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The ULTIMATE in the world of videogames

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GAMES MASTER

Sega! Nintendo! Amiga! More!

Issue Eleven November 1993

GUNS!

EXCLUSIVE Lethal Enforcers and Total Carnage reviews kick off our fire-power special! It'll blow you away!

WIN!

A surround-sound system worth over £1000! AND Quasar guns, games and gear!

20 Pages of top tips!

RAW DEX!
Frenetic frontman interviewed
See page 32

FREE!

Eleven *(eleven!)* incredible sticky sticker things

9 770967 985016 11

Future PUBLISHING

CHANNEL FOUR TELEVISION

SEGA

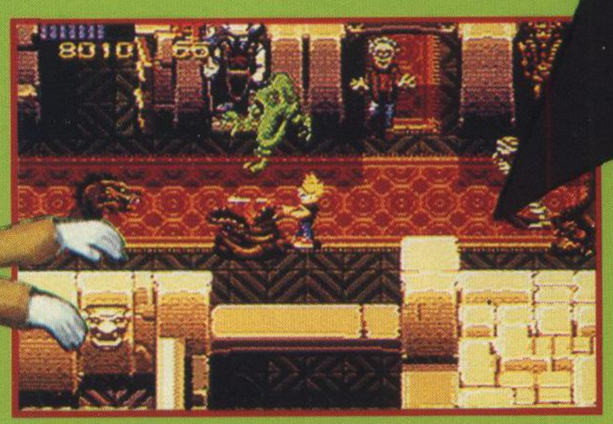
MEGA DRIVE

55

monster levels

of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and **it looks like it's up to you.**

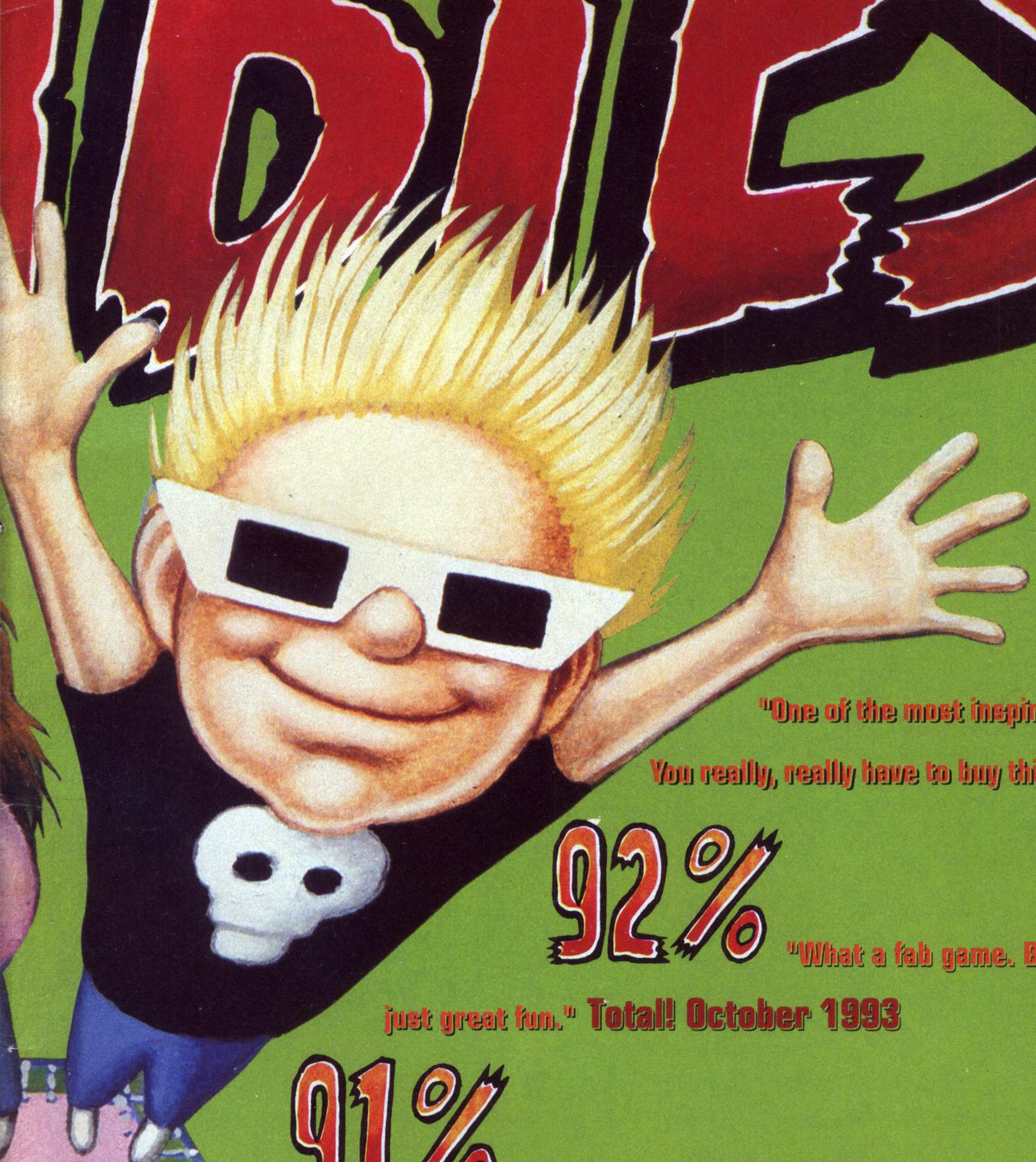
ZOMBIES



KO

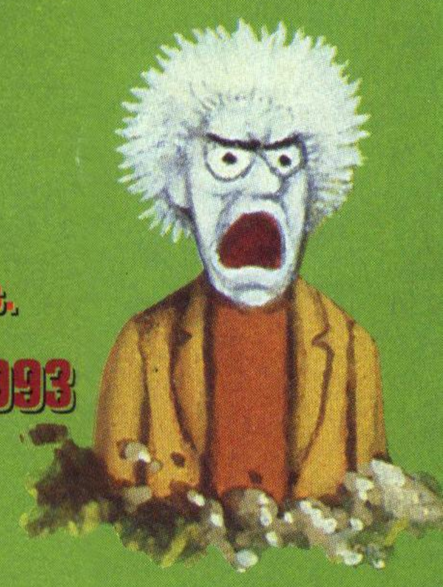
SUPER NINTENDO™
ENTERTAINMENT SYSTEM

IRIS



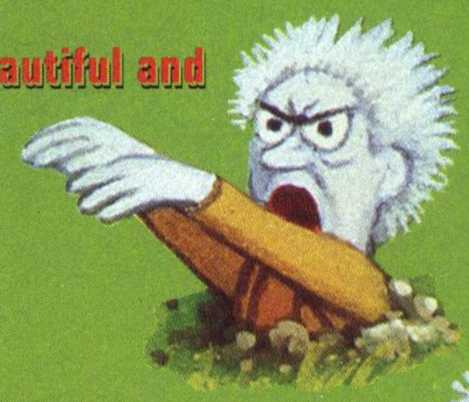
94%

"One of the most inspiring new releases in years. You really, really have to buy this." **NMS, October 1993**



92%

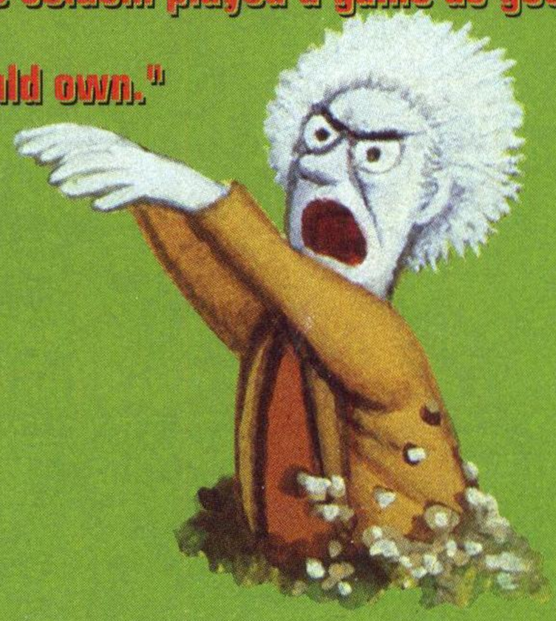
"What a fab game. Big, beautiful and just great fun." **Total! October 1993**



91%

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993



KONAMI

KONAMI (UK) Limited Television House 269 Field End Road Eastcote

Simulation | Puzzler | Platform | **Beat 'em up** | Shoot 'em up

Secondary Communication

Items: 1

The competition just got a whole lot tougher.

Role-play Adventure

Nintendo®

Tertiary Communication

Items: 1 Endline

Nincontinent
Nintimidating
Nintendo

Headline

Packaging

ns: 1 Packshot

Street Fighter II Turbo

Console with game around £140.
Game around £60.

Blimey heck. The TV show's back on, and spank us ferociously with a handful of bay leaves, if it hasn't gone and bleeding well changed! A bit. Therefore, for your infinite delectation, we present the (slightly) 'new-look' GamesMaster. It's shiny, it's lovely, it's... new. But, heck, you know something? It still manages to be bloody funny *and* have loads of games in it....

GAMES MASTER

REVIEWS BOOTH

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99 Another impossibly detailed, enthralling and excellent batch of tips, maps and cheats await players in need of high-quality gaming assistance. This month for your edification we have:

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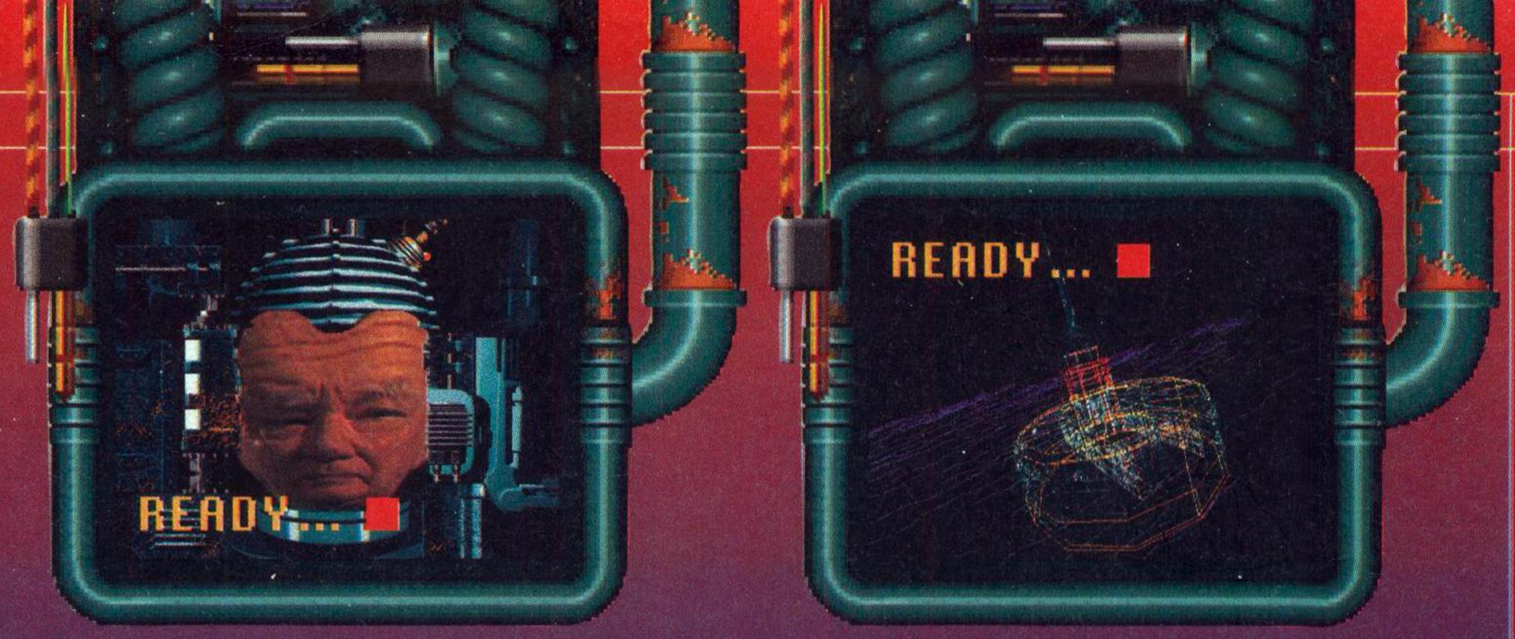
124 Feeble, feeble, feeble. That's you. Fortunately, we have the GamesMaster and he's BRILLIANT! He knows everything about every game ever.



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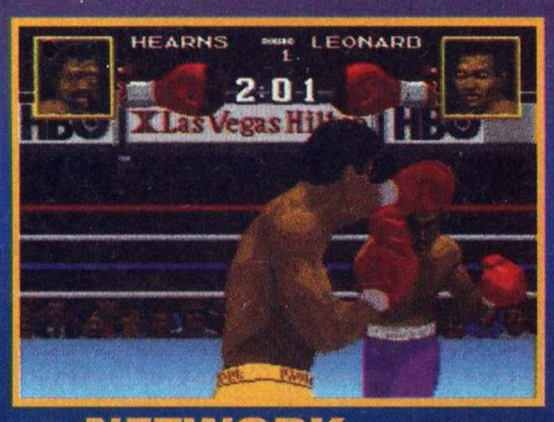
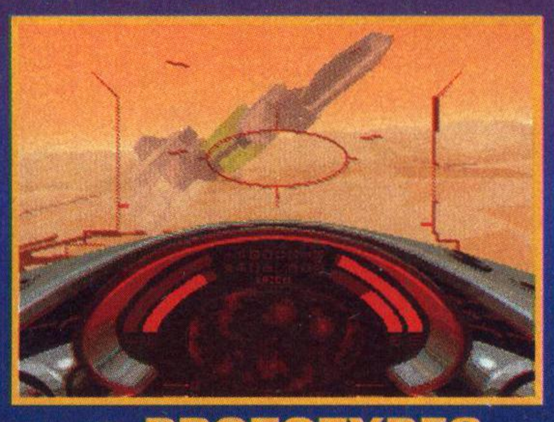


8 NETWORK
Finally, a decent boxing game arrives. Also, Nintendo drop their prices, and Jim tests the Jaguar.



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The latest code bytes from the data genlock cyber zone. Er, and some game previews too.

14 CHARTS
Numbers! Game names! Er, software publishers' names!

26 MACHINE SCAPE
... is your chance to begin again in a golden land of opportunity and adventure. That's your local arcade that is.

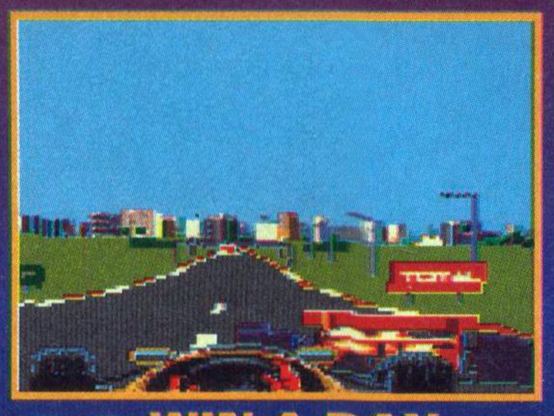
28 WIN! SURROUND-SOUND NIRVANA!
Have a great big green waterfall in your very own living room, sort of... (Well, you'll understand when you see the page.)

32 DEXTAAAAAR!
Dave Roberts interviews GamesMaster's new emcee, Mister Fletcher.

35 SHOOT YOUR FRIENDS!
Win free Quasar games, baseball hats, jackets and assorted goodies thanks to the snacks that look like something and taste like something else: nik naks!

36 TV NEWS
Celebrities in squares! And ovals, and rectangles...

38 REVIEWS
The definitive guide to the month's new releases, tested to their absolute breaking points by our entirely rock reviews team.



60 WIN A DAY KARTING
Supreme low-riding heart-pounding action could be yours, thanks to our friends at Domark. Or you could win a top-of-the-range Scalextric setup instead.

99 TIPS
Without a shadow of a doubt, these are the most definitivest and detailedest tips you'll find, er, in this mag this month.

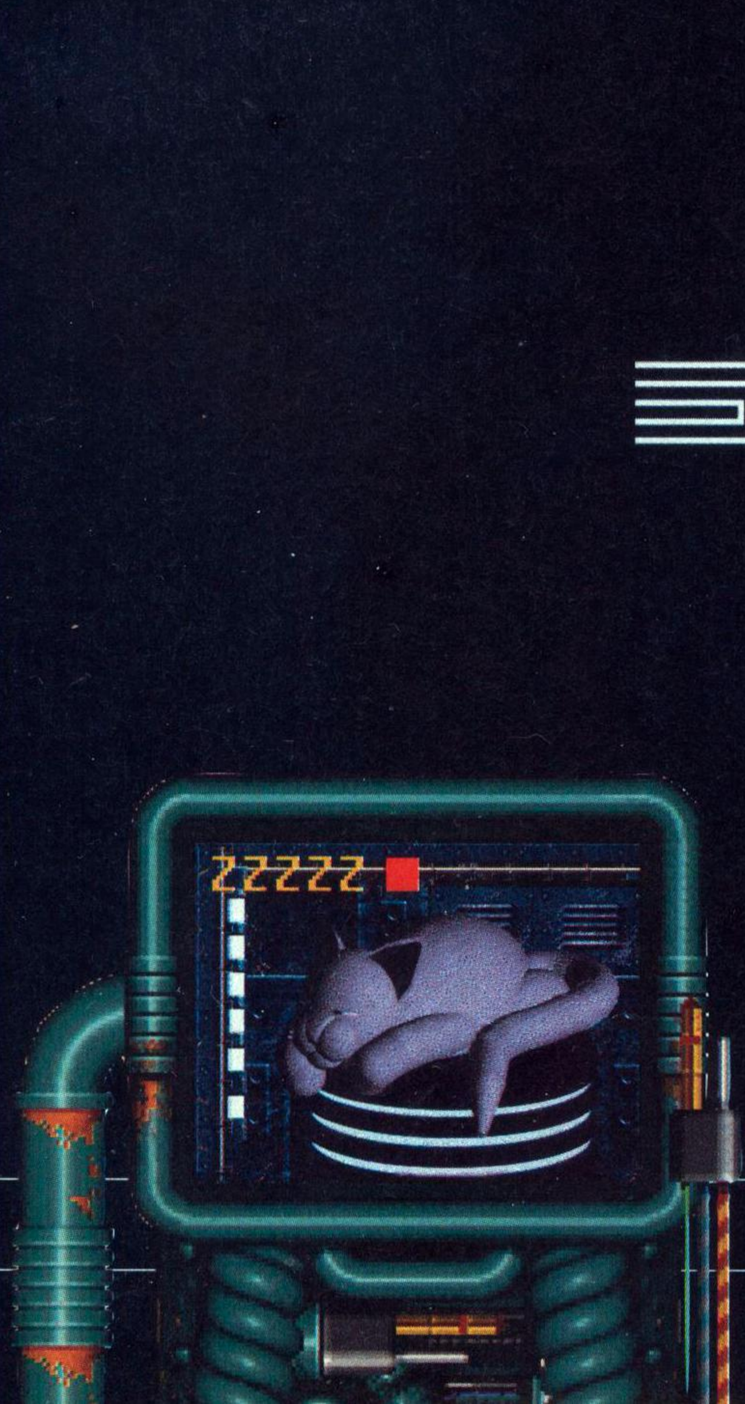
120 OFFERS
Buy yourself a T-shirt! Or a binder! Or a different T-shirt!

129 LETTERS
Quake in fear! Mr Macho voice is here! And he's waiting for you...

EDITOR Jim Douglas ART EDITOR Amanda Dyson DEPUTY EDITOR Andy Lowe PRODUCTION EDITOR Alison Harper STAFF WRITER Les Ellis ART ASSISTANT Simon Barnes JUNIOR ART ASSISTANT Laura McGregor GAMES PLAYER Adrian Price GROUP AD MANAGER Jonathan Bint ADVERTISEMENT MANAGER Alison Morton SALES EXECUTIVE Susan Wheatley PROMOTIONS Tamara Ward COVER ILLUSTRATION Paul Kidby LINOTRON AND SCANNER OPERATORS Heath Parsons, Mark Gover, Chris Stocker, Jon Moore, Simon Windsor, Jason Titley SYSTEMS MANAGER Avi Abadi MAC SERVICES TOP BLOKE Christian Goddard GROUP PUBLISHING DIRECTOR Greg Ingham PUBLISHER Jane Richardson CIRCULATION DIRECTOR Sue Hartley PRODUCTION MANAGER Judith Middleton ADMINISTRATION ASSISTANT Suzannah Angelo-Sparling PAPER CONTROLLER Fiona Deane PRODUCTION CONTROL ASSISTANT Ginette McKeown PRODUCTION CONTROLLER Claire Thomas PRODUCTION CO-ORDINATOR Claire Fullick MANAGING DIRECTOR Chris Anderson CONTRIBUTORS Andy Nuttall, Ed Ricketts, Maff Evans, Kate Barnett, Tim Tucker, Steve Carsey, Dave Roberts COLOUR ORIGINATION Avon Scanning and Planning, Phoenix Repro PRINTING Varnicoat Limited, Station Road, Pershore, Worcs, WR10 DISTRIBUTION Future Publishing EDITORIAL AND ADVERTISEMENT OFFICES GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW TELEPHONE 0225 442244 FAX 0225 446019 SUBSCRIPTIONS Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB TELEPHONE 0458 74011 FAX 0458 74378 GamesMaster Magazine © 1993 Future Publishing GamesMaster TV Show © 1993 Hewland International GamesMaster recognises all copyrights contained in this issue. Where possible we have acknowledged the copyright holder. Please contact us if we have failed to credit your copyright – we will be happy to be correct any oversight.

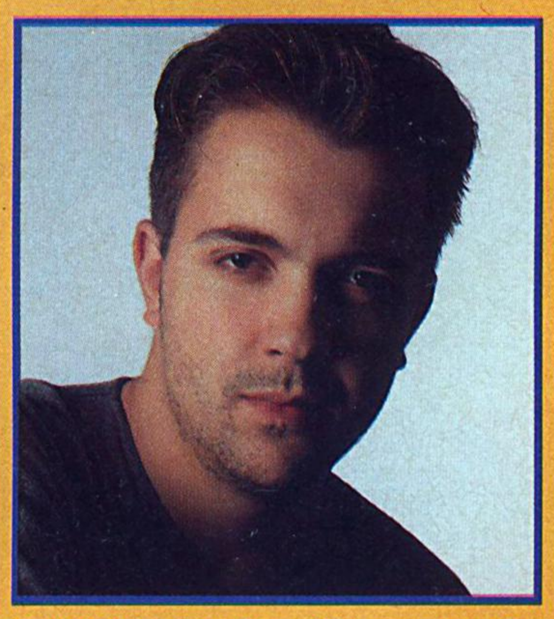
FOCUS

GamesMaster is brought to you from the makers of Edge, Total! Sega Power, Mega, Super Play, Amiga Format, Amiga Power, PC Format, ST Format, Commodore Format, Amstrad Action and many more!



NETWORK

GREETINGS



Credibility in ruins, Jim can now be seen busking in the High Street.

Well, no sooner have I said Hello than I'm saying Goodbye! This, you see, is the last Greetings that will be adorned by my attractively grimacing mush. I am, in the truest and most ultimate sense "off". Having edited GM for the past glorious eleven months, it's time for me to hang up my joypad (or something) and move onto a top-level special project wot Future is doing. But that's by far the most original bit of the story, because the upshot of my move is that there's been a bit of a shuffle team-wise. So, from the top. Andy is preparing to park his behind in my big leather swivel chair, and from the next issue will "be" the editor. Tim Tucker joins us as deputy ed, moving over from our sister mag Sega Zone. And new boy Will Groves fills the shoes of our-man Ade. Obviously this means that from the next issue GM will be a whole lot better and a damned sight funnier than I could have ever made it. Nevertheless, this ish is a pretty rollicking one to go out on, featuring, well, a bloke with a big gun on the front for a kick-off, and lots of other shooting-related goodies inside.There's the Quasar Comp, reviews of *Total Carnage* and *Lethal Enforcers*, *Turrican 3*, *Gauntlet 4* and so on. The only other thing I'd like to draw attention to this issue is the reader survey lurking up the back of the mag on pages 115 and 116. While these things are generally a crushing bore to complete, it's worth remembering that it's this sort of info that we use to decide all sorts of things about the mag. So the more representative response we get, the better job we can do of tailoring the mag to your – hey! – specific needs. So that's that. Goodbye from me. And good job too.

GATEWAY IS GOOD

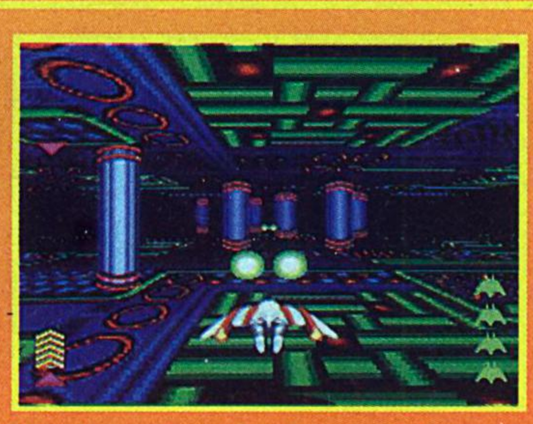
Brilliant. It's, like, a funny little hand-held thing like from out of CD-i. Except it looks a bit better. And it's on a plane. Blimey, Alison's just told me that Virgin Airlines might be planning to show videos of sunny weather in the window spaces on planes. Jesus.

Those bleeding stupid rapping ads though, eh? Actually, we're referring to Nintendo of America's spanking new interactive multimedia system which is designed to cater to all of your needs when you're on an aeroplane, a cruise ship, or – well – in a hotel room.

It's called the Nintendo Gateway System and it can 'give you' video games, movies, CD audio, telephone, shopping, and "a wealth of informational services including gate and baggage data". The whole thing is basically some top digital communications technology slapped together with a SNES of which Peter Main, Nintendo's vice marketing president commented, "The NGS will make travelling more entertaining and informative in a thousand different ways".

Apparently, passengers will be able to choose from ten different SNES games, a range of four to six movie selections, audio CD play, and phone, shopping and other informational stuff (like the weather in their destination city).

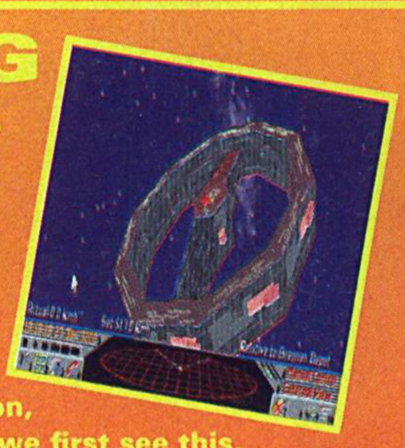
Oh yes. Very *non*-violent, I'll say.



It's virtual reality, honest it is.

See your opponent. Go and hit him in the head as often as you can until blood spurts out and he falls over unconscious. Sounds cool.

FORTHCOMING VIDEO GAMES IN THE, ERM, GENERAL VICINITY...



Hang on, didn't we first see this, like, 11 months ago? Well, we can categorically confirm that we will have this next issue. Possibly.

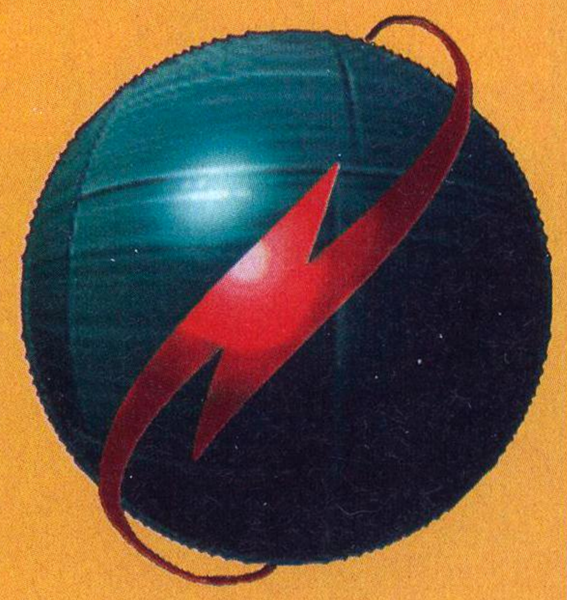
Twice a year, a crack, select and thoroughly élite group of computer journalists converge on an only mildly execrable location known as the Business Design Centre in dashing old Islington, London. Once there, they blunder around in ill-fitting formal wear and attempt to lurch into horribly contrived and badly conceived conversations with people whom they mistakenly perceive to be their friends.

Well, that's the jaded, scabby old cynic's view, anyway. What actually happens is that we all have a beer or two with our top industry chums and, while we're at it, slur to each other about forthcoming video games. Now, rather than devote about six pages to the show and its largely irrelevant excesses, have a quick look at this tantalisingly incomplete list of said soon-to-appear/be reviewed games... It nigh on makes you want to eat instant noodles for a living...

The Lawnmower Man **(Sales Curve) is soon to be available on SNES, Mega Drive and Game Boy. Look out for the review next issue. *Elite 2* (Gametek) which has been delayed hideously since, roughly, this time last year will, finally, also be reviewed (on the Amiga) next issue. (Honest!) *Legends Of The Ring* (Electrobrain) is, astonishingly enough, an utterly fabulous SNES boxing game which has firmly taken over from *SF2 – Turbo* as office work-stopper, while *Skyblazer* (Sony) is an excellent SNES platform/shooter.**

For the pick of the other stuff, do turn delicately to this month's Prototypes which start on page16...

NINTENDO CUT CART COSTS!



Well, don't get too excited just yet, because we're all very unsure of the actual implications on the final, final price of games. And they're not actually making their cartridges any cheaper, but they've changed their system allowing third party publishers (like Electronic Arts, Konami and Interplay) to buy cartridges from Nintendo in dollars rather than yen.

What happens, you see, is that once you've written your game, Nintendo manufacture all the cartridges for you in Japan and then you buy them back before you can distribute them and sell them. Owing to the currently useless exchange rate between sterling and yen, software publishers are finding it hard to make a decent profit (ahem). The reason for Nintendo's sudden move is largely attributed to last month's shock news that Electronic Arts had decided to freeze their Nintendo publishing because of precisely this problem. So, the good news is that the softies can bring their carts to the shops at lower prices. There's even a chance that we'll see some cheaper carts (probably £5 off current RRPs) in the shops before Christmas. Hooray!

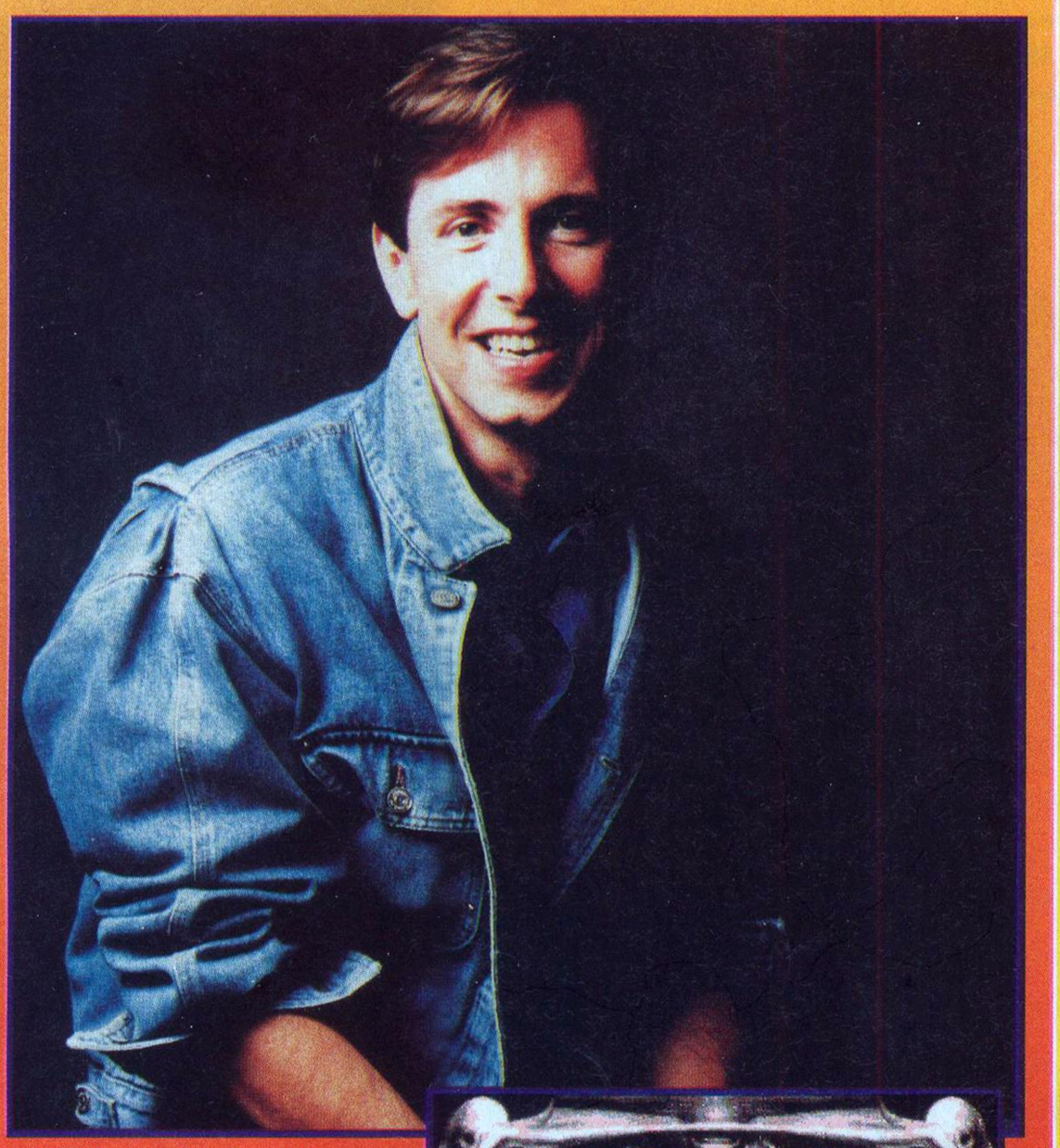
HIS BARK'S WORSE THAN HIS BITE

British horror maestro Clive Barker has signed an exclusive deal with Virgin to provide his work for their forthcoming CD games. Initially on PC CD-ROM, later versions will also be released on the Mega CD and CD-32.

Clive Barker was responsible for the Hellraiser series of films and the new Candyman movie (which is pretty good). He has also written the Books of Blood and Weaveworld (which isn't all that good).

Virgin promise that their new horror games will feature never-seen-before plots and stunning graphics. Barker will be involved in all stages of the project from the planning and storyboards to the final playtesting. No dates or titles have been set as yet, but he will be producing games on all CD platforms including Mega CD and CD-32.

This is not the first time that leading lights from the horror/sci-fi field have been brought in to get involved with video games. Earlier this year the amazingly talented H. R. Giger lent his fabulously gothic artwork for the Amiga game *Darkseed* by *Cyberdreams*.



ABOVE: It's the Candyman himself. Clive Barker is possibly the best-selling British Horror author of all time. Now bringing his work home to you.

BELOW: Giger's gothic artwork is seen at its best in *Darkseed* from CyberDreams.

MAYO THE FES BE WITH YOU

The second Future Entertainment Show

You know the utterly wonderful, sickeningly fantastic Future Entertainment Show – from out of the Grand Hall, Olympia (11th – 14th November)? Well, now, to add inexplicably to all the existing wonderfulness, Simon Mayo – from out of the radio – will be broadcasting live from Olympia on the opening day of the show (Thursday, 11th).

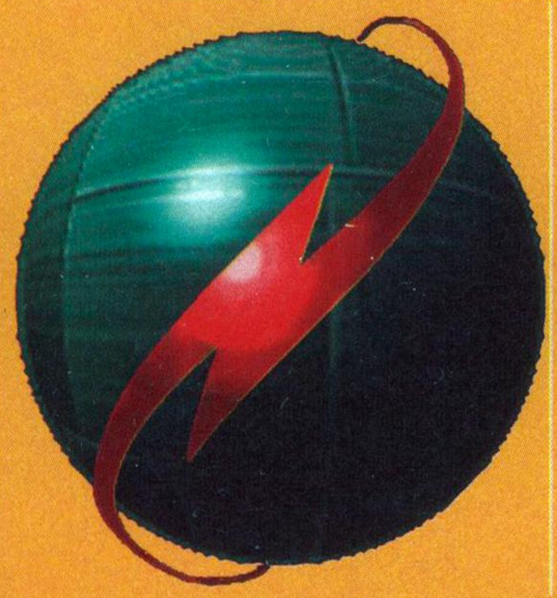
Simon (who, you're probably aware, is a 'disc jockey') is winner of both the Variety Club BBC Radio Personality of the Year and the Sony National DJ of the Year. He currently hosts the Radio One FM Breakfast Show and will take over the Simon Bates slot from October 25th.

The FES shows will 'happen' between 9am and 12.30pm, and will be broadcast from Radio One's ever-so roadworthy Roadshow vehicle, which, for the duration of the exhibition, will be from out of the Grand Hall, Olympia. And, goodness blimey, if visitors won't be able to win Radio One 'Eff Emm' goodies by going up to the vehicle and, erm, doing various vaguely entertaining things.

Other fab stuff which will be there... National Computer Games Championships, The 'Games Arena', 21st Century Entertainment's *Pinball Dreams/Fantasies* Championships, and the US Gold/Winter Olympics tie-in. You'll be able to meet that Metro geezer (out of being good at Nintendo games). It would, indeed, be horrifyingly sad of you to miss out on this utterly videogamestastic bleeding, bloody well-mongous show.

Simon Mayo is 13 and does not list Hounslow as one of his favourite meditation positions.

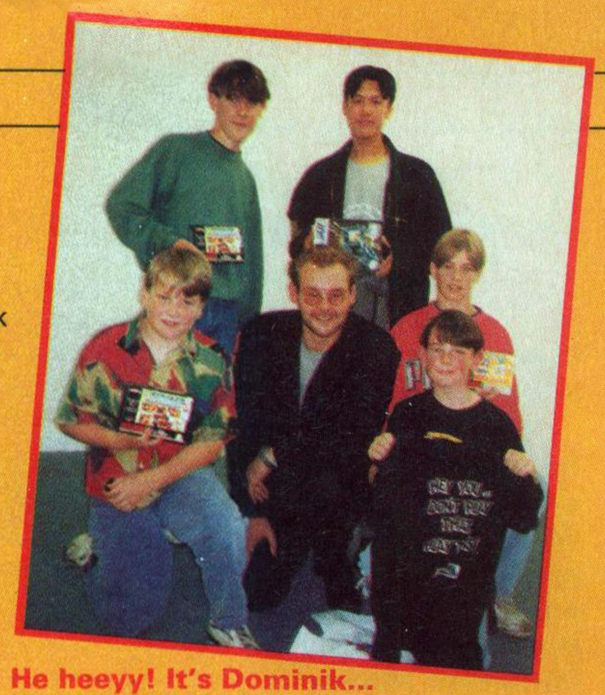
It's Simon Mayo and everything. Out of the radio. He was on the Big Breakfast the other week. But, hey, relax girls, he's married.



DIAMOND LOSES HIS EDGE

"Legend in his own Mind" Dominik Diamond met his match when he took on all-comers at the opening of The Next Level in Leeds. He challenged 12 kids at *Mortal Kombat* and received no mercy. In round one, one of the six beat him, but in the second, four of them soundly whipped his butt. The cultish TV and radio celeb came up with a classic pathetic excuse on his defeat saying, "I'm not as well practised as some of the young people we've seen here today". Shyeah right, Dom.

All the winners received free games from the store and, of course, the opportunity to tell their future grandchildren about how they beat the former host of GamesMaster. Although if I were them I would go to the doctor's and get something for those red eyes. Please take note of Dom's new "Don Johnson" designer stubble look. The watch is a fake Rolex as well.



He heeyy! It's Dominik... er... what's his name again...?

THE FUTURE OF VIDEOGAMING?

Ruddy Jesus! It's that new Phoenix thing and it'll sell loads!!

It's a rainy afternoon in Slough and Jim and a couple of geezers from our sister mags Total! and Edge are sitting in a dingy room on the first floor of a red-brick unit in a business park. They're here for their first experience of Atari's new 64-bit machine, the Jaguar. Wrestling with the spectacularly unergonomic control pad, the assembled journos examined a batch of titles in development.

Although our exposure to each game was extremely brief, and each is far from finished, the quality of this first generation of Jaguar software could safely be described as patchy. By far the best looking was *Aliens vs Predator*, a 3D texture-mapped maze game in the *Wolfenstein* style. *Crescent Galaxy* is the obligatory horizontal-scrolling space blast featuring the completely un-Starfoxy animal characters of (you best be sitting down) Trevor McFur (a leopard), a cat called Cutter and General Patent who looks inexcusably and hilariously like a picture of a lion scanned out of National Geographic stuck on the body of an American General. *Tempest 2000* is a competent reworking of the prehistoric wire-frame blaster enhanced and brought up-to-date with agonisingly ST-ey sampled sound. A driving game temporarily known as 'Virtual Racing' is also underway, displaying the Jaguar's impressive polygonal-processing power. Finally there's *CyberMorph*, a sort of *Zarch*-meets-*Hunter* affair. The Jaguar's planned release in Europe is Spring next year. Watch future issues for more details.

THE CHALLENGE THEY CAME, THEY SAW, THEY LOST

This month's challenge was steeped in controversy from the off. For a start the named challengers bottled out at the last minute. There was a phone call two days before the official challenge date and a pathetic whining voice said, "Oh, the train journey is too long. We can't face it, so we can't come down." Yeah. Why don't you just say you're scared and can't face up to our two mighty warriors? So, let it be known from this day forth that Dan Waplington and his chum Yat Lau are officially wimps. Pah, amateurs!

Anyway, last minute replacements were found in the shape of Mark "The Stud" Robins and Ben "Complete Sadist" Harper. They didn't bottle out at the last minute – these guys are real men. In a late substitution Gav had to drop out, but a worthy replacement was found in Nathan, or Nav as he is now known.

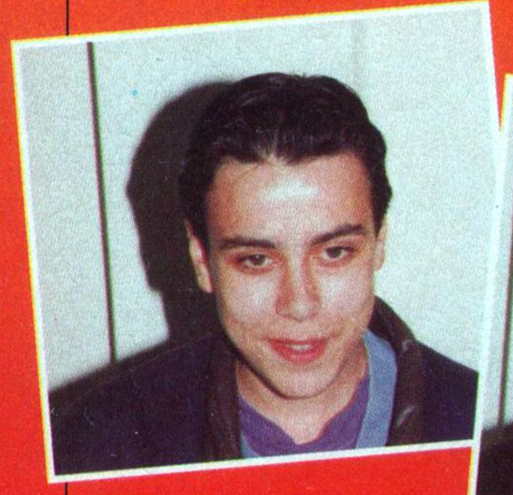
Surprisingly enough there was no Guile-on-Guile action in the challenge. In the first match Mark took Chun Li, while Nathan took Ken. Chunners drew first blood but successive fireballs and dragon punches soon took care of her. She quickly became stunned and a swift uppercut finished her off. The second round was closer but Ken's dramatic sweep kicks proved to be the deciding factor. Round one to our champs.

In round two Mark took Dhalsim, while Nathan took Blanka. The result was pretty much the same though. Mark did manage to take a round off Nathan but received such a pounding that he had to submit. Match one to the champs. In the second match Ben took Ken and Gav took old fave Ryu. The result was a predictable 2-0 slaughter by Gav. The second round was over in seconds as Gav's Guile destroyed Ben's Dhalsim. Two matches to our champs and everything rested on the next fight.

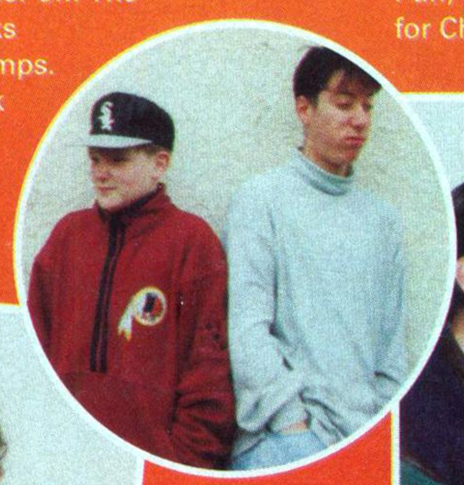
Ben and Nathan faced off with Dhalsim and Blanka. Ben did manage to take a round off Nav but it all ended in tears as he finished up a crumpled heap on the floor. In round two it was Ken versus Ryu – it was a whitewash. In a couple of boring rounds, Nathan had won it for our boys.

It may have been an easy challenge but at least the challengers turned up and didn't wimp out. Is there no-one out there who can provide a challenge for our seemingly unbeatable champs? What's this? Ah, a worthy challenger at last? Step forward Allan and Richard Brett. If Allan's name seems familiar it's because he won the National Computer Games Championship last year. What pedigree. What calibre. What a miserable-looking git in this picture. He's the one on the right. Richard reckons (chinny) that he's a Guile supremo. Their letter was full of the usual taunts and insults but it will all come to a head soon when they meet our boys in a true clash of the titans. Bruno versus Lewis will have nothing on this.

Get your SF2 – Turbo action on video and send it to Gaz and Gav? Ponce and Puff, more like. GamesMaster Magazine, 30 – ah, the usual address. And be good, for Christ's sake!!!



Video games do *not* screw you up. Honest.



They are actually immensely healthy, inspiring and life-affirming experiences.

A slightly stinted scene of Streetfightery (compared to the last geezers, anyway). It's getting tedious, isn't it? Let's hope the boy Brett kicks butt.

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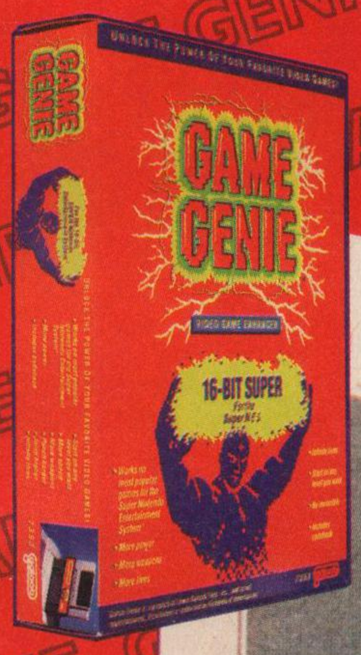

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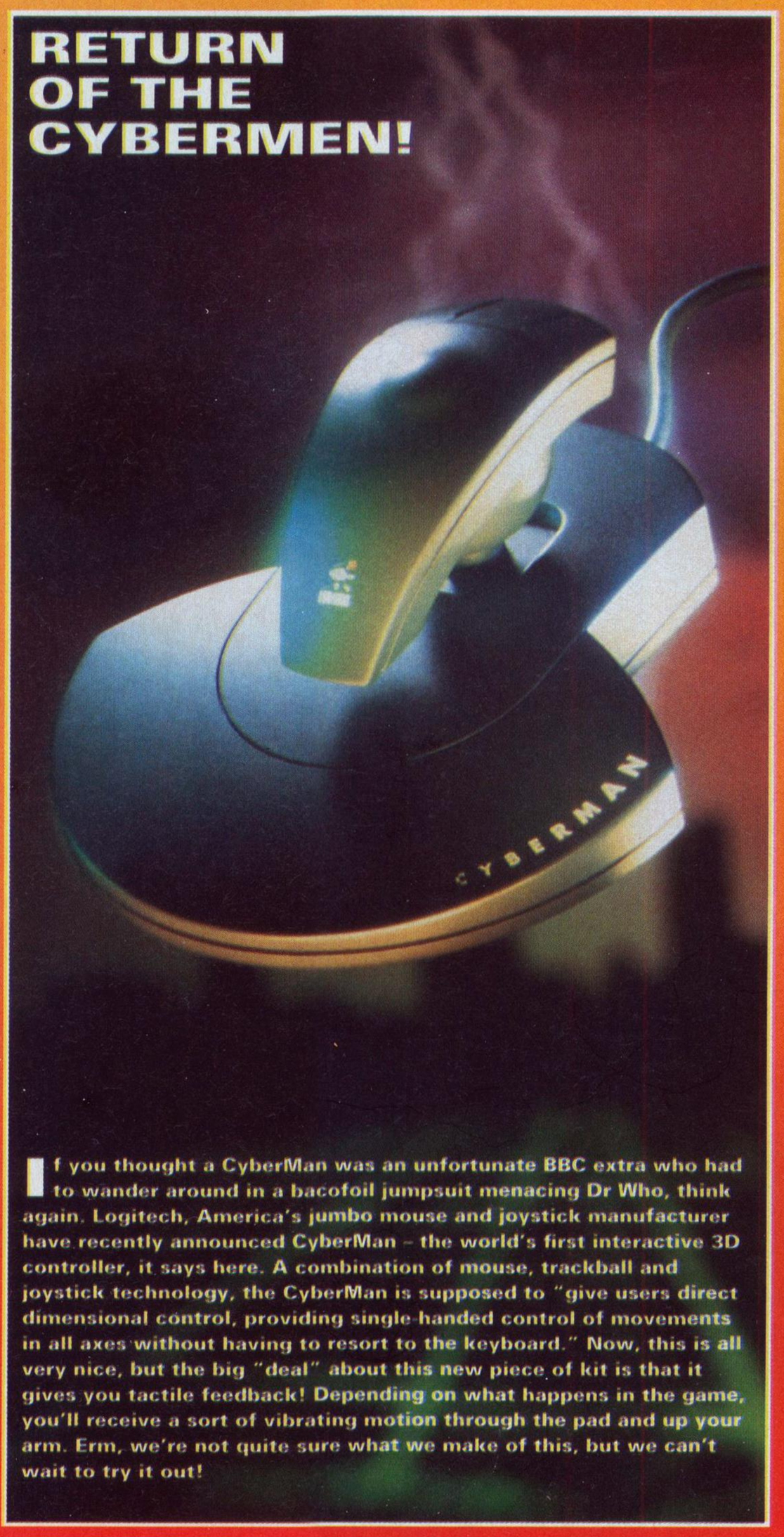
These books are excellent. One of them even tells you how to 'be' Goro in *Mortal Kombat*. No! No! We're joking! Don't ring up!!

VIRGIN'S IN PAPERBACK

Seeing as you're so keen on reading (well you're reading this, aren't you?), you'll be over the moon (sort of) about the new books being published by Virgin.

At last there's a follow-up to (deep breath) The Official Sega Mega Drive Power Tips Book, imaginatively called all that with a 2 at the end. The original was packed with tips for loads of great games (even Les wrote some stuff for it, so it must have been good) and no doubt the sequel will be as well. Some of the games busted wide open include *Sonic 2*, *Jungle Strike*, *Cool Spot* and *Ecco*. Luckily for you, Les hasn't done anything for it this time which is why it's priced at a mind-numbingly low £9.99 (he's not cheap you know).

Hot on the heels of that is the Super NES Games Power Tips Book (can't they think of shorter titles?), featuring cheats and guides for over 70 SNES games. The games covered include *Super Mario World*, *Streetfighter 2* and *Wing Commander*. Again the price is £9.99.



If you thought a CyberMan was an unfortunate BBC extra who had to wander around in a bacofoil jumpsuit menacing Dr Who, think again. Logitech, America's jumbo mouse and joystick manufacturer have recently announced CyberMan – the world's first interactive 3D controller, it says here. A combination of mouse, trackball and joystick technology, the CyberMan is supposed to "give users direct dimensional control, providing single-handed control of movements in all axes without having to resort to the keyboard." Now, this is all very nice, but the big "deal" about this new piece of kit is that it gives you tactile feedback! Depending on what happens in the game, you'll receive a sort of vibrating motion through the pad and up your arm. Erm, we're not quite sure what we make of this, but we can't wait to try it out!

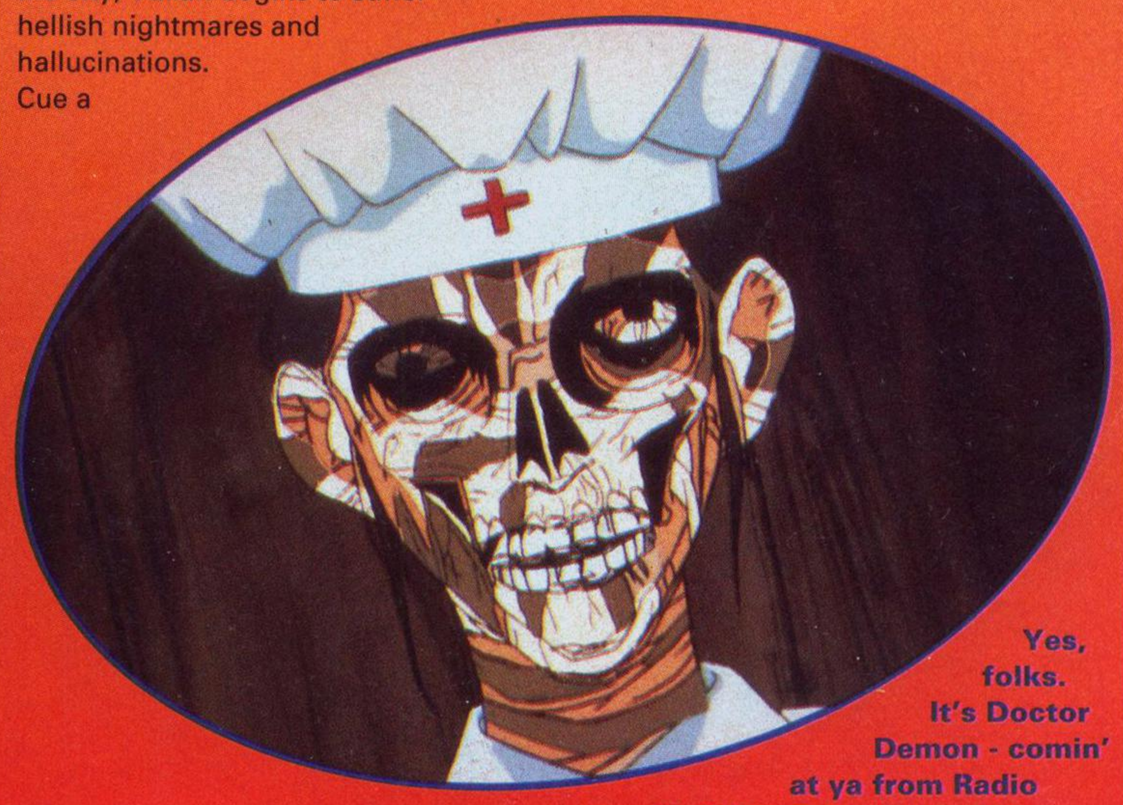
MIND-EXPANDING ACTION

Two rollicking new Manga video releases for you, this month... and, helpfully enough, they're both sequels. Crying Freeman 2 – The Enemy Within is the second instalment in the antics of the big, bloody hard Chinese gang-land assassin who kills people and then has a bit of a cry. This time, the customarily incomprehensible plot features the activities of the 108 Dragons (an élite fraternity within the Chinese mafia) as they attempt to uncover a traitor in their midst. It's all brilliantly animated, top, fist-on-ribs action and there's a great bit where Freeman is getting kicked in and, courtesy of the magic of the Japanese imagination, we get to see the internal, cringingly organic results of each of the punches. It's pretty gripping stuff.

Not bad. It's on a submarine and everything.

Doomed Megalopolis 2 – Disaster is something a little more ordinary and uninteresting. Set in 1908, some satanist geezer is continuing his plot to utterly destroy Tokyo by impregnating (unfortunately, literally) a sweet innocent, Yukari, with the seed of his hatred. Years later, as tremors shake the city, Yukari begins to suffer hellish nightmares and hallucinations. Cue a resulting spiritual, supernatural (and decidedly ridiculous) struggle for supremacy (as seen in the Legend Of The Overfiend series). If you enjoy the mystical, spiritual Manga stuff, check out the recently released Judge instead.

Both vids are available now, each at the really rather horny price of £8.99.



Yes, folks. It's Doctor Demon - comin' at ya from Radio Hell. Have a nice death!

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THE OFFICIAL VIDEOGAMES CHARTS COMPILED BY VIRGIN RETAIL (BASED ON SEPTEMBER SALES)

Virgin GAMES CENTRE

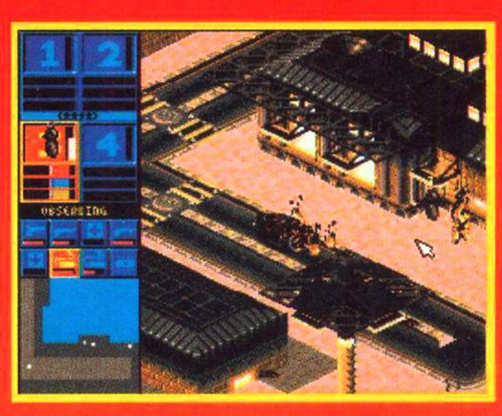
SNES

1. Mortal Kombat — ACCLAIM
2. Striker — ELITE
3. Super Mario Kart — NINTENDO
4. Starwing — NINTENDO
5. Super Star Wars — JVC
6. Batman Returns — KONAMI
7. Alien 3 — ACCLAIM
8. Super Mario Paint — NINTENDO
9. Pebble Beach Golf — NINTENDO
10. Tiny Toons — KONAMI

MEGA DRIVE

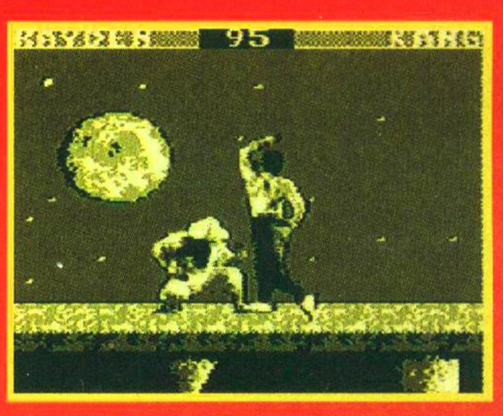
1. Mortal Kombat — FLYING EDGE
2. Jungle Strike — ELECTRONIC ARTS
3. Jurassic Park — SEGA
4. Micro Machines — CODEMASTERS
5. PGA Tour Golf 2 — ELECTRONIC ARTS
6. MiG 29 — DOMARK
7. Populous 2 — VIRGIN
8. Bubsy — ACCOLADE
9. X-Men — SEGA
10. Road Rash 2 — ELECTRONIC ARTS

AMIGA



1. Syndicate — ELECTRONIC ARTS
2. Championship Manager 93 — DOMARK
3. F17 Challenge — TEAM 17
4. Overdrive — TEAM 17
5. Dune 2 — VIRGIN
6. 1st Division Manager — CODEMASTERS
7. Soccer Kid — KRISALIS
8. Dogfight! — MICROPROSE
9. Goal! — VIRGIN
10. Gunship 2000 — MICROPROSE

GAME BOY



1. Mortal Kombat — ACCLAIM
2. Flintstones — TAITO
3. Super Mario Land — NINTENDO
4. Super Mario Land 2 — NINTENDO
5. Golf — NINTENDO
6. Empire Strikes Back — UBISOFT
7. Top Ranking Tennis — NINTENDO
8. Tiny Toons — KONAMI
9. Alfred Chicken — MINDSCAPE
10. Nintendo World Cup — NINTENDO

MASTER SYSTEM

1. Mortal Kombat Flying Edge
2. Techmo World Cup — SEGA
3. Lemmings — SUNSOFT
4. Mickey Mouse 2 — SEGA
5. Sonic 2 — SEGA
6. Streets of Rage — SEGA
7. WWF Steel Cage — FLYING EDGE
8. Wolfchild — CORE DESIGN
9. Super Tennis — SEGA
10. California Games 2 — SEGA

NES

1. Double Dragon — ACCLAIM
2. Adventure of Link — NINTENDO
3. Dragon's Lair — ELITE
4. Days of Thunder — MINDSCAPE
5. Probotector — KONAMI
6. Battle of Olympus — KONAMI
7. Maniac Mansions — JALECO
8. Bayou Billy — KONAMI
9. Turtles II — KONAMI
10. Captain Planet — MINDSCAPE

GAME GEAR

1. Mortal Kombat — FLYING EDGE
2. Mickey Mouse 2 — SEGA
3. World Cup Soccer Sega
4. Tom & Jerry - The Movie — SEGA
5. Sonic 2 — SEGA
6. Lemmings — SUNSOFT
7. Streets of Rage 2 — SEGA
8. Super Monaco GP — SEGA
9. Super Kick Off — US GOLD
10. Alien 3 — FLYING EDGE

OUR FAVE GAMES

1. Lethal Enforcers — MEGA CD
2. Legends Of The Ring — SNES
3. SF2 - Turbo — SNES
4. Syndicate — AMIGA
5. Mario All-Stars — SNES
6. Aladdin — MEGA DRIVE
7. Ecco — MEGA CD
8. Pinball Fantasies — AMIGA CD 32
9. Gunstar Heroes — MEGA DRIVE
10. Thunderhawk — MEGA CD

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PROTOTYPES

They're unfinished, you see. Prototype versions. Ah, we just got fed up with Trailers...

SUPER EMPIRE STRIKES BACK

FROM - JVC
FOR - SNES
PRICE - £49.99
AVAILABLE - DECEMBER

After their gigantic SNES successes with *WWF – Royal Rumble* and, erm, *Mortal Kombat*, top American geezers Sculptured Software have had a bit of a go at doing the sequel to one of the toppest licenses ever (*Super Star Wars* shot to number one all over the place). And, arsing blimey, it looks downright effervescent.

It's the hyperdrive! It's like that episode of Red Dwarf. Oh, no it isn't.

It all closely follows the plot of the movie and, perhaps unsurprisingly, 'being' Luke means that you get a distinctly similar game to *Super Star Wars*, only this time the selection of one of the other characters (Han, Chewbacca) actually changes the physics and difficulty of the game.

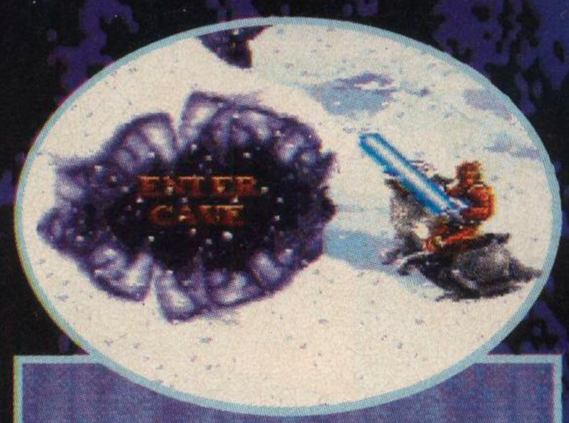
Aside from the fact that it looks, erm, absolutely fabulous, it's all lovely and varied, with 3D flying bits, platform sections and a superb, 3D Deathchase-like speeder bike frenzy. You can 'go' to Dagobah, have a bit of a bevvy with Yoda, listen to his semi-esoteric wibble and go away thoroughly Jedi-ed up. Or why not nip across to the ice planet, Hoth, a place with inevitably slippy platforms where you can hitch a ride with a Tauntaun (bizarre snow horse thingy) and kick the ideas out of a big Wampa monster.

The landspeeder section is also unreasonably excellent and, far from being just a functional linking bit, is actually a fast, smooth, highly playable, Mode 7 featuring game in its own right. You may also feel an inexplicable urge to clamber onto a speeder bike which is a bit like a good version of that bit out of *Battletoads* on the Mega Drive... only it wasn't in Empire Strikes Back, it was in Return Of The Jedi, we think you'll find. Oh, and you get to control the Millenium Falcon and go into hyper-space at the last moment, because, amusingly enough, it's a bit of a bucket.

If we don't fulfil our promise to offer up an enormous review of this next issue, feel free to send Ade some hate mail or something. ■

Hang on, I don't remember this bit from the film. Sorry. Bit obvious.

We'll stop saying that, actually. I mean, artistic license and all that.



Oh, I remember this bit! It's where he has to chop up his tauntaun.

'Cos they have to close those big metal doors, you see. But Luke is still out there, and Chewbacca does a bit of a roar to coincide with the clang of the doors. It's excellent. You really should see it. I know I have.

Now hang on... No, no, no. I definitely don't remember th – Aaagh!

FIFA INTERNATIONAL SOCCER

FROM - ELECTRONIC ARTS
FOR - MEGA DRIVE
PRICE - £44.99
AVAILABLE - DECEMBER

Timed cunningly to coincide with England's pathetic demise from the World Cup (if we do qualify, cross out that bit and put in "sensational performance"), EA are bringing out what they think is the ultimate in footy games. Now, if my memory serves me right, Sega thought they had the ultimate soccer game in *Ultimate Soccer* but they were sadly mistaken. Will EA make the same mistake?

With their calibre in sports games, this would seem unlikely. *FIFA International Soccer* brings you the thrills and spills, but not the Gazza tears or the multi-million pound wages of real football. (Well, it wouldn't be netball with a name like that, would it?) Anyway, as with all the other EA sports games, you get tons of options and tons and tons of teams. All the teams are said to be realistic (i.e. England lose a lot and the Italians attempt the world broken bones record) and EA have used over 2,000 frames of player animation to make the on-screen antics as realistic as possible. Short of enraged fans invading the pitch, ripping up the goalposts and scrapping with rival fans, everything that can be done in the real game can be done in this. Incidentally you may be interested to know that in an early challenge GamesMaster beat sister mag Sega Power 2-0 in what can only be described as a whitewash. Next issue we will have a huge review of this putting it up alongside Sony's *Sensible Soccer* to see who wins the battle of the video game soccer titans. ■

"Some people are on the pitch, they think it's all over." "No they don't, they're the players, you dork." Someone had to say it, it is a footy game.

The goalkeeper impresses the crowd with some half-time ballet lessons while the players all pose for this week's spot-the-ball competition.

JIM POWER

FROM - LORICIEL
FOR - SNES/MEGA DRIVE
PRICE - £49.99/£39.99
AVAILABLE - NOVEMBER

Agh! A 3D game that actually works. Surely not. After the dismal failures of the early Sega 3D games and the numerous "real 3D techniques" someone reckons (chinny) that they have actually cracked it. We can't have this. 3D has never worked properly, not in films and definitely not in games. Everyone will start harping on about the future of Virtual Reality now, I can see it coming.

The deal is this... *Jim Power* is a *Turrican* sort of game with lots of jumping and shooting. On top of this, there is a little bit of driving thrown in for good measure. The main selling-point, however, is this 3D stuff. Now don't get too excited, okay? What happens is that you put on these freaky 3D glasses and the parallax backgrounds suddenly look as if they're in 3D – hence the 3D bit.

It all looks impressive, but what you should be worried about is whether the gameplay is any good or not. After all, spending all this money just to look at a few neat backgrounds that look like they are coming right at you is a bit over the top, even for the most hardened, er, 3D enthusiast.

You know the sort. They walk around with bits of coloured sweet wrappers sewn to their eyes. They all swear that Jaws 3D was a good film and that Freddy's Dead was the 3D to end all 3D (incidentally both of these films were a bit naff).

They're the kind of people who scream in the cinema when you're sat next to them. They swear that just because a set of shark teeth came towards the screen that it looks like they were going to get bitten. Poor souls, if you see them in the street, have pity and please give what you can afford. Actually don't bother, just give them a sly kick and wonder why they didn't see that coming in 3D. Expect reviews whenever we get them. ■

Jim Power is about a guy called Jim, who's very powerful. Scary.

Sounds a bit like our old Douggie to me. Except of course he's gone now as well. Is there anybody left? Why's it gone all quiet in the office?

And they say working out is good for your physique. From mild-mannered superhero to competitor for the Russian ladies shot putt team.

T.F.X.

FROM - OCEAN
FOR - A1200
PRICE - £30 APPROX
AVAILABLE - FEBRUARY

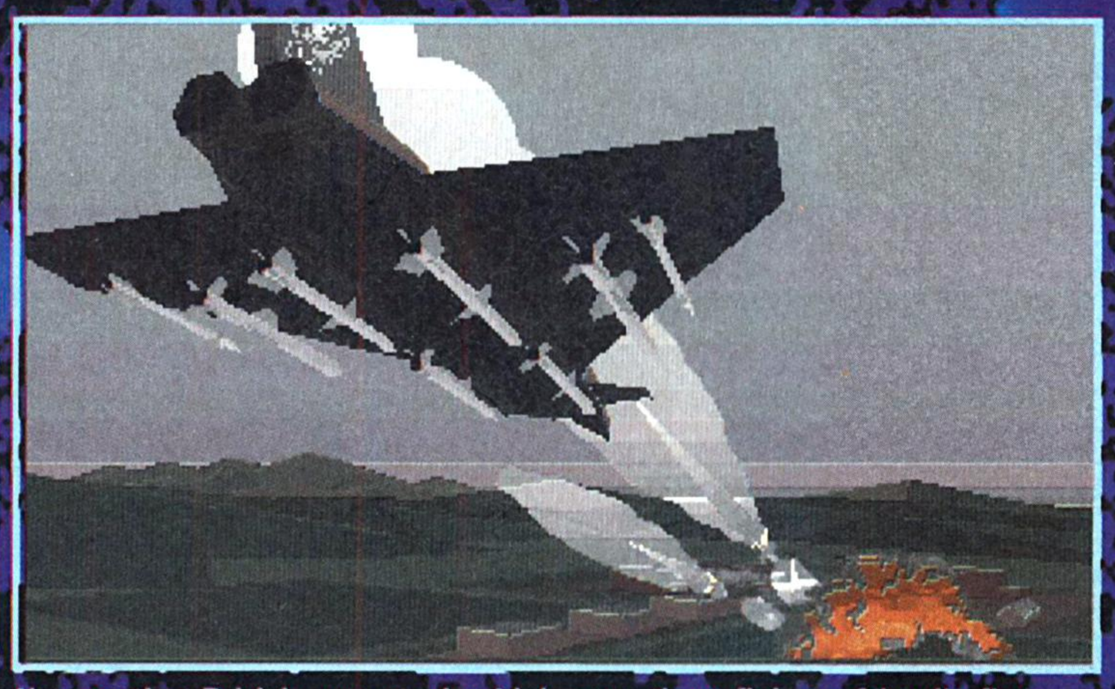
Hello, I'm the game up at the top of the page. Ignore that big bully down there, he always gets his own way and goes to the bottom of the page. Life's not so bad being a poor little top of the page preview though. There are some perks to the job. Not as many as he gets down there, of course, but the boys and girls in the team are nice to me and that's all that counts. Ade's going now though (sniff, sniff), well I suppose I'll have a new person to talk to soon.

Oh yeah, I'm not supposed to talk about me, let's talk about *T.F.X.* which stands for Tactical Fighter Experiment, apparently. It's from those nice people at Ocean and DID who at least have dressed me up with some tasty screen-shots. It's a flight sim of sorts with lots of that zoomy 3D stuff. You get eight theatres of operations to fly around in and a choice of planes to do all the flying and frying with. There are 200 missions to master, tackling all manner of tinpot dictators and despot world leaders. As usual the graphics look pretty stunning but we'll have to see when those nice boys review it. Right it's getting late. I'm off to bed now to get my beauty sleep. Who knows, maybe one day I'll be good enough to go at the bottom of the page instead. Night, night. ■

A hacked off motorist takes the ultimate revenge for those toll...

charges on the Severn Bridge. A quid for a car, I ask you.

That's my plane. How the hell am I supposed to fly it from over here?



Ha, see that British armoured vehicle over there flying a friendly flag. Well, so did we. So did our missiles. Not exactly Top Gun, is it?

INFERNO

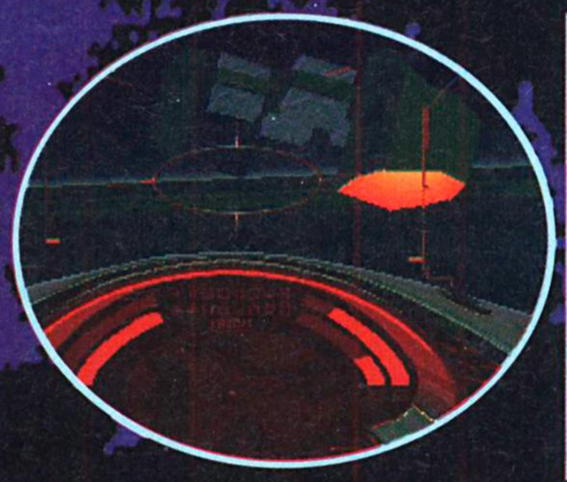
FROM - OCEAN
FOR - A1200
PRICE - £30 APPROX
AVAILABLE - FEBRUARY

A1200 owners may be sat around thinking, "Why the hell did we buy these? All we are getting are A500 conversions. Jesus what a waste of money." Well, you can all sit down and shut up because have we got news for you. Ocean have teamed up with top coders DID to bring you two games. One of them is that one with the flash screen shots up there at the top of the page. The other is, er, here.

Inferno is a colossal spacey flight sim using complex 3D environments that make up seven planets and three moons. Seeing as it's like, a flight sim, I guess, you have to fly around these planets and moons. You also have to fight 300 different ships which come with loads of weaponry.

Just out of interest, DID are the people responsible for the awesome looking *Epic* on the Amiga. With the added power of the A1200 they should be able to produce something just that little bit special.

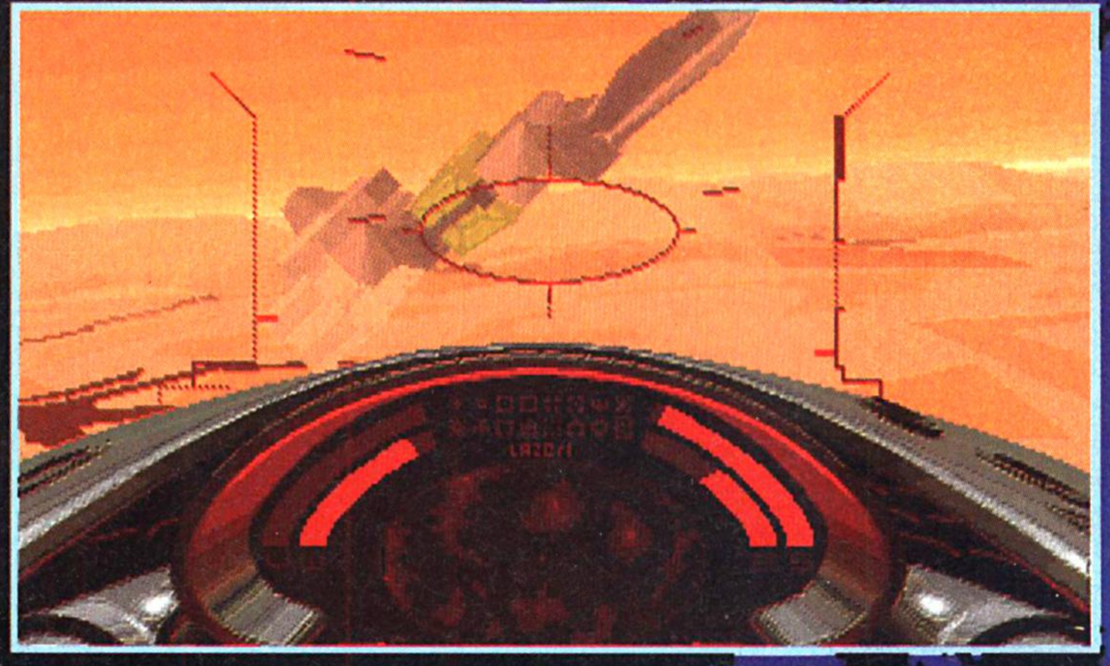
We'll have a review of *Inferno* soonish, sort of, well maybe, probably, almost definitely. ■



A beautifully rendered 3D shapeless blob approaches another beautifully rendered shapeless hole.

When I said I wanted to see thigh length boots, this isn't exactly what I had in mind you know.

Here's a rather uninteresting bloke stood in an uninteresting pose. It looks good though and I'm sure it took ages to draw.



See that thing towering in the air. That's The Towering Inferno. See Steve McQueen is looking out of the window. And Paul Newman too.

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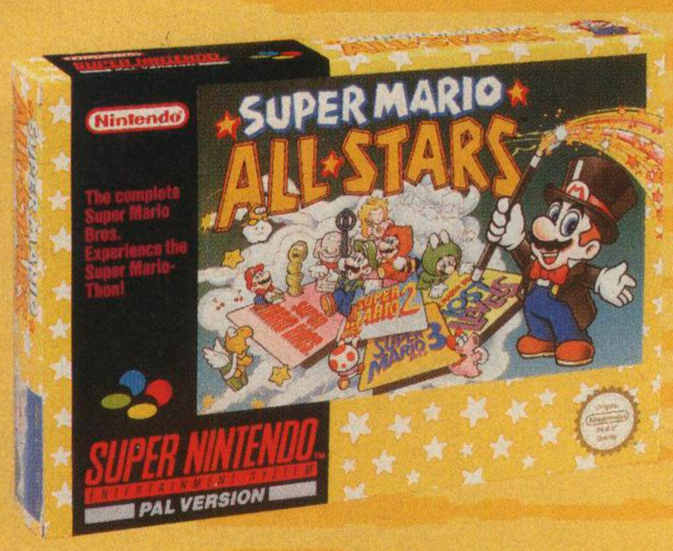
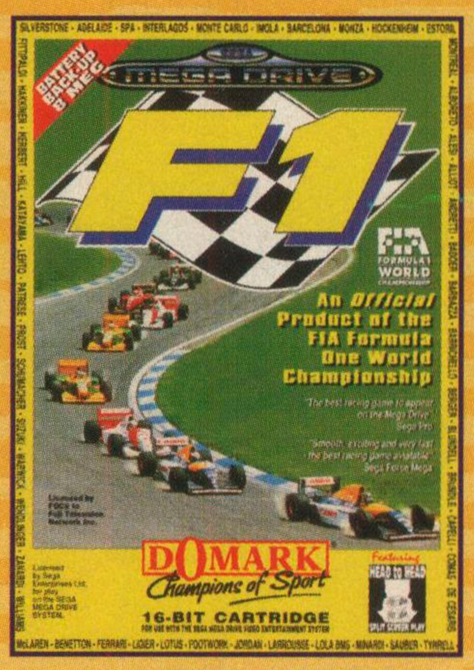
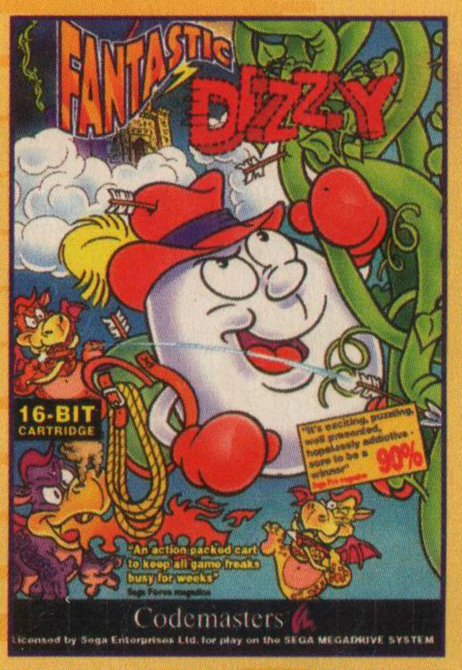


MARIO ALL STARS (SNES)
Now Available



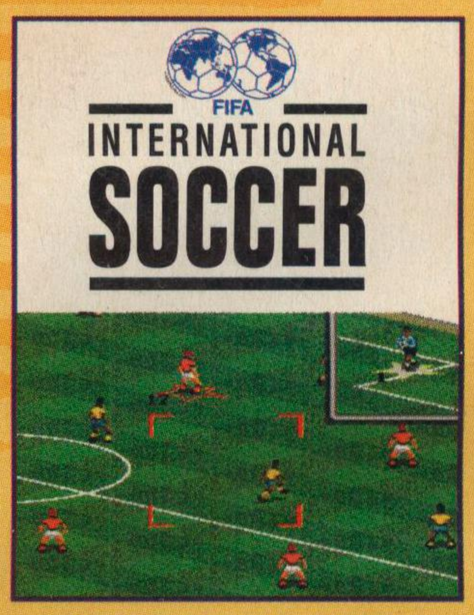
F1 (MD•GG•MS)
October Release



FANTASTIC DIZZY (MD)
October Release

SUPER STAR WARS (SNES)
Now Available

ROCKET KNIGHT ADVENTURES (MD)
Now Available



EA SOCCER (MD)
December Release

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ZOOL 1 & 2

FROM - GREMLIN
FOR - MEGA DRIVE/AMIGA
PRICE - £39.99/£25.99
AVAILABLE - NOVEMBER

Look let's just get this straight, here and now. Zool is not an ant. No way is our superhero one of those annoying little creatures which you trample on sight or pour boiling water over when you see a nest. No way is this guy one of those little things you use a magnifying glass to set fire to on the school playground. No sirree. He's a hero, he's got skillage and he gets the girls, so he must be good.

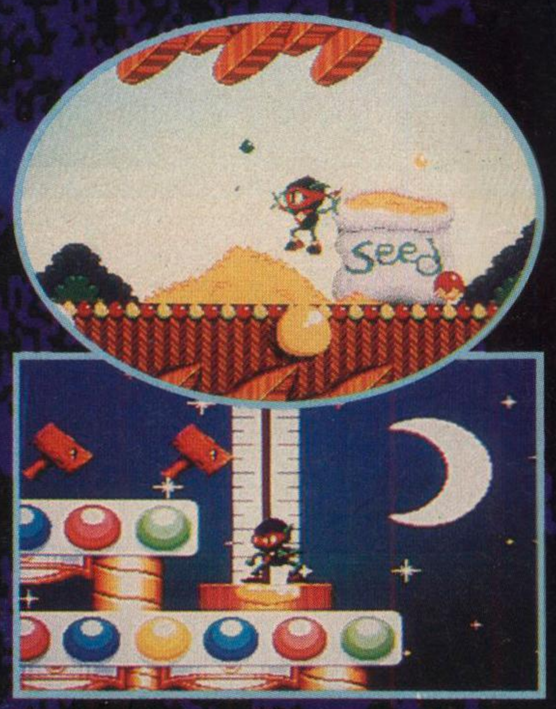
His first adventure, which is winging its way to the Mega Drive next month, wowed Amiga owners who started claiming that it was better than *Sonic* – but then they would...

Basically you are this ninja ant, no sorry, a ninja from the Nth dimension who has to run around various levels jumping on things and collecting stuff. Not exactly original, I know, but it's dead fast and the graphics are some of the most colourful yet seen in a game.

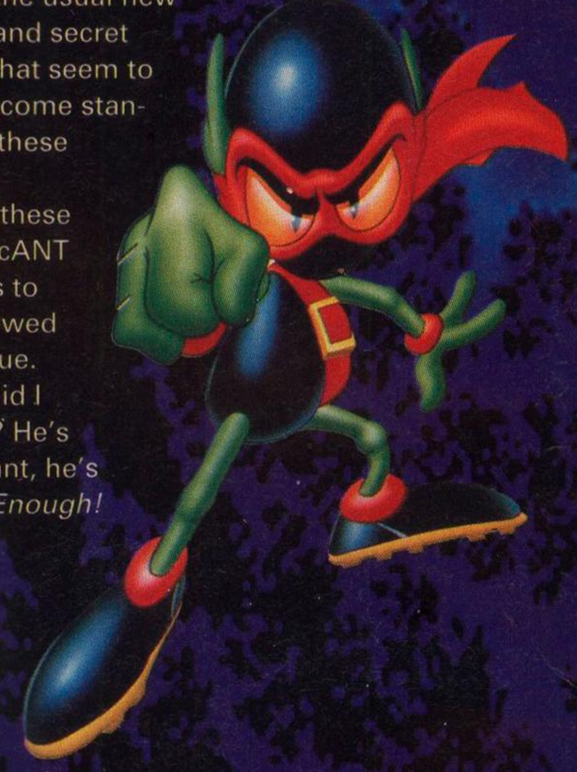
Zool 2 on the Amiga features *Zool* and his missus who have to run around various levels jumping on things and collecting stuff (again). Nice to see some variety in these games, ain't it? There are nine all-new levels and now the time limits (which you'd hardly have noticed in the first game) have been made tougher. He also has a two-headed dog for some obscure reason known only to Gremlin and a few weirdo programmers somewhere. Expect the usual new moves and secret rooms that seem to have become standard in these games.

Both of these magnificANT releases to be reviewed next issue. Sorry, did I say ant? He's not an ant, he's just... (*Enough!* – Ed) ■

Zool strikes a fearsome pose amid a field full of liquorice all-sorts. Not quite as scary as the eyebrows on that blobby thing, though.



Here comes the Hammer – oh, we've already done that gag.



AERO THE ACROBAT

FROM - SUNSOFT
FOR - SNES
PRICE - £49.99
AVAILABLE - NOVEMBER

Right, first of all we had a supersonic hedgehog, then a bleedin' ninja ant and now we have some godforsaken acrobatic bat come to steal the limelight. As you may have gathered from the title, Aero is a bat who performs his death-defying feats of acrobatics in the circus for his adoring fans, like Les who loves bats and has a menagerie of them in his lovely new painted black house/coven.

However, some nasty old grey and wrinkled man (boo hiss, in the best traditions of Saturday afternoon kids' matinees), has been tampering with all the circus equipment which is now threatening not only Aero but the crowds as well. You can probably guess the rest. You take control of Aero, you'll have to jump on platforms,and basically fly around and, save the crowd. And, as with all the best known heros, just be an all-round good guy, alright, bat then.

Some of the things you have to do would turn the stomach of even the most experienced Alton Towers white-knuckle ride freak. You'll have to scale a trapeze, walk a tightrope, dive into small pools of water from extreme heights, get fired out of cannons and all those other seemingly suicidal things that circus performers do for a laugh like put their heads in lions' mouths. Yeah like that's my idea of a good time.

Aero the Acrobat promises to be a lot of fun, in fact it looks like so much fun that the real circuses that are travelling round the country could well be put out of business.

With a little bit of luck (and some of GM's pressure tactics) we should get a review copy next issue. Unless Aero's touring the Ukraine. ■

Sod me. This is a bit like *Pilotwings*, wouldn't you agree?

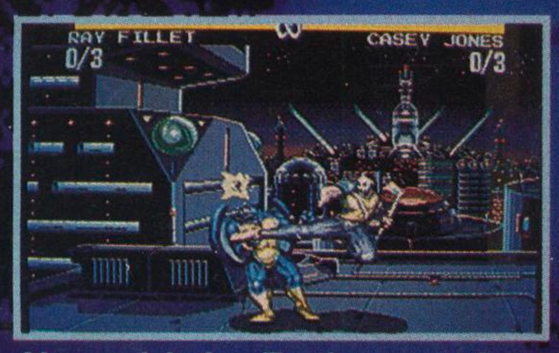
Sorry. I'm finding it a bit difficult to write these captions without thinking of Aero chocolate bars. Actually, I prefer the orange ones.

TURTLES TOURNAMENT FIGHTERS

FROM - KONAMI
FOR - SNES

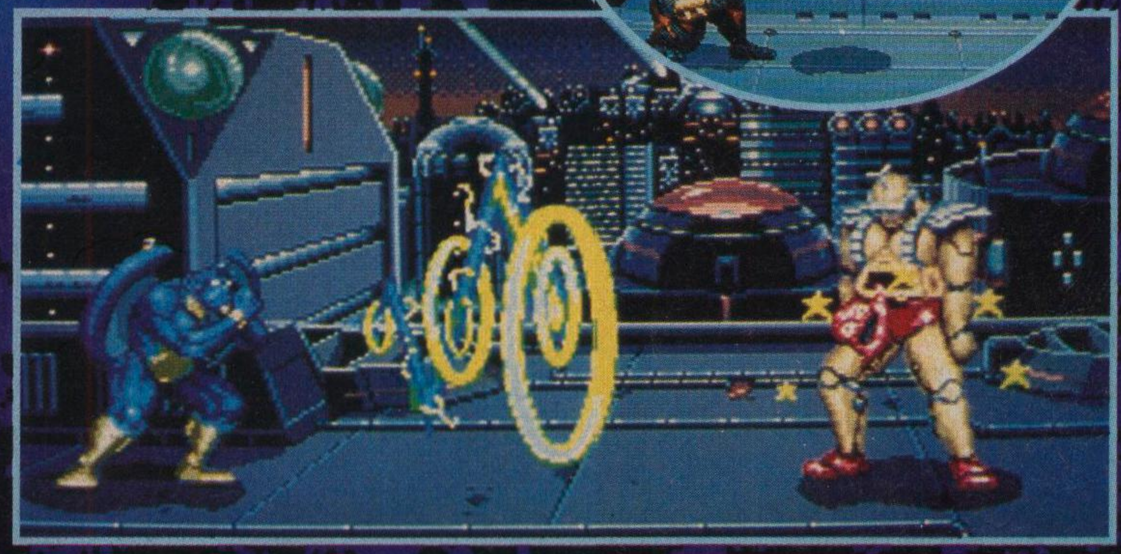
PRICE - £49.99
AVAILABLE - NOVEMBER

Those heroes in half-shells are stomping onto the SNES after a couple of nearly good adventures. Now they're in a *Streetfighter* style one-on-one fighting game. You can choose from ten characters (including the turtles themselves but sadly not April). You have to defeat nine other characters to face the bosses (which you can't 'be', alright?).There are fancy backgrounds and special moves galore as you fight your way through the scummiest scum that the scummy city of New York has to offer. Actually, from what we've seen of the game, some of the characters here make the likes of Blanka seem perfectly normal. If four stupid ninja turtles weren't bizarre enough, there are strange-looking robots and kamikaze flying toady things. It's weird, bizarre, surreal and probably a bloody good game as well. The turtles as a craze may be dead as a duck and buried six feet under, but their games live on. A full review will be coming next issue. Cowabunga-dudes, party on, surfs up... (*Shut up. Thank you.* – Ed) ■



Alan and Jethro Turtle engage in a not insignificant disagreement.

Arnold and Grizelda exchange hearty modes of convective.



Graham Rees-Jarvis and Hugh Jass rendezvous before a sci-fi cityscape, engaging in a frustratingly interesting argument concerning radar.

ELFMANIA

FROM - RENEGADE
FOR - AMIGA

PRICE - £25.99
AVAILABLE - NOVEMBER

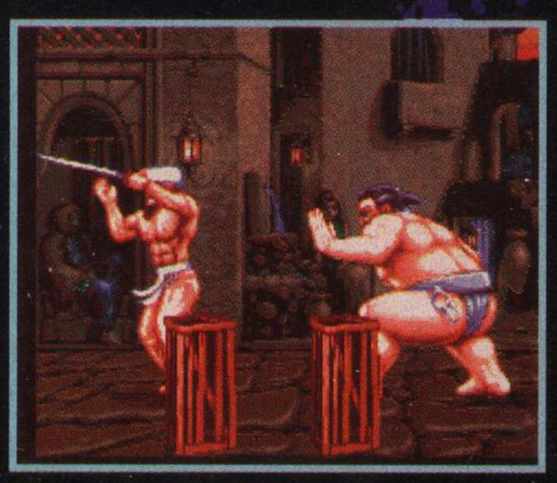
Good beat-em-ups are few and far between on the Amiga. There's um, *Body Blows*, um, *Final Fight* is okay, um, *Streetfighter 2* sold well and that's about it. Now Renegade have entered the ring with *Elfmania*, quoted by many (including Team 17 apparently) to be better than *Body Blows*.

Apparently this is a non-violent beat-em-up. Oh yeah, this I've got to see. What do they use, harsh language? Or maybe they just attack each other with overgrown flowers? By non-violent they just mean that the characters are cute and the whole thing is just so amusingly bloodless. Goddamn it, we want blood, we want wanton violence, we want grossness. Still, this does look the business. The bee's knees, and all of that. You get the picture – it's an all-round good game.

The graphics are pretty damn impressive with multi-level parallax scrolling and luvverly, luvverly characters and backgrounds. There are six levels and six fighters at the moment and the programmers have been working hard to make all the various moves easier to access. After all, the moves in *Streetfighter 2* were practically impossible to access. If you're lucky we'll have a review of this stupendous fighting game next issue. But we'll have to wait and see if we can tear ourselves away from *Streetfight*... er, sorry, *Elfmania*. ■

"Ooh, my life. You could have someone's eye out with that."

Gerard and Anthony fearlessly commit a minor indiscretion.



This year's finalists in the European Arse-Showing contest.

"Kneel before me and have a bit of a chew on my hammer," spake he.

Deirdre Applegate and Jonathon... oh hang on, this joke's been going on for ages. Er... Water catastrophe, eh? He's hammering it up! (*Out!* – Ed).

THE JUNGLE BOOK

FROM - VIRGIN
FOR - ALL SEGAS

PRICE - £25-£50
AVAILABLE - LATE 93

If you ever were, or still are, in the Cub Scouts, your Tuesday evenings down the local church hall will have been plagued by tales of a little boy who was brought up by Rudyard Kipling's wolves (could have been bears, but we're not too sure). As well as Baden-Powell shouting at me, I earnt my badge in 'Drinking huge amounts of Tizer'. Anyway, enough of my scout history, because now we have a game where you can 'be' little Mowgli, in which you have to return to the human world, because you're bored of swinging through trees and stuff.

The game's made up of 12 levels during which you'll have to do all of the things that were in the movie, so I suppose eating ants is compulsory. There are loads of secret rooms and bonus games to find and play. Mowgli must swing and climb on vines and he even gets to meet the mad monkey (Eh? Dexter, eh?). All the great characters are there – the snake, a few alligators, Baloo the bear and that panther. *The Jungle Book* should go down well with the younger community, and if it's anything like *Aladdin* (see pages 64-65), then it's going to be excellent. ■

In the trees up above Mowgli does what he does best – staring out the local wildlife. The pelicans and the snake aren't too impressed.

"Look no hands." Shortly after, a quick trip to hospital was needed.

This is Sheng Long from out of *SF2* or is it Shere Khan?

A bit of surfing is called for. Master System owners rejoice.

Loads of fruit and snails for Mowgli to chomp on.

PRINCE OF PERSIA

FROM - DOMARK
FOR - MEGA DRIVE

PRICE - £39.99
AVAILABLE - MARCH 94

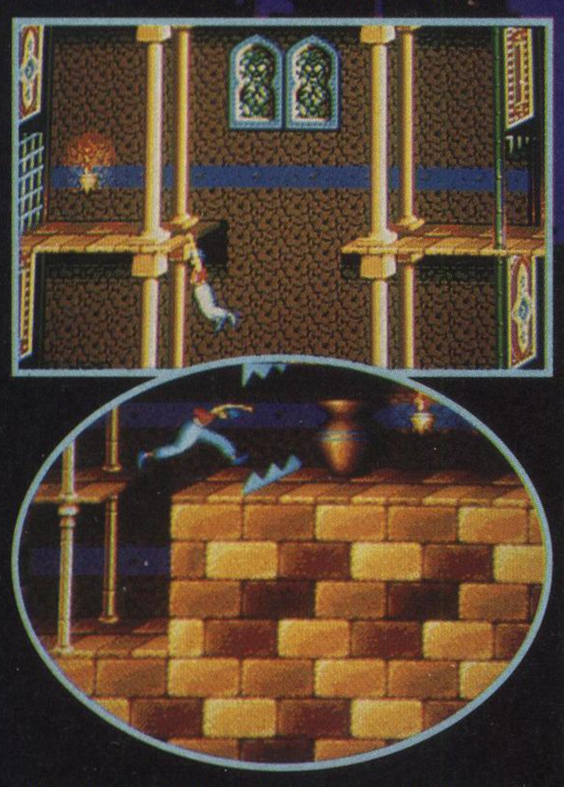
With his little turned-up-at-the-end slippers, the prince (or should that be ponce) has finally arrived on the Mega Drive, sporting the latest in designer head gear. Yep, the prince has the grand task of rescuing the fair princess from a fate worse than death – although what this is, I'm not too sure.

The athletic chap has a cool 60 minutes to rescue the fair gal by running through the dungeons of the castle, then the palace and finally the top of the tower where the dramatic finale will take place.

The Grand Vizier is not a silly chap and has reckoned, with the help of his unshaven chin, on the idea that you could well escape from his dungeons and foil his plans. So he's gone and filled the dungeons with plenty of death-inducing traps for you to dodge. There are also the obligatory skeletons to fight, à la Ray Harryhausen.

Going by previous versions of the game, we can expect the graphics to be silky smooth and the sound to be incredible. The gameplay was always horrendously strict with these *Prince of Persia* games: if you missed a jump, that was it, you'd plummet to your doom. So, you can expect more of the same when this gets released. It's not all misery though. You can easily find power-ups that will help you to recover from minor skirmishes. And believe it or not, I don't care which, there are even poisonous power-ups – yep the grand Viz doesn't miss a trick.

Keep an eye out for this release. It should be bloody good, so get saving up your cash for when it comes out. ■



Up above: Hanging loose, I think. Here: The jaws of doom.

This is one of the many sword fights that you will have. At the moment the skirmish is with a fat bloke, later on it'll be skeletons.

CLIFFHANGER

FROM - SONY
FOR - ALL FORMATS

PRICE - £25-£50
AVAILABLE - NOVEMBER

Sylvester. The name alone is enough to strike fear into the hearts of grown men. The star of countless, well three at least, Rambo films, not to mention the ludicrous amount of Rocky films he's starred in. Anyway, he's made it to the mountains this time, and he's gone a bit mad.

You've probably seen the film and you've probably eaten the ice-cream (*Eh?* – Ed), but you won't have played the game – yet. Sony are bringing us another scrolling beat-em-up that's tying in with a film. Oh yeah, that's original. However, it must be said that it does look a lot better than most other sideways beat-em-ups. Mind you it does look pretty special with all those lovely plush graphics.

Staying true to the action-packed but slightly frosty film, you must move from level to level of thrilling snow-on-platform action, on foot as well. It would probably be a bit too easy if you had a snowmobile, so on foot, it is.

You can use Uzis, knives and an assortment of deadly Kung Fu moves to keep the grizzly bears and terrorists at bay. The game will have many of the scenes that were in the film, such as numerous crumbling bridges, ropes, avalanches and the final showdown with Qualen. This was probably the best part of the film, with a lovely helicopter blowing up. What it won't have is the frostbite Stallone became victim to, nor those Bill and Ted like dudes.

Stallone actually did all of his own stunts when he made the film – despite the fact that he suffers from vertigo and everything. Apart from this sliver of trivia, the game will have seven levels, covering exotic but icy locations including caves, forests, and of course with a title like *Cliffhanger*, a chain of treacherous mountains.

Oh, and another thing. Isn't there a bit in the film where Sly wastes a baddie with a stalactite (or is it stalagmite?) Er, isn't that a bit of a rip-off of Die Hard 2? You know – the bit where Bruce is having a bit of a ruck with the rock hard Karate geezer with a knife and he reaches over and stabs him in the eye with the stalac... – hang on, I'll look it up... Yeah, with the stalactite.

For a movie licence, this one looks quite delicious. But what we *really* want to see is the game licence for Alive. Astonishingly enough, Les is already sketching out a bit of a storyboard... We'll keep you informed. ■

These are some of the lovely grabs from the game. They do look very... white, don't they? Still, I suppose, orange just wouldn't do.

LAST ACTION HERO

FROM - SONY
FOR - ALL FORMATS

PRICE - £25-£50
AVAILABLE - NOVEMBER

Arnold. The name alone...(*You've already done that one.* – Ed). Anyway, Mr Schwarzenegger, to you and me, is the undoubted star of the film and is surely to be the star of the game. However, it's a sideways beat-em-up with some scrolly bits, and as with most scrolling beat-em-ups, they tend to be a bit, well, bland. At this stage of development it's beginning to look like the film.

To be honest, there's not a lot to do in games like this – walk left, punch a bit, walk some more then dodge a bullet or three. But Last Action Hero will prove us all wrong. It'll be great, it's got Arnold in it and everything.

There are an astounding five levels depicting scenes from the film, such as Times Square, New York, where you get to punch and kick people, and a scene from the Sony Pictures filming lot in Culver City (wherever that is) where you get to kick and punch people. There's also the scene at the beginning of the film with the police cars (you know the bit) with loads of bad guys streaming onto the screen firing bullets. Arnie's last attempts at computer games have been sad to say the least. Perhaps this time, he'll give us a better performance. Maybe if you find a little golden ticket that belonged to Houdini, then you can jump into your Mega Drive and help Arnie fight the villainous scum. But if you're not that lucky, you'll have to make do with this when it gets released. ■

Here we have an early 80s car chase. This sort of film genre was rife in our cinemas. The Blues Brothers being the prime offenders. And to this day, the 'car chase' is still in use.

4/10 for texture and a whopping 7/10 for the smell. Thank you all.

I don't believe it, that's definitely not Arnold. He can never die, and he certainly wouldn't run away from a fight. Never. Go on Arnie, kick him.

sega ZONE

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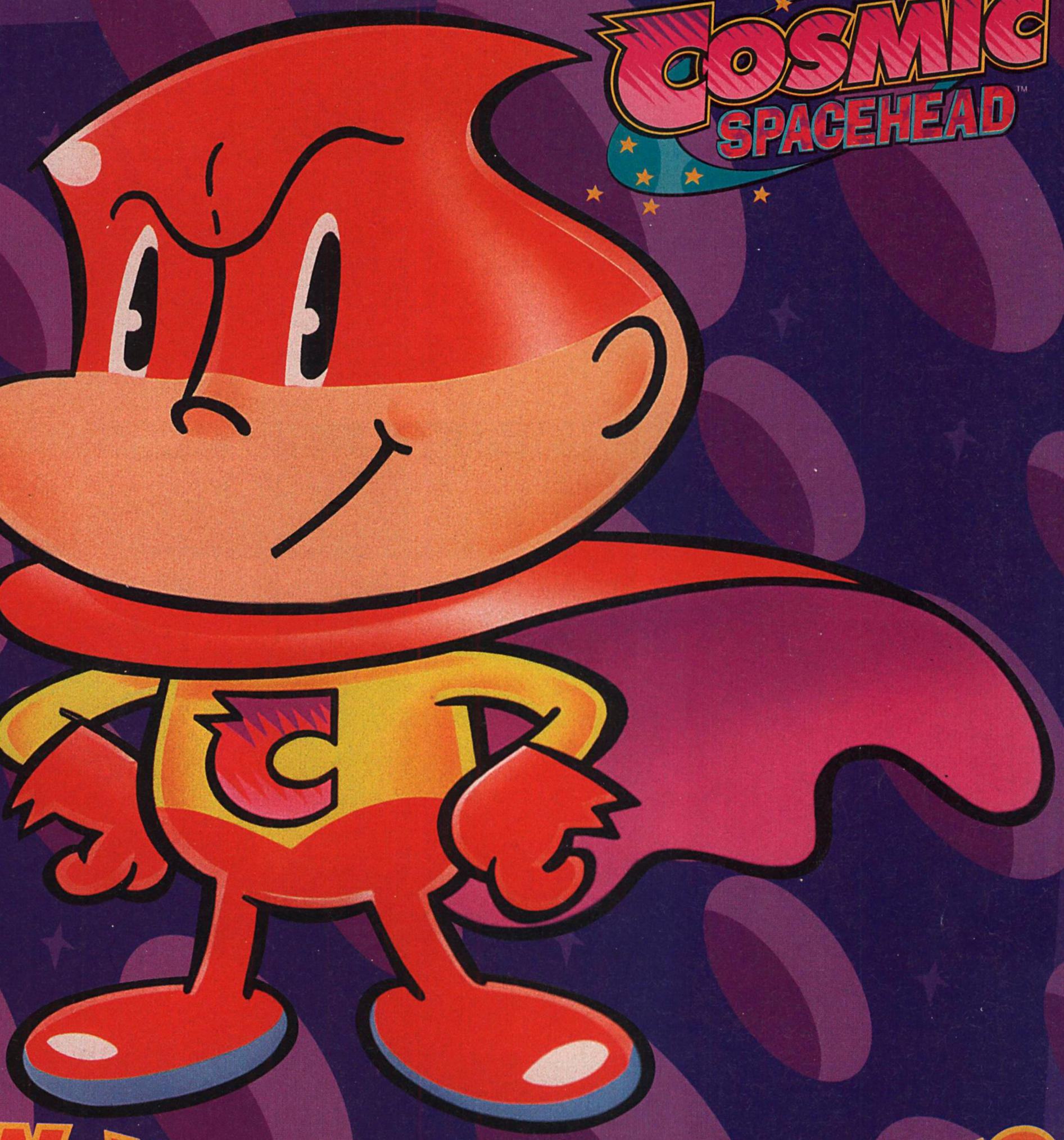

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JAMMA

A NOTE TO ALL YOU STREETFIGHTER JUNKIES - A STREETFIGHTER MOVIE IS, AS THEY SAY, IN THE MAKING AND IT'S DUE OUT NEXT SUMMER.

What better way to catch up on the latest in coin-op culture than to jet across to the JAMMA show in Tokyo? Kate Barnett reports...

Despite a few strange culinary quirks, a weird habit of bowing when they're not even in the presence of Her Majesty, and an unexplained obsession with photography, it's got to be said that the Japanese are pretty hot on the games technology front. All of which was very much in evidence at the recent JAMMA show in Tokyo, where all the latest and still-to-be-fully-developed coin-op gear was revealed for all the coin-oppie world to see.

The biggest stands at the show, surprise, surprise, belonged to Sega, Capcom and Namco. Sega were showing a fair crop of new stuff including *Virtua Formula* – which is the superior, linked version of *Virtua Racing*. Anyway, I've told you about that one before, so if you haven't been following my column avidly and you missed the details, tough brown stuff.

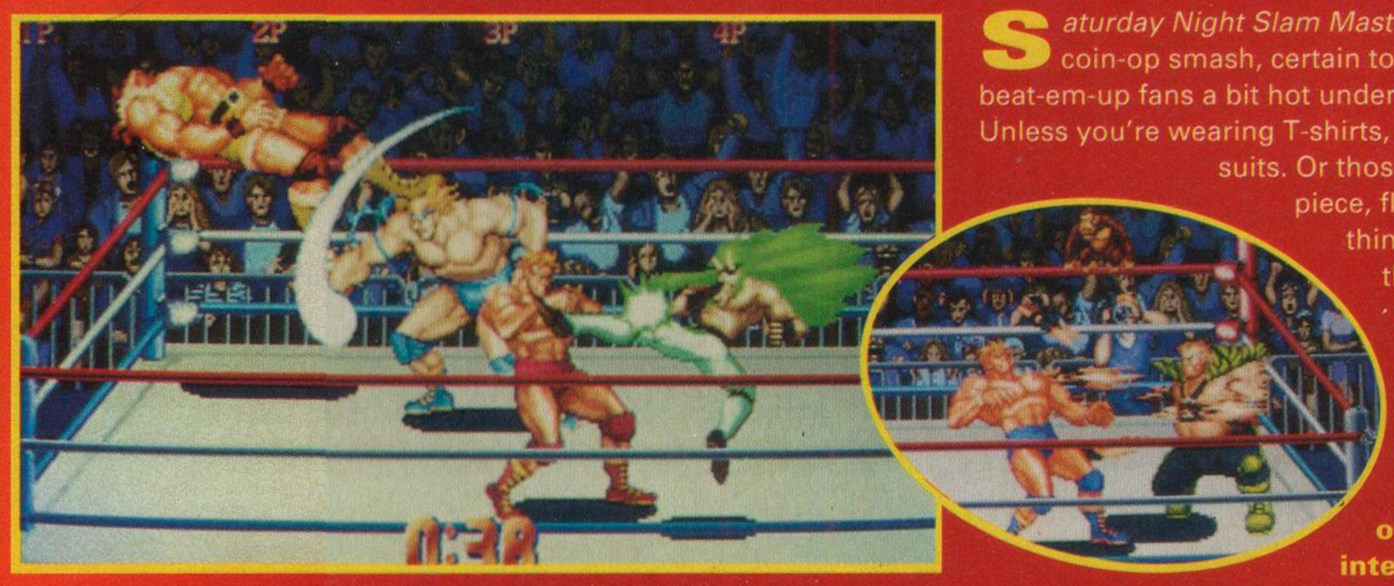
Also on show was *Dragon Ball*, which gives you a chance to show off the black belt Judo skills you've always boasted to your mates that you possess, because it uses virtual reality techniques. Basically, you stand a few feet back from the video screen and then punch and kick (yes, really) all the flak and the baddies you can get your hands (or feet) on as they come towards you on the screen. No joysticks, no buttons – just pure, physical aggression and your very own opportunity to look a real prat in public.

New from Sega is *Virtua Fighter*, which is yet another martial arts video fighting game, but one which has graphics that are somewhat on the impressive side. And more impressive graphics were revealed with a sneak preview of Sega's next and as yet unfinished driving game – *Daytona Racing*. The graphics on this are absolutely superb (texture mapped 900,000 polygons for all you techno-addicts) and the finished version promises to be something of a wow.

And now on to something new.

Mildly incredible racing fever will probably happen if you sit in this funny plastic thing.

SATURDAY NIGHT FEVER



Saturday Night Slam Masters is the latest coin-op smash, certain to get all you beat-em-up fans a bit hot under the collar. Unless you're wearing T-shirts, of course. Or suits. Or those funny, one-piece, fluorescent things. Shell suits, that's it. (*It's an expression, for heaven's sake!* – Ed).

"Yeah! Kick his thoughts off! Punch his intelligence in!"

Yeah! Beat the dignity out of him. Make him confess his childhood fears in front of his girlfriend!

Kick his arrogance off! Punch his mentality around! It's nothing like *Streetfighter 2* at all, is it? EEH?

Let's talk graphics, because Namco are the proud parents of another graphically stunning piece – *Ridge Racer*. The game has a driving theme to satisfy wannabe Damon Hills everywhere and comes in two versions with texture mapped graphics on both. The deluxe model is still in prototype but has a cockpit based on the Eunos Roadstar and get this – a System 22 board, which is an industry first. Oooeee.

Meanwhile, if you fancy being a tank driver when you grow up... join the Army. But, before you get to the stage of pulling on a pair of big, clompy boots and donning a fetching little beret, get in a spot of practice by playing Namco's *Cybersled*. The aim is to be the last working tank in the colosseum – which means you can claim the fantasy prize money – and the only thing you have to do is beat all the other tanks to the dosh. Easy.

It's a sit-down game with polygon graphics for a near-reality effect, and the view on the screen is just as it would be from a tank's cockpit. There's a training mode for warm-up, followed by beginner, intermediate and advanced levels of play, and you can even choose which of your tank's assets, such as firepower or speed, will be the strongest – at the expense of others of course.

Play is controlled by two joysticks, and you can move around the playfield picking up objects to boost your energy and missile power etc. Just concentrate on the screen and think of Monty. And I don't mean Python.

There's nothing like milking a game dry – especially when it's been as popular as this one. Yes, Capcom's *Super Streetfighter 2* is here, with speeded up action, new moves in the gameplay, and four new fighters ready to do battle.

Another good fighting game though is *Samurai Shodown* on SNK's Neo Geo system. It's a martial arts game with a difference in that you use swords and an assortment of other friendly weapons, as well as getting involved in a healthy dose of actual physical contact.

There's the customary weird assortment of characters to choose from – 12 in all, including Earthquake, Wang-Fu and a strange, claw-handed beastie whose name escapes me – and you swipe away at each other until one of you exhausts all the energy in your sword's life metre. All the fighters have their own moves and special weapons; play is controlled by the usual joystick and buttons, and if you win through enough rounds you get to do a sword-skill test.

And finally... if you're into Virtual Reality, W Industries' latest release is *Gridbuster*. The playfield, which you view through the headset, is a kind of gladiator's arena and you take the role of a robot-type thingie with a mission to destroy all the other lurking robot-type thingies.

Simply move your head around to see the different parts of the arena, press the button on the handset to fly or come back down to ground level, and pull the trigger to fire. It's a 360 degree world in *Gridbuster*, but not an easy one to find as yet, although it's at the Virtual Quest centre in Tower Hill, London. So, get searching.

Until next time, coin-oppies...

Underpant me! Super Virtual Reality mega-rock hardness. Er...

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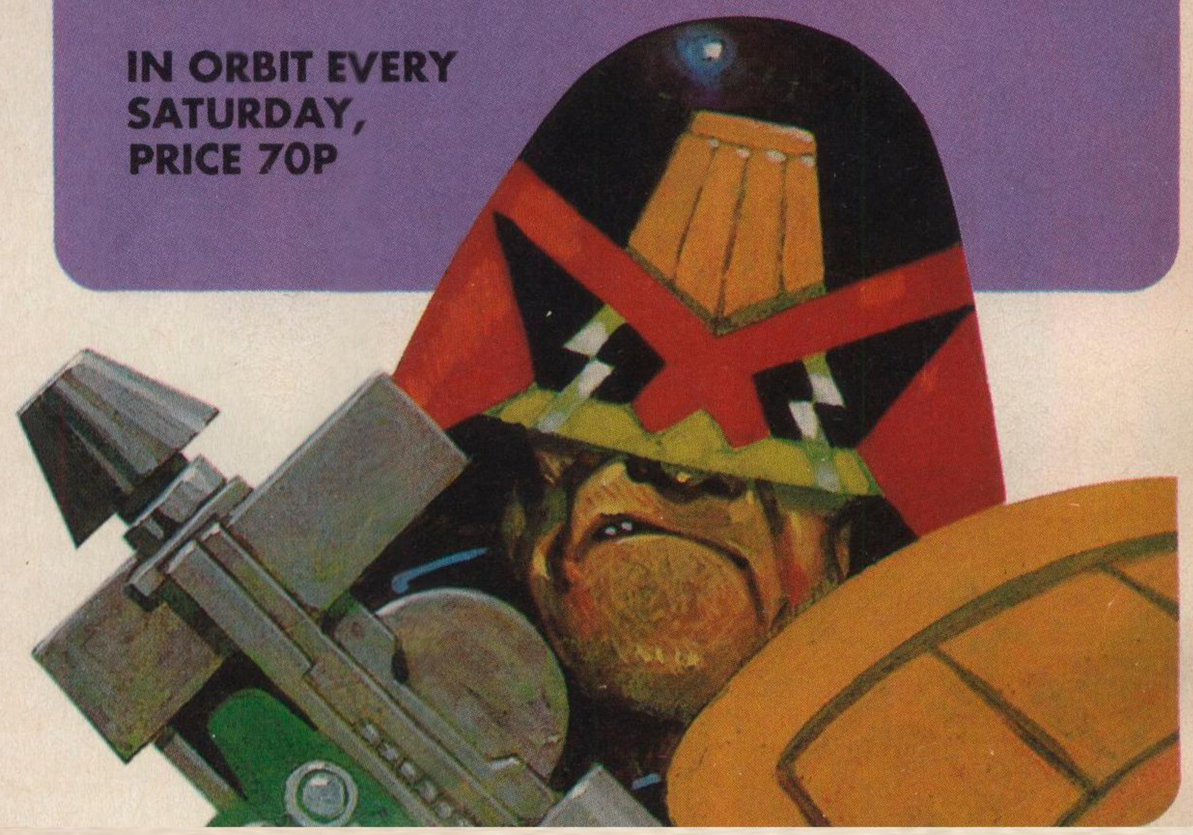


JURASSIC STEREO!

GET A TOP ADD-ON FOR YOUR STEREO!

AN UNREASONABLY MARVELLOUS SURROUND-SOUND SYSTEM TO BE WON

Still desperately hanging on to that decidedly crap stereo you were bought for Christmas a few years ago? You know, the one where one of the tape decks keeps chewing your much-valued Nick Berry cassettes? The one which, despite all of your strenuous efforts to the contrary, insists on ferociously muffling your impedance and unequalising your graphics each time you slot in that slightly rubbish second De La Soul album? Too lazy/skint to get yourself something decent? You, my friend, have come to the right page...

Well, the thing is – those pretty darned excellent chaps at Yamaha (in conjunction with those fascinatingly sensual people at Ocean) have come to sort your sounds, save your life and annoy your neighbours with an utterly fearless, Jim Morrison-esque display of completely astonishing equipment.

Here's the news. **JURASSIC PARK** (out of Ocean and off the SNES) 'incorporates' a brand new, almost impressive surround-sound system whose major function is to cause you to believe that you're actually 'there'. You know – in the park itself. Running around and killing dinosaurs and everything. Just like what they did in the film. Anyway, as a result, we thought it would be a pant-fillingly feasible idea to offer you a thoroughly good surround-sound system of your own. One that you can, via some miracle of spacial reasoning and superhuman dexterity, shove into the back of your existing stereo. In return for the correct answers to a few simple questions, of course...

THE PRIZES

And there's **£1,350** worth of 'em, me dears. So, then. If you're incredibly lucky, here's what you could win (brace yourself now, for it is truly technology jargon attack hell time...)

First up, it's a Digital Sound-field Processing A970 amplifier, which is, er, a Digital Sound-field Processor thingy with Dolby pro-logic surround-sound and a few knobbly controlly bits. Possibly. Then there's two lovely sets of NSE80 effects speakers (which work in tandem with your own stereo and give you the ability to experience some deliriously unique special sound effects). Then, we have a ruddy excellent YSTSW50 (Jesus) Sub-Woofer speaker. This attractive item piles on the bassy sounds, and is guaranteed to force the annoying bloke who lives above you to move out within two months.

And finally, there's a vaguely sensible NSC80 centre speaker which gives you the main, solid sound around which all those wonderful little gadgets can frolic idyllically.

HOW TO WIN THOSE FABULOUS PRIZES

What you do (and it's perfectly simple) is... You answer some questions. Brilliant, eh? Bleeding original and all that. When, via some deeply fortunate random process, you feel you've hit upon a list of correct answers, you stick 'em on the coupon and send it to My Stereo Is A Bit Crap, GamesMaster Magazine, Future Publishing, 29 Monmouth Street, Bath, Avon, BA1 2DL.

1. What's the connection between: Yul Brynner, Sam Neill and 'The Andromeda Strain'?
2. Name the unit by which sound is measured?
3. Simply rearrange the following phrase to discover a famous French keyboard player... Jarre-Michel Jean.

That's it. Get the encyclopaedia out/ask yer dad. Now.

UNCOOL AND HEAVY RULES BIT

Anyone who works for Future Publishing, Yamaha or Ocean can't enter. If you're related to someone who works for one of those companies, you can't enter either. If you're a top mate of someone who works for one of those companies... forget it also. If you were once standing at a bus stop in Chippenham, and offered a snappy, succinct comeback in response to an insult from a person who works for one of those companies... then, erm, I should imagine it's alright for you to enter.

Any entries that arrive after the closing date of Friday, 19th November will be set fire to.

The judges' decision is final and if anyone tries to 'correspond' along the lines of, "It's not fair!", then they will be a) ignored and b) ignored.

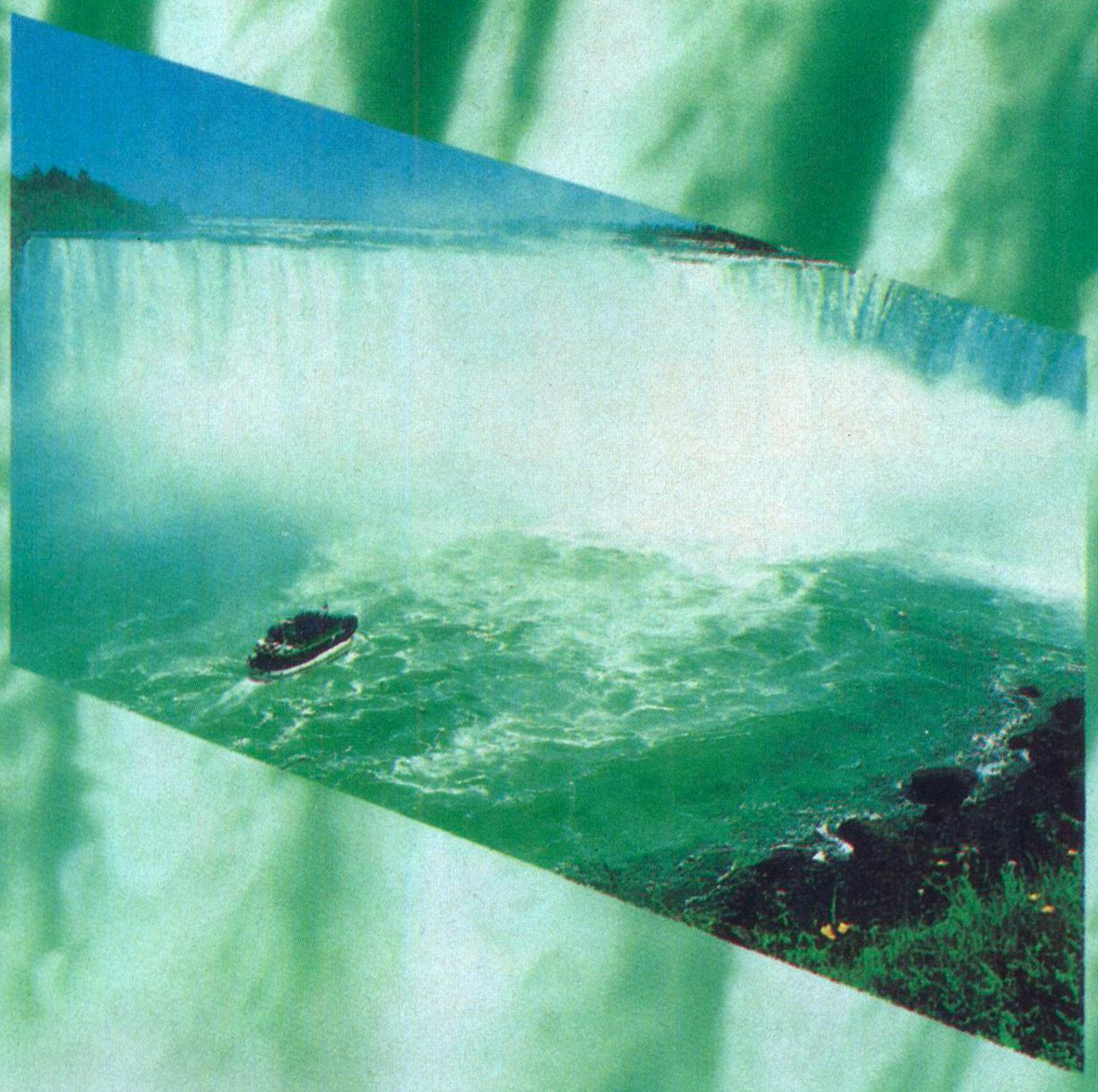
Anyone who attempts to doodle pictures of the streetfighters in the corner of their entry will have their name and address sent to a dianetics organisation.

Unfortunately, my lovelies, no alternative prizes will be offered. Oh, and entry to the competition signifies understanding and acceptance of the above rules. Phew, eh?

Here we have an astonishing 'piece of kit'. With this aggressively excellent item, you get a level select, you can 'be' the bosses, and – oh... Er... Hang on. Oh great, here comes Ade.

ocean

YAMAHA



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MY NAME: . . . . . .

ADDRESS: . . . . . .

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TEL: . . . . . .

The answers are:

1. . . . . . .

2. . . . . . .

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Please tick the one you fancy...
Yes, please I would really like to see the latest Yamaha product catalogue. ❑
No thanks. ❑

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from the makers of GAMES MASTER

- need we say more?

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STREET FIGHTER II

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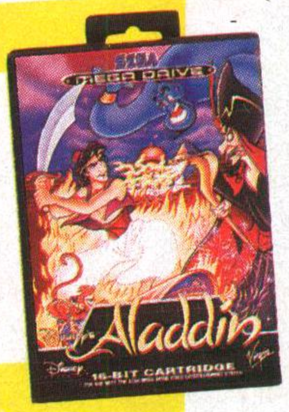
97%

ALADDIN
Sega Mega Drive
Preview:
"It's Magic" CVG
£49.99

RELEASED 22ND OCTOBER



MEAN MACHINE SEGA RATING 98%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Super NES
Released: 22nd October
Reviews: "Shockingly good" Nintendo Magazine System
£39.99

87%

STREET FIGHTER 2 TURBO Super NES
Available now
Reviews: "One of the best games ever to grace the Super NES"
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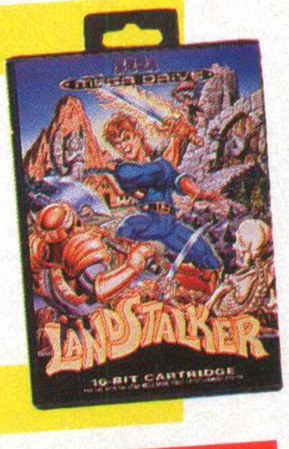
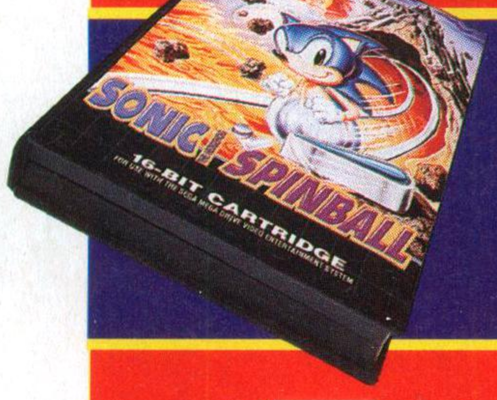
NINTENDO MAGAZINE SYSTEM RATING 97%

LANDSTALKER
Sega Mega Drive
Released: 29th October
Reviews: "Landstalker is an adventure masterpiece" Mean Machine Sega
£59.99

94%





SONIC SPINBALL
Sega Mega Drive
Preview: "The ultimate Sonic game"
Mean Machine Sega
£49.99

RELEASED 26TH NOVEMBER

THE LOST VIKINGS
Super NES
Released: 22nd October
Reviews: "Well presented with good graphics and fab gameplay" CVG
£39.99

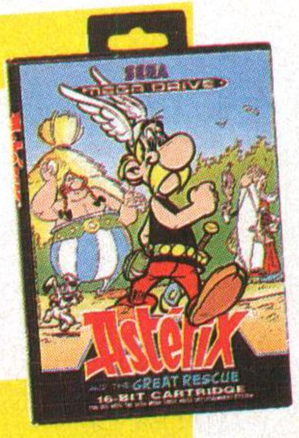
90%

COMET

YOU KNOW WHERE TO COME.

ASTERIX GREAT RESCUE
Sega Mega Drive
Preview:
"It's looking pretty cool" Mean Machine Sega
£49.99

RELEASED 5TH NOVEMBER



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GAMESMASTER INTERVIEW

DEXTER FLETCHER

Hello all over the place to you all. Me? Hey, I'm Dextah Fletchah. Actually, I *am* a serious actor. Look at all those ace films I've 'been' in...

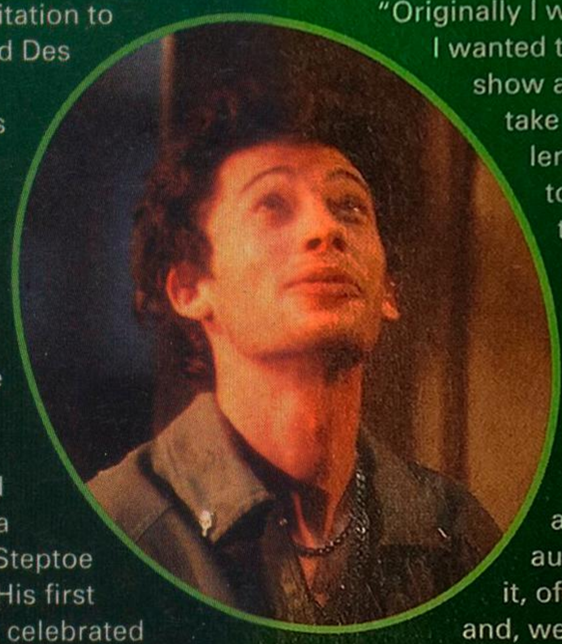
At the grand old age of 27, Dexter Fletcher is already a bona fide showbiz veteran with over 20 years experience behind him.

But this man is definitely no 'luvvy'. As you will already know from the first few episodes of GamesMaster 3, his accent is more barra than Brannagh and his invitation to join Brucey, Tarby and Des O'Connory in a pro-celebrity silly trousers competition will be a long time coming.

For those of you who have managed to miss out on Dexter's antics during the last couple of decades, here's a quick resume...

His career started when he played Diana Dors' son in the film Steptoe and Son Ride Again. His first big break came when celebrated British director Alan Parker picked him for a role in the kiddie gangster movie Bugsy Malone.

In his teens he landed a part in The Bounty alongside Mel Gibson and Anthony Hopkins and was the youngest permanent member of the Royal Shakespeare Company. He's probably best known, however, for his role as Spike in the Channel 4 children's series Press Gang in which he adopts an accent that is the Brits' revenge for Dick Van Dyke in Mary Poppins.



So, how did he end up on GamesMaster and what happened to old whatshisname with the red jacket, gold-rimmed spectacles and Manic Street Preachers obsession?

Dexter explains the situation: "Originally I was asked whether I wanted to appear on the show as a guest and take part in a challenge and I agreed to that but then in the intervening time Dominik left the show and I was asked whether or not I would be interested in taking over. I went in and did a bit of an audition, they liked it, offered me the part and, well, who says no to GamesMaster?"

And on the contrived GamesMaster 'plot' which propels the show from location to location? "I'm the GamesMaster's new right-hand man at what is an academy of games-playing excellence. I'm sort of the bridge between him and the trainees. I'm on his side but he thinks I'm a pain

7 RDP 162

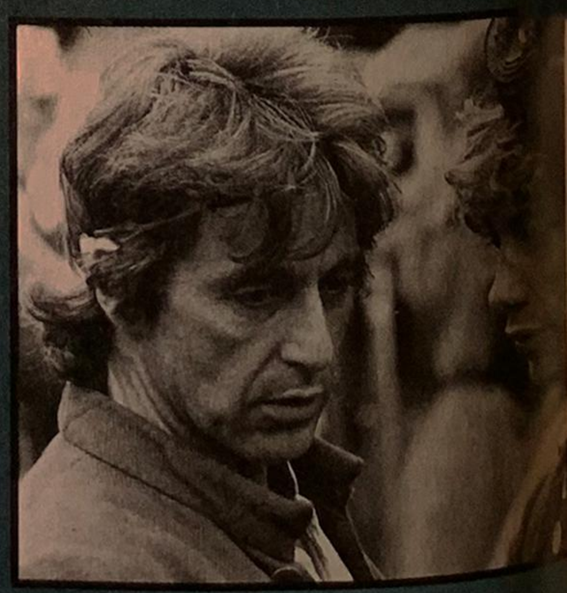
36 **7** A

8 RDP 162

DREAM OF A MAD MONKEY

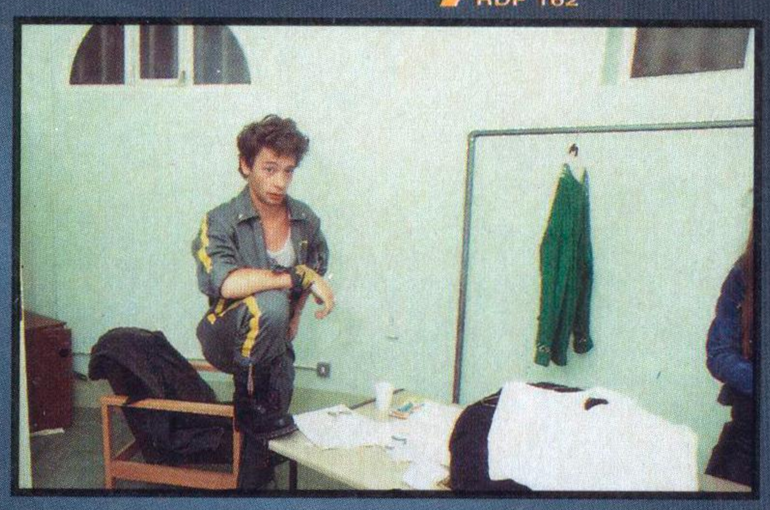
36 **8** A

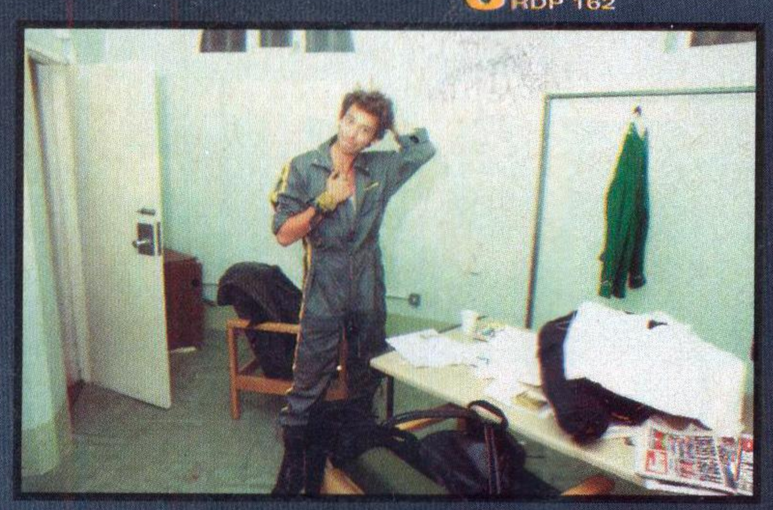
9 RDP 162

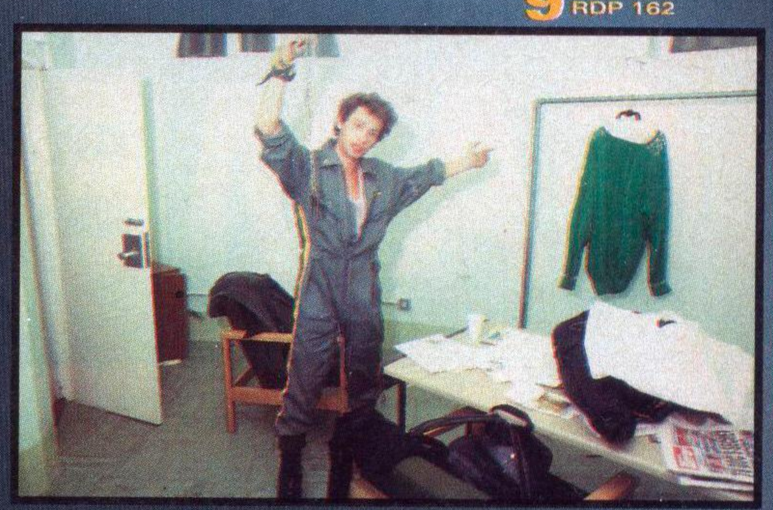


THE RACHEL PAPERS

36 **9** A







in the arse. I suppose I'm the Artful Dodger to his Fagin."

Of course you are.

Dexter says he used to watch the first two series of GamesMaster "but not religiously". Me? I always dress up in black robes and a dog collar every Thursday at 6.30, but I guess it's a matter of personal choice.

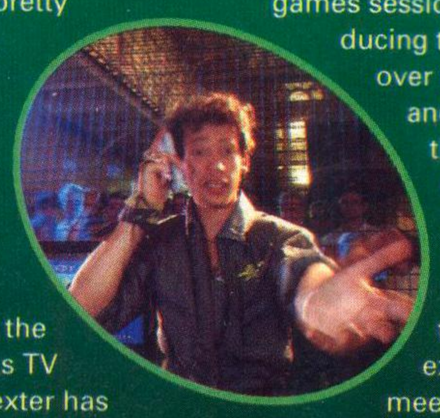
He was a fan of the old style but his GM persona is undeniably different from ol' thingummybob with the dodgy accent. The spirit of Peter Rogers and Gerald Thomas has been laid to rest and series three is very much outuendo and in-yer-face.

So, is that the real Dexter Fletcher up there, appearing on the screen without the protective shield of a camera for the first time? "I'd say it's a very nervous Dexter Fletcher, but yeah, it's more or less me up there."

For a man with such a wealth of experience behind him, an attack of the nerves might be the last thing you'd expect, but Dexter says that overcoming his fear of stepping out there into the GamesMaster spotlight was one of the hardest things he's ever had to do in his career.

"It's a very unforgiving atmosphere, quite intimidating and just getting up, taking a deep breath and going out there and doing it was the toughest part of the challenge.

"Also, the kids can be pretty ruthless. They come along expecting a show to run through smoothly for half an hour but, of course, in TV it doesn't work like that and they start shouting 'You're crap' and 'Where's Dominik?'."



Nevertheless, with half the series now in the can – as us TV people are wont to say – Dexter has enjoyed his first stint as the GamesMaster of Ceremonies. The main reason, he says, is that he's a fan of the games themselves.

"I used to have a Mega Drive but I've given that to my brother now because I've got a SNES. There's a bit of a gang of us that get together for games sessions, I'll be introducing them in my column over the next few months, and I guess I do okay. I think I'm a pretty good player and now I get to see all the new releases first."

He also has the trouser-bulgingly exciting prospect of meeting and greeting all sorts of top showbiz celebs.

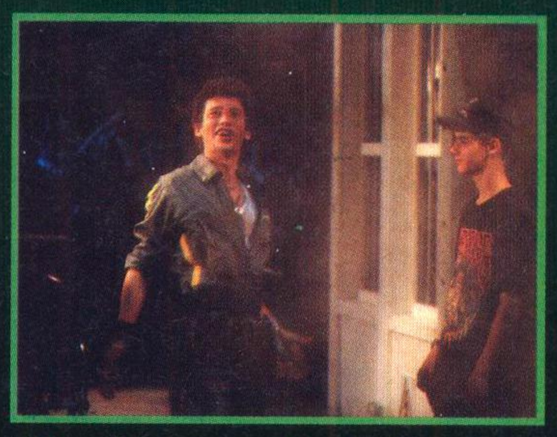
His favourites so far have been Paul Whitehouse (the other bloke on Harry Enfield's Television Programme) and Steve Punt and Hugh Dennis (the other two from The Mary Whitehouse Experience).

Monie Love has also been "pretty cool" apparently whilst, alas and alack, visually impaired chart-topping songstress Gabrielle was awfully nice but "absolutely crap" at games.

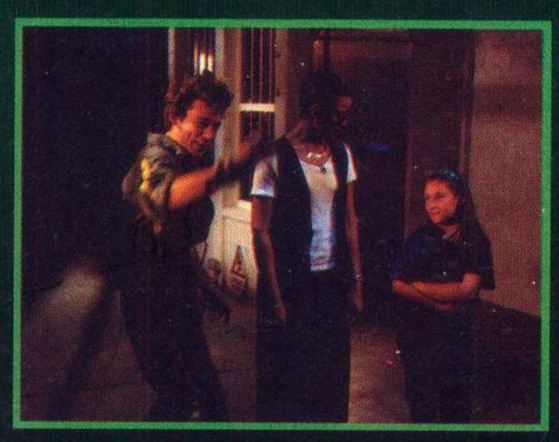
Dexter himself, of course, will not have to put his claim to be "pretty good" at gaming on the line, not yet anyway, but we're working on it.

He's certainly got a few years practice behind him if his mettle is ever tested. He claims his favourite games ever are *Defender* and *Asteroids* "which we used to play down the local Kebab Shop". Great games both, but as technologically advanced as, well, kebabs really.

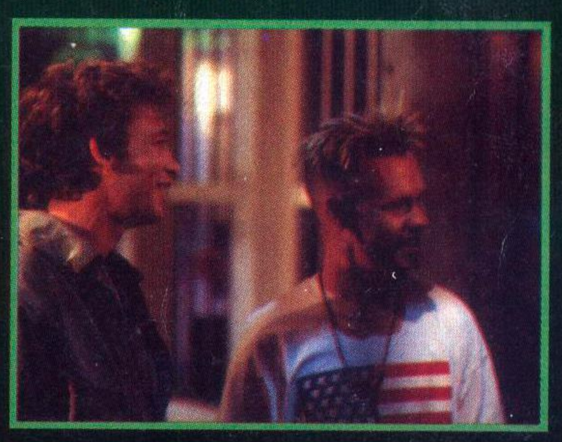
Still, it shows the lad has a pedigree and it's already looking like he has the credentials to replace... oh what was his bloody name?



"Yeah! Respect. Kickin'. Slammin'. Dude. I'm down with you. Man."

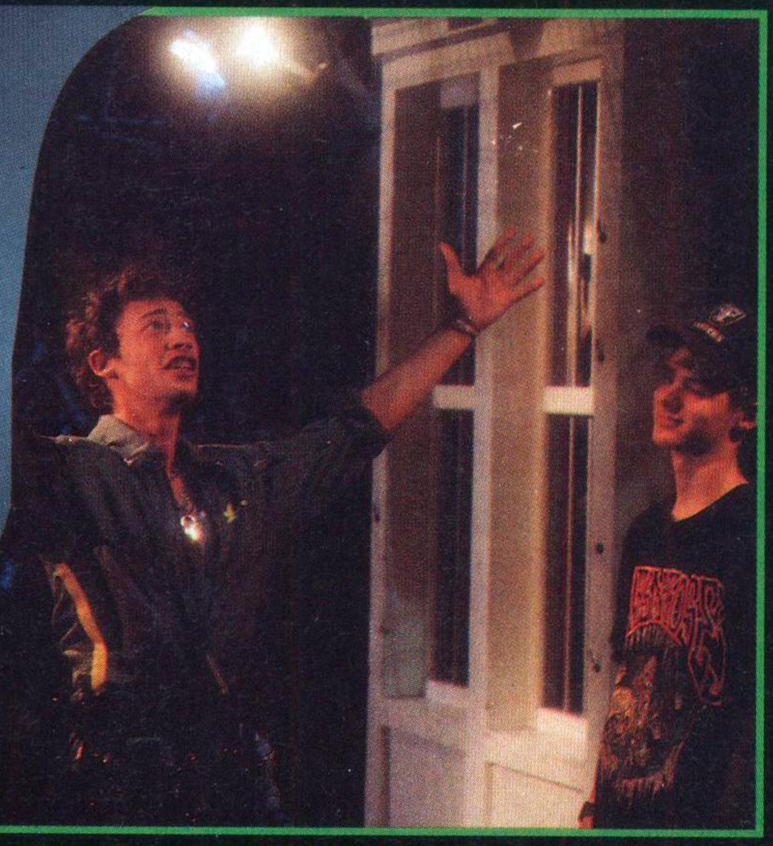


"Yo! Poptastic. Well 'ard. Sorted. Rockin'. Excellent-burger. Later."

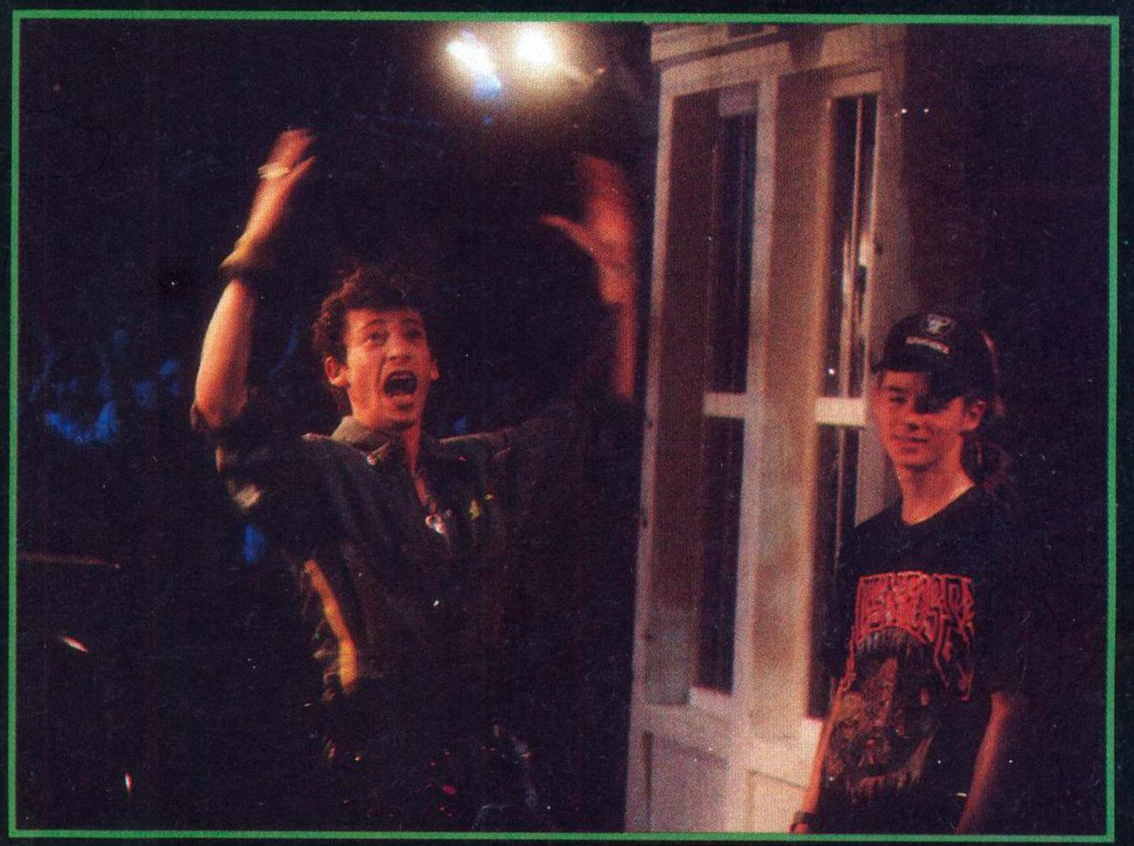


"Hyper-sonic! Street tough. Doh! Happ'nin'." "You're crap! Where's...

REVOLUTION



"Kid, I *love* London. I love the fake, junk food glamour. I love the smell of the city. I tell you – *nothing* smells that good, son."



"Oh, maybe it's because oim a Landoner... etc. Okay – predictable gag, kids. But how many of you have been anywhere *near* lone Skye? Eh?"

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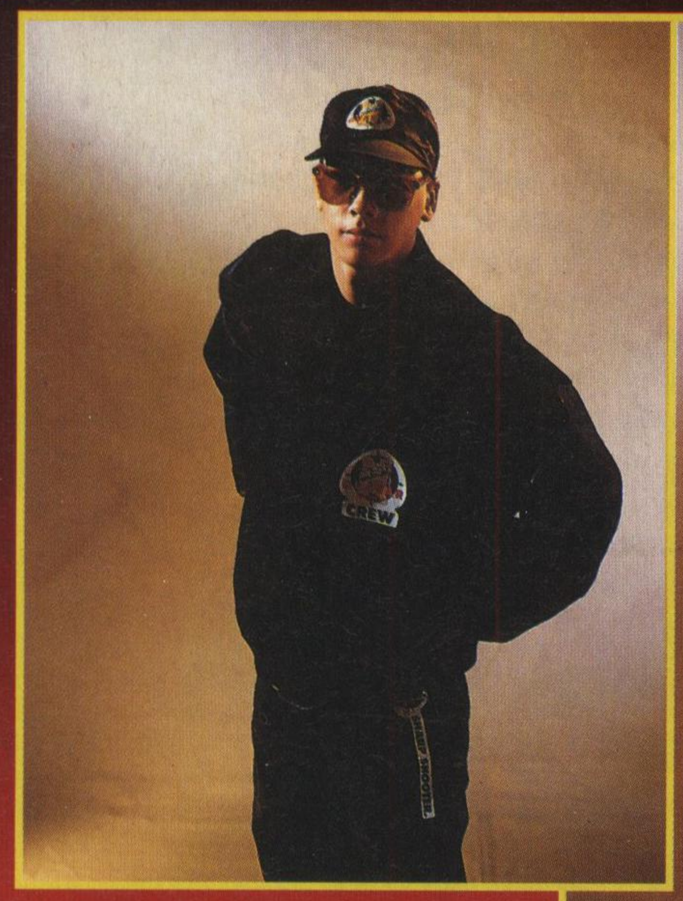
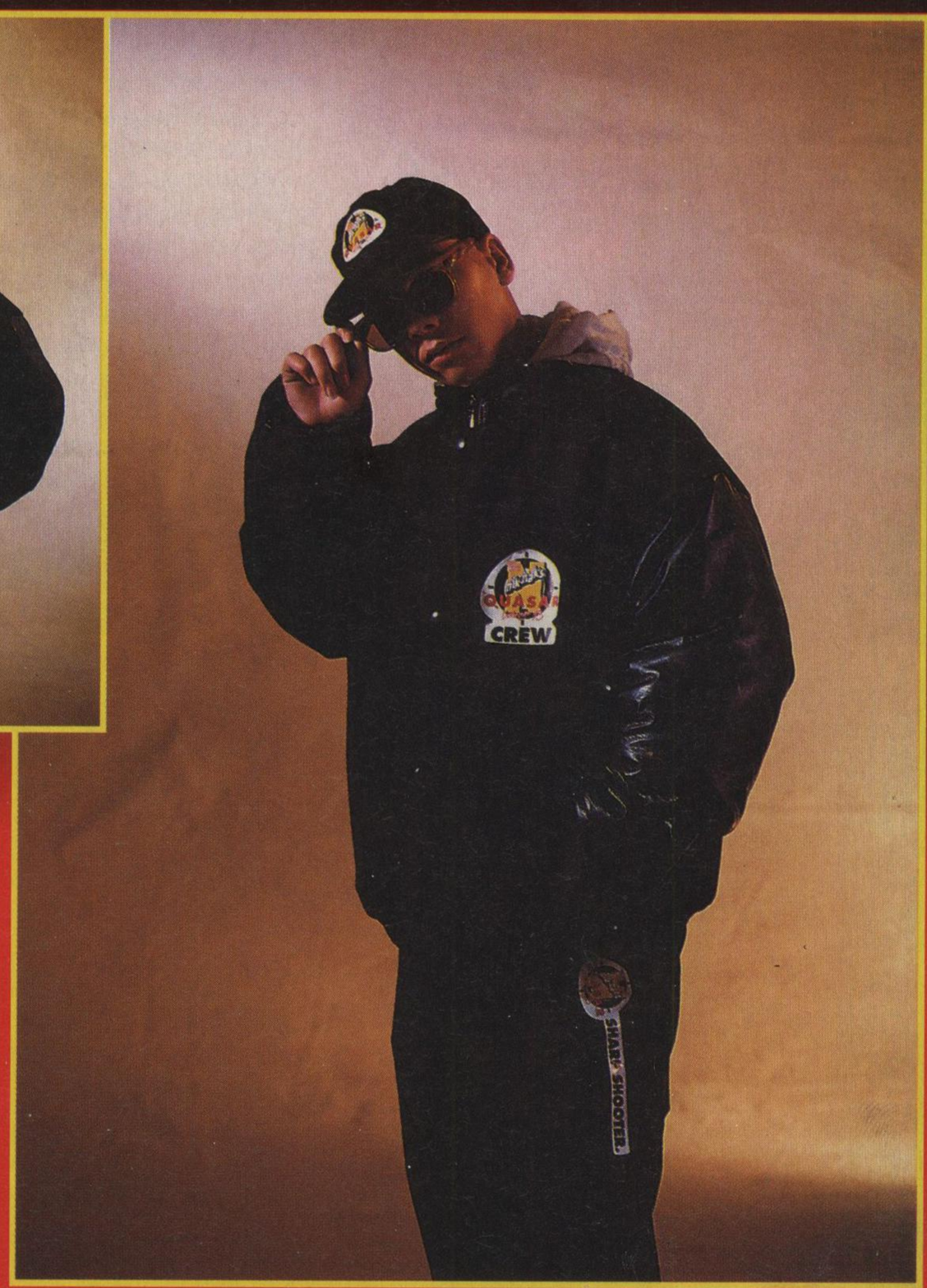
for Sega (8 bit) and Sega Mega Drive. Super NES version also available.

PUT THE POWER IN YOUR HANDS.

YOUR CHANCE TO WIN A SPACEBARRACKS-FULL OF QUASAR GOODIES!

(in a carefully-organised and harmless light-beam sort of way, of course)





This is the story of Jeff. Jeff is street. He is also straight, hard and, ever-so furiously in a 'rub my head vigorously with some charcoal' kind of way... cool. Born in Rio De Janeiro in 1850, he was the only child of the sales manager of a well-known firm of cough medicine manufacturers. His was a rough childhood, his starry innocence constantly tarnished with poverty, deprivation and, every Tuesday, cheese and wine evenings at the Women's Institute. All this may sound forced and irrelevant, but it's not bad for a 16-line caption.

You bet your ARSE! Thanks to our friends at Golden Wonder nik naks, we're able to offer YOU the chance to win a whole spacebarracks-full of Quasar goodies, ranging from free games to the rather woolmongous apparel sported by our very own Golden Wonder "model".

As you may already know (if you watch the TV half as much as Jim) is that nik naks look like a funny sort of squiggle, but taste something like a loud cartoon explosion.

What you almost certainly won't know is that they're among the top three most regularly purchased items from The Shop which is just around the corner from the GamesMaster office, indicating that the crunchy sticks of corn are a most severely enjoyable oral experience.

Indeed, during this very month of October, anyone bearing 15 tokens from packets of nik naks (whether they be nice 'n' spicey, scampi & lemon, real cheese, pickled onion or spare rib flavour) will be able to get a FREE Quasar game for a friend when they buy one for themselves.

This particularly trigger-happy promotion sits so well with our blasty theme this month that we felt it would be an act of criminal insanity not to collude with the internationally renowned snackfood manufacturer's on-pack antics.

Ah, corn snacks, eh? They're just the best. I mean, just ask yourself how full your school lunchbox would be without that obligatory packet of something.

So, all you need to do in order to win one of these glamorous garmentulatory prizes is send your answers to the questions below, together with your name and address to: Nik Naks Quasar Competition, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BL.

THE QUESTIONS

1. What is a Quasar? Is it:
a) One of the most distant extra-galactic objects.
b) A little bird whose eggs are sometimes eaten in posh restaurants.
c) A word meaning something a little bit like something, only not quite.

2. Complete the following sentence in no more than ten words:
I have always found nik naks to be a most superior snack because...

3. Explain the premise behind the Rorschach Test. Only joking. Just to 1 & 2 please.

THE PRIZES

5 x 1st Prize Packages:
A wool/leather black baseball jacket, nik naks T-shirt, baseball cap and 5 free Quasar games.

10 x 2nd Prize Packages:
A T-shirt, baseball cap and 5 games of Quasar.

RULES 'N' REGS

No-one from out of Quasar, Future Publishing or Golden Wonder can enter the comp. All entries must reach Future Publishing by the closing date (30th November 1993). The Editor's decision is final and no correspondence will be entered into, unless of course the correspondence is offering us large amounts of money and/or perhaps enormous crates of food and drink. Oh, and could you throw in a couple of plane tickets to Japan, while you're at it? Andy really wants to go there. One more thing... We're joking, of course.

nik-naks®
CRUNCHY STICKS OF CORN

TV NEWS

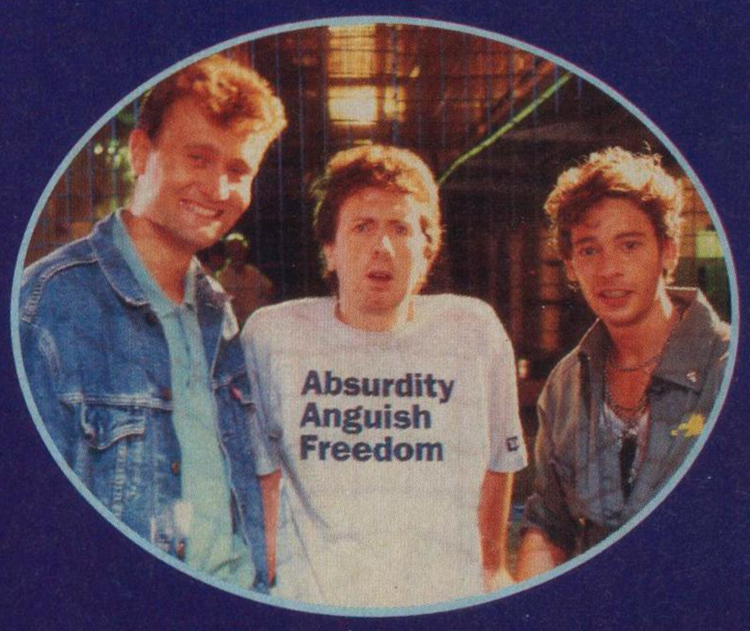
Well? Have you caught your breaths yet? As Dexter coaxes us to new heights of game playing glory, it's all we can do to keep up. But, keep up we must, lest we find ourselves amongst life's misfits who think CD interaction can only be bought in Soho. Thanks to GamesMaster, we've already witnessed several weeks of video game splendour. When other programmes shun the games you want to see, GamesMaster makes a special point of shoving them in your face, with lashings of blood and gore to boot. When other saddo shows refuse the sweet smell of stardom, GamesMaster brings you celebrities by the coach load. It's just the way it is. So, for an inkling of the celebrity challenges to come, read on...

Hello! Jim here – I've just come back from holiday and Alison has asked me to do these captions. Oh yes, Spain actually, thanks for...

Mary Whitehouse is bound to have an opinion on video games, but, let's face it, opinions count for nought these days. Can half of The Mary Whitehouse Experience count on an irksome challenge when they join Dexter. Yep, without a shadowy doubt, there'll be thrills and spills aplenty as Punt and Dennis tackle *Lucky and Wild* on 21st October.

Well, let's not beat about the bush or tarry with the conifers, video games are a young man's game and no mistakin' – or are they? Of course, some of us grew up in the embryonic seaside arcades of yesteryear, worshipping the godlike Atari and his earthly-bound son Clive. But we're getting on a bit now – some more than others. Meanwhile earnest parents have been all too eager in their grasping of bulls by horns and Game Boys by their dangly bits. When it comes to narrowing the generation gap, many an adult has been known to secretly fly with Fox McCloud or swim with Ecco. But the question remains, can anyone just this side of ancient truly play video games? The Utah Saints, rave kings of the top 20, seek to answer this conundrum with a boisterous *Royal Rumble* on the SNES. Can they get to grips with the World Wrestling Foundation or are they too old? Find out on 28th October.

But perhaps an old git can get his teeth, or even his gums, into the problem. Paul Whitehouse, one half of Smashy and Nicey, will be making a hit of *Jumping Jackson* on 4th November. He might do a lot of work for 'charidee', but will this classic test him?



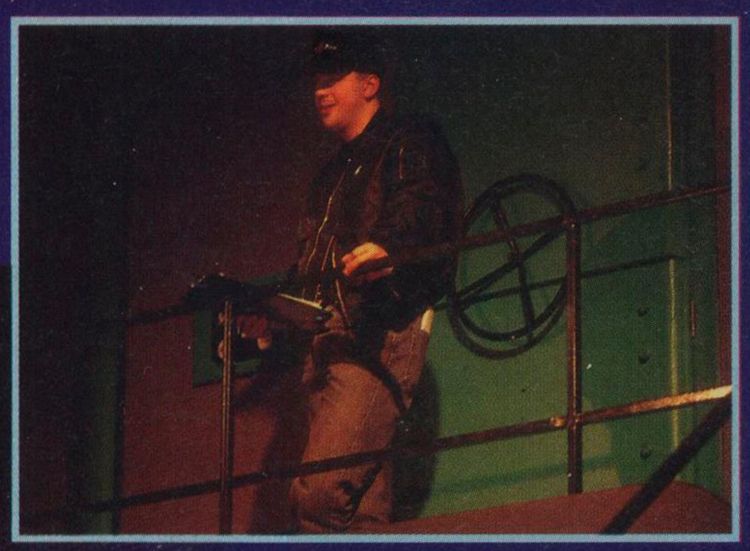
...asking. Very nice. Not too warm in the north, but nice and sunny in the east. I got the bus all over the place which was a bit of a drag...

GAMESMASTER LIVE! ON TV!

Who'd have thought just a few short years ago that video games would inspire one of the UK's largest consumer shows of all time?

It's the Second Future Entertainment Show incorporating GamesMaster Live – 11th to 14th November, at the London Olympia. All the latest hardware and software, the National Computer Games Championships, live Radio 1 broadcasts and a special live television broadcast of GamesMaster to the entire nation on the Thursday evening.

This is going to be the show of the year, but if you can't get to the Olympia, don't worry, GM will bring the show to you. The world of television enjoys few historic moments these days, so don't miss this one. Channel 4, 6.30pm on Thursday, 11th November – in case you'd forgotten. Tickets for FES 2 are only available in advance, so get dialling now: 051 356 5085.



...and some of the hotels were a bit grubby, otherwise it was great. Oh, I've got no room for captions. Do you want to see some snaps?

Look! It *is* Johnny Cage! And it *is* Sonia! They're real!

YOU MELTED THE DRAGON.
VAULTED THE DRAWBRIDGE. WADED THE SWAMP.
AND FORGOT ABOUT THE DINOSAUR EGGS.

Tune into our Thumb-Busters Games Guide twice a week on Atlantic 252, Capital and selected FM stations.

TRY A SPELL IN WOOLWORTHS.

Wipe yourself down, head for any branch and feed your face with all the latest hard and software.

SEGA at WOOLWORTHS

REVIEWS

Cor! Look at that 'reviews' headline! It's all made out of metal and everything. Much better than the last one. That's because Wayne's left to go to Australia, you see, and Amanda from off Mega is doing the Art Edding now. Good riddance, that's what I say. Bloody Wayne. We all started going off him when he turned out to be one of those "oh, I've never tried it before" people when we played tennis, then turned out to be bloody brilliant. Git. Anyway, we hope you like this month's new(ish) look.

Hello! Welcome to this review. I am your guide and I'll be giving you my opinions about the game. The views expressed in the little scores bit and the captions for the pictures (which are also down to me) are mine. So if you don't agree with the scores or think the captions aren't very funny, I'm the one to blame.

Every major review has two monitors containing handy at-a-glance information about the game's tech specs, price, publisher and so on.

If anyone's got a particularly strong opinion on a game, and they're not actually reviewing it themself, they're given the opportunity to let you know what they think in this jaggy box thing. Sometimes they'll furiously agree with the main reviewer and other times they won't. Here, of course, it's best to go with the reviewer whose tastes are closest to your own.

Greetings!
Each major review will be complemented by a special little box all of my own where I shall impart useful tips-related information. As well as offering useful beginner's advice for new owners of the game, my area will help to give an even better idea of the problems faced, helping you decide whether it's the sort of game you would enjoy.

The revolutionary (they're round, you see) GamesMaster dials give an instant reading of how good each little element of the game, er, is. The higher the number, the better the element. Sorry, that was a bit obvious.

THIS MONTH'S COLLECTION OF CARTS, ER, THEN...

And what a high-scoring collection it is. Hope you've been saving up in preparation for this pre-Christmas avalanche of quality games. They're briiillllllyunnnt!

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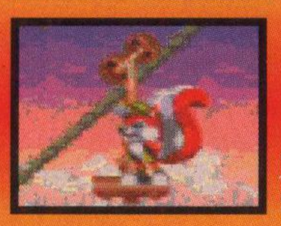

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REVIEWED IN THIS ISSUE!

■ Looks, they say, aren't important. Shut up! They're exceedingly important. And this is where we score them.

■ Do the noises coming from your system make you really feel as if you're sitting inside a formula one racing car? And if so, should you really be playing a soccer sim?

■ Is your character slick, responsive and fun to, er, handle? Or does he topple off ledges, shoot when he isn't supposed to or simply die for no apparent reason? And what about the dreaded "F" word – frustration?

■ Perhaps more critical than any other single factor. How long, once you've been wowed by the flashy graphics and the nice sound, will you continue to play the game?

■ A final sort of summing-up style paragraph where the reviewer gives his most honest, bare and raw opinions about the game.

■ And this is what it all boils down to. A straight percentage score. And just so that we all know what's what, take a look at this breakdown.

Above 90%	Essential
81%-90%	Great
71%-80%	Impressive
61%-70%	Good
51%-61%	Fair
41%-50%	Poor
31%-40%	Bad
Below 30%	Terrible

THE REVIEWERS!

Ah, the moving image. The flicker of famous faces on the silver screen. It's a million miles away from a scabby pizza (which takes two hours and fourteen minutes to arrive) a couple of beers and a crackly videotape. But however our boys view their fave films, they love 'em.

Name: **JIM DOUGLAS**

Proper Job: **Editor, GamesMaster**
Top Films: Midnight Run, Goodfellas, The Last Boy Scout.

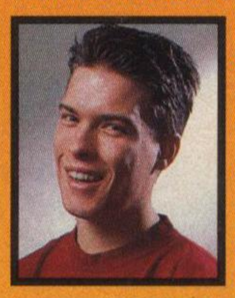
Name: **ANDY LOWE**

Proper Job: **Deputy Editor, GamesMaster**
Top Films: Raging Bull, Bad Lieutenant, If..., O Lucky Man!

Name: **LES ELLIS**

Proper Job: **Staff Writer, GamesMaster**
Top Films: The Exorcist, The Hard Way, Lethal Weapon 3

Name: **ADRIAN PRICE**



Proper Job: **Staff writer, GamesMaster**
Top Films: A Zed and Two Noughts, Caravaggio, The Boys in Blue

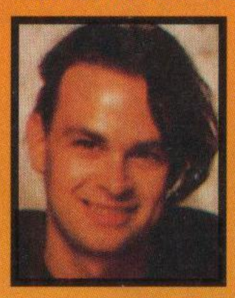
Name: **ALISON HARPER**

Proper Job: **Prod Ed GamesMaster**
Top FIlm: Women on the Verge of a Nervous Breakdown

Name: **ED RICKETTS**

Proper Job: **Tech Ed, PC Format**
Top Films: Hair, Edward Scissorhands, Lawnmower Man

Name: **MAFF EVANS**

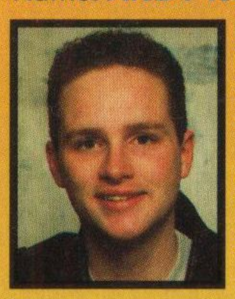


Proper Job: **Reviews Editor, Future Music**
Top Film: Tonite Let's All Make Love in London

Name: **TIM TUCKER**

Proper Job: **Staff Writer, Sega Zone**
Top Films: Bad News, This Is Spinal Tap, ABBA – The Movie

Name: **ANDY NUTTALL**



Proper Job: **Reviews Ed, ST Format**
Top Films: Misery, Repulsion, The Sorrow and The Pity

TOTAL CARN

Devon, 1957. Angela and Michael leave their cottage, their hearts perfumed with the pure essence of romance and hedonistic abandon.

Gregory felt his indignation weighing down upon his normally resilient sense of outrage. It was certain. Michaela couldn't be trusted.

Doctor Lugosi looked incensed. "The time has most certainly come," he opined, "to explore the affairs of a certain J. Armitage Winifred."

Steroid *n. Biochem.* Any of a large group of organic compounds containing a characteristic chemical ring system, including sterols, bile acids, many hormones and the D vitamins.

Gun *n.* A weapon with a metallic tube or barrel from which a missile is discharged, usually by force of an explosion. It may be portable or mounted.

Noise *n.* **1.** A sound, esp. one that is loud or disturbing. **2.** Loud shouting; clamour; din.

Violence *n.* **1.** The exercise or an instance of physical force, usually effecting or intended to effect injuries, destruction, etc. **2.** Powerful, untamed, or devastating force.

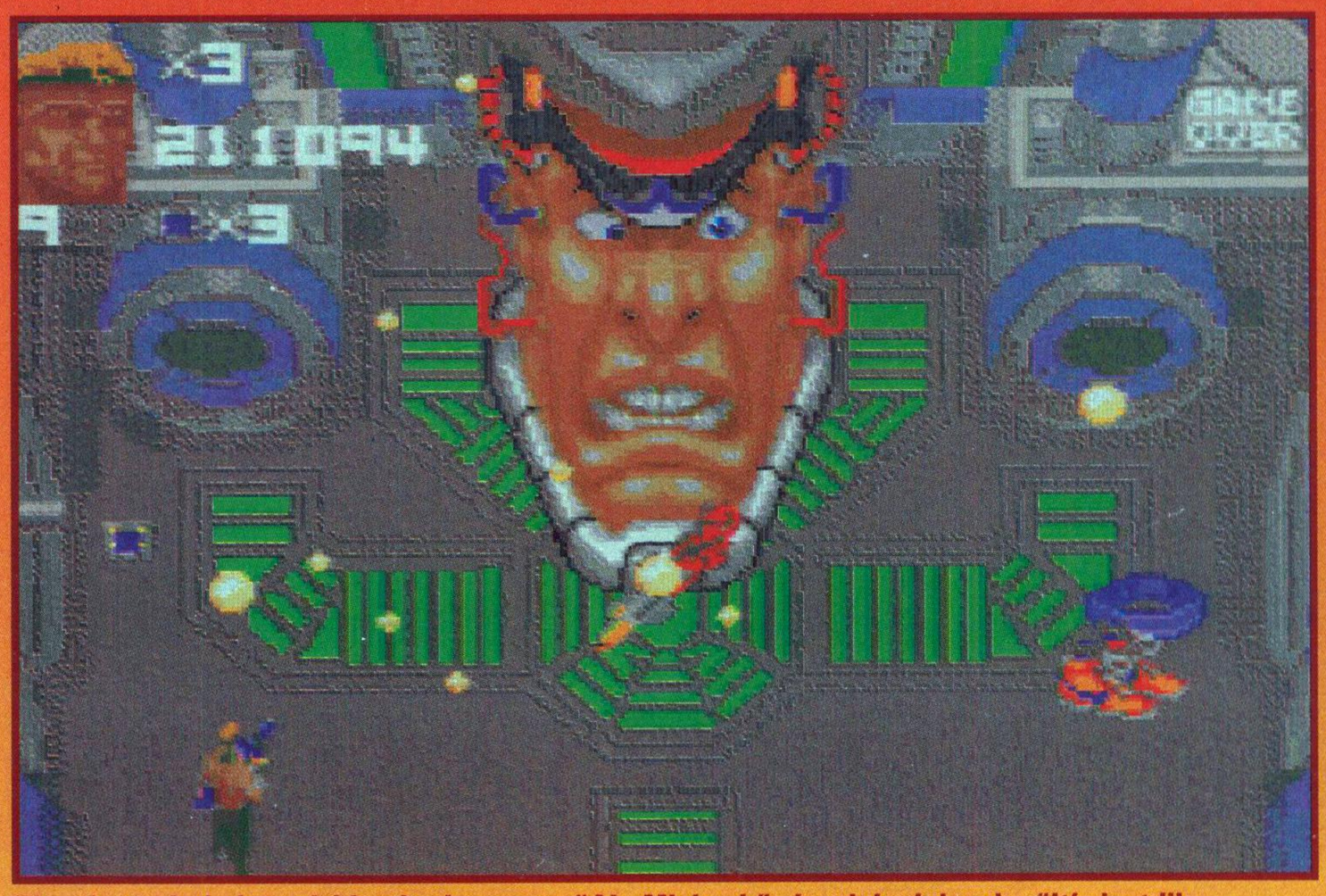
(Collins Concise English Dictionary.)

Put 'em all together, and you get *Total Carnage* – a video game so screamingly loud, garish, frenzied, obnoxious and utterly tooled-up, it nigh on makes a character with the combined hardness of Arnie, Clint, Stallone, Bruces Lee and Willis, Jean Claude Van-Damme, and Dolph Lundgren look like the sort of chap who'd frolic gaily around his local park, sniffing begonias.

Smash TV, eh? What a game. What a concept. In 'the future', our addiction to bland, accessible TV has been conveniently replaced with a hunger for something a little more ruthless. That is, a gameshow in which people actually, actually get killed in their pursuit for ever-more state-of-the-art video recorders, performance cars and, erm, hostess trolleys. *Smash TV* was a sort-of sequel to the equally fab (for its time and everything) *Robotron*, whose major theme was – ahem – shooting. Oh, but of course there was also that having-a-nice-cup-of-tea/pleasant-stroll-on-the-moors bonus screen... er, not really. Yep, it was pretty much shooting all the way.

And now – *Total Carnage*. With Nintendo being notoriously sensitive to any kind of gratuitous violence, they apparently had a problem with the game before they'd even seen it – by just going on the bleeding title! As a result, the first coin-op translation change you'll notice is the new, slightly greener shade of liquid which recently dispatched enemies become consumed in before they expire. But they're droids, you see. Or alien, bio life-forms or something like that.

The overall structure of the game itself is pretty much unchanged. Some megalomaniac general geezer by the name of Akhboob has created a whole army of mutants from the radioactive goo produced in his bio-nuclear generators. Possibly. And astoundingly enough, he plans to take over the entire world. But – he reckoned without Captain Carnage and Major Mayhem, two ferociously nails, steroid-enhanced, tool-toting geezers who parachute in to Akhboob's territory and set about gently suggesting to him that maybe, just maybe, he



They lay quietly languishing in the grass. "Ah, Michael," she sighed deeply, "It's just like Acapulco all over again". He smiled at her warmly. "I know dear. Only this time without the zip fasteners and the sewage problem..."

First things first, the graphics do suck, and as for green blood... Excuse me Mr Nintendo but your policy is going a little too far. The manic gameplay in *Total Carnage* is excellent blood-thirsty stuff, albeit pretty much the same as *Smash TV*. Okay this isn't bad, but it's not nearly as impressive as *Smash TV* was at the time. 90% is a little bit too much. The graphics would need to be improved for me to give it anywhere near that. **LES ELLIS** ■

"You gotta go out there and bust some ASS! You gotta explain to those guys that they are grass and we are lawnmower! Or something."

THE GAME BOY VERSION OF TOTAL CARNAGE IS SET FOR A DECEMBER RELEASE, ATTRACTIVELY PRICED AT £24.99) OH! THAT'S INTERESTING.

TOTAL CARNAGE

FOR - SNES
FROM - THQ/BLACK PEARL
AVAILABLE - DECEMBER
PRICE - £44.99
STOP ■

She peered around. It was in no doubt. The walls were closing in on her. Her mind became clouded with despair. Suddenly, Bob Carolgees...

should stop being so bleeding previous with his treaty contravention.

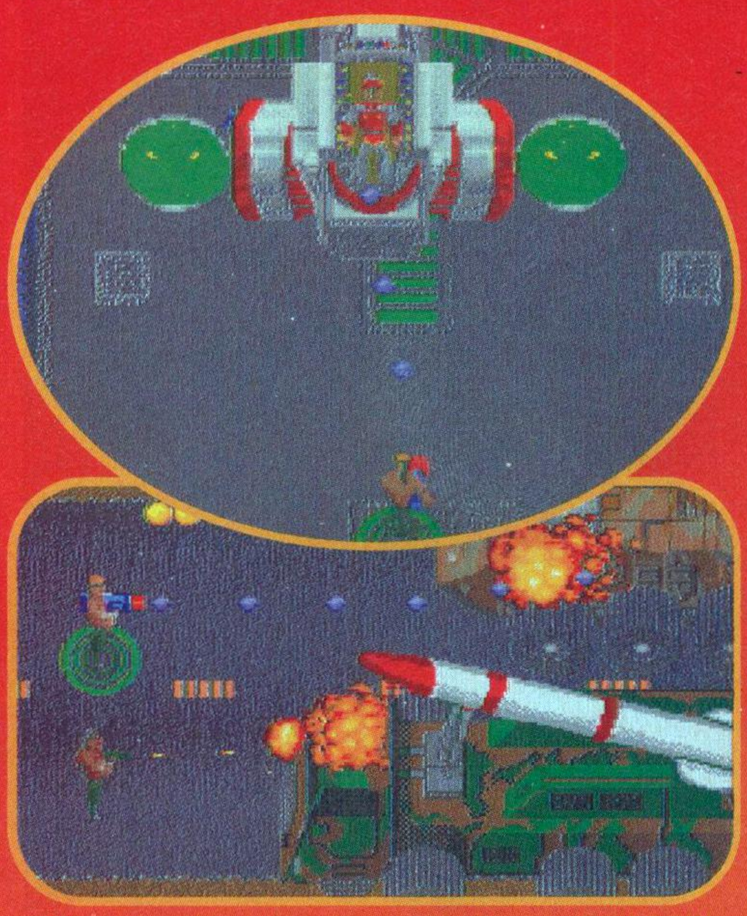
It's all action-packed, overhead perspective stuff, which, over *Smash TV*, has the additional luxury of multi-directional scrolling and slightly less linear game structure. Via the use of strategically positioned warp zones, you can vary the difficulty and length of the game at your will – a delectable little touch which is certainly not to be underestimated. More emphasis has also been placed on size and depth of individual sections, there are fewer, but generally more vicious bosses, and, although the look of some of the graphics is a little grey and dull, the never-a-dull-moment gameplay compensates amply.

"As crass and facile as it may seem," began Uncle Gerald, "I love you. I've loved you since... since you showed me how to unblock my sink."

You're the kind of person who vehemently believes in the 'gameplay is everything' argument. You like your games to be brash, stuffed with activity and exceptionally difficult. You will, I imagine, adore *Total Carnage* like a favourite vase or pair of socks.

But... and here comes that inevitable sequel difficulty... If you already own *Smash TV*, then I really would think most hard before handing over your money to the nice assistant. It's certainly a one-or-the-other decision and, given the choice, I'd go for this one. Well, given the choice, I'd go for a High-Definition TV laser-disc version of Jurassic Park 6 with some kind of telekinesis-inducing headset add-on. But that's just silly, isn't it? **ANDY LOWE** ■

"Love is not blind," she said. "It is merely hard of hearing." He looked up, the memory of her mediocrity taking heavy toll on his features.



A bit silly, these captions, don't you think? It's about time for a proper, serious boxout...

Hmm... I'm not entirely certain about *Total Carnage*. While I largely agree with Andy's review, I'm not able to be quite as forgiving of the game's frankly nob graphics. Personally, I think he might be softening up. This is the man who gave *Sonic 2* 65% remember. And he doesn't come out to the pub as much as he used to. Maybe we are seeing a mellowing, a calming of the Lowe. Or perhaps he'd just had a heavy lunch when he crafted this review. Whatever, *Total Carnage* just isn't really a 90's game, so far as I'm concerned. Okay, the gameplay is entirely sound and the frantic haze of annihilation which gradually envelops the player is a pleasing effect to be sure, but it just looks so, er, C64. Is it really that unreasonable, when you're paying this sort of cash to ask for great graphics and good gameplay? It's not really, is it? **JIM DOUGLAS** ■

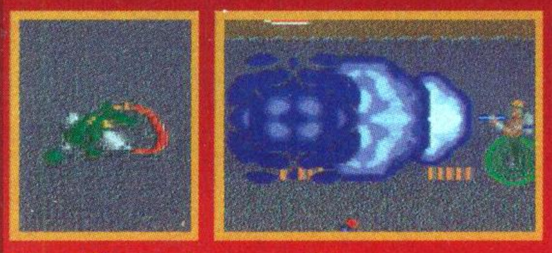
CHINNY WEAPONS

Turn on, tool up. We've probably used that little turn of phrase before, but, hey, it just gets more amusing every time. Here we have a deeply sensible look at the very bestest of the *Total Carnage* annihalation equipment...

Plasma Launcher thingy. Bloody effective, but annoyingly inaccurate. Must be used on Orcus.

Rocket Launcher. A blasted, bleeding big barrel wot massive, maiming rockets come out of.

Red Flamethrower. Throws flames at the enemy, but it's not as powerful as the blue one.

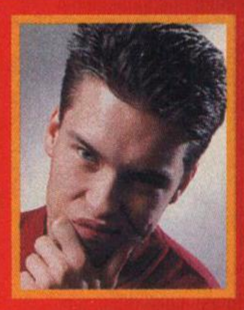


Blue Flamethrower. The weapon that launched a thousand 'Not bad!'s in the GM office.

Three-Way. Remember this old favourite from Smash TV? A little weedier, but still quite dangerous.

Spinny Barrier thing. Revolves around your 'man' and fires extra bullets when you least expect it.

Smart Bomb type-of-thing. Simply walk over it and everyone else explodes in a most pleasing way.



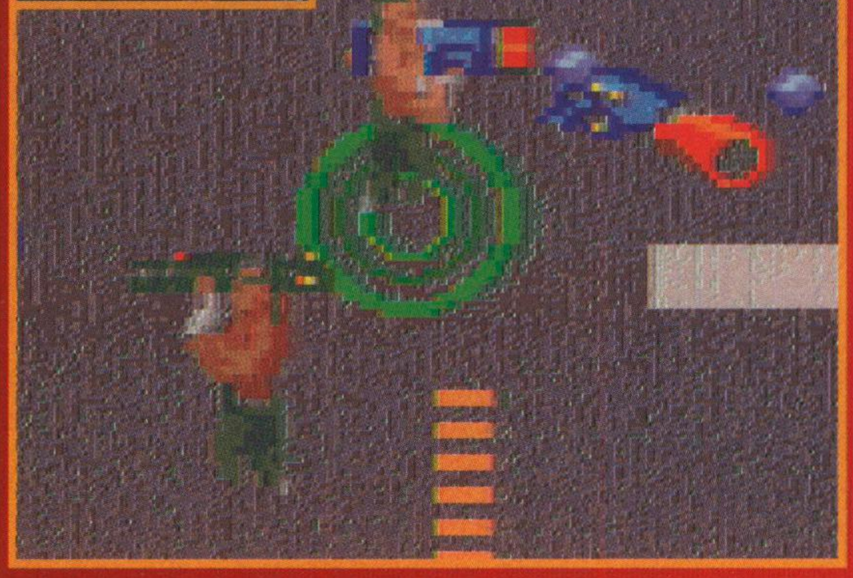
Well-ell, I'm leaving soon. So, frankly, I don't give a toss about whether *Total Carnage* is any good or not. I've got other things to worry about, actually. For a start, London's a bloody expensive place to live. I'll have to be very careful about my budgeting/domestic finance arrangements. And also, all my mates live in Bath. Sniff sniff... Ahem. *Total Carnage* is a superb conversion of a superb coin-op. Bye now... **ADRIAN PRICE** ■

Mr. Archimedes turned to face the sunset. "Farewell, India! Oh, land of sweet contrasts!"

The situation grew graver by the hour. "We need to find a chemists with a blue door!"

"Come on, Jake. Let's teach this scum a lesson that is, erm, a fate worse than a fate worse than death. Or something". "Yeah! Eat lead you – oh, arse. I've left the gas on."

GRAMESMASTER TIP



How are ya? Some advice for Total Carnage... don't get too greedy with the weapons. Try to stick with the rapid fire assault rifle and the blue flame flamethrower. Also, don't be tempted to simply wander around, picking up everything that appears. You'll just confuse yourself and, more often than not, end up with the rather rubbish grenade launcher.

GRAPHICS

Well... they're not particularly brilliant. But, hey, for gameplay like this, you've gotta compromise somewhere.

SOUNDS

Great translations from the coin-op version. Including everyone's fave, stupid whooping speed-up boots noise.

PLAYABILITY

Manoeuvre, shoot, pick up power-ups, step on mines. And it's all done in such an attractive, addictive manner.

LASTABILITY

This is one hard game. You won't finish it in a couple of days (without an Action Replay cheat, of course).

OVERALL

You will, in the slightly over-zealous words of the *Smash TV* comedy game-show host, love it. Go outside occasionally, get yourself a friend, and the resultant power-up battles and directional arguments enhance the game even more furiously. An excellent conversion and a top quality game.

ANDY ■

JUDGEMENT 90

YOU WON'T SEE ME WITH SPOTS.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

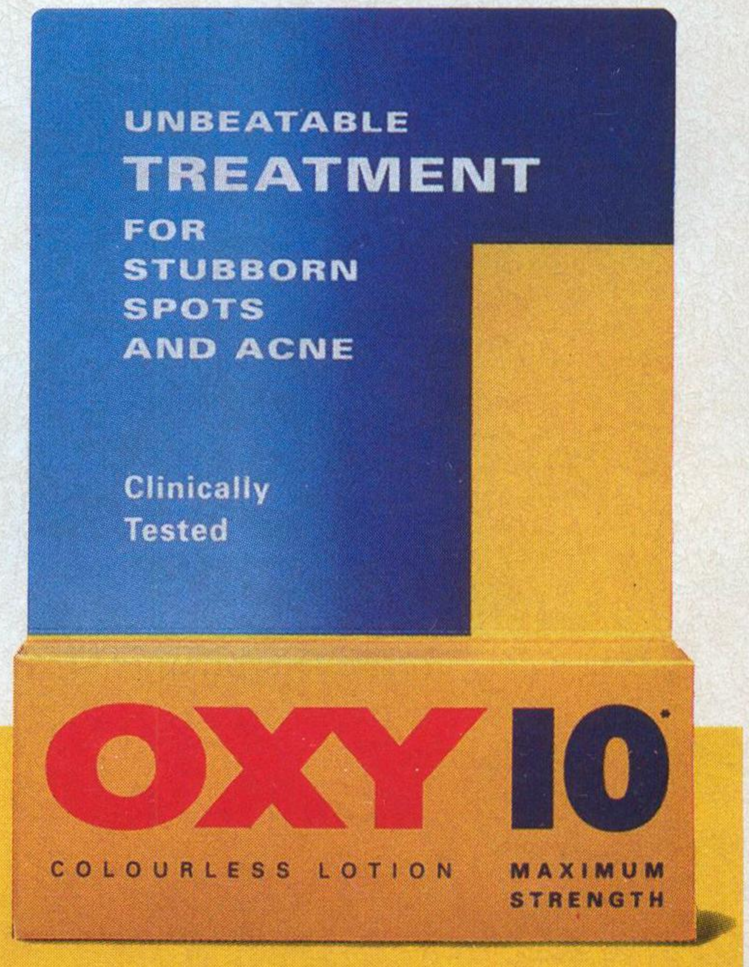
HARDLY EVER.

Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.



OXYCUTE 'EM!*

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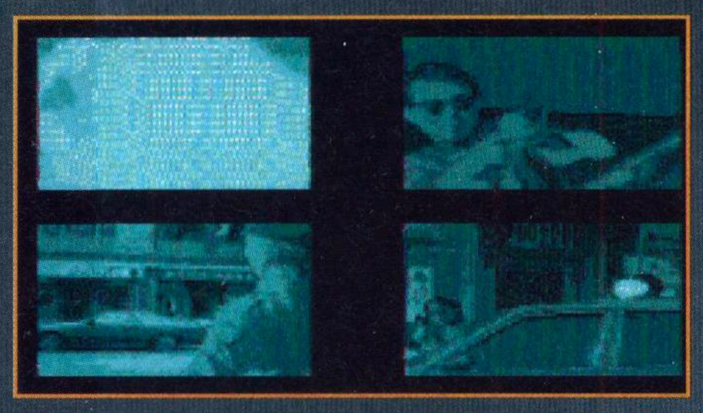

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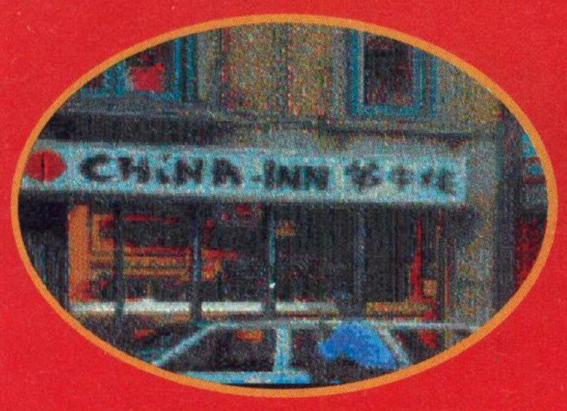
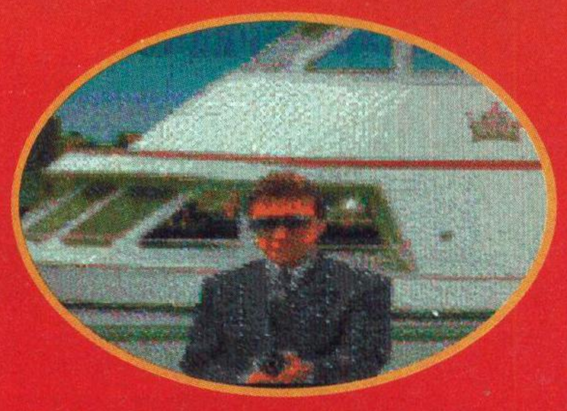


Poor Granny Smith is having a bad day. First she had to use her gun to jump the queue at the take away.

Then when she went to meet her grandson from the airport she came under fire from this maniac.

Down at the bank the manager is adopting a new policy to deal with people who don't repay overdrafts.



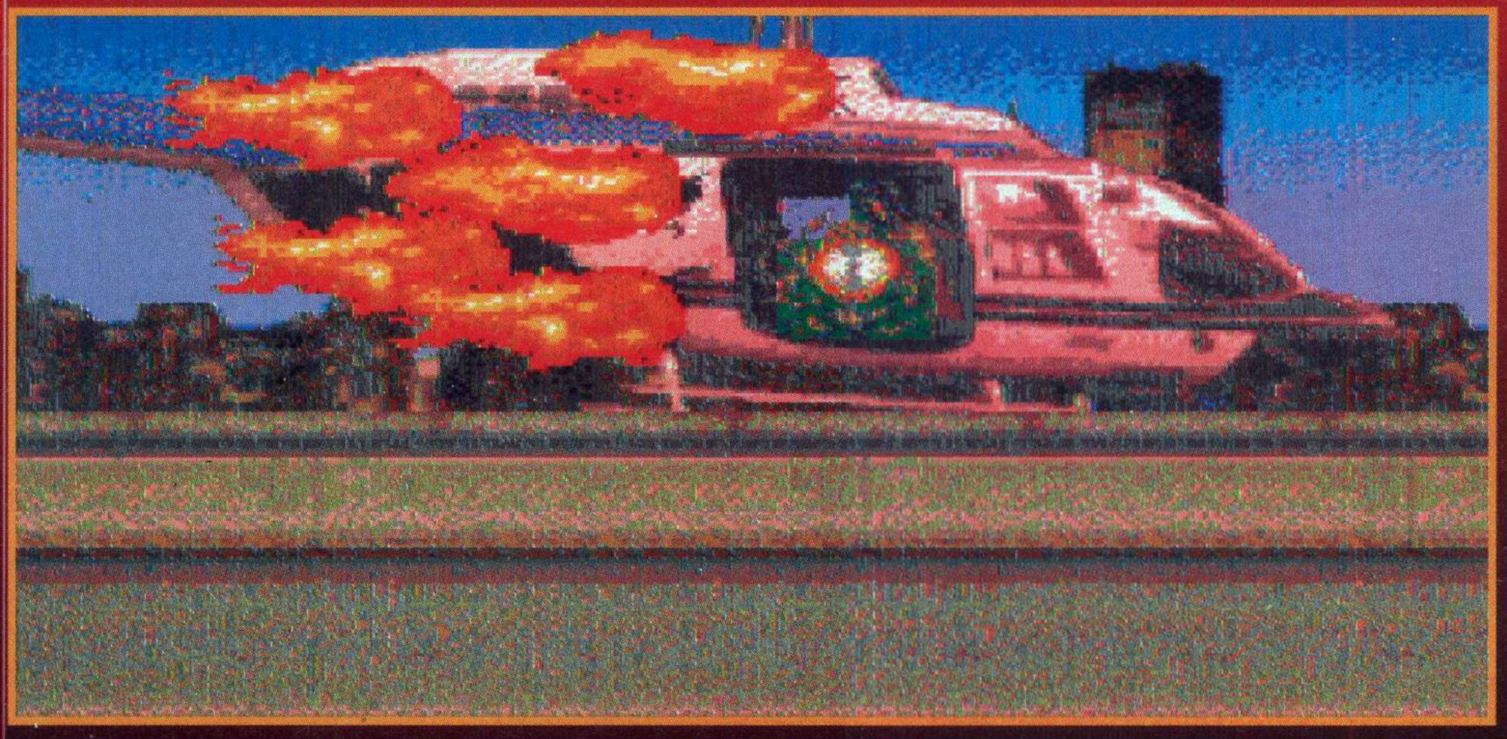
To top it all, when she went boating in the park an over-zealous parkie spoiled the whole day.

How good it is to see, in these days of everyone being worried about whether video games make kids violent or not, that at least one software company, Konami, is making tentative inroads into child-friendly video games.

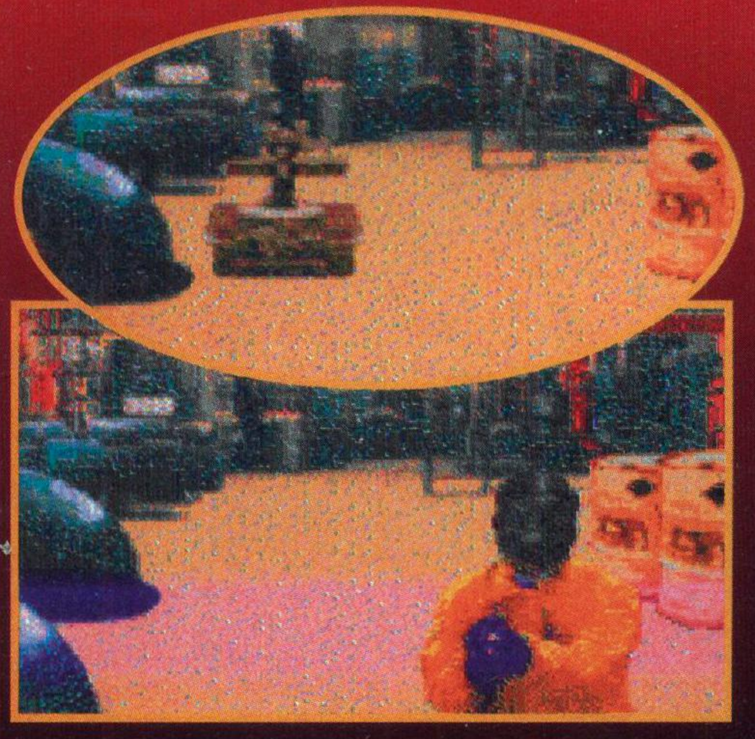
Then along they come with *Lethal Enforcers*. A quaint little game about a child's development from a fledgling kindergarten pupil to a well qualified accountant with 2.4 kids and a dog. Then he retires and keeps active right up until his heart attack at the ripe old age of 70 which he survives of course (we don't want any death in these games – too violent for the kids). His kids then rally round to make the rest of his years as peaceful and fulfilling as possible. Then when his wife is mysteriously kidnapped by an evil wizard (she died actually, but we're not allowed to put death in these games – much too violent for the kids) he moves into a residential home for the rest of his years.

Oh, let's cut the crap – *Lethal Enforcers* is a violent work of art that would make Michael Winner wince. Based on the coin-op of the same name, you are a novice cop, out to prove yourself in the only way that American cops can – by shooting as many villains as possible and saving innocent people.

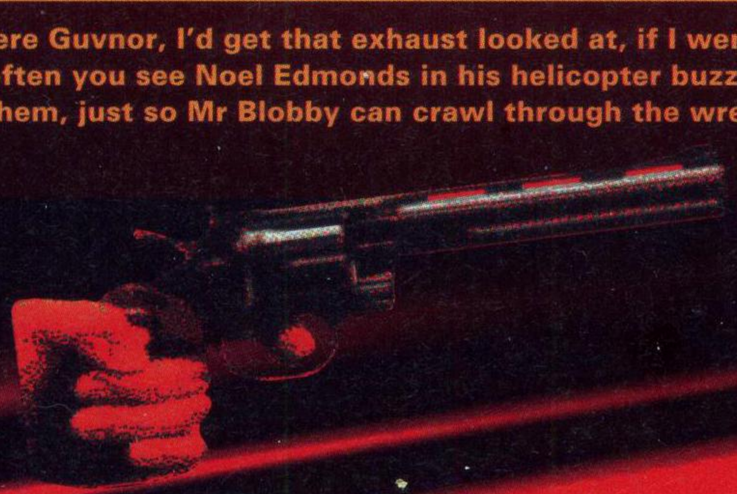
I'm glad to see that Konami have realised it would be virtually impossible to play this with a



'ere Guvnor, I'd get that exhaust looked at, if I were you. Now correct me if I'm wrong but it's not often you see Noel Edmonds in his helicopter buzzing innocent motorists and firing rockets at them, just so Mr Blobby can crawl through the wreckage to give them a Gotcha Oscar.

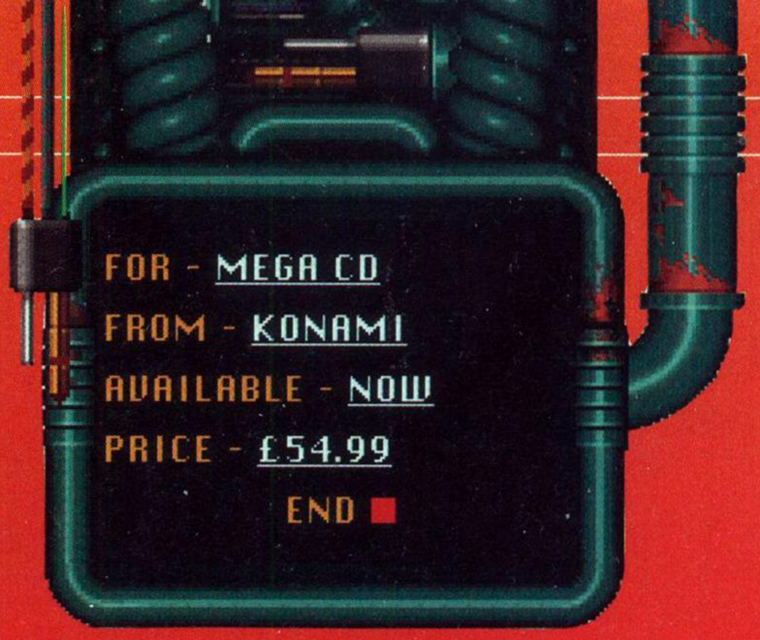


He heh! That thing at the top looks like K-9 from Doctor Who. No hang on, he was like a dog. Maybe he was in Star Wars or something.

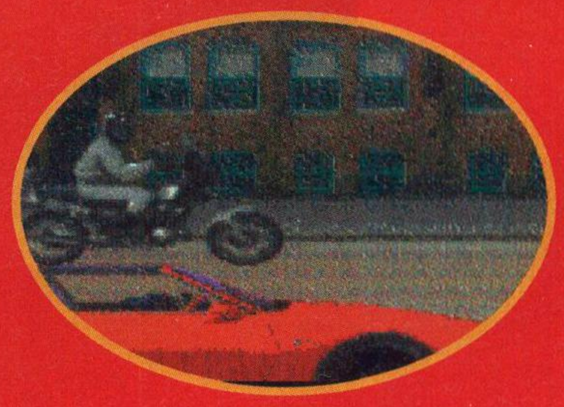


LETH ENFORC

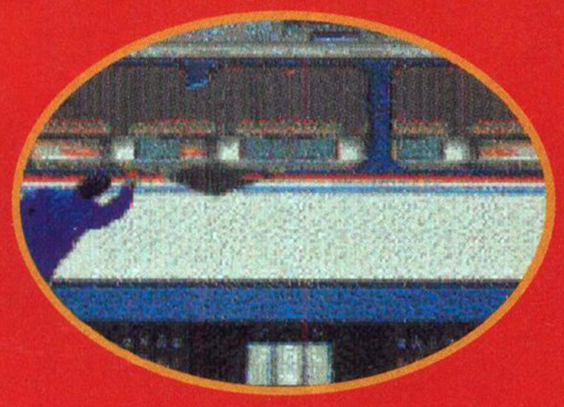
LETHAL ENFORCERS HAS BEEN CLASSIFIED '15' BY THE BRITISH BOARD OF FILM CLASSIFICATION. SO BE SURE TO SEEK OUT THAT 'PARENTAL GUIDANCE', NOW.



When this one came in, I suggested to Les that maybe I should review it. After a little discussion and a slightly farcical exchange of blows, I succumbed to his warped will. It's a strange experience, it really is. Glancing over to the 'games table', witnessing our star reviewer pointing a pink gun at a television screen, grimacing, his lovingly tended locks cascading over the shoulders of an imaginary U.S. police uniform. *Lethal Enforcers* was excellent in the arcades – and now, offer me some mail order lingerie and call me Stephanie, if it isn't throat-explodingly fabulous on the Mega CD. Oh, and to counteract that knee-jerk reaction, I think you'll find the idea of the game is to shoot the bad guys and save the good guys. Deviate from this philosophy even slightly, and you'll be penalised. Plastic/light gun-type games have been around for ages, but this is the first to work so effectively. Superb. **ANDY LOWE** ■

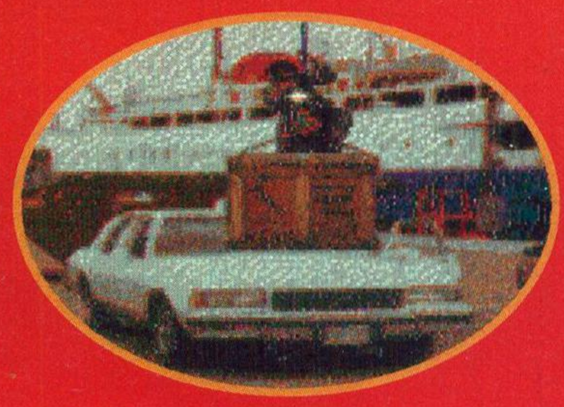


Going home she met a whole bunch of Hell's Angels. A burst from her gun sorted them out.



She did manage to avoid paying for a ticket on the underground by using this inventive method.

The same technique almost worked at the airport, but a security guard found her in the engine.



Oh come on Granny, you won't be able to sneak onto the ship for that cruise looking like that.

joypad and have come up with the superb solution of bundling a light pistol with the game. It pushes up the cost just a little bit, but it's such a superior quality gun that it is worth every penny. Which would you prefer, moving a cursor around with a joypad or blazing away at people with a proper gun? Enough about the brilliant gun, let's talk about the game.

The graphics are digitised with a variety of people diving in and out of the screen. They look a little bitty, but it's so obvious what everything is that this really doesn't matter. The 'bad guys' rolling in and out (not to mention the innocent hostages) are fairly basic digitisations – three or four different types for each level. They pop up like a firing range and you just blow them away as quickly as possible before they do you. You have to be as accurate as possible all the time and not shoot the hostages.

I have never seen a game turn a team of normally mellow people, such as us, into a horde of mass-murdering maniacs. Give one of us the gun ▶▶

PSYCHO ENFORCERS!!!!! ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha.

"I'm not looking out of the window to see if that maniac with the gun is still there. *You* look." "Well, I'm not sticking my head up there for God's sake. Bill did and had his head removed by a shotgun." "Maybe we should fake it and he'll go away. That's the last time I jump a red light."

Oi, you're in the wrong game mate. What do you mean you wanted to try out these guns? Look, you're about nine years too late anyway.

AL CERS

Although my instinctive, finely seasoned sensibilities suggest only repulsion and deep loathing for this kind of semi-fascistic explosion of arbitrary violence, I can't help but ponder the validity of the catharsis hypothesis.

But, no. Close your curtains, ladies and gentlemen. Close your curtains, fire up the incense, prepare yourself a cup of camomile tea, delicately lay down a tie-dyed shawl, kneel and pray. Pray for the future development of the young minds. Pray that the tumour that is inevitably representative of our inurement to violence doesn't become so bloated as to devour us all. Those guns feel *great* though, don't they? **ANDROMEDA SUPERNOVA** ■

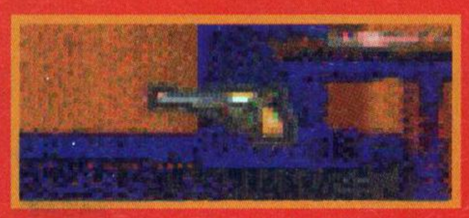
SHOOTING THE BREEZE

Tale two six-shooters into the shower? Not me I just use Magnums, machine guns, M-16s and anything else that comes to hand.

Boring six-shooter, how any self-respecting cop uses one of these is beyond me.

This M-16 didn't help the Yanks win Vietnam. It'll make mincemeat of the crooks.

Uzi 9mm, spoken in a stupid Austrian accent.



Magnum .357, probably the most powerful hand gun in the world. Still only six shots.

The automatic means you don't have to reload as often as with a poxy six-shooter.

This is more like it. Top sound effect. Hit the crooks in embarrassing places.

and watch us turn into a cop who makes Dirty Harry look like a bouncer at a Smarties disco. We are talking serious psychopathic tendencies here.

Lethal Enforcers has to be one of the most playable releases of the year. It's cheaper than the normal Mega Drive version (all other publishers take note) and stands out from most other Mega CD games. It's frantic and is great fun to play. You get one gun in the package plus the chance to buy another at a reduced price.

The only problem I have with the game is that it is fairly unforgiving. Shoot just one innocent hostage right at the start of a stage and you will have to go through the rest of the level knowing that when you get to the end, even if you get promoted, you will have to go right back to the start.

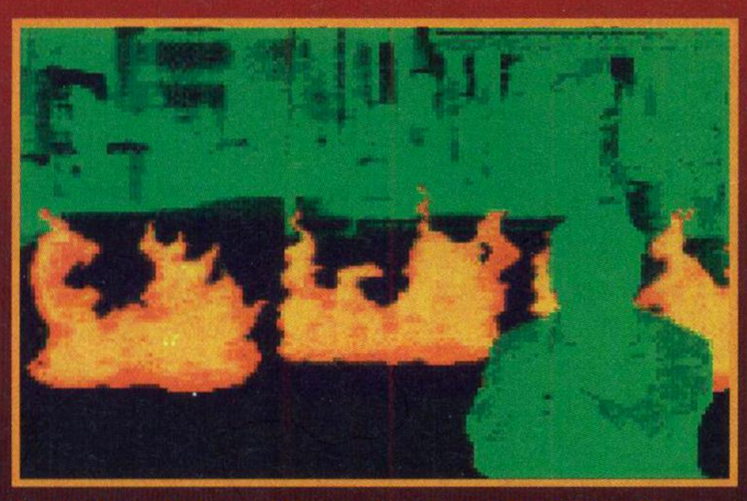
No other game has actually had the team fighting over whose go it is next – that should give you some indication of how good this is. It's a perfect conversion and although all you have to do is shoot people (in a completely non-violent way, of course) it never gets tedious or repetitive.

Each of the five levels is split into multiple stages and the bosses get very tough towards the end of the game. Just wait until you come face-to-face with an Apache firing missiles at you, when all you've got is a little six-shooter.

Lethal Enforcers is a fabulously playable game and if you don't go out and buy it right away, you probably need your head examined. It's brilliant, tough, pretty and, oh, you must have got the message by now. It's great.

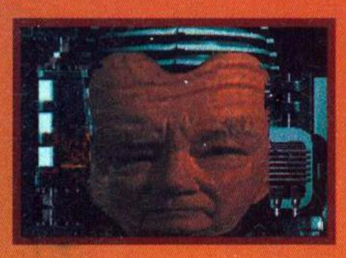
LES ELLIS

He pops up and says, "You can't shoot me." And I say, "Meet my Magnum, punk."



Switch to infra red people. Actually it's infra green really, but use your imagination, will ya?

GAMESMASTER TIP



On level two there are a couple of sneaky bits which you need to suss out to clear the level successfully. The first is when the screen scrolls to the right in the subway turnstiles section. A man will walk on dressed in a suit acting like a hostage. Wait until another villain appears just below him and they will both draw guns on you. Fire quickly to take them down. After that, the second man to appear in the booth is a hostage. He is carrying a camera. The flash will go off. Don't mistake this for a gun. Leave him alone.

GRAPHICS

The backgrounds are bitty, but they are clearer than most digitisation. The characters just beg to be full of holes.

SOUNDS

Bits of speech here and there and great gun effects. Plenty of music which lets the game down just a bit.

PLAYABILITY

The perfect playable game. For serious gameplayers and gun-toting homicidal maniacs alike. Just shoot people.

LASTABILITY

Five long tough levels and loads of bad guys to blow away. It should last you forever.

OVERALL

This is just so damn playable, it's scary. On the harder skill levels you get three or four men on screen at once which adds to the fun no end. It's incredible how quickly you can become a crackshot. Ignore any cries of, "It's boring and repetitive". This is state-of-the art firepower in a game. *Enforcers* is one of the best games you could get.

LES

JUDGEMENT 93

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

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GAUNTLET IV

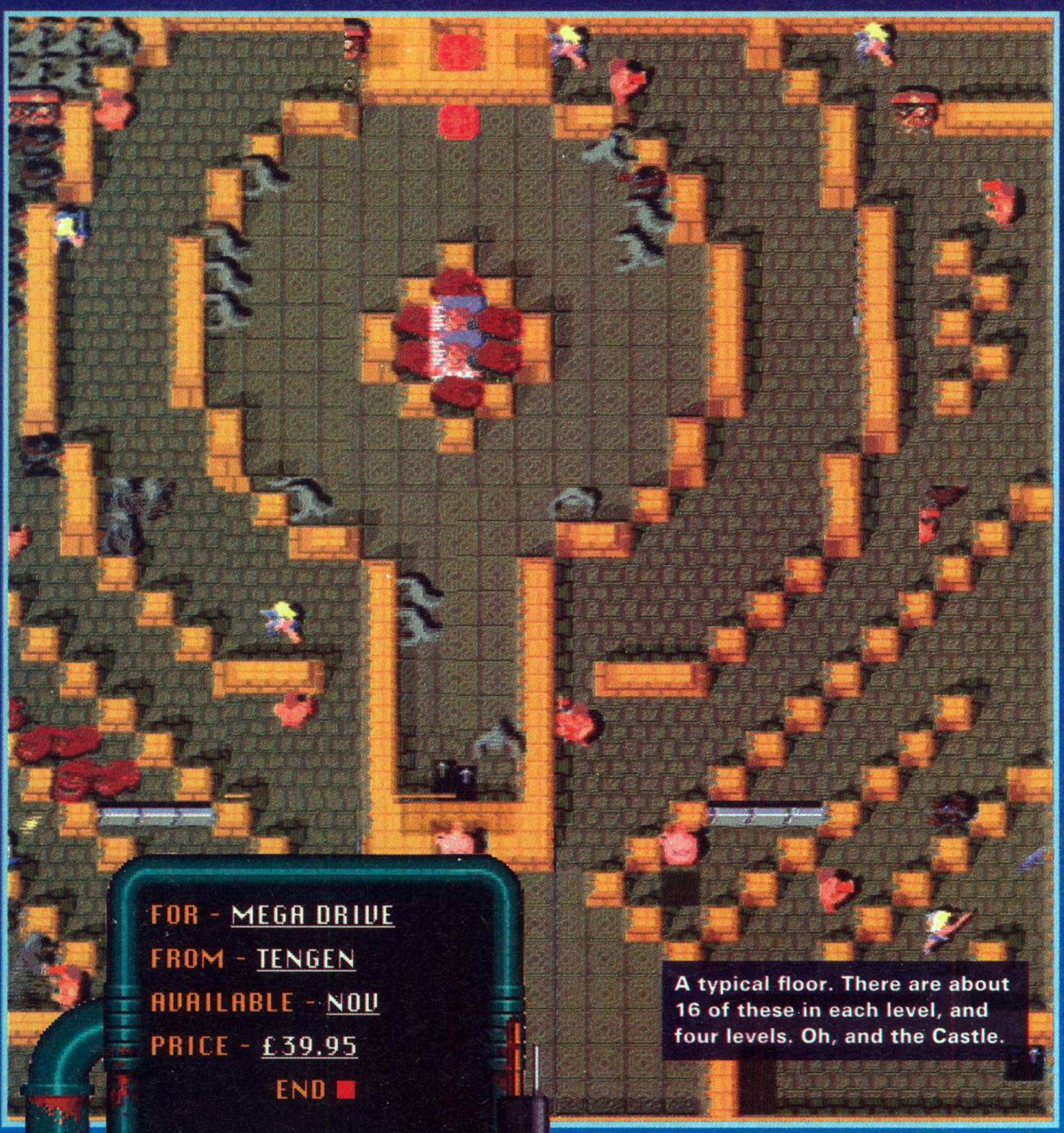
Mid-80s: dazzled by Defender, jostled by Joust, stunned by Stargate, and then gripped by Gauntlet? Join the legions of middle-agers who remember this classic with Tengen's tantalising, er, temptress...

The Battle mode is a bit like the Atlasphere game in American Gladiators, but without the balls. And it's much better, of course.

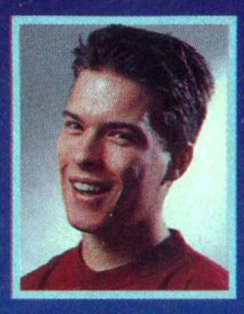
Amazing, isn't it, how things that happened years ago seem as though they happened yesterday? No? Ah well, it must be just me then. Take *Gauntlet*, for instance. Seven years ago, in 1986, I regularly spent hours in my local arcade with my mates playing *Gauntlet* (four-player, if all the joysticks worked). Seven years, eh? Seems like only yesterday. See what I mean? (*Please get on with it.* – Ed)

Gauntlet is yet another example of a multi-directional maze game, where you move a character around and shoot things. What I've left out there is that it's probably the grand-daddy of them all and a huge influence on many of today's games – *Total Carnage*, *Chaos Engine*, *Zombies*, and, um, loads of others which I can't quite remember at the mo.

Although this is called *Gauntlet 4*, that's not because it is actually the fourth in a line of games, it simply signifies that up to four players can play at once. (*Good grief, did you say four players?* – A Reader) Yep, you got it. Up to four players simultaneously taking advantage of the new MultiTap add-on which enables four joypads to be plugged in at once. Because of this, and the superb attention-to-detail on the graphics side, *Gauntlet 4*'s the most true-to-the-original version yet for the home. But as a game released in 1993 it doesn't quite cut it in comparison to those later games above.



A typical floor. There are about 16 of these in each level, and four levels. Oh, and the Castle.



Oh, it's *Gauntlet* and everything. I too, remember when I was 11, running to the arcade during my lunch hour and slotting my mum's money into the big game. Then the magic words, "Welcome ELF." It brings a tear to my eye. Anyway, this incarnation of the game is very similar to the original arcade game.

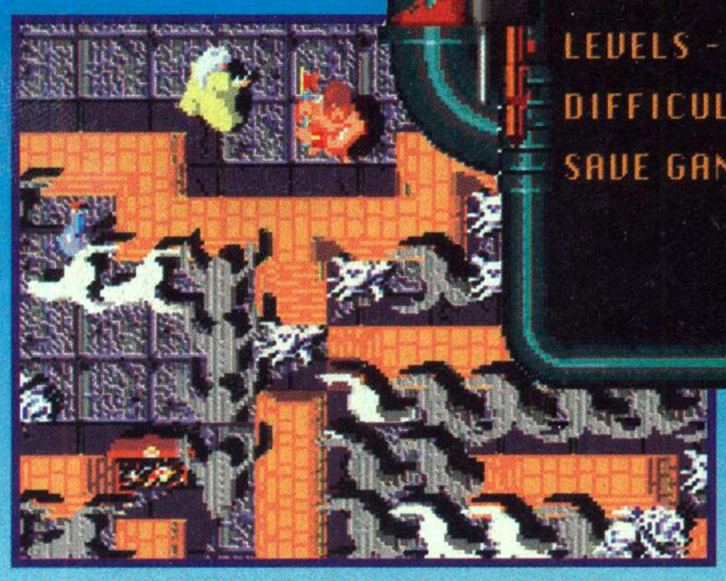
The inclusion of a four-player mode is a brilliant move, however, if you're playing it on your own, you may be a tad disappointed. Cor, this takes me back, you know. I remember playing my beloved Speccy version for about five hours, then never playing it again. If you do the same, 40 quid is a lot more than ten to waste. A bit of a nostalgia trip, if you ask me. **ADRIAN PRICE** ■

"Oh my god, millions of purple gits bearing down on me. And they're old." (Cue "ageist" captions.)

GAMESMASTER TIP

In groups of two or more, try to stick together as much as possible. When attacking monsters, make sure the Warrior and Valkyrie go in first - they are the strongest, and they have the best armour.

Don't be greedy with the pick-ups. Let the Wizard pick up the potions, because he's the most effective with them. If a character is close to death, let him get to the energy potions first. Remember: Gauntlet is best played as a team game, so help each other out when you can.

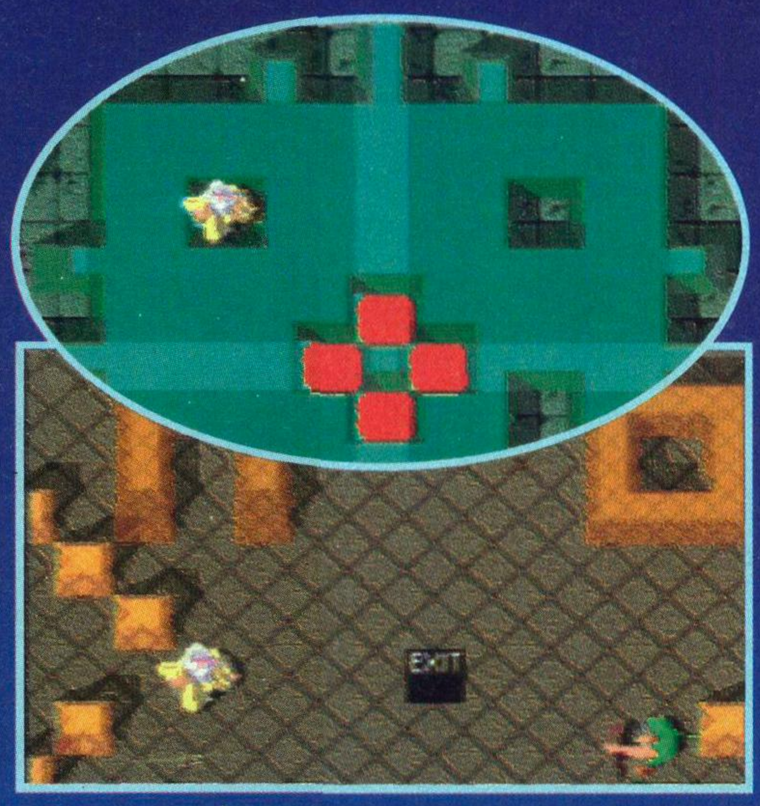


"Stand back, Warrior. I wish to use the Startling Wand of Kr'goth to remove the wall."
"Get lost, Grandad. I'm going round the back."

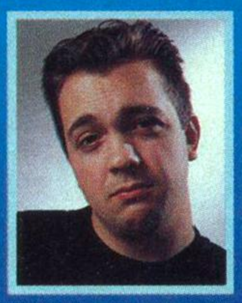
To be fair, Tengen have added some modes which the original did not have: Quest, an RPG-style adventure through dungeons slaying dragons; Battle, up to four players battling it out in a head-to-head contest; and Record, a one-player challenge to become a top adventurer.

Yeah, these give a bit more interest, but other additions such as more enemies (ten or so just aren't enough), a choice of characters and a split-screen mode would have given *Gauntlet 4* more significance. It's a great game for nostalgia value alone, because it is one of the all-time classic arcade games. This version, though, is just a bit too late. That's it from me, I'm off for another go... **ANDY NUTTALL** ■

"Welcome Elf." That's a strange phrase to take out of context, isn't it? So I won't bother.



"Behold, young Elf. The great Tomatoes of Wrath are upon us."
"Eat my arrow, you old gimmer."



Ade's a sad old deluded fool really, isn't he? Now, I've played faeces-loads of video games 'in my time', and never, ever has the vaguest inkling of a tear ever formed in either of my eyes.

Yeah, sure. I used to play *Gauntlet*. Everyone did in those days. But I never ever used to cry over it, for Zeus' sake!

I completely agree with Ade on the 'nostalgia trip' idea, and I also agree with Nutts on the 'competent conversion, but four players needed' idea.

But spending your bloody dinner money on the thing and then having a bit of a cry in double maths? I don't think so. Worthy but not unmissable. **JIM DOUGLAS** ■

"And yea, brave Warrior, unto the Valley of Death go I."
"Look, I'll do that. You go and fetch your Zimmer."

GRAPHICS

Very like the original arcade version – varied and colourful. I don't remember four-player mode being as cramped.

SOUNDS

Fantastic sound effects and speech, and so many of them! Some great thumping and dramatic tunes.

PLAYABILITY

You may wear out a few joypads in the first couple of weeks, but after that you'll only play this on rare occasions.

LASTABILITY

See Playability, really. In the long term, destined for the Great Cupboard of Oblivion to collect dust. Shame.

OVERALL

Gauntlet always did come into its own in multi-player mode, and that's why the arcade version had four joysticks. This Mega Drive conversion is no different – okay for one player, better with two, but plug in a MultiTap adaptor for four players and you're laughing. There has been no better four-player game.

NUTTS ■

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LETHAL ENFORCERS

KO

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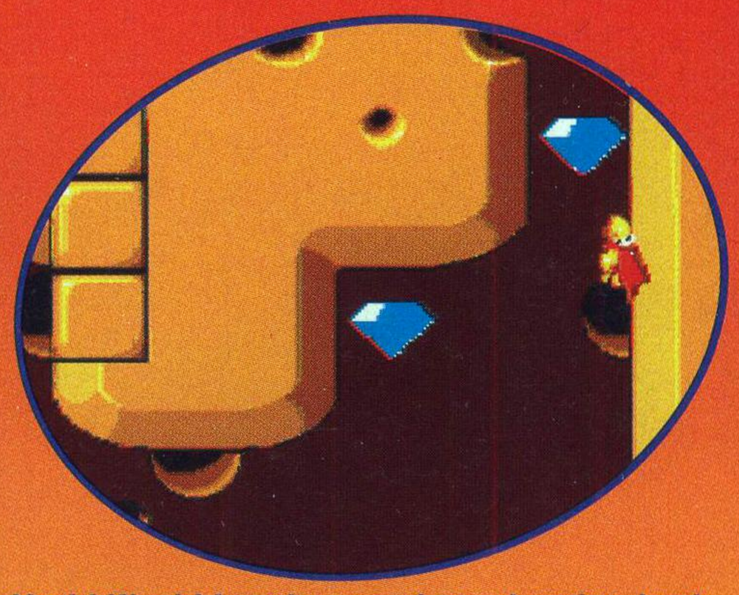
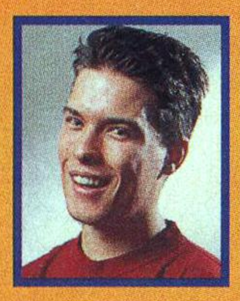
MEGA-CD

SEGA MEGA DRIVE

Good day to you, laidies (sorry) and gentlemen! Hi! I hope I find you all in good spirits and health. I, my dears, am the Caption M.C. with several, slightly contrived personalities.



Yeah! Wooh! I *am* in a good mood, today. Look at that screenshot! Isn't it absolutely excellent? It's Alfred, and he's, sort of, flying upwards, really fast. Fascinating, truly fascinating...

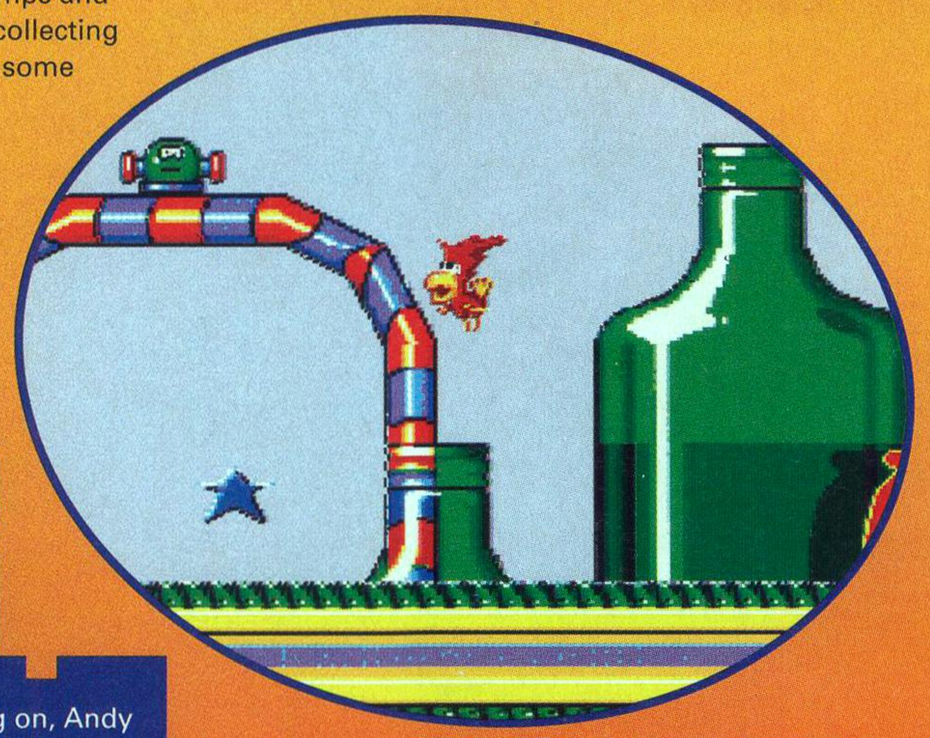


"Will the candidate Mr A. Chicken, please step forward." (Sound of laughter and wild, enthusiastic applause.) "Mr A. Chicken of the Alfred Chicken Party – 18 votes."

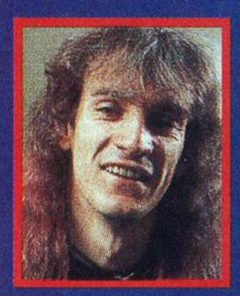
This was probably what that bloke down in Dorset said as the by-election was drawing to a close. Poor old Alfred – he didn't come close to winning the vote, but although he only scored 18 votes, he didn't come last. I bet the poor git who was last has probably hung himself by now. Getting beaten, like an egg, by a costume-clad PR person must've sent him overboard. Still, Alfred's come fully prepared in his Amiga version to get more than a 'poultry' 18 admirers.

You control Alfred – a chicken who jumps and pecks his way around different scenarios collecting diamonds. These have been dispersed by some evil git, and Alfie, like any self-respecting chicken, wants them back. Sensing that some 'fowl' play is afoot, Alfred is ready for a fight. With his beak sharpened like a Wilkinson Sword razor, he can dive on any unsuspecting enemy and kill them instantly. Alfred can get into a 'flap' simply by falling on the many spikes which decorate the levels. But if you think that this is a simple case of finding the diamonds and running around each level, then I suggest that you think again, my friend.

To get to many of the diamonds, you must solve puzzles which will open up doors to get further into the level. As the levels become bigger and more complex, so do the puzzles – there's one puzzle which requires you to peck some blocks to move a spiked ball which, in turn, will grant you access to the later



Yes, can you spot my four different personalities? They're actually rather famous people and they start... just down there, at the bottom-left of the page. Send your answers in to Ade.



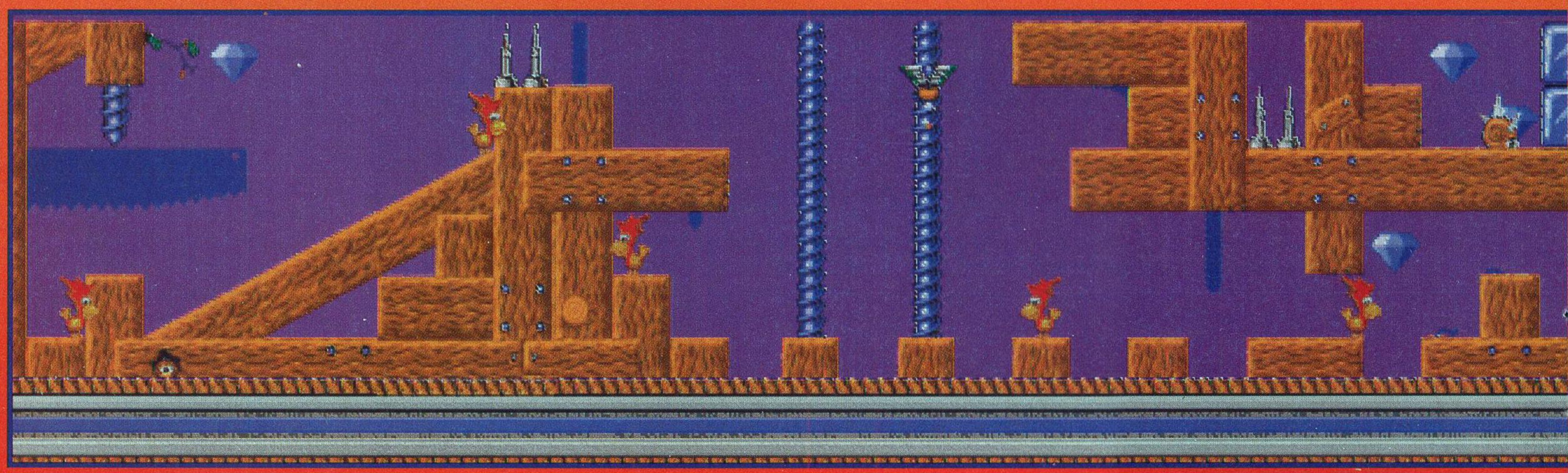
Dear, oh dear. The lad Ade couldn't even manage to fill his review with stupid and crap egg or chicken puns. Still along comes Andy and that is put to rights. I don't think I'll bother trying to follow that one though. I mean I couldn't, it's gone way beyond a yolk now.

I could tell you the one about why the chicken crossed the road but instead I'll tell you that this is a gorgeous little platform game. Actually it's not little, it's huge, but it's still gorgeous. It's practically *Mario* for the Amiga... hang on, Andy did that one. Damn, I'll have to agree with them both then, much as I hate to do it.

Alfred Chicken is great, and certainly deserves a place in the House of Parliament, as well as in your games collection.

LES ELLIS

ALFRED CH



"This is the workshop level, or something. This is someone else... Ooh, Betty. I'm, erm, being harassed. And, who's this? Ho ho ho! (Laugh and shake shoulders). And this... is me..."

"Oh, blimey. Look at the muck in here. Shut that door. I was talking to Gaylord the other day. And let's see what's on the conveyor belt, tonight... Oh, bloody hell, my career's ended."

"Cammorrn, guv! Anyone can see the sllaggs are putting the frighteners on them. They've got their dabs all over the job. Do leave it out, Arfur. Hang on, Rula Lenska's just walked in...."

Although Alfred is the star of a mere platform game, we really do have to beak in to him. I mean, his political career may have been a bit of a yolk, but, cluck me – at least he tried.

Oh, I can't go on with this desperately low quality pun exploitation... This was a fine, beautifully devised platform game on the Game Boy, and now it's out on the Amiga, it's improved viciously. Well, it's in colour, for a start. And you can see what's happening and stuff. Plenty of amusing events, hidden zones, and *Mario*-esque explore-and-reward business.

You really should nip down to your 'dealer' and shell out for *Alfred Chicken* with great immediacy. **ANDY LOWE** ■

part of the level. Collecting all of the diamonds isn't really important, but getting to the exit in one, fluffy chicken-like piece is.

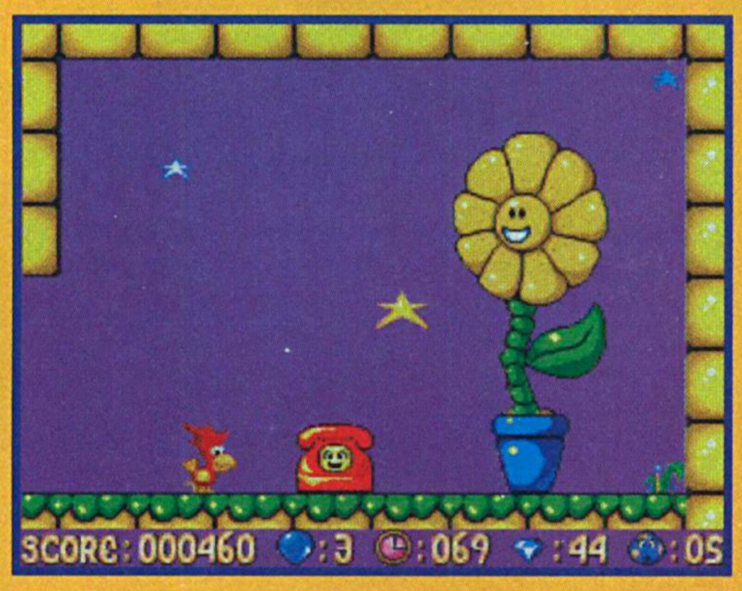
Alfred can also pick up a weapon while he is on his adventures. Now, a chicken with a weapon may seem a bit odd, but I presume Alf's got the odds stacked against him, so why not? The only problem is, the weapon is extremely well hidden, and will cause some people to jump around and cry a bit.

Alfred Chicken is a platform game that requires you to use your brain a bit. If you wanted to, you could easily go straight to the exit and finish the level. However, if you'd truly like to complete the game, then you could search the levels for the many secret rooms and hidden bonuses that can be found.

Alfred Chicken is a well designed and thought out game. Some of it is extremely cunning in places and can be frustrating in others. The only problem about it is that it hasn't got any guns or planes, but that's life.

ADRIAN PRICE ■

GAMES MASTER TIP



Well, hel-loo there! On the Cheese level, enter the first warp zone thingy and head for the top right of the second section. Keep jumping into seemingly solid walls (to the right) and you'll eventually find a false section which leads to this room. Answer the telephone, and you'll be rewarded with - bear with me - a jar of jam and a screen full of smiling faces. Goodness.

ICKEN

"Eeh. We have a difference of opinion. Blimey, I wish I didn't have this gap in front teeth. Ooh, I'm really in the mood for a quick round of golf. Oops, I've just donated an enormous amount of money to the Conservative Party by accident!"

GRAPHICS

Plain, but colourful. Alfred's got some great mannerisms. Just wait until you see him dealing out his lethal pecks.

SOUNDS

Very 'chirpy'. You'll probably end up humming the tune violently during your Saturday shopping trips to Tescos.

PLAYABILITY

Lots of tricky platforms to jump over, spikes to avoid and blue diamonds to collect.

LASTABILITY

Trying to complete the game, and that means all of the diamonds and everything else, will take you a fair while.

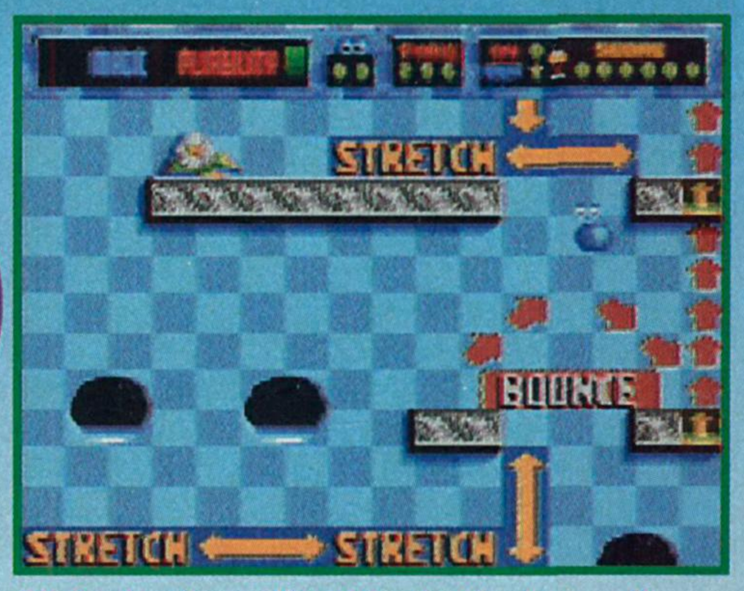
OVERALL

I think Alfred's got potential. The game is fine and while not being too sure of Alfie at first, I found myself gradually liking him the more I played. The game too is very enjoyable. It's also a challenge on the later levels. Think of Alfred the next time you buy a dozen Grade As.

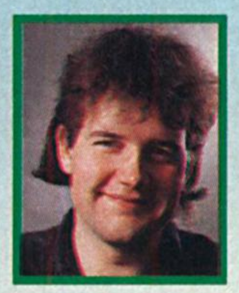
ADE ■

JUDGEMENT 86

SUPER PUTTY



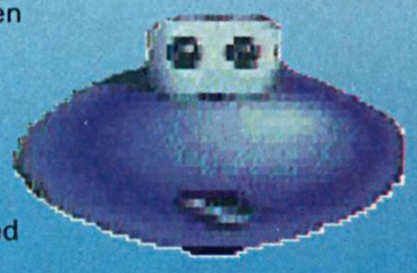
All the levels are like this, they're just walk-throughs with instructions all the way through. But not really! I was just joking, you see. This is the training level. Honestly, I just don't care.



There's a sausage in *Super Putty* with a Scouse accent. And when you try to kill it without the proper weapon, it says, "Come on then, I'll 'ave you now, eh?" There is also a Terminator Carrot which relentlessly showers you with bullets, some baked beans that squeak when they explode, a Duck-in-a-Box, a Self Motivated Tomato and, er, Flying Gits. Bear with me, then, as I attempt to describe the rest of a game which can only be described as Silly.

So, it's a platform game, then, in which you play a bit of putty. With eyes. Through a complex and frankly staggering series of events you find yourself on Putty Moon desperately trying to rescue these little robot things within a time limit and get them repaired so you can defeat the big boss, which happens to be a cat called Dweezil.

Considering he's basically a lump of whiting mixed with linseed oil, Putty is pretty agile, stretching and slurping around the platforms, absorbing enemies and even taking on their form now and again. It's a bit like *Morph* in that you need to concentrate more on defence than attack. To absorb something, you need



Somewhere amid all the down-right wanton zaniness of this bleeding game, I feel that Ed has sodding well missed the point. It's the fact that *Putty* is so ruddy well silly, so bizarre, so utterly unreasonable in a sort of wearing-spaghetti-in-your-breast-pocket sort of way, that makes it so playable and likable. I mean, Moses me, it may be an Amiga conversion, but, in the blasted, bloody well staid and occasionally rather samey world of video games, something with such a genuinely amusing philosophy and – well – attitude is a welcome breath of a kettle of, erm, fish. Hell, I'd give it 92.

ANDY LOWE ■

FOR: SNES
FROM: SYSTEM 3
AVAILABLE: NOW
PRICE: £45 APPROX
STOP ■

THINGS TO DO

What an enormously long intro for such a simple box. These are Putty's special moves. See? Five words would have done it quite comfortably.

Putty in amusing one-eye-at-each-end vertical stretching activities. Good for platforms.

Putty in moving along sort of normally activity.

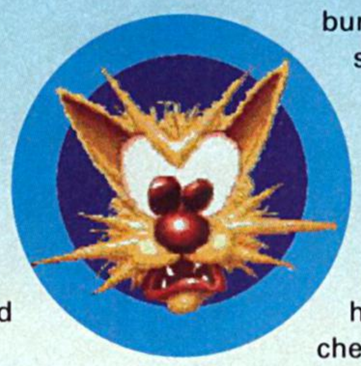
Putty in similar stretching activity except now it's horizontal. Oh dear.

Putty... punching... activity. Oh do it yourself or something.

Putty/ inflation/ explode. Okay?

to flatten out on a platform, which makes you invincible but means you can't move.

The robots are always in the most bloody awkward places possible so you have to yomp around the entire level to get them to the safe zone, and since you can only carry one at a time it's a case of ferrying backwards and forwards. Putty's pliability is reduced by hitting enemies and needs to be constantly topped up by absorbing wholesome foodstuffs (or alternatively, Big Macs) in large quantities.



Your initial reaction to *Super Putty* is one of mass confusion: there are all the moves to master and the nasties in each area all work in different ways, which at least means the game never becomes repetitive. The screen's packed with farting, squeaking and burping things and because the sprites are small there's an overwhelming feeling of chaos. As reality becomes a distant blur, though, it all begins to make a certain sort of sense. For instance: touching certain areas will give you a power-up, by far the best of which is Uncle Ted. Collect it and Uncle Ted will pop up with his Hammond organ and play a bit of cheesy music which distracts all the nasties on screen. For some reason this is quite ridiculously funny.

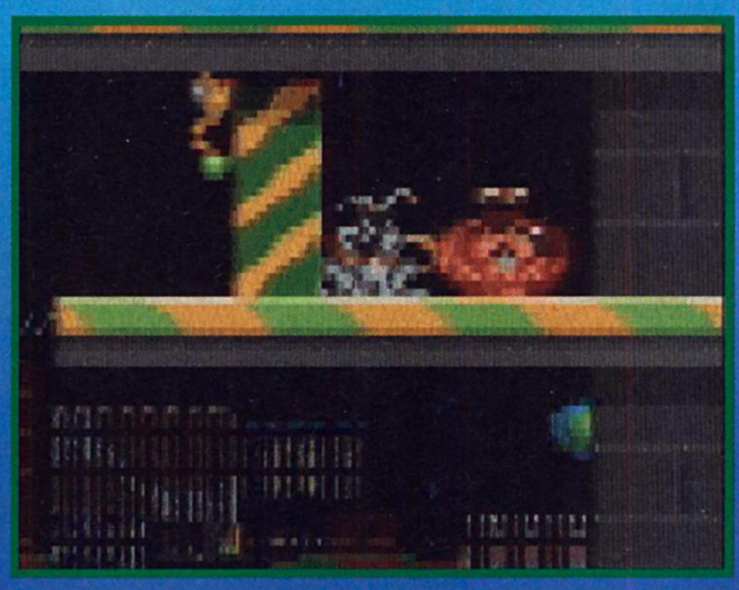
Super Putty is a Python-influenced strange and interesting belter of a game. It's got the looks, it's got the sounds, and it's got pigs on spacehoppers. I don't know about you but that's a pretty high recommendation in my book.

ED RICKETTS ■

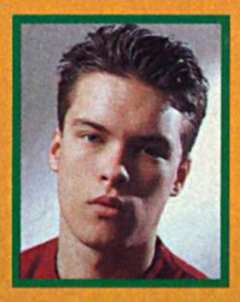
GAMES MASTER TIP

HOW ARE YA! Oh, sorry. GREETINGS! My best advice for this frankly daft game is to take things slowly - don't rush about the platforms trying to kill everything, it won't work. Also take advantage of Putty's full range of moves to get out of tight spots. Boomshanka.

Bleeding hell, Shiny Red Gut Buckets. Become a rabbit, right, and they home in on you, but explode when they get you. Errrrrrr...

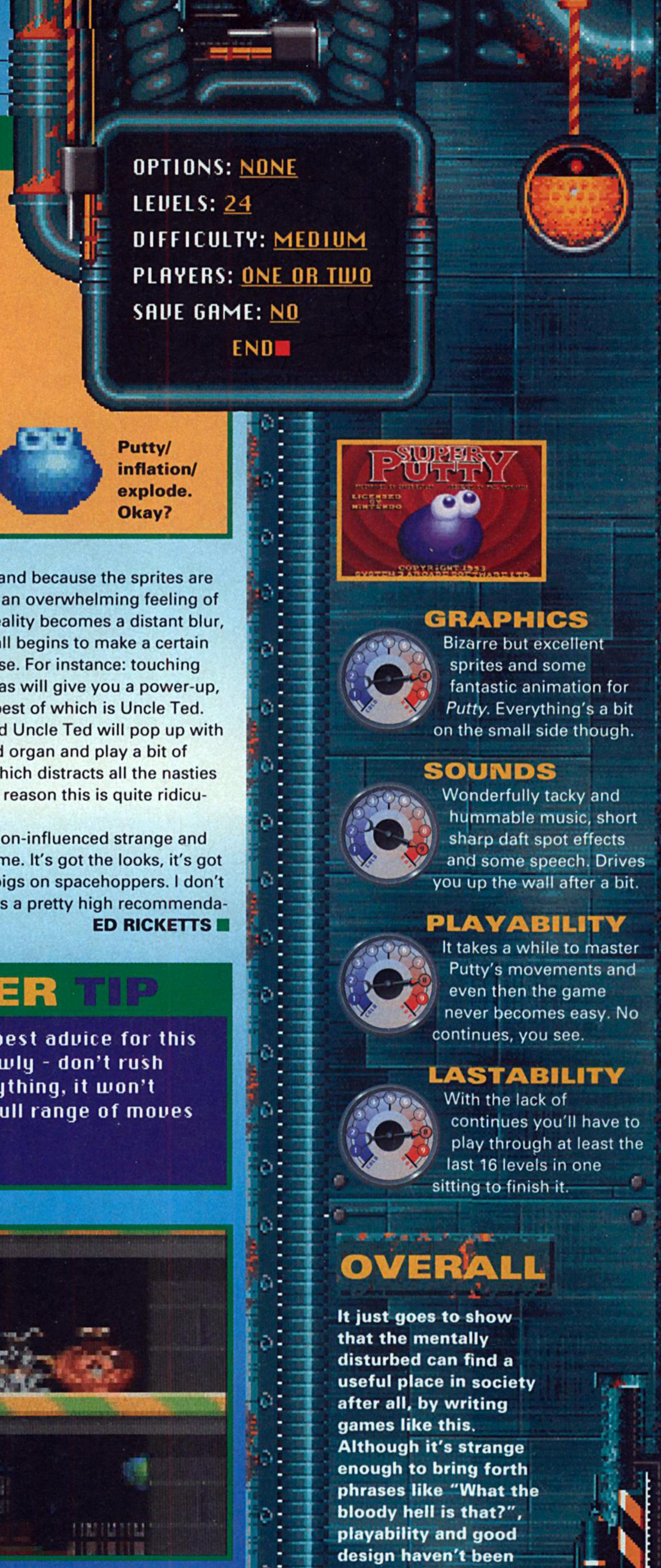


See? And I must say I think Andy's missed the point when he says I've missed the point. I do in fact like the stupidness of the game, actually.



This does indeed have some strange elements, as Ed so correctly states. *Putty* is a very ridiculous game, I mean who's ever heard of a piece of putty on a rescue mission, eh? Eh? Well, I'm with Ed on this one (*Oh that makes me feel* so *much better* – Ed), it looks great and plays very well. So if the platform game's one of your 'things', then you should endeavour to get this, and be jolly quick about it too.

ADRIAN PRICE ■



GRAPHICS

Bizarre but excellent sprites and some fantastic animation for *Putty*. Everything's a bit on the small side though.

SOUNDS

Wonderfully tacky and hummable music, short sharp daft spot effects and some speech. Drives you up the wall after a bit.

PLAYABILITY

It takes a while to master Putty's movements and even then the game never becomes easy. No continues, you see.

LASTABILITY

With the lack of continues you'll have to play through at least the last 16 levels in one sitting to finish it.

OVERALL

It just goes to show that the mentally disturbed can find a useful place in society after all, by writing games like this. Although it's strange enough to bring forth phrases like "What the bloody hell is that?", playability and good design haven't been sacrificed. Passwords would have been nice, but it's not so hard that you'll give up. Cracking stuff on all counts.

ED ■

JUDGEMENT 88

STREETFIGHTER 2

SPECIAL CHAMPION EDITION

THOSE NEW SUPER STREETFIGHTER 2 CHARACTERS IN FULL... CAMMY (BRITISH SPECIAL AGENT), DEE JAY (JAMAICAN PRIZE FIGHTER), FEILONG (CHINESE KUNG FU GEEZER), THUNDER HAWK (AMERICAN INDIAN WRESTLER).

"I'm taller than you!" "No, you're not." "Yes, I am. Look!" "Ah... Yeah, but you're standing on tiptoes!" "Mmmm... Maybe. Aroo! Arrooo!"

Sorry about that caption over there. I realise it wasn't particularly funny, it's just – well – I'm a teensy bit fed up with this bleeding game.

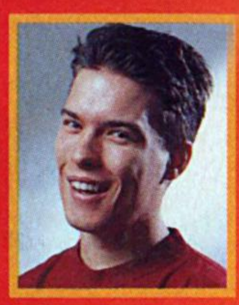
I mean, come on, how many bloody *more* versions? I know it's a top game and everything, but aren't you getting a *little* sick of it?

It'll be incredibull! The film's coming out soon and everything! The real film. Not the one that we did the amusing prank story about in issue 3, but the actual, actual film featuring the crack, secret and distinctly élite team of international, ethnically variegated road ruckers. Ooohhhh, it nigh on makes me want to be a bit ill on Ade's desk just thinking about it...

No, you don't understand. There'll be M. Bison, and he'll be a top baddie international terrorist who'll hijack something or other. Probably. Then, this geezer will travel around the world, visiting each of the fighters who will all say, "No. No more fighting. Hey, I've retired..." before, after a bit of convincing, going ahead and joining his team.

Ryu will be the last to join. But, just as he's coming out with some wibble about the challenge being everything and never fighting for a cause, he learns that baddie Bison has kidnapped Chun Li. He agrees to fight and they all go off and win easily, apart from someone like Dhalsim getting killed (or maybe Ken for top drama). It all ends with Ryu having to battle through Bison's bodyguard, Sagat, before facing the ultimate challenge of Bison himself. Only he has to do it with a broken leg and a new, super burning dragonpunch saves him from certain death.

Enough. So, here's the Mega Drive version. And what a blasted, bleeding bloody well pleasant surprise it is, too. Here's what you get.. The first ever 24 MBit



With a seemingly endless stream of new and supposedly even more super *Streetfighter 2* versions being released, this has to be a top contender for the most boring topic of conversation I've had to endure for the last few weeks. "Is *SF2* Mega Drive any good?" Yes it is, up to a certain extent, but please, get a life you bunch of saddos. And if any more of you phone up and ask to be the new characters, I'll just scream. Thank you and goodbye.

ADRIAN PRICE

Come on, now. Look at this. It's all very exciting and everything. Zangief stamping on Sagat's head. Top cartoony violence. But... well... We've got that bleeding *Super Streetfighter 2* coming soon and, although I'm sure it'll be very good, but I'm just so bloody *bored* with it all. Aaargh!

FOR - MEGA DRIVE
FROM - SEGA/CAPCOM
AVAILABLE - NOW
PRICE - £59.99

DIFFICULTY - VARIABLE
PLAYERS - UP TO 6
OPTIONS - CHAMP/TURBO
SAVE GAME - NO

Look, sorry about that outburst over on the other page. I'm not really that fed up with it. It's just that everyone else in the office is crap.

GAMES MASTER TIP

Get used to the characters without the hassle of a) constantly restarting the game and b) having to fight a computer opponent. Enter the tournament mode and simply select for yourself the characters you wish to practise with. Then, mercilessly beat up your imaginary friend with each of your selected characters in turn.

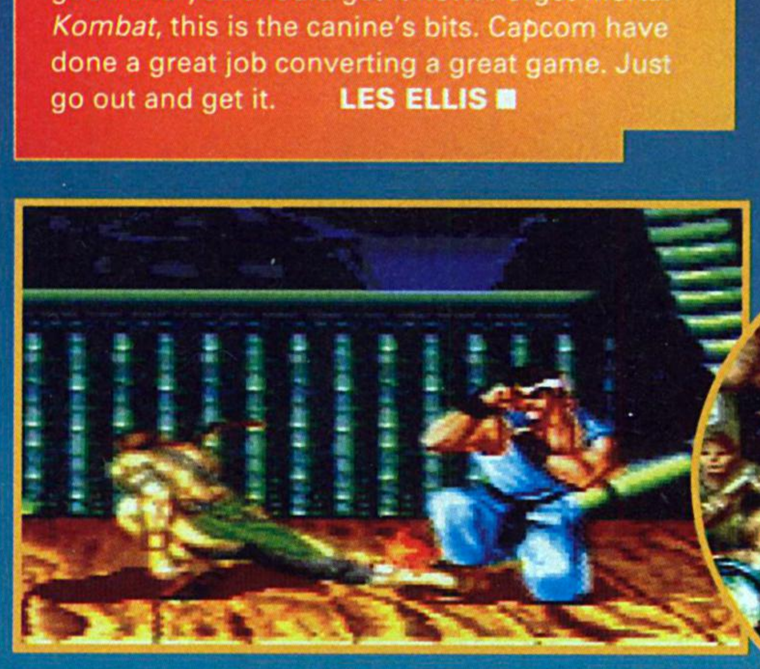
Mega Drive cart. The familiar Champion or Turbo Edition options (as seen on the SNES Turbo version). You can 'be' the bosses. Turbo mode features all the new moves and up to 10 action speeds (remember, in the SNES version, you have to enter a rather demanding cheat to access this feature).

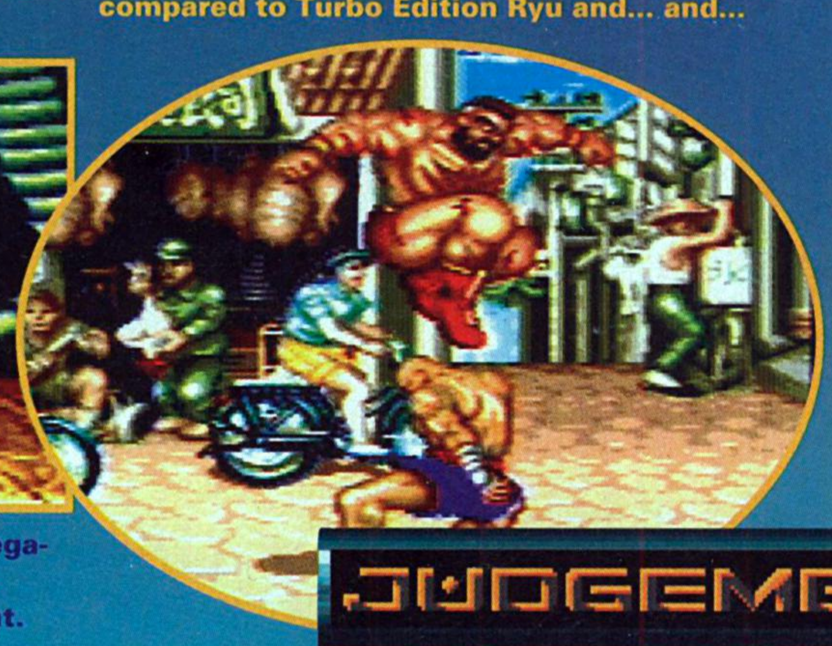
You also get a thoroughly handy tournament mode which can work in two pretty distinct ways. 1. You cram a maximum of eleven mates into your bedroom, each person chooses a character and, via either elimination or match play, beat the imagination out of each other until only one remains. 2. With your top regular saddo *Streetfighter* partner, you each select four or five characters and continue as above. This way, you don't have any of that tedious 'You must defeat me next time to win' nonsense between matches. Not bad.

Comparisons to the existing SNES Turbo version are surprisingly favourable. Although the sound/samples are decidedly tinny, many of the gameplay subtleties mirror the coin-op more effectively than all the other existing versions (PC Engine, SNES, er, Amstrad PCP or whatever it's called). In fact, when all's said and done, at the end of the sodding day, *Streetfighter 2 – Special Champion Edition* is the best game on the Mega Drive. **ANDY LOWE ■**

Ha, the mightiest game of them all hits the Mega Drive and knock me down with a feather if it isn't bloody good. Everything is in there (with the exception of some decent sound), you can 'be' the bosses, nope Andy's done that one, er, oh hell. Look it's just bloody good and you should get it now. Forget *Mortal Kombat*, this is the canine's bits. Capcom have done a great job converting a great game. Just go out and get it. **LES ELLIS ■**

Well, Ade's alright, I suppose. But he's left. And Les? He's not bad with Guile, but Guile's crap compared to Turbo Edition Ryu and... and...





Anyway, it's a great game, sorry to be so negative and, well, that's the end of this review. Have a great weekend. No, I really mean that.

GRAPHICS

Big, chunky and as beautiful as ever. There's the occasional spot of flicker, but, apart from that, a direct port-over.

SOUNDS

The fist-in-face, punchy/kicky sound is much more Bruce Lee movie-type satisfying than the SNES version.

PLAYABILITY

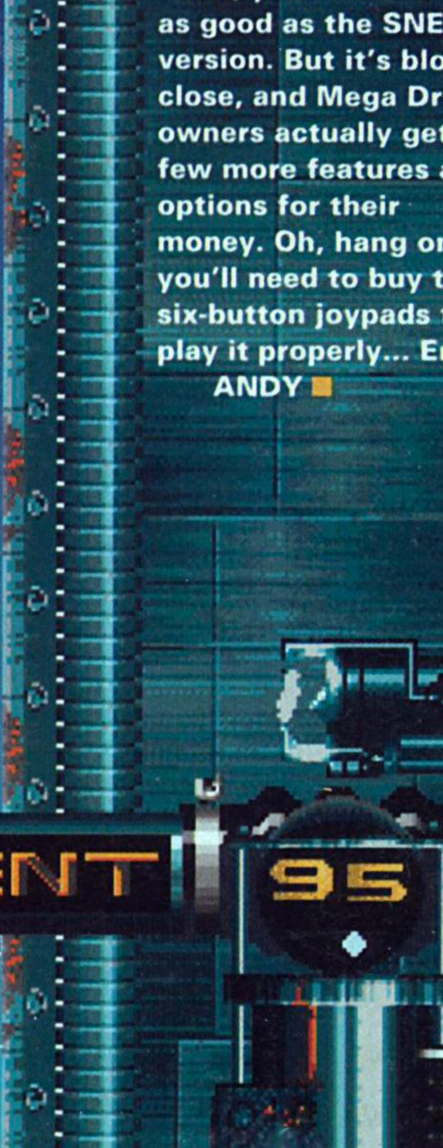
Potential develops as you learn with it. The repetition factor is low, and there is such a thing as an *SF2* fighting style.

LASTABILITY

Although you'll indulge in life-threateningly long playing sessions, you will return for more. Again and again.

OVERALL

Yeah, yeah. So it's not as good as the SNES version. But it's bloody close, and Mega Drive owners actually get a few more features and options for their money. Oh, hang on, you'll need to buy two six-button joypads to play it properly... Er...
ANDY ■



He heeyyy! The boys have a bit of a ride on some cart thingies. It's a bit like out of Indiana Jones and The Temple of Doom. And *Zelda*.

Now, it will probably amuse you to learn that this screen is a bit slippery. You know, like out of that Star Road level on *Mario*. And *Zelda*.

If you've ever played *Zelda* and liked the puzzles that were forced down your throat until you choked on them, then you could well enjoy the entire concept of *Goof Troop*. But if you were one of those smart asses who were able to breeze through *Zelda*, you'll probably end up doing the same here. The puzzles can be worked out fairly easily and with a friend adding to the pool of cerebral knowledge, you'll whizz through them in no time – especially as there are six levels and a password system. Basically, if you're six and a child genius, then get this as a top-up to your ever-spiralling IQ.

ADRIAN PRICE ■

GOOF TROOP

Fat pirate – "Lordy Heavens! Look at all that grub! Now for a feed..." Thin pirate – "Yoinks! I'd better scram..."

Yes, it's the amusing Kick Up The Arse brothers – the kooky, crazy comedy team who, erm, kick each other up the arse a lot. It's a thought, innit? Eh? Eh?

"Pardon me, kind sir. Could you direct me to the Railway Station?" "Snot off, you tedious, buck-toothed pan of wee."

(Thinks...) Must remember to visit the dentists.

(Thinks...) Must remember to stop smelling of pus.

FOR - SNES
FROM - CAPCOM
AVAILABLE - IMPORT
PRICE - £49.99
END ■

HANG ON - MAX. WASN'T HE THE GRAVEL-VOICED, WRINKLY GIT FROM OUT OF HART TO HART? ER, POSSIBLY.

Oh, I've started, and so I must finish... Remember the digging game in *Zelda*? This is exactly the bloody same! What's going on???

And this... This is like the bit where you're going up to Death Mountain and all those boulders are falling and... Ooh, it makes me mad.

Hey, call me ignorant, but I wasn't aware that Goofy had – you know – done 'it'... That he had a son and everything. Well, he has. He's a diminutive, slightly scruffy urchin by the name of Max who potters around getting in his dad's way and generally being a bit of a mildly cutesy git. In this, the second of Capcom's Disney affairs.(*Mickey's Magical Quest* being the first) Goofy and his mates are having a bit of a fishing outing, when 'Pete' and 'PJ' (whoever they are) are kidnapped by a rogering great pirate ship. Goofy and Max head for the pirate's island stronghold and, erm, the game begins.

It's basically a gorgeous-looking puzzley-type game which, in an astonishing number of ways, is virtually identical to the dungeon levels of *Zelda*. Viewed from our friendly neighbourhood overhead perspective, the idea is to wander around a series of interlinked levels, rooting out keys and empowering add-ons, progressing steadily in the direction of the level boss. Depending on your social skills/sadness factor, this happens in tedious old one-player mode, or in the infinitely more zany and smile-inducing simultaneous two-player situation, where each player controls a different character amid the usual mad rushes for power-ups and plenty of "This way," "Hang on, we've been here" business.

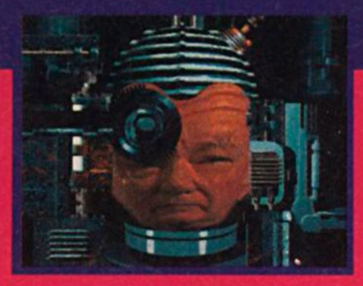
So, this *Zelda* dungeon link thing, then. Well, take a look at the similarities... In order to gain access to some areas, blocks must be carefully kicked onto strategically positioned pressure pads. Barrels and other items can be picked up to reveal power-ups. On some of the later levels, our canine chums actually enter dungeon sections which feature platforms suspended on wires and which must be guided around over a pit thingy – er, remember that from *Zelda*? It even has the same, amusing plummeting 'wheee' noise. One of the items to be collected is a grappling hook which, just like out of *Zelda*, lets you cross otherwise impassable chasms.

Anyway. That's enough *Zelda* – Ed. Let's have a few positive assessments of the game. In two-player mode, practically unlimited amusement is to be derived from wandering around with a barrel and, just as your mate comes round a corner, flinging it at his head. Result – deeply whimsical 'Ooh, my head,' spinning stars, crooked eyes animated routine. I also like the bit where you kick an immovable block and the character has a bit of a hop on the spot, holding his toe. Just like what they do in cartoons.

Goof Troop is an immediately appealing and genuinely entertaining game. It looks delightful, sounds suitably twee and chunky, and is excellently designed – make a mistake on a puzzle screen and simply walk out and back in again. Simple, but vital. A bit like *Zelda*, really. Aagh! No. There is, however, a rather serious longevity problem. The block-kicking puzzle idea is never really gradually escalated to its full potential and, throughout the entire game, I remember only one screen which had me pausing the thing and actually thinking. A good idea but sadly, not fully realised.

ANDY LOWE ■

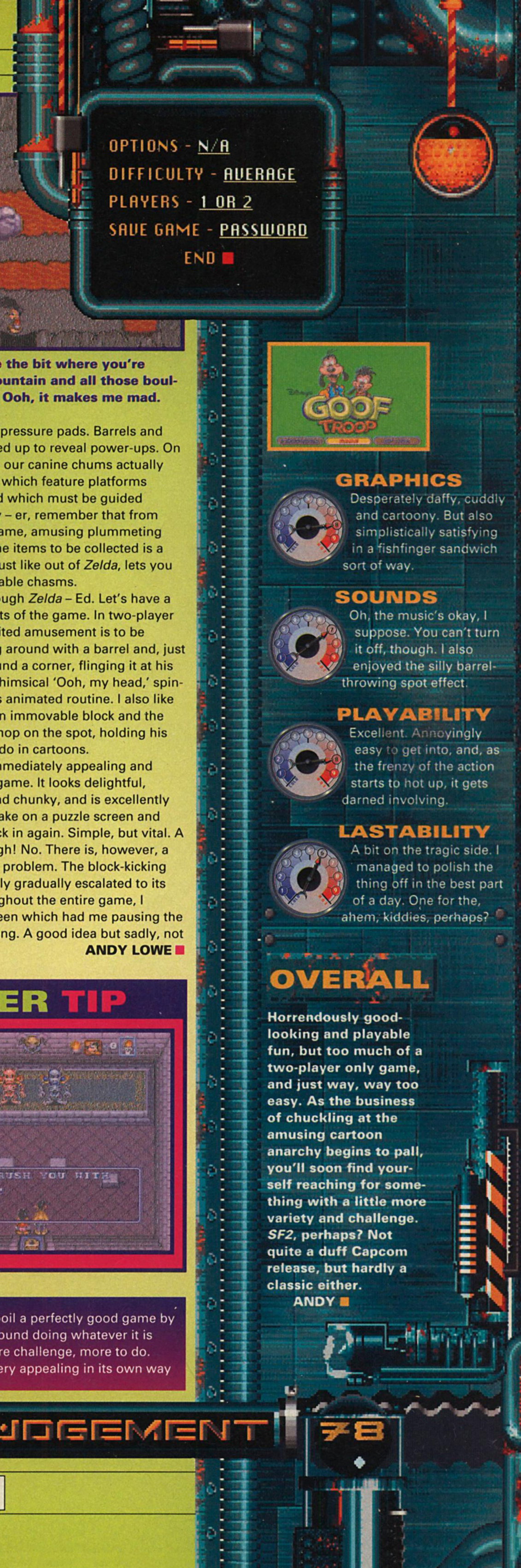
GAMES MASTER TIP



Well, like, hi! Right. This bit where the two skeleton bosses appear... (A bit like *Zelda*, isn't it?) Just pick up the red (or blue) blocks and continuously sling them in the direction of the geezers. Don't get any silly ideas about only throwing red blocks at the blue geezer (and vice versa). It doesn't matter. When their heads come off (honest), simply sling the blocks at the heads and, er, that's it.

Been there, seen that, done it. This is a farce. Why do they spoil a perfectly good game by making it too bloody easy by far. It's heaps of fun running around doing whatever it is that needs to be done, but it's all too easy. More puzzles, more challenge, more to do. More, more, more. Sorry, I'm all better now. *Goof Troop* is very appealing in its own way and the kids will love it but anyone who likes a little more guts to their games had better take a look at this *Zelda* thing that everyone is going on about.

LES ELLIS ■



COMPETITION

Courtesy of those frenziedly altruistic people at Domark, you could, one way or another, win a bit of a drive. Roaringly effervescent, eh?

Yes, it's actually true and everything! You and your mate (or at least someone who'll pretend to be your mate for the day) could well find yourselves sitting in one of those fabulous go-kart things – helmet on, foot down, amusingly spinning off at the corners. Yep, with the benefit of astonishingly intense sessions of training and a feel for the wheel, the need for speed (if you insist) you – yes, you! – could be screaming down the straight, nudging the back-markers, and chuckling heartily at the funny bloke waving a black flag.

It's like this, you see. Around now, Domark have this delightfully – well – delightful game out. It's called *F1* and it'll be the best thing to happen to your Mega Drive since your gran caught her – ah, no. That's not quite right. Look, it's just the bestest driving game ever, and, ever-original, never-predictable, Domark are offering certain driving-related prizes to those of you who can be bothered to enter this deliciously exciting competition.

THE PRIZES

1. If you're fortuitous enough to be aged 16 or over, then you and a 'friend' of your choice can go go-karting for a day at the track of your choice. Domark pay for everything, but, be warned. Go-karting is actually a fairly exhilarating experience and, if you find something like The Cook Report makes you want to cower pathetically behind the sofa, then you could always go for one of the other prizes.

2. If you're under 16 and you happen to win, then you can 'get' a distinctly adrenaline-stimulating Grand Prix Scalextric set and enjoy endless hours of complaining about the cars coming off at the bends.

3. Runners-up. Five of these slightly crap people will still, for their troubles, get a Domark F1 model car to fiddle with. Oh, and we'll do our best to swing a few copies of the game for all winners/runners-up.

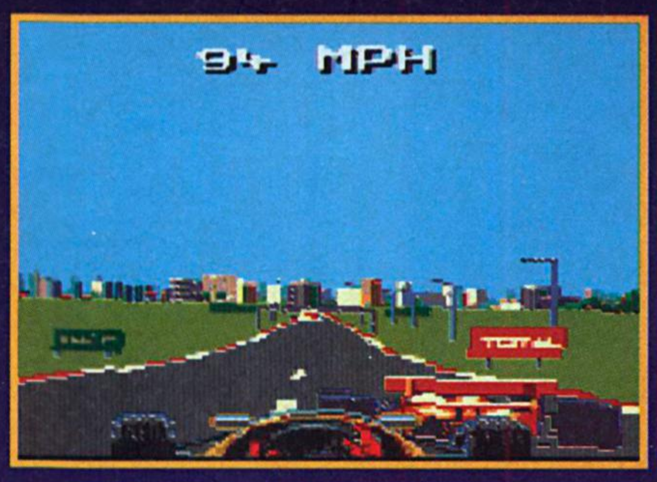
THE COMPETITION

What you have to do is... you know how you can get those Scalextric cars with lights so you can play at night and everything? Oh, and there's also the ones that you can smash up a bit... Well, just send us your very own design for the all-new Scalextric set. How you do it is up to you – pictures, joined-up writing, whatever – it's the idea that's important. Tell us about the cars, the track, the hazards, the quirks. Hey, your imagination is your only limit! Andy thought perhaps a Death Race 2000 edition, complete with strategically positioned bystanders. Jim, however, went for Duel – with a big hill section and stuff.

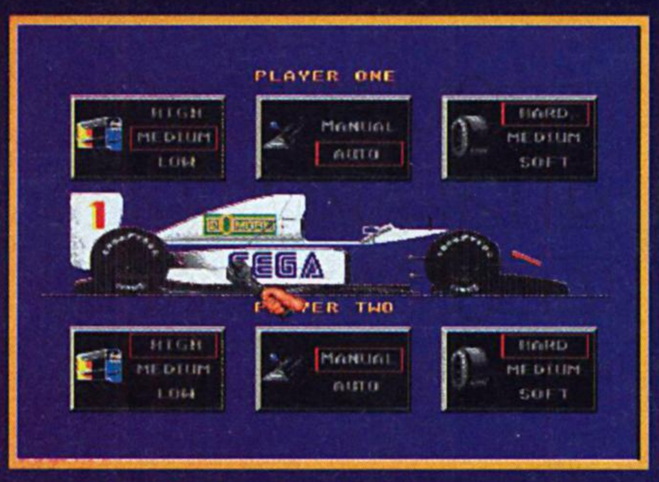
Get-'em in to:
In-House Drive-By, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW.

NOW YOU DO WHAT THEY TOLD YOU (Or 'Rules'...)

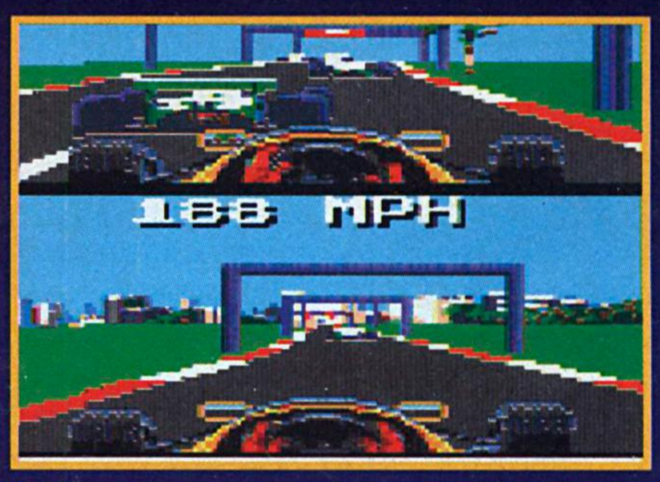
1. Although he may be flawed in many, excusably human ways, Jim's decision is final.
2. No-one who works or is related to anyone who works for Domark, Future, Hornby, or who used to be a landlord of Andy's in 1991 is allowed to enter.
3. Entries received after the closing date of 30th November will be photocopied and pinned up on the Future notice board, right next to a large sign with an arrow pointing to the entry and an insulting, four-letter word beginning with 'T'. Possibly.



Driving is good. Without it, you'd have to walk everywhere, for Christ's sake!



Let's face it, how would you get to, say, Bognor Regis if you had to walk it?



Unless of course you already live in Bognor Regis, that is. Sorry about this.

AND YOU THOUGHT DR. FRANKEN WAS GOOD .....

Dr. Franken II™

2 Mbit Power

DESIGNED AND DEVELOPED IN GREAT BRITAIN

NOT AVAILABLE ON IMPORT

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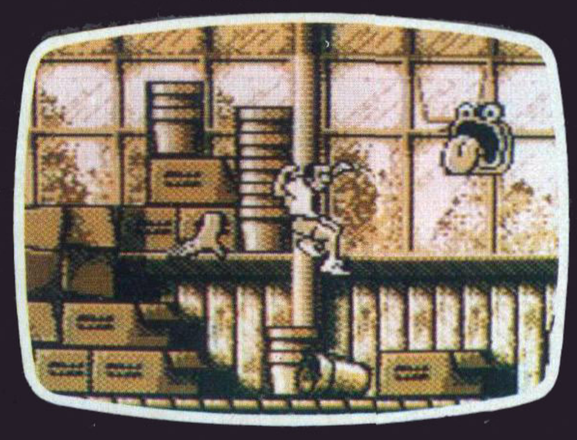

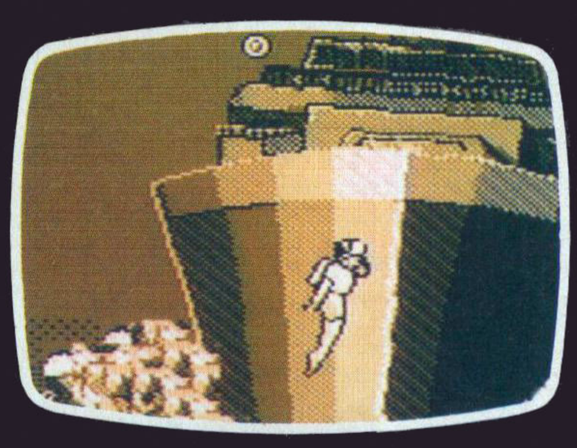

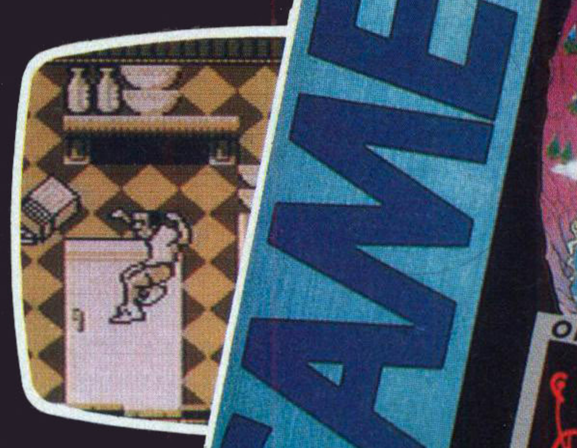

Franky is back – with new levels and new challenges, but hurry . . . time is running out!!

- 7 completely new locations, 140 rooms in 12 different buildings.
- 6 large areas, arcade style scrolling sections.
- All in game text in any one of 7 different languages.
- Complete save game 'facility'.
- Large scale design and multi frame animation give character sprites remarkable authenticity.

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100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Make a cake

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Make a cake

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Run up a downward escalator

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

Spend these, throw these, save this, collect these. Nobody tells me what to do, not even me. On the other hand it gives you an idea what to do.

While Aladdin is hanging around up there we would just like to...

...take a few minutes to remember dearly beloved Ade who has left.

APPARENTLY THE ANIMATORS OF THE DISNEY FILM WERE ENCOURAGED TO MAKE THE ALADDIN CHARACTER LOOK LIKE TOM CRUISE.

Aladdin

Disney, eh? Walt Disney and his wonderful animation. No violence, no sex, no bloodshed – it makes me wonder why anybody watches them. What? Oh, Alison has just told me they're "family" entertainment – that would explain it. Anyway Walt is this guy who makes loads of cartoons. Well, not now, obviously, because he's in a cryogenic state at an unspecified location in America, but the people at his studio make them. It's a bit like Captain Birdseye still making fish fingers, even though he popped his clogs years ago.

The animation in *Aladdin* is simply gorgeous. The best we've ever seen on the Mega Drive. It makes *Cool Spot* look like one of those books you used to get with a different picture on every page, so that it looked like the characters were moving when you flicked the pages. Everything *Aladdin* does is way over the top in terms of smoothness. Leave the guy alone for a few minutes and he starts juggling, watch him swinging his sword or swinging on ropes. All this is done with pixel-perfect animation. As if that wasn't good enough, all the other sprites you come across are brilliantly animated as well.

With all the superb animation and lovely graphics you would normally be getting sneaking suspicions about the actual game by now. But no, Dave Perry and his team were having none of it. They have only

For a game to penetrate Les' characteristic suspicion of Sega product is indeed some achievement. And, to succumb to a slightly tenuous link, *Aladdin* is indeed one hell of an achievement. If the original idea behind the laser-disc, *Dragon's Lair*-type coin-op was to give you the feeling that you're actually controlling a cartoon (as opposed to playing a video game) then *Aladdin* is certainly the first game to come anywhere near the ideal. It looks fabulous, plays fluidly and intuitively, is (thankfully) fairly challenging, and, with masses of humour and variety, is – hey – also one for the kiddies. **ANDY LOWE ■**

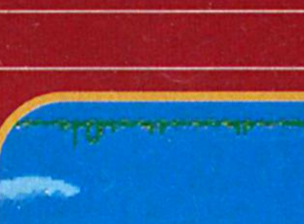
He's gone! He's gone! I'm happy at last. No more staring at his ugly mug. No more rave music.

I'm sure everybody would like to say something...

See ya, Ade. Now let me get down to writing some proper captions.

It seems that violence has even reached the annals of Disney, purveyors of cuteness.

Even a poor old bird isn't safe from his slashing sword. I bet it won't get a certificate though.

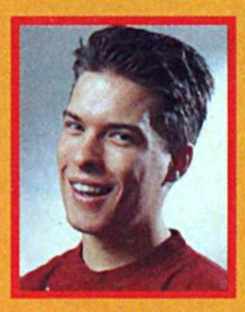


GAMESMASTER TIP

GREETINGS! Remember this. All genies are fond of distorting the truth. On the flying carpet stage don't automatically believe the directions you are given. When the question marks appear instead of directions, go down after the first one and up after the second. When the last hand appears it will give you the wrong direction, so simply go the opposite way to be safe.

gone and made this one of the most playable games ever on the Mega Drive. Although the levels are fairly linear, this really isn't a problem, because the levels are *HUGE!*

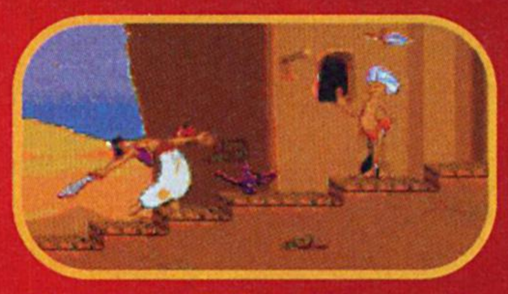
There must be something I can fault this game on. Brilliant graphics, amazing animation, great sound and addictive gameplay. That's exhausted the praise for now. Well, I hate to admit this, especially in the company of my fellow GamesMasters but I can find nothing wrong with this game. I have my reputation to think of... I can't like everything about it. I'm going to have another go. Nope, that's it, my reputation is in tatters. I hate to admit it but *Aladdin* is as close as you're going to get to the perfect game (for a while). It's got it all and I love it. **LES ELLIS** ■



Sonic may well be a disgustingly well-known and lovable mascot, but this could turn out to be *the* game for the Mega Drive. It has all the qualities of a great game: the lush graphics and beautiful soundtrack, along with gameplay that's not too taxing, but enough to get Les swearing loads. Even though I haven't seen the full-length cartoon, I know it must be brilliant. Go and open your wallet for a few seconds, which should be enough time for £50 to slip out and buy the game. **ADRIAN PRICE** ■

MENAGERIE OF MEATHEADS

This turban-headed thug is not the kind of person you'd show Death of a Princess to and then offer him your hand.



Cue Life of Brian style comedy routine which I would do here, but I haven't got space and, besides, I can't remember it.

Hang on a minute, snake eyes was in The Jungle Book. Couldn't they come up with something more original?

This rope isn't that dangerous but the snake hidden in that charmer's basket might do some damage if you get close.

A warning to anyone who puts their clothes in wicker baskets. This'll happen if you leave your socks in there for too long.

One line, what can I do in here?

GRAPHICS

Perfect in almost every manner. Brilliant animation and lovely level design. This should hang next to the Mona Lisa.

SOUNDS

Middle East style music had Ade 'walking like an Egyptian'. Great effects and even a few smatterings of speech.

PLAYABILITY

Better than *Flashback* in terms of playability. It's dead easy to get into. There's no way you'll be able to put it down.

LASTABILITY

Big levels, lots of them and even some variety thrown in for good measure. It's challenging, but damn fun with it.

OVERALL

I thought someone would have to go a long way to beat *Cool Spot*, and that it would take a long time. Here we are a few months later with *Aladdin*, by far the best platform game ever on the Mega Drive – come to think of it, it could well be the best game full stop. Look it's just bloody great, so sake just go out and buy it.

LES ■

JUDGEMENT 95

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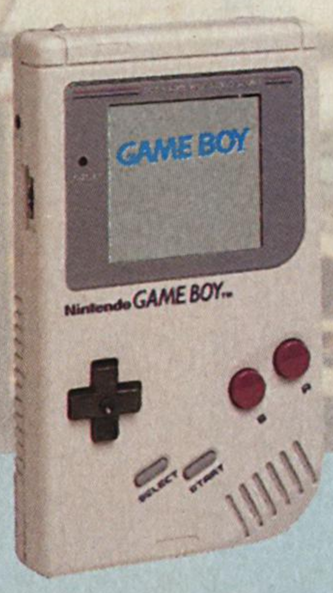

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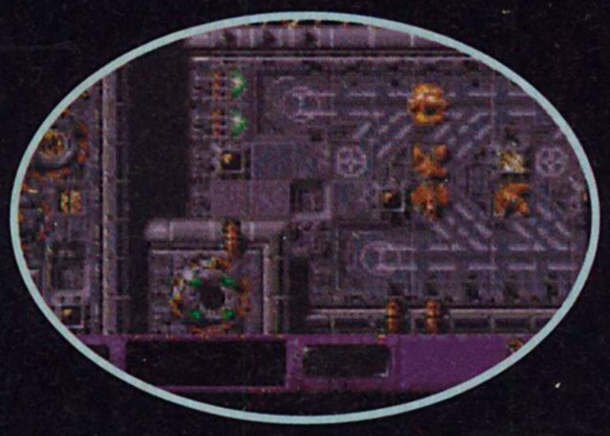
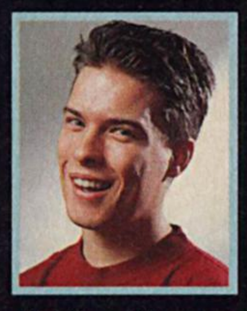
URIDIUM 2



Hello. Captions, eh? Who needs 'em? (*Start again.* – Ed) Right. Now, this is a shoot-em-up. How can I possibly make the captions interesting? (*That's your job* – Ed). Oh yes. Good point. Now...



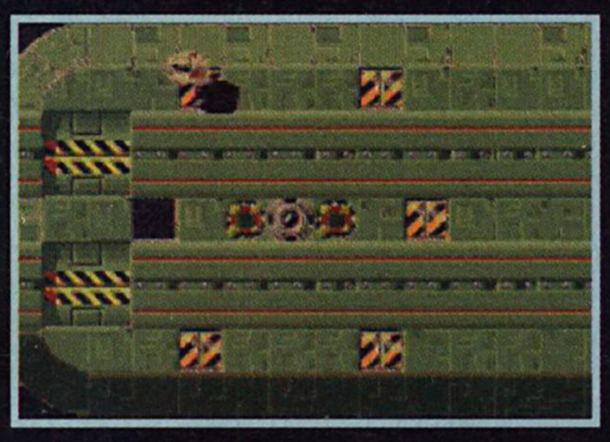
In a bedroom, far, far away, in a time when I was still in nappies, there was a game. A game so playable that everyone everywhere was playing it (well, those with C64s were). The game was *Uridium*. Now we have *Uridium 2* – and it's the ultimate in blasting frenzy.

I'm shamed to admit that I can't quite remember what the original *Uridium* was like. Not having a C64 was another factor that deprived me of this shooting experience. From what I can gather, *Uridium* was basically a high-speed shoot-em-up which took place over the surfaces of huge space-travelling ships. Wave upon wave of enemy ships would flood onto the screen and try to pepper your craft with bullets. But your problems don't stop here. There were the obstacles, such as the occasional wall that would treat your Manta-ship like one of those Volvos in a crash-test and the laser turrets that would fire laser-bolts just as you were flying past. Needless to say, *Uridium* became one of the most successful shoot-em-ups since *Defender*.

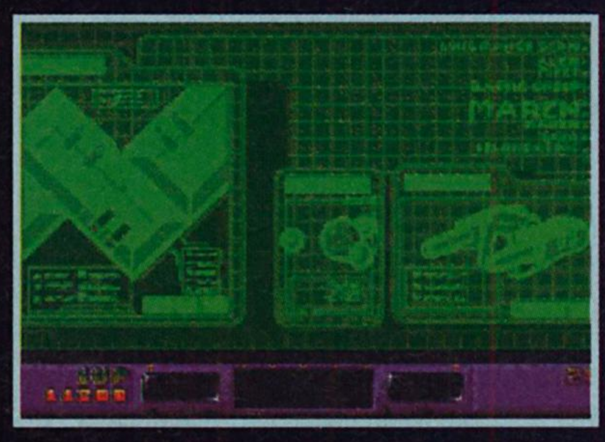
And how glad I am, that I'm reviewing the sequel. All those years and I've been missing out on one of the best blasts ever. Damn. Time to do some catching up...

One of the major improvements that the Amiga version has over the 'classic' game is a simultaneous two-player mode. Player one makes the decision of where to fly; player two is the wingman who basically just hangs on and hopes for the best.

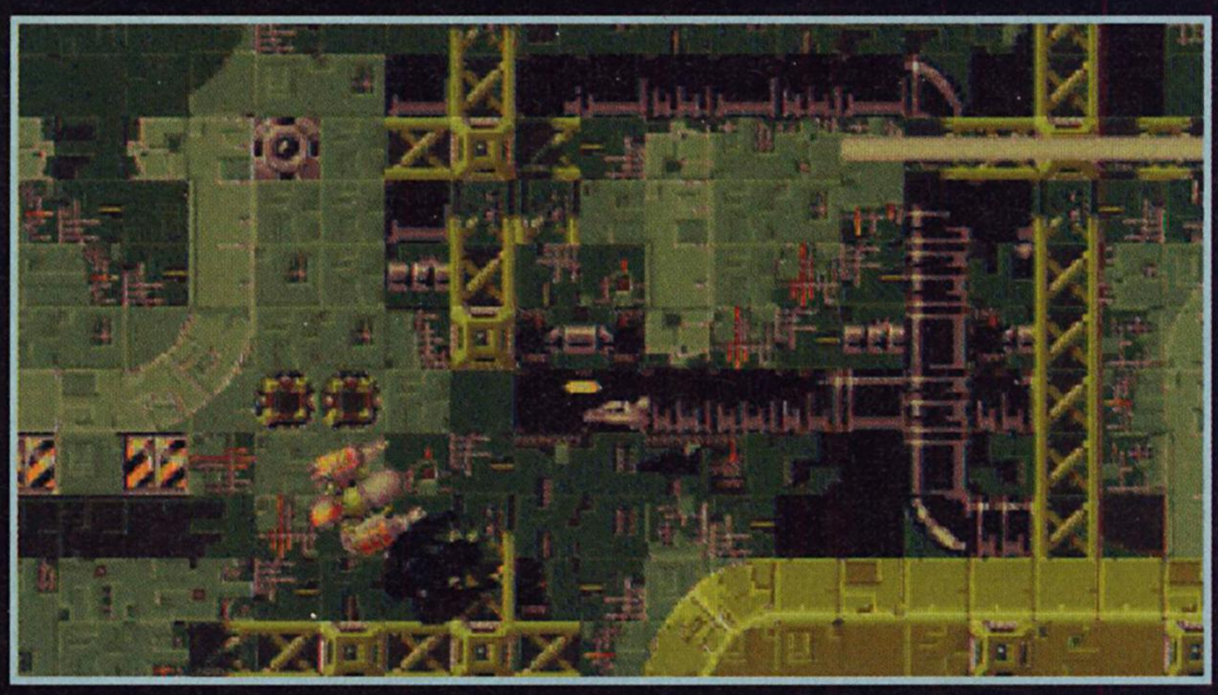
Depending on which Amiga set-up you own, you will get a different sort of game. The higher graded Amigas will have pretty little smoke trails coming from the missiles and better sound; the A1200 version even gets a Mayhem mode – which is really only to be recommended for the veteran players that are dab-hands with the controls of *Uridium*. Even if you've only got a small and innocent A500, you needn't worry, you still get a cracking game for your money with all the lovely graphics and great ear-splitting sounds.



Hang on, I'll do one of those amusing 'concept' captions things, like from out of what Andy does sometimes...



Hello and welcome to Rave Captions! This one's going out to Charlie and all the Ealing posse! Rrrrrrrrrrrrrespect!

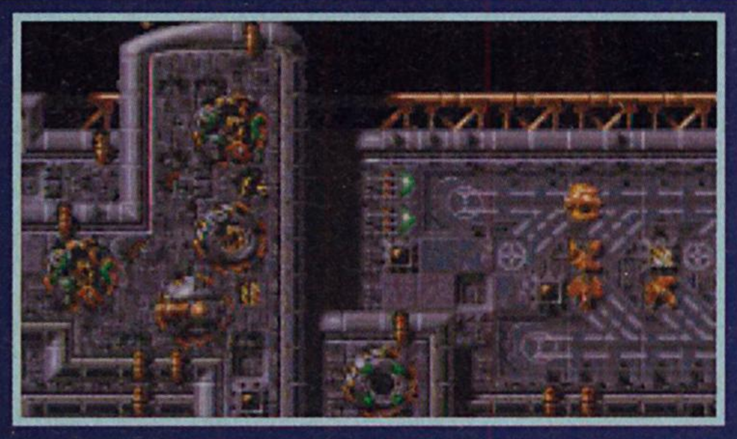


Respect to you all! Oh, hang on, this idea's not going to carry very far, is it? I mean, I've got two bleeding pages to go. Oh, I know. I can go on about cereals and stuff. Andy got away with it in that second opinion over to the right.

Uridium 2 is a richly enhanced, deluxe version of the original. It's like when you first discovered Shreddies. Okay, so they used loads of milk and looked a bit 'healthy', but they tasted great. And then... they delivered the most frenzied salvo in the history of cereal manufacture. Coco Shreddies. Aaah – bliss. A chilly November morning. A pan of slightly heated, homogenised milk upended over a crisp, inviting bowl of Coco Shreddies. Startlingly enough, the strange, radiant glow that ensues from this memory actually mirrors the way I feel about *Uridium 2*. Buy it!

ANDY LOWE ■

Coco Shreddies? Coco Vomit, more like. Yeah, that was dead funny. Jim'll love that. Rice Krispies? Schmrice Schmkrispies, more like.



Oh, I've ran out of ideas for this concept, now. Er... I know, I can go on about previous shoot-em-ups for a while. *Defender*. *Gyruss*. *Joust*.

Oh, sorry. That wasn't a shoot-em-up. It was written by Eugene Jarvis, though. Top geezer. Like from out of Robotron. And Stargate.

Whichever Amiga version you have, the cracking pace of the game will be enough to keep you awake for many nights to come. Trying to get onto the later levels while playing in Mayhem mode will seriously test your games skills along with your patience.

If you ever did play the frenetic little tape-loading C64 version, then a tear of nostalgia will probably well in your eye. However, if like me, and you're a bit young, don't be ashamed because you've 'only' played the adrenaline-pumping sequel. When the next oldie starts harping on about how good the original *Uridium* was, you'll be able to hold your head up high, and point out: "Maybe, but this is better."

The only real problem I have with this game is this metal motif business. I mean, Andy Braybrook's a diamond geezer and all that, but I really wish I'd been present at the party when, during one particularly somnambulent interlude, he suddenly rose up and, with inspirational fire in his eyes, proclaimed, "A shoot-em-up! But no ordinary shoot-em-up. A shoot-em-up with, erm, lots of different metals instead of level numbers."

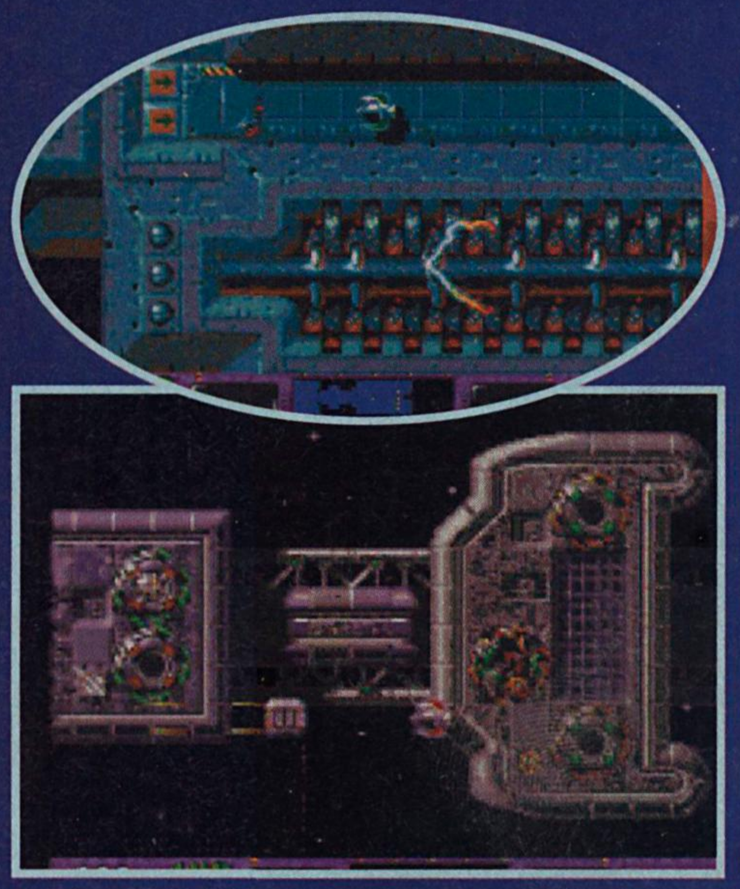
Sorry, that's a bit unreasonable, isn't it? If I were to offer something approaching constructive criticism, then I'd probably mention the fact that some of the jaded old cynics in the office (particularly in Total!) have been shuffling over in their decidedly unflattering way and proclaiming that maybe the whole game format is a bit old hat and, particularly for a tedious old genre like 'the shoot-em-up', perhaps we need something a bit more – oh no, here it comes – original?

But then, as we said a couple of issues ago, the people who work on Total! listen to jazz in the office and eat toast, for Christ's sake! What do they know about video games? Well, an awful lot actually. But so do I, you see. (*I know this is your last review, but get to the point.* – Ed).

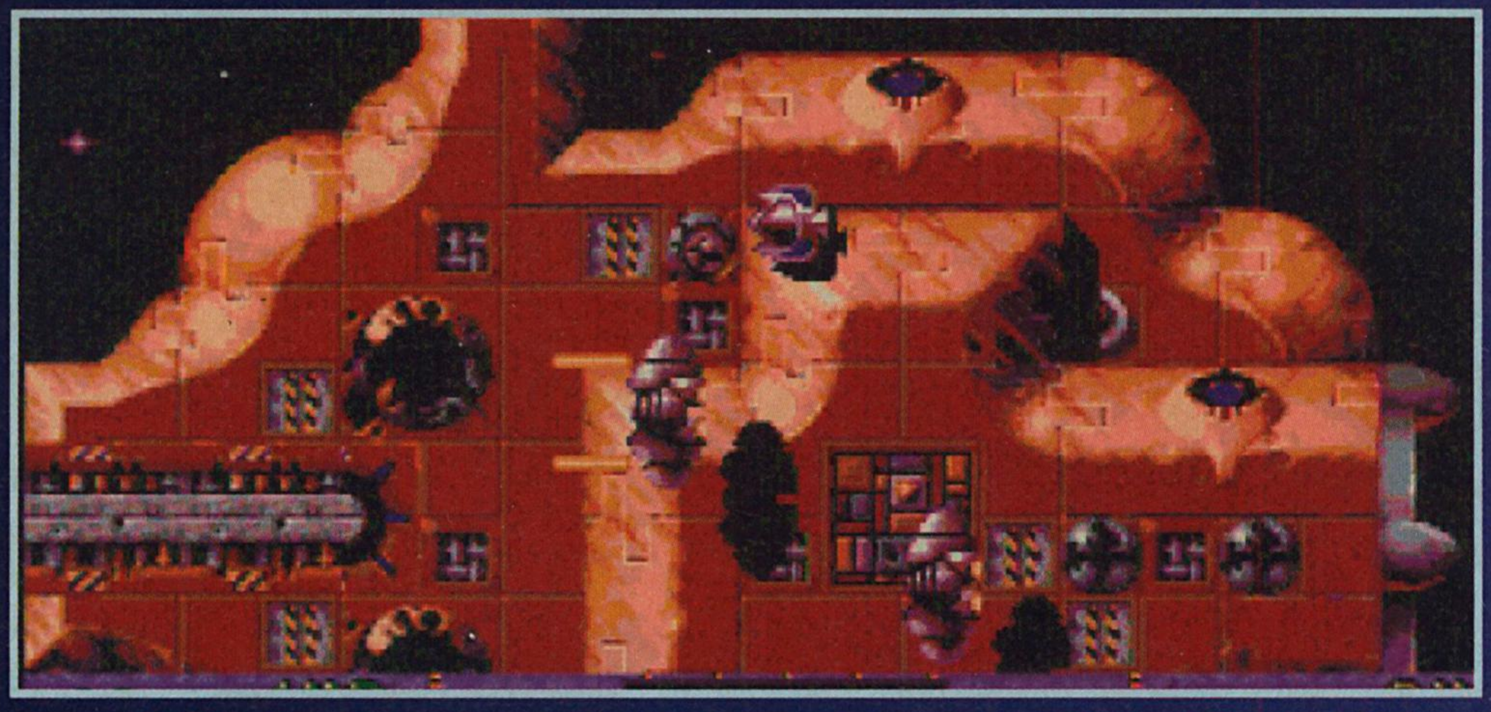
Look, the message, my darlings, is pretty clear. If you own an Amiga, have even a fleeting grasp on reality, and, erm, enjoy the odd shoot-em-up, then this is the game for you.

The other message is – if, on your attractively positioned Amiga, you already own a copy of the original *Uridium*, then this is so utterly different and distinct from the, erm, aforementioned game, then for you not to rush amusingly out to your local dealer and purchase a copy would have to be akin to committing a gross act of indecency involving a small, plastic replica of the globe, a Joe Dolce album, one of those funny green lime things you get with bottles of Sol (from out of the pub) and, erm, well – Joe Dolce himself, I suppose. I didn't write this, by the way.

ADRIAN PRICE ■



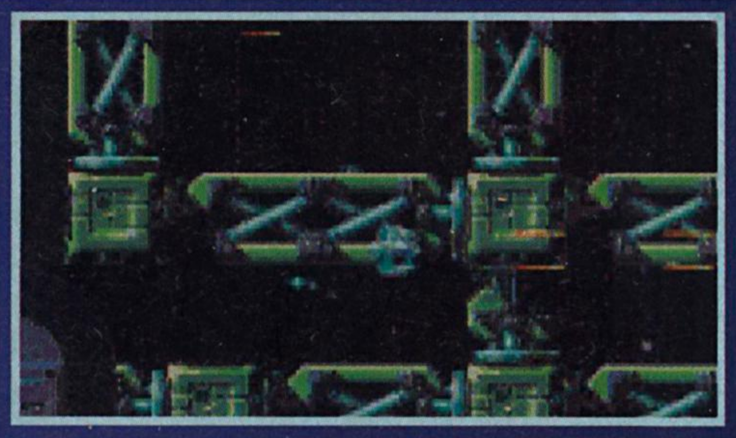
Hi, it's the Ed here. I know we've 'made fun' of Ade a bit in the past. But, hey, he's leaving us this issue and, well, I just wanted to say...



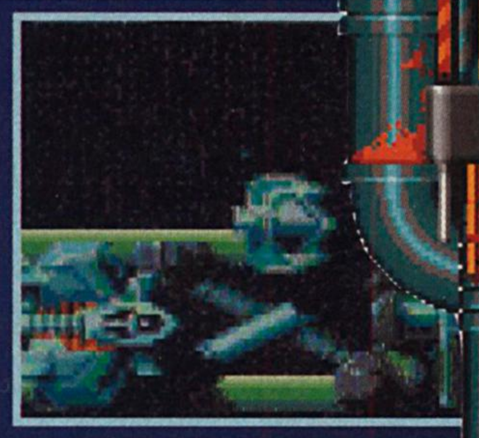
...How privileged I feel to have worked with Ade. His startlingly self-effacing nature and warm, gentle personality have often both reassured us in times of stress and, frankly, given us a bloody good laugh. But then again, sometimes I feel a little different and one word enters my head. Git.

The boy Ade done well. Mark this day down in your diary, people will be talking about it for years to come. In ten years they'll hold an anniversary for it. It will be the highlight of those retrospective programmes they show at the end of they year. Maybe a bill will be passed in Parliament banning it ever happening again. Maybe Elton John will write a song about it. What am I wibbling about? This is the first (and hopefully last) time that I have agreed with Ade twice in an issue. He's dead right. *Uridium 2* retains everything that made the original a classic (yes, I can remember it) and adds so much more to it. Anyone who says the Amiga is dead should take a look at games like this and see that it is anything but. This is a brilliant shoot-em-up.

LES ELLIS ■

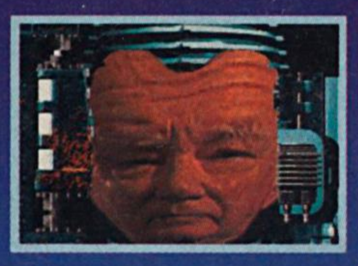


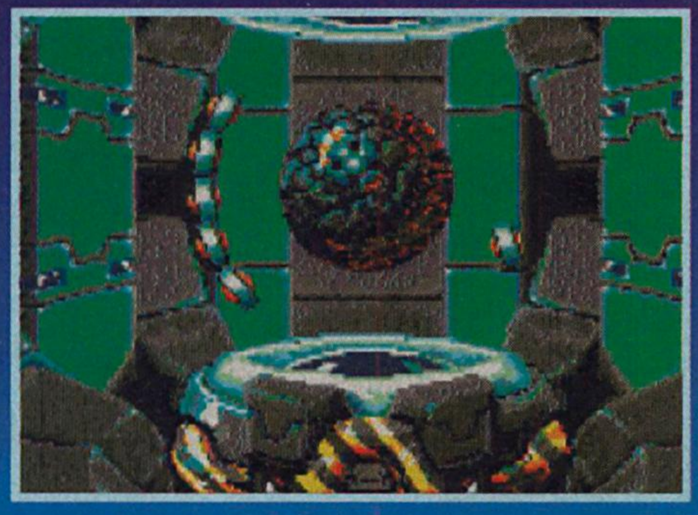
Yeah, right. Les here. Hey, Ade... man. Now, I don't normally get emotional when someone I don't really like leaves us. So, I won't now. Git.



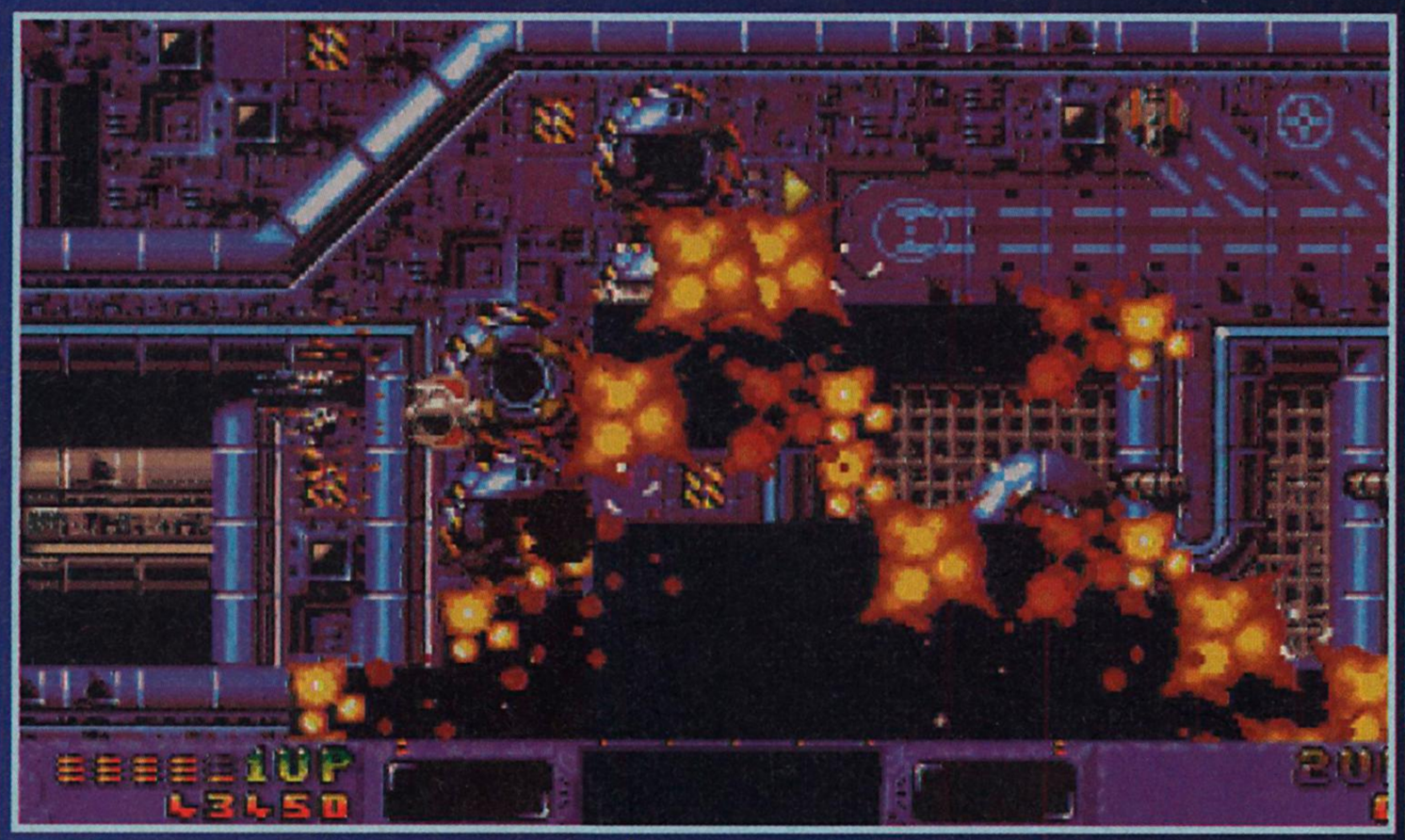
James here. Hey, Ade, my old chummy. Oh, hang on, I don't work here any more. Bugger. Git.

GAMES MASTER TIP





Whenever you complete a ship, you are transported into the core and you must destroy it. To do this, you must go to the edge of the screen and come out of the other side, so that the shields are on the wrong side. Once destroyed, collect a few power-ups and then get out. The longer you stay in the core, the more likely you are to get killed. I mean, that may seem like a bit of an obvious statement, but, as this is Ade's last review for us, I'm actually being distracted by an illogical wave of melancholy. Sigh. I must remember to be horrible to Fletcher tomorrow. Git.



Well, Ade. Andy here. Hey, it's been good. Occasionally, it was – well – great. Excellent times, bro'. Actually, I've never met a more repellant, loathsome, obnoxious individual in my life. Git.

GRAPHICS

All the ships' decks are covered in turrets and this makes it distracting to look at. Good, it's better that way.

SOUNDS

The main soundtrack that plays throughout the game is reminiscent of the old C64 tunes, but heavily re-vamped.

PLAYABILITY

Test your mates' reactions in two-player mode. Shooting ships has never been quite so much fun.

LASTABILITY

The high scores will be broken the more you play it. It'll be a while before you truly master this game.

OVERALL

Uridium **was one of the most original shooters of our time and transformed the way we looked at shoot-em-ups. This version has been improved greatly with the two-player option. Even if you play this on your own, you'll still get lots of satisfaction from wasting the enemy.**

ADE

JUDGEMENT 90

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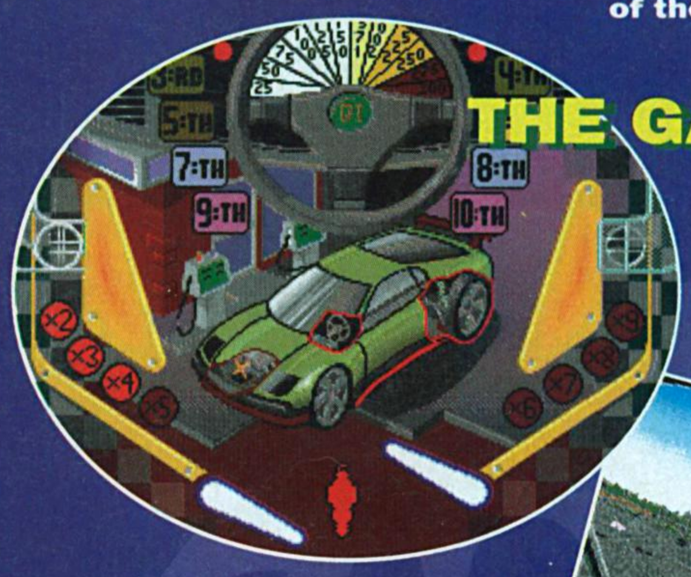
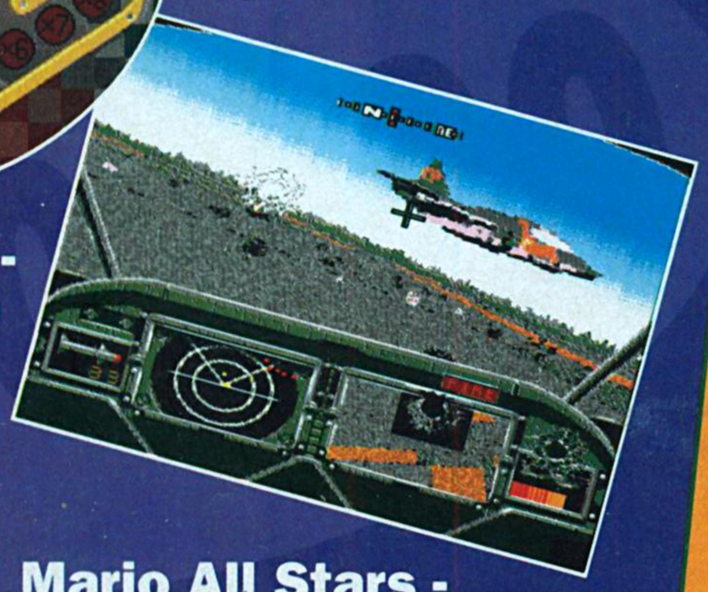


THE GAMES YOU'LL BE PLAYING

Pinball Fantasies - CD32



Thunderhawk - MEGA CD

Mario All Stars - SNES

National GAMES CHAMPIONSHIP

THE DATES AND VENUES...

18 – 21 October

EAST KILBRIDE	Games Centre
FALKIRK	Games Centre
EDINBURGH	Games Centre
GLASGOW	Megastore
	Megastore

Final on 22 October
GLASGOW
5 heats

25 – 28 October

BOLTON	Games Centre
STOCKPORT	Games Centre
MANCHESTER	Megastore
BIRMINGHAM	Megastore
COVENTRY	Megastore
BROMLEY	Games Centre
CROYDON	Games Centre
GUILDFORD	Games Centre
ILFORD	Games Centre
KINGSTON	Games Centre
WATFORD	Games Centre
MARBLE ARCH	Games Centre
MEGASTORE	Megastore
	Megastore
BRISTOL	Games Centre
CARDIFF	Megastore
DUBLIN	Games Centre
	Megastore
BELFAST	Megastore
GATESHEAD	Games Centre
NEWCASTLE	Megastore
SHEFFIELD	Games Centre
	Megastore
NORWICH	Megastore

Final on 29 October
MANCHESTER
3 heats

BIRMINGHAM
2 heats

MARBLE ARCH
9 heats

CARDIFF
2 heats

DUBLIN
2 heats

BELFAST
1 heat

NEWCASTLE
2 heats

SHEFFIELD
2 heats

NORWICH
1 heat

The second Future Entertainment Show

Virgin retail

I've just read Les' box. So this is a picture of Les, the big flower.

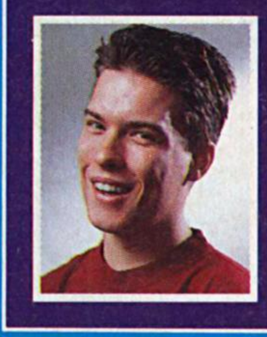
You don't think I was a bit harsh on Les in that last caption do you? Well, how about this – "Eat my toenail dirt, muddy funster." Yeah.

As Dennis Norden might say, if you're the kind of person who loves those bits in *Sonic* where you get to run around really quickly without getting hurt, then *Wiz 'n' Liz* is going to roast your brain. Actually, that doesn't sound at all like Dennis Norden. The "if you're the kind of person" is a fair pastiche, but he would never mention roasting brains. And he'd be more likely to chuck in a gratuitous "cock up" at some point, too.

But all this talk of Dennis Norden is almost irrelevant. What we need to talk about here is an absolutely fabulous new game from Psygnosis, *Wiz 'n' Liz*. It's a platform game, yes, but it's so much more than that. You are a wizard or wizardess, depending on whether you choose to play Wiz or Liz, and you have accidently caused the disappearance of all the wabbits (yes, it *is* meant to be spelt that way, following Aristotle's famous dictum, "speech impediments furnish the subject with agreeableness").

To wescue the wabbits (damn) you need to cast a spell, which is an odd word presented at the start of each level, much like those words in Call My Bluff (featuring Frank Muir, yet another person with a ridiculous speech impediment). Pick up the rabbits, sorry wabbits, and each of them releases a letter. Collect all the letters to spéll the spell (ha) and find the exit. Simple. But there's one thing I haven't told you; it's fast. Very fast. Faster than a squirrel that's been shaved of all its body hair, covered in butter and shot out of a high-powered cannon down an ice shute

Look, look, there's a password. Shouldn't this be in the GamesMaster tip section? This is Wiz and Liz's little love nest in the woods.



Cor blimey guv. 94%, eh? Eh? Well, I must agree with Tim on this one. The concept of running after loads of little rabbits, oops sorry wabbits, is a fine one. There's no violence or anything, a far cry from Psygnosis' other ultra-violent game – *Walker*. It just goes to show that we can all live in peace and harmony with the little wabbits. And all that talk of "video games make you kill people, blah, blah..." it's all rubbish. Anyway, for two-player fun, it's a blast, and as Tim so rightly states, get it really quickly.

ADRIAN PRICE

Wiz 'n' Liz

GAMES MASTER TIP

GREETINGS! Here are a couple of spells to get you on your way:

Apple and Banana - Opens the shop.

Strawberry and Orange - Enables you to throw tomatoes at the authors of Puggsy (honest).

Apple and Potato - Friendship. Liz follows you and picks up what you miss.

Strawberry and Strawberry - Gives you 10 seconds extra time.

Apple and Carrot - 5,000 points.

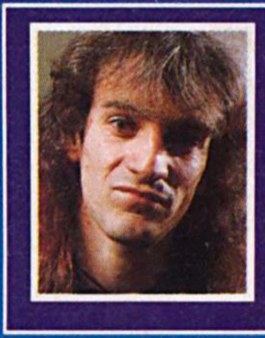
This is, like, Les' best clock that he owns. It's like, his all time favourite and everything.

Flewit is a Spanish drinking vessel.

And Pongo is, like, Les' favourite pants.

FOR - MEGA DRIVE
FROM - PSYGNOSIS
AVAILABLE - NOW
PRICE - £49.99
END ■

The backgrounds are really good. And if you're worried because Les doesn't agree with me, just bear in mind – he's incredibly shallow. And insane.



Hey Ade, I'm not going to have a go at you here, just because you agreed with 94% for this. Our Tim does like going over the top on these games, doesn't he? Don't get me wrong *Wiz 'n' Liz* is good, but not 94% material.

The main game was just too boring for me although the two-player game is a lot of fun. I'd give it in the high 80s possibly but not 90 odd percent, no way. As for Tim's impression of Dennis Norden, well, when you see him ask him to do his impression of macho man Julian Clary, it's much more impressive.

LES ELLIS ■

(but less messy). There are no hazards on the platforms – no baddies, no spikes, no swinging chains with metal balls on the end. Your only challenge is the time factor, as all this wabbit collecting needs to be accomplished within a given number of minutes and seconds. And the result is, quite literally, the best fun you'll have outside of the bathroom.

If all this sounds a bit too shallow, there's plenty of depth thrown in too. You can collect various fruit around the levels, take them back to your den and mix spells, which can produce anything from extra time, bonus points or enable you to play one of the excellent sub games on offer. Add to this the exhilarating two-player head-to-head option, and you're looking at one of the finest platformers on the Mega Drive for, literally, years. I have no choice but to sum up like this; "Do not hesitate to buy, whatever your genre preference." So there.

TIM TUCKER ■

Do you remember Harvey the giant invisible rabbit? Excellent.

Honestly, who does Les think he is? Just because it's cute?

Just because it's not violent, it can't be good? I'm stunned.

I thought he was a professional. But it turns out he's a git.

Once upon a time there was a little bunny called Fuggy. He was a hippy rabbit (*Where's this going?* – Ed). He decided that it was about time he visited Stonehenge and saw the sacred stones. So he did. Er, I'm ever so sorry, I'm making this up as I go along.

GRAPHICS

Small but perfectly formed sprites, and quite the most charming wabbits you will ever see.

SOUNDS

Slightly eight-bit type sounds and music, but none the worse for that. You'll soon catch yourself humming this.

PLAYABILITY

If only all games were like this. Instantly playable *and* depth of gameplay. Superb.

LASTABILITY

56 levels, 56 hidden, seven end-of-world baddies, and a superb two-player mode – you'll be at it for months.

OVERALL

***Wiz 'n' Liz* puts to shame almost every other platformer around. The sort of game which reminds you why you like video games so much, even if you do hate cutesy platformers. So just go out and buy it, now.**

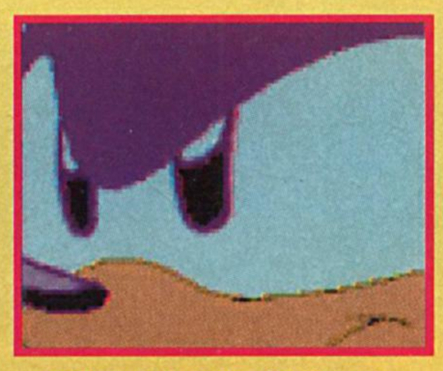
TIM ■

JUDGEMENT 94

It's your very own Sonic cartoon. He runs through a forest and then he runs...

Then he runs a bit more, and jumps, then he runs some more. Good stuff, eh?

Here he hides behind a tree near a primary school. Kids, never go with...



...spikey blue hedgehogs, especially if they have this look in their eyes.

Um, now here he is standing on a pole. Bloody exciting stuff this cartoon.

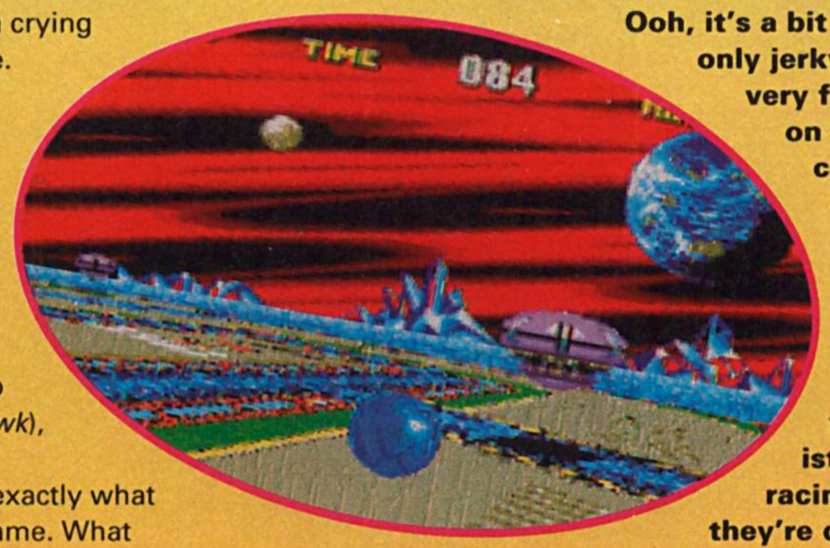
SONIC CD

I've always said that the only places hedgehogs look good is under the wheels of 40 foot long trucks. It's incredible when you think of it... a piece of nature's road fodder becoming an international hero. Look at the earlier *Sonic* games. They both looked flash and sounded great, but really screwed up when it came to the actual game.

We all know that *Sonic* sold a hell of a lot of games. Look at it this way though... Bros and Take That sell a lot of records, but that doesn't mean they're talented. It's all to do with hype. This is where *Sonic CD* comes in, because ever since the Mega CD was launched, people have been crying out for the definitive *Sonic* game. The damn game hypes itself.

As you would expect, it looks great and has a (dare I say it?) groovy soundtrack. The rave tunes, if you can call them that, had Ade bopping along for hours. There isn't much in the way of sampled instruments (which were used to devastating effect in *Thunderhawk*), but what there is sounds cool.

Here's the problem. This is exactly what you'd expect from a CD Sonic game. What



Ooh, it's a bit like *F-Zero* only jerky, and not very fast, and not on the SNES. Of course *F-Zero* doesn't feature a hedgehog but then Sonic doesn't feature futuristic looking racing cars, so they're quits.

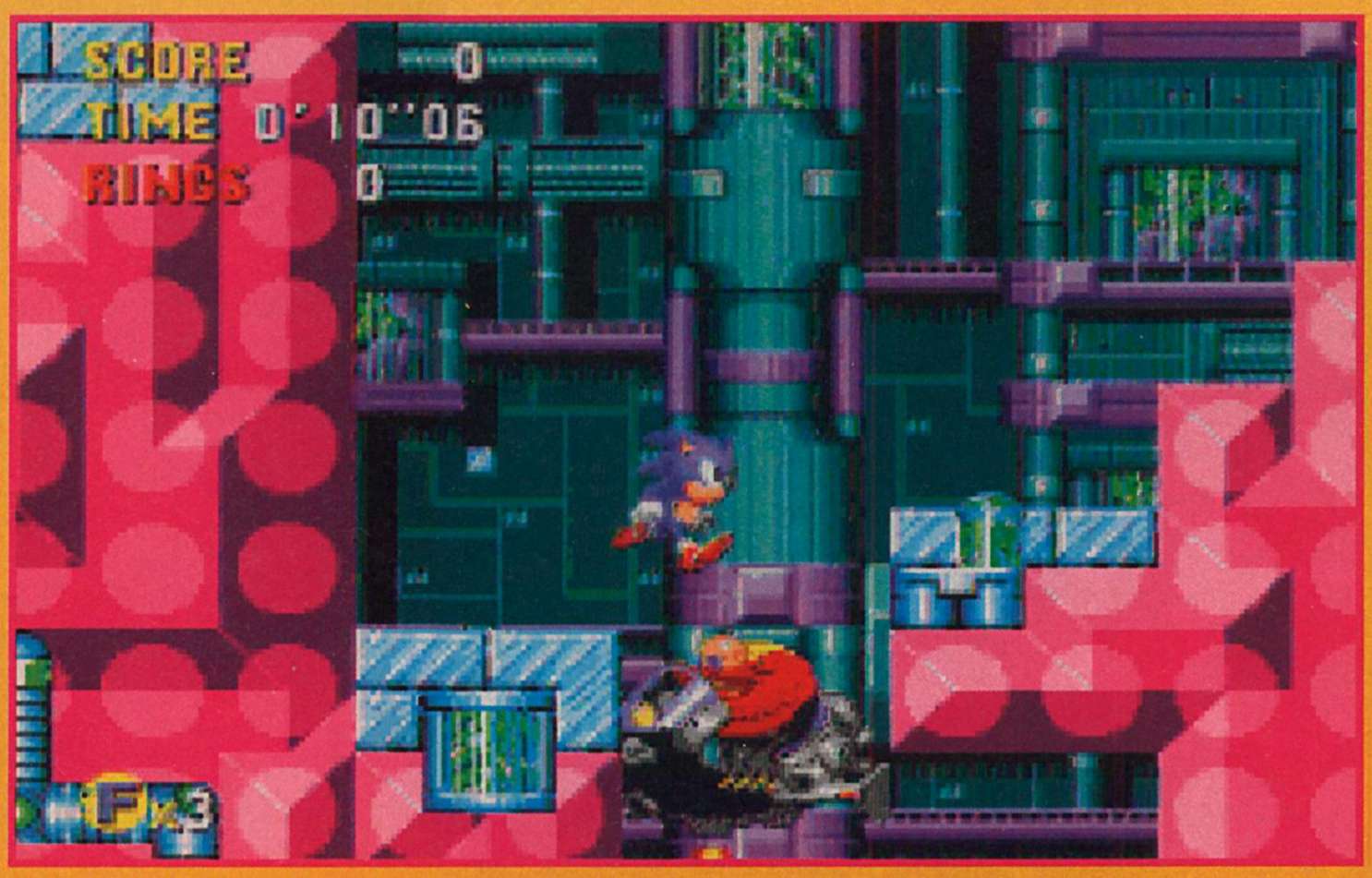
Completely original. Sonic jumping and collecting rings. Looks like the others to me.

So what's changed? The music is wonderful (CD, you see), the 'future' and 'past' business adds a bit of depth and makes it all a lot less linear, it's a bit harder, it's got Sonic's girlfriend in it, and there's a new, genuinely impressive bonus stage.

The other changes are purely cosmetic visual touches and tiny tweaks to the gameplay/control system.

Beneath it all, however, it's still *Sonic*. That is – it's entertaining, not challenging, and there's very little evidence of any learning curve based on the skill the game demands of you in the later levels. Hang on, this 'second opinion' is way too sensible. I'm actually criticising the game. Erm – guns! Rock hard! Thumb-on-joypad action! Rage Against The Machine! Okay, so Sonic may be an annoyingly cute character with his fair share of 'hardness', but his games are always carefully designed to be noisy, speedy, haphazard and confusing and they make my head hurt.

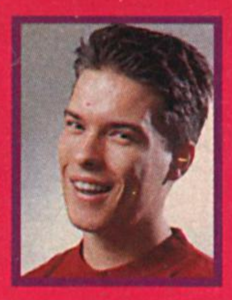
JIM DOUGLAS ■



Wear dark glasses when you play this game. It hurts your eyes and gives you a headache. Bit like Ade really. Agh we can't do those gags anymore, he's left. Heh heh.

Not exactly Mario, is it? Sonic's a bit like Michael Jackson. Everyone buys his albums (games) but no-one admits to it to their friends.

THE FOURTH SONIC GAME, SONIC PINBALL, WILL BE FLIPPING GREAT AND IS RELEASED LATER THIS YEAR.

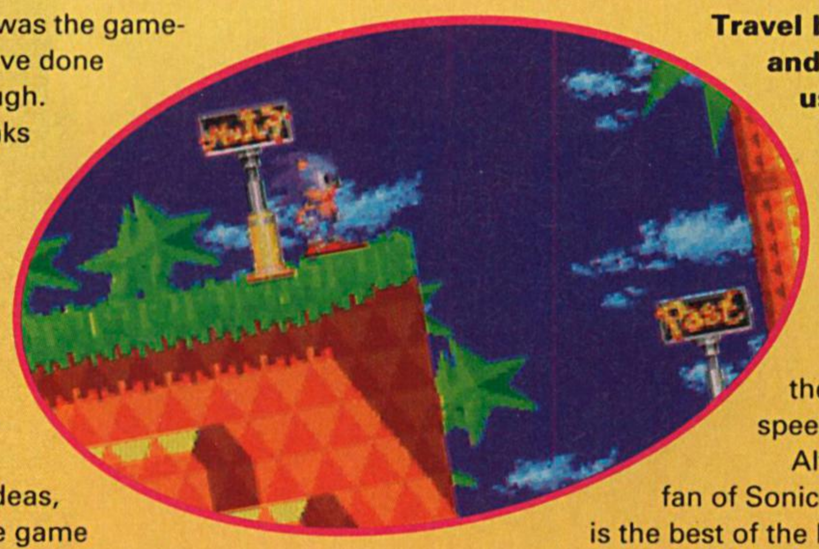


Arrrgggggghhhhhh, it's that b-bloody blue ball of s-spikes come back to haunt me. Only the other week I had a nausea-ating nightmare that he was chasing me through the Green Hill zone. It was scary stuff.

But after an untold amount of therapy, I've pulled through. This new improved CD version has some brilliant sounds. The special stage sounds a bit like a song I've got at home, and although it's good, I wasn't 'bopping' away for hours, as Les reckons. Yep, *Sonic* will keep his army of fans happy for another few months. Oh and please don't send in any more bleedin' pictures. **ADRIAN PRICE** ■

needed to be improved was the gameplay – okay, yes, they have done that, but not nearly enough. Sega have piled on tweaks and additions here and there, but the underlying problems are still the same. There is more to do and the game is infinitely more difficult to complete. The time travelling and the all-new special stage are great ideas, but the actual guts of the game are still exactly the same: Sonic jumps around very quickly collecting rings.

There are still too many instances when you just don't feel as if you are in control. The levels are so big that you can easily reach the end of them without seeing much. Most of the new flashy features are there purely for appearances. They don't add anything to the game play. It's faster in places, but then *Sonic* always was speedy enough.



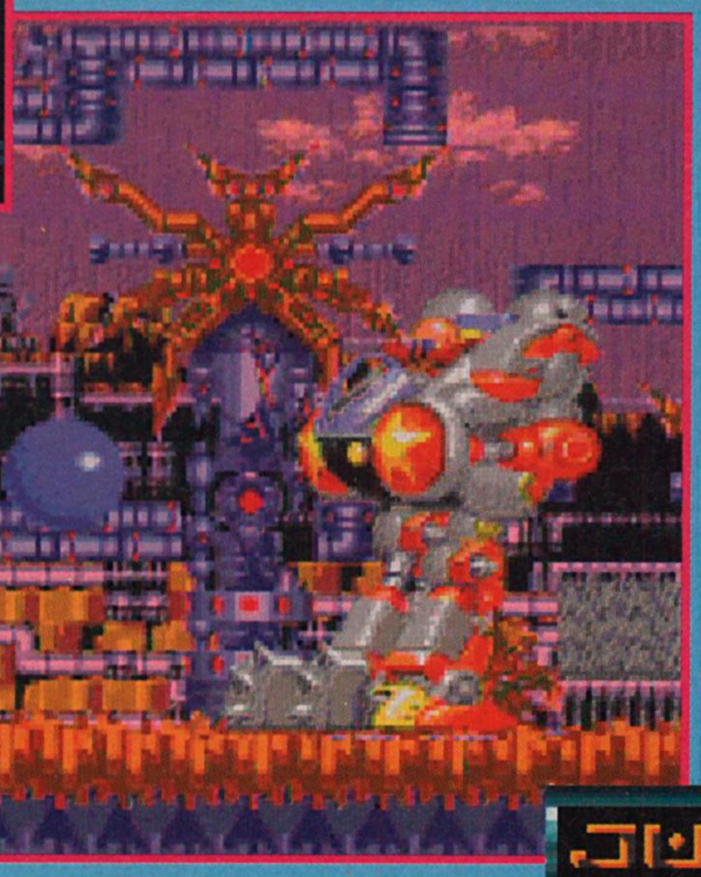
Travel back and forward in time using these signs. What would happen if he went back in time and killed his grandfather? Would he ever be born, and if he wasn't how

Although I'm not a huge fan of Sonic, I must admit that this is the best of the hedgehog bunch. It's by no means perfect and a few of those old annoying *Sonic* traits are still there. I get the feeling that the game has been rushed out just to try and sell some Mega CDs, which it will do, of course, because *Sonic* sells. Unfortunately the reason for it selling won't be because it's the *definitive* CD game. The perfect example of, "It's good, but not that good". It's just the same old stuff. **LES ELLIS** ■

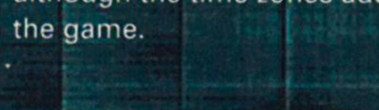
It's pinball. Hang on, didn't they do this in one of the other games? Probably, well, it'll sell...

So it doesn't matter what they put in it. Here's Sonic running up and down some slopes.

GAMES MASTER TIP



When you meet Robotnik in this guise, stand on the left of the screen. Let him come towards you, but don't bother trying to jump on him as the buffers will knock you away. Wait until he starts to move backwards and then jump on his head three or four times to knock him out of this zone.



GRAPHICS
Explosively fast scrolling and amazing depth. Still as annoyingly cute as ever, and there's so much more this time.

SOUNDS
A few sampled instruments would have been better, but the soundtrack definitely shows what the Mega CD can do.

PLAYABILITY
Same old stuff with a few additions. There isn't all that much to do, although the time zones add more to the game.

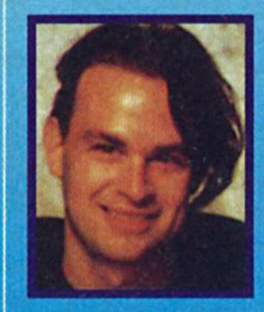
LASTABILITY
This is one tough mutha of a game. Sega have turned up the challenge factor at last. Huge and difficult levels.

OVERALL
There is a lot of good stuff in here and Sonic fans will love all the additions. However, it still lacks almost all of the gameplay that makes *Mario* such a classic. *Sonic* (the game) needed to be completely redesigned instead of merely being souped up. However it's still the best platform game on the Mega CD and rates as one of the top three games on it.

LES ■

JUDGEMENT 83

JAMES POND 3 OPERATION STARFISH



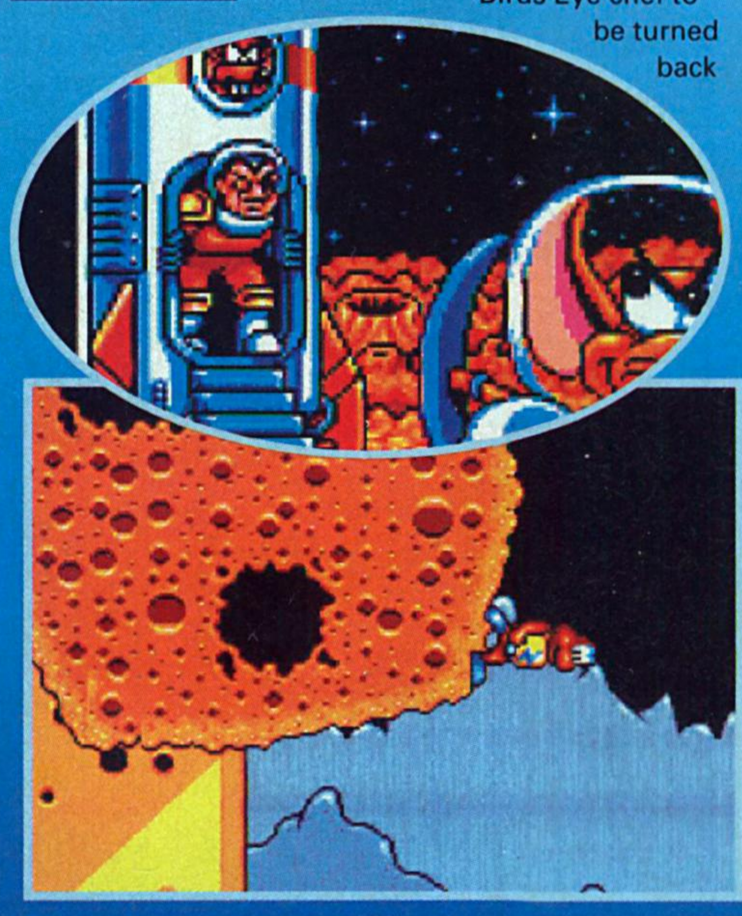
Maybe I'll be shot down in flames for saying this, but wasn't our fishy hero supposed to have been surgically altered in *James Pond 2* to turn into Robocod? If so, then he's come back under the attention of the Birds Eye chef to be turned back a fish – albeit a fish with shiny metal boots and a Gordon T-shirt on. Not that I'm one to complain, or anything. You do understand. I'm just concerned, that's all. (*Jesus, it's a bloody cartoon fish. Get a grip.* – Ed)

In this, the third adventure of this heroic cartoon fish, the nefarious Dr Maybe has upped his megalomaniac sticks from the North Pole and gone to the moon. Don't ask me how. He probably went up to Mr NASA and said "'Scuse me, can I borrow a rocket or something?"

Anyway, that's not important right now. What is important is that he has now set up rodent-manned cheese mines all over the lunar surface in an attempt to bring the world to its knees by cornering the processed cheese market. The FI5H agency has decided to put a stop to this by sending agents to track the evil doctor and put a stop to his plans. Unfortunately they, er, got lost or something, so now it's time to send a hero – James Pond.

You must travel round the various areas of the moon attempting to destroy Maybe's beacons, shut down his mines and rescue the missing agents. Well, you as James Pond, that is. We don't recommend you go to Mr NASA and say, "'Scuse me..." (*There had better be a point to this.* – Ed)

Armed with nothing but a pair of Sticko Fish-Form space boots, you must run around the lunar surface picking up moons, solving puzzles and destroying the beacons at the end of the levels, smacking the rodent life-forms about in the process. That's the general idea, but loads of little extras crop up while you're playing to make things interesting. The solution to a puzzle may not be very obvious.



Rodents invade the moon. Actually, rats get a bum rap. I like rats, as long as they stay out of my bins. Meanwhile, Pond sticks to a rock.

And custard. I like custard too. Especially if it's poured over something stodgy with chocolate in. Meanwhile, Pond stands on a sloppy ledge.

Now, I'm not a major *Pond* enthusiast, and so I didn't want to like this, er, and so, in a tedious, élitist sort of way, I'm actually a bit upset that I do. Virtually all of Maff's piercingly pertinent opinions also apply to me. Hang on, I think I'm transforming into him... (Funny, warping sound) ...to the third instalment of a game, you'd think the idea would be wearing a little thin. *James Pond 3* dispels this idea very nicely, thank you, boasting fast-paced gameplay, mind-taxing puzzles and loads of fun. (Funny, warping sound. Again). I can't believe I got away with that. **ANDY LOWE ■**

Cheese isn't bad either. I like Port Salut on French bread. Lovely. Meanwhile, Pond gets shot at by a rat in a tank (and a chicken).

As for walking through the snow dressed as a scientist – dead smart! No, sorry. That's not true. Meanwhile, Pond collects loads of moons.

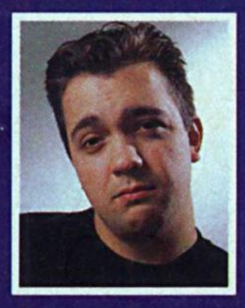
Closing your eyes and leaping into the path of a fast moving car shouldn't be tried at home kids. Mainly because it's completely bloody stupid.

"Ha! No-one will spot me dressed as a strawberry perched atop this frilly custard tree." Pond, you're a prat.

Quite often you'll be bouncing around when a previously hidden platform, bonus or pick up item will appear opening whole new avenues of gameplay. It's great fun looking around the brilliantly drawn levels trying to work out exactly how to get past a particular obstacle (like those bloody custard pits).

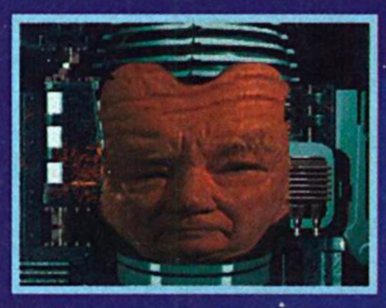
Certain elements of the game can be compared to *Mario* and *Sonic*, but it has to be said that *Operation Starfish* is a speedy platform game with great audio-visuals and so much gameplay that the GamesMaster gameplay-o-meter has almost burnt out. It may be the third game in the *Pond* series, but the style is so slick and there's so much to do and see that it stands up well in its own right. In fact I'd go as far to say that it's the best *Pond* game so far.

MAFF ■



It's amazing the mileage you can get out of fish puns, isn't it? Three adventure games and a sports thing. Unbelievable. As Andy and Maff conclude, this outing of James' is the best so far and, while the aquatic gags may be wearing a tiny bit thin, the new themes accompanying each title make, er, sorry. This sentence isn't very good is it? I've just got back from holiday you see and my writing's a bit rusty. Did I mention my holiday? (*Shut up.* – Everyone) **JIM DOUGLAS** ■

GAMES MASTER TIP



GREETINGS! As your fishy adventure progresses, you will need to think carefully about and using items. Here, for example, you should open the side walls by operating the left and right switches, then use the dynamite before getting rid of the floor below. Why? Well that would be telling. Let's just say you'll get some very explosive action.

From cheese, through bananas and custard to... er... that green stuff that you put on things. You know what I'm talking about. Oh what's it called? Sounds like a fruit. Oh yes, I remember it's...

GRAPHICS

Some wonderfully silly backdrops and great sprite animations. And fast... Well, yes actually.

SOUNDS

Very jolly tunes and effects all round, although the main theme sounds like the music to Jimbo.

PLAYABILITY

Great platform action and mind-bending puzzles combine to form a very classy game.

LASTABILITY

Over 100 levels of running, jumping and puzzle solving to keep you gripped for ages.

OVERALL

By the time you've got to the third instalment of a game, you'd think the idea would be wearing a little thin. *James Pond 3* dispels this idea very nicely, thank you, boasting fast-paced gameplay, mind-taxing puzzles and loads of fun.

MAFF ■

JUDGEMENT 93

I have come to chew nuts and kick ass, and right now I'm out of nuts. Hey, when was the last time you saw a spider that was bigger than a common squirrel? Hmm, answer me that.

The last screen was from Arachnophobia so which movie is this one from? Well, there was something like it in Home Alone, I suppose, when Culkin slid from his window to escape.

MR NUTZ

And this one comes from Judgement City, according to Alison.

Nauseatingly cute. Disgustingly, stomach churningly, cute little cutsie animal-loving cute. There. That's *Mr. Nutz* summed up in a few words. It's cuter than a little puppy curled up asleep in his basket. It's even cuter than a new-born baby rolling across a blanket burbling away to itself. Get the message: this is cute!

I find this stuff much more disturbing than those pseudo-violent games that everyone claims are corrupting the youth of today. Which do you find stranger – some police officer doing his job and apprehending villains (as in *Lethal Enforcers*) or some weird orange squirrel jumping on small animals' heads and collecting coins all day? Um, back in the real world I'd say the squirrel is much more likely to lead kids to the funny farm than the other thing.

How many kids do you see gunning each other down? None. How many do you see running and jumping around? Loads. See, proves my point.

So *Mr. Nutz* is cute but unfortunately not very good. True, the graphics are pretty hot and the characters look like they belong in a Disney cartoon. If only they were animated better. *Aladdin* it ain't, but it still looks good. Looks ain't everything however (Les's Book of Cliches Vol 1), and this is the perfect example. Good graphics but the gameplay sucks.

Just about anyone in their right mind wants to see more than jump-on-platform, jump-on-bad-guy, collect coins and jump-on-boss action. They may want more but this is all they get in *Mr. Nutz*. If there were more to it than that it would be great, this is really just another nice looking, but substandard platform game. Don't believe the hype and more importantly don't buy this. **LES ELLIS** ■

No-one can think of a film with a giant caterpillar in it though.

We're good at spotting bits in games that could've come from films. Stuck on this one though.

And this one could be Fantasia, no hang on a mo, The Guardian. No? Er...

FOR - SNES
FROM - OCEAN
AVAILABLE - NOW
PRICE - £49.99
END ■

GRAPHICS

Cute, too damn cute by far. Big, bold and almost beautiful. The graphic artists must have had a whale of a time with this.

SOUNDS

All the usual whoops and beeps that you've heard a million times before and will hear a million times again. Naff.

PLAYABILITY

Nothing to it. You jump and occasionally you die. Completing the levels with 100% might keep you playing though.

LASTABILITY

The levels are big and there are several routes through them but after a few you won't care. No guts to the game.

OVERALL

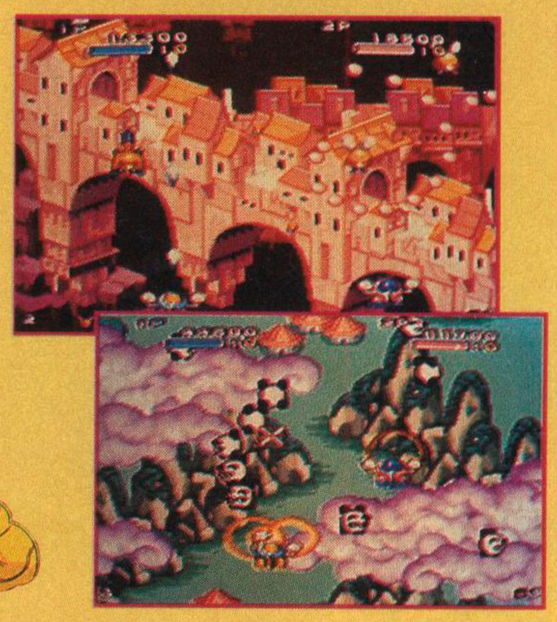
After all the hype this is pretty unbelievable. We were promised something special and all we get is yet another in a long line of platform games, when we'd really like something new. It looks the business but the actual game is just so-o tedious and repetitive. This rates pretty low on my list of fave platform games.

LES ■

JUDGEMENT 61

WHY DOES MR. NUTZ LOOK MORE LIKE A SINISTER SKUNK WITH A RED COAT THAN A SQUIRREL?

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.



Pop'n TwinBee

1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop 'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM™

KONAMI®

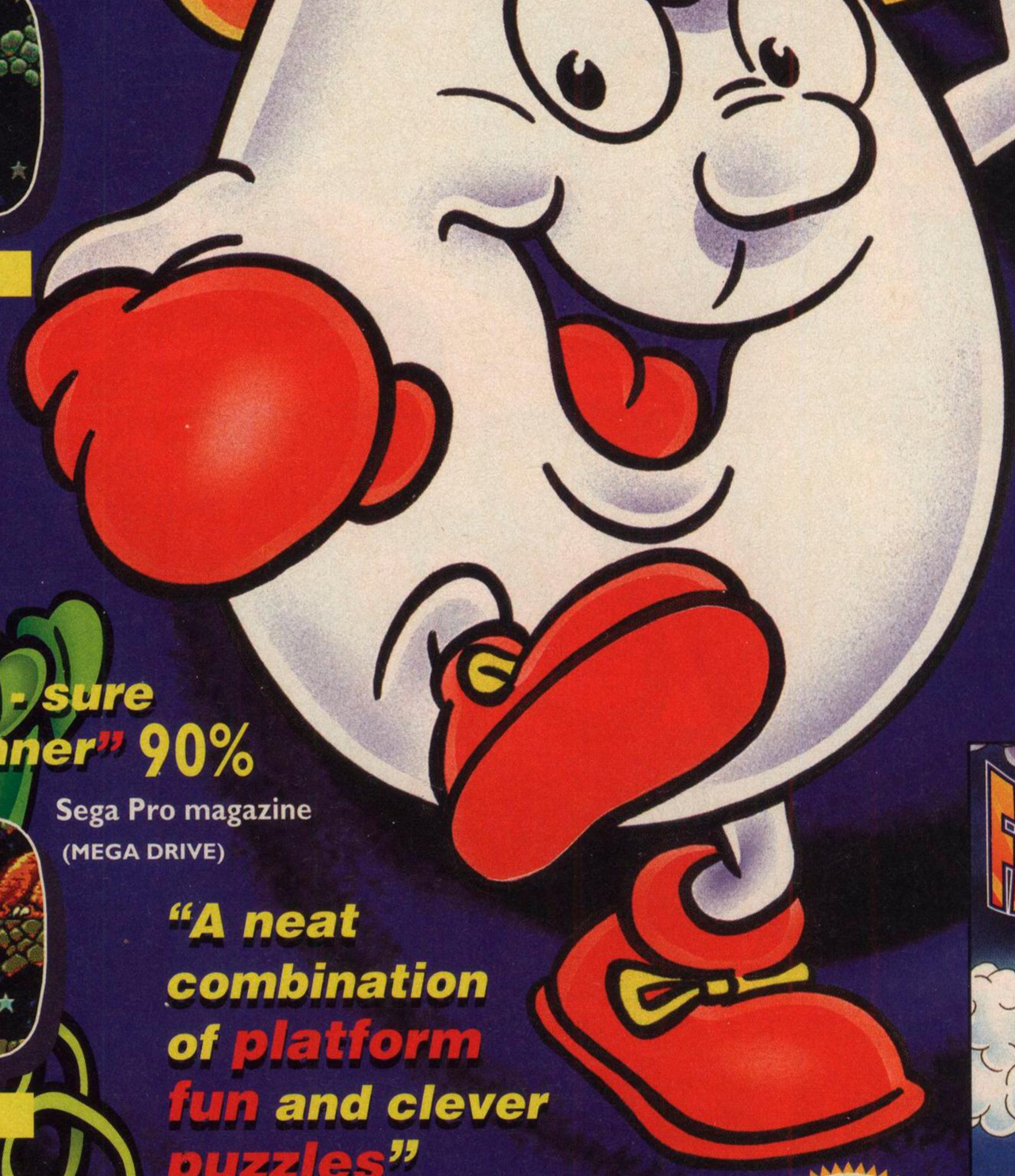
Distributed by KONAMI (UK) Limited Television House 269 Field End Road

FANTASTIC DIZZY™

TREEHOUSE SURVIVAL

CASTLE ATTACK

SHIP WRECKED



He's here! Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom of Zakeria, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms! Meet the strangest people, creatures and monsters in this most excellent adventure! It's all here in the award winning adventure of a lifetime!

"It's exciting, puzzling, well presented, hopelessly addictive - sure to be a winner" **90%**

Sega Pro magazine
(MEGA DRIVE)

DRAGON'S LAIR

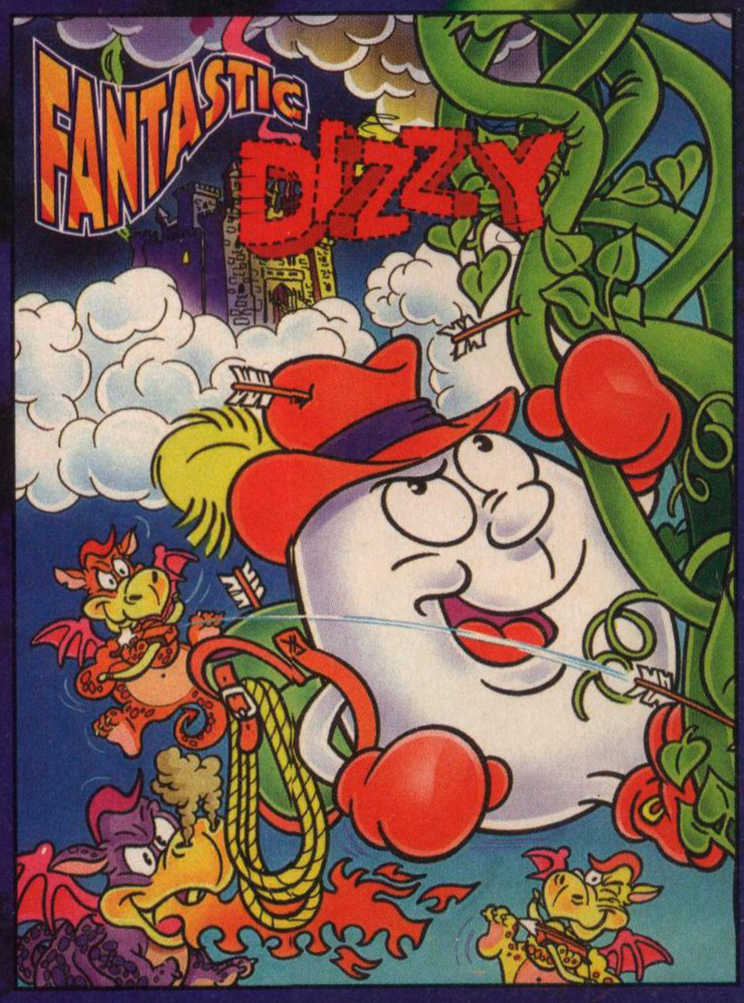
"A neat combination of platform fun and clever puzzles"

Sega Power magazine

SPOOKY! CLOUD CASTLE

ENGLISH · ITALIANO · ESPAÑOL · FRANÇAIS · DEUTSCH
GAME PLAYS IN FIVE LANGUAGES

"A superb adventure - plenty of puzzles and great satisfaction" **92%** Sega Pro magazine



LICENSED BY SEGA ENTERPRISES FOR PLAY ON THE:
MEGA DRIVE. GAME GEAR SYSTEM. MASTER SYSTEM.
ALSO AVAILABLE ON: AMIGA. IBM PC. NES*.

FOR MORE INFORMATION PLEASE CONTACT:
Codemasters Software Company Limited, Stoneythorpe, Southam, Warwickshire, CV33 ODL, U.K.

Codemasters™

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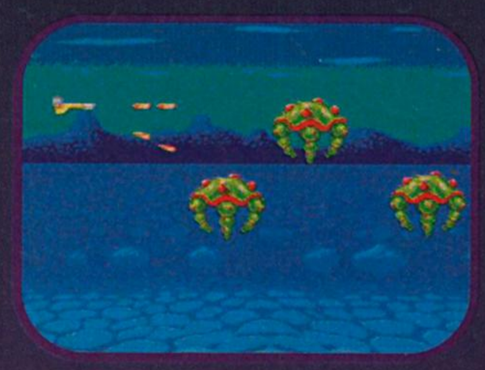
*Titled "The Fantastic Adventures of Dizzy". No Italian or Spanish "in game" text text coderd. Ccd. Cozy are the trama aster Systega

FOR - AMIGA
FROM - MINDSCAPE
AVAILABLE - SEPT
PRICE - £19.99
END ■

Hang on, you couldn't shoot down in *Defender*. There weren't any cannons on the ground either. It could be *Scramble*, I suppose.

Mercilessly gunning down of GamesMaster monitors – that's what I call firepower. Old Patrick won't be too pleased about this.

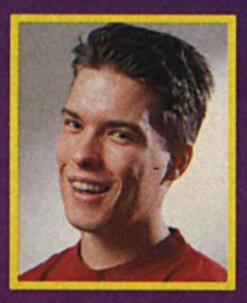


Why is it that Ade did this review and I'm stuck with the captions? Because he's left.

I don't know – the youth of today. Back when I was a lad you stuck at a job until...

...you dropped dead at the desk. I died in three jobs before I came here. (Les)

OVERKILL



In the early 80s, the coin-op manufacturers, Williams, brought out *Defender*. This was a fast and loud, psychedelic shoot-em-up and the constant attraction in arcades up and down the country. *Defender* is considered by many to be one of the great coin-ops of our time. And, if you've got a lovely new A1200, you'll be able to play this great new *Defender*-esque blaster from Mindscape.

There's always some vague plot to this sort of game, but who really cares, eh? Alright, so you've got to destroy a few trilithium crystals (ooh, very Star Trek) that are scattered around the place, but the real game is about shooting slimy horrid green aliens... oh and some red ones later on.

You have to fly between planets, wiping out the vile aliens that infest each, until you reach their home base in the heart of the solar system. If you manage this, then you truly are a nails geezer as this game gets tough. There are 17 different levels, and they start getting really hard after about the fifth or sixth one.

The attraction of a simplistic left-right, shoot-some-aliens type of game has always been a bit of a mystery to me. Even as I type this, Andy's enjoying a very fast game of PD *Defender* mumbling something along the lines of the old ones being the best.

Overkill uses the A1200 to great effect. The colours that cycle around between levels are brain-numbing. The pattern looks like a tie-dyed T-shirt that's been dipped in plutonium. The sounds are good too, with a bit of a rock track at the beginning. Les

Well, we've got rid of Ade now, so you won't be seeing any more pictures of him like the one over there. Next issue we'll have a new face.

was suitably impressed and rocked like a maniac. The explosions are meaty enough and all the aliens explode like rotting vegetable matter getting thrown about the place. It makes a change from the usual living matter bursting into a ball of flames.

This is a good enough blaster, but there are similar games which cost next to nothing but do the job just as well. Whatever your preference is for these sort of games, *Overkill* will please most people, although mainly the ones who unplug their brains and insert some form of adrenaline drip.

ADRIAN PRICE ■

GRAPHICS

They're quite simple really, but rather colourful. The backgrounds are very varied from planet to planet.

SOUNDS

Nothing too special here, but again they serve their purpose. The explosions are meaty enough, I suppose.

PLAYABILITY

Even if you are a bit poo at space shoot-em-ups, this has an easier learning curve than most games of this type.

LASTABILITY

Once you get into the game, you should find things a lot harder. It'll take you a while before you reach the end.

OVERALL

Games in the style of *Defender* have always been a good laugh. Even if you only play this a few times and then put it away, you'll soon find yourself having another blast at it again in a couple of months time. This is one sort of game which won't show its age. Oh and make sure you've got an A1200/A1400 before buying.

ADE ■

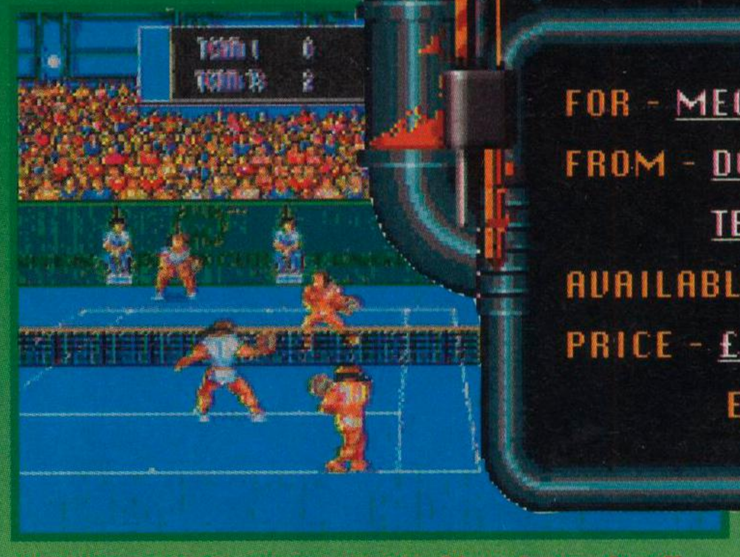
JUDGEMENT 85

DAVIS CUP WORLD TOUR

FOUR FAMOUS PEOPLE WHO ARGUED WITH JUDGES... JOHN MACENROE, GORAN IVANOWITCH, JIMMY CONNORS AND CHARLES MANSON. THE LAST ONE WASN'T GOOD AT TENNIS THOUGH.

FOR - MEGA DRIVE
FROM - DOMARK/ TENGEN
AVAILABLE - NOVEMBER
PRICE - £39.99
END ■

Hey pal, don't call *me* wrong. I'm the one with the maniac fans who do nasty things to people who stop the matches going my way.



Ah, the perfect opportunity. Now I can do all those really crass jokes that I have never been able to get into a caption before about forep...

Weh hey, released in time to coincide with just about nothing at all (except maybe the healing of another scar in Monica Seles' back or perhaps another of Agassi's love matches) is the latest tennis game. And, just for a change, it's *not* on the SNES.

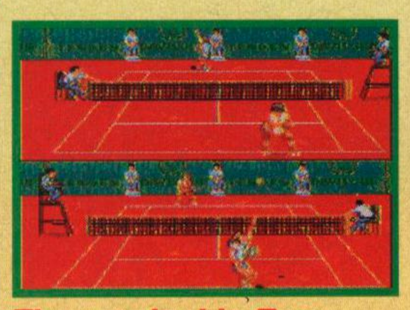
Right, here are the basics. Two blokes (or girls) stand either side of a net and smash a ball back and forth 'til one of them misses it. Of course they have to avoid knife-wielding demented fans and being distracted by famous actress/singers watching them at all times.

In *Davis Cup World Tour* you get your usual exhibition matches, a tournament and a new world tour option. There's also this really neat bit where you can contest the umpire's decision, but he doesn't always side with you and it will cost you points if you argue too much.

The real pièce de résistance in any tennis game is the two-player mode. Instead of the normal approach, where you have a single screen with one of you stood at the top at a disadvantage and the other guy at the bottom hammering out aces, Tengen have gone for something slightly different. In fact it's not slightly different it's about as different as Sylvester Stallone is to Kenneth Brannagh, or something.

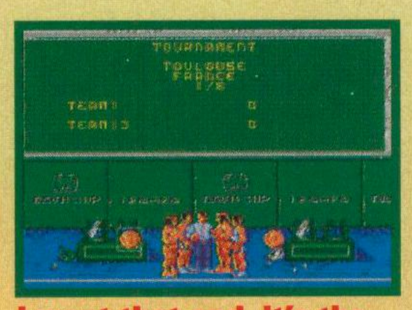
Instead of the single screen, you now get a split screen approach so that both players can be at the bottom at the same time. It may seem weird at first, but once you're used to it you'll realise that this is a great way of doing it.

The graphics are fine and with a bit of speech here and there (although the umpire sounds like he is suffering from a severe speech disorder), the whole package comes in as the best tennis game on the Mega Drive by a long way. My God, two good Mega Drive games in one issue, I can't take it any more. I'm off to join the Foreign Legion. See ya. **LES ELLIS** ■

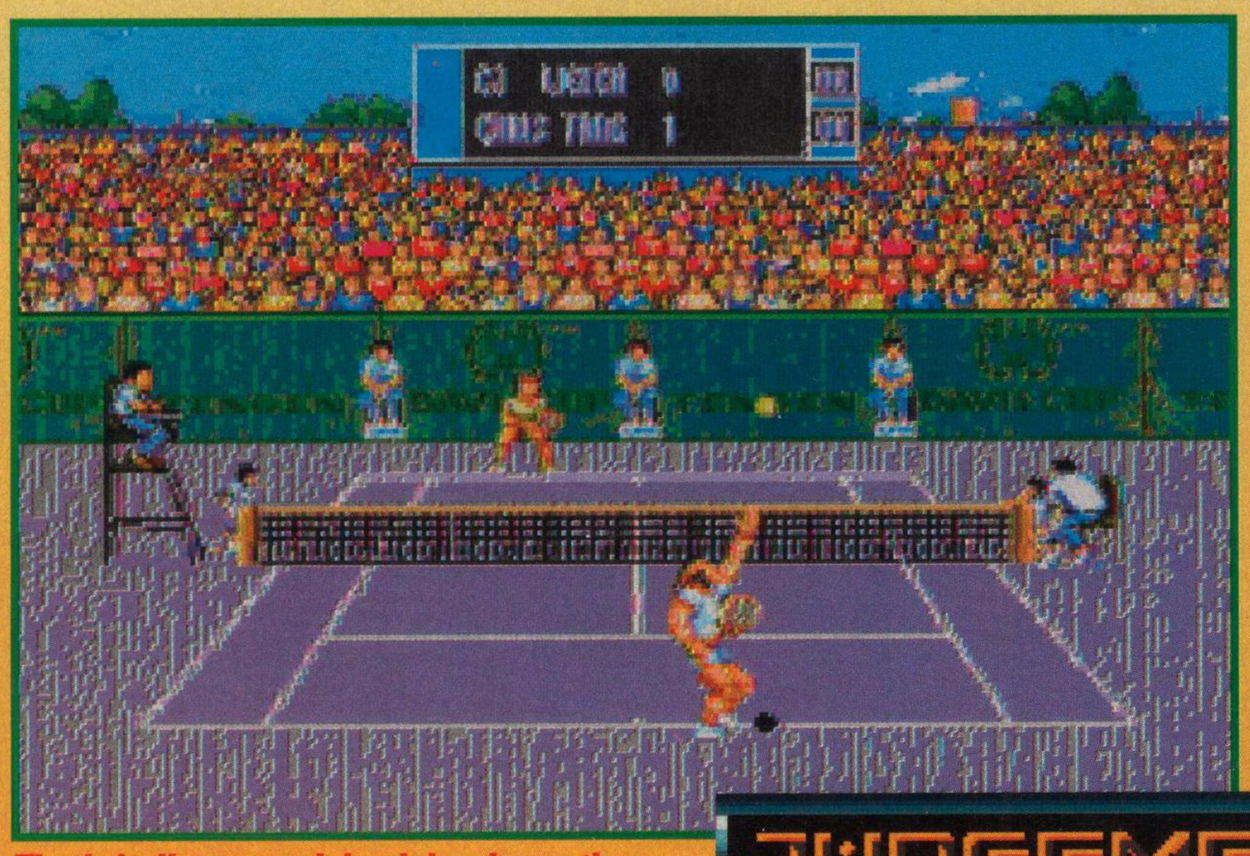


The novelty bit. Two players in split screen action. The perfect time to do that old joke... Doh!

The World Tour in all its glory. In other words a bland map screen where you choose to play.



I want that end, it's the end with no knives and bottles flying. What next, maybe a pitch invasion?



That's it, I'm never doing jokes in captions again. (*You call those jokes?* – Ed)

GRAPHICS

Brilliant split screen approach to the two-player game and big muscley characters. Pretty much standard.

SOUNDS

The music is okay but the sound effects are brilliant. The grunts and groans sound exactly like the real thing.

PLAYABILITY

The practice modes will sharpen up your skills. It's worth buying this just so you can argue with the umpire.

LASTABILITY

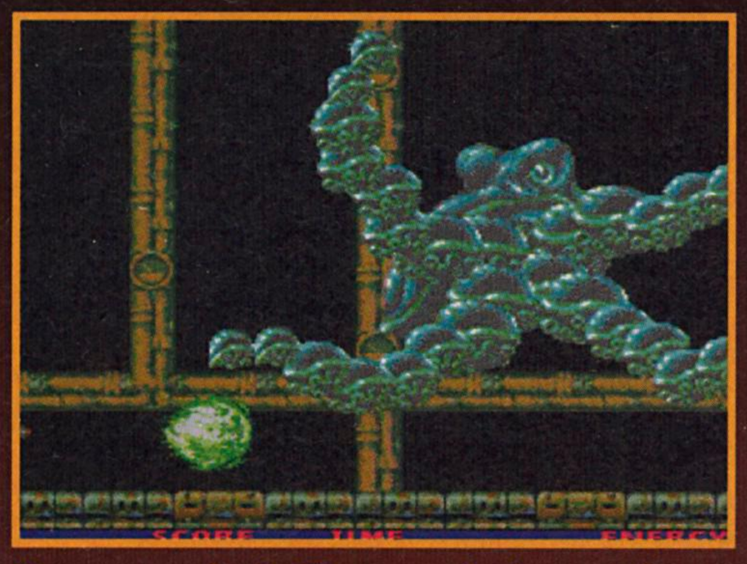
Exhibition matches, a tournament and a huge world tour. Something to get your teeth into for a fair while.

OVERALL

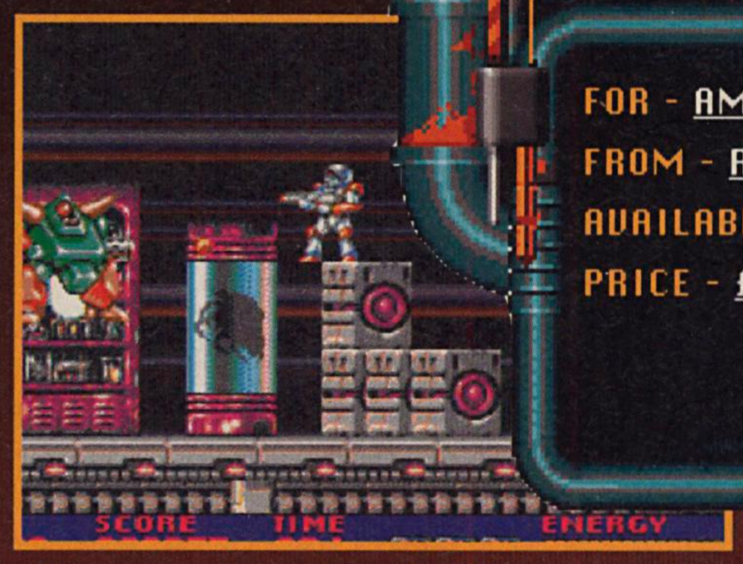
The two-player split screen is a brilliant idea and should have been done before. The tournament and tour are huge and they're tough enough to keep even the most smashing player going. Um, it's good and everything. I like it. What more can I say?

LES ■

JUDGEMENT 83



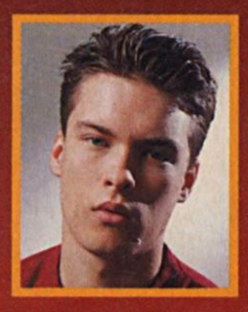
Hooray everybody. These are the last captions that I'll have to do, as I'm off to work on the GamesMaster TV show. It'll be great...



...I'll get to speak to The big GM himself and Dex. So I'm off. You'll see my name on the telly. Anyway, these captions...

FOR - AMIGA
FROM - RENEGADE
AVAILABLE - NOVEMBER
PRICE - £25.99
END ■

TURRICAN 3



This Turrican bloke's been getting about a bit, hasn't he? Two previous games on the Amiga, and a debut on the SNES. Well, now he's back on the Amiga for the third time, hence the title, and he's still got the same problems.

The evil machine, the star of all the previous games, is back wreaking havoc. It seems to me that every time Turrican gives him a battering, he returns to cause more trouble. Anyway, Bren McGuire, the chap they call Turrican, dons his famous suit and steps out into the real world to fight the trouble-causing machine.

Turrican's array of weapons is formidable – lasers, your common or garden bullets, and of course the one that spins around his head and goes "Bzzzzz" (*You what?* – Ed). Sadly the buzzing, spinny weapon is missing and has been replaced by a Bionic Commando style arm that can be attached to overhanging pieces of scenery, so that you can swing across gaping chasms.

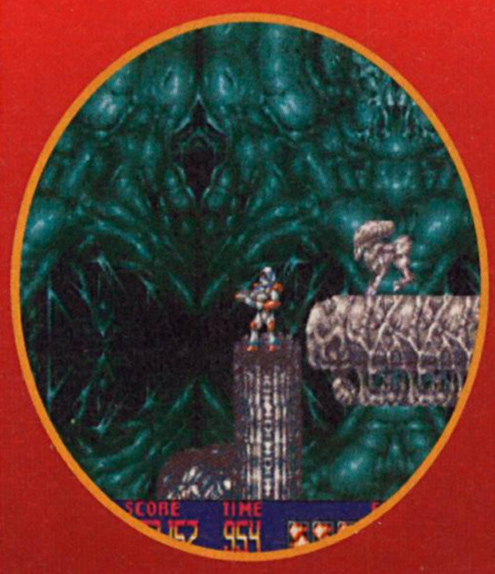
The enemies are back with a vengeance. They're always piling onto the screen in a mad dash towards you. In fact, when you get down to the nitty-gritty of the game, you'll find that as in the two previous versions, this amounts to little more than lots of jumping about and shooting.

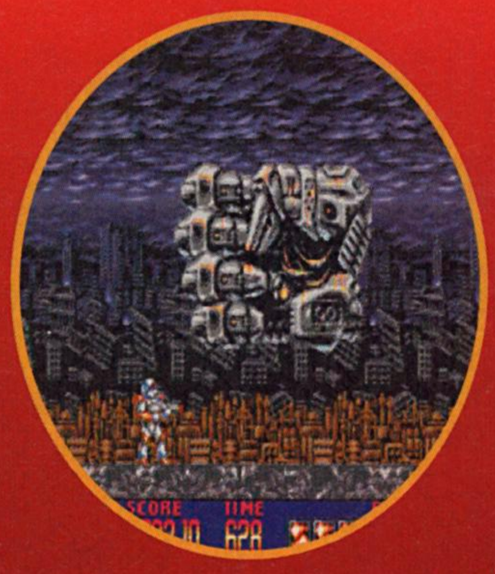
If you're new to the Amiga and you haven't experienced any *Turrican* games before, this will serve as a good starter. But, and it pains me to say it, if you are a seasoned *Turrican* warrior, you'll notice the similarities. This is a good platformer which will take a while to finish – it's a big game.

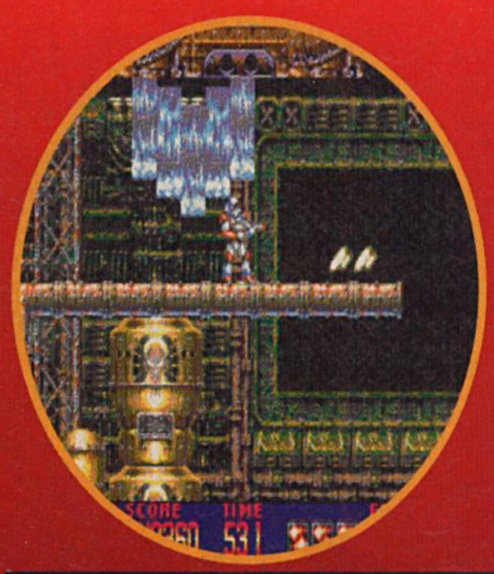
ADRIAN PRICE ■

This is some floating bloke who you must shoot. Oh, and I'll get to see where they've got that academy thing (you know, at the beginning).

Sorry, these captions. Yeah, flying cars with platforms underneath them. Oh, and the show will be on Thursdays at 6.30pm – so watch it.







So this *Turrican* bloke is jumping around and shooting all of these other people that he fought in the first games. By the way, did I mention I was leaving? (*Yes, you did.* – Ed)

GRAPHICS

Lovely colourful sprites and backdrops. Everything is animated exceedingly smoothly.

SOUNDS

The usual Chris Hülsbeck stuff. Various tunes which are actually quite disturbing when the bosses come on.

PLAYABILITY

It's virtually the same as before. Jump around on lots of platforms and shoot loads of enemies.

LASTABILITY

It's a toughie after the first couple of levels – you'll get frustrated or end up punching a small, innocent brother/sister.

OVERALL

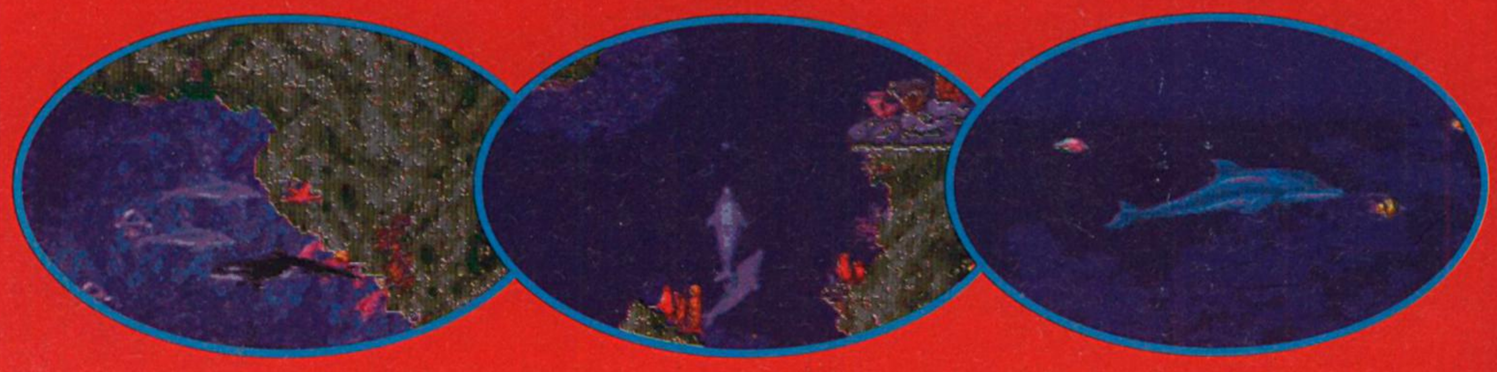
The *Turrican* series continues. Players of the original will notice the slight but obvious similarities between all three versions. However, the platformy gaming coupled with the shooting can be great fun. There are loads of secret rooms and bonus lives to be found, so you won't go through the whole game in one go. A good game but unfortunately not a very original concept.

ADE ■

JUDGEMENT 74

FOR - MEGA CD
FROM - SEGA
AVAILABLE - IMPORT
PRICE - £49.99
END ■

Ecco and a chum scour the depths of the sea-bed. "Cor, blimey, guv, will you look at these beautiful oceanic landscapes?" "Yeah, they're great, aren't they?"



This whale's cunningly located to give you a cryptic message.

"Will you get off my tail? I'm a dolphin with a mission."

"Hey, some food. Mmm, my favourite, angel fish. Yummy."

ECCO

STARRING JEAN-MARC BARR AND ROSEANNE ARQUETTE.

A dolphin may seem a pretty strange choice of main character – though not as strange as the starting point for the game. Ecco's marine mates have been sucked off into a mysterious vortex. And so, armed with his bottle-nose, his sonar and an impressive show of flips, jumps and dives, it's up to Ecco to solve the secrets the sea holds.

The original *Ecco* was one of the slickest games the Mega Drive has seen and now it's out on CD. And we all know what that means... better sound, better graphics and enhanced play. But is it really possible for one of the most playable and visually attractive games to be even better?

Graceful, intelligent and peaceful – three qualities which are probably the most foreign of concepts to the die-hard shoot/beat-em-up fan who will no doubt be more than sceptical of a dolphinesque dive-em-up. But, it's these qualities that make Ecco such a great video game hero.

Ecco requires a great deal of skill in searching the vast mazes of undersea caverns, manoeuvring shells and rocks to swim through barriers and negotiate currents. You'll need a think-power to decipher the glyphs' messages which can be pretty cryptic. You'll also need to keep your cool, because just like any other real dolphin, *Ecco* needs food and air which means that tasks have to be carried out in the minimum time possible.

Underwater and above water the graphics are perfect. The animation is smooth and swift. Check out the barracudas, now that's what I call fast. There's such variety in there – the reefs, the octopus, puffa fish, jellies, schools of fish, whales and the various backgrounds – and it's all excellent. New to the Mega CD version is the FMV sequence about half way through the game in the Library. Here you'll learn everything you've ever wanted to know about dolphins and their habits. Great.

Ecco's soundtrack is stunning. It's relaxing, it's melodic – it's so great, we even play it in the office. It's not often you can say that about in-game music.

I've done it, I've got through reviewing *Ecco* without a single sea related pun. *Ecco* is a terrific game with bags of challenge, brilliant graphics and sound. It's a huge game and one you're just going to have to shell out for... Oh dear, I've let myself down and so near the end too. **ALISON HARPER** ■

Ecco is flipping great. Fintastic, in fact. (Oh dear.) *And* it's a brand of shoe – the type your mum would force you to wear.

Find the secret glyph and be treated to a mini film all about dolphins.

GREAT DOLPHIN MOVIES OF OUR TIME: WELL, THERE'S ONLY ONE ACTUALLY. LE GRAND BLEU STARRING JEAN-MARC BARR AND ROSEANNE ARQUETTE.

GRAPHICS

Smooth and beautiful. Coral reefs, dolphins and sealife. And an FMV sequence, so you can learn all about dolphins.

SOUNDS

Splooshes, pthuds and whooshes for Ecco's movements plus moody, melodic music to soothe your mind.

PLAYABILITY

Ooh, this is hard. You've got the exploratory quotient, the puzzles and the need for joypad dexterity. Compelling.

LASTABILITY

Being so tricky, this one could last you a long time. It's a big game with 30 large levels – so the passwords are handy.

OVERALL

Although this is just a reworking of the original cart *Ecco*, it's difficult to see how what was such an original and stunning game on the Mega Drive could be improved upon. There are some improvements to the sound and graphics, some extra levels and the FMV sequence, but if you own the original there's nothing to warrant buying this too. But, if you don't own either, this just has the edge.

ALISON ■

JUDGEMENT 90

GRAB SOME actions

HAWK JUNIOR (TP189) srp £10.99

*New digital design. *No trimmer required. *Automatic Centering for IBM® PC/XT/AT 386/486 and compatibles.

HAWK+ (TP123) srp £12.99

*Ergonomic new design. *Auto centering and free floating operating modes. *High speed autofire capability. *For use with IBM® PC/XT/AT 386/486 and compatibles.

SCORPION+ (TP137M) srp £10.99

*Multi system joystick with six microswitches. *High-speed autofire capability.

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*Game card complete with calibration software. *Supports 4.77 to 80 Mhz clock speed. *For use with IBM® PC/XT/AT 386/486 and compatibles.

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*Digital joystick with six microswitches. *For Atari and Commodore games systems.

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*Independent turbo control for all six fire buttons. *Slow motion control. *Hands-free auto fire capability.

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*Independent turbo control for all fire buttons. *Hands-free auto fire capability. *Slow motion control. *For use with the Sega MegaDrive.™

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*6 fire buttons. *8 direction thumb-control pad.

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*High-speed turbo fire capacity. *3 fire buttons. *Start button. *For use with the Sega MegaDrive.™

MEGA CONTROL PAD (TP181) srp £9.99

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LOOK OUT FOR:

* THE SNES CONTROL STICK (TP197) srp £14.99
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TOP GEAR 2

FOR - SNES
FROM - KENCO
AVAILABLE - NOW
PRICE - £49.99
END ■

Oh, the joys of those quiet Sunday afternoon drives, pottering along country lanes at 150mph, wind breezing through your hair because your roof has been ripped off by the G-Force, some naff driving music on your stereo (that's normally worth more than the car), glove compartment full of sweets and chocolate and of course you have to wear some fabulously untrendy shades. Well, judging by the prats who do it round our way, this is exactly how you do it.

The safer way to do it is on screen. After all, it's easier and cheaper to total a little sprite by flipping it, after hacking round a corner only to have a close encounter of the signpost kind. Of course an even better way to do it is to buy *Lamborghini* instead of *Top Gear 2* – it's far superior.

Top Gear 2 has most of the bog-standard racing game options. Unfortunately here the emphasis is on bog. You get the championship table, customise car and all the normal racing type options. And there is a two-player mode for anyone with a friend who is sad enough to want to play this.

I say 'sad' because this has to be one of the slowest racing games ever. It seems that the brakes were put on the car for decoration or MOT purposes more than anything else, because you sure as hell never need them. If that wasn't enough, you seem to spend most of your time racing round circuits (that all start to look suspiciously similar after a while) in the forlorn hope that somewhere there is another car that you can race against some time. Oh sure, you get to see them at the start, but after a couple of corners you're on your own.

Come to think of it this is little more than a stripped down version of *Lamborghini*. What they have done with all the bits they had left over is anyone's guess. (Maybe *Top Gear 3* is on the cards?) *Top Gear 2* is one of the slowest and most tedious racing games I have ever come across on the SNES. It's dull to play and only the mildly exciting two-player option saves this from the dustbin.

If you really need a racing game, either get a driving licence or *Lamborghini*. **LES ELLIS** ■

Ha! Player two's crashed a squillion pounds worth of car.

Lucky this is only a game where crashing doesn't hurt.

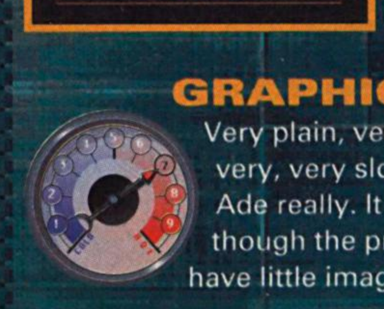
Hang on, this is the same as up there. What's going on?

It's all going horribly wrong, self-destruct activated.

Countdown has begun, ten, nine, eight, seven, six, five, four, three, two, one, bang.

Another poor caption writer bites the dust. It should've been Ade ages ago.

Why don't they let you enter your own insults at the start and then print them up in speech bubbles during the game?



GRAPHICS

Very plain, very dull and very, very slow. Bit like Ade really. It looks as though the programmers have little imagination.

SOUNDS

Horrible, horrible engine noises that really get on your nerves at full speed. The music is poor as well.

PLAYABILITY

Accelerate and nitros. The odd twist of the steering wheel. It's all a bit easy. No racing tactics or strategy needed.

LASTABILITY

Incredibly easy to come top of the table all the time. Only the two-player option makes it remotely interesting.

OVERALL

Maybe a year or so ago people would be raving over *Top Gear 2*, but in this time of *Lamborghini* and the soon-to-arrive *FX Trax* it needed to be something special. It isn't. Even boy racers with no taste (you can tell who they are by the music they listen to) would steer clear of this road hog.

LES ■

JUDGEMENT 65

Oh dear, it seems that cowpat I stepped in has mutated into something else. Maybe I should have cleaned it off ages ago.

I know this privitisation will mean cutbacks, but it'd have been cheaper to leave the platforms where they were instead of hiring horses.

SUNSET RIDERS

In the traditions of the Wild West, Clint Eastwood, Trigger and Champion the Wonder Horse, Sunset Riders sets you up as a cowboy of your choice (well, from the four in the game) as you battle your way through homesteads and townsteads gunning down villains and reaping reward money. Don that stetson, six-gun and those leather chaps which did nothing for the cred of your average cowperson.

This emerged on the Mega Drive a few months ago, but you can forget any comparisons. This sails above that version and makes it look pretty obsolete. The graphics have been vastly improved and are now on a par with the coin-op. There's speech all over the place and some completely funky western style music.

The bonus stages haven't appeared in any console version before and everything else has been enhanced or added to. Running through the towns powering up and blowing away the bad boys is great fun. It's an arcade perfect quality shoot-em-up romp and with the two-player game and four characters thrown in for good measure it won't fail to impress you. **LES ELLIS** ■

FOR - SNES
FROM - KONAMI
AVAILABLE - NOW
PRICE - £49.99
END ■

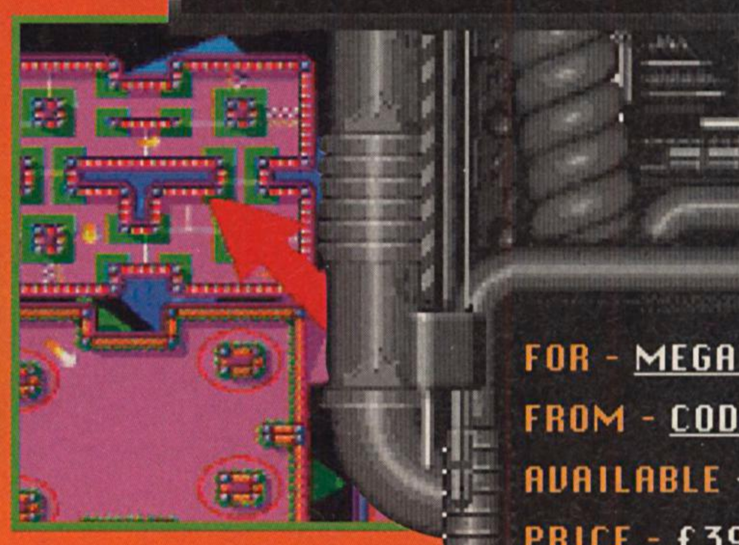
OVERALL

This is a far better game than the Mega Drive version which, with hindsight, wasn't as good as most people thought. This is *the* definitive version of *Sunset Riders*. It's totally enjoyable and a great laugh to play. A great conversion.

LES ■

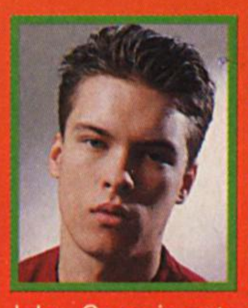
JUDGEMENT 83

The usual brain dead post office counter workers. Definite sense of humour failure.



You are here, i.e. completely and utterly lost.

COSMIC SPACEHEAD



Poor little Cosmic. First he discovers a new planet which is merely a legend, then he has trouble persuading the populous of Linoleum (his home planet) that it exits. Tsk, life is hard, eh, Cosmic? But instead of being hailed as the next David Icke, Cosmic sets out to prove himself.

The game has you sending Little C running around like a blue-bottomed fly, collecting various items and using them to activate others. Everything looks as if it should be in the kiddies' cartoon, The Jetsons, especially with Cosmic looking suspiciously like Junior, or whatever his bleedin' name is. Walking around the planet of Linoleum can be very time-consuming, so as in all good space stories there are teleport machines. There are also vicious dogs which attack you on sight and... (*No, there isn't.* – Ade's Psychologist) Well there should be, it's too cute, very cute. The music has annoyed just about everybody in the office and should be turned down the moment you start playing. This has a mixture of platform and role-playing action. There are many screens that require you to jump across loads of gaps to get to different places.

Hang on. It's Mr. Macho Voice here, conveniently interrupting this decidedly lacklustre review to get on with a bit of insulting. Ade, eh? He may have left us, but we keep uncovering little malevolent spirit vapours in the form of reviews which appear to have been written by making use of some form of random word-arranging process. That's my bit for the issue. I'm off now. Don't forget to write to me (out of the Letters pages).

It's full of those lovely, accessible little logic puzzles that you only used to get out of those funny old text adventure games on the Spectrum. And, hey, maybe that's no bad thing. **ADRIAN PRICE** ■

FOR - MEGA DRIVE
FROM - CODEMASTERS
AVAILABLE - NOVEMBER
PRICE - £39.99
END ■

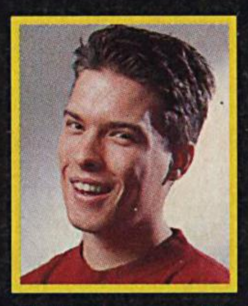
OVERALL

A junior version of *Monkey Island* on the Mega Drive. Well, it's not as funny (or difficult) as said game, but the big, garish presentation and simplicity of use give it a delightful charm and immediacy. But it's too easy!

ADE ■

JUDGEMENT 74

REVIEW SHORTS



Er like, well, this is it then. Blub, blub. Absolutely the very last thing I will ever write for GamesMaster magazine. How can I make my last bit really really good? Oh my eyes are smearing with the tears. I can't take it.

Ren and Stimpy, boo hoo. Excuse the smears on the page but this is a very...

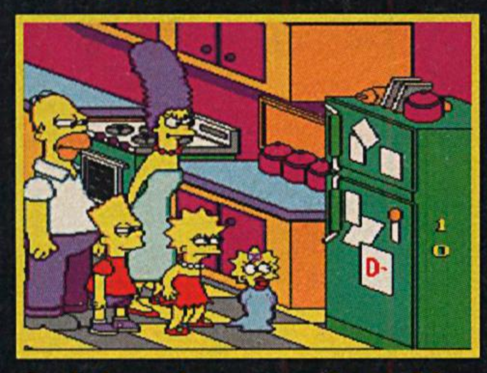
Ren and Stimpy (SNES) must be the product of some 60s hippie who had too many sugars in his coffee. The two, who appear to be animals, are Ren (the rat like creature) and Stimpy (the dog). The strange thing about this game is that all the graphics are crudely drawn, but then that's the style of the cartoon. You guide Ren around a 60s style house avoiding Stimpy. You can pick up vases and logs and chuck them at the pesky mutt. It's got some great speech in it. Ren appears to be saying "Hurt me" a lot for some inexplicable reason. **58%.**

Pool (SNES) is definitely not the type you swim in, but the snooker-like game where the object is to pot all of the balls. The computer version incorporates many trick shots and there are loads of different options – you can have up to eight players in a tournament mode. Sadly it's not a patch on the real thing where you play in smoke-filled pubs up and down the country, but a good game to test your algebra and angle skills. **78%.**

Chuck Rock 2 (Mega Drive) is, how can I describe this, cute. Yep, infeasibly cute. Chuck Junior is the last word in caveman cuteness. *Chuck Rock 2* is a festival of club-swinging nappy-laden antics with the son of the original hero fighting to get his dad back from some unscrupulous prehistoric car dealer. Dinosaurs, platforms, dinosaurs plus a few more dinosaurs. There are so many of the damn things that you could be forgiven for mistaking this as simply another addition to the Jurassic Park band-wagon. It's strikingly colourful and also rather good. That's why we'll give it **80%**.

...emotional moment. I'll never grace these pages again. I'm sorry this is too much.

The Bartman strikes back in a non-dinosaur way in **Bart's Nightmare (Mega Drive)**. With the dude winning more TV fans every day, Andy being the latest convert, you're virtually guaranteed more games starring the yellow git. It's nowhere near as good as the previous game, *Space Mutants*, as you basically get eight sub-games and the main game. This makes it a dull and tedious platform game which is unworthy of the Bartdude's excellent reputation. Doh! **55%.**

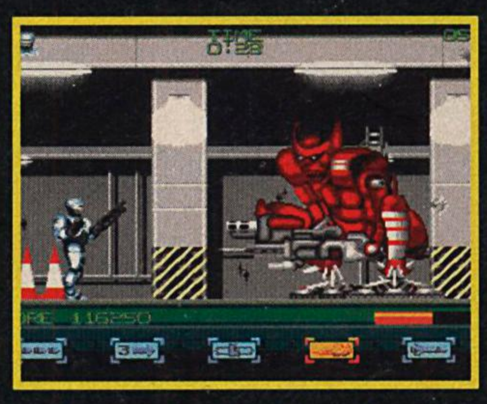


And then there was dear old Homer. Where would we be without him? No-one to say "Doh"! Oh by the way *Bart's Nightmare* isn't very good.

LAMBORGHINI

Lamborghini: American Challenge (Game Boy) is a fast and fun racing game. The backgrounds move fluidly and it really does give a great impression of speed. You've also got to bet on yourself to win the race. If you do win, you'll receive a huge cash amount, otherwise, you'll end up with no money to repair your car. This is a very good racing game that is well suited to the Game Boy. **83%.**

Oh I'm going to miss everyone so much. There's Jim who gave me the job, there's Andy who was always so supportive with his jokey comments. (*They weren't jokes* – Andy). There's Les who was, well, Les. Alison who...

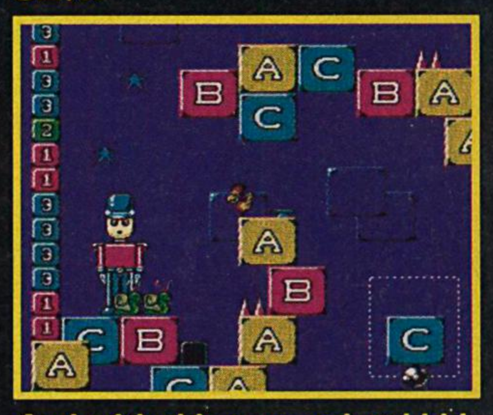


...changed my stuff and made it legible. And Simon, dear old Simon who laid out my stuff.

Robocop 3 (Mega Drive) is a deeply disturbing game. From the start it's extremely difficult with an untold amount of baddies shooting at you at the same time. Robocop walks around with all the fluidity of a brick. It is nigh-on impossible to walk through the first level without getting hit at least once. This is nearly identical to the SNES version except that this is a lot poorer. **35%.**

Here we have a totally barbaric version of **WWF King of the Ring (Game Boy).** We're being subjected to yet more over-the-top antics from those er, 'sportsmen/actors' from the USA. This isn't as good as the first game although the graphics are bigger and there are a few new options and moves. The graphics may be larger, but they look even more 'ropey' than they did before. A game which is strictly for the hardcore fans of the WWF, you know, the kind of people who think that it's all real and unre-hearsed (a bit like Les actually, he thinks the Undertaker's real!). So for all of you who might think of buying this game, think about **60%** when you're going to purchase it.

Alfred Chicken (NES) is not as large as the Game Boy version, but it's still Alfred clucking about. There are loads of platforms to strut about on and plenty of diamonds to collect. Look, if you want to find out more about Alfred, look for the Amiga review on page 52-53. This is basically the same game, but with weedier graphics. Anyway, a fine platform game worth about **82%.**



And with this screenshot I bid you my fond farewell. I've just got time for a quick song to sum up my feelings for you a...

GAME DETAILS

Chuck Rock 2	Mega Drive	Core Design	£39.99	Nov
WWF King of the Ring	Game Boy	Acclaim	£25.99	Nov
Bart's Nightmare	Mega Drive	Flying Edge	£39.99	Oct
Robocop 3	Mega Drive	Flying Edge	£39.99	Nov
Alfred Chicken	NES	Mindscape	£24.99	Nov
Lamborghini	Game Boy	Titus	£24.99	Nov
Pool	SNES	Mindscape	£44.99	Oct
Ren And Stimpy	SNES	THQ	£44.95	Nov

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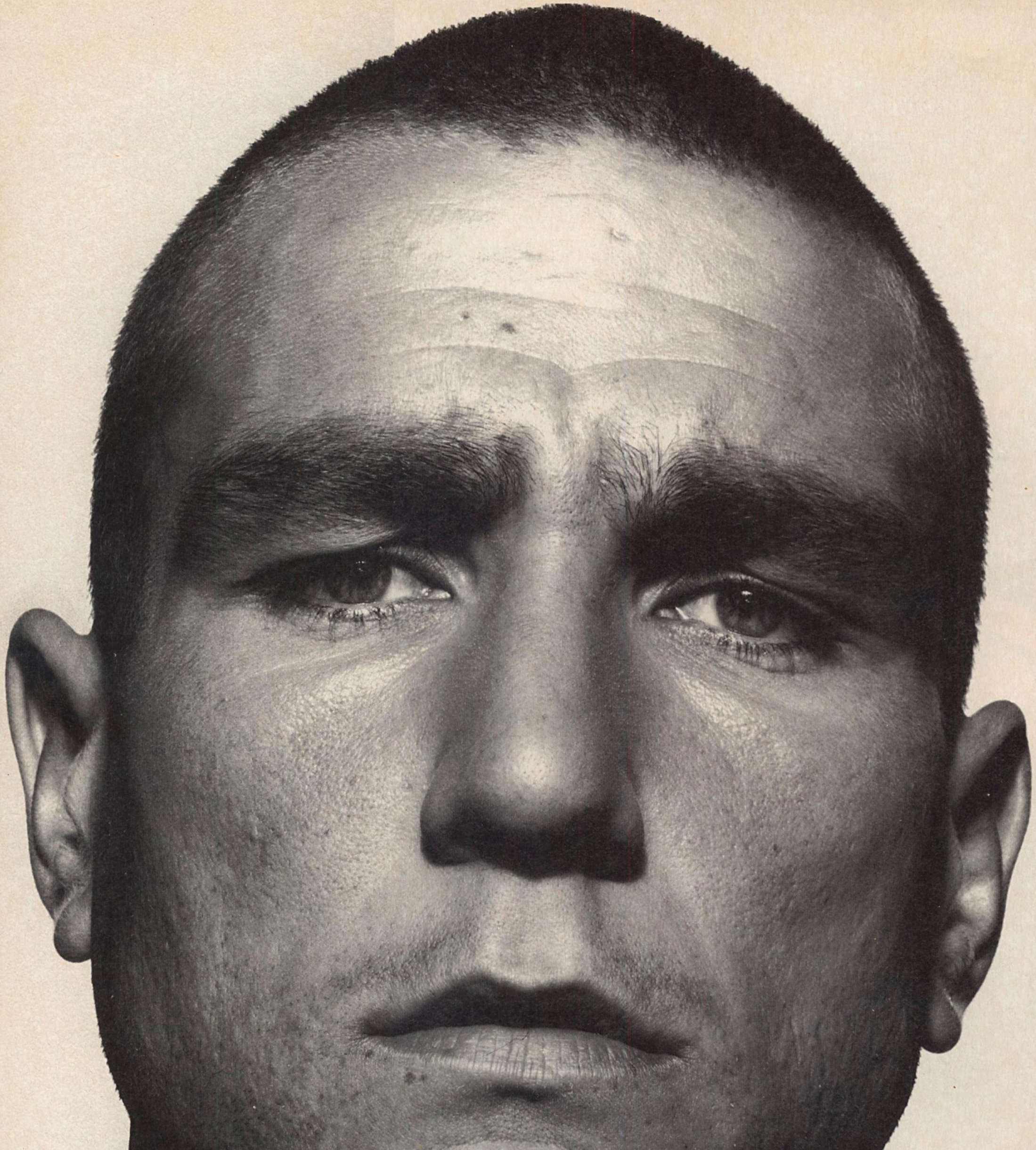

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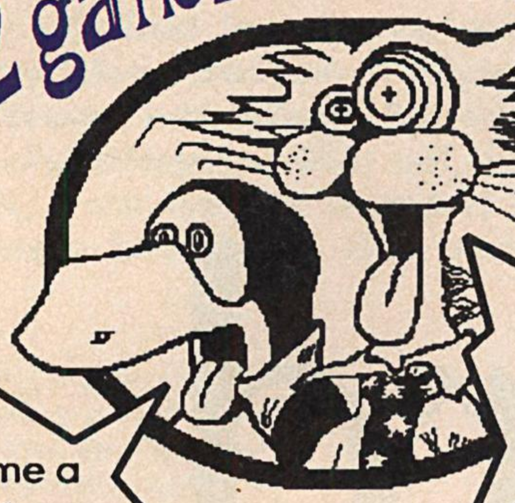

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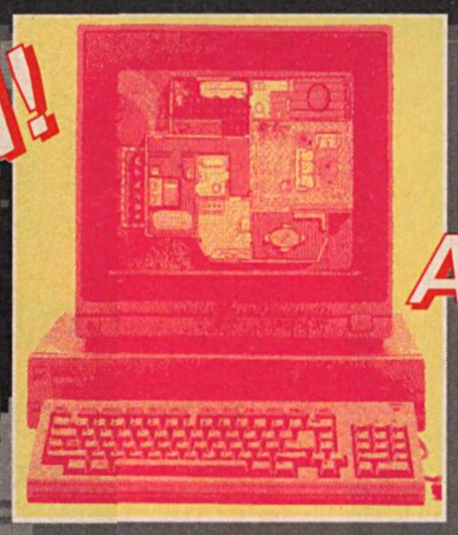

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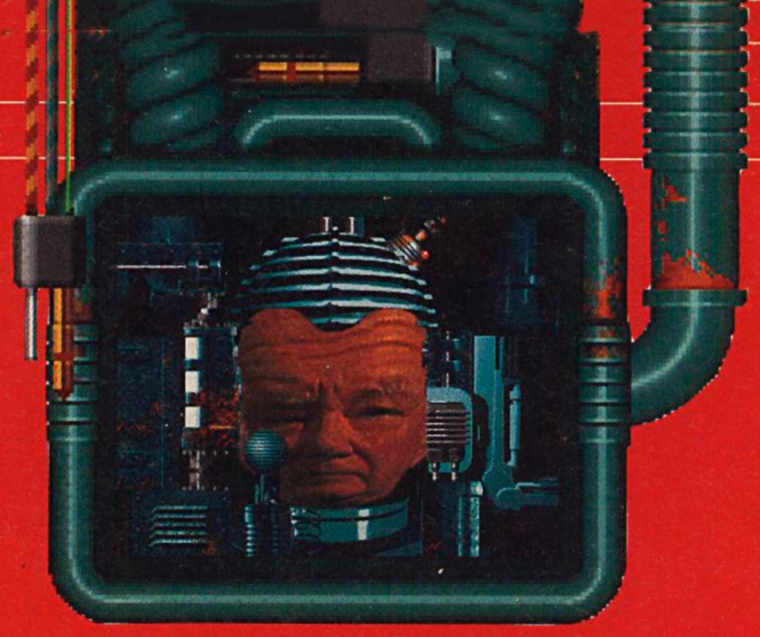

GREETINGS!

Yeah, yeah. I know I don't actually *say* that any more, but, frankly, the joints that constitute my mental scenery are growing a little rusty and, er, what was I talking about again? Oh, yes. Tips. Tipettes. Tiplets. Tipothecaries. How to win at some games. Read on...

Well, my delicate ones, this month we have a veritable Aladdin's cave of tips for you... Check 'em out... Ah, oh, it seems that my cliché circuits are also in need of a bit of a service. Sorry.

Meanwhile, send your fascinatingly original tips into:

Tips Zone - GamesMaster,
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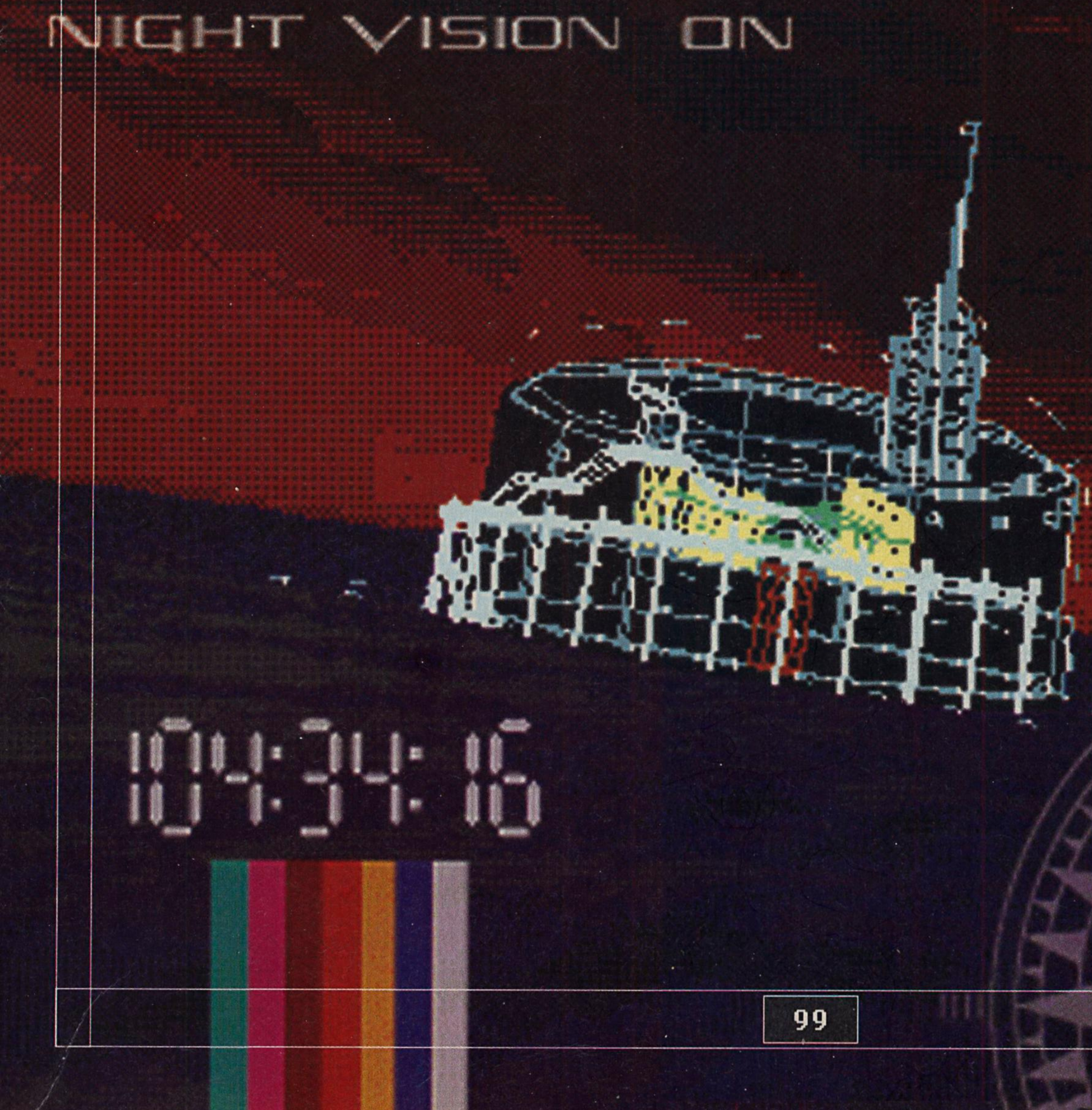
FLASHBACK
MEGA DRIVE 100
If you're planning to spend the sullen winter evenings fiddling with a geezer called Conrad, then I recommend Haägen Dazs ice cream and a William Gibson novel. However, this happens to be the final instalment.

ALIEN BREED
AMIGA.....104
Aliens breeding, eh? Reminds me a bit of that old Domestos ad. "Kills all known germs. DEAD!" That almost scared me as much as the one where the doll gets caught in the escalator.

SUPER MARIO BROS. (THE LOST LEVELS).
SNES 106
This is the horribly difficult one. The Japanese can do it, and now there's no reason why you can't, too. Erm... EH?

DUNE 2
AMIGA 111
How to get the spice and, er, successfully stop the others from getting it.

WALKER
AMIGA 112
Wilbur Walker's back. And he's more than marginally incensed.

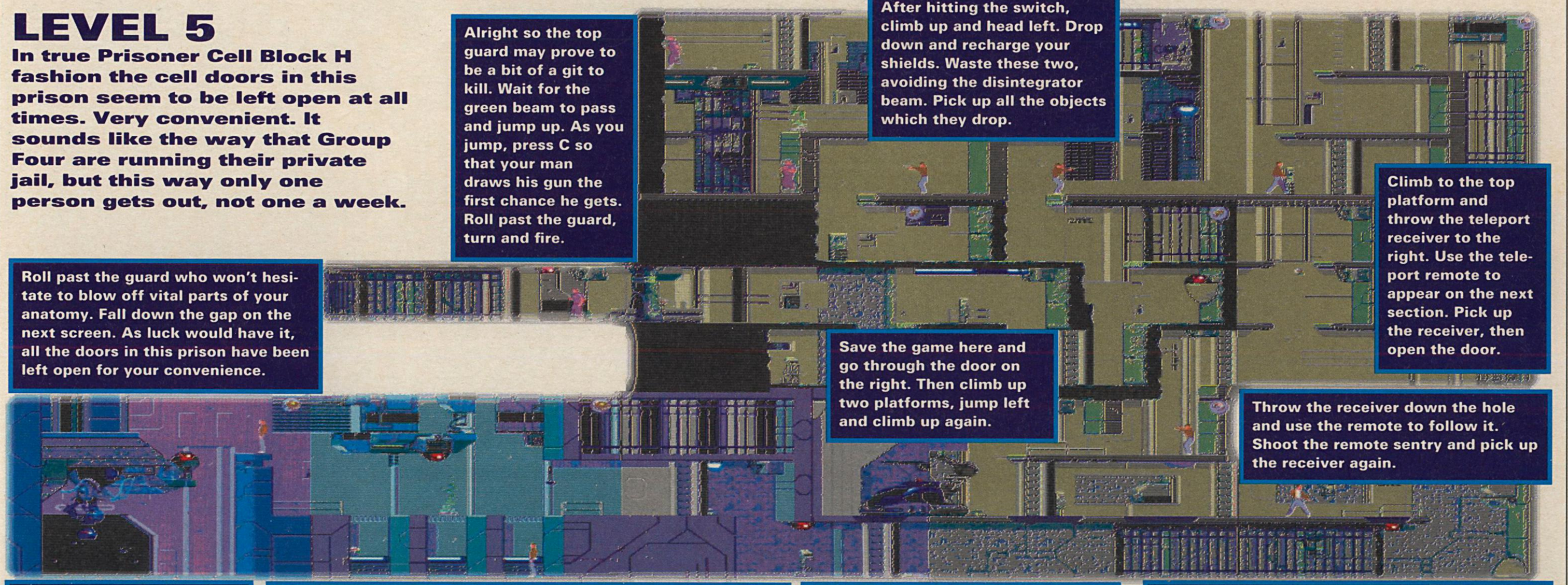


FLASHBACK

This is it, we've finally come to the end of our solution. It'll be just like losing an old friend when this one goes. We've been together a long time old Flash and me – sniff, sniff – and I'd just like to say that I have enjoyed our time together. Next!

LEVEL 5

In true Prisoner Cell Block H fashion the cell doors in this prison seem to be left open at all times. Very convenient. It sounds like the way that Group Four are running their private jail, but this way only one person gets out, not one a week.



Alright so the top guard may prove to be a bit of a git to kill. Wait for the green beam to pass and jump up. As you jump, press C so that your man draws his gun the first chance he gets. Roll past the guard, turn and fire.

After hitting the switch, climb up and head left. Drop down and recharge your shields. Waste these two, avoiding the disintegrator beam. Pick up all the objects which they drop.

Climb to the top platform and throw the teleport receiver to the right. Use the teleport remote to appear on the next section. Pick up the receiver, then open the door.

Roll past the guard who won't hesitate to blow off vital parts of your anatomy. Fall down the gap on the next screen. As luck would have it, all the doors in this prison have been left open for your convenience.

Save the game here and go through the door on the right. Then climb up two platforms, jump left and climb up again.

Throw the receiver down the hole and use the remote to follow it. Shoot the remote sentry and pick up the receiver again.

Quickly climb up onto this final platform and take a deep breath. It's not an important part of the game, but it'll be the last breath you take on this level, so treasure it. Climb down and move to the teleporter.

Right, your timing on this bit has to be a bit precise. You have to fall into the first pit and wait for the green disintegrator beam to pass.

Then climb up and, as quickly as humanly possible, drop down into the next pit. The final pit holds a remote sentry so make sure you have your gun at the ready. Some people may try to jump the final pit when the beam passes over the second. The choice is yours.

You'll find the first morph right behind this door which opens when you climb down. Kill him and go right. Kill another morph. Climb down, kill a morph and go left onto the next screen.

After you have picked up the receiver, go left and down. Now you are going to meet the Morphs, and I don't mean cute little plasticine characters from HartBeat. The way to handle the morphs is to wait until they roll towards you, then crouch and roll away from them. Keep doing this until they change into their humanoid forms, then shoot them. Repeat until they die.

LEVEL 6

Now this could get very confusing because levels six and seven sort of merge together. Try to bear with us on this one, it'll be obvious later what we mean. Right, you've escaped the prison,. Well done. I suppose you think you can tackle anything now. Obviously you can't because that's the reason why you have to resort to tips like these. Planet of the Morphs then. Deep breath, here we go...

This looks like something out of the Alien movies. It's seriously weird and almost surreal. Let's face it, it's not the normal kind of level design now, is it?

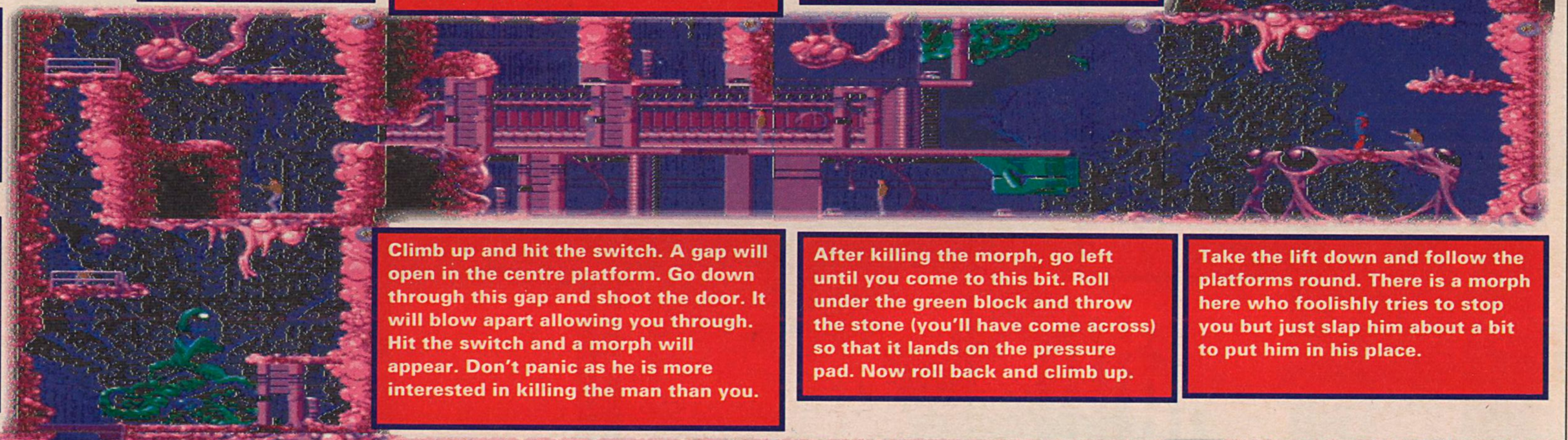
From the start then, go right and climb up to the top platform. Go right again and then hit the switch.

I guess the morph wasn't happy with just killing the man because now he'll come down to get you. Killing him is a little tricky in this confined space but the old technique still works well. When he's dead, go up and walk left to get the important Atomic charge.

Just out of interest – there is an energy generator a couple of screens to the right if you need to recharge at any time.

After hitting the switch, go back and this door will be open for you.

After the charge keep walking left and you will find a diary that will give you some indication of what you have to do. Read it, then get back to your mission. Climb up and get on the lift.



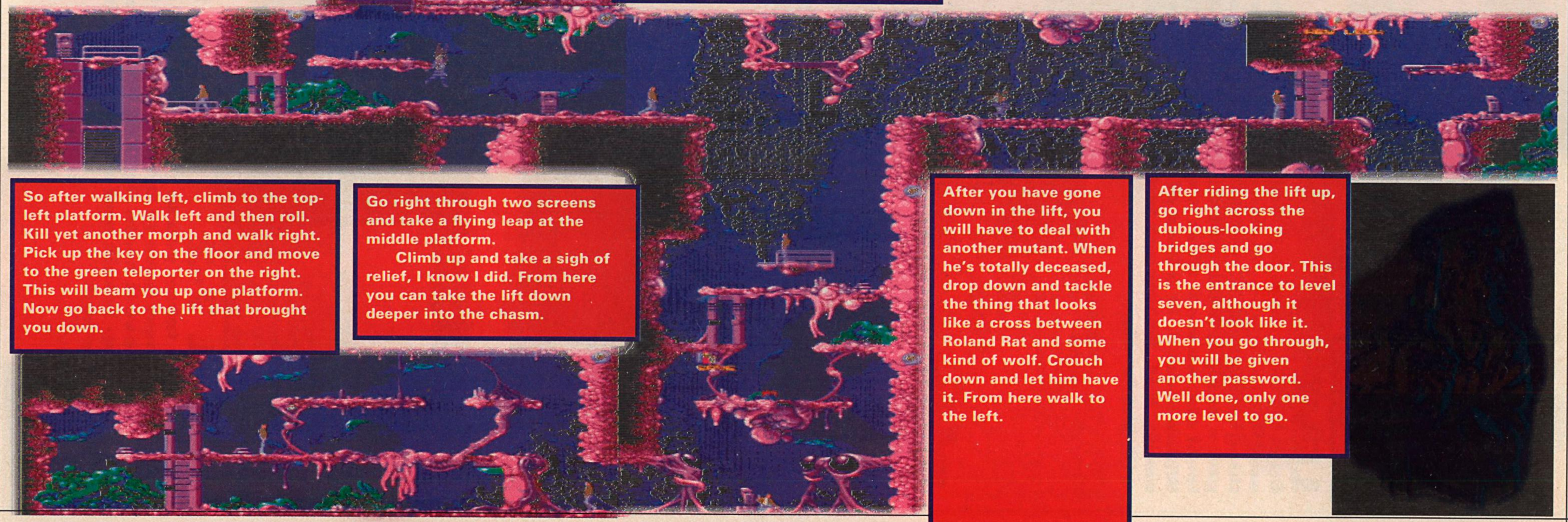
When it stops, lower yourself down over the edge and run over to the switch. Hit this and then lower yourself gently through the gap which has appeared.

From here to the end things are going to get tricky.

Climb up and hit the switch. A gap will open in the centre platform. Go down through this gap and shoot the door. It will blow apart allowing you through. Hit the switch and a morph will appear. Don't panic as he is more interested in killing the man than you.

After killing the morph, go left until you come to this bit. Roll under the green block and throw the stone (you'll have come across) so that it lands on the pressure pad. Now roll back and climb up.

Take the lift down and follow the platforms round. There is a morph here who foolishly tries to stop you but just slap him about a bit to put him in his place.



So after walking left, climb to the top-left platform. Walk left and then roll. Kill yet another morph and walk right. Pick up the key on the floor and move to the green teleporter on the right. This will beam you up one platform. Now go back to the lift that brought you down.

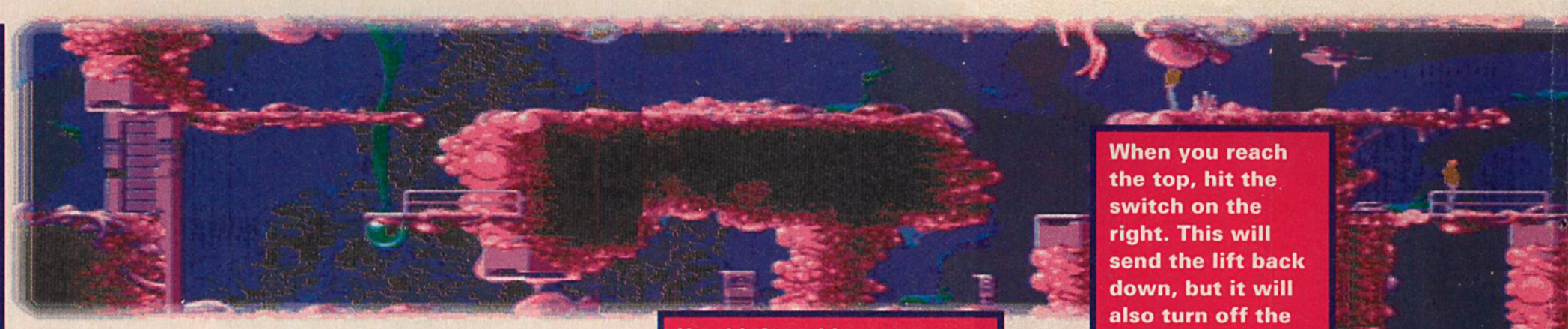
Go right through two screens and take a flying leap at the middle platform.

Climb up and take a sigh of relief, I know I did. From here you can take the lift down deeper into the chasm.

After you have gone down in the lift, you will have to deal with another mutant. When he's totally deceased, drop down and tackle the thing that looks like a cross between Roland Rat and some kind of wolf. Crouch down and let him have it. From here walk to the left.

After riding the lift up, go right across the dubious-looking bridges and go through the door. This is the entrance to level seven, although it doesn't look like it. When you go through, you will be given another password. Well done, only one more level to go.

This door leads back to level six somewhere but you probably won't need it, so I won't bother joining it on. Besides it would never fit on the page if I did.



Head left and lower yourself down towards this switch. Activate it and then use the teleport remote to get the hell out of there before the morph decides to have you for his lunch.

When you reach the top, hit the switch on the right. This will send the lift back down, but it will also turn off the gun that's above your head.

LEVEL 7

So level six was a bit easy and everything seemed to fit into place. Level seven is another thing entirely. Due to some bizarre quirks in the game design, it doesn't exactly fit as it should to level six, so we'll treat it as something different. Which indeed, in a kind of subcontext and literal sense, it is. So enough bull, let's get straight on with the level...

THOSE LEVEL CODES IN FULL

	EASY	NORMAL	HARD
1.	Pixel	Falcon	Clic
2.	Betsy	Data	Acrtc
3.	Pancho	Milord	Blob
4.	Studio	Quickly	Stun
5.	Toho	Bijou	Mimolo
6.	Akane	Bubble	Hector
7.	Incbin	Clip	Kalima

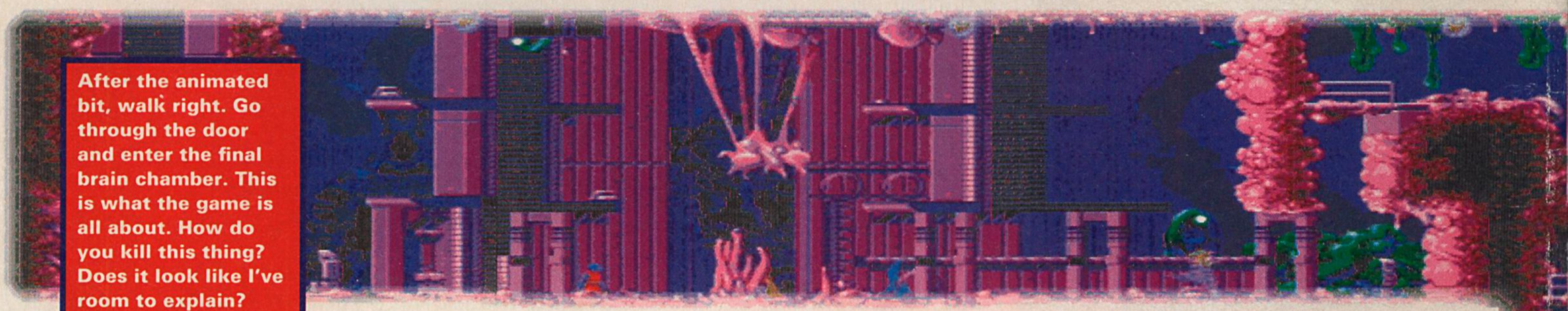
After you have dealt with the lift mugger, roll under the column and start climbing. Climb right to the top and stand dead still. Press Start to bring up your inventory and select the forcefield. You have used this before to protect against enemy bullets, now you can use it to take out mines. Take one small step forward and activate it. This should cause the mine to explode.

Directly to your right is the starting point. The first thing to do is take one of those running jumps at the platform to the right.

A lift will come down to take you up to the next part of this level. There may be a morph here to kill, so deal with him before you go up.

Mine safely out of the way? Well, go down this side of the column and drop the teleport receiver. Forget this and the rest of this level becomes *very* tricky. Go right and climb up onto the platform. Go right and up again to get on the lift.

You will be attacked here at the top of the lift, so draw your gun on the way up to be certain that you get a head start on him.

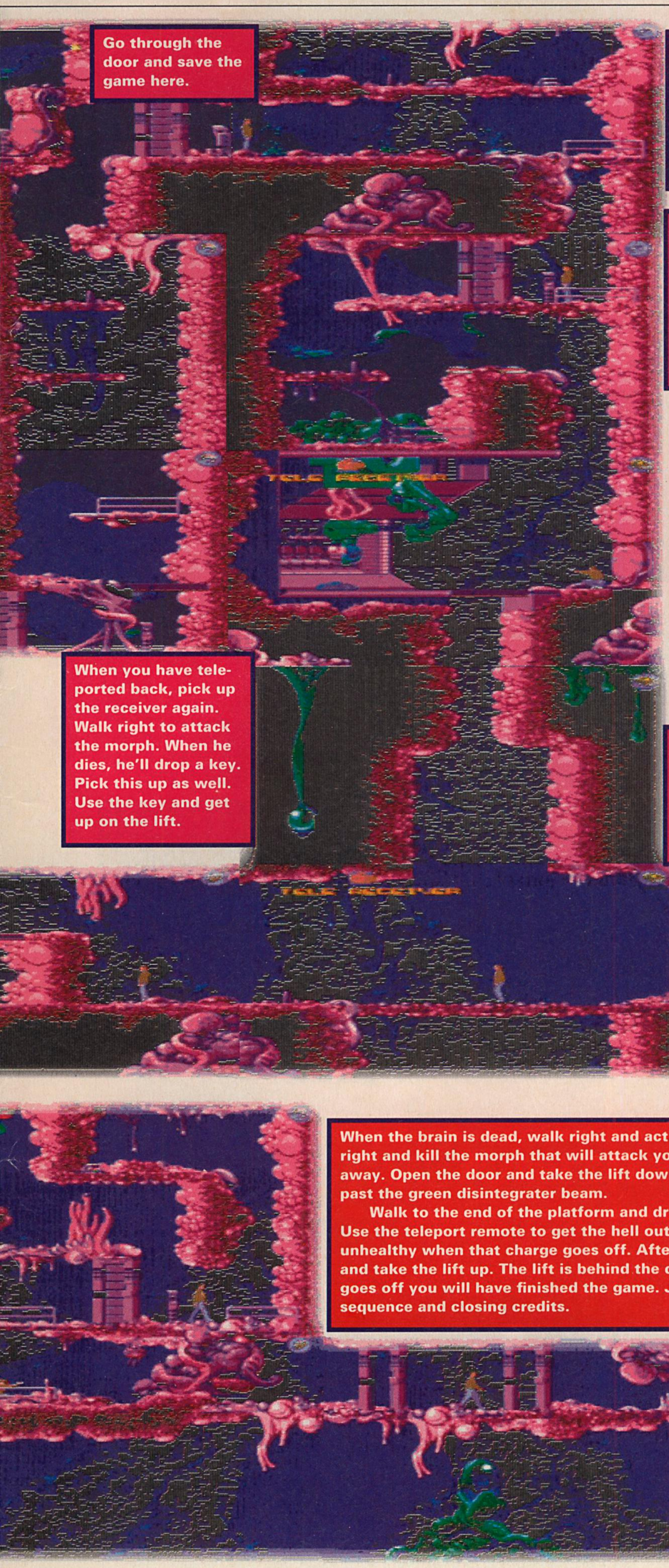


After the animated bit, walk right. Go through the door and enter the final brain chamber. This is what the game is all about. How do you kill this thing? Does it look like I've room to explain?

LEVEL 7-2

That lift has taken you to the last part of the game. You now have to take on the final brain. Well, I suppose it beats fighting bosses all the time. So deep breath and away we go. The end of Flashback is nigh.

Climb onto the platform on the left and shoot the brain until it dies. Then get quickly back onto the floor in the middle. As soon as you shoot the brain, two morphs will come down to get you. If you are in the middle, you can have your gun at the ready for when the first one touches down. Fortunately they don't take many hits. When the first batch are dead, climb up to the platform on the right and shoot the brain again. Climb down and wait for the morphs. Keep repeating this using alternate platforms until the brain gives up the ghost and squelches its last bit rather grossly to the floor.



Go through the door and save the game here.

There are three green disintegrator beams here. Wait until they turn off momentarily and then jump across them using Up and A. Occasionally you can even jump across them just as they turn on, but it is safer to wait until they are inactive. You have to be quick though because they only remain inactive for a second or two. It's probably just as well you saved the game where you did because this bit can take a bit of practising. When you have cleared the last one, get on the lift and go down.

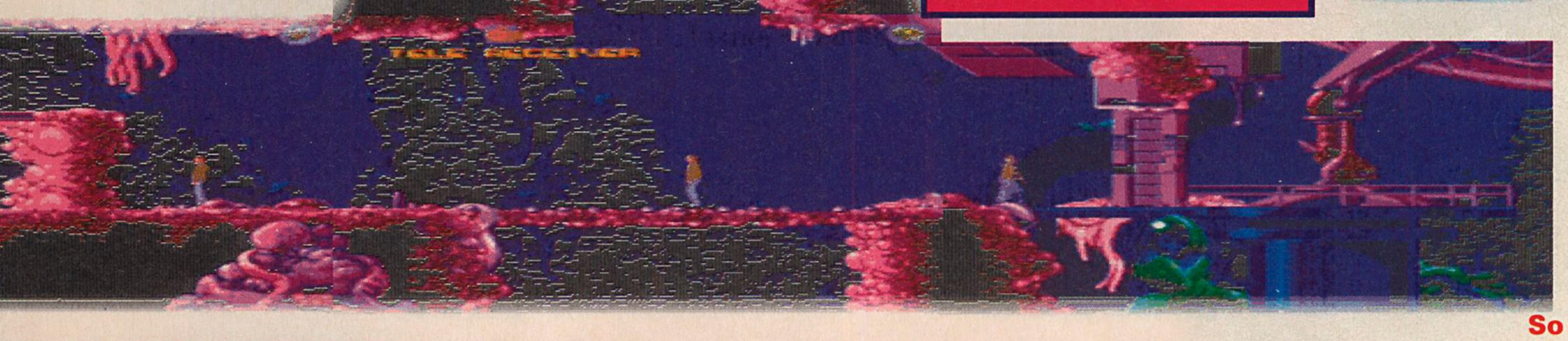
Hit the switch and walk left through the door. Drop down onto the next platform. Drop down again and bring the lift up. This will set off the mines that are waiting for you on the central platform. There is no way you can get past them with fancy footwork or flash jumping, and, besides, the lift is easier. Select the teleport receiver from your inventory and throw it down the pit on the right. Use the teleport remote to beam yourself safely down the pit. You would be killed if you tried to lower yourself down this bit.

You are now face to face with the back-up brain, at least you would be if it had a face. Draw your gun and crouch. Wait for the laser beam to fire. You can tell when it is going to fire because it bulges slightly if you look carefully.

When the laser has fired, stand up and let loose at the brain. Fire once or twice and then duck again because the laser will detect you and open fire. Keep doing this and eventually the brain in the rotating sphere will explode in a delightfully gory fashion. But there is better to come. Pick up the teleport receiver and walk to the far left of this screen. Now face right and throw the teleport receiver down the newly revealed hole. Now use the teleport remote to follow it down the pit.

When you have teleported back, pick up the receiver again. Walk right to attack the morph. When he dies, he'll drop a key. Pick this up as well. Use the key and get up on the lift.

When you emerge through the teleport do not, I repeat *do not*, pick up the teleport receiver. Now go left through six screens and use the lift to go down to the next stage.



When the brain is dead, walk right and activate the switch. Get on the lift and go up. Go right and kill the morph that will attack you. He will drop a key that you should get straight away. Open the door and take the lift down. Walk right for a couple of screens and jump past the green disintegrater beam.

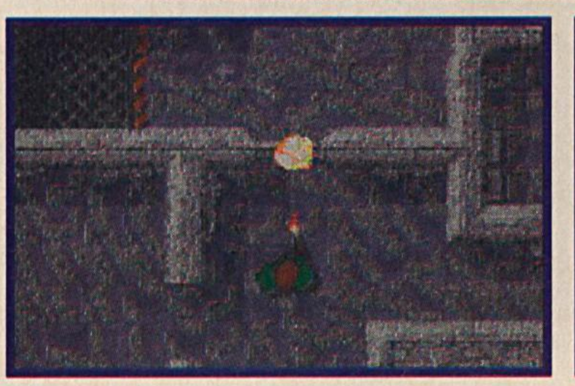
Walk to the end of the platform and drop that little Atomic charge you picked up earlier. Use the teleport remote to get the hell out of here. This place is going to get a little unhealthy when that charge goes off. After you emerge from the teleport beam, walk left and take the lift up. The lift is behind the column. Retrace your route and when the charge goes off you will have finished the game. Just sit back and watch the animated end-of-game sequence and closing credits.

So that's it then. No long drawn out farewells, no tears. Maybe we'll meet again somewhere along the line. Maybe in some dark and dingy bar, I'll buy you a drink and we'll reminisce about the good times we had. Goodbye *Flashback*, we'll miss you.

ALIEN BREED 92

It's an old game, we know that. But we've had many a request for help on it. So without further ado, we present a bit of a strategy guide. As level 1 is a bit of a doddle, let's get straight down the business of level 2.

LEVEL 2 - XXDFA



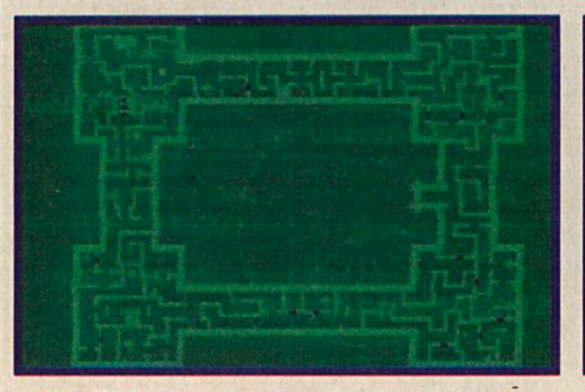
1 In Special Edition if you're caught out with no keys, then instead of being stuck forever, you can shoot the doors open. It does take a considerable amount of ammo, but it'll help you out.

2 There are lots of holes dotted around the level through which the aliens will appear. Never walk over these holes unless you really have to.

3 There are four generators to destroy. If you leave the right generator until last, you'll have an easier time getting out of the level. Destroy the generators in this order: Top, Left, Bottom, Right.

4 On your way back to the elevator, make sure you go through a one-way force field. If you don't, then you're going the wrong way.

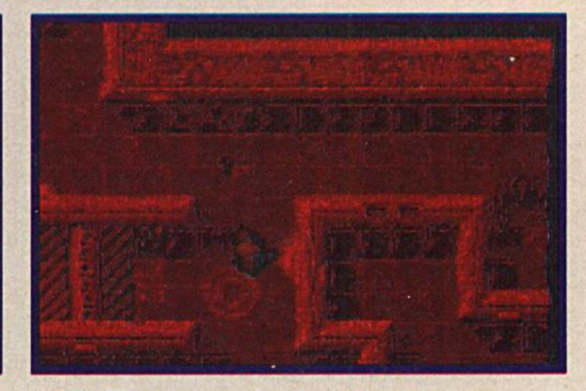
LEVEL 3



1 This level is basically square-shaped, so if you keep going in one direction, preferably down, you should eventually get back to where you started.

2 Always check that there's another way out before shutting a fire door for good – if you get trapped, it'll be all over for you. Shoot the grey switches, not the red ones.

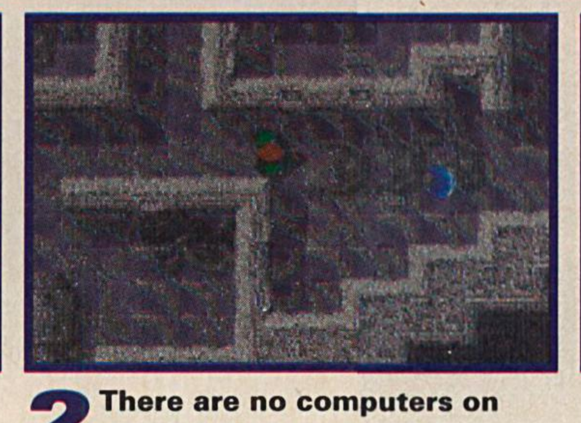
3 The radars on this level don't work too well – but don't worry, at least one of them works, so you can check your position.



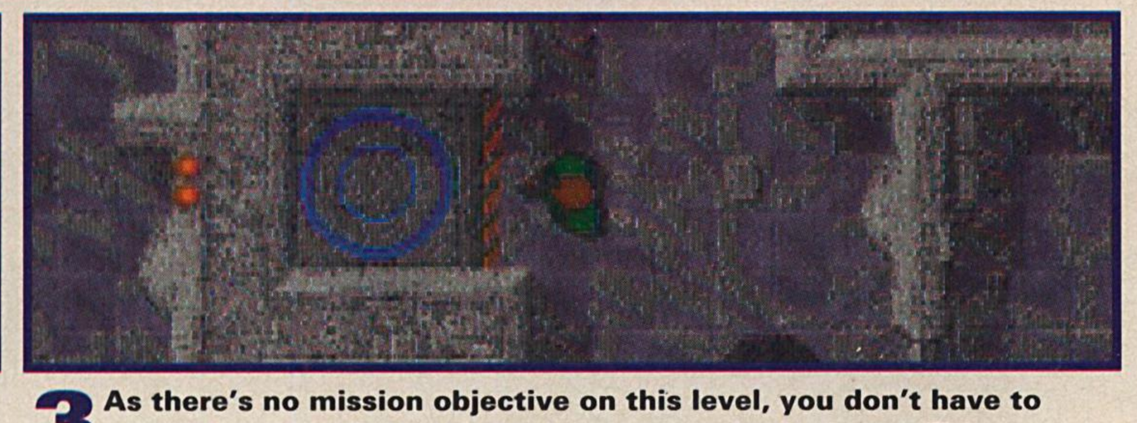
4 There are in fact only three fire doors on this level. If you close the door near to the computer, then you're in for a long walk home.

LEVEL 4 - RTHAA

1 This level sees the introduction of the face-hugger type creatures which scurry around on the floor. There are also a lot more aliens on this level.



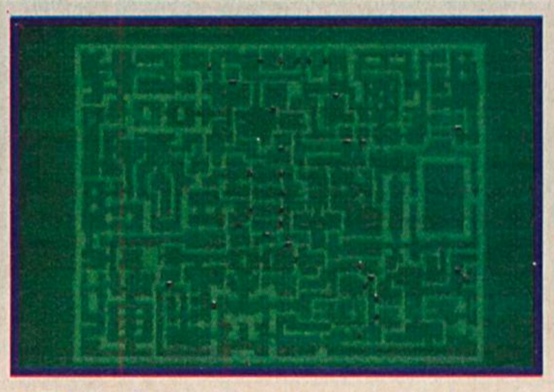
2 There are no computers on this level, so you'll have to make do with what you've got. If you haven't got any weapon upgrades then you should seriously think about getting one.



3 As there's no mission objective on this level, you don't have to worry about getting to the exit in any particular hurry. This means that you can take your time and go around collecting all of the extra keys and monies that are lying about. As soon as you've had enough of this systematic looting, then you can leave the level.

LEVEL 5

1 You've got to find some nasty thing. Give it a kicking, then get out as soon as possible. After arriving on the deck, start to clear up all the goodies which have been left lying around.



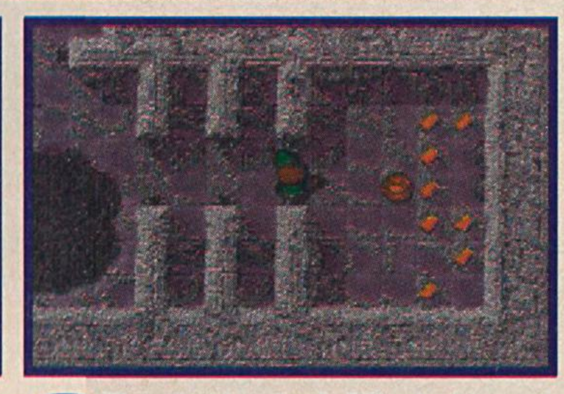
2 Make your way over to the computer, as shown, and work out where you'd like to go. Get as much ammo as you can in preparation for the nasty thing.

3 The nasty thing turns out to be a bunny, covered in black slime. He wants to eat you. Kill him and get out before the deck explodes. This is your desired destination after you've kicked in the head honcho of this level.

LEVEL 6 - LAEER

1 You'll have to get down to the lower right-hand corner before you can exit the level.

2 Don't rush through this level because you'll only end up getting caught out by loads of aliens flocking towards you. So just take your time.

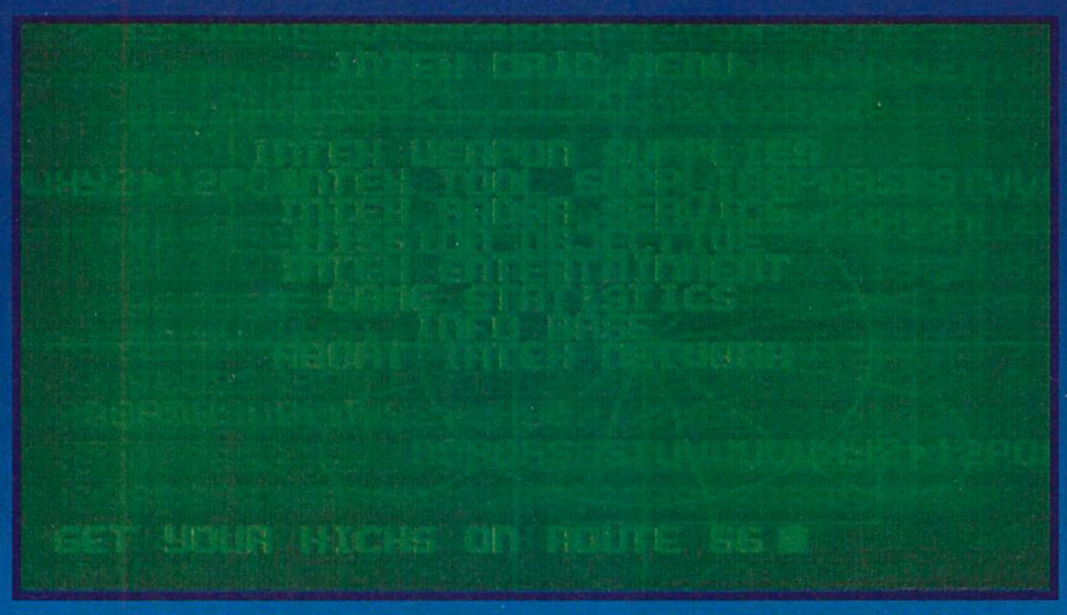


3 This is the deck-lift at the end of the level. Get in it and go to level seven immediately. If you touch this smiley face, you'll have two seconds to get to the lift. So forego the pleasures of the money and get to the next level.

TOUCH THESE UP

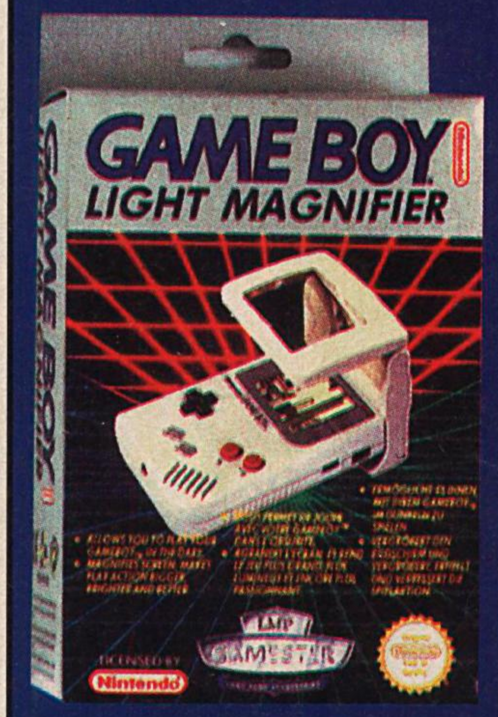
If you go to one of the Intex computers and type in any of the following, you'll get some obscure message that only a few people will understand or one to help you cheat your way through the game.

I WANT FISH – Press F9 and you'll walk through walls.
WON THE POOLS – Loads of lovely money.
BANK RAID – Even more money for you.
JUST CALL ME MOGGY – Loads of extra lives.
ALIENS ARE BENDERS – Infinite energy.
KEY TO THE CITY – Gives you infinite keys.
JESUS THIS JIM BEAM'S IS GOOD STUFF – Infinite life.
KATRINA HAS FARTED AND ITS A BEAUTY – All the Aliens disappear.
SALMAN RUSHDIE PLAYS ALIEN BREED – Makes you invisible.
STEVIE WONDER – The screen goes black.
ST EMULATOR – The game goes all funny.
KNACKERED JOYSTICK – The controls are reversed.
ELVIS MODE – Oh dear, the game crashes.
THE IRAQIS MADE THE WEAPONS – This one makes your guns stops working.
MR YALE OR WHAT
AHH BUT WILL SHE SWALLOW IT
ALIENS LIKE MICHAEL BOLTON
VAD ADDER
LEEDS UNITED
KOKKOSLAVEN
GENERAL MOTORS
JANUARY SALE NOW ON
PC EMULATOR
I JUST LOVE TEAM 17 SOFTWARE
ST USERS
CATH
GINGER NODDY
ME ANDREAS
LINDA
KYSINGER
DEPECHE
RON
BERING
ULRIKA
TEQUILA



Bloody 'ell. Ade bogs off for an interview and I have to write his captions for him. Let's see, a green screen with some strange words on it. Um, on this screen type in the cheats. I knew that. Doh!

BIGGER BRIGHTER BETTER



AVAILABLE FROM LEADING BRANCHES OF

- DIXONS
- WOOLWORTHS
- CURRYS
- JOHN LEWIS
- TANDY
- WH SMITH
- INDEX
- BEATTIES
- FUTURE ZONE
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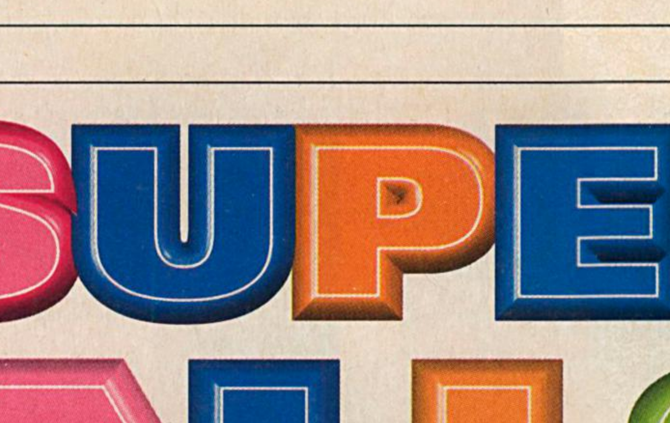
SUPER MARIO ALLSTARS

THE LOST LEVELS PLAYERS GUIDE

WORLD 1 (1.1)



If you uncover these three blocks you can get a juicy-scrummy-lovely power-up.

Out of the four games on this cart, *The Lost Levels* are the hardest. They're the most cunning and devious levels that have ever been created, but we here at GamesMaster ignore that fact. We know that you might need some help so we get stuck in and give you a complete players' guide.

Before you can start any Mario game, you must become proficient at finding mushrooms. These aren't your everyday mushrooms, they're special ones which allow Mario to take a hit before he dies. On this level, there's one in the second block under the turtle. Don't touch any blue mushrooms though because they are deadly.

Take a run and jump for a whopping 5,000 points. This is the end of the level.

You can also find warps and extra mushrooms down the green pipes that are all around the game.

If you go down the second pipe on this level, you'll find some bonuses.

The next power-up, which you'll find after the mushroom, is the plant which enables you to fire fire-balls. When you come to the end of a level there will be a flag – jump to the top of it and you'll get 5,000 points.

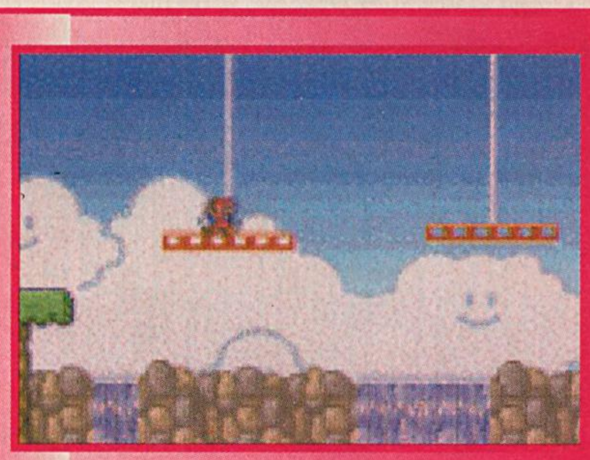
WORLD 1 (1.2)

Uncover the vine for a short-cut to World 3; don't and it's World 2.

At the start, take a run and jump (get rid of the turtle first though) and you should clear the gap. After the second pipe, there is a block with a vine leading to World 3. To reach this, uncover the hidden block.

If you'd rather go to World 2, then don't uncover the vine. Run along the top of the screen and past the exit. On the other side is the warp. There is another warp on this level – when running over the top of the exit, go down the first, shorter pipe. Then run right over the lava and find the hidden blocks to reach level 4.

WORLD 1 (1.3)

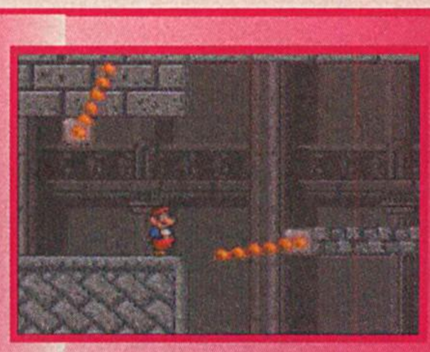


One platform will raise when you stand on the other.

Keep an eye out for flying enemies when jumping between platforms.

For the first time, you'll come across the platforms that are linked together – if you step on one of them, the other will be raised. You'll have to make a compromise between the two so you don't miss platforms.

WORLD 1 (1.4)



Be very careful of these rather ferocious spinning fire-bars.

Jump over Bowser and get the axe. The bridge will fall and you'll be free.

You've now reached the first of Bowser's castles. Time your jumps carefully so that you avoid the circling flame-bars. You'll also get fireballs thrown at you which you must duck and jump. When you do reach Bowser, just run and jump onto the platform above his head, then drop down and get the axe. This will cause the bridge to fall, killing Bowser for the time being.

WORLD 2 (2.1)

Watch your footing when going over these pipes.

A bit of time-displacement occurring here. Never fear, Mario *is* here.

You can collect a power-up right at the start. Just hunt around for the correct block. Be careful when jumping over the pipes in the water, it's very easy to slip off and die. Time your jumps so that you leap when the plants are going down – that way they won't get you.

WORLD 2 (2.2)

If you go down this pipe, there is a nice little bonus room waiting for you.

You have to uncover these two hidden blocks before you can go on.

There isn't a lot that will tax you here until you approach the end of the level. There's a green pipe with a turtle walking about on the right-hand side. If you make your way down here, you'll enter a bonus room. When you come out of it, you'll be faced with a gap which is too big to jump, so have a look around for some hidden blocks.

Next take a leap up onto the green pipe and jump over the gap to reach the end.

2.3

The only power-up you need to get – then run, run, run.

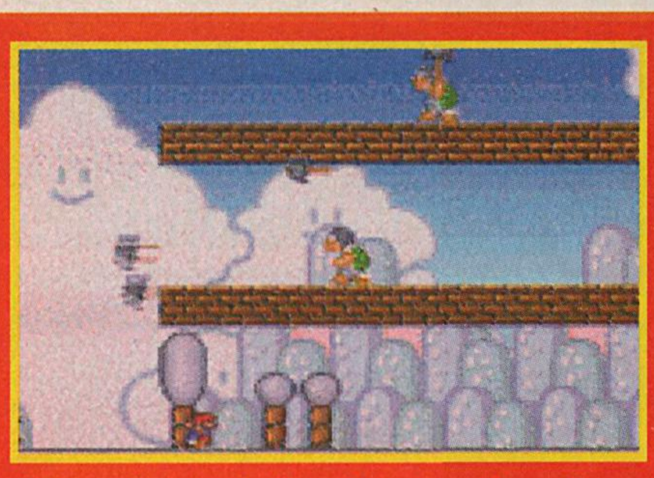
Quite a simple level really – just keep running. If you think one of the flying fish might hit you, stop for a mo and it'll fly past. In the top-left question-mark block there's a power-up. Grab it and run to the end.

WORLD 2 (2.4)

Collect that power-up and then drop down the gap. Simple stuff really.

At the start of this level there are loads of turtles. If you don't kill them, then a rather annoying circling fire-bar will disappear, so leave the little fellas alone. Run along the bottom of the circling fire-bars and you'll be alright. Don't jump over the small gaps – run over them and you'll be okay. When you get to Bowser, jump over him and get the axe.

WORLD 3 (3.1)



Run underneath these hammer-throwing Koopas to kill them, then look for coins.

Mind the gap. You can try a jump from the top, but I wouldn't advise it.

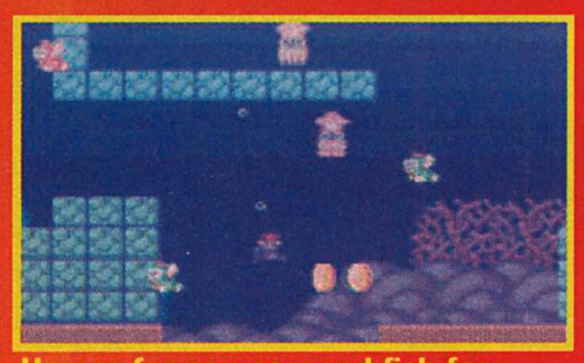
If you thought things were a bit easy, wait until you meet the Hammer brothers, they don't sing 'Uh oh, Uh oh, here comes the Hammer,' but they do throw them at you – hammers, that is. And they're lethal...

To kill the Hammer brothers, jump underneath the blocks they're standing on. Failing that, run past them as quickly as you can.

Beware of the warp on this level which will take you back to level 1. If you go down the pipes, you're always going to end up there. There is an escape point, should the need arise, but you'll lose a life if you choose to go this way – so it's best to avoid going down the pipes then, really.

At the end of the level there's a gap next to the flag, so if you mistime your jump you'll end up going down the hole.

WORLD 3 (3.2)



Horses for courses, and fish for supper, lots of fish.

If you swim too near the bottom of the screen, you might well die.

This level takes place underwater. Take all necessary precautions to avoid the jellyfish. These are very nasty and will follow you around. Apart from that, just swim to the end. If you're greedy and try and collect all of the coins, more often than not you'll be punished for it. If in doubt, don't check it out.

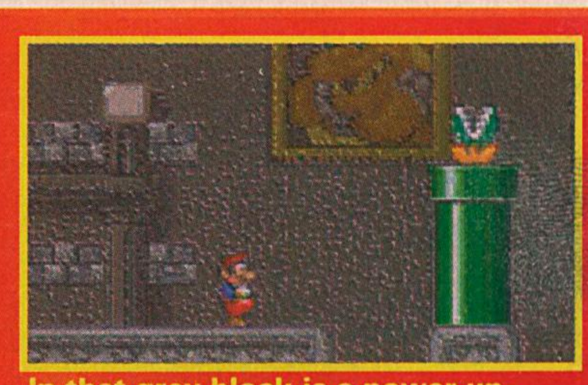
WORLD 3 (3.3)

When you jump on that brown block, don't hang around too long.

See those gaps, now you don't want to go falling down there, do you?

This level is not for those with vertigo. It takes place on very small platforms high above the ground. There is a very small margin of error, so you'll have to use the springs and platforms carefully – one pixel out and you're dead.

WORLD 3 (3.4)

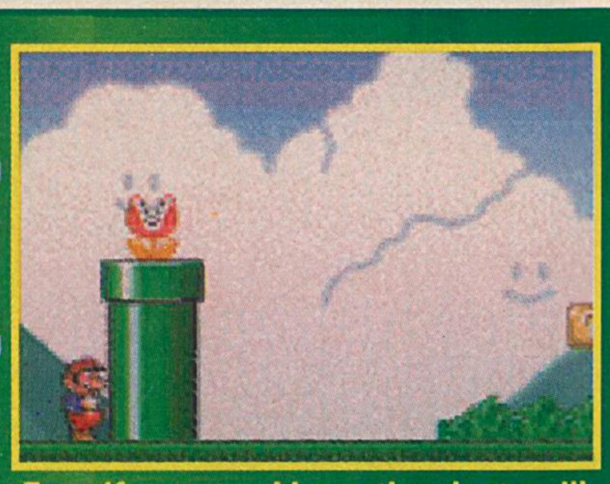


In that grey block is a power-up. Follow the guide below for success.

To get to the top level, you must uncover these hidden blocks.

If you're playing with the sound down, you'll be stuffed here. Success depends on using the exact route by following the sounds. Go along the bottom, until you hear the second ping. Then uncover the hidden blocks giving you access to the top. Run along the top to reach Bowser, and finish him off by taking the axe.

WORLD 4 (4.1)



Even if you stand here, the plants will still come up. They rise faster and faster as the levels go on.

It's from this level onwards that the plants will come up out of their tubes regardless of whether or not you're standing next to them. You're still safe when you're on top of the pipes though. Use the spring to jump over the water. Make sure you're moving right as you're going up or you won't make it.

WORLD 4 (4.2)

There is a power-up in that block, and you'll need it. The quicker you finish the level the better it will be.

This is not a good level to get stuck on. If you haven't already got one, get a mushroom as soon as possible. There's one near the beginning of the level.

You must avoid the Hammer brothers and those crawling spikey things and jump over the water to complete the level.

WORLD 4 (4.3)

Mind out for the bullets when trying to jump on the platforms.

When using the springs, press the jump button just as the two red lines are touching and you'll be catapulted high into the air – you're going to need the height. There are more pulley related platforms on this level and you'll need the assistance of a turtle to make it across one particularly big gap. Watch out for a cannon shot when you're about to jump across onto a platform.

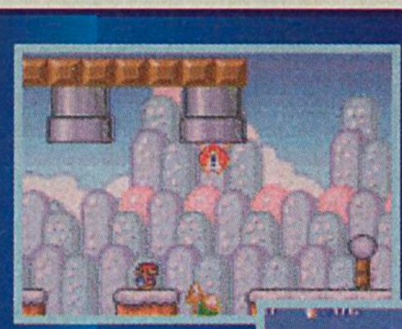
WORLD 4 (4.4)

If you can, get the mushroom, but if not, tough luck – you just ain't good enough.

There's a power-up in the third block along. get this out and run back, when the bar's going up run underneath and get the mushroom. There are lots of nasty bits in this level, like the turtles take it slow and you'll be fine. When you get to a green pipe in the lava, be careful to jump the fireballs which are thrown out at you. When you get to Bowser take your time, but if you're big Mario, then just run through him and get the axe – hey, it worked for me!

Above is a little safe haven on the pipe. And here we have a trio of turtles, lovely.

WORLD 5 (5.1)



Run past these plants and don't stop for anything. Ya hear?

The wind will carry you here. Keep running and you'll be okay.

Quickly run along under the plants. At certain points the wind will blow and force you along. Sometimes this can be quite helpful, at others a hindrance. There are some hidden blocks to be found when you are faced with a huge wall. There is a warp to level 6. Find the platform of three bricks under a longer stretch of bricks. In the far right block, there is a vine. Go up and along to find the warp.

WORLD 5 (5.2)

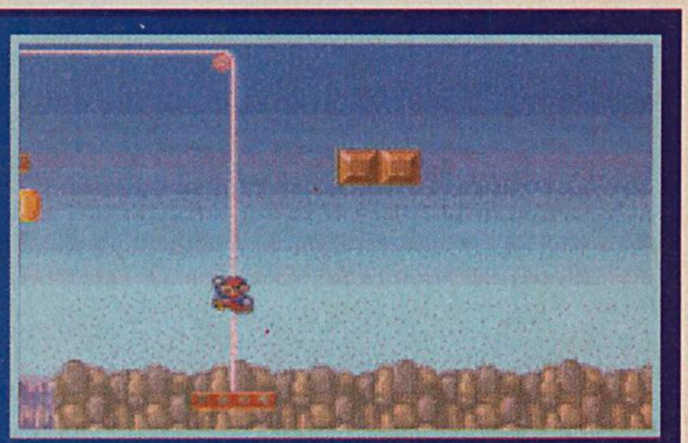
This is just one of the many warp zones scattered around here.

There isn't much here that should cause you any problems. If you would like to take a scenic route to World 7, then run along the top of the screen, past the exit, and drop down the green pipe. World 7 is yours. But, if you'd prefer to take a bigger leap, you can go to World 8. On the platforms that go up and down the screen, you'll see a block that sticks out. If you hit this, a vine will come out and you can go to World 8.

WORLD 5 (5.3)

You have to go down this tube, via the turtles to get any further into the game.

If you don't go down the green pipe, the level will wrap around until you do. You can get fully powered up to fire-throwing Mario if you hit the question mark block twice. Be prepared to do some turtle stomping if you're going to reach the end of this level.

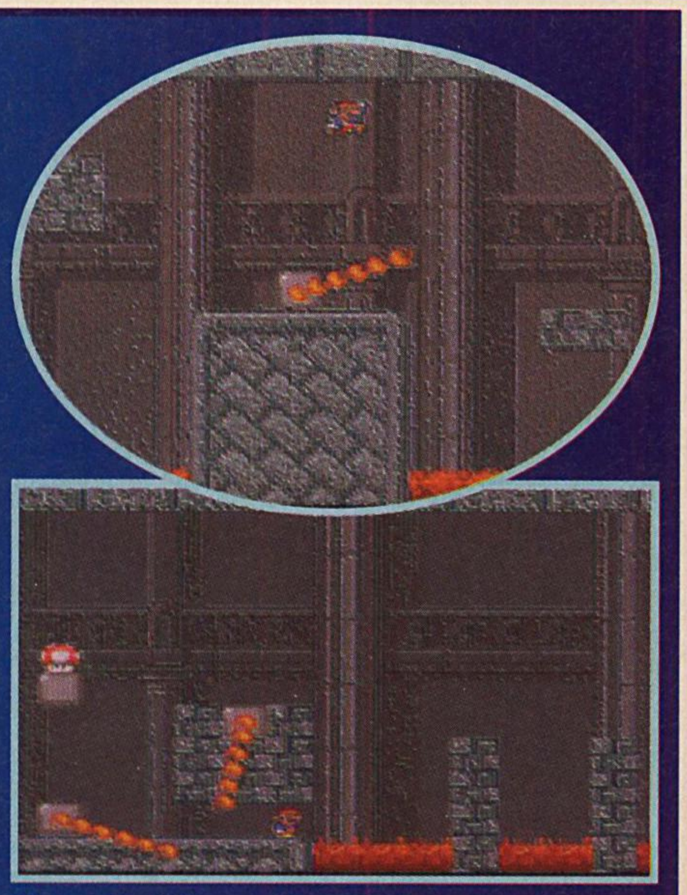


Don't let that happen to you up there. Instead, get off early, but not too early.

WORLD 5 (5.4)

Up here is the way to go. Down below spells certain death, probably.

There are loads of fire-bars which make the beginning of this level very tricky. In the later part of the level, you'll have to go the top way – it looks impossible, but, take my word for it, it can be done. When you reach Bowser, watch out for his fire-balls, then get the axe.



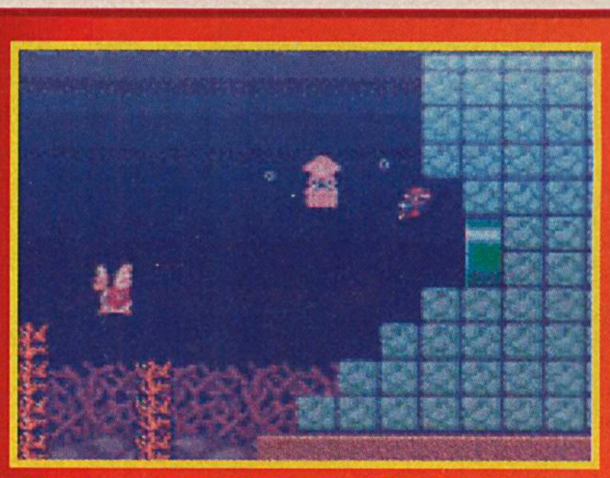
If you feel like taking a bit of risk, then go for this mushroom and stay alive.

WORLD 6 (6.1)

Go down the tube for a bonus screen. Oh go on, plee-ease!

There's a power-up under the first block and there's also a bonus screen available to those that love going down tubes. If you've warped from 5-1, you could be in for a bit of trouble – not having experienced some of the nastier bits of World 5.

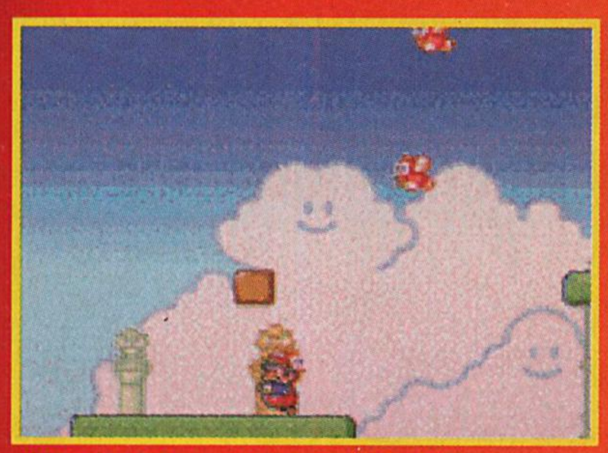
WORLD 6 (6.2)



More water and more fish, great! It's beginning to look like Endurance.

Another underwater section. There's more fish in here than in one of those fishing trawlers which hunt whales in Norway, so keep swimming. (I'd like to know why Mario is unable to swim when he falls into the water on other levels.) Make steady progress through to the green pipes that are embedded in the wall, marking the end of the level.

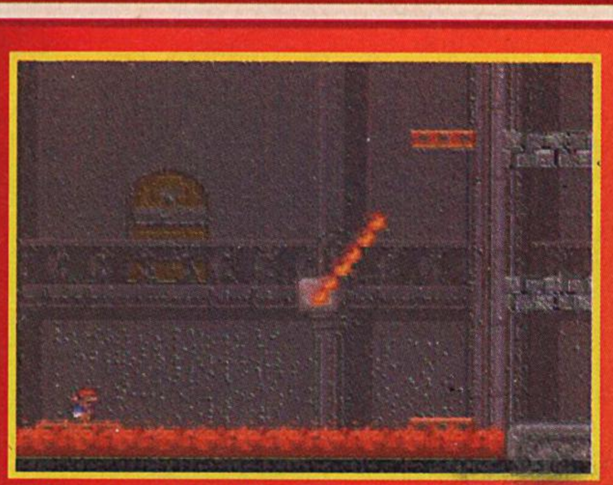
WORLD 6 (6.3)



Just keep running and you'll be alright, promise... (fingers X'd).

This level is like the other aerial level on 2-3. Simply keep running from the vastly inflated number of flying fish. If you stick to this formula, you'll get through to the end of this level with not a hair out of place. You can stop to collect a power-up if you want, but if a fish lands on your head... Well, you've been warned.

WORLD 6 (6.4)



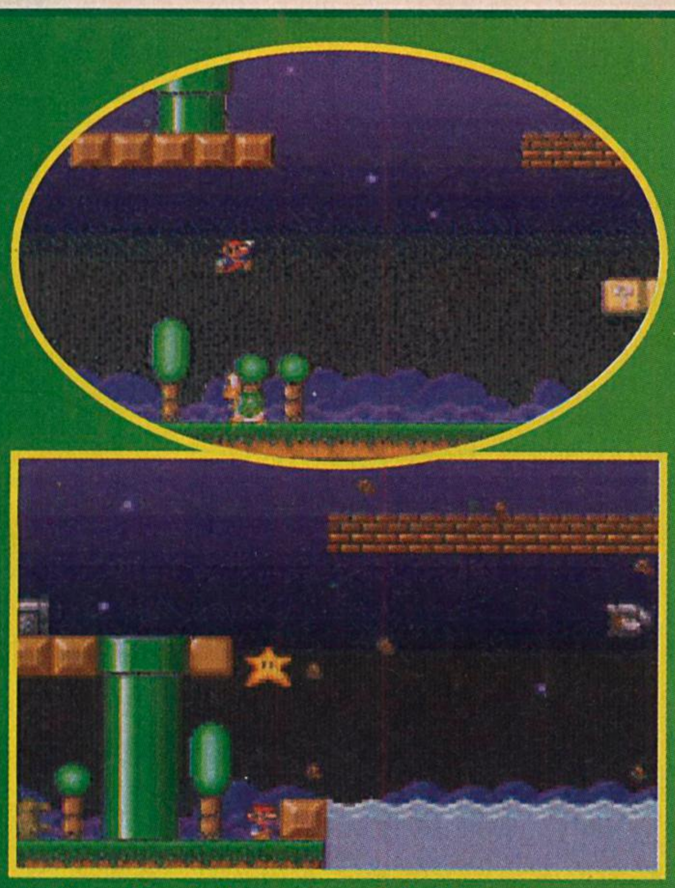
Things are looking bad, but don't fret. I've done this and it's easy peasy.

This is another repeating level just like level 3-4 – so turn your stereo off for this one. Run along the bottom and past the turtle, then go up to the top, then down to the bottom until you reach Bowser. He's been getting a few ideas from the Hammer brothers and starts lobbing loads of hammers at you. There's a gap which you can jump through to get to the axe.

WORLD 7 (7.1)

Don't kick the turtle or you'll end up in a right mess. Only jump on him once.

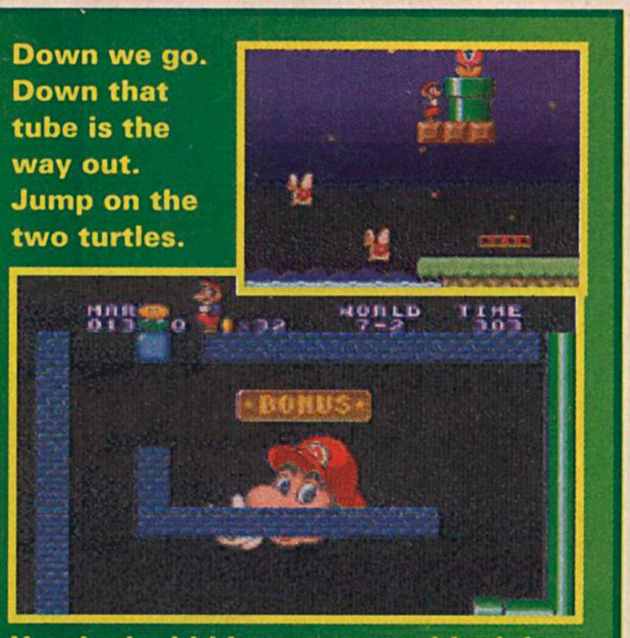
If you're big Mario, run over the top of the plants and you'll find this level a lot easier. The Hammer brothers start jumping and throwing their hammers around. You'll also need to get a running jump off the end of the two blocks to finish the level.



In that block lives a star. Collect that and you'll be well 'ard. Honest, i mean it.

WORLD 7 (7.2)

Down we go. Down that tube is the way out. Jump on the two turtles.



Here's the hidden power-up block in this particular bonus room.

Stand on the platform and let it carry you across, you must go down the pipe in order to carry on. Careful timing is required when jumping over the fire-bars and when jumping towards the end.

TO GET THE NINTH LEVEL TO APPEAR, SIMPLY COMPLETE THE GAME WITHOUT WARPING, THAT INCLUDES THE A, B, C AND D LEVELS.

WORLD 7 (7.3)

Using the springs to great effect is Mario. The little git.

This has to be the trickiest level so far. It all takes place in the air, again, and you have to make full use of the springs. Most of the time you'll only have a small space to land on, but if you make sure a platform is in the middle of the screen, you should be alright.

WORLD 7 (7.4)

I am the god of hellfire. Just walk off the edge and the platform will be there.

This is, how shall I say, one of the nastier levels of the game. Sigeru Miyamoto can only be described as a git for this. (Oh and level 8-3, but more of that later.)

Run past the first fire-bar and drop onto the platform – yes, there is one there. Don't run across the top of the screen when you have the chance. You'll only get trapped and will die when the timer runs down. Bowser throws loads of hammers and spits more than enough fireballs.

Look, it's a lovely power-up that's about to fall to its doom. Poor thing.

WORLD 8 (8.1)

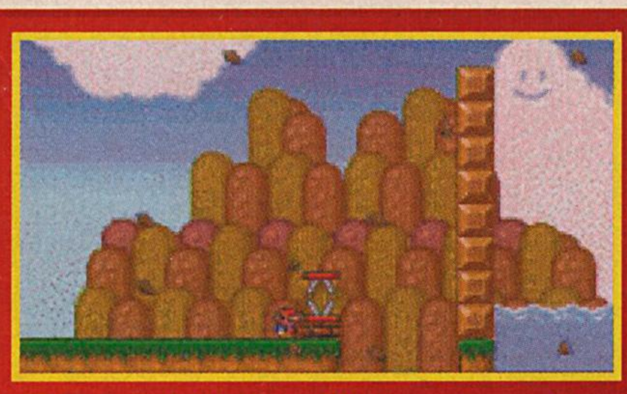
Use the turtles as stepping stones and you'll reach the other side in one piece.

You'll have to start running from here or you'll never make it.

The seventh block along contains a power-up, but be careful of the bouncing turtles. There's also a green pipe and two columns of blocks. Take a run from the pipe and you'll jump the gap. There are some more gaps which will need a bit of a run-up and jump to clear if you hit the turtles on the way over (and are able to tolerate bloody annoying games like this).

WORLD 8 (8.2)

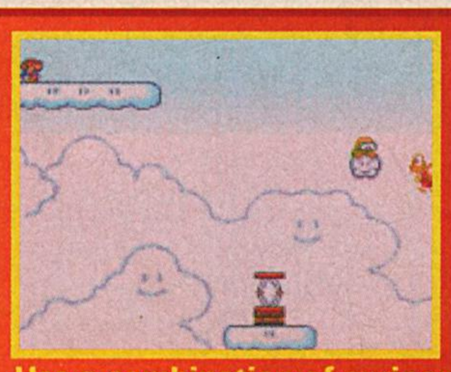
If you can, get the power-up that's in that block. You'll be thankful you did.



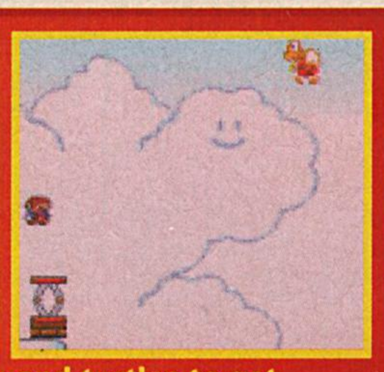
Ooh, total git time. Wind, spring and a high wall don't make for a good time.

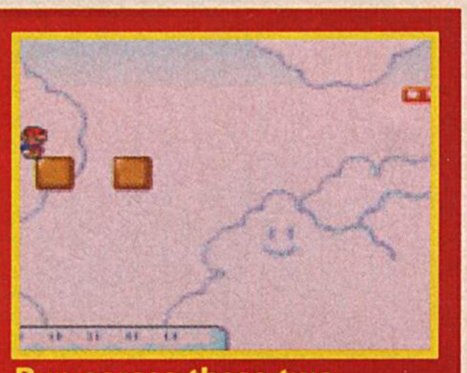
This is the last stop before insànity sets in. Jump over the very high wall by making use of the spring. Then jump on the turtle's head so that you are able to knock the block above him. This will release a vine which will lead you to the exit. Then it's on to level 8.3, nearly finished now...

WORLD 8 (8.3)



Use a combination of springs and turtles to get across the big gaps which will swallow you up.

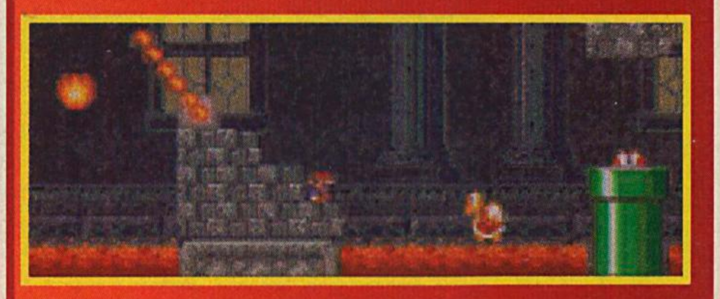




Run across these two blocks and you'll be alright.

Things are getting mighty tricky now. When you come to the hammer-throwing turtles and the pulley-operated platforms, search for two hidden blocks. You'll now be able to reach the platforms and the end.

WORLD 8 (8.4)



You'll have to go down the first green pipe, the one with the bricks above it.

After the water bit, get the mushroom and go down the second green pipe.

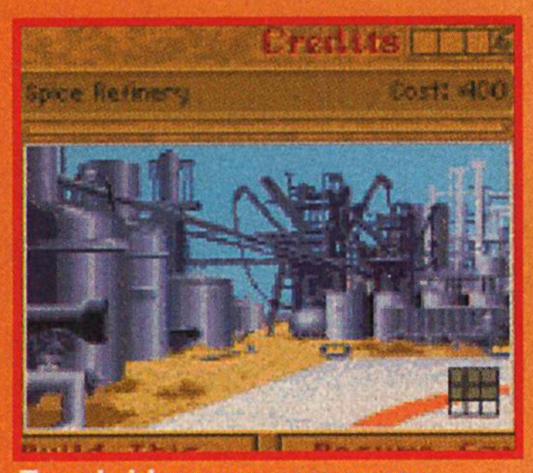
Run straight under Bowser. Don't do anything else, and you'll rescue Daisy.

At the start, you'll have to drop to the lower platform to cross the lava. Drop down the first green pipe and swim through the water section. When you get out of the pipe, collect the mushroom and go down the other pipe. The level will wrap around unless you run along the bottom, starting from when you're on the lava platform and finishing after the big fire-bar. Next up is a fake Bowser, or one of two. Get past him and you're there. Just run straight under Bowser to the axe. Then you'll be greeted with Daisy and wait for it, levels A, B, C and D, oh and there's level 9. But all that's saved for Consoletation next month...

DUNE II

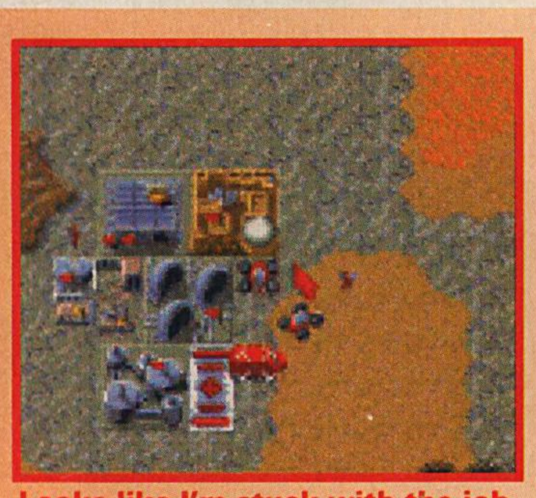
Lorna Doone or small ridges of drifted sand – neither of these have anything to do with Dune II which is a game involving strategy and patience. Follow the GamesMaster guide to win the war of the worlds.

HOME BASE

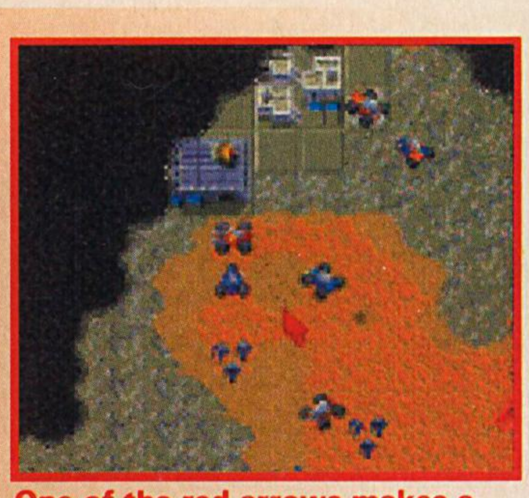


Trowbridge on a rare sunny afternoon. Incidentally, that's...

...where Les is today moving in to his new home.



Looks like I'm stuck with the job of doing his captions then.

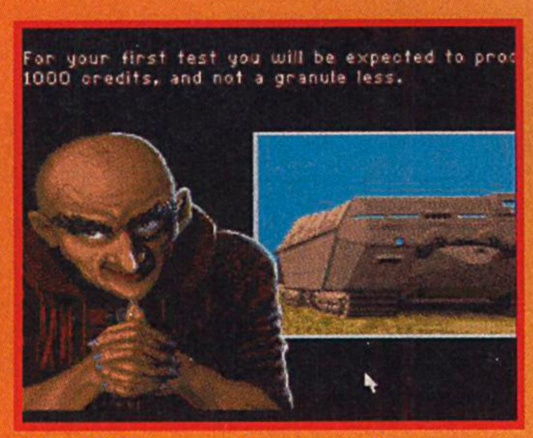


One of the red arrows makes a guest appearance.

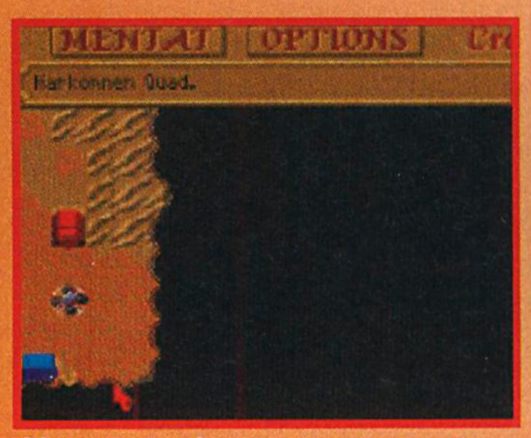
Start building concrete slabs straightaway. Your buildings need strong foundations. After you have laid these, you need to build a spice refinery. Next send out the spice miner. The refining of spice is how you make the money to build the combat oriented structures. When you have loads of money and have built all the other buildings, there is nothing to stop you building another refinery. Next up is a generator to power everything. Build your command post in front of these structures.

Putting it between the enemy and your refinery means that other houses have to go through your military buildings to get to the vital spice stocks. The command post serves as a radar and allows you to make new military units. If you are ordered to wipe out the enemy, you can do away with the refinery, unless you need extra money to make more fighting vehicles. Any silos you do make should be built away from the enemy forces. After these basic structures are finished, you can start on the

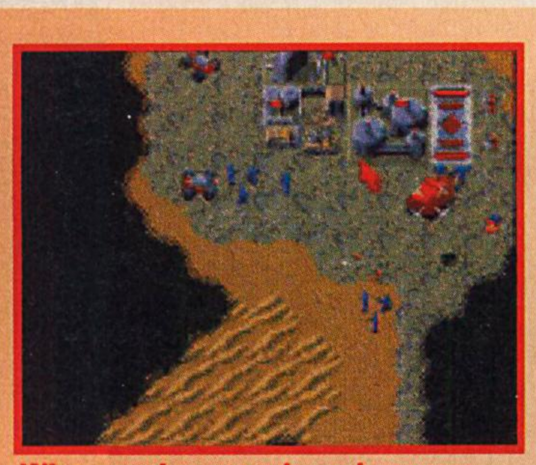
SPICE 'N EASY



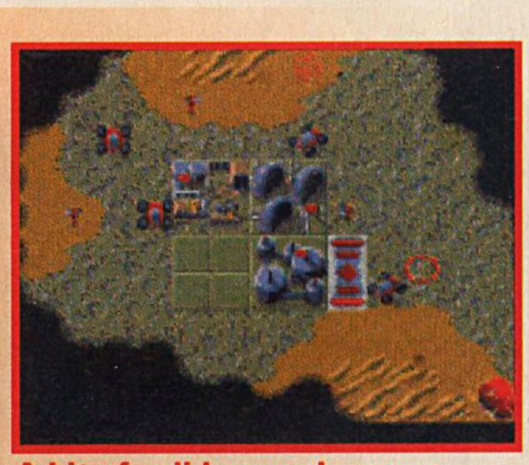
Mentat's a pretty exacting geezer, isn't he?



Always send out your scouts to probe the unknown.



When under attack make sure you kill the enemy very quickly.



A bit of solid ground – move onto this when there are worms.

When Mentat gives you the order to harvest, you will need to concentrate your finances on spice rather than on the military. However, it is always a good idea to send out a light attack vehicle along with the harvester. This way, when you meet the opposing mining operation, you'll be able to attack it and seriously reduce their supplies.

Never use men against the enemy spice harvester because it won't think twice about running them over. Of course, all's fair in love and war and you can use your harvester to do the same to any of his forces.

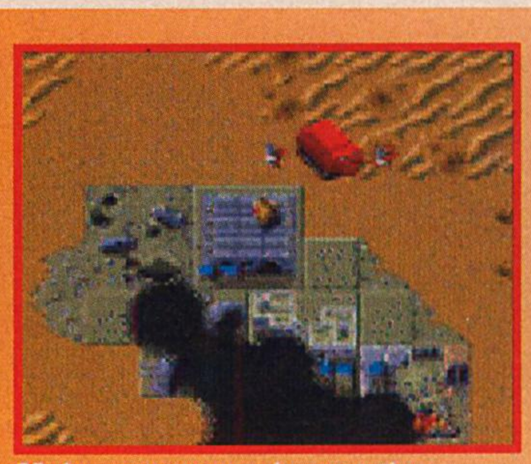
Remember that the sand worms are active in the deserts. Coincidentally this is where most of the spice is to be found.

When the worm warning sounds, make sure your harvesters are moved onto solid rock until the worms are gone.

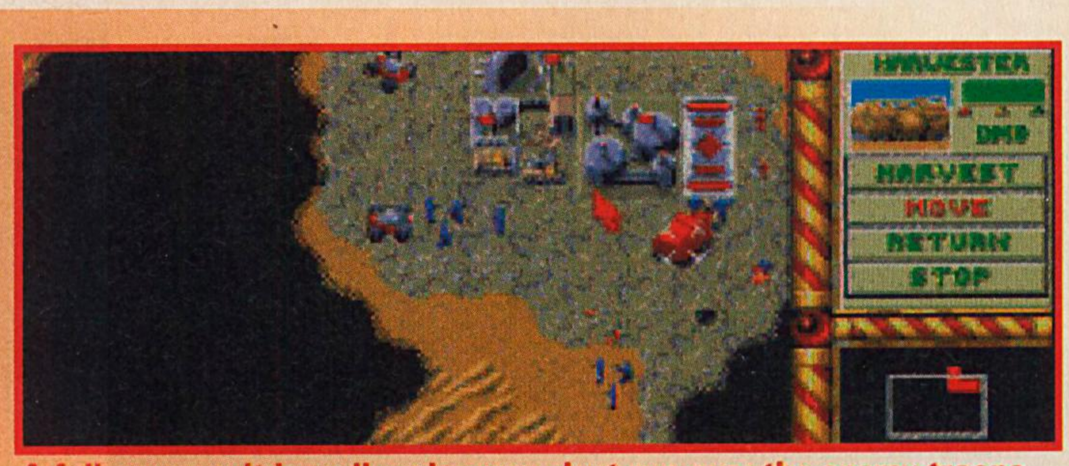
It is easier to keep the harvesters on the move than to have to purchase a new one and lose all the stocks which you have been collecting.

ALL-OUT WAR

Send out the soldiers – all of them, until they kill everything.



Make sure you take out the construction sites first.



A full-on assault is well under way. Just run over the enemy troops with your trucks and then laugh like a demon until you win.

There are a few simple guidelines to follow when taking out enemy houses. First, you don't need to worry about building spice silos or any of that nonsense. Build armies. Huge great armies armed to the teeth and ready to kill. Assign a few of your men to go on suicide missions against the enemy base. Try to do as much damage as possible to the construction site and the wind traps. Without these, the enemy are at a serious disadvantage. When these are down go for the military bases, but be careful as they won't hesitate in sending in their harvester to wipe out your ground troops. On later missions you can make use of two bases. Use one for your spice harvesting and build another to handle the fighting. Remember that when you are attacking the enemy base, he will spend less time attacking yours.

The rest is common sense, have your repair base close to your troops, listen to Mentat and do what he says. Take note of the little things and everything else will fall into place.

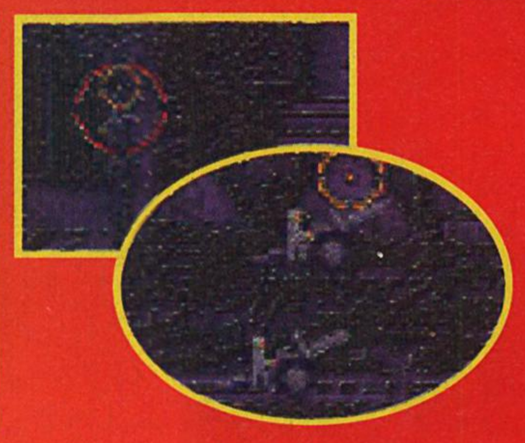
WALKER

Fire Walk With Me was the title of that really bizarre Twin Peaks film, but it could be an apt title for this game. Walk along and fire. There's a link there somewhere, I'm sure of it.

LEVEL 1.1

1 Ensure that if you want to play through the entire game you select the Arcade mode, otherwise, on easy level, you'll be sent back to the beginning even if you have reached the end of level two.

The first level is really just to get you used to the different types of enemy you can expect to find throughout *Walker*. You'll start off with foot soldiers and horse-drawn artillery units. And as you'd expect these won't be as tough as the units which come later on. The soldiers move more slowly and the artillery's rounds will fall short.

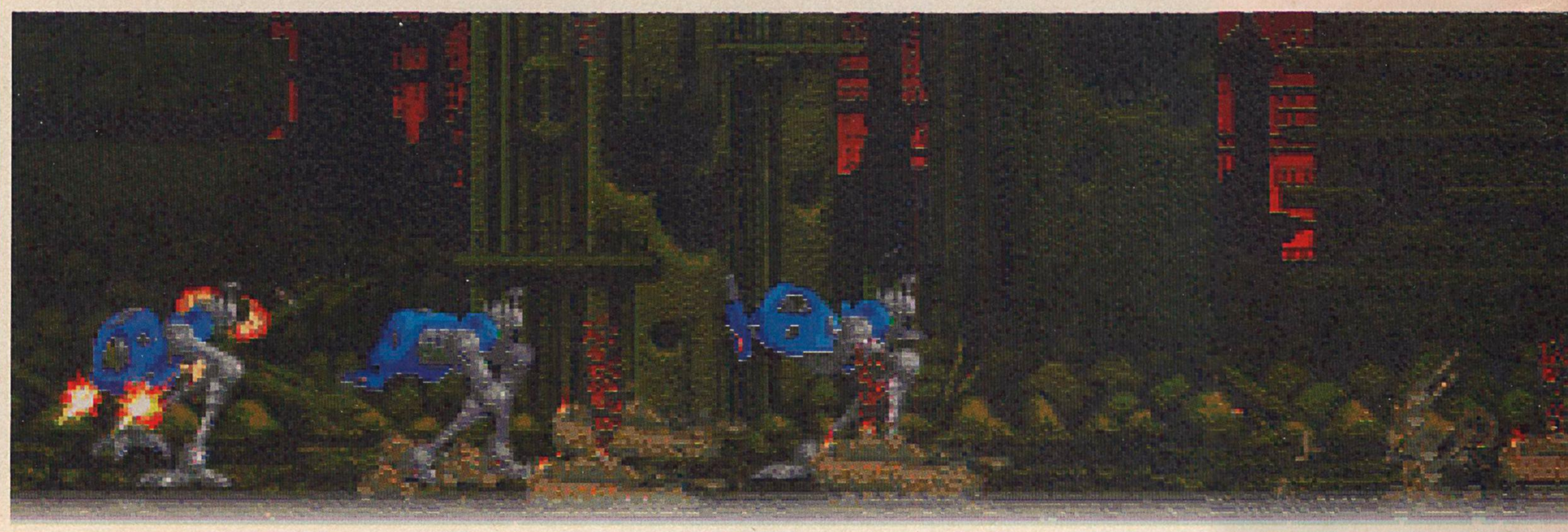


2 You'll also come across planes which will drop bombs on you. Try and walk between each of the bombs as they fall. Don't let the bombs hit your head. If you walk through them, they won't damage your legs.

Later on, the planes will drop bombs and paras. If you shoot the paras they'll fall to their deaths. The same goes for the soldiers which abseil down later on. You'll also get snipers up in the tops of buildings – just lock onto them and shoot.

3 The next units you'll encounter are truckloads of soldiers. These will go to the far end of the screen and let out a few soldiers at a time. The quicker you take out the trucks, the less men you'll have to deal with. Shoot any soldiers who do get out, before they get halfway across the screen.

4 Watch out for the enemy tanks. These are similar to the artillery units – they'll come on at the far end of the screen and stay there shooting at you. As long as you stay near the back, you'll be alright.



5 At the end of this area, there will be a mass exodus of the enemy troops who will run past you, horses and all. You don't have to shoot them, they're not a threat. Concentrate on the trucks and tanks. You'll also get a combination of all of the above on screen at once, the pressure being gradually applied. You should be able to come through that area with only a bit of your shield depleted.

LEVEL 1.2

1 This part of the stage is basically the same as the first, the only difference being that all the soldiers now run towards your walker and fire at the same time. If you don't take them out quickly, they will soon overwhelm and destroy you.

2 Trains are another hindrance on this level. If you destroy the engine, which should only take a few hits, you can then pick off the rest of it whenever you like. The second train, however, if destroyed, will pour loads of enemy soldiers onto the screen and will make your life hell.

Simply concentrate on the tanks and let the train go.

3 New to this level is the blimp (or airship to all you common folk). This will drop paras and abseiling soldiers. If you stay at the back of the screen, it will drop bombs on your head – so watch out. You won't be able to shoot it at first, you'll have to wait until it drops down, then let off a few well aimed bursts of fire and it will explode. You'll know when to shoot it because there will be loads of paras and abseilers descending.

4 The end-of-level guardian has many components. There is a tank, a continual stream of soldiers and two V2 rockets. If you stay at the back of the screen, you will be in no danger from the tank. Don't waste your ammo on it. Instead shoot the two rockets until their shields are barely visible. You'll have to wait for them to take off before you can destroy them. If you have the chance, just take out the soldiers' truck every now and again.

LEVEL 2.1

1 Now that you've been initiated into the rigours of operating a walker, the real fun begins. On this level there are new vehicles to dodge and destroy. The first you will meet is a truck that has a flame-thrower on the front. Quickly shoot it and the flame-thrower will be destroyed. The truck will now resort to its missile launchers. Quickly destroy this and then walk backwards and forwards to dodge the missiles.

2 You'll also get helicopters which, if not destroyed, will shoot at you. Just lock onto them and fire. You can stop shooting when you see loads of red fuel come out – the helicopter will fall to the ground.

3 Also on this level is a weird-looking vehicle which will go up and down the screen and then fire missiles at you. If you stay close enough to it, it will just keep going up and down until it has got enough distance – you can shoot its missiles.

4 Also used in conjunction with the missile launchers are the mine layers. These will stop you from trying to get near to the launchers. Just shoot the mines and you'll have a clear path all across the screen.

5 You'll also get a car which moves rapidly around the screen and will fire missiles at you. You'll need to lock onto these and shoot them into the air, then leave their burnt out shells until last.

6 On this level you're introduced to the hangliders, which circle above your walker and shoot at it. Just lock on and shoot them – they'll go crashing to the ground.

7 Immobilise the boss by shooting his wheels. Take out the gunner. Reduce the number of hangliders. While there are fewer than six, work on their ramp, and the back of the guardian. Don't forget the soldiers... then it's level 3 ahoy!

WIN A YEAR'S WORTH OF GAMES FUN!

GET INVOLVED!

With our reader survey

Yes, we need you to talk to us again. Fill in this survey and you could win a year's subscription to *GamesMaster*, plus the choice of a Super NES or Mega Drive cart. Just go through these simple questions, ticking furiously with your pen. Then simply shove your name and address down and if you're one of 20 lucky winners, you'll get your prizes. And you'll have helped us out, too. This survey is in conjunction with Konami, by the way. Get ticking!

Some questions about your readership of *GamesMaster*:

1 How often do you read *GamesMaster*?

- Almost always (at least 3 out of every 4 issues) ❑ 1
- Regularly (between 1 and 3 in every 4 issues) ❑ 2
- Occasionally (less than 1 in every 4 issues) ❑ 3

2 How often do you, personally, buy *GamesMaster*?

- Almost always (at least 3 out of every 4 issues) ❑ 1
- Regularly (between 1 and 3 in every 4 issues) ❑ 2
- Occasionally (less than 1 in every 4 issues) ❑ 3
- Never ❑ 4

3a Did you, personally, buy this copy of *GamesMaster*?

Yes ❑ 1 No ❑ 2

3b If yes, where did you buy it from?

- Independent newsagent ❑ 1
- High street newsagent chain ❑ 2
- Supermarket ❑ 3
- Home delivery by newsagent ❑ 4
- Subscription to the magazine ❑ 5

4 Roughly how many people, including yourself, are likely to read the copy you are looking at now?

- 9 or more ❑ 1
- 6-8 ❑ 2
- 4-5 ❑ 3
- 2-3 ❑ 4
- 1 ❑ 5

5 On average, about how much of *GamesMaster* do you read or look at (excluding advertisements)?

- Cover to cover; all of it ❑ 1
- More than three-quarters ❑ 2
- About half to three-quarters ❑ 3
- About a quarter to a half ❑ 4
- Less than a quarter ❑ 5

6 How long do you think you spend reading, or looking at, an average issue?

- 3 hours or more ❑ 1
- 2-3 hours ❑ 2
- 1-2 hours ❑ 3
- Less than 1 hour ❑ 4

7 Roughly how many separate times do you think you pick up and read, or look at, an average issue?

- More than 10 times ❑ 1
- 6-10 times ❑ 2
- 4-6 times ❑ 3
- 2-3 times ❑ 4
- Once only ❑ 5

8 What will you do with this copy of *GamesMaster* when you've finished with it?

- Keep it for reference ❑ 1
- Pass it on to someone else ❑ 2
- Throw it away ❑ 3

9 Do you read any of these magazines regularly (at least once every six months)?

- *Sega Power* ❑ 1
- *Total!* ❑ 2
- *MEGA* ❑ 3
- *Game Zone* ❑ 4
- *Sega Zone* ❑ 5
- *Super Play* ❑ 6

Now a few questions about TV and radio:

10a Which of these TV services do you ever watch at home, and which one of them do you like best?

	Ever watch	Like best
BBC1	❑ 1	❑ 1
BBC2	❑ 2	❑ 2
ITV	❑ 3	❑ 3
Channel 4	❑ 4	❑ 4
Satellite or cable	❑ 5	❑ 5

10b And about how long, on an average day, do you spend watching TV?

- 5 hours or more ❑ 1
- 3-5 hours ❑ 2
- 1-3 hours ❑ 3
- Less than 1 hour ❑ 4

11a Which of these radio services do you like to listen to?

Radio 1	❑ 01	Radio 2	❑ 06
Radio 3	❑ 02	Radio 4	❑ 07
Radio 5	❑ 03	Capital FM	❑ 08
Capital Gold	❑ 04	Kiss FM	❑ 09
Atlantic 252	❑ 05	Virgin 1215	❑ 10
Other commercial radio station			❑ 11

11b And about how long, on an average day, do you spend listening to radio?

- 5 hours or more ❑ 1
- 3-5 hours ❑ 2
- 1-3 hours ❑ 3
- Less than 1 hour ❑ 4

Some questions about what you do when you're not reading *GamesMaster*:

MUSIC/VIDEO EQUIPMENT:

12 Which of the following do you use in your home, and which of them do you have in your room?

	Use in home	Have in room
Personal CD	❑ 01	❑ 01
Personal stereo	❑ 02	❑ 02
Portable radio/cassette	❑ 03	❑ 03
Mini/midi hi-fi system with CD	❑ 04	❑ 04
Mini/midi hi-fi system without CD	❑ 05	❑ 05
Racked hi-fi with CD	❑ 06	❑ 06
Racked hi-fi without CD	❑ 07	❑ 07
Hi-fi separates	❑ 08	❑ 08
TV	❑ 09	❑ 09
VCR	❑ 10	❑ 10
Camcorder	❑ 11	❑ 11

RECORDS/TAPES/CDS:

13 Thinking of the last three music recordings that you bought, what kind of music were they? (tick up to three)

Rave/dance	1	Rap	5
Chart/pop	2	Soundtrack	6
Heavy metal	3	Reggae	7
Rock	4	Acid jazz	8
		None of these	9

14 How many of the following have you bought in the last 12 months?

	Vinyl records	Pre-recorded cassettes	CDs	Music videos
10 or more	1	1	1	1
5-9	2	2	2	2
3-4	3	3	3	3
1-2	4	4	4	4
none	5	5	5	5

15 How many of these types of blank tape have you bought in the last 12 months?

	Audio casstes	Video cassettes	Camcorder cassettes
10 or more	1	1	1
5-9	2	2	2
3-4	3	3	3
1-2	4	4	4
none	5	5	5

MONEY:

16 Please show us which of these bank, building society and post office accounts you have. Then tell us if you opened the account in the last year:

(Leave blank if you have none of these)

	Have account	New in last year
Bank current account	1	1
Bank deposit/ savings account	2	2
Building society current account	3	3
Building society deposit/ savings account	4	4
Post Office Girobank account	5	5
Post Office savings account	6	6

CLOTHES AND SHOES:

17a Which of the following have you had new in the last 12 months?

Shoes/boots	01
Trainers	02
Other sports footwear	03
Jeans	04
Shorts	05
Other trousers	06
Shirts	07
Sweatshirts	08
T-shirts	09
Tracksuits/shell suits	10
Other sports equipment	11

17b And how much have you spent on these items in the past 12 months?

	under £50	£50-£99	£100-£149	£150+
Shoes/boots	1	2	3	4
Trainers	1	2	3	4
Other sports footwear	1	2	3	4
Jeans	1	2	3	4
Shorts	1	2	3	4
Other trousers	1	2	3	4
Shirts	1	2	3	4
Sweatshirts	1	2	3	4
T-shirts	1	2	3	4
Tracksuits/ shell suits	1	2	3	4
Other sports equipment	1	2	3	4

SWEETS AND SNACKS:

18 About how many packets, tubes, etc of the following do you eat or drink in an average week?

	15+	10-14	5-9	1-4	none
Crisps	1	2	3	4	5
Chocolate	1	2	3	4	5
Gum	1	2	3	4	5
Other sweets	1	2	3	4	5
Fizzy drinks	1	2	3	4	5

FAST FOOD:

19 Which of the following have you been to in the last three months?

McDonalds	1
Burger King	2
Other burger chain	3
Pizzaland	4
Pizza Hut	5
Perfect Pizza	6
KFC Express	7
Spud-U-Like	8

Finally, some questions about you:

20 Are you:

Male 1 Female 2

21 How old were you last birthday?

(Please write in below)

.....

22a From which of these sources do you receive the most money?

Regular full-time job	1
Regular part-time job	2
Pocket money/allowance from parents	3
Student grant	4
Social Security/dole money	5
No money received	6

22b And about how much, in total, does this come to in an average month?

£1,000+	1	£500-£999	2
£400-£499	3	£300-£399	4
£200-£299	5	£100-£199	6
£50-£99	7	£25-£49	8
£10-£24	9	under £10	10

23 If you are the head of the household, please tell us what your occupation is... if it's someone else, like a parent or guardian, please tell us what their job is.

Occupation: .....

That's it, thanks.

If you want to be entered for the prize draw to win one of 20 subscriptions to *GamesMaster* and a free SNES or Mega Drive cart of your choice, please give your name and full postal address below, along with your choice of cart.

Name .....

Address .....

.....

..... **Postcode** .....

My choice of cart is: (Please tick one box)

SNES	
Cybernator	
Pop'n Twinbee	
Tiny Toon Adventures: Buster Busts Loose	
Mega Drive	
Sunset Riders	
Turtles	
Rocket Knight Adventures	

Post your entries to:

GamesMaster Survey,
Microdat, PO Box 368,
Oxford, OX2 7XU.

Now carefully remove the survey (note how it doesn't spoil the rest of the mag) and send it in before 18th November, to ensure your entry is included in the mega-draw!

SEND IN THIS SURVEY AND WIN ONE OF THESE GREAT GAMES...

Midland Livecash is available for 11-18 year olds. You must be 16 to receive the driving lesson vouchers and 17 to use them. ©MIDLAND BANK plc. 1993.

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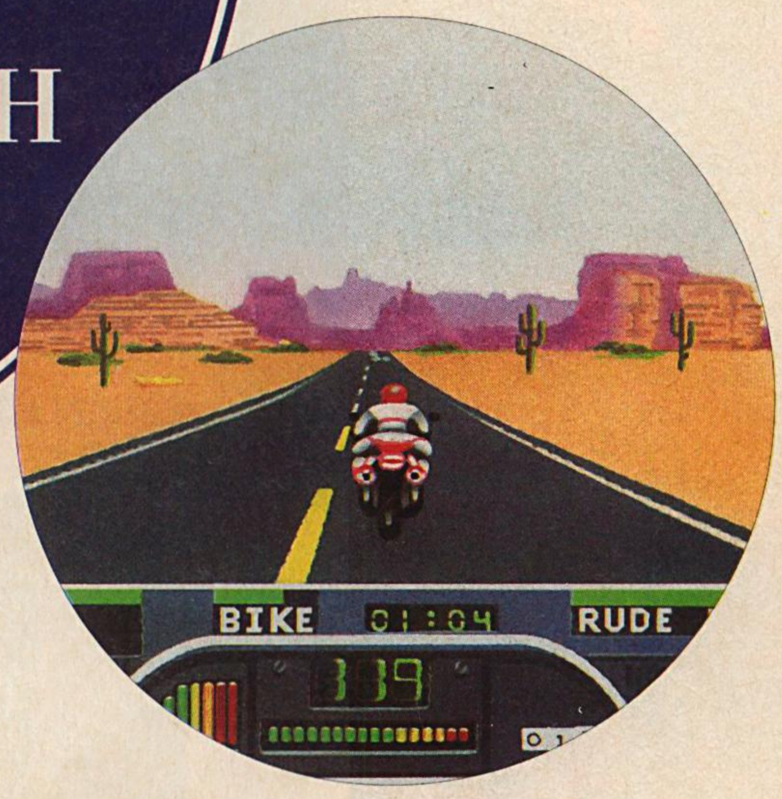

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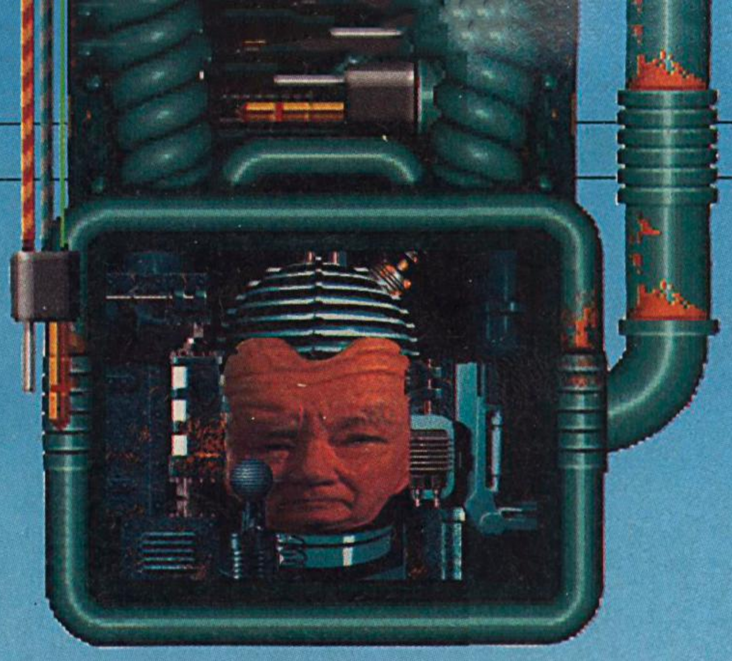


They're back, by popular demand (well, the milkman's nephew wanted them). The Action Replay and Game Genie codes have returned. After a two-issue break in the Bahamas where they got a lovely tan and picked up some weird tropical disease, they have come back with a vengeance. The latest cheats for the latest games – what more could you want? Well, lots probably, but this is a family mag, so we won't go into that.

ACTION REPLAY (SNES)

BUBSY

7E02 14XX	Level select, replace XX with level number.
7E00 9300	Stops the animation on the water.

After the vicious attack by the Mindscape characters at the recent ECTS, Bubsy struggles to casualty.

FINAL FIGHT 2

7E10 6D8D	Infinite energy for player one.
7E11 258D	Same for player two.
7ED8 6399	Stops timer.
7E10 A2FF	Player one's starting lives.
7E11 5AFF	Player two's starting lives.
7E10 260F	Choose Hagar and when you grab the enemy, jump and attack. He will now be destroyed. This won't work on the bosses.
7E10 5BXX	XX changes player one's colours.
7E11 13XX	XX changes player two's colours.
7E10 79FF	Only one hit needed to kill the enemy for player one.
7E11 31FF	Same for player two.
7EAD C515	Complete the game straight after finishing round one.

HUMAN GRAND PRIX

7E0C 490F	Infinite tyres.
7E0C 4D0F	Infinite brakes.
7E0C 2F0F	Infinite wing.

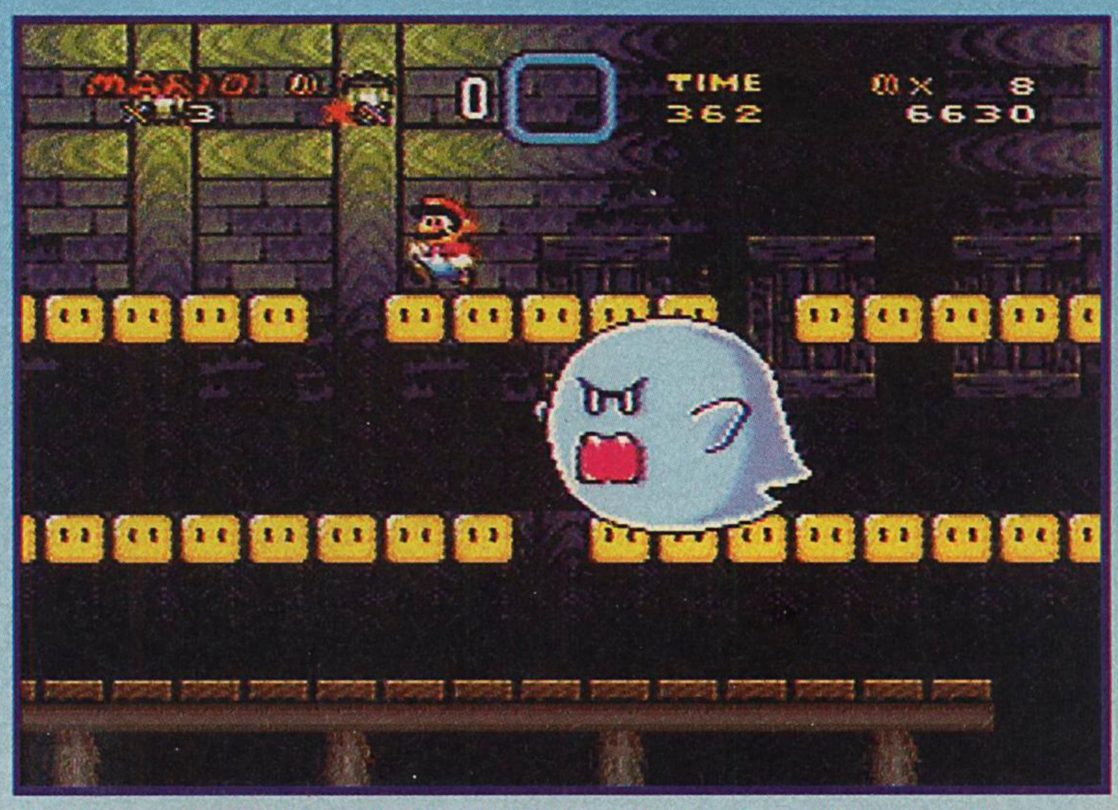
HUNT FOR RED OCTOBER

7E14 D502	Infinite mines.
7E14 E721	Unlimited stealth.

LAGOON

7E05 2901	Unlimited money.

The *Lagoon* boys weren't even invited to appear and are at this moment planning their revenge.



Mario was involved but he bottled out of doing the serious kneeing action. He also lost the £20 bet for a race down the main hall.

NIGEL MANSELL

1FA1 C180	Allows Japanese version to work on English machines. Activate the Action Replay before leaving the parameter screen.
7E0F 4899	Allows you to go to the bonus stage after every level.
7E0F 36FF	Maximum score.
7E0D C205	Press select to release an extra life from power-up.
7E0D C20E	Power-ups keep changing.

SUPER MARIO WORLD

7E0D C2C2	Takes Yoshi into the Castle and the Ghosthouse.

SUPER STRIKE GUNNER

7E02 3A03	Infinite lives.

SUPER MARIO COLLECTION

MARIO ALL STARS COLLECTION

0080 3280	Removes protection on Japanese version.

MARIO ALL STARS - SUPER MARIO

7E17 2A05	Infinite lives for Mario.
7E17 3605	Same for Luigi.
7E07 EB09	Unlimited time, switch Replay off at end of level.
7E07 5606	Invincible plus fire, when hit makes Mario big.

MARIO ALL STARS - SUPER MARIO 2

7FFB 02XX	Replace XX with required stage number.
7E07 5A05	Infinite number of lives for Mario and Luigi.
7E07 EB09	Gives you unlimited time.
7E07 5606	Invincible plus fire, when hit makes Mario big.

MARIO ALL STARS - MARIO USA

7E04 EE05	Infinite lives for all characters.
7E04 CB3C	Always active super jump.
7E04 C33F	Gives you an unlimited amount of energy.
7E04 E130	Makes you invincible.

MARIO ALL STARS - SUPER MARIO 3

7E07 3605	Infinite lives for Mario.
7E07 3705	Infinite lives for Luigi.
7E05 F009	Infinite time for both characters.
7E1D A263	Coins are always at 99, every coin collected gives you an extra life.
7E07 47XX	Replace XX with number to change Mario's image.

Mario did walk in and distrupt some top level meetings though. And who would argue with him?

ACTION REPLAY AND GAME GENIE

GAME GENIE (MEGA DRIVE)

BUBSY

FF023 B0009 Infinite lives.
FF024 900XX Level select. Replace XX with 0-13.
FF00E 90059 Unlimited time.
FF009 20003 Bubsy is always invincible.

CHESTER CHEETAH - TOO COOL TO FOOL

FFF81 E0004 Unlimited energy/lives.
FFD3D 70005 Unlimited shields.

JUNGLE STRIKE

FF6A0 D0003 Infinite lives.
FF10C 70064 Unlimited fuel.
FFBFC 70009 Infinite hellfires.
FFBF8 7003C Infinite hydras.
FFBF4 700E8 Infinite guns.

MAZIN WARS

FFCDE D0064 Gives you unlimited energy.
FFEBD 90003 Infinite lives.
FFED3 20000 Rapid fire.

The Micro Machines were there but they got trod on cos they're small.

MICRO MACHINES

FFA6C 70003 Infinite lives for player one.
FFA6A 50004 Activate Replay during race to finish first, not to be used on bonus rounds.

MUHAMMAD ALI HEAVYWEIGHT BOXING

FF048 F000X Fight the same boxer (X ranges from 1-9).
FF059 F000X Choose the rank (X ranges from 1-9).

SPLATTERHOUSE 3

FF00B 40005 Unlimited lives.
FF00B 700E1 Unlimited time.

SUNSET RIDERS

FFB09 90004 Infinite lives.

SUPERMAN

FFF83 900FA Infinite energy.

Superman was called to separate the warring people, but someone stuffed Kryptonite in his pants and he's never been the same since.

SUPER SHINOBI II

FF37E 0000A Gives you infinite lives.
FF37E 9000F Unlimited energy.
FF37E 30032 Unlimited supply of daggers.
FF37E 60006 Unlimited ninjitsu powers.
FF37A 6000X Replace X with stage number (0-6).
FF377 C0000 Rapid fire, keep jumping in mid-air.

Mr Shinobi took a look at the brawling superstars and promptly ran off to fight some teddy bears at a picnic in the woods somewhere.

SHADOWRUN

These codes were sent in by Michael Blanchette, who has already won a T-shirty for his *Zelda 3* codes in issue six. Cheers Michael, keep 'em coming.

7E3B FBXX Replace XX with 00-14 for body level.
7E3C 00XX
7E33 DEXX Replace XX with 00-C8 for body energy. Both numbers must be the same.
7E3B FCXX Replace XX with 00-19 for magic level.
7E3C 96XX Replace XX with 00-FA for magic energy.
7E3B FDXX Replace XX with 00-FF for strength level.
7E3B FFXX Replace XX with 00-FF for charisma level.
7E3C 121F 994 karma points.
7E3C 10FF 4,278,190,080 nuyen.
7E3C 300X Replace X with 0-6 for armour level.
7E3C 01XX Replace XX with 00-10 for firearms skill.
7E3C 02XX Replace XX with 00-10 for unarmed combat skill.
7E3C 03XX XX with 00-10 for armed combat skill.
7E3C 040X Replace X with 0-6 for computer skill.
7E3C 050X Simply replace X with 0-6 for leadership skill.

Meanwhile Les was seen walking to his home in the graveyard.

7E3C 060X Replace X with 0-6 for negotiation skill.
7E3C 070X Replace X with 0-6 for powerball spell.
7E3C 080X Replace X with 0-6 for heal spell.
7E3C 090X Replace X with 0-6 for invicibility spell.
7E3C 0A0X Replace X with 0-6 for armour spell.
7E3C 0B0X Replace X with 0-6 for summon spirit spell.
7E3C 0C0X Replace X with 0-6 for freeze spell.
7E30 A0XX Replace XX with 00-FF for grenades.

ACTION REPLAY (GAME BOY)

ALFRED CHICKEN

0105 F1FF Infinite lives.

DRAGON'S LAIR

040A 38C3 Infinite lives.

SUPER HUNCHBACK

0102 E0C3 Infinite lives.

TERMINATOR 2 - JUDGEMENT DAY

08E0 BDDB Infinite energy.
0A01 D1D0 Go straight to exit.

CALLING ALL HACKERS

Wanna win yourself an Action Replay T-shirt? Fancy yourself as a bit of a hacker on the quiet? Send in your Action Replay codes for the latest games and the best will win one of these, er, tasteful Action Replay T-shirts. The codes can be on any format you like, just make them up-to-date and not rip-offs of codes we have already printed.

Send in your codes to **Cheaters Inc, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DL.**

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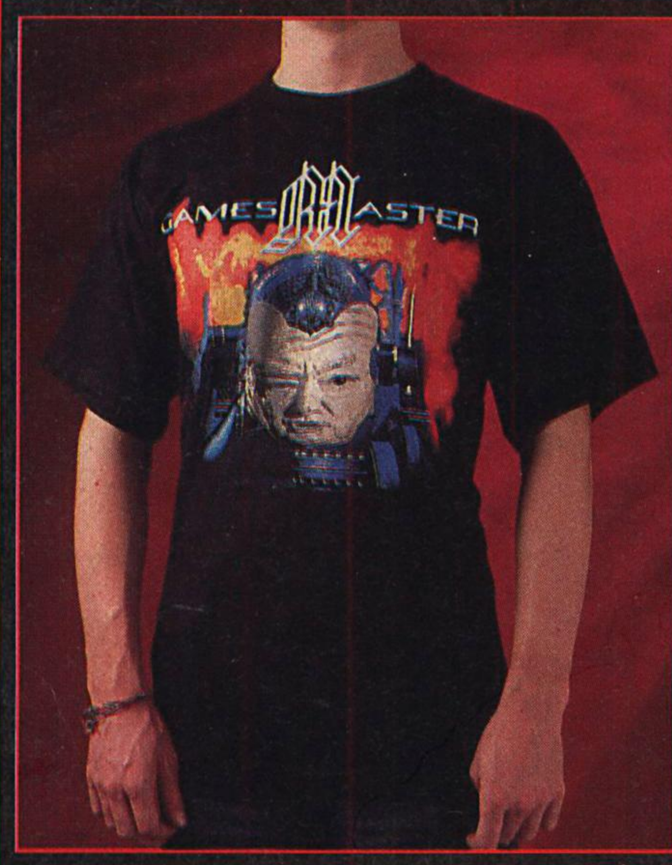
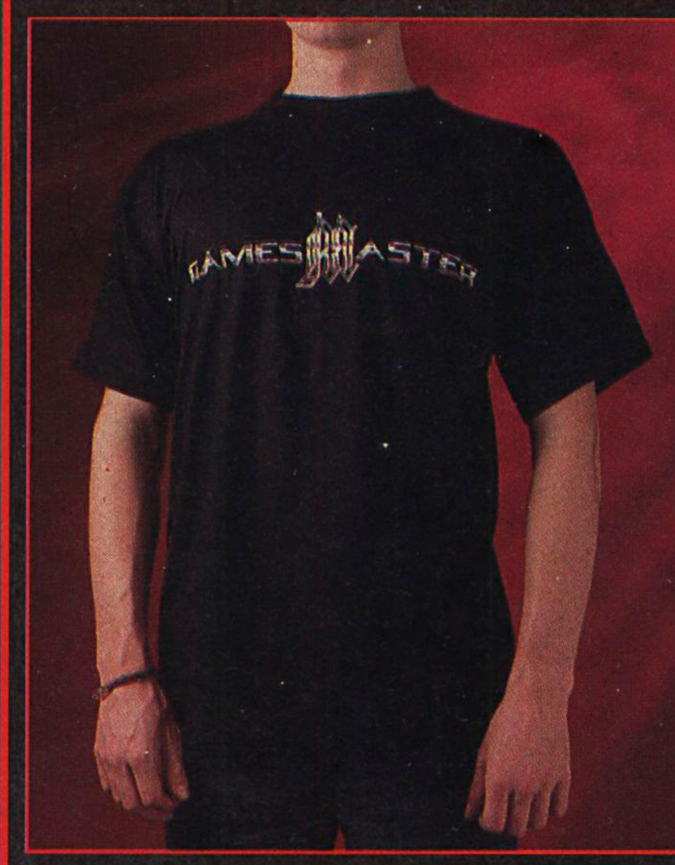


T SHIRT B



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Yes indeed. It all makes sense. Your cunning marketing ploy has worked, and I *shall* be buying some stuff. I can't wait to fill in this form and get the gear...

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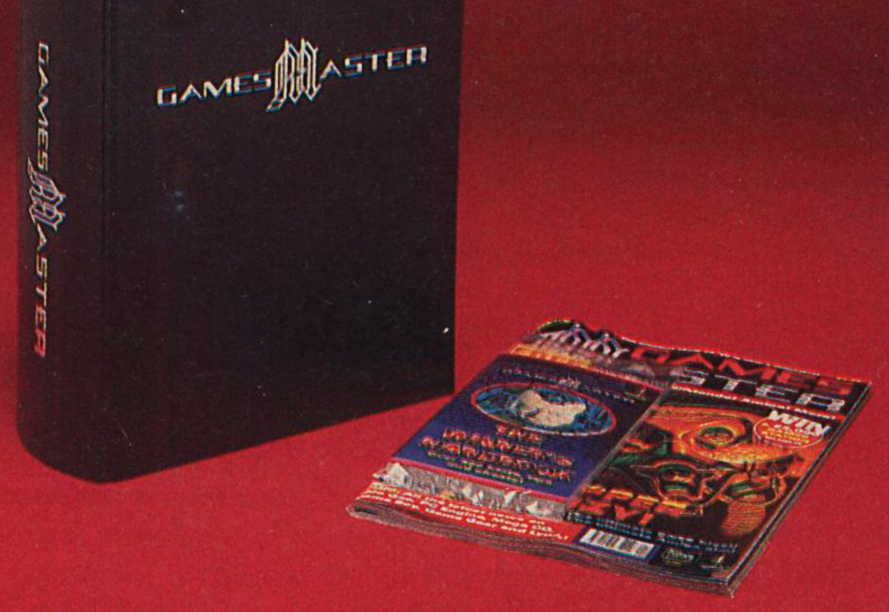

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Each month, as you'll have almost certainly guessed, we'll be bringing you a thoroughly excellent package of previews, reviews, news and how do you do's (or something). If there's anything worth knowing about in the wild world of video games, you can be sure that we'll be there to tell you about it!

Now, obviously, all this form-filling may not necessarily come naturally to a living-to-the-limit, take-life-as-it-comes homey like yourself, but sit back from your preconvceived ideas and think about it. Cheaper mags, occasionally earlier, delivered straight to your home. Kind of makes sense, doesn't it?

AND JUST IN CASE YOU HAVE...

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Issue 7 – *Super Bomberman*, *Lost Vikings*, and *Dracula*. Read about 'em all. And prepare for *Mortal Kombat*! It's all here!

Issue 2 – 3D Special. Glasses, 3D Poster, *Chaos Engine* review, *John Madden*. tips. And three great jokes.

Issue 4 – Boy, was this one rock-hard! *Cybernator*, *Starwing* and *Walker*, and a bloody great poster thing!

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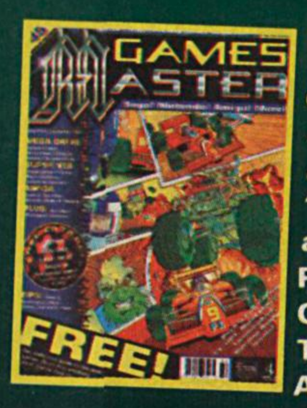
Issue 5 – Special Mega CD report, Dominik's day in Paris, 50 new games reviewed and rated! It really is jam-packed, this 'un!



Issue 9 – Driving delirium! With *Burning Rubber*, *Rock 'n' Roll Racing* and loads more. Plus free GamesMaster Top 100 book. And *SF2 Turbo*.

Issue 6 – Two Unlimited challenge Worlds Apart, *Jungle Strike*, *Alien 3*, free Super Strike Eagle/Diver poster!

Issue 10 – Jurassicmania Special! SNES and Mega Drive reviews, a set of free postcards, tips on Mortal Kombat and many more!

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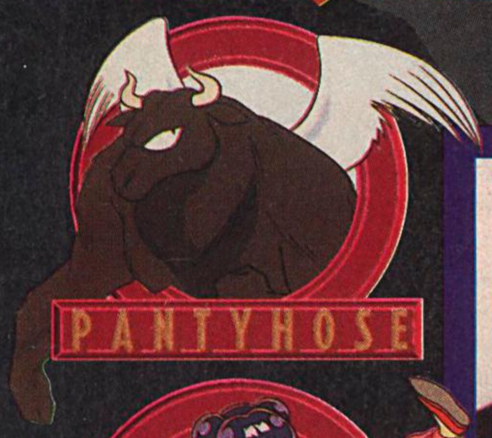

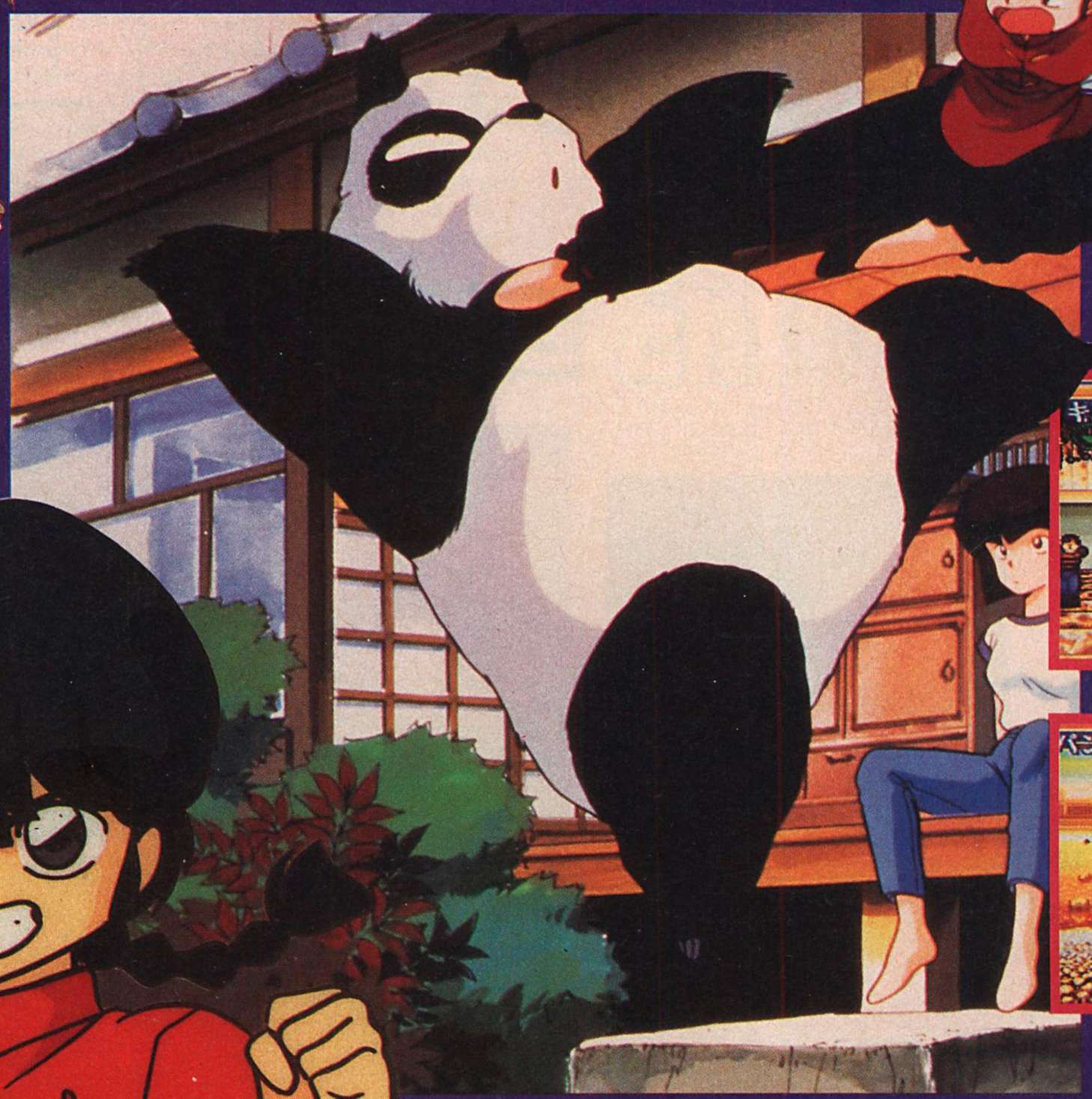

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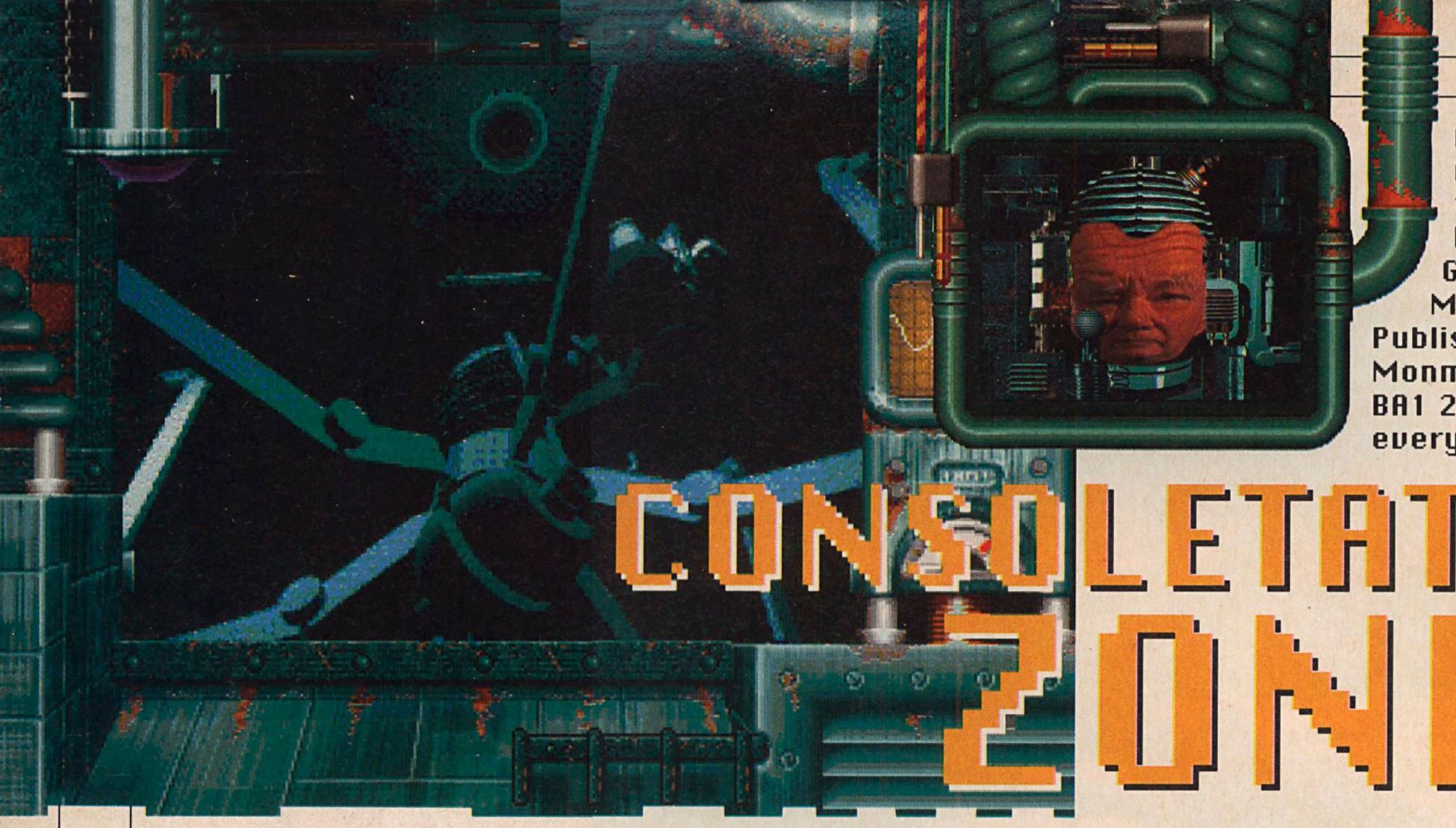


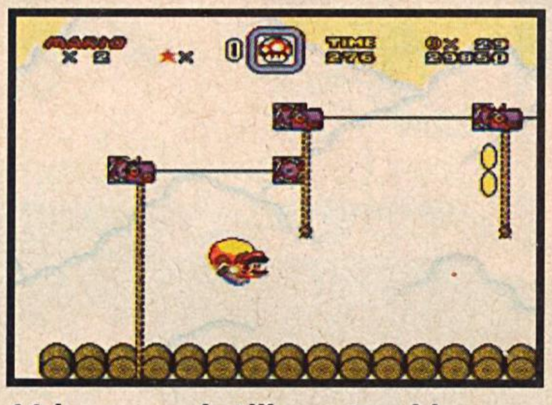
Address your notes and queries to the GamesMaster at GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath. BA1 2BW. He knows everything, you see.

CONSOLETATION ZONE

SUPER NES

DEAR GAMESMASTER,
On *Super Mario World* I have completed the Special Star world, but cannot find the amazing new world it promises at the beginning. Where is it? Also where is the second exit on the Cheese Bridge area? Please help.
Paul Macey, Newport

The "amazing new world" is nothing more than a change of colours. Once you've completed the special stages, the Koopas all turn into the masked Koopas and the whole world turns a bit brown. As for the exit, you'll have to don a magic cape and fly to the end of the level. When you see the exit, dive down underneath it and swoop back up. Now run to the left through the second exit.

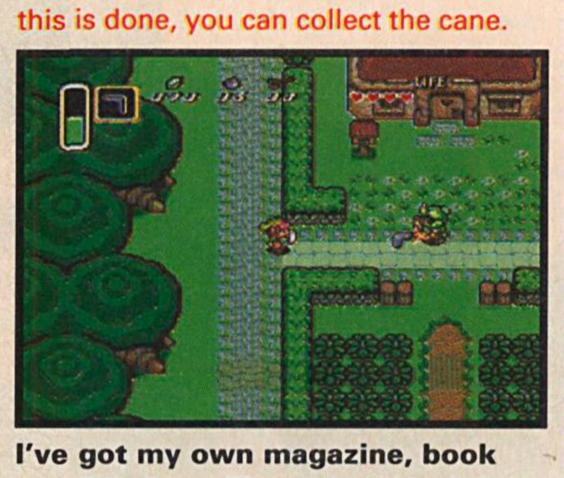


11 issues and still you trouble me with these piffling little problems.

DEAR GAMESMASTER,
In *Legend of Zelda* I can't kill the masked guardian (the Helemasaur) in the Palace of Darkness. I can't find the Blue Cane either. Can you help?
Tom Russell, Basingstoke

Yes, I can help. Month after month, that's all I do, help. What you have to do is continually hit the mask with your sword. If you have any bombs, use them. Once you've damaged the mask enough, it'll fall off. Now use the arrows to finish off the guardian.

And as for the blue cane, simply use the warp tile in the middle of the three big stones and the three small ones – at the top of the mountain in the light world – to enter the Dark World. Then walk south to the edge of the cliff and jump down on to the ledge. Go into the cave and smash through the barricade with your magic hammer. Now run across the spikes. If you have the magic cape, wear that. You'll also need Titan's Mitt to lift up the block. Once this is done, you can collect the cane.



I've got my own magazine, book and TV show. The only thing left is a movie. Maybe I'll replace Mel Gibson in Lethal Weapon 4.

MEGA DRIVE

DEAR GAMESMASTER,
Please could you give me the codes for *Busby the Bobcat*. I'd be grateful.
Barry Mayor, Enfield

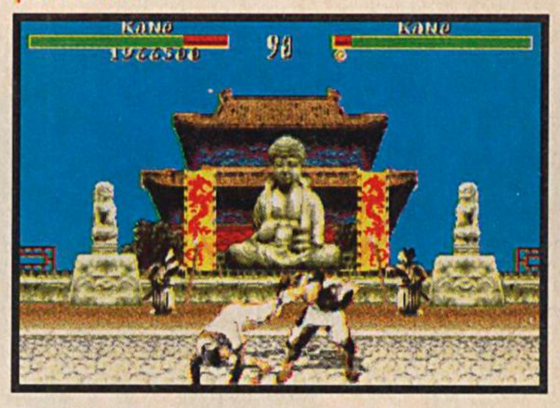
I certainly can. Here they all are.

Chapter 1:	JSSCTS
Chapter 2:	CKBGMM
Chapter 3:	SCTWMN
Chapter 4:	MKBRLN
Chapter 5:	LBLNRD
Chapter 6:	JMDKRK
Chapter 7:	STGRTN
Chapter 8:	SBBSCH
Chapter 9:	DBKRRB
Chapter 10:	MSFCTS
Chapter 11:	KMGRBS
Chapter 12:	SLJMBG
Chapter 13:	TGRTVN
Chapter 14:	CCLDSL
Chapter 15:	BTCLMB
Chapter 16:	STCJDH

DEAR GAMESMASTER,
Please could you give me the cheat so that I can have all of the blood on *Mortal Kombat*. I would really like to see the death moves as well.
Luke Kamen, Wandsworth

Simply wait for the screen with all of the writing to appear, and enter this code: A, B, A, C, A, B, B.

You'll now have gallons of gore, pouring from the next victim that you punch in.

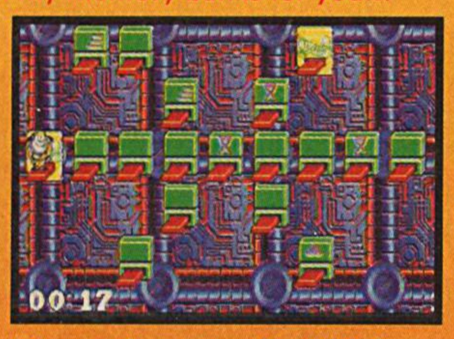


Don't ask for the blood cheat on the SNES version. There isn't one.

AMIGA

DEAR GAMESMASTER,
I am having a spot of bother with *One Step Beyond*. Please could you help me out as I'd really like to see some of the later levels.
Marvin Jarvis, Rotherham

As luck would have it, I've just memorised a whole load of codes. Let's see if I can't dredge them up from my memory banks for you...



Damn short caption this!

1	48474	26	44215	51	40001	76	27720
2	39943	27	26705	52	56488	77	04473
3	22881	28	05384	53	30953	78	32193
4	62824	29	32089	54	21905	79	36666
5	20169	30	37473	55	52858	80	03323
6	17457	31	04026	56	09277	81	39989
7	37626	32	41499	57	62085	82	43312
8	55083	33	45525	58	05776	83	17765
9	27173	34	21488	59	02325	84	61077
10	16720	35	01477	60	08101	85	13306
11	43893	36	22965	61	10426	86	08847
12	60613	37	24442	62	18527	87	22153
13	38970	38	47407	63	28953	88	31000
14	34047	39	06313	64	47480	89	53153
15	07481	40	53720	65	10897	90	18617
16	41528	41	60033	66	58377	91	06234
17	49009	42	48217	67	03738	92	24851
18	25001	43	42714	68	62115	93	31085
19	08474	44	25395	69	00317	94	55936
20	33475	45	02573	70	62432	95	21485
21	41949	46	27968	71	62749	96	11885
22	09888	47	30541	72	59645	97	33370
23	51837	48	58509	73	56858	98	45255
24	51725	49	23514	74	50967	99	13089
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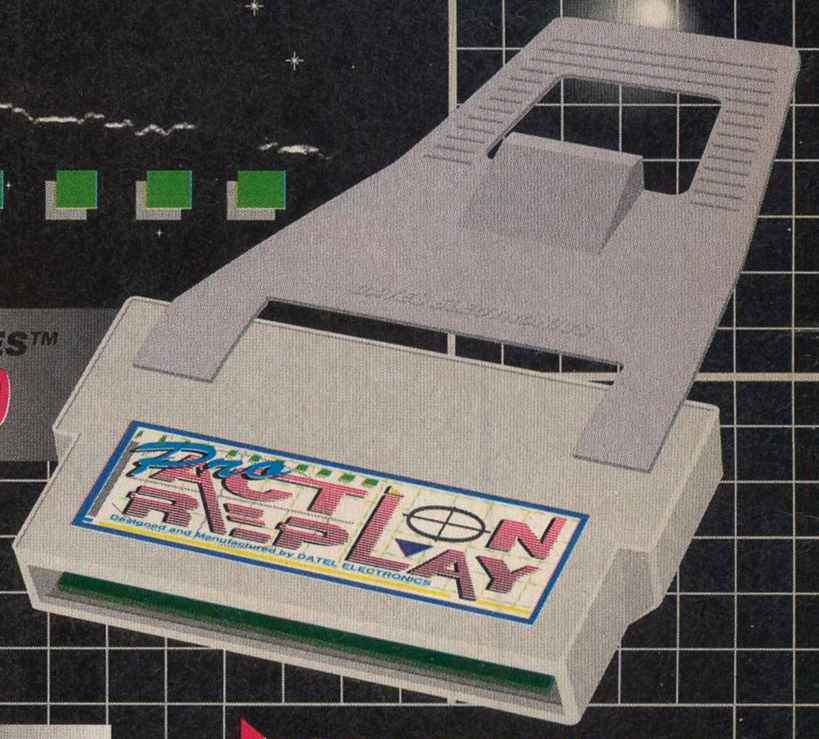

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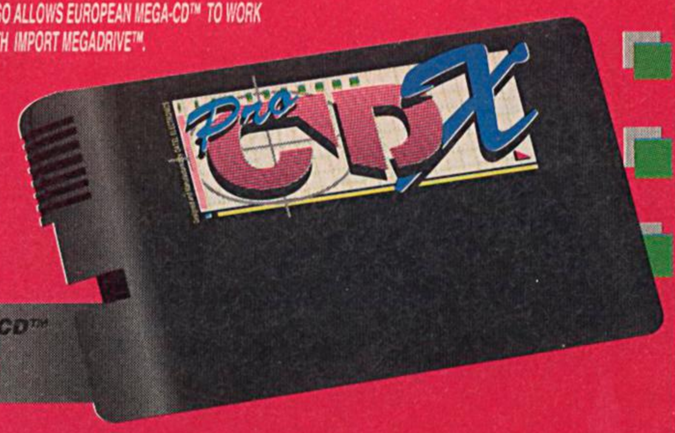

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AMIGA POWER

Why bother with anything else? The new issue of AMIGA POWER (Britain's best-selling AND fastest-growing Amiga games mag) has the WORLD'S FIRST reviews of every Amiga game worth a hoot – there's Team 17's overdue OVERDRIVE, the new boys in a pair of famous families (URIDIUM 2 and TURRICAN 3), Psygnosis' THEATRE OF DEATH and WIZ'N'LIZ, and a three-way cutesy platform tussle between OSCAR, ALFRED CHICKEN and DONK.

And then, of course, let's not forget our two coverdisks, including all the best demos and PD games (as always), but also the WORLD'S FIRST Interactive Diary Of A Game, featuring no less than FOUR different versions of Sensible Software's forthcoming blockbuster CANNON FODDER.

Oh, and all the same bad jokes as last month, but with all the punchlines swapped around.

AMIGA POWER. November issue on sale October 14. £3.95.
Buy it now. They don't sell it at the morgue.

LETTERS

Don't just sit there, festering in a noxious cloud of your own filth, languishing in a rankerous, shifting vapour of your own thudding mediocrity. Simply articulate your own, special, deeply personal mental meanderings into something vaguely intelligible. You may want to alert us to the fact that you can play as the bosses in Streetfighter 2 - Turbo, you may want to complain about the fact that you can't 'be' Goro in Mortal Kombat (please, no more calls!). Hell, you may even want to infer that the Atari STFM is markedly 'better' than the Oric Atmos. Ideally, then, do us all a big favour and keep your thoughts to yourself. Alternatively, send 'em to Letters, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. Now...

IT'S LIKE THE BUG

I am writing for both myself and on behalf of Thomas. No matter what Chris Linsey may say (in your latest issue), WE ARE NOT PRATS. (*You'd better get on with some rapid air-tight arguing then.* – Ed) Nor are we Patrick Graly and Thumas Fandly or whatever. Neither are we gits. Our names are Patrick Grady... (*And on it goes revealing a charmingly innocent concept of the British legal system, libel and so on.* – Ed)

...We would also like to point out that it is very immature to use words such as "prats" to describe people. Especially when they're not.

Would you also mind telling Chris that it is not much of an achievement getting your name printed in a magazine? Read C4 Teletext on page 474 and you'll see my letter on it every so often, usually at the weekends... (*Is this actually going anywhere?* – Ed)

...Anyway, we would just like to point out...

1. We are saddened by the loss of Dominik Diamond.
2. MacDonald's aren't very good.
3. Other than all the aforementioned problems, GamesMaster is great.
4. We know that the GamesMaster is far more interested in the planet Saturn than any Sega game.

Patty and Tommy. Major prats.

5. Have you heard of the Sega 128 Platinum? This is the new secret console being developed by Sega which will be released just after Christmas to annoy all those who went and bought a Saturn.

(And on it goes forever...)

Patrick Grady and Thomas Finlay
Inverness and Scaniport
Scotland

Guys, guys, guuuuuuuyys! Chill out. Relax. Have a Cadbury's Caramel or something. Your replies are on the way: 1. Us too. 2. Their Quarter Pounders with cheese are lovely. 3. Thank you. 4. Ha-ha. 5. Really? We must put it on the front cover! Oh! You were only joking. Ow our sides, no stop. 6. Thank you for your assessment.

POWER OF THE PRESS

I own a SNES and an Atari ST and in your fab mag I only find reviews of games for my SNES. Would it be possible for you to review Atari ST games? Also, my mum wanted me to ask you this – why don't you help to reduce the ridiculous prices of console games by listing their prices in different retail outlets? This might give shops favourable or adverse publicity and encourage competition. It takes me ages to save up for games. And other games magazines often give "free" disks on their covers. Why don't you? Finally, my friend says *Sonic 2* got 9% in one of your previous issues. I didn't see this one. Did it?

Christopher Watt
Edinburgh

PS My mum must think your mag is educational, cos I have learned so many new words!

Okay, Chris. Here we are. First of all, check out the story about Nintendo prices in the Network section this month, because it makes quite encouraging reading. Second, whenever we review a game, we print the recommended retail price (the price that the publisher sets). This is the information which you can use to work out if a particular shop is giving you a good or bad deal. We don't give away coverdisks because we have a lot of Sega and Nintendo-owning readers and the disk would be useless to them. Also, we would have to increase the mag's cover-price. *Sonic 2* got 65% in the first issue, back in January.

Now Sonic, he's not a prat. Whoever told you we gave it 9% is.

HEY! NORMALITY ATTACK!

When I first saw your magazine, I was pretty impressed. I still am. Having seen and tested lots of magazines on sale (even Total!, I'm afraid) I found that yours was the first I could trust 100%. Many other people must feel the same, as you managed to increase the

NICE TRY

Yippeee! Your mag is crap! Yep, I give your magazine mediocre marks (try saying that fast). The jokes are about as funny as Norman Lamont and as for the tips, a waiter could expect better tips from a peasant. You don't put enough effort into your reviews and in issue 9 in the *Ultimate Soccer* review, you let James Leach get away with murder. Am I right in assuming that Maff Evans and Ed Ricketts wear wigs and Adrian (his column – what do you call it? Ah – rubbish) wears pink pants?

Your magazine has all the tip things a crap mag needs: reviews, reviewers, letters, jokes – the works! Here are my official verdicts for the GamesMaster mag: Graphics: 4 (crap pictures on front covers). Sound: 0 (I can't hear you). Readability: 1 (can't even tell what any of you dweebs are talking about). Lastability: 1 (one read and in the bin it goes).

Now for my tips (obey or perish): Smash James Leach's fat face in on level one for maximum points. For a level select kill Adrian Price on the title screen and press buttons 1 and 2 simultaneously. To defeat end-of-level guardian Kelvin Hendrikson (alias easily offended humourless git) seek address and burn house to ashes. Print my letter cos my rocket launcher is aimed, poised and ready to fire at Future Publishing Ltd. (Yes I'll even take out Super Play and Total! too). On a lighter note, I'm psycho.

Mark Cullen
Morton
PS What sex is Les?

Your mag is total – wait. I'm not going to start my letter with that pile of unoriginal vomit. I am gonna (whether you like it or not) ask you some questions and boss you around (without numbering them). Why the hell did you let James Leach (The Leech more like it) get away with such foul crap (don't worry, I'm sending a gang of my fellow cyber punks around to the Super Play office right now!) Secondly if you all hate Ade so much, why don't you sack the ignoramus? What is Mode 7 for God's sake (and mine)? Amigas are rubbish because they only have one joystick button control – true or false? I also like Sega Power so I hope you get along with Ramshaw and co. Finally, my well "fit" girlfriend fancies Les Ellis – is she sad or what?

Rikki Haslam
Morton

PS – Make Andy Lowe your Deputy Ed.

Not a bad attempt. Not bad at all. Different pen, different names, nearly a different address. But you're the same person, you see, and your identity jape has cost you more dearly than you would care to imagine. Watch the post.

Oh and by the way, you're a bit behind the times, aren't you? Andy's been Dep Ed for a fair few months now, and as from today he is in fact going to fulfil his lifelong ambition of "be"-ing the boss.

MR MACHO VOICE - VICTIM NUMBER ONE!

I am a Mega Drive owner and disgusted at wasting my money on such bo2{&ks. I know your reviews are meant to be only an opinion of what you think but you have got to be joking! I hear of many people arguing over who has the best console, but you take the biscuit in your bias toward the SNES. Why should any Mega Drive owner (or anyone for that matter) buy a mag only to find that the reviews are all in favour of the SNES? Take issue 8 where you only reviewed three Mega Drive games, but seven on the SNES. Anyone doubting this should look at reviews of the same game on SNES and Mega Drive (how can the SNES *Mortal Kombat* score 8 for violence and gore when it doesn't have any!) – *Fatal Fury* is another example, and the Mega Drive version doesn't have *SF2* for competition.
James Gill, North London
PS The Mega CD does have some good games for it.

Mr Macho Voice writes:
OH HAPPY DAY. HOW LONG HAVE I WAITED FOR THIS MOMENT – MY FIRST INSIPID LITTLE INSECT VICTIM. MY COLUMN WASN'T SUPPOSED TO START UNTIL NEXT MONTH, BUT YOUR TISSUE-THIN ARGUMENT STRUCTURE AND SELF-RIGHTEOUS TONE INCITED THE GM BOYS TO LET ME OUT OF MY ROOM DOWNSTAIRS A BIT EARLY. SO OFF WE GO. "REVIEWS ARE MEANT TO BE ONLY AN OPINION OF WHAT YOU THINK" MEANT TO BE AN OPINION? WHAT DO YOU SUPPOSE THEY ARE THEN EXACTLY? PIECES OF MACARONI CHEESE PERHAPS? THIS IS A MULTI-FORMAT MAGAZINE YOU STUTTERING CRETIN. M-U-L-T-I-F-O-R-M-A-T. THAT MEANS THAT YOU'LL FIND REVIEWS FOR SYSTEMS OTHER THAN THE MEGA DRIVE. IF YOU WANT MEGA DRIVE ONLY INFO, READ MEGA. GAMESMASTER IS INTENDED FOR PEOPLE WHO WANT TO KNOW ABOUT THE WHOLE VIDEOGAMES SCENE. NOW, I DON'T HAVE A GRUDGE AGAINST THE MEGA DRIVE – I'VE GOT A GRUDGE AGAINST YOU! YOU SIT THERE IN YOUR LITTLE HOVEL IN "NORTH" LONDON – I DON'T CARE WHICH BIT OF LONDON YOU'RE CONTAMINATING, STINKING AND SHUFFLING ABOUT WRITING LETTERS TO MAGAZINES; "THE MEGA DRIVE IS REALLY RATHER GOOD, YOU KNOW, SO JUST YOU MIND OUT". YOU'RE HILARIOUS. I NOTICE ALL THE GAMES YOU TALK ABOUT CAN BE PLAYED VERY NICELY IN SINGLE-PLAYER MODE. BIT LONELY, ARE WE? FROM THE SOLES OF YOUR FEET TO THE GREASY TOP OF YOUR EMPTY HEAD, YOU ARE A JOKE. NOW YOU'VE HAD YOUR FEW SECONDS GLORY, THE HIGH-POINT OF YOUR SCABBY LITTLE LIFE, YOU CAN GET BACK TO IT.

price without losing any of your readers. This could also be that your mag is one of the only ones on sale that's below two quid.

When I pay money for anything, I expect something worth what I paid. That's why I only bought Total! once. I could scrape as much crap off a public footpath for less.

However, your mag is very good. It must be the only mag on sale that has no total, sorry complete (expletive deleted) on the staff (except for Ade, if you want to count the tea-boy).

I always laugh at your letters pages. I just can't believe there are that many morons out there, until I remember the last General Election results. How many prannies still need to know whether the Mega Drive is better than the SNES? Is the Amiga better than the Atari? Who gives a toss? If you really want to know, ask the questions before you buy the computer, and then you'll be happy, won't you?

I also hate the smug American gits who write in, saying that they have all the new stuff before we get anywhere near it. I don't want to live somewhere where there is a 30% chance of me being killed before I reach 40 just so I can get at the games first, thank you. They haven't invented a virtual life-after-death game yet, have they? No, they bloody haven't, so shut up.

I would appreciate you printing this, as I feel that this needs to be said. I would also be interested to see what sort of a reply I would get. For the record, you are all thoroughly good blokes and female blokes, and I would like to take you all out for a drink when I'm old enough.
Jonathan Hughes
Bury St Edmunds

John, mate. This is the sort of letter we like. Nice, well reasoned argument, a bit of vitriol, empathy with the staff on the mag and the long-term potential of a bit of hand-in-pocket "who wants a beer then?" action. Splendid. Maybe we should introduce you to "Jay" from Hounslow.

FORTH AND INDEED "RIGHT"

I've just subscribed to your mag and think it's smart, but you print letters from prats like Aaron Unrau and Mario Lemieux who are full of cack and call you names.

I'm also glad to see that sad git Dominik left, but Dexter's sad as well, so why don't they get someone with half a brain to do the programme?
Jason Furness
Leeds

PS Phillip, don't go writing in again as you only embarrass the rest of us who come from Leeds.

Well, "Jase" thank you for your views. We have to disagree with you, however, since both Dom and Dex are top skillsters and we're pretty certain that they are both in possession of fully-formed cerebral organs.

You can't BE the bosses on the normal *Streetfighter*. NO NO NO NO NO.

INTERESTING QUERY

I have a friend called Ifitkar (but we call him 'iffy' instead) and he used to watch your GamesMaster shows as well as me. I think I must have missed a few of your shows though (sorry!) because my friend watched one of them which has been the cause of much debate between us.

My friend Iffy came to my house and while we were playing *SF2* on my SNES, we tried to do a cheat to become one of the bosses, but Iffy couldn't remember it. He said he saw the cheat on one of your shows!

My friend would probably joke with me but never lie to me and certainly not about a serious matter like this one. (You lot saying you don't know any cheats to become the bosses and my friend saying he saw a cheat like that on one of your shows). Please could you reply to me and tell me whether my friend was wrong or not. If my friend was wrong about seeing the cheat on your show, please don't come to my house and pull my hair very hard then hit me until I am very sorry indeed. If my friend was right, then send me the cheat in your reply.
Satpal Chummer
Southall

PS I think your mag is great and don't forget to reply.

Okay, pal. Here's the cheat enabling you to "be" the bosses. Go to a software shop and say "Hello, can I have a copy of *Streetfighter Turbo* please?" Then, when prompted by the sales assistant, insert the correct money into the till, and leave the shop with the game. Now, when you plug it into the SNES, it'll be boss-"be"-ing laughs aplenty. This is the only thing that will work.

NEXT MONTH!

Nip out and get yourself a strong pair of underpants. Attach some form of wire contraption to your lower jaw. Paint yourself purple and play It's A Long Way To Tipperary on your armpit. Have we got some sexually attractive and – ahem – skillage games for you next month? Yes. Actually. Well, some of them are a bit more 'probably' than 'actually'...

Elite 2 – Amiga (72% certain); Legends of the Ring – SNES (100%); Cool Spot – SNES (100%); Sensible Soccer – Mega Drive, SNES (100%); An Atari Jaguar Game – Atari Jaguar (00%); A 3DO Game – Apple Quadra (00%); Ade getting his old job back – ReckON (00%)

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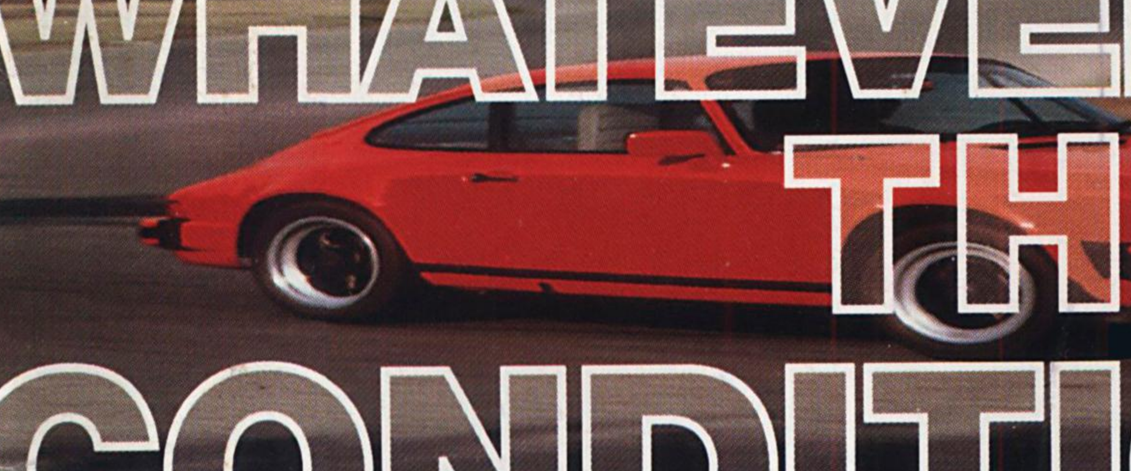

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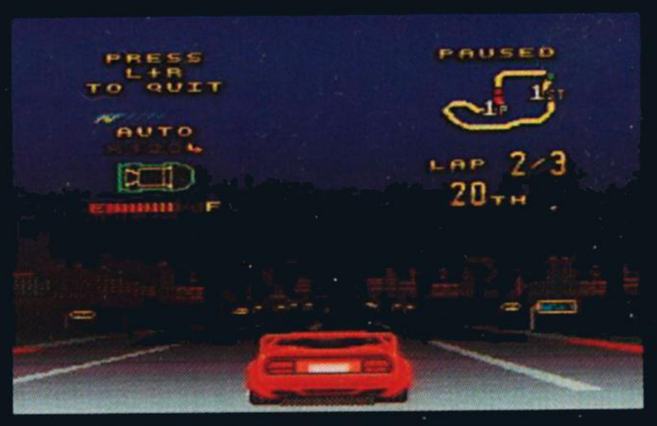

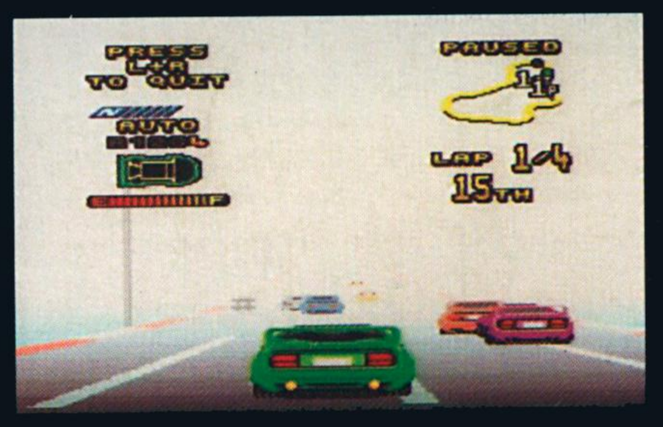

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