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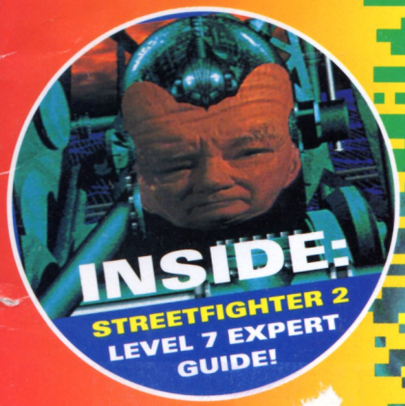
Issue Three March 1993



MEGA DRIVE
Streets of Rage 2, Muhammad Ali Boxing, Mega Lo Mania

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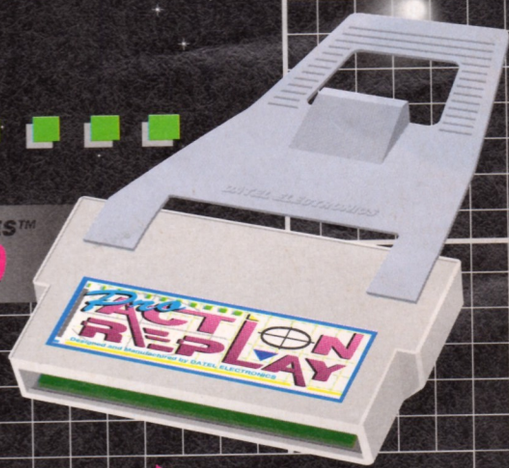

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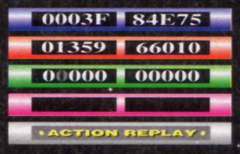

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ISSUE 3
MARCH 1993

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The greatest show on TV...

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... is now on paper!

This month, as well as bringing you reviews of some surprisingly excellent software, we've got details on an incredible new Virtuality centre in the heart of London, a look at two new PC Engine releases guaranteed to wow you and info on the earth-shakingly technological 3DO system. What a month!

APPROACHING BIG

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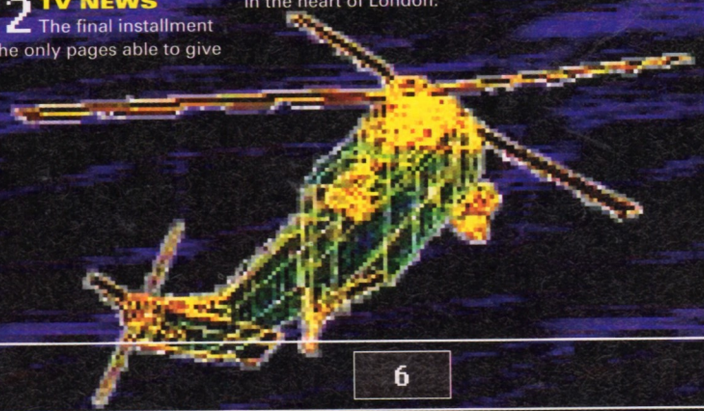

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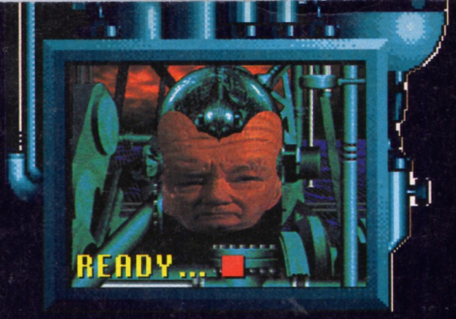

MASTER

REVIEW BOOTH

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TIPS ZONE

99 The featured tips this month are – you guessed it – Streetfighter 2. But instead of telling you how to do the dragon punch, we've dealt with slightly more advanced techniques. Also...

Another World
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Curse of Enchantia
Rolo to the Rescue
Streetfighter 2 Level 7 Expert Guide

And three full pages of cheat cart codes.

CONSOLETATION CHAMBER

120 Ask anything about games, anything you like. But you'd better ask nicely.

AS YOU MAY HAVE NOTICED, THERE ARE LOTS OF PIECES OF TEXT LIKE THIS IN THE MAGAZINE. SOME OF THEM ARE COMPETITIONS. YOU CAN ENTER THE COMPETITIONS IN TWO WAYS. THE FIRST IS BY WRITING TO: PAGE X COMPO, WHERE THE "X" IS THE PAGE NUMBER YOU FOUND THE COMP ON. THE SECOND IS TO ACTUALLY WRITE: "PAGE X COMPO" ON YOUR ENVELOPE, IN WHICH CASE WE SHALL THROW YOUR ENTRY IN THE BIN. THE CHOICE IS YOURS.

NETW

GREETINGS!

And respect is clearly due to you. Yes, you. While we're normally very keen to blow our own trumpets here at the rig, this month we've decided to blow yours (oh dear). The reason is that, thanks to you, GamesMaster has become the biggest selling video games magazine in the country, from issue one!

For the last couple of weeks, the frightfully nice people in our circulation department have been going berserk with their calculators, checking and re-checking the figures, trying to work out just how big a success the first issue was. And the news is incredible! GamesMaster magazine has sold over 200,000 copies, putting us streets ahead of our nearest competitor!

So, to as extra-big thank you for making GamesMaster the all-conquering behemoth of a magazine that it is today, we're presenting you this month with a free set of four *Streetfighter* Character Postcards. Each attractively depicts the heroic fighting antics of a main *Streetfighter* chap.

There are eight cards in the set. We haven't done the bosses because we didn't think you'd want them and, er, we didn't have enough postcards. Anyway, each set is all jumbled up so you probably won't get four characters that you really like. So you'll have to swap them with your mates, or photo-copy them or buy another copy of the mag or something.

Jim Douglas. Top notch credit taking layabout and helmer of GamesMaster mag. Specialises in long lunches and buck-passing.

Other great things going on this month include our entirely free pull-out Muhammad Ali poster, nestling in the centre pages, and a couple of rather good competitions. There's an Ecco the Dolphin one and another from Virgin Games Centres. Anyway, it all adds up to a big bulging monster of a magazine, matron. Hurrah!

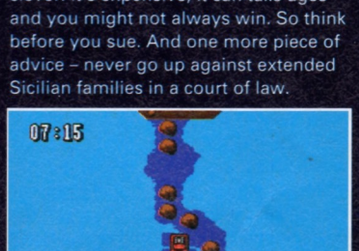
SEGA TRYING TO TAKE CODIES OUTSIDE FOR KICKING

Doesn't there always seem to be a court case going on, with Sega or Nintendo right there in the middle of it? Well, whether you think that was a contrived way to start a news piece or not, there's certainly a court case pending at the moment.

The idea is that Sega are trying to stop CodeMasters producing their own games independently. At the moment, Sega license every game for their consoles. But CodeMasters have produced *Micro Machines* on Mega Drive, a game which got 93% in issue two on GamesMaster.

There is an injunction hearing on the 23 February, which will decide whether Sega have enough of a case to continue. If they do, CodeMasters will not be able to produce independently any more cartridges for the Mega Drive. If it continues, the case could take anything from three months to two years to reach a conclusion.

Incidentally, contrary to what you may believe, litigation is neither big nor clever. It's expensive, it can take ages and you might not always win. So think before you sue. And one more piece of advice – never go up against extended Sicilian families in a court of law.



A Micro Machine yesterday (sorry).

ARE VIDEO GAMES DANGEROUS?

Some explosions cause massive, repetitive flashing. It looks smart, but if you're too close to the screen, and you suffer from epilepsy, beware!

There has been an awful lot of fuss in the national daily press recently about console games causing epileptic fits in kids. But what's the truth of the matter? Well, it's long been known that some forms of epilepsy can be triggered by rhythmic flashing of light (or strobing, as we on GamesMaster call it).

This strobing effect is all around us. You may notice it when watching TV, playing a console game or even seeing the sun winking through trees or railings as you pass by in a car or perhaps on a bicycle. Medical research states that this strobing doesn't *cause* epilepsy, it merely *triggers* a seizure in one who has the condition.

Epileptics who know they suffer from the condition are usually aware of the sort of situations which could start an attack. What is more worrying, however, is that people who have never had an attack, but are nonetheless epileptic, could be at risk when they play console or computer games which have the sort of strobe effects that could trigger them off.

To any witnesses, it would appear that the video game has caused the epilepsy, whereas in reality, the condition has been there all the time, but has been brought on by the game. It could just as easily have been caused by flashing disco lights or a large fan in front of some ceiling lighting in a public building.

So the message is clear – people who don't suffer from epilepsy can play games without any fear of 'catching' it.

But remember, sitting close to the telly isn't good for you, though. Neither is staying indoors on a hot, sunny day when you could be rushing around with a football or helping your big brother work on his Capri.

If you do suffer from the condition, the safest course of action is to consult your GP for advice.

VORK

ANOTHER GREAT SHOW LOOMS!

Commodore UK have given the final seal of approval to the forthcoming Amiga Format Live show. It's going to be a Future Publishing-organised affair, and, as you'll know if you attended the Future Entertainment Show last year, there will be so much amazing stuff on display, that your eyes will stand out from your head and your mind will be blown into a thousand astounded pieces.

About 120 major exhibitors are expected to attend, and the show will be displaying absolutely the best in Amiga hardware, software and, er, swimwear.

The show will be taking place at the spacious and comfortable Wembley Exhibition Centre on the 7, 8 and 9 May, and tickets for this monumental event (which the GamesMaster crew will certainly be attending en masse) are available if you ring the following number – 051 356 5085.

A show, yesterday. Lots of people, but sadly very few freshwater fish.

PRICES UP AGAIN?

At the moment, Commodore seem to be slightly unsure of the correct price structure of their Amiga leisure packs. They had indicated that £30 on the price of all their Amiga packs would be implemented as from 1 January.

But it has transpired that many retail outlets (or shops, as we at GamesMaster call them) are keeping the remains of their pre-Christmas stock at the pre-Christmas prices. Dixons, for example, is still selling the A600 Wild, Weird and Wicked pack at £319, and Comet appears to be doing the same.

The message is simple. If you're after an Amiga, get one now, before the price war ends and the new Commodore price-points come into effect. If you aren't planning to buy a Commodore machine, this doesn't really apply to you, but thanks for reading it anyway.

An A600 yesterd... (*Stop this poor Viz-style nonsense now!* Ed). Anyway, this is what an A600 looks like. Er, very nice, isn't it? Phew, what a tedious caption this is. The end.

It might look like contents of the reject bin at a calculator factory, but the Super Gun could change your gaming life.

BEDROOM-ARCADE FANTASY REALISED!

SNESes and Mega Drives are all very well, but there's nothing to beat the thrill of owning a real arcade game. There's something so, well, "big" about them. Unfortunately, they always come with a price big enough to shatter all but the most affluent gamers' dreams.

Now however, Console Concepts may have a solution. It's called a Super Gun, and it enables you to play arcade printed circuit boards (PCBs) through your own SCART TV. What this means is that you can buy the arcade games themselves without forking out for a cabinet, monitor and joystick each time.

The boards vary wildly in price, but the rule of thumb is that the older the game – the cheaper the board. While you can pick up some old "classics" from your local arcade from as little as £80, the brand-spanking new *Streetfighter 2* Championship Edition will cost you £375.

The Super Gun costs £300, and comes complete with two Apollo six-button joysticks. We'll have a full review next month. In the mean time, you can get more information from Console Concepts on 0782 712759.

NETW

BARCODES IN "NOT COMPLETELY BORING" SHOCKER

Incredible but true fact – barcodes are actually of some use. We always thought they were something God invented to make designing magazine front covers hard. But no, this is not the case. They can in fact be used, thanks to a new handheld, as a great games-playing aid.

News of a new barcode-based games machine first reached us here at GamesMaster a couple of months ago, and we've been following the story with raised eyebrows ever since.

The handheld is called the Barcode Battler, and it's caused a bit of a stir in Japan as thousands of gamers invade shops to zap barcodes on the sides of groceries, books, etc, in order to score points. The machine comes with a number of games, and the aim of each is to achieve as high a score as possible by finding which barcodes yield the most points. It sounds like a completely crappy idea to us, but apparently everyone thinks it's great fun over there.

No-one seems to fully understand how the games work, since it's unlikely that shooting barcodes is *all* that's involved, so the things are a bit mysterious really.

Anyway, top coin-op folk Namco have just developed The Barcode Boy for the Game Boy, and it'll be out in Japan soon. Whether or not it makes it to these shores, or it turns out to be one of those hilarious ideas that just doesn't seem economically viable in the cold light of British day remains to be seen.

Keep your eyes peeled, as we say as the end of the column approaches, for more information as we get it. In the mean time, start collecting your barcodes off the front of GamesMaster and other goodies.

Hey – this one looks kinda familiar, don't you think? Why, it's the very same barcode found on the front of this issue of GamesMaster magazine. Who knows how many points it's worth for Barcode Battlers?

ZOOL COIN-OP ON THE WAY

Gremlin Graphics, who set out to produce a character which would rival Sonic and Mario, must be dead chuffed at the moment. Zool, their ant (but also known as a ninja from the Nth dimension) is to be transformed onto the arcade machine by Bell Fruit Manufacturing.

Not a great deal is known about the machine version of the game at the moment, but it is due to go on site test in March. It would seem that the version due to hit the arcades will be something rather special.

The arrival of the *Zool* machine will be the first time in ten years that Bell Fruit have dabbled in the arcade market, and David Martin, from Gremlin commented, "To see a character move outside the traditional games world is very unusual."

There's a chance that we'll be printing more on the *Zool* arcade machine later. In the meantime, if Bell Fruit would care to send us a couple for review purposes...

Zool, ninja ant from the Nth dimension today, coin-op hero tomorrow.

GLOBAL WHERE-RING? HO HO

Last month's Global Warring piece did a good job of making everyone very excited about the *Air Warrior* phone-game, but didn't do a very good job of telling you how to actually start playing.

Well, you can pick up an *Air Warrior* pack, including manuals, maps, software and £30 of on-line time from most software stores. It costs £35. You can also get more information by calling 081 558 6114.

Join the flyboys in *Air Warrior*.

VORK

DISHING IT OUT

Games World is a new nightly games BSKYB TV show put together by Hewland International, the people behind the glorious GamesMaster. It's scheduled to start its "run" (as we media people say) in March, and at this very moment they're looking for gamesplayers to take part in the show.

The programme will be beamed to dishes across the nation five times a week, with each evening's entertainment following a particular theme.

So, if you're interested, drop the producers a line at: Games World, Hewland International, PO Box 91, London E14 9GT.

Even if you aren't lucky enough to get on the show, you might receive some tickets to go along and watch.

ACTIVATOR

Anybody want a full-body interactive controller with whole body intelligence? And does anybody know what the hell it means? Well, Sega are to launch a new controller which is unlike anything you've ever seen before.

Gone are the joypads or joysticks, gone are the Sega chairs of the past. Make way for the Activator. You're not going to believe what Sega have come up with for this new controller...

The Activator is made up of eight interlocking modules which form a three and a half foot circle around you. You stand in the middle and control the on-screen action by moving your body. Weird, huh? Light beams are used to interpret your movements so that as you kick, chop, jump and punch, your on-screen character does the same. Imagine *Streets of Rage 2* with this, wow! By the sounds of it, the Activator may even improve your general levels of fitness. (Who said video games were bad for you?)

The Activator will be available in America from September, although a UK release date is as yet unconfirmed. The American price will be $70-80 which is to include a two-in-one game cart.

Sega are calling the Activator "light years ahead", and by the sounds of it they may be right. As for whether the thing is actually usable or not is another question – can you imagine how often you would have to jump in a game of *Sonic*? Anyway when it is launched we will bring you the full lowdown on the Activator.

You too can look completely stupid as you try to recreate the antics of your fave martial artists.

RUMOURS

News may be a bit thin on the ground this month but we can still come up with the juiciest gossip anywhere.

● Rumours abound of the imminent release of the much-heralded Mega CD from Sega. Sega themselves have nothing to say on the subject and all their PR agency have said is, "You probably know more about it than we do".

The machine will be launched on 1 March and will come with a bundle of six games. These are likely to be the classic Sega compilation featuring five games and *Sherlock Holmes Consulting Detective*. Other games which may be included at a later stage are *Cobra Command* (aka *Thunderstorm FX*) and *Sol Feace*.

No price has been set yet. In Japan the machine hasn't exactly been what you'd call a storming success. However, we're prepared to guess that, as more quality titles appear for it, the machine will gain in popularity.

● Core Design, who produced Sega versions of *Chuck Rock* and *Corporation* for Virgin are now to publish their own games on Sega and Nintendo formats. The first game to be marketed will probably be *Chuck Rock 2*.

● At a recent computer show in Japan, Ryu and Ken from *SF2* turned up to meet their adoring fans, although they declined to have a demonstration fight. They sat tight on the Nintendo stand – there are rumours, however, that Sega representatives were prowling in plain clothes looking for the chance to get their hands on the two hit characters.

● Speaking of *SF2* (as we often do) we have the latest news on the Mega Drive version of the game. It was supposed to have been shipped to the UK at the end of January under the tightest security ever installed by Sega (tighter even than *Sonic 2*). No-one has even seen pirate versions of this one yet.

A source at Sega has confirmed that the game will be available mid-April.

● Speaking of March (well, we were earlier), Amiga owners can look forward to a version of *Dune 2*. The first game was rather like the film, it took three hours to load and you couldn't understand any of it, but this version is said to be *the* definitive sci-fi game – how many times have we heard that?

● Court cases doing the rounds, or about to do the rounds at the moment. Commodore vs their ex-boss Steve Franklin, Sega vs Accolade, Sega vs Codemasters, Sega vs several video shops, Sega vs me (if I write much more of this) and Datel vs Hornby Hobbies (the Game Genie people). Coming soon to a court near you.

Well we've certainly rocked the boat with the Rumours column. Tune in next month to find out exactly who is doing what, and to who.

NETW

EXCLUSIVE! STREETFIGHTER 2 - THE MOVIE

Acme Pictures are currently shooting what should prove to be a box-office smash to end all, er, box-office smashes. Soon you'll be able to strut on down to your local multiplex and check out *Streetfighter 2 – The Movie*. Very little is known about this top secret project at the moment, so we can't tell you whether it will be based on the Championship Edition, how many special moves will be available or whether or not it'll be coming out on the Mega Drive. (Snigger.) However, we've received an exclusive leak from the casting department and here's a provisional list of the stars who will be playing all the major characters...

Lou Ferrigno and Cynthia Rothrock in one of the film's more controversial scenes.

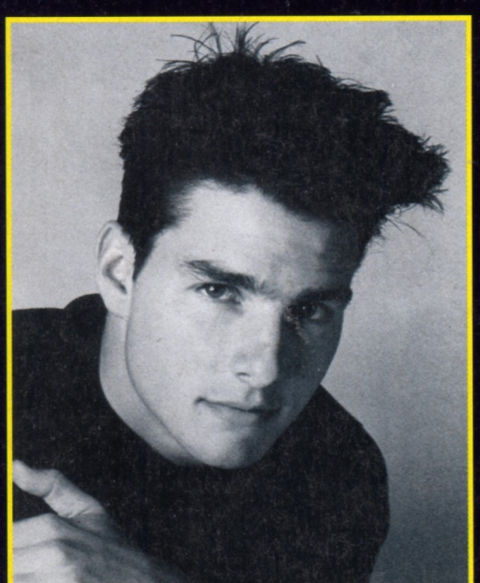
RYU – The ever-adaptable and indisputably hunky **Tom Cruise**.
KEN – **Dana Carvey** – the bloke who plays Garth in Wayne's World. He'll be wearing contacts, obviously.
GUILE – **Val Kilmer** in another marvellous spot of character acting.
E. HONDA – **John Candy** – typecast as ever.
ZANGIEF – **Geoff Capes** in an uncharacteristically crap role.
CHUN LI – Martial arts mistress **Cynthia Rothrock** (whose action sequences are definitely not speeded up. Honest.)
BLANKA – **Lou Ferrigno** – ex Incredible Hulk.
DHALSIM – **Ben Kingsley**.
BALROG – **Evander Holyfield**, because the guy they wanted was in prison. Allegedly.
VEGA – **John Inman**. 'Nuff said.
SAGAT – **Brian Glover** – perfectly polished pate, very aggressive.
M. BISON – **Rutger Hauer** plays the ultimate rock-hard baddie. Again.

The film is set for an Autumn release and, directors currently being approached include Paul Verhoeven (Total Recall, Basic Instinct), Michael Winner (Death Wish, Death Wish 2, Death Wish 3, etc...), and man of the moment, Quentin Tarantino (responsible for the fantastically violent Reservoir Dogs.)

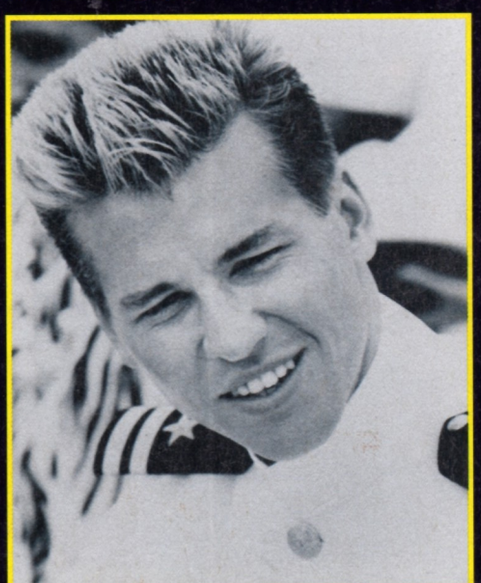
Meanwhile, don't forget Super Mario Brothers – set for a Summer release, and featuring Bob Hoskins as Mario, Samantha Mathis as the Princess and Dennis Hopper as the evil Bowser. Directed by Rocky Morton and Annabel Jankel – the creative force behind Max Headroom – the film looks likely to follow a specific "kidnapped princess"-type plot with a twist or two. Probably. Oh, and there's also rumours of a movie based on the *Double Dragon* games. Dunno about this one, though. There's an ad in Variety magazine, but British film mag Empire doesn't seem to have heard of it. We'll fill you in as soon as, er, someone else fills *us* in...

Who knows – this trend of the-movie-of-the-game may well escalate into rather silly proportions. (*Er, hasn't it already?* Ed.) How about Desert Strike with Chuck Norris, Streets of Rage 2 – with Steven Seagal as Axel (minus the pony tail) or maybe even Sonic – The Movie, starring – er – oh, I can't seem to think of any famous hedgehog actors who could conceivably play the whizzy blue one. (*Can we move along now, please?* Ed.)

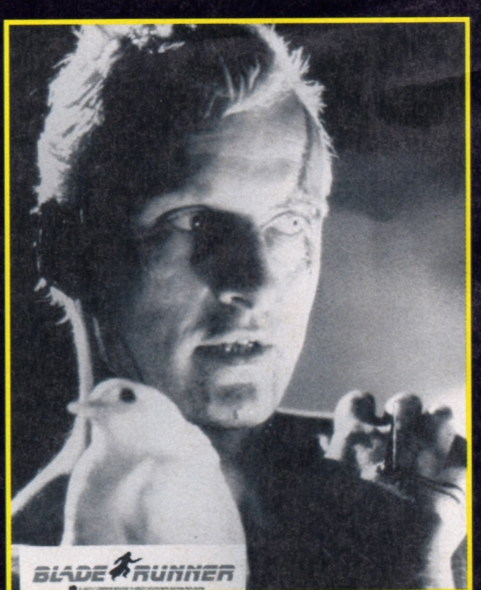
Yes, Dana will soon be swapping his "Party on, dude" business for "Ha-doo-Ken!" or whatever...



Cor, eh? What a man! It's Tom bleeding Cruise. Famous for his "cool" portrayal of ace pilot, er, Mr Maverick in Top Gun. Oh, and he also played a hotshot pool player in The Colour Of Money. Which was a bit crap, really.



Apart from his astounding impersonation of Jim Morrison in The Doors, you may have seen Val Kilmer "doing comedy" in the Naked Gun-style Top Secret. Very clever. Let's see how well he throws the Sonic Boom, then.



Rutger Hauer. He's a bit hard, isn't he? He's been a bit hard in lots of films, including Blade Runner, Nighthawks (with Sly Stallone – who's also rock hard) and The Hitcher – where he was a rock hard (and a bit mad), er, hitch-hiker.

VORK

Now, this may not look too exciting. But it is. Honest. When you wear the glasses, anyway.

Cyberdelia features some amazing set-pieces. Here, some round swirly bits swirl around the screen.

VR FAMILY

If you're a little weary of dancing frantically in remote warehouses, staggering home at 5am and collapsing until your body regenerates its supply of fluids, then Prism Leisure's VR: Cyberdelia video may well provide a safer and, certainly, a sillier path to the enjoyment of rave music.

Yep, you can completely dispense with the need to wander around asking total strangers where "the party" is. Never again will you need to guzzle two pints of water just to resuscitate yourself the next morning.

Now you can simply make a cuppa, switch off the light, pull up a comfy chair, fall over something because you can't see a thing, turn the light back on, slap on your specially provided Special FX Spex, slot in the video, turn the light off again and "chill out" to a series of computer-generated images designed to maximise your psychedelic mental state.

Now, as for the soundtrack, you have two choices. If you're a big fan of rave, techno and dance music, you'll want to whack the volume up to full blast and take full advantage of Rave 2000 and Soul Psyche – upbeat techno recorded in "virtual audio" 3D sound. Or, if you're a bit of a mellow, New Age type, you can always turn the sound down, stick on a bit of "Floyd" and attain nirvana that way.

The length of time you'll spend in front of the screen strongly depends on your mood at the time. It's pretty relentless, brain-reeling stuff which, as it apparently contains sequences cut at the maximum 25 cuts per second, comes with the obligatory epilepsy warning. Whether you suffer from epilepsy or not, be warned – you will see double. You'll see quadruple. Your eyes will hurt. You will become hugely confused and absurdly relaxed. Of course, these could be the precise reasons you've bought the thing.

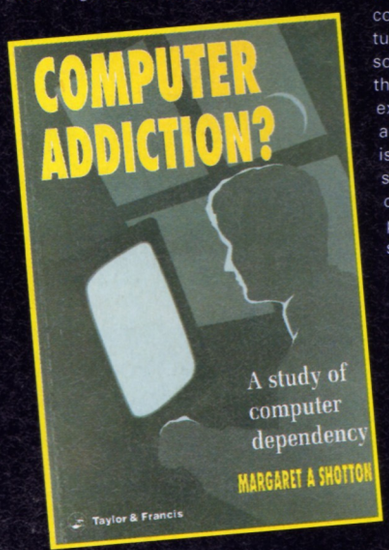
The company are also currently negotiating some less hectic soundtrack-style videos and hope to feature the likes of The Orb and The Future Sound Of London – well known ambient(ish) dance merchants famous for such tracks as Blue Room and Papua New Guinea.

Meanwhile, VR: Cyberdelia is on sale for £12.99 – complete with two pairs of Special FX Spex.

GAMES ARE GOOD FOR YOU – OFFICIAL

With the recent boom in the video gaming industry, there's been a renewal of interest in the question of whether or not computer games are bad for your health. Are they, as the Melody Maker recently patronised, creating a new generation of youngsters with "vacant minds", living only within their computer worlds, and rarely interacting with other humans?

In her book, "Computer Addiction?", Dr Margaret Shotton concentrates on the issue of "computer dependency" – an unnatural psychological state which doesn't just restrict itself to games. "It was true that many of the dependents did talk to their computers and viewed them with affection; sometimes naming them or describing them as friends or colleagues."



The book is heavy, academic reading, but it's worth a look if you're either completely mystified about the origins of leisure computing or if you're just a worried parent wondering what the hell is so appealing about all those flashing lights, irritating bleepy noises and bizarre antics. (Talking of bizarre antics, see VR Family feature).

Despite all the horror stories, Shotton concludes that extreme computer use/gamesplaying does *not* turn "normal" people into squinting social inadequates. She maintains that the computer can offer "inspiration, excitement and intellectual stimulation, and can create an environment which is positively therapeutic." It has been said before, but let's face it – if your child was sitting around at home playing chess all day, you'd say he or she was a genius.

"Computer Addiction? A study of computer dependency" is published by Taylor and Francis, priced £17.45.

This book could change your life. Yes, you've probably heard it before, but no, honest, this one really *could* change your life. Okay, so it's no Moby Dick or The Illustrated Guide To Toe Clippings, but it's a stonking good read all the same.

NOW THAT'S WHAT I CALL GRUNGE '93

singles

ORIGINAL MOTION PICTURE SOUNDTRACK

13 TOP NOTCH TRACKS OVERFLOWING WITH THE SPIRIT OF SEATTLE FEATURING ORIGINAL AND PREVIOUSLY UNRECORDED TRACKS FROM...

Alice in Chains, Pearl Jam, Soundgarden, Paul Westerberg, Mudhoney
Screaming Trees, Mother Love Bone and Smashing Pumpkins

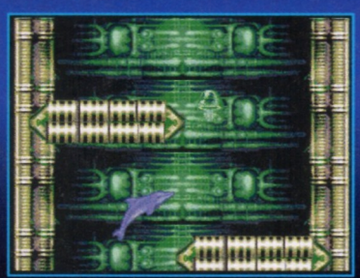
DON'T SEATTLE FOR LESS! (Sorry)

epic

NETWORK

ECCO THE DOLPHIN LIVES!

In a shock move guaranteed to anger porpoises and narwhals the world over, Sega Europe have announced that they're adopting a dolphin. It's long been known that owing to various hormonal differences, Sega are unable to give birth to any dolphins of their own, so doctors are pleased with the decision to adopt.



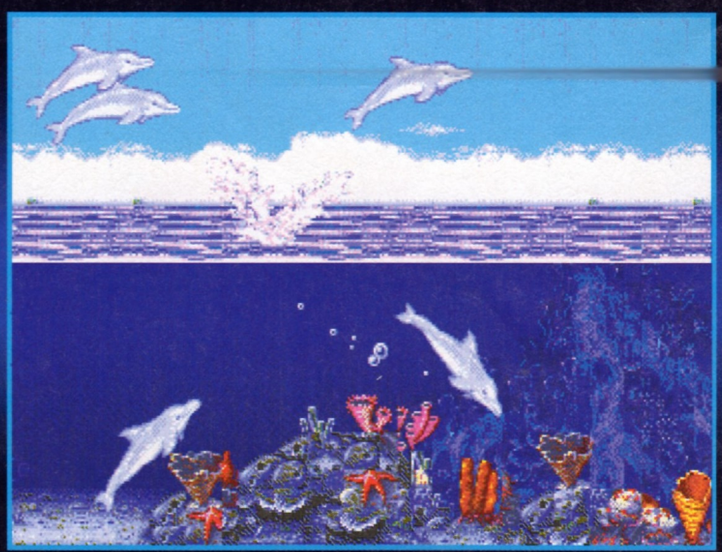
A dolphin is for life, not just for Christmas. Remember that, Sega.

"This will stop Sega getting broody in months to come" said a famous gynaecologist yesterday. Sega, meanwhile, are planning to call the dolphin Ecco in an astute if rather cynical marketing move to promote the game *Ecco the Dolphin* (the cracking review starts on page 60).

Rumours that Nintendo are planning to go further and adopt a plumber, a go-kart, a green fighting man from Brazil and a small dinosaur have not been confirmed by the company (which isn't surprising, as we've just made them up).

More on Ecco the real dolphin in the news later on (assuming it does something interesting like escaping or talking).

In the meantime, here are some gratuitous piccies of Ecco. Imagine some weirdy new age music to complete this awesome audio-visual experience.



BRACE YOURSELF FOR DONG!

Is this the character they're calling "Dong"? It's no good. There's just no way you can take a little duck seriously if his name is Dong. Sorry.

Yes. Much as we chortled and sprayed over the name of this forthcoming Amiga game, we're still taking *Dong* (hu-huh!) seriously as a *Zool*-beater.

It's being coded by those mischievous characters known collectively as The Hidden who are well known in the PD arena for games such as *Top Secret*, *Puggles* and *Rome*. With Dong, they hope to chalk up their first success in the commercial game sector. Starring a hyper-evolved duck, the game will apparently be incredibly fast, incredibly smooth and, of course, incredibly great.

More news of this potentially exciting game as we receive it. Even as we speak, our spies are sitting in the shrubbery outside The Hidden's offices and sniggering childishly in what they hope is an evil manner.

Dong. Sounds a bit like, er, dung. And that, as, we know, is rude.

It could also be a Chinese name. Or it might just be the obvious...

PRESS CORNER

Hello again. Yes, it's time to get real, get a sense of humour and, quite possibly, a life – as we delve once more into the occasionally hilarious – but, more often, smirk-raising zone of those wild and crazy Public Relations people. This month, we have quite a choice selection of ill-chosen phrases, indecipherable wibble and – well, just things that are decidedly easy to mock, really.

"While the straightforward, slapstick nonsense will appeal to children, their satire of humanity through situational, ironic and pun-filled humour will find the game a large audience among older Gameboy gamers."

Thanks, Acclaim. So, er, *Crash Dummies* is a bit of a laugh, then.

"Escape the deadly robotic fish, watch out for the port hole snipers, destroy the plasma sphere and beware of the centry robots, lava balls and hot water geezers."

Oh *dear*. The *James Bond – The Duel* press release seems to suggest a need for a Collins Concise at the Domark office.

And finally, this month, a bit of a Coktel Vision special... Plough through this undoubtedly bizarre set of verbal baggage, if you can...

"The interface of the game, the *supple ergonomics* allow you to put your powers of deduction, research and intuition to the service of pure intrigue."

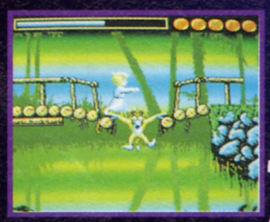
"Above all else, Inca is a game. Even if it borrows from, or offers solutions to, the great enigmas of this civilisation, it is not an historical reconstitution but rather a fictional representation of a civilisation."

Thank you, and goodnight. So, once more we leave you with a head full of over-complex points of style, hilarious hyperbole and thoroughly daft and torturous attempts to explain things. Tune in next month, when we shall deal with the unenvied and infrequently humorous "reports" of play-testers.

GET READY 4 THE INVASION

COMIC RELIEF

HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.

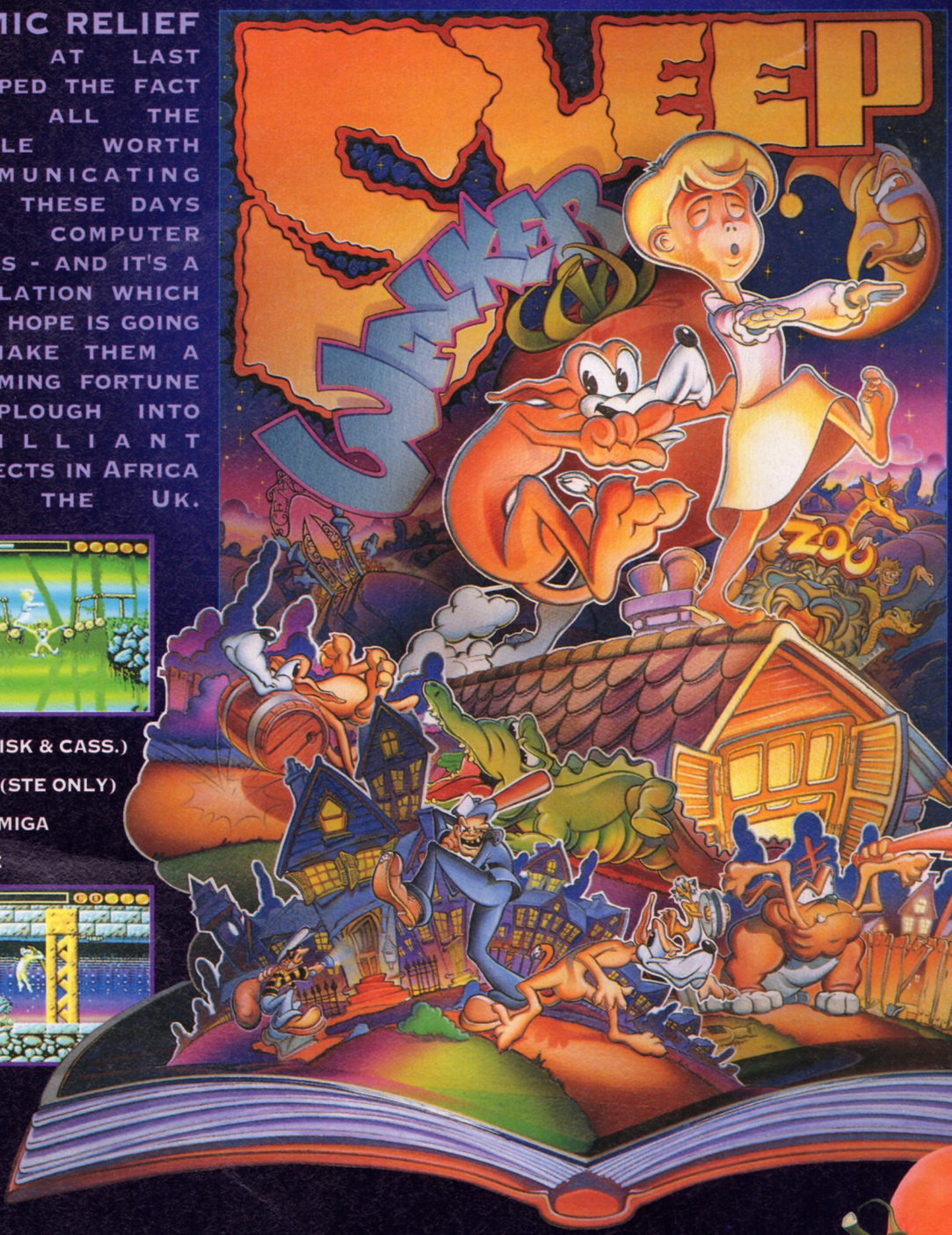


C64 (DISK & CASS.)

ATARI (STE ONLY)

CBM AMIGA

IBM PC



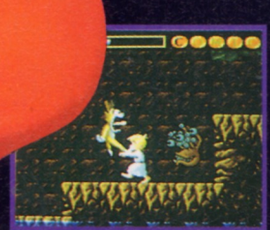
PLAY THE GAME FOR...

COMIC RELIEF!

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). A DONATION FROM THE SALES OF SLEEPWALKER WILL GO DIRECT TO COMIC RELIEF.

TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993. ORGANISE YOUR VERY OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.



ocean

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NETWORK

DIARY DATES

For all your gaming needs and much, much more - you positively *must* peruse the following clutch of embarrassingly wonderful happenings. It will nigh on make you wither to the ground with light-headed excitement. So - read on - and gorge yourself on some of the most relevant, up-to-date information this side of CNN - or - for those of you without Satellite TV - Good Morning With Anne and Nick.

FEBRUARY 18

Now, pay attention. You must immediately rush down to your local newsagent, and buy Issue Three of GamesMaster magazine. It will make your senses rebound around your psyche with such velocity that you may well feel that your brain is in some form of centrifuge. (*Yes, thank you.* Ed.)

If you've already bought this copy – well done, you are ace, skill and all those other mildly embarrassing slangy terms of endearment. If you're leafing through this copy in Smith's, then you seem like the kind of person whose general movement could well be weighed down by the presence of £1.75 in your pocket. Please buy it. Please! We need the money for our sister's eye operation. (*Get on with the Diary Dates.* Ed.)

FEBRUARY 19 - 21

If you're really, really into computers, then you may want to check out the 7th International Computer Show at Wembley, London. Call 081 549 3444 for details. We *know* we mentioned it last month, Mr Observant.

FEBRUARY 22

Hurrah! Today it's Mardi Gras. Festivities! Fun! Brightly coloured vehicles driving slowly down the street! Of course, it's no good to you unless you happen to a) Live in New Orleans or b) Plan to visit New Orleans before February 23. It'll be great, though.

Today is also a marvellous day for games. In fact, there are so many potential releases, that we'll have to divide them up into their individual formats...

On the SNES, there's the multi-player driving game, *Super Off Road*, and the rather naff Super Scope Gun game, *Battleclash*. For the Mega Drive, we have Sega's *Grandslam Tennis*, *Side Pocket* and the hysterically daft beat-em-up *Two Crude Dudes*. Virgin's *Mega-lo-Mania* and EA's *PGA Tour Golf 2* should also be in the shops around this time.

FEBRUARY 24

Another feast of entertainment available today... For the Amiga, *Gunship 2000* – flight-sim extraordinaire from Microprose. For the Game Boy, there's Konamis's shoot-em-up, *Parodius* and the distinctly more serene *ChessMaster*. Meanwhile, for the Game Boy *and* the NES, you could obtain a copy of *Robin Hood: Prince Of Thieves* from Mindscape.

Oh, and for the Twin Peaks fanatics among you, today was also the day that Laura Palmer was murdered. Three years ago, actually. Oh, and it's Ash Wednesday, as well.

FEBRUARY 25

If you have a Game Gear, and fancy picking up a copy of the reworked classic *Super Space Invaders*, then you'll be able to do just that. Today. Courtesy of Domark.

FEBRUARY 26

If you're the proud owner of an Atari Lynx, then you'll undoubtedly want to check out *Rolling Thunder* and *Pit Fighter*. We'll also be reviewing the fabulous *Joust* next issue.

This period should also prove to be something of a, how you say, "treat" for Amiga owners – with the release of Psygnosis' ecologically friendly caterpillar game, *Creepers*. Also from Psygnosis at this time, there's something called *Lemmings 2*. Dunno what that's all about, though.

MARCH 8

To tie in with International Women's Day – which, er, today is – many of the software publishers have seen fit to release lots and lots of games. On Mega Drive, there's *Captain Planet*, *Paperboy 2*, *Chiki Chiki Boys* (ahem) and *Hardball 3* – a baseball simulator from Accolade. For the SNES, there's *Mickey's Magical Quest* from Capcom – reviewed last issue and, on the NES, there's *Castlevania 3*. (*And what have they got to do with International Women's Day, exactly?* Ed.)

MARCH 18

And that's another bulging sack of drivel for another month. Notice – no release for *Streetfighter 2* on the Mega Drive. Could it be a secret release? Could Sega be holding back on the info to give the project a bit of mystique? Pick up a copy of Issue Four of GamesMaster magazine today – and check out the industry-standard Diary Dates to find out more.

IMPORT CHARTS

SNES

1	Super Star Wars	JVC/Konami
2	Super Mario Kart	Nintendo
3	Wing Commander	Mindscape
4	Desert Strike	Electronic Arts
5	Mickey's Magical Quest	Capcom
6	John Madden 93	Electronic Arts
7	Streetfighter 2	Capcom
8	Out of This World	Interplay
9	Soul Blazer	Nintendo
10	Fatal Fury	Nintendo

MEGA DRIVE

1	Ecco the Dolphin	Sega
2	Road Rash 2	Electronic Arts
3	World of Illusion	Sega
4	Streets of Rage 2	Sega
5	Sonic 2	Sega
6	Alien 3	Acclaim
7	NHLPA Hockey 93	Electronic Arts
8	Wrestlemania	Flying Edge
9	John Madden 93	Electronic Arts
10	Rolo to the Rescue	Electronic Arts

PC ENGINE

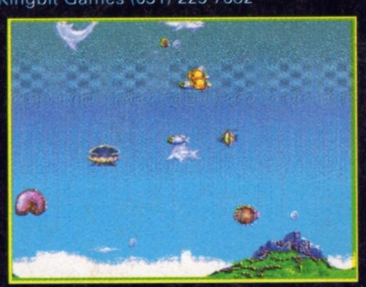
1	Gradius 2 (CD)	NEC
2	Ramna 1/2 (CD)	Masna
3	Dragon Slayer (CD)	NEC
4	Loom (CD)	NEC
5	Tecmo World Cup (CD)	Acclaim
6	Gain Ground (CD)	NEC
7	Air Zonk	NEC
8	Power Sports	NEC
9	Legend of Tonma	NEC
10	Salamander	NEC

GAME BOY

1	Super Marioland 2	Nintendo
2	Star Wars	Ubisoft
3	Terminator 2	Acclaim
4	Alien 3	Acclaim
5	Speedball 2	Virgin
6	WWF2	Acclaim
7	Mega Man 3	Nintendo
8	Bionic Commando	Nintendo
9	Bonk's Adventure	Nintendo
10	Looney Tunes	Nintendo

Many thanks to the following for helping to compile this month's import chart.

Console Concepts (0782) 712759
AMS Games (081) 201 0535
Kingbit Games (031) 225 7682



Lots of lovely grub and things for Ecco the dolphin.

OVERDOSED ON GRAVITY RAYS.
DOWN TO YOUR LAST ENERGY BAR.
AND PLAGUED BY KILLER MUSHROOMS?

CHECK YOURSELF INTO WOOLWORTHS.

All the latest cures for hard and software addicts, currently available on prescription at every branch.

Nintendo at WOOLWORTHS

CHARTS

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

Virgin GAMES CENTRE

SNES

1. **Super Mario Kart** Nintendo
2. **Bart's Nightmare** Acclaim
3. **Dragon's Lair** Elite
4. **Axelay** Konami
5. **Super Ghouls and Ghosts** Capcom
6. **Streetfighter 2** Capcom
7. **Zelda 3** Nintendo
8. **Spiderman/ X-Men** Acclaim
9. **Super Mario World** Nintendo
10. **Joe and Mac** Elite

NES

1. **Hyper Soccer** Konami
2. **Kung Fu** Nintendo
3. **Lemmings** Ocean
4. **Home Alone 2** THQ
5. **Kickle Cubicle** Nintendo/Irem

MEGA DRIVE

1. **Streets of Rage 2** Sega
2. **Road Rash 2** EA
3. **Ecco the Dolphin** Sega
4. **Sonic 2** Sega
5. **Mickey and Donald** Sega
6. **Desert Strike** EA
7. **John Madden 93** EA
8. **Taz Mania** Sega
9. **NHLPA 93** EA
10. **T2** Flying Edge

MASTER SYSTEM

1. **Sonic 2** Sega
2. **Lemmings** Sunsoft
3. **Taz Mania** Sega
4. **Transbot** Sega
5. **Mickey Mouse** Sega

AMIGA

1. **Streetfighter 2** US Gold
2. **Premier Manager** Gremlin
3. **Sensible Soccer 92/93** Renegade
4. **Wing Commander** Mindscape
5. **Nick Faldo's Championship Golf** Grandslam
6. **Road Rash** Electronic Arts
7. **Harrier Assault** Domark
8. **Indiana Jones and the Fate of Atlantis** US Gold
9. **The Secret of Monkey Island 2** US Gold
10. **Campaign** Empire

GAME GEAR

1. **Lemmings** Sunsoft
2. **Aliens 3** Flying Edge
3. **Super Off Road** Virgin
4. **Sonic 2** Sega
5. **Mickey Mouse** Sega

ATARI LYNX

1. **Dracula: The Undead**
2. **Switchblade 2**
3. **Dirty Larry**
4. **Steel Talons**
5. **Shadow of the Beast**

GAME BOY

1. **Super Mario Land 2** Nintendo
2. **Star Wars** UbiSoft
3. **WWF 2** Acclaim
4. **Tiny Toons** Nintendo
5. **Home Alone 2** THQ

DON'T AGREE, EH?

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

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

My address is .....

.....

.....

Avert your gaze, Reverend, because it's time for...

DOMINIK'S BIG PURPLE COLUMN

Does he or doesn't he? It's a question which has been on the lips of the nation for months... Does Dominik bite his fingernails? And if so, does it presuppose a childhood obsession with chipolatas as documented in Freud's early work, 'The Psyche – What is it?'

It throbs with power. It glistens with life. It bulges dangerously with the very essence of Scottish vitality. And it'll make you ache...

Welcome once more to this turgid sprawl that I like to call my column. As anyone who was at GamesMaster Live! will reveal, I am not nearly as sickeningly nice as I appear on the television. This means that, nice as it is to receive letters from you all, if you write any that are crap, I will humiliate you in print form.

This issue's socially challenged reader of the month comes from Manchester and his name is Andrew Pike. Give him a round of applause ladies and gentlemen. Andrew sent in his entry to issue one's White Carnation competition and also said things like "it's hip to terraform... ask my buddy Andy Crane," and claims he has found the secret to terraforming Venus. He finishes his letter by saying that he "made a mess of the other entry." Well, Andrew, I have a few (seven, in fact) things to say to you.

1) You can pick up a life at reception on the way out.
2) Who's Andy Crane?
3) You probably messed up the other entry because they only let you write in green crayon.
4) I've changed your name to protect you.
5) No I haven't.
6) Your entry for the compo was completely hopeless.
7) But good luck with the terraforming.

A note to all readers: don't get upset if I write anything horrible about you. It's all part of growing up in the 90s. When I was your age etc, etc.

DOMINIK'S TOP FIVE

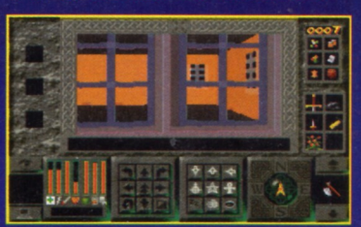
Here are the five pieces of quality software that are keeping my loved one and I apart this month. Get these games if you have half a chance, or alternatively, keep playing *Home Alone* on the Mega Drive.

1 SUPER MARIO KART
Super NES

A game which has completely redrawn the structure of power in the GamesMaster office. It no longer matters whether you're Dominik the Presenter or Cameron the tea-boy. If you are tops at this one, everybody buys you a beer. An outrageously superb game.

2 LEGENDS OF VALOUR
PC/Amiga

On the Amiga the disk swapping is a pain, but with a nice big PC, this role-playing extravaganza is the best yet.



VILLAIN OF THE MONTH

Runner-up in the Villain of the Month contest is Tom Strane. You may not know who he is. Neither do I. But Matthew Purton from Wiltshire wrote in to say he is " a dickhead". Who am I to disagree?

Anyway, this month my vote (and let's face it – it's the only vote that matters) goes to Prince Charles (see left). Why? Well, first he treated Di really badly, and we all love her.

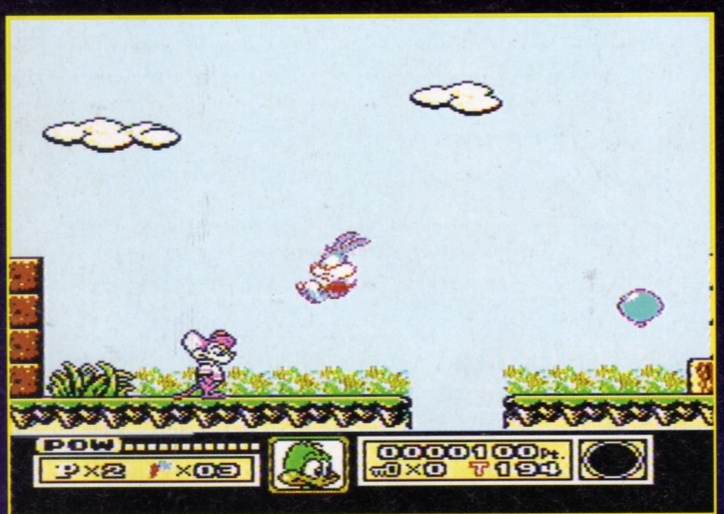
Second, imagine that you're heir to the throne. You could have just about any woman you wanted – Pamela Armstrong, Vanessa Paradis, or maybe that Erika off Baywatch (right) – and he picked Camilla Parker-Bowles, allegedly. Tube.

3 SHADOW PRESIDENT
PC

You take on the role of the president of the USA in this horrendously complex strategy game. I nuked Iraq and got assassinated in my first two months on the job. That's democracy for you.

5 PGA Tour Golf 2
Mega Drive

Golf's the game where fat businessmen and magazine editors wear crap jumpers and pretend they're getting exercise by knocking about little balls. This is the definitive golf game – without the dodgy socks.



4 TINY TOONS
NES

It's very rare that an 8-bit game gets into my top 5, but this is a beauty, mainly because it is much tougher than any other 8-bit game.

DOMINIK'S FAMOUS FRIENDS

This is the part of the column where I tell you about that special celebrity in my life. This month it's Cathy Dennis. You should have seen her a while back on GamesMaster and, I think you'll agree, she wanted our relationship to be more than professional. I know she didn't say it outright, but the body language she was sending me was unmistakeable. I had to explain to Cathy that I had a girlfriend already, and the woman is a wreck now. She leaves messages on my answerphone, roses on my doorstep, dedicates slow, smoochy ballads to "the man in red". Bless her. Now readers, I'm not saying that I'm proud of my actions, but sometimes you have to be cruel to be kind.

CLOSING CREDITS

Part 7 in a series about the closing credits of GamesMaster. This month – Adam Wood, Series Producer. He's healthy, eats raw vegetables, "pumps" iron and plays football. It's his job to boss me about, which he does impeccably. He used to be producer of The Word, but can't talk about it for credibility reasons.

CACK GAME OF THE MONTH

As mentioned earlier, this accolade has to go to *Home Alone* on the Mega Drive. A note to Sega – 10 years ago I had a ZX Spectrum, this would have been a great budget game on that.

Yikes, it appears the house has been surrounded by green aliens.

HURRAH, HURRAH. IT'S COMPETITION TIME

Ladies and gentlemen we have a winner. I asked you to complete the sentence Dominik's red jacket is... The entries were uniformly awful, with one exception. Sheenagh Slucock of Inverness wrote "Dominik's red jacket is a red jacket." And who said that surrealist humour died with Eunesco? Sheenagh wins a carnation as worn by me on the show.

The second winner is the "Say hello to me because..." compo. Andrew Quick of Port Talbot says "Say hello to me because I am Farmer Barleymow of Bod." Nice one, Andrew.

This month's crap compo... Answer the question below to win a really crap game on the system of your choice:

Bad Influence: "Bad" or "Influence" .....

.....

.....

.....

Cheers!

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+ 6 games WEEKLY!
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YOU WILL ALSO BE TOLD OF OTHER GREAT PHONE-IN PROGRAMMES!

TV NEWS

Let's not be disheartened, let's not shirk from the task – the current series of GamesMaster is coming to an end, but all good things do. Chin up, stiffen that lip and let's carry ourselves proudly through these final weeks. The show's not over until the fat lady sings, and there's many a mickle that makes a muckle and GamesMaster had plenty of glorious entertainment tucked away beneath his skullcap for your enjoyment. So read on...

Thanks to his camouflage gear, our arm wrestling champ sneaks up on his adversary.

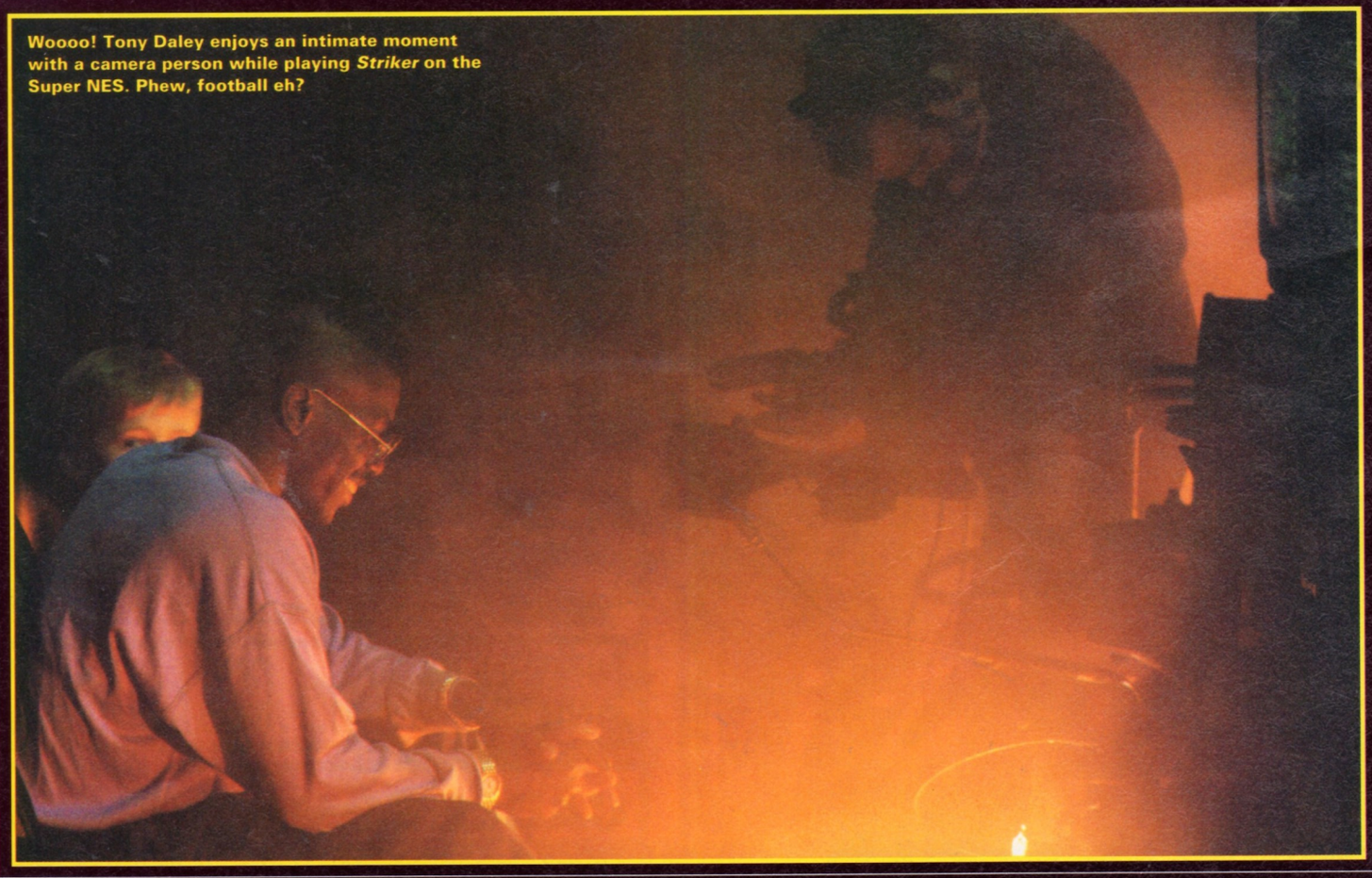
ATHLETIC SUPPORTS

Tony Daley, Aston Villa front-man and self-confessed Sega fanatic, ironically tackles a Super Nintendo soccer challenge on March 4. It's a game of two halves for the élite of soccer games, *Striker* – miss it and you'll be (ahem) as sick as a parrot.

Steve Backley shoulders the burden of Accolade's *Summer Challenge* on March 11. Can Britain's greatest javelin thrower find record form with the assistance of a computer?

IT'S ALL IN THE WRIST

Despite earlier indications to the contrary, GamesMaster's exclusive arm wrestling challenge is still to be broadcast! Can man match machine in the ultimate test of forearm strength? Three of the world's greatest arm wrestlers, including reigning world champion Psycho, are preparing themselves mentally and physically for this test of power. They're all set to take to the stage on March 18 and give it their best shot.



Woooo! Tony Daley enjoys an intimate moment with a camera person while playing *Striker* on the Super NES. Phew, football eh?

Yes, yes, yes. We know we printed this picture last month but the relevant show still hasn't been shown so we've printed it again for the million (ahem, *or so*) new readers.

SKATING ON THIN ICE

Finally we pad up for a hockey special, the likes of which haven't been seen since primitive man first smacked the head of his enemy while winging his way across a battlefield.

Olympic hockey player Sean Kerley takes to the ice with a vengeance on March 25, against ice hockey champion Kevin Conway. Real men enjoy nothing more than a quick puck and the excitement of *EA Ice Hockey 2*.

And don't forget the eagerly awaited *Sonic 2* showdown to be screened over the coming weeks. Which of the industry's finest will succeed in putting Sega's true blue hero through his paces? Place your bets... Will it be one of Future's chosen representatives, Paul Mellerick from Mega or Dean Mortlock from Sega Power or indeed, will it be some lesser mortal? For the results – keep an eye on 4.

All this remains – and of course the very best in game playing guidance and entertainment.

DISH IT OUT

And with a hasty glance over the shoulder to ensure that no-one from Channel 4 is reading, there's just time to tell you about Games World – the new nightly TV service for those games players who have a dish on their roof, and we're not talking Royal Doulton here. Produced by Hewland International, the same media lovelies who were responsible for GamesMaster, this new programme starts in March, being broadcast on Sky One for half an hour every week day evening.

Our spies at Hewland gave us an exclusive guided tour of the Games World. The Monday and Friday night shows will feature the best of competitive games playing, but expect the unexpected! Tuesdays will be dedicated to reviewing the latest hardware and software, as well as running features and charts. Wednesday will play host to a truly live and interactive opportunity for game playing pleasure and prizes galore. And if it's cheats, tips and advice you're after, tune into Thursday's show. A week of joystick-tugging for the true fanatic, followed by a weekend!

ER, BYE BYE OR SOMETHING

And so it is with the deepest of regret that TV News makes its final appearance in these hallowed pages for the moment at least.

Now, now, dry away those tears – this isn't goodbye, simply a parting of the ways. In the meantime, don't forget to let us know which celebrities top your most wanted list for the next series of GamesMaster – we'll pass all your requests on to the silicon superstar, and who knows what the future will hold in store.

As always, keep in touch with Mr Diamond's Purple Column at the usual address, but remember to don those all-important surgical gloves.

And if you'd like to appear in the next series of GamesMaster, in whatever capacity, write to GamesMaster Stardom, PO Box 91, London E14 9GT and explain why.

GamesMaster will be returning to your screens in the autumn with a brand new series, which will be heaving with games playing guidance, celebrity challenges, judgements, features and consoletations. And of course GamesMaster will continue to fill your lives with the boundless wisdom of his omnipotence through the ample pages of this fine organ – so keep the faith!

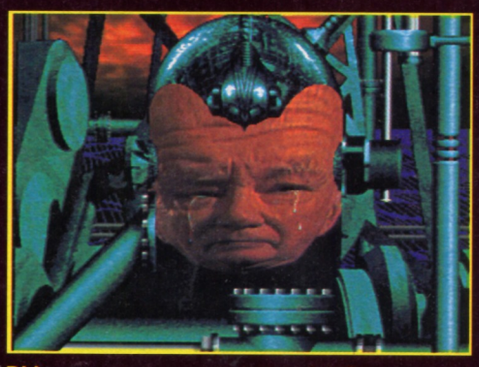
GamesMaster is broadcast on Channel 4 each Thursday night at 6.30pm and finishes its current run on March 25.

Oh dear! Sad old Josie Lawrence gets a bit confused with the realism of *Mad Dog McRee 2* and, in a pathetic attempt to boost her score, tries to shoot the photographer. Stupid moo.

WHOSE GAME IS IT ANYWAY?

Tony Slattery dispatched himself with unsurpassed honour back in October when faced with the gun totin' terror of Atari's *Who Shot Johnny Rock*? More recently Mike McShane lent himself splendidly to the mother of all tributes in GamesMaster's long overdue homage to the Man Dan. Can Josie Lawrence, the multi-faceted star of Whose Line is it Anyway? complete the hat trick and improvise her way through the arcade action of *Mad Dog McRee 2*? Find out on February 25.

Tony Slattery shows how it should be done (I'm not tooooo sure about the hand-on-hip type stance business though!)

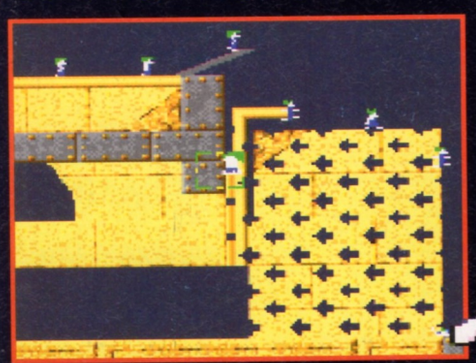


Did you ever see a more sorry sight?

WIN £1000 OF

FROM VIRGIN GAMES CEN

If you've got a Menacer then *Terminator 2* will be one of the games to get if you win.



These Lemmings don't have the sense to save their lives, never mind enter this competition – don't be a lemming, enter now!

Is this a screenshot from *Smash TV* or the scenes in the Virgin Games Centre as you get your wodge of £1,000 out to spend?

Some time back in July, when you're putting your Christmas list together, you always stretch a point...

No. 1 – Private island
No. 2 – Ferrari
No. 3 – Sega Mega Drive
No. 4 – £1,000 of games
etc, etc

So maybe Santa didn't manage to get the Ferrari down your chimney. And it would appear that you might have to wait until next year before you land on that Caribbean island. But if you are trying to work out where all those new 'best' friends have suddenly appeared from, ask yourself this question – "Did I unwrap a Sega Mega Drive in the last few weeks?"

Not that you'll need reminding if you *did* receive a Mega Drive from the North Pole's most popular resident. By now, you're probably feeling fairly confident that it is possible to go through all the levels on È (eventually!), but maybe you're getting to thinking that a few more games wouldn't go amiss. Like £1,000 of the very latest and best Sega Mega Drive games, chosen from the incredible selection to be found in every Virgin Games Centre and Megastore.

If you fancy the chance to race against Ayrton Senna in *Super Monaco GP II*, lock horns on the American football field of *John Madden's Football '93*, help Alex Kidd around the *Enchanted Castle* or generally come to terms with the madness that is *Taz-Mania*, then this incredibly simple competition could just be the answer to all your wildest dreams. And if you're not sure which games would make up this ultimate Mega Drive package, you can always try them out on the 'Android' in all Virgin Games Centres and most Virgin Megastores.

If you don't manage to scoop the big prize of £1,000 of Sega games you could still be one of three lucky runners-up who get to walk away wearing a *Sonic 2* base-

Here's just one suggestion as to how to win this monster £1,000 prize. If you see anyone else attempting to enter the competition just use all the moves you've learnt from *Streets of Rage 2* to stop them. Of course, if you haven't got *Streets of Rage 2*, you'll have to hope nobody beats you up on your way to enter the competition and can get it for free when you win!

VIRGIN GAMES CENTRES

can be found in the following towns and cities:

Bolton, Bradford, Bristol, Bromley, Canterbury, Colchester, Croydon, Dublin, East Kilbride, Edinburgh, Falkirk, Gateshead, Guildford, Hull, Ilford, Kingston, Leeds, Lincoln, Liverpool, London, Milton Keynes, Nottingham, Oxford, Portsmouth, Sheffield, Southampton, Southend, Stockport, Swindon, Watford.

SEGA GAMES
NTRES AND MEGASTORES

ball jacket. These jackets are a real collector's item and are bound to make you the envy of everyone you know. With one of them on your back you can look cool even when you're not roaring like lightning through every level of *Sonic 2*.

So, don't just sit there, get cracking answering the questions and you could have £1,000 of Sega games.

Questions

1. What is the name of the dolphin whose undersea world is sure to be one of the biggest Mega Drive hits of the year?
2. Which character owns a Super Funhouse?
3. What type of transport features in Road Rash?

To enter, simply answer the questions above, write the answers on a postcard or the back of a sealed down envelope, together with your name, address and daytime telephone number, and post them into the Sega competition box in your nearest Virgin Games Centre or Megastore games department. Or, if you happen to be one of the unlucky, sad faced unfortunates not to live near a Virgin shop, you could always post your entry to:

Sega Competition
Virgin Retail
95-99 Ladbroke Grove
London W11 1PG.

Competition closing date is **Thursday 18th March 1993**. Winners will be notified by post in the week commencing 16th March 1993. Employees of Virgin Retail, Sega Europe and Future Publishing are not allowed to enter.

Oooooh look, the President of the USA will be awarding the prize personally at a special White House party – p'rhaps not!

Bong! There were more ugly scenes today as the winner of £1,000 of Sega games thrashed his little brother at *NHLPA Ice Hockey*.

If you haven't already got *Sonic 2*, then it's bound to be at the top of your shopping list when it comes to slapping out that wodge of £1,000 on a Virgin Games Centre counter and demanding that every game in the place be loaded into your private helicopter. So don't waste any time, make like Sonic and get your competition entry in before it's too late.

VIRGIN MEGASTORES

can be found in the following towns and cities: Aberdeen, Belfast, Birmingham, Brighton, Cardiff, Dublin, Edinburgh, Glasgow (Union St and Argyle St), Leeds, London (Marble Arch and 14-16 Oxford St), Manchester, Newcastle, Nottingham, Plymouth, Reading, Sheffield.

Virgin GAMES CENTRE

BOMBER

Explosive, dynamite, smashing, super, great. The entire list of bomb/Jim Bowen-related superlatives in Roget's Thesaurus is horribly inadequate – and a bit corny – when it comes to describing *Bomberman*.

Bomberman, Dyna Blaster – call it what you will, it's basically the same game underneath the name. A deceptively simple-looking affair, the technical excellence of which pales against the flashy, but a bit pukey SNES Mode 7 and the high-octane platform antics of Sonic.

Still, it's the gameplay that makes a good game. Visually, *Bomberman '93* looks terribly basic and, at times, it's difficult to believe that this game

Yep – the winner's reward. You see, it's not only the SNES that can do that sprite scaling thing.

Here, things get fondly hilarious when you use the blue warp holes to teleport around the screen...

FRENET ENGINE

SPRIGGA

The golden rule of shoot-em-ups. Never use up yer power-ups before the end-of-level bosses. Oh, and always shoot them in the middle bit.

Dearie me, these names really do lose something in the translation. Go on, have a guess what kind of game this is... Role-playing fantasy adventure? Gardening simulation? Er, it's a shoot-em-up, I'm afraid. A bloody great shoot-em-up, actually.

When you've finished sniggering at the utterly incomprehensible Japanese intermission bits – which can be turned off – *Spriggan* is a ridiculously hectic horizontal scroller with

Oh look, it's a boss. To deal with him, consult the previous caption.

Occasionally, an intergalactic mate flies in to join the battle.

MAN '93

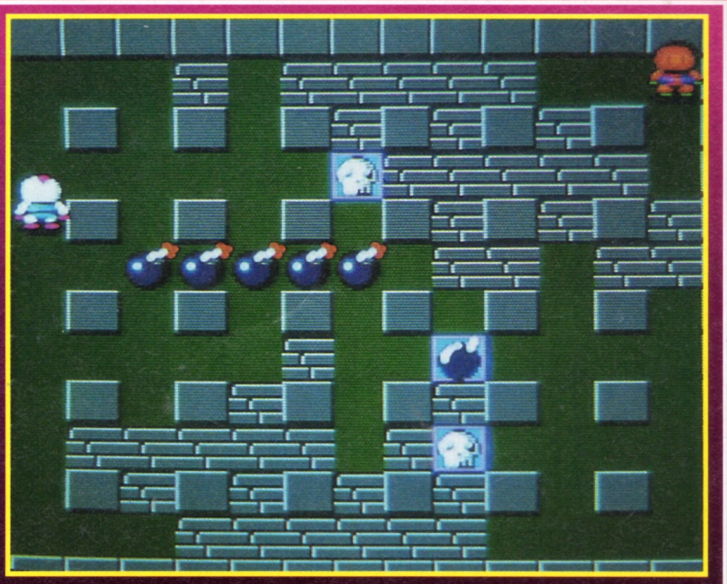
has been such a huge hit on the other formats. It's deftly saved by some of the most vindictive, merciless multi-player gameplay to be seen outside *Streetfighter 2*. Stealthily negotiate a maze of blocks, aliens and hidden power-ups, and position bombs with the sole intention of reducing your friends to blubbering wrecks.

The game has been available on the PC, Amiga, NES and Game Boy for some time, with the SNES version well under development. While the other versions concentrate more on the abilities of the machine, this is much more of a straight coin-op conversion – with the difficulty of lasting one-player interest still apparent. The appeal of bombing different-shaped nasties and picking up a single power-up per screen soon begins to induce fits of wishing you had some more friends.

Bomberman is most definitely, a multi-player game. It's one of those where you plug in for a quick session of power-up stealing and hemming people into corners, only to realise you've just spent a couple of hours staring into a screen, occasionally chuckling wickedly at your new, slaggy and effective bomb-laying technique.

An essential game for evenly matched mates – if you're all sad gits who never go out, that is – in which case, the one-player version will suit you fine, too. ■

JUDGEMENT 86%



The PC Engine coin-op conversion of *Bomberman* features some hell-raising power-ups – including this instant multi-bomb, which can be a bit of a pain in the hindquarters should you activate it accidentally.

TIC

Following last month's stupendous feature on this 'forgotten' console and, pending its – hopefully – imminent UK release, we present two of the latest releases currently, er, being drooled over in Japan and the US... Makes you weep, doesn't it?

EERING!

N MARK 2

some nifty new touches. There are plenty of power-ups, including homing missiles and a hilarious short-range light-sabre.

The speed of your character – a bit like the geezer from Forgotten Worlds wearing a metal suit – can be freely altered during the game action. So, if you think your reflexes are particularly sharp, then you have the option of selecting the high setting and have all your mates laugh when you die horribly.

Plenty of bizarre surprises await those expecting just another bog-standard horizontally scrolling affair. One moment, you'll be happily blasting away at a lethal end-of-level boss, almost winning – when a fellow ship/character flies in and finishes the job for you. A bit of a swizz, really – but damned useful when you're nearly out of energy.

It's a doddle to finish on Easy level, but crank it up to Super Hard, and you'll soon be experiencing a few problems – like lasting for more than ten seconds. Hugely playable, hectic and – well – just a darned good blast, actually – a good companion to *Gate Of Thunder* (reviewed last ish.) Nothing blindingly special, but you can always turn off the game and listen to the wonderful music, instead. ■

JUDGEMENT 82%

THE FAMILY JOYSTICK

FROM – Honey Bee

Fun for all the family – the Family Joystick. *(Now, that is the worst caption I have ever read. Kindly leave.* Ed.)

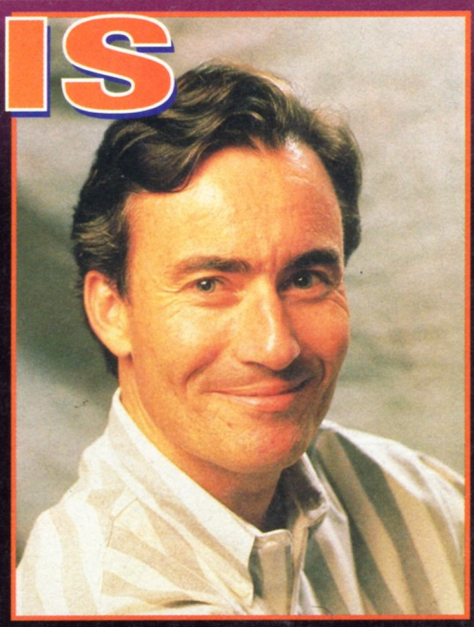
These coin-op style joystick add-ons seem to get everywhere – apart from being plugged in to their appropriate consoles. This PC Engine-specific model may have an unfortunate name, but it's actually a nifty bit of kit.

A turbo-speed-like slot case, new 4-direction sonic indicator for sensitive response, slow-motion control, auto-fire – yep, all those familiar – and not so familiar – features are here. It plugs into the front of the machine and, er, that's it, really. If you're a bit of a purist who, after all this time, still has an occasional whinge about joypads – here's your answer.

Nicely responsive and weighty enough to lie on your table without sliding all over the place during the difficult bits. ■

DOODLES OF THANKS TO THE UBIQUITOUS CONSOLE CONCEPTS (0782 712759) FOR BOMBERMAN '93 AND ADVANCED CONSOLE ENTERTAINMENTS (071 383 0482) FOR THE FAMILY JOYSTICK AND SPRIGGAN MK.2.

THIS MAN IS ABOUT TO DESTROY SEGA AND NINTENDO



Last month, a man in a very nice suit stood up during a press conference at the Consumer Electronics Show in Las Vegas and introduced a new games format which he claimed was as far removed from current systems as the Barcelona Olympics was from a school sports day.

There was no sniggering, no men in white coats, just rapt attention from the 1,000 or so journalists gathered to witness what was billed as the dawning of a new games era.

The man with the vision is Trip Hawkins – and he probably knows what he's talking about having previously been president of the world's most successful games company, Electronic Arts.

His new company is called 3DO and his vision is shared by heavyweight moneymen such as electronic giants Panasonic and AT&T and multimedia empires Time Warner and MCA Universal.

What 3DO has invented is a new CD format, one that leaves the Mega CD, CD-i, CDTV and CD-flavour-of-the-month eating dust. It will be incorporated in a new machine – The 3DO Interactive Multiplayer.

3DO itself is not in the business of manufacturing machines. Instead, as with VHS, the technology will be licensed, free of charge to hardware companies. Panasonic and AT&T versions will appear in the States this autumn at around $799 (£500) although prices are expected to fall rapidly below $500 (£299). And while there's no firm date for the European launch, it will definitely come.

Can you imagine this on your average Mega Drive? Eh? Can you? Didn't think so.

With a 32-bit RISC-based processor at its heart plus custom graphics and sound chips, it's 50 times more powerful than most machines on the market today. It can animate up to 64 million pixels per second (16-bit systems operate at about one million per second) and offers, literally, millions of on-screen colours (256 is standard for 16-bit machines).

What all this means is that the clearness of images and the speed and smoothness at which they can be manipulated is quite breathtaking. At the most basic level, the machine will be capable of the best-looking games you've ever seen!

The machine's power has already convinced film studios like Warner Brothers, Universal and Paramount to enter the games business for the first time. "We used to pass on our licenses, but with a machine like this we can use our own Hollywood techniques," enthused one studio executive.

Universal already have plans to produce an interactive movie version of Steven Spielberg's Jurassic Park (a film set to be *the* smash hit of the summer).

It will feature live actors and clips from the film. 3DO technology already allows for full-screen, full motion video at 30 frames per second. Hawkins went so far as to claim that this new format is part of a "new Hollywood" where games companies and film studios work together to produce "interactive movies" and while no-one is quite sure what this phrase actually means, most big players now agree that titles developed for the 3DO technology will

What sort of caption are you supposed to write for a picture like this? It's clearly a very pretty picture of a sort of see-through box with some fish swimming around it. Quite what this fishy image has to do with the future of home entertainment is beyond me. Still, it looks nice.

The 3DO machine can draw dreamy pics like this in an instant, processing some 64 million pixels per second.

CHECK NEXT MONTH'S ISSUE FOR DETAILS OF ALL THE NEW GAMES FROM CES.

WITH THIS

Two rather important things were at the CES show in Las Vegas last month. One of the things was a bloke called Trip Hawkins. The other thing was the 3DO Interactive Multiplayer. Here we have a picture of Mr Hawkins on the left, and the player thingy on the right. If all goes according to plan, most of the living rooms in America will have one of these machines in them in a couple of years. Will it all work out? Well, we'll just have to wait and see won't we?

come closest to offering a definition.

Other big names signed up to develop games for the 3DO machines will include Electronic Arts, Virgin, Ocean and Psygnosis. All are tremendously excited about the standard of games the new technology will enable them to produce.

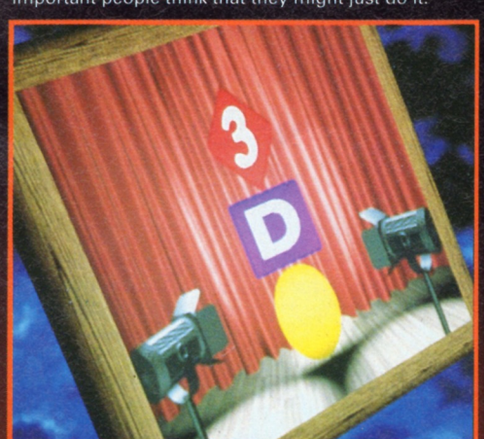
But how are you feeling about the machine? You're still reading which is a good sign. It would have been easy to take in a few paragraphs about another new bloody format that the yanks are going to see first, skim through some of the techno babble, think "CD? Schmee-D," and get back to *Sonic*.

Your persistence does you credit. For what you are reading about here could well be, as Hawkins claims, "the biggest step forward in consumer electronics in recent times".

Some of the biggest companies in the world have a financial interest in making 3DO technology a global standard for interactive CDs. They want the interactive CD player to be the one-box-under-the-telly-does-it-all unit. It already has the capacity to play audio CDs and mind-blowing games and there are plans to produce an add-on cartridge for CD movies just as soon as the film industry settles on a standard.

Unlike other CD formats, 3DO and its big brothers are not going for the sort of propellor heads who tape Tomorrow's World. They're not even just trying to edge out Nintendo and Sega as the number one choice for games.

They are looking to make the same sort of impact in the 90s as video made in the 70s and 80s... Some important people think that they might just do it.



Oo-er! Look at it now! The ability to bend things round ever-so-fast makes the 3D0 machine a potentially storming games machine.

A WORD FROM THE EDITOR

So, is this machine going to take over the world or what? Well, the obvious answer is I don't know. Still, that's probably not what you want to hear. The root of most problems with stand-alone CD technology (distinct from Sega and Nintendo systems) is that no-one can agree on a standard, so no single machine emerges as a market leader. Until that happens, no-one is going to invest heavily in software, in case they pick the wrong machine. Anyway, the smartness of the deal (allowing anyone to make the machine) instantly empowers 3DO with all the marketing and financial muscle of every manufacturing company, so there's no jostling for market position. Although there's no firm European launch date, I'd be amazed if the 3DO wasn't available in some form by this time next year. But for me, the most exciting development is the movie industry's involvement and the fact that finally the interactive movie may be a realistic prospect. JIM

It's this level of quality of image that has persuaded all sorts of moneymen, including some *very* interesting people from Hollywoodland. The interactive movie could well be nearly upon us. No, don't laugh. It could really happen this time.

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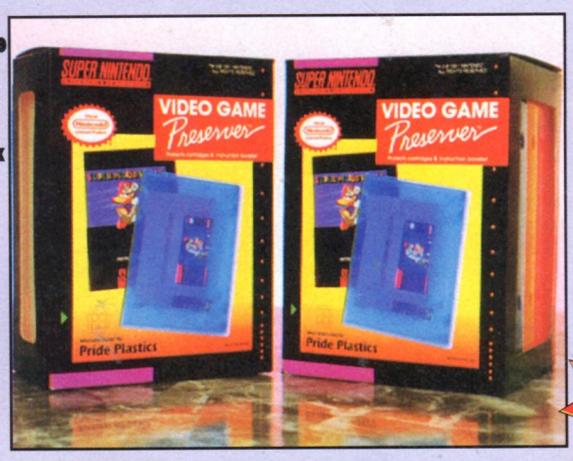

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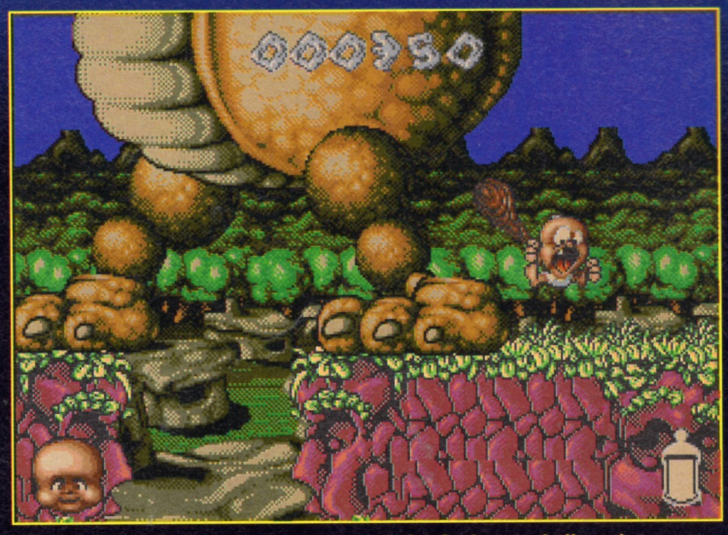
Baby face has a screaming fit because he can't watch his fave show on Sky. Either that or the fat lady is beating him up.



One of the biggest sprites ever seen on the Amiga, and all you've got to beat it is a club, some chance.

Ah, lunch. Anyone for Brontosaurus burger and fries?

If the social services heard of this Chuck Jnr would be taken away.

Chuck Jnr solves the riddle of the Loch Ness Monster single handed.

If you miss this jump you'll go skinny dipping.

CHUCK ROCK 2

FROM - CORE DESIGN
FOR - AMIGA

PRICE - £29.99
AVAILABLE - LATE MARCH

It's been almost two years since the first adventure of the Rock family, but now Chuck and Ophelia are back only this time they've brought the whole family. In the first version, Chuck had to rescue Ophelia from the clutches of the evil Gary Gritter. After this adventure, Chuck became a successful businessman. He is now the owner of a car factory, and making a tidy packet into the bargain.

Brick Jagger, owner of the rival Datstone cars, kidnaps our big bellied hero and holds him to ransom. Ophelia must sign over the car factory or else Chuck gets well and truly rocked. Enter one baby... Little Chuck Jnr has been watching too many Schwarzenegger movies and breaks out of his playpen to rescue his father. This is where you come in.

Chuck Rock 2 consists of six levels made up of varying stages. This makes it bigger than the first game with superior graphics and improved gameplay. The humour which kept the first game chugging along is still here. Even the programmers are making bold claims about the game. One of them has said that *Chuck Rock 2* has the biggest single sprite ever seen on the Amiga – a bold claim indeed.

Chuck Rock 2 runs like a Captain Caveman cartoon without the useless women. (*Sexist git.* Prod Ed). Chuck Jnr is armed with a club which is is more than enough to take care of the little egg-like creatures as well as massive dinosaurs.

With this many levels *Chuck Rock 2* is certain to become a hit among the platform game fraternity. We can also bring you news that Core Design are in the process of bringing the game to other formats as well. Sega owners can expect their own versions fairly soon and Nintendo owners won't be left out either.

Core Design are keen to get the game out on the Amiga before Easter so you can expect to see it sometime towards the end of March. Of course we'll be there ahead of the rest of the pack to bring you the first full review. ■

Chuck looks on with interest as this dinosaur chucks up (*I was waiting for that* -Ed).

Leaf it out Chuck. The web of intrigue spreads, as do these incredibly bad jokes.

Chuck gets the worst case of nappy rash in history when he gets spiked in this nest.

BUBSY THE

MACHINE: SNES
FROM: ACCOLADE

PRICE: £40
RELEASE: MARCH 93

There's a new mammal on the scene gunning for the top platforming prize. Accolade's *Bubsy the Bobcat* is the latest pretender to the Sonic/Mario throne, and he's certainly shaping up well.

Bubsy's aim is to collect balls of wool (*Eh?*) and avoid all the Woolies (*Double eh??*). The plot is basically an invaders-attack-the-earth type scenario in which the Woolies from the planet Rayon are sent by the twin queens Polly and Ester to amass piles of wool to power a fiendish super weapon. But they haven't counted on Bubsy. Set over five worlds each containing three levels, Bubsy must collect and 'save' as much wool as he can. Each world has a different landscape. The first level contains lots of water slides and is quite easy, while the second is set in a huge fairground full of roller-coasters.

This is one of Bubsy's many faces while he prowls around looking for wool. In the meantime he plummets to his doom.

"Wet 'n' Wild here I come," screams Bubsy. But Bubsy's in for a surprise, due to the recession Wet 'n' Wild was pulled down last year.

RAGNAROK

FROM - MIRAGE
FOR - AMIGA

PRICE - £34.99
AVAILABLE - END FEBRUARY

Once upon a time, when ice and fire ruled Valhalla, folk used to play King's Table. This, and its close cousin, Ragnarok, are chess-like games in which you must kill Odin as he tries to get to the corner of the board. Both games are included here, and there's a lovely intro, packed with atmosphere, as well as loads of info on the mythical Norse characters who appear in the game.

There's tactics, strategy, pondering and even combat animation of the pieces killing each other à la Battle Chess. The whole game looks to have an unearthly, Saga feel to it (and we're not talking crap holidays for old people here), and as you sit close to the crackling fire and pore over the board, you can almost hear the ravens, harbingers of doom, wheeling and cawing in the dark wintry sky.

It's not going to be a very 'Loki' affair, so brave the freezing winds and driving snow to make your way to the next issue of GamesMaster, where it'll be reviewed. Or better still, stay indoors and wait for it to Thor. (*Never, ever use that gag again.* Ed). ■

There's Odin in the middle. Outflank him, keeping Eric Cantona on-side, then finish off with a chip in and a sniper on the grassy knoll.

After drifting through space on a tiny lump of rock for two years, tempers finally started to fray.

Tell us which Norse goddess ate bagels (on right) and win some tar.

The combat sequence. The little guys are beating up the big fellow.

RAGNAROK IS THE END OF THE WORLD IN NORSE MYTH. WHAT A LOAD OF CRAP, EH?

BOBCAT

Amongst all these levels there are loads of secret rooms each of which waiting to be plundered by our feline friend. The amount of secret levels hasn't been decided yet but there's bound to be plenty more than some other games we could mention. The animation is indeed very smooth and will have even Sonic devotees going "Coo". The way in which Bubsy dies is also a real tear-jerker. Instead of buying the farm in the same all the way through the game, he'll perish in a different manner depending on his location. It's touches like these that could help Bubsy make it to the top. ■

The door above Bubsy leads to one of the many little rooms scattered around Bubsy's world. Each is 'littered' (*Careful*... JD) with bonus items which help old Bubs out.

"Ooo er, I don't like heights," says Bubsy. "In fact I don't even like these roller-coaster thingys," he mumbles. In fact Bubsy is a manic depressive who hates everything.

SUPER TINY TOONS

FROM - KONAMI
FOR - SNES

PRICE - £50
AVAILABLE - MARCH

Hands up everybody who likes cartoons. Ouch! No, I meant put your hand up if you like cartoons. Well, even if you don't, you might just find that you'll be converted when you see this game.

So prepare to meet Hampton the pig, Buster Bunny, Babs Bunny, Sweetie and Plucky Duck. They're all loosely based on the Warner Brothers cartoons, like Bugs, Daffy, Porky Pig and others. They find themselves in all manner of trouble over six platformy levels which are all packed with annoyances, humorous moments and really great animation.

Each level will have a theme, such as an American Football match, a balloon ride or a trip round a Ghost House. Possibly the words, wild, wacky and way-out might have to be employed when discussing this in relation to the cartoon aspect of the game, but we're damned if we know where or how. At this stage, suffice it to say that there is some seriously amusing and prolongued SNESsing to be had with *Super Tiny Toons*, and it certainly has to be said that by no means a prettier game you won't find this side of the Norfolk Broads.

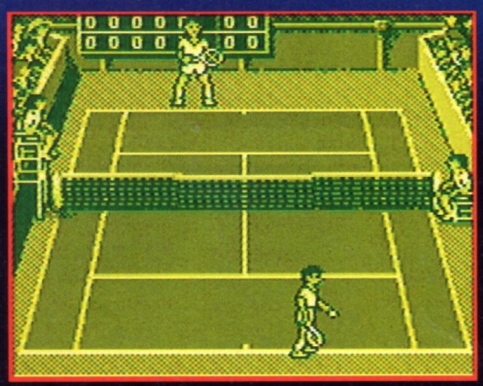
So remember to keep your eyes on next issue (and your teeth in a glass, if you wear dentures). ■

To try these words rearrange to form to caption apt, amusing a witty and.

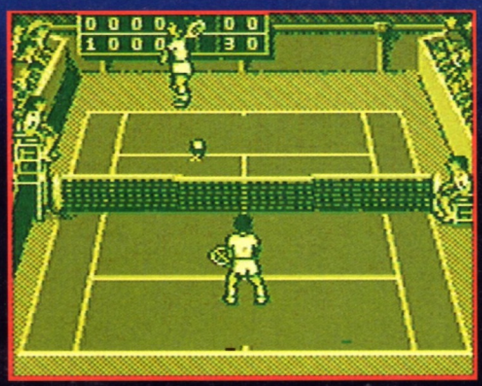
Here we see a wild rabbit, captured and hand-reared by Tibetan steeple-jacks.

There's nothing sadder than out-of-work cartoon characters trying desperately to get back into the public eye. Er, except this caption.

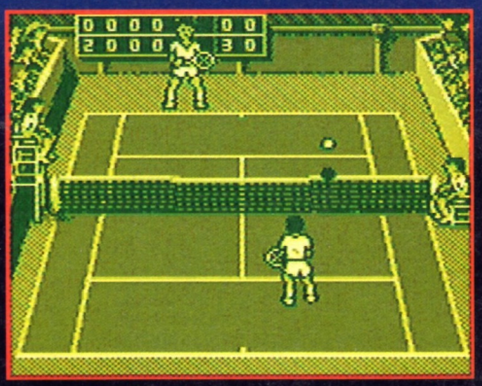
WIN A PIN BADGE! ANSWER THIS SIMPLE QUESTION. HOW MANY LIVES DOES THE ORDINARY MOGGY HAVE. WRITE TO "OH GO ON GISA PIN BADGE".



Come on. What do you seriously expect a caption about tennis to say? Jokes about love all, advantages and deuces are just passé...



...and there aren't even any foreign players with amusing names any more. So there's only one real option left open to us. And that's...



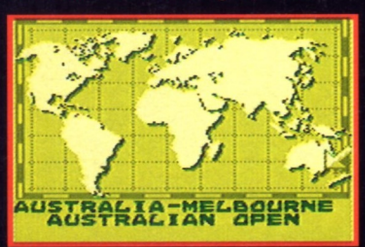
...to say the following: "Here's *Jimmy Connors Pro Tennis Tour* on the Game Boy. Looks great, doesn't it?" Sigh.

JIMMY CONNORS PRO TENNIS TOUR

FROM - UBISOFT
FOR - GAME BOY

PRICE - £24.99
AVAILABLE - MARCH

If you care to look at page 42, you'll see a review of this on the SNES (unless Jim's changed everything round again). Well imagine this game, but shrunk down and slightly more green in hue, and you're probably still quite a way off imagining the Game Boy version of *Jimmy Connors Pro Tennis Tour*.

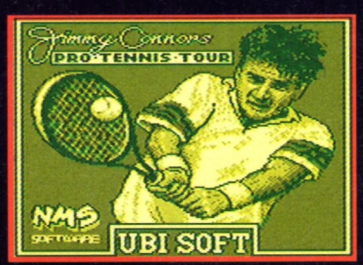


Here's a map of the world with an arrow pointing to Michael Palin. Note the overlarge Falkland Isles.

At this stage it's looking as if it'll be fast, accurate and a jolly good, summery sort of lazy Sunday afternoon game to play while you wait for the emergency services to snow-plough their way through to your cut-off and frighteningly remote Welsh cottage.

There will be plenty of moves available, including the ever-popular forehand and backhand smashes which finally proved to the world the powers of the once impressive Jimmy Connors.

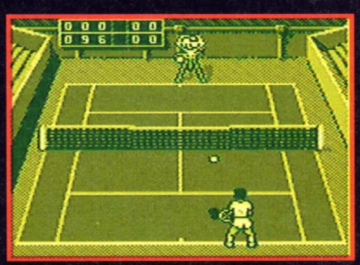
You can vary the speed of your shots, as well as muck around with the spin, to fool those opponents who make little of such things. You can volley, smash, slam, dunk, dribble, spit and howl as you get beaten time after time by opponent after opponent.



This guy looks more like Will Carling than Jimmy Connors. But who are we to argue, eh?

Sounds good, doesn't it? Sounds like the sort of thing your Game Boy has been waiting for, eh?

So if the long wait until those heady summer months is getting you down, and you're fed up of Dominik Diamond going on about his Auntie bloody Marisia on the telly, settle down with the review of *Jimmy Connors Pro Tennis Tour* in next issue. Who knows, maybe it will get the divine blessing of big JC himself? ■

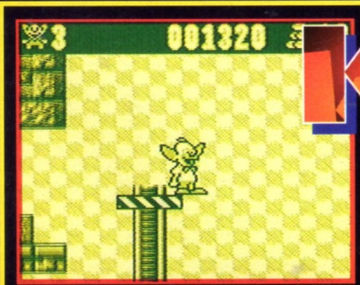


Did you know Jack Nicholson plays tennis? And Princess Stephanie. And Sir Georg Solti.

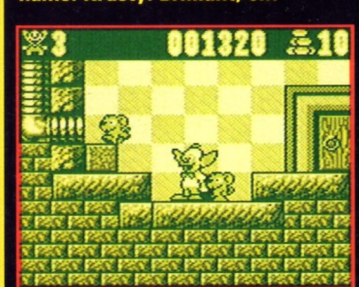
KRUSTY'S FUN HOUSE

FROM - LJN/ACCLAIM
FOR - GAME BOY

PRICE - £24.99
AVAILABLE - NOW



He's a bit old, y'see. Hence the name. Krusty. Brilliant, eh?



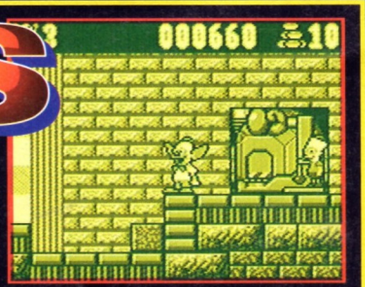
Krusty's all-time hero is Arthur Ewing – of 'musical mice' fame.

Yep – it's the game that, in an attempt to follow the *Lemmings* trend, has been released on every machine bar the Texas Instruments hand-held calculator and the Sinclair C5. Now you can enjoy this hysterical slice of rat squashing fun in the bath, on the bus, or if you're particularly strange – on the toilet.

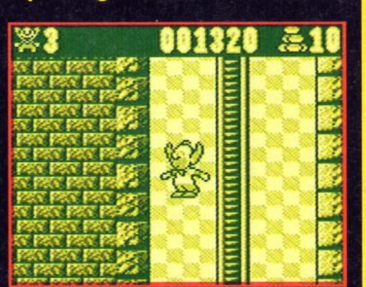
Krusty is a slightly deranged clown whose house has become infested with a hellish number of smelly, greasy rats. Well, actually, they're quite cute – which is a bit of a shame, because you're supposed to go around killing them.

On the Amiga, SNES, Mega Drive – etc – it's a surprisingly fluid little affair which panders to the player's thirst for blood, flesh and the entrails of rats. Ugh – ahem.

Remember how your favourite bit in *Lemmings* was clicking the 'Nuke' icon and tittering at the explosions? Here, should you be feeling slightly more productive, you'll be wandering around multi-scrolling levels, cleverly guiding the luckless rodents to their doom. It's pretty, playable and now it's portable. ■



Bart and his incredible rat-squashing machine. Now in mono.



With this great new power-up, Krusty can fly. Er, that was a lie.

HAVE YOU NOTICED HOW MANY TIMES THE WORD GIT APPEARS IN THIS ISSUE OF GAMESMASTER?

JAKI CRUSH

FOR - SNES
FROM - NAXAT SOFT

PRICE - £45.00 APPROX.
AVAILABLE - IMPORT - NOW

Pin back those flippers because a pinball game has finally made it onto the SNES. Okay, so that's not such a big deal, but it is when you find out that this one has been programmed by the same people who did the very good *Dragon's Fury* (or *Devil Crash* if you've got the Jap version) for the Mega Drive.

Realising that they were onto a good thing, they've decided to stick to what they know, and if you're familiar with the Mega Drive game you'll notice the similarities between the two, right down to the basic table structure.

So, we've got a SNES version of a Mega Drive game. But what is this pinball thingy all about? Well, pinball is all about scoring points. The more points you get, the better player you are. No chances to save the earth or prove your worth against the evil galactic empire here.

It's also about finding the hidden bonuses and getting even more points (*A bit simple this isn't it?* – Jim). The hidden bonus rooms can be found by aiming the ball through a hole, when that hole is lit. The screen will then fade away and you'll shift into the room. These rooms differ from the table because the action takes place in a one-screen size room, and the table is at least three screens tall. Defeat the occupant of the bonus room and you'll recieve a massive bonus. Get enough points and you can enter your name on the high score table (*This is really exciting stuff* – Jim).

Dragon's Fury is a stonking game and all the indications are that *Jaki Crush* can match the speed, excitement and action of its Mega Drive counterpart. If you want to know whether it can, then check out the next issue of Gamesmaster, and we should have a full review, ready and waiting for you. Nice, aren't we?

See those bouncy things in the middle? Hit them enough times and they'll change formation, making things incredibly hard.

Yes, it's the amazingly brilliant points round-up screen. But you only get to see this when youdie, so it's not all that brilliant, really.

Now you must understand that this is a tag together of the play area and that explains the er, one, two... five balls shown in the picture. Just thought I'd tell you.

This spooky and more or less gothic play area is the same throughout the game, but the bonus rooms look a lot better.

SUNSET RIDERS

"Billy, my dear! I must go. But here, have this large replica of a dollar sign." "Well – cheers, dear."

"Die, scurvy-ridden landlubber!" (*It's the Wild West, dummy.* Ed.)

FROM - KONAMI
FOR - MEGA DRIVE

PRICE - £TBA
AVAILABLE - APRIL

Maybe you've also had this particular fantasy. Pulling on your boots, donning your stetson hat and waistcoat, saddling your horse and riding from town to town in the ol' wild west – filling the outlaws full of lead, having drinks slid across the bar to you, checking out the good-time gals, sitting round the campfire, scratching your stubble, saying "my friend" a lot... Ah, I could go on forever – but I've only got 200 words, so I'll get on with the preview.

The original coin-op was a superb one or two-player platform-oriented blaster – in which four supercool gunslingers rode through the violent towns of the west, generally wasting all the hideous villains. Here, you can play either Cormano or Billy – or both at the same time – as you ramble through the villages, scramble over the tops of trains and, er, amble into the saloon bars for various, increasingly lethal gun power-ups.

It plays like a slightly simplified version of the coin-op – with an entirely new, horse-riding bonus stage and several gittish end-of-level criminals. Apart from constantly trying to pepper you with bullets, the baddies occasionally lob a stick of dynamite in your direction. With a bit of practice, this can be deftly picked up and lobbed back – with occasionally hilarious results.

Sunset Riders is part of a new batch of Konami games – including *Teenage Mutant Ninja Turtles In Hyperstone Heist, Tiny Toon Adventures* and *Buster's Hidden Adventure*. These new titles mark Konami's first crack at the Mega Drive market.

We'll be reviewing them all next month. Probably.

Nip into the saloons for a power-up and some, ahem, light relief.

A scene from Gunfight At Chicken Creek, starring Yul Brynner. Oh, sorry. He's dead.

Billy does bloody gun battle with the dimensionally challenged gentleman on the railway carriage. Look out for the git in the scarf.

The duel mode. The bird flies in with occasional power-ups as you blast away at each other. Blimey, it's a bit like that Boot Hill, isn't it?

Aah. Fair well makes the heart bleed, doesn't it? Well *his* heart is certainly bleeding. Ha ha ha ha.

THE MEN WITH NO NAMES (WELL SORT OF)

Cormano and Billy. They take on the might of gun-toting gangsters before settling down to bacon 'n' beans around the campfire.

This guy appears to carry a pump-action buck-shot rifle of some description. According to the game, his favourite food is beefsteak and his favourite word is courage. What a hero. He really needs a shave, though.

Ye-es. He's a bit tasty with a shotgun, but – er – Billy's a little on the fey side, isn't he? Forget the beefsteak – his favourite food is vegetables. Oh dear. Call yourself a cowboy? (*Er – no, actually. He's a fictional computer game character.* Ed.)

CHECK OUT SPAGHETTI WESTERNS - THE GOOD THE BAD AND THE UIOLENT BY THOMAS WEISSER.

Another new arcade isn't generally something we'd devote more than half a page to. But then the Virtual Quest Centre, nestling virtually at the foot of the Tower of London is far from just another new arcade. For a start, the whole centre is dedicated to a single game – a networked version of the Virtual Reality hit Legend Quest. And also, none of the machines accept any money. Gary Penn investigates...

VIRTUAL ARCADE

You don't get to see what you really look like unless you find a mirror. Here two humans draw short swords.

Legend Quest is the latest Virtuality release to come from W Industries. The scenario in a nutshell goes something like this: an evil god by the name of Nar-Gadrin rules the world of Khelda-Roth. Can you conquer the dungeons of Targ-Athuin and free the people?

Uh-huh. Forget the cack names and storyline – you might be put off, and that'd be a very bad thing. Legend Quest is the most impressive use of Virtuality in entertainment yet.

The dungeons of Targ-Athuin are basically a large arrangement of rooms and locations split into levels. Each level has its own quest with creatures to combat and puzzles to solve along the way.

Up to four players can participate in this virtual adventure. They can play as a party or individually. It's wise to note that the problems presented often mean three races' heads are better than one.

But you can't tackle the dungeons until you decide for how long you will explore the virtual world, and which character you will play. There are nine possibilities: three races – Elf, Human and Dwarf – and three professions – Warrior, Thief and Wizard. You can also determine your virtual sex and height (within reason) plus a few distinguishing features.

All this information is stored on a Smart Key – or VKey as it's known in certain circles. The VKey acts like a floppy disk. It's inserted into a slot before you step up on to a podium of sorts – a walk-in cabinet. A supervisor helps you put on a ridiculous-looking piece of headgear, and a controller is placed in your right hand. You're now ready for action.

Monitors dotted around the Legend Quest centre mean that non-participants can see what's going on in the world of Khelda-Roth. But *you* – you see and hear it all first-hand through the visor. Two tiny monitors, one in each eyepiece, present slightly blurred images which come together to form a single, crisp picture of your virtual environment. A small speaker covers each ear, and a built-in microphone means you can talk to other players.

Look around you – anywhere you like – at your virtual surroundings. Glance down and you can see your virtual feet. Hold up your right hand in front of your face, and you can see it – virtually, of course.

THE CHARACTERS AND PROFESSIONS

To help you decide which type of character you'd like to play, here's a summary of the three races and professions.

ELVES are nippy little beggars with highly developed senses (useful for hearing creatures or things before anyone else), but they aren't the hardiest of characters.

DWARVES on the other hand are as tough as they come. They also have this special ability to spot irregularities in stone, which is kinda handy in a dungeon, no? The fact that Dwarves are so short and heavy on their feet should not be overlooked.

HUMANS are good all-rounders with no particular strengths or weaknesses.

WARRIORS are rock-hard, fast-moving, wicked weapon-wielders and not surprisingly a firm favourite with the gals. And the enemy, for these boys make the most noise on the move. Warriors can also wear armour. But they can't cast spells – or even hold a book.

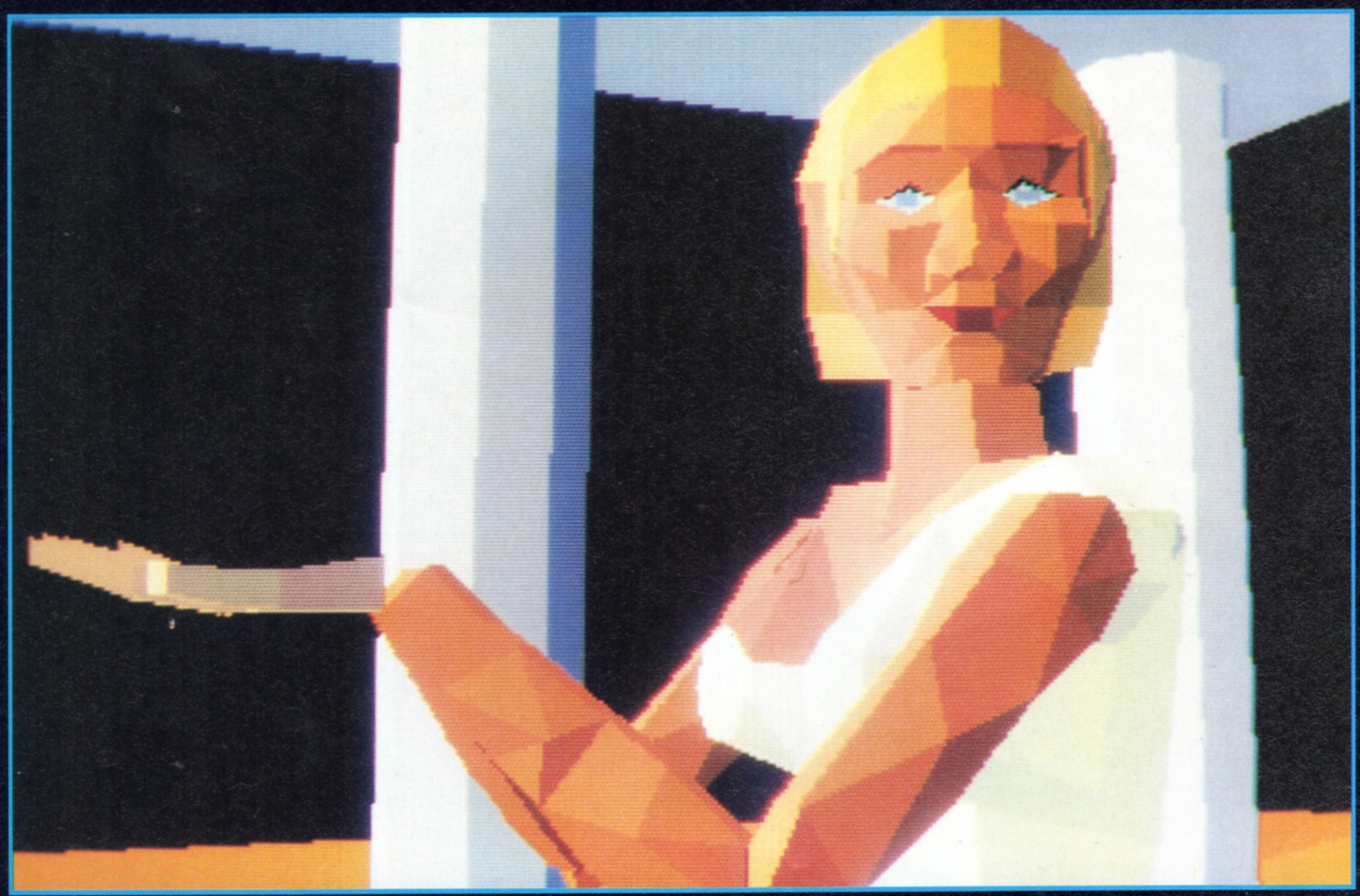
THIEVES are light on their feet and can merge with the shadows, which means the enemy has a hard time spotting them. Thieves wield the meanest dagger, and have excellent eyesight so they can spot secret doors, weapons and traps (pressure pads, for example, in the floor) that the other two races cannot. Some items of armour are available to the Thieves. They cannot cast spells but they can acquire magic scrolls to bargain with the Wizards.

WIZARDS are tragic, yet magic. They happen to be the biggest weeds because they can't wear armour and aren't much cop with hand-held weapons. But they are potentially the most powerful characters thanks to their spell-binding abilities. It's up to the player to learn what makes the spells tick, but it's not too hard to throw fireballs around or decode cryptic messages.

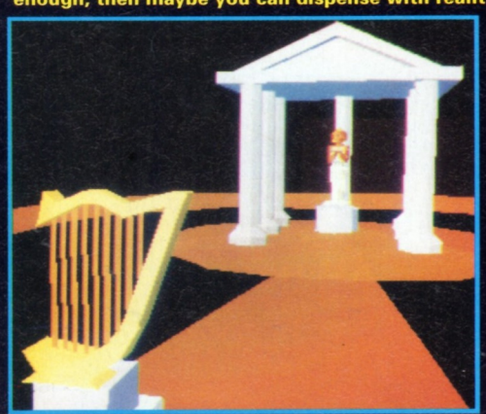
WEAPONS

Each character is armed with at least one weapon, which is made more powerful as you progress through the levels. All Warriors start with daggers, but the Dwarves also have a small axe and the Elves a bow with six steel-tipped arrows. All Wizards carry a spellbook, and all Thieves carry a dagger.

It's the wooluf! Don't pat it on the head – unsheathe your weapon and slash instead.



This lovely lady is Tu-Aren. All she wants from you is a Golden Harp and Gryntyr's Magic Chisel. The chisel can be found in the Hallowed Hall of the No-vowels King, guarded by the mighty Beast of Angularity. No, not really. She's only virtual, you see. But, if you close your eyes and pretend hard enough, then maybe you can dispense with reality altogether and completely embrace your "virtual world". Until your mum calls you for your tea.



And, goodness me – here *is* the elusive Golden Harp. About twenty yards down the, er, virtual street from Tu-Aren's podium. The lazy cow.

Moving around the dungeons is a pizza piece. You look in the direction you want to move and then press and hold a button to walk. A second button is used to step through your inventory.

If you have a dagger or sword you simply move your hand holding the controller to your right hip and perform an action as though you were unsheathing your weapon for real. (Other weapons are held on different parts of the body – an axe, for example, is stored on the left shoulder.)

A scraping sound tells you that the blade is in your grasp. You move your hand in front of you and you can see the dagger or sword. You use the weapon by moving your hand around as if you were really holding the piece.

When you need to pick up or manipulate an item, you first go through the motions of putting the weapon away in its sheath. Now you can use the empty hand. You can even swap items with other players – well, unless a player already holds or cannot hold the object in question.

Sure, you feel a bit of a dork to start with, turning your head and waving your arm around as if you were really there, in the dungeon. But, to be honest, the experience becomes believable so quickly that your inhibitions are soon quashed. It's like putting a bag over your head, closing your eyes and pretending. (*Ye-e-s* – Ed). You become oblivious to reality and at one with Virtuality. It's only when you remove the headgear and see the reactions of those not in the know that you doubt yourself. Don't. Go with it, erm... man.

When players speak to each other through the headgear, their voices are electronically tweaked to suit their characters. A human's voice stays the same, whereas an Elf sounds higher pitched and a Dwarf sounds a tad more gruff.

Not that you get to hear yourself talk at any stage. There is plenty to listen out for though. Almost every potential adversary and event has an associated noise, the volume varying depending on distance. Doors creak, wolves bay and birds sing, and some virtual people speak (listen out for clues!).

The first quest is to return the Golden Harp to the sacred goddess Tu-Aren. During your travels through the dozens and dozens of rooms in the dungeons you come across stairs, switches, traps, hidden objects (better weaponry, for example), and much more besides. You also encounter such delightful creatures as goblins, skeletons, bats, rats, wolves, and a giant spider. All potential fighting fodder. Goblins and skeletons wield weapons and sometimes shields, but you can disarm the skeletons – literally, by slicing off their limbs, ha ha.

The dungeons can be mapped, but you'd have to store your cartographic efforts mentally – you can't see anything other than the virtual world with the visor on your head. You are often presented with a choice of doors – some routes to success are easier than others.

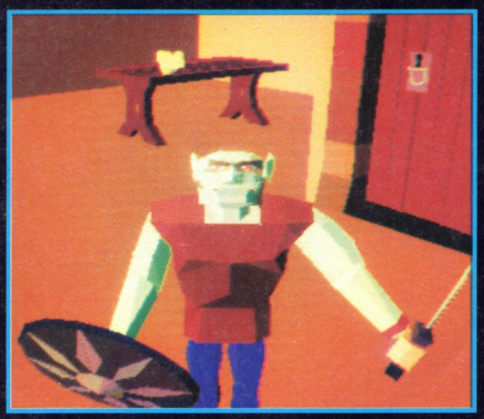
W Industries are keen to promote team play. It's harder to progress on your tod, but you'd obviously become a better player for it. An example of where teamwork comes into its own is this: on one level, during your search for the White Orb, you will find yourself in a circular room. On the wall there is a message – split into three languages. Only an Elf, Human and Dwarf in the room can read the entire message. A lone player will miss out on certain essential facts.

Legend Quest is reminiscent of many old multi-player favourites. It's like a Virtuality version of that modem classic MUD (Multi-User Dungeon) mixed up with elements of Atari Games' arcade classic Gauntlet and FTL's Dungeon Master.

Legend Quest is easily the most entertaining and involving Virtuality experience to date. W Industries' earlier efforts – the simplified flight simulation VTOL, the simplified robotic blaster Exorex and the simplified space blaster Battlesphere – were all too bland for my liking. Dactyl Nightmare (you should have seen this one on the GamesMaster TV show) was an improvement, but Legend Quest is leaps and bounds ahead of that pack.

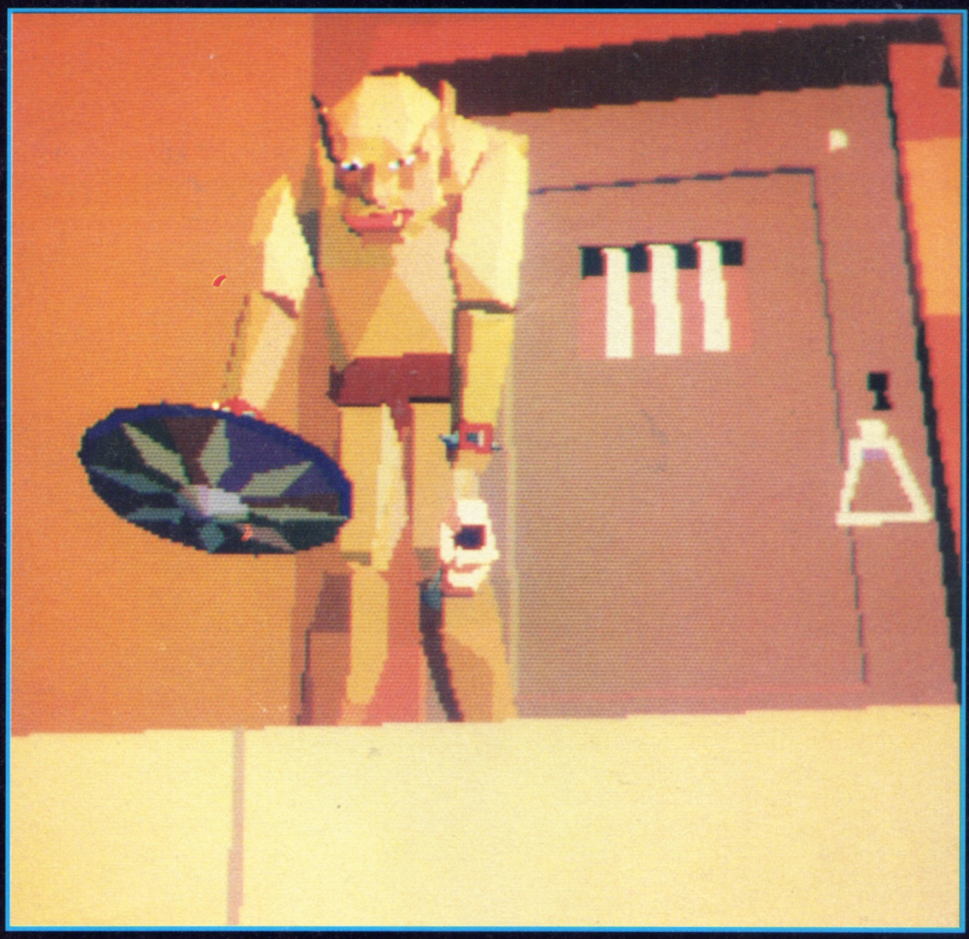
It's a laugh and a half of full cream fun on your own, but with three other players involved Legend Quest is in a world of its own.

Characters and objects in the virtual world have a distinct, unrealistic chunky look, and animations are not always fluid. But when you play, all visual shortcomings are forgiven and forgotten. It's just so easy to believe you are part of this virtual world. The potential is scary.



How terrifying! It's a sort of sharp-edged goblin git with an ice pick. And look – he's left the ice on the table behind him. I'd better flail my hands wildly in front of me and make him die.

Most doors open with a push of the hand. There are some which need a good hammering before they yield, while others are locked and need a key to open them – like this one.



"Halt. Who goes there? Friend or foe?" "You don't scare me, Mr Guardian. You're just a virtual image projected onto my helmet." "Halt. Who goes there? Friend or foe?" "Ha ha. And now you're stuck in a programming loop. I'll wander past and open the door... Oh bugger, it's locked."

WHERE CAN I PLAY LEGEND QUEST?

Legend Quest is to be found at the Virtual Quest 'illusionary leisure arcade', 2 Tower Hill Terrace, Tower Hill, London EC3N 4EE. It's open daily (including Sundays and Bank Holidays) from 10am to 10pm, and the nearest London Underground station is – surprise – Tower Hill. There's no admission charge and the only age restriction is imposed on those younger than eight years old.

It costs £2.00 to play Legend Quest for four minutes. For a fiver you can join the Legend Quest Club and receive your very own VKey (yes, it's yours to keep) complete with four minutes of play. From then on, Club members buy time and continue play from where they left off. You don't have to use up all your time, just let the supervisor know that you wish to stop. And you can buy as many VKeys as you like, so you don't have to restrict yourself to a single race or profession.

WIN A DAY AT VIRTUAL QUEST

Right. So now you want to have a go for yourself. And who could blame you? During the course of our article you will have learnt two things. 1) Legend Quest is a completely top game. 2) There is no better way to play than in the entirely dedicated surrounds of the Virtual Quest Centre.

So it's more than a little fortuitous that we're able to bring you (entirely exclusively, we might add) this special Virtual Quest competition.

Thanks to our extra-special kissy friends at – hey! – VQ and Family Leisure, two lucky GamesMaster readers from anywhere in the UK will be given a rather splendiferous Virtual Quest day, all expenses paid! We'll arrange transport from your front door to the Funland and Lazer Bowl, London's premier arcades, where you can play on any machine you like for free. Then, after a spot of lunch, you'll be whisked over to Tower Hill for an afternoon's free fun and frolicks at the Virtual Quest centre. At the end of the day, when your brain will be full of polygons and highscores, we'll take you back home again.

We've also got prizes of Gold Gamecards for use at the Lazer Bowl arcade for ten runners-up. Each card entitles the bearer to £15 worth of play on the newest games in the country.

HOW TO ENTER

Easy! Just answer the following questions on the form below, add your name and address and send your entry to: Virtual Quest Competition, GamesMaster Magazine, 29 Monmouth Street, Bath, Avon, BA1 2DL.

1. Which aircraft do you have the opportunity to fly in the Virtuality game VTOL?
a) A jetpack
b) A Harrier jump jet
c) A helicopter

2. Where is the Lazer Bowl Arcade?
a) Piccadilly Circus
b) Green Park
c) Mornington Crescent

3. What is the chemical symbol for gold?
a) Zn
b) G
c) Au

Name:

Address:. . . . . . .

. . . . . .

. . . . . .

. . . . . .

Answers
1
2
3

THE RULES
No employees of Future or Family Leisure can apply. The competition closes on 18 March. The Editor's decision is final. The competition is only open to residents of the UK. No alternative prize is available.

WIN: ECC
DOLPHIN
FROM SE

Ecco, Sega's new ecological epic is one of the finest games ever seen on the Mega Drive. If you haven't already checked out our utterly love-lettery review, then turn to page 60 immediately, and we'll see you back here in a few minutes...

Back? There we are. Good wasn't it? Well, now you're all fired up with ecological concern and realise that *Ecco the Dolphin* is *the* video game hero for the 90s, you'll no doubt want to immerse yourself even more completely in the *Ecco* phenomenon.

Which is where this competition comes in... Thanks to our top green mates at Sega, we've got two of these rather neat limited edition *Ecco* boxed sets to give away, with five smart 'n' stylish *Ecco* t-shirts for the runners-up.

Each box contains a number of entirely great things. For a start, there's a rather high-quality *Ecco* T-shirt, depicting *Ecco* and some of his fishy friends having an oceanic frolic. Next, there is The Dolphin Tape, an entirely excellent compilation of thumpin' tunes laid down on vinyl (well, magnetic tape actually) by some of the world's top rockers and ravers (like U2 and The Shamen). Thirdly, there is a copy of the game itself, which we all know is great. There's also a sort of cardboard standy-up thing with a picture of *Ecco* on it, which would complement any flat surface.

And finally, lurking at the bottom of the box is the most important item of all. It's a certificate, um, certifying that the owner of the box now owns a tiny part of *Ecco*, who is a real-life dolphin being looked after by the Whale and Dolphin Conservation Society. Some cash from the sale of each boxed set goes toward the upkeep of *Ecco*, you see, so (since Sega have already paid for these boxes themselves) just by owning the thing, you'll be putting some lovely sprats into *Ecco's* tummy.

So, not only do you get some great things, but you're doing your bit for our clicky friends too. Not bad, eh?

This is what you'll win if you, erm, win our *Ecco* comp. Note important Certificate of Greatness.

How To Enter

Simple! All you have to do is send us a picture of a dolphin (it doesn't have to be *Ecco*, it can be any dolphin you like). Maybe he or she could be jumping through a hoop, or shaking hands with his or her trainer. Or perhaps balancing a ball on its nose. We don't mind! So, get out your pens and start sketching. We'll print a selection of the best entries eventually.

The Prizes

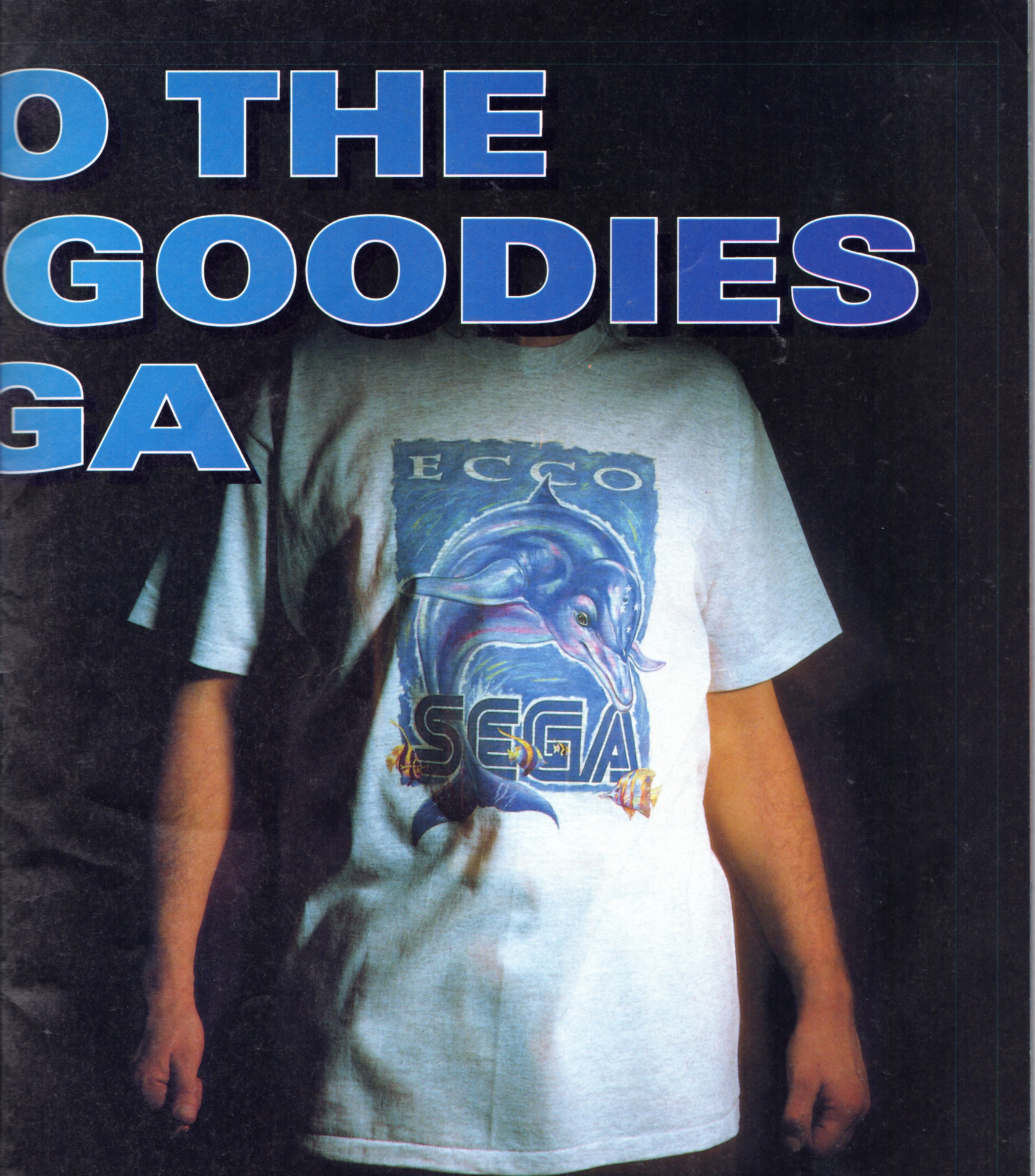
Two first prize winners will each get an *Ecco* boxed set, and there are five runner-up prizes of *Ecco* T-Shirts.

Rules 'n' Regulations

This comp isn't open to anyone who works at Future Publishing or Sega. The competition closes on 18 March 1993. No substitute prizes can be offered. The editor's decision is completely final in every way. We unfortunately cannot return any of your entries.

SEND YOUR ENTRY TO: ECCO COMPO, GAMESMASTER, 29 MONMOUTH STREET, BATH, AVON, BA1 2DL.

O THE GOODIES GA



Instant street credibility is yours when you sport this *Ecco* top. And you can wash it and everything.

REVIEWS

Now, let's see. We did the "excitement angle" in issue one, and last month we had that unwise sort of safari, big game theme. So what can we do this time? How can we introduce the reviews section in a manner so stylish and clever that you'll be both fascinated and interested? Erm... Hold on... Give us a minute... Nearly there... Right. Here we are, it's brilliant! Ready? *This* – oh.

HOW TO USE THE REVIEWS
Couldn't be simpler. Everything's laid out to help you get the most information with the minimum fannying around. All the reviews follow the same formula, so once you've found your way around one, you'll be able to find your way round them all.

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

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

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

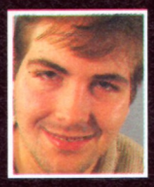
I completely disagree! Well, I don't in this case, but sometimes I might. Whenever you see this shape, you'll know that someone like me has got something to say about the game. In fact, these will crop up rather a lot, since we're such an opinionated bunch.

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

THE REVIEWERS

TERRIBLE, ISN'T IT? ELEVEN PEOPLE WITH THE BEST JOBS IN BRITAIN AND THEY STILL LOOK LIKE A MISERABLE BUNCH OF SLAGS. YOU'D THINK IT WOULD KILL THEM TO SMILE. MAKES YOU SICK, DOESN'T IT?

JIM DOUGLAS
This month, the big enchilada Jim has had his pedal to the, if you will, "metal" while reviewing *Super Off Road* on the Super NES and has had his fist in the, if you insist "face" of his *Fatal Fury* opponents.



JAMES LEACH
Bit of a sporty month for Reviews Ed Leach. He's seen off *Muhammad Ali* and some, er, monsters in football costumes in the name of GamesMaster this time. "Very enjoyable," he said.

ANDY LOWE
Having draughted our thoroughly great Level 7 *Streetfighter 2* guide, Andy took a few moments to review this month's huge (and refreshingly diverse) Sega releases, *Ecco* and *Streets of Rage 2*.

LES ELLIS
Les doesn't like bad games. He really, really has no mercy for them whatsoever. So it was a very unfortunate *Road Runner* cartridge which found its way into his hands for review. Not a pretty sight.

ADRIAN PRICE
Chester Cheetah, this month's most high-fiving and street-jivingly happening cart should obviously be reviewed by the most in-your-face homey imaginable. Since we couldn't find one, Ade got it instead.

STEVE JARRATT
Steve, prolific workhorse that he is when it comes to his own magazine (Total!), is actually fantastically lazy with all other matters. There's not a single word of his in this issue. Not even "nailbags". Funny, eh?

NEIL WEST
Neil, Mega editor and therefore international Mega Drive expert was fortunate enough to visit Las Vegas for the fab Winter Consumer Electronics show. Full in-depth report next month, maybe.

ANDY SMITH
Oh, this is getting ridiculous. Andy (Sega Power) hasn't done anything for us this month either! What's the matter with these people? We print their name, give their mag a plug and what do we get? Nothing. I...

MARK RAMSHAW
...ask you. It's not much to ask really, is it? Just take a look at a new game, take some pics and give us a review. It'd be easy for an Amiga Power pro like Mark. But oh, no...

MATT BIELBY
...He's no better, this Bielby. Sits on his arse on that Super Play magazine... *(Hang on – What's going on here? You're supposed to be writing interesting and amusing captions for the pics of our guest reviewers...*

ANDY DYER
...not slagging them off, now do it properly or clear your desk – Ed). Er, well, Andy Dyer works on Mega, and knows all about Sega games. He still couldn't be bothered to write anything for – *(Snip!)*

REVIEWED THIS ISSUE

CHESTER CHEETAH	SUPER NES	52
CRASH DUMMIES	GAME BOY	81
DARK SEED	AMIGA	80
DRAGON'S LAIR 3	AMIGA	76
DROP ZONE	GAME BOY	82
ECCO THE DOLPHIN	MEGA DRIVE	60
FATAL FURY	SUPER NES	62
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■ Flicker, shudder and slowing we can do without. Parallax, smoothness and variety we like. Clear? It's got to be.

■ Where would Mario be without his spa*doing*? Where would Sonic be without his fer*whizz*? Nowhere, that's where. So we demand catchy tunes, scene-setting interludes and punchy effects.

■ We want to see games with instinctive, responsive controls that reward and challenge the player's increasing skill. Games need to make a variety of demands of the player – requiring a fast firing finger is not enough.

■ Call us greedy, but as well as glorious graphics, super sounds and peachy playability we demand that games actually keep you entertained for a considerable amount of time.

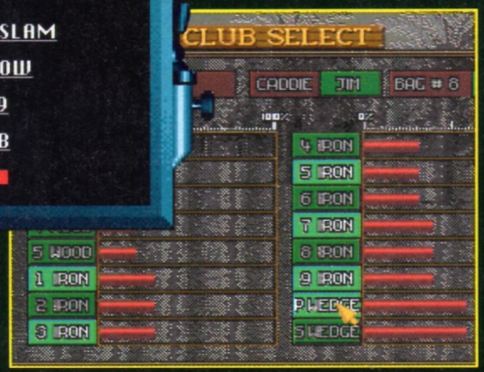
■ The above factors taken and shaken, analysed and adapted. The bottom line – is it worth buying or not?

■ **Scores, doors etc...**
Alright, so you know 0% is rubbish and 100% is tops, but what about the stuff in between?

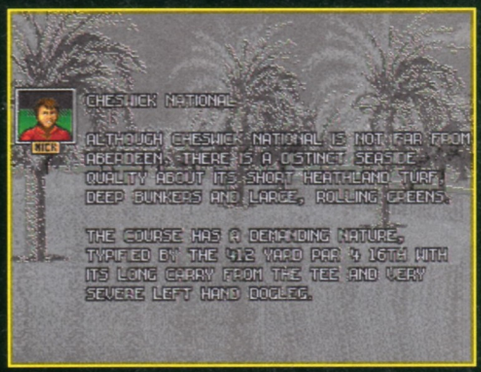
Above 90%	Essential, even if you have to buy the system.
90%-81%	Great, and well worth the dosh.
80%-71%	Smart, impressive and entertaining.
70%-61%	Not bad, but there's better out there if you look.
60%-51%	A few good points but...
50%-41%	Below average – lots of niggles.
40%-31%	Poor.
Below 30%	Wretched and to be avoided at all costs.

FOR - AMIGA
FROM - GRANDSLAM
AVAILABLE - NOW
PRICE - £34.99
MEMORY - 1MB
STOP ■

Hmmm, not bad. The list of options is small, but all the main ones have been added.



Here's where you get to choose your clubs for the round ahead.



For buffs out there, Nick will give you the low down on the course you're about to play.

NICK FALDO'S GOLF

Is it humanly possible that golf games are back in vogue? After the very excellent *PGA Tour Golf 2* on the Mega Drive last month, we can now bring you *Nick Faldo's Golf* for the Amiga.

There aren't – surprisingly enough – that many golf games for the Amiga. You basically have a choice of *PGA Tour Golf*, *Microprose Golf* or the appalling *Links*. There are a few others, but they're really not even worth mentioning, so I won't. So, how does our Nick compare with these robust heavyweights? Pretty well, actually.

As you can tell from the screenshots, the graphics are very well presented. The courses are varied and well defined, and the update is very quick. The animation of the central character is okay, although all the characters do tend to look like Nick Faldo (strange that). Speaking of which, you can have up to four players in any one round. There are eight computer controlled characters ranging from very crap to the dizzy heights of Nick himself (ooh!). These players all have stereotypical names like Sandy Trapp and Jim Birdie, and are mostly pretty poor.Sound is used well – this is a golf game for godsake. What do you expect explosions? Samples of tweeting birds etc, flow out of the speakers, along with the sound thwack of metal on plastic, to the screams of anguish as you land in the bunker again.

On either side of the screen are handy menus, that pop out when your pointer approaches them. These will give you all the information you'll need to get to the green. One is a list of the clubs you have at your disposal, and the other gives you an overhead view of the current hole, a wind indicator and a graphic indication of how your ball is lying. This is important to how you go about taking your shot. For those of you who are unfamiliar with terms like Snap and Draw, buy a book on golf and read up.

So, it looks good, it plays good and there are tons of options. All in all one of the better golf games, and if your undecided on which one to get, you could do worse than check this one out. **JAMES LEACH** ■

HOW TO BE EMBARRASSED BY A PROFESSIONAL IN ONE EASY LESSON

Here we see the wonderful Nicky boy perform a perfect shot down the fairway...

... while I – being the sad case that I am – suffer very badly in the rough.

This menu will give you all the help you need for the hole ahead.

Time to select your club for the shot. The manual will help you with your choice.

Jim, your caddy, full of smarmy comments when you perform shots like this one.

Finally, I've finished the first hole. Oh well, only another 17 to go.

Jasper Carrot once questioned the nature of televised golf, calling it "Endless hours of televised sky." He's right. It's most definitely a participant's game – perfect for those middle-aged enthusiasts who want to get that extra bit of wear from those silly pink trousers they've had locked away since the seventies. In the face of the numerous other Amiga golf sims, this version just about qualifies. The training mode is fine – until you find yourself gracelessly hacking away at the ball for the 38th time, with only a cryptic piece of half-advice from the attractively designed "Nick" icon to assist you. Well, at least it wasn't called Bruce Forsyth's Pro-Celebrity Golf Challenge. **ANDY LOWE** ■

WHY DO GOLFERS CARRY A SPARE PAIR OF TROUSERS? IN CASE THEY GET A HOLE IN ONE!

OPTIONS - LOTS
LEVELS - 2
DIFFICULTY - VARIES
PLAYERS - 1-4
SAVE GAME - NO
END ■

A HELPING FROM MR F

A list of the help that Nick will give you. It's embarrasing, to say the least, to have 'is lordship laugh at your feeble attempts.

Nick might make a shot from this distance look a positive doddle, but it is in fact utterly beyond most humans. More practice needed.

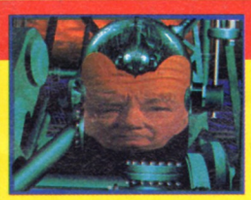
Now I've never been one to walk around a vast expanse of grass and hit a small ball around whilst wearing the aforementioned pink trousers. But when it comes to playing golf on a computer, that's a different matter. *NFG* is surprisingly realistic and plays a good game of golf. The only problems are slicing the ball into the trees and then taking 50 shots to get it out. It's best played with two or more friends, you can then laugh at the person who is most crap and then call them Jimmy Tarbuck. Unless of course it's you.

ADRIAN PRICE ■

Smack the ball in a lake – it's time to take a penalty shot.

Yeah I *can* do this. Anyone got a bucket and spade?

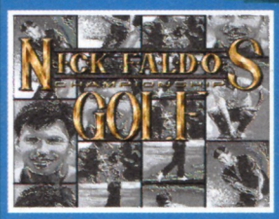
A golf course in winter. With leaves still on the trees?



GAMES MASTER TIP

GREETINGS!
Use high irons in the long grass, pitching wedges in the rough and sand wedges in the bunkers. Spend a couple of hours on coaching mode. It really helps in the long

Golf, it's a funny game. All that expense just to chase a small ball around a few well mown fields. Bit silly if you ask me, but hey what do I know! Well I do know that there are 322 dimples on every ball. I know because I counted them.



GRAPHICS
Some of the best graphics yet seen on an Amiga golf game. Detailed, but uncluttered. Characters very similar but well defined.

SOUNDS
About what you'd expect in a golf game. Samples of birds and various objects being hit by golf balls.

PLAYABILITY
Easy to get into and very addictive. There's a fair few options, but this is more of a golf arcade game than a straight simulation.

LASTABILITY
TFG only has two courses but Grandslam assure us that they will bombard us with disks until they're coming out of our bottoms.

OVERALL

A very well presented golf program. Easy to get into and good fun to play – if you're a fan that is. Up to four players can take part and there are enough options to keep technical fans happy. It's not quite as addictive as *PGA*, though it does make a darn good alternative.

JAMES ■

JUDGEMENT 84%

FOR - SNES
FROM - MASNA
AVAILABLE - IMPORT
PRICE - £65
MEMORY - 4MBIT
STOP ■

RANMA 1/2

Somehow I've got to do it, I've got to write a whole review on a SNES beat-em-up without mentioning a certain other beat-em-up which was mildly popular when it was released. Can I possibly talk about kicking the hell out of people without mentioning *Stree...* ah almost did it then. The first problem you'll come across with this game is in deciphering the name. We consulted the finest translators we could find (down the local pub after a few beers) and came up with the title *Ranma 1/2*. But, is there anything in this game that will make you want to add this to your beat-em-up collection (along with the S game)?

Well, for a start you can forget anything about having seriously contested battles. How can you fight seriously when you end up with a giant panda taking on a King Henry VIII lookalike (let's just watch the World Wildlife Fund go ape over that). Bet you didn't get that in *Streetfi...* no I mustn't say it.

Yes *Ranma* offers an alternative, light-hearted approach to punching somebody's lights out. Gone are the dragon punches and hurricane kicks and in comes a new variety of deadly manoeuvres. Who could survive the devastating playing card stab or outwit the giant Panda splash?

The moves may be different but the goals are the same as most other beat-em-ups that have been released. Surely there must be something else to beat-em-ups other than rescuing your friend or becoming champion of the world – there must be another goal to strive for. How about beating up all the Jehovah's Witnesses who have ever knocked on your door while you are in the middle of a meal? What about walking the streets drop kicking Traffic Wardens and putting bricks through cashpoint machines that don't work?

Anyway, back to *Ranma*. When I first played this I

Listen carefully and take my advice, hide a gun in your trousers and when he comes near you, pull it out and shoot the git.

The guy on the right is playing charades while his opponent hits him with two beach balls. Well, they wouldn't want to get hurt now.

Pick a card, any card. "I'm a panda, I don't know what playing cards are you dork. Go and execute a wife or something."

GAMES MASTER TIP

GREETINGS!
A handy little move that may well help you on your way to world domination is the Ranma version of the hundred hand slap. Press the punch button repeatedly until your hands become a blur of motion, then any opponent who comes close will get whipped.

No, it's alright you don't have to go down on your knees for me. What are you talking about special move, this isn't *Streetfighter* you know.

MANY THANKS TO CONSOLE CONCEPTS (07782) 712759 FOR THE LOAN OF THE REVIEW CART.

OPTIONS - FEW
LEVELS - 12
DIFFICULTY - 4 SETTINGS
PLAYERS - 2
SAVE GAME - N/A
END ■

The creature from your worst nightmare, the most vicious creation ever. The deadliest animal known to mankind has just had the stuffing kicked out of him by an eight year old Japanese kid. Real tough guy.

honestly thought that it was totally crap. But then, I shouldn't be comparing this to *Stree...* no, I won't say it. Comparisons to *that* game aside this is a hell of a lot of fun to play. It is a rare moment in the GamesMaster office when people actually laugh at the onscreen antics of the characters. I know that makes us sound like a bunch of cynics, so when it does happen it has to be a special game that does it. Even Jim was reported to have laughed at this. (*Who told you that?* – Ed).

Ranma is a piece of beat-em-up magic. A combination of hilarious cartoon characters with some funny moves which will definitely bring the humour back into a tired genre. It may not sell as many copies as it should due to the fact that it's currently only available on Japanese import. But if you do get the chance to have a crack at *Ramna*, it's most definitely worth it. **LES ELLIS** ■

Well, what a turn-up for the books. A game which is a bit like *Streetfighter 2* from Japan. Who'd have thought it? Anyway, this is rather a laugh. It's a sort of urine-take of *SF2*, but is actually playable in its own right.

The best thing about it is undoubtedly the panda. As a living combat machine he's a bit limited, but if you want a good chortle, just see him get knocked down (and listen to the noise he makes).

So overall, although this isn't the most serious beat-em-up you can get, it certainly has a stack of gameplay as well as chuckles aplenty. Jolly good. **JAMES LEACH** ■

This could signal the start of a new trend. The fluffy, less violent, candy-coated beat-em-up. It also confirms all suspicions that, when the mood takes them, the Japanese can produce some confoundingly bizarre software. The characters are wonderfully weird, with many of them concealing some suitably incongruous and silly weaponry – quite literally – up their sleeves. The squeaky, whimsical sound effects are great. The glossy, ultra-cutesy graphics are terrific... but it's really just an extremely limited fighting game with very little more than basic novelty appeal. Although initially, it's good fun controlling a large panda who appears to chuckle breathlessly upon being knocked down, the game's appeal lies only in the short term. It's competent and entertaining – but think carefully before splashing out on such an indulgence. **ANDY LOWE** ■

I wanna be the Panda. We all know that Pandas don't get it (*excuse me*). Perhaps this the reason that Pandas are so rare, they keep getting beaten up.

GRAPHICS
The coolest combatants around. Crisp backdrops make it one of the best looking games in a long time.

SOUNDS
Some, er, oriental tunes play during the fight and you get all the brutal noises you normally associate with this kind of game.

PLAYABILITY
Not as many moves as *that* game but they are funny. Even with Jap instructions the moves are easy to access. A lot of fun to play.

LASTABILITY
11 characters and loads of stages make this a game to last. The humour will make you want to keep coming back to this.

OVERALL

What can I say? This is one of the funniest games I have played in a long time. It isn't spoiled at all by the Japanese text, in fact if anything this enhances the laughs. It looks great and even though it lacks some of the moves of other beat-em-ups, this has to be a worthwhile addition to your collection. Oh hell, I'll just come out and say it, I like it. But it isn't as good as *Streetfighter 2*... agggh I said it.
LES ■

JUDGEMENT 78%

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - APRIL
PRICE - £39.99
MEMORY - 8 MBIT
STOP ■

The quality of the pitches leaves a bit to be desired, but hey – it's a deliberate ploy in order to make the game more fun or something.

MUTANT LEAG

EA definitely made the right decision when they included injuries in *John Madden 93*. After all, American football is very much a contact sport, and people do get hurt. Hur hur.

If you take this 'people getting hurt' idea to its extreme, you end up with total death and mayhem. So EA decided to do a game about that, too. Instead of using standard teams, mutants, monsters and skeletons with grudges were chosen.

The basic game is much like *Madden*. You select your plays from the scrolly list of diagrams, then watch (or interfere) as they're put into action by your team. Oh yes, and while we're talking about the teams, forget any notion of highly trained, disciplined guys with an unwavering passion for the game. What you get in *Mutant League* is a bunch of crazed loonies with no brains and massive bones that stick out of their bodies.

Indeed, some don't have bodies, as such. There are a considerable number of skeletons in the game, and not a few creatures with armoured exteriors, like tortoises, but with the turn of speed you'd expect from a mutant (if, indeed, you'd expect anything from a mutant).

The whole thing is set on a series of worlds (all as unlike Earth as the imagination of the graphic artist can make them). Each world is, in fact, just a football pitch hanging in space, so it's more than possible to fall off the edge and disappear into the void.

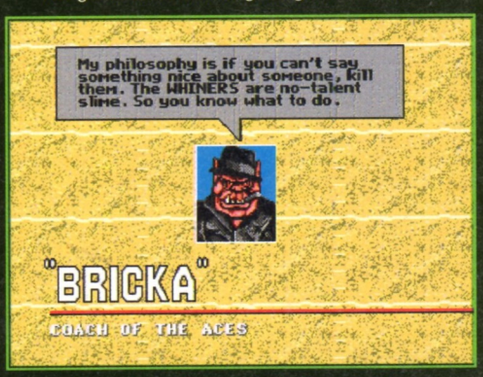
Explosive mines, holes in the ground and rocks are common occurrences on many of the fields, and if a player should run into one of these, he's got a fair chance of being seriously injured or even killed. Never mind, eh?

You see, the weird thing about this game is that there are always more replacements whenever a death should occur on the pitch – so you don't end up with only three people left alive at the end of a game. It's a pity, this, as the idea of decimating your opponents rather than attempting to play the game properly is quite appealing.

The game takes a bit of getting used to because

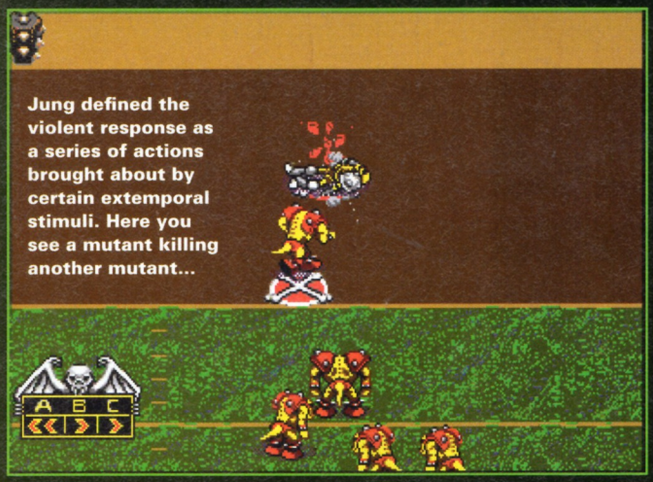
Make all your choices on this menu thing. The number of skulls next to the team helmet shows the prowess of that team, already.

Here's a great picture of two helmets colliding. It symbolises, er, confrontation and er, um, Wayne! Why *is* this picture here, Wayne?



As you'd expect, the emphasis is on extreme violence. You can set the violence level at the beginning of the game.

IN REAL LIFE, IT'S VERY DIFFICULT TO GET MUTANT LIZARDS TO PLAY FOOTBALL. IN FACT, IT'S DIFFICULT TO GET MUTANT LIZARDS AT ALL.



Jung defined the violent response as a series of actions brought about by certain extemporal stimuli. Here you see a mutant killing another mutant...

...and all because he scored a touch-down.

THE BEST OF THE WORST

I decided to conduct extensive research into the teams. Four came out looking the hardest, and therefore the best. In a rather foolish endeavour to look like a proper sports journalist, I've broken down their styles.

1 MANIAC ALL STARS

The best team in the league. They've got their running plays down to a T. They're also hard, violent and their quarterback can bung the ball vast distances to the wide receivers. At times they bleed, but not as much as the other teams.

3 DARKSTAR DRAGONS

This team appears to have a load of lizard-type mutoids as running backs. They sort of roll everywhere, and are exceptionally quick and hard to catch, so every running play seems to end in a touchdown or a gain of dozens of yards.

2 DEATHSKIN RAZORS

Now these chaps are just stupid. They run around like complete loonies, and if anyone gets in the way, well, they might end up with a nasty paper-cut or something. The Razors might not be as talented as some of the other teams, but they make up for it by hurting folk.

4 TOXIC ALL-PROS

Forget the Maniacs. *These* guys are the best in the league, I've decided. They jdo everything well. There are some weird creatures on the team, but they all seem to know exactly what is required of them, be it fast, accurate or morally unsound.

UE FOOTBALL

all the plays are in some way connected with extreme violence. Death blitzes, murderous passing plays and ridiculously dangerous defenses are the norm here. They're all called something a bit silly as well. For example, slay action and hail scary. The referee turns a blind eye to most of these infringements. Well, sometimes he doesn't, but you can kill him if you don't like his decisions.

There's a great deal of blood, severed limbs and smashed armour flying round in the game. So much so that you end up rather immune to it. Because it doesn't mean much to kill off the opposition, you don't get much enjoyment out of it once the novelty has worn off.

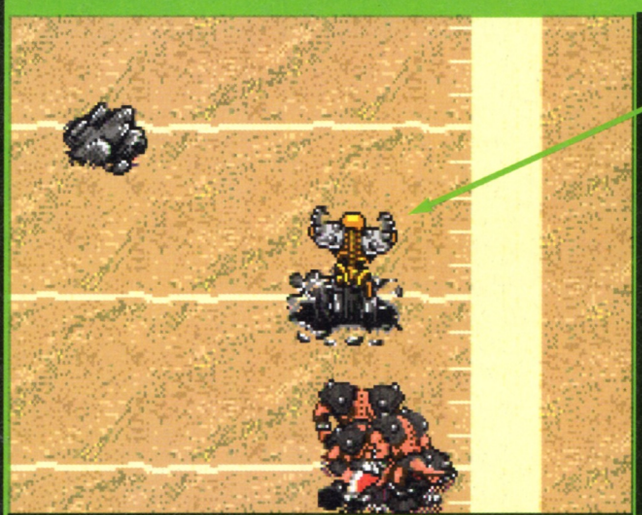
JAMES LEACH ■

You might think the fact that the rules of American Football are completely beyond me would make me entirely unsuitable to comment on *Mutant League*. And you'd probably be right. However, I'm sure there are a lot of people out there who like all the action and violence and drama of the game, but find all the rules a bit off-putting. And this is why I reckon *Mutant League* deserves to be a hit. After a couple of games, even a football-know-nowt like myself understood making effective plays and so on. And after an afternoon, I feel ready and interested enough to handle the likes of *Madden*. Whether *Madden* experts will find *Mutant League* an amusing diversion or a belittling of their glorious sport is undecided.

JIM DOUGLAS ■

Roll up! Select your plays from this list! Choose how to destroy your opponents! Use exclamations instead of full stops all the time!

GAMES MASTER TIP



GREETINGS!
The pitches in Mutant League Football vary a great deal, but most have dangers such as holes, mines and razor-sharp rocks. When running with the ball, always try to steer close to these. Some of the opposition should misjudge their pursuits and fall, explode or die.

BREAKING THE LAW

There's an awful lot of violence in *Mutant League Football*. Surely it should be picked up on by the referee? Ah, but in this game, the referees tend to fear for their lives. In fact, a couple of them are a bit tough, but you can always call up an audible. This gives you the chance to try a running, passing or nasty play. The nasty plays include killing the opposing quarterback, smashing the ribs of the enemy wide receivers or piling on the ref himself, killing him instantly (obviously the best option).

Once you've done this, you'll get a replacement – usually someone who will turn a blind eye to the shenanigans on the pitch.

Right. One of these guys has annoyed the others. Can you guess which one it is? And, for an extra point, guess what he's done...

Correct! It was the man whose limbs have all come off. And his crime was to leave the little envelopes in the After Eight box.

Well, I suppose at best it's a different type of sports game. It's just too close to *John Madden* for my liking though. EA assure us that it's a completely different game engine, but it does the same things. *Mutant League Football* is just *John Madden* with blood and even more violence added. It's fun, but if you own a *Madden* game I'd advise you think twice before buying this.

LES ELLIS

Nope. Not at all impressed. James has been way too generous. Although the cartoon blood and guts is gorily entertaining for a few plays, I can see discerning Mega Drive owners slowly becoming aware of the depressing truth that *Mutant League Football* is really just *John Madden* – Novelty Version.

It's easy to see the logic underneath this kind of thing. *John Madden* is such a stormingly popular game that its fans are always crying out for new additions and improvements. Why not transform the thing into an astonishingly violent, tongue-in-cheek version of American Football, taking the idea in an entirely new direction and adding Blanka-like mutants instead of humans? Fine. But... apart from the original approach, the whole thing reeks of laziness. *Speedball* was great, because it was all so new. This is just different graphics tacked on to an already proven game format. I found myself yearning for a quick blast on *Madden* – and that can't have been the idea. An uncharacteristic turkey from EA.

ANDY LOWE

There they are, the Royal Family, resplendent on the balcony. (L to R) Charles, Diana, HM The Queen, Philip, Queen Mum, Camilla, Squidgey.

Well what do you know? More violence, more smashed arms. More severed heads. More from Harry Secombe's Highway next week.

After four weeks you will notice the first buds appearing on the stem. Water, and keep in a warm place. The lilacs are now ready to eat.

OPTIONS - OOH, LOADS
LEVELS - 19 TEAMS
DIFFICULTY - VARIES
PLAYERS - 1 OR 2
SAVE GAME - NOPE
END ■

GRAPHICS
Pretty much like *John Madden* with skeletons and lizards instead of beefy men. Generally rather good.

SOUNDS
Very Maddenesque. Thumps and crashes as lungs get punctured and spleens come out. Some rather mutant-y music playing as well.

PLAYABILITY
Similar, but not as good as *Madden*. The players not always completely clearly seen, owing to the amount of armour they wear.

LASTABILITY
The gimmick of ultra-violence wears off after a while, and the game loses its attraction. Still, there are lots of teams and loads of stadia.

OVERALL

Nice idea, I suppose, and very well executed (ha-ha). There's a great deal of stuff you can do, but so you'd expect with an American footy game. But as a cart to really get stuck into on a rainy Sunday afternoon, it's inferior to *Madden*, and once all the chuckling at the skeletons / blood / screaming / pain has finished, you'll be left a bit high and dry with it. (Even though it might be raining outside, you see).

JAMES

JUDGEMENT 76%

IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.

Welcome to the world of...

In the pit it's *mean*, it's *tough* and it's no place for the fainthearted. Take on all comers - The fighting is *below the belt* and rules don't exist. Survival and the *prize money* are all that matter. This is the world of the Pitfighter! It's what the Master System has been waiting for!

SEGA™ from DOMARK

PIT-FIGHTER

DOMARK

SEGA™ Master System™

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Pitfighter © 1990 Atari Games.
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Chester is in the final stage of level three – he's just about to jump on a snail. Why he should do so is a mystery.

With the assistance of some alligators and a 400lb hungry hippo, Chezza can make it across the swamp and collect another bit of his bike.

And we're into the final leg of the race, all Chesty has to do is grab his handlebars and that's it. No problem whatsoever.

What a funster Chester is. Here he's about to go explore a manhole. Playing down manholes is neither big nor clever.

Chester Cheetah is a cool, hip, dude, who likes to split his dig. Say what? Chester Cheetah is one happening cat who knows where it's at. Um... yes.

Well, if you understood any of that then you'll "know where I'm coming from, man" – sorry, sorry, just couldn't help myself there.

In case you hadn't already realised, Chester is the cheetah from the cheesy Cheetos crisp advert. Quite how he's become immortalised in a game is beyond me. The plot of the game is to rescue all the parts of his bike and rebuild it, to make you king of the hipsters, allegedly.

Each bit of the bike has been stolen and scattered in various places – the wheels are down in an underground cave, the thingumajig is in a tree, etc.

During his quest Chester can pick up various little items which will aid him in rebuilding his bike. Sunglasses, or 'shades' as they're better known to funksters (apologies, again), will let Chester see extra bonuses which he wouldn't normally be able to see. You can also pick up a pair of boots en route which enable the cheetah to run even faster and thus jump even further.

Although this may seem like fun in theory, in practice, the game turns out to be a let-down. All Chester can do is walk along and jump; the only time he gets to run is when he has his boots and these are only needed a few times during the course of the game.

There are sections in the game which differ slightly from merely walking along and jumping on someone's head. These are the little sub-games in which, for example, you have to ride on a jet-ski through some everglades to retrieve a piece of

CHESTER CHEETAH

He might have been a great idea for selling crisps, but as a game character, Chester smells. One problem is that he's too bloody big. His stupid big head gets stuck in the narrow passages through which he has to crawl. And his wretched be-trainered feet dangle down when he's jumping to snag on any passing obstacle. Consider this when I tell you that every other bloody sprite in the game is too large for the screen and you'll quickly realise that Chester spends more time bumping into things and losing lives than scoring any points. You'll soon realise that the dozens of extra lives littering each level aren't there because the game's designers were feeling generous, but because they couldn't design a game that you could play without dying every two seconds. Cack.

JIM DOUGLAS ■

GAMES MASTER TIP

GREETINGS! Scattered around the landscape are these guitars. Whenever you pick one up, you dance around and kill anything you touch. The key to using them is to wait until there are loads of enemies on screen, then pick one up.

THE CHEETAH IS THE FASTEST LAND ANIMAL ON THE PLANET AND IS CAPABLE OF OBTAINING SPEEDS IN EXCESS OF 70MPH.

FOR - SNES
FROM - KANEKO
AVAILABLE - IMPORT
PRICE - £44.99
MEMORY - 8MBIT
STOP ■

OPTIONS - YES
LEVELS - 6
DIFFICULTY - EASY
PLAYERS - 1
SAVE GAME - NO
END ■

This is the fourth level during which you have to ride a cart around a twisting passage. Chester stays in the middle of the screen and the caves move around him.

GRAPHICS
Nice and colourful. Both background and sprites are very bright and loud.

SOUNDS
Not a bad little tune playing as you search for your bike.The effects are a little bit crap though.

PLAYABILITY
It plays like a sock on washing day after being wrung dry in a mangle, ie a bit crumply and worn.

LASTABILITY
Whether or not you're addicted to Cheetos will determine how much you dislike this game.

Chester's bike. Other sections include a mine-run where Chester's in a coal cart going through a cave and, this cunning cheetah even manages to hitch a lift on the back of a bird.

All of this is packed into six fairly short levels which probably won't take you long to finish – I reached the end within an hour of starting the game and can't really see anybody else taking that much longer. The pace of the game is another drawback. It just creeps along at snail's pace, which soon gets very boring.

Chester Cheetah had the potential to be a great game. The levels need to be bigger and a lot more could have been included. As it stands it's just another poorly designed license. **ADRIAN PRICE** ■

Well what can I say about *Chester* that Adrian hasn't already said? It's no surprise that Nintendo are under investigation when they charge so much money for a game like this. At least *Streetfighter 2* was playable, even though it was expensive. This is just too easy and suffers from "nice looks – shame about the game" syndrome. Chester may be too cool to fool, but he'll prove to be as popular as your next door neighbour's dog – were it to have rabies. **LES ELLIS** ■

Chester tries to swing with the natives but is let down by the fact that he smells of cheese. It all goes to show you, being cheesy like Chester really isn't the done thing, man!

OVERALL

When a company decides to use a character from an advert in a game they should either a) make the game interesting or b) use a half-decent character. Sadly Kaneko have done neither and thus have landed themselves with rather a naff game. Personally I 'd rather have seen a Mr Sheen simulator. Fly Mr Sheen around the screen in a bid to clean up crime. But that's just me.
ADRIAN ■

JUDGEMENT 38%

FOR - MEGA DRIVE
FROM - VIRGIN
AVAILABLE - MARCH
PRICE - £39.99
MEMORY - 8MBIT
STOP ■

MUHAM
HEAVY W

Set up the game using this screen. It allows you to tailor each fight to the opponent. Once you start though, it's just punch repeatedly.

This man did more to raise the profile of heavyweight face-punching than any other in boxing history. By simply crashing his hands into the eyes, noses and jaws of men greedy enough to stand in front of him for huge sums of money, he became a household name. And look at him now. Not the sort of person MENSA is looking for, certainly. Still, he was compos mentis enough to give his blessing to this fist-fest, and that's good enough for Virgin. It obviously doesn't matter that most of the punters who buy this game won't even remember Ali's glory days. What matters is that the name of Muhammad Ali lives on, and his total domination of the sport has finally been paid homage.

So it's a bit of a pity that the game isn't very good. In fact, not only is it not very good, but it's also

It was obvious Ali was going to win. I mean, that poor guy couldn't have stood a chance once he started doing uppercuts and jabs.

The ref scratched his head in disbelief. Surely the fight was rigged so that 'Crusher' Bates went down in the third, not the fourth round?

Ali's opponent looks rather like, er, Dhalsim here. Go on my son, meditate and then destroy him. But wait. Ali blocks his yoga flame, then does a series of fierce punches to his head. (*Editor's note: Ali is nothing like Streetfighter 2 and James is very sad*).

MUHAMMAD ALI ISN'T HIS REAL NAME, YOU KNOW. NO, IT'S CASSIUS CLAY, APPARENTLY.

For more Muhammad Ali-related artwork (guaranteed to impress even the most sceptical of boxing critics) turn to page 58.

MAD ALI'S EIGHT BOXING

rather crap. The problem lies with the nature of boxing, I reckon. I mean, when you think about it, how many proper moves do boxers actually have? There's the left and right punch, the block and er, that's about it, really.

So any accurate game about it is going to be a bit limited. And boy, is Muhammad Ali limited. But everything starts off well, though. The first thing to do is select which mode to play in. There's arcade and there's simulation to choose from (see box below).

You can also select one of ten boxers – each with their own world ranking. Muhammad is number one, because it's his game and he'll go home with it under his arm unless he gets to be tops. Sadly, the other characters are all made-up names, which are loosely based on real people. Hence cringey monikers like Bruno Franko.

Muhammad himself is the person to be if you want to get far in the game, because he's by far the hardest fighter. The other nine blokes can be regarded as skill levels with which to amuse yourself. Bruno is the worst, and if you don't punch his face in within two rounds, you're not slapping the buttons quickly enough.

The hardest guy to fight against is Bart Rambler. A more ridiculous name it's difficult to imagine, especially for a boxer, Squalid Pinhole perhaps, or Everard Ramsbottom. Anyway, back to Bart. He's bald, he's tough and you have to press the button exceedingly quickly to make him eat canvas. If you're Ali, you'll probably manage this.

So what you realise is that the key to winning is to press up or towards the foe (especially if you're playing in simulation mode), then hammer the A and C keys repeatedly until the other guy falls over (or that you get so weak that you need to hammer the B button for a while to recover). This is so far from the combat in something like *Streets of Rage 2*, in which you actually have to think about the approach that you're going to take.

It's all a pity because there are some nice effects in the game. Although the main sprites aren't that impressive, every round you get to see the faces of the boxers, complete with accumulated damage.

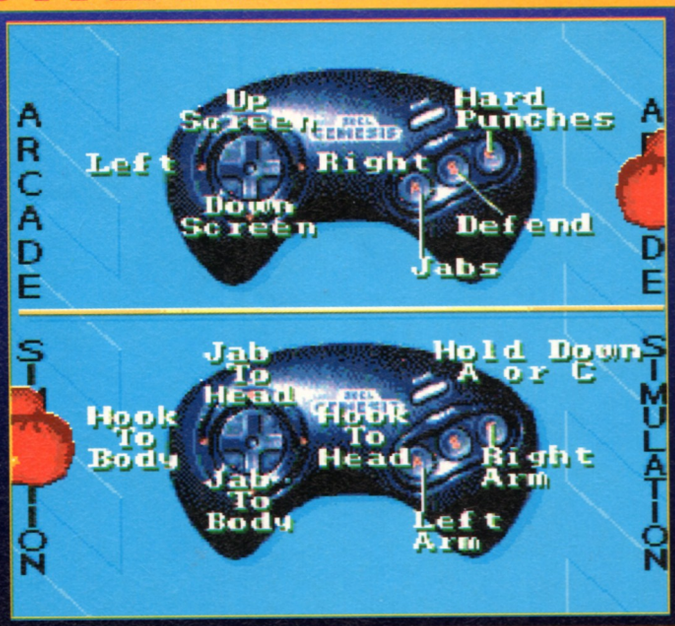
The 3D effect, whereby the ring spins round to show the action more clearly, is nicely done, and even has its own copyright. It's called animatcamera or somesuch, and the speech works well too. In fact, the whole thing is impressively put together. What ruins it all is the gameplay. There just isn't any – you hammer the joypad during each round until you've won by knocking out the other fellow. Surely when you buy a Mega Drive game, you should expect it to be far more than that?. **JAMES LEACH** ■

Nope. Not at all impressed. I do acknowledge that Ali was the greatest – emphasis on past tense. I also acknowledge that this is a brave and occasionally entertaining attempt to simulate a difficult-to-simulate sport. There really is a desperate need to portray the action in some form of close-up and to ensure that both characters are equally matched, and have a fair variety of moves – possibly including some illegal ones. *Muhammad Ali's Heavyweight Boxing* just doesn't take this sufficiently into account. It provides only marginal playability – which, at worst, can descend into a highly tedious three minutes of repeatedly pressing one button, then repeatedly pressing another, until you either succumb to boredom or your thumb gives up on you. Distinctly average. **ANDY LOWE** ■

BOXING A LA MODE

There are two ways of controlling your boxer. Arcade mode simply lets you hammer away at the A and C buttons, pausing very occasionally to hit button B and recover some of the energy expended by all that random, painful flailing.

Simulation mode is a tad more involved. You choose which arm you want to punch with, and what sort of a punch you want to do. This means co-ordinating the D-pad with the buttons to produce tentative jabs, uppercuts and massive whacks in the face. It doesn't produce noticeably more impressive effects than using the arcade mode.

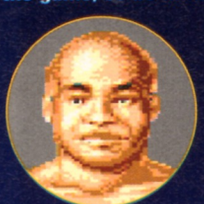


ALI'S PALS

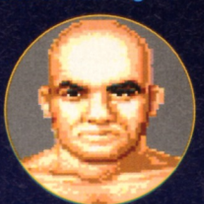
These are all the people you can be in the game. Ali is obviously the best, so unless you're trying the two-player mode, be him.

The man himself. He's the M. Bison of the game, so be him.

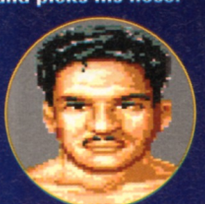
Toby Haircut. He's got a sweeping right, and a brushing left.



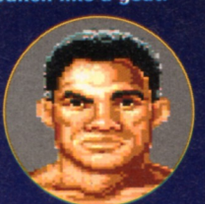
Token baldy. Oozes virility and sebum, and picks his nose.



Another token slap-head. He's got a punch like a goat.

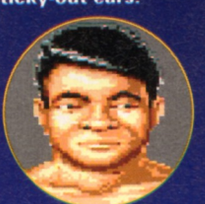


Wild, unpredictable Mexican. Carries a loaded .357 around.



Mr. Gibson. Note the trauma-inducing sticky-out ears.

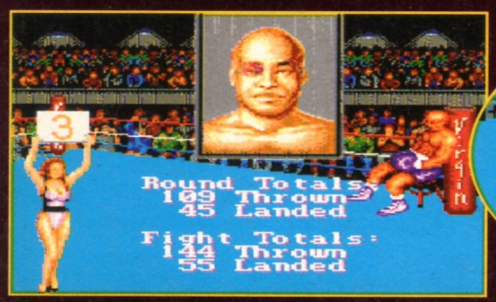
Mr. My-wife-doesn't-understand-me. A complete git, really.



Chun Li – strongest woman in the world, it says here.

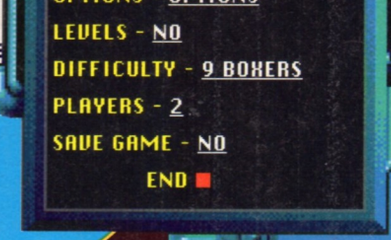
Mr Clean – the only honest cop in the Precinct, in fact.

Mr. That's-enough-surreal-boxers. He ends this weirdness.



As the fight progresses, the boxers get more and more beaten up. At the end of a 12-rounder, they look like they've come out of an abbatoir.

"No, it's no good, Alice. Our relationship must end. But remember, always remember that I loved you like no man has ever loved a boxer."



STING LIKE A BEE

There are two things you can do in *Muhammad Ali* (in arcade mode).

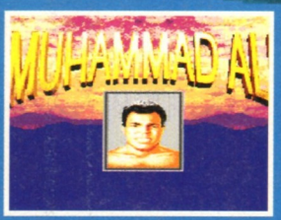
1 Jab. Hit button A and your boxer will extend his arm towards the face of his opponent. If it connects, a thud is heard and some of his energy is lost. If you're lucky, you'll see his head bend back, too.

2 Fierce punch. This is button C. The chap gets his bodyweight behind the swing, and if it hits, a quiet 'oof' will escape from the opponent's shattered and bleeding mouth. Oh, and it'll do him a nice amount of damage, too.

Horse racing is the sport of kings but boxing is not the sport of anything apart from huge men in silky shorts with flash tassles on who don't care how many brain cells are permanently destroyed with a single blow to the temple. It is also known as pugilism. Anyway all the great Ali cared for was to knock his opponent senesless in the shortest time possible, he had an amazing succes rate with this simple task. The game however is not an astounding success and is severely limited in the way it plays. There are only a few moves and trying to do them is a bit of a pain. The animation is jerky and it looks a bit of a mess. In two-player mode it redeems itself for about five minutes, although boredom soon sets in. Not a bad game, but not brilliant. Still, if you like boxing that much then this could well be a laugh for you.

ADRIAN PRICE ■

Sometimes, during the match, fights break out. Here we see a "falling out." During this time, the boxers don't talk to each other.



GRAPHICS

Not bad. The sprites of the boxers look better when they don't move but the 3D thing works okay. Lots of.extra bits dotted around.

SOUNDS

Pretty good. Loads of yelling from the fans, nice comments from the ref and even Ali talking rubbish during the intro section.

PLAYABILITY

Huh. What playability? Hammer A, hammer C, hit B a couple of times. Repeat as necessary, pressing randomly on the D-pad.

LASTABILITY

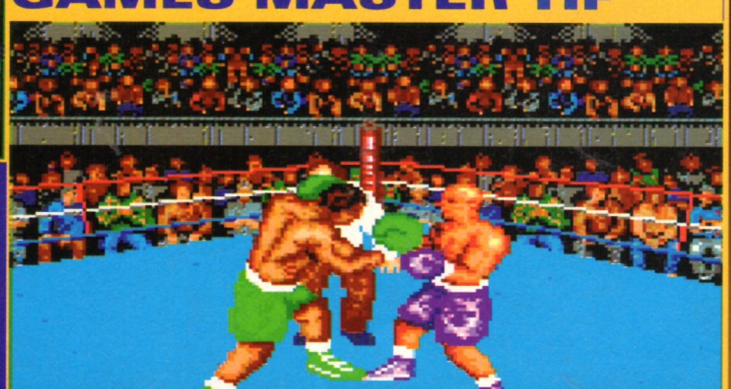
As an exercise to build up thumb muscles, it's got potential. It's not flashy enough to be special, or interactive enough to be realistic.

OVERALL

Nice idea, guys, but there's no gameplay. Simply hammering one button does nothing for the excitement factor of those participating. This is a game which looks good, and has a nice catch, namely the licence of the big man himself. But in fact it's rubbish and really isn't worth buying.

JAMES ■

GAMES MASTER TIP



GREETINGS!
From the beginning of the game until the final bell, get in as many hits as you can on your foe. Don't be concerned if this uses up your power and speed, but don't let them drop to low, otherwise you'll be knocked out. By hitting your opponent a great deal, you'll win the rounds on points, and ultimately stand a greater chance of beating the game.

JUDGEMENT 39%

WIN! WIN! WIN!

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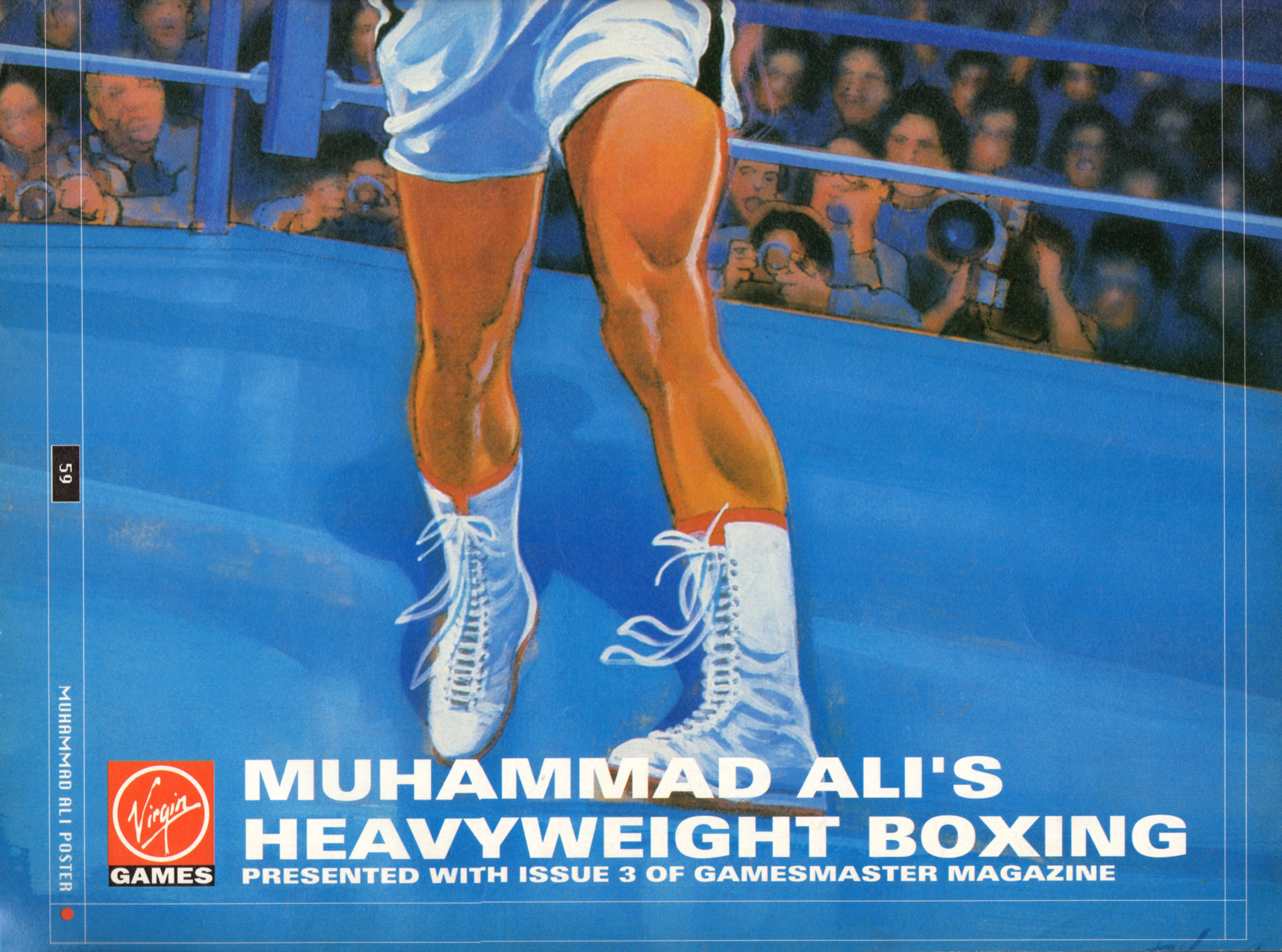
GAMESMASTER

MUHAMMAD ALI POSTER



MUHAMMAD ALI'S HEAVYWEIGHT BOXING

PRESENTED WITH ISSUE 3 OF GAMESMASTER MAGAZINE

Virgin GAMES

ECCO
THE DOLPHIN

FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - NOW
PRICE - £39.99
MEMORY - 8MBIT
STOP ■

The manual for *Ecco* contains an astonishing tale of a dolphin who used a seagull feather to clean the viewing window of an aquarium. It performed the task so well, that the regular human diver/janitor was never needed again. Hmm. Apart from suggesting an interesting argument for unfair dismissal, this is one of the many examples of the incredible perception and intelligence displayed by these deeply serene and perplexing creatures.

Time to make some money out of them, then. No. That's unfair. The people behind this strange and strikingly original game are operating under the best intentions. The environmental concerns aside for a second, *Ecco*'s developers must be congratulated for an over-optimistic, but sorely needed, attempt to provide something more original amid the generally violent, alien-blasting, dragon-punching contents of recent games. And *Ecco* is original.

Environmental issues are still widely seen as the paranoid wibble of New Age types with goatee beards, ethnic cardigans and shopping trolleys overloaded with endless flavours of herbal tea. Could the solution, perhaps, be to press these planet-saving, biodegradable ideas onto people – not when they're slumped morosely in front of News At Ten – but when they're having fun? That is, when they're playing a game.

Ecco is a young dolphin whose carefree, marine frolicking is brought to an abrupt end by a sudden, violent whirlpool of air and water which tears all the living creatures from his home bay into some kind of mysterious void. He must then leave for the open seas, rescue his fellow dolphins and defeat the unknown enemy which, also, somehow menaces the entire world.

At first, this enemy seemed pretty obvious. Now, I'm not so sure. The game progresses through some initial introductory levels to extremely difficult undersea worlds, which include the lost city of Atlantis – before suddenly switching to some strange prehistoric zones. It seems that you must actually travel back in time to the source of the bizarre storm – and defeat it.

Ecco is a fantastic game. Swimming around underwater multi-scrolling play areas, solving puzzles, taking the occasional gulp of air, planning your route with a clever sonar-mapping facility – everything sounds almost too ambitious for such a superbly designed, incredibly playable game. Some of the more original aspects – 'speaking' to other creatures to acquire cryptic clues about your progress – rise above the simply cosmetic and actually add to the subtleties of the gameplay.

It's a game of discovery and experimentation – best played with a group of people, all battling to get their suggestions and directions heard. The graphics and animation are easily the finest I've ever seen outside the arcades. This is the Mega Drive proving that, in the right hands, it can put the SNES to shame. Switch off your prejudices and try out something a little different.

ANDY LOWE ■

I was extremely suspicious about all this dolphin business. I mean, an ecologically themed undersea adventure starring a dolphin? With no shooting, smart bombs or power-ups whatsoever? It can't be much fun, can it? Well, surprisingly enough it can. Plenty of games which have tried to break the standard explore/shoot/explore mould have simply frustrated players by robbing them of their usual combative abilities. The beauty of *Ecco* is its original design. You're immersed into a world so fascinating and full of puzzles that you'll immediately forget about shooting things. Believe me, no-one was more surprised about this discovery than I was. *Ecco*'s a great game. Buy it at once.

JIM DOUGLAS ■

Ecco marks a new concept in console gaming – it's the innovative result of combining an eco-quest with the antithesis of a shoot-em-up. Yeah, you do get to pop the odd jelly-fish, so it's not entirely pacifistic, but this is violence as nature intended, if you want to be right-on about it.

The game's first hit is its spectacularly smooth animation with some stunningly attractive underwater scenes. All very Jacques Cousteau, you may say, but combine this with the ambient, hypnotic music and it's hard not to sense the subliminal mystique of the deep.

You'll probably cringe at some of the rather twee clues presented by your maritime mates, but don't be deterred. Sift through the clues and you'll find this a game of unfathomable depth, where you can search, divine and analyse to solve the task in hand and ponder the greater secrets of the universe. Brilliant.

ANDROMEDA SUPERNOVA ■

A LIFE UNDER THE OCEAN WAVE

Throughout *Ecco*, you will need to explore many different areas and fight off numerous aquatic adversaries. Like these, for instance...

Plenty of up-currents, stinging jellyfish and three fellow dolphins to locate and guide safely up to the surface.

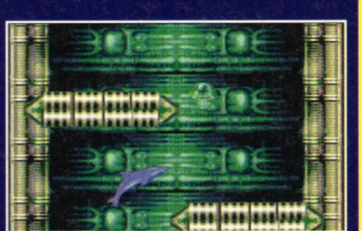
Deep, cold water. Difficult to find places to breathe. Gigantic, er, ice-crabs hang around and make a dash for you as you try to pass.

Guide Ecco through the ocean. Swim quickly from left to right. The sharks are dangerous. Ram them or just avoid them.

Attractively arranged underwater walls – reminiscent of the Aquatic Ruin zone on *Sonic 2*. Hidden passages lurk behind the stone.

The legendary lost city. A maze of passageways and hidden exits makes the Echolocation feature absolutely vital.

...suddenly, we're back in the age of the dinosaurs. Dive out of the water and call to this Pteranadon. He'll give you a useful lift.



Closer to the secret of the game... This part scrolls involuntarily. You need to follow the correct course and avoid being squashed.

OPTIONS - N/A
LEVELS - 25+
DIFFICULTY - N/A
PLAYERS - 1
SAVE GAME - PASSWORD
END ■

DO THE DOLPHIN

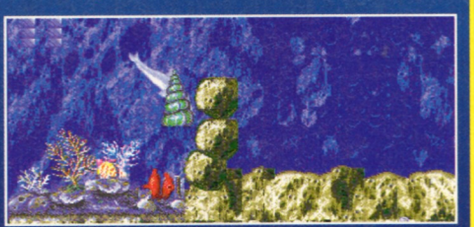
To get anywhere, you must practise and master Ecco's special abilities... Watch the demos before the game starts to obtain a few clues as to where and when to use them.

Talk to the dolphins and other friendly creatures to call up the cryptic clue screens.

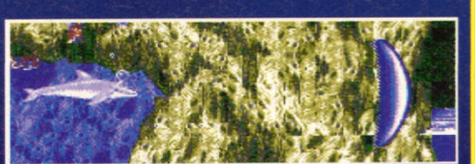
Some areas can only be accessed by breaking through walls of rocks with large, movable shells – shown as orange squares on your sonar map.

Clear your way through the hostile marine life by carefully aiming and...

...ramming the gits with your attractive, but resilient bottlenose.

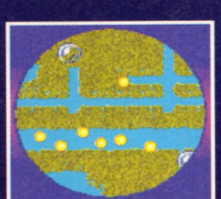


Nudge them into the offending blockage and – as if by, er, magic – the stones will disappear – giving you access to the next bit.



At regular intervals, you'll be getting pretty confused about where the hell you are. Approach a wall and fire a burst of sonar, with the button held down...

Should your energy be dropping a little low, use the ramming technique to charge the fish for a tasty top-up.



You will receive a brief map of the immediate area – making it a darned sight easier to plan your route.

GRAPHICS
Exquisite. Some of the effects are so brilliantly drawn, they have a tendency to look digitised. Future standards are being defined.

SOUNDS
The New Age music won't appeal to Metallica fans, but it makes a soothing change to the usual badly composed ditties.

PLAYABILITY
Searching, discovery, frustration, wasting baddies, mapping. Surprisingly tough on later levels. Original and satisfying.

LASTABILITY
A password system gives it a continue-at-leisure appeal. Despite its overall brilliance, you'll only return to at infrequent intervals.

OVERALL

Something very new. There is more to life than beat-em-ups, shoot-em-ups, platform games and endless coin-op conversions. *Ecco* has masses of cute-appeal, but it will also impress and tax the most cynical, hardened game freaks. It may even make you ponder the origins of that tuna fish sandwich...

ANDY ■

JUDGEMENT 95%

GAMES MASTER TIP

GREETINGS!
On the later levels of the game, strong currents may seem to block Ecco's path to a particular area of the zone.

There is usually a way around this problem. Here, the solution involves nosing this rock over the edge and then closely following it as its weight carries it down the shaft.

You can nip into one of the side passages with a high-speed dart to the left or right.

FOR - SNES
FROM - TAKARA
AVAILABLE - NOW (IMPORT)
PRICE - £45
MEMORY - 12MBITS
STOP ■

FATAL

Looks familiar? To throw this fire-wall, Andy must perform an *SFII* hurricane kick move. Afterwards, just like in *SFII*, he's rendered momentarily vulnerable.

Andy and Terry Bogard, and their mate Joe Higashi have had enough. They've had enough of the filth, the scum, the pimps, pushers and hoodlums that are taking over their city. Something must be done. Something involving fists and feet and the pulling of hair.

The man responsible for the town's descent into squalor is Geese Howard, a power crazed crime boss. In his employ are seven entirely rock-hard blokes, each putting the frighteners on a specific area of the city. The aim of the game is to take control of Andy, Terry or Joe and, using your skill and judgement, pound in the skull of each villain in turn.

Having travelled to the area of the city you'd like to try and clean up first, you'll be presented with an intro screen where your oddly monickered opponent will say disparaging things about your mother to help you slip into the fighting mood.

Then, it's on with the barney. From the edge of the screen lumbers your first opponent, showing off their special moves and being generally menacing. Using three buttons (punch, kick and throw) you must see off each tough guy in turn, until the trail of bleedy heads and torn T-shirts leads you to your final confrontation with Geesey himself.

Obviously, what we have here is a *Streetfighter 2* clone/tribute/rip-off, and the answer to your question is no, it isn't as good.

Although there is a bit of novelty value to be had learning to control these new characters, and the foes you face are quite entertaining, if not entirely original, *Fatal Fury* just isn't as versatile or as much fun as *Streetfighter 2*. It never feels as if the characters have any real weight, and the blows landed never feel as if

CHARACTER ASSASINATION

1 RICHARD MYER
Don't be fooled by those billowing bell-bottoms. Myer is a skilled fighter who cartwheels around *and* carries a mace.

2 DUCK KING
Oh dear. Bereft of any real fighting ability, Duck is susceptible to the most obvious forms of attack.

3 HWA JAI
Hwa Jai occasionally takes a break from fighting to swig down some electric soup, making him even *more* aggressive!

4 MICHAEL MAX
No. It's not Balrog off *SFII*. He's a completely original character. He just happens to look exactly the same.

5 RAIDEN
Belly-flopping lardarse Raiden will work you into a corner, then proceeds to knee you into submission.

6 BILLY KANE
Armed, as his name suggests, with a big stick, Billy will gladly smack in your face. Disarm him and start punching.

7 GEESE HOWARD
Thoroughly evil Mr Howard awaits you at the end of the game. And he'll destroy you with his rug-toasting antics.

8 TUNG FU RUE
But not before you've been kicked and slapped by this old-geezer who turns into a 7ft monster every now and again. Lawks!

RUMOUR HAS IT THAT BRUCE LEE WAS KILLED BY A "FURIOUS" NINJA ADMINISTERING A "FATAL" DEATH-TOUCH.

FURY

there's much force behind them.

Every so often (whenever one of your mates comes round funnily enough) the pressure of cleaning up the crime-ridden city gets a little too much for our heroes, and they decide to fight each other. This is by far the lowest point of the game. Since the available moves are so limited, there's nowhere near the depth of play that *Streetfighter* offers. It's more a test of button slapping speed than skill. Poor. **JIM DOUGLAS** ■

Ooh. Where do I start? Well, let's start by saying that this is a pile of poo. It's slow, it's jerky, there aren't enough moves and there isn't that feeling of face-punching excitement which all games really need.

It's just not very good. That's all. I can't think of anything about it which is impressive. In fact, I'm getting depressed talking about it. Do you mind if we change the subject? Um, er, did you see the last episode of Inspector Morse? No, me neither. What about that weird David Lynch film with loads of swearing in it? Good wasn't it? And totally unlike that crappy *Fatal Fury*, incidentally. **JAMES LEACH** ■

Crack! This kick to the head followed by a low leg sweep will defeat most opponents.

Once he's had enough to drink, Hwa Jai will turn red and go on a rampage. Like Wayne.

Terry throws one of his special grenades to give himself some beathing space.

Let's pretend you've never, ever seen *Streetfighter 2* before. You've got a SNES and you want a good, playable, varied and superbly designed game in which you can beat up a series of equally well designed computer players and, occasionally, take time-out to cram a mate's head in. Better get yourself a copy of *Streetfighter 2*, then. The problem with *Fatal Fury* is that it will in no way enhance your beating-em-up experience outside of the Capcom classic. Many of the actions, ideas and even sound effects are inferior – ahem – versions of those of their smash hit counterpart. All your game choices are horribly limited and the general feel of the characters is distinctly wobbly. Avoid. **ANDY LOWE** ■

GAMES MASTER TIP

GREETINGS!
Even on the easy settings, Raiden is quite tough. So use the fire-wall to keep him at bay. It depletes his energy, even when he's blocking.

GRAPHICS
Some interesting charecter design, though they're pretty rubbish during a fight as they don't move around like real people.

SOUNDS
Grunts and groans issue from characters receiving punches and kicks, and odd guttural sounds as they "do" their special moves.

PLAYABILITY
It's not bad, but it doesn't feel right. The controls are limited and wildly frustrating after the finesse of *Streetfighter 2*.

LASTABILITY
The harder levels are difficult and keep you playing for some time. Once you've finished you're invited to try again on a higher level.

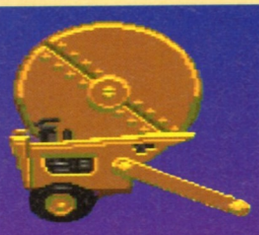
OVERALL

While *Fatal Fury* is a good-looking romp, even by SNES standards, it's less detailed, less entertaining, less interesting and less enjoyable than The Other Game. If you're in the middle of some mad spending spree or are doing some thesis on beat-em-ups, *Fatal Fury* might be worth a look. Otherwise, it's just not innovative enough to justify your attention.
JIM ■

JUDGEMENT 60%

1,001 WAYS TO KILL A COYOTE

Well actually there aren't 1,001 ways to kill a Coyote but here are the devious plans he uses. As usual, however, they all backfire leaving our anti-hero toasted, crushed, dropped or killed in some other disgusting way.



The steam roller just introduced us to a Coyote flavour crush drink. Ugh, it tastes flat.

I'd hate to see the dentist that uses this drill, and I'd hate to have it used on me.

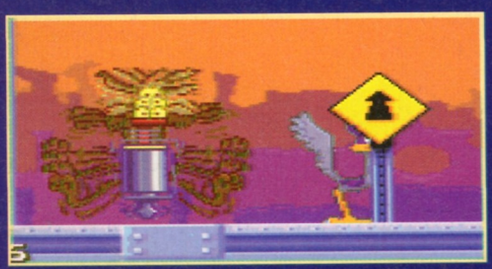
Coyote is just full of hot air if he thinks that this is really going to get the Road Runner. At the end of this stage he'll hit a sharp object and his balloon will burst. From there the only way is down, very fast.

Ah ha, a huge ball hanging from a chain. Let me guess, Coyote runs under it and the chain mysteriously breaks. You can't trust anything that is supplied by the Acme company.

ROAD RU

DEATH VALL

No need to "crane" your neck to see what the fiendish Coyote is up to.



Coyote takes a pneumatic hammer to the Road Runner. He should have learned by now.

There's a problem surrounding cartoon licenses which is commonly overlooked. All too often the gameplay and lastability are sacrificed at the expense of the graphics. How many times have we seen great-looking games with loads of potential fall on their cutely coloured behinds because they were either too monotonous or easy? At least *Road Runner* has the potential for combining some great action and graphics, or does it?

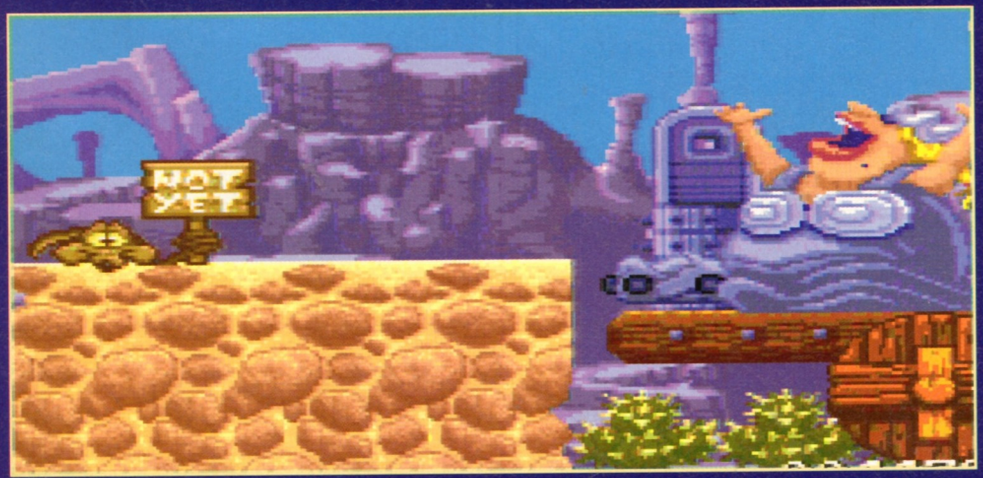
The Road Runner, for those of you who don't know, is the little chap who spends all of his time running through the Arizona desert trying to outwit the Coyote who has his eye on a tasty Road Runner kebab for lunch.

The game recreates the cartoon action pretty closely. You control Road Runner and have to negotiate hazards and platforms to get to the end of the level. The Coyote dons various guises to try and get his paws on you and will chase you all the way through the levels. This and some of the natural hazards which you come across, such as cactus bushes, long drops and various pesky creatures lurking in the desert, combine to interrupt your journey in true cartoon style.

After you complete a level, if you can be bothered to keep going for that long, you are treated to an amusing scene with the coyote getting wiped out when his contraptions go horribly wrong. Games which just incorporate running and jumping do tend to become boring and repetitive very quickly. And this I'm afraid to say is where *Road Runner* falls flat on its face.

Yes, the game is extraordinarily fast and has some amazing graphics and funny between-level screens. But, and this is big but, it is a complete pig to play. Running round the levels is easy enough, only slightly complicated by the ridiculous amount of inertia involved. OK so the coyote is continually on your tail, but this only amounts to a minor annoyance. So, what is it that makes this game so bloody irritating? Well, for a start there are only two things you have to do – run and jump. Not much brain power needed there.

Most of the time you don't feel as though you have complete control over the bird which can make it frustrating when you are trying to carry out some intricate jumping. The levels are fairly bland with nothing spectacular to look at. The bosses which you'd normally find in this type of game have been



Coyote shows his opinion of modern opera singers. This ten ton Tess doubles as a Russian shot-putter in her spare time. This is the end-of-level trap on the first level and if you manage to defeat each trap you are shown an extra funny short animation. Cor thanks, Sunsoft.

Looking over someone else's shoulder, this one looks promising. A game based on the funniest and most inventive cartoon – with nifty graphics, speedy gameplay and some suitably hilarious coyote death sequences. But – once you're handed the joypad, things change very rapidly.

The novelty factor soon peels away to reveal an over-pedantic and horribly unplayable mess. My entire experience seemed to consist of a hearty attempt to crawl up to a certain point, before being forced to jump off into the void – having presumed the existence of a platform which rarely turned out to be there. Much teeth-grinding and swearing later, I eventually completed the section – and never wanted to see it again.

A conversion of the fairly old, but steadily playable *Road Runner* coin-op would have probably fared a lot better. A missed opportunity for such a perfect subject. **ANDY LOWE** ■

REAL ROAD RUNNERS ARE NEITHER PURPLE NOR ORANGE. THEY ARE, IN FACT, SMALL BLACK BIRDS WHICH LIVE IN CACTI.

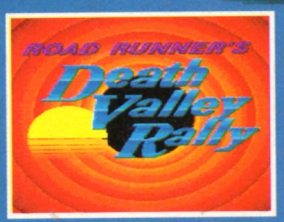
FOR - SNES
FROM - SUNSOFT
AVAILABLE - NOW
PRICE - £50 APPROX
MEMORY - 8MBITS
STOP ■

OPTIONS - N/A
LEVELS - 5x3 STAGES
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - N/A
END ■

Coyote has a pressing engagement, but is feeling a bit flat at the moment.

Talk about having a bad day. Time to give up and go for the oven ready chicken from the local Tesco's, I think. Life has to be easier than this.

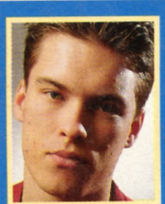
INER'S
Y RALLY



replaced by Coyote's devious bird-killing inventions, all of which Road Runner has to defeat. As you'd expect these are fairly difficult but Road Runner has no continues at all. This means that if you fight your way through to the end of the level and lose your last life trying to suss the boss trap, you have to start right from the beginning of the game once more which is damned annoying.

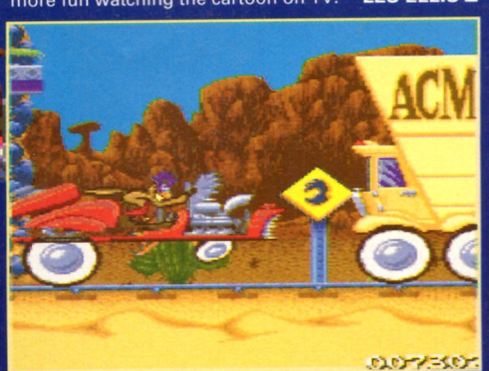
I could sum up *Road Runner* in one word, but this is a family mag so I'll just leave it at that. *Road Runner* is one of the most user-unfriendly, frustrating, annoying, nice-looking but extremely crap-to-play games I have come across in recent months.

Even if you are a big fan of the cartoon, you'll be disappointed by the gamelay. The graphics are excellently reproduced here, but you'll probably have more fun watching the cartoon on TV. **LES ELLIS** ■



When I first saw the game I thought it was the TV cartoon – the sounds and visuals are exactly like it. But that's all there is. For a game, it's too much like a cartoon – there's little involvement on your part. It lacks gameplay and that makes it a poor game.

Still, it is fun for the first five minutes and I always laugh when he pokes his tongue out and says "Meep Meep". **ADRIAN PRICE** ■



Are there no lengths that Coyote won't go to for his Road Runner burger? If this were only a half decent game, Sunsoft would have a monster hit on their hands.

GRAPHICS
Brilliant cartoon animation. Hilarious between-level sequences. If only the rest of the game lived up to this.

SOUNDS
Buk, buk, buk, beep, beep. Yep it's all there, even the introduction music from the cartoons is included. That's all folks!

PLAYABILITY
Not the easiest of games to get to grips with, but once you do, getting around is fairly easy, although it gets a bit repetitive.

LASTABILITY
Not all that many levels although it does get tougher as you go along. But will you play long enough to get to these levels?

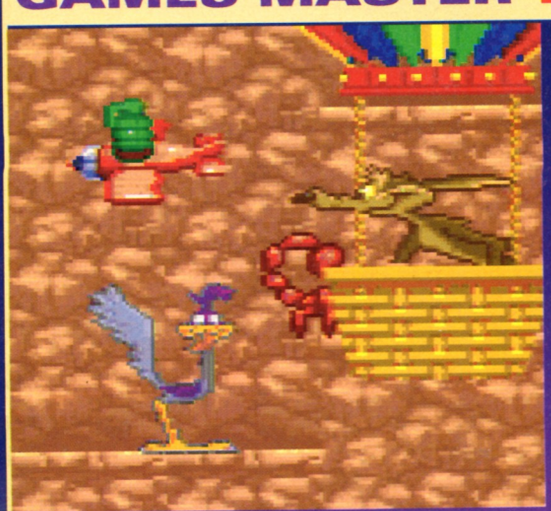
OVERALL

Little more than a platform game with some great graphics. It is mildly funny at first as you speed around the level but you soon realise that there isn't much to do.

Looks can be deceiving, as the old saying goes, and this certainly backs it up. Looks good, sounds *good, plays like a* complete donkey. Maybe with a few continues it would have held my attention for longer but I doubt it very much.

LES ■

GAMES MASTER TIP



Greetings! So you want to avoid being a Road Runner kebab? One way to make those levels easier is to use this tip for stopping dead when you land on platforms. When you're in mid-air and about to land on a platform, press your turbo button, but don't hold down any of the directions. You will now stop dead on the platform.

JUDGEMENT 49%

FOR - MEGA DRIVE
FROM - VIRGIN
AVAILABLE - END OF MARCH
PRICE - £39.99
MEMORY - 8MBIT
STOP ■

The yellow team are sieging the red fort in this piccy. Four defenders are guarding it, but with no supporting armies, they're in deep doo-doo.

When stone-throwing folk outnumber bow and arrow wielding chaps, the rock-chuckers will win, but they'll take huge losses to do so.

MEGA-LO-MA

The big hole near the castle is the start of a mine. If allowed to continue, the mine will have a nice outbuilding constructed over it.

The dictionary defines megalomania as a funnel-shaped instrument used to amplify the voice. Hang on. Sorry, that's a megaphone. No, it's a mental illness characterised by delusions of grandeur, power and wealth. And look, this is interesting – it says a mega-losaur is any large Jurassic or Cretaceous bipedal carnivorous dinosaur. Hmm. Let's see. Oh wow. It says here that Media is an ancient country in SW Asia, and that they overthrew the Assyrian Empire in 612 BC. And the word mediocre apparently means...(*Look. Put that down and get on with the bloody review* – Ed).

Anyway, in *Mega-lo-Mania* you've got a series of islands with little tribes on them. The idea is to advance the people technologically through the ages, whilst getting them to, er, reproduce at the same time.

The skill is to balance the construction of offensive and defensive weapons, whilst having an army ready to fight at all times. There are plenty of minerals to mine, workshops and castles to build and weapons to research (see box), and the secret is to gain either a numerical advantage over the other tribes or a technological one. Obviously, if they attack you with bows and arrows, and you can defend with nuclear weapons, you're hardly likely to lose (except that, in a nuclear war, we *all* lose. Right kids?).

Mega-lo-Mania is only a one-player game, but there are up to four tribes on each island. The computer controls three of these, and each has its own personality, so you can make pacts, declare war and generally pretend to be a world leader having high-level meetings and working in a sumptuous office with a red phone. There is sampled speech and everything, too. Perfect for the sad moron who likes his console to talk to him because no-one else will.

As you progress through the worlds (and there's a code for each), you'll notice that things get tougher and more technologically advanced before you actually start. So you'll run into the dilemma of whether to mine marmite, onion or tedium. Yes, each mine-able substance has an amusing name, and you've got to sort out what you'll need. By now you'll be building rifles,

The aggressors are foolish to attack such a smart and dead hard castle. It's great watching your tough defenders pick off the stupid gits.

Hmm. A not-unimpressive technology level, here. UFOs, titanium houses and rock-hard blokes with lasers and that. It's ace, it really is.

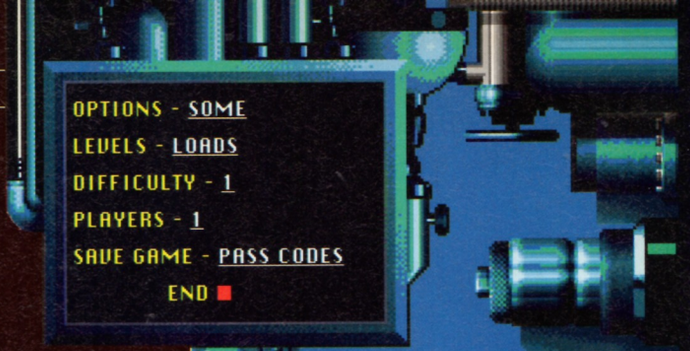
MANY MEGALOMANIACS DON'T ACHIEVE FAME AND RECOGNITION. TAKE, FOR EXAMPLE, HUGH BUTCOMBE OF TIVERTON IN DEVON. UTTERLY UNKNOWN, YOU SEE.

BUT CONVERSELY, TAKE BOADICEA - FOR HER TIME, THE STRONGEST WOMAN IN THE WORLD.

It's a biplane. Can't you see that? It's bloody well obvious!

This attractive castle is pretty hard, but against a serious bombing run, it'll get knackered in a trice. No air defence, you see. Now you realise the powers aircraft possess.

The guys on the ground have got no defence against air attack on this level. So you're dead, mate.



ANIA

"I wish to register a complaint. Hello, Miss?". Ye-e-s. It's all very Python, isn't it?

aircraft, even nuclear weapons and UFOs which zap your enemies and always survive 'cos they're great and hard.

There are some really neat graphics. It's all quite cute, with animated little men, neat drawings of the weapons and castles and some fun effects (just try nuking someone).

Sound is excellent, too. There's a lot of speech going on, and your team reports to you whenever something is happening. It's high quality stuff. **JAMES LEACH**

This game is all about trying to kill people and take over their territory, perhaps they could have called it the Saddam Hussein Simulator?

Anyway this is a fine game in which your skills are really pushed to the limits, especially if you build more weapons or you go for an early kill. It's touches like this that elevate this game above the usual shoot-em-up standard.

It would have been much better if it had been a two-player game, but as it stands it's just fine. The only criticism I have is that it can get extremely hard very quickly. One minute you're pummeling your opposition into defeat and the next you're getting smashed to pieces by nuclear weapons. This prompts the question "Is the computer cheating by stockpiling his weapons?". I dunno maybe it's just me... **ADRIAN PRICE**

GAMES MASTER TIP

This taxing and historical game can be tackled in several ways. On the early levels just concentrate on making clubs of wood or swords and ignore your defences. Then assemble all your men and attack one of your Sega-controlled neighbours' castles. You should win with ease. Repeat until you've won.

...I suspect it is, actually. Ade's a bit of an inept git when it comes to simulating war – witness his *Cannon Fodder* news piece last month. This isn't a shoot-em-up, you know. There's a bit more to it than flying over enemy territory, nabbing the power-ups and ruthlessly carpet-bombing gun emplacements. The key word is strategy – and, sadly, that's probably enough to immediately turn everyone off.

But give it a chance. Sure, you may have a problem with having to use your brain occasionally – Ade certainly did – and it's horribly easy for programmers, with all good intention, to screw this kind of thing up. But *Mega-lo-Mania* is a good example of how-to-do-a-simulator. It's well designed, challenging, works on plenty of levels and is surprisingly playable. A modernised version of EA's *Powermonger*. **ANDY LOWE**

GRAPHICS

They start off pretty simple, then they get rather more impressive as you invent better weaponry. There are lots of them too!

SOUNDS

Sampled speech is a great idea, it enhances the style.of the game They used sparingly and to good effect. No crappy tunes either!

PLAYABILITY

Take time to learn the game and you'll end up being engrossed. Not as easy using a mouse but the cursor slots neatly into every option.

LASTABILITY

Loads of islands, variety of weapons and evolution scales make it a long-term project, not a five-minuter. So yes, bags of lastability.

OVERALL

Well, I'm damn glad this little sucker is out for the Mega Drive, because it's a great game in two or three senses of the word, probably. It's big, it's fun for a quick bash, and once you get good, it's more absorbing than one of those pant-liner things.

Got a Mega Drive? Then get this! *Mega-lo-Mania* might not teach you everything about history, but it sure as hell makes it fun

JAMES

JUDGEMENT 88%

FOR - SNES
FROM - NINTENDO
AVAILABLE - NOW
PRICE - £45
MEMORY - 8MBITS
STOP ■

Don't worry about taking the lead in the early stages. Just follow someone who looks like they know where they're going. This way, you'll earn enough 2nd places to accumulate some dosh.

I pretty much agree with Jim here. At first it's quite fun to race around the circuits (although there aren't enough of them), but after a while, when you have bought everything going, it gets very tedious and boring. At one stage I had full power everything, 99 nitros and over a million in the bank, and I still hadn't used a continue. When it gets to that stage you just can't lose. It's all too easy and there's not nearly enough game in there for the money.

LES ELLIS ■

SUPER OFF ROAD

Believe it or not, this game was actually inspired by a perfectly genuine American "sport". The idea is simple. Drivers take their unsuspecting pick-up trucks into their garage and turn them, through conversion, modification and plain butchery into heaving, snarling gas-guzzling racing machines. Huge exhibitions are organised so the owners of the environmentally questionable creations can endeavour to out-do each other by driving on two wheels, up muddy banks, over buses and so on. It's completely ridiculous and excellent entertainment.

So it's a shame that *Super Off Road* doesn't quite follow the monster truck idea this far. Instead, each player is issued with a mildly tuned-up Toyota pick-up truck and challenged to race around 12 increasingly complex circuits, bouncing, barging and bashing their way to the chequered flag. After each race is done and the battered drivers are cut out of their vehicles, it's champagne and cash for the first three across the line and the dreaded continue screen for the fourth-place loser.

Prize money can then be used in the post-race pitstop to purchase better engines, grippier tyres and all important nitro boosts. And it's here that the following "meet" is won or lost. Unwise buying decisions can eventually lead to a driver's downfall and eventually the dreaded fourth place. Purchasing nothing but nitros is fine the first time you visit the shop, but as other drivers gradually improve every aspect of their truck's performance, the instant gratification of a few nitro boosts won't be enough to maintain a lead position.

Life after the continue screen is pretty desperate, since you are immediately robbed of all your power-ups and issued with the slowest, most basic truck. As the other drivers bounce around the screen letting off nitros (*excuse me*) and generally having a great time, the driver who's continuing is forced to slog along scraping third place, gradually earning enough cash to buy some new tyres. This can become unbearably frustrating, as the other drivers and your smarmy mate will drub you over and over again before you can ever catch up.

Apart from this, *Super Off Road* is a thoroughly enjoyable game, with pleasing controls and entirely acceptable visuals. It's the sort of game you'll stick on in a quiet moment inbetween other, more challenging affairs. It comes pretty close to matching *Micro Machines* in the class stakes for a great two-player driving game, but the vast strain on the player's patience presented by the "continue" scenario holds it down.

JIM DOUGLAS ■

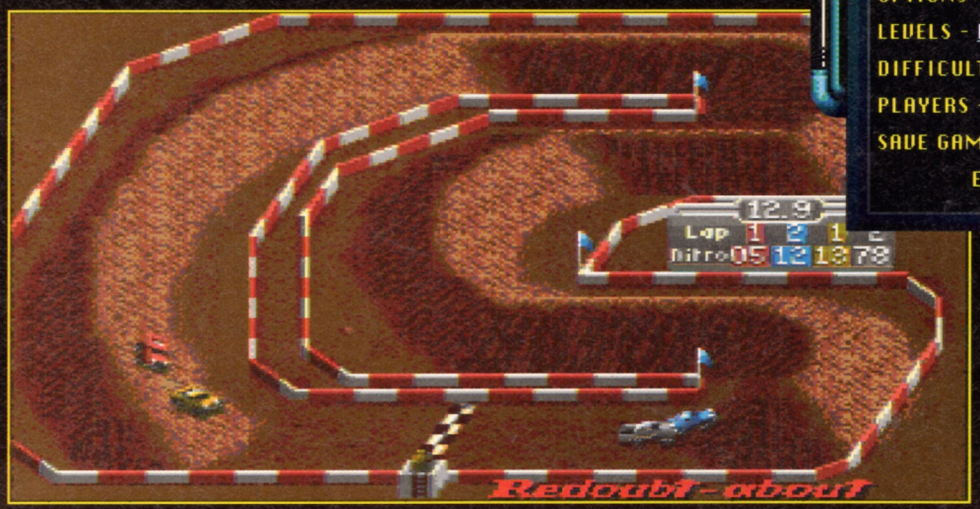
Don't buy nitros alone. Save up for some longer lasting goodies and get yourself a solid all-round vehicle.

You may well thump your bonnet, mate. In a minute, you will be back in the race without any equipment.

The advantage of being in the lead, as well as winning the race, is that you'll scoop all the loot and nitros littering the course.

INTERESTINGLY ENOUGH, SUPER OFF ROAD WAS ORIGINALLY ENTITLED IVAN "IRONMAN" STEWART'S SUPER OFF ROAD WHEN IT CAME OUT ON HOME COMPUTER FORMAT. NOW, HOWEVER, IT'S NOT.

OPTIONS - NONE
LEVELS - LOADS!
DIFFICULTY - EASY
PLAYERS - ONE OR TWO
SAVE GAME - NO
END ■



This is my fave course in the game. You have to take the bends just right. It's as close to demanding real skill as *Super Off Road* gets.

Nitros needed here to avoid water.

Watch the top right corner – it's only too easy to lose your way.

It's basically playing with Tonka toys on your SNES, this one. The little vehicles bounce and tumble in a most engaging manner. I'd go so far as to say that they were really sweet, but I don't wish to appear a total girl in Britain's biggest games mag.

I liked it a great deal at first, and got to like it even more once I sussed out how to do it well, then I'm afraid to say my liking dropped off somewhat. And now you find me slightly bored of *Super Off Road*. There are loads of circuits and that, but I think the format is too unchanging throughout the game, and I can't see it as a game you'll be playing whenever you've got a spare moment.

JAMES LEACH ■

Lots of lovely money, a nice shiny cup and an adoring girlie. Not bad for twenty second's work. Ah, life in the fast lane.

GAMES MASTER TIP

GREETINGS!
If you're having a great deal of difficulty keeping up with the other racers, and especially if you are in the unfortunate position of having to catch up after coming fourth and continuing, try to get in front of the other trucks as they come up to lap you. Frequently, one will bash into the back of your vehicle and send it flying forward, ahead of the others. If you are fortunate enough to be hit by a truck that's burning off a nitro, the effect will be even more dramatic!

GRAPHICS
Small yet perfectly formed trucks bounding around landscapes. Definition for the trucks is smart, but trackside objects could be better.

SOUNDS
Different rockin' tunes for most of the tracks. Occasionally hilarious and quite good, although it's generally a bit wallpapery.

PLAYBILITY
Perfectly playable and enjoyable, until you make one mistake, lose a race and restart the contest with no equipment, nitros or cash.

LASTABILITY
Since the courses aren't very spectacular in the first place, your interest level is hardly going to go through the floor when they come round.

OVERALL

Big trucks! Mud! Engines! Nitros! Money! *Super Off Road* could well have been the classic romp and *Micro Machines* basher that the SNES needs. It's certainly got all the ingredients but, um, it isn't quite there. However, it's fast, slick and enjoyable enough to justify the cash.

JIM ■

JUDGEMENT 78%

FOR - SNES
FROM - UBISOFT
AVAILABLE - MARCH
PRICE - £44.99
MEMORY - 8MBIT
STOP ■

JIMMY CONNORS

PRO TENNIS TOUR

Jimmy Connors has always been a firm favourite with the ladies combining dashing good looks (apparently), with charisma and flair. Not forgetting, of course, his powerful double-handed back-hand and one of the finest returns-of-serve in the business. During his career he chalked up a record 109 singles titles wins – two of which he won at Wimbledon in 1974 and 1982. He's since decided to hang up his racket, replace it with a joypad and lend his name to this game.

The first thing to mention is that you can use the new Multitap with the game. A multitap is a new peripheral that you plug into your SNES which enables up to five players to play on any game catering for this new product. With the aid of this adaptor you can play a game of doubles. The results are hilarious – each person accusing the other of messing up the shot and the opposition chuckling away. There has only been one tennis game on the SNES, and that was *Super Tennis* from Nintendo. This was an excellent game but it did have its limitations. There was no practice mode. *Jimmy Connors Tennis* has its own coaching school built in which allows you to practise on your weakest points.

From serving to net play and amateur to pro, the coaching school has it all. Once you feel confident enough to take on the world, you must pick a player.

You can choose to play Connors or one of the other players – each of whom have varying strengths and weaknesses. Each character in the game represents a player on the tennis circuit at the moment.

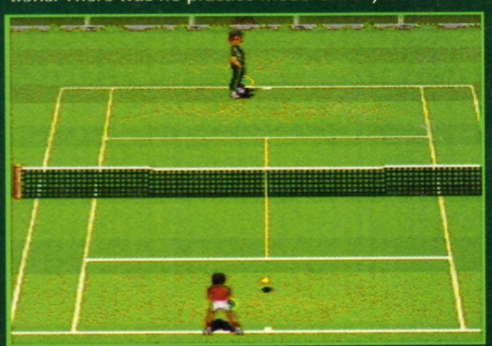
Once you've picked your young starlet, it's time to choose which surface to play on. There are the usual grass, clay, and indoor surfaces as well as an arctic surface. With your players slipping and sliding to get the ball it's not an easy surface to get to grips with. For an added effect it's even snowing as you play. The fact that your players are wearing shorts has no bearing on the weather conditions.

You can choose to control your player in two different ways. Easy or Full Control. In Easy mode, the computer moves your player to where the ball's going to land – all you have to do is hit it. In Full Control mode you've got to move yourself.

The way in which you hit the ball is a bit odd at first, but you soon get used to it. The longer you hold down a button, the harder you'll hit the ball. The serving is achieved by aiming a ring in the opponent's court and letting rip at the right moment.

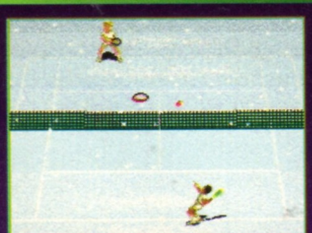
This is a great game. It's a better game than *Super Tennis*, but only just. **ADRIAN PRICE** ■

This is where you can brush up on your skills. Each coach has his own unique style of teaching you. After this it's on to a game.



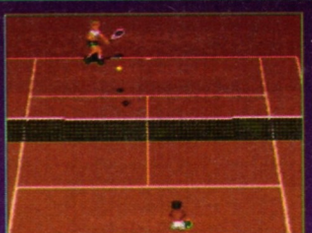
This is Rudi Minten, he's in the process of teaching me how to play tennis. At the moment he's getting some crisps out of his pocket.

COURT IN THE ACT



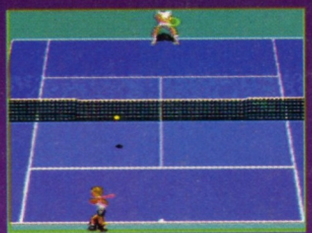
1 Antarctica: Is quite slippery, the ball bounces low and moves slowly.

2 Desert: Has the same surface as Antarctica but it's a bit hotter.

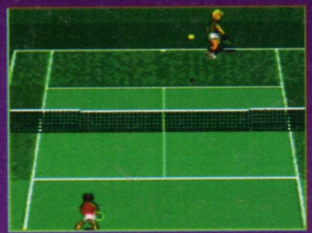


3 Clay: The ball bounces low and moves slow, you can make pots from the clay.

4 Grass: The ball bounces low but moves fast. Cows eat lots of grass.



5 Hard: The ball bounces high and moves fast. Erm... concrete's hard.



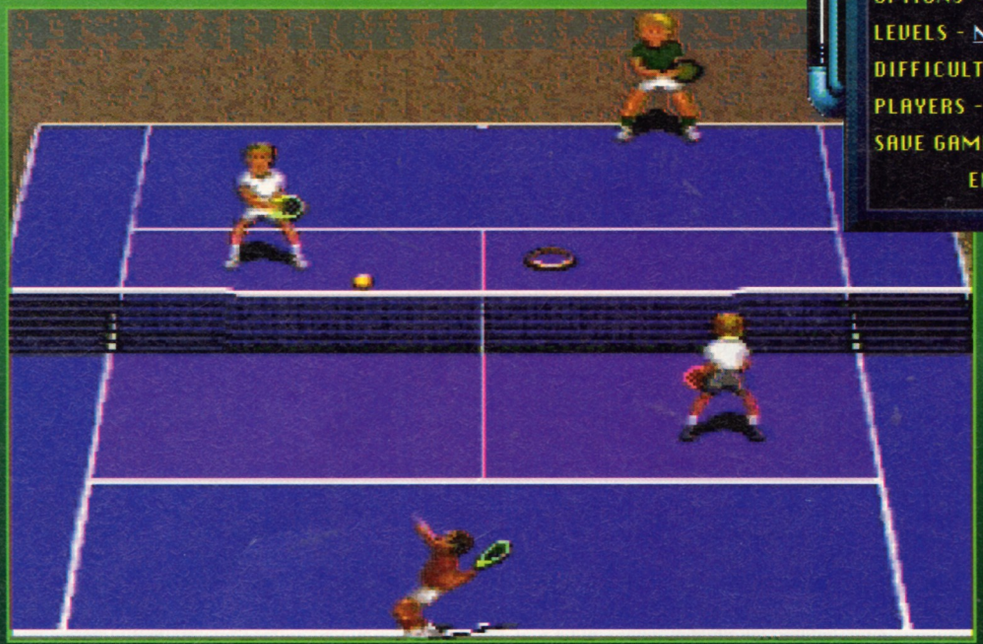
6 Indoor: Balls move very fast and jump high. It's indoors 'cause it's raining.

You may feel that you've recently spotted Jimmy Connors down in Has-Been City, but according to UbiSoft, he's still an immensely popular figure in modern tennis – even though he's patently a bit crap, now. Who could forget that distinctive, breathy grunt... that brash, almost erratic style...That... erm, I'm sorry but I can't remember any other unforgettable tennis-related details about Jimmy.

If you're a bit sick of the cutesy, big-eyed, Japanese Anime characters – as seen in Nintendo's own *Super Tennis* – and you're also a little weary of the misguided attempts to simulate such a fast-moving sport, then *Jimmy Connors Tennis* draws a nice line between the two. It can build up to the hectic rushing around and reflex-stretching net play of *Super Tennis*, and often involves some carefully placed shots and opponent-perplexing lobs.

Also, if stats are your "thing" – then they're here in abundance. And with the extensive two-player/doubles options and excellent coaching mode. *Jimmy Connors Pro Tennis Tour* is by far the most versatile and playable tennis game on the Super NES. **ANDY LOWE** ■

THERE ARE TWO TYPES OF TENNIS - ROYAL AND REAL. REAL TENNIS IS A BIT LIKE SQUASH BEING PLAYED IN AN ENCLOSED COURT WITH SMALL BATS. ROYAL TENNIS IS WHAT YOU SEE ON TV.



OPTIONS - TRAINING
LEVELS - N/A
DIFFICULTY - EASY-HARD
PLAYERS - 1-4 MULTITAP
SAVE GAME - NO
END ■

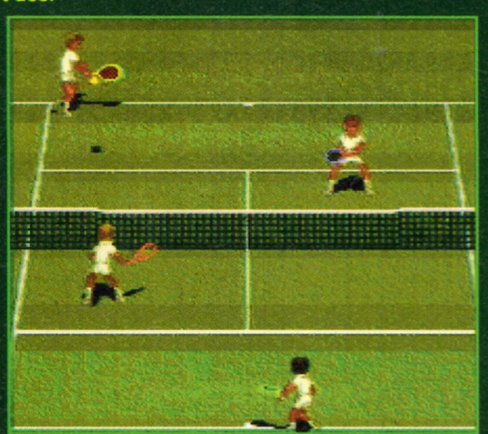
My mate Frank is just about to serve. The ring at the other end of the court is his aiming circle. Or it could be, as some people state, a mole trying to get a closer look. (*Any more captions like that and you're out.* – JD). Well, I think this game's just ace.

This is an ace game (no pun intended, even though, in retrospect, it was quite a good way to start this second opinion).

Anyway, *JC Pro Tennis Tour* is fast, it's smooth and it feels right, somehow. The two modes, easy and hard, mean that there is a level for everyone. There's a lot of skill involved as well. Oh, and you can play doubles either with a chum or against him, and the SNES can take over any of the other players if you want as well. There are loads of things you can do. Oh, it's marvellous. Well it's not bad, certainly.

The options screens and stats bits are a bit annoying though, and should have been done better, but never mind, cos you get groovy bonuses like the ability to simply play the shots and not have to worry about positioning yourself on the court and stuff. *Jimmy Connors Pro Tennis Tour* is fab.

JAMES LEACH ■



Welcome to the Sporting Gentleman's Club Annual Tennis Fest. The last person standing after an overdose of tennis wins. Okay... go.

GRAPHICS

All the characters are well drawn and move fluidly. The backgrounds are perfect.

SOUNDS

Sampled speech is used to announce the scores. The hitting and bouncing of the balls sounds real enough.

PLAYABILITY

It's a bit tougher than *Super Tennis* and more complex.

LASTABILITY

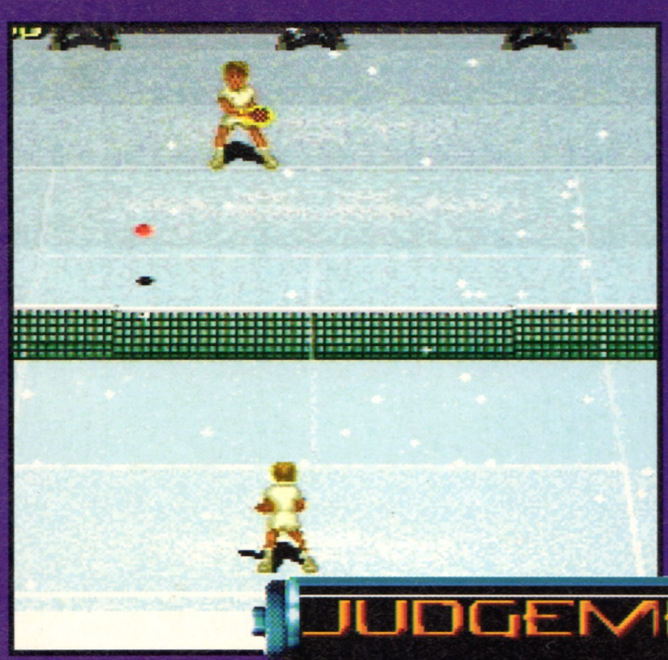
If you can get past all the intricacies of the control system you'll find this a great game. It's even better with four people.

OVERALL

Overall this is a whole lot better than *Super Tennis*. There are a lot more options included and the control system is much more user-friendly. Everything in the game is smooth and the ball glides effortlessly around the screen. The ability to choose between a range of players is a great bonus.

ADRIAN ■

GAMES MASTER TIP



GREETINGS!
One good way to beat you opponent is, once they have served, to return the ball by lobbing it to the baseline. Most players will run to the net. Using this method you can sneak in a crafty point. My second tip is to have some Robinsons barley water at the ready for halftime refreshments.

JUDGEMENT 91%

WE KNOW WHERE YOU LIVE

Hey, man – it's a jungle out there. You really don't want to wander

AXEL

Sleek, muscular and effortlessly cool – Axel has a couple of tasty special abilities which should knock the opponent senseless in most situations.

MAX

A bit of a hard man with muscles as far-reaching as his fingernails. Max relies on brute force to relieve his enemies of their conscious states.

FLAMING PUNCH
Can be executed when directly next to an opponent. Drains a slightly alarming amount of energy, though.

HEAD-BUTT
First, get the enemy in a grapple. Wait a second, and then hit the attack button to unleash a nose-shattering nut of the finest quality.

SPINNING PUNCH
Should you be surrounded by Syndicate cronies, this move, although it drains a lot of energy, should scatter them effectively.

SHOULDER CHARGE
A most useful move. Storm at your opponents, teeth grinding, shoulder jutting. Watch 'em collapse in pools of blood.

STREETS

"GO ON, SMACK HIS 'EAD IN!"

In which we detail what happens when two individuals, intoxicated with violent fury, drunk on one too many pints of revenge – (*Ye-es?* Ed.) – kick the living crap out of each other.

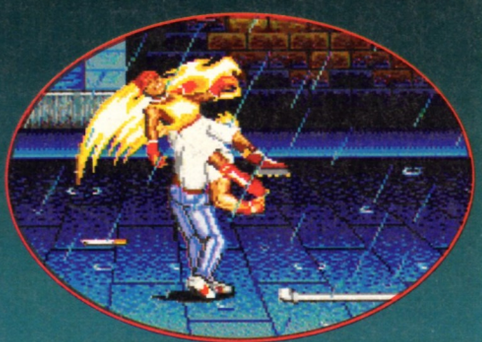
Player one selects ever-versatile Axel. Player two plumps for Skate – the plucky youngster.

Axel immediately moves in and gives Skate a good fisting...

This merciless onslaught continues with a good, solid metal bar to the head.

Skate, however, is having none of this. He returns with his unstoppable Super Dash attack, leaving Axel flattened and dazed.

In a stupid moment of optimism, Skate follows through by jumping onto Axel's shoulders and repeatedly punching him very hard in the face.



Axel's not finished yet. He shakes Skate off and finally wastes him with a ruthless flaming punch to the underbelly.

ONE OF THE FIRST EVER COIN-OP BEAT-EM-UPS, KONAMI'S 1984 KUNG FU MASTER, INVOLVED END-OF-LEVEL BOSSES AND SPECIAL MOVES. OKAY, SO IT WAS A BIT NAFF – BUT THAT WAS 9 YEARS AGO.

around without being armed with the correct information on how to deal with all the loathsome scum, er, slithering around...

BLAZE

She's no Chun Li, but Blaze has some agile and devastating abilities. Ignoring the unpredictability of the brute-strength approach, she prefers to take out her opponents with clever and lethal techniques.

SKATE

A serious dude, as it were. He may get under your feet, but he's certainly the character we've had the most laughs out of here at GamesMaster.

FIREBALL
Where've we seen this one before? Easy to execute – just press A. Handy for getting her out of potentially overwhelming situations.

VERTICAL SLASH
She runs over to the enemy, jumps, and a suitably life-threatening burst of flame crackles from her fingers. Powerful and showy.

SUPER DASH
A jumping diagonal attack that drains only a little of your own energy, but takes huge chunks out of the enemy's.

MIGRAINE ATTACK
By far the most entertaining move. Sneak up on a baddie, jump on his shoulders and pound at his head. Very silly, but hilarious every time.

OF RAGE 2

If you're one of these tedious, theoretical types – constantly bemoaning the fact that "the kids" are being taken over by horribly violent, soulless and psychologically damaging video games – then *Streets of Rage 2* could well provide you with the material for a whole chapter of your new book.

Try the duel mode. Select enormous body-builder Max, and have the other player select Skate – an agile young boy in baseball cap and roller skates. Now, pick up the large iron bar in the centre of the screen, walk over to Skate and smash him over the head with it. Just listen to that skull-fracturing sound effect. Go on – have a chuckle to yourself. It's great fun, isn't it? Now, as Skate writhes around on the floor in agony, grab the knife, stomp over to him and finish him off.

It is violent – but in a satisfying and acceptable way – a cross between Road Runner and Freddy Krueger. It's also, from two perspectives – terrific, mindless fun and a seen-it-all-before beat-em-up.

1. THE "NON-CYNICAL, COR THIS IS BRILLIANT!!!" PERSPECTIVE...

Adopting the role of rock-hard punching and kicking experts Axel, Max, Blaze or Skate, you launch into some bloody and fist-bruising action against the Syndicate – a loathsome organisation, led by the mysterious Mr X – which is geared towards taking over the entire city by drowning it in the, er, blood of the innocent. Or something along those lines.

An added incentive is the fact that the filthy pig-swine have ransacked Skate's house and kidnapped his brother. Get out there on the Streets of Rage and teach those gits a lesson or two!

A fabulous game with superb graphics and sickeningly realistic sound effects. It has loads of fun, loads of action and a great two-player duel mode.

Okay, so it doesn't exactly push the beat-em-up into new areas of dazzling originality, but it's just such a heartily playable game.

JUDGEMENT 92% ➤➤

The first game was my favourite game for a long time. Sure, it was easy but it was also a hell of a lot of fun which I think is very important. *Streets of Rage 2* falls under the same banner. It, too, is fairly straightforward and just about all the elements of the first game have been retained in the new version. In fact if you combine *Final Fight* with the original *Streets of Rage*, then you have *Streets of Rage 2*. It's still tremendous fun to play and has to be one of Sega's best releases in a long time. You'll finish it fairly quickly but the sheer fun of kicking the hell out of everybody will keep you coming back for more. **LES ELLIS** ■

Axel almost trips over a small fairy cake – before being confronted by a belligerent gentleman wearing a yellow wind-cheater.

Hard-fighting woman Blaze delivers a 'blaze' of glory – if you will – to this thug's chin. (*This time you're out. I really, really mean it.* Ed.)

"Hey, Max. Check it out. My war wound." "Duh. Hey, Barbon. That's real tough." "No, no! Don't touch it. Don't even look at it." Etc...

IF YOU COMBINE THE MARTIN SCORCESE FILM, MEAN STREETS, WITH THE STEPHEN KING/RICHARD BACHMAN NOVELLA, RAGE, THEN – ER – YOU'VE GOT YOURSELF A FAIRLY ENTERTAINING WEEKEND.

THOSE STREETS IN FULL

It's teeming with rage and it's got streets in it. Hence the title. However, some of the streets are patently not streets. Some of them are docks, beaches and buildings and... erm... oh, have a look at them, anyway.

Punching a "punk" in the street. The place that, er, inspired the game's title.

The amusement arcade. A tad seedy. Hardly a Christian Science Reading Room.

A bit of a scrap inside an immeasurably attractive cylindrical lift. "Come on, then!"

A swanky cocktail bar. Take our advice – leave the woman alone. And stop posing.

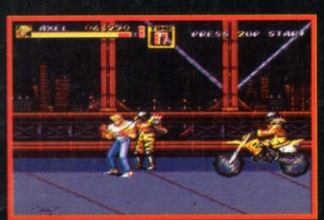
Erm, the barrel factory. Nothing like a spot of ultraviolence among the milk stout.

Dragged into an arena with a chap who looks suspiciously like the Ultimate Warrior.

Oh, it's the street again. Only this time it's raining. Bloody weather, eh? (*You're fired.* Ed.)

Great! A pirate ship! "A-har, me hearties!" (*No, really. You're fired. Leave now.* Ed.)

An underground complex with metal walls. This is where Fats (centre) makes an appearance.



The bikers on the bridge. It's a bit like that Rumblefish, isn't it? (*No, it isn't.* Ed.)

Go easy, here. There's some power-ups hidden in those crates at the back.

Check out those spooky blue things! Oh, I'm sorry. I've mixed the captions up. Er...

"Excuse me, could I pass, please?" "Sorry, mate. This is a video game – not real life."

"Don't hit me! 'Ere – you got any spare change, pal? Just for a cuppa tea, like? Go on..."

Lately, beach dancing has become a popular hobby. Particularly in bad captions.

"Come on, punks! You'll never take me alive." "Erm, we don't intend to, Axel." "Ah..."

Touchdown! Sorry – this isn't a very good caption. (*Doesn't make any sense, either.* Ed.)

"Hiya, big boy. Look behind you." "A-ha! I'm not falling for that old pantomime trick."

FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - NOW
PRICE - £44.99
MEMORY - 8MBIT
STOP ■

2. THE "CYNICAL, OH DEAR, IT'S JUST ANOTHER BEAT-EM-UP" PERSPECTIVE...

Here we are again. The screen scrolls from right to left, the characters have a few nifty punching, kicking and throwing moves, the difficulty of the bosses is pitched too far above the rest of the game and it all seems so reminiscent of the original *Streets of Rage* and the Capcom SNES coin-op conversion of *Final Fight*. Apart from the special moves – all of which drain energy – there's very little that's new about the game. An overpriced rehash. **JUDGEMENT 53%**

Yeah, yeah. Well, they're both right. It's hugely playable and horribly derivative. It also has to face the familiar problem of being too easy – in the oft-played Easy mode, of course.

Still, in Normal mode – and with only two continues – *Streets of Rage 2* plays at a bearably challenging and constantly entertaining level. The action is as varied and exciting as beat-em-ups can realistically offer, and a lot of effort has gone into making each of the four characters exclusive in their feel and range of moves. As you clock up the levels, the artificial intelligence on the computer baddies seems to escalate appropriately – and there's always seconds of amusement to be derived from exclaiming, "Oh, he's a bit of a fat/hard/stupid-looking git, isn't he?" whenever a new boss appears.

But it's not fair to dismiss it as more of the same. Changes have, as it were, been rung – and, in the wake of the huge success of *Streetfighter 2*, the programmers have been careful to concentrate on enhancing the two-player action.

The duel mode offers a vindictive little distraction and pumps up the game's lastability. The simultaneous two-player game is wonderful if you're in a vicious mood, as you rather impractically strive to kick your mate's head in until he runs out of continues or throws down the joypad.

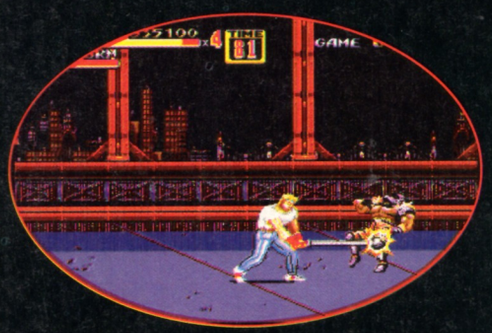
There's also very little token cosmetic retouching. Almost every action serves a purpose – be it either a tidy and appropriate character position or a dumbly judged attempt to fight off 15 baddies by repeatedly pressing the punch button.

If you don't have a moral problem with muscle-bound bruisers beating small children to death – and you're prepared to accept the extra juice being desperately squeezed from the genre, *Streets of Rage 2* is a hugely playable and surprisingly beefy fest of punching, kicking and head-butting. **ANDY LOWE** ■

Streets of Rage 2 is great. The first game was pretty excellent, but this is even better. Obviously, the addition of the one-on-one section is the biggest improvement over the original, allowing once firm friends to slap and knee each other to the floor. It's a pretty polished product too. The presentation is smart and the control of the characters is really not bad at all. It's certainly about as close to the marvel that is *Streetfighter 2* as the Mega Drive is going to get. For the moment. **JIM DOUGLAS** ■

"Duh. Nice iron bar, huh – Mr? I picked it up for $2 down at Big Bob's Blunt Instruments."

You know how it is. You're minding your own business in a swanky bar, when an electrically sparking skeleton drops on your bonce.



And so Axel went on his way, across the bridge of life, cracking the skull and bursting the kidneys of all who dared stand in his way.

Well this isn't going to challenge *Streetfighter 2* on the SNES, that's for sure. The only thing that will, I reckon, is *Streetfighter 2* on the Mega Drive. Anyway, *Streets of Rage 2* is a great romp through several levels of extreme pain-simulation.

Plenty of locations, plenty of baddies and a healthy number of weapons make the game worth ploughing through, and another good point is that some of the action really does make you laugh, rather than sicken you.

The moves are well worked out, and there are a satisfying number of them, although some are too powerful and tend to overbalance the game – Max's shoulder charge, for example, or Skate's spinning-on-his-head thing. But overall, I'll happily settle down with this one in a small country cottage.

JAMES LEACH ■

GAMES MASTER TIP

GREETINGS!

The secret to overcoming some of the mid and end-of-level bosses in Streets Of Rage 2 is to wear them down with steady, rhythmic B button punches - instead of simply frantically pressing the button in anticipation of the often-thwarted flurry attack.

The relentless punches fail to work and this particular boss takes great pleasure in swatting you to the ground.

Now, as you get back to your feet, move in with a constant stream of carefully timed punches – about two per second. This should slowly deprive the boss of his energy. It's a useful technique to get to know early on in the game, in anticipation of the later, nastier bosses.

OPTIONS - N/A
LEVELS - 8
DIFFICULTY - 4 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - NO
END ■

GRAPHICS
They seem to have been hugely inspired by *SF2*. Backgrounds and characters are drawn and animated to exceptional standards.

SOUNDS
Wonderful metallic effects when punching obstacles like oil drums and robots. Slapping and bone-crushing are suitably graphic.

PLAYABILITY
It's all there – single player vs. the game, player vs. player, two players vs. the game. Plenty of quirks and strategies to discover.

LASTABILITY
Difficulty levels provide some longevity, but I'm always sceptical as to how many people try to beat the game on Impossible mode.

OVERALL

Although this is a fine game, that *Sonic 2* problem arises again... How different is it from *Streets of Rage 1* and is it worth doshing out £45 if you own the original? The big saving factor here is the duel mode. Stalking your opponent until you get a chance to crack him over the head may not please the moral majority, but, once both players have mastered the controls, it's fabulous fun. A chance to practise one-on-one beating-em-up until *@!%$ 2 arrives.

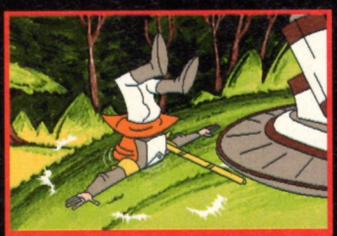
ANDY ■

JUDGEMENT 88%

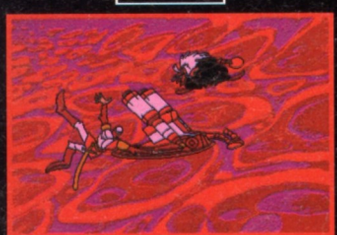
DRAGO LA

To give you an idea of how *Dragon's Lair 3: The Curse of Mordread* plays, I'm going to take you through the first of seven (sheesh!) disks...

You made the wrong move. Bad luck. Dirk got fried. Go back to the start.



KER-THUD! Dirk lands on the grass. Didn't you realise you were supposed to make a move? Return to last scene.



Dirk grabs time machine and reappears in limbo. Mordread screeches about Daphne being hers and tries to clobber Dirk.

Dirk runs after Mordread who makes a leap for her time machine. Make your move... NOW!

Great – you pressed fire and Dirk swung his sword to kill the bat. Mord' points her staff to show Daphne's trapped.

Nice one – you pressed fire. Dirk runs up the path to see his house and his beloved disappear in a swirling portal.

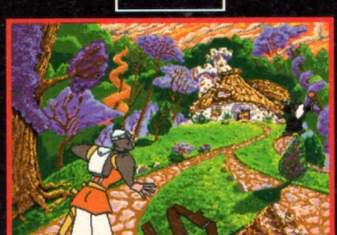
Congratulations – you have reached the end of the first disk. Only six more to go!

Daphne screams and Mordread turns to Dirk to unleash a fiery firebolt in his direction.

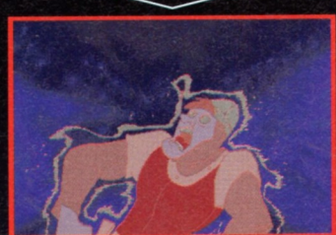
Now it's your turn to interact with the story: up, down, left, right or fire. Make your move... NOW!

Good choice – you moved 'up' and Dirk jumped to avoid the firebolt. A pair of killer bats appear. Make your move...

START



Dirk the Daring (hooray) and Daphne (phwoar) in a cottage. But harmony's broken by Mordread the Witch.



You made the wrong move. Bad luck. Dirk got fried. Go back to the start.

You blew it, and Dirk gets gobbled by a bat. Go back to the start.

FOR - AMIGA
FROM - EMPIRE
AVAILABLE - NOW
PRICE - £34.99
MEMORY - 512K
STOP ■

ON'S LAIR 3

OPTIONS - N/A
LEVELS - N/A
DIFFICULTY - N/A
PLAYERS - 1
SAVE GAME - NO
END ■

Some people take newspapers and magazines into the can to read as they go through the motions. Me – I'm always suitably inspired to sit and wonder why it is that people bother to buy the likes of *Dragon's Lair 3: The Curse Of Mordread.*

Mordread is a wicked witch – the sister of the evil wizard Mordroc who was killed by Dirk The Daring in *Dragon's Lair 2: Time Warp.* Now she's out for Dirk's blood, and that of his lovely girlfriend, Daphne, who she's kidnapped. Snore.

During this adventure, Dirk passes through the looking glass into Wonderland and meets Tweedle Dum, Tweedle Dee, the Queen of Hearts et al. He also bumps into a giant Ludwig Van Beethoven and his cat, and ends up on a pirate ship before confronting Mordread in the Vortex Of Time where he must free Daphne. Zzzz.

This is the sixth in the series of mildly interactive multiple disk collections of digitised cartoon imagery and sounds (including *Escape From Singe's Castle* and two *Space Aces*). And it's no better or worse than any of the others, ie, once again it's nothing more than an all-singing, all-dancing version of those tedious multiple-choice role-playing books, only instead of turning to different pages at opportune moments in the story, you decide how the hero will behave from a choice of five (count 'em) joystick movements: up, down, left, right and fire.

No, calm down. There's more.

That's a lie. That's all there is to it.

Seven disks of animations with, on average, seven moves to be made on each. Wow. It may impress your near-sighted granny, but it does nothing for me.

LES ELLIS ■

GRAPHICS
A bit of a looker. Whopping great characters, and oodles of colour and animation.

SOUNDS
Sample city for spot effects, speech and music. A little hiss, a little crackle. But – hey! That's showbiz.

PLAYABILITY
Where? Answers on a postcard please...

LASTABILITY
A couple of evenings' worth. (Though you do get a poster and the disks do make an attractive coaster set afterwards).

OVERALL

A software bimbo. Looks great, sounds smashing, but hardly a woman of substance. Nuff said.

LES ■

GAMES MASTER TIP

GRATINGS!
Truly you are a sad mortal if you own Dragon's Lair 3: The Curse Of Mordread, more so if you cannot progress very far with it. Here is the 'solution' to the second disk...

FIRE, LEFT, LEFT, UP, DOWN, FIRE, RIGHT

What do you suppose goes on at the place where they design these games? What do you think happens, as first *Dragon's Lair,* and then the second version, and now this third incarnation gets packaged and put on vans to software stores around the country? Does one bloke turn to another and say, "Let's see. Graphics, check. Sounds, check. Playability? Playability? Didn't you put the playability in this one, Bill?" "No, I thought Tom was doing it." "No, playability was your job – Tom does the graphics." "No, I do the sound. But we've sealed all the boxes now. Oh, forget it. No-one will notice."

But we do notice. We notice lots. We notice when we keep getting killed and the only way to progress is by trying every single joystick move in turn. We notice that even if there were 200 scenes (which there aren't by a long way), and you made the wrong choice four times in each, you could still complete the game after only 1000 joystick movements. Which is crap. Avoid.

JIM DOUGLAS ■

JUDGEMENT 35%

FOR - SNES
FROM - SALES CURVE
AVAILABLE - APRIL
PRICE - £44.99
MEMORY - 8MBITS
STOP ■

SUPER SWIV

This might look like your everyday run-of-the-mill-end-of-level-one-boss, but in fact it's a cunningly disguised womble pretending to be a huge machine of destruction.

This is where the jeep turns into a boat. Now you can have your very own radio-controlled boats to maim everything on the lake.

The designers of *Super SWIV* have taken the best bits from all the great shoot-em-ups and have bundled all of them together to make one great game.

The idea of the game (as in all shoot-em-ups) is to annihilate everything that comes onto the screen. In order to do this you must collect power-ups until you are at your maximum level and able to kick ass quite proficiently. The weapons range from lasers and bullets to plasma beams and flame throwers.

You can take control of either a jeep or a helicopter and if you're in a two-player game then both vehicles are used at the same time. It's best to work as a team because the game is quite hard, the enemies pour onto the screen thick and fast and there's no sign of any slowdown.

On some levels you have to change your transport , you have to vacate either your helicopter or jeep and get into a plane or boat. On one level you both turn into planes so this gives no-one an advantage and none of the "I want to be the helicopter" as demonstrated by five year olds.

At the end of each level is a huge masive well 'ard guardian, which must be said, is dripping with weapons so big they make firepower look completely feeble. These guys are very big they take ages to kill and can take a few lives off of you.

Super SWIV looks the business, the graphics are smooth and all the sprites whizz around the screen quickly and without any glitches whatsoever. It's certainly not as impressive as the Mode 7 stuff in *Axelay* but then it's a different type of game. *Super SWIV's* graphics look perfect and suit this type of game really well.

It's on the gameplay front where *SWIV* picks up though – it's monumentally addictive. Once you're in the game that's it, you're there for ages. It's a huge game, each of the six vertically scrolling levels last for ages. They really seem to go on for ever! Every level is set over different terrain from woodland and desert to a volcanic lava field, and a lot of searching is required in order to find the weapons. In most shooters the screen scrolls one way, this isn't so in *SWIV*. Some of the weapon power-ups are hidden slightly off the screen, you must sweep across the screen looking for them.

The only problem I have with this game is the fact that there are no continues or passwords – although this isn't a major flaw it makes getting anywhere in the game very difficult. You have to go through the game with the lives you have, collecting more as you go along. To the amateur (verging on the cack gamesplayer) you're going to have some real problems after level one. Still, I'd rather have a harder game than an easy one and there's bags of challenge

Not as meaty and impressive as the Amiga version but this is still a cracking blast. There aren't many games on the SNES that measure up to this. The graphics are great and there's no slow down whatsoever, even when the screen gets so cluttered you haven't got a clue where you are and what you should shoot next. It's so addictive that you just have to have one more go to try and get that little bit further. I recommend this to any serious shoot-em-up freak. **LES ELLIS** ■

This is about halfway through level one. The helicopter is firing some heavy duty G12 rockets that should toast just about anything that gets in their way. I wonder what G13 does. Well there's only one way to find out.

End-of-level-boss, number two. Big hard git that can easily kill you if you're not careful.

SUPER SWIV IS DERIVED FROM THE AMIGA GAME OF SWIV. BEFORE THAT CAME SILKWORM WHICH WAS AN EXCELLENT GAME.

GAMES MASTER TIP

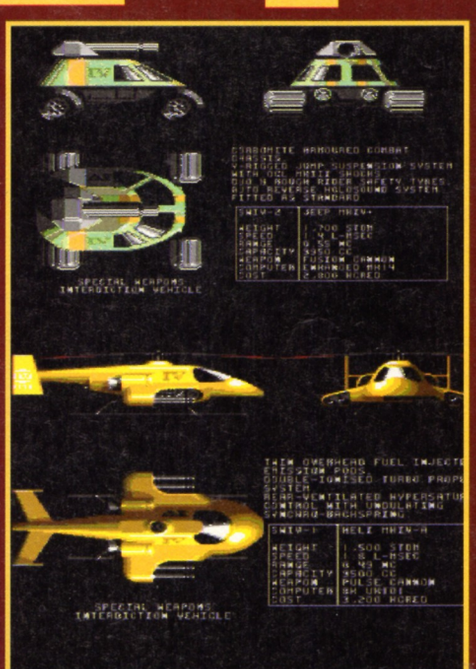
GREETINGS!
At the very start of the game there's a weapons cannister which is full of power-ups. To get this you have to move to the right. As soon as you leave your mothership, go to the right and keep shooting it until it opens up. You'll get powered-up to about level four. In a two-player game if you steal your partner's power-ups you'll go even higher. Most people miss this and start the game at a disadvantage.

for even the hardest of gamesplayers. In this day and age of everybody saying, "Ooh look at the Mode 7 effects on that monster" *Super SWIV* makes a refreshing change.

With its toy like graphics and fiendish gameplay I'd go as far as saying it's the best vertical shooter on the SNES. This game takes me back to the days when shoot-em-ups were just that and it's about time they brought out a game like this. **ADRIAN PRICE**

SWIV on the Amiga was, without a doubt, one of the finest blasts the system has ever seen, and this conversion is virtually flawless. However, it's yet another example of that slightly annoying phenomenon – The Game That Doesn't Quite Come Across Onto Another Format As Well As It Might.

It's almost impossible to put your finger (well, my finger at any rate) on the element which made *SWIV* feel so much better than most of the plethora of Amiga shoot-em-ups. But whatever it was, it mattered. Because here, despite the shiny ships and big explosions and really rather good two-player option, it's just not as much fun as it used to be. **JIM DOUGLAS**



These are the elevations of the assault vehicles you'll be driving in *Super SWIV*. They look nice but serve no purpose whatsoever.

POWER UP

The key to success in any blaster game is to collect as many power-ups as possible. In *SWIV* they are hidden in bright yellow cannister's that you can't miss them.

One such yellow cannister. Some other cannisters may be heavily guarded. Don't risk one of your lives for a power-up. You'll end up dead and your existing power-ups will become weaker. But if you think you can pull it off, go for it.

This is after we've cracked open a tinny, power-ups are scattered for all to see. There are two extra flame icons and a few smart weapons. These smart weapons can help you out in the heat of battle and can inflict serious damage on the opposition. They're best saved for the end-of-level guardians.

GRAPHICS
Mr Sheen. These are very smooth and polished. The background graphics are really detailed.

SOUNDS
Best played with the volume cranked right up, nice effects, but samey music throughout the game.

PLAYABILITY
Loads of this – huge levels that are hard and an addictiveness factor that will keep you coming back for more.

LASTABILITY
Being so tough may put some people off, but stick at it and you'll get some great enjoyment out of it.

OVERALL

This is one of the finer shoot-em-ups on the SNES and should definitely figure in your collection. The two-player mode also makes for great fun and stealing all the power-ups from your mates is an excellent laugh. Apart from the difficulty of the later levels, this should be a real test of your gaming abilities. If you can complete this in a day then you're just quite good. Wimps need not apply.
ADRIAN

JUDGEMENT 84%

His bark is worse than his bite. (*Any more of those and you'll feel ruff.* – Ed).

"Don't push me." *Sleepwalker* can be a real barrel of laughs (groan, no more jokes, please).

SLEEP WALKER

FOR - AMIGA
FROM - OCEAN
AVAILABLE - NOW
PRICE - £25.99
STOP ■

Red Nose day – yet *another* chance for Tony Slattery to grace our TV screens with his rather smug and ugly mug. It also gives the BBC a chance to show all those old comedies that no-one watched in the first place. And who said the licence fee wasn't fantastic value for money? Ocean have now decided to add their own style of fun to the proceedings on this fateful day with the release of *Sleepwalker*.

You control a dog and you have to get your sleepwalking master safely back home avoiding all manner of obstacles. Sounds simple but it can get pretty complex after a while. Walking through the town you will have to get your master to negotiate sewers, busy roads, elevators not to mention disgruntled homeowners who aren't keen on someone tramping about on their roofs all night. Your master walks in one direction until he hits a wall, then walks in another. It's your job to steer him clear of anything which stands a remote chance of waking him up.

Sleepwalker is quite a good little game and shows no signs of being rushed out just to cash in on an event. It's in no way too easy and has the looks to challenge many console games with its cartoon-style graphics. It does seem a little strange at first but when you get into it, it's well worth the extra effort. Seeing as it's for charity, and we're a charitable lot here at GamesMaster (sometimes we *don't* make Ade go and get all the food), we'd recommend you take a look at *Sleepwalker*.

LES ELLIS ■

OVERALL

It would have been easy for Ocean to chuck out any old piece of software and say it's for charity. Luckily however they seem to have got themselves a half-decent game for the Comic Relief business. It's not the easiest puzzle game going but, as ever, perseverance, will pay off.

LES ■

JUDGEMENT 79%

DARK SEED

FOR - AMIGA
FROM - CYBERDREAMS
AVAILABLE - NOW
PRICE - £34.95
STOP ■

H. R. Giger – oh yeah, I've heard of him. He's the sicko who thought up the alien from the Alien movies and does all that really gross and sick artwork that I love to look at and read about. And now, courtesy of Cyberdreams, this renowned master of the weird and wonderful airbrush is able to demonstrate his amazing talent on a computer game.

In the game you take on the role of Mike Dawson, an author who has just bought himself a new mansion. When he moves in, however, he finds that all is not well – the locals in the town act strangely towards him and there are very peculiar goings-on in the house. It soon emerges that it is up to you to save both yourself and the whole world from some pretty nasty happenings.

The control method for this adventure is a nice and easy point-and-click affair, so there is no clumsy parser to mess around with.

As you flit between Normal and Dark World the graphic element turns from an everyday Victorian style house to a nightmare world where Giger's creations come into their own. With graphics like these you'd expect the story and playability to fall flat, but they don't. The saga of Mike Dawson keeps you gripped towards the end of the game and the nightmares which develop keep you playing.

The game is suited to experienced adventurers and beginners alike. It's a gripping (and, at times, pretty terrifying) way to while away long winter evenings – well, as terrifying as computer games can get really. If you are into adventures, this is a must.

LES ELLIS ■

Oh yeah, like, I'm sure this is the work of a sane and rational human being. Giger's art may be popular (even I like it), but you have to wonder about the state of the man's mind.

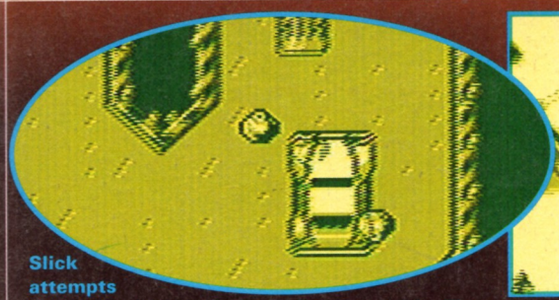
No sleepwalking here as Mike Dawson searches for a cure for the everlasting hangover.

OVERALL

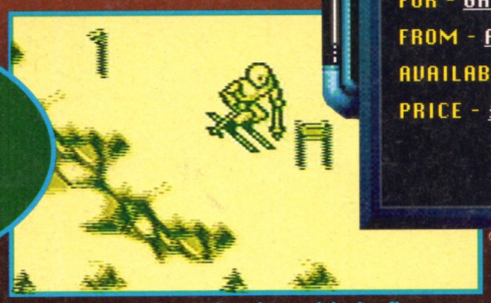
As the sole member of the GM team who admits to enjoying the odd adventure, it looks as though it's up to me to steer you away from naff adventure games. This is in no way one of those games. *Dark Seed* is a superbly playable adventure. With Giger's brilliant artwork and a sensible control system it is a joy to play.

LES ■

JUDGEMENT 90%



Slick attempts to crash his car as artistically as possible. The Fall Guy was never *this* entertaining.



Spin careers down the piste with the finesse of – er, sorry, can't think of any famous skiers.

THE INCREDIBLE CRASH DUMMIES

FOR - GAME BOY
FROM - ACCLAIM
AVAILABLE - NOW
PRICE - £24.99
STOP ■

Live out the crazy adventures of Slick and Spin, two zany Crash Dummies, who, in dire need of a holiday, decide to plunge themselves into a week's worth of unfeasibly dangerous, but highly paid activities. These activities include leaping off skyscrapers, testing car air-bumpers and ski slopes, overseeing the quality control at a bomb factory and guiding guided missiles. Generally, the more artistically and recklessly you approach the events, the greater your pay.

The skyscraper stunt work can be immensely annoying. You jump rather aesthetically over the side, bounce on a few awnings, zoom past flaming windows, swing on a few flagpoles – and the geezer at the end informs you that it was "boring". Try again. My biggest pay-cheque for this event was the result of simply jumping, pointing my head at the floor and then sailing straight down the middle – to a decapitating conclusion on the pavement.

Crash Dummies is a fine game. The difficulty increment is almost perfect. When you finally battle through all the events on Easy level, the game gets a little harder – slotting in just the right amount of new challenge. It's also very silly – what better recommendation could you hope for?

ANDY LOWE ■

OVERALL

Playable and surprisingly compelling, *Crash Dummies* should provide enough challenge to keep you trying in the short term, and enough interest to keep you returning in the long term. Plenty of original touches and great fun.

ANDY ■

JUDGEMENT 85%

JAMES BOND THE DUEL

FOR - MEGA DRIVE
FROM - DOMARK
AVAILABLE - END MARCH
PRICE - £35.99
STOP ■

Oh tish and pish. Another evil genius mastermind Professor Billionaire is trying to take over the world. Using some fiendish devices he's invented in a secret underground cavern at Pinewood studios, Bond must sort him out.

My name is Bond. James B... Urgh. You're not supposed to shoot me! I'm the star of the film!

You control the dinner-jacketed chap as he runs around, jumps from platform to platform, shoots or grenades people and rescues nubile young girlies. How enlightening.

There are five missions, each divided into little sub-missionlets. Of course, you get to meet and greet various end-of-level bosses in order to proceed. To help you in your quest, there are secret rooms and locations filled with Q-cases. These have been thoughtfully left by your chief-of-ridiculous-weapons, Q. This begs the question – if he's been here before, why didn't he kill the mad genius Professor?

The sprites are rather small. The Bond figure is neat, and does several cool things with his gun, but he's not as responsive as he should be, and the game soon becomes a long haul through the levels, punctuated by annoying mistakes and plenty of dying.

James Bond – The Duel is something of a disappointment. It's the sort of platform game you'll have seen a thousand times before. It just doesn't shine. There's no hook to grab you and haul you in (to torture a metaphor).

Without doubt there are far better platformers around for your Mega Drive. Have a look at them instead of this.

JAMES LEACH ■

Keep your hands where I can see them, defence-less wench. One squeak and yer deed!

OVERALL

What makes this game special? What sets it apart from the rest? What individual style does it have? Well, none, really. It's a competently done, but there's no atmosphere. So this is really a case of James Bland.

JAMES ■

JUDGEMENT 60%

KING OF RALLY

FOR - SNES
FROM - MELDAC
AVAILABLE - IMPORT NOW
PRICE - £65
STOP ■

Oi, some git has nicked half me motor! Oh right, you mean I have to pay to get bits installed before they put it all back together.

Ho hum, nice day isn't it? Nice countryside as well, and look at all those people. Shouldn't I be doing something... what's that Start bit mean?

Another SNES, another racing game... will it ever end? At least this time the makers have gone for something a little different and have tried to recreate the Paris, Moscow and Beijing rally.

King of Rally is crammed full of Mode 7 graphics. Everywhere you race is a complete Mode 7 freak-out, the only place it isn't used is on the static screens, obviously. It may be compulsive to watch, but it is boring to play.

The controls are easy to master but there just aren't enough hazards and obstacles on the tracks to keep you glued to your controller. The meanest hazard, not to mention the dumbest, is when the directions you are given are wrong and you keep racing around the same bit of track .

King of Rally is a different approach to a different type of car racing, but it tries to be a little too different for its own good. I soon became bored with it and even though there are quite a lot of tracks you won't want to mess around trying to see the later ones. The added advantage of being able to soup up your car to make it faster and better can't help what is, in the end, a pretty crap racing game. **LES ELLIS** ■

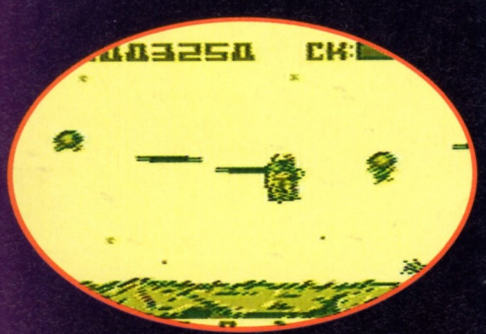
OVERALL

After a short while this will bore the pants off you. A lot better to watch than to play with all the zooming stuff looking very impressive. You soon realise that all you have to do is go left, go right, go left, go right... Not enough hazards to make the tracks interesting. All in all, a naff attempt at a different kind of racing game, and for £65 you could do a lot better.
LES ■

JUDGEMENT 60%

DROP ZONE

FOR - GAME BOY
FROM - MINDSCAPE
AVAILABLE - MARCH
PRICE - £25.99
STOP ■



This may look a bit dull and confusing – but there's actually lots of whizzing, blasting, hovering, zapping and – er – dying going on.

The scanner is a handy tool for the amateur *and* professional Drop Zoner. It informs you of the approach of the more slaggy, hostile baddies.

If you're crusty enough to remember the *Defender* coin-op, then you're probably in your early-to-mid twenties. Not really that, er, crusty at all. Sorry. Don't know why I mentioned it.

Anyway – *Defender* was one of the early bunch of ultra-hectic Williams coin-ops which also included *Robotron* and *Joust*. Classic, seminal games which defined the whole nature of the computer game and turned the amusement arcade into a deeply sleazy, headache-inducing, but still gloriously competitive and strangely attractive place. Ah. Excuse me for a second. I'm just reminiscing... (*Get on with the review*. Ed.)

A few years ago, a chap called Archer Maclean – a fan of the Williams games – decided to write something based on *Defender* for the early Atari machines. He came up with *Drop Zone* – a wild shoot-em-up with plenty of hostile aliens to blast and helpless humanoid hostages to usher to safety. It was fast, addictive and incredibly tough.

This is a surprisingly competent conversion which actually emerges as one of the finest, most immediately playable Game Boy blasters in a long time. It's difficulty will frustrate you initially, but *Drop Zone* is not for the faint-hearted. Persevere and discover a superb game. **ANDY LOWE** ■

OVERALL

Vicious and mindbendingly playable. The format may seem a little dated, but the game certainly doesn't skimp on the addictiveness, and the sheer fun of the challenge is a big aspect of what makes *Drop Zone* such a dead cert.
ANDY ■

JUDGEMENT 89%

FOR - MEGA DRIVE
FROM - US GOLD
AVAILABLE - END FEBRUARY
PRICE - £39.99
MEMORY - 4MBIT
STOP ■

Once more, Steve the striker felt the urge to go out at night and yell abuse at small woodland animals.

SUPER KICK OFF

Kick Off was rather a popular game on all the computer formats a while ago. People cheered and waved at it as it drove by. Babies kissed it and politicians shook its hand.

Now your Mega Drive can join in all this adulation. *Super Kick Off* is definitely the best version. It's fast, it's playable and they've added loads of little bits to make it even better. For example, diagrams of the on-field positions are now included, so you can decide whether to bung all your men forward or crowd them round your own goal in a crap attempt to prevent your enemies from scoring.

The game is viewed in top-down format, and an arrow marks out which man you're currently controlling. But as you can only see a small portion of the pitch at one time, there's a radar to help you work out where you are. Very neat.

By simply placing Fort Know in your midfield area, you can reduce the risks of a goal totally.

Insert your own humorous/crap footy chant here.

The ball behaves realistically, the players don't faff about too much; they do intelligent things, like run straight for the ball (useful, this) or get into positions conducive to receiving passes. They even seem to pay attention to the formations you select.

Of course, the two-player mode is best (isn't it always?), but even playing the Mega Drive, you'll derive a large and warm amount of pleasure from it. Football fans shouldn't 'pass' on this one. They should 'shoot' down to the shops and 'score' a copy right 'away'. (*Bloody be quiet, Adrian!* Ed.).

ADRIAN PRICE ■

Goooooaaaaaaallllllllll! (as the Italians/ Brazilians say). This yell occurs whenever the ball goes in the net.

GRAPHICS
Small but quick and nicely animated (in a limited sort of way). Nothing earth shattering, though.

SOUNDS
Ball-thumpingly acceptable sonics here. Peeping whistles, roaring crowds and little chumping noises when you kick.

PLAYABILITY
Easy to control, but tough to do well. A good thing, because you'll have to play a while before you can beat the best.

LASTABILITY
Big enough to hold your interest.Once you're good enough to beat the Mega Drive every time, you'll want to play real people.

OVERALL

Super Kick Off is the best Mega Drive football game, but then again there aren't that many around to go up against it. It's fast, it's furious and there are a lot of options to make playing it more fun. Ultimately it might be a bit wearing, because occasionally the men don't do what you want, but you can blame having a crap team for that. Not bad at all, Brian parrot moon, to coin a cliché.

ADRIAN ■

JUDGEMENT 83%

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STOP ■

Sod all the qualifications, to be a writer here at GamesMaster owning one of these is the minimum requirement. Life's a bitch, eh?

"Good morning, sir, having trouble taking off, were we?" "Look, can you make it 150mph? I'm trying to sell the car, officer."

TEST DRIVE 2

What is it about video racing games that turns people from normal, mild-mannered drivers into complete demons on the road? No-one in their right mind would hack down a road in a Testarossa or a Porsche at 240kmh, trying to ram everything in sight. Anyway, if test driving a Porsche, Ferrari or Lambo is your ultimate ambition in life, then welcome to *Test Drive 2*, it's the closest you'll get to doing it for real. Because let's face it, no-one is likely to lend you a car like this to take out for a quick spin.

So what do you have to do? Do you have to compete against other drivers in a massive street car race – through crowded city streets packed with pedestrians and other vehicles? Do you have to skillfully steer your way through level after level of the toughest streets the city has to offer? Is there some kind of league where you can measure your skills in comparison to those of other drivers? Well, no actually. You get to race along a road against either one other car or up against the clock, with one or two cars coming at you from both directions. Not much more than that really.

We're on the road to nowhere... (*Stop the song lyrics right there, write a proper caption* – Ed.)

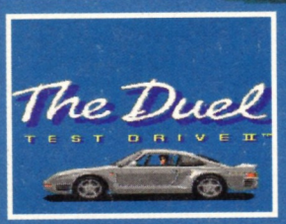
Much as I love racing games, I like to see a little more substance to them. Just racing along a road with scenery that remains pretty much the same throughout the route doesn't bode well for what is supposed to be a state-of-the-art racing game. Although on the higher levels you do get rain and snow to contend with, things are really only made harder when you are careering towards an oncoming juggernaut at 200 mph and hit some ice when you try to steer out of the way.

While *Test Drive 2* was quite fun at first there just wasn't enough variety to keep me addicted to it for very long. After a while it just became tedious and repetitive. After games such as *Elvira* and *Waxworks* I expected a little more from Accolade. Okay, so it was quite fast when compared with the other versions, but it just doesn't contain enough to keep you enthralled.

LES ELLIS ■

Fill 'er up and clean the windshield. And if you leave one speck of dirt on my mean machine I'll run over your toes, understand?

Look get out of the way you bloody road hog. God these Sunday afternoon drivers really wind me up. Sod this 55mph speed limit, I want to see how this baby runs at 240.



GRAPHICS
Big juicy cars and trucks but there isn't much variety in the backgrounds. Nice weathery touches and flies on the windscreen!

SOUNDS
Neat engine and general driving effects with some speech thrown in. You'll have to provide your own driving music though!

PLAYABILITY
Only a few controls – it's dead easy to play. Lacks variety in what you have to do on each level.

LASTABILITY
You soon get bored with it. It's quite hard to complete. For the money there are better racing games out there.

OVERALL

Test Drive 2 is starting to look a bit dated now and this version doesn't take advantage of what the SNES hardware can do. The initial playability soon turns into complete boredom as you just get to do the same thing over and over, even the excited "Yeah" as you out-run the police speed trap gets on your nerves after a while. Take a careful look at this before you decide to buy it.

LES ■

JUDGEMENT 62%

CAN I GET A NEW GEAR BOX FOR MY SKODA? - SOUNDS LIKE A FAIR SWAP TO ME.

EUROPE'S BIGGEST SUPER NINTENDO MAGAZINE!

You may remember last month, when we told you that *Super Play* was Britain's biggest selling Super Nintendo magazine. Well, sorry. We were wrong. What we *really* meant to say is it's Europe's biggest selling Super Nintendo magazine. Indeed, we suspect it might actually be the *world*'s biggest selling monthly Super Nintendo mag (if you conveniently forget any islands you might find floating in the Pacific Ocean east of China, that is). And the reasons why, we would suggest, are simple. We have more (and better) reviews every month than our rivals, more news, more features, more from America and Japan – more, in fact, of everything you buy a Super Nintendo mag for. If you really want to know about the world's number one game console, there's only one place to come.

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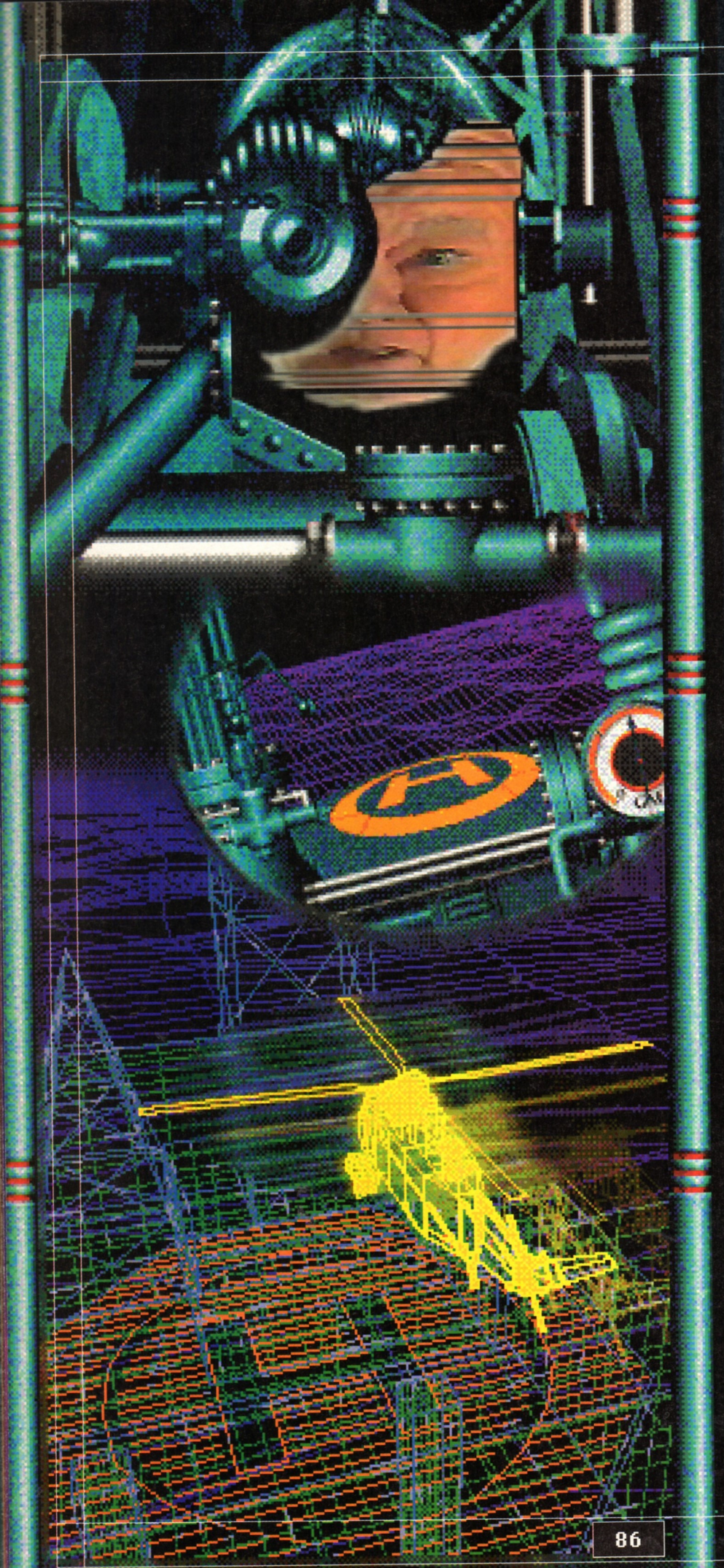

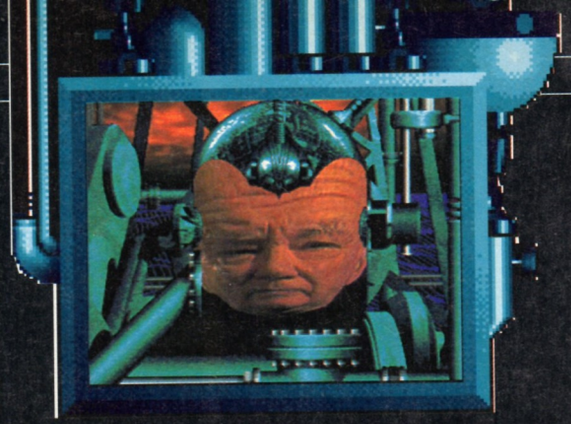

GREETINGS!

Nice to see you again. I trust you are well and have vanquished a number of games since our last meeting. Personally, I'm glad to see the general difficulty level of most new releases is much higher these days. It's not easy finding a challenge when you're omnipotent. As well as the regular guides and tips I am pleased to be able to present our Streetfighter 2 Level 7 Expert's Guide this month, compiled after many hours of rigorous testing.

If you have any hints, tips or cheats for recently released games or wish to display your map-making skills to the nation, drop me a line at:

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Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now, without further ado, let us begin:

GENIE/REPLAY CODES **101**
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ANOTHER WORLD ..... SNES **94**
The final part of our complete *Another World* solution. Now SNES owners have no excuse for leaving Lester stranded miles from home.

AXELAY ..... SNES **92**
It might well be one of the best blasts that the Super NES has ever seen, but it's a tiny weeny bit frustrating at times. We show you how to vanquish the alien villains with considerable ease.

CURSE OF ENCHANTIA ..... AMIGA **90**
Last time we promised that you'd meet more characters, visit more places and, um, do more things than you could imagine. And so it would be rude not to, wouldn't it? So, er, we will.

ROLO TO THE RESCUE ..... MEGA DRIVE **87**
Much as he is thoroughly versatile and entirely great, Rolo occasionally needs a bit of a helping hand. And this is where to get it. (*Are you sure about this sentence?* – Ed).

STREETFIGHTER SPECIAL - THE EXPERT'S GUIDE TO LEVEL 7 ..... SNES **98**
Sorted the Dragon Punch, the Hurricane Kick and the Fireball? Sorted most of the bosses? Finished the game a couple of times? Well in that case check out our definitive expert's guide and you'll be viewing a special ending before you can say "Sho-Ryu-Ken!"

ROLO
TO THE RESCUE

Although this is a tips bit, it has to be said that Rolo to the Rescue is great, brilliant and a completely wonderful and gorgeous game. It involves that perennial problem, animal captivity. Rolo is a little baby elephant who is yanked from his mummy and thrown into a disgusting zoo, to be gawked at by the mocking public. He escapes and vows to free the other disadvantaged zoo animals. Right. On with the tipping... (*sniff, sob...*)

MEET ROLO'S CHUMS

The first thing to remember about Rolo is that you'll need to employ the help of the animals you free from the cages. There are four types of animal, each with special abilities.

Beaver can, of course, swim. This is pretty obvious when you look at the rubber ring around his waist. Level three sees a great deal of this.

Squirrel can climb the side of rock-faces, as seen in level four, where he must leg it up the sheer cliff to get a platform down to Rolo.

Rabbit can jump to abnormal heights, enabling him to collect loads of points beyond the reach of all the other animals

Mole can dig through the special soft rock. This is a slightly different colour to the normal rock, and appears on level five.

Another useful point to remember is that when you're Rolo, you can store your friends (the other animals) on your back as you travel around. This stops them from falling out of trees, over cliffs and so on.

LEVEL ONE

Rolo only needs to get one friend from this level. It's a rabbit which means it's got serious jumping powers. Once you've collected it, take control of the little fellow by pressing Start and selecting the rabbit picture. Then send him off to the right. Get him to bounce on the branch-platforms into the trees and you'll find an extra life, loads of points and a small collection of stars.

This is the gateway to a secret room, and appears on many levels throughout the game, so watch out for it.

Gateway to secret room

Don't ignore these, and certainly don't avoid them; they're not deadly, they're just entrances to secret packed rooms.

Always remember that you can travel with no more than three friends at one time. So if you get two the same, try and ditch one of them, rather than any new pals.

As well as the little stars denoting the gateway to a secret room, there are mushrooms which do the same job. Here's one, with Rolo just about to avail himself of it.

LEVEL TWO

For the first time in the game, you find a puzzle which requires a wee bit of thought. What you have to do is get your team of animals across several waterfalls and over a large stretch of water; too large to jump, certainly.

The way to do it is like this. Kill McSmiley, the guy with the key, then rescue the squirrel. Go up and to the left and rescue all the other animals (there are four more). Make sure you do this in the order in which you come across them, because two will leave to make room for the others.

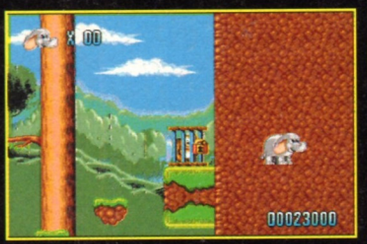
Once you've got the gang together, jump them all over the waterfalls (you'll need to hit the A button for extra speed here). Then, when you get to the big expanse of water, stop and become the beaver. Swim him across to the raft (the loggy-looking thing) and jump on it.

It will drift across to the other guys, and if you stay on it, will drift back and forwards across the water forever (or until every fossil fuel runs out and your electricity stops working).

But remember to be quick when jumping off the raft because if it drifts too far out, Rolo won't stand a chance of leaping onto it.

Become Rolo again and get everybody to jump on the raft (it might be an idea to get them all on Rolo's back here. This doesn't affect his jumping abilities). Then, when you reach the other side, simply jump off, rescue the final creature and head off towards that waiting, flashing teleporter. Job done (as they say on Total!).

LEVEL THREE



To free the squirrel, go along the platform to the right, then keep walking right. Rolo will then enter a secret room where he'll find both McSmiley, the rather ill-named chap with the key and a load of points which won't do him any harm whatsoever. Grab the key and head out.

Once you've freed Squirry, get Rolo to the highest branch he can reach on the left. Then take the squirrel up the side of the cliff by holding down C and repeatedly pressing B. Then stand him on the grassy platform and wait until it reaches Rolo. He can then get right to the top.

LEVEL FOUR

Get Moley out of his cage, then drop Rolo and Mole down to the bottom of the level. Mole can then dig his way to the two remaining animals and the teleporter.

In order to collect all the goodies over to the right of this level, jump Rolo into the washing machine and once he's shrunk, send him off down the tight passage.

HOW TO BEAT THE ANNOYING STRONGMAN BIT

STRONGMAN
The first thing you've got to remember is that if you get hit by a ball from his weights, or you touch him, you'll die. So be careful and stay on the left.

ROLO JUMPS ONTO BALLS
Jump onto the balls when they drop off. Bounce from them right onto the guy's head, and immediately bounce off again. Try and land where you were standing before.

STRONGMAN EXPLODES
Repeat three times, then laugh as the strongman explodes, leaving Rolo unscathed and able to continue his cute journey into, er, Rolo-land.

SHOOTING THINGS

Remember, when Rolo gets a vacuum cleaner, press C to suck stuff up into his trunk. Pressing C makes him shoot it out at any baddies, killing them instantly.

DO YOU LOVE ANYONE ENOUGH TO GIVE THEM A COPY OF ROLO? (ANSWERS ON A SICK-STAINED POSTCARD PLEASE...)

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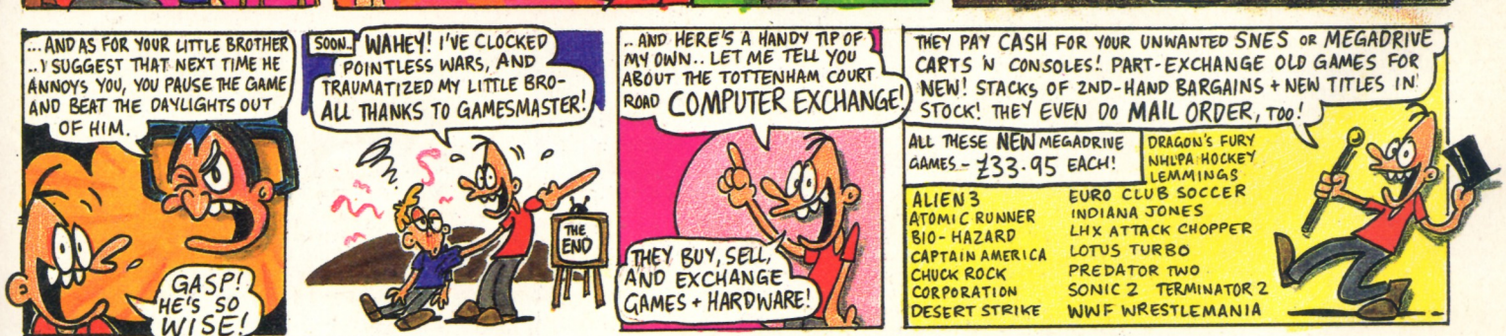

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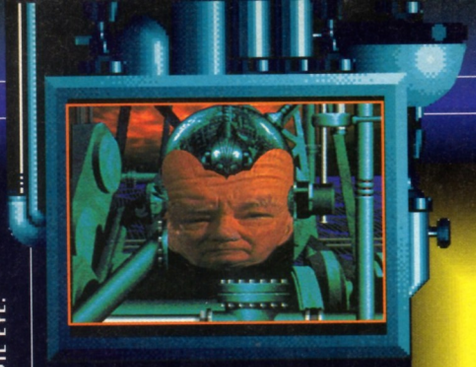
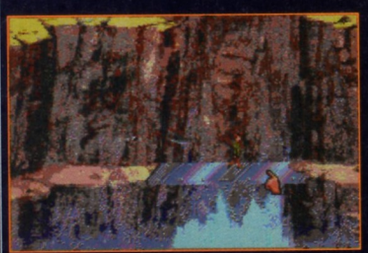


CURS ENCH

Last month we left you hanging on a ledge in the middle of the Edge of the World. Here's the next part of our guide to Curse of Enchantia.



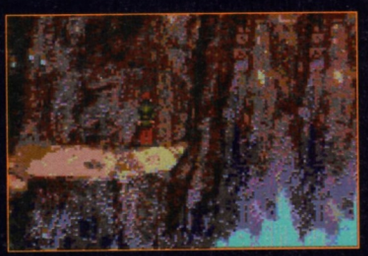
1 Walk over the bridge that appears before you and pick up the rope that you'll find on the other side.

2 Walk up to the Electro man and wear the rubber gloves – you will then automatically push him off the ledge.

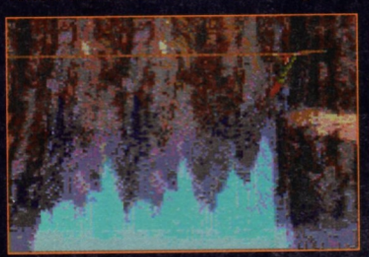
3 Go to the rockfall. Wait for it to stop. Run to first alcove and wait inside. When the fall pauses, run to second alcove. When the coast is clear, run right.

4 Continue to the right and pick up the sweet which is to be found lying on the floor.

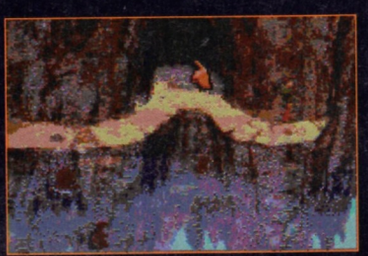
5 Go to the large rock. Don't stand right underneath it. Wear the sweet and a small rock will fall on you. Throw it at the big rock. It will fall and block the gap.



6 Walk to the edge of the ledge and throw the rope that you picked up earlier.



7 Now jump onto the rope and use it to climb over to the other side of the chasm.

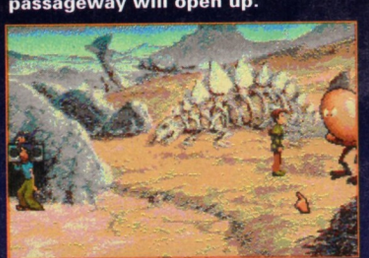


8 Examine the wall to see the message "Open Sesame". Now walk to the last part of the ledge and say the words. A passageway will open up.

9 Go up to the wise man in the cave. He will ask you to find a fire extinguisher and a fan. He will then send you back to town.

10 Return to the Mage's and give him money in return for a disguise. Next go to Madame See'all's shop. Wear the disguise and the guard will let you pass.

11 On the quest for the fan you enter the Valley of the Lost. Go left and pick up the hair behind the bush. Return to the clearing and head South.



12 From here go right until you find a monster who has a huge nose. Insert the hair into the monster and he will eventually explode.

13 Go right again and pick up the pen and the stamp from the first pile. Go to the next pile and pick up the sock and head down the stairs.

14 Pick up the remote control from the pile on the floor. Head to the North where you will find the wreck of the Marie Celeste.

15 Next pick up a cassette from the pile to the left of the wreck. Then head all the way back to the clearing.

16 Put your newly acquired cassette into the mixing desk. Push the remote control and you will get a tape recording.

A PARTICULARLY FAMOUS CURSE IS THAT OF TUTANKHAMUN THE BOY KING. THE CURSE WAS THAT ANYONE WHO DESECRATED HIS TOMB WAS DOOMED. OH AND ANOTHER ONE IS THE EVIL EYE.

SE OF ANTIA

PLAYERS GUIDE PART TWO

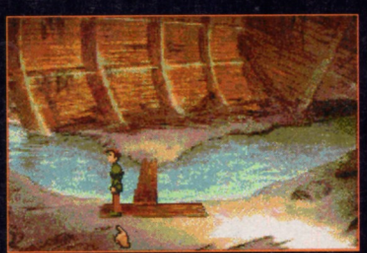
17 Walk left to the postbox and pick up the letter that is lying by the big pile. Stick the stamp on the letter and post it.

18 Walk to the left and avoid the fireballs. Pick up the tray and head back to the clearing again.

19 Go South and give the tape to the the weirdo with the ghetto blaster. He'll give you back the letter you posted. It contains an important passkey.

20 Go into the cave and shout "Help!". Your voice is so loud that the back wall will collapse. Pick up the detergent bottle. Return to the Marie Celeste.

21 Attach a load of coins to the sock from the pile to the right. Attack the guard with the sock and enter the hull.



22 Place the planks in a 'T' shape, so they reach over the stream. Cross this bridge and get the cloth from the other side. Head back to the clearing.

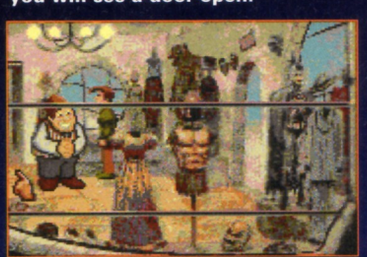
23 Put passkey in the door. You'll fall onto a cloud holding a bag of marbles. To get it, go left and right quickly to build up momentum against the wind.

24 When you have the bag, drop off the cloud. You will be dropped straight back to the clearing again. Go South and you will see a door open.

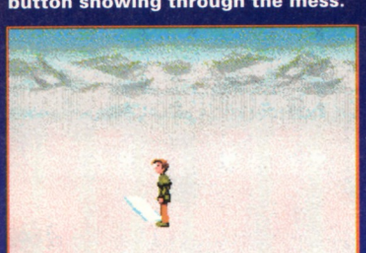
25 Throw the detergent onto the wall and use the cloth to wipe over the mess (use the push command). Push the button showing through the mess.

26 Throw the bag of marbles and the tray to get a fun ride over the deadly floor. You can now get the fan which is the object of this quest.

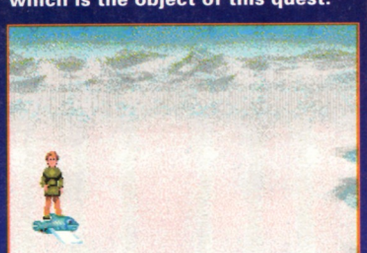
27 Use the paper clip to unlock the remaining door. You will now be on the road heading back to town.



28 Go to Mr Benn's and give him money for a dress. Take it to the changing rooms on the left. Wear the dress and leave by the door on the left.

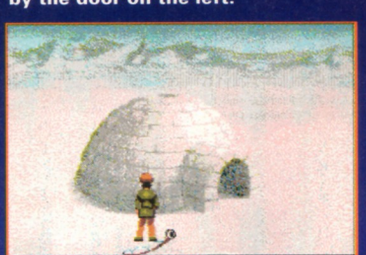


29 You will now find yourself in the snowy wasteland. Pick up the board on the floor, then go South.



30 Go to the jumping fish and throw the board across the hole. The fish will then land on it. Pick up the fish.

31 Go South, then left, until you find a small can of deodorant. Pick it up and wear it straightaway.



32 Go to the Eskimo and give him the fish. He will run off and drop his rod. Pick it up and... well that'd be telling. Next issue – the final part of our guide.

CHECK OUT NEXT MONTH'S GAMESMASTER FOR THE THIRD AND FINAL PART IN OUR SOLUTION TO THE CURSE OF ENCHANTIA.

AXELAY LEVEL GUIDE

Konami's illustriously attractive SNES shoot-em-up may not be perfect – but it's plush, playable and downright tricky in places. If you want to blast through the game without resorting to wimpy old infinite lives and level selects, here's a guide to overall tactics, pertinent choice of weaponry and how to humble those heavily armed and strikingly visceral end-of-level bosses.

AXELAY

LEVEL ONE

Axelay's preliminary outing is a vertically scrolling Mode 7 show-off with some pretty devious enemy attack waves approaching from the front and rear of your ship. It is an easy enough level to master the control and behaviour of the more versatile weapons.

1 Use the Vulcan to take out the initial, fairly innocuous attack waves. Be sure to quickly destroy all of the fragments of the floating rock islands – otherwise you may find yourself with stone on your face. *(What?* Ed.)

2 The mid-level boss fires homing missiles, bullet-sprays and lasers. Stick to the bottom of the screen, hover over to his left or right and use the Straight Laser for maximum damage

3 Should the homing missiles attack, temporarily switch to the Round Vulcan, go to the side of the screen and take them out with a devastating spray of fire.

4 Now, use the Round Vulcan to destroy the next basic attack wave and, as the narrow rock passageways appear, keep to the bottom of the screen and steer sharply left or right.

5,6 The end-of-level boss is a ruddy great robot spider. He may look a bit hard, but he's really a big softy at heart. Don't worry too much about the web – it slows you down, but it's easy to compensate. Just move over deftly, making sure you're well out of the way of the incoming laser. (6) Keep moving sharply upwards to avoid the smaller spiders. Aim dead centre when shooting.

LEVEL TWO

A spot of horizontal activity, now. Greater demands are placed on your overall dexterity, with some swift weapon changing required. Stick to the Round Vulcan until you're completely sure of your accuracy.

7 Switch over to the Round Vulcan and waste the initial attack waves. Nothing too taxing on the old ducking and weaving skills here.

8 As you enter the giant space-craft, release and spread the Vulcan to destroy the numerous gun emplacements.

9 Kill the droids which block the play area with wire. The wire will crumble, which will allow a safe passage.

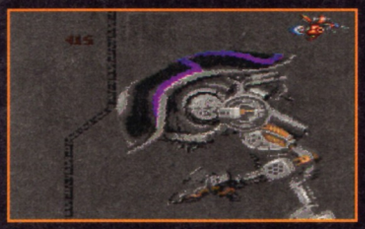
10 When the creature with four tentacles appears, switch to the Straight Laser and blast its central core.

11,12 Take out the first support and fly underneath the teetering brickwork before blasting the final section and zipping through quickly.

13 The robot boss is a little more tricky. Blast him in the lower gun cannon first.

14 Then, use Straight Lasers to blast him dead centre in the head.

AXELAY IS NOT TO BE CONFUSED WITH AXEL F - THE CRAP THEME TUNE TO THE FIRST BEVERLY HILLS COP MOVIE.



15 Stay high and, just before he activates the light beam, flip over to the top right of the screen which is, more or less, a safe zone. When the danger's over, move back around and continue blasting his head.

LEVEL THREE

Getting tricky. The availability of a homing weapon is highly welcome – but blindly relying on it can be dangerous. With no attacks from behind, you can safely stay at the bottom of the screen – vital for the reaction to and defeat of some of the more vicious attacks.

16 Select the Needle Cracker and move steadily left and right. The weapon will home in on the initial attack waves quite effectively. It's not particularly powerful, but it's more effective than the Straight Laser.

17 As you fly over the cliff, move over to the left of the screen and dodge all of the missile attacks by momentarily moving upwards. This is merely a preparatory stage for the next, much harder bit.

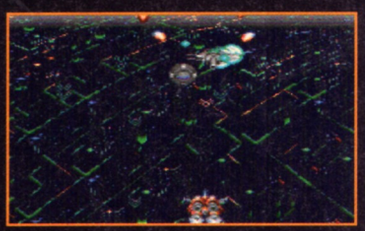
18 Now, switch to the Straight Laser. As the cross-beams approach, blast the glowing sections and quickly fly through. Be careful to avoid the ground-to-air fire.

19 The mid-level boss is pretty straightforward. As he moves in from the left, nip up the right of the screen and fly over him. This is a bit tricky so, on the warning signal, get to the right and prepare for his appearance.

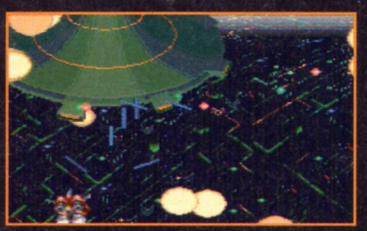
20 Come back down and blast the gun turrets. Then, take out the central cannon. As the boss completes his first couple of attacks, you'll have to keep, very carefully, repeating 19. As he flies to the left, prepare for the attack as before.

21 As you fly over a second cliff, stay in the centre of the screen to avoid the lightning bolts from the two attacking ships. As more attack waves appear, carefully position yourself in a similarly central position. Use the Round Vulcan to wear them down.

22 As the second cross-beams appear, veer to the right and destroy the rotating guns. Quickly fly through before you become trapped at the bottom. Keep bearing to the right.



23 The end-of-level boss is quite a substantial and extremely versatile spacecraft. First, take out the boss' four protective support ships.



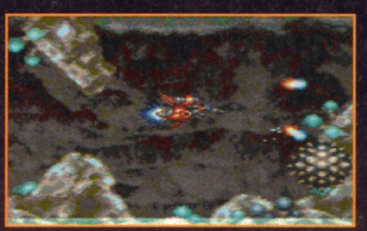
24 It will now morph into a conical shape. Get down to the bottom of the screen and switch to Needle Cracker, which should make things easier in the ensuing hail of bullets.

25 Blast the boss' turrets with Macro Missiles. Change to the Round Vulcan and stay away from the central, laser-firing section. Take out the missiles and blast at the centre.

LEVEL FOUR

Now for some particularly delicate manoeuvering. This is required to evade some of the more sudden and patently unfair attacks. Remember – plasma first, questions later. I think.

26 Spread the Round Vulcan to destroy the pods at the top and bottom of the cave area. Take them out quickly before they generate too many baddies.

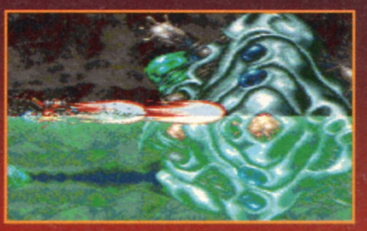


27 Upon encountering these spiny gits, blast quickly with the Straight Laser. Stay away and be prepared for them to burst into an onslaught of missiles.

28 Once you've destroyed these enemies, watch out for the red, snaking trails – they stick to the ship. Shake them off by rapidly moving left and right.

29 Just after the boss' warning signal, move to the bottom of the screen and use the Vulcan to take out all of the falling rocks.

30 Using Explosion Bombs, fly over the boss' and bomb his eye from above. In between lightning blast. Collect any emerging insect-things.



31 If the eye-bombing method doesn't suit you, move in front of him and brave some suicidal central blasting with the Straight Laser.

Done it? Without a cheat? Marvellous. Well, now you'll have to negotiate the final two levels – and goodness me, they are difficult. So difficult, in fact, that we've decided to make you wait until next month. We're like that, you see.

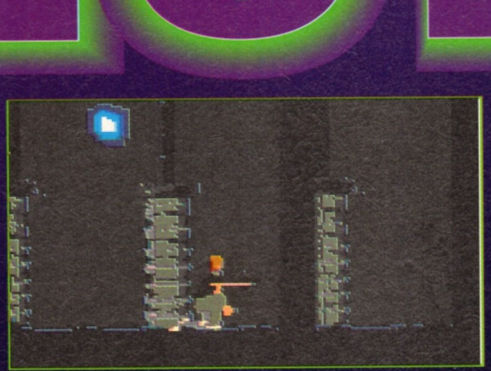
KONAMI'S COIN-OP, NEMESIS, EFFECTIVELY STARTED THE HORIZONTAL SHOOT-EM-UP CRAZE IN THE MID-80S. IT'S AVAILABLE FOR THE PC ENGINE, BUT LOOKS TERRIBLY DATED COMPARED TO AXELAY.

ANOTHE

Level Six KLFB

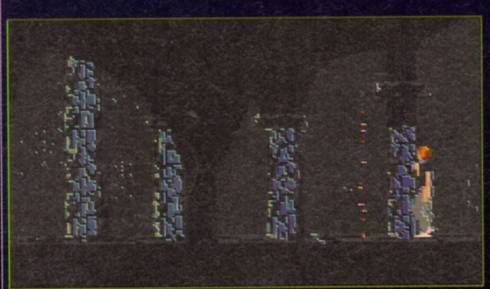
IN THE USA NASA HAVE STARTED THEIR SETI (SEARCH FOR EXTRA TERRESTRIAL INTELLIGENCE) PROGRAMME. THEY HOPE TO FIND EVIDENCE OF REAL 'ANOTHER WORLDS'.

Last month we left you jumping around at the end of level five. This month we carry on and nurse-maid you through the rest of the game. We start on level six where poor old Lester is swimming for joy.



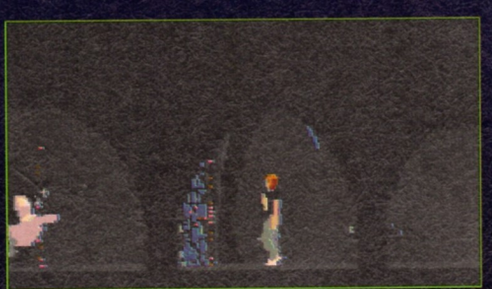
1 Leave your alien friend behind and run to the right. Next run down the stairs and stop when you get halfway across the room. As soon as the guard walks in, shoot him, he won't have time to react.

2 Go down the stairs and make practical use of the teleport.



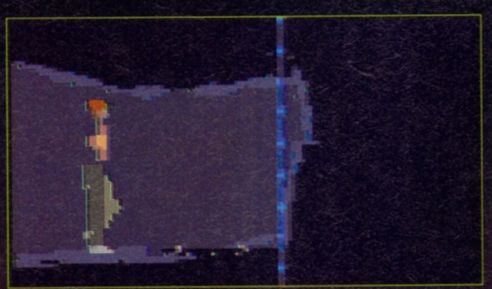
3 Run to the right and then kill the guard. After you've killed him continue to the right and shoot the chandelier, this will then release your friend.

4 Go back to the room with the teleport in it and continue left until you are knocked down by a guard. When he picks you up kick him between the legs and grab your gun, shoot him and continue left.



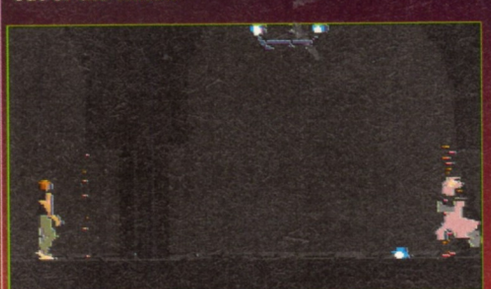
5 Walk carefully into this room, a guard will walk in at each end. You must build two shields on either side of you and fight the guards one at a time.

6 Dive into the water and swim down, swim along to the left and go up the second tunnel. This will replenish your air supply. Now swim directly down to the bottom and come out of the water.



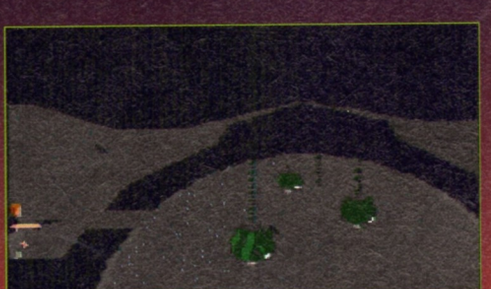
7 Walk to the left and then be sure to shoot the power line. Now swim back up taking the same route as before, remembering to take in some air as you go.

8 Once you're at the top, walk left to the teleporter and go back up the stairs. At the top walk right until you come to three doors with a guard behind them.



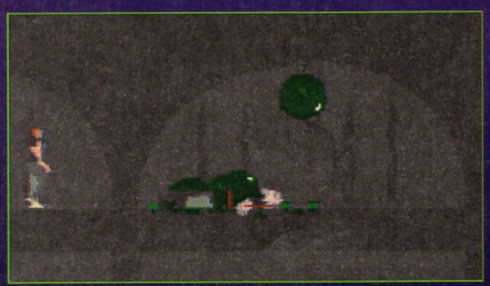
9 Build a shield and walk towards the doors, they will open and the guard will then throw a bomb at you. Now walk away, the doors will close and the bomb will roll back and kill the guard.

10 Run straight past the guard and shoot open the door. Make your way towards the teleporter and recharge your gun by going up to the recharging point.



11 Walk right and crouch down until you're level with the gap in the ceiling. Watch the green ball hanging from the ceiling and wait until you see the reflection of the guard below. At this moment shoot the chain to kill the guard allowing you to pass.

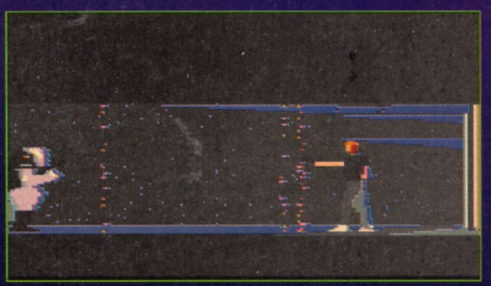
R WORLD



12 Run back down, go over the water and past the guard.

Level Seven HBHK

So, you've got past level six, or have you just cheated and put in the code? Well, we'll soon see whether or not you've got the bottle to last the distance. We don't think you have, but go on, prove us wrong...



13 Fall down the shaft and shoot the door on the right. Run right for four screens. There will be a trapdoor, build a few shields. Guards will kick open the trapdoor, but someone will pull you up through a trapdoor.

14 Before running off, wait for a few shots to be fired up through the trapdoor. Walk to the left and then back so you can go behind the building that your friend has gone into.

Level Eight TFBB

Okay so you've proven us wrong, now comes the really difficult bit, but that's not to say it's *the* hardest part of the game. Anyway stick with us kiddo and you won't go far wrong... well, you might, just a little bit.

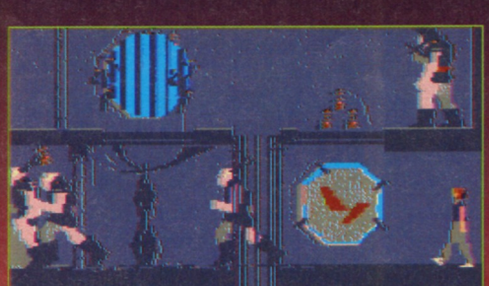
15 Go in through the back door and up to the guard's shield, stick your gun through and shoot him. You needn't worry about the other guard as your mate's taken care of him. Follow him to the right.

16 Go up to and stand in front of your friend. He'll throw you across the gap. He'll try and get across himself but he won't make it.

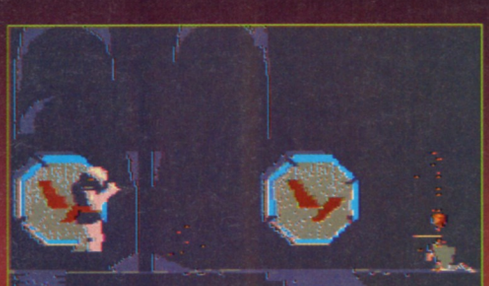
17 Stand on the edge of the gap and jump (the B button). You'll grab hold of a canopy which will break your fall onto the next level. Now take care of the two guards.

Level Nine TXHF

Well done you're doing quite well, there isn't far to go now. It's getting more difficult now isn't it? Now it's time to cause a mass panic by setting loose all of the beasts in the guard's room. Good luck, you'll need it.



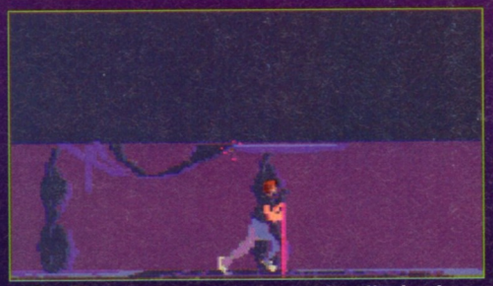
18 Run to the left going behind the three guards, (the last guard won't make it through the door). Point your gun at him and he'll surrender. Make sure you're standing to the right of the door or you'll get locked in.



19 Go up the stairs on the screen to your right and block yourself in with loads of shields. Stick your hand through them and shoot away the door. Let the guard throw about four grenades which will blow a hole in the floor, then kill him.

20 Make your way over to the left, face to the right and teleport down. As soon as you're down create a few shields, shoot the guard's shield with a big laser bolt and then kill him.

21 Teleport down and shoot the power-line. Use the teleport to go back up and then go down the hole the guard made with his grenades.



22 Run over the lasers and walk slowly into the next screen. Jump the gap and pull the lever. Jump over the next gap and fall down the left side of that hole.

23 Take a couple of steps to the right and create a shield, then run through it and don't stop. Keep running to the end and teleport up.

Level Ten CKJL

... And they're into the last lap, only the strongest will make it and the weakest will fail. Surely you won't fall at the last hurdle, but as they say, "stranger things have happened". See you at the end folks.

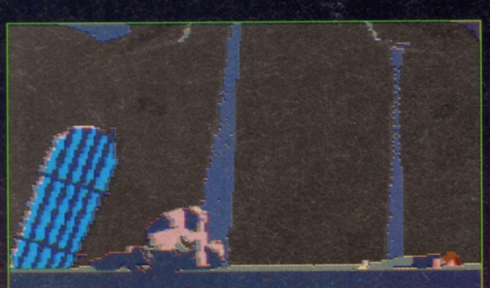
24 Once you're in the spaceship in the arena, you'll need to escape. Due to the complexity of the sequence of moves, there is no room here for the solution – but have a look at the sideline to the left of the page.

25 When you land, run to the right and kill the four guards who you come across. Keep running to the right after you have done this.

26 Your alien friend will break through the glass window, he doesn't help much really, but spare his life anyway.

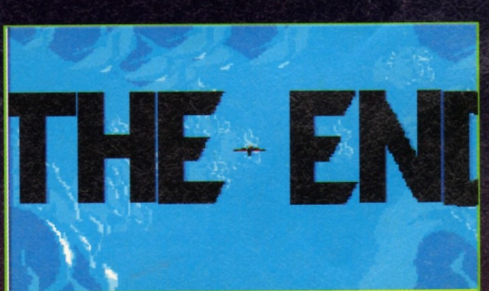
27 A few steps later a phantom shot will send you careering over a ledge. But don't despair, this little chappie will lend a helping hand...

28 In fact he's not really your friend at all, but an alien guard and he'll start to rough you up a bit.

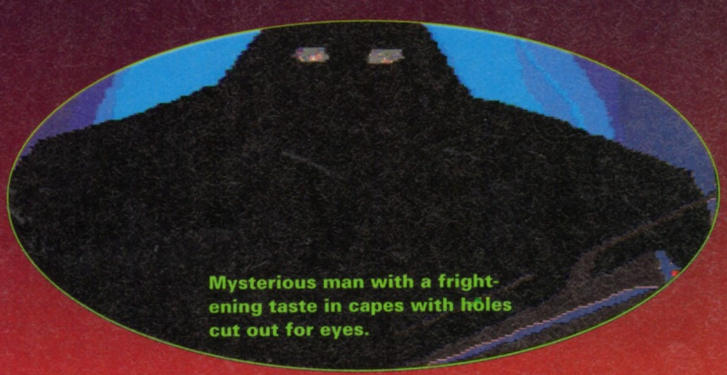


29 Your real friend will enter the affray and help you. Crawl to the levers. As the guard walks under the hole in the ceiling pull the first lever to kill him. Then pull the second one and crawl to the light circle on the floor to escape.

30 This is it, our last moment together. Lester will slowly crawl towards the flying bird thingy. Your alien friend will pick you up and place you onto the bird, you'll now fly happily into the distance and leave behind *Another World* forever more. Boo hoo, sob sob, tears are just streaming down... (*Right that's enough of that, it's only a game for goodness sake.* – JD)



Lester Chaykin – the adonis with the orange hair and frightening taste in blue shell suits...



Mysterious man with a frightening taste in capes with holes cut out for eyes.

GOD BLESS AMERICA

In a special report from one of the world's biggest trade shows, MEGA will be unveiling some incredible new developments that are taking place in the States. We'll be blowing the gaff on:

- **Sega's first steps into virtual reality**
- **Pioneer's incredible laser disk and Mega Drive combined unit**
- **A bizarre Mega Drive controller which isactivated by body movements**
- **And beyond that there'll be the usual tips, game reviews, features and even an interview with Violet Berlin.**

ON SALE Thursday 18 February

MEGA: The Magazine For Men, er, And Women

MEGA

100% PURE SEGA MEGA DRIVE...

STREETF

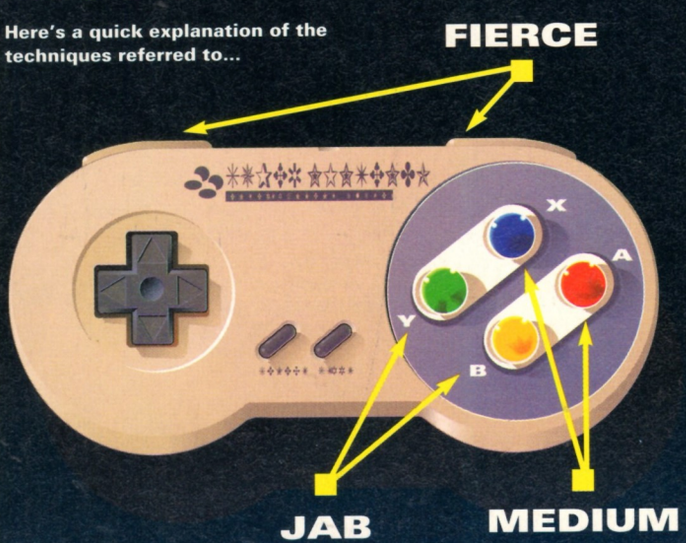
EXPERT'S GUIDE

So – you had the thing for Christmas, realised there was only one joypad and complained to your parents, who went out and bought another one on the 28th. You've pummelled your mates, you've beaten the game a few times but have you done it on Level 7? Yes? Go away, then. If not, here's how to chin Chun Li, batter Bison, vanquish Vega and, erm, I'm sorry but I can't think of any more alliterative phrases.

Our favourite character here at GamesMaster is Ken. (*Er, mine's Ryu actually*. Ed.) Call us boring gits, but we like him. He's strong, dependable, versatile, packs a wicked punch and wears a very attractive red outfit. A tad arrogant, maybe... Oh, sorry, he's not real, is he? Getting carried away, there. Anyway – for this guide, we'll assume you've (a) got a SNES and the *Streetfighter 2* cart and (b) have just bravely switched the game to Level 7 on the options screen. Oh, and we'll also assume you're now in the process of moving the selector cursor over to Ken's dashing face and pressing the Start button... (*Do get on with it*. Ed.)

ER, JUST TO RECAP...

Here's a quick explanation of the techniques referred to...



In case you're baffled by the few technical terms in the guide, here's what they mean...

UPPERCUT
Crouch and fierce punch.

FLOOR KICK/SWEEP
Any kick which is executed while crouching down.

BACK-FLIP KICK
Jump backwards and fierce kick.

RYU

Methodical, defensive and occasionally unpredictable.

He likes to creep up and throw you.

Use a medium floor-sweep which should fend him off for a few attacks until he decides to jump towards you.

When he does defend with a dragon punch or uppercut.

BLANKA

Erratic and extremely dangerous. His long air-reach makes it difficult to jump towards him and get in close.

Move to the left of the screen and keep doing back-flip kicks – press the fierce kick button at the very top of the jump.

Occasionally a kick will hit Blanka. When he electrifies, fireball him. Carefully repeat this technique.

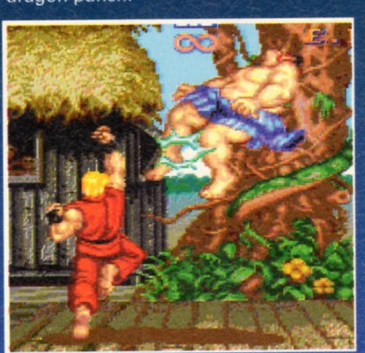
E. HONDA

Extremely strong but, like Zangief, very slow – and extremely predictable.

Use a medium or fierce floor-sweep as he waddles towards you.

He will block, jump straight up or jump towards you to counter-attack.

If he counter-attacks, uppercut or dragon punch.



PSSST! GOT A GAME GENIE? WANNA CONTROL THE BOSSES? TURN TO THE ACTION REPLAY/GAME GENIE PAGES FOR THAT CODE...

GHTER 2

If he goes for the hundred-handed slap, just fierce-fireball him.

When you've managed to wear his energy down to a fairly low level, watch out – he tends to go for a few last-ditch Sumo torpedoes.

Just be ready and fireball them.

ZANGIEF

A bit of a hulk. Zangief has the muscle, but is sadly lacking in the intelligence department. Stay well away – his grappling attacks are devastating, particularly the Spinning Piledriver – which he uses frequently on Level 7.

Use jumping fierce kicks (straight up) as he closes in.

If you catch him in mid-jump, shoot a fierce fireball before he lands. This is a foolproof technique and you should be aiming for two straight perfects.

CHUN LI

Very aggressive, speedy and acrobatic. Head for that far-left corner again and wait for her to jump towards you.

Uppercut or dragon punch.

Keep her at bay with floor-sweeps.

Don't be tempted to take to the air too often – you'll make mistakes, and Chun Li's air-throw is one of the most damaging moves in the game.

DHALSIM

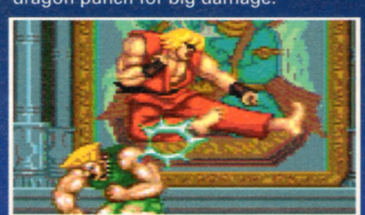
Mr Bendy can be terribly frustrating to beat – but his long-range abilities are completely out of balance with his close-quarter combat skills.

Do flying fierce punches and throw him when he lands – not too difficult due to his lack of speed. Combo – flying fierce punch, immediately followed by a fierce dragon punch, a fireball or an uppercut (before he lands). Not easy, but devastating... best try to carry out this combination when he is half way through a yoga flame.

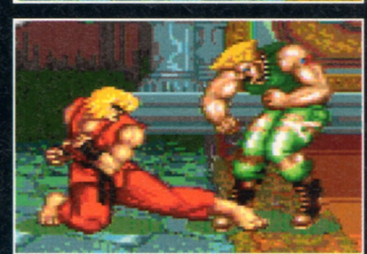
GUILE

Give yourself a little distance from Guile and use jab dragon punches to lure him into doing a flash kick.

Counteract it with a well-placed jumping kick, floor-sweep or fierce dragon punch for big damage.



Jab, jab, dragon punch is a good dizzying combo if you can manage to get in close enough.



Also – jump over him and repeatedly press the jab-kick button. As you land, follow through with some rapid jab floor-sweeps.

BALROG

He's more than a little aggressive but you can easily use this against him.

Begin by blocking solidly. Then, as he approaches, use carefully timed floor-sweeps to disorientate him.

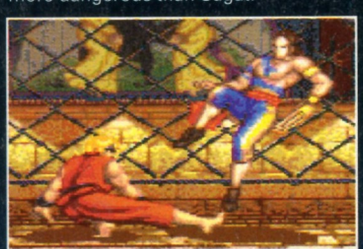
SEND US A TRAGIC PHOTOGRAPH OF YOUR GOOD SELF DRESSED AS YOUR FAVOURITE CHARACTER. WHOEVER MAKES US LAUGH THE LOUDEST WILL WIN A FABULOUS PRIZE.

Eventually, he will jump towards you – and then aim for a downward punch to the head.

Just do a standing fierce kick and immediately follow up with a fierce flying punch. As he falls, follow him and, just as he's about to get up on his feet again, go into a fierce hurricane kick, which should daze him. Throw him and repeat.

VEGA

Fast, agile and extremely lethal. A little camp, perhaps, but he's certainly a lot more dangerous than Sagat.



As he jumps towards you, anticipate where he'll land and follow through with fierce floor-sweep.

Immediately jump towards him and, just as he gets up, execute a flying fierce kick. Repeat quickly. He should now be dizzy. Finish him off with a hurricane kick. If he climbs onto the fence, stand just to his left or right and,

just as he's diving off, jump away and fierce punch him. This takes a lot of accuracy, but it's better than just cowering in a corner.

SAGAT

Brave and very powerful, although painfully flawed.

Don't try to jump towards him, just let him walk past the rock on the ground and begin to execute back-flip kicks.

As he performs the Tiger Uppercut, the kick will hit him on the way down.

As he lands, do a standing fierce kick for a huge amount of damage. Repeat.

If he jumps towards you with his leg bent or straight out, perform a quick (jab or medium) dragon punch. This is also a good technique as he is coming down from his own Tiger Uppercut.

M. BISON

One evil swine. A git of the highest order. Bison is exceptionally hard, but he's certainly not invincible.

Block his kicks and slides until he jumps towards you for a two-legged head stomp.

Immediately perform a fierce dragon-punch and jump towards him for a flying fierce-punch follow-through. Another effective combo is a crouching fierce kick – just as he's getting up – followed with a flying fierce kick.

If you're quick, you can catch him with a flying punch as he bends down in preparation for the flaming torpedo. When he's dizzy, perform a hurricane kick. The vital part of beating M. Bison is to concentrate on careful and accurate blocking, getting in the moves only when the danger of counter-attack is very mild.

LETHAL TACTICS AND CRUSHING COMBOS

After thrashing Level 7, why not render yourself *more* dangerous with our terrifyingly violent pair of evil, ego-crushing techniques for Ryu and Ken. These techniques require a fair bit of affinity with the joypad – fumbling fingers need not apply. GamesMaster magazine accepts no responsibility for actual physical damage sustained as a result of intense irritation derived from the use of these techniques.

THE DOUBLE WHAMMY

Most effective when an opponent is dizzy, although it can be used in general combat. The space between the two moves makes the whole combination impossible to block and a massive amount of damage is sustained.

Standing directly next to your opponent, execute the fireball movement – joypad down and roll the pad towards him. At the precise moment of pulling down on the joypad, hit fierce punch. You should now perform a fierce uppercut, instantly followed by a fireball – two movements in quick succession. As he falls, reapproach and, just as he gets up, try the movement again.

THE TRIPLE WHAMMY

Very difficult but devastating. Again, more effective with a dizzy opponent. Stand about four or five character lengths away and jump in – landing a fierce punch. Immediately follow through with the double whammy movement.

ACTION REPLAY AND GAME GENIE

Those of you lucky enough to own an Action Replay or Game Genie are in for a real treat. Here for your delight is a feast of splendid codes, to cheat your way to the end of some great games.

ACTION REPLAY SUPER NES

DIMENSION FORCE
7E02 1504 Infinite lives.
7E02 0F0C Gives you full power. Change the C to B for other options.

GODS

Loadsamoney, loadsalives, loadsa-just-about-everything-you-need-to-finish-the-game really. Mere mortals can now beat Gods.

7E01 DB0X X is equivalent to the amount of lives. Leave switch on for unlimited lives.
7E01 56FF Gives you about 65000 money.
7E01 57FF Silly money?!
7E01 5318 Every time the switch is enabled your energy will be restored to full. Leave enabled for virtual invulnerability.

GRADIUS 3
7E00 B40D Will give two-way missiles at any time the switch is enabled.
7E00 B006 When switch is enabled the option select will stay over the shield.
7E00 7C03 Unlimited lives, but do not enable switch until game is running.

MICKEY MOUSE
7E02 B104 Unlimited energy.
7E03 7202 Infinite lives.

PARODIUS
7E00 980X X is the number of lives, leave switch enabled for infinite lives.
7E1C 680X X is the number of options.
7E1D B210
7E1C 6602 These two codes give you infinite missiles.
7E1C 6602 When selected the next option to be selected will be shield.

PIT-FIGHTER
7E11 24A0 Unlimited energy.

PRINCE OF PERSIA
7E05 0805 Infinite energy. If you fall on spikes disable the switch for a moment.

ROAD RUNNER – DEATH VALLEY RALLEY

Beep beep now, you git. Will Coyote ever catch up with the Road Runner? Not if doesn't use these codes he won't.

7E1F 1E06 Unlimited energy.
7E1F 2001 Unlimited lives.
7E1F 1D20 Unlimited turbo speed.
7E1F 1B7F Makes you invulnerable.
7E1F 1A00 Can always take damage.
7E1F 8459 Unlimited time, turn off switch at end of level.
7E1F A601 First flag is automatically raised.

ROBOCOP 3
7E04 7738 Unlimited energy.

Robocop, who is he? What is he? Where does he come from? Well, to be honest, who cares?

SKULL JAGGER
7E17 C305 Unlimited lives.
7E0A E50X Replace X with a number to give you red crystals galore.
7E17 C20X Replace X with a number to give you lots of green crystals.

SPACE MEGAFORCE
7E01 5202 Unlimited bombs.
7E01 5702 Infinite lives.

SPIDERMAN AND THE X MEN
7E10 F880 Infinite energy.
7E01 0003 Infinite lives.

SUPER GHOULS 'N' GHOSTS
7E02 A402 Infinite lives.
7E02 A901 Unlimited time.
7E04 4A01 Protection against most enemies and bullets.

SUPER OFF ROAD

As if it wasn't easy enough anyway *Super Off Road* just got easier. How super.

7E06 1B06 Gives you infinite quantity of nitros.
7E06 2706 Full complement of speed ups.
7E06 2306 Full complement of tyres.
7E06 2B06 Full complement of shock absorbers.
7E06 1F06 Full complement of acceleration.
7E05 6313 When the switch is activated your money will be increased at a rapid rate.

SUPER SOCCER
7E10 F803 No opposition goalkeeper for first half.

TINY TOONS
7E00 9E03 Infinite energy.
7E00 B6A0 Super dash is always available.
7E00 8E04 Infinite lives.

XARDION
7E0D 2E04 Gives characters level 12 shortly after switch is activated.

ACTION REPLAY NES

BIONIC COMMANDO
0000 4A02 Infinite lives.

We can rebuild him, we have the capabilities to make the world's first bionic commando.

FLINTSTONES RESCUE OF D & H
0003 0803 Gives infinite energy for Fred.
0003 0502 Infinite lives for Fred.
0003 0BFF Infinite coins for Fred.

PROBOTECTOR
0000 3203 Infinite lives player one.
0000 AA1X X is the weapon you wish to keep. 1 is machine gun, 2 is fire, 3 is spray etc. You will also have rapid fire all the time.
0000 AB1X Same for player two.
0000 3303 Infinite lives for player two.

SUPER MARIO BROS
0007 EEXX Gives player XX number of coins all the time.
0007 FA04 Freezes timer.
0007 56FF Player becomes invulnerable and can always fire.

TEENAGE MUTANT HERO TURTLES
0000 77C8 Infinite energy for Leonardo.
0000 7880 Same for Raphael.
0000 7980 Same for Mike.
0000 7A80 Same for Donatello.
0000 A809 First weapon Leonardo picks up is infinite.
0000 A909 Same goes for Raphael.
0000 AA09 Same for Mike.
0000 AB09 Same for Donatello.

TIME LORD
0006 1503 Infinite lives.

WRESTLEMANIA CHALLENGE
0003 D0FF Unlimited energy.

ACTION REPLAY MEGA DRIVE

ALIEN STORM **STD**
007C5 20000 Special attack does not lose energy.
00C7C E4E75 Normal attack does not lose energy.
003A2 E6002 Unlimited credits.
00A75 46002 Aliens do no damage.

ALIEN STORM **PRO**
FFCE0 B0060 Enabling switch will give you full life quota back.
FFCE0 C0080 Unlimited energy.

BATTLE SQUADRON **STD**
00EF9 60000 Infinite lives.
00365 E0000 Infinite smart bombs.
00D4F 46008 Don't downgrade weapons.

***Dark Castle*, possibly one of the worst games ever released on the Mega Drive, if you were sad enough to buy it then you'll probably love these codes.**

CRUDE BUSTER **STD**
00A8C C4A6A Stops both players from taking damage when cart is enabled.

DARK CASTLE **PRO**
FF130 B0003 Infinite lives.

FANTASIA **STD**
005D5 4103C Gives you energy instead of removing it.
005D5 84E71 Use with above code.
00622 84E71 Gives you infinite large magic.
00625 04E71 Gives you infinite little magic.

IMMORTAL **STD**
0081E 8197C
0081E A00FF Use with above code to obtain an infinite number of lives.
0113F 46006 Defeats goblins in combat.
00993 04E75 Beats floor traps, worms, arrows etc.

IMMORTAL **PRO**
FF109 A0002 Unlimited continues.
FF0B7 20003 Unlimited fireballs.
FF10A 8000C Stops you losing energy during your fights.

MARBLE MADNESS **PRO**
FFAC7 70039 Infinite lives.
FFB0C F0039 Infinite time.

MARVEL LAND **PRO**
FFF74 70002 Infinite lives.

ACTION REPLAY GAME BOY

ALTERED SPACE
0432 7CC2 Infinite air.

ASTEROIDS
0102 0BDC Infinite lives.

BAD 'N' RAD
0103 23CD Infinite lives.

BALLOON KID
0104 21DE Unlimited lives.
03XX 13DE Select level. Disable Action Replay when you've reached the desired level.

BOULDERDASH
0101 C9D7 When Action Replay is enabled one more diamond will make the exit appear.
04C7 F0D7 Sets timer to 199.
0103 62D7 Infinite lives.

BUBBLE BOBBLE
0103 00C4 Gives you three lives whenever you enable the Action Replay. Four lives would be 0104 00C4 etc.
0100 C3FF Enable the Action Replay to go on to next level.
03XX 00C2 Replace XX with level number to start at. 09 for level eight etc.

BURGER TIME
0102 46C3 Infinite lives.

CASTLEIAN
0103 16C5 Infinite lives.
0799 12C5 Infinite time for every level.

DIG DUG
0203 96C4 Infinite lives.

DOUBLE DRAGON 2
0203 AFC6 Infinite lives.
083C B7C6 Infinite energy.

DUCK TALES
0102 1ACA Infinite lives.
0796 11CA Infinite time.

GREMLINS 2
0102 C5C0 Infinite lives.
0108 C6C0 Infinite energy.
0A08 C7C0 Keep pencil weapon.
0A04 C7C0 Allows you to fire notes at any time.
010X A2C0 When switch is enabled it will keep the option select over the shield ready for a new one.

INTERSTELLAR ASSAULT
0102 80C9 Infinite continues.
0A03 3CCC When enabled, stops your ship from taking any damage from the enemy.
0A02 31CC Keep two missiles when the cart is enabled.
0105 92C9 Always keeps selector over options.
0102 34CC Keeps two orbs all the time.

KICK OFF
0731 04C9 Infinite time.

GAME GENIE NES

BATTLE OF OLYMPUS
LAUG YAAA
GASA TASA These two codes give you the divine sword and loads of olives.

BUGS BUNNY BIRTHDAY BLOWOUT
SZVI GKVK Infinite lives.
LAOA NZTE Mega jumping bugs.
AEOX PZGE Receive two hearts on pick up.
IPNZ ALAL You're stunned for less time.
AASA KOTL Use hammer when stunned.

How can a super hero like Captain Planet, who has no day job, afford his own personal Stealth fighter when they cost in the region of £500 million each.

CAPTAIN PLANET
EOP SZZ Press SELECT to become invincible, do not use on inside levels.
LAG KIS Walk through walls on inside levels.

CASTELIAN
PEVK YPLE Start the game with nine lives.
SLXG GLVI You obtain infinite lives.
AAOK TZZE Eight continues are yours for the taking.
ZKOZ PALG Infinite time.

Elf needs food, or does he? Now you can whip through *Gauntlet* with the aid of our handy game-busting codes.

XVOL KTAX
XVOL 0TVS These two codes give you infinite continues.

CASTLEVANIA 2 – SIMON'S QUEST
0ASG LILA Infinite lives.

DOUBLE DRAGON 3
SZUU PAAX Protection for Billy, Jimmy and Chin.
GZXU PUVS Infinite special weapons for all.
KVEP XGGS 236 hit points.
AX00 NGG0 Start with 40 special weapons for Ranzou.
AX0P KGIE 40 special weapons for Billy, Jimmy and Chin.

"You're gonna get yer bleedin' head kicked in". Either that or this is the missing scene from Madonna's new book.

GAUNTLET 2
VAZ INA Stuns enemies.

HOOK
SZNY AEVK Infinite lives for player one.
SZNN IEVK Infinite lives for player two.
GXKS 0IST Infinite energy for player one.
GXVI KIST Infinite energy for player two.
AASI VTIA Obtain maximum energy from food player one.
AAVS KTIA Get the maximum energy from food for player two.

HYPER SOCCER
TOVP SOGE More bonus points.
SZ00 ESSE Gives you infinite bonus points.
AEVP UPGA Start with 12 bonus points in tournament.

TAILSPIN
ZGA EPO No music or cannonballs.

GAME GENIE MEGA DRIVE

ALIEN 3

SACT CADY	Game clock runs slower.
AACT CA6J	Game clock frozen.
ANBT AAEY	Start at stage three.
A2BT AAEY	Start at stage five.
BEBT AAEY	Start at stage seven.
BNBT AAEY	Start at stage nine.
B2BT AAEY	Start at stage 11.
CEBT AAEY	Start at stage 13.
CNBT AAEY	Start at stage 15.
AJNA EA3R	Infinite ammo for machine gun.
AJMA EA7C	Infinite fuel for flame thrower.
AJJT EA2J	Infinite ammo for grenade launcher.
AJKA EA88	Infinite hand grenades.
RG2T C6W4	First aid pick up restores all energy.
A2EA AA8R	Infinite lives.

BULLS VS LAKERS

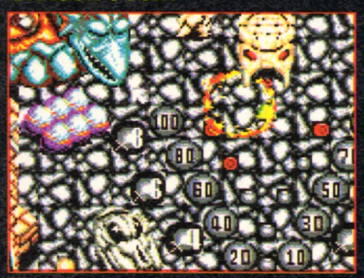
The two guys on the left are having a stupid shades competition while the red guy in the middle tries out his new deodorant on the poor yellow guy.

RT8A 8508	Master code must be entered.
ATHA AA68	Infinite shot clock.
REJA A6TN	Infinite time outs for both teams.
GJCA AAH8	Team one starts with 50 points.
GJCT AAAG	Team two starts with 50 points.
SFBT DAZ2	Team one's baskets are worth a total of eight points.
SFBT DAZR	Team two's baskets are worth eight points.

DON'T USE THE ABOVE CODES WITH CODES BELOW

BF0T AAEA	All three pointers worth nine points.
BFOT AAAT	All free throws worth nine points.

DRAGON'S FURY



One of the finest pinball games ever to appear on any system, *Dragon's Fury* is a repackaged version of *Devil Crash*.

NTCT BA3W	Start with 100 balls.
RE0A A6WR	Infinite balls.
NNCT AAEN	Start with 9500 bonus points.
BECT AAE0	Start with bonus multiplier at nine.
AVPA AA8L	Bonus points never reset when bonus is collected.
AVPA AA8Y	Bonus multiplier never reset when bonus is collected.

EVANDER HOLYFIELD'S REAL DEAL BOXING

AJWA AA6A	Always round one.
CTRA AA2L	Rounds never end.
RGKT A6VW	
TCKT A4AN	
TCKT A4BR	These three let you set up a new career any way you want.

As if cheating wasn't easy enough in *F-22 Interceptor*, you can now go even further. Just key in these astoundingly simple codes.

F-22 INTERCEPTOR

RH9T R60T	Master code must be entered.
BMAA AAEE	Start with 11 lives.
7CPA GGA8	Start with 1000 ammo.
NWIA GAAG	Start with 100 chaff. (Note that you can also make both of these infinite through the cheat mode in the game).

GREENDOG

ATNT AA4E	Infinite lives.
BEPA AADE	Start with nine lives.
ABYA CAAN	Spikes don't hurt.
GACA CAC4	Cola completely restores energy.
AC6A AABG	Birds don't hurt.
B2NA BE5Y	Start on Jamaica level.

SONIC 2

SAST DA1A	Player one's rings worth eight.
SATA DAVW	Player two's rings worth eight.
GJ8A AAD2	Player one's starts with 50 lives.
GJ8A AAD8	Player two starts with 50 lives.
JW3A CA4J	Player one infinite lives.
JXGA CA7G	Player two infinite lives.
EBVT CAE2	High jump.
CBVT CAE2	Rocket jump.
982T CAF8	Sonic stays invincible for longer after he has been hit.
ALTA CA9J	Once invincible Sonic stays invincible until the end of the level.
ATTT CA4W	Sonic doesn't lose rings when hit.
ATTT CA5G	Tails doesn't lose rings when hit.

TEAM USA BASKETBALL

RT9T 860T	Master code must be entered.
DECA AAHY	Player one starts with 25 points.
DECA AAH6	Player two starts with 25 points.
ATHA AA2L	Stops shot clock.
BKTT AAFG	Free throw shots worth 10.
AZTTAAF0	Baskets worth five points.
BKVA AAAW	Three point baskets worth 10.

THE TERMINATOR

RO3A 861A	Protection from most enemies.
AW9T 8A78	Infinite time bombs.
BL2A 8AG0	Nine time bombs at a time.
EC2A 8AH2	Energy caps worth more.

***Sonic 2* becomes an even greater doddle with the addition of these Game Genie codes. Just tap 'em in and you're off.**

SPECIAL SNES GAME GENIE CODES

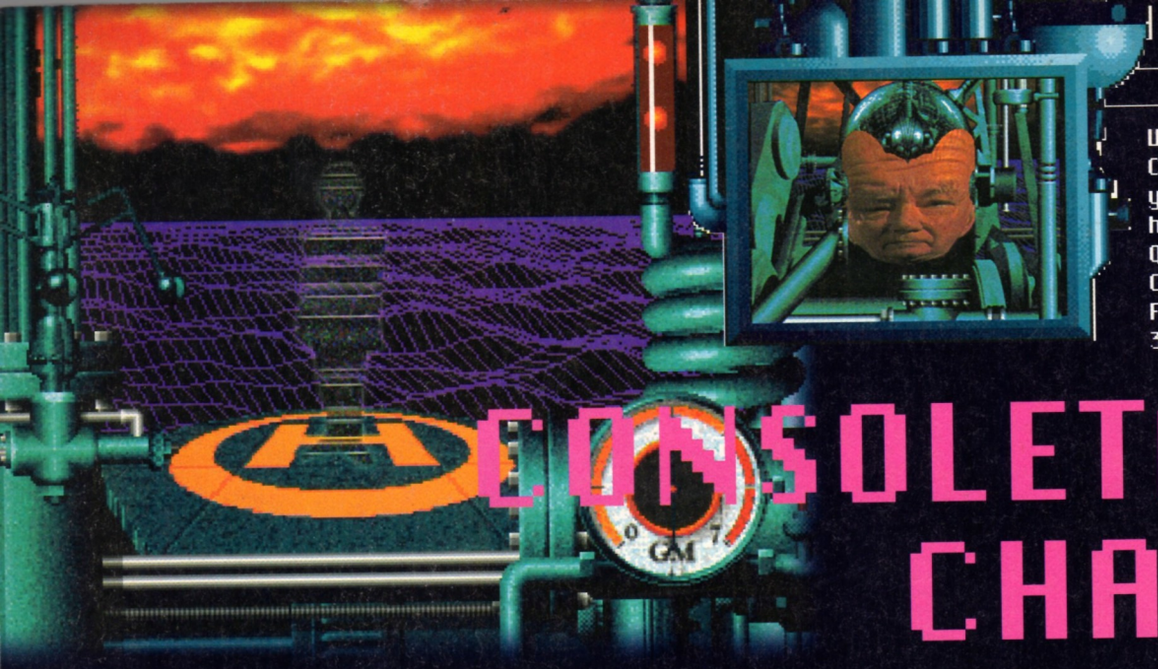
We know that the Game Genie hasn't been launched officially in this country yet but if you have already got yourself an American version of this gamebusting unit then try out these codes for *Streetfighter 2*.

4A6C 6D69	Everybody can now jump off the wall.
72A6 AF64	Mirror match.
C4A4 6767	You can do all the special moves in the air.
01A4 0767	
F0AE 6D04	With these two codes you can take control of the bosses. Well kind of. After you have entered the code make sure you have both controllers plugged in. Choose Ryu and Ken and press start on the pads. Player one should now select the boss he wants to play as. You will of course go straight to that section. Player two will now be the boss.

Unfortunately this code isn't perfect and does cause the game to crash every now and then. Also the colours are a little corrupt, but hell, you're the one who wanted to play the bosses, you try it out.

Chun Li and her amazing thighs have been demonstrating her off the wall moves to the rest of the boys, now they can do them too.

You wanted to know how to do it, well we told you. It doesn't work properly all the time but it's the nearest you're gonna get to controlling the bosses. If this is the way you want to do it, don't let it be said that GamesMaster wasn't there to help you in your moment of need.



Welcome to the Consoletation Chamber! Having grief with your games? Then fear not, I have all the answers. Send your Qs to me at: Consoletation Chamber, GamesMaster, Future Publishing, 30 Monmouth St, Bath. BA1 2BW.

CONSOLETATION CHAMBER

SNES

DEAR GAMESMASTER
I have got to the valley of Bowser on *SMB4* but have not found the star road. Could you please tell me where it is? I also saw a key in Bowser valley four but could not get to it.
Graeme Greenlees

To get the key you must go through the level on the back of a Yoshi. Then, when you get to the key, make Yoshi stick his tongue out. He'll store it in his mouth and all you'll have to do is walk into the keyhole. As for the star road you can reach it by following the above procedures or by going along the star road. It's the fourth exit you require.

AMIGA

DEAR GAMESMASTER
I'm having a bit of trouble on *Road Rash* on the Amiga, The problem is that I can get quite far into the game but I can't afford a decent bike. Please can you help me out?
Andy Meadows, Cirencester

Of course. Type in this code:
01513 03091
VSMIB 4TDE3

This code will allow you to start on level four and put $10,000,000 in your pocket thus allowing you to buy better bikes. That was sent in to me by Stuart Mansour from Northhampton. Thanks a lot, Stu.

Exclusive Code

Streetfighter 2 (Amiga)

On the Amiga version of *Streetfighter 2* while playing in 1-player mode move the cursor to Blanka and type in PATIENCE (very slowly) on the character selection screen. Now select whoever you like, during the game be sure to press F10 to replenish your energy.

And if you missed last month's cheat, just type in 7KIDS, then character vs character will be yours.

Type the cheats in this screen and start the game as usual.

Now would be a good time to press F10, eh Ryu?

MEGA DRIVE

DEAR GAMESMASTER
On *Revenge of Shinobi*, level 2, there is an arrow in the waterfall pointing upwards. What should I do?
Jamie Pattinson, Padstow

When a big arrow flashes and points upwards, what do you think you should do? Well it's quite simple. Do some double jumps up to the top, taking out the ninjas as you go along.

DEAR GAMESMASTER
I'm stuck on *ThunderForce 2*, I know it's a bit old but are there any cheats for this brill game?
Junior Cole, Kingston

It certainly is a brill game, if you press A, B, and C on the title screen and then press Start you'll enter a screen in which you can change the settings of the game.

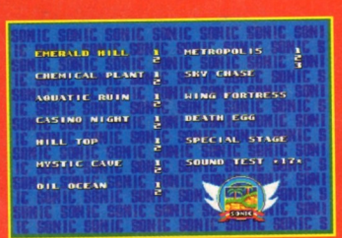
SONIC THE HEDGEHOG 2 (MD)

I'm having a bit of trouble on *Sonic 2*. I can't get past the Chemical Works level. Can you help me? Please?
Fiona McCullen, Newcastle

Indeed I can. It just so happens that I know a handy little level select and a way to turn Sonic into Super Sonic.

First the Level select:
Go to the option screen and select Sonic on his own. Now go to the Sound test and play the tunes 19, 65, 09, and 17. If you've done this correctly you'll hear a ping on the last tune. Return to the title screen and select a one-player game while holding button A. You'll now go to a menu with all the levels.

Secondly, the Super Sonic cheat:
Get to the level select as above and go to the sound test. Play tunes 04, 01, 02, 06. Now when you collect 50 or more rings on a level, press B and C together and you will become Super Sonic.



Here is the level select screen, it looks the same as the next but...

... this is where you enter the second cheat, on the sound test.

Now witness Super Sonic glide along the ground. Hooray!

BUY SOME THINGS!

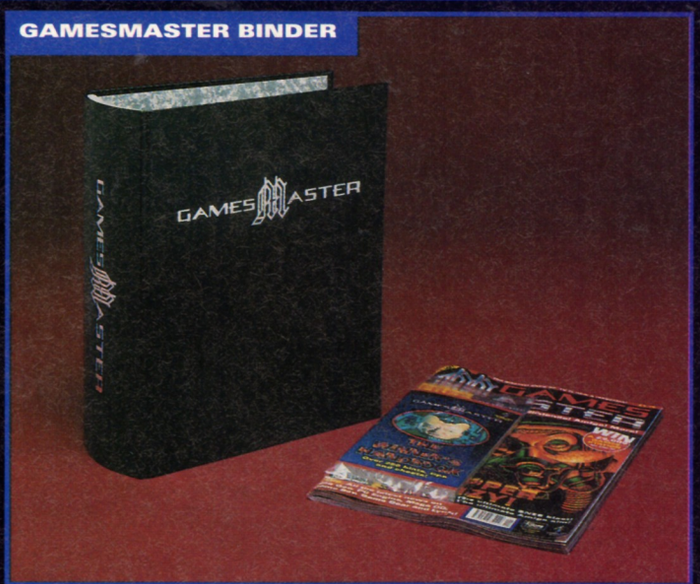
T-SHIRT MODEL A

T-SHIRT MODEL B

GAMESMASTER T-SHIRTS £8.95/£9.95!

Style, as they say, never goes out of fashion. So come the year 2030, as you park your jet pack and take the hyper elevator to the 150th floor of your floating sky-city, you'll still be looking good and feeling sharp thanks to your GamesMaster T-shirt. We've got two versions of the shirt on offer. One simply bears the classic GamesMaster logo while the other also sports the imposing physiognomy of the GamesMaster himself. And they're all made out of really good quality material and won't give you a nasty rash or anything (so long as you're careful).

GAMESMASTER BINDER



INVALUABLE BINDER ONLY £5.95!

You may laugh now, but give it six months and you'll be begging us to repeat this offer. "What am I going to do with a binder now? – I've only got two issues," you may snigger. But wait. Just wait until you've got seven of these slavering, rampant organs (*Steady on* – JD) running wild in your bedroom.

Where are you going to put them, eh? Their covers are too shiny to stack on top of one another. And they're too tall to stack in your bookcase. So you leave them on the floor and kick them about. The covers fall off and they're ruined. A senseless, needless waste.

The solution, of course, is simple. Fill in the form below, shell out six quid and you'll save yourself months of grief.

I SHALL BE HAVING SOME OF THAT!

Yes indeed. Your cunning marketing ploy has worked, and I *shall* be buying some stuff.

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.....(amount) of GamesMaster Model B T-Shirts at £8.95 each

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Well, alright. That's not strictly true. Okay, it's not even remotely true. But what we will do for £19.95 is fix it for you to have a whole year's worth of GamesMaster mags delivered straight to your door.

Every month we'll be bringing a similarly excellent package or reviews, previews, tips and news covering the entire video games scene. If there's anything worth knowing about, we'll be the first to tell you. Isn't it about time you got it regularly? (Or something.)

But hang on. Isn't the act of subscribing the sort of boring gittish thing that the kid with Sellotape on his glasses would do? The sort of thing that no self-respecting, Satan-tauntin', game-crushin' rider of the cyber software apocalypse would even consider? Well, possibly, but since you're neither of those, that doesn't really matter. What matters is this:

5 - WE'LL LIFE!

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2 With good will and a prevailing wind, you may even get your copy of GamesMaster just a little bit earlier than the official in-the-shops date. This, obviously, is a great thing, as you'll be in possession of all the hottest games news first.

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4 Your copy is, of course, guaranteed. So there's no chance of you missing out.

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No thanks, I'd rather run the risk of missing out on GamesMaster and paying more for each copy when I do get it. I am also, for the record, an utter git. ..... ☐

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LETTERS

Come on, come on! Spit it out! You know you want to! Something in the issue you – arf – want to take issue with? Software publishers asking too much for their wares? Unhelpful shop staff? Whatever your problem, we'll listen. Scribble it down on a bit of tissue paper and send it to: Letters, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Remember, drawings of hardware in interesting combat scenarios gratefully received.

TICKET HOLDERS ONLY

How can I get tickets for the GamesMaster TV show? I've got the first edition of the magazine, but I can't find the address. I'm hoping I can get them through your column. Also, how can I join the club? Please can you send me details of how to join?

Martin Bush
Sheffield

How are you? Getting straight to the point, could I please have the GamesMaster Club address, as none of my mates have it. Just one more thing as I hate writing letters – are "saddo" and "cack" Dominik's fave words or what? I had to ask that. Anyway, it would make me very happy if you could send me the address. Well, it wouldn't make me that happy. I can think of other things that could do that. Bye.

Diane Lawrence
Coventry

Okay – for both information about joining the GamesMaster Club and ticket details, write to GamesMaster, PO BOX 91, London E14 9GT. Please mark your envelope TICKETS or CLUB.

GLASSES OF WHINE

Sorry I didn't send a picture of a Game Boy bashing up a Game Gear as I think the Atari Lynx could smack hell out of them both... wait, what am I saying? These things are consoles, not warm-blooded game mutants. Sorry, I don't know what came over me. Anyway onwards...

Congrats on being the only mag (since Games-X) to review games for the Lynx. Keep it up as they are becoming more popular (and because I have one).

In the Feb issue you reviewed a game for the PC called *Starfighter Ace* which was 3D. No offence like, but do you get decent glasses if you buy the game? The ones you supplied aren't exactly for long-term playing). Also, what speed of PC is the game best at, eg 16Mhz, 32Mhz (that kind of thing, you know)?

How do we know who has won all those little compos down those funny, witty columns at the side of each page (which should be increased as they are very humourous)? Have you ever thought of giving gifts away when people subscribe such as a binder, T-Shirt or game (no, maybe not a game as the price and range is too large)? Don't increase the price until I have subscribed which will be when I can raise the cash in about 2 months. Good stuff, people, keep it up. Finally, you should be honoured to get a letter from me as I don't write often.

Stu Barrow
Barrow-in-Furness
Cumbria

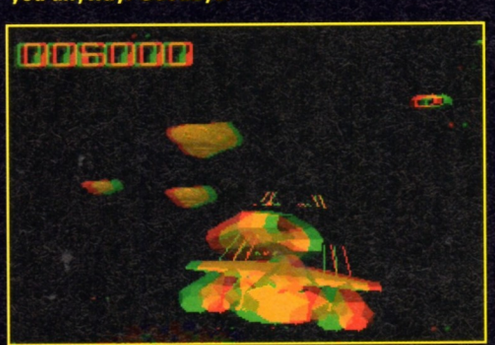
Right. The glasses you'll get with the game will probably be those proper ones with the bits that go over your ears. The best PC to play the 3D game on is a really fast one. What answer did you expect? Winners of the sideline compos will be announced (groan) next month. As for our subs deals, you'll just have to wait and see.

3D OR, HO HO, NOT 3D

Hello to all you slimy gits who write the GamesMaster magazine! Yesterday, I bought a copy of your excellent magazine (with free 3D glasses!) I took off my glasses and looked at the 3D *Starfighter Ace* page (crap!). I then noticed that on the front a caption read "Special Issue – Prepare for the 3D TV spectacular with our *free glasses* and *giant* 3D Chaos Engine Poster! You won't believe your eyes!" More crap. I then flicked through the magazine and (to my horror) found no Chaos Engine poster! I think this is gip! Please could you send me the poster, along with all of your autographs, 5 Mega Drives and 10 SNESes (good joke!)

Tim Howes
Carlton, Beds

What is it that you are unhappy about? That the 3D page didn't look very good with your glasses off? Well, if you'd care to check out the top-right monitor on page 31 of the last issue, you'll find a perfectly clear warning to that effect. I'm sorry you didn't get a poster, but it probably wouldn't have been good enough for you anyway. Goodbye.



Here you are, Tim. Another picture that will look completely dreadful without the glasses on. Hope you enjoy it.

MISSING LYNX

I just want to say that your magazine is crap! Or it may not be crap. It may *not* be crap for people who own a Super NES, a Mega Drive, a Master System, an Amiga, an NES, a Game Gear or a Game Boy. But for people who have a Lynx this is the crappest magazine in the universe. The Lynx apparently has the best graphics in the handheld section and it just hasn't got enough publicity. I just hope you will read this letter and put more stuff about the Lynx in your magazine.

Julie-Anne Traynor
Dundalk
Ireland

You can please some of the people all of the time, and all of the people some of the time...

MYSTERY OBJECT

I have bought the first copy of this GamesMaster magazine and I really think it's worth £2.95 (*Steady on there.* Ed). There is just about everything included in this magazine: hot tips, TV news, cool sneak previews, reviews of the best and latest games, a chance to see what's in the next issue and the best competitions ever. The magazine is very well presented and the cover was especially eye-catching and this is partly why I bought the magazine.

The GamesMaster mag contains immense information on all types of consoles and computers. The information on *Streetfighter 2* and how to do Ken and Ryu's three special moves was very useful to me as I've got a Super NES and *Streetfighter 2*, but I was unable to perform all these moves to perfection. Writing about *Streetfighter 2* is always worthwhile as almost everyone I know loves the game.

To help everyone interested in this magazine, there should be a small, mystery gift in each issue.

Arwin Gogna
Slough
Berkshire

PS. Please, please could you send me anything to do with *Streetfighter 2* as I am the world's best fan of that game and your magazine and I hereby promise to buy every issue in the future.

Now, talk about service. Not only do we have a rather special, and not at all small mystery gift this month, but it's about as *Streetfighter 2*-ey as you could possibly imagine! Incredible!

2 BIT 8-BITS

Congratulations on what is the best multi-format mag yet. I like the diary dates which are a good idea, and the clear, easy-to-read software charts. The *James Pond 3* preview was excellent, far better than the one in Mega. Onto the reviews... The monitors, GamesMaster tips, multi-reviews and the game breakdown are all very good. My only criticism is the *Sonic 2* review. It's worth much more than 65% even though it is easy, and a lot of people will be put off your mag because of that.

Here is my list of improvements:

1. How about some classic game reviews, ie: *Mario 4, Taz Mania, Populous* etc.

2. Drop the NES and Master System. I know a lot of people will send me death threats, but they can read Sega Power or Total! Then you can use the space to improve your 16-bit coverage. For example, you missed out on a lot of things – the *Streetfighter 2* MD joypad, the *Zool* and *Eye of the Beholder* previews which I saw in Mega.

3. Can you tell me when *Black Crypt* will be released on the Mega Drive? Keep up the good work.

Arron Fitzgerald
Upper Stratton
Swindon

Funnily enough, we had very few letters about the *Sonic 2* review. As for reviewing classic games – I'm not convinced. There may well be room for a GamesMaster Recommends section.

***Sonic 2*. Worth much more than 65%, according to Arron. We, however, think not. It won't find its way into GamesMaster Recommends.**

STREETFIGHTER 2 THE MOVIE

First of all, congratulations on a tubular magazine. Your excellent previews, reviews and stuff are great. It puts the other mags to shame. Anyway let me get to the point, Sega produce games like *Golden Axe* and Nintendo do games like *Streetfighter 2*. Wouldn't it be smart if they were made into movies? Could you imagine the ticket sales for *Streetfighter 2* – The Movie! I think this would be a good idea to put forward to these companies.

Also, why the hell do Sega try to keep everything under cover? When they were asked if there would be a *Sonic 3*, they replied that this was a secret.

Another question is, will there be a *Streetfighter 2* on the Mega Drive? Why are they keeping it to themselves? Jeez! So come on, Sega, tell us *now* or some people might think about changing formats!

Once again, congrats on the mag.

Stuart Jonstone
Milton Keynes

PS. If you print this letter, I'll do a mooney in Trafalgar Square.

Oh dear. Looks like a cheek-chilling morning for you pretty soon then, Stu. Interesting point about the *Streetfighter* movie, because *there is one*! Check out this month's Network pages for more details.

As for Sega keeping everything secret, well it's up to them really. Mind you, the amount of gossip and rumour surrounding *SF2* on the Mega Drive means that if it ever does come out, Sega will hardly need to spend a bean on advertising it.

One of the more audience-friendly endings of *Streetfighter 2*. But how would it translate to the silver screen? Turn to the Network pages to find out more!

MORE CONSPIRACY THEORIES

After reading Steven McCarron's letter regarding the Big Commodore Conspiracy in issue 2, may I say that his sentiments echo mine exactly.

After watching your excellent TV show and reading your great mag, it became obvious to me that the people involved with both projects must have a 'downer' on Atari and the ST. How on earth can you mention Commodore Format, Amstrad Action and Sinclair User as part of Future Publishing's set-up and not mention ST Format! You must be aware that there are over 750,000 STs in Great Britain and therefore a huge user-base.

I fully realise that, on the games-selling side, the Amiga is ahead of the ST, but obviously there is still a market for ST games, otherwise why would numerous software houses eg Ocean, US Gold, etc, still be producing for the ST? Could it all be down to money, I wonder?

I also fully accept that the old STFM was not very good in comparison to the Amiga, but the STE is recognised as being as good as the Amiga 500 Plus, so tell me whose fault it is that not one STE-only enhanced game has ever been produced for it. It certainly isn't the ST owners' fault, but it is the ST owner who is being blamed for the ST's demise.

I feel that the ST contribution to gamesplaying over the last five years has been undermined and unfortunately forgotten by your magazine (and by many others). It comes to something, when on a recent visit to WH Smiths, I saw *Nick Faldo's Golf* for the C64 but not for the ST. What the hell is going on with these people who run the software scene?

So, in future could you try to answer questions like Steve McCarron's *constructively*, instead of avoiding your obvious dislike of the ST by printing silly remarks about "crap" etc.

Also I disagree with your remark about magazines being there to criticise things. Magazines are there to give balanced, informative views about a machine. They must cater for what the readership wants. Lastly I will finish by asking why... **(And so it goes on for quite a long while. That's enough outraged ST owners thanks. JD)**

CS Latimer
Kent

SADDO CORNER

WITH LOVE ALL THINGS ARE POSSIBLE

This paper has been sent to you for good luck. The original is in New England. It has been around the world nine times. The luck has now been sent to you. You will receive good luck within four days of receiving this letter provided in return you send it on. This is no joke. You will receive good luck in the mail. Send no money, send copies to people you think need good luck. Do not send money as fate has no price. Do not keep this letter. It must leave your hands within 96 hours. An air force officer of the Royal Air Force received £470,000. Joe Elliot received £40,000 and lost it because he broke the chain, while in the Philippines Gene Walsh lost his wife six days after receiving this letter. However, before her death he received £7,775,000.

Please send 20 copies of this letter and see what happens in four days. The chain comes from Venezuela and was written by St Anthony Group of missionaries in South America. Since the copy of this letter must cover the world, you must make 20 copies and send them to friends and associates. After a few days you'll get a surprise. This is true even if you're not superstitious. Note the following... Constantine Lioz received the letter in 1953, he asked his secretary to make 20 copies. A few days later he won the lottery for two million dollars. Carl Siddel received his letter and forgot that it had to leave his hand in 96 hours. He lost his job. Later, after finding the letter again, he mailed 20 copies. Days later he got a better job. Deban Fairchild received the letter and, not believing it, threw it away. Nine days later he died. In 1987 the letter was received by a young woman in California, it was barely readable and faded. She promised herself that she would re-type it and send it on, although she put it aside and forgot. She was plagued by expensive car problems. Eventually she found the letter and sent it on. The next week she got a new car. *Do not send money.* Remember, *do not* ignore this.

Remember me always
St Jude

Okay, readers! Here you are – now you've each got a copy of the letter, and you must send it on, in case you have a bit of bad luck. Now, since there are about 200,000 of you, the amount of good luck which we here at GamesMaster will receive will be enormous. No expensive car problems plaguing us. Oh no. Still, Mr Jude, I have a question for you. If this is the original letter that all the people named in it received, how's it possible for details of their amazing stories to be included? Eh? It's just balls, isn't it? Now go away quickly.

WILL YOU STILL LOVE ME...

Thousands of people use the C64, but your magazine ignores them. It costs less than a Nintendo or a Sega system and the games cost a tenth as much. It is a real computer, not just a toy, so you can write your own games and use it for hundreds of other things besides games.

Michael McMillan
West Sussex

Wake up and smell what you're shovelling, Mikey! The 64 was a great machine five years ago, but it just can't compete today. Some of the best games of their time were programmed on the 64, and lots of today's top programmers began coding on it, but this is a fast-moving technologically-fuelled world, and machinery more than a decade old doesn't justify space in a topical mag.

SO YOU THINK YOU KNOW ALL ABOUT GAMES? TRY THIS QUIZ FOR SIZE AND THEN WE'LL SEE HOW CLEVER YOU ARE...

ARE YOU A GAMES

DIDDLY-DING-DE-DING-A-LING (DING!)
NICE ONE! YOU HAVE DISCOVERED THE GAMESMASTER SECRET ZONE!

Can you make your way through five testing Worlds and beat the Boss of Prizes to free his treasure?

You receive one point for every level question you answer correctly. Enter your answers in the spaces provided. When your brain can't take any more, register your name and address in the High Score Table.

Don't worry if you can't complete the Secret Zone in a single attempt. Our remarkable password facility means that you can return to these pages at any time and simply look up the numbers of the world and level you were on.

HIGH SCORE ON THE DOORS

The highest scorer wins an invaluable software prize. We will also print the names of the Top Ten scorers in the next issue of GamesMaster.

TICK TOCK (THERE'S A CLOCK)

Yes, there's a time *limit* too. Your High Score entry must arrive no later than 20 March 1993.

BONUS!

Increase the size of your potential prize by answering as many of these questions as possible.

POWER-UP!

By answering a power-up question you get not only a bonus point but also a special ability - ie, a clue - to help you tackle the next level!

WORLD ONE: FAIRYLIQUIDLAND

MILD, GREEN AND KIND TO YOUR YOUR BRAIN

Level 1-1 About which popular public house and arcade entertainment can you have Dreams and Fantasies?

Level 1-2 Which successful science fiction film has found a new lease of life on the Super NES?

Level 1-3 Which famous sick, swish Swiss artist has been the inspiration for some dark, seedy software?

Level 1-4 Who are currently In Time and are soon to be part of the Hyperstone Heist?

WORLD TWO: SPONGELAND

WET AND WARM. IT CERTAINLY WON'T BITE

Level 2-1 "Unga Bunga!" is the catch phrase of which Neanderthal hero?
RAT-A-TATA! Bonus: What is the name of his worst enemy?

Level 2-2 Who is the star of Boulderdash?

Level 2-3 True or false: Classic funsters Laurel and Hardy have starred in their own home computer game?
BRRRRRING! Power-up: Which Atari arcade classic made rock-blasting a fashionable pastime?

Level 2-4 Where would you meet Mukor?

WORLD THREE: LOOFAHLAND

ROUGH AROUND THE EDGES ALTHOUGH PLEASANTLY PAINFUL

Level 3-1 What would you use to dispose of the Prince of Darkness, Big Mom Spider, and Dracura (sic)?

Level 3-2 Which once fashionable cute 'n' cuddly wuddly, kissey kissey (and fluffy wuffy hairy) dolls are back in shops across the land and are now stars of a new software release?

Level 3-3 Matthew Smith inspired a trend with which platform title?

Level 3-4 Atari allegedly buried thousands of unsold copies of which extra terrestrial cartridge in the Nevada Desert?

WORLD FOUR: SAUCEPANLAND

BETTER THAN A SMACK IN THE TEETH WITH A LUMP OF GRANITE

Level 4-1 Which award-winning comic book artist is helping to create Revolution's next release through Virgin Games?

Level 4-2 Which computer based blaster from Archer Maclean is coming to the consoles?

BLAM-A-LAM! Bonus: On which classic coin-op was it based?

Level 4-3 Who set a trap and had a phobia before acquiring a captive audience?

Level 4-4 Mark Strachan and Dominic Wheatley put their names together to create which software publisher?

GAMES MASTER?

WORLD FIVE: LUMPOFGRANITELAND

OH DEAR. MUCH WORSE THAN A SMACK IN THE TEETH WITH A SAUCEPAN

Level 5-1 How does Mordroc die in *Dragon's Lair 2*: Time Warp?

Level 5-2 Which American software publisher with a strong French connection used to have its UK offices in Joan Collins' old flat on the Marylebone Road, London?

Level 5-3 "Another visitor... Stay a while... Staaaay forevah!" Where would you be greeted by those words?
DINGLE-DANGLE! Bonus: Who says those words?

Level 5-4 How many Lemmings does it take to change a lightbulb?

THE ANSWERS TO GAMES-MASTER QUIZ #2

1-1 Ophelia
1-2 The Aquatic Games
1-3 Joe 'n' Mac
POWER-UP: Archer Maclean
1-4 IK+

2-1 Mick and Mack
2-2 Wing Commander
2-3 Kiwi
2-4 Tetris Creator

3-1 Arkanoid
BONUS: Rainbow Islands
3-2 Female Stars – Heroines
BONUS: Golden Axe, Gauntlet, etc
3-3 The Chaos Engine
POWER-UP: Alien Breed
3-4 Team 17
BONUS: No

4-1 Ian Bell
BONUS: Budo
4-2 Monty Mole
4-3 Loopz
4-4 Pit-Fighter

5-1 Sensible Software
BONUS: Nifta
5-2 Road Rash
POWER-UP: An Umbrella
5-3 Parasol Stars
5-4 Super Player

MY SOLUTION

World One
Level 1.1 .....
Level 1.2 .....
Level 1.3 .....
Level 1.4 .....

World Two
Level 2.1 .....
Bonus .....
Level 2.2 .....
Level 2.3 .....
Power-up .....
Level 2.4 .....

World Three
Level 3.1 .....
Level 3.2 .....
Level 3.3 .....
Level 3.4 .....

World Four
Level 4.1 .....
Level 4.2 .....
Bonus .....
Level 4.3 .....
Level 4.4 .....

World Five
Level 5.1 .....
Level 5.2 .....
Level 5.3 .....
Bonus .....
Level 5.4 .....

High Score table - Please enter your name and address here:.....
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NEXT MONTH

Hello! Andromeda Supernova here, your resident GamesMaster astrologer. I am very pleased to see you again after my little break last month. The reason I'm here on the next month page is that Jim, the editor, firmly believes that only someone with my cosmic powers could accurately predict the content of the next issue. Something about no normal human being able to do it, since he himself didn't have the foggiest idea.

Anyway, I'm game for a challenge, as they say, so let's have a look through the mists of time, into a regular newsagent's, 30 days into the future...

Now, you'll have to give me a minute. It's not easy being so precise about dates. I can see a tablet in the distance. No, it's not a tablet, it's a magazine! Yes, it's a magazine. And it's slowly coming closer to me, out of the mist. It's got a glossy cover and a picture on the front. This must be it! It's a picture of - oh dear. Wait a minute, I'm on the wrong shelf. Down, down. Ah - the rack of games magazines. Now I'm looking for the familiar name...

Yes! It's there! "GamesMaster", I can make out its shimmering form, floating out of a different time and moving towards me. It's looking big, that's for sure. Now, I can just about make out some words on the front. "Mega Drive? Super NES" Maybe? Yes. It definitely says that. And "Amiga". Oh, what else? Well, there's a picture on the front, and a big cover line. It says something about a game. A very important game. Now, I can see this big game having a major effect on the lives of lots of gamers.

Oh! And there's something stuck to the front. It's a gift of some sort. It looks very exciting. Now, if I can just make out the name of the main game. It's a three word title. And the first word is "The". And then it says "Chas" maybe? "The Chas", er, "Eugene?" No. Hang on - "Chaos!" "The Chaos Engine - The Bitmap Bros Blast Back!" Wait a minute. What month does it say? "February 1993". Oh, sorry. I seem to have gone the wrong way. Have I got time to try again? No? Oh, I do apologise.

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GamesMaster April Issue

The mystery ends Thursday 18 March

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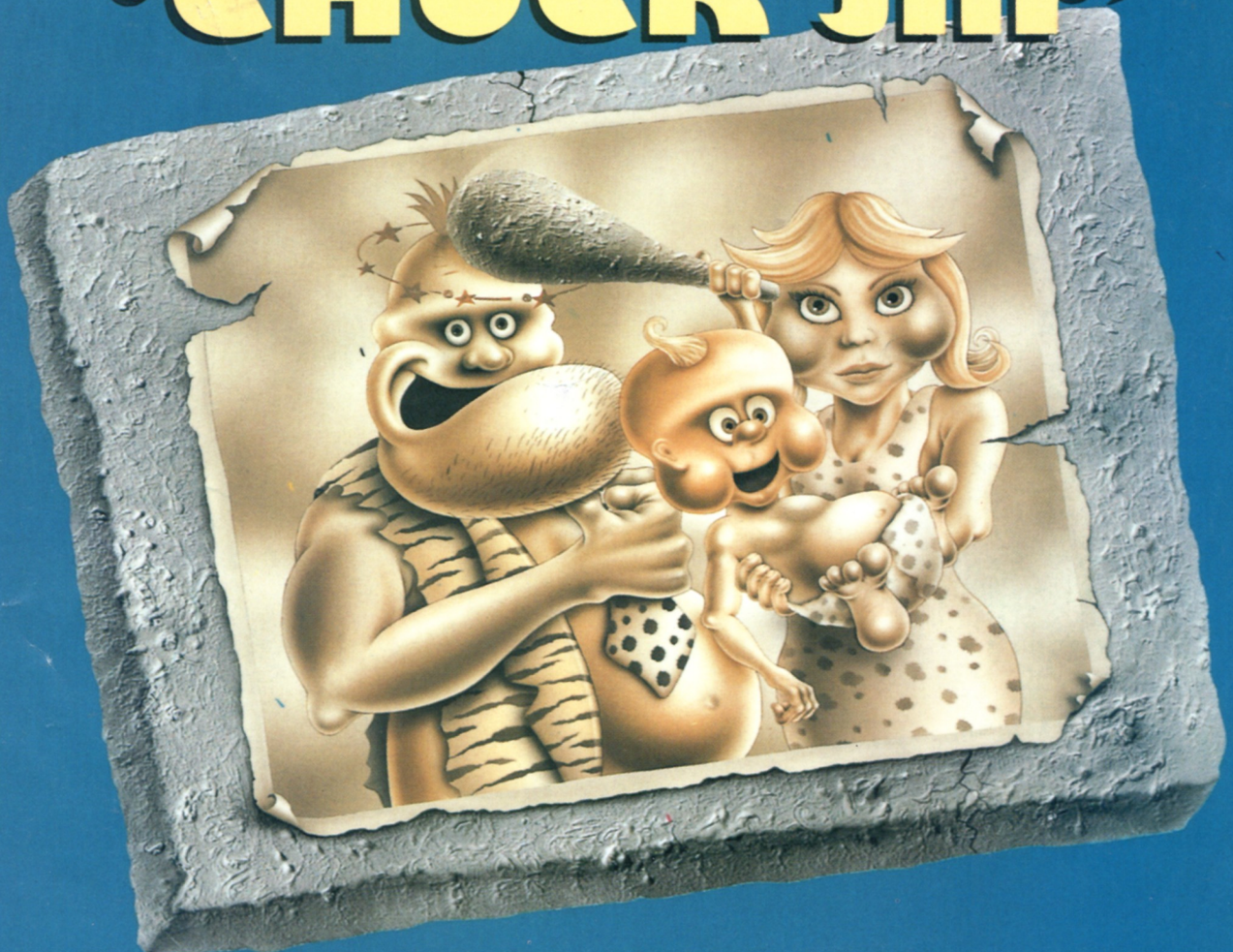

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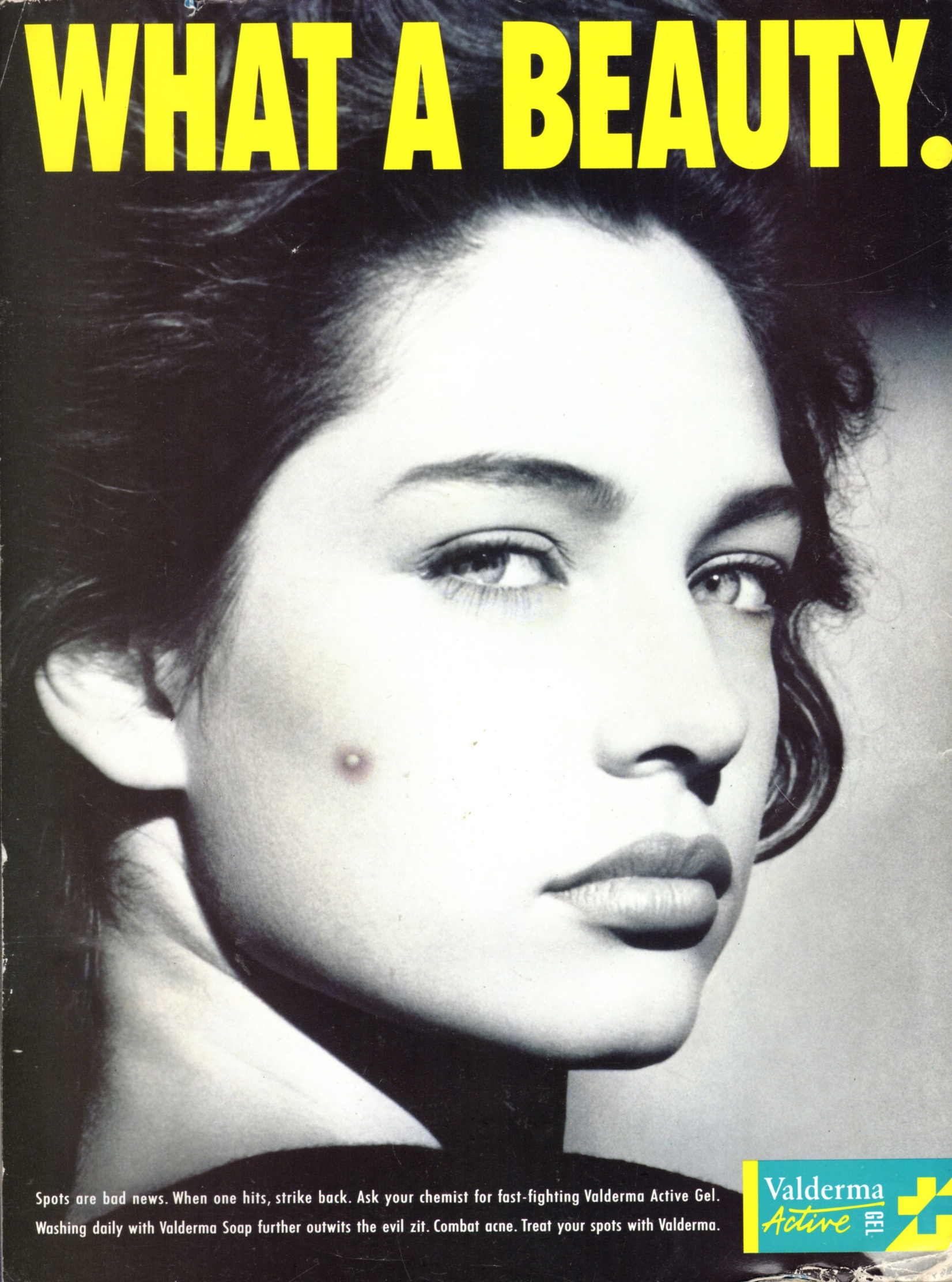

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