fourth to last which should be Ø.

LAST NINJA III

Amiga

Put these level codes on the high score table: Level 1: SUSS; Level 2: IMED; Level 3: URTI; Level 4: BASD; Level 5: NOUS; Level 6: REOD.

LEANDER

Amiga/ST/PC

The entry codes for the second and third levels are ZXFT and LVFT, respectively. So there.

LEATHERNECK

ST/Amiga

While the game is running type CUTHBERTNECK followed by F3 for

immunity from all attacks.

LED STORM

ST/Amiga

Type in DAVID BROADHURST WANTS TO CHEAT! for infy lives. On the Amiga, put an extra space between the second and third words.

LEGEND OF ZELDA

Game Boy

Enter your name as Zelda to access the harder second level. Plus on each level leave one enemy standing, then when you return to that screen that's all you'll face instead of the whole screenful. (You probably knew that already didn't you, Mr Smarty Trousers.)

LEISURE SUIT LARRY 3

PC

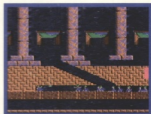
When you're asked your age, enter OVER 25. When the next five questions appear, to verify your answer, press Cntrl-Alt-X and you can choose the fifth level you want to play on.

LEMMINGS

Super Famicom

Lemmings lovers pay attention - passwords ahoy.

	RUN	TRICKY	TAXING	MAYHEM
11	MEKNOTO	EBHTARK	KENAN	AZEMOVO
12	TURKUSK	CEZTAYJ	VOKTE	THEBAP
13	ARKEGT	ADONATT	EMOZJ	UKAYHOD
14	EMATNIN	ADNHSA	HCOMAK	YEZAKK
15	UKAYHAD	TAKKAS	AHRMAGJ	ATGAAR
16	RENGISE	ESONYA	KORNASR	OTOKONO
17	DONALJA	LPWATUD	LEOZLON	OVKISDF



LEMMINGS

Super NES

LEVEL	RUN	TRICKY	TAXING	MAYHEM
ONE	HONJUPR	KORHCO	URHGAN	HSOWUY
TWO	ADREKRO	HCAPKQ	AKRINO	PHATIP
THREE	TERJUBJ	UKRQDE	NARKHWD	JABHRA
FOUR	HASONJR	MKRSQJ	ONAKASD	TITKTAG
FIVE	USAZNO	ATYUJN	OSNEJN	USKARA
SIX	SNEMAT	URAGNO	ASURJON	KAJUJQ
SEVEN	URERUJQ	KOABENA	NEJUKY	NHGETI
EIGHT	KAKUKAK	HNEJON	INAKES	USAGAKA
NINE	IKKZDO	ELKUTAD	NEFQET	NOKHYA
TEN	SOUKANO	UOYSEJ	URAKRA	TUMINES

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LIFE FORCE

NES
Got to move quickly on this one! As soon as the title screen appears, press the following: Up, Up, Down, Down, Left, Right, Left, Right, B, A.

LIFE FORCE

Master System
Grab yourself an extra life on level one by doing this. Just before the big brain there are two cell walls. Shoot through the second of these right at the top and that's when you get the extra life!



LIGHT CORRIDOR

Les Passwords, mes amis: 2602, 3305, 2008, 6811, 3212, 1015, 2819, 0622, 1825, 7328, 9932.

LINE OF FIRE

Amiga/ST
Wanna cheat? Type in OPERATION FERRET and go ahead.

LITTLE MARUKO CHAN'S EXCITING SHOPPING

Mega Drive
Sound test available here by pressing Up and A at the same time on the title screen.

LITTLE NINJA BROTHERS

NES
Use this password to enter at level 34 with lots of different things going on to boot:
44 (diamond shape)GXX(diamond shape)(triangle)KX54
2LFCB+JWR9(triangle)R2GS(triangle)NSY 6W5YHR X.

You can also get to level 50 with this snappy little number:
(triangle)KTPQO HNDPPK(diamond shape)HPPB7P(diamond shape)NK(triangle)7NPNB(triangle)Z LPK(triangle)BSQQ.

LOAN RANGER

NES
A password to glean you an Area Select, \$9,999, 10 sticks of TNT, 50 rounds of standard bullets and the thing that makes them worthwhile having - a gun. 0910-7830-3251-2 is all you need to do, leaving the rest of the spaces blank and using Up and Down to select your desired level.

LOCK 'N' CHASE

If you press A,A,B,B,A,B on the title screen, you stand an extremely good chance of starting on level 7-1.

LOGICAL

Amiga/ST
The last word in passwords. Try BAD DIRECTION, OTHER THINGS, A SIMPLE ON, SHE IS GONE, HER RAINBOW, DA DA DA, ITS LOGICAL. If you want to get into the final construction kit, then type in THE FINAL CUT.

LOST PATROL

Amiga/ST
Fagged out and can't hack no more? Well then, just rest for 50 minutes and your strength and morale will rise by a couple of points while the rest of your men will be restored to 99 per cent.

LOTUS ESPRIT

ST/Amiga
On the Amiga, enter Player One's name as FIELDS OF FIRE (with spaces), and player two's handle as IN A BIG COUNTRY. Same for the ST, but substitute a couple more blistering rock anthems in the shape of ANGEL DARK and HARVEST HOME. If novelty is your bag, then you'll want to be typing in MONSTER and SEVENTEEN, which will put you in control of a vertically-scrolling shoot 'em up.

LOTUS TURBO CHALLENGE II

Amiga
More passwords for the hungry masses. Night: TWILIGHT; Fog: PEA SOUP; Snow: THE SKIDS; Desert: PEACHES; Motorway: LIVERPOOL; Marsh: BAGLEY; Storm: E BOW; Sub Game: DUX. Also DEESIDE and TURPENTINE for the infinite lifers amongst you.

LOW G MAN

NES
Codes a-gogo for you to try: M1CH, FLLF, SCRD, MP45, JPN1, 3100, HV10, LV12,5VLB, 386V, M952, 80MB, SON8, SGJK. Plus the ultimate simple code SHOT for bags and bags of stuff.

THE LUCKY DIME CAPER

Master System
On level two, when the lion leaps onto the platform, jump up into the air and then land on his head. Do it eight times and you are on to the next level. On level five, go past the level full of caskets until you come to



some doors. Go in the second and you should see a pile of boxes. Break them open with your hammer or jump on them and you should find at least three extra lives. You can enter that room as often as you like and stock up on lives. When you're finished, leave by the door on the right.

THE LUCKY DIME CAPER

Game Gear
If you die and the continue screen appears (as it surely will), just press Down and button one at the same time and you should start on the same level with infy lives!



M is for the Mole, the big, tank-tracked corkborer which left Virgil feeling strangely confident and was a 'sight for sore eyes' for the crew of the Crabrawler. M could also be for models, because, believe it or not, the whole series was made using models, except for some dodgy shots of real hands opening drawers and briefcases from time to time.

MAGIC GARDEN

Amiga/ST
Never, ever have more than nine items in your pocket at any one time. (And you'll do well to carry that piece of advice into everyday life.) In the shed there's a key hidden in the drawers. The second time you enter the old tree, you should find a heart. Use it, and more importantly make sure you use it behind the bird table to enable you to fly.



MAGIC POCKETS

ST/Amiga

When you've lost all your lives, simply keep your finger on fire and you'll start the game again, but with the score that you've already accrued. Useful really, because it means that you can build an enormous score up to the point where you become super-powered, ie 100,000 points.

MANCHESTER UNITED

Amiga/ST

Playing a hard computer team? Just press the left mouse button to turn the game into two player mode, making it far too easy. Alternatively, if you're sick to death of winning, hold down Control and Escape to lose by five goals to nil.

MANIAC MANSION

NES

If, for some reason, you wish to blow the entire mansion up before you've even started the game, do this. Into the mansion and up the stairs you go, and then through the steel security door. Look – the wallpaper is in strips. Go to the fifth strip at the left of the door and then look for the keypad. Select USE KEYPAD. When you've done that, a number screen appears along with some odder than odd sounds. Then it all blows up.

MARU'S MISSION

Game Boy

In order to obtain tons of bubbles, go to the first tree stump in the first stage. Shoot continuously at the stump and collect the myriad of bubbles which pop out.

MARVEL LAND

Mega Drive

To get to the end of the level, simply type TRIDENT on the password screen.

MASTER KARATEKA

Game Boy

Instructions in English if you have

MAGIC POCKETS



the honourable Japanese version. Up takes you into running mode or up a block in combat. Down puts you into fighting mode or down a block; Right takes you right; Left takes you, er, left; B mid-kick; A mid-punch; B+Up is a high kick; B+Down is a low kick; A+Up is a high punch; A+Down is a low punch.

MAGICIAN LORD

Neo Geo

Dodging the living ghouls is as easy as pie if you do this. Go to the area wherein they appear and then head down the long ladders. Go back up the ladders until you're outta sight and then come down again and you'll find that the ghouls are gone.

MASTER OF MONSTERS

Mega Drive

Make it fon-keh! Make it fon-keh! Or, alternatively, listen to the sound test on this game by holding down A, B, C and Start. Then if you do the same but on the sound test screen, you may well find yourself transported to the end sequence of the entire game. Hoorah!

MEGA-LO-MANIA

Amiga/ST

To arrive all sweaty at the big battle simply type the password TJLBVSNNIGD. Also, here are some super codes for both the Amiga and the ST.

EP0H MADCAP SCARLET

1	WADDFRMB	0VAFYASWAMC
2	BLEALFRPN	KNKASR0PND
3	MDKALSTRZ	SPKAWOORCA
4	FTALFRPN	00BAGPND
5	MCDALDWRP	00BAGLLPNS
6	N0VPRM0EN	SAB00K0ED
7	0000PH0LP	W00000000
8	M0N0R0000	00000000
9	00000000	00000000

MEGAMAN II

NES

The Quick Man section is made a bit easier by using the time stopper (Flash Man's power) to halt the beams that zap across the screen.

When you reach the last stage, you'll find that keeping to the extreme right of the screen avoids the drips of acid!

MEGAMAN II

Gameboy

Passwords for this extraordinarily popular game. Pay attention, because there's lots of them! Woodman A1, A3, B3, C3, D2, D4. Wood + Metalman A1, A3, B4, C3, D2, D4.



Wood + Metal + Airman A2, A3, B1, B4, C3, D2, D4 + Air + Clashman A2, A3, B1, B4, C3, D1, D2, D4. Magnetman A2, A3, B1, B4, D1, D2, D4 (bottom left transporter). Needleman A2, A3, B1, B4, C1, D1, D4 (bottom right transporter). Topman A1, A2, A3, B4, C3, D1, D4 (top right transporter). Hardman A2, A3, B4, C1, C2, C3, D1 (top left transporter). There is also a way to get full liquid energy – like this! Enter the following code: A1, A3, A4, B3, C1, C2, C3, D1, D3.

MEGA MAN 4

NES

Enter these codes to start the game with extra weapons: Toad: A3, A5, A6, B1, D1, E3; Bright: A1, A3, A5, B2, D1, E3; and Pharaoh: A1, A5, B4, C1, D1, D3.

MENACE

ST/Amiga

Type 'XR3i

TURBONUT-

TERBASTARD'

during the game to create an extraordinary set of circumstances and events.

MERCS

Mega Drive

Think you're too good for this one then, bucko? Here's how to make the whole affair much harder. Go to the original mode then press and hold down A, B and C. Then press Start to begin and everything is just that much harder and faster. But you can then get full energy for all of your players by finding the gold first aid kit, letting the energy level approach maximum, pressing Pause, and selecting another player. Now continue doing this until your entire team is on the maximum energy level.

MERCENARY FORCE

Game Boy

Press select and then hold down buttons A and B, then Up, Down, Left and Right and you'll find your funds are boosted to the tune of \$45,000.

METROID

NES

By simply entering the code JUSTIN BAILEY you not only reach the final stages of the game with 200 plus missiles and six energy boxes, but you are also visited by a woman in a form of skimpy acrobatic swimwear. Oo-er.

MICKY MOUSE

ST/Amiga

When the game is running, type in the mysterious 61315688 and then press F2 to open a sub game, F3 to fight the witch and F4 to obtain the all-important gun.

MICKY MOUSE II

ST/Amiga

All the level codes are here.

1: TIME; 2: TEST; 3: GAME; 4: SHIP;



5: RACE; 6: WORD; 7: SHOP; 8: SIZE; 9: QUIZ; 10: DOLL; 11: DATE; 12: ZOOM; 13: DISK; 14: GOLD; 15: ZERO; 16: FIRE; 17: ROOT; 18: READ; 19: TAPE; 20: UNIT; 21: SONG; 22: TYRE; 23: LOVE; 24: NOTE; 25: JAZZ; 26: HELP; 27: KING; 28: GIFT.

MIDNIGHT RESISTANCE

Mega Drive

When the title screen reveals itself in all its glory, hold down A, B, and C, press Start and then let all the buttons go. Then, whenever the feeling's strong, press Start to pause and use A to skip through the levels.

MIGHT AND MAGIC

Mega Drive

You can have a well worded bar selection of clues and tips to the whereabouts of the things you need

international rescue



to keep this game going, because it's harder than the Hood, and that's saying something.

Co-ordinates ahoj, shipmates! Cleric spells.

Nature's Gate: C3 X1 Y9
Air Transmutation: A1 X8 Y8
Air Encasement: A1 X1 Y14
Frenzy: B4 X8 Y1
Earth Transmutation: E4 X8 Y8
Water Encasement: A4 X1 Y1
Earth Encasement: E4 X14 Y1
Fire Encasement: E1 X14 Y14
Divine Intervention (Druid's point cave) X15 Y14
Holy Word (Face South): C1 X5 Y5
Lloyd's Beacon (Corak's Cave): X7 Y11
Fingers of Death: C1 X1 Y8
Star Burst D1 X5 Y6
Enchant Item (Gem Maker's Cave) X3 Y3
Dancing Sword B2 X15 Y11
Cast Nature's Gate on Day 93 to get a meteor shower. Bob's your uncle.

MOONWALKER

Mega Drive

Catch a falling star and put it in your pocket the easy way by collecting these children first.

2-1: Second floor of Club 30, first window on the right.

2-2: Top level, second car from the right.

2-3: Middle level of car park, first car on the right.

3-2: Second headstone.

Get the star and get turned into Metal Mickey. Plus! Here's a level-select fit to flange your cordwangler.

Plug a pad into port No 2 and turn on the machine. When SEGA appears on the screen, hold Up, Left and Button A on controller two and then press Start. Select a one or two player game. On starting the game you should see a display that says level one, pressing the left and right arrows changes levels.

MOONWALKER

Sega

Level select item on Wacko's extravaganza. Up, Left, A and Start on con-

trol pad two and then a quick jab at Start on panel one and Bob, or rather Michael, is your kindly uncle. Still can't choose level six, though.

MUSHA ALESTE

Mega Drive

To get four power-ups, pause the game and then B, B, C, B, C, B, C, Up, Down and A. For five extra lives, pause the game and then hit Right, Down, Right, Down, Left, Up, Left, Up, B, C, A. Lastly, if you want 20 special weapons, pause the game and then hit Up thrice, Down thrice, Left thrice, Right thrice, C, B, and A. 20 continues can also be got by going Start to pause and entering Up, Up, Up, Down, Left, Left, Left, Left, Right Right C, C, B, A and then Start. Select rounds like this: wait for the Sega logo and then press Reset eleven times, then enter the options menu while holding down Left and Down. The Round List is underneath the Game Level, so choose away

MS PAC MAN

Lynx

Just playing away at a normal game of Ms Pac Man and you need extra lives. Here's what you do. For five extra, while you're playing the normal game, try the following: Press Pause, B, B, B, A, A, Option One, then the same again and then unpause.

For a bit of extra speed, pause the game and then press A, A, B, Option 1, A, A, B and Option 1 again. If you've cheated properly then a lightning bolt appears at the top of the screen next to your score. Now pressing button B allows you to beetle Ms Pac Man around the screen at a high rate of knots. What's more, you can repeat this trick on any of the mazes at any time.

MUSHA

Mega Drive

You can get a grand total of 20 options by pressing Start to pause the game and then making the moves with the following code-type sequence: Up, Up, Up, Down, Down, Down, Left, Left, Left, Right, Right, Right, C, C, B, A and Start.

Having done that, here's the way to select your rounds. Turn on the machine and wait for the SEGA screen to appear, now press Reset. Wait for the SEGA logo to reappear and press reset again. Now do it another nine times. Then let the title screen appear and enter the Options menu while you're holding down Lower Left. Now you ought to see "Round" listed underneath Game

level. Move down to "Round" and use Right or Left to choose them. Plus! To get an extra five lives while you're playing, press Right, Down, Right, Down, Left, Up, Left, Up, B, C, A and then Start.

MYSTERIUM

Game Boy

When the map appears, press A, B, Start and Left at the same time to get a pass key. Drop it in the pool to earn the down level, drop the down level to get the up level and then drop that to get the super-power. Got it?



N is for Nose. Parker's protruberant proboscis played a part in plenty of perilous and perplexing erm... Thunderbirds adventures.

NARC

Amiga/ST

Walk right, kneel down and then shoot the bin until it turns blue. Yeehar - infinite lives will now be yours for the using. MUNICION gives you loads of ammo and BLAST, surprisingly enough, sets off a smart bomb.

NAVY SEALS

Amiga/ST

Type in PSBOYS on the hi-score



table. Now during the game press H to pause and Escape to skip the level. ST owners should try typing - WOZZIE on the hi-score table.

NEBULUS

ST/Amiga

Type HELLOIAMJMP on the title screen, enabling you to jump joyously through the levels by means of those good old function keys F1 to F10.

NEBULUS 2

Amiga

Try these codes ICEHOUSE, LANDARDLOVE or GREENTREES. Also enter HOUSEBLUES when playing on an Up tower or BLUEHOUSE on a Down tower.

NEMESIS

Gameboy/NES

Press Start during play to pause the game and then Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and then watch the Start button again and you'll find that you have all the power-ups at your disposal. Plus, you can access a bonus game by this simple expedient: on level two, near the end, you pass a square looking robot and come across two codas. Shoot the top one first and then the second and then fly through the space at the bottom and you'll find yourself in the bonus game.

NEMESIS

Super NES

Bonus stage ahoj with this neat little tip, me hearties! Pass the cubist robot near the end of level two. There are two codas here, so shoot the one at the top end of the screen and then while it's all going off, fly through the space at the bottom. Well, whaddya know? You're in the bonus game.

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Leeds United
(L) Blue 50's style
(R) White 70's style



(L) Red with white collar + cuffs as
worn by Steve Charlton & Lee
(R) Red with white V-neck as
worn by Duncan Edwards



Celtic

(L) 50's style with embroidered crest
(R) 70's style with central
embroidered crest



Rangers

(L) Blue with RFC + Sun Cup Winners
Cup 72 embroidery
(R) Blue 70's style with RFC logo.



West Ham Utd

(L) Sky with two chest hoops 70's style
(R) Cream + Blue 70's style with
Hammers badge



(L) GFF Blue + white hoops with
embroidered logo
(R) Crystal Palace with diagonal
stripe + seam on odd badge



Middlebrough
(L) 70's style home with white
V-neck + logo (R) 70's style away
with embroidered logo



Ipswich
(L) 50's style Blue + white with
club badge (R) 70's style blue
with club badge



Blackburn Rovers

(L) 50's style short sleeved with
rose logo (R) 70's style long
sleeved with rose logo



(L) Breadal in Yellow with green
collar + cuffs
(R) White with white Red stripe as
worn by John Cruik



(L) Barnsley wide Red + Blue stripes
70's style
(R) Barnsley bright Green with
Red, White-Blue collar and cuffs.



(L) AC Fied + Black stripes
70's style
(R) Black Blue + Black stripes
70's style



(L) Fied Rovers shirt with
CCCP letters on the chest. (R)
Black Rovers graphic as worn by
Lee Yaxton with CCCP on chest

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M142-CD Player Demo (1 Meg)
M144-Flash (Jasen) (2)
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NES PLAY ACTION FOOTBALL

NES
Codes for the final game, in fact Power Bowl Codes.
San Francisco: 0K50AJ7T0H
New York: B04GKVL1L8
Miami: AD1GANSU8T
Chicago: 1062MPCLBM
Denver: PKMOR02G5M
Washington: 0GJHUI1K9
Houston: HOJ1UK1RCL
Los Angeles: HGLGIQ0T10

NEW ZEALAND STORY

ST/Amiga
There are two modes in which you can play this game — one governed by an appalling display of filth, the

(19 times), Right, Right, Left. To grab yourself a bit of extra skill, repeat this while holding down Button B.

NHL HOCKEY

Mega Drive
Passwords for all 22 teams. Ready? Here we go, and I hope you appreciate the time it took me to type this in.
Chicago Blackhawks: H5J3V79RM4ZVHWZP
Calgary Flames: H5L19CY59FPZT22
Pittsburgh Penguins: BN7J3ZSP4601T4R
Toronto Maple Leafs: DHYKFDGB08B40Z5P
Quebec Nordiques: C4228MN44Y4YG39
New York Islanders: HFHYV9X5CJN-WCT9M

Minnesota North Stars: FZ2B48N9HY5MK8W
Los Angeles Kings: GDS4KOGHC1S JL698
Boston Bruins: HFHY7KLTV9V7CFV1
New Jersey Devils: HL7CMPMG5WKZ5J
Edmonton Oilers: BYPPFDL9V CSJL7BC
St Louis Blues: C42358NMFJG3JMK0
Hartford Whalers: FZV795XC2344NSM
Vancouver Canucks: B14J9L0YLTC9LDS
San Jose Sharks: G75X97V90T06MNY
Washington Capitals: FZ6XM7Y7TXMXXKRDG

Winnipeg Jets: HFN855P29WLT-MZSN
Montreal Canadiens: HL61CRJ3NK49PT3K
New York Rangers: B17F8MF0ZG238VF8
Philadelphia Flyers: HTPTRGHGW879VHZP
Detroit Red Wings: FFB1LC1K10YVQV02
PLUS! When the game is over, knock down as many of the opposing players as you can using C for check. If you knock down enough, the losing team will advance to the next round. So don't do it if you win.



other not. First up is a code which goes like this: DRATSABI-WIKNEKUCFREHTOM (we've printed it backwards) and then a vast tirade of filth and degeneracy in the shape of FLUFFY KIWIS (this is the right way round. Oh, and make sure you put the space in). Press DEL and then M, then the code word and then infy kiwis are yours for the taking.

NEW ZEALAND STORY

Mega Drive
First boss, right? Fly straight into the boss on a hover pad (honest, you won't die). Dodge the acid drops and then shoot fast. Second Boss, right? make sure you've got a laser before you get to meet him and then shoot him, shoot him, shoot him. Third boss, right? Same laser gun, shoot the balloon above his head. Smart!

NFL FOOTBALL

Game Boy
Gain extra speed by using this combination when you're on the title screen: Up, Up, Down, Down, Left



NIGHTBREED

Amiga/ST
Type in RISEN FROM THE DEAD for infinite lives.

NIGHTSHIFT

ST/Amiga
Hold onto your hats for the level codes to this Lucasfilm extravaganza. Shift number first followed by the code fruits.
2: Cherry, banana, banana, lemon
3: Banana, cherry, pineapple, plum
7: Cherry, pineapple, lemon, banana
13: Plum, cherry, banana, pineapple
19: Lemon, pineapple, cherry, plum
25: Banana, pineapple, pineapple lemon
30: Cherry, cherry, banana, plum.

NINJA BOY

Gameboy
To carry on with a level even after you have died the death, press A,B and Start just after you've lost your last life.

NINJA GAIDEN

Game Gear
Level codes: 2: NINJA; 3: GIDEN; 4: DRGON; 5: SWORD.

NINJA GAIDEN

NES
Power-ups for the lads. All three codes give you an astounding forward frontal fring. ESTSSI, AOTSS1, EOTSSI.

NINJA WARRIORS

Amiga
During the game, press Caps Lock, type the code and then press Caps Lock again. Codes to try are these: MONTY PYTHON, SKIPPY, A SMALL STEP FOR A MAN, THE TERMINATOR and STEVEN AUSTIN.

NINJA WARRIORS

ST
On this machine, hold down the Alt key while typing in the following

codes, including the spaces: CASABLANCA, THE TERMINATOR, GENESIS OF THE DALEKS, SKIPPY, A SMALL STEP FOR A MAN, EAT TO THE BEAT (with Q to toggle) and for something completely different, MONTY PYTHON.

NITRO

ST
Hold down the letters N, I, T, R, O, to skip a level.



is for Overacting something the Thunderbirds *may* could never be accused of in a million years.

OLYMPIC CHALLENGE

ST/Amiga
If you type HINGSEN.J the function keys will select any event.

OPERATION THUNDERBOLT

ST/Amiga
This is a cheat you have to earn, boys and girls, because you have to get on the elusive old hi-score table to be eligible — and that means scoring in the region of 50,000. Not an easy task in itself, I'm sure you'll agree. Anyway, once you've done that, type your name in as WIGAN NINJA for infinite lives, hit F2 to go to the next level, or SPECCY MODE to do something in that mode.

OH NO! MORE LEMMINGS

Amiga/ST/PC
Lots of passwords. RUDDLICMAAQ,



international rescue



RFLCILEEBK, VFNCCAMUNDN, DIMUVCIIC, IMSTFMCCDI, OUGM-CIMMDH, NKOMWVGDH, NGALTCHEP, GKMVWVJQEM, MSWGM-FCLFE and for the final level STEOIGLEGG.

ONSLAUGHT

Mega Drive

This password starts you off with all of the territories conquered, save for number 10: 0000,0000,00.

OPERATION C

Game Gear

To select any stage at all in this operation, sort yourselves out with this code during the title screen. Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, and Start. A stage number then appears at the bottom of the screen. Simply select the stage your little heart desires and away you go.

ORK

ST/Amiga

In the in-screen computer which forms an integral part of this game, fire into all four corners of the screen. From then on you may press A for Ammo, F for fuel, H for help, Return to take off or land when you feel the need and perhaps another key to replenish your energy. (Don't quote us on that one, though.)

OUTRUN

ST/Amiga

During the game, type in STARION and then the letter S for the next stage, T for the time, B for extended play and X to save the screen in DEGAS format. On the Amiga, type in the words RED BARCHETTA and then T for extended time or G to advance a stage.

OUTRUN

Mega Drive

Baffling but bona fide, type ENDING onto the high score table and you'll see... guess what? The ending. Furthermore, an airship pops up if you set it to hard and manage not to crash before the checkpoint.



P

P is for Pod, those big doohickies that Thunderbird 2 squats upon like a big green, self-satisfied frog.

PACLAND

ST/Amiga

Type AVALON on the title screen for the most infinite selection of livey-poops.

PACLAND

Lynx

An easy way to get ten lives is to type this on the top of the hi-score table. 3Z0NE (oh, and that thing that looks like an 'O', is in fact, a zero). Or you could also try 330 NE.

PACMANIA

NES

These are what we call the 'game genie' codes for Pacmania with an explanation of just what it is that each one does.

SZISZL starts the game from scratch if you jump over a ghost; the strangely perverse AGESEX turns Pacman into a ghost; AGESOP gives you one life and also creates the situation where if you eat a ghost the game starts again, so you can't; AGESEA runs the game at fast

speed and AGESZX means that anything is possible.

PAKING

Amiga/ST

Typing WHAT A NICE CHEAT does the trick here, actually.

PAPERBOY 2

Super Famicom

Go to Route on the player select screen and enter 6479, pressing Right on the pad.

PARODIUS

Game Boy

Push Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A anywhere in the game for extra weapons.

PARODIUS

Super NES

It's not very often you get a game of this quality, let alone one with a bonus round on level three, like what this one has got. You'll find it at the bottom of one of the water beds located towards the bottom of the screen.

PENGO

Game Gear

Hold up and left or right, hold down 1 and 2 and press Start, allowing you to start the game at any level with up to seven Pengos.

PENGUIN WARS

Game Boy

For a stage select, press and hold down Left and button B and then press button A. A number will then miraculously appear in the right-hand corner of the screen. Use UP

and Down to select the round you fancy.

PHANTASY STAR III

Mega Drive

Press Start to pause the game and then B to put the game into slow-mo mode.

PHELIOS

Mega Drive

Get nine continues instead of the usual three with the following hot tip: start the game and when the "Devil in Delos" screen appears swiftly, press C, A, B, A, C, A, B, A.

PILOTWINGS

Super NES

A complete list of codes for this game is as follows. Level number first, then the code, Okay? 2: 985206 3: 394391 4: 520771 5 (Hell): 108048 6: 400718 7: 773224 8: 165411 9: 760357

PIPEDREAM

Game Boy

Level 5: HAHA
Level 9: GRIM
Level 13: REAP
Level 17: SEED
Level 21: GROW
Level 25: TALL
Level 29: YALI

PIPEMANIA

Amiga/ST/PC

Level codes are BALL, BLOB, WILD, DOCK, GRIP, TICK and OOZE. Plus there is a secret bonus of 50,000 if you fill the screen with your pipes. On the PC the codes are as follows: HAHA, GRIN, REAP, SEED, GROW, TALL, YALI.

PITFIGHTER

Amiga/ST/PC

While fighting, type in the word LOBSTERS and then push any number from 1 to 0 to go to the respective level. C takes you to the championship level, and L takes you to the elimination match.

PITMAN

Game Boy

A few passwords to speed you on your way. 5: 119B; 10 2ARW; 15 3LGB; 20 4XVK; 25 67QV; 30 7MFU; 35 8UYG; 40 9LXXF; 45 8BJ7; 50 C75XX; 55 EYK; 60 FN39; 70 JXPM; 75 K6LP;





80 LGHQ; 85 NHTL; 90 PV84; 95 QZ2H; 100 RGIH.

PLATOON

ST/Amiga

Type HAMBURGER HILL on the title screen and then during the game F2 takes you straight to the explosive, F3 to go directly 'as the crow flies' to the bridge, F4 to find the village, and F5 to gain immunity from absolutely everything. Now, watch that head come apart just like a melon!

POPULOUS

ST/Amiga

Codes for the taking for this classic game. 273 IMMEED; 494 WEAVUSPERT; 322 JOSDIEHILL; 166 SWADEPUB; 009 BURWILCON; 999 KILLUSPAL; 412 HAMOGOBOV; 200 EOAMPHT; 132 CALYMAR.

POPULOUS

Super NES

Full power at the flick of only 17 buttons. Press A and then B, now hold Left and then press A and B. Now hold down Left and Right and press A, B and X and then Select. Go to the Swamp icon and press B. If the icon doesn't go anything like a shade of red, you're in.

And here are two passwords: E51D2TSRY: Sillyland N2M4J5B: Bit Plains.

POPULOUS

Mega Drive

And finally, as they say, here are some of the codes for the Mega Drive version of this particularly popular God 'em up. 50: HOBOZJOB 100: CALEOLD 150: BINQUEME 200: EOAMPMET 250: VEROXYO 300: NILOJAZOUT 400: BADMEILL FINAL: WEAVUSPERT.

POPULOUS II

ST/Amiga

Type MUSIC as a special code. Now you get some duff music. Try clicking on the writing around the edge of the game for some special effects. Once you've activated the lightning, hold down the mouse button and then Key 1. Release the mouse button but keep key 1 depressed. Your lightning continues, only now no manna is lost. Also, try some of these passwords: THOMAT, NEIT, WMUP, EMLow, and finally MMUPAB.

THE POWER

Amiga/ST

Powerful passwords: INDIGO, GOODIE, SURFIN, CLOSET and XUZXOX.

POWER BALL

Mega Drive

Use these passwords to play as the Chinese team in the first championship game versus Mexico: PVDCR. For the second championship game against Germany CMOPE; for the semi-final v Canada: BFOOE; for the final against France OADBR.

Also, there are hidden teams (Mexico, Germany, Canada and France) which you can choose to be. To do this, press B, B, C, B, B and C during the original team display. Now press Down to reveal the hidden teams which are under the original eight.

POWERBLADE

NES

Sound tests? What's the point? You may well ask. Well, never mind that, 'cos here's how to get your ears wrapped around one of these little lovelies in this very game. Hold

down Up-Right on pad one and hit Select. Now do Down-Left and Select on control pad two then press Start on pad one. Sound tests? They're great, aren't they? Don't you just love 'em?

POWER STRIKE

Master System

To start this game with ten lives, do this with the joystick: Down, Right, Down, Left, Right, Up, Right and then press button 1 twice on the title screen.

PP HAMMER

Amiga/ST

Level codes a-gogo! WCSEEGHS, AFFUBJEF, BIDSJTFV, CSCGGWAL, SVAJUCBC, DBVBEFT, TVDVBSTB, GEHRBIRF, SHFWRSDW.

PREDATOR 2

Amiga

Pause the game and then type in YOU'RE ONE UGLY MOTHER for infy lives and ammo. But try not to do this while your mother's about.

PRINCE OF PERSIA

Game Boy

Codes for all.

Level 2: 06769075
Level 3: 224613065
Level 4: 99116015
Level 5: 53004005
Level 6: 464308135
Level 8: 43961795
Level 9: 77865785
Level 10: 12463454
Level 11: 36717444
Level 12: 20610574
The End: 87017514

PRINCESS TOMATO IN THE SALAD KINGDOM

NES

Here are some healthy, wholesome level codes for this vegetarian delight. Level number first, code second. 2: GVSNPYJ; 3: VVPB32XJT855Q; 4: 683QFB-DFB-HHN; 5: 1GC8HDJMLPL9K0C; 6: K73%G5%GGFD25FJNX; Level 7: RP15LWVXXYZH-32MD8; 8: MPMSVTWVXXYZH-32MD8; 9: PTH5%BCDFGHSKJ5NK5.

PROBOTECTOR

NES

Increase your lives by a factor of 10 by doodling on the title screen with a swift Up, Up, Down, Down, Left, Right, B, A and then Start and alazakam (!) 30 lives instead of three. Huzzah!

PRO WRESTLING

Master System

Get a 'three count' everytime by simply punching or kicking your opponents down three times without doing anything else.

PSYCHIC WORLD

Game Gear

For a level select and the option to hear all of the sounds you might if you reach the end of the game, hold down Left and Up and then buttons 1 and 2 all at the same time during the title screen and then push Start.

PSYCHO FOX

Master System

There's a warp at the top of the lower, sunny grounds. Choose a tube and as you go down you appear on, how shall we put it, a 'certain' level.



PUFFY'S SAGA

ST

An extremely simple tip, this - no doubt for extremely simple reasons. Press F's 5 and 6 simultaneously to go to level 7 and UNDO to get all the way to level 9.

PUNCHOUT

NES

Energy is a precious commodity in the world of games, so get more by repeatedly pressing Select between rounds.

Oh, and just to show that we're not horrid, like that lot that tried to imitate International Rescue in Episode 5, here are some codes, too: 777 807 3453, 237 110 7868, 005 737 5423, 647 993 3534.

PUTT AND PUTTER GOLF

Game Gear

During the intro, or on the title screen, hold down button 2 and then press Start. You not only get a sound test, but you are also now in the mode where you can configure to

international rescue

your heart's content. Here are the codes to help you along on your merry way:

BKDKN, PKLLA, NKJLE, FKMLF, YAZBR, OBNAR, DLGKC, BCJJK, FLMKF, HLPKD, HKJKK, FKPKD, FLDKD, FLDKG, PUTT.

PUZZNIC

NES

Passwords make games easier somehow. I don't know why, but they do! Try these:

Level 2-1: 9C5B-

Level 3-1: FICW

Level 4-1: FMW3

Level 5-1: LCBB

Level 6-1: T3W

Level 7-1: TML3

Level 8-1: WC7B

Level 12-7: ZFC7

Lastly, to solve Level 8-2 in Gravnix press the following sequence of keys: D, L, U, R, D, R, U, L, D.



QUARTET

SEGA

To begin the game with a significantly wider shot, press the pause button a mere 14 times while the title screen is showing.

QUICK

Lynx

Codes for the taking. 25 IJMH; 20 IFLGLF; 75 IFMOJA; 100 IFOBAM 125 BGFHIA; 150 IFBAID; 175 IFCK-AM; 200 IFCAF; 225 IFGEAF; 250 IFHMLG; 256 BFBFLM.



Q is for Quick—something the Thunderbirds crew have to be to save precious, puppy lives every week.

QUACKSHOT

Mega Drive

Unlimited lives, apparently, by following these simple steps. Climb the mast in the elevator and collect the bags of money. Up top, walk to the right. Follow the rope path in a downward direction and pick up the extra life you'll find lying there. Repeat when necessary.



R is for Race against time, the vital ingredient in absolutely anything involving any of the Thunderbirds, ever.

RAD RACER

NES

Press Start on the car selection screen and look at the speedo. Pressing B at this point then adds two coloured squares to the speedometer and every time you hit the buttons you get another couple of squares.

RAINBOW ISLAND

Amiga/ST

Type in the following codes on the title screen for the following effects.

BLRBJSB: fast feet. RJSBJSBR: double rainbow. SSSLLRRS: fast rainbows. BJBJSBRJ: second hint. LJK-SKBL: second hint. LBSJRWL: continue all rounds. SJBLRJSR: slows the meemies down.

For infinite lives, choose three credits, hold down the QWERTY keys and press your joystick button. When the game loads, you should have infinite lives.

RAINBOW ISLAND

Mega Drive

On the title screen, press Up, B, Down, Left, C, A, A, and B to start off with 'speed shoes' and 'double rainbows'.

RAINBOW III

ST/Amiga

Type in the word RENEGADE on the hi-score table and then press 1, 2 or 3 for the appropriate levels.

RAMPAGE

Master System

Go that bit further by pressing both buttons at the Game Over stage, that way you get three continues from the last level you were playing.

RAMPAGE

Lynx

For a level select option which allows you to select any of the 61 cities in the game, simply cheat like this. Go to the character selection screen and, before you actually select who you're going to be, press pause. Now unpress the game and select your geezer as normal. When the newspaper headline appears on your screen, Press Option 1 and move the control pad in any direction. Now you are able to choose the city that you feel you need to destroy.

RASTAN SAGA

Master System

Reset the console and then press buttons 1 and 2 and then the down and left diagonal. A blue (rather than orange) logo tells you that you are the possessor of infinite continues.

RB2

Amiga/ST

Stand in the very top corner while batting and it's possible to hit the ball out of the stadium. Also, when your opponent reaches third base, keep the joystick held left, hold down Shift and press Fire. The player should now be hit out.

RESCUE RANGERS

NES

Some tips to get you through this platform-based thriller—well, halfway through anyway. To defeat the cleaning machine boss, run for the red ball and then pick it up. Make your way swiftly over to the right-hand side of the screen. When the lightning appears, leap over it and run to the middle of the game screen and shoot the red ball up to the green ball on the machine. The machine now flashes. Dodge the falling ball and run to the right of the screen. Repeat.

A similarly involved action defeats The Owl. Get the red ball and dodge The Owl's feathers. Wait until he reappears and then throw the ball at him. Dodge the ball as it plummets downward and repeat.

For the UFO, avoid the little green men and collect the ball. When the UFO is above you, press Up and B to hit it—keep going in this vein to defeat it. There's a bonus game too. The best way to deal with this is to start getting boxes from the left of the screen, then you can get the extra life from the top box.

STAY TUNED TO ZERO FOR ANOTHER THRILLING INSTALLMENT OF THE INTERNATIONAL RESCUE TIPBUSTERS SPECIAL NEXT MONTH...

When Larry met Danny

Leisure Suit Larry's a popular guy - with players if not with the girls. DANIEL HERRICK of NEW MALDEN is playing the third in the series, and says he's stuck in the forest and can't find Larry. Yikes! Something tells me you mean the section of the game when you become Passionate Patti. Clever of me to work that out, huh? In fact you don't need to find Larry in the Bamboo Forest. It doesn't matter which way you go, but when you reach the third stage of dehydration (and not before!) drink the bottle of water.

ROB BUCHANAN of BROMLEY says he hasn't started Larry 3 yet, but can he have some tips for it. Here's one: Go away and stop bothering me until you've at least started.

Fungus-faced oracle MIKE GERRARD is on the case again with more solutions to your adventure misadventures. Write to him with your probs and he'll

pull some aid from his bulging files. Or why not share your own tips? Send letters - hopeful or helpful - to Mike 'The Main Adventure Man' Gerrard, ZERO, Dennis Publishing, 19 Bolsover St, London W1P 7JH.

Adventure tip bits

Let's France

KEN GREEN from CHESHIRE is stuck in a French adventure called Fascination, and he's keen to get on, as he wants to find all the naughty French bits. That's not what he said, but he can't fool me. However, he's stuck on the very first screen, where he can't find the correct combination to open the briefcase.

If anyone can help Ken get his hands on those French combinations, please write to Ken Green, 85 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Send me a solution too, as it's not a game that's in my files, or indeed the files of various solution services I checked with. Not even Corish has heard of it.

Other geps in my files...sorry, files, at the moment are for Captive and The Blog, so if anyone can help, kindly clue me in.



Spell of female



"Please help, I'm stuck," says VERNA HARRIS of BROMLEY. Okay, don't panic, Verna. I'll just grasp you round the... (slap!) Oops, sorry.

Back to reality. "Spellcasting 201 is my first adventure, and I can't get past the first serious hurdle. Those damned students keep kicking me out just because I can't stick the moustache to the statue. I wouldn't mind, but it's got more oil on it than a Swedish masseur. There must be a diamond somewhere to cut the unbreakable glass case in the janitor's closet which holds the spell for cleaning the oil off the statue... but where?"

Explaining how to stick the moustache to the statue isn't that easy, because that's the aim of that bit of the game and it depends on what you've done already.

However, getting rid of the oil does mean cutting the glass, which in turn means getting the diamond, which means getting into the Appliance... and I don't know how far you've got with that.

Basically, attach everything you can to it, press both buttons. Go in, turn the power dial to 1 and the coloured dial to white. Pull the lever. Go out, then back in again and Get the diamond.

And have you FRIMPed the doughnut?



Obviously a member of Z2 Top or a spell-casting type bod

Humungous help

It's the biggest one I've ever seen in my life - it's humungous! Yep, it's a large book alright, with 800 pages of hints, tips, cheats and pokes for over 1,000 games. It's Corish's Computer Games Guide, published by Kuma (0734-844335) at £14.95.

It includes tips and solutions to over 200 adventures, such as most of the Sierra, Magnetic Scrolls and Infocom titles, Dungeon Master, Sim City, Pool Of Radiance, Indiana Jones, Cruise For A Corpse, Elvira and even releases as recent as Oh No! More Lemmings!, Monkey Island 2 and Larry 5.

Most help is in the form of walk-through solutions - which I'm not so keen on - but there are better ones which list objects and their uses, and offer help on specific problems.

CRAZY CARS III

AMIGA

Despite the fact that he's more of a Carlos Fandango than a boy racer, we let **MICHAEL HORSHAM** take **CRAZY CARS III** from Palace out for a joyride.

● Titus Software's *Crazy Cars III* offers a slightly different view of the joys of motoring, mainly because it's about 20 cars doing battle in a series of illegal road races across America, and one of the racers is you!

I don't know about you, but I think driving sims are weird boggars really, all the ones you know and love, like *Lotus Turbo*, *Jaguar*, and even the venerable *Outrun*, have little to do with driving your actual cars. They've got a lot more to do

with going very very fast on a super-scrolling screen and bashing things up. (A bit like the M25 really, only a tad safer.)

Crazy Cars III skillfully mixes elements of bona fide car racing games like MicroProse's *Formula One Grand Prix* with the flashier, supercar-oriented, outlaw style of, say, *Outrun*. The result is a fast-moving game with bags of features where you need to develop your driving skills quickly if you stand a chance of getting anywhere (or even staying on the road, for that matter). All of which begs the question: "what's it like, then?"

LOOK OUT! IT'S A CACTUS

● Races are set in different locations all across the US of A, and the whole game benefits from some pretty smart backgrounds of cities and pretty countryside. But you shouldn't be looking at the scenery, not when the bruisers in the cruisers (the po-lice to you, boy) are out to get you.

The desert setting is a suitably hot-looking, water-free zone, as deserts generally tend to be. Another good thing about the race settings is that the weather conditions actually affect the driving. In the snow, for example, the road is slippery and icy - a good deal of concentration and careful gear selection is needed just to keep going.

The screen also presents your speed, gear selection and race position throughout the race, flashing up the ugly mugs of your opponents, the police and whoever else you manage to pass on the way.

LOOK OUT! IT'S A JOYSTICK

● Everything centres around the joystick, driving-wise. Gear changes can be toggled between automatic and manual (manual is by far the hardest), then it's pull back to brake (the brake lights come on), hit fire to accelerate, and right and left to steer. With a few goes on the training mode, driving isn't that difficult (he lied) and after a few races

you'll be slinging your bright red car around like nobody's business. (Watch out for the weather conditions though.)



LOOK OUT! IT'S THE RIVAL DRIVERS

● Tension is added to the whole racing thing by the addition of 'bets on the side' between you and a few of the other 19 drivers involved in the race. They have names like Kaled, Stozz, Hagar, Clint and Kurt, which tends to suggest that none of them would order a Babycham and then try to pretend it comes trendy or 'hard' in any way. Betting with this collection of potential axe-murderers is one of the more expensive races in places like San Francisco and Spokane (coincidentally, the birthplace of ancient, dead crooner Bing Crosby).



LOOK OUT! IT'S THE SHOP

● A nice touch this, the garage and shop provide the option to either repair your car after the damage sustained in the races, or you can buy various add-ons, like a 5-speed gear box or a turbo charger. (Providing, of course, you've got the dosh.)

LOOK OUT! IT'S A TRUCK

● Muster \$5,000 and you have the option of buying a pass into the Division Challenge. It's a time challenge, made ever so slightly difficult by the huge trucks which insist on forcing you off the road and driving straight at you should you stray into their path.



LOOK OUT! IT'S THE POLICE

● Each race setting you choose comes complete with its resident police force, who are either hot on catching speeding, illegal road-racers, or, to put it bluntly, they couldn't give a collective toss. In practice though, the simple act of flashing past a couple of 'smokey bears' above the local speed limit soon gets the blighters on your tail, complete with flashing lights and wailing sirens. What's more, they'll try and force you off the road. If you're good though, you can outrun 'em. Yeeehaaaaar!!!!



LOOK OUT! IT'S THE SUMMARY

● *Crazy Cars III* is a bit good, actually. If you can master the basic driving skills, the world is your oyster. Start off on the drier tracks and think tactically about the skill level of the local drivers you'll be up against, and you just might be in with a teensy chance of winning your bets and progressing through the levels. Make no mistake, though - it's no the easy task.

The scenery and the responsiveness of the car to all of the different types of weather - snow, rain and blazing sun - coupled with the tension of gambling and the thrill of the police chase makes sure that the whole package adds up to one of the better driving doofers on the market.



CRAZY CARS:
Out now from Palace on
Amiga and ST, £25.99

Going batty over *Batman*?
 Mooning over Mel and
 Danny in *Lethal Weapon*?
 Leaving town to avoid *Far
 And Away*? RICHARD
 JAMES looks at the films
 that'll doubtlessly be turn-
 ing as games soon – or in
 some cases, er, NOT!

Whatever you thought of *Batman*, it was certainly more than a movie – it was an event! And now he's back, in the imaginatively-named *Batman Returns*. And what's more, not only does this one have a plot, it features Catwoman Michelle Pfeiffer in a sexy leather catsuit, wielding a whip. Berlimey!

With the Joker consigned to whoever failed Supervillains go to recharge their powers, *Batman Returns* pits the Caped Crusader against a trio of evils – Catwoman (Pfeiffer), the Penguin, played by a ghastly-looking Danny DeVito, and corrupt businessman Max Schreck (played by mean-faced



Directed by
 Tim Burton.
 Starring Michael Keaton,
 Michelle Pfeiffer,
 Danny DeVito.

BATMAN RETURNS

King Of New York Christopher Walken). The Penguin's running for the post of Mayor of Gotham City and teams up with the feline one to destroy Batman. Mean-while, our friend and yours Bruce Wayne starts a relationship with a sultry cat-like lady who doesn't like to talk about what she gets up to at nights... "He's tortured by his duality, and she's tortured by her duality too," says producer Denise Di Novi.

Director Tim Burton plans to be editing the film right up to its

release, and it's certainly a better movie than the original, though it's unlikely that it'll top the \$250,000,000 gross of its predecessor. The Batsuit has been remodelled with an armoured look based on '30s Art Deco machinery, and the Dark Knight has some new toys, including a Batskiboat, some Batdiscs and a Batmissile. And Pfeiffer, who studied kick-boxing, martial-arts, yoga and weightlifting for the role, sports a skin-tight home-made-looking catsuit that gradually gets ripped to shreds as the film progresses. "She became a whip-master," says Di Novi of Pfeiffer, "she can do tricks you can't believe. She can do a figure of eight with a whip and wrap it round her body!" And you thought she was sexy dancing on a baby grand in *The Fabulous Baker Boys*...

Burton also put a lot of thought into remodelling the character of

the Penguin: "He was just some fat guy in a top hat and a tuxedo, it didn't make sense,"

he says of the comic-book villain. De Vito plays him as a freak with webbed hands who was

abandoned by his parents and raised by penguins in the Gotham City sewers. Sporting a black velvet robe and a whitened-up face, he looks positively sick. His hair comes complete with some 50 penguins – live ones, mechanical ones, puppet ones, people-in-penguin-suit ones – and he has a gang of Victorian Circus-style freaks at his disposal. Joker Jack stole the show in *Batman* but he's certainly out-hooded by this duo of Supervillains.

Batman was shot in the UK at Pinewood, but *Returns* was made entirely in LA, on Christmas-style sets. One missing character is brilliant production designer Anton Furut, responsible for that somber, gothic Gotham City look, another is the character of Robin, who was cut from the script. Speaking before the



release, director Burton said that the film was "Kind of comedy. But... at this point I'll laugh at anything. Or start crying."

THE GAME: Konami has got the licence for the ST and Amiga, November; NES, Super NES and Game Boy to follow; Sega will be producing for the Master System, Mega Drive and Game Gear; Atari for the Lynx.

PICTURE THIS

ALIENS 3

Directed by David Fincher
Starring Sigourney Weaver
Ridley Scott's *Alien* was good, but the sequel *Aliens*, directed by Terminator man James Cameron, was better. And word out on *Aliens 3* is that it's equally fine, but different. In a nutshell, our hardy heroine Ripley (Sigourney Weaver)

crash-lands on prison planet Fiorina 161 where the Universe's naughtiest boys lead a monastic life mining away at the ore. As it's a totally male community, Ripley herself is made to feel like an alien, and she has difficulty convincing the planet's inhabitants that there are some nasty creatures on the loose.

Furthermore the planet lacks the super-hi-tech weaponry she used to previously vanquish her foes. And as Fiorina 161 is infested with lice, she has to shave her head, Sinsad-style. What a drag!

It's also the *Alien* film where Ripley gets a love scene. "It's nice to have a romantic scene," says

Weaver, "we get to see her as a woman." Another emotional sequence is when she has to carry out an autopsy on the dead Newt, the child she adopted in *Aliens*, to make sure that the alien is not concealed inside her. But never fear, action-lovers, there's still the usual plethora of

special effects on show.

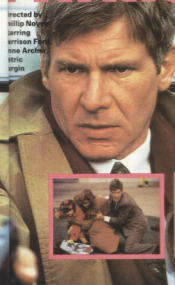
Aliens 3 has so far led a double life. On the one hand it was hell to make and has been called an expensive (\$60,000,000 plus) disaster, on the other, well, some say it's a work of sci-fi genius. "It really stands on its own as a brilliant *Alien* picture, very unusual and very provocative" says Weaver, who's normally rather reserved on such things. And despite the hellish shoot - the plug was at one stage pulled on the production, and the director and the film company really fell out - 20th Century Fox is happy with the result. But first-time director David Fincher claims to have been "brain-damaged" by the whole experience.

THE GAME: Acclaim has the licence. Master System and Mega Drive released September; Amiga and Game Gear, October; NES, February.



LATE NITE

PATRIOT GAMES



When is a sequel not a sequel? When it's *Patriot Games*, the follow-up to *The Hunt For Red October*. There's no Alec Baldwin, no Sean Connery, no Russians, no submarines. But what there is, is Harrison Ford, as former CIA analyst Jack Ryan, and director Philip Noyce, who had audiences on the edge of their seats with the Aussie thriller *Dead Calm*.

As there are no more naughty Russians, the IRA become the bad guys in this I-Spy movie. Ryan (Ford) leaves the CIA and relocates in London, where he witnesses a terrorist attack against a cousin of the Royal Family. Leaping to the rescue, he finds his that he and his family then become IRA targets themselves. Ryan has to make an uneasy deal with CIA, who then supply him with a load of superspy gadgets to track down his aggressors.

Director Noyce has tried to make the film realistic, so the violence is not over the top, and even the IRA terrorists were treated with some sympathy, although it's made clear that their methods are reprehensible. Word out is that Ford's performance is the best reason for seeing the film - a good thing considering Jack Ryan is likely to become the hero of a Bond-style series, with at least one more sequel in the works.

THE GAME: Grand Slam picked up *The Hunt For Red October* license; no word on *Patriot Games* so far.



UNIVERSAL SOLDIER

Directed by Roland Emmerich
Starring Jean-Claude Van Damme, Dolph Lundgren

Action hunk Dolph Lundgren and Jean-Claude Van Damme kill each other in Vietnam, and are then rebuilt Robo-style to try to kill each other again. Lundgren plays the baddie and spends most of the movie chasing Van Damme around with an assortment of heavy machinery. Sounds dire? Yes probably, but legions of action fans won't care even if it's dreadful.

THE GAME: Accolade; Super NES early next year; Game Boy, November.





Directed by Ron Howard
Starring Tom Cruise, Nicole Kidman

Americans have always had a fascination with Ireland, probably because so many left the Emerald Isle to start a new life over the waters. Which, spookily, is what this film is about. It's 1890 in Ireland, and footman Joe Donnelly (Tom Cruise) sets out to avenge the death of his father at the hands of his landlord. But when the gun misfires, the landlord's daughter Shannon (Cruise's real-life wife Nicole Kidman) goes at him with a pitchfork, and he winds up being nursed by her with nothing but a pot covering his naughty bits. After this, perhaps unsurprisingly, the footman and the landlord's daughter decide to set sail for a new life in the Americas. All together now: it must be love.

Romantics at heart will love this one, although the film only really takes off when the love-struck duo cross the pond to reach



THE GAME: Well, probably not, actually.

the U.S. Director Ron Howard, by the way, used to be Richie Cunningham in TV's *Happy Days* before finding success as a director of movies like *Cocoon* and *Backdraft*.

HONEY I BLEW UP THE KID

Directed by Randal Kleiser
Starring Rick Moranis, Marcia Strassman

Disney's *Honey I Shrunk The Kids* - the only movie to dare to open the same week as *Batman* in the US - was a surprise hit, raking in a \$120,000,000 profit. Now nerdy inventor Rick Moranis is back, and guess what? He turns one of his kids into a giant!

This time the Szalinski family has moved to Nevada, where Wayne (Moranis) is working on an expanding ray. Unfortunately he accidentally sprays youngster Adam with



some blue-green goo that makes him grow whenever he is exposed to electromagnetic radiation. Wayne tries to retrieve his original shrinking ray, but by then the kid is towering over Las Vegas...

The animation that was such a crucial part in the original's success (remember the giant ant?) is likely to be matched by the special effects of the sequel, with some new techniques playing a part in bringing the towering toddler to life. But the greatest challenge was working with the two toddlers who were used to play the giant sized baby: "You never know what a baby is going to do," laments scriptwriter Thom Eberhardt. Even worse, the babies learnt how to be stumpy, Hollywood star-style. "They learned phrases like 'I want to go to my trailer,'" says director Kleiser.

THE GAME: No news on this one as yet.



LETHAL WEAPON 3

Directed by Richard Donner
Starring Mel Gibson, Danny Glover

The dynamic duo are back! Everybody's favourite pair of crimebusters return to fight another day - and we don't mean Batman and Robin. After taking on naughty south Africans in *Lethal Weapon 2*, Gibson and Glover - that's Riggs and Murtaugh to you - once again take on crime and Joe Pesci, who's now moved into corrupt property dealings. Poor old Murtaugh; when Riggs meets a female cop on the streets, his plans for an early retirement bite the bullet.

Ronne Russo joins the buddy-boys team as the female cop: "She's a female Riggs - there's no argument about who owns the pants: they both wear them," says director Donner. *Hoods*, you have been warned.

THE GAME: Licensed to Ocean. No release date as yet, but towards the end of the year likely.



THE REST: *Encino Man*, about two valley guys who find a prehistoric dude while excavating a pool, is tipped to be the next *Wayne's World*... not!... Madonna has a supporting role in the baseball movie *A League Of Their Own*... Eddie Murphy falls for Robin Givens (hot stuff from *Rage In Harlem*) in *Boomerang*... and she rejects him!... *Twin Peaks: Fire Walk With Me* shows what led Laura Palmer down the path to self destruction... if anyone's still interested... The cartoon Basinger movie *Cool World* - it has a cartoon Kim called Holly Wood - has been licensed to Ocean. The game will be out on Amiga, ST and PC in November, and Super NES same time next year.



Should we give up?



Last year, people were tortured and physically abused by nearly 100 UN member states.

Left to themselves, governments will go on imprisoning, torturing and killing and other governments will go on turning a blind eye.

Only one power is strong enough to say to the world's leaders, 'I will no longer allow this to happen.' That power is public opinion.

If you think torture and killing is wrong and yet stay silent, we may as well give up. The strongest voice on earth belongs to you. Use it. Join us.

I wish to be a member of Amnesty International. I enclose £15 Individual
£20 Family £6 OAP £6 Student, Under 18, Claimant I wish to donate
£250 £100 £50 £25 £10 Other I enter my Access, Visa,
Mastercard No. Card expiry date

Signed _____ If paying by credit card
you should give the address where you receive your credit card bill.

Mr/Ms _____

Address _____

Postcode _____

To: Amnesty International British Section, FREEPOST, London EC1B 1HE.

AMNESTY INTERNATIONAL

Kitting him out with a tutu and a pig mask (in the absence of a proper flying jacket, helmet and goggles) we sent MICHAEL HORSHAM to the Gulf in MicroProse's mouse 'n' keyboard operated MEGAFORTRESS to 'take out' some troublesome installations.



MEGAFORTRESS

THE WINDSCREEN WIPERS OF DEATH

A TRUE STORY OF HEROISM



Picture the scene: the night wind blows across the desert sands under a sky strewn with stars like quicksilver carelessly cast upon a velvet blanket of deepest blue. All is silent – the desert sleeps. Then, without warning, winged death thunders overhead in the shape of the Megafortress. Unfortunately, the pilot hasn't yet worked out how to refuel in mid-air and the only switch he can make sense of in his cockpit is the one controlling the windscreen wipers. Bedouins and soldiers cower in terror as the wipers sweep viciously across the glass. "Flee!" they cry, "Flee!"

Feeling ever so slightly silly, the pilot turns and heads for home, secure in the knowledge that his motherland is avenged and mothers and children back home in the USA can sleep soundly in their beds, thanks to the windscreen wipers of death.

MEGAFORTRESS: out now from Mindscape on Amiga, £34.99

DUMPING YOUR LOAD

Ordinance, lads – and loads of it! (That's 'bombs' to you, sonny.) Missiles and weapons of death, fear and destruction. Before you can dump your load over the unsuspecting citizens of a middle eastern state, you have to fuel-up and load them into the various bomb bays and tubes on your converted B-52 while it's in the hanger back at base. The weapons you choose also have to match the requirements of the mission you've selected (in other words, runway bombs are good for bombing runways and cruise missiles are good for cruise missile-ing radar sites and other targets).

Dropping these explosives on your targets or firing them at incoming MIGs or missiles is an operation using the mouse

and the 'onboard camera' (which gives the radar the target to track and then lock onto).

Launching is entertaining stuff, as a camera in the nose of the missile can be selected to give a cosy view of impending death and destruction as your mechanical nemesis streaks towards its victim.



Apparently, they went to a nice little restaurant and then onto a club and didn't get in until half past nine that night.



FLYING THIS BABY

The job of flying your specially adapted B-52, which has a low radar profile and big wings, is mostly performed from the navigator's position. With the aid of Short-Term Waypoint Setting and a nifty Terrain Avoidance System, the auto-pilot should fly you straight to the heart of your mission.

MicroProse's ace flight sim was a bit of a world beater on the PC, and now the Amiga version brings the thrills and spills of bombing and maiming to the 1Meg Amiga. It's worth remembering that unless you've got a double disk drive or a hard disk to load the game into, your missions will be constantly interrupted by a whole mess of irritating disk-swapping. But if you have the necessary hardware and the patience to learn all the controls, Megafortress is a cracking flight 'n' fight sim – full of detail, atmosphere and things to do, right from take-off to precision bombing to landing back at base.



Lemmings

PATRICK MCCARTHY loves small furry animals. (Quite regularly, as a matter of fact.) We gave him **LEMMINGS** to review on the Super NES, on the proviso that he didn't 'get involved' with any of them.



Contemplation Time

Do you ever sit back late at night, when the world is quiet and the stars are playing peek-a-boo among the fluffy darkling clouds, and think to yourself how different the world would be if

you had even the tiniest smidgeon of talent? And then do you think "Gosh, but it wouldn't matter that I had no talent if I had a close relative who worked for the BBC - look at Lix Kershaw." And when you realise that you're not particularly talented, have no relatives, and in fact you're thick as pigshit, do you get all disheartened and want to throw yourself off a cliff? Well, now you know how lemmings feel.

They're the Paul Daniels of the rodent world: undersized, totally unlovable and very, very sad. Have you ever heard anyone say: "Oh, the poor, sweet things" the first time they hear about the lemming's in-built urge to throw itself over a vertical drop? No - they laugh. Everyone laughs. It's like the first time you notice Jeremy Beadle's right hand. You can't help but laugh. So it was pretty odd when the game first appeared - you're actually supposed to save the little divvils. Weird or what?

Climber:

Select this icon and then click on a lemming and he will climb vertically as soon as he comes to an obstacle. Maintains superb grip by washing his hands and feet in lemming we every night.

Floater:

Give a lemming an umbrella and he won't do anything so mundane as use it to deflect persistent drizzle. He'll jump off a cliff and put it up halfway down, Mary Poppins-style, thus avoiding a spectacular and messy death.

Bomber:

This chap's a walking time-bomb - he blows up, taking much of his surroundings with him. A warning to tense overachiever-types everywhere.

Blocker:

This little tinker stops everybody getting past them, rather like a miniature bouncer, except without throwing people through plate glass windows. He usually ends up as a bombere once you've finished with him.



Lemming that does nothing to help the game but we could have done with:



Farter:

Stands still and breaks wind very loudly indeed. Other lemmings all run away, holding their noses. Very useful for clearing hazardous areas.

Builder:

Builds bridges to help his comrades cross otherwise insurmountable gaps. Only does it for a while, though, before walking off the end of the bridge. You have to keep an eye on him.

Basher:

The raving lunatic (or 'small minority who spoils it for everyone else') of the lemming world. He smashes his way horizontally through any obstacles foolish enough to be in the same postal district.

Miner:

You probably don't remember miners in real life. A miner used to be someone who worked in a mine. In Lemmings, the miner digs diagonally downwards, and doesn't stop until it gets to the bottom of the screen.

Digger:

Digs vertically downwards at an alarming rate, with the same dedication displayed by the miners.

What It's All About

1. Mongs Only

This bit is for mongs only, because I don't see how anyone can have lived long enough to be able to read and still not have heard of *Lemmings*. If you haven't, you're obviously a mong. I'll do the next bit in very short sentences just for you. You get these lemmings. They get dropped from a hatch. They just walk. They fall over the edge of gaps and things. You have to get them safely to an exit point.

2. Everyone Else

I've had enough of pandering to those intellectual dwarves. There are literally hundreds of levels, and four levels of difficulty. Each screen produces a new problem, and requires different lemming skills to overcome it. You only have certain combinations of lemmings available, and there's a time limit, a variable release rate and a set percentage of lemmings you have to save.

In the fab two-player game it's manic action all the way, with your opponent interfering with your lemmings willy-nilly. (Co-ol! Ed.)

Controlling Lemmings

I wasn't sure how easy it would be to control the game without a mouse, but it works very well with the control pad. There's no zipping back and forth between icons and lemmings, because you use the X and Y buttons to cycle between icons, which makes everything a lot easier. You can get a mouse for the Super NES now anyway, but now that I've used the joypad I almost prefer it.

There's Lovely

Lemmings was, is, and always will be a genuinely classic game, with an addictiveness and playability that few others can match. It was completely original when it first appeared, and has inspired countless attempts to copy its style of gameplay. This is an outstanding conversation. Great graphics, great animation, great Mantovani music, great gameplay, addictive as hell... what more could you want from a game?

Ripart from the facility to fraudulently get \$4,000 into your bank account, of course.



A-TRAIN



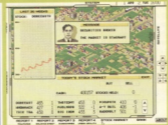
Strangely enough, Maxis' new plan 'em up, A-TRAIN, is one of those games for which the term 'trainspotter' could

have been invented. Stranger still, MICHAEL HORSHAM is the kind of person for whom the term 'train-spotter' induces red mist before the eyes and a wailing and gnashing of teeth. What would the self-styled leader of the British Anti-Anorak League make of this gricer's^a delight?



LEAVES ON THE TRACK

The aim of the game is to establish, develop and run a mass transit system based on trains (surprise!) and so aid and abet the economy of the little simulated people who live in the computer. Sounds easy, doesn't it? But when you're actually in there pitching for business it's hard. God! It's hard.

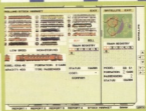


THE WRONG KIND OF SNOW

There are six scenarios to choose from, ranging from a barren landscape with hardly a train on it to a cityscape with a relatively healthy mass-transit system already operating. In each case the graphics are well conceived and executed, with such details as snow in winter, swiftly-changing night and daytime and even a flock of migrating cranes which flies across the screen in early April and October.

VOLES ON THE LINE

This genre is well established now, with a whole load of programs which put the player at the helm of cities, planets and other large organisations. On the whole, the likes of *Sim City* offer snappy, witty and - hey! - even educational games which bowl along and keep you absorbed, interested and entertained all at the same time. If you've played any of those kind of sims, *A-Train* will be a piece of cake - even though it may well be a three-week-old rock bun, wrapped in damp clingfilm and heaving gently on the buffet counter.



Operating these train-infested worlds is simply a matter of calling up the relevant menu from the flags around the edge of the game screen and clicking on the right commands.

After a few hours *A-Training*, it began to seem that running a railway on your own is a bit like playing three trumpets and tap-dancing while juggling jelly and running up some new curtains for the front parlour. And I should know - I've tried it.

There's so much to take care of in the awesomely-detailed world of *A-Train*. Not only do you get spreadsheets and accounting details, but also the opportunity to monitor each and every one of your trains while you decide whether to build an amusement park, construct a ski resort, lay track, buy superfast Shinkansen bullet trains or try making money by trading on the stock market. Because it's a bit of an adult game, the potential for boredom is high, but strangely enough I found the combination of detailed animation and the juggling of corporate finance a bit compulsive. So I'm going to see someone to get some help.

A Psychologist Writes

Repeated playing could lead to a fascination with figures and trains, resulting in a condition we psychologists call Trainage. Symptoms include compulsive staring at the screen in early April and October.

A-TRAIN:
out at the end of August from Maxis on PC, £39.99

289 75

82

80 70

CHARMABLE PLAYABILITY

STUNNINGLY BRINGS

^aGricer = one who is abnormally attracted to public transport and its workings.

win!

win!

win!

CALL 0839 121150

Long ago, in a forest deep and dark, there lived a race of small, hairy things called Hobbits. You could often find them at dawn or when the dusk crept across the land. The Hobbits lived in underground burrows, in peace and harmony with nature. But they inhabited a land of Wizards and Goblins who were in search of the powerful, mystical rings which lay somewhere beyond the misty mountains... we think.

Anyway, here's your chance to check out if all of the above is true by entering a truly spilling compo, with prizes donated by the fabulous Interplay - the people behind *Lord Of The Rings* Volumes 1 and 2.

Simply ring the telephone number, left, and listen to the recorded message. Then, when it's over, state the letter corresponding to the correct answer for each question.

Don't forget to give your address and the format of game you require, in case you win.

QUESTIONS

1 Who wrote *The Lord Of The Rings*?

- A) JR Ewing.
- B) JR Hartley.
- D) JRR Tolkien.

2 What is *The Hobbit*?

- A) Something nasty that you might find lurking in your underpants.
- B) The name of a famous fantasy novel.
- C) An electrical appliance for converting a coffee table into a cooker.

3 What is Interplay?

- A) The EA-affiliated software company responsible for publishing *The Lord Of The Rings* Volume 1 and II
- B) The fun bit in between lessons at school.
- C) Something to do with rumpy-pumpy.



Interplay have kindly donated the following to enter all Hobbit lovers into entering this fab compo. What's more, Hobbit lovers, all information is confidential and will not be passed on to the authorities.

Three exclusive and available in the shops-style prints by famed West Country artist Alan Lee: *the of Eavesies, The Mabinogion, Merlin Dreams and Erik The Viking Famed!* This, we should add, is a pretty spesh prize, because there'll only ever be 75 of these beautiful prints in the whole world ever, so there! (Past! Might be worth a few bob in the future too, knowwaraman?)

Two copies of the special, ultra-collectible *Centenary* edition of the book *Lord Of The Rings* by JRR Tolkien published by Harper Collins.

Five copies of *Lord Of The Rings* Vol 1 for the Amiga or PC.

WIN! 15 COPIES OF THE LORD OF THE RINGS VOL 1 GAME

WIN! THREE LIMITED EDITION LORD OF THE RINGS PRINTS!

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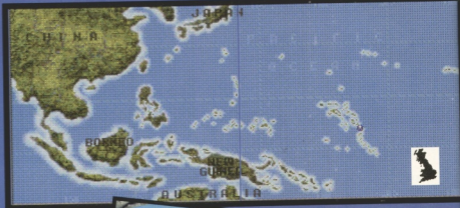
- Anyone who has anything to do with Interplay, EA, Lucas Publishing or Hobbits in real life is barred from entering this competition.
- The EA's decision is final, because she has the dark powers of wizardry at her disposal.
- Make sure you have the bill-payer's permission before you ring. Calls in the compo lines cost 30p per minute cheap rate and 45p per minute at all other times.
- Entries phased through after September 30th will be given to arch villain and general bog-eyed underground stonkball, Gollum, to drip over and spot, any poooooooooooooooooooo.

oi, you-

HOBBIT!

Sierra's *Red Baron* on the PC was totally fantastic, while the Amiga version was a pile of old jobbies. Now Sierra has released the follow up. It's called **ACES OF THE PACIFIC**, it uses the same game engine and it promises to be hot stuff. We decided to let ZERO's very own 'hot stuff' review it, er... but he wasn't available, so we plumped for **DUNCAN MACDONALD**.

ACES



KAMIKAZE HANDLING



All the planes in *Aces Of The Pacific* come, as planes do, with their own handling characteristics. The Zeros and Mustangs can be thrown around every which way, while others are not quite so nifty. I don't know about you, but I always thought the P-38 would be rather tasty, but according to the way it responds in this simulation it's about as manoeuvrable as a plate of jelly. P-38 Lightning? P-38 Shitehouse more like - it's almost as if America had its own kamikaze plane.



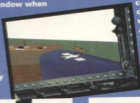
BOGIES ON YOUR TAIL

The graphics are superb - the polygons and the bitmapped bits. Look out of the right or left-hand side of any of the planes, tug on the joystick and you'll see the ailerons wobbling about on the wings. Look out of the rear window when you've got a bogie blazing away on your tail and "ping, ping, ping" - bullet holes in the glass. Look back to the front and there might well be some there as well - and peppered all over the wings, come to that. It's all extremely atmospheric.

STRAFIN' CHERYL BAKER

Rather than go through all the options step by step, I'll say just this: you can make the game as simple or as realistic as you like. (All the way down to whether or not your engine burns out if you over-rev for too long or whether or not you get sun glare.) You can fly for the Americans or the Japanese and can enrol in a full war career. To cut a long story short, *Aces*

contains all the options you'd want. (How about one where you get to strafe Cheryl Baker's house? A Reader.) (Shut up, Ed.)



OF THE

WHICH FLIGHT SIM?



Anyway, *Aces Of The Pacific* is fantastic stuff!

throughout, and I haven't had so much fun since *Chuck Yeager's Air Combat*. But the problem with the PC is that there are several other brilliant flight sims also available for it, which makes the 'which one do I get' decision rather tricky, unless you're so loaded you can afford

to buy them all.

So where does *Aces Of The Pacific* fit into the list? Well, right up near the top, in fact. If you've got a halfway decent PC and you want first-class aerial action set in WWII, you've got to buy *Aces Of The Pacific*. If you've got a crap PC, then buy a better one.

But what's the Amiga version going to be like? You may very probably be an Amiga owner yourself, and you've read this far simply because *Aces* is going to be available for your machine in the not-too-distant future. Well, Sierra stuffed up the PC to Amiga conversion of *Red Baron* so badly it'd be nice to think that they'd learnt their lesson. And they have, or... there aren't any definite plans to produce an Amiga version of *Aces Of The Pacific* at present. Well, Dynamix could have tried to take a leaf out of MicroProse's book and rewrite the whole of the *Aces* code from scratch, rather than just porting it across in a half-arsed fashion, but I guess they decided they just couldn't do it justice. It's probably just as well when you take a look at the running speed of the Amiga *Red Baron* - one frame per year. *Aces* would've ended up with one frame per century.

Er... it's that good.



PEEPEE

The first thing I ought to mention about *Aces Of The Pacific* (although it's blindingly obvious and you'll no doubt have guessed by the name), is that it's set in the Pacific during the

second world war. So it's not Tommies versus Krauts over the English Channel, but Yanks versus Japs on the other side of the world (sort of near where coconuts and things come from). The playing area is massive (as you'd expect, given that it's a vast chunk of the Pacific Ocean), but how large exactly? Well, a picture paints a thousand words, so check out the in-game map of the entire area, with an inset map of the UK from an atlas stuck in by us to help you grasp the scenario size. It makes travelling on the train from Birmingham to Hull look a bit pathetic, doesn't it?

WIRED FOR SOUND



Where things start to get even better is when you stick the headphones on or crank up the speaker volume, because with a state of the art sound board hearing is still not quite believing. If

you're in the air alone you hear the realistic drone of your own engines, but as you near other aircraft you can also hear the hum coming from them getting louder as you approach. Same with the cannon fire - if someone's shooting at you from a distance it's rather quiet, but when they're right up your arse it's deafening. In the heat of a battle - be it air-to-air or ground-to-air - you're surrounded by sound.

ACES OF THE PACIFIC:
out now from Sierra
on PC, £39.99



PACIFIC

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PEEPEE

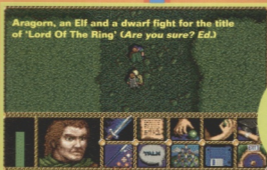
Lord Of The Rings, the story of one American

teenager's attempt to own his own circus, has long been the favourite book of many an emotionally-retarded teenager. We have no truck with those sort, so we gave **THE TWO TOWERS** to **PATRICK MCCARTHY** instead.

RING PIECE

JRR Tolkien has a lot to answer for. *Lord Of The Rings*, his tale of fantasy adventure, animal husbandry and free love among the variegated hollyhocks inspired a political movement, a film genre and millions of imitative novels. It also instigated the entire disgusting sixties hippy movement – the only time in which it was socially acceptable to have dirty toenails, which is a pretty horrid thought, isn't it? No wonder he hated the book, lived in solitude in a cork-lined, soundproof room and committed suicide at the age of 23. (Are you absolutely sure about all this? Ed.)

Lord Of The Rings (the game) came out some time ago, but dealt largely with the first chapter of the book. It doesn't mention how many chapters *The Two Towers* deals with, and I haven't read the book myself, but there must be quite a few more chapters than two in it, so presumably there are more to come.



Aragorn, an Elf and a dwarf fight for the title of "Lord Of The Ring" (Are you sure? Ed.)

READ & WRITE

There's a great deal of reading to do, both on-screen and in the manual and sometimes both at the same time, as in: "You cross the ricket bridge... now read paragraph 132 in the manual." So you plough it paragraph 132 and its lengthy descriptive passages, then move or the most effective use of plot-unravelling.

The main challenge in the game is figuring out what to ask characters. There's none of this multiple choice nonsense, as perfected by the likes of Lucasfilm – you either work out what to ask or you're jiggered. One character couldn't help me with questions about "bag of gold" – even though they'd just asked me to help them find it – although they did know about "gold". It doesn't help having a parser that's that inflexible. They're also annoyingly persistent, these forest chaps – if you can't ask them the right question and give up and walk off, they keep rustling in the undergrowth and appearing time after time. They still don't give you any help as to what to ask them, though.

RING APPEAL

Like the first 'volume', I'm not really sure who this game will appeal to. If you don't know much about the book, you won't find enough in the gameplay to grab your attention and keep it. Then again, if you love the book and know it by heart, you should be able to find your way through this with little difficulty, but I don't know how much fun you'd have doing it.

CONTROL TOWER

The *Two Towers* has a fairly standard icon-based control system which is so simple to use, you can do so without having to look in the manual (which is lucky, as my remedial adult literacy classes were cut by my local authority). The combat scenes are, again, fairly basic graphically and not particularly well-animated, but easy to control and win.



THE TWO TOWERS:
Out now from
Interplay/EA on PC,
£34.99

Z



Jeanwhite Frodo and Sam are descending the cliffs around the Dead Marshes.

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tiny toons

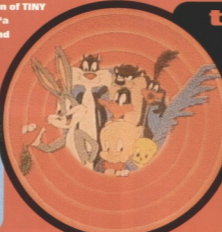


"Easy," thought MICHAEL NORSHAM as we despatched

him to look at Konami's version of TINY TOON ADVENTURES on the NES, "a bunch of stunted ducks, cats and Tasmanian Devils - piece of cake." But he reckoned without Arnold the Pit Bull and the Luscious Elmyra...



"Just don't call me 'cute' again, okay?"



ADVENTURES tooning up

At the beginning of a game, you're faced with Shirley The Loon - a small, insane duck who initially offers the choice of three companions to accompany you: Buster The Bunny on his trip through the six levels in search of his friend - female

bunny, Babs. Each of them - Furrball The Cat, Dizzy Devil and Plucky Duck - have different characteristics which can help in your progress through the game. The rabbit leaps about as you'd expect, the duck's good at swimming and flying and the young Tasmanian Devil is good at whirling along and barging everything out of the way.

TINY TOON ADVENTURES: Out in Early October from Konami on the NES, £39.99

toon cartoons



Platform style, Buster Bunny and the rest of the cast of juvenile cartoon favourites inhabit a sideways-scrolling world which ought to be as easy as peasy. After all, you don't send a bunch of toddlers to do a man's job, do you? I mean, given the fact that all of the characters look about three years old, and as cute as hell, you'd think you could just stroll through this and then have time for a spot of fly fishing or bird watching. But that's not the case, I'm afraid. Although this is a pretty standard horizontal scroller, with the usual amount of grabbing things like carrots along the way for extra lives and stuff, some of the tasks these Tiny Toons are asked to perform are not as easy as they first seem.

offing the meemies

Killing the army of meemies sent against you is an easy matter on the face of it - you simply jump on their heads or slide into them (or if you're in Dizzy Devil mode, whirl at them). The horrid characters, all controlled by mad millionaire Montana Max, are a suitably weird bunch. They range from an eyeball wearing a hat called Blinky, Rats who answer to the name of Roderick, a terrifying pit bull called Arnold and a walking American football called Pigskin.

toon travel

Moving through this landscape is a question of leaps and bounds and making the most of the abilities of each of the characters. Keeping you going is a selection of carrots which you need to collect to trade in for extra lives with a pig called Hamton. On the whole, this is a straightforward platform leap-around. You can see what it is you need to do, but the fingers need to be nimble and the eyes quick and you wind up with the feeling that practice, practice, practice is the key to success. It gets a little difficult at times, because you end up playing each level so often that you tend to start rushing at things to get back to the point where you last died. It's distinctly playable though, with wacky cartoon-style music and a decent line in death and mayhem, plus a few surprises along the way.



A Tiny Toon perfects the art of stage-diving.



a strangely gripping rabbit

Tiny Toons is strangely gripping stuff, because the animation is smooth if not a bit slippery, and the cartoony feel of the whole thing adds character to the characters, so they're fun to watch. Even though they're set against a series of pretty bland backdrops, the action keeps you stimulated. It's notably different to the Game Boy version, with a marked absence of all of the sub-levels and the fruit-throwing that made that version of the game so appealing.

85 90

ENTERTAINMENT WEEKLY
86
PLAYABILITY
ENIGMS

85 80

ZERO 75

castlevania

"CASTLEVANIA IV?" sneered the alarmingly aristocratic LORD PAUL. "That's pathetic - I've got at least six." Deaf as well as posh.



Simon Belmont has reached a difficult stage in his life. His voice has broken, he's started growing a silly wispy beard and spending an unnecessarily long time in the bathroom. He's growing up, and that means things must change. He's got to stop hanging up a stocking for Santa, stop sharing a bath with his sister (she's 34 for chrissake) and start killing vampires. It's a family tradition and, like most family traditions, it's a bit of a bind. You see the Belmonts have always had it in for poor old Count Dracula and at the first sign of trouble from the silly old Count (*Careful, Ed.*), the heir to the Belmont estate nips over to the castle and beats him up.

Meanwhile the rest of the villagers put on leiderhosen and sit in the local tavern quaffing beer and calling each other Jan (some people have all the luck). But you're not one of them - *Castlevania IV* is not a beer-quaffing, or leiderhosen-wearing sim, it's a Drac basher for the purposes of which you are Simon Belmont. But are you up to it? Before trying out the game, try out the ZERO questionnaire on the right, designed to find the real Simon...

Get up those stairs, Simon...



...but don't lose your head!



1 Do you live, or have you ever lived, in Transylvania?

- a. Yes.
- b. No.
- c. Not sure, is it near Watford?

2 Does your family have a tradition of fighting vampires?

- a. Yes and we're proud of it.
- b. Definitely not, no way.
- c. Oh alright, maybe... once upon a time... but this is the twentieth century, for chrissakes.

3 Are you willing to go into Dracula's castle, fight thousands of fiends and eventually kill the arch bast himself?

- a. You've got to be off your trolley, mate.
- b. Of course. The family honour is very important to me.
- c. Do I get to sleep with the chick at the end?

4 Would you be willing to go into Dracula's castle, fight thousands of fiends and kill the arch bast himself if we told you you were doing it for the sake of a few wrinkly old villagers rather than for the sake of a quick grope in the vestry?

- a. What do you think I am - a ruddy saint or something?
- b. Of course - virtue is its own reward.
- c. Don't any of the villagers have daughters?

If your answers to the quiz were a, a, b, b then you are Simon Belmont - an alarming discovery, since it means that you're nothing but a pixelated game character who'll vanish the moment we switch off the Super NES and go down the pub (a place where you'd

A

B

Despite the 11 levels of pain and danger facing him, Simon is not exactly well-tooled up with military hardware. In fact the main tool of his trade, is a whip. Mind you, as Indiana Jones proved, a whip is a pretty appaptable tool. Miss Whipplesh proved pretty much the same thing but we won't go into that.)

WHIP IT UP (AND START AGAIN)

C

A THE CLASSIC WHIP TECHNIQUE: Hit someone very hard with a piece of knotted leather and they won't like it very much (unless they went to Public School, of course).

B THE TARZAN VARIATION: The trendy way to travel. Drac's castle is littered with handy hooks to swing your whip off. Fail to master this technique and you'll spend all your time stuck on level one and all your friends will sneer at you behind your back.

C THE NONCE VARIATION: Dangling your whip like a limp conker is a useful way of lashing beasts beneath you. Unfortunately it makes you look completely daff and will probably result in you being followed home by a sailor called Kenneth.

Castlevania IV

BAST WITH A HEART OF GOLD

We all know about end-of-level bosses. They're big, smelly and ridiculously difficult to kill. By the time you've finally polished them off, you've lost so much energy you get killed by a vegetarian pirate on the first screen of the next level.

Not so in *Castlevania IV*. Most of the end-of-level bosses are as soft as butter and, when they curl up their toes they conveniently drop a power-up which restores your energy. What nice nasties.

SIMON BELMONT

The hero of the piece, and therefore a bit boring. Simon is not what you'd call a nifty mover. He can run and jump and... well, that's about it. To be honest, seems to have nothing better to do with his time than break into someone else's castle and kill him and all his friends without so much as a 'by your leave?'. Ah well, how many interesting people do you know called Simon?

DRACULA

The villain of the piece, (though the only one with any dress sense). As the world and his wife (Mrs World) know, Dracula feasts on the blood of young virgins. This is why he hangs about in Transylvania, NW Romania. It is a little known fact that Romanians never have sex and consequently the country will be deserted in 128 years time.

A CANDLESTICKS: Worth hitting as they sometimes hide power-ups.

B SCORE: "What's the point?" you ask. Dunno, but these are the points.

C PLAYER/ENEMY: Power bars, last one to nought is a ninny. (Last one to nought is dead, actually. Ed.)

D EMPTY BOX: Displays your secret weapon... oh. You haven't got one.

E LIFELINES: All that important info, like what level you're on, how many lives/continues you've got and what the time is. (How much time you've got left, fool. Ed.)

F YOU: Simon tries a bit of levitation. Unfortunately he's crap.

SCORE 000001
PLAYER 9-1
ENEMY 9-1
LIVES 05
TIME 02



SUPER NES

Castlevania IV is a bit like the *Radio Times*, it's crammed full of goodies, but you've seen most of them before. It's a platform spectacular, full of exotic baddies and even more exotic locations. It's the Thomas Cook of platform games. The graphics alone are enough to make you want to run into the street waving a Wild Cherry tea bag round your head and shouting "Anyone for a game of Mah Jong?" Yes, really - they're that good.

But does the game live up to them? When I first saw *Castlevania IV*, I was sure it was the complete and utter dogs bolts. Love at first sight it was, but we all know how long that lasts. Now I think: "Yes, it's good, but it's only really doing all the things the Super NES is good at. The game itself is really a pretty traditional platform adventure. It just happens to have some pretty smart graphics and sound, plus a hair-raising variety of monsters.

On the negative side, it's surprisingly easy (especially the first few levels), and the gameplay isn't all that varied. You run along, fight monsters, swing over the odd gap in the floor and then do a bit more fighting. There are bonuses and bonus weapons knocking around, but none are very exciting or very original.

Cheer up though - *Castlevania IV* is a really fab game, dripping with atmosphere. There's loads of sound, loads of graphics and loads of levels. I'm only whingeing because... (Because you're a whinger. Ed.) Alright, partly because I'm a whinger, but mainly 'cos it seems a little too easy to do these tried-and-trusted games very well on the Super NES. What we need are some new-style games that really push the machine around a bit.

Castlevania IV will do very nicely while we're waiting, though.



CASTLEVANIA IV: Available in August from Konami. Priced £44.99

switch blade

Out in late October
from Atari, \$26

Switchblade 2 is a cool platform-style thang where our hero, co-incidentally named Hiro, does the usual 'moving through screens and collecting various collectables along the way'.

Killing the baddies in this neat little bundle of joy is a profitable business, as each little thing you kill turns into dollars which can be exchanged at the 'shop' for traditional weapons such as missiles, napalm and laser guns, or the more mystical style of hardware (namely the mysterious and only occasionally effective Dragon - a series of fireballs which orbit the body of our hero, Hiro).

Half the skill of *Switchblade* seems to be in tooling-up correctly for the coming fisticuffs, the other half is in the judicious thumbiness that the Lynx demands if you're going to keep your lives and deploy your weapons effectively. The other good thing about this game is that, platform though it is, it doesn't just rely on a simple horizontal scroll to keep you entertained. Move through the levels and you'll find that it gets progressively harder, but there are also bags of little door-ways and avenues for you to explore, along with an abundance of exotic enemies for you to slay.

Good animation, quick, smooth scrolling, good noises, scene changes and bags of action of varying sorts should earn *Switchblade 2* the undying respect of sore-thumbed users everywhere.



hand jobs

Palm-pumpin',
thumb-thrustin',
eye-burstin',
brain-frustratin',
baddie-slayin',
handhelds!

castelian

Castelian is a game about towers. The idea is to reach the top of each spherical turret by moving along walkways, jumping on elevator blocks and crossing to the other side of the tower through doorways. The towers are awash with various baddies, blocks which disappear beneath you and others which act like conveyor belts.

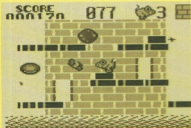
An unusual and interesting viewpoint feature keeps the main sprite at screen centre, while the tower rotates around you. This movement effect looks fab, but the downside is that your little pig thingie is about as agile and manoeuvrable as Bella Emburg in a vat of mayonnaise. Yours is the slowest-moving beastie on the screen, and your gun only works against a few of the opposition, so your only chance is to keep diving into

doorways. It's so frustrating, there's more rewarding and addictive gameplay to be had bobbing for chips in a deep-fat fryer. And the stupidest part of the whole smelly business is that level one is one of the toughest, so unless you're a rock 'ard arcade bum you may find yourself hopelessly out of your depth from the start.

Still, if you think learning curves are for soppy mummy's boys, and you're happy with the level of entertainment you get from a tabasco enema, then I wholeheartedly advise you to buy it.

Out now from The Sales Curve, £24.99

75



pinball jam

Out in August from Atari, £16

65



Funny, we always thought games were great because they gave you the chance to do things that you never could in real life - fly combat missions in World War Two without the chance of getting killed, become a ninja with extraordinary powers, pick up girls - that kind of thing. So what's the point of a Lynx cart that simply apes a real pinball machine, we ask?

Well, you can't take a real pinball machine on the bus or the train or play it at the back of the class without getting caught, and, er... well, that's about all the reasons for coming up with a handheld pinball sim we came up with really. Nicely-animated as this is, with the ball moving across the table in a pretty good approximation of the way a pinball does, its just doesn't hook because its not the same thing. Pinballs are big, noisy things and that's half the fun. Also, on the real thing you can see the whole table all the time and that makes it possible to plan ahead what you're going to do. On the Lynx version, the screen naturally has to scroll down, and somewhat judderingly at that. The Elvira voice samples are always entertaining and the noises are good too, but unless you're a pinball maniac or a slavering Elvira slave, it's hard to see where the excitement lies in this game. What, we ask again, is the point?



50

world class soccer

Out in late August from Atari, £16

World Class Soccer is a bit of a misnomer here, really. Alright, the territory is the world and the program on the Lynx is big enough to encompass all five continents and offer a choice of teams from each of them in alphabetical order. But, when it comes to actually playing the wretched thing, it really doesn't cut the mustard, footie-wise.

For a start, the screen environment of the Lynx isn't really at its best when dealing with a fast-moving, multi-directional scroller like a soccer game. The impression of speed and depth is lost because of the viewpoint, which is sideways-on, and it doesn't help matters that the pitch scrolls jerkily when the pace heats up.

Whatever the country you're up against, the strip colours don't change from the reds versus the blues, and the whole thing plays just a little too sluggishly to become a really enjoyable Lynx fave. Other things will bug the prospective player too. Passing, for example, should be easy, but because the screen is too small the game rapidly becomes a version of herdball, with a 'kick and chase' flavour to it at all times. Not by any means the best game for the Lynx.



super hunchback

Out in November from Ocean, £24.99

Talk about a cheap date! The delectable Esmerelda only has to buy Quasimodo a glass of water and he's putty in her hands. Now she's been abducted by the wicked Halfpounder and stashed away in his trap-infested castle-cum-bachelor pad, and the love-sick puppy chucks in his job as Notre Dame's premier bell ringer to come lopping to the damsel's rescue. The game has you leaping around on platforms, swinging on ropes and hunting for hidden rooms.

There are traps a-plenty and a constant barrage of incoming projectiles. If you're quick, you can even hitch a ride on a passing cannonball. The hardest bit is making Quasi swim - it involves rapidly tapping the A button, and it's agony. After a few lengths of the moat you can really feel the arthritis setting in. There's tons of stuff to discover and the game's full of humorous touches. If you leave Quasi idle for any length of time, he starts playing with a yo-yo, reading, or picking his nose to keep himself amused, and if you run out of time on a stage he gets mushed by a huge bell.

84



Review wonderboy- the dragon's trap

Out now from Sega, £29.99

The more macho types in the ZERO office refused to have anything to do with *Wonderboy In Monsterworld* when it appeared on the Mega Drive, because it was reputedly "a bit girly". Then they sneaked into the reviewing cupboard and had a go on it when they thought that nobody was around, and were completely hooked. Now a *Wonderboy* game has been made for the Game Gear.

Don't know anything about Wonderboy? Never seen any of his games? Wondering what the hell I'm talking about? Tough titties. You think we're going to waste our time telling you what a game's about? (Yes. Ed.) Oh, alright - it's heartbreakingly cute, absolutely fab, stonkingly enormous and impossible to summarise in a way that will do it justice. (Cheat. Ed.) So it may be a little bit girly, but it's still a brilliant example of arcade adventuring. The levels just go on and on, it's easy to get into, impossible to stop playing and the Game Gear graphics are among the nicest I've seen. What more do you need to know? We've only got 200 words to tell you about it, and you've got the attention-span of an educationally-subnormal marmoset.

Buy it. It's cool to be girly.



93



devilish

Out now from Sega, £24.99

We looked at the pictures on the back of this box and thought to ourselves: "Damn and lawks a-mercy - it's a fancy version of *Breakout*." We naturally approached it with the inbuilt distaste that we normally reserve for people with cellulite of the head. Unfortunately, we misjudge it terribly, and we're sorry.

It's not a *Breakout*-type game at all. It's actually an enormously-detailed RPG in which you play a deaf

Australian animal impersonator who has to win the hand of a Polynesian coconut-milk magnate in order to save the known world. (No it isn't. Ed.) Alright, it isn't. It's a *Breakout* jobbie after all. BUT - and as you can see, it's a big but - it's actually quite good.

There are eight stages of scrolling mayhem to *Breakout* your way through, until you have the big showdown with the thoroughly evil Gamma, who is "holding something very precious" (probably a nude centrefold of Timmy Mallett flashing his floppy hammer). You can alter your paddles, there are hundreds of different power-ups and bonuses to collect, and two different ways to play the game. All in all, it's a bit of a minor star, and well worth a look.



90



90



82

Klax

Out in October
from Tengen,
Ctba

Tengen's *Klax* is one of those Game Gear games that is very, very easy to pick up, if you're in full control of your motor reflexes, but extremely hard to put down. It builds on the idea of *Tetris*, as so many games have done, but this time the things you have to stack into various orders as they descend at an ever-increasing rate from the top of the screen – 'tiles'. There are three sorts of 'waves' of tiles to deal with – more complex and demanding than the last. These tiles come belting down the slope of the deck, changing as they go, and they're then caught by the moving trap which you control. The object of the game is to score max points by forming Klaxes – groups of three or four tiles – in straight or diagonal lines, of tiles of the same colour. This is done by depositing the tiles after you've caught them with the trap in any one of five different locations at the bottom of the screen. The pace quickens admirably and sometimes the only thing you can do is to bat the tiles back up the screen they belong. You're set more and more difficult tasks all the way through, but they are achievable and that's what keeps you picking the game up. Smart game, great graphics, compulsively playable.



Review



Out now from
Nintendo, £24.99



megaman

Mega Man may be on his third outing in the UK on the NES and his fourth in the States, but the cute little rogue has only just made it onto the Game Boy – and he's sure making up for it now. The hi-tech brat, invented by those arcade giants Capcom, is pitted in this mini-version against mechanised madmen from the NES *Mega Man* and *Mega Man 2*.

Our hero's dilemma is all the fault of the evil Dr Wily (with one 'L'). He's determined to rule the world, and has let eight of his robot masters loose to aid him in his master plan. Poor old Mega Man is forced to negotiate a wealth of tangled mazes over six frenetic levels, fighting off all and sundry (including the evil eight end of level baddies). You must guide him through the town, and into the factory complex, his plasma cannon glued to his hand, as he prepares to meet the doctor with no trouser parts in the aforementioned's Space Node. *Mega Man* is a certainly a challenging little blast 'em up packed with platforms and fiendish nasties. The graphics are fab and it's destined to become a handheld classic.



popn' pop

You are a cute little fellow whose head is eight times the size of the rest of his body, and you have fallen in love with a beautiful princess who, coincidentally, suffers from the same deformity and loves you too. (Of course, between the pair of you you'll produce children who look like spacehoppers, and god knows how she'll manage to give birth to them with her hips, but that's love for you. A sickening state that causes more harm and suffering than hate ever did.)

What we have here is a cutesy puzzler – you have to save the chick by destroying platforms in the right order. There's loads of variety in the problems (even a cutesy *Pacman* baddie), squillions of levels and, damn and blast it, it's darned addictive. There's a map editor, allowing you to make up your own puzzles, save and play them. Your high scores and best scores are also saved – even after you switch off, which isn't always true of handhelds. Smart. Well done, that programming team.

So what if it's so cute you can't keep your meals down – think how good clothes look on thin people. But remember kids, it's not witty or clever to fall in love – don't try it at home.



78

track meet

Track Meet takes the idea of track and field-style games to the Game Boy with all of the usual frantic button-bashing that you'd associate with this type of game. Essentially, all of the power and stamina your character gains comes from the thumby attack you can muster on button A, with the all-important timing from button B. Keeping your thumb going is essential then, if you're going to beat your meat-headed opponent Rick The Barbarian into second place. Your character is the sinewy, wiry, Nobby Stiles type, while Rick is approximately 20 stone of pure bone and muscle. So while it's a relatively easy task to 'whup that bwoy's ass' in the speed-based events, the power-jobs like the discus, the javelin and weightlifting are really right up thick Rick's street.

It's tempting to say "Seen it all before" with this kind of game, because, well, we have. But some witty bits of animation, like the crowd doing Mexican waves, and a general sense of fun make this an attractive little package, even if it's not the sort of thing that you'd find yourself going back to again and again. Low on addictiveness, but fairly high on quality, *Track Meet* will fill the hours for those of us who enjoy repeated button pressing. Others will have a go, enjoy it and move on.



Out in August from Nintendo, £24.99 **ZERO** 81

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a fish called pond



With the huge amount of Olympic sports games that are appearing on the market, Millennium has decided to go one step further and maliciously send up these serious sporting spin-offs. For the past few months the company has been working on its own offshah Olympic Games, featuring James Pond and his chums in a rather unusual set of challenges. There are eight competitive events in total which you can practise on three difficulty levels: the Jane 'Feel The Burn' Ponda Workout (bronze medal award), Tuffer Training (silver medal award) and Piranha Practice (gold medal award). Should you win enough points there are two heady bonus events to grapple with. The fab thing is you can play on your tod (simple Aquatic Games), against a chum (Double Trouble), against two chums (Triple Trout) or even against four (Three Fish And A Little Crazy). In each instance you're going for gold and you'll win medals for each event. Take a look at those fab, cutesy graphics! In addition there's a brilliant Chariots Of Fire soundtrack to spur you on in times of trouble.

That swoonsome scaly star and everyone's favourite fillet o' fish, James Pond is soon to be starring with his friends in both **THE AQUATIC GAMES** and **JAMES POND 3. AMAYA LOPEZ** taunted Millennium's **F.I.5.H.** with a vat of hot batter until they talked.

HOP, SKIP AND JUMP

It's F-Fortesque Frog again, only just having recovered from the 100 metres and ready to perform a series of long jumps. This involves jumping when the angle bar hits the right number of degrees (but you'll have to work that one out for yourselves). Also, try running on the board and you'll get your leg bitten off.

100 METRE SPLASH

Our James is in athletic mode, racing the Carl Lewis of the amphibian world, F-Fortesque Frog. It's a skilful game of relentless tapping - hitting the joypad as hard as your nimble little fingers can manage as both contestants run over water in a frighteningly blasphemous fashion. Fail to leave the starting line on time and you're kicked up the bot by a penguin. Try also to knock the toucan off the telegraph wires for bonus points.

F-Fortesque Frog and a F-flying fish.

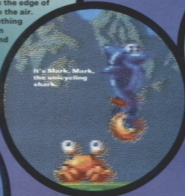
LEAP FROG

F-Fortesque really comes into his own in his favourite sport - leap frog. He's got to nimbly frogfoot it from start to finish, jumping over a group of hurdle-forming electric eels in a frantic race against a rather annoying flying fish. If fishface beats you to the finishing line, you'll be spawned by your trainer. And rightly so.

SHELL SHOOTING

This is one of the trickiest events - involving a batch of slimy limpets. Pond has to busy himself collecting them and then toss them in the air to burst the balloons hanging from the ceiling. Collecting the slippery shellfish is no mean feat in itself - it's best to land on the edge of a shell so that it flips into the air. And remember there's nothing limpets hate more than being thrown around and they'll knock you down if you're standing still.

It's Mark, Mark, the uncyclotting shark.



TOUR DE GRASS

This bit's really smart cos it features the world's only uncyclotting shark, Mark. He trained for years in a circus in Finland but sadly this still doesn't make things any easier. Pedalling power is the name of the game in order to make him cycle as fast as possible. To earn a gold medal and the lead in the new Spielberg gnasher, you'll have to complete the course in 30 seconds or under.



THE AQUATIC GAMES - STARRING JAMES POND AND THE AQUABATS

KIPPER WATCHING

Nothing whatever to do with Desmond Morris, this is actually a rather tricky event requiring dexterous co-ordination. Cecelia Seal's chums are happily having a kip when some yobbo tourists decide to throw beach balls at them. Outraged, Cecelia tries to prevent the bouncing balls from hitting them and disturbing their slumber - so your task is to run and jump at varied angles to deflect the on-coming balls. There's also a rather handy fairy and an alarm clock which you can hit for bonus points.



BONUS BREAKS

1. First up is PJ Penguin, juggler extraordinaire, but you'll have to spend some points to be allowed to compete. It's a case of slapping the balls apart with your flippers and keeping them in the air for as long as pogs, preferably two minutes. 2. The second bonus event stars the stuttering frog again. F-Fortescue takes part in the long jump using his agile little limbs to their full ability before they wind up in the local French bistro.



FEEDING TIME

As crap marine comedian, Freddie Starrfish, your task is to feed your hungry fish mates some of their favourite treats, namely Sugared Brine, Squid Drops, Anchovy Donuts and Barnacle Bars. Personally I'd rather starve, but these fish are so weak-gilled that they're just about to fall for fisherman's sweetie bait instead. You've got to frantically to and fro, dropping your infinitely superior sweets into their mouths before they fall for the fisherman's hooks.



FISH IN SPACE

Despite his unerring courage in *Robocod*, our Pond failed to subjugate his eternal enemy Dr Mayba. The doc has escaped and gone into hiding from where he's plotting to take over the world's cheese supply.

(Good luck to him, mate. A cheese hater.) This time he's got even more devilish plans up his sleeve, guaranteed to put the fear of god into every living sole. Mayba's J.A.W.S. agents are fitter than ever and

F.I.S.H. has devised a strenuous training seah (the Aquatics jaunts) under the guidance of the secret services' chief physician, Dr Quack. The internal sub-plots of the game are still pretty hush hush but we can reveal that Pond goes zooming into space to confront Mayba and his minions on the moon. Although the game was to be called *Splash Gordon*, there are rumours



that this may be changed and for the time being it's going under the codename *Aqua Praven*. However, what's certain is the fact that the third Pond game will include loads of new features and heaps more levels than *Robocod* - so stay tuned to these pages for our exclusive review.

Available from Millennium/Electronic Arts on Mega Drive in mid-September, £34.99, and ST and Amiga in October, £th.

BOUNCY CASTLE

Where... a game of boing and spronging. James Pond's years of synchronized swimming lessons as a small fry certainly come in handy now. It's time to perform some spectacular spinning, somersaulting and comboing on the sponge trampolines where you'll be judged on style. Gaining height is all-important to grab those bonuses at the top.

FINISH



Available from Millennium/Electronic Arts on Mega Drive in mid-September, £34.99, and ST and Amiga in October, £th.



TERMINATOR 2

Available from LJN on Super NES in November, £44.99.

That Arnie gets about, doesn't he? Now Austria's most famous momomorph is making his debut on the Super NES in *Terminator 2: Judgment Day*. You play the man himself as he goes back in time to do battle with fellow cyborgs and ultimately the naughty old T-1000. Apparently, the Super NES's 16-Bit technology has been used to full effect in recreating those spooky bits where the T-1000 changes from liquid metal to local Californian Highway Patrolman. (Ooh, stop it - you're scaring me. Ed.)

SPECIFIC

Available from Nintendo Super NES in 1993, E.tba.

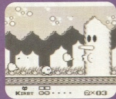
Blending the laws of gravity and golf sounds a bit strange, but *Special Tee Shot* should appeal to anyone who likes that something a little bit different from the rest. Like no golf game seen before, this crazy miniature golf game is set in outer space. Two players compete on a course of checkerboard-patterned geometric surfaces laid upon floating islands. Adding to the illusion of this abstract setting, robot caddies happily trundle along and the golf balls themselves stream into the stratosphere if mishit. *Leaderboard* and *PGA Tour Golf* were never like this!

KIRBY'S DREAM



Available from Nintendo on Game Boy in 1993, E.tba.

Swosh! With a huge intake of breath, our flabby hero Kirby can float through his adventures in this dreamy land of fluff and fun. Available now on import, this cute Game Boy title has apparently proved popular among boys and girls who have never been tempted by the more strenuous appeal of *Super Mario Land*. In *Dream Land*, Kirby can gobble up and spit out any pesky opponents that get in the way. Specially-animated segments link one stage of the game to another. Looks like an excellent choice for younger players.



george foreman

Out in November from LJN on the NES, priced £39.99 and on the Game Boy priced £24.99.

BART'S NIGHTMARE

Available from LJN on Super NES in November, £44.99.

It is not well in Springfield. After a heavy cheese supper, Bart Simpson has a nightmare of Krugeresque proportions. He dreams his homework is blown out of the window and he has to set out to retrieve it. Needless to say, there are adversaries everywhere - dredged up from the depths of Bart's twisted subconscious. Luckily, these Freudian bug bears can be dispatched by his secret weapons: a deeply unpleasant armoury of root beer burps, bubble gum, and 'spittable' water melon seeds. Bart's Super NES incarnation comes out with all his usual cheeky catch-phrases, thanks to the miracle of digitised speech. Who can forget such memorable sayings as "Don't eat my cow, man!", "Have my shorts, please!" and "Don't touch me there, Homer!" Yes, they're all here.



MEGA DRIVE CHART

- 1 DESERT STRIKE Electronic Arts
- 2 OLYMPIC GOLD US Gold
- 3 KID CHAMELEON Sega
- 4 ROAD RASH Electronic Arts
- 5 STREETS OF RAGE Sega
- 6 TEST DRIVE II Accolade
- 7 EA HOCKEY Electronic Arts
- 8 DONALD DUCK Sega
- 9 WORLD CUP ITALIA '90 Sega
- 10 SUPER REAL BASKETBALL Sega

SNES CHART

- 1 EUROPEAN FOOTBALL CHAMPIONSHIP Denmark
- 2 EPIC Ocean
- 3 SPACE CRUSADE Gramlin
- 4 GRAHAM TAYLOR Krysalis
- 5 FIRE AND ICE Grafit/gold/Ranegade
- 6 EUROPEAN CHAMPIONS Elite
- 7 ULTIMA 6 Origin/Mindscape
- 8 MONKEY ISLAND Lucasfilm/US Gold
- 9 A320 AIRBUS Thalion
- 10 ROBOCOOP 3 Ocean

L TEE SHOT



Aclaim is currently working on a boxing game featuring George Foreman, the 263-pound boxer-turned-preacher-turned-boxer-again. Yes - you too will soon be able to experience the fun of punching someone's lights out of the Lord. To win the game you have to compete in ten three-round bouts. Your opponents will apparently include other religious fig-

ures such as Robert Runcie, the Dalai Lama and Calcutta's flyweight champ Mother Theresa. (Are you sure about that bit? Ed.) Each sparring partner has their own characteristics, skills, and personalised shorts. The bouts use an over-the-shoulder perspective and feature a constantly-updated tally of punches thrown and landed - so you can tell at a glance who's dumping on whom.



Available from Nintendo on Super Nes in 1993, Etna.

For those suburban commandos out there with a Super Scope 6 infra-red bazooka for their Super NES, Nintendo is busy preparing the next instalment of mega death and destruction. *Battle Clash* is packed with nine different challenges for

one or two players with keen eyes and spare Elastoplasts for their sore trigger fingers. Against a backdrop of futuristic war-ravaged cities, the idea is to shoot a bunch of giant robots (like those Transformer things from a couple of years back when the Teenage Mutant Ninja Turtles were just a twinkle in the imagination of the toy industry). Amazingly, those Transformers - robots in disguise can still be found in the shops, even though their sad animated TV series finished ages ago. Erm... going back to the game at hand, players can select different weapon systems and generally have a blast. And that's about it. Nuff said?

BATTLE CLASH

Preview

NCCA basketball

Available from Nintendo on Super NES in 1993, Etna.

If you're into dribbling, inside passes, interceptions, hoops and handchecks, then seek professional counselling immediately! Alternatively, check out this brilliant basketball game for the Super NES from Hal and Nintendo. Thanks to those acetastic Mode 7 graphics lurking somewhere inside the Super NES hardware, the entire court shifts around in a very realistic way. For once, the hystesters could

be right in saying this game offers the most realistic basketball action ever.



AMIGA CHART

- 1 SENSIBLE SOCCER
Sensible/Renegade
- 2 MONKEY ISLAND II
Lucasfilm/US Gold
- 3 CHAMPIONSHIP MANAGER
Domark
- 4 EPIC
Ocean
- 5 STRIKER
Rage
- 6 FIRE AND ICE
Graffiti/Renegade
- 7 THE MANAGER
Software 2000
- 8 GRAHAM TAYLOR
Krypsis
- 9 JAGUAR XJ220
Core Design
- 10 EYE OF THE BEHOLDER II
SSI/US Gold



Available from Gremlin on Game Boy in October, Etna.

JEEP JAMBOREE



Jesep Jamboree is yet another racing game from Gremlin - the software house with speed in its blood. This one's a four-wheel drive off-road jaunt which pits you against 19 opponents through 22 different circuits.

The game includes the option of a two player link-up, allowing you to cut-up a close friend, and features an unusual 'vision-reducing' hazard in the form of a smashed wind-screen. Also fitted as standard are: a spooky feature giving you the choice of left or right hand drive, a little map showing you just how badly you're losing and rear seat belts too. Fab.

MARIO PAINT AND MOUSE



Available from Nintendo on Super NES in 1993, Etbta.

Budding pixel Picasso's will be pleased to hear Nintendo has something on offer to feed their artistic yearnings. *Mario Paint And Mouse* is another attempt to extend the range of Super NES video games beyond the heaps of sports games and shoot 'em ups currently on sale. Unfortunately it doesn't come cheap, but at least you get a mouse - just like those seen sitting next to every personal computer - to replace the joypad.

Third-party software publishers are already planning to support this accessory, which is great for controlling complex games like *Populous* and *Lemmings*. So the whole package is basically a bit of arty fun. You can play around with a colours, shapes and animation. It also allows the composition of music and the storage of backgrounds, musical scores and animated movement. It's the most sophisticated paint system ever for the home video game platform. Let's hope Nintendo offers the option to buy the mouse without *Mario Paint* for a lower price...

SUPER MARIO LAND 2



SUPER MARIO LAND 2

Available from Nintendo on Game Boy in 1993, Etbta.

Ever wanted to play something like *Super Mario Bros 3* at school, work or on the toilet? *Super Mario Land 2* is basically this great game sucked into the small screen of the Game Boy. Although the layout and puzzles are new, Mario can float through the air and get some help from his dinosaur pal,

Yoshi. With far tougher challenges ahead, the designers have thoughtfully provided a battery back-up option, allowing you to save the game in progress (Thus preventing your bottom from sticking to the toilet seat and avoiding an unnecessary phone call to the appropriate emergency services.)



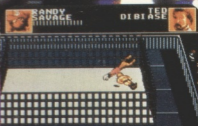
Available from Gremlin on Amiga and ST (£34.99), and PC (£39.99) in September.

Ignoring the guffy plot ("Daemonic hordes have besieged the fair land of Elosepa...") *Daemonsgate* looks like it might not be just another RPG. It's got all the usual elements: characters with skills and attributes, maps, fighting, monsters etc. but also loads more to boot. Most of the real progression in the game will be achieved through conversational inter-

DAEMONSGATE



action with other characters. An advanced "natter construction system", found in the gossip screen, lets you grill any other characters you meet and build up a database of names and leads, so it should satisfy the Dot Cotton in all of you. Hardened RPG'ers, on the other hand, will be pleased to see, there's tons of ye olde magic too. This time it's a herbalist variety, so when combat starts getting a bit hairy, you can knock up an elderflower and mandrake lip balm and save the day! Hurrah for Gremlin and Anita Roddick.



WWF SUPERSTARS 2

Available from LJN on Game Boy in October, £24.99.

More leotard-clad antics on the Game Boy with Hulk Hogan, 'Nacho Man' Randy Savage and all their chums. This time around you get the chance to compete in a tag team too, and you can also take on your Game Boy-owning pals in vein-popping, bone-grinding, head-to-head action. The game also features the Steel Cage Competition - the WWF equivalent of the FA Cup - when a bunch of wrestlers get into a 15-foot high metal cage and only the survivor gets to climb out at the end. (Maybe the FA Cup analogy wasn't such a good one after all then. Ed.)

MARIO KART

Available from Nintendo on Super NES in 1993, Ciba.

What do you get when you take the programming routines out of *F-Zero* and put Mario and his pals into oversized sports cars? *Super Mario Kart* is the best thing to hit the Super NES in a long time. It has the playability of *F-Zero* and co-stars Yoshi, everybody's favourite character from *Super Mario World*. Who could ask for more? Apart from solo competition against the computer, the game allows simultaneous race play between two human opponents. Either player may choose from windshield or rear-view mirror perspectives, and there's a bonus game where the players independently form a rectangular field in search of each other's vehicle in a zany mixture of tag and bumper cars!

Wave Race

Available from Nintendo on Game Boy in 1993, Ciba.

After forking out the cash for the Four Player Adaptor, are you desperate for more Game Boy titles which actually make use of it? Fear not - Nintendo has come to the rescue with



this racing game where four players get the chance to simultaneously race their own personalised water craft over 16 different slalom or circuit courses. These racers can battle each other or race against the computer, and a battery pack permanently stores the best course times.

DIRTY RACING

Available from Gremlin on Game Boy in November, Ciba.

Dirty Racing looks like it's going to be a bit of a cab-driver sim, really. All the drivers are rude, use their horns like it was going out of fashion and would rather die in a pile of twisted wreckage than let anyone out from a side-road. The game has 32 different tracks and three levels of difficulty. In the hardest of these, there are loads of track hazards (oil pools, sand, French lorry drivers and the like) and a number of off-road sections which slow you down and wreck havoc with your wheels. If your motto is "it's the taking part that counts," you could be at a bit of a disadvantage here - your competitors' aggressive driving style actually involves using guns. Needless to say, they're not averse to turning their backs on environment-friendly unleaded fuel and filling up on Nitrous Oxide either.



TRODDLERS

Available from Storm on Amiga in September, £25.99. Super NES version to follow in 1993.

Troddlers are the stars of Storm's new puzzle game - mindless little creatures who walk along until forced to turn around by a solid object. A bit like Pygmalion's *Lemmings* or a Tesco's shelf-stacker. The player must manoeuvre them to an exit by placing different types of blocks in their path. There are building blocks, pushing blocks, slippery ice-blocks and many more. However, unfortunately for your Troddlers, the chance of a death by natural causes is made more remote by the plethora of land-mines, bacon-slicers and fires which litter each screen. The game should be quite varied with over 160 levels, and the possibility of the players working with or against each other in the two player option.



GAME SEARS CHART

- 1 SUPER KICK OFF
Anco
- 2 OLYMPIC GOLD
US Gold
- 3 SONIC THE HEDGEHOG
Sega
- 4 MICKEY MOUSE
Sega
- 5 DONALD DUCK
Sega
- 6 SUPER MONACO GRAND PRIX
Sega
- 7 SHINOBI
Sega
- 8 WORLD CLASS LEADERBOARD
Sega
- 9 G-LOC
Sega
- 10 WONDERBOY
Sega

NES CHART

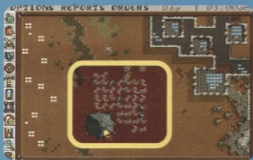
- 1 RESCUE RANGERS
Nintendo
- 2 HYPER SOCCER
Konami
- 3 WWF WRESTLEMANIA
Acclaim
- 4 SUPER MARIO BROS 2
Nintendo
- 5 DONKEY KONG CLASSICS
Nintendo
- 6 TERMINATOR 2
Ocean
- 7 TURTLES 1
Konami
- 8 SUPER KICK OFF
Imagineer
- 9 CAVEMAN NINJA
Elite
- 10 TURTLES 2
Konami

SIEGE

Available from EA on PC in late July, £29.99.

This new strategy simulation from Mindcraft lets you command the attacking or defending forces during a medieval siege. You get to pick your squad from a

choice of historic troops (either French, English, Celtic or Rangers), or more mythical armies (such as Elves, Goblins, Trolls and the like). It's got all your fave siege hardware, including battering rams, catapults and Jericho's defensive weapon of choice - the cauldron of boiling chip fat.



NIGEL MANSELL'S WORLD CHAMPIONSHIP

Out from Gremlin on Amiga, ST & PC in October, on NES & Game Boy in November and on Super NES in December, Ctbts.

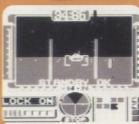
Gremlin has purchased the world game rights to the darling of the British motor racing circuit, Nigel Mansell. Yes, the world's fastest 'tache is now set to appear on practically every computer and Nintendo format under the sun. The game takes you around sixteen of the world's Grand Prix circuits, seen from a first person perspective, and includes digitised views of Nigel's asbestos mittens clutching at the wheel and fiddling with the stereo. A most interesting feature will be the 'Nigel Mansell Coach Option' in which our hero plays at being back seat driver, providing you with advice and tips in real time while you race ("right hand down... oh my god... stop... STOP!" etc). Thanks a bunch, Nigs.



actually licensed the product from a veteran British games developer called Argonaut Software. This firm first shot to fame in the days when the Atari ST was top dog and stuffed Commodore marketing staff thought the Amiga was a business machine. Argonaut's premier game,

LUNAR CHASE

StarTiger, was a derivative of the successful Star Wars coin-op featuring fast 3D graphics and an early experiment with sampled sound effects and speech. More recently, Argonaut Software has produced Birds Of Prey for Electronic Arts and is currently putting the finishing touches to ATAC, an action flight simula



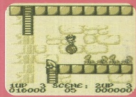
Available from Nintendo on Game Boy in 1993, Ctbts.

Probably the most technically advanced game ever developed for Nintendo's little bundle of fun, Lunar Chase has gone straight to the top of the Game Boy charts in Japan. Not that the sushi software creators can take credit for another hit, because Nintendo has



RODLAND

Available from Storm on Game Boy and NES around Xmas time, Ctbts.



Storm is releasing the cute classic Rodland on the Game Boy. You play a little fairy out to rescue your mother, who's imprisoned atop a tower. Even the baddies are adorable in this frenzied platform game, but that shouldn't stop you swinging them about on the end of your magic stick. You also have a magic stepladder which you can whip out at the drop of a hat and impress friends and end of level nasties alike.

RECEIVED CHART

- 1 SENSIBLE SOCCER
Sensible/Renegade
- 2 MONKEY ISLAND II
LucasArts/US Gold
- 3 THE MANAGER
Software 2000
- 4 EPIC
Ocean
- 5 STRIKER
Rage
- 6 THE MANAGER
Software 2000/US Gold
- 7 FIRE AND ICE
Graffiti/Renegade
- 8 GRAHAM TAYLOR
Krysalis
- 9 JAGUAR XJ220
Core Design
- 10 EYE OF THE BEHOLDER
2 55/US Gold

MASTER SYSTEM CHART

- 1 CHAMPIONS OF EUROPE
Tecmagik
- 2 ASTERIX
Sega
- 3 OLYMPIC GOLD
US Gold
- 4 GHOST HOUSE
Sega
- 5 SUPER KICK OFF
US Gold
- 6 SONIC THE HEDGEHOG
Sega
- 7 TEDDY BOY
Sega
- 8 WORLD GRAND PRIX
Sega
- 9 SECRET COMMAND
Sega
- 10 MICKEY MOUSE
Sega

Available from MicroProse on PC in October, Ctbts.

Judging by the title it should be no surprise to you that this game allows the player to embark on what's billed as "a romping space adventure as the most comical and courageous stud in the universe". Apparently the game will set new standards for animated adventure games, and will feature lip-synched digitised speech, so it shouldn't look like a badly-dubbed imported Brazilian soap for starters. The plot involves a stolen vase, and a planet of bizarre alien women. Sounds like *Leisure Suit Larry* in zero-G, but judging by the fab piccies it could be a hit.

REX N AND THE CO

tion/strategy game for MicroProse.

In many ways, *Lunar Chase* is the Game Boy adaption of *Starglider* with a whole host of neat bells and whistles bolted on. As some players may find this style of game a bit daunting, novice space-busters can undergo extensive training in a simula-

CHASE

tor before entering one of the ten battle scenarios available. These range from roaming around the planet's surface shooting nasty aliens in your turbocharged battle tank, to travelling through twisting underground passages in the search for essential supplies. It's certainly not a shoot 'em up for the faint-hearted. Are you up to the challenge?

YOSHI

Available from Nintendo in January on the Game Boy. Etna

Starring Yoshi, Mario's dinosaur chum, this puzzle game brings more *Tetris*-style stack 'em up joy to the humble Game Boy. Insiders report that those of you with quick thumbs and even quicker eyes will enjoy this 'to the hilt' as they say down at Plymouth docks. The game has every-one's favourite moustachioed plumber running about stacking up bad guys and bits of egg shell as they constantly rain down on him. When he manages to assemble an egg from the bits of shell, it cracks open and an adorable little Yoshi emerges. Yes, the miracle of child-birth available on your handheld soon. (Aaaaeeeah.)



GAME BOY CHART

- 1 SUPER MARIO LAND Nintendo
- 2 WWF SUPERSTARS Acclaim
- 3 BILL AND TED Nintendo
- 4 SIMPSONS ESCAPE Acclaim
- 5 SUPER KICK OFF Imagineer
- 6 TERMINATOR 2 Acclaim
- 7 DUCK TALES Nintendo
- 8 HUNT FOR RED OCTOBER Ocean
- 9 TENNIS Nintendo
- 10 PACMAN Nintendo

Available from EA on PC in late July, £34.99.

Theatre of War is a war game played on a board which takes the form of a 3D filled-polygon environment. It will apparently have many similar elements to chess, and will have a heavy emphasis on strategy. The pieces represent the many faces of war throughout the ages, stretching from the Roman and Feudal periods to the smart-bomb technology of the

nineties. Sounds a bit like Karpov meets Stormin' Norman in a duel to the death.



theatre of war

F-15 STRIKE EAGLE

Available from MicroProse on NES in September, on Game Boy at Xmas and on Super NES in March 1993. Etna. Mega Drive version also planned for next year.

The first of many MicroProse titles planned to appear on consoles and handhelds, *F-15 Strike Eagle* is a flight sim which allows you to swoop low over a number of the world's trouble spots and 'bomb some sense into them'. It features a cosy cockpit with a Head Up Display, geographically-correct mission maps, a radar threat display, and a choice of weapons and decoys. Of course flight sims are notorious for having more than their fair share of switches and dials, however thanks to *F-15*'s four levels of difficulty, novices can play it pretty much as a shoot 'em up while advanced pilots can revel in all the yavvy details such as navigating, take-offs and landings.



LOTUS THE FINAL CHALLENGE

Available from Gremlin on Amiga and ST in September. Etna. This is the third and final outing in

the highly successful sports car racing series from Gremlin. All the best bits from the previous two games are here, along with four new scenarios (including such features as side-winds, roadworks and mud rally-ing) and the

chance to put a fab new Lotus 'concept car' through its paces around the freeways of the future. It also has a very techy-sounding track generator which lets you enter parameters for difficulty, curviness, hilliness etc. and then knocks up a circuit accordingly - tailor-made to your requirements. Off-the-peg race tracks will be a thing of the past.



NEBULAR COSMIC GENDER BENDERS

TICKET TO RIDE

Humans, a soon-to-be-released puzzle game from Mirage, gives you the chance to play head chase in a small tribe of primitive Homo sapiens. Controlling each one individually, you have to get them to work as a team to solve a number of puzzles. As you progress, your gang begins to acquire new objects (such as the wheel, the spear and fire) which they can then use on subsequent missions. You can read a full review of this little gem in next month's ZERO, but suffice to say it's being programmed by Imagitec (responsible for games such as *Airborne Rangers* and *Team Suzukki*) and it's being hailed as the new *Lemmings*.



win!

A DAY OUT AT IMAGITEC!

0839 121151

Prizes

The bods at Mirage are so chuffed about *Humans* that they've arranged for two lucky readers to meet the Imagitec development team 'in the flesh' during a fun-packed day. And as if that weren't tempting enough, 10 runners-up will each receive a *Humans* goodie bag stuffed with posters, badges, T-shirts, games and small pieces of pig fat.

What will my imagitec day out involve?

Well, using the train tickets Mirage will provide, you'll be making your way to Imagitec's secret hide-out in Dewsbury, near Leeds. Once there, you'll be treated like royalty from start to finish and given the chance to quiz the programmers, game designers and musicians. Then you'll be wined and dined at a local pie-shop and provided with as many mushy peas as you can eat! Finally you'll receive an Atari Lynx, complete with Imagitec game cart, by way of a going-home present and then packed off, tired but happy.

Rule

All the compo lines close on September 30th. ION, and all employees of Dennis Publishing or Mirage are not allowed to enter.

Don't Forget

- To state your name, address and computer/console format when prompted.
- To get the billpayer's permission before you ring.
- Calls to the compo line cost 36p per min cheap rate, and 48p at all other times.

92 **ZERO**

Here's how you win

Study these questions, ring up the compo hotline number below and give the letters corresponding to the correct answers when asked. Eeeeasy.

1. Which place is widely believed to have been the birthplace of humanity?
A) The Garden of Eden.
B) 47a Acacia Ave, Milton Keynes.
C) Africa.
2. Which of the following artefacts have been linked to early human societies?
A) Axe-heads fashioned from flint.
B) The Swiss Army Rock.
C) The *Best Of Status Quo* Album.
3. What prompted primitive peoples to choose caves for their dwellings?
A) Soaring house prices.
B) The 'keeping up with the Neanderthals' factor.
C) The protection from predators and weather that a cave afforded.



SWAG



This month's Swag Bag seductress was sent in by JONATHAN RIPPLE of SURBITON - she's one of his School Dinner Ladies. Going by the name of Ethel (or 'The Mincer' to her fans), this sorceress of the serving spoon loves to 'spice up' her dinners with tasty tibbits such as ground glass and blowfly larvae.

What a gall! If you know of a similarly worthy bag, send in a photo of her to Swag Bag at the usual address. Oh, and if you want to sell, swap or get in touch with someone, fill in the coupon below and send it in - it's FREE!

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WRITE ON

19 year-old male Amiga user seeking female in Canada to swap PD. Send photo. Write to Matthew Gee, 81 Kurun Street, Cherrids, Brisbane, QLD, Australia 4032.

Amiga contacts who want to join a worldwide club. Write a letter for more info to Stephen T Richardson, 29 Fitzroy Street, Wadestown, Wellington, New Zealand. Amiga contacts wanted to swap all types of software - 100% reply. Send lists, disks to: Bal, 14 Whalley New Road, Blackburn, Lancs, BB1 6LB.

Amiga contacts wanted to swap games etc - all replied to. Write to Andrew Hodgekinson, Walton On Thames, Surrey, KT12-2LD. Amiga contacts wanted for old and latest stuff. Send lists or disks to Oliver, 8 Fairview Road, Chigwell, Essex, IG7 8HN. 100 per cent reply guaranteed.

1,000 per cent reply guaranteed to all those who send disks and letters to me, an Amiga owner. Laurence Patterson, Birds Cottages, Ryall, nr Bridport, Dorset. Look forward to hearing from you.

Amiga swap! Will swap Terror Pads, Universe 2 and the Kristal for Secret Of Silver Blades. Write to Peter Mountain, 3 Shackleton Road, Clay Lane, Doncaster South, Yorkshire DN2 4RS.

02day! Atari contacts wanted to swap games. Guaranteed 100 per cent reply! Send list of games to Jason, 10/41 O'Connell Street, North Parramatta, NSW, Australia 2151. Hear from you soon!

Amiga contacts wanted worldwide, especially strategy lovers. Send disk lists to Stefano Bugni, 7 Kaitheen Road, Sutton Coldfield, B72 1SS
 Amiga contacts wanted, all the latest tips, hints, etc. Write with a list to Jay, 8 Westbank Road, Liverpool, 17 9NA Merseyside

Amiga contacts wanted for new stuff only. Must be fast and reliable. 100 per cent reply. Send list and disks to Mark Burden, 290 Dialstone Lane, Greatmoor, Stockport.
 Amiga contacts wanted, rare-hads preferably, loads of games. Fast and reliable contact. Jason Mellray, 8

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1Meg T Atari STFM with mouse and one stick, extra disk drive, over £600 of software, colour TV, loads of mags with cover disks. Worth over £1,000. £450 the lot! Matthew Heywood, The Old School, Hulverstone, Newport, P330 4EH. (0983) 740634.

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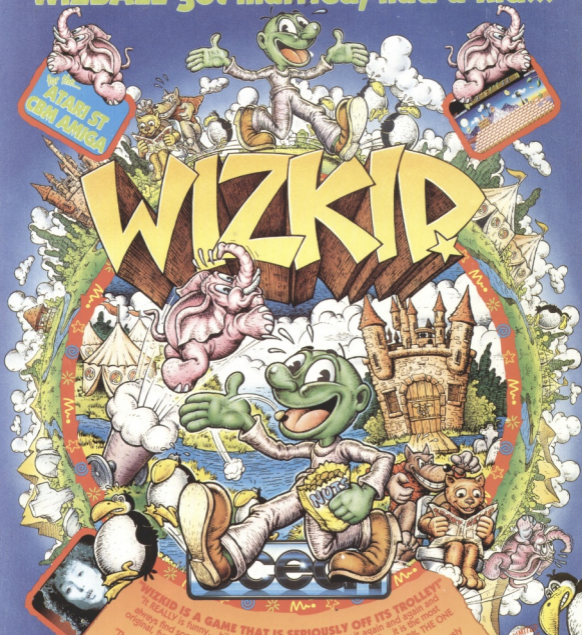
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