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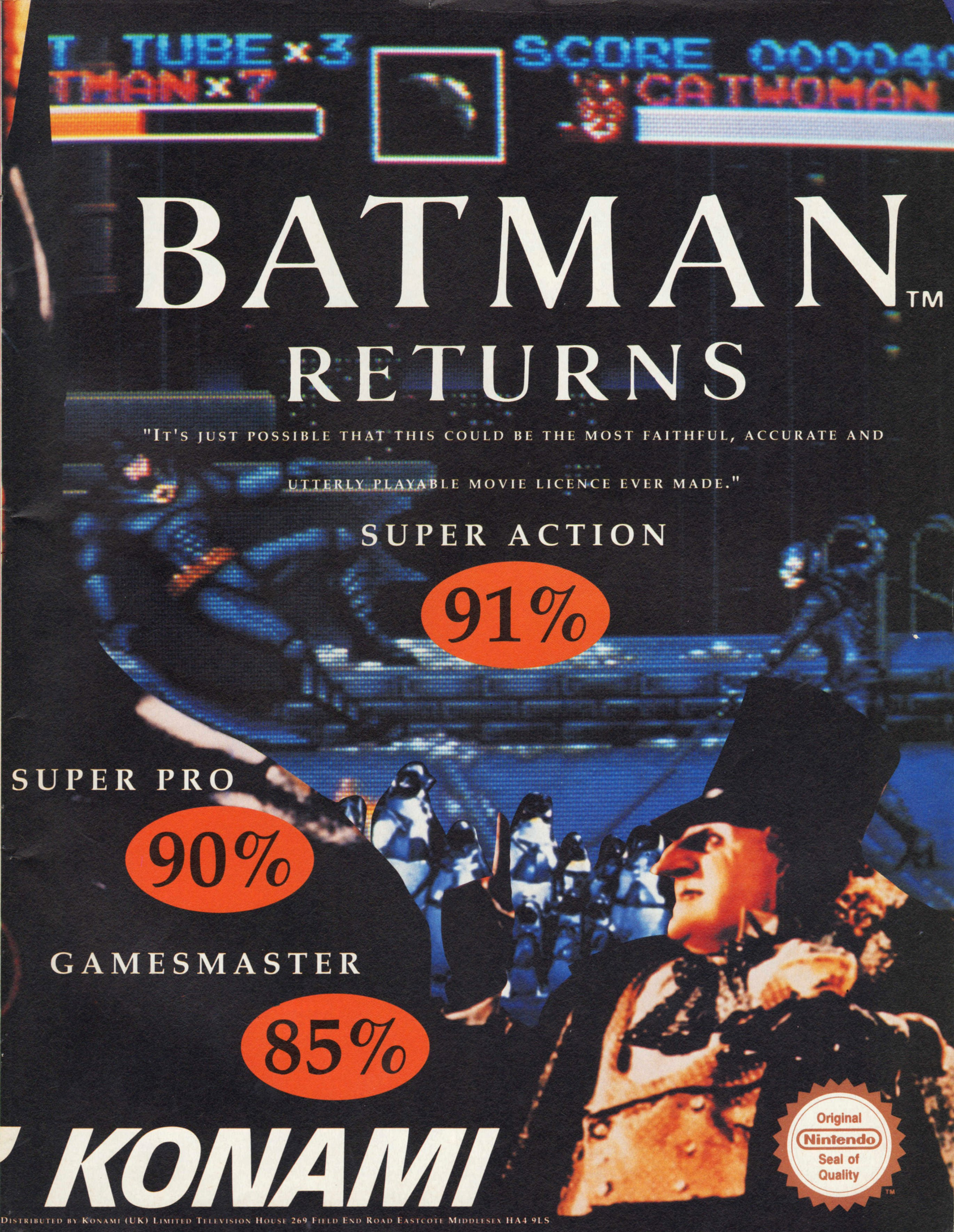

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ISSUE 9
SEPT 1993
STOP...

GAMES

APPROACHING RIG

REVIEW BOOTH

44 A mixed bag this month, from the exquisite *Streetfighter II Turbo Edition* to the not-particularly-exquisite *at all Backsides*. Still, you can't make an omelette, er...

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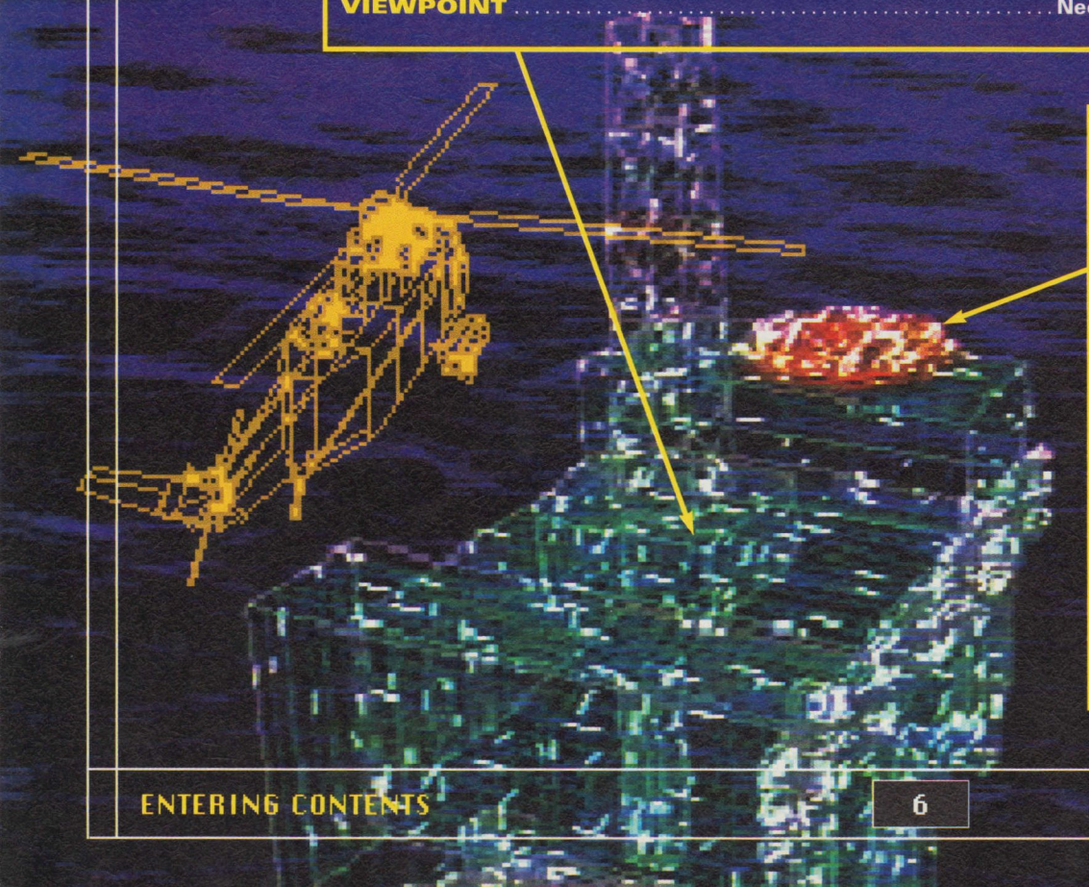

TIPS ZONE

90 Tips are good and tips are great/You need tips to help you get through games you play 'til late/Our tips are good and they are helpful/They'll help you get to later levels. Sorry, it's late.

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CONSOLETATION CHAMBER

108 You know those ads in the paper.for plumbers that say "no job too big, no job too small"? Well, the dear old GamesMaster is just like one of those plumbers, except for the fact that he's not very good at mending pipes or shifting stubborn stools from your U-bend. He is, however, very good at answering questions from people stuck on videogames. Sorry, that wasn't a very good analogy, was it?

MASTER

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The opening of Sega World, how to claim your free tape, new games on the way from Gametek and Adrian's Jargon Busters.

24 TRAILERS
Super Air Diver, Diggers, Claymates, First Samurai, Alien Breed 2 and a host of others. Although I'm not quite sure what that actually means.

19 THE BIG PURPLE COLUMN
Dominik had a bit of a pleasure overload, interviewing and hanging out with the Manic Street Preachers in splendid Sarfend-on-Sea, (where Jim used to live, tedium-fans) and now he's gone off on holiday! Can you believe it?

44 REVIEWS
The biggest games! The funniest text! The bestest pictures! Honestly, you really won't believe how great this month's reviews are. There's *Streetfighter II Turbo Edition* and evey-thing. You can "be" the bosses! Ooh, Vega! Sagat! Bison! Oooh!

22 ARCADIA
Kate Barnett, editor of Amusement Business takes you through some of this month's hottest coin-op releases. Read it before putting anything in a slot.

84 COMMERCIAL BREAK
Roll up, roll up, get yer bargains here! A concentrated burst of advertising stuff along with some handy buying tips too.

111 LETTERS
News, views and how-do-you-dos. In fact, anything that you can think of putting pen to paper about. We simply can't get enough of your letters, so get scribbling but, in the most short term sense, turn to page 111 and see if we've printed yours!

113 OFFERS
Purchase power! Feel the surge of adrenaline as you write out a cheque for a binder, or perhaps a T-shirt, knowing full well that soon your life will be enhanced and changed beyond all recognition. No? Well, possibly not, but you'll be pleased with the gear.

DRIVE!

30 Driving games are pretty special. You don't need to get very far in them, there aren't any bosses to conquer, there aren't any secret worlds and you can only very rarely blow up anything other than your own car. But they're still pretty close to being the most fun that two people can have with, er, their clothes on. So hooray for them!

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

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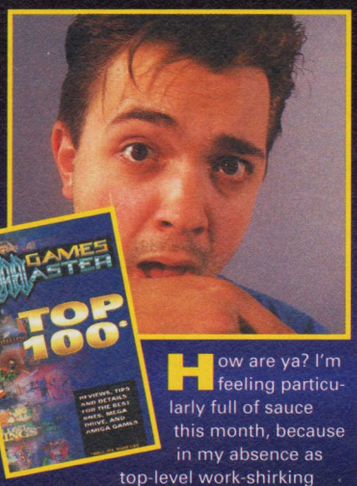
Thanks to Smash Hits & Neil Cooper for the Manic Street Preachers pics. Ta!

THROUGHOUT THE COURSE OF THIS ISSUE, YOU WILL FIND MANY WORDS RUNNING FROM LEFT TO RIGHT. SOME YOU MAY FIND RUNNING FROM RIGHT TO LEFT, BUT THEY'LL BE MISTAKES. WORDS THAT YOU FIND RUNNING EITHER UP OR DOWN PAGES ARE CALLED SIDELINES. SOME OF THESE ARE COMPOS, TO ENTER A SIDELINE COMP, WRITE TO: SIDELINE "H' COMPO, GAMESMASTER MAG, FUTURE PUBLISHING, 29 MONMOUTH ST, BATH, AVON BA1 2DL.

NETW

GREETINGS



How are ya? I'm feeling particularly full of sauce this month, because in my absence as top-level work-shirking freeloader, the team (who obviously do all the real work while I take all the credit and get my sad little picture here) have produced a blood-re-routingly excellent issue. For a start, they've gone all kar-krazy with a full 12-page driving special, scooping reports on *Lamborghini, Burning Rubber*, and *Nigel Mansell* long before anyone else, probably. Also, there's an exclusive review of *Rock 'n' Roll Racing* from Interplay and, stretching the driving theme a touch, a review of *GP1*, a brill bike racing game.

Also this month you'll find the GamesMaster Top 100 which has got lots of words and pictures assembled in a visually appealing manner to detail the best games available on Mega Drive, Super NES and Amiga. In fact there aren't quite 100 games in there, but it's very close. So we are very generous and great. Say thank you.

WIN £10,000 BY PLAYING GAMES

Yes indeed. The winner of the National Computer Games Championships final, to be held at the Future Entertainment Show in London this November, will walk away with a cool £10,000, just like Allan Brett did last year. The runner-up will take £4,000 away with him or her. There will be ten regional finals leading up to the event, with the finalists each winning a SNES, Mega Drive and Amiga. The championships are designed to find Britain's best games player and over the course of the competitions, entrants will do battle on a host of games, some of them brand new. Run in conjunction with Virgin Stores (where the heats will be held), the championships will take place in late October, and you can – as they say in all the best promotional copy – check your local press for more details.

Cheques of not inconsiderable value like these could be *yours!*

SEGA WORLD

Yes, it's official, as from New Year's Day 1994, the Planet Earth will change its name to Sega World! There will be a Central Sega World Government which will be run by Sonic T. Hedgehog and school will be abolished. Not really. Bet you believed it for a second though, eh?

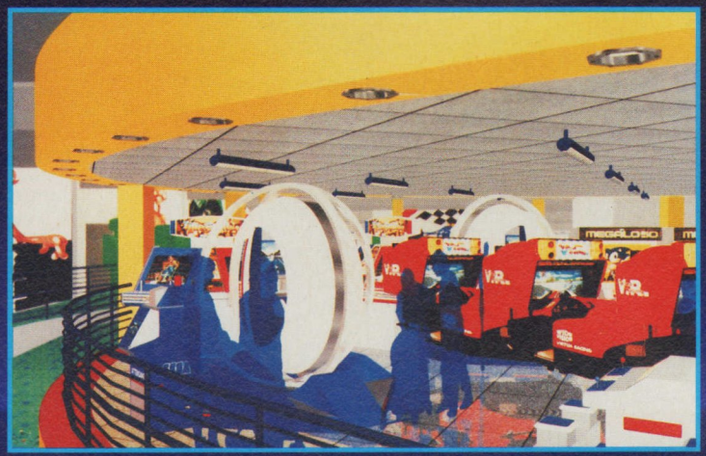
Well, the truth is closer to Sega Takes Over Planet than you might think, since it's all about the opening of the confusingly aforementioned Sega World in Bournemouth. The global games giant has bought some 24,000 square feet of Bournemouth turf and upon it constructed a massive arcade, filled to the, um, doors with the latest and probably greatest Sega games.

Sega are frantically playing up the lovely friendly safeness of Sega World and seem to have gone to incredible lengths to ensure their new gaff is populated by only the most beaming of families and clean-cut young gentlemen. The "world" has been divided up into a number of zones. There's a driving bit with eight Virtua Racing machines all linked up, an R360 machine, AS-1 (sexy new flight sim). There's the cringingly named Zap Attack where you'll find about 20 shoot-em-ups. There's the Sonic Strike bowling alley, The Din Bin where sad karaoke goons can make and take away a cassette of their tragic warblings for a couple of quid. There's The Lowdown which will explain all about videogames and show sneak previews of what the future holds.

And there's also a place called Toe Jam's Gang where you can stick your kid brother or sister while you grab a burger in the Mega Byte snack bar. This is run by Burger King who we all know make the tasty Bacon Double CheeseBurger. Finally there's Amazone which is a bouncy-climbing-frame thing for younger kiddies.

Sega are also opening an arcade in the impossibly-cool Yaohan Plaza in Colindale. It's not as big as Bournemouth, only running to 8,000 feet. So everything is great, but you've got to ask yourself how long before Nintendo strike back with, oh, Mario the Movie! (Apologies to Private Eye for that Peter McLie-style ending.)

Er, it would appear that Sega World will be populated by translucent people. And while we're at it, what's Sonic doing with Tails?



And some of the translucent people will roll around on little wheels. This is in fact the Driving Edge Zone, ahem where the race games are.

YORK

I WOULD LIKE TO HELP SOMEONE LIVE AFTER THEIR DEATH

It's the kidney donor card thing, you see? Ah, never mind. Konami, in all their wisdom, have taken to releasing (in November) a game with the attractive title of *Zombies*. It's a top-down view *Gauntlet*-esque affair in which you play either of two characters – Zeke and Julie, in an interminable quest to shoot a lot of undead creatures and save the lives of an equally numerous bunch of living people.

It's a one or two-player game, with 10 victims to rescue (cheerleaders, babies, dogs, a geezer 'aving a bit of a barbecue). Each time one of the evil monster-type gits gets hold of one of them, the next level quota is reduced. If your 'people' drop down to zero, that's the end of the game.

To assist you in your vaguely agreeable carnage, you have variously lethal weapons at your disposal – beginning with a simple old squirt gun thingy, before moving onto soda pop cans which work like hand-grenades and, eventually finishing off with an ancient artefact which produces a spinning fire which will nicely toast any undead individual it comes across.

But is that all? Lordy me, no. You also have potions and contraptions to collect, including some lovely bobbing clown decoys to distract the progress of the monsters. The slimy old baddies include Vlad the vampire, A. Zombie, Mummy Dearest (Jesus), Tommy the evil doll (a bit like the doll in Child's Play – probably), Bruce the lumberjack and a pod plant.

Zombies is a great two-player game and there's a possibility that, should you decide to pick up a copy of this magazine in, say, a couple of months time, then you'll see a review.

Slavering, brain-bubblingly insane zombies and chainsaws don't mix.

Well, they don't 'mix', you know, from the viewpoint of victims.

I mean, if you're a zombie, then it probably feels very satisfying.

But, no. Putting a chainsaw in a zombie's hands is a bad thing.

Erm, it's probably something to do with the fact that chainsaws are sharp and dangerous, and... oh, Jesus. Jim's just come in. Hang on...

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That's right! Thanks to our good friends at HMV stores, we've got an exclusive deal to offer GamesMaster readers an entirely free cassette to the value of £9 the next time they buy a Sega or Nintendo product worth £39.99 or more!

All you have to do to claim your tape is go to one of the HMV stores listed here, present your voucher at the counter along with the game you wish to buy and the tape you'd like for free, and – bingo! – that's all there is to it. Are we too good to you or what?

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Right: A v. valuable bit of paper.

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NETWORK

E.A. HIT HOME RUN AND SCARE PEOPLE

Here's a surprise. Electronic Arts are releasing even more Mega Drive games.

And even more of a shock, one of them is a sports game – *Super Baseball 2020*. It's a baseball game, it's supposed to be super and it all takes place in the year 2020. Sneaky title, huh? One or two players can play. It's got leagues and passwords and everything. With only six or seven baseball games out there at the moment this will be a breath of fresh air to a stagnant genre. It's out in September.

The Haunting Starring Polterguy is a different kettle of fish. The evil Sardini family have bumped off one of their rich relatives, Guy, to get their paws on his inheritance. He isn't going to let them get away with this, so he comes back from the dead and tries to scare them away. It's a game packed with humour (like someone losing their trousers when they find a body in the trunk of their car!). You have to possess over 400 items to scare away this offending family. Les can't wait to see this horrific release in September.

"Hello, everyone. How's the mag going?" Erm... "What's that?"

"Jesus. You've just spent three captions saying the same thing!"

"Now this time, you really have gone too far. Either we have some sensible, informative captions for the rest of this page or you're fired."

From EA's *The Haunting*. This is the bit where your 'spirit' enters an inanimate object and... well, scares people. See, doesn't work, does it?

LET'S DO THE SHOW RIGHT HERE

Well, not right here you understand, since that would probably be in your lounge or bedroom. But "here" as in The Grand Hall at Olympia, London. Yes indeedle-y-doodle-y, the venue has been set for the globally significant and utterly rocking Second Future Entertainment Show. From the 11th-14th November 1993 the heart of London will be held in the vice-like grip of videogames fever and vigorously shaken.

Anyone who attended last year's event will tell you that it's *the* date in the videogames calendar, offering the biggest, bestest and thrillingest day of your life, probably. All the major industry players will be there with the latest games and hardware.

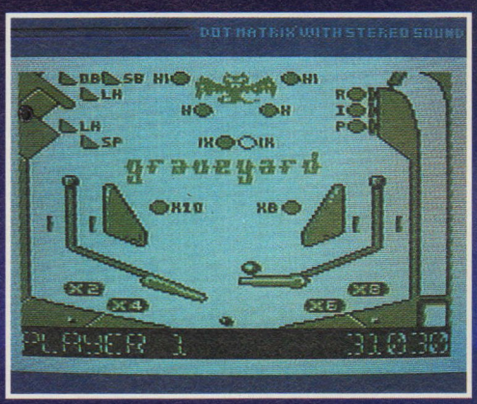
And this year will be even more full of sexiness because there'll be an enormous GamesMaster Stage where challenges will be going on all the time!

The show is pre-paid tickets only this year, so you can't buy tickets on the door. Please don't just turn up on the day, cos you won't get in. Tickets cost £6.95 or £24.95 for a group of four. Ticket hotline: 051 356 5085.

A show, yesterday. Similarly grinny people are to be found enjoying the gamesmongous Second Future Entertainment Show. Please remember to pre-book your tickets though.

GAMETEK ARRIVES

US games giant Gametek has just set up a UK operation, and are "coming to market" as they say with a cartload of carts. For a start on Game Boy we have *Humans* and *Pinball Dreams* (which are Amiga conversions), *Viking Child* and *Tessarae* (a not-very-good-looking arcade romp and a confusing puzzler). SNES versions of *Humans* and *Pinball Dreams* are to follow, along with *Spectre* which is a SNES conversion of a rather brilliant Mac tank game. PC owners can look forward to *Batman Returns*, *Danger Zone*, *Humans II*, *American Gladiators* and some others.



***Pinball Dreams* on the undeniably black and white Game Boy. Only three tables though.**

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NETWORK

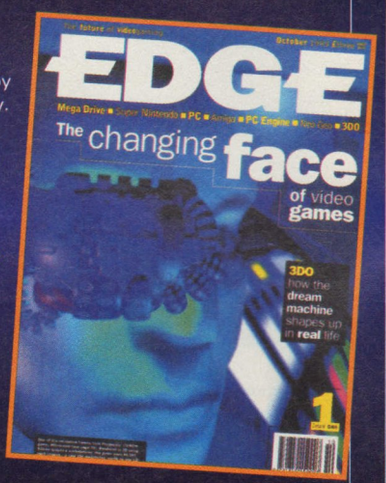
BE ON THE TELLY

Anyone going along to the Future Entertainment Show on Thursday 11th November this year will not only have the pleasure of being able to boast that they were at the opening day of the most exciting exhibition in the planet's history. They'll not only be able to experience the latest and – yes! – greatest videogames. They'll not only be able to meet the editors of Future's rather good videogames magazines, but they'll have the chance to be on the TV. GamesMaster the TV Show will be broadcasting live from the show. So even if you can't get along for the Thursday, you'll be able to catch some of the excitement while you watch the nation's top TV games show. *Not bad!*

Dominik hosts last year's challenges at GamesMaster Live! You can expect an even higher level of excitement when GamesMaster comes live and direct from the Future Entertainment Show. Come along to the show on Thursday night, and you could be a star!

EDGE IN

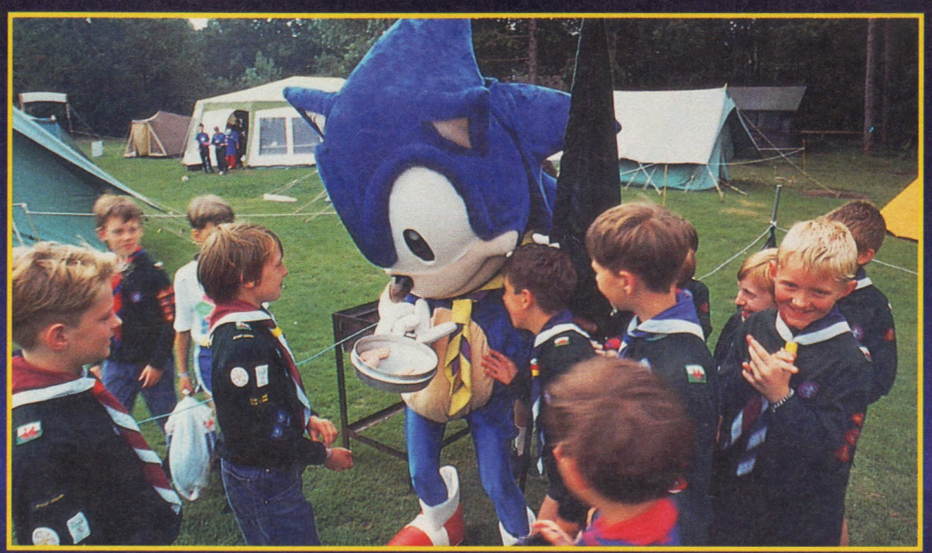
As you may or may not know, Edge is a new magazine from Future Publishing, edited by Jim's good friend (and flatmate, but we won't go into that) Steve Jarratt. Instead of being all rubbish and pooh, it's going to be all great and skill. For a start, Edge will be full of only the latest games and the sexiest hardware. In fact, we've just remembered that the tag-line of the mag is The Future of Videogaming, so you can tell they're not arsing about. Anyway, we told you about Edge last month, so what are we banging on about it again for? Well, it's in the shops *now*, costing a rather early-adopter high-end sort of price of £three (as they trendily say on their cover) and is full of excellent things. We strongly advise that if you are even slightly interested in technological gaming future stuff you rush along and purchase a copy with all rapidity.



This is the cover, to , er, not look out for on 19th August. You won't be able to see it because it'll all be hidden in a nice black bag, you see. Very, ahem, conceptual.

THE SCOUT ASSOCIATION WITH SEGA

Here's Sonic T. Hedgehog enjoying camping chuckles with some scouts. Sega are now involved in the Promise Appeal. This will take the place of the outmoded and unfortunately titled "bob a job" fundraising system in which the Scouts have been involved until recently. If Sega promise not to send us any more of these horrendous pictures, we promise not to make the obvious joke.



Sonic, Scouts and Sausages. What do these three things have in common? Best suggestion sent to the usual address and marked "Sonic & The Scouts" wins a packet of Walls' finest.

RUMMAGE THROUGH OUR DUSTBINS

Here at GamesMaster we suffer from the same problem as all megastars. We get people going through our dustbins looking for any juicy gossip type things in there. You know, evidence of Ade's latest girlie or something similarly earth-shattering. They'll do anything to get some dirt on us. Well, we're sick of padlocking our dustbins, so we've decided to give away the contents of ours to one lucky reader.

There are loads of posters in there, along with a great little Supervision hand-held console (with a free game) and a Quickjoy Foot Pedal controller. There's also a GamesMaster binder with the first seven issues in it (someone nicked issues eight and nine) and a Mega Drive Game Genie. Ade has thoughtfully donated one of his Monsters In My Pocket collection and there's an old copy of Premiere with the juicy pictures cut out. By the time you read this there will be loads more stuff.

To get your hands on our much coveted and bursting-to-the-seams bin-liner, just send in a photo of yourself doing something with a dustbin. Send it with your name and address to I Wanna Rummage Through Your Bin, GamesMaster Magazine, Future Publishing, 29 Monmouth Street, Bath, Avon BA1 2BW. The funniest photo wins all the stuff which will probably be worth over £300. Cases of American beer will also be accepted. The closing date is Thursday 16th September.

YOU WON'T SEE ME WITH SPOTS.

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.

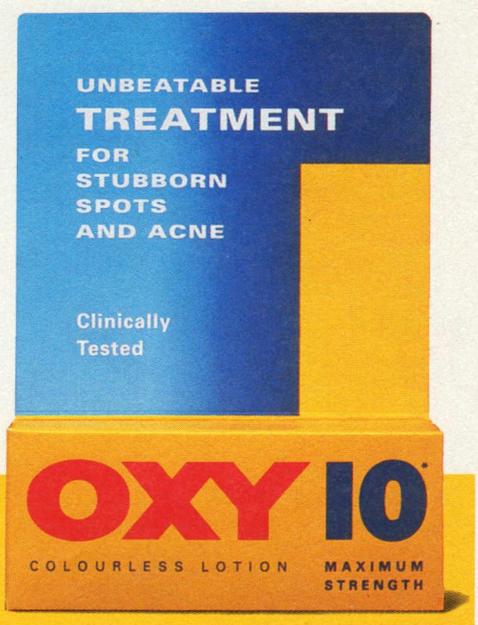
First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash.

Then I lather up some more and rub it all over my face before rinsing it off.

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.



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

OXYCUTE 'EM!*

NETW

JARGONBUSTERS WITH ADE PRICE

Hello everyone. My name is Adrian Price. Now, whilst leafing through this fine publication, you may have noticed one or two terms and phrases which, shall we say, 'escape' you. That is, you don't understand them and stuff. Well, allow me to soothe you with my handy guide to GamesMaster jargon. If I'm good, and the reader's response to this column is positive, Jim might let me do it every month. So write in and tell me what you think of it!

MEGABITS
Well, it's sort of like memory, isn't it? There's 8 megabytes in a megabit. Oh, sorry, it's the other way round. Hang on, I'll just look it up... Yep, it's the other way round.

REAL TIME
Things are generated in real time, you see. Like graphics and things. Some games cheat and use individual frames of animation all put together and stuff. The graphics in *Viewpoint* are all in real time because there's loads of memory.

ROM
This stands for Randomly Organised Memory. As opposed to RAM (Read Always Memory) which is, like, always being read by the machine. ROM is randomly organised in the 'processor' of, say, the SNES, to be sorted out at a later date by the CPU (Computing Peripheral, erm, Unisex. Perhaps).

LCD
This one is actually very difficult to 'do' without resorting to the above idea of amusingly mistaking what the acronym actually stands for.

PORT
Basically, right, it's a hole. Into this hole you put peripherals, such as a joypad and a 'cart' (see below). It's also one of those windows on the side of a ship, but that isn't very funny.

CART
This is actually a wheeled structure used for carrying certain loads.

WRITE CACHE
Some things have Read Caches, yeah? Like the Mega Drive's headphones 'port' (see above). Others (like the Oric Atmos) have Write Caches – which are basically caches which can write stuff.

GIT
Essentially, me.

Well, that's all. Don't forget to write to me and tell me exactly what you think of me and my column.

ZAP COMPUTER GAMES AN APOLOGY

Remember the *World Heroes 2* and *Final Fight 2* reviews from the last issue? Eh? Eh? Well, they were carts we sort of 'borrowed' from those (frankly) bloody fabulous geezers at Zap Computer Games (0532 590077) – a wide range of official and imported software on offer at their plush offices in – erm – somewhere or other. Anyway, being the bloody rude gits that we are (particularly Les), we didn't thank them or anything. 'Cos it doesn't cost anything, does it? We realise that now. Gratitude is, after all, inexpensive. It's not as if we had to amputate one of our arms or something. Anyway – thanks, Zap. Hey, we love you. (In a professional way, of course). Can we have a free Neo Geo or something now, please?

GAZ SAYS "YOU DID QUITE WELL, BUT YOU NEED

High spirits abound in the time just before the challenge. I do like Gaz's pose here. Most debonaire. Straight out of, erm, a Freeman's catalogue.

There came a new challenger! Well, challengers, actually. Their names? Lee Axon and Ant Walker. Erm, on the train they came from – of all places – West Benwell, Newcastle-Upon-Tyne. And they were good. Very good. Ability-wise, they were very, very close to Gaz and Gav... but not close enough. Admittedly, they seemed to crumble a little under the pressure of the 'away' turf as they explained later in a desperately excuse-ridden letter). But still...

Things began predictably enough, with some – ahem – Guile on Guile action. The thing is – we're, um, a bit strapped for space, so here's the gist of everything... Ant took on Gav and, in an almost excitingly close match, was just defeated. Next, Lee stepped forward and, in a fight with Gaz which was never very far from being interesting, won (emitting a primal roar of victory in the process).

The fights continued much in the same vein with some dangerously close matches.

It all rested on the final bout between Ant and Gaz – something which went right to the edge, with the challenge culminating in a final, slightly anticlimactic Guile medium kick to the shins. It was all over.

Our boys did it again – and, although they put in a commendably brave effort, the geezers from Newcastle (who were easily the most rugged geezers so far – they ate burgers with us and everything) were forced to face the defeated shaking hands ritual. Not, as we have been recently inclined to intone, bad.

They're doing it, aren't they? They really are proving that they're the best. And you're just sitting idly by watching it happen. There's only one explanation, I'm afraid. You must be a bit – ahem – crap. You're not a warrior, you're a beginner and all that. Unless you get it together and get a bit angry, these boys are going to be here for a long, long time.

So, for another month, that's that. Now, things will change in the coming issues' challenges. Firstly, we require proof that you are actually any good. Endless lists of "I beat everyone at a local Dixons challenge" or something won't do. We want videos. They are good and we want them as evidence of your slightly sad combo-oriented abilities. Secondly, what with *Turbo Edition* being out and everything, please state which version you prefer to fight upon. If Gaz and Gav accept the new, *Turbo*-flavoured challenge, then all lovely and good. That's it. Get them challenges in – and cheers and masses of congratulations to Lee and Ant who tried – goddammit they tried.

ANT VS GAZ

Look, it's *Final Fight 2* on the desk in front of Ant and everything.

There's supposed to be an *SF2* World Championship soon, y'know.

I think it all starts in London and then becomes international.

VORK

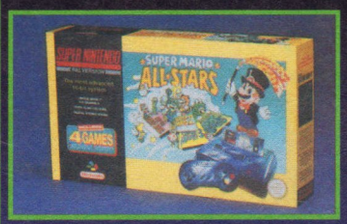
VIDEO GAMES ON THE NEWS AGAIN

According to Mindscape, "Alfred's a bit like cheese". Erm...

Flapping peck! Erm... (*I don't think so.* – Ed) If, towards the end of July, you were keeping 'abreast' (ho ho) of the TV news, then you shouldn't have missed the Christchurch by-election.

Anyway, one of the candidates at this political event was a geezer by the name of Karl Fitzhugh who – ho ho – I'm sorry, I've just 'cracked up' a bit. Karl Fitzhugh who – hem hem – was dressed up as a chicken! No! Sorry, one of the candidates was Alfred Chicken himself. James Morris, top Mindscape PR chappie commented, "We're looking for a respectable 'any votes at all' result. Our major hope is to raise the awareness of the issue here." And what exactly is the issue? "Raising the awareness of chicken-oriented video games." Ye-eeeessss.

NINTENDO LAUNCH NEW BUNDLE



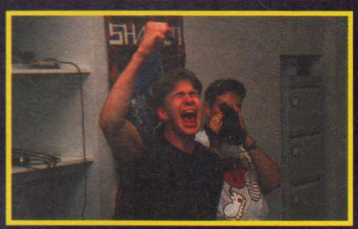
Look, it's Nintendo's new thing! It's not exactly a CD, is it?

More dashingly affordable Christmas-oriented goodies from Nintendo were announced, erm, the other day – the most notable being an entirely new SNES bundle featuring the fabulous *Mario All-Stars*. The bundle will out in October and will retail for £129.99 (as will the recently announced *Starwing* bundle).

Equally gasp-inducing are the really rather thoughtful plans to price seven pre-Christmas SNES releases at £39.99. Not bad. The games in question are *Bubsy, Nigel Mansell's World Championship, Lost Vikings, Vegas Stakes, Battletoads In Battlemaniacs, Mystic Quest and Yoshi's Safari*. News has also become known to the GamesMaster 'News Desk' (i.e. the slightly tatty folder in Andy's drawer) of a possible reasonable price-point for the official release of *Streetfighter 2 – Turbo*. Plans are to release the game for over £40, but less than £50. So that's all considerably cheaper than the £65 you had to fork out for the original cart. The stand-alone version of *Mario All-Stars* (which will appear before the bundle) will retail for an astonishingly delectable £49.99.

MORE TRAINING TO DEFEAT ME".

LEE VS GAV



It'll be great. You'll get the chance to fight with some *real* experts.

But we don't know how much the entrance fee is or anything.

It'll probably be around £15. Then again, it might be more like £25.

LEE VS GAZ

***Streetfighter 2* is a brilliant game. No, it is *great* – don't you think?**

Of course, it may well go as high as – ooh – something like £30.

Which, I think you'll agree, is really a bit on the expensive side.

ANT VS GAV

When do you reckon *Streetfighter 3* will be out, then? Eh? Eh? EEEH?

We reckon it'll be sometime around December, 1994.

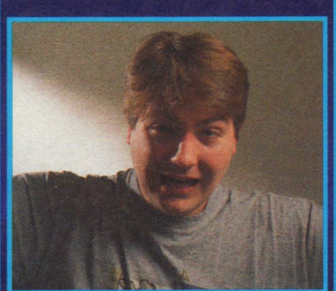
***What about Streetfighter 4,* though? Eh? EHHH? EEEEEEEEEH?**

TURBO CHEATING

Okay, so this bit should really be in the Consoletation section – but it's good, it's important, and it's new. If you own a copy of *SF2 – Turbo Edition*, then check out the following (the 'cheat' is always Down, L, Up, R, Y, B, X, A). Turbo Speed up to 10 – wait for the title screen and enter the Capcom cheat on controller 2. Special Moves Option Screen – on Player vs. Player mode, enter the cheat on the stage select screen (controller 2).

GOODBYE TO JAMES

GIT.



CHARTS

Virgin GAMES CENTRE

THE OFFICIAL CHARTS (FIGURES FOR JULY) COURTESY OF VIRGIN RETAIL

SNES

1. Super Star Wars JVC
2. Starwing NINTENDO
3. Alien 3 ACCLAIM
4. Super Mario Kart NINTENDO
5. Tiny Toon Adventures KONAMI
6. Pebble Beach Golf NINTENDO
7. Streetfighter 2 CAPCOM
8. Super Goal JALECO
9. Desert Strike ELECTRONIC ARTS
10. NHLPA Hockey ELECTRONIC ARTS

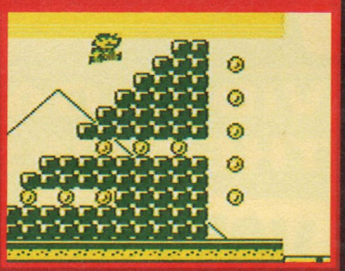
MEGA DRIVE

1. Jungle Strike ELECTRONIC ARTS
2. Micro Machines CODEMASTERS
3. Flashback US GOLD/DELPHINE
4. PGA Tour Golf 2 ELECTRONIC ARTS
5. Cool Spot VIRGIN
6. Shining Force SEGA
7. Tiny Toon Adventures KONAMI
8. Ecco The Dolphin SEGA
9. Super Kick Off US GOLD
10. Road Rash 2 ELECTRONIC ARTS

AMIGA

1. Syndicate BULLFROG/EA
2. Goal! VIRGIN
3. Gunship 2000 MICROPROSE
4. Championship Manager '93 GREMLIN
5. Graham Gooch's Cricket AUDIOGENIC
6. Flashback US GOLD/DELPHINE
7. Dune 2 VIRGIN
8. Space Legends EMPIRE
9. Desert Strike ELECTRONIC ARTS
10. Reach For The Skies VIRGIN

GAME BOY



1. Super Mario Land 2 NINTENDO
2. Golf NINTENDO
3. Super Mario Land NINTENDO
4. Alfred Chicken MINDSCAPE
5. Looney Toons KONAMI
6. Lemmings OCEAN
7. Track & Field KONAMI
8. Caveman Ninja ELITE
9. Mystic Quest SQUARESOFT
10. Star Wars UBISOFT

LYNX

1. Dracula
2. Dirty Larry
3. Toki
4. Dinolympics
5. Power Factor

MASTER SYSTEM

1. World Tournament SEGA
2. Sonic 2 SEGA
3. Techmo World Soccer TECHMO
4. Streets of Rage SEGA
5. Mickey Mouse 2 SEGA
6. Lemmings SUNSOFT
7. Taz Mania SEGA
8. Super Tennis SEGA
9. Global Gladiators VIRGIN
10. WWF Steel Cage FLYING EDGE

NES

1. Turtles 2 KONAMI
2. Bayou Billy KONAMI
3. Super Sports Challenge CODEMASTERS
4. Probotector KONAMI
5. Dizzy CODEMASTERS
6. Dragon's Lair ELITE
7. Megaman IV CAPCOM
8. Micro Machines CODEMASTERS
9. Double Dragon 3 ACCLAIM
10. Battle of Olympus IMAGINEER

GAME GEAR

1. Mickey Mouse 2 SEGA
2. Lemmings SUNSOFT
3. Alien 3 ACCLAIM
4. Super Kick Off US GOLD
5. Sonic 2 SEGA
6. WWF Steel Cage FLYING EDGE
7. Taz Mania SEGA
8. Chuck Rock CORE DESIGN
9. Global Gladiators VIRGIN
10. Super Off-Road Racer VIRGIN

DON'T AGREE, EH?

Here's your chance to let off some steam. Send this coupon in to us and Ade will probably throw it in the bin.

MY FAVE GAME IS:

. . . . . .

ON THE. . . . . . .

MY NAME IS . . . . . .

MY ADDRESS . . . . . .

. . . . . .

. . . . . .

DOMANI

REFLECTIONS OF FASHION

Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown, Axel.

NETWORK

DIARY DATES

19TH AUGUST

This spellbindingly brilliant issue of GM is on sale, but then again you know that because you've already bought it. If, however, you are standing in your local newsagent reading this, then just buy the mag. There's loads of good stuff in it and it'll take you all day to read it, if you just stand there. Besides, the floor of your newsagent has been wired to the mains and anyone who stands still on it for more than ten minutes, treating the place like a "library", gets electrocuted by ten zillion volts.

'Ere, where did we leave off that story the last time we did these dates? God knows.

24TH AUGUST

MiG 29 flies onto the Mega Drive, but we don't like it so it should crash faster than they did at Fairford. EA release *Technoclash*, *General Chaos* and *BOB* on Mega Drive.

Star Wars from US Gold should also be doing the rounds, but don't be surprised if it isn't. There will be loads of other stuff, but I've had enough of doing this so I'm off home for a while.

27TH AUGUST

I'm back. Er, yabadabadoo! God I'm sorry, but I had to say that. You see *The Flintstones* is released today on Mega Drive. It's great and you can be Fred Flintstone and everything. Actually it's crap, but that's life. Also on the NES *Kirby's Adventure* gets released.

3RD SEPTEMBER

Dinosaur mania continues this month with the release of, you know, *that* game. The one based on *that* film. A Tyrannosaurus Rex can stomp all over your Mega Drive now. Expect an Amiga version of *Jurassic Park* soon too. The long-awaited *Thunderhawk* and *Wonderdog* both get released at last. One's good and one's not, but that's for you to find out when we review them. Continuing with the caveman/dinosaur theme *Chuck Rock 2* comes out on the Master System. *Strider 2* finally emerges on the Mega Drive.

9TH SEPTEMBER

The completely wonderful *Lost Vikings* is released on SNES. It's good, you can be a viking and, er, get lost. Oh and apparently *Zelda – Link Awakening* is released on the Game Boy. Wonderful.

10TH SEPTEMBER

The brilliant *Super Mario All Stars* is released on the SNES today. Get it. It got the joint highest mark ever when we reviewed it. It's great, and so is James, but he's left us now, the fool. Schwarzenegger fans get a dose of *Terminator* on the Mega CD.

16TH SEPTEMBER

Hurray, fanfares, wild applause. We've done it. We have managed to get another issue out on time. (Delete this section if we don't.) Also on this bright and beautiful morning there are loads of games being released but I'm not telling you about any of them. Oh alright, I suppose it is my job. Right, on the Mega Drive there is *Ultimate Soccer* (which isn't all that ultimate), *Wimbledon* (released to coincide with absolutely nothing at all), *James Pond 3*, *Chuck Rock 2* and *Gunstar Heroes*. On Mega CD there is *Sherlock Holmes 2* and a couple of crappy music CDs (INXS and C&C Music Factory). Also the poor mug who gets lumbered with writing the Diary Dates next month comes up with another in a long line of excuses. Looks like I'll have to do them all again.

HMV UPDATE!

Just to prove how up-to-the-minute we are at GM, we're able to give you details of a further 10 HMV stores who have just come on-line to join the big cassette-giveaway which we wrote about on page 9. (Well, in fact we missed these stores off when we first wrote the piece and this page hasn't gone to the lino and, er, never mind).

GLASGOW: Unit 6, Lewis's Centre, Argyle Street and 154/160 Sauchiehall Street.
HANLEY: 212 The Potteries Centre, Market Sq.
KINGSTON: F11/F12 Bentalls Centre, Clarence St.
LEEDS: 9/11 Trinity Street.
LEICESTER: 9/17 High Street.
LIVERPOOL: 22/36 Church Street.
MANCHESTER: 21 Market Street and 90/100 Market Street.
OXFORD: 44/46 Cornmarket Street.

GAMESMASTER SWEEPS BOARD AT FUTURE AWARDS

In the glamorous spangly nitespot known as The Forum, GamesMaster magazine recently swept the board at this year's Future Awards. Each year, publishing excellence within the firm is rewarded in a congratulatory back-slappy way, and considering the fact that Future Publishing now produce about a frillion different magazines, winning is quite an achievement, so hooray for us. The magazine as a whole won Launch of the Year, garnering a shiny new ashtray-styled plaque for our troubles. Ad manager Alison Morton won Sales person of the Year and Wayne Allen won the title of Best Designer. Both won plaques and a go in the Future balloon. Andy Lowe was nominated for Best Editorial Performance but didn't win and Jim was also nominated for Editor of the Year, but he didn't win either. In any case, it still felt like a landslide victory for the GMers.

And this is us! We'd just like to thank our mums, our art teachers, Neville the goldfish...

IMPORT CHARTS

SNES
1. Streetfighter II – Turbo
2. Mario All Stars
3. Shadow Run
4. Formation Soccer II
5. Final Fight 2
6. Alien III
7. Pocky and Rocky
8. WWF Royal Rumble
9. Super Bomberman
10. Bubsy

MEGA DRIVE
1. Micro Machines
2. Jungle Strike
3. Shining Force
4. Ex Ranza
5. Snow Bros
6. J League Soccer
7. Shinobi II
8. Golden Axe III
9. Mutant League Football
10. Power Challenge

GAME BOY
1. Battletoads 2
2. Alien 3
3. MegaMan 3
4. WWF 2
5. Tumblepop
6. Talespin
7. Pugsley's Scavenger Hunt
8. Robin Hood
9. Spiderman 3
10. Raging Fighter

PC ENGINE
1. Streetfighter II – Champion Edition
2. PC Kid 3
3. Soldier Blade
4. Lords of Thunder
5. Riot City (CD)
6. Rainbow Islands (CD)
7. Black Hole Assault (CD)
8. Summer Carnival 93 (CD)
9. Mystic Formula (CD)
10. Fighting Street (CD)

Extra special thanks go out to Zap Computer Games (0529) 590077, Console Concepts (0782) 712759 and TV Games (071) 786 7816 for their help with these charts.

Quick! Turn back! It's...

DOMINIK'S BIG PURPLE COLUMN

Yes! It's still going strong – the column they tried to ban. Okay, let's face it, this column is absolute drivel and always has been. The only people who don't hate it are my mum and Jim. Well, the good news is that next month, for reasons which have to remain under wraps for this month, this column will be seen to improve greatly, but the bad news is that this issue I'm not going to make any attempt to write about games, because I fancy a change. Instead, I'm writing the biggest pile of self-indulgence you'll ever read. I'm going to tell you about the last time I saw my favourite band – the Manic Street Preachers. If you want to read on, please do. If you don't, who cares? I still get paid.

Fact number 1: There is more, much more to life than video games. Whenever I'm asked if I worry about kids playing games for eight hours a day, I say I don't give a monkey's. If you play for that long you are sad and neither I, nor anyone, can help you. Pick up a life on your way out. Many journos have tried to elevate games to some kind of art form, saying things like: "I am proud to be an Amiga owner." These people are sad. Why? Video games are just entertainment, great entertainment admittedly, but still entertainment. They may be causing record sales to drop, but they will never be the new rock and roll, because: a) they don't mean anything and b) you can't jump up and down and get all sweaty to *Sonic the Hedgehog*. Well, you can, but you'll get your head kicked in for being sad, which leads me to...

Fact number 2: Music is life. Well, just about. Everybody wants to be a rock star, even speccy saddos like myself who have to wear a crap red jacket in order to get on the telly. We've all played on our tennis rackets, we've all sang into the shampoo bottle in the shower. (*Think you may be alone there* – Jim) and when we've realised we'll never be rock stars, we join in adoration of those who are. You could take every game that's ever been released and bury them in a hole in the ground and I wouldn't bat an eyelid, but if you nicked any of my Manic Street Preachers CDs, I'd go round your house and kick your pets.

The happiest moments of my life have been at gigs, especially those of the Manics variety. Take their recent bash at Southend Cliffs Pavilion. I'd spent the day writing the GamesMaster Annual (which will be out this September in all good bookshops and will be a corking great read, full of behind the scenes facts and verbal meanderings from yours truly).

Unfortunately I'd reached a bit of a standstill, as I was writing a chapter on GamesMaster Live! at the Birmingham NEC, and I was having difficulty remembering exactly what happened apart from the night Jim Douglas and I went to a really sad Indian restaurant.

(See issue 2 for a full report). So, I'm a bit down, a touch frustrated and watching the minutes tick by until I can go to the gig.

Eventually it's time, so I catch the train down to lovely, laughing Leigh-on-Sea, where I'm staying the night with my mate Richard Eastor's (and his lovely partner Louise's) seaside semi.

Richard Eastor, as well as being 'Richie' on Steve Wright's posse and being responsible for all those crazy characters like Cap'n Fishy and Paranoid Man has a band of his own. They're called Vengeance and are definitely worth checking out if they're playing near you.

Anyway, we all go off and have a 'swift one' at a nearby hostelry and head off to succulent Southsea. The Cliffs Pavilion is a strange place, with posters advertising Des O'Connor and Vince Hill all over the place. Things do not look good. Added to this is the fact that we're not sure what's happening after the gig, because when I phoned up the Manics' management they'd said, "we're not sure what's happening after the gig." Which means that either they're not sure what's happening after the gig or they *are* sure, but they don't want me there! We've shared a beer with the Manics a few times now, but it's always difficult in these situations as to whether they think you're a good bloke, or a bit of a saddo. However, when we go in we see Martin Hall, the manager bloke, who dishes out spangly orange 'backstage passes' which mean we turn to each other and say things like: "I knew we'd get passes all along, didn't you?" Before we lie to each other any more, the lights dim, the guitar crashes in with the opening of Sleepflower and we're off.

I tend not to go to the front of gigs, because I figure it's a young man's game now and my knees can't take the strain of some over-exuberant youth leaping off his mate's shoulders using my TV-friendly face as a landing pad. Tonight, I thought, to hell with it, let's join the sweaty mass, I could do with losing a few pounds. So, I'm right in there, jumping away beside a group of Smash Hits readers who I was exchanging pleasantries with when... disaster strikes!

You see, being a speccy four-eyes is a major downer when it comes to gigs, and small, round Armani glasses are not made for jumping up and down in the midst of a sweaty throng. In fact, it's a pretty strong possibility that £200 worth of spectacles are going to part company with your face at great speed. Which they did, about half way through the set, at a near vertical trajectory. It gets worse.

I suffer from Velma Disease, you know. This means that, just like the four-eyed chick in Scooby Doo, if I lose my glasses I become completely blind! So, I'm crawling around on the floor, with three million 16 year olds jumping on my back, as I try to find this tiny pair of glasses. It is as near to hell as I'll experience, and added to this, I look completely uncool. Then, incredibly, I feel them in my hands; I grab them just as a big pair of Kickers come crashing onto the ground, but they're back, safe on my face once more (the glasses, not the Kickers – boom, boom!), and I let the band know they can carry on with the gig. The only problem is, I'm so paranoid about losing my specs again that I spend the rest of the set jumping up and down with one hand holding my glasses on. Not big or clever.

The gig ends and I feel great. All my worries and cares have evaporated, because I'm funny that way, so we all make our way to the stage door, proudly flaunt our spangly orange backstage passes to the bloke on the door, and saunter into the dressing room to chat to the four most important people in rock history. Nick (bass player) is still wearing the dress he wore for the gig, a rather attractive floral number with fine floral print; James (singer/lead guitar) is walking around looking dead hard actually, but I reckon Jim Douglas could take him if he was really wound up; Richie (rhythm guitar) is surrounded by adoring fans of the female persuasion, so I wedge myself in beside Sean (drummer/top bloke) who asks what my gaming recommendations are just now.

The Manics used to be famous Sega players. Now James hates them; Nicky is allegedly the best *PGA 2* player in the world; and Sean (having got a Super NES on my recommendation) has just about every console game ever. And his mum's got every Game Gear game, er, ever. Dave (keyboards/producer) is seeing his mum and dad, who watched the gig, but he's still dead hard as well, alright?

Anyway, after a while we all jump into the bus and head back to their hotel. Richie disappears in an enigmatic fashion. I don't know where 'Nicky plus dress' got to, but Dave and Sean head to the bar with us, and James joins later. A free piece of advice, never go back to a hotel with a band you really respect. You're usually already a bit squiffy, but you feel you'll be a bit of a girl's blouse if you stop drinking. So, you drink even more than usual, get blind drunk, pretend you're really cool at playing the fruit machine even when you can no longer get the 'skill stop' right, start talking about things you've already spoken about half an hour before, then insist on hugging everyone (including the hotel porters), drive back to laughing Leighton-on-Sea and throw up in your mate Richard Eastor's bathroom, then pretend that you didn't, that the reason you were in there for three days was because you had a gippy tum after the 17 vindaloos you had for breakfast that day. Or so I'm told.

Anyway, sad and self-indulgent as this is, it is more what life is about than playing *Streetfighter 2*, six months after it's unhip to do so. And that is especially relevant to the ginger-haired kid who whipped my ass at a shop opening in Inverness recently. Buy some Manics records, go to some gigs and stop embarrassing me.

DOMINIK'S TOP FIVE (ALBUMS OF ALL TIME)

(Complete with NME journo descriptions)

1 GOLD AGAINST THE SOUL
– Manic Street Preachers

Ten songs of terminal, angst-filled glam metal-punk depression with great crashing guitars. Allegedly.

2 GENERATION TERRORISTS
– Manic Street Preachers

Wasn't released in 1993, but it's the Manics' first album, and it's the greatest ever made. Perfect soundbite sloganeering punk rock.

3 BEASTER
– Sugar

Addendum flipside to the ground-breaking Copper Blue album, a tortured guitar orgy of a wandering through life's darker side where despair and suicide are viable alternatives.

4 PORNO FOR PYROS
– Porno for Pyros

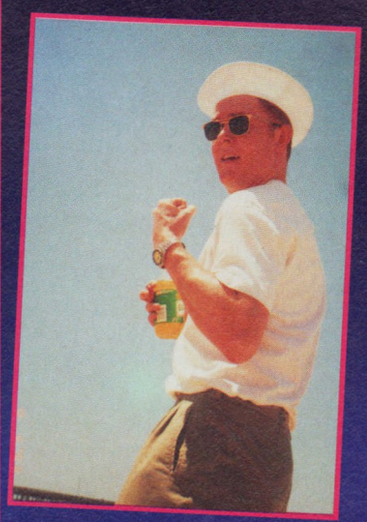
I never liked Jane's Addiction, but Perry Farrell's new band comes out with incredible jangly guitars and cool solos coupled with psychedelic insane lyrics.

5 PABLO HONEY
– Radiohead

Perfect jingly-jangly indie pop. Put it on, sing along, think that life's not so bad after all. Also, on back cover is a deciphering of the barcode, which is cool.

CACK ALBUM OF 93

Any video game soundtrack that fat, balding men in suits release to cash in on the hype. Any saddos who buy these soundtracks, be they *Tetris*, *MC Mario* or *Mega-lo-Mania* should be struck repeatedly on the head.



Woody out of Virgin insisted I bung this pic in my column. It's Paul, a top Virgin geezer, who's wearing the crappiest hat ever.

VILLAIN OF THE MONTH

This nutcase called "John" who lived below my flat in Camden, a complete fruit with a Kylie fixation who used to scream all night and parade around outside wearing nothing but a loin-cloth. He was a real pain – I had to get him carted off to the loony bin about three times and the landlord of the flat made damn sure that he omitted the fact that he lived there, when it came to the flat's top selling-points. Well, I've just moved now, so he can fruit-loop about to his heart's content.

DOMINIK'S FAMOUS FRIENDS

This section hasn't appeared for a while, not because I've run out of famous friends, but because I keep forgetting to put it in. This month Axl Rose from Guns 'n' Roses. Axl has been a friend of mine for years after I met him while holidaying in LA six years ago. Of course, he wasn't a rock star then, far from it, he was actually working in an ad agency and was the very bloke who came up with the "Murray Mints, Murray Mints, too good to hurry mints..." ad line that was so successful back in the early 80s.

Back then he was called Alexander, until a tragic accident with a dyslexic customs officer in Singapore shortened his name to Axl. Anyway, me and Axl are great, er, mates and you see that kilt he wears on stage – I gave that to him when he passed his Open University Bio-Chemistry exams. It had been in my family for years, but it kept giving me a nasty chafing around the capilliary muscles, but it fits Axl's bottom areas like a second skin. I didn't give him the headband though – that was Ade.

CLOSING CREDITS

This month it's Brian "Account Master" Meehan, who is the show's accountant. This means that he is responsible for dishing out the cash so he is the person to get on with. He's a loveable Irish rapscallion who's into some good music and whose girlfriend, Laura, is the biggest sweetheart in the world because she does my make-up and covers all the scars I got in Vietnam.

• new for MEGA DRIVE • new for MEGA DRIVE • new for MEGA DRIVE •

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N-FORCE

"Arguably the best race game ever written"
Neil West, 92% Mega magazine

"One of the best and most original games ever"
Look-In

93 PERCENT "Probably the most playable game I've ever seen on the Mega Drive"
Games Master magazine

16-BIT CARTRIDGE

MEGA GAME

97 PERCENT PLAYABILITY
Mean Machines Sega

IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?

soon for MASTER SYSTEM and GAME GEAR

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ARCADIA

September, already? Was that a bell I heard ringing? Is that an 18 stone bully with a penchant for extracting money that I see waiting at the gate? Yes, it's back to school for all you young thangs and a fresh dose of quadratic equations all round. Never fear, Kate Barnett's here with ways to beat those back-to-school blues...

And no need to smirk in that self-satisfied fashion if you've already escaped the joys of wearing 100% polyester ties in dodgy shades of purple and brown. Summer's more or less over; it's a long, dark slog until spring and on top of that, your acne's pretty likely to flare up again.

But soft, what light through yonder double-glazed window shines? Behold and verify etc, there is a ray of hope on the horizon. And surprise, surprise it's coming direct from the arcade – so get down there quick and ward off the autumn blues with a dose of coin-op action.

There's a couple of newies on the driving front for a start. Jaleco's *Grand Prix Star* has been around for a bit and was always a good game. But the updated *Grand Prix Star II* (complete with extremely original name) has a few new features and is certainly worth checking out.

As usual, the best version of the game to play is the sit-down jobbie – and not just because lots of standing around gives you varicose veins and could ruin your chances of becoming Mr/Miss Arcadia 1993.

As ever you get the familiar steering wheel, high/low gear stick, accelerator and brake, although because the cabinets are interactive, you can challenge up to seven other boy racers at one time. On top of that, there are four courses to choose from and all of them are modelled on the real thing under license from the Formula One racing association.

Other pluses include good graphics, random weather changes (just when you thought it was safe to accelerate some more...) and a dinky little boost button which gives you extra speed over short stretches. Handy for screaming into pole position Nigel Mansell style to take the chequered flag in the nick of time. (Oops there I go again... getting overexcited and confusing reality with fantasy).

Now this one's for those of you with a social conscience who've always had the sneaking suspicion that your vocation in life is to free the world from nasty drug dealers. It's also for those of you who, secretly, wear a long, blond wig in bed. Confused? You will be.

Namco's *Lucky and Wild* is a two-player shoot-em-up driving game housed in what we in the trade like to call a deluxe sit-down cabinet. And *Lucky and Wild* are – you've guessed it – a couple of narcotics cops (Wild's the one with sumptuous strawberry blond hair) with a mission to track down and blow away the baddies.

Player one drives and shoots together, which means it's perfect for any hyperactive types, since you have to steer, operate the brake, control the accelerator, and focus your gun sights on the enemy all at once. Player two, meanwhile, plays the right-hand man role and simply blaps away at the bad guys as fast as possible.

The view on the screen is as it should be through *Lucky and Wild*'s windscreen and the action is fast and furious – especially since the graphics go all over the place as you change direction, while the baddies chuck stuff at you and fire back. Anyway, the game's certainly well worth taking a look at. Mastering the simultaneous driving and shooting required in the game is a challenge in itself.

Done no exercise in months and feeling a bit flabby? Who needs muscle tone anyway? It would be far more sensible to conserve precious energy and enjoy a pleasant, injury-free game of footy courtesy of Taito instead.

Taito Cup Finals is a great game. First off, you

Brilliant! Up to eight people in suits can simultaneously enjoy driving around the *Grand Prix Star II* track. And they're even developing a version for non suit-wearers as well. Amazing, isn't it?

Hey! One of these dudes isn't wearing a suit. In fact he looks smart-but-casual. What's going on? Surely the *Out Runners* machine will crash. (Inset – no people wearing suits are visible here).

OUT RUNNERS

Boy racers look out, 'cos those Sega boys have brought out a new game which is sure to test your driving prowess.

Out Runners is a sequel to the 1987 *Out Runner* and includes some pretty novel features. Four units can be linked together for humiliate-your-mates-into-last-place-style racing. To get going, simply turn the ignition key and choose the car you wish to drive – anything from a Porsche to a Mini Coupé – select the music you prefer to cruise to, and away you go.

If you're in the sit-down version, the music will blast from the speakers behind your head and prompt you to check out the Financial Times to see if Sega have bought shares in Anadin. You can race in manual gear or automatic mode, and you'll soon discover the different cars' handling characteristics, all of which are there to be exploited. It all goes to show that, yes, a Reliant Robin can beat a Lotus Elan if the circumstances are right.

The product looks good, with a sleek cabinet and mock dash board and the graphics are very entertaining – car crashes and throws its passengers out; car goes into a spin; passengers run alongside until car stops cavorting; passengers jump back in and carry on driving. Just like the real thing!

It's those famous footballing acrobats, the Bendhi Bros. Laugh as they trip each other up, scream as they contort and chuckle as they score.

Oh, there's more. Erm, gurgle as you drink a milkshake, blub as you put money into this machine and hit your little brother when he beats you.

Zool – the ant that Gremlin claim isn't an ant at all. Er, he's a alien.

choose your team and then get down to some pretty meaty football action using the joystick to move your main player, and the buttons to execute kicks and passes. You can even select special skills such as the banana shot and the screw spin kick from a separate menu.

The action moves along apace and the graphics are good, quite funny at times even. Players go well over the top Gazza-style whenever they score, and, as in the real game, there are plenty of fouls with late tackles and – slightly more obviously – shirtpulls and fully-pledged punches. Meanwhile a drawn match is decided by a penalty shoot-out.

Now a quick stop press for all you *Zool* fans. Our friendly little Ninja from the nth dimension (who does look suspiciously like an ant) is transferring his talents from the home console to coin-op. He's soon, if not already, to be seen doing *Sonic*-like things in an arcade near you, so if you've never had the opportunity to play the home version, now's your chance.

And finally, you've seen the film, you've bought the plastic dinosaur set, now it's time to play the pinball game. Yes, Jurassic Park flipper-style is here complete with 11 different mini games hidden around the table. The dot matrix on the back glass delivers scenes and sounds from the original movie, while all you've got to worry about is that the moving Tyrannosaurus Rex head at the top of the table doesn't really come to life. After all, anything can happen in Jurassic Park land.

Jurassic Park is an anagram of 'Sick Para Rujr'. Which, we think you'll find, is the name of Steven Spielberg's pet buffalo. Coincidence or conspiracy? You decide.

And here's the head of the Tyrannosaurus Rex. Even though they've been extinct for thousands of years, the words 'Tyrannosaurus Rex' can still arouse fear in timid folk living in caves.

With daring and panache, our heroic, er, hero, flies over an isle.

Combat. The only true test of a man's skill and stuff like that.

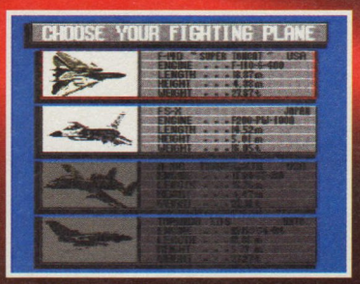
Even lupins are scary in this game. Sorry – that should read 'looping'.

A map of the world. Choose your holiday destination and bomb it.

SUPER AIR DIVER

FROM - SUNSOFT
FOR - SNES

PRICE - £44.99
AVAILABLE - SEPTEMBER



Yes! You can be one of these four great planes. Simply rearrange them in order of importance and send in a Rice Krispies packet.

The name doesn't give much away, does it? I mean, not only does *Super Air Diver* sound like a circus attraction, but those prominent initials on the title screen clearly spell SAD.

That aside, what we've got is a 3D dogfight simulator. You can fly one of four aircraft, the choice being F-14 Tomcat, FS-X (whatever that is), Tornado or A-10. Each carries a big pile of missiles, which you blast off at the waves of enemy planes burning towards you.

It's sort of a cross between *Super Strike Eagle* and *Pilot Wings*. Not only can you travel in any compass direction, you can also loop, dive and climb. There really is a whole jugful of moves available to you during the dogfights.

"Ah," the more astute of you are asking, "Why is an A-10 included if it's a dogfight game? That sounds a bit mental to me." Well there's also a heap of ground-attack action, and as we all know, this is what the A-10 does best. So shut up, you whining toadies.

All this action appears to take place over a massive island chain. Bridges, cities, forests and, er, other obvious geographical features abound, and you can skim across them all at a crazily insane speed, as well as fly quite high above them to enjoy the view.

There are night-time missions as well, and as you watch the twinkling lights far below you, you'll feel serene in the contemplation that you, above all others, are guarding the airspace from marauding baddies. Sorry. You don't feel that at all. You just want to kill some folk. ■

What's this pic doing here? Wayne? Waaaaaaayyyyyyynnne!!!!

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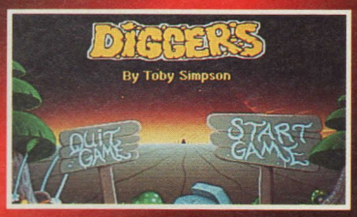


Toby Simpson is a bit funny, you know. When he came down to see us, he couldn't take his drink. Oh *dear*. And he eats lots of fudge.

If my memory serves me even half-correctly, these small, green men are the Habbish tribe who are a bit spiritual. Er, I'm not sure, though...

DIGGERS

FROM - MILLENIUM
FOR - AMIGA 1200/CD 32
PRICE - £TBA (HONEST)
AVAILABLE - AUGUST

Excavation of some variety has always been a surprisingly popular subject for video games. There was that old coin-op, *Dig Dug*. The even older coin-op, *Digger*. Oh, and remember *Boulder Dash*? Erm... and there was a bit of digging in *Lemmings*, too. (That's it, I'm afraid). But this... Well... This is much different. It's like ten steps up from *Lemmings*. Or something. Ahem. I'll elaborate...

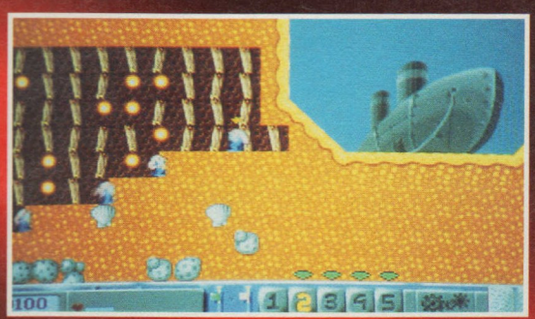
There are these tribes – each has particular physical abilities/personality traits. One tribe is extremely spiritual and they pray a lot. Another is a hard culture of small goblin types who, although not in possession of an astonishing degree of intellect, are resilient, ferocious workers.

It's complex, but instantly playable game of trading, puzzling, digging and, occasionally, fighting off hostile subterranean aliens, and other rival diggers. The Amiga CD32 version will be impressively enhanced courtesy of the machine's undoubtedly impressive tech-specs. 34 levels. 7 different terrain types. 5 dedicated music tracks. 15 megabytes of game data... you know the sort of thing.

Tragically, it's one of those games whose screenshots don't actually look particularly wonderful. Take it from us. It's a great game. ■

Some more people digging, yesterday. See, I've really got the hang of this. Thanks to everyone. Sob sob. Bye now – Ade's mum.

Look at this money. Not bad. Eh? Eh? I wish I had lots of money. Ade only gives me £10 'board' a week. It's not enough, is it, mums?



Hi there! It's Ade's mum here. The GM boys have offered to let me write a few captions, an invitation I readily accept. Ahem. Submarines were invented in the 18th Century by a man called Joe.

Here's one of the between-screen bits. Lovely, eh? Incidentally, I'm a bit upset with Ade lately. He keeps leaving his room in a mess and he's stopped eating his fish-cakes. Perhaps he's sickening for something.

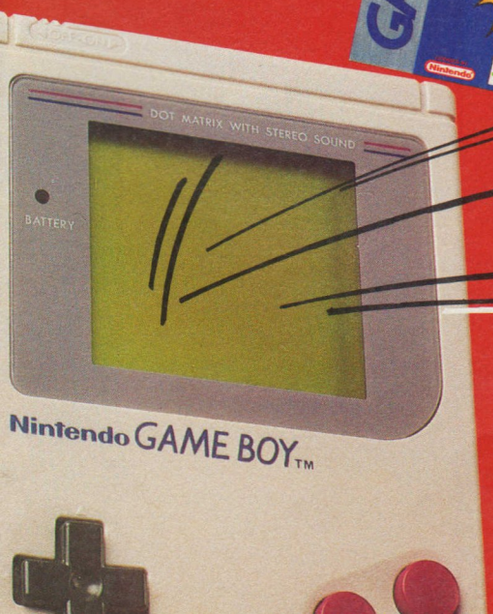
KNOCKOUT!

Coming Soon on Super Nintendo™ Entertainment system

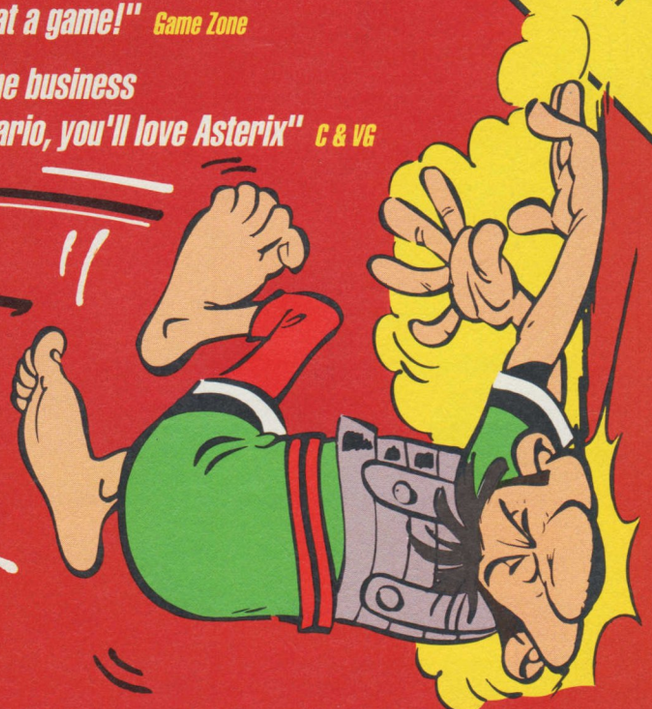
★ "Tipped to be the hot new video game stars this summer" GB Action

★ "What a guy, what a game!" Game Zone

★ "Top marks. . . the business . . . If you like Mario, you'll love Asterix" C & VG



★ "9/10 lastability . . . a tickly, yet tough challenge deemed to last" GB Action



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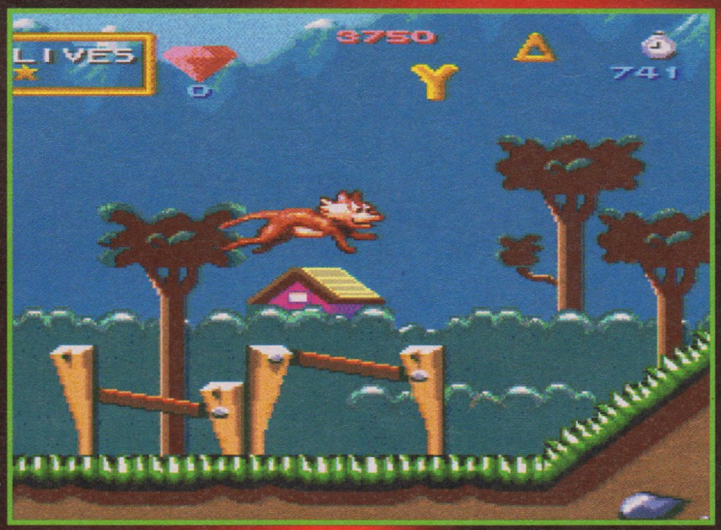
Lots of things are made from clay. Pots, ashtrays, Anthea Turner...

...even some light helicopters are now being fashioned from clay.



This entire screen was moulded from a piece of clay no bigger than a nan bread. For more info on clay, consult Richard Briers at the BBC.

Here are some underground things going on. Sorry. A poor caption.

"Can you spare any change, mate?" This is a very poor caption. Hem.

CLAYMATES

FROM - INTERPLAY
FOR - SNES

PRICE - £49.99
AVAILABLE - OCT/NOV

Claymation, if you didn't know, is the massive craze that's sweeping Interplay. It's all about, er, things that can become other things. Like, for example, *Claymates*.

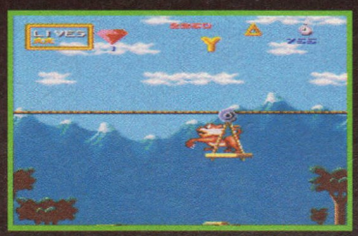
This is a platform game in which you play an amorphous blob which rolls around uselessly. Until... it comes into contact with any living thing. Then it becomes that living thing and can rush about with great skill and speed.

The whole thing is immeasurably cartoony and cute, but don't let that fool you into thinking that the game is easy. Preview or not, it's one of the toughest games we've fiddled around with for many months. There are loads of quirky characters to avoid or, God help us, become, and coupled with the nasty nature of many of the levels, you're looking at a potential classic.

The plot? Well, Professor Putty has been kidnapped by an evil witch doctor. The Prof's son, Clayton, is out to rescue him. But he accidently gets turned into a lump of clay. So now he can turn into any one of five Claymate characters. Let's see; Muckster the cat, Goopy the guppy, Oozy the mouse and more. Hang on. Goopy? Oozy the mouse?? What the hell is all this about? A quick phonecall to Interplay assured us that these names really are being used. Tsk. Game plots aren't what they were.

There are five worlds in Claymates, and more than 25 levels to explore with Goopy the guppy and Oozy the mouse. Erm, anyway, you must solve each puzzle on every level, then head for the teleport to collect keys or something. I'm sorry. I'm still upset by that Goopy and guppy crap. Expect a strange review before the next ice age. ■

Some things are best left unsaid. This caption is one of them.



"Rise above it," my gran said, as we ballooned over the Alps.

"Shut up and sod off," as Jim's just said to me, across the office.

CLAYFIGHTER

FROM - INTERPLAY
FOR - SNES

PRICE - £49.99
AVAILABLE - OCT/NOV

The word for this is bizarre. Let's get that straight. *Clayfighter* is really, really bizarre. Clayfighter involves eight totally bizarre (again) characters who all have the power to morph into slightly more bizarre things than they already started out as. Hm. Not a bad sentence, that.

Anyway, there's a snowman called Mr Frosty, an Elvis impersonator, a large boot with retractable fists, a clown and loads more. Instead of blood and teeth flying around when characters get slapped, you get chunks of clay and buggy eyes popping out. Marv, eh?

The game features, according to its programmers, the biggest characters ever seen on a SNES game." There's also a fair bit of digitised speech and a pile of unique characteristics which you'll see when each player wins. It looks like a great laugh, and, although without the deadliness of *Streetfighter* or *World Heroes*, it could still provide one or two players with super fist-on-face action.

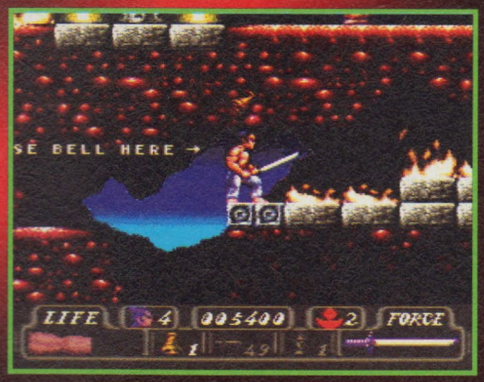
We'll review it soon, so be sure your grandparents don't get in the way as you go to the shops for the next ish. ■

This is the most stupid thing I've ever seen. A ghost smacking a sort of snowman. Chinny reckon...

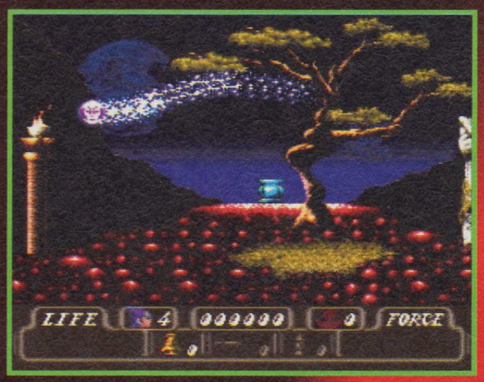
Welcome to Scratch 'n' Sniff captions. Simply scratch above and smell the torn paper.

Now welcome to crash 'n' burn captions. Simply remain unsmiling as you read these crap comments.

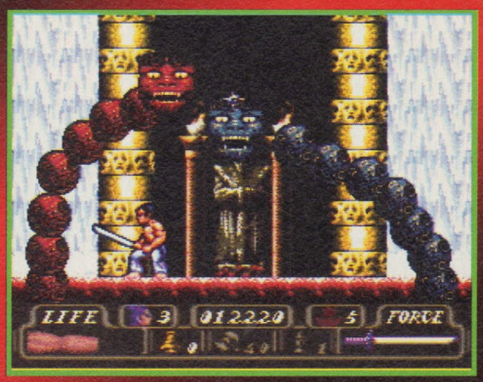
Here, Malcolm Muggeridge kicks Jonathan Miller during a debate about the theological direction of the General Synod. Not.



Hello. Noel Edmonds here. Apparently I'm to write these *First Samurai* captions for GM...



So let's start. Er, Crinkley Bottom, Mr Blobby, er, I can fly a helicopter and I'm cuddly etc..



This is easy. Thank God I'm a professional. I used to do the Radio 1 breakfast show, y'know.

FIRST SAMURAI

FROM - SUNSOFT
FOR - SNES

PRICE - £49.99
AVAILABLE - OCTOBER

This created quite a fuss on the Amiga because it was jolly good. In fact, Amiga Format, our sister mag, whose make-up we nick when she's out, was incredibly impressed with it. So much so that she went out with it for a while, then got dumped and came home crying and smelling pungently of fags late one night. Tsk. Big sisters, eh? And she won't even let us borrow her Tanita Tikaram or Suzanne Vega CDs.

In *First Samurai*, you play a chunky fellow with a pony tail and a sword. You are busy fighting your way towards an evil demon king warrior who has smacked in a few villages and killed your ancient, gentle and not-at-all senile master.

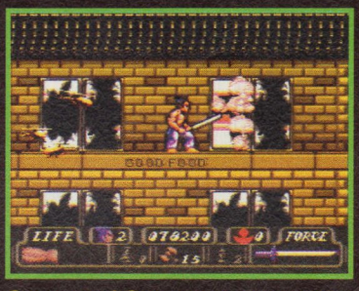
Obviously you want revenge, so as you charge along the massive, eight-way scrolling levels, you come up against tons of minor baddies. To get past some of them you need to summon the spirit of the dead master, who appears and gives you a bit of a hand, such as putting out impassable fires and so on.

You've also got a brilliant ninja sword, which is only yours if your energy is above a certain level. Get knocked about, however, and it disappears. But collect more power and it returns. The little character says "Hm. My sword" in a most amusing manner whenever this occurs.

The graphics look storming, the game is swift and exciting and it's got some of the best sound effects ever heard on the SNES. Look out for a review in this solar system before the vernal equinox and the conjunction of the moons of Cybella-Axis. (*Shut your skull.* – Ed). ■

I'm Noel Edmonds, now let's hear the latest sounds from First Samurai. What a great band.

Oops. Thought I was on the radio again. Er, this is a picture of a man standing around in Japan. Oh dear.



Ow ow ow! Someone carry me to a clinic. Only surgery can remove this GamesMaster Gotcha Oscar!

F15 STRIKE EAGLE II

FROM - MICROPROSE
FOR - MEGA DRIVE

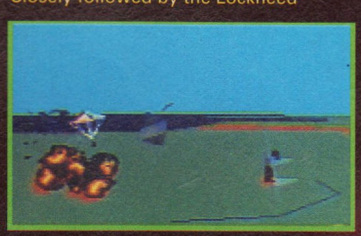
PRICE - £44.99
AVAILABLE - OCTOBER

Hooray for the F15. A quick poll in the GM offices shows it to be the favourite aircraft of the USAF. Closely followed by the Lockheed F104G Starfighter, and that ever popular bird, the KC-135 Tanker.

There are six game worlds in *F15 II*. So if you get bored of flying over deserts, you can zip across and have a go over ice floes. Combine this with the four difficulty levels and the hundreds of individual missions and you're looking at, er, a large game, really.

Each mission consists (he said, being sensible for a minute) of a primary objective and a secondary one. You must fly towards the first target and destroy it, before turning your attention to the second enemy thing. The targets are such things as enemy planes, buildings, bridges, missile launchers and stuff like that. Anything, basically, that explodes nicely when you hit it with a missile or Sidewinder.

And, as with all previews, we're obliged to put some nonsense like "expect a review in the next issue". So, expect a review in the next issue! ■



You can blow up stuff on the ground too. (I hate small captions.)

Hello. Chris Evans here. I've been asked... (*Look, stop it, James. No-one's convinced.* – Ed.) Er, this is a great pic of *F15 Strike Eagle II*, coming soon from MicroProse.

This is it shooting a missile. Looks like an AIM 9L Sidewinder. It's heat-seeking, capable of Mach 3 and is only (get this) eight inches across! Amazing but true, chums!

I had an egg the other day, actually. Actually, there were two.

FANTASTIC DIZZY

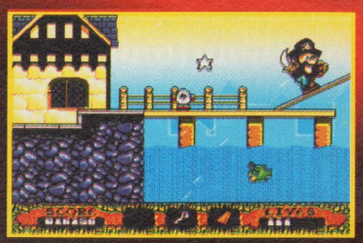
FROM - CODEMASTERS
FOR - MEGA DRIVE
PRICE - £34.99
AVAILABLE - OCTOBER

The most successful computer character of all time. That's what Dizzy is. So let's have a look at him. Well, he's an egg. He has a family, a lover and friends. He lives in a 2D world peopled by big geezers who block his way and stuff. To get round these and progress on his merry way, our yolky chum must utilise correctly the objects he's collected. For example, a door might need a lampshade, sorry, key to get it open.

There is a vein of slightly educational logic running through the game, which boasts approximately 600 quadrillion screens (well maybe not, but there are definitely hundreds). There are lots of platforms to negotiate, and there is even an underwater section which, on all the previous formats, has been released as a separate game called *Bubble Dizzy*. Gosh. The VFM quotient just keeps on rising.

Dizzy's console début looks like being a big success, especially as the game itself is packed with great graphics, humour, objects, things, dewberries and whaddayacallits.

Expect a review only a few hundred Earth-hours before the nearest star turns into a red giant, engulfing our solar system and putting several thousand jobs at risk in Avon alone. ■



A very tasty omelette, it was. I had a few mushrooms with it, and a dab – just a dab – of pepper. Delicious, it was. And a cup of tea.

FIRST, YOU BREAK SIX EGGS INTO A BOWL...

Exceptionally hard. Combat model. Optimum efficiency. Probably the leader.

Arrested in Sheffield for illegal possession of the detachable bit from cinema tickets.

One seriously evil mo'fo. This girl superglues rabbits' noses to ceilings.

A whirlwind of raging fury. Deadpan eats yams and likes Chris De Burgh.

A simmering inferno of hate and horror. Incidentally, don't buy Super Play!!!!!!!

He's a steaming, rollicking, erm, something or other. James is editing it!! Don't!!!

ALIEN BREED 2

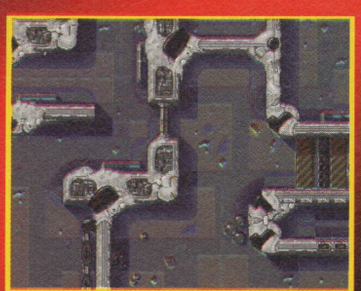
FROM - TEAM 17
FOR - AMIGA
PRICE - £24.99
AVAILABLE - OCTOBER

Hands up everybody who remembers *Alien Breed*! Broken bottles up everyone who doesn't. *Alien Breed* was most certainly acclaimed as a jolly spiffing game when it first came out.

And here, for your gameplaying pleasurable enjoyment, for your pushing-to-the-front, fan-screaming fun, for your... (*Get on with it, you namby great puddle of someone else's water.* – Ed). Here is *Alien Breed 2*.

It's a much-enhanced version of *Alien Breed*, sporting much better graphics, faster action and a much bigger play area. There are, apparently, many more exotic enemies, different styles of play and even more aspects to the game. Don't ask what this means. Team 17 told us to write it.

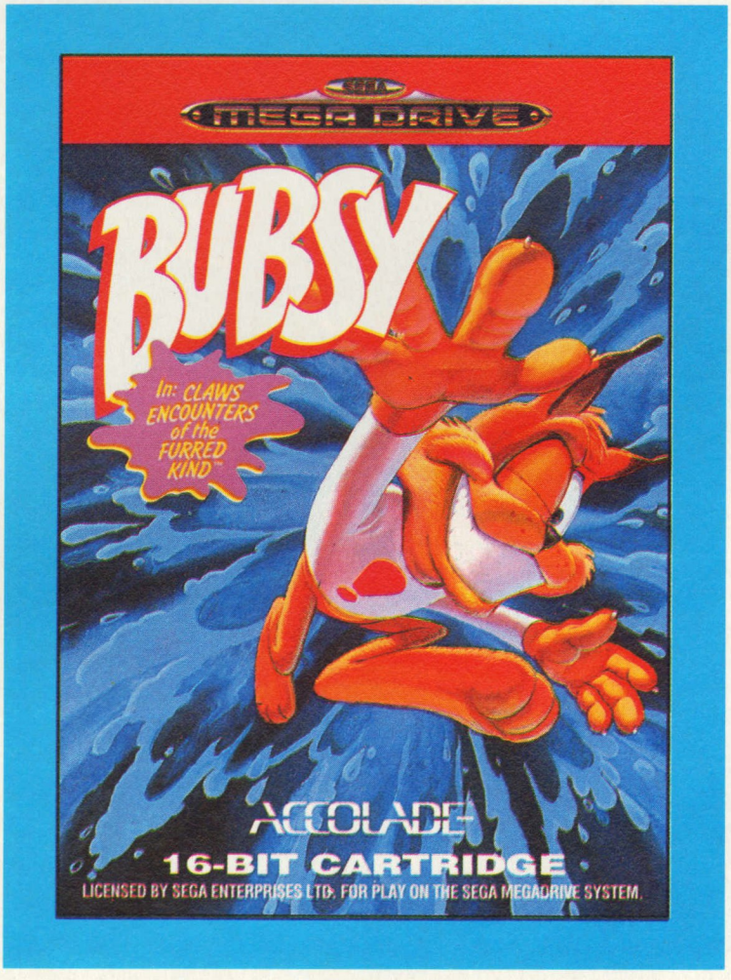
Anyway, players can, if they're sufficiently insane, choose to be one of four characters, including a robot and an alien bio-form (sounds like a girlie towel, eh readers?) Oh, and the many missions even contain a hostage rescue situation. Huzzah. ■



Look, we're SUPER really sorry that these PLAY? screenshots RUBBISH aren't too interesting...

Still, eh? Just believe PLAY us – we've seen the game MORE and it's bloody LIKE fabulous.

Another pun from Woolworths.
'Bubsy in: Claws Encounters of the Furred Kind.'



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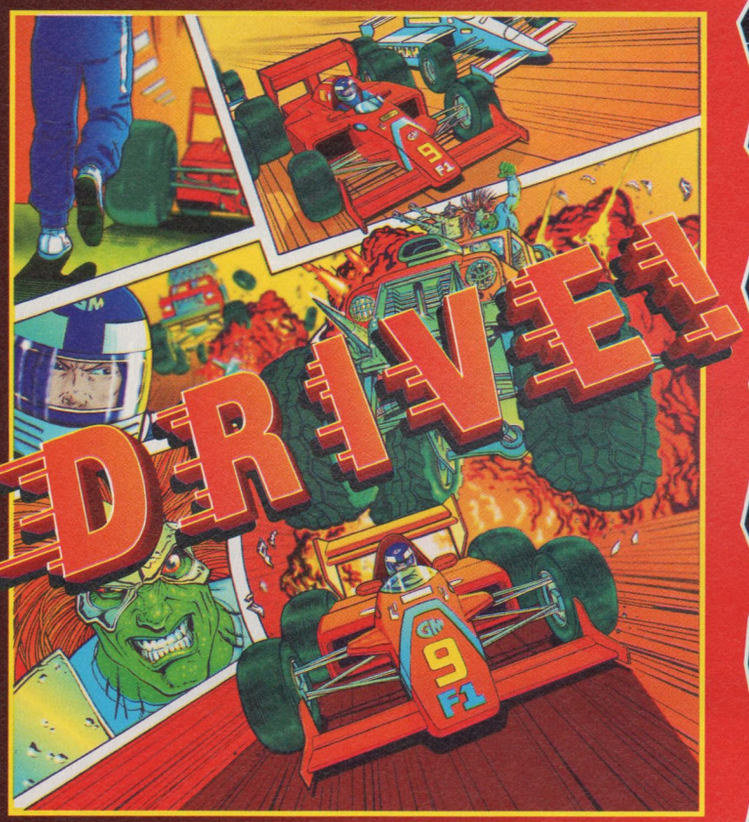
£39.99

Available to buy on Sega Mega Drive.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability



Driving is completely great. It's a scientifically proven fact. And the better you are at driving a car, the better you are at other things, you know, *other* things. But enough of that. Driving games have always been extremely popular for a couple of reasons. 1. Few people who play videogames can afford the scrotum-tighteningly flashy motors that everyone wants to drive, and a driving game lets you pretend you've got one. And 2. Most people would never ever attempt many of the outrageous things you do as a matter of course in a driving videogame.

So, given that the general premise of a driving game is great, how on earth do you choose which one you're going to buy?

Well, there are all different sorts for a start. Some, like *Formula One Grand Prix* from Microprose are very, very detailed and quite realistic. Others, like *Rock 'n' Roll Racing* or *Micro Machines* are completely fantasy-based. But the most important factor in all of these games is how they drive. The feel. Can you actually relate the behaviour of your vehicle on screen to your lead-footed antics on Her Majesty's highways, no matter how distantly they may be related? If the answer is "Yes" then the chances are you're onto a winner.

We take our driving pretty seriously here at GamesMaster and so this month we've rounded up the very best games (both available and forth-coming) and written about them.

Oh, and we've taken some pictures of them too. Er, and that's it.

Well, all that remains is for me to round off this intro with some trite little driving related phrase meaning "here comes the rest of the feature". So, get your motors running! Sorry.

Hello and welcome to the first (and, possibly, last) in a tragically contrived series of 'Interactive, Make Your Own Story' captions. Simply begin at caption 1 and follow the beautifully comprehensive directions...

LAM

Lamborghinis, my friend, are fast. Extremely fast. The Lamborghini Diablo (which is what you drive in this game) is a deliciously phallic, severely aesthetic performance car which can 'do' over 200mph – easily making it the fastest production car in the world. We've got this great video, right? It features on-board camera footage of Lamborghini Diablos driving at 160mph on a busy motorway and, at a test track; one actually clocks a lap speed of 212mph. Great, eh? There is just this one teensy drawback – you'll need at least £140,000 to spare before you even begin to entertain the slightest notion of actually owning one of the things.

Lamborghini – American Challenge is, basically, a SNES version of an old (but bloody good) Amiga/ST game, *Crazy Cars 3*. Incredibly enough, it all takes place in America and it involves a bunch of rivetingly stimulating events known as the Saturday Night Races – illegal races across 60 routes of American highway. You begin as a penniless, smelly old git with only the, erm, Lamborghini Diablo to your name. The idea then is to claw your way 'to the top' by way of thoroughly reckless

1. Geoff loved to drive. He adored the smell of squealing rubber and the taste of the open, erm, road. One day, he fancied a bit of a drive. But where to? Go to 1. for California, 2. for New York and 3. for Grimsby.

FOR - SNES
FROM - TITUS
AVAILABLE - NOVEMBER
PRICE - AROUND £45
STOP ■

1. Chugging up alongside, er, Venice Beach – that's it – Geoff sighed deeply. He switched off the ignition and lit a cigarette. Suddenly, he saw a geezer being mugged. To help, go to 4. To stay in the car, go to 5.

5. Geoff ducked his head slightly as he saw the geezer being mugged. Two burly men fisted and shoed him to the ground and ran off with his money. Then they came towards Geoff... 6. To drive away. 7. To hide.

BORGHINI

AMERICAN CHALLENGE

bouts of gambling with the other individuals who fancy their chances.

As your winning fees begin to overtake your entrance fees, you gradually acquire the means to buy add-ons and options for your Diablo. These include turbo-boost, snow tyres, radar detector, night vision, and a Sansui portable CD player with fully detachable Sovereign 2001 speakers in Brazilian rosewood. You're wearing a black side-buttoned notched-collar wool jacket, wool-crepe trousers and a fitted cashmere turtleneck... ah, sorry, got sidetracked.

As you progress, competition gets tougher and general hindrances become more numerous. In some cities, the police are cruising around, waiting to chase you or anyone else who commits a felony (speeding, bumping other drivers, getting in the way of civilian traffic). Happily, the police don't always pinpoint you for arrest – should any of your opponents do anything legally untoward, then they'll be marked as 'offenders', too.

All races include 20 artificially intelligent competitors, each of whom possesses one of those complex algorithm thingies which basically weighs up the advantages and disadvantages of each lane and chooses the best option. Throughout all four divisions of progress, you'll be interacting with all these professional drivers and the world you're racing in is not only complete but also continually evolving around and with you.

It's fast, graphics are clear and pronounced, scrolling is delightfully smooth and, to be brutally honest, it's a Jesusing good driving game which we'll be 'reviewing' next issue. Absolutely definitely. **ANDY LOWE** ■

4. Sweating slightly, Geoff got out of the car and headed towards the muggers. Unfortunately, though, he was stabbed and killed. END.

2. Geoff got into his car and headed for New York. After 10 minutes, though, he lost control, hit a lorry and died. END.

3. Pulling into Grimsby (which seemed surprisingly rainy for the time of year), Geoff lit a cigarette. Suddenly, he saw two men mugging another geezer by a, er, Bingo hall or something. To help – 4. To ignore – 4.

6. 7. and some other numbers... Sorry about this, but this slightly ambitious idea appears to have become confused and annoyingly unworkable. Still, ambition is the offspring of integrity – or perhaps impunity.

FROM - OCEAN
FOR - AMIGA
AVAILABLE - NOVEMBER
PRICE - £25.99
STOP ■

"A bit early in the morning for festivities, isn't it?" (© Withnail & I)

This game is by OCEAN. That's OCEAN. Make no mistake – OCEAN.

That's your car on the road, even though the dashboard's in the air.

BURNING RUBBER

In my day, Burning Rubber was a simple method of keeping the population down. Now, it seems, we're talking about an illegal road race across Europe and America. The prize in all this being an enormous wad of cash and a fat stack of glory to accompany it.

Do I have to do a caption for this one? I'm not feeling very well. I think I'd better go home, actually.

The race itself is split into six checkpoint cities. In Europe, you'll see London, then Paris, Barcelona, Rome, Scotland (?) and finally Amsterdam. Once this little tour has been sorted, you get to zip over to the USA, where you'll experience the heady pleasures of New York, Mount Rushmore, Los Angeles, Florida, Washington and, as the fuel tank registers empty, Las Vegas

Quite a drive, eh? Well it gets even tougher when you realise you have to do a spot of navigating as well. Those fiendish chaps at Ocean have stuck in a load of junctions, and what you must do before you set off is call up a map and plan your route. Then, when the T-junctions loom, you see an arrow showing you which way to go. If you cock it up, you'll have to stop and have a rethink with the map in front of you.

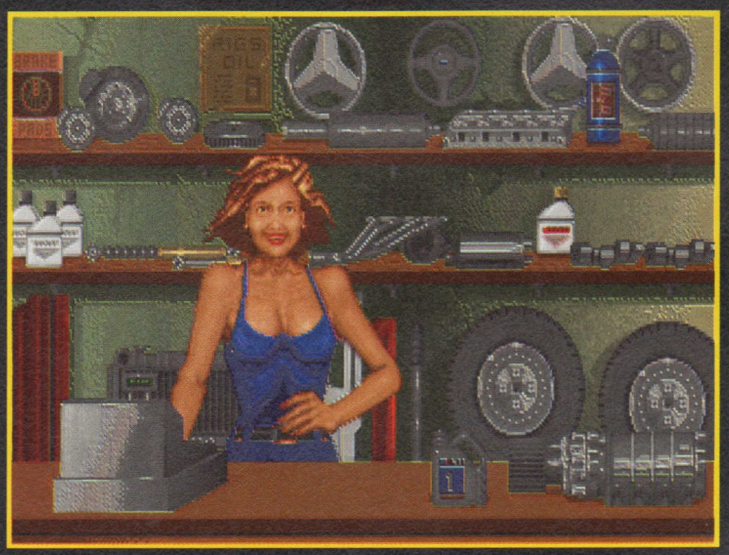
Oh, and you can choose which car you want to drive. In Europe you can have a Peugeot 205 GTi, a Ford Fiesta RS Turbo, Golf GTi, Renault 5 Turbo, Astra GSi or Sunny GTi.

And there are a load more for the American section, but we've never heard of any of them, so we won't bother printing the list. Oh, and incidentally, each car has got the correct dashboard and stuff, so real buffs will be more than satisfied.

Finally, the game will boast a Speed Shop. Here, depending on the amount of cash you've managed to accrue, you can purchase three types of turbochargers, four types of wheels, four types of tyre, four superchargers, ABS braking, three suspension packs and three nitrous exhausts (whatever they are).

So there you have it. *Burning Rubber* looks to be very fast, very, er, relevant and all in all, a searing social comment on the state of Britain's crumbling motorways, many of which weren't built to take more than 20 Wolseleys a year.

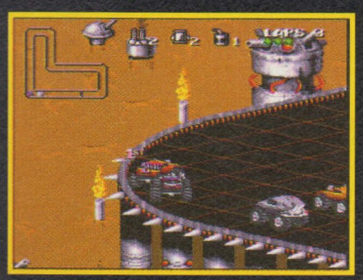
It must have been the scampi. Anyway, er, this is your truck. It goes quite fast, as you can see. Well, obviously you can't but it looks like it goes quite fast. And I've played it, so I can tell UGH! Oh. I've been sick.



Uuurgh. Some came out of my nose. Cor, my eyes are watering. Er, oh yes. Wow. A babe. Very, erm, attractive. Ohh. I feel better now. Better out than in. Speaking of which, buy Super Play. It's totally great etc.

SEE IF YOU CAN SPOT THE HIDDEN OFFENSIVE WORD IN THIS PREVIEW. OH. I THINK ALISON'S TAKEN IT OUT.

ROCK 'N' ROLL RACING



Yeh, cyber-race. Death to all cars!

And you can even drive tanks. Ace.

Cor! Two views of the crash, thanks to both players! Skillage!

Choose the vehicles you think you'll look coolest in. Personally, I'd go for the big 4WD job with all the lights. It positively reeks, pongs, niffs and stinks of latent violence and the ability to smash through thin walls.

Can you drive? Everybody on GM can, apart from Andy, Wayne and Les, that is. So we're "car-freaks", if you like. Lam is particularly that way inclined. And what do we do when we're driving? We stick a cassette into the stereo (or, if we're in our Publisher's car, a CD). And we turn it up loud. And then we leave rubber at the lights.

This sad boysie-ness is exactly what Interplay have recognised in their games-buying public. Hence their rather marvellous new game *Rock 'n' Roll Racing*. This combines 3D truck hammering with some classic-tabulous old raves from the grave like Paranoid by Black Sabbath or Bad to the Bone by George Thorogood.

The whole thing is set in the future. It's not quite clear when, but there is a reference to Flip Johnson winning the Indianapolis Super Cup way back in 2911, so that gives you a bit of an idea how silly it's got. And your opponents? They, it transpires, are criminals, machines, geniuses and the lizard Prince of Bogmire. Yes, old Ragewortt (as he's known) is there too.

You start off as a rookie, which means you only get to race three planets (oh yes, it's all set on five different planets as well). If you do well, you can play in the veterans' league, which means you can have a bit of a crack at all five planets. Win them all and you've won the Indy Super Cup (just like old Flip did back in '11).

But before you get anywhere, there are the usual racing game 'buying-your-car-and-adding-bits-to-it' menus. Select from several really ace-looking vehicles and spend, spend, spend to make it better.

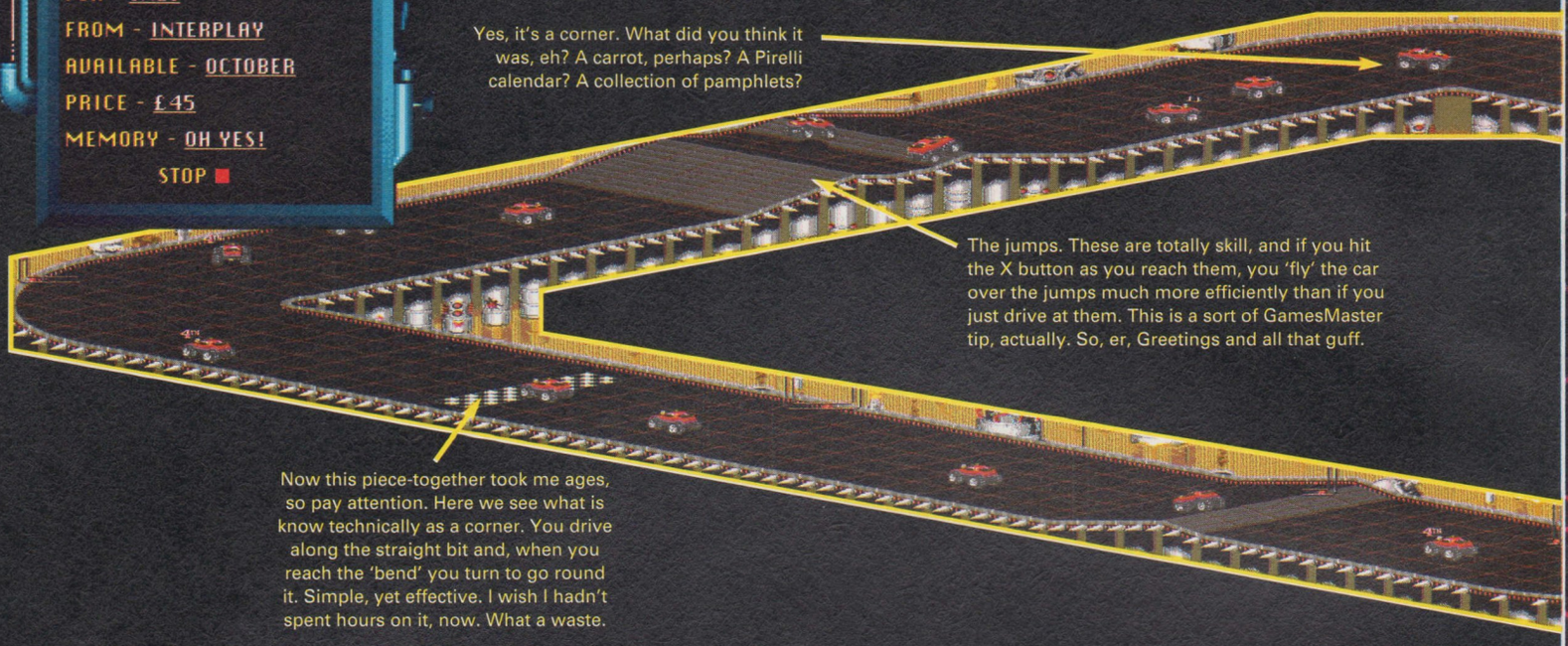
Yes, yes. That's all well and good, but what's it like to play? The answer is that it's totally excellent. The cars move as you'd hope in your wildest dreams; they've got weight, traction and inertia (well, they haven't really, but it sure feels like it). The upshot is that when you play *Rock 'n' Roll Racing* you're going to have a hell of a time. It's immensely rapid and the wheel-on-wheel combat you get into as you try to smack your opponents is a pure adrenaline injection.

The courses are beautifully drawn and swing around with terrifying smoothness. Come to think of it, so do

Some of the worlds are totally bizarre. In fact, for the perfect effect, drink about eight gallons of Coke, eat some very old cheese and hyper-ventilate. Then try not to blink as you play the level. It'll open your mind.

This piccy's here because there's a weird hovercraft/alien spaceship in that recess under the road. And we want to know what it is. If you've got any idea, write and tell us. We'll put your suggestion in a large bin.

FOR - SNES
FROM - INTERPLAY
AVAILABLE - OCTOBER
PRICE - £45
MEMORY - OH YES!
STOP ■



Yes, it's a corner. What did you think it was, eh? A carrot, perhaps? A Pirelli calendar? A collection of pamphlets?

The jumps. These are totally skill, and if you hit the X button as you reach them, you 'fly' the car over the jumps much more efficiently than if you just drive at them. This is a sort of GamesMaster tip, actually. So, er, Greetings and all that guff.

Now this piece-together took me ages, so pay attention. Here we see what is know technically as a corner. You drive along the straight bit and, when you reach the 'bend' you turn to go round it. Simple, yet effective. I wish I hadn't spent hours on it, now. What a waste.

the cars. Someone's obviously spent quite a while sorting out the animations here. So combine the ace graphics with the exciting gameplay, and add a healthy dose of rock music and you get what can only be described as a storming game.

But surely there must be a couple of bad points in *Rock 'n' Roll Racing*? Well, some of the courses are tricky. Come to think of it, this isn't a bad point at all. What about this – the commentary is loud and persistent. No, that too is a Good Thing. So we're stuck with it. *Rock 'n' Roll Racing* is a great game all round, and I'm going to give it a lovely percentage. Just you see if I don't. **JAMES LEACH** ■

Ah. The two-player section. It's totally great and everything.

Prizes for the winners. Of course. Well, what did you expect? I put it in because I was first. Okay? Me, me, ME!

UGLY MUG TRUCKERS

RALPH
Oh dear. I just know these captions are going to be silly. I mean, Ralph's not his real name. I borrowed it from the book, Jurassic Park, where it's a triceratops.

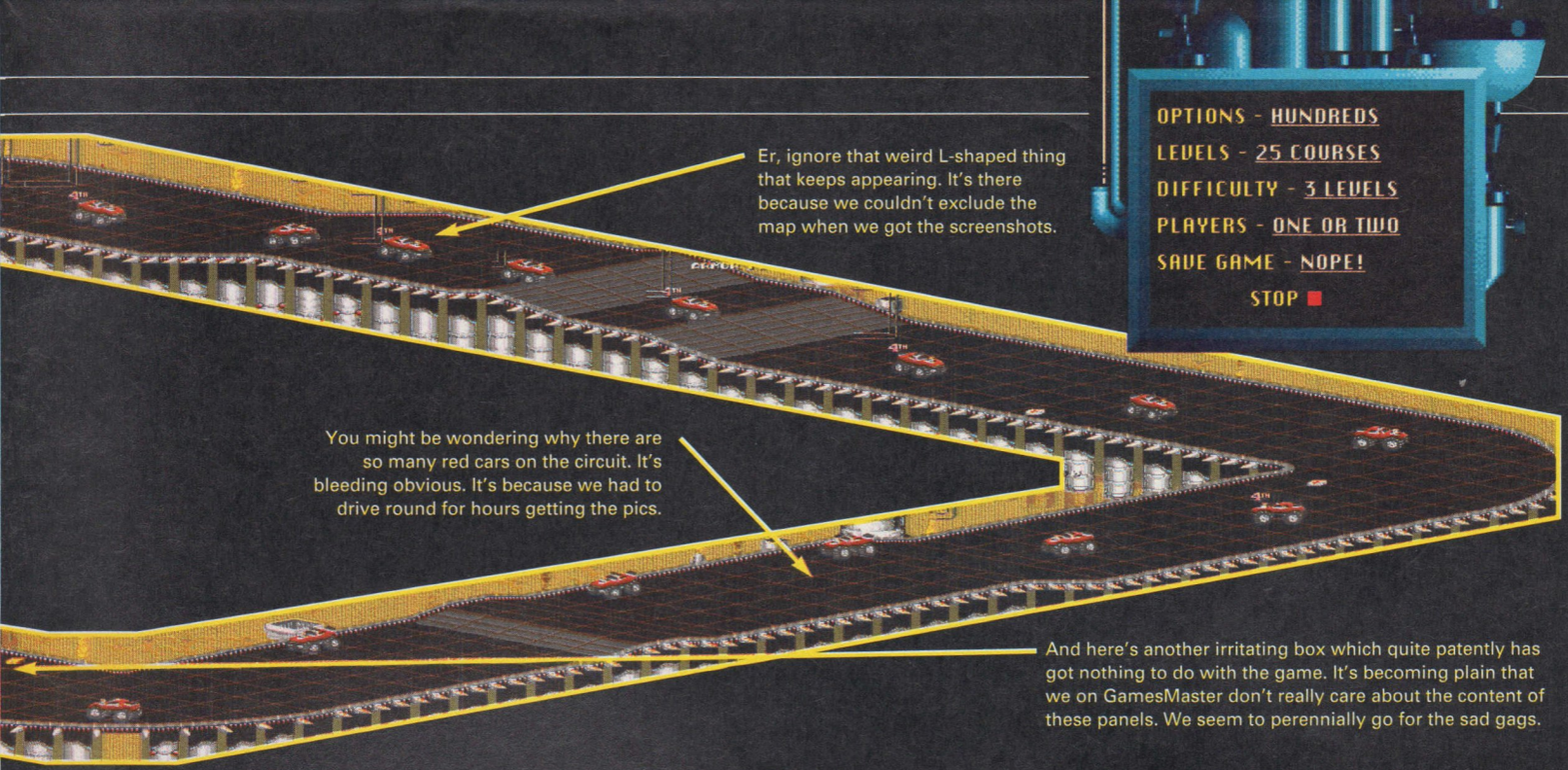
DOUGAL
Wasn't Dougal a good name for that dog in Magic Roundabout? I was always impressed by the inspired names in that. There was Brian as well. That was excellent.

MERV
Punks like this are always called Merv or something. Derv would be a good name. It means diesel, you see. (I've never understood why. Can you help?)

BLANKA
Sorry. But he is my favourite. I'm even really good at that 'Arough! Arough! Arough!' noise he makes when he wins (or rolls in the Turbo Edition).

BILL NIGHY
I saw The Men's Room. I know what goes on. Anyway, Bill was appearing at the Theatre Royal in Bath recently, and Debs saw him in the street. A coincidence?

FIDEL CASTRO
1927-present. Prime Minister of Cuba 1959-76 and President from 1976. He led two unsuccessful coups against the Batista regime and led the revolution in 1959. Hi, Fidel!



Er, ignore that weird L-shaped thing that keeps appearing. It's there because we couldn't exclude the map when we got the screenshots.

You might be wondering why there are so many red cars on the circuit. It's bleeding obvious. It's because we had to drive round for hours getting the pics.

And here's another irritating box which quite patently has got nothing to do with the game. It's becoming plain that we on GamesMaster don't really care about the content of these panels. We seem to perennially go for the sad gags.

Is there a game in the universe which isn't better when you play the two-player version? The answer is no. And *Rock 'n' Roll Racing* proves this. In two-player, it's boxer-dampeningly good fun, especially with missiles.

If you look closely at the above picture, you'll see a little puff of smoke coming from the back of this diminutive tank. Sorry, it's not a very interesting point. But this is such a huge caption to fill.

The trucks look very real, i.e. plasticcy and virtually unbreakable.

9 PRESENTATION

The wide variety of vehicles look great. The tracks look great. The menus look great. The title screen looks great. And, it has to be said, I look great. Fancy a date, girls? I've got a sportscar and I'm getting a motorbike...

2 REALISM

I've smacked up a couple of motors in my time, and believe me – it's nothing like this. Also, it occurred on Earth, whereas this doesn't. And you don't get missiles and mines in real life. So we're not talking about frightening realism at all, really.

9 BOY RACER POTENTIAL

You get to slap into your foe as well as cut them up, drop mines in their path and force them off high precipices. It's also bloody fast and there are flames and everything. Add to this the thumping music and you're talking high BRP.

9 ADRENALINE RUSH

The bee's testes. It really is a ber-illiant game, is *Rock 'n' Roll Racing*. The sounds, the commentary, the action and everything. One I'd rush out and buy a SNES for. No, really. I mean it. In fact, I'm going to. But that's more to do with Super Play, actually.

OVERALL

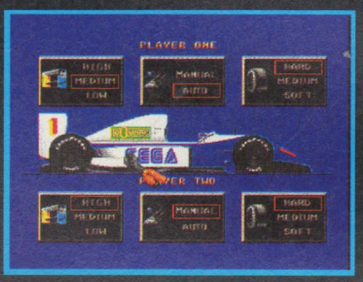
Rock 'n' Roll Racing is great. Don't think it's being marketed solely on the gimmick of having great classic rock tracks. Not at all. In fact it's a superb game with the music as a bonus. Buy it.

JAMES

JUDGEMENT 92%

FOR - MEGA DRIVE
FROM - DOMARK
AVAILABLE - NOW
PRICE - £39.99
MEMORY - 8 MBITS
STOP ■

F1



Player two is clearly the more experienced driver, opting for less grippy yet quicker tyres and manual gears. Show off.

Of all the styles of motorsport, nothing delivers excitement on so many levels as Formula One racing. There's the speed (a particularly "not bad" 200 mph), the glamour (some of the world's most beautiful and exotic locations) and, of course, the danger; the white-knuckled, wide-eyed, one-involuntary-muscle-twitch-and-you're-finished pressure of hurtling around a smooth tarmac track in a little fibreglass shell. There's nothing quite like it.

So it's something of a coup for Domark to pick up the entire Formula One licence, entitling them to use all the names of all the drivers, teams and circuits and reproduce every last detail of a full Formula One season as accurately as possible.

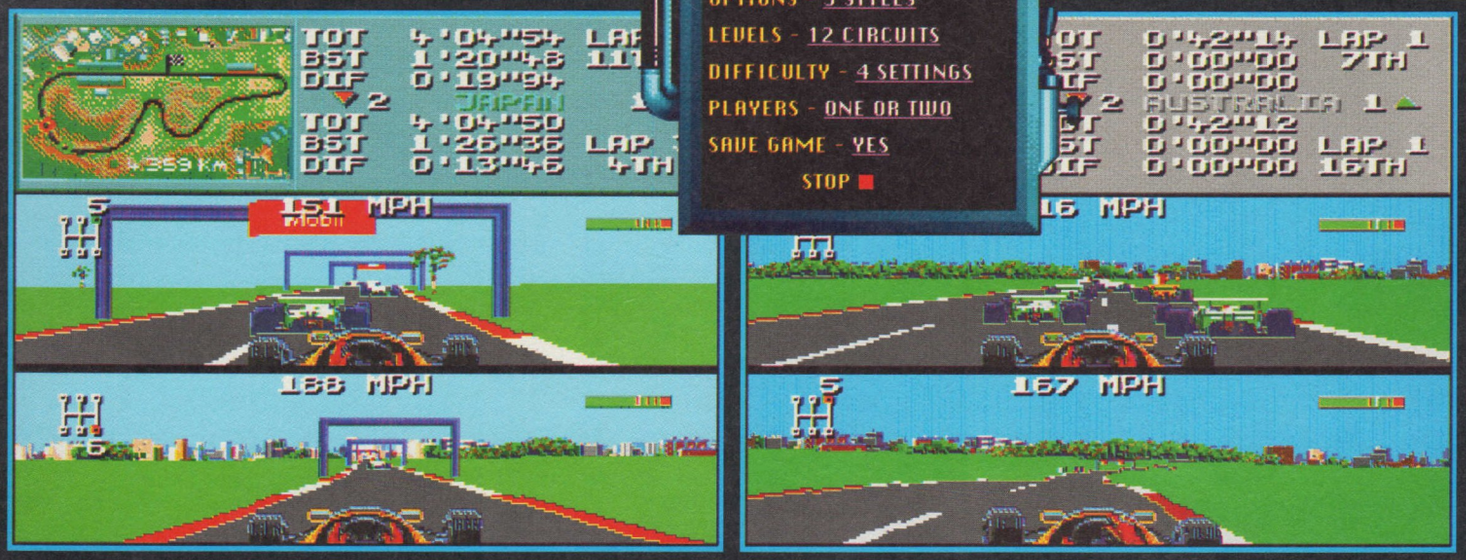
The question is what they've made of this rather once-in-a-lifetime deal. The answer – undoubtedly the best Mega Drive racer yet.

For a start, there's a bucketload of options. You can race on your own or against a friend. You can race in arcade mode where you simply accumulate points for every car you overtake, or you can practise on any of the 12 international circuits.

You can race any number of circuits in any order you like. And when racing

SILVERSTONE

There's nothing quite like being talked round one of the most thrilling circuits in motor racing by one of the world's most accomplished drivers. And this, ahem, is nothing like it. Your chauffeur is Jim Douglas.



Slowdown? What slowdown? Even in two-player mode with stacks of other cars on the road, the action moves at a frightening pace.

If player two is driving on Novice setting, the Mega Drive will help him round the corner so long as he turns in okay. He needs the assistance.

you can choose whether to qualify and jostle for grid position or take your chances at the back of the field and hope some leaders take themselves out. There are four skill settings too. And for the truly insane there's a turbo mode (only available for solo-players) which boosts the action to teeth-grindingly rapid speeds.

The driving itself is excellent. Depending on your skill-setting (novice, amateur, professional or expert), the Mega Drive will assist your drive, helping you keep the correct line through corners provided you turn in properly. There's a little bit of slowdown in two-player mode when the track's crowded, but nothing to hamper the ferocious competitiveness that the driving freedom affords.

My only gripe is that in an environment where so many things are made easy, entering the pits is a complete nightmare. It's very likely that you'll have to make a pit stop at least once during a race depending on how much of a roasting you give your tyres. You're warned of your approach to the pit-lane by a little spanner logo on overhead gantries.

Typically, you've got to dart right, stand on the brakes and hit "c" to activate the pit routine, which is fine, but should you be unfortunate enough to clip one of the pit-lane supports, the automatic crane will hoist you back onto the track making it impossible to enter the pit-lane on that lap, frequently resulting in you retiring from the race with blown tyres.

Nevertheless, *F1* is a near-perfect blend of realism and laughs, and guaranteed to fill the room with the most sweary competitive language.

JIM DOUGLAS ■

Frequently one player's crash will break the other driver's concentration, causing him too to come off.

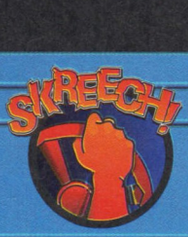
Normally Simon has to draw little controllers and the reviewer has to annotate his drawing. Here though, Domark has done it for us. Phew!

1 Player Turbo! 1 Player Turbo! Go on – it's the best! Honest, it's really quick and everything and, ooh, you won't belieeeeeve it!

Pulling into the pits is very tricky if you're going too fast. Here I'm probably going to overshoot, and will retire soon with blown tyres.

Any combination of courses in any order you like, and you can skip through the practice laps as well if you like. Very flexible.

9 PRESENTATION
Very nice indeed. Excellent music and effective-if-a-little-simple graphics. Lots of trackside obstacles, loads of car set-up and driving options and an overall ease of use which must be applauded. So clap-clapclapclapclapclapclap.



9 REALISM
Lots of realistically mapped tracks, major teams, qualifying laps and so on. You can even look in your tiny rear-view mirrors to see who's trying to overtake. Bouncing off your opponents' tyres and flying up in the air isn't very realistic. However...

8 BOY RACER POTENTIAL
...It's a great laugh! Although there's not much potential for barging into people from the side, you can shunt them up the back in a most pleasing style, causing your car to nose-drag along for several metres. Hooray!

8 ADRENALINE RUSH
Even without the pant-soddening turbo mode, *F1* is entirely thrilling and gripping. Hours of unblinking tension guaranteed. Two-player mode is by far the best, delivering more excitement than any other Mega Drive driving game to date.

OVERALL

The best Mega Drive racer yet. F1 is smart in solo mode and simply excellent when played two-up. Lots of realism, smart visuals and big chuckles as you plough into the back markers. Very pleasant.

JIM ■

JUDGEMENT 90%

GP1

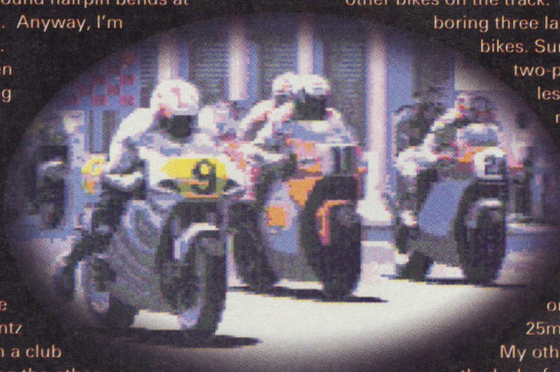
Hello, James here! Even though I've just left the mag to go and work on Super Play, I'm...

...really into motorbikes, so I'm going to help out by doing Les' captions for him...

Racing with a friend is always good for a laugh, and in two-player mode you can, er, do that.

Ah... the joys of motorbike racing. Isn't that where they all hack it down the straights and then go into kamikaze mode to go round the corners with their knees scraping the ground? Now, correct me if I'm wrong, but there must be something seriously wrong with you if you get off on riding two-wheeled multi-coloured death traps round hairpin bends at stupidly high speeds... Anyway, I'm beginning to digress...

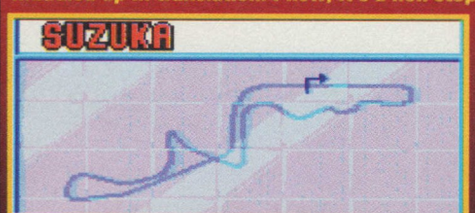
There haven't been many attempts to bring the thrills and spills of this exciting event to the video game scene. Only *Hang On* ever came close (oh and *Road Rash*, but that was a little different – after all when was the last time you saw Kevin Schwantz taking to the track with a club and bike chain attacking the other riders?). Bike racing fans have so far been left with either dreams or Mega Drive games... until now: *GP1*.



So is it faster than a speeding bullet? A leaper of tall buildings? A righter of wrongs? Well, not quite. Although it *is* a fast racing game you can't help feeling that it could have been pushed that little bit further. There are also a couple of very definite flaws in it. The first, and most important one, is that when two players are racing simultaneously there are no other bikes on the track. This leads to a very boring three lap race between the two bikes. Surely half the fun of a two-player race is relentlessly smashing back markers into your opponent when he tries to overtake. Or the fun you can have speeding off into the distance while your opponent gets stuck behind some ex-Mod on his little Vespa doing 25mph round the bends. My other little gripe with it is the lack of a game save option.

CONTINENTAL CIRCUITS...

Bit of a videogames in-joke there, as a matter of fact, that one. It was actually what *Continental Circus* should have been called, but the name got muddled up in translation. Phew, it's a non-stop carnival of laughs in our job. So, here are the tracks you can go round...



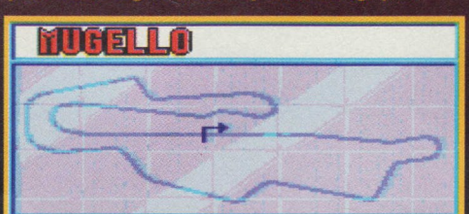
Hello! I am Professor Heinz Shufflegruber, and I want you to examine these shapes and tell me the first thing that comes to mind...

Okay, here we go. This looks a little like a tap, do you not think? Or perhaps it's a guitar, hmm? What does this tell us...?

Now, this is clearly a whale. A big spouting whale. Do you like whales? Do they excite you? Their big mouths say something, yes?

And here we have Boba Fett's spaceship. You fantasize a lot about space travel, I think. Were you kept in a small room when young?

What do you mean these just look like race tracks to you? Nonsense! We must investigate your inner psyche! We must learn!



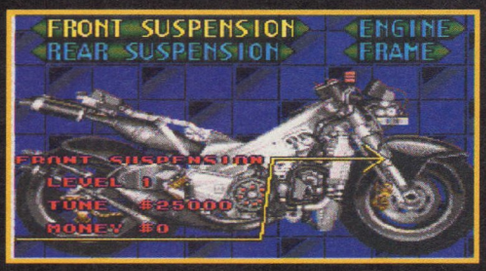
It's obvious what this one is? Isn't it? I mean, look at the rage and the violence and confusion in those lines! Mother! Mother! Mother!

SPEAKING OF MOTORCYCLES, THERE IS A PUB IN BATH CALLED HATCHETTS WHICH IS FULL OF VERY HAIRY BIKE OWNERS.

FOR - SNES
FROM - ATLUS
AVAILABLE - IMPORT
PRICE - £50
MEMORY - 8 MBITS
STOP ■

OPTIONS - SOUND TEST
LEVELS - 13
DIFFICULTY - MEDIUM
PLAYERS - ONE OR TWO
SAVE GAME - N/A
STOP ■

Here the blue rider is just about to sweep in perfectly and cut the apex of the corner.



And here is a bike with all the plastic bits taken off so you can see its innards. Lovely.

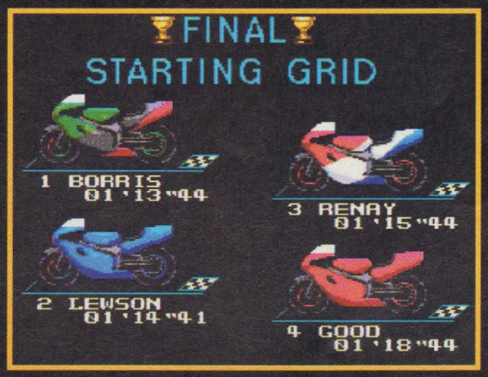
Ow! Ow! Ow! Ow! My leg! I can't move my leg! I think I've got a brown square stuck in it!

There is nothing more annoying than being in the middle of a season and having to turn the thing off to go out or something like that and not being able to save your position. Come on coders, think!

Aside from that, what you have here is a very playable racing game. Everything is all nice and fairly zoomy with all the usual static screens we have come to expect from these things. The season consists of 13 races all over the world, but all this is hardly ground-breaking stuff, is it? Sound effects are okay, apart from that bloody annoying "oh look, we've all reached maximum speed so the engine sounds like a swarm of bees on the rampage" effect.

GP1 stands up well against all the car racing games, so if you are sick and tired of four-wheel racing there is now another option.

It's slicker than the Exxon Valdeez, but not quite as damaging to the environment. **LES ELLIS** ■



Here are lots of bikes with no people on them. Why's that then, graphics geezers? Can't draw?

These bikes are fictitious. In real life I'd go for a Honda Lead 125, or perhaps a Jawa 250.

Mr Hansen will be straightening out my forks for this race. I like him because he's bald.

You don't want to ride in the white. You want to get up into the redline! Peak revs, you see. This is no place for mechanical sympathy. At least you can admire the view from here though.

7 PRESENTATION
Slick, plenty of tables and static screens to keep you gawping. The customise bike option is nicely implemented as well. Not quite top grade stuff, but it's good and everything is friendly enough to allow pretty instantaneous racing fun.

7 REALISM
Pah, no metal plates in your legs when you come off. Asides from that, I've never really ridden round a circuit at 300kph, although I imagine this is as close as you'll get for now. Er, without the wind or the danger or the feel. But it's quite close

6 BOY RACER POTENTIAL
None too shabby. Lots of tyre-shredding potential here. Wheelies, stoppies and the whole bit. If you're really into laddishness at the expense of race victories, *GP1* will please you no end. A definite hit with the Kevs.

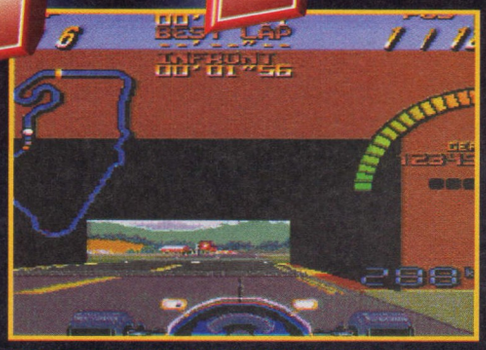
7 ADRENALINE RUSH
Well... I have played more exciting racing games, but the championship will have you on the edge of your seat for a while. It does get a bit easy though. The two-player mode should have been enhanced.

OVERALL

As there are only three laps per race all you need to do is get a flying start and hold on to it for a couple of minutes and you've won. There are no options to make the races longer which is a drag.
LES ■

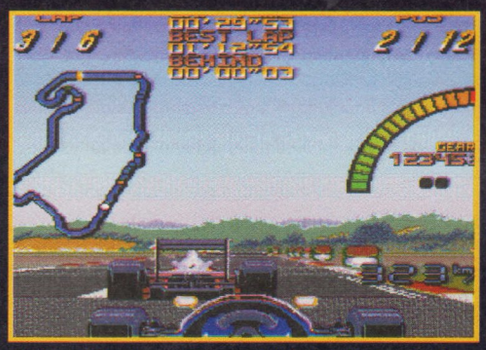
JUDGEMENT 78%

NIGEL MANSELL'S F1 CHALLE

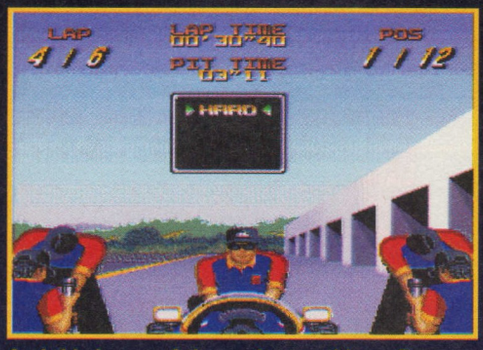


This is one of the little tunnels that occasionally crop up. You have to go through them.

Just like I'm doing here at Monaco... driving through tunnels that is. They are nice.



Unlike this chap – Senna, I think. "Get out of my way, you ruffian." Damn joy-riders.



And this is one of those pit-stop things, Damon should try them more often.

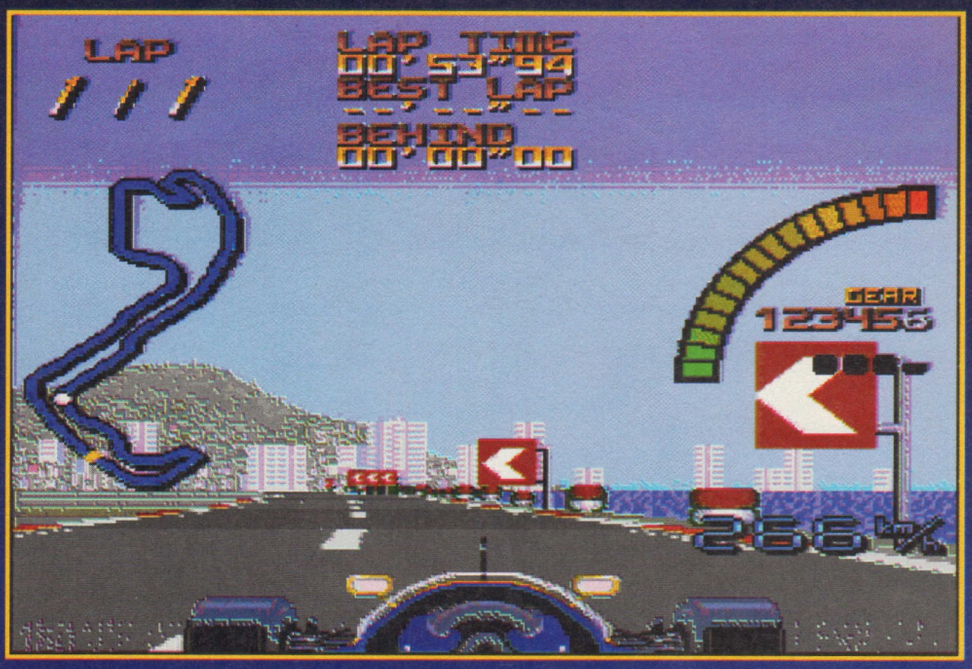
Murray Walker sums up the excitement of the sport when he says, "Aaaaand Heeeere Comes Nigeeellllll Manselllll winnnning yet another race..." in his oh-so-irritating high-pitched whine. Until Nige buggered off to Indy car racing he was the great British hero, winning the Formula One drivers' championship in true style. Now, thanks to Gremlin, you can try to recreate the winning ways of 'our Nige'.

The racing is rather simple. Just pick whether you'd like to race in arcade or simulation mode – arcade mode is a lot easier, because the car is kept on the track, unless you're going too fast – then away you go. You can race, or practise, on any one of the 16 tracks which are actually used in the world championship. You can also race in a full season. That's all there is to it really. You can, if you like, follow Nigel around the course, and he'll tell you where to speed up and slow down – this way, you can get a good idea of what the course is like.

As far as SNES racing games go, this really does give the opposition a good run, even drive, for their money. It's so smooth and fast, the corners just glide effortlessly into view.

There are a few grumbles about the game though. First up is the simple graphical style. If you've ever played *F-Zero* or *Exhaust Heat*, then *Mansell*'s style seems a little plain. I would have liked to have been able to drive the wrong way down the track and smash up the car, but you can't do that.

So how *do* you crash the car? Well, you have four black circles, representing your tyres, and when



Here we are again at Monaco, haunt of the rich and famous. The cars smoothly sail past the sea. At the moment, we're qualifying, and it's looking pretty good... until I hit that bollard just ahead.

GAMESMASTER TIP

GREETINGS

Instead of applying continual pressure on the brakes, remove your foot from the accelerator well before you come to the corners to take them effortlessly. And if you want an easier time, race in arcade mode. Oh, I've just watched the German Grand Prix at Hockenheim and I've some advice for Damon Hill. When you're 20 seconds in the lead and halfway through a race, change your tyres to stop them burning out.

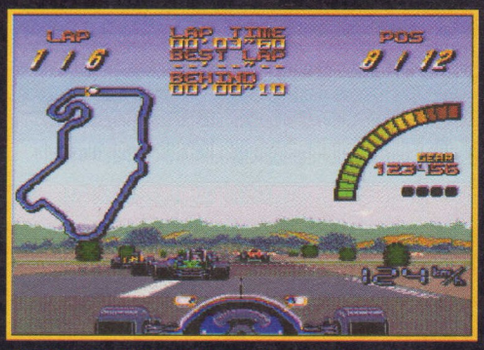
EVERYBODY FUSSED OVER MANSELL, BUT WHAT ABOUT THE BLOODY WALL HE HIT? WHO'S GOING TO MEND THAT?

ENGE

FOR - SNES
FROM - GREMLIN GRAPHICS
AVAILABLE - IMPORT
PRICE - AROUND £45
MEMORY - 8 MBITS
STOP ■

OPTIONS - ARCADE/SIM
LEVELS - 16 TRACKS
DIFFICULTY - MEDIUM
PLAYERS - 1
SAVE GAME - PASSWORD
STOP ■

Alas, it's raining now and we're off the 'slicks' and onto 'wets'. Yay for the wets, I think.



Back in the thick of it again, and I'm lapping everyone. (No you're not you're eighth! – Ed)

On the rostrum now, and I've come to the decision that Senna and Schuhmacher are twins.

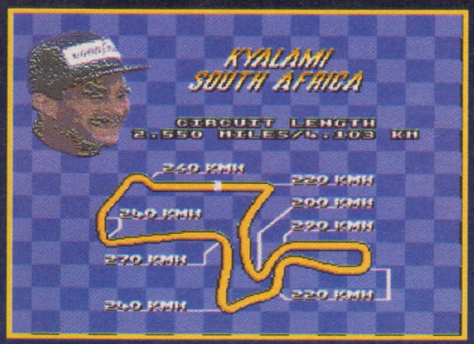
they're worn away, you can't continue, so every few laps you have to change them. But for sheer racing fun, *Mansell's* is great. It's fast, fun and very playable.

One particularly fab bit is the casino tunnel on the Monaco section – when you go through, the engine really echoes and goes back to normal when you reach the other end. The clocks even tell you how far in front or behind you are when out in a full race.

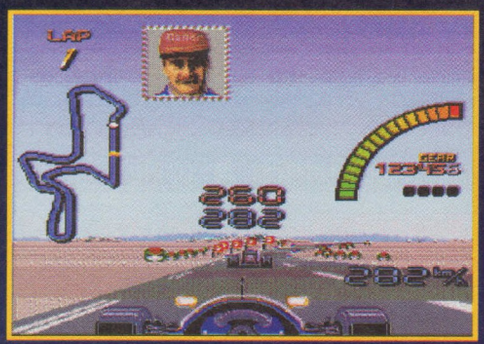
The pace of the action is very fast. You'll hate it when Senna and his pals gatecrash past you – getting back out in front will be all you can think of. Addictive stuff indeed. This is one of the best racing games you

THE FAIL-SAFE FORMULA 1 FORMULA

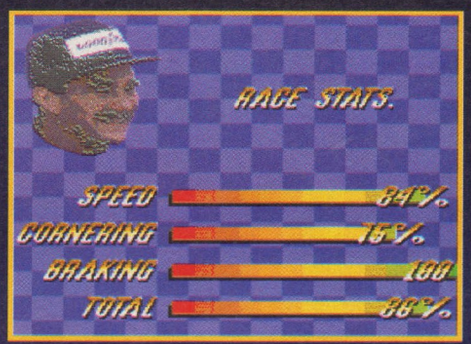
Here at Kyalami, Nigel instructs you in the art of "How to cane a car round a track, really fast". It works too. See below...



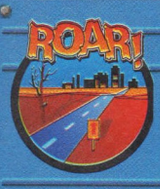
This is the South African circuit and it's here that you can see how fast you have to go.



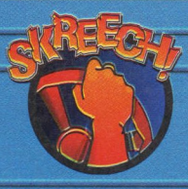
Nigel is out in front and because I'm 'ard, I'm going 22 mph faster than I should be.



But I've still got some credible stats to show, braking 100%. Yessss. I am King.



8 PRESENTATION
Pictures of Nigel crop up everywhere. You can choose which track you want from a nice spinny world map. When it comes to driving games on the SNES, this is in the first division and is leagues ahead of all the others. It's really smooth and stuff.



7 REALISM
I've never driven my dad's car at 310 kph, but this is just as good as watching it on the telly. Nice and fast, and tons of excitement to boot, or is it pedal? Anyway, in simulation, you crash a lot so it's pretty realistic. Arcade mode is a bit easier.

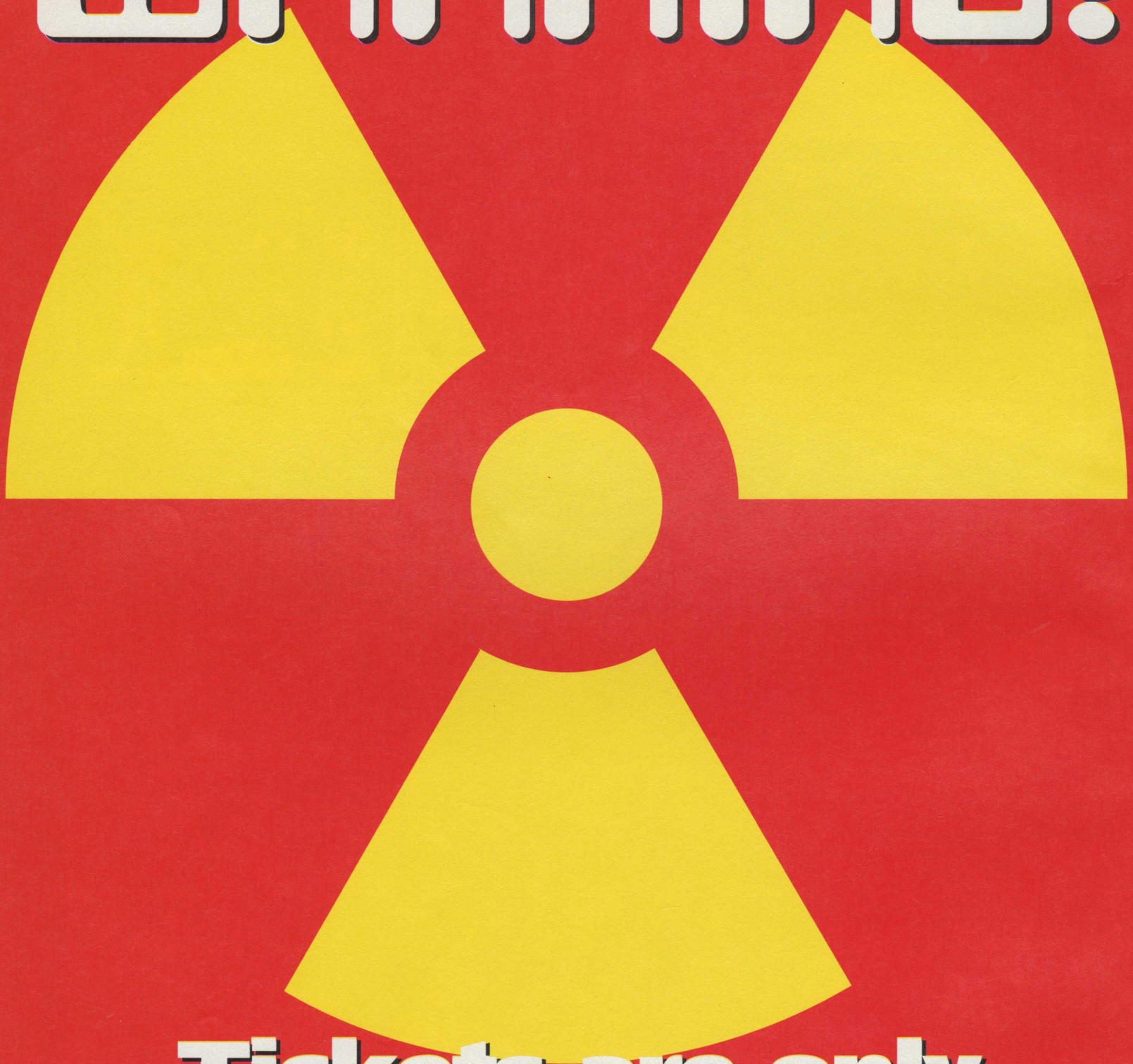
8 BOY RACER POTENTIAL
I should know, eh guys? (*Yes, Ade.* – GM team) Well, if you can't afford the real thing (£4m), this is probably the best substitute. But the speed within the game is very exhilarating. Lots of corner taking at 200kph is not uncommon.

8 ADRENALINE RUSH
When you're racing along the straight with the other racers behind you, you'll be forever urging the car to go faster. It's also a great pain when you get beaten by only a few inches. Now I know how Damon feels. Poor chap.

OVERALL
A great racing game which holds its head proudly above the opposition. There's no two-player mode, but then you wouldn't want to share it anyway. It's quick, and so should you be in snapping this one up.
ADE ■

JUDGEMENT 90%

WARNING!



Tickets are only available in advance!

The only way to get tickets is to phone 051-356 5085. Price: £6.95 each or £24.95 for family groups of four (with at least one adult). No tickets will be sold on the day.

November 11 – 14 LONDON OLYMPIA

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Saturday 13th ☐ Sunday 14th ☐

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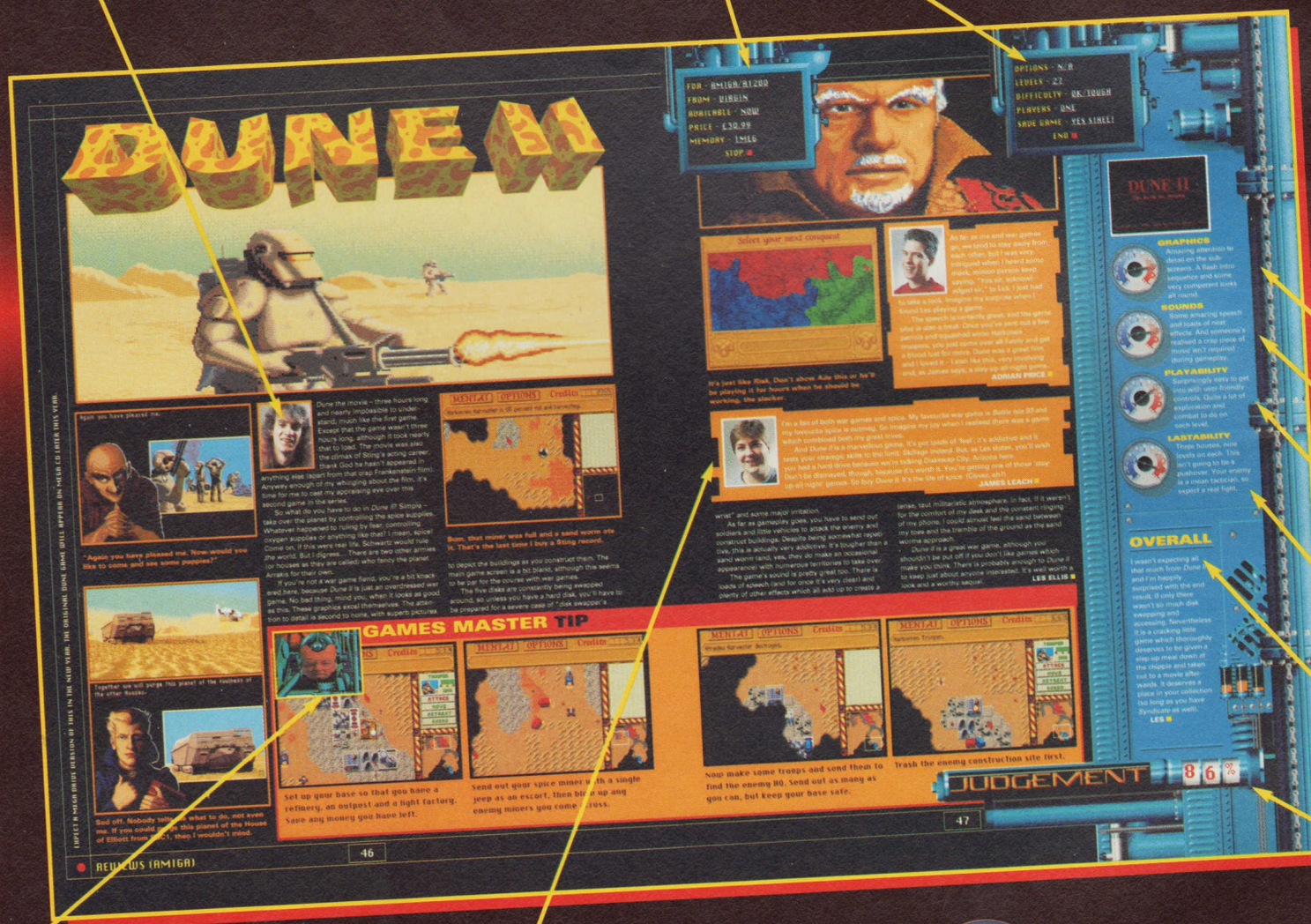
FUTURE ENTERTAINMENT SHOW, PO BOX 2, ELLESMERE PORT, SOUTH WIRRAL, L65 3EA.

REVIEWS

What a month! A Notting Hill Carnival of cartridge floats slowly driving along the road to Future Publishing, all hoping that their honking horns and brightly coloured costumes will attract our attention. From the grandest and most exciting through the mediocre and down to the downright rotten, all have received an objective examination from the GamesMaster reviewers, who go about their work in the following fashion...

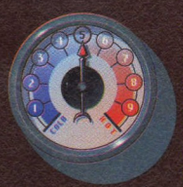
Hello! Welcome to this review. I am your guide and I'll be giving you my opinions about the game. The views expressed in the little scores bit and the captions for the pictures (which are also down to me) are mine. So if you don't agree with the scores or think the captions aren't very funny, I'm the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



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.

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.



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.

REVIEWED THIS ISSUE!

Okay, so here's the line-up, the running order, the menu. The, if you insist, "list".

ASTERIX Super NES 72

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BILL WALSH COLLEGE FOOTBALL Mega Drive 66

BLADE OF DESTINY Amiga 64

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SUPER FORMATION FOOTBALL Super NES 56

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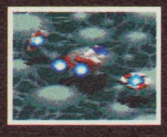

VIEWPOINT Neo Geo 62

DRIVE!

You'll find four games reviewed outside this month's reviews section. The reason for this seemingly foolish situation is that they're driving games, you see, so they're special.

F1 Mega Drive .. 36

GP1 Super NES .. 38

NIGEL MANSELL Super NES .. 40

ROCK 'N' ROLL RACING Super NES .. 33

THE REVIEWERS!

In the second part of our series: Understanding Reviewers, we reveal the favoured reading material of our assembled team of games experts. It's interesting to see, once in possession of this information, whether you can spot the references and influences which litter the boys' copy. Of course, you could choose to simply look at the scores of the games.

Name: **JIM DOUGLAS**

Proper Job: **Editor, GamesMaster**
Top Read: **How to Bluff Your Way in Publishing**

Name: **LES ELLIS**

Proper Job: **Staff Writer, GamesMaster**
Top Reads: **Anything by Stephen King, Shaun Hutson**

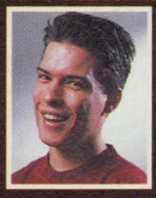
Name: **MAFF EVANS**

Proper Job: **Reviews Editor, Future Music**
Top Reads: **On the Road, Storming Heaven, Ulysses**

Name: **JAMES LEACH**

Proper Job: **Deputy Editor, GamesMaster**
Top Reads: **American Psycho, Big Motorbikes**

Name: **ADRIAN PRICE**



Proper Job: **Games Player, GamesMaster**
Top Reads: **Combat and Survival, Twinkle**

Name: **FRANK O'CONNOR**

Proper Job: **Editor, Total!**
Top Reads: **The Old Man of Loch Nagar, Macbeth, Fist of the North Star comics.**

Name: **ANDY LOWE**

Proper Job: **Staff Writer, GamesMaster**
Top Reads: **Bright Lights Big City, The Count of 11**

Name: **ANDY NUTTALL**

Proper Job: **Staff Writer, Amiga Format**
Top Reads: **The Young Ones Book (nearly finished)**

Name: **ED RICKETTS**

Proper Job: **Technical Editor, PC Format**
Reading: **Secret Diary of Laura Palmer, The Hungry Moon**

■ 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?

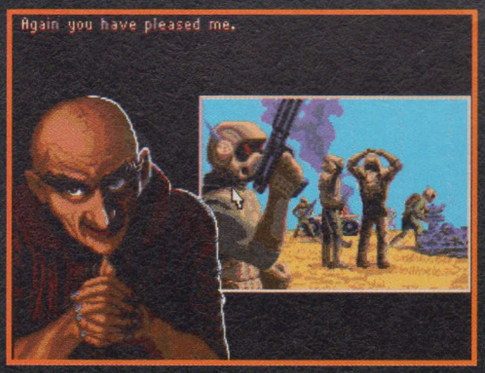
■ Perhaps more critical than any other single factor. How long, once you've been wowed by the flashy graphics and the nice sound, will you continue to play the game?

■ 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

DUNE II



"Again you have pleased me. Now would you like to come and see some puppies?"

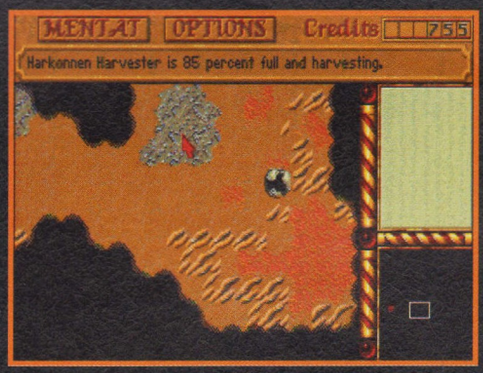
Sod off. Nobody tells me what to do, not even me. If you could purge this planet of the House of Elliott from BBC1, then I wouldn't mind.

Dune the movie – three hours long and nearly impossible to understand, much like the first game. Except that the game wasn't three hours long, although it took nearly that to load. The movie was also the climax of Sting's acting career, thank God he hasn't appeared in anything else (apart from that crap Frankenstein film). Anyway enough of my whinging about the film, it's time for me to cast my appraising eye over this second game in the series.

So what do you have to do in *Dune II*? Simple – take over the planet by controlling the spice supplies. Whatever happened to ruling by fear, controlling oxygen supplies or anything like that? I mean, spice! Come on, if this were real life, Schwartz would rule the world. But I digress... There are two other armies (or houses as they are called) who fancy the planet Arrakis for their own.

If you're not a war game fiend, you're a bit knackered here, because *Dune II* is just an overdressed war game. No bad thing, mind you, when it looks as good as this. These graphics excel themselves. The attention to detail is second to none, with superb pictures to depict the buildings as you construct them. The main game screen is a bit bland, although this seems to be par for the course with war games.

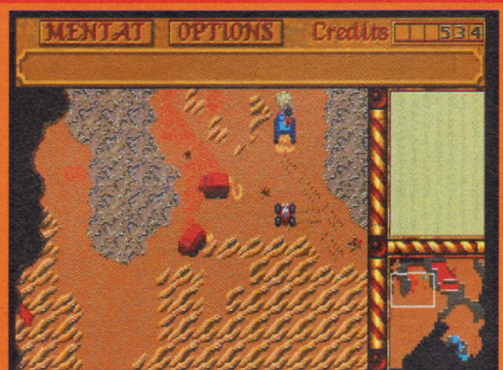
The five disks are constantly being swapped around, so unless you have a hard disk, you'll have to be prepared for a severe case of "disk swapper's



Bum, that miner was full and a sand worm ate it. That's the last time I buy a Sting record.

GAMES MASTER TIP

Set up your base so that you have a refinery, an outpost and a light factory. Save any money you have left.



Send out your spice miner with a single jeep as an escort, then blow up any enemy miners you come across.

EXPECT A MEGA DRIVE VERSION OF THIS IN THE NEW YEAR. THE ORIGINAL DUNE GAME WILL APPEAR ON MEGA CD LATER THIS YEAR.

FOR - AMIGA/A1200
FROM - VIRGIN
AVAILABLE - NOW
PRICE - £30.99
MEMORY - 1MEG
STOP ■

OPTIONS - N/A
LEVELS - 27
DIFFICULTY - OK/TOUGH
PLAYERS - ONE
SAVE GAME - YES SIREE!
END ■

It's just like *Risk*. Don't show Ade this or he'll be playing it for hours when he should be working, the slacker.

As far as me and war games go, we tend to stay away from each other, but I was very intrigued when I heard some meek, minion person keep saying, "Yes sir, acknowledged sir," to Les. I just had to take a look. Imagine my surprise when I found Les playing a game.

The speech is certainly great, and the game play is also a treat. Once you've sent out a few patrols and squashed some Harkonen troopers, you just come over all funny and get a blood lust for more. Dune was a great film and I loved it – I also like this, very involving and, as James says, a stay-up-all-night game.

ADRIAN PRICE ■

I'm a fan of both war games and spice. My favourite war game is *Battle Isle 93* and my favourite spice is nutmeg. So imagine my joy when I realised there was a game which combined both my great loves.

And *Dune II* is a marvellous game. It's got loads of 'feel', it's addictive and it tests your strategic skills to the limit. Skillage indeed. But, as Les states, you'll wish you had a hard drive because we're talking Diskswap City, Arizona here. Don't be dismayed, though, because it's worth it. You're getting one of those 'stay-up-all-night' games. So buy *Dune II*. It's the life of spice. (Clever, eh?)

JAMES LEACH ■

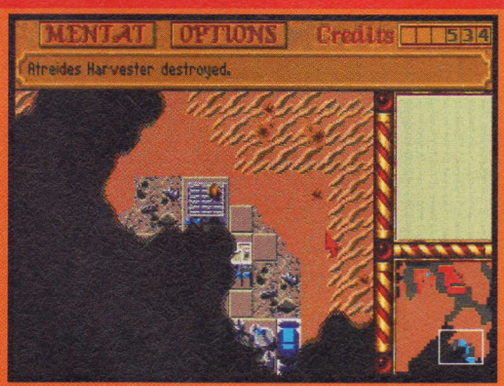
wrist" and some major irritation.

As far as gameplay goes, you have to send out soldiers and little vehicles to attack the enemy and construct buildings. Despite being somewhat repetitive, this is actually very addictive. It's tougher than a sand worm (and, yes, they do make an occasional appearance) with numerous territories to take over.

The game's sound is pretty great too. There is loads of speech (and for once it's very clear) and plenty of other effects which all add up to create a tense, taut militaristic atmosphere. In fact, if it weren't for the comfort of my desk and the constant ringing of my phone, I could almost feel the sand between my toes and the tremble of the ground as the sand worms approach.

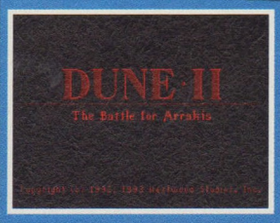
Dune II is a great war game, although you shouldn't be put off if you don't like games which make you think. There is probably enough to *Dune II* to keep just about anyone interested. It's well worth a look and a worthy sequel.

LES ELLIS ■



Now make some troops and send them to find the enemy HQ. Send out as many as you can, but keep your base safe.

Trash the enemy construction site first.



GRAPHICS
Amazing attention to detail on the sub-screens. A flash intro sequence and some very competent looks all round.

SOUNDS
Some amazing speech and loads of neat effects. And someone's realised a crap piece of music isn't required during gameplay.

PLAYABILITY
Surprisingly easy to get into with user-friendly controls. Quite a lot of exploration and combat to do on each level.

LASTABILITY
Three houses, nine levels on each. This isn't going to be a pushover. Your enemy is a mean tactician, so expect a real fight.

OVERALL

I wasn't expecting all that much from *Dune II* and I'm happily surprised with the end result. If only there wasn't so much disk swapping and accessing. Nevertheless it is a cracking little game which thoroughly deserves to be given a slap-up meal down at the chippie and taken out to a movie afterwards. It deserves a place in your collection (so long as you have *Syndicate* as well).

LES ■

JUDGEMENT 86%

GAMES MASTER TIP

GREETINGS...
...and all that! I just thought I'd show you my favourite Guile 'combo' to get you started on the long and slightly tedious road to expertdom... This will work on either Turbo or Champion Edition mode...

1 Jump towards the other player and, while charging down and away (in the crouching position), hit fierce punch for an initial slap to the head.

2 As you land, begin to roll the joypad upwards. When you're in the 'away' (block) position, hit fierce punch again.

3 Now all you need do is complete the movement for the flash/somersault kick and hit fierce kick.

4 If you're facing a tall opponent, then the kick will double-hit. So there you have it. A lovely four-hit combo. Try varying the third/fourth hit (perhaps with a sonic boom or floor sweep).

STREET FIGHTER 2 TURBO

Sick of *Streetfighter 2*, yet? Well, now you can get a better, faster version in which all of the existing characters get new moves, graphics and general gameplay have been vastly improved, and... you can 'be' the bosses!

So, what's changed? First, here's the 'good things'... 1. It's faster. Much, much faster. There are five speed settings (with the lowest being the same as the existing *SF2* cartridge). 2. It looks better. The graphics are improved, with better backgrounds, more frames of animation and distinctly beefed-up mugshots. 3. It sounds better. You now get all the "You win" and "Perfect" business actually spoken – just like the coin-op. 4. It's fairer. Whereas with the original *SF2*, an expert Guile player was always going to beat an expert Honda player – this time around, each of the characters have been carefully tweaked/given new moves to bring them all up to the same level of ability. 5. It's tougher in one-player mode. 6. And as I said before, you can now 'be' the bosses.

Now, the 'bad things'... Well, it all depends upon how purist you are about the original *SF2*. For a start, by its very nature (the speed, the difficulty, the character tweaks) this is a version which will predominantly appeal to advanced players. Although, to be fair, that's hardly a problem when you consider the different speed settings – beginners or newcomers can easily practise and work their way up to the 'proper' Turbo speed.

So, not many of those 'bad things', were there? Ah, it really is impossible to fault a game so instantly playable, challenging and lasting. Hugely enjoyable, brilliantly designed and, even if you own the original cart, even if you have a PAL machine, the increased speed of gameplay alone makes this worth the cost of the upgrade. Absolutely essential. **ANDY LOWE** ■

Apart from Turbo Edition being completely great in virtually every way, there are a couple of points worth noting.

1. Some of the graphics are a bit rubbish. Guile looks like he's been drawn with someone's left foot while Ken and Ryu sprout inhumanly long arms when they punch the air to celebrate a victory.

2. Er, oh, alright, there isn't a "2". It's really good, I'm just being picky for the sake of it. Sorry. I'll go away. **JIM DOUGLAS** ■

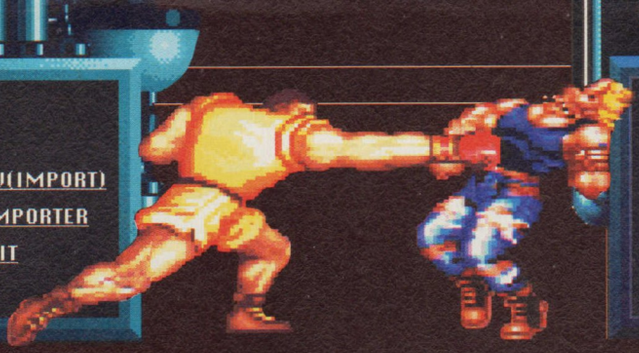
Hello and welcome to Nostalgia Captions Inc. Remember the first time you played, eh? And someone said, "That's a big snake/fish!" Sigh.

...and then there was the time that someone said, "Ha ha! Look. You've broken that statue. I bet they're a bit annoyed about that." Maybe.

Oh. This is the new bonus stage, in which you break some barrels. So... no-one will remember anyone saying anything about it. Ever. Sorry.

IF YOU'RE A BIT POOR, OR YOU'RE PREPARED TO WAIT, THEN THE OFFICIAL RELEASE DATE FOR SF2 - TURBO IS EARLY OCTOBER. NOT BAD.

FOR - SNES
FROM - CAPCOM
AVAILABLE - NOW(IMPORT)
PRICE - CHECK IMPORTER
MEMORY - 20MBIT
STOP ■



OPTIONS - CHAMP EDITION
LEVELS - N/A
DIFFICULTY - VARIABLE
PLAYERS - 1 OR 2
SAVE GAME - NO
END ■

WITHOUT 'BEING' THE BOSSES, YOU CAN 'DO' NEW MOVES...

BLANKA
Vertical Cannonball Roll

Charge down for two or three seconds, then up and any kick button. Useful for airborne opponents.

DHALSIM
Easy Yoga Spear

Dhalsim can now perform the Spear at any point in the jump. Simply jump, then pull down and hit any button.

DHALSIM
Yoga (probably) Teleport

Extremely useful but bloody difficult to 'do'. It's basically the dragon-punch movement with all three kick buttons!

E. HONDA
Lardy Belly Flop. Er...

No more trapping the fat boy in the corner. Charge down, up and kick. He will now leap forwards and belly-flop.

E. HONDA
Moving Hundred-Hand Slap

Very, very nasty. Tap any punch button repeatedly and hold towards. Honda now shuffles along comically.

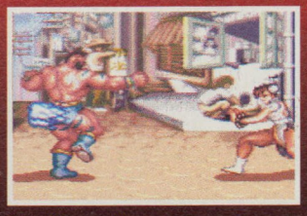
KEN
Aerial Cyclone Kick

I'm still a little dubious about the point of this move. Aerial fireballs would have been better. Jesus, I'm annoyed.

RYU
Better Cyclone Kick

Ryu's 'dragon' isn't as good as Ken's, but his Cyclone Kick can knock opponents down with one hit. Not bad.

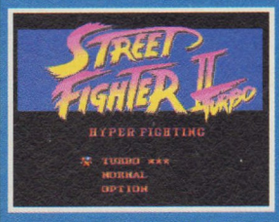
ZANGIEF
Moving Spinning Lariat



Similar to Honda's moving hundred-hand slap. Hit all three kick buttons at the same time and push towards.

CHUN LI
Fireball

Although it's a bit more difficult than Ken or Ryu's (a Yoga Flame movement), this improves her beyond reason.



GRAPHICS
Even better. Okay, so some of the mugshots look a bit rough, but there's more animation, and the backdrops are fuller and glossier.

SOUNDS
Full marks. Virtually all the arcade speech is in there, and, in certain zones, there's even a bit of cheering/elephant trumpeting.

PLAYABILITY
To the uninitiated, it may look limited. But the depth lies in the virtually limitless techniques and character strategies.

LASTABILITY
The challenge has increased dramatically in one-player mode (with four extra characters). As a two-player game, it's *incredibul*!

OVERALL

Streetfighter 2 – Turbo roars quite shamelessly into the top-of-the-range, SNES élite. Fantastically satisfying, long-lasting, gloriously top quality video game amusement. It really would be unbelievably foolish to miss out. Go on, get it. Steal some money or something... Juuust kidding.

ANDY ■

Great, you can 'BE!' the bosses and everything. Doesn't really change much though. Andy still beats everyone, only now he does it faster (especially against Ade). This has to be the definitive version of the game. Can it get any better (*Streetfighter 3* maybe, hint, hint)? It's great, it's fast and I'm slowly getting the hang of the bloody thing. It's a classic, but if you have already shelled out £65, my feeling is you'd have to be a real die-hard fan to buy this too. **LES ELLIS** ■

JUDGEMENT 96%

FOR - AMIGA
FROM - DAZE MARKETING
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1MB
STOP ■

Time for a GamesMaster European unity caption. "Wie geht's? Hier ist ein Bild von Nicky Zwei. Es ist ganz gut aber nicht wunderbar."

The diary of one Nicholas Boom continues with this release from Microïds, the French softies responsible for *Super Ski Challenge* and the forthcoming *Genesia*. It's a jolly platform romp, with all the necessary ingredients to make a playable and fluid game.

Eight big levels, split into four different worlds, stand between you and super-stardom, along with a range of well-animated colourful nasties. In fact, the aliens are so good-looking, they completely outshine Nicky himself, who looks and moves as articulately as, um, something made of wood. Maybe a plank, or a table or something. Oh, and he has kinda shifty eyes that move rhythmically from one side of his head to the other as he walks. Odd, in a Picassoesque kind of way.

Anyway, controlling Nicky is fun, and because he moves pretty slowly the emphasis is more on puzzles than quick-thinking. The witches, spiders, slugs and other enemy slime can be quickly erased by either jumping on their heads, or pelting them with fruit. The puzzle elements generally revolve around locating keys to open doors, although there are many hidden rooms behind moveable walls, and blocks of rubble which may be dislodged using other pick-ups like firecrackers and ultra-sonic whistles and stuff.

I'd be fibbing if I said *Nicky 2* was even in the slightest bit original. It wouldn't be the biggest lie ever to cross my lips. That would have to be the one about not being anywhere near 10 Rillington Place a few years ago. Er, but to be honest, not even the wacky nasties, the mysterious magic goose, and the curious pick-ups, such as the ultra-sound whistles, save it from being just another platformer. It's standard fare – good, but no cheese sandwich.

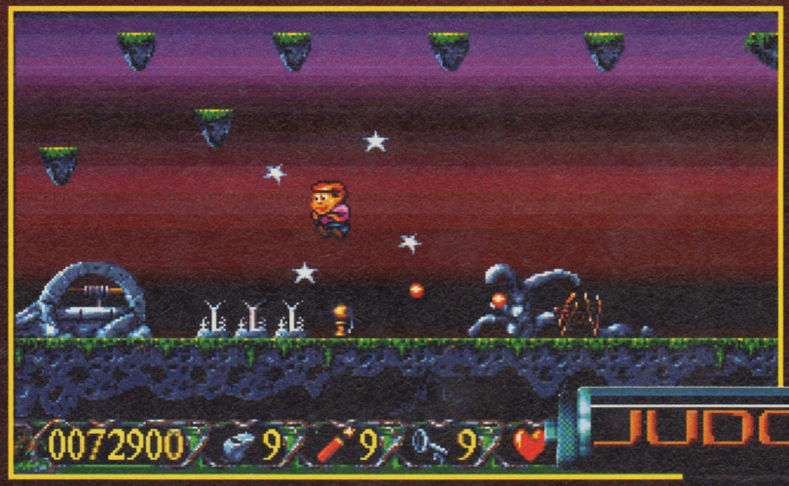
ANDY NUTTALL ■

NICKY 2

"Wo fährt der Mann?" "Er geht nach Hause." "Hände hoch, Engländer!"

"Alors. Le chat est dans la salle de bains. Où est le jeteur de flamme, s'il vous plaît?"

"¡Hola! Donda es burro, er uno Vimto. ¿Questa est les beach? ¡Espanol viva Worldo Cuppo!"



®Ηελλο, ματεψσ. Ιφ ψου χαν υνδερ–στανδ τηισ, ωελλ δονε. Ωριτε ιν ανδ ψου ωιν α χαρτ! Ανδ ηερεΠσ τοδαψΠσ σεχρετ μεσσαγε ∠ ΓαμεσΜαστερ ισ α λοαδ οφ χραπ ανδ Συπερ Πλαψ ισ τηε βεστ μαγιν τηε ωορλδ. Σο βυψ ιτ. Ανδ ψεσ, ιτΠσ με ∠ υαμεσ Λεαχη ωριτινγ αλλ τηισ!©

GRAPHICS

Not the worst things I've ever seen. But not the best. In fact, somewhere in the middle. Or to one side. I'm sorry.

SOUNDS

This is pretty bog-standard too. I wonder where the phrase 'bog-standard' came from? Spain, possibly. Or maybe Cornwall.

PLAYABILITY

The puzzles are okay. Well, they're pretty great, actually. Oh dear. I'm not making a good job of this, am I?

LASTABILITY

It's pretty big, so you'll be at it for ages. Oh dear. That sounds a bit sexy. Sorry. This isn't a good verdict. They're better in Super Play.

OVERALL

Nicky 2 is a pleasantly surreal game, which calls for a mixture of puzzle-solving and clever joystick-wielding. The zones are cleverly laid out, with lots of hidden areas and places which can only be reached by engaging the help of a magic goose (whose magic properties remain a mystery). Compared to most games, *Nicky* can hold his head pretty high. And hey, one of the programmers is called Joe Banana. I rest my case.

NUTTS ■

JUDGEMENT 74%

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– Dominik Diamond

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SUPER M ALLSTA

You've probably heard of Mario. He's an amusingly squat, chubby Italian plumber with a moustache, dungarees and a little hat with a letter 'M' on it. Now, although it may be fairly simple to isolate the appeal of a cool, zippy, arrogant hedgehog with bags of 'cred, it's a little more difficult to account for the success of a reasonably bland-looking, distinctly overweight Italian geezer. With fluffy sideboards.

A quick office straw-poll suggests the following... Jim – "He's successful by default. It's not the character, it's the fact that he's the star of the most playable, least frustrating platform games in the world." Ade – "He's good and everything. The games are dead playable." Les – "Gorgeous games. I don't like the colours, though. Not enough black."

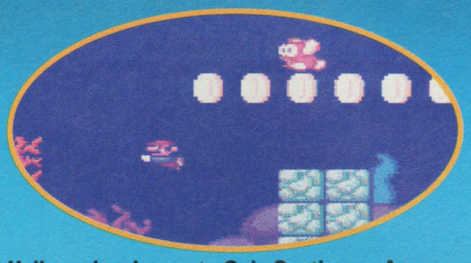
Slightly sycophantically, I'm with Jim. These games are subject to such painstaking design, enticing playability and glossy, cartoony Japanese wackiness, that, when collected together like this, they're probably the only 'thing' ever to appear in this magazine that could be awarded an overall 100% rating. But, no. There must be something wrong with them...

Here's what you get. Four games on one cart. 1. *Super Mario Bros.* Originally appeared in 1985 on the NES. Introduced us to Mario as a plumber (he was

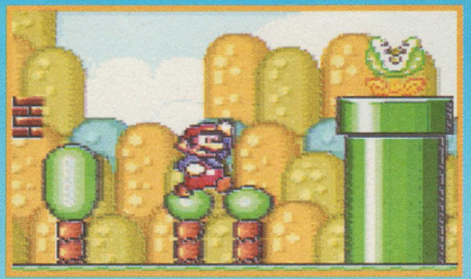
SUPER MARIO BROS

Original appearance – 1985. First instance of Mario as a plumber, as opposed to a carpenter. On the surface, this may seem like superfluous and, possibly, irrelevant information, but, you see, carpenters saw wood, hammer nails and walk on water and things. Plumbers, however, channel the flow of water and use those funny little rubber things to get the crap out of your sink. Therefore... er, oh, I've forgotten the point of this comparison. Pipes look better on-screen than planes and hacksaws and, erm, wood chippings, perhaps? Um... Oh great, here comes a caption!

First, a bit of True or False nonsense. 1. Bob Hoskins plays Mario in the film Super Mario Bros. Bob previously starred in rollicking British gangster movie, Get Carter. True or False?



Hello and welcome to Quiz Captions... Answer the following questions as accurately as poss.



2. Using your skill and judgement, name two species of poisonous mushroom. In Latin.

MARIO ARS

FOR - SNES
FROM - NINTENDO
AVAILABLE - NOW IMPORT
PRICE - £50
MEMORY - 16 MBIT
STOP ■

previously a carpenter). 2. *Super Mario Bros – The Lost Levels*. Basically the same game as *Super Mario Bros*, only with tougher gameplay. In Japan, this one was only ever released on disk, for Nintendo's Family Computer. 3. *Super Mario Bros 3* – Widely considered to be the finest Mario game (bar SNES *Super Mario World*). Introduced us to the idea of the scrolling map which Mario must travel around and slowly complete. 4. *Super Mario Bros USA* – A bizarre affair in which you can 'be' Mario, Luigi, Princess Daisy or Toad.

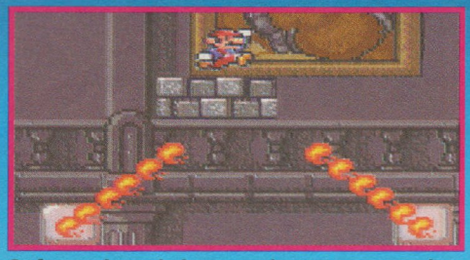
So that's four full, massive, complex, thoroughly enjoyable, instantly playable, devilishly designed platform games. Oh, and you even get the Battle Game from *SMB3* too. The only real drawback of this compilation is that there are a large number of you who already own an 8-bit version of roughly three and three-quarters of this cart.

There are some superb single SNES games around, most of them selling for around £45 – £50. Recently we gave one of them, *Starwing*, 97%. And another, *Streetfighter 2 – Turbo*, 96%. Here, we have four superb games, on one cartridge. So, erm... Okay, so the percentage idea may not seem to make a lot of sense in this case, and maybe we should have rated each game separately. But, this is probably the best value entertainment you're going to see on the SNES for a long, long time. Legendary. **ANDY LOWE** ■

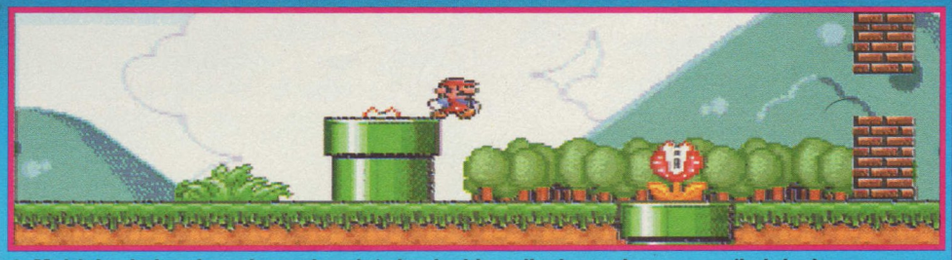
Okay, so how did Mario get to be the most famous videogames character in the world? You can attribute a certain amount of his success to Nintendo's phenomenal marketing skills, but the major factor in is the sheer excellence of his games. For size, depth, challenge, escalation of difficulty, innovation of puzzles and plain old fashioned f-u-n, the Mario games are the best in the world. So now you've got four storming Mario games for a touch over the price of one. An unmissable package, guaranteed to shift more SNESes than anything else. **JIM DOUGLAS** ■

SUPER MARIO BROS 2

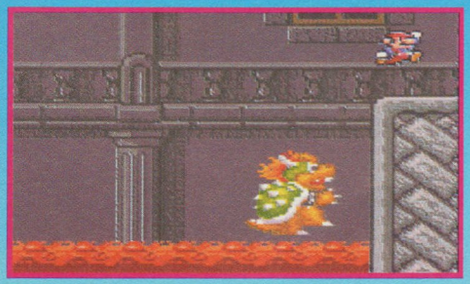
This one is most hard – in the sense of difficult. Hence the 'For Super Players' business. Funny, that, eh? Sounds a bit like Super Play – the magazine which, as we speak, one James Leach is attempting to 'edit'. Anyway, let's not be unkind. I'm sure he'll do a wonderful job and everything. However (and I can't stress this enough) it really isn't a good idea to buy that mag. Generally speaking, it's a much, much better idea to buy GamesMaster. It tells you everything you need to know about the *entire* video games scene. It's also a hell of a lot funnier than Super Play.



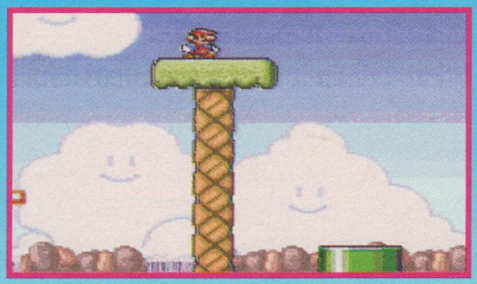
3. Approximately how much storage space is there on a standard double-sided floppy?



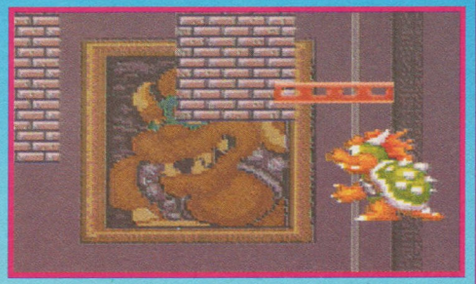
4. Multiple-choice time. James Leach (who, incidentally, is moving over to 'be' the boss on sister mag, Super Play – snigger) used to work... A) In a zoo B) In a beauty parlour C) In a prison



5. What's the name of the serial killer who dressed up as a clown and who was a bit fat?



6. Where is Lord Lucan? 7. What happened to Glen Miller? 8. Why is Russell Grant such a tw

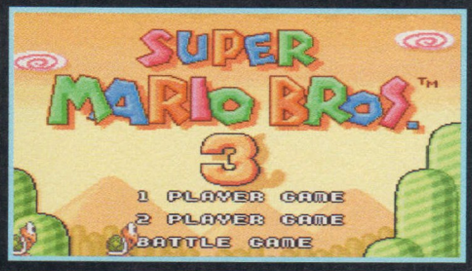


9. Psychologist Carl Jung saw the unconscious as a source of spiritual insight. Hmm...

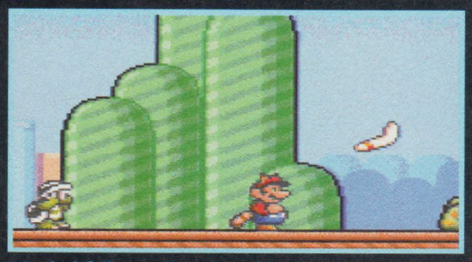
OTHER GOOD ITALIAN THINGS... SPAGHETTI, PIZZA, PARMESAN, ER, SPAGHETTI WESTERNS, DARIO ARGENTO FILMS, SOPHIA LOREN (AND ANDY GARCIA – ALISON) (ER, HE'S SPANISH – ED).

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

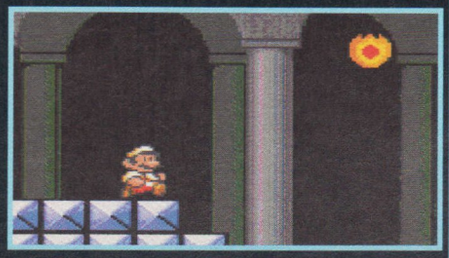
SUPER MARIO BROS 3



Second only to SNES Super Mario World. Everyone in Total! magazine reckons this is the best Mario game of the lot. But then they all smell, listen to jazz and eat toast in the office, for Christ's sake!



10., is it? Erm... People with photographic memories can smell colours. True or false?

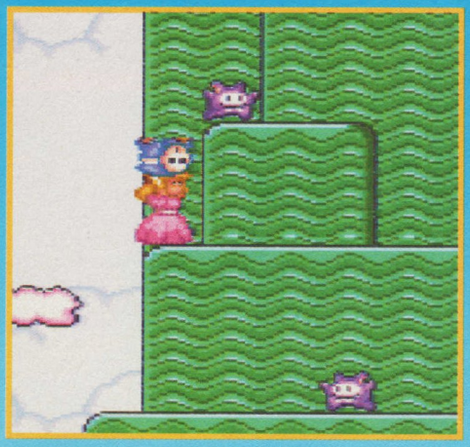


11. Dinosaur time. (Um, a bit like Yoshi, perhaps). How tall was Tyrannosaurus Rex?

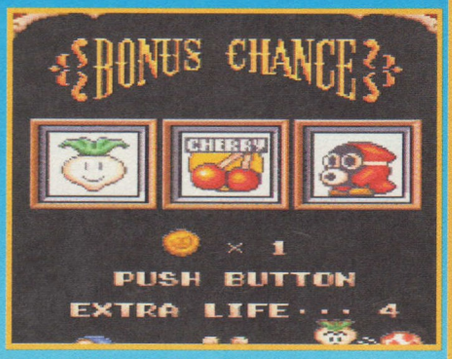
12. If I have two buckets, each with 10 litre capacity, and one of them has a small hole which releases a mililitre every, erm, minute or something. Which one would you marry?

SUPER MARIO BROS USA

This is the funny one in which you can 'be' Toad, Princess or, erm, the other one. Luigi, that's it. Anyway, you'll be wanting the answers to the quiz. Well, probably not, but we'll give them to you anyway. 1. 23. 2. Roger or Neville. 3. Lucky Lad was a good 12-1 outsider bet, but was severely undertrained. 4. Prepuce.



5. Bob Monkhouse, and then Alan Price in the 70s. 6. Definitely not – it's a venereal disease.



7. Yes. 8. No. 9. Why, for heaven's sake, would you ever wish to know this? 10. Bye.

GRAPHICS
Unique, bizarre backdrops and suitably cuddly sprites. Lovable, familiar characters. It's just so gorgeous...

SOUNDS
Annoyingly original, refreshingly zestful tunes. Mario sounds are as distinctive and as enjoyable as Mario graphics are.

PLAYABILITY
A huge, complex, deeply playable, instantly appealing game. Now multiply by 4. I think you get the picture.

LASTABILITY
Brilliantly designed, with every possible action thought through and prepared for. There's a hell of a lot of life in this cart.

OVERALL

Fling all of your platform game prejudices from a large block of flats. Set fire to the legs of all those cutesy game apprehensions. Violently thrust needles into the shoulders of all those "Mario's a bit old hat, really" feelings. This is completely essential and, with this, *Streetfighter 2 – Turbo* and *Starwing*, the SNES has never been more rosy-cheeked or more desirable.

ANDY ■

JUDGEMENT 97%

SO, IS THE MARIO MOVIE ANY GOOD? WIN A CART! SEND A MINI-REVIEW (NO MORE THAN 50 WORDS PLEASE) TO JAMES LEACH, SUPER PLAY, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW.

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TSB

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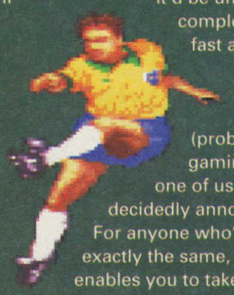
SUPER FORMATION SOCCER 2

Up in our sister magazine Super Play's office, there's a poster on the wall for an anime film called Free Kick. Below a picture of three girls with big eyes in bikinis frolicking on a beach, sit these words: "A girl meets a boy, named SHUN. He is a prince of a conglomerate, GODAI. He starts football, and gets excited." Apart from an evident inability to grasp the principles of western grammar, there's also another fact inherent in this incredible poster, namely that the Japanese just don't understand football. They might have bought Gary Lineker, but frankly they just haven't got a clue.

Which is something that this game only serves to highlight. On the surface it's an okay football game with lovely 3D, Mode 7 scrolling backdrops and loads of interesting moves. But play it for a bit and you'll notice the basic element that makes football an exciting and thrilling experience is clearly missing. Like, why is there a control for "chesting" a ball down? Chesting's not very exciting, it's just a way of getting the ball to the ground when it's above your waist.

And why does one of the controls enable you literally to push someone off the ball with your hands, something which is only very occasionally penalised as a foul? Do they think that's how the game's played? You get the feeling that struggling under the soccer surface is another martial arts combat game, desperate to get out.



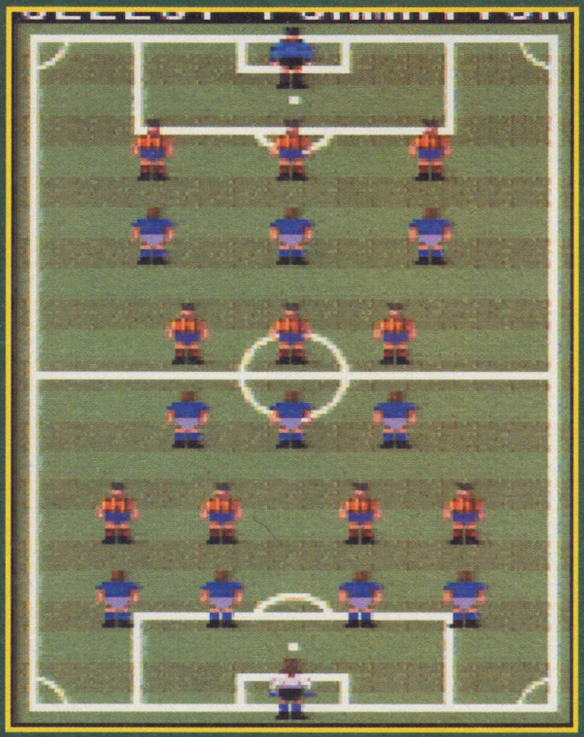
It'd be unfair to slag this game off completely, because it is playable, fairly fast and smooth and all those professional things, although it's impossible to score a goal. Out of the entire GamesMaster team (probably the finest gathering of gaming talent in the country), every one of us has yet to score a goal, which is decidedly annoying. Perhaps practice helps.

For anyone who's got the original game, it's exactly the same, but with a new option which enables you to take advantage of the multi-tap and

It's irritating in a soccer game when a player takes a cracking shot at goal, and turns away in disappointment before it's saved. In real life you'd hang about and dog up the goalie.

Look, they've all got little shadows which dance beneath them as they play, like in real life and that. I'll tell you what though, you'll get heavily bored with that pitch before long.

Corners. A line of dots extend from the player's foot, to enable you to fully determine the angle and trajectory of the shot. It's pointless, because you still end up belting it into the box.



Here's where you choose your formation. You can even choose a sweeper system, whatever that means.

It's uncanny, it really is. After a couple of games of this one, the figure '62' popped into my head. Then, a couple of days later, when Tim was writing the review upstairs (in the office two floors directly above GM) I felt the phrase, "My advice – wait for *Sensible Soccer*" inexplicably wash over me. In fact, Tim is so, so right in every aspect of this astonishingly effervescent review, I feel I must ask him if he wants to go to the pictures with me.

In fact, I think you'll find that if all readers in the Ealing area check their cutlery drawers, they'll find that any items with those funny white plastic handles have become instantly rusty. Oh, and all readers whose surname begins with the letter 'H' have recently been encountering logistical problems at work/school – but don't worry. If you allow your spiritual side to come forward, these troubles will soon blow over. Me? I don't understand football and, by the looks of this game, neither do the Japanese.

ANDROMEDA SUPERNOVA

PLAYING FOR PENALTIES

Here we see a penalty in full. Your man swaggers moodily back to take his run up, the pure venom of his stance freezing the goalkeeper in his tracks. He shoots and scores.

OTHER FAMOUS FORMATIONS INCLUDE DANCING, RED ARROW AIR DISPLAYS AND ROCK.

FOR - SNES
FROM - NINTENDO
AVAILABLE - NOW (IMPORT)
PRICE - AROUND £45
MEMORY - 8MBIT
STOP ■

OPTIONS - MINIMAL
LEVELS - ONE PITCH
DIFFICULTY - VARIES
PLAYERS - 1 TO 4
SAVE GAME - NO
END ■

After the penalty, the keeper snaps into action.

play four-player games. This is a nice option, but unless you've got three hopelessly addicted *Super Formation Soccer* junkies desperate to play all at the same time, I can't see that it's worth the dosh. You're much better off going for *Striker*, or waiting for the fabulous *Sensible Soccer* to make its way to the SNES. No, a bit of a let down I'm afraid.

TIM TUCKER ■

Tim has certainly impressed me with his great review of what, I'm bound to agree, is a fairly mediocre game. In the manner of true champions, he has overcome the crippling handicap of being given a fairly poor product and has produced a masterwork. A magnum opus. A review which stands head and shoulders, wash 'n' go above the rest. Congratulations, Tim. We love you.

Oh, yes. As I (and, more importantly, Tim) said, the game isn't much cop. It looks nice but feels wrong, and there isn't any legitimate reason why you should want to play it more than about twice. Unless you're languishing in a Balinese jail, with nothing to eat but rats' droppings. Sorry, I've gone mad.

JAMES LEACH ■

I often wonder if any two matches in history have been identical from kick-off to final whistle. Would the cosmos be ripped asunder as a result, and whether I should get a life.

The thing is, football is a very philosophical game. Two "teams" of 11 men try to "kick" a ball into a "goal". Oh, sorry, it isn't that philosophical after all. Ignore this then.

Something far more philosophical is the age old question of whether mind and matter are separate entities, and in what ways one can act on another. Are we merely ghosts in a machine?

Or is thought merely the result of essentially mechanical processes within the brain, in the same way that software runs on a hardware platform? Like *Formation Soccer 2* on the SNES.

GRAPHICS

There's no doubt this is lovely looking, with its on the pitch viewpoint. There's only one pitch type, and it's generally lacking in variety

SOUNDS

Horrible music. The chance to put chants and cheers on has been neglected. Don't these people know what footy is all about?

PLAYABILITY

It's fairly easy to get to grips with the controls, but nigh-on impossible to score a goal. Or maybe we're all just crap at the game.

LASTABILITY

Two-player games will always last, and with the four-player option you've got even more life in it.

OVERALL

Certainly not Italy, but not Accrington Stanley either. (Quite an appropriate football related metaphor, I know. Cheers.) It's reasonably easy to get to grips with, but offers none of the addictive, one-more-game thrills that you really should be getting from your soccer sim. My advice – wait for *Sensible Soccer*.

TIM ■

GAMES MASTER TIP

Unlike most footie games, Super Formation Soccer isn't a predominantly passing orientated game. In fact, an attempted pass often ends up going in completely the wrong direction. (Or is it intercepted by the opposition?) Instead, concentrate on dribbling the ball (it's the stick to your feet variety), and pass only when necessary.

JUDGEMENT 62%

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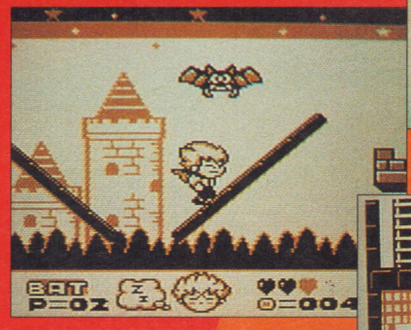
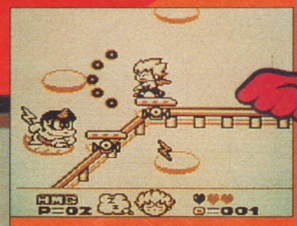
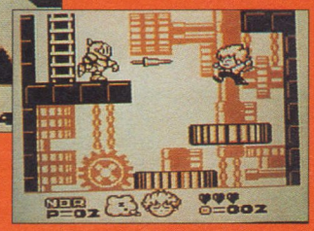
Nintendo®

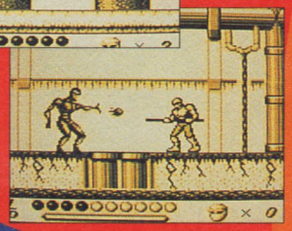
ZEN
INTERGALACTIC NINJA™

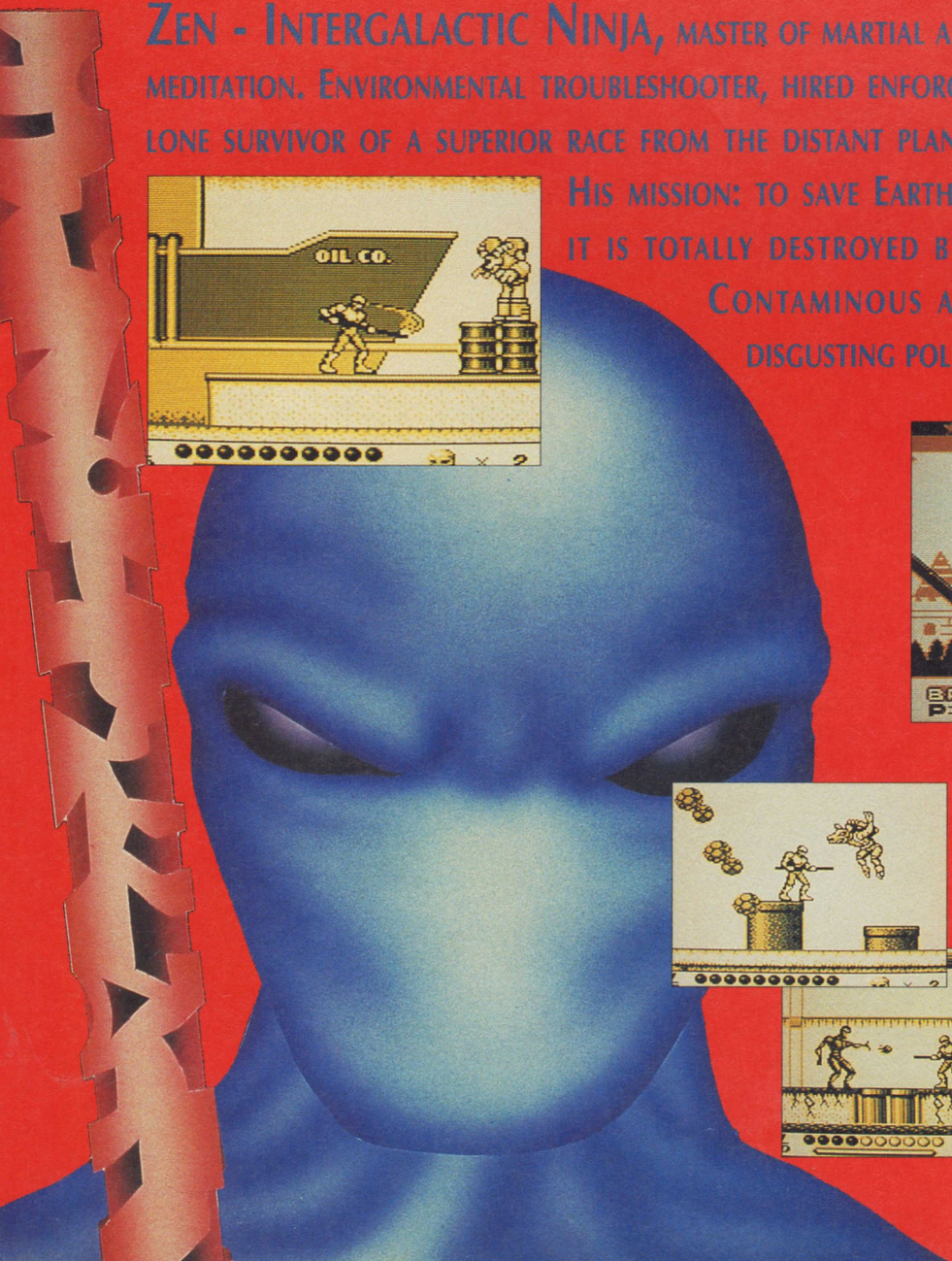
ZEN - INTERGALACTIC NINJA, MASTER OF MARTIAL ARTS AND MEDITATION. ENVIRONMENTAL TROUBLESHOOTER, HIRED ENFORCER AND LONE SURVIVOR OF A SUPERIOR RACE FROM THE DISTANT PLANET OM. HIS MISSION: TO SAVE EARTH BEFORE IT IS TOTALLY DESTROYED BY LORD CONTAMINOUS AND HIS DISGUSTING POLLUTION.





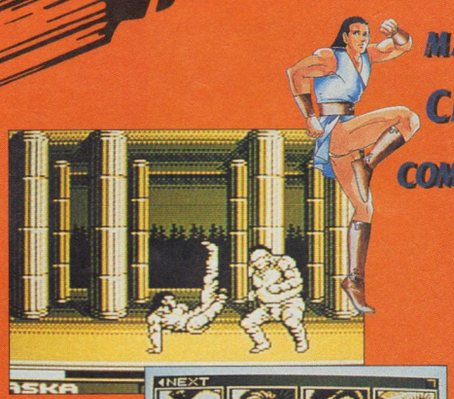


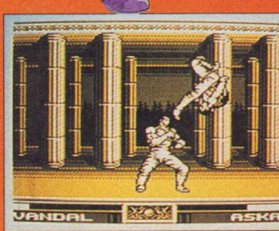


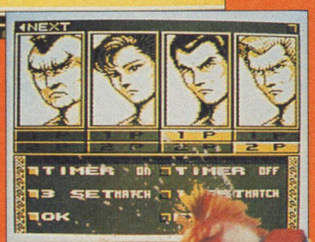


RAGING FIGHTER

A SELECT GROUP OF MARTIAL ARTS MASTERS FACE THE ULTIMATE CHALLENGE IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... A FIGHT AGAINST THEIR OWN ALTER EGO.







HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.

Original Nintendo Seal of Quality

KONAMI

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ROCKET KNIGHT ADVENTURES

...but not as sad as I'll be when I have to face the boss which is found on the other side of this door. Shame about those pictures though.

...here! Actually the monsters on this level are quite funny. They run along with their bottoms on fire. Shame we haven't got any pics of them.

...Nearly finished. Just one more little blast on my rocket pack and we'll be bounced off up the wall and toward the exit. That means our time together is nearly over, which makes me sad...

Hello! Sparkster here! I'm here to guide you through this not particularly complicated level of *Rocket Knight Adventures*. So, if you'll be so kind as to follow me...

Phew! Stairs, eh? There are some baddies around here in the game, but Jim didn't manage to get any grabs of them, doh! Now, we can't make this next jump, so we must charge up my rocket pack and bounce off the walls, ending up...

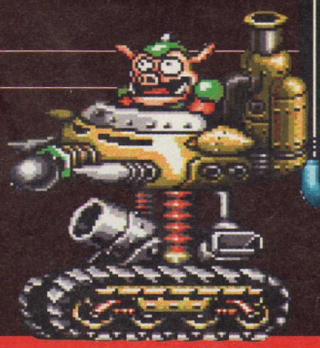
And here's the boss Sparkster was telling you about a minute ago. First he comes through the centre of the ceiling, and then he comes through the sides and then through the walls. He is horrible and unfriendly.

To be honest, I've had a bellyful of appealingly drawn cartoon heroes battling appealingly drawn cartoon baddies against a backdrop of appealingly drawn yet treacherous landscapes. *Cool Spot*, *Zool*, *B.O.B.* and now *Rocket Knight Adventures* – starring Sparkster – an *opossum*, if you please! I can begin to feel yesterday's Pot Noodle rising back up my throat.

Fortunately, *Rocket Knight Adventures* is excellent, and right up there with *F1* in the playability stakes. So I'll just stop being all jaded and tell you what goes on. You (Sparkster) are the leader of the Rocket Knights and must defend your homeland of Zebulos from the evil (and decidedly porcine) forces of a twisted knight, Axle Gear.

This translates into a rollicking rollercoaster of a game that mixes equal parts *Sonic*, *Super Probotector*, *Mario* and a touch of *Castlevania* into a steaming froth of laughs and thrills, just to mangle the metaphor.

Life's pretty easy to begin with, allowing you enough breathing space to grasp the controls. In addition to the usual walk, jump and fire options, Sparkster can build up a charge of energy which can then be released (with deft directional control of the joypad) to produce a stationary spinning attack, doing for all but the most enormous bosses or as the means of turning Sparkster into a little furry rocket (hence the name) which shoots off in the desired direction and will destroy most foes on impact.

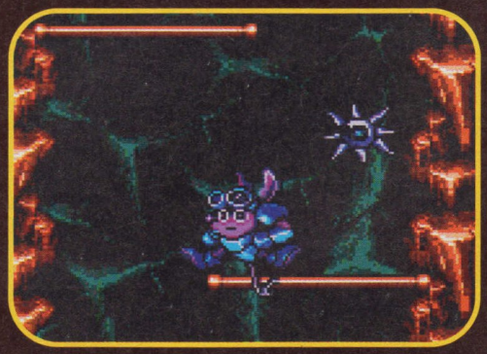


FOR - MEGA DRIVE
FROM - KONAMI
AVAILABLE - 24 SEPT
PRICE - £44.99
MEMORY - 8 MEG
STOP ■

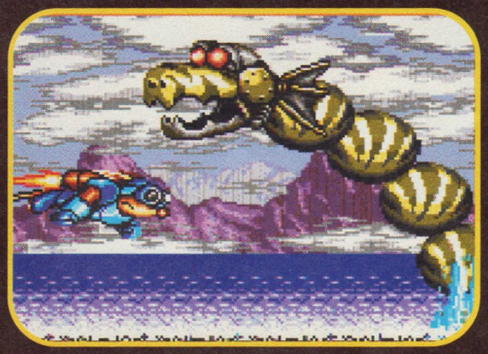
OPTIONS - MUSIC ON/OFF
LEVELS - 7
DIFFICULTY - EASY-HARD
PLAYERS - 1
SAVE GAME - NO
END ■

GAMES MASTER TIP

On the tricky lava-rises-up-from-the-floor level, you can see where you're going by looking at your reflection in the lava itself. It's a completely neat trick that you'd have worked out yourself, but it gives me an excuse to show you the nice picture of it.

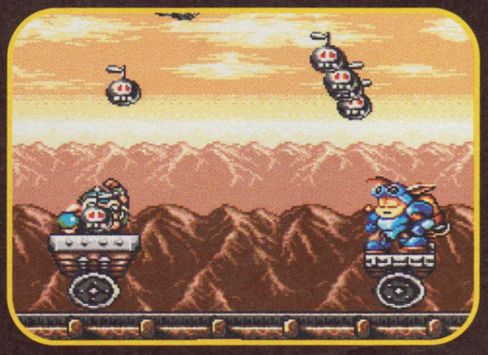


Here we find our hero underwater, hanging up by his tail because despite all that armour, he floats, you see. Because he's made of cork. No?



Ooh! A big serpent, as they all say. Er, anyway, here you get to fly along and shoot things in a most pleasing action-packed stage.

Jim normally harbours a special form of hatred for anything cartoony or fluffily comedic. Here he appears to have cast aside his moody old prejudices and demeaned himself sufficiently to recognise a delightfully playable, superbly designed game. The game is big and lusciously crafted, with some astonishingly inventive enemies/end-of-level bosses. In fact, *Rocket Knight Adventures* is a fabulous game which is almost worth buying a Mega Drive for... and I didn't only say that so I can be quoted on the box. **ANDY LOWE** ■



This is a good bit. Sparkster rides on a little mine cart while pigs roll along and throw bombs at him. It's not very hard though.

Sparkster's rocketesque abilities come in handy on later levels where standard jumps simply won't do the trick, and you must skillfully guide him up narrow brickwork passages by working out the correct angle, activating his rocket and banging off numerous walls.

So what makes *Rocket Knight Adventures* so special? Essentially, it's the precision of the game's design and the attention to detail. All the elements, be they the stupid piggy foes you must battle or the strange mechanical traps you must avoid, contrive to make sense in the bizarre-o environment of Zebulos.

In addition to the warm glow which this level of loveliness brings, you'll experience the anticipatory thrills brought by never knowing quite what's coming next. Will you have a precise platform-bouncing stage, a fit of frenzied blasting or perhaps a terrifying mine-cart-along-the-squeaky-rails section?

While I moaned about *Pop'n Twinbee* being simply too cute for a shoot-em-up, I'm more than happy to embrace *Rocket Knight Adventures*' similarly fluffy twist on the platform-shooting-blasting genre. It's a stormer. **JIM DOUGLAS** ■

Andy normally harbours a special hatred of anything 'mainstream'. But his simplistic, teenage-style views of the world have relented sufficiently to allow his desire to be 'noticed'. He's right to praise *Rocket Knight Adventures*. But I cast doubt on his reasons for doing so. I think he's selling out to capitalist methods. Still *RKA* is "possibly the best game on the Mega Drive ever." And Konami can quote me on their packaging. **JAMES LEACH** ■

GRAPHICS
So rounded, so cuddly and yet so fiendish-looking, everything looks great. You just can't imagine it looking at all different.

SOUNDS
Dramatic, stirring themes and beefy sound effects. Very evocative of 50s B movie serial adventures like, er, Rocket Man.

PLAYABILITY
Not an ounce of frustration. Excellently located restart points mean that "oh-I've-got-to-do-that-bit-again" hell is non-existent.

LASTABILITY
Plenty of BIG levels to keep you occupied. Not that much exploratory potential once the exit's been found in each, though.

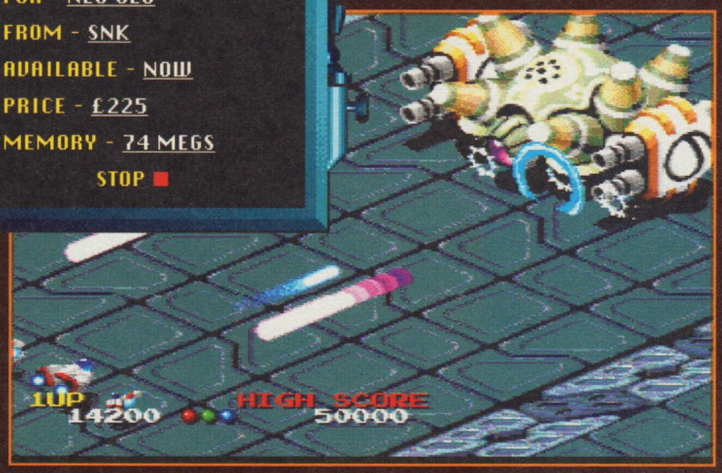
OVERALL

Of all the recent cuddly heroes, Sparkster is the only one who I'd like to see more of. Not in a removal of his little clothes way, but in a sequel, or possibly a series of further adventures. This is right up there with SNES *Tiny Toon Adventures* for thrills and laughs.
JIM ■

JUDGEMENT 92%

FOR - NEO GEO
FROM - SNK
AVAILABLE - NOW
PRICE - £225
MEMORY - 74 MEGS
STOP ■

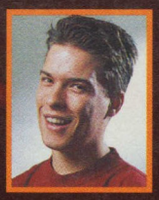
TOP THANKS GO TO ZAP COMPUTER GAMES FOR THE LOAN OF THE REVIEW COPY. RING THEM UP ON 0532 590077 AND HAVE A



Believe it or not, this isn't one of the bosses. In fact, he's one of the first meanies you'll meet. He'll spit tons of bullets at you and then scurry away if you don't kill him quickly enough.

This is one of the stunning-looking parts of the game. What we see here is some sort of Jurassic fish. Sorry, it's not Jurassic at all, I think I've succumbed to all the film's publicity. Even James keeps wibbling on about how good it is.

VIEWPOINT



Before I start, I would just like to say "Bloody hell, how much?". Please don't let that put you off, this is an excellent game – probably the closest thing you're gonna get to a real arcade blast.

By this point, you'll have glimpsed most of the screenshots, and if you haven't already gone "WOW" or made some other cheesy American-game-show-audience type noise, then go away, very quickly. This looks absolutely stunning. The sprites move fluidly, and most of the time, quite quickly. But as with most games that try and fill the screen with too much, it slows down – although at certain points you'll be thankful for a let-up in the action. The slowdown helps you through the barrage of bullets that come at you, especially from the Wasp on level 3.

There are a few minor problems with *Viewpoint*. For starters it's got a £225 price tag, and there's the small matter of it being a limited edition game. It was released at the end of last year, which means getting hold of one will be pretty tricky. The restart points are the other things which give me a teensy-weensy cause for concern. They're few and far between and, because the game is extremely difficult (even on easy level it's a bitch), you'll be playing the same bit of level over and over again. It's a great challenge though, and you certainly get some of your money's worth. Like all Neo Geo games, this has been polished 'til it shines, and everyone who saw it said, "Ooh that's nice... watch out for that bullet Ade, oh dear you're dead!," or words to that effect.

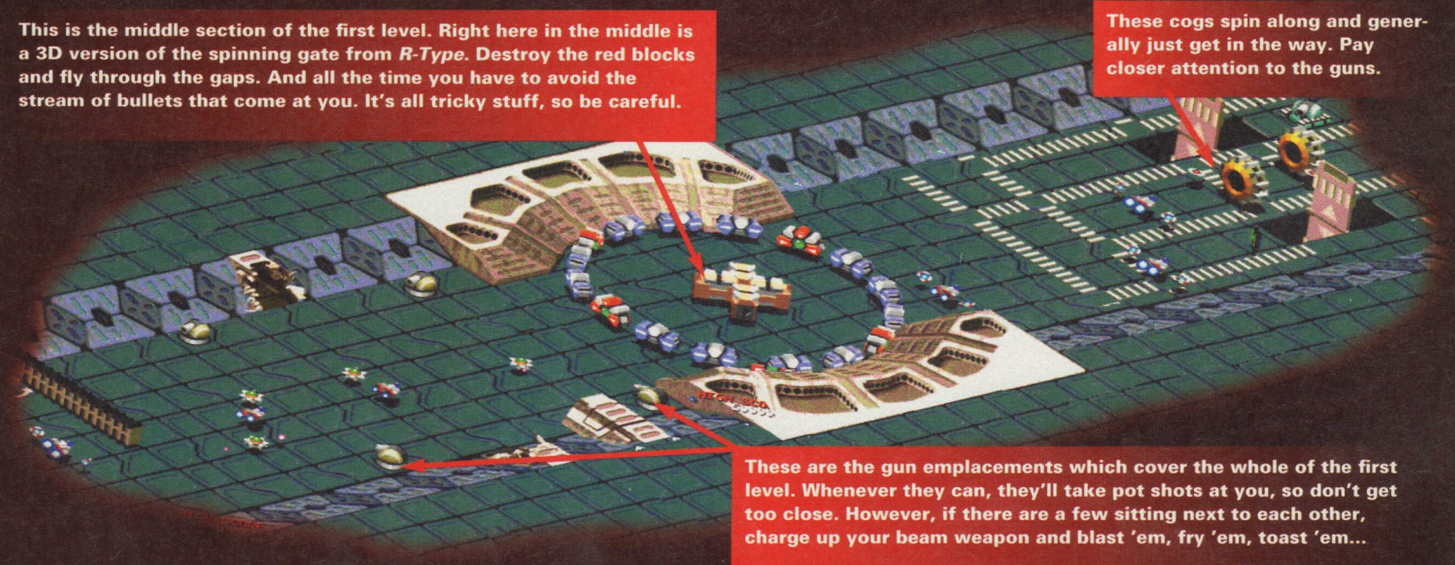
The weapons set-up remains the same throughout the game. In fact,

This dragon type thing moves very fluidly and at great speeds. He also crashes into you a lot.

Given that you have to be a bit bonkers to buy Neo Geo games new, *Viewpoint* makes as much sense as any. Truly staggering graphics and plenty of finely-crafted action-packed rucks. However there are only six levels, and much as it's extremely difficult, there's no danger of anyone but the most hopeless novice getting £225's worth of hours play out of it. **JIM DOUGLAS** ■

This is the middle section of the first level. Right here in the middle is a 3D version of the spinning gate from *R-Type*. Destroy the red blocks and fly through the gaps. And all the time you have to avoid the stream of bullets that come at you. It's all tricky stuff, so be careful.

These cogs spin along and generally just get in the way. Pay closer attention to the guns.



These are the gun emplacements which cover the whole of the first level. Whenever they can, they'll take pot shots at you, so don't get too close. However, if there are a few sitting next to each other, charge up your beam weapon and blast 'em, fry 'em, toast 'em...

JOLLY NICE CHAT WITH THEM.

Once upon a time, there was a Wasp and a Maggot, and they made young Adrian's life a bloody living hell. The gits. Sheer hell I tell you.

And so did these centipedes. But like all good bed-time stories, I kicked some serious butt. How dare they think they can get moi. Pah!

"Bloody hell! Amazing!" I ejaculated when I first saw this game, and I still stand by that action. It does look totally astounding. It also plays brilliantly, in a fiendish sort of way. Your gameplay skills can only be enhanced, whilst your eyes will forever thank you.

But the dosh. Oh, the dosh. Two hundred and twenty-five quid? You could buy a small and slightly misused motorcycle for that. No. I cannot condone prices like that. Even if you could afford it, you'd have to play the game for about six million hours to get your money's worth.

Viewpoint is like buying a Ferrari Testarossa. It's beautiful, but how can we normal folk afford it? In fact, it's more like buying a Kawasaki ZZR600 with under 5000 miles on the clock, or possibly a CBR1100 without a scratched fairing where it's been dropped. **JAMES LEACH** ■

what makes *Viewpoint* so compelling to play is the fact that you have to make it through the levels on skill alone.

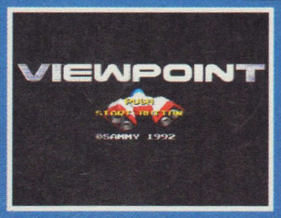
Viewpoint sounds great and looks astounding. The gameplay is hard and addictive, and with the inclusion of a two-player mode (sadly not simultaneous), the only bad thing is the price. If you get the chance, play it in an arcade or test it in a shop, you certainly won't be disappointed at lightening your pockets of only a few quid. **ADRIAN PRICE** ■

GAMES MASTER TIP

GREETINGS!
On the second end-of-level-boss, use the red smart bomb (the flame wall), to burn off the crab's claw. Let it off just as he starts to walk backwards. This way you'll hurt him the most. Also, use your short bursts of laser fire to work on the eye. These will also pop the bubbles, making your life a whole lot easier.

Here's the great sight of you letting off one of your smart weapons. A volley of homing missiles will hunt down all enemies. It's so easy, just fire and go.

VIEWPOINT



GRAPHICS
Very smooth and very colourful, the best I've seen on any system. Well, it is an arcade game, isn't it?

SOUNDS
A sort of Hawaiian lounge tune plays throughout the entire game. Some great samples are included as well – very jolly.

PLAYABILITY
You'll be playing this for ages, until you reach the hard parts that is, then you'll be pulling your hair out.

LASTABILITY
It's going to take you a long time to complete this, each level has more and more fiendish ways of making your life hell.

OVERALL

My first thoughts were that this is the best shoot-em-up ever, with loads of challenge and bags of good things about it, then I remembered the hefty £225 tag hung around its neck. Either go and spend a few quid in the local arcade, otherwise start saving now. As far as shooters go, this is excellent, and if you get the chance, give it a go.
ADE ■

JUDGEMENT 93%

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

BLADE OF DESTINY

Arkania, a land of leisure amenities, fun, children and vomit. A land of DJs, estate agents, double-glazing salesmen and probably even editors.

Who is this ponce? And what does he want? And does anyone care?

There's one thing you can rely on anyone who's playing an RPG to do: to name a newly-created character with such astoundingly comical appellations as "Nadir Nobwit" or "Demis Roussos," so that during a combat sequence they can laugh heartily and shout "Look! It says 'Baldrick/Demis Roussos takes a hit for 2!' Ha ha ha!", thus causing seconds of amusement.

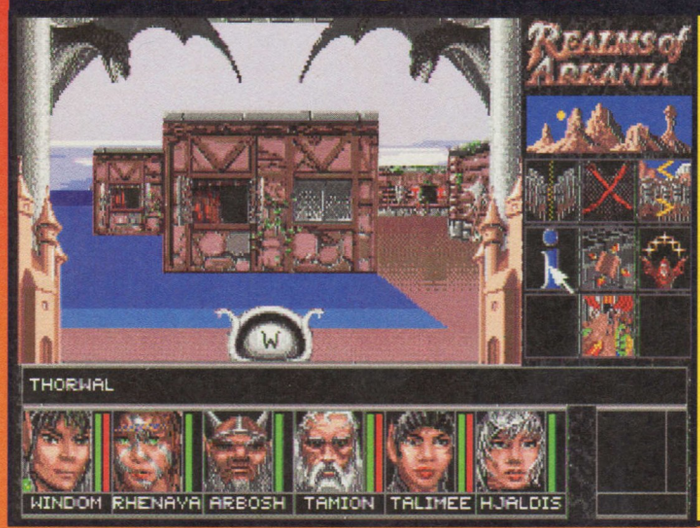
I mention this not out of malice, but simply to put off writing about *Blade of Destiny* for as long as possible. Because, you see... *Blade of Destiny* isn't...well, it isn't very good. At all.

"Heavens," it gives me enormous pleasure to imagine you thinking, "why on earth not? I happen to know that it's based on the fantasy RPG paper game *Das Schwarze Auge*, which is of course Germany's favourite RPG system." Yes, well, but it's still not very good.

You see, there just isn't very much to do, and when you do do it (if that makes sense), it takes 27 years for it to happen. The manual promises much, stuffed full of icon descriptions as it is, and the complex character generation bodes well for a game filled with stats. But there are too many of these for everything – from height to armour class to parry values to magic resistance. You're overloaded with 'em.

The gameplay goes like this. You start in a town in the land of Arkania. Wandering around, using the usual one-step-at-a-time-and-turning-90-degrees procedure, you can nip into shops to buy stuff, or get weapons repaired, or find a dungeon. That's if you manage to remember the function of the bucketloads of icons each section

GAMES MASTER TIP

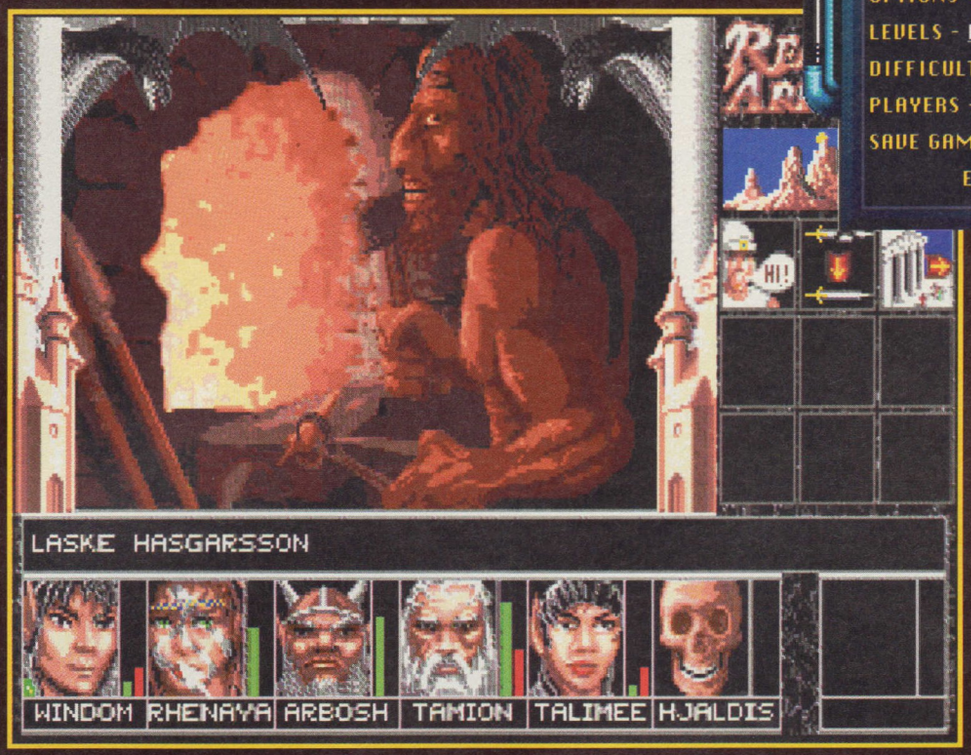


GREETINGS!
There's more to Thorwal, the town where you begin, than meets the eye. If you read the introduction to the manual you'll notice that there are dungeons to the south-west of the town, under the Academy. Make these your first port of call - there are lots of good things hidden there.

Why do we keep asking Ed to do reviews for us? We know full well that he's going to start off with some irrelevant nonsense, then drone on and on about how much he loves The Cure, before describing in agonising detail the sub-plot to Blue Velvet. OK, I know he hasn't done that here, but he usually does. In fact it would have been better if he had, because *Blade of Destiny* is a pile of toilet scrapings. It gave me a headache and made me nauseous. Bye. **JAMES** ■

"DAS SCHWARZE AUGE" IS OF COURSE GERMAN FOR "THAT SMALL AUBERGINE". WELL, IT DOES LOSE SOME SUBTLE NUANCES IN TRANSLATION.

OPTIONS - NONE
LEVELS - LOADS
DIFFICULTY - SELECTABLE
PLAYERS - 1
SAVE GAME - YES
END ■



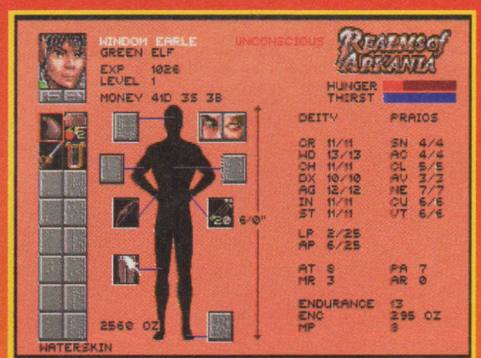
Insulting the blacksmith, an ancient and venerable sport, which unfortunately often leads to a certain amount of unpleasantness.

gives you. When you get bored, you leave town, on foot or on a boat. If you're on foot, you may be attacked, in which case you enter the tedious turn-based combat nonsense. Then you arrive at the next town. And wander about, leave and so on. There are no puzzles in the traditional RPG sense, and the reams of stats never really make much difference to what you do.

With the game on eight disks, virtually everything means a disk swap, until you reach the stage when the computer asks for Disk 7 again and you kick the monitor in instead. It's not as if the graphics make it worthwhile; they're nothing special.

This was probably all very lovely and techy as a board game, but on the Amiga it's nothing more than a dull and tiresome waste of space.

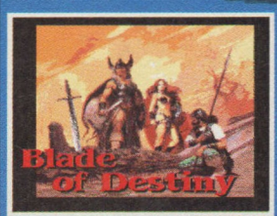
ED RICKETTS ■



Jesus, look at those stats. I mean, what the hell is MP all about? And Enc? Who gives a toss which deity he worships? No, look, really, no-one cares, really really really. Ooh, it makes me mad. *Maaaaaad!* I'm sorry. I do apologise.

What with Ed working on a PC magazine, he has full and complete understanding of RPGs. He's in constant contact with them. So when he says that one's rubbish, you can trust his opinion more than someone who would only look at it for a second and say, "Brilliant – look at all those options! 90%." *Blade of Destiny* fails to work on just about every conceivable level. Stick to the (rather good) paper version instead and save yourself a lot of frustration.

JIM ■



GRAPHICS
Reasonably sort of okay in the main game, but during the combat scenes they miraculously change into a steaming pile of turds.

SOUNDS
Initially quite impressive, but after the same musical phrase has been repeated 14,000 times in two minutes they begin to grate.

PLAYABILITY
Awkward icon control and unfeasible amount of numbers to contend with. Too much to remember and not easily enough done.

LASTABILITY
If you can really be bothered to stick with it, there's loads to do here. But you'd have to be imprisoned or terminally ill to care.

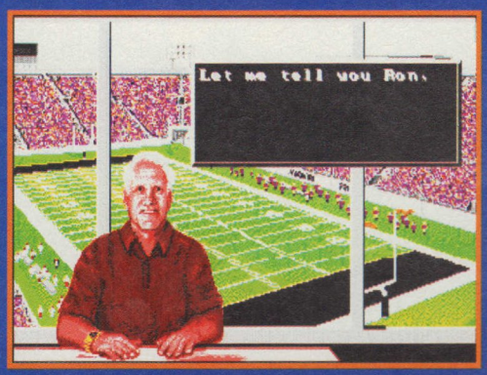
OVERALL

From what seems a very complex and rewarding RPG game system, the programmers have managed to produce a game that is neither fun, involving, exciting nor interesting. There are many better RPGs around – don't bother with this one. You'd spend longer reading the manual than playing the game.

ED ■

JUDGEMENT 32%

Bill Walsh COLLEGE FOOTBALL



There's this guy right, I don't know if you've heard of him, anyway... *(No* – Ed). Sorry, apparently this is Bill, and, before I was so rudely interrupted, he was just about to tell me a cracking joke. Still it was probably about me.

House, house, house, 34, 48... *(It's Hut, not house.* – Ed) Oh never mind, there goes my game plan and hopes of victory then, I suppose. As you've probably worked out from the screenshots this isn't our game of football, but the Yanks' style of play. So, yet another American football game from Electronic Arts.

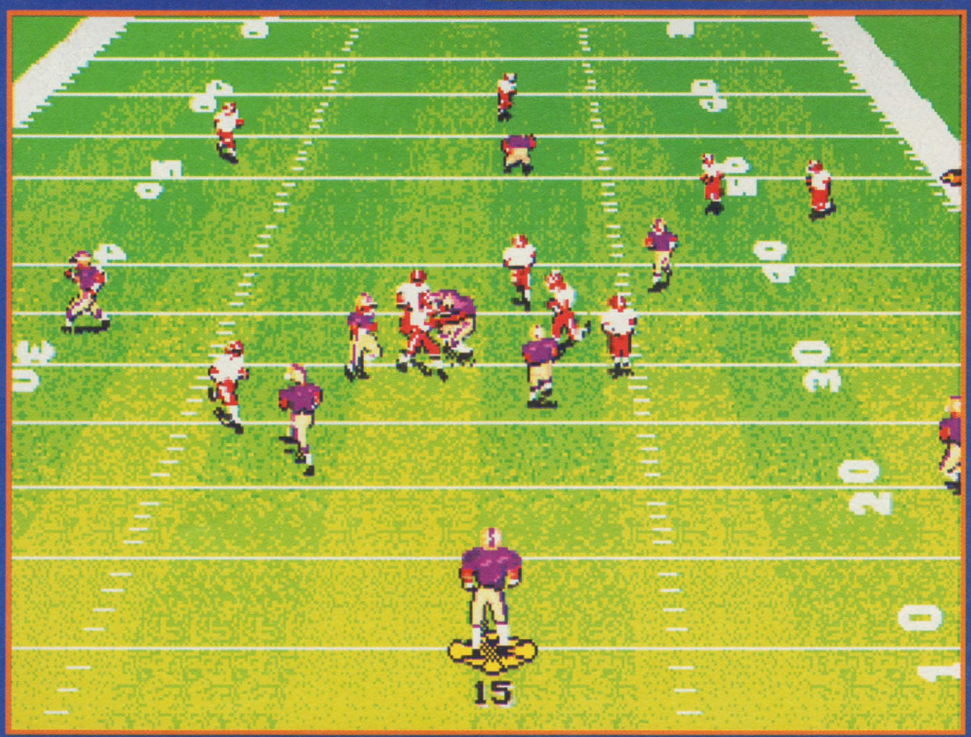
The only questions which are just begging to be asked are whether or not this is another *Madden* game and whether it is in the same league.

Well, it does play a lot like *Madden 93*, but there are some major differences. Like EA's other game *General Chaos*, reviewed on page 71, this can also use the new multi-player device and so between one and four players can play at once on any side you

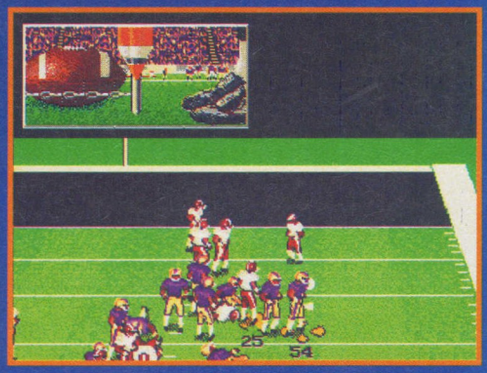
B.F., Ade! Just admit it. It's *Madden* in everything but name. And graphics. And gameplay. EA also still haven't bothered to include a league – the only conceivable thing that could have justified its existence. Is this game supposed to be an 'enhanced version' in any way? Yeah, right. Slower, less playable, no-bloody-league-again version, more like.

So, do you need to buy this game? To answer, "yes", you need to fit the following description... You're a slightly tragic individual with a panting obsession for anything even vaguely related to American football. In all climates, your most noteable feature is the baseball cap permanently bolted to your head. You collect every single Mega Drive game ever released. You think *John Madden Football* is better than sex. Oh, and you probably used to wet the bed.

ANDY LOWE



"Oy, come back, I'm not that bad honest, please don't go. Don't patronise me, don't patronise me, sorry, I don't know what came over me then. I went all funny." As you can see, being a quaterback in American Football isn't easy. There's a lot of backstabbing and stuff. Still, you get to see all sorts of fights break out like you see in school playgrounds. Look there's one now.



The ball was definitely in, goddammit' (as all American people are so fond of saying).

Oh reckon, like Jimmy bloody Hill. That was well in. Refs, tsk. What do they know, eh?

WIN A COPY OF THE GAME. JUST TELL US WHO WON THE LAST SUPER BOWL. SIMPLE, EH?

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - SEPTEMBER
PRICE - £44.99
MEMORY - 8 MEG
STOP ■

OPTIONS - TEAMS
LEVELS - N/A
DIFFICULTY - MEDIUM
PLAYERS - 1-4
SAVE GAME - TOURNAMENTS
END ■

There is no way EA can escape it this time. They have flogged this American football thing to death, no-one gives a damn about college football over here and to make a game out of it seems totally pointless. EA say that they needed to test this supposedly new game engine... er, why do they have to make people pay 40 quid for an experiment?

There is no getting away from the fact that this is nothing but a very poor clone of *John Madden's Football*. With nearly a dozen American football games already on the market and *John Madden 94* currently in the pipeline there is no reason why anyone should bother buying this.

LES ELLIS ■

"Yee-haa, jester's dead." Ahh, that's another film, isn't it? Why is it these big blokes dance around when they get in that square? Eh?, Eh?

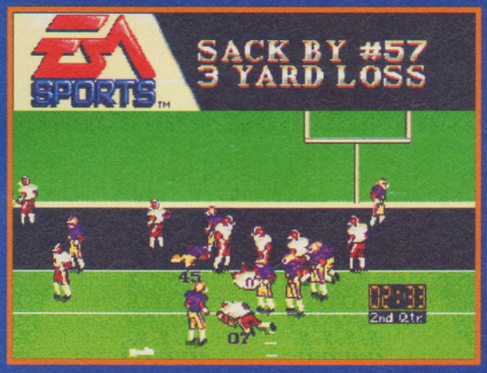
like. This causes untold confusion as no-one is quite sure where the other players are, so close team work is called for.

As with all of these football games, there are plenty of options, and teams to choose from. If you want your players to run up the field and catch the ball, then they will. There are loads of passing, blocking, running and defensive plays – you'll never run out of a choice. The teams are nearly as varied, with great college teams of the past being able to compete with contemporary teams.

Playing the game is simple. Just decide which play you want to use and try to remember where you've got to throw/run the ball to. If you're lucky, your catcher will be in place and you'll get some yards. This is all complicated stuff and you'll either understand it easily, or like me, get drowned in the sea of plays and end up all confused.

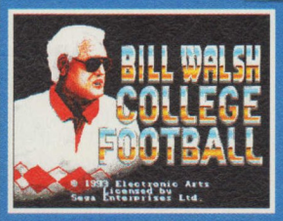
You can also participate in the play-offs and try and get through to the finals, but yet again, there's no league. If there was, this would have been an essential purchase, but it really is just the same old standard fare – you won't be missing much if you own any of the *Madden* games.

ADRIAN PRICE ■



What's a sack doing in an American footy game, why don't they make something simple like a satchel or bum bag. (*No Ade, a sack is where you get pulled down* – Ed). Oh really?

"Well it's halftime here at Washington and we're in the lead by five points to zero. Yep, just five measly points. No more, no less." Yet another example of the intricacies of the game.



GRAPHICS
Little men running around a big green pitch, white if it's snowing. All of the players' animations have been improved.

SOUNDS
All the usual hut, hut noises along with the frantic pushing and shoving; 'it's good' is also in there.

PLAYABILITY
All the usual plays and moves, with a few new ones bunged in for good luck. If you're looking for originality, don't look here.

LASTABILITY
You'll never play the same game twice. There are plenty of teams to play with and getting to grips with them all will take ages.

OVERALL

Quite a nice game... if there weren't any games called Ma... No, I won't say it, but there really isn't anything that makes this stand out from those other games, except the four-player widget. Still they could have included a league – that would really have made a difference.

ADE ■

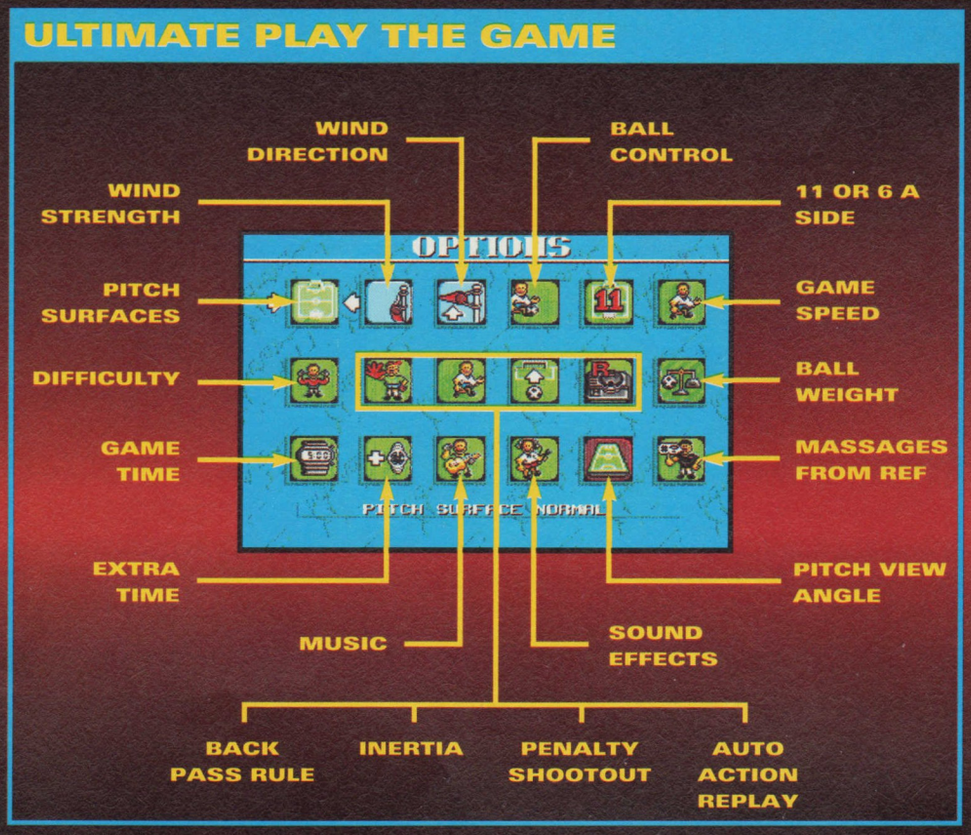
GAMES MASTER TIP

GREETINGS!
When you are in possession of the ball, simply select the 'Streaks' option and start the play. Now press button C to call up the windows and press C again. With any luck your running back should catch the ball and give you a first down.

JUDGEMENT 71%

Goal on goal action here, as the red team (Germany, probably) rush forwards and, er, try and score a point. I wish I knew the rules to this game. Is this a first down, then?

(Below) My hair isn't always as bad as the picture underneath suggests. In fact, that 'styling' was very unfortunate. I'm glad I'm off.



The thing is, I'm leaving GamesMaster pretty soon, so even if I do a really crap review Jim can't sack me or anything. Heh heh. So, here, for your enjoyment, is the sort of review we get sent by readers through the post.

"Phew. Football games, eh? Doncha love 'em? If you've been hiding on the outer moon of Jupiter for the last few months, you won't know about *Ultimate Soccer*. You'll either like it or loathe it. It's got good graphics and good sound. It is good. You can do lots of options and this game has good things. But if you can't afford it, it'll be too expensive. But it is nice and there are lots of options which is nice.

Still, if you like football games, you'll like *Ultimate Soccer*. It's a football game. Fans of the genre will find that there are loads of teams from all around the world. And probably some other places besides!!! No, but seriously, if you like football games, this is a game you'll like. So if you're looking for a football game, this could well be it.

The pitch is viewed from above and behind one end, and it scrolls up and down. If you like football games in which the pitch is viewed from above and behind one end, you'll like this. It scrolls up and down. Apart from that, there are eleven players a side and you control the one nearest the ball. You must try and get the ball in the opponent's net. This is called a goal, and you get a point each time it happens.

You can change anything about the game you want. But whatever you change, you'll still have to play football! If you like football, you'll like this, though. It's complete rubbish. Not!!

You use the Sega Mega Drive joypad to control your team. A is kick, B is pass and C is, er, kick. Depending on who you're playing, your team runs and kicks better than your enemies. But you can't kill them because there are no plasma laser cannons in *Ultimate Soccer*!!!!

All in all, *Ultimate Soccer* is good. It has good sound and good graphics. It is smooth. So if you like soccer games, you'll like *Ultimate Soccer*. But if you can't afford the £45 it costs, you probably won't be able to buy it. If you can afford £45, you should buy it and put it on your shelf (oh, and play it as well). But why not try before you buy?"

If you've ever sent a test review of this calibre to us, please listen. NEVER EVER DO IT AGAIN. And don't sit there thinking to yourself, 'Oh, nobody ever sends stuff like that in', because they do. All the time. And we have to sit there and read them. It's outrageous. Anyway, that's enough of a rant from me. I'll calm down now. Phew. I think I'll have a cup of tea. No, I've got a better idea. I'm going to go to Super Play to be an editor. So get out of my face. And buy Super Play. It's the best mag ever etc.

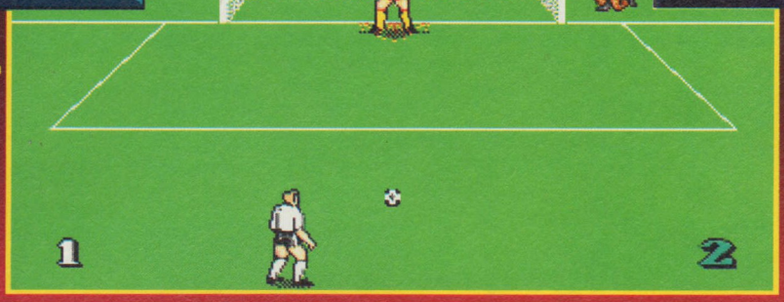
JAMES LEACH ■

ULTIMATE SOCCER

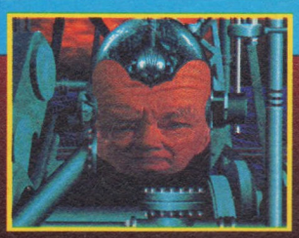
TARRAH FROM ME! I'M OFF TO SUPER PLAY. I'LL SEE YOU SAPS LATER!

FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - OCTOBER
PRICE - £44.99
MEMORY - 8MBITS
STOP ■

OPTIONS - OOH, LOADS
LEVELS - MANY TEAMS
DIFFICULTY - 3 SETTINGS
PLAYERS - 1 OR 2
SAVE GAME - NOPE
END ■



It doesn't say it in the main review, but penalties are bloody easy to get. Just curl the ball to one side and laugh as you totally fool the pathetic attempt of a keeper.



GAMES MASTER TIP

GREETINGS!
Ultimate Soccer has a great aftertouch feature. It comes into its own when scoring goals. Simply pass repeatedly to get the ball near the enemy goal, then shoot at the keeper. Then, at the last second, hit left or right on the D-pad and watch as the ball scoots past him into the net.
And another tip - buy Super Play.

Ultimate, ultimate? Do you know what it means? Ultimate means the most significant, or, in this context, the best. Think again Sega. This is just possibly the greatest pile of crap soccer game yet. How James rated it so highly, I don't know. The controls are so sluggish they make everything come down to luck rather than skill. Try lobbing at the keeper and the ball stays in the air for about five minutes: the keeper makes five attempts to catch it and it still goes in. What a bloody waste of time. This is Mr Angry signing off. **LES ELLIS** ■

Strips, eh? Sounds like taking all your clothes off in a bar full of drunken businessmen for about £30, whilst trying to retain your plummeting self-esteem and bring up a toddler.

Using the aftertouch ball swerving attributes, it's completely feasible to score a goal from this position. Don't mock – I've seen Gazza do it in real life. Back in the 70s, I think it was.

I've just read Ade's second opinion below. And, as this is the last caption I'm going to do for GM, let me say that Ade is a stubborn blackhead on the face of society. And a real git, too.

And this is Mr "I don't agree with James" signing on. Alright, so James is off to pastures new. Bye James, oh what a tragedy.

Anyway James says this is fast and fun. Sorry, I beg to differ, and, for once, I think Les will back me up on this one. This is indeed a very sad offering, a totally guffed up footy game. Still, I'll miss James and his unique style of humour and wit... about as much as I'd miss a punch in the face. See ya J. **ADE PRICE**

GRAPHICS

Small but marvellously animated, quick and smooth. Pretty skill, in fact. There are even some ace anims on the menus and stuff too.

SOUNDS

Tunes and stuff fill in between crowd noise and boot-on-ball action. It's as good as you'd expect, but not as nice as Laura Dern.

PLAYABILITY

Excellent. It's fast, fun and there's aftertouch. The ball sticks to your players' feet the right amount, too.

LASTABILITY

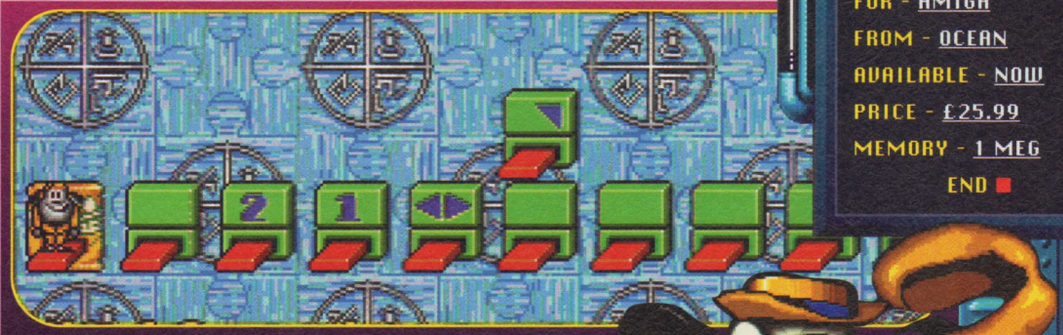
We all know Laura can last the distance, but can this? Well, yes. Dozens of teams and tons of options. It's complete skillage.

OVERALL

Ultimate Soccer is smart. It's fine in one-player mode, but with two players it excels itself. There's a great action replay sequence for the best bits, too. So is it the best footy game on the Mega Drive? Most certainly. Is it as good as Laura Dern? I can't say, since I've never met her.
JAMES ■

JUDGEMENT 88%

FOR - AMIGA
FROM - OCEAN
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1 MEG
END ■



Now this Colin geezer is a dog, right? So what's a dog doing inside a computer jumping on platforms trying to get out? He wouldn't fit, his tail would stick out of the disk drive.

ONE STEP BEYOND

I'm sure plenty of useless reviewers will be banging on in their *One Step Beyond* reviews about what a terrible thing the licenced game is. But recently, many of them have actually been very good. There's been *Addams Family 2*, *Cool Spot* and some others I'm sure. So it's a bit of a shame that Colin Curly has contrived to set back the cause of the silly-character-who-doesn't-necessarily-fit-into-the-game's-brief by about two years.

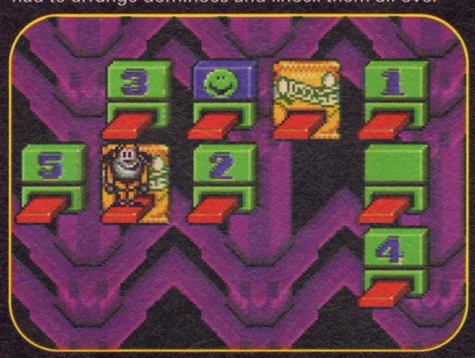
Cast your mind back to *Pushover* where you had to arrange dominoes and knock them all over – devilishly puzzlish and a lot of fun in the process. Well now, in a totally new innovation we get *One Step Beyond*, a game where you have to jump on platforms to reach an exit. The visual comparison is inescapable apart from Colin Curly's appearance, of course. However, while *Pushover* was a great game, and even better when it was released on the SNES where it won a lot of fans, this, I fear, will not do the same. Why? Because basically it isn't very good.

Okay, I know that puzzle games tend to look simple, but surely not to this degree. The graphics being so small could be forgiven, if there was some gameplay here, although sadly this is somewhat lacking. Jumping around platforms in a certain order as quickly as possible gets so tedious after the first 20 or so levels that you start to have demonic ideas about ritually throwing your disks out of the window, while they are still in the drive.

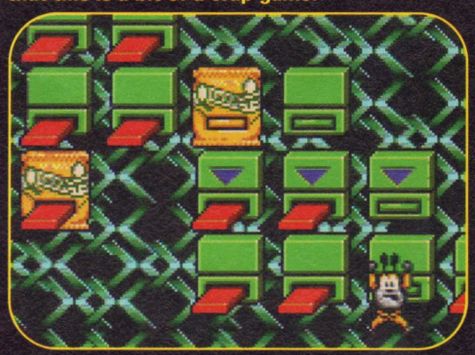
Oh don't get me wrong, initially it is almost fun to romp around levels working out how they should be done, but there is so little variety, boredom rapidly sets in. I say 'initially' fun because you spend the first 20 levels assuring yourself that something good must happen soon. The so called objectives of reaching the special Quaver zones are completely spoiled when you get there and find a single screen with Colin eating crisps.

Where's the addictive gameplay? Where are the nice graphics? Where's the bloody point of buying this? I don't know.

LES ELLIS ■



Colin poses for a mug shot photo as he realises that this is a bit of a crap game.



Ah, isn't he cute? His ears stick up. Mind you he has to fall off a platform to do this. The RSPCA would have something to say about this.

So Colin is locked away, alone in his bedroom with his joystick in his hand waggling away... (*Stop it!* – Ed).

GRAPHICS
Small but detailed. On most levels most of the screen isn't used – you can spend ages trying to work out what the the backgrounds are.

SOUNDS
Agghhh, the dreaded crap puzzle game music – turn the bloody thing down right now.

PLAYABILITY
Let's see... you jump, jump and jump. Easy enough to get into. There's some limited fun to be had trying to work out the levels.

LASTABILITY
About as addictive as watching paint dry, and as exciting. No sane person would want to play this for more than a couple of hours.

OVERALL

Another attempt to make a classic puzzle game bites the dust and goes down in a blaze of derision. Even by puzzle game standards this has to be one of the most tedious and boring games I have ever played. It's about time Colin Curly either went straight with some different games or went back to eating crisps, which is about all he's good at.

LES ■

JUDGEMENT 51%

DOESN'T COLIN CURLY SOUND A GREAT DEAL LIKE LENNY HENRY? PERHAPS THEY'RE RELATED OR SOMETHING...

FOR - MEGA DRIVE
FROM - ELECTRONIC ARTS
AVAILABLE - AUGUST
PRICE - £44.99
MEMORY - 8 MBITS
END ■

This is General Chaos. Run around and shoot as many of the enemy as possible. Simple, yet somehow effective. As you can see here, there's already a few fatally wounded. Poor chaps.

GENERAL CHAOS

Violence, violence, and more violence, that's what this game is all about – and I love it. The aim is simple: capture the enemy town of a made-up country and victory is yours. It may seem a basic war game, dressed up in colourful clothes, but it's a bit of alright.

You can choose between five weapons to do your job. There are grenades, flame throwers and machine guns, along with rocket launchers and dynamite – it's just like Aliens, it's brill. You also have a choice of assault squads, demolition squads and commandoes (each has a different weapons set-up). So the outcomes of the fights really do depend on careful planning, skill and tactics.

One of the great pluses of this game is the fact that, as with *Bomberman* and *Jimmy Connors Tennis*, you can have up to four simultaneous players. Thanks to EA's new SNES-like multi-tap, you can team up with each other (two versus two), or go head-to-head, or (three against one). When four of you are playing, there's lots of noise and fun. On your own, however, it's a different matter. Whereas the four-player frenzy is mad and hectic, the one-player game is, well, slightly boring. It's just not the same playing the computer.

Most war games come with their fair share of blood and gore, not so with *General Chaos*, it's all to be taken with a pinch of salt. The skirmishes and direct hits are more along the lines of "Ow my head hurts!", rather than "Oh I've been hit with a grenade and I'm bleeding lots".

There's definitely loads of shooting and strategic positioning to be done and it's all good fun. But if you haven't got a multi-tap thingy (you'll have to wait for one of those), or any friends to go with it, you'll be missing out on the maximum enjoyment this game has to offer. **ADRIAN PRICE** ■

Above in the attractive oval is the training ground where you learn to shoot. Below it is another war.

GRAPHICS
Very cartoony, although not terrifically animated. There are some funny expressions and mannerisms.

SOUNDS
In a war game, let's see, machine gun fire, explosions, screams, punching and kicking... and loads more – yup, it's all there.

PLAYABILITY
When you're in the thick of battle, the adrenaline really gets going, until you die, when it stops...

LASTABILITY
This depends on how many mates you've got... 0 – sad git, one week only. 2-4 – not bad, ages and ages.

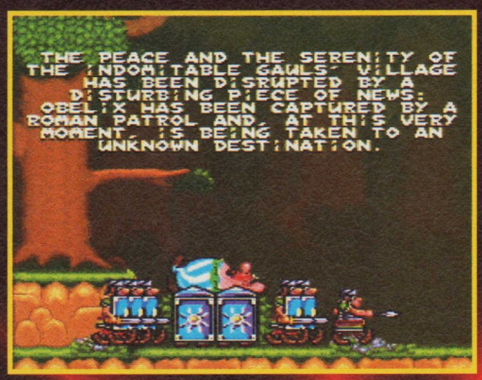
OVERALL

A nice and simple game of destruction – they are always the best. But the four-player adaptor isn't released until October, so you'll have to wait a few months before you can really play it properly. It's still good fun though, whichever way you look at it.

ADE ■

JUDGEMENT 81%

FOR - SNES
FROM - INFOGRAMES
AVAILABLE - NOW
PRICE - £44.99
MEMORY - 4MBIT
STOP ■



Obelix is carted away by the Romans. No mean feat either. Seldom has a Frenchie eaten quite as many cakes as this one.

Too lazy to walk, Asterix hitches a ride on a nearby hog. The bus might have been a more sensible option, had it been invented.

ASTERIX

The French are dead good at cooking and cycling. *And* they can speak French better than almost any other nation (apart from Canada). What they are not good at though, is being funny. So, it's weird that Asterix is the most famous cartoon bloke in Europe.

Asterix is a Gaul, which is what they called the Frogs before they started wearing stripey T-Shirts and hijacking van-loads of nice British beef. Gaul has been invaded by Romans who want to ruin everything by introducing barbaric stuff like plumbing, medicine and peace. Our garlic-eating chums aren't going to take it on the nose though. Enter Asterix. Four-feet-two of rippling moustachioed nerd.

The filthy Romans have kidnapped his top mate Obelix and it's up to Asterix to rescue him. Obelix is a great big, lard-eating killer, so why he needs rescuing is a bit of a mystery. Give me a saucy French girl any day. Anyway, it gets a bit predictable after all that – you simply have to kill the baddies with your knife, jump over the gaps and collect the shiny, gold coins.

There are all the usual goodies to collect, like extra lives, invincibility potions and other things. Actually if Asterix has a major fault, it's that the gameplay has been "borrowed" from just about everything else in the platform genre.

It all looks nice though, with jolly backgrounds and accurate sprites. The music is pretty neat, with Roman fanfare-type tunes and Gaulish ballads (probably). It's all very good, but sadly unoriginal. Having said that, it's actually a good deal better than most games of this ilk.

FRANK O'CONNOR ■

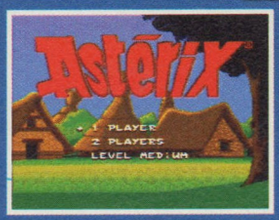
Use the floating clouds and bricks to cross the icy wastes. It's like Cliffhanger, only good.

Asterix shows the effects of a massive drug overdose as he quaffs Getafix's potion.

Boing! Yet another display of the Frenchie's athletic ability. He smells of garlic though.

Asterix's mutt attacks a Roman soldier. You can initiate this bum-biting action by collecting the bones that appear at various intervals.

Tights go down mites go up... or is it the other way around? Anyway, Asterix has to avoid a stalac-something.



GRAPHICS
Nice-looking sprites and a real flavour of the comic books if you like that sort of thing.

SOUNDS
Lovely Gaulish tunes throughout, but not much in the way of fabbo sound effects.

PLAYABILITY
Lots to do, plenty of stuff to kill and jump over and Asterix feels exactly right.

LASTABILITY
Not bad. Plenty of levels, a few tricky sections and hordes of killer Romans and animals to dodge.

OVERALL

I like it. It's nice and jolly and it makes a change from all those jumpy, shooty platform games you see these days. Ooops, no it doesn't, it's exactly the same as all of those. Still, they made a good job of it.

FRANK ■

JUDGEMENT 79%

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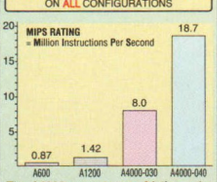

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FOR - MEGA DRIVE
FROM - PSYGNOSIS
AVAILABLE - LATE AUGUST
PRICE - £39.99
MEMORY - 8MBITS
STOP ■

This is one of the hidden screens and is full of cute little bunny rabbits. Ah, how sweet.

Puggsy here is mid-way through a jump with a blue ball. Quite what he's up to is not clear.

Ah, this'll be one of those puzzle things. Pick up the candle and...

...light it on the bunsen burner, now throw it at the candle, this really is simple...

...until you get here, when it all gets hard. I've no idea what's going on here, sorry.

PUGGSY

So then, this Puggsy thing... I have to call it a 'thing' because I'm not quite sure what it is, but it does look suspiciously like one of those space hoppers, and it's definitely not Puggsley from the Addams' Family. Anyway, a quick breakdown of the game goes something like this. An orange blob (that's Puggsy) crashes on planet X (or something) and has its spaceship nicked.

The said orange blob wants to return home and so has to find a spaceship. Not an easy task seeing as the numerous racoons which infest the planet keep moving the ship about.

Anyway, Puggsy must deal with them accordingly and via 56 levels of puzzles and traps he can eventually look forward to going home. The puzzles are the sort whereby you must collect one object and use it in conjunction with another in order to complete the stage. There's loads of them in there. At the end of each stage (that's about every five or six levels) there is a massive guardian – and the more you meet, the harder they become. The second boss is very impressive, a sort of fox character who spins in and out of the screen and spews plungers all over the place. The animation to this is all very smooth.

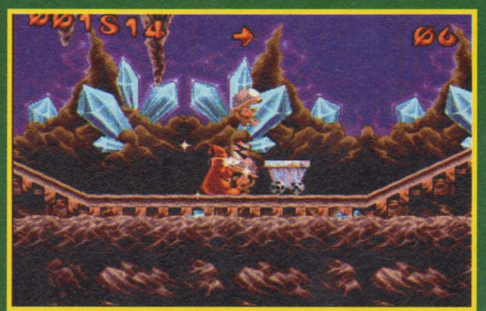
Alright, I'll try harder, I think Puggsy is on the beach, it could be a tree though.

Now then, I do know what's happening here. Puggsy's become a killer with a knife.

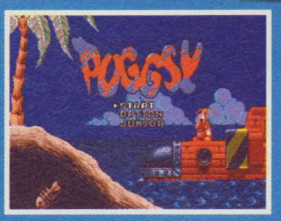
Wherever you go, there's loads of parallax scrolling. All the racoons that scamper around are well drawn and have an almost devilish look to them.

Yes sir, *Puggsy* has it all: brilliant graphics and great sounds, with astonishing gameplay. *Puggsy* is, without a doubt, a great puzzle-cum-platform game that you should endeavour to buy. **ADRIAN PRICE** ■

But he's alright now. He's now got some 'cool dude' shades on and a colourful shield.



Puggsy is having a bad day. He was on the beach but now he's slaving away in a mine.



GRAPHICS
Some of the best effects that I've seen on the Mega Drive. The animation is smooth and the backdrops are very plush.

SOUNDS
They do their job very well indeed and it all adds to the overall appeal of the game. The spot effects are not bad either.

PLAYABILITY
The puzzles get harder as the levels get bigger. There's more than one way to complete this game too. Loads of secret levels.

LASTABILITY
Obviously the puzzles get easier the more you play the game and there's also a password system, so you could whizz through this.

OVERALL

This is pretty much on a par with the fun-packed *Krusty's*. The gameplay will certainly keep you on your toes as you have to run around and collect objects in order to succeed. With the inclusion of a password system, you could finish this within a week or two. Still it's a good game and I like it, except for the racoons, they're pesky little critters aren't they?

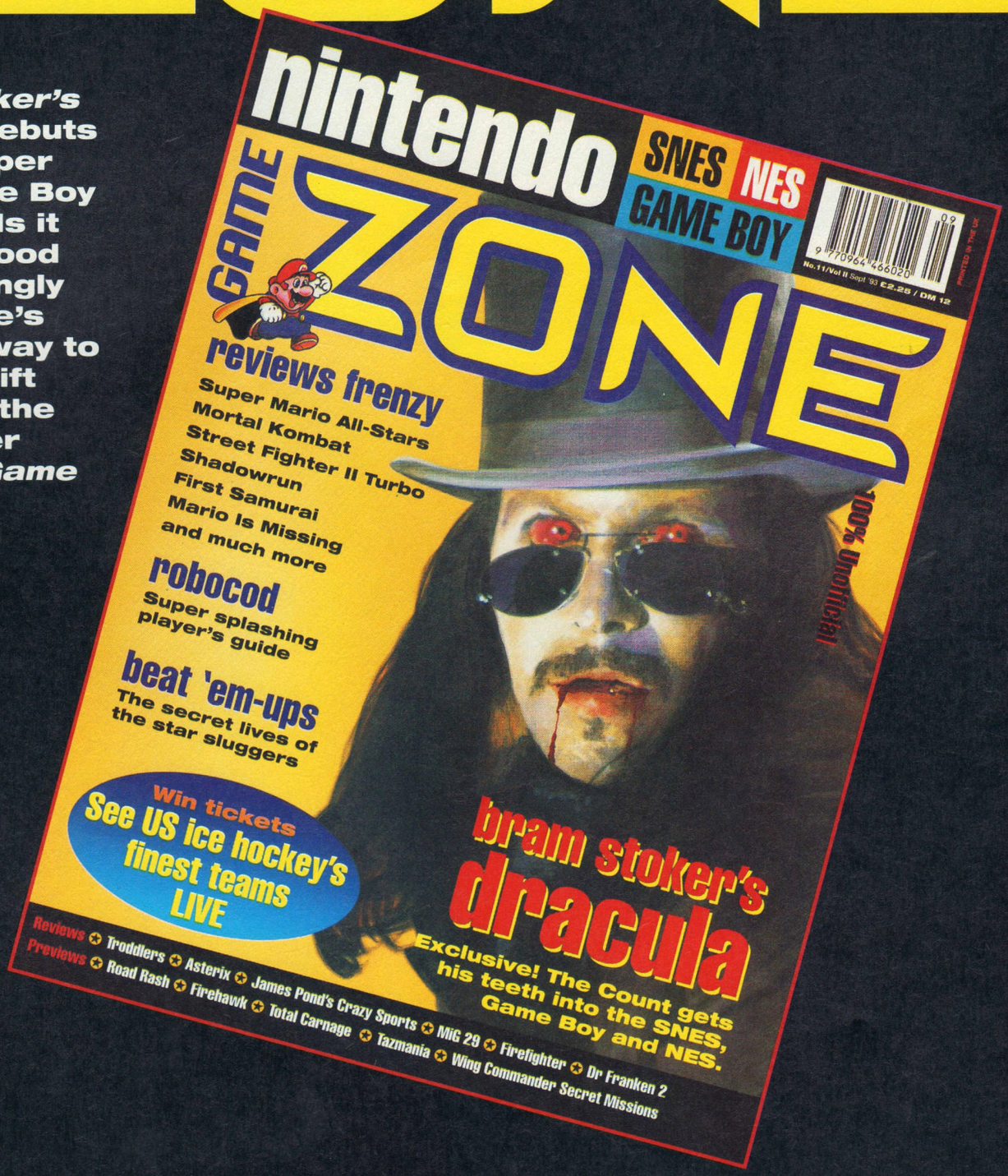
ADE ■

JUDGEMENT 86%

DID YOU KNOW THAT PUGGSY WAS ALREADY A BIT OF AN AMIGA PD HERO BEFORE BEING CONVERTED INTO A GAME? WELL, YOU DO NOW.

GAME ZONE

Bram Stoker's Dracula **debuts on the Super NES, Game Boy and NES. Is it horribly good or terrifyingly bad. There's only one way to find out. Lift the lid on the September issue of *Game Zone*.**



on sale August 11

bloody brilliant?

FOR - SNES
FROM - NATSUME
AVAILABLE - NOW
PRICE - £45.99
MEMORY - 8MBIT
STOP ■

Yes! But he's not going to tell you! After all, he's been possessed by evilness. Instead of blabbing, he'll bombard you with deadly leaves.

This is the graveyard section which is very, very difficult. You get stuck behind all the landscape graphics, you see. Most annoying.

POCKY & ROCKY

This is the once enchanted land of Pockeria which has gone all funny.

Life as a jet-setting international playboy magazine editor is pretty good most of the time. But every now and again my erectile-tissue-busting Heffneresque existence is spoiled by having to explain to my family and friends that I've taken a break from driving racing cars and gambling in European casinos to review a software title where I play a little girl with her hair in plaits battling malevolent wheat-sheaves alongside a little bear or racoon. They smile weakly and say "that must be nice" but I know they make rapid forearm waggling gestures whenever I leave the room.

And let's face it, who would opt – given the choice – to be a fluffy anime bear (or worse, a girl) when you could be a big bloke made out of metal with loads of guns and lasers for eyes? A fool, obviously. Still, in the interests of balance, I'll do my best to put aside my prejudices and report the facts.

Your aim is to guide Pocky and/or Rocky across an enormous multi-directionally scrolling landscape, battling natural foes which are under the influence of the mysterious Black Mantle. There are the aforementioned sheaves of wheat which pop up underneath Pocky and Rocky and hurt their feet. There are little monkeys which rub against you and drain your energy and there are twisted river-dwelling things which pull you underwater.

Pocky (the girl) and Rocky (the animal) can deal with these foes by throwing power-uppable playing cards and leaves at them. Food on the floor boosts one's energy and presents can be blasted open to yield weapons, magic potions and suchlike.

My biggest problem with *Pocky and Rocky* (as opposed to the comedy pretend machismo which I just put on for your amusement) is that you can't lock your direction of fire. Since so much of the game relies on you dodging around and doing away with enemies, it's a bit of a bind that you have to be walking towards an enemy in order to shoot it.

Taking a page from the *Robotron* or even *Smash TV* book would completely solve this problem. It's the sort of problem that should have been whipped out during the first playtest, since it goes a long way to spoiling an otherwise smart game. **JIM DOUGLAS** ■

This of course should read: *"That's enough Nopino goblins* – Ed" which is funny if you work on magazines like we do. Oh, never mind.

GRAPHICS
Lovely varied locations depicted in pretty flawlessly cute anime style. Animations for Rocky are better than those for Pocky.

SOUNDS
A little feeble. Jolly plinky plonky tunes and realistic-yet-unexciting thripping noises that cards and leaves make when you throw them.

PLAYABILITY
None too shabby in two-player mode but a bit tedious on your own. Also very frustrating fire-where-you-walk situation.

LASTABILITY
There's lots of it and the fact that you return to the start of each level when you continue means it'll take you a while to get through it.

OVERALL

It's strange for such a large and undeniably slick game to be marred by one very annoying yet easily-solved point. Since this point affects the whole way the game plays, it's rather important.

JIM ■

JUDGEMENT 74%

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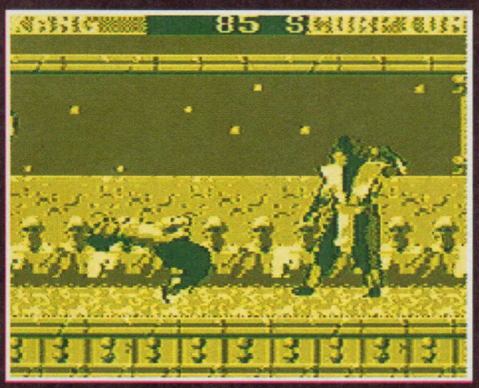
MORTAL KOMBAT

FOR - GAME BOY
FROM - ACCLAIM
AVAILABLE - SEPTEMBER
PRICE - £30
MEMORY - 2MB
STOP ■



Listen here, you! Could you possibly stop these Vanilla Ice routines and let me bury my fist in your face – non-violently, of course. (Ahem!)

This bit's weird. You prat about, trying to get the special moves to work and the next thing you know, the other guy's dead. How bizarre.

It's sad to say, this Game Boy version never really stood a chance. The popularity of the arcade game could be put down to the luverly jubbley gore, but on the Game Boy, it'd be like watching Jaws in black and white.

Everything possible has been imported from the original, bar one character, John Cage, but it's fair to say the gameplay left the building a long time before this omission.

Mortal Kombat draws on the 'best of three bouts' formula. You have a choice of six characters and you fight against the remaining five to meet Shao Lin and Goro. Goro has a lot of fore-arm strength. Sorry, that should read four-arm strength. Those familiar with

Hey, it does have its advantages when smooching chicks.

Don't mistake this Sonja for that fat scouse bird!

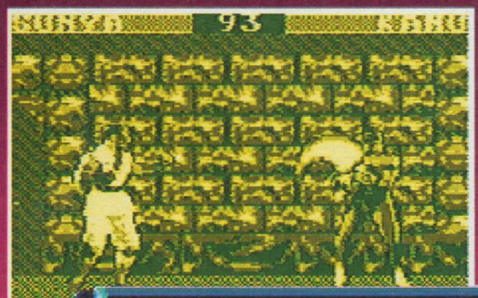
the arcade version will know about the special moves – a few of which I managed to deliver by accident, but were repeatedly hurled at me by later opponents.

This is a two meg game pak. To draw a comparison, fitting all that arcade action on to such a small chip would be like trying to get Ade to remember his name. Eventually something has to give, and in the case of *MK*, it was the gameplay. For example, certain frames of animation are so disjointed, moves are delayed or appear to happen at random. It will take weeks for the average gamer to stumble past the graphical limitations imposed by the Game Boy, and longer still to master the special moves – if at all!

If you're after a portable beat-em-up, your best bet's *Raging Fighter*, a simpler and ultimately more successful slap-about.

JAMES BEAVEN ■

Wait a minute! That looks remarkably like a special move to me. How come I can't do them?



MORTAL™ KOMBAT

GRAPHICS
Great looking sprites, but the animation is utter crap and rips apart the gameplay.

SOUNDS
Above average Game Boy thwirbles, but if it's tunes you're after, go and buy a new CD.

PLAYABILITY
Gameplay? Pah! This is classic "Oh, did I just do that?" fighting. It hasn't worked.

LASTABILITY
No-one is going to stick at this game long enough to get past its graphical limitations.

OVERALL

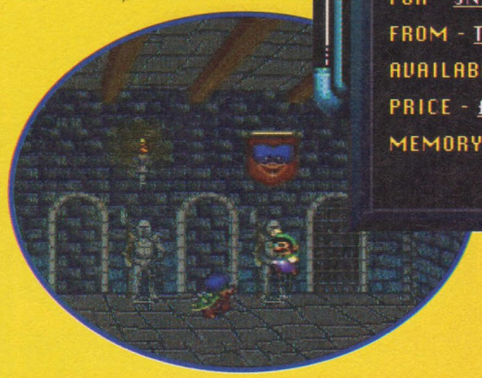
Mortal Kombat will be released on Mortal Monday. This will be followed up by Ticked-off Tuesday, Where-the-hell's-my-receipt Wednesday, Threaten-a-shop-assistant-Thursday, and Find-a-new-game Friday.

JAMES ■

JUDGEMENT 55%

FOR - SNES
FROM - TST/MINDSCAPE
AVAILABLE - EARLY SEPT
PRICE - £49.99
MEMORY - 8MBIT
STOP ■

What do you mean 'what is this?' You can't go showing people odd things in the street and ask them to identify them! Call the police!



This is what the kids want. Some head-jumping action. But first, what's the capital of France? No? Then please leave immediately.

MARIO IS MISSING

Mario puts his rotund, moustached features into play yet again! What really would be a change is if this Brooklyn plumber actually were to do some plumbing in Brooklyn. Just imagine – Mrs Bretowski's blocked drain must have flooded the neighbourhood by now, what with Mario rescuing princesses, bashing lizards, collecting treasure, racing karts and becoming a Hollywood star. I don't think "some time next Thursday" will hack it any more. Anyway, enough of this rot. On with the review...

In an effort to supply some brain-expanding educational value, the great dumpy one has fallen into the cellar of Bowser's Antarctic castle, and it's up to Luigi and Yoshi to rescue him. To get Mario out, Luigi must enter three levels inside the castle, each of which has five portals leading to a famous location around the world. Luigi has to ask the locals questions to find out where he is. Once he's got his bearings, he can call Yoshi to ride back to the castle.

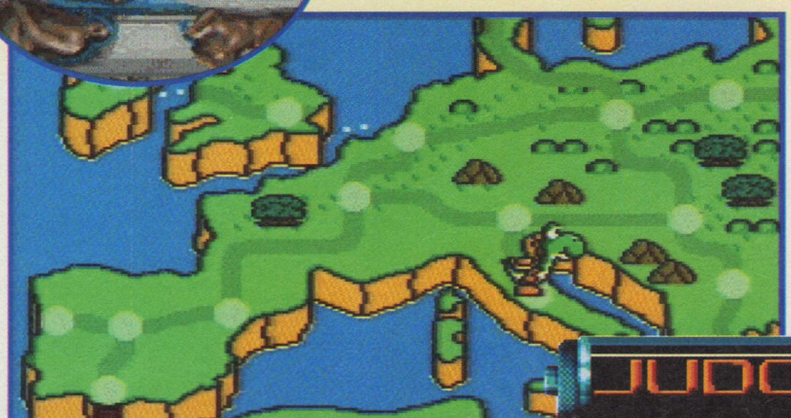
'Ere you are. 'Ave a bang on this. It'll make you hit the ceiling, this monster.

Plot a course through the mystery cities and find the tourist spots. Know any good pubs?

However, loads of Koopas are wandering the streets stealing artefacts. Luigi must bosh them with his deadly bum to find three missing artefacts and return them. To prove they're not fake, he has to answer various questions. Once the artefacts have been returned, Luigi and Yoshi can escape through the blue portal to go on to the next door. After solving all the puzzles on a level, Luigi must then duff up a guardian before the gate to the next level opens. Solve all three levels and Mario is safe. Hurrah!

But will Mrs Bretowski's bog get unblocked? I doubt it – he'll probably go swanning off on another bloody adventure.

MAFF EVANS ■



A left turn at Crete? I thought you said we were going to Japan. Doh!

Big cheesy smile for the camera please!

GRAPHICS
Reasonable game graphics and some very colourful snapshot screens, but nothing jaw-dropping.

SOUNDS
A few twee geographically-themed tunes and the odd dodgy effect. That's yer lot.

PLAYABILITY
Great for the first ten minutes, especially with the mix of jump 'n' run action with the school-worthy history and geography questions.

LASTABILITY
Every level is almost identical, which means that this all gets a bit like doing homework after a while. Ugh! Blegh! Spew!

OVERALL

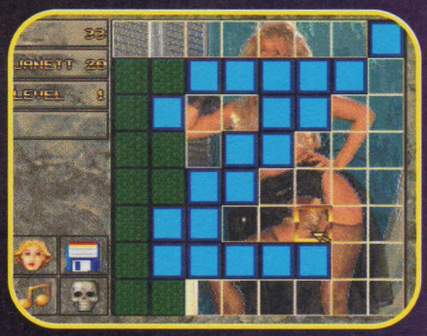
Something you don't see every day – a polished and playable educational game... as long as you don't play it for too long. The puzzles and questions are all very knowledge-inducing, but after 15 almost identical levels, wandering young minds may well have wandered away.

MAFF ■

JUDGEMENT 71%

BACKSIDES

FOR - AMIGA
FROM - KOMPART
AVAILABLE - 3 SETTINGS
PLAYERS - 1
PRICE - £25.99
END ■



"Come and play *Backsides* with me," says Janet. As you can see, Janet doesn't have many clothes on at the moment.

The start of the game. If you can play well enough the picture of Kate will be covered in blue squares. No, hang on...

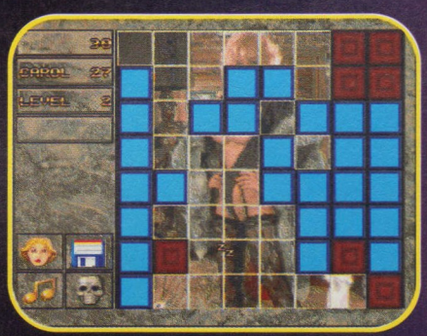
Oh, it's an Othello game that just happens to have lots of digitised pictures of women in various states of undress. Now there are hundreds of Othello games on PD which only cost a couple of quid, so there is only one reason why you would want to buy this... You want to see all the pictures of the women don't you, you little perv. What's wrong? Have your hormones gone wild and left you with a face resembling a pizza, so girls wouldn't look at you if you were the last man on Earth?

I can just see it, little Johnny locked away in his room playing *Backsides* when he should be doing his homework, getting all hot and sweaty because the girl on the easiest level has just taken a wristband off.

Backsides does play a pretty mean game of Othello but it only gets really tricky at the higher stages, you know, when you are actually in danger of seeing something more than a flash of skin. True, you do get six different girls to try and beat, but when you've seen one digitised naked woman, I'm afraid you've seen them all.

So, let's take a look at what other software of this ilk there is around. One copy of PD Othello – £2. One copy of *Backsides* with assorted nudie pics – £25.99, a hell of a lot less value for your money, even if you are that way inclined. Just go out and get a life, will you? There is no excuse for being stuck in your bedroom playing games like this.

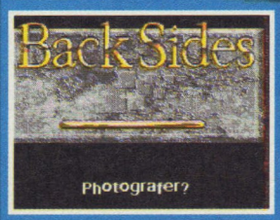
Anyway, um, *Backsides* – the really bum thing about this is the deal you get the minute you hand over your cash. **LES ELLIS** ■



The playing styles of the girls in the game were actually studied and digitised into *Backsides*, so you really feel you're...

...getting to know them before they show you their lady bumps. No? Alright then, that isn't actually true at all.

Beat these bimbettes to reveal boobs, basques and bits of bod. A tarted up Othello offers thrills aplenty (to saddos).



GRAPHICS
Lots of pictures of women in various forms of undress, but that's all there is to it. Everything else to *Backsides* is drab.

SOUNDS
Amazingly annoying title music and no effects or digitised speech of any sort. Keep the volume down.

PLAYABILITY
As much as there can be in an Othello game. The incentive of seeing more nudity wears off pretty quickly.

LASTABILITY
I guess this depends on how much of a kick you get out of trying to strip women on screen. 10/10 for perverts, 3 for us normal folk.

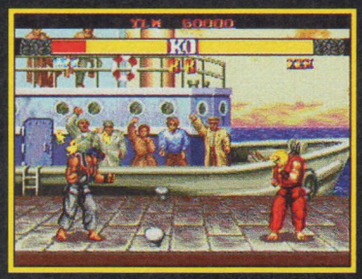
OVERALL

What this all boils down to is that kids will try to build up the courage to go into a shop and ask for *Backsides* because they aren't old enough to buy adult magazines. The game itself isn't that good, it's just Othello with pictures. At times it's annoying as well, the way that when you lose one game and have to go straight back to the start is very frustrating (allegedly). It's over-priced and just not worth £26.

LES ■

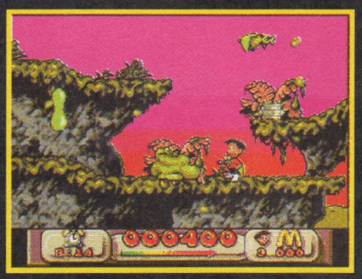
JUDGEMENT 42%

REVIEW SHORTS



Alfred and Georgina in the Orkneys. June, 1984. Jethro the Punch & Judy man is second from the left, just behind the armchair.

Hello. Let's speak briefly (haw haw – briefly!) about shorts. Or, perhaps, shortness in general. Actually, let's not. We'll only get onto some mildly amusing puns on the nature of the word 'short'. Suffice to say that the following are 'short reviews'. Stuff that we otherwise couldn't fit into the issue, but which we felt needed to be rated. Got it? Eh? Eh?



One of Francis' photos of the Wiltshire County Council office party – Christmas, 1990. (Sorry about the blotches – Graham S.)

STAT ATTACK

Robocod	A1200	Millenium	£24.99	Now
Global Gladiators	A500/600	Virgin	£29.99	Now
Sim Life	A1200	Mindscape	£34.99	Now
Top Ranking Tennis	Game Boy	Nintendo	£25.99	Now
Sherlock Holmes Vol.2	Mega CD	Sega	£49.99	Now (Imp)
Yoshi's Cookie	SNES	Bullet Proof	£45ish	Now (Imp)
Jimmy Connors Tennis	Lynx	Atari	£29.99	Now
SF2 – Champion	PC Engine	TTI/Capcom	£70ish	Now (Imp)

Fan-bleeding-tastic. There's a great new version of *Streetfighter 2*. Yes, it's Super SF2 – Mega-Atomic Digitised Virtual Reality Fighting and it's out on 3DO and all compatible Texas Instruments calculator systems. Actually, it's **Streetfighter 2 – Champion Edition (PC Engine)** and, incredibly enough, it's great. Well, it's the same as the coin-op, isn't it? Only slightly slower. Ju-ust slightly. Still, you can 'be' the bosses and... oh bugger, we've done that gag. Erm... **93%**

Moving on quickly from all this talk of withering pancreas and prolapsing jaws, we'll 'ave a bit of fluffy cuddliness, erm, involving stupid green dinosaurs and certain forms of confectionery. **Yoshi's Cookie (SNES)** is an endearing little puzzle affair which, although it takes a bit of a cue from *Tetris*, actually emerges as a commendably simple, vaguely engaging game in its own right. The idea is to align rows of identical cookies and, in two-player mode, create more matches than your opponent. Jolly lovely and decidedly playable in a not-particularly-long-lasting way. **72%**

Sport, now. With Wimbledon being all current and popular and everything, Atari have unleashed **Jimmy Connors Tennis (Lynx)**. It's a fast, playable version of the game, featuring a surprisingly spacious court area and some downright gittishly difficult opponents. I wasn't too keen on the difficulty of the service (it's a bit finnicky) and the speech is a tad annoying (although I suppose you can always turn the sound down). Generally, though, a ruddy decent tennis game. And in colour, too. **85%**

Adhering rather deftly to the subject of sport, **Top Ranking Tennis (Game Boy)** has to be one of the best sports games on the gorgeously popular handheld. It's fun to play and even – gasp – has speech, announcing each point or foul. As with most of the recent SNES tennis games, you can actually link up to four Game Boys together for some top multi-player action (although having four mates, each with a Game Boy and a copy of the game is, admittedly, a tad unlikely). "Oh, I say!" as that Dan Maskell used to say, before he died that is. **90%**

SIM SIM

Some of the coefficients of the equation occasionally become overrun.

It's a good idea, isn't it? A simulation of a simulation. Just imagine... Erm, perhaps not. Anyway, the central issue of **Sim Life (Amiga)** appears to be to simulate life itself. Very current. Very cred. Very Jurassic Park.

We're not talking about just building a city and watching a few people run around unrealistically here, we're talking evolving an entire planet, developing some different species to live on it and... well, and everything. Well, not everything... Ahem. Basically, anything 'God' can do, so can you. Except of course, you exist and... ah, no. Perhaps not. Basically, it's an incredibly deep, extremely complex affair which, after a little perseverance, is actually rather satisfying to play. At least no-one can tell you to get a life, because, you see, you're actually creating it. Erm, sort of. Well, according to Les, anyway. **88%**

Now we move elegantly over to the ever-popular **Sherlock Holmes Consulting Detective™. Vol 2 (Mega CD)**. As with the first adventure, you must try and beat Holmes to the solution of one of three cases. There's over an hour's worth of video for you to watch, enabling you to scrutinise a series of scenes and, hopefully, discover who the culprit is. With extra video rewind and fast forward facilities, this is a vast improvement over the original. An eye-opening **72%**.

Shuffling sexily over to things piscine... old fish-face is back in his latest adventure – **Robocod (A1200)**. There isn't a huge amount of difference to the bog standard Amiga version. True: the backgrounds have been enhanced although anyone who has the A1200 version of *Zool* will tell you that that sort of enhancement really doesn't make a hell of a lot of difference. It does, however, have five new levels, which doesn't really sound like much when you consider just what the A1200 can do. Still, 50 stages of platform action should be enough to keep most people going. Good, but not that good. **73%**

More pollution fighting (not to mention face saving and image building by those corporate giants, Macdonalds) with spick and spack, or is it Joe and Mac, oh who cares, whatever their bloody names are. **Global Gladiators (Amiga)** is A.N. Other cute platform game, but this time it isn't on a console. Better than *Robocod*, with marginally more to it as well. For the price of nine Big Macs you can own this game, and it's a lot healthier. Probably. **77%**

Graham observed the wallpaper with his usual aplomb. "It's transluscent!" he thus spake.

In the Cretaceous Period (the final time of the Mesozoic ere), certain chalk deposits were formed.

"Eeh, mutha. I were going down t' shop for a loaf o' bread and, stap me vitals, I fell into a time warp!"

"Eeh... Bleedin' Nora. There's a fundamental discrepancy between these pictures and their captions."

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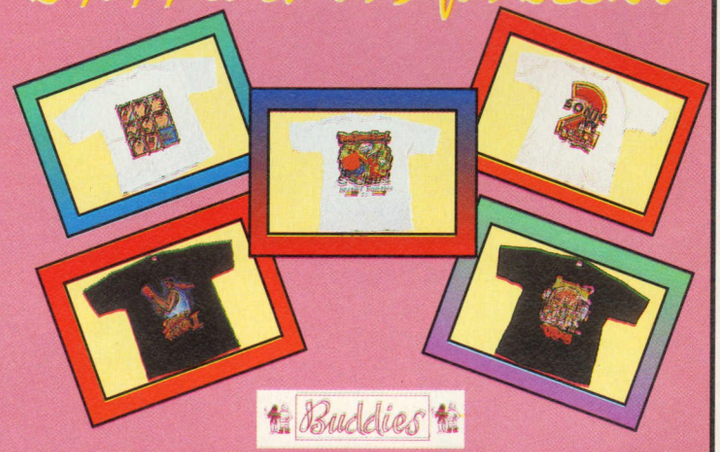

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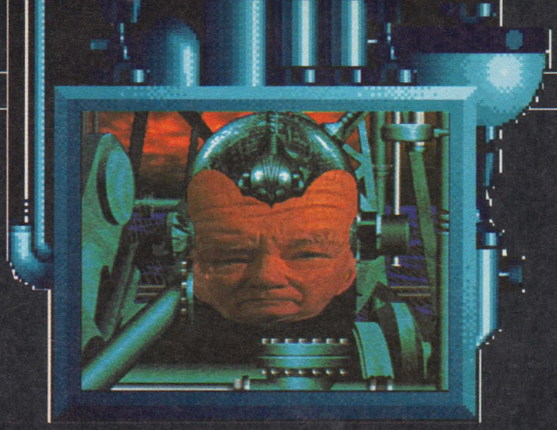


GREETINGS!

Triceratops. Velociraptor. T-Rex. Stegosaur. Yes, even I have jumped onto the computer-generated bandwagon that is Jurassic Park. After much observation, I know what people are saying about it. For example, "Cor, it's amazing they look so lifelike - not that I've ever seen one ho ho. But they're really scary. Phwoar that Laura Dern. Apparently she was computer enhanced as well. But seriously it's historically accurate and it could really happen and the baby dinosaur was real. It deserves an Oscar. Spielberg's a genius."

(Apologies to Private Eye for all that.)
Er, please send your top tips entries to:

TIPS ZONE - GamesMaster
Future Publishing
30 Monmouth Street
BATH
BA1 2BW

Each month, one lucky sender of the most attractive tip will win £100 of games. This offer is not open to those who rip tips out of other mags: we throw gravel at them.

Welcome to the GM New Year's Honours List. There are plenty of awards etc.

KNIGHTHOODS

ALIEN 3 ..... SNES **92**
For services on other planets, above and beyond the call of duty. And for getting Siggy Weaver to shave her head.

SUPER BOMBERMAN ..... SNES **96**
For providing the populace with remarkable multi-player fun. And for stopping Jim from being at all good at it.

LIFE PEERS

JUNGLE STRIKE ..... MEGA DRIVE **98**
Never has one helicopter single-handedly prevented the Health Service from falling behind on technology in surgical practices.

FLASHBACK ..... MEGA DRIVE **102**
Deserving a life peerage for collecting the supermarket trollies dumped in the Manchester Ship Canal. And for curing TB.

CBE

SYNDICATE ..... AMIGA **104**
For teaching lobsters to sing. *Syndicate* has worked tirelessly at a city-centre lobster farm, teaching the crustaceans simple harmonies and counter-point singing methods.

OBE

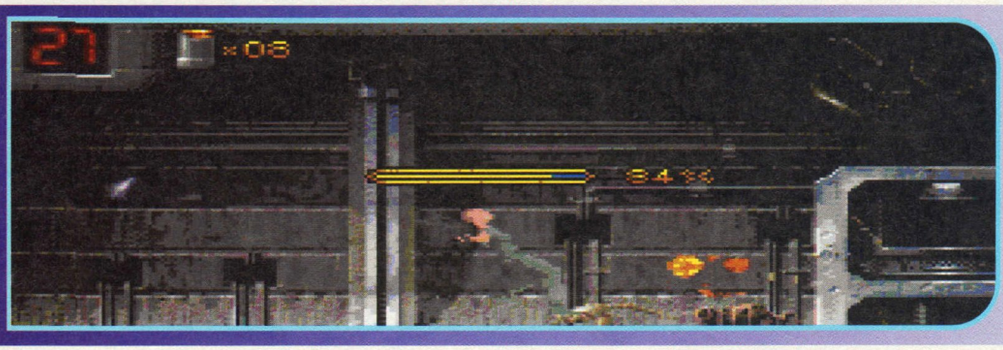
WAR IN THE GULF ..... AMIGA **107**
A fitting reward for years of devotion in the field of talking loudly in restaurants and annoying all the other diners.

Listen. We know the ideas for Tips Intro are getting thin, but we only have a finite amount of time to think them up. If *you* can think up a great idea for the list (remember how little space you've got), send it to us and we'll use it. And we'll credit you for it as well. And you'll know you've made us laugh (if it's funny).

ALIEN 3

Last month we started to break you in gently. We gave you maps and a guide to finish each mission. Well, this month we are dispensing with the maps, after all, you can tap into a terminal and get them at any time. From now on it's just you, the tips and more than a little luck.

STAGE TWO

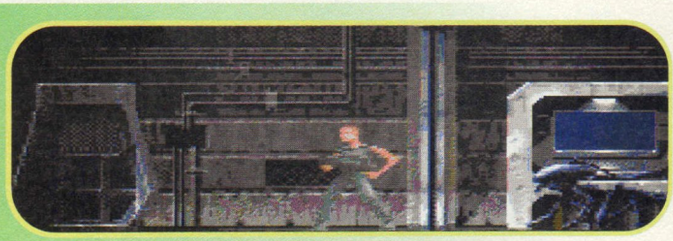


Right, fresh from all your antics on level one, your work is now due to start for real. Run to the nearest terminal (which is to the right) and away you go.

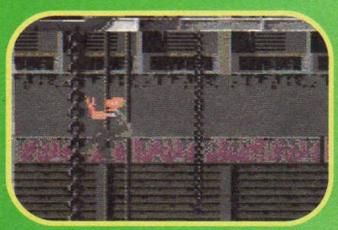
Take a bit of care here because the terminal is surrounded by eggs, so clear them out first.

MISSION 1 – POWER TO THE PEOPLE

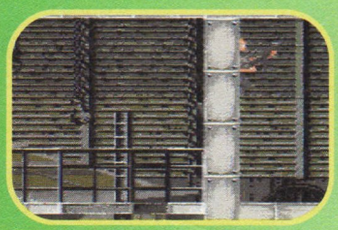
You need to retrieve the power pack from Hangar Bay #4 and hitch it up to the generator in Weapons Room #8, not the easiest thing to do at the best of times, let alone when there are millions of bloody aliens roaming about all over the place. Someone could get hurt, if you aren't careful.



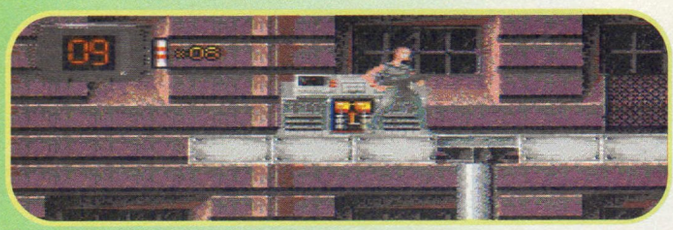
Oops, better turn around and fire off a quick couple of rounds before you get tonked by this alien. From the first terminal, Hangar Bay #4 is straight down the pipe, taking the second junction on the left. The door is situated right next to the second level terminal, which is handy because you can use it when you come out.



Move left without going up or down any ladders. Follow the floor. When you get to the far left of the room, you'll see a big chain hanging down – use it to access the higher level. Climb it to reach the platform. You can now get the power pack.



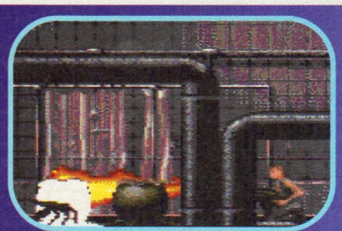
Before you exit this room, have a wander. Use the ladders to reach lower levels and get the extra ammo and first aid if you need it. It's worth coming back to this room later if you need to. Look out for hidden gaps in the walls which you can jump through.



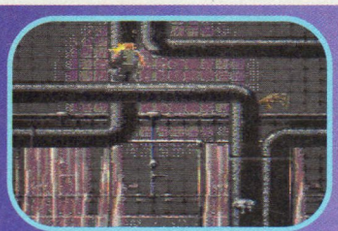
From Hangar Bay #4 go right to get into the air duct, then go down and left, then down again.

Now you should run to the far left to reach Weapons Room #8. The generator is dead easy to get to and there is plenty of extra ammo around as long as you're man enough to brave the alien hordes to get at it. Then make your way back to the terminal for your next mission.

MISSION TWO



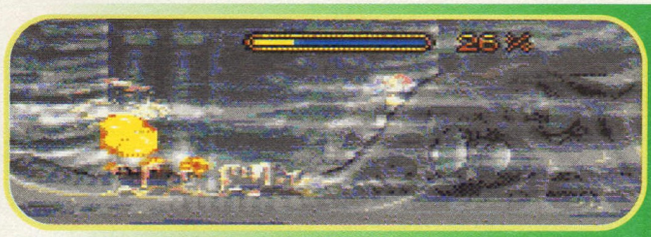
Some of the pipes in Bugwash #8 have fractured leading. You must seal them. So go to the top level to the left of the terminal. Clear the eight eggs there.



Now jump on the pipes and stay crouched down. This room only has face huggers in it, so stay low. When you reach the red fractured pipes...

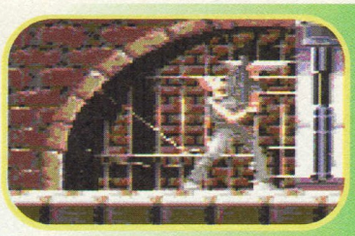
... use your flame thrower button to seal them. Watch out for acid on the left of the level. By now you will probably be in need of some first aid. Luckily when you come out of the Bugwash there is a first aid bay to the left. Go in there, waste a few aliens and get all the first aid you need. Then back to a terminal for your next mission.

MISSION 3



Alien Corridor #2 has become infested with seven eggs. From the top terminal go right and down the air duct, then all the way down and head right. The door at the end leads to the corridor. Go in there, fry them and, before you come out, seal the door on the right (which you came through) to stop any more aliens getting in. An easy mission compared to some.

MISSION 4

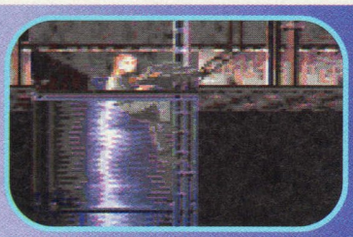


Furnace #7 and four prisoners need to be rescued. It is not easy to find – go to the top level on the far right. This is Cell Block #5. Go through, picking up ammo. On the right is the furnace entrance.

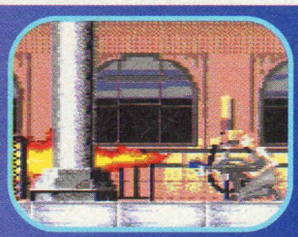
Go up the first ladder to find three prisoners. The other guy is on the other side over the molten metal. Now head back through the Cell Block to the terminal.

MISSION 5

Time to mend the fuse boxes in Medic Bay #3. The Medic Bay is split into two parts. The first door is on the far left of the top level. Here you can access two of the boxes and loads of first aid.



Then come out again and go down the air duct. Pick up the ammo that you'll find at the bottom of the duct and go through the junction above and to the right.



Now go down further and, when you come out of the duct, the door you want is the first on the left. Go in here and do the business.

MISSION 6

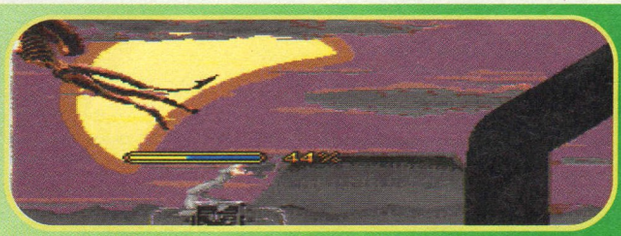
Down in Furnace Area #6 there are eight prisoners in dire need of some help from you. From the top terminal two doors to the left you'll find the main entrance; there is another way in just to the right, but forget that for now. Just keep a cool head and remember where those green dots were on the blueprints.

MISSION 7

A nice easy way to finish the stage. There is another power outage, this time in Assembly Hall #2. Go in and fix all the fuse and junction boxes. The entrance is on the lower level past hangar bay #4, the other entrance is through the hangar bay. Ensure that there are no aliens near you when you are repairing the boxes, because if you stop to shoot them you'll have to restart your repairs from 00%.

STAGE 3 MISSION 1

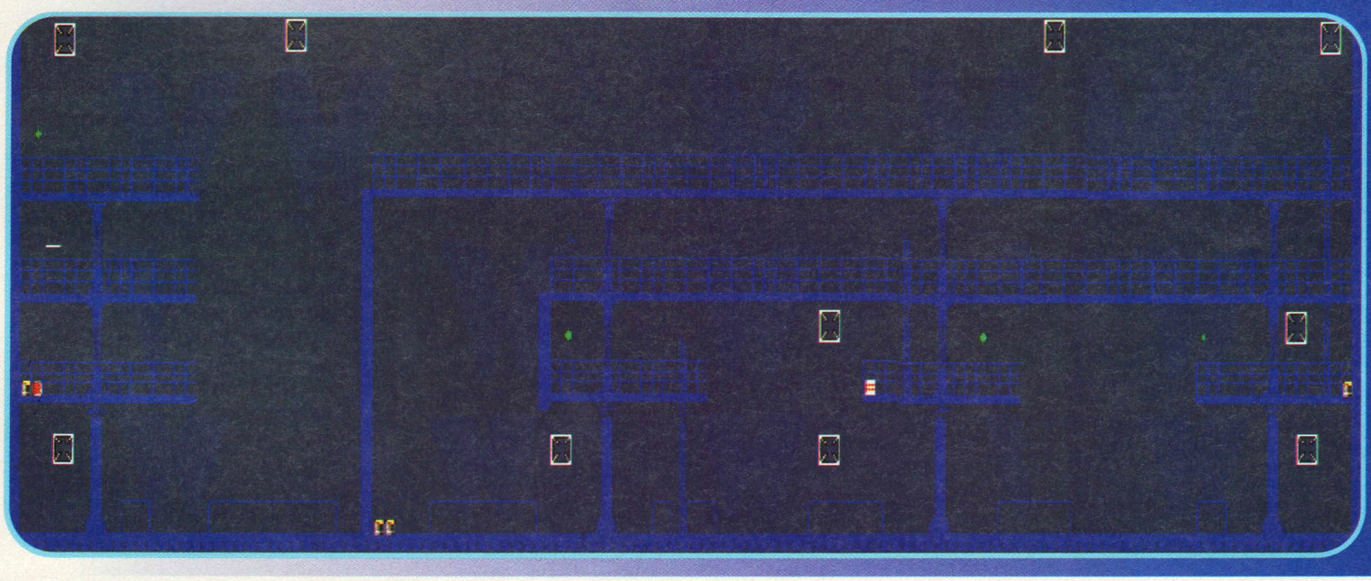
Talk about starting off with the big jobs, a mother alien is on the rampage in Surface Area #6. The area is at the top of the stage on the left. Deal with the eggs first. Let the mother wait for a bit.



There are also some vital supplies on the platforms at the top, so get these before doing battle with the alien. The mother is on the bottom of the level on the far left. She sprays out acid steam as she jumps around, but apart from this she is pretty easy to deal with. Use grenades when she is low enough, otherwise use normal rounds.

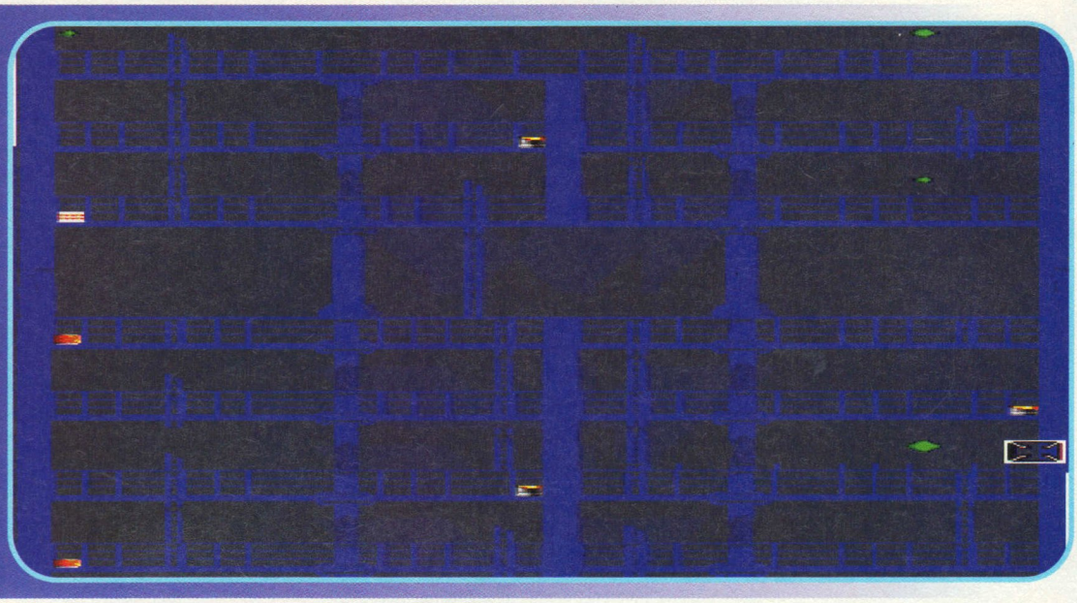
MISSION2

Now, before attempting this mission, study this layout of the Cell Block #6. Why? Well, the door next to the top terminal has been sealed, so the only way to access the lower levels is through the Cell Block. There are lifts to take you to the top and the route isn't too hard. In fact, if it wasn't for those damn aliens all over the place this would be easy. You have to use this room for practically every mission so just deal with it because we need you and I'm sick of your bull... er, sorry, got a bit carried away there. It's a handy place to remember as there are some essential supplies in here which are replenished every time you go in.



MISSION 2

First go to the Cell Block on the left next to the top terminal. There are four prisoners here who would dearly love to see you. When you exit the Cell Block on the other side, go down the duct, take the first junction to the left and go straight down past the next floor. Keep going down and right at the bottom. This is Assembly Hall #2 where you need to rescue three more prisoners. The prisoners are represented by green dots on these maps.



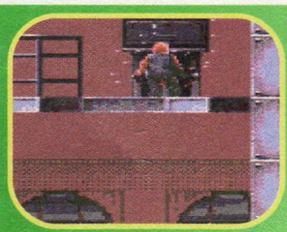
MISSION 3

Back out on Surface Area #7, another mother alien has laid a load of eggs... go out and fry them, then get the mother. She is marked by a couple of pillars. Move in and out of these to blast her and move out to safety. Watch out for the steam.

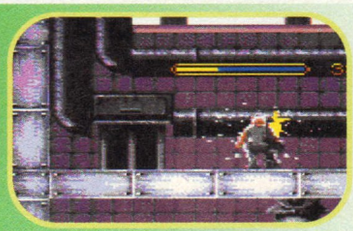
MISSION 4

You should now go to Mine Area #3 where there are some lovely pipes to repair. Go through the cell block and left to the duct. Go down and take the second right, go down and when you hit the floor take the first door on the left.

MISSION 5

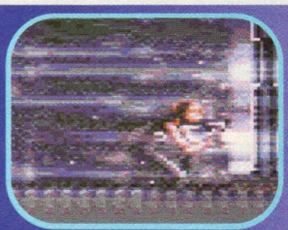


Uh-oh a dodgy electrician's been at work. There's another system failure, this time in Medic Bay #5 and Bugwash #14. Go back through the Cell Block and take the door on the left. This room is easy to clear.

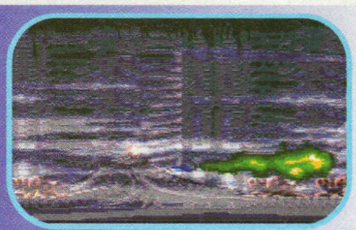


Go back out through the same door you came in and head left to the duct. Next go down and take the first left, then go down again and through the door on the far left-hand side.

MISSION 6



Seal the doors on the right-hand sides of Alien Corridors #4 and #5 to hinder the aliens. Now go back through the cell block to the duct, down past the next floor and down again. The door you want is left of where you came out...



... Blast your way through to the door on the right and then seal it. Now leave the way you came (seeing as you have just sealed the only other exit) and go up into the duct. Take the next turn on the right and go down. When you exit the duct, take the door on the right and that's it.

STAGE 4 MISSION 1

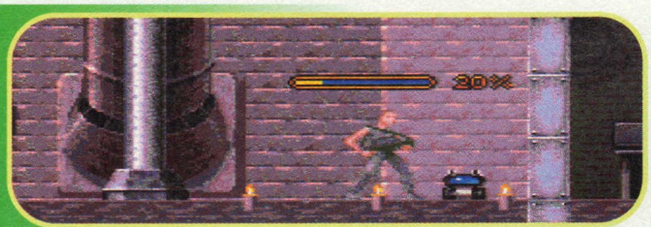
The first problem here is finding the damn terminal to log on to. The closest one to you is down the first duct. Follow it right, take the second up turn, follow that round and then go left at the top.

Prepare for a tough level. First repair all the fuse boxes in Waste Area #11. Go back through the duct to where you started and the door is there. It's easy to do this bit. Go up the ramp for the first two boxes and across the bars for the second set. Then back to the right for the other two.

MISSION 2

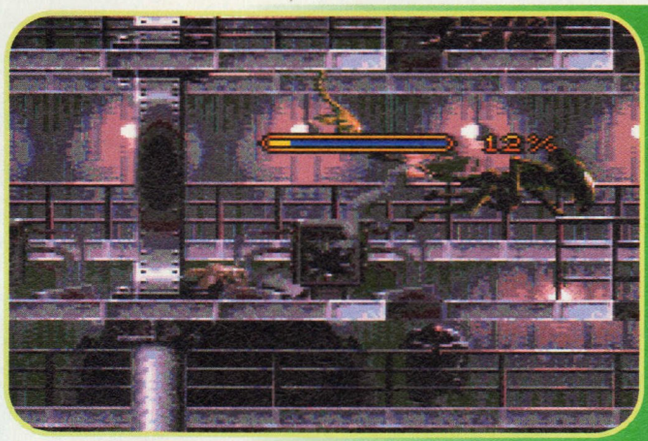
Cell Block #10 – three prisoners to rescue and 15 eggs to fry. To get there from the terminal go back to where you started and go up the duct instead of down. Follow it along and take the third turning down. When you reach the floor, go past the terminal on the right and in the door. The eggs are lined on the floor just ripe for blasting, while all the prisoners are on the top platform.

MISSION 3



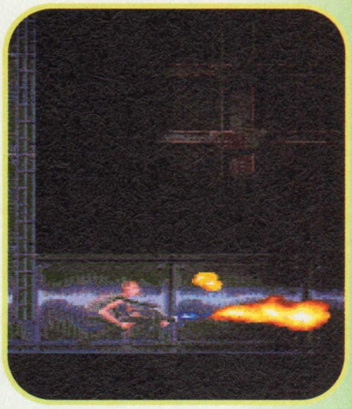
You need to get the ignition unit from Mine Area #18 and stick it in the generator in Weapons Room #14. Go back to where you started and take the door on the left. When you have the unit, retrace your previous route to Cell Block #10, although instead of going in the block, go to the room on the left. The generator is practically next to the door and is easy peasy to get to.

MISSION 4



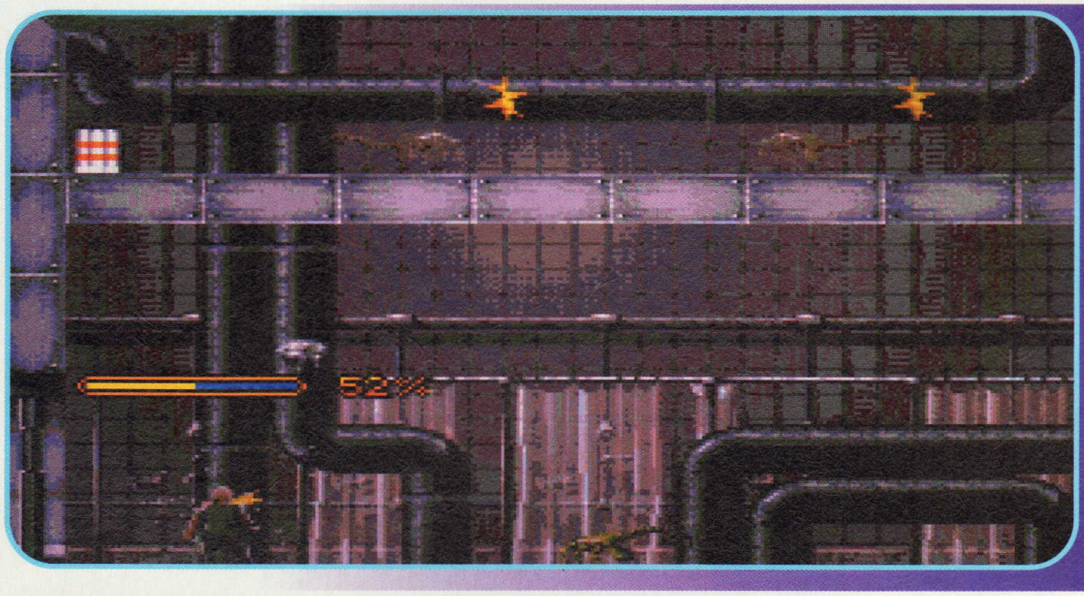
God I've been doing this for ages... right, next mission. The power is messed up in Assembly Room #4, maybe the aliens have learnt to take light bulbs out (incidentally we know how to make bombs out of light bulbs, but we'll tell you later). Go back to the start and down the duct. Follow it around and go left when you come out of it. Watch out for the green aliens, they're complete gits.

MISSION 5



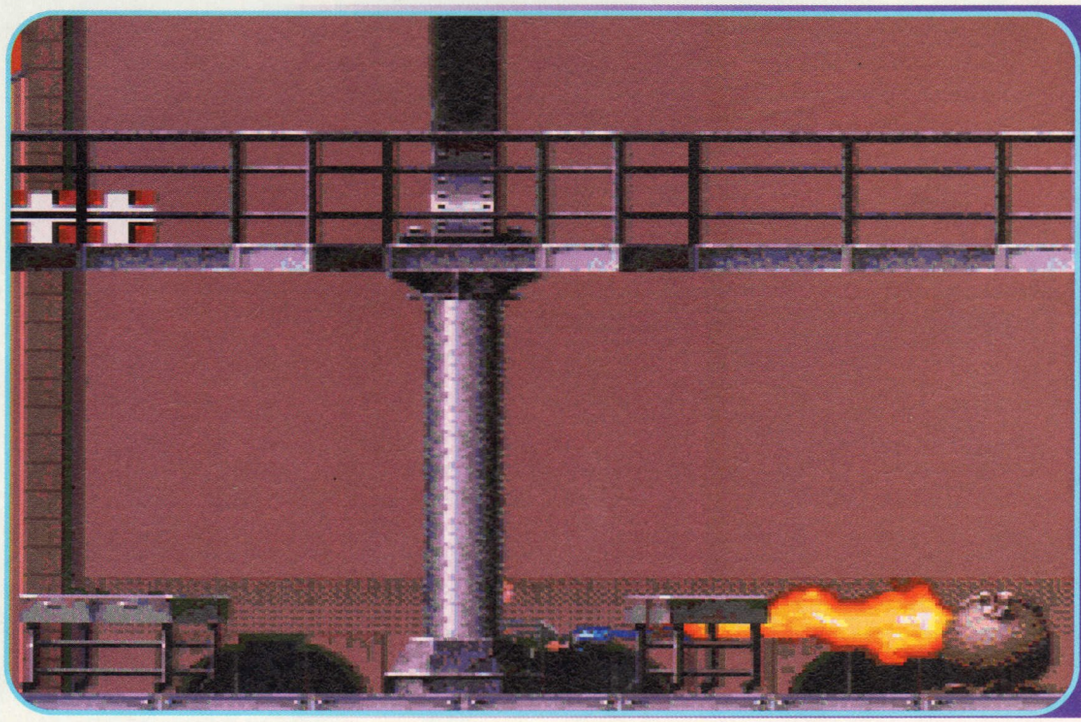
Get the power pack from Surface Area #2 and take it to the generator in Assembly Hall #4. Oh hell, I've just come from there... To get to the surface, go to Cell Block 10 again and take the door right of the block to Alien Corridor #5. Go through and the surface is through the door on the right. Retrace your route to the starting point. Go down the duct, around and up. Take the door left of the duct exit. The generator is next to the door again.

MISSION 6



Go to Assembly Hall #4 (popular place that, all those wild parties that the aliens hold, I suppose) and go through the door which is on the top left platform. This is Bugwash #19, welcome... (and you're welcome to it). Fix all the pipes (whilst avoiding numerous face huggers) and make everyone a lot happier – except for the aliens of course, but then you're not supposed to be making them happy. Nothing could make them happy (except maybe a fourth movie, books, magazines, comics and a lucrative theme park franchise).

MISSION 7

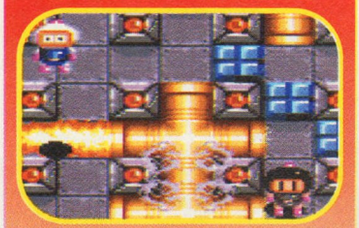


Okay, the last mission on this stage, thank god. Go through the Assembly Hall #4 (again!) and carry on through Bugwash #19. There is a total of 17 eggs in here which need despatching to that big frying pan in the sky. You can't get them all from this side however. Go back out when you have done as many as you can reach and follow the route to Weapons Room #14 (mission three). Waste these and that's the lot. Onwards and upwards and all that stuff. More next month, hopefully.

SUPER BOMBERMAN

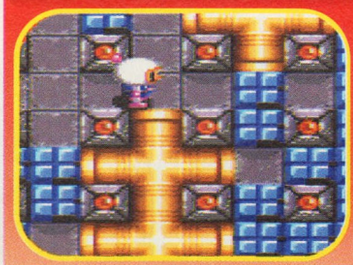
This one was a bit of a work-stopper here at GM (until Turbo Edition came in, of course). Each of us had our own style of play. Ade, with his special power-up poaching and 'blowing himself up' techniques. Les and his annoyingly reasonable, dependable, self-defending style. James' frantic attempts to kill Andy (normally resulting in severe self-immolation). Andy's horrendously aggressive (and irritatingly successful) strategic play... What a game, eh? Here's a bit of a guide to what we feel to be the three most fun, multi-faceted levels. This is all in multi-player mode, ideally, with four people playing.

TUNNEL LEVEL SURVIVAL

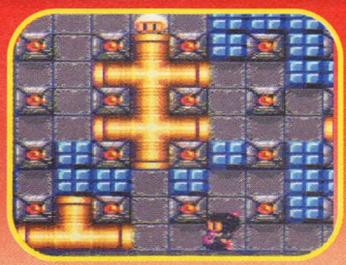


The only real survival technique for this level. Just be generally wary of tunnel entrances – there may well be a hidden bomb or two in there.

ATTACKING STRATEGIES: SLIDE 'EM DOWN



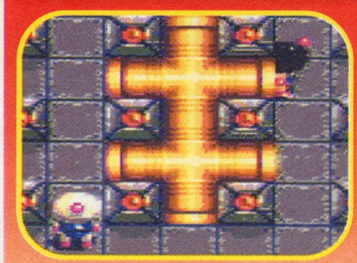
1 Here's a handy (frequently occuring) situation to take full advantage of... First, try to take command of this area (with the longest tunnel).



2 When the opportunity arises, place a bomb just in the entrance of the tunnel.

3 Push it immediately. The tunnel will hide the bomb's progress and surprise any opponents milling around at the bottom by the tunnel's exit.

SURPRISE



1 Hide bombs in tunnels. This may sound obvious, but it's actually quite difficult to do furtively. Half nip in, hit bomb and nip out immediately.

2 Ideally, this should happen... Ho ho ho.

WESTERN ITEM SURVIVAL

1 **Hide, hide, hide!** Initially, don't move. Don't drop any bombs. Unless you're currently being targetted by the others, you'll be safe to watch.

2 Let the others do the bombing for you. Avoid the blasts at this time, initially, all explosions are only two character lengths long.

KILL OR BE KILLED

Reduce the competition early. If you're Player One, team up with Player Four. Immediately move to the right and lay a bomb here. Player Four must simply drop a bomb at his starting position. This will always catch out an unsuspecting Player Two.

LEAVE THEM ALL BEHIND

Be sure to escape first from the first available exit. As you leave (ooh, I do love this one...) lay a bomb at the opening. This should keep everyone inside for a while, which will enable you to nab most of the power-ups.

PUNCHING & KICKING

Whatever happens on the oustide, be sure to pick up at least one punch and kick icon. You will find survival without them will be extremely difficult.

ATTACKING STRATEGIES BLITZKRIEG

At the far end of a passage, target another player. Now continually lay bombs and immediately slide them over – one after the other. Using this method, you can get away with releasing four bombs before you'll need to duck around a corner.

BLITZKRIEG 2

1 Target an opponent hiding in one of these niches.

2 From the opposite end of the screen, repeatedly punch bombs over to overwhelm them. Be careful of any return punches. Should you receive more than two, get out of there.

OVERKILL

This is possible on any of the levels with large amounts of available bombs. Follow an opponent and (use, your increased speed) to smother them with bombs.

WALL REBIRTH SURVIVAL

Been Caught Stealing
There are only two detonator icons on this level. Seek them with all rapidity and, if the opportunity arises, take them both to deprive the other players.

SURVIVAL OF THE FITTEST

If, at the beginning of the level, another weaker player has picked up a detonator icon, then hound him repeatedly. If you succeed in killing him, there's every chance that his detonator icon will appear close to you. Nab it.

TAKE ME WITH YOU

1 Should you find yourself trapped by your own bomb (and you have detonators), punish the attacker by detonating just as he lays a bomb in line with your own bomb.

2 You'll both be hit by the two blasts and, in a one-on-one situation, you'll force a draw.

BEHIND YOU

If you're in a one-on-one situation in which the other player has detonators but you don't, follow them at a close distance. This is highly risky, but if you have punch or kick, use them as tools of survival to confuse the other better-armed player.

ATTACKING

RUN AWAY VERY QUICKLY

1 (With detonators). Simple, but most effective. Surprise opponents who are lingering on the opposite edge of the screen. Lay a bomb, punch it over and repeatedly tap the 'B' button for a quick detonation.

2 If you're lucky, the bomb will bash the opponent on the head and daze them, making escape impossible.

SLIDE IT IN

1 (With detonators). A lovely, easily-learned trick. Slide a bomb over to an opponent.
2 Time the detonation carefully. Hit the 'B' button as soon as the bomb passes over the relevant junction.

AROUND THE CORNER

1 (With detonators). Hound your nearby opponents with this rather nasty technique. Get into the following rhythm with detonations...

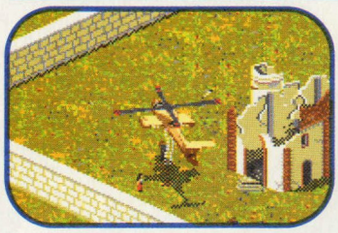
2 Lay a bomb.

3 Half-move around a corner.

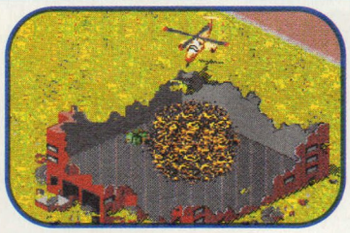
4 Detonate. Practise this and you can pick up quite a speed. The sheer randomness of this makes it very dangerous.

Previously on Jungle Strike... Michael's philandering is dramatically (and clandestinely) revealed to Eustace. David and Rosina become further embroiled in the financial activities of the mysterious Drone Corporation, and the enigmatic Graham is mortally injured in a scuffle outside WH Smiths.

MISSION 5 - PULOSO CITY



UN RESCUE
Head for the walled areas to take out the guards. Blast the buildings and pick up the hostages. Take 'em to the landing zone.



DRUG PLANT
Blast the drug plants and drugs, looking out for gunfire. Careful not to kill the scientists. Bomb the trucks for extra ammo/armour.

COUNTERFEITING
The difficulty here lies in attacking the correct buildings. Keep checking your map to make sure where you are.

Destroy the presses and pick up the currency. Watch out for the patrols of MLR cannons. Avoid confronting them.

POWER GRID
Easy. Destroy the pylons to the west of the map. This disables the Drug Lords security system.

ARMOURED CARS
Go to the police station. Land on the helipad and pick up the attack motorcycle. Go north-west to blast the labs and flush out the cars.

Follow the path of the cars and systematically lay mines in front of them. Lay the mines at the last second to cause maximum damage. If more than one car escapes, you'll be forced to return to base. Pick up the detonators (next mission) as you destroy the cars.

MISSION 6 - SNOW FORTRESS

WILD BILL
Go into the prison camp and destroy everything that shoots. Take out the gun towers with single hydras.

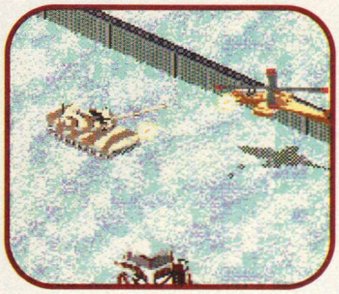
Now blast the huts and rescue Bill and the prisoners. Use short bursts of chain gun fire – so as not to kill the enemy prisoners.

Fly right and secure the secondary landing zone by blasting the guarding tanks, towers and missile launchers. Now drop off the prisoners.

RADAR SITES
Simply knock 'em out with hydras/chain gun. The radar sites are easy to spot – the ruddy big things resembling satellite dishes.

GM INTERESTING FACT NO. ONE... THE PROGRAMMER OF JUNGLE STRIKE, SEAN BIDSWORTH, ACTUALLY USED TO BE A REFUSE COLLECTOR. IN DORSET.

MISSION 6 - SNOW FORTRESS



MISSILE DEPOT
Take out the tanks and towers protecting the depot.

Now blast open the depots with hellfires and destroy the Patriots with the chain gun.

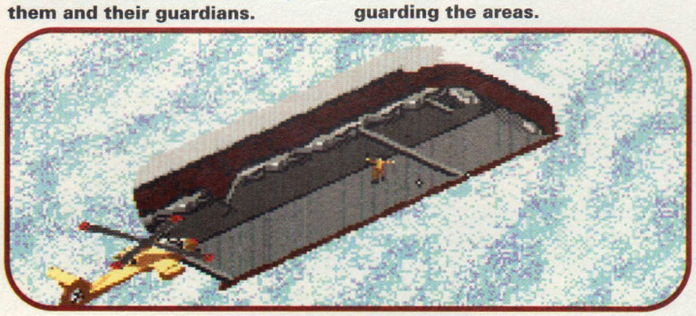
SOVIET GENERAL
Head for the northwest POW camp and blast the huts until you find the general. He's easy to spot. Just after he emerges, he sort of wanders out into the open and stands extremely still. Move in and pick him up.

LAUNCHERS
The general will mark the location of the missile launchers on your map. Fly around blasting them and their guardians.

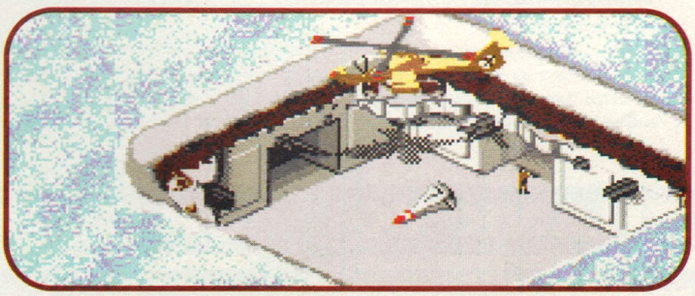
POWER LINES
Take out the towers and power station. Be very careful of the extremely powerful tanks guarding the areas.

FORTRESS
Scour the map systematically, keeping a watchful eye for any unusual snow mounds.

When you find the snowmounds, the fortress chambers will be nearby. Take a few shots at the mounds with the chain gun.



Blast any weapons and destroy the guards. At this stage, it's easy to mistake the chambers for the areas concealing the warheads. Should you uncover a warhead chamber, be especially careful not to shoot the warheads themselves... er, for obvious reasons.



WARHEADS
The next bit is very difficult. You need to discover the code to morph your helicopter into an indestructible mechanism of flaming warfare. Nah, not really. Now pick up all the warheads and return to base.

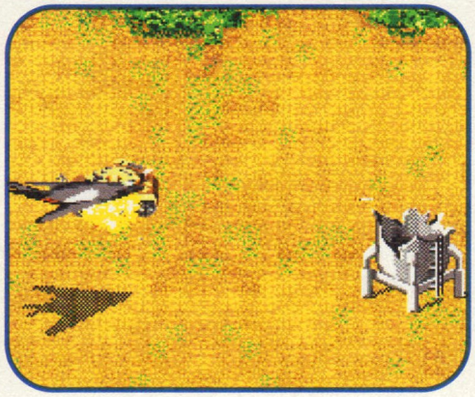
MISSION 7 - RIVER RAID

F-117 STEALTH
The airstrip is in the centre of the map. Simply form a cross with two rulers and mark a point where they meet. Erm... This is called the centre. Possibly. Go there and take out the guards and pick up the Stealth Fighter.

TROOP BRIDGES
Aim for the western side of the map. You'll need to fly low and hit 'em with the chain gun. Watch out for the bridge's tank guardians, though. They have a nasty habit of shooting you down and stuff.

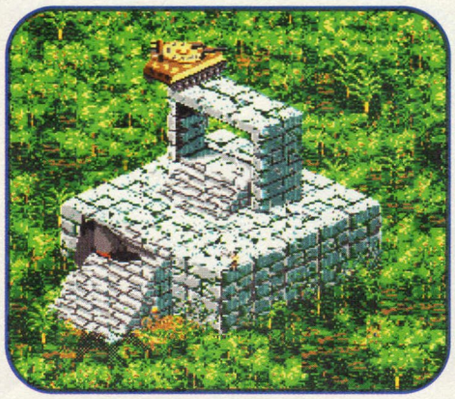
DRUG FIELDS
Rather easy. The fields are big targets – but they're well protected. Use your bombs or chain gun. Destroy the fields with carefully-timed, rhythmic bombing raids.

PATRIOTS
Follow your map closely. Fly high. Because of their height, it's horribly easy to ram the launchers. Use your AIM-92 missiles on them.

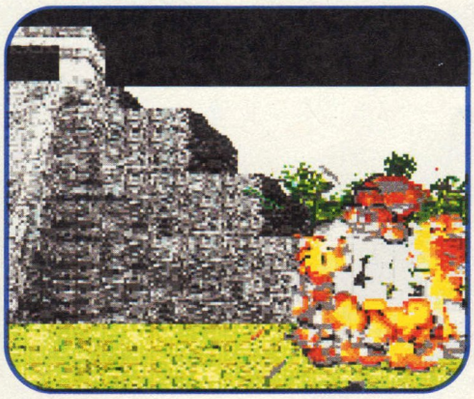


FUEL DEPOT
Circle the depot first and keep moving in for bombing raids on the guarding tanks. Do try to avoid ramming into the fuel tanks.

Now weave in and out of the fuel towers and hit them with AIM missiles. Make sure you 'aim' your missiles well. Ho ho ho. I do apologise for that.

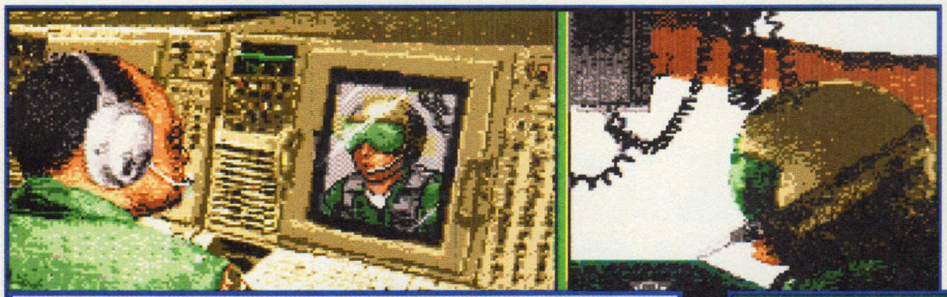


NUKE MISSILES
Bomb the ancient ruins over to the right of the map. Move in, bomb, and weave to the left or right at the last second. This will facilitate the most attractive screen to your right. One of the many little 'interlude'-type sequences scattered lovingly throughout the game. It's bloody great, it really is. If only you could see it moving. But you can't. Unless you buy the game, of course.



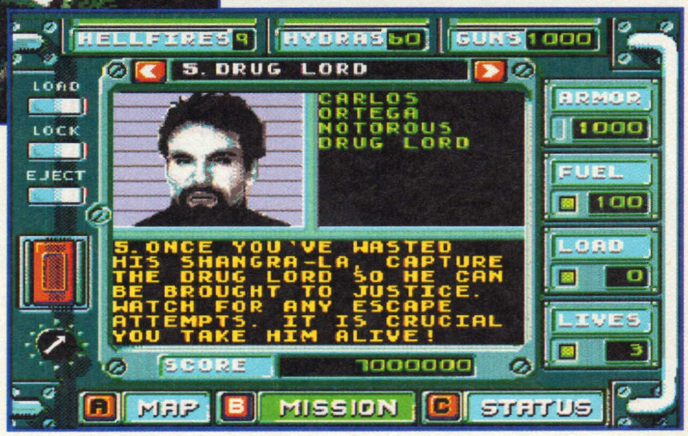
STEALTH FIGHTER
Land the plane at the central airstrip and head home. Align the plane with the landing strip to land. Of course, it's extremely helpful if you're actually facing in the correct direction when you do this.

THANK YOU FOR CALLING...



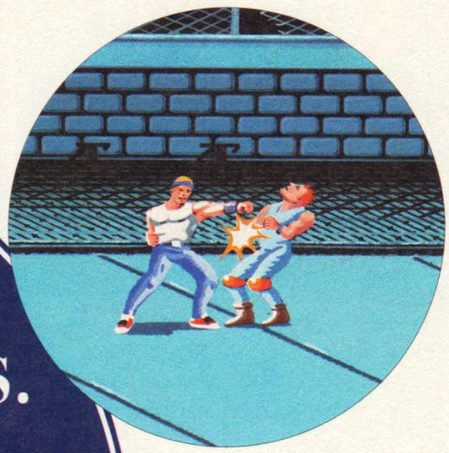
HERE'S THAT FINAL CONFRONTATION IN FULL...

Ah. Well. You know how, last month, we said that this would be the last part. Well. We were lying, you see. The last part is going to be next month. Sorry about that. It was actually James' fault. Well, it wasn't, but he's leaving soon, so we're easily allowed to mock and chide him in every way conceivable. Git. Geek. Oik. Erm... Oh, just tune in next month for that definite, *definite* final confrontation.

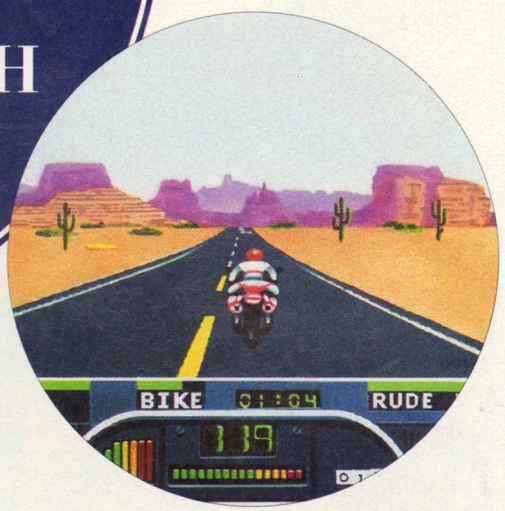


GM INTERESTING FACT NO. TWO... JAMES' DAD HAS A ROLLICKING MATE WHO FLIES HELICOPTERS. WELL, AEROPLANES, ACTUALLY. BUT, TAKE IT FROM US, HE'S *GREAT*.

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.



25% OFF COMPUTER GAMES. JUST ONE MORE REASON TO OPEN A LIVECASH ACCOUNT.



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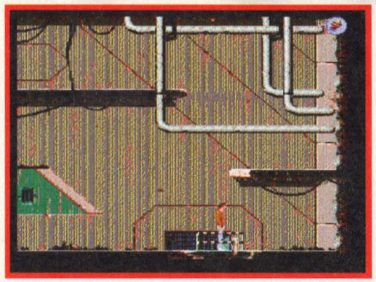
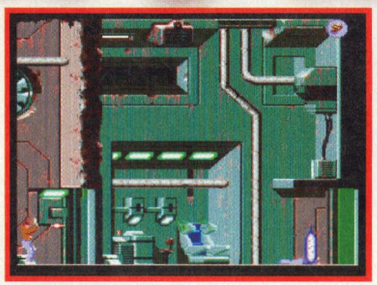
FLASHBACK

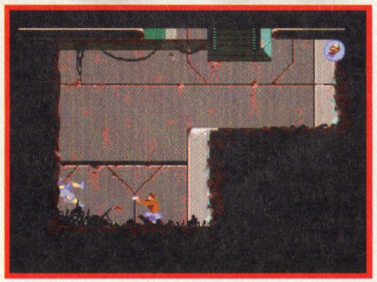
So Conrad has got himself a bit stuck, has he? The jungle was easy enough to negotiate, but now that he's up against the aliens in their own environment he's in more than a spot of bother. Just as well we've done it then, so we can tell you how to get through.



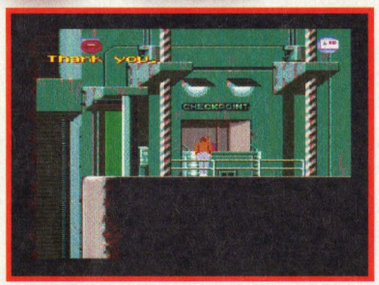
1 Hmm, what's down there? Level two starts off with the first in a long series of pixel-perfect jumping. Jump onto the platform and stand on the right, hold down A and press left to perform a mighty leap of faith. But go down the lift first.



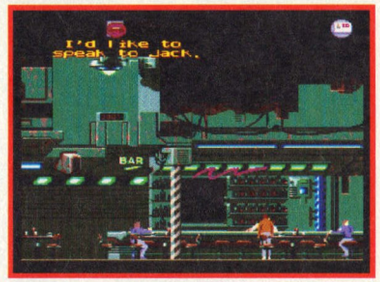
2 Oh dear, these geezers are doing your mate in. Don't just stand there. Unholster your weapon and show them the power of a .44 magnum. Go ahead, make my day punk. Then sit in the chair and learn all you need to know.



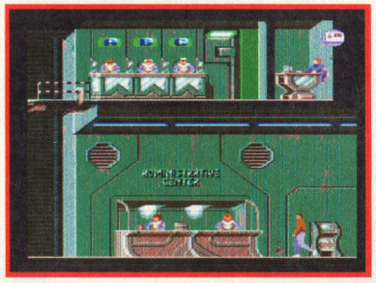
3 Draw your gun before you drop down to the level where the guard will be waiting for you. Crouch down and blow him away, before he gets the chance to draw first blood. Then climb back up to the top.



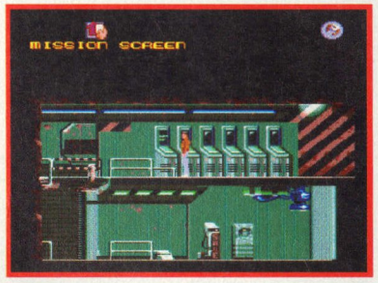
4 Show this git your papers and he'll allow you to use the subway system. If you don't want to use it, then you're stuck because it's the only way to get around. First stop Africa and the admin centre.



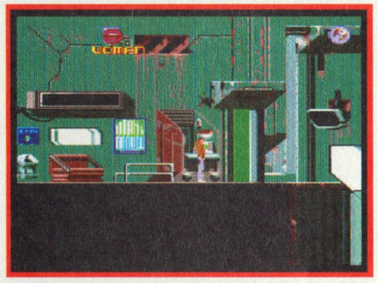
5 The bar in America is where you find the forger, but his work doesn't come cheap, so you'll have to do some work first before you can afford his false papers. Go to Europa to find the job centre.



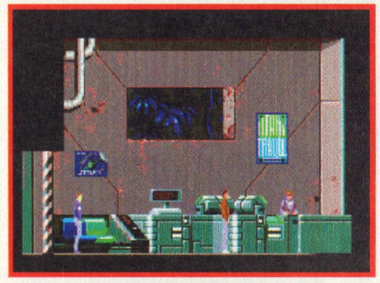
6 Talk to the second pen-pusher to get the lift to come down, then visit the people upstairs in this order: A, C and then B. Now the door should open and the boss will give you a work permit. Next go to Europa to get some work.



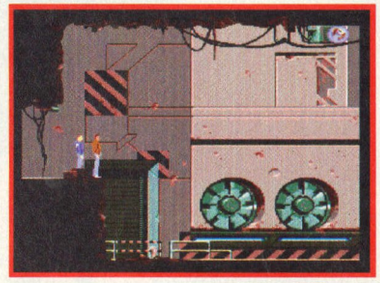
7 Here we are in Europa and this is the job centre. They look a little different to their Earthly counterparts, but the theory is the same. Below the work monitors are a shield recharge and a game save position.



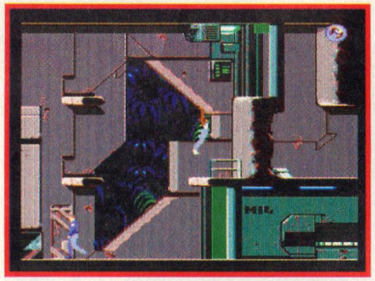
8 Go back to the subway and travel to Asia (well, someone has to, I suppose). Pick up the parcel from the woman in the travel agency. Once you have it, get back to the subway and head to Africa to deliver the goods. Hard job, ain't it?



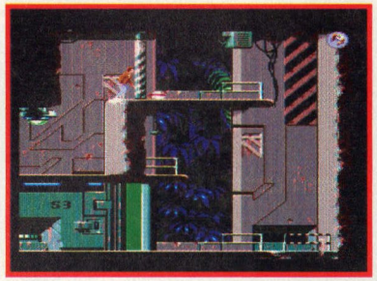
9 Just before you deliver the parcel in Africa you will be attacked by an armed guard. Draw your gun before you go in and blow him away before he gets you. Then deliver the parcel and collect your lovely money.



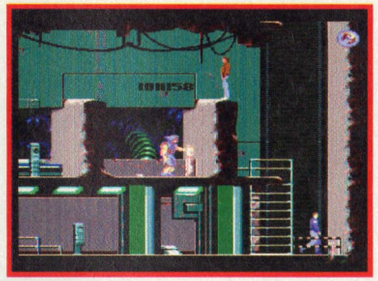
10 I'm not a delivery boy, I'm a responsible adult who can handle a damn sight more than just parcels. Alright then, go and deliver... er, we mean, escort this scientist to the research station at Restricted Area 2. Yes, that's different, I'll do it.



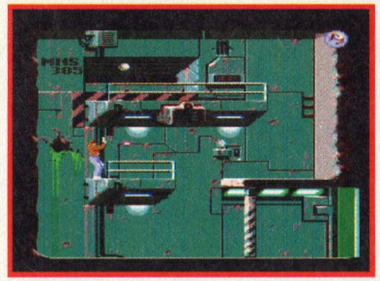
11 Go back to the job centre and save your game, then pick up your second assignment. You have to escort some guy from Restricted Area 2 to a research area. You have to go quite a way ahead of him to prepare the route.



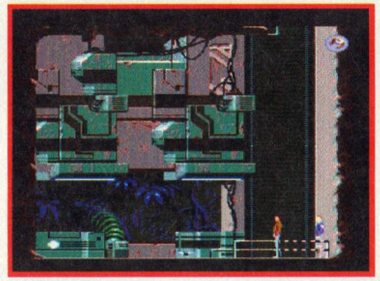
12 Jump over the mine here and hang off the ledge to drop down. Then run back to get your man and walk him onto the lift at the end there. Then go down onto the next level where you must keep even further ahead of your man.



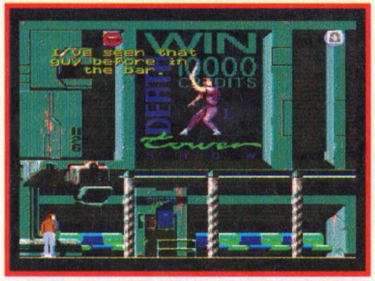
13 Draw your gun and drop down here and crouch. Shoot the guard and get the key on the floor. Then jump over and insert it into the lock to open the door below. Then draw your gun and step carefully onto the next screen.



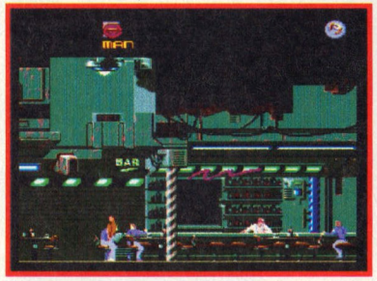
14 Run along the floor and jump onto the first platform. Draw your gun and blast away at the remote sentry to blow it to pieces. Then jump over and climb up to do the same to the one at the top. Next pick up the key.



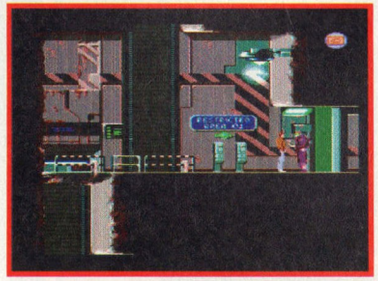
15 Run back to where you left the man, opening the last door with the key on the way, and get him onto the lift. Then head down into the research lab and he will send you on your way with hearty thanks and loads of dosh.



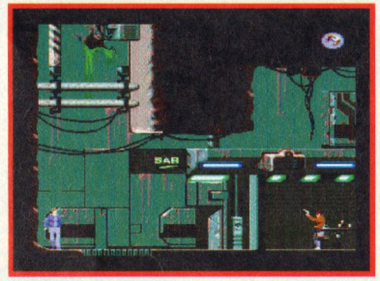
16 After being warped back to the job centre, save your game, recharge your shields and get your next task. Show the photo you are given to the guy standing next to the job centre and he will tell you to go straight to the bar.



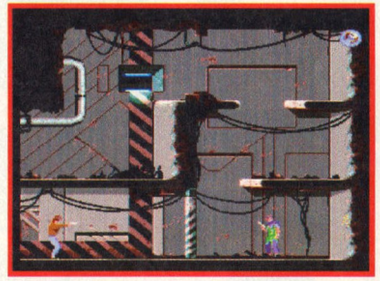
17 Talk to the last man at the bar and he will tell you to see the cop who is by the door below – the one that you passed on the way up. Go there and talk to him – he may speak nicely to you, but beware, not all cops can be trusted.



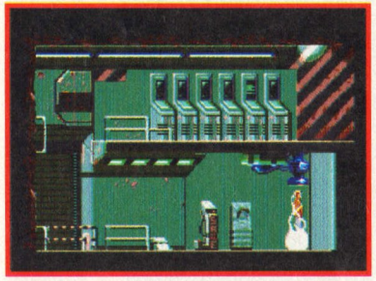
18 He'll tell you to go back up to the bar and walk past the section where you were talking to the man. Then you will have to come back down to see him again, only this time he will open fire on you. See, I told you not to trust him.



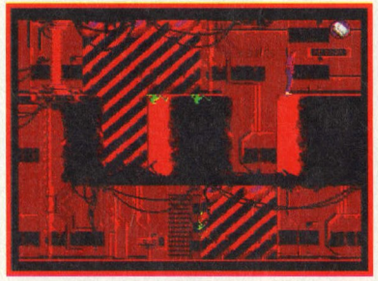
19 After you have picked the key from the cop, you can come back up here again and use the lock to open up the floor allowing you access to the floors below. If your shield is a little low, go back and recharge before going there.



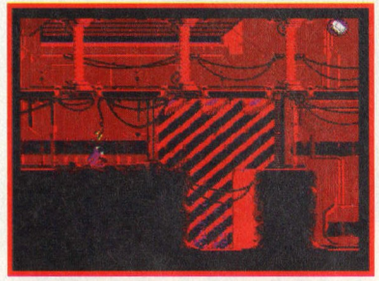
20 When you reach this point, keep firing, but when the droids run at you turn around just as they pass you and keep firing. This way you will take down both of them before they can completely annihilate you.



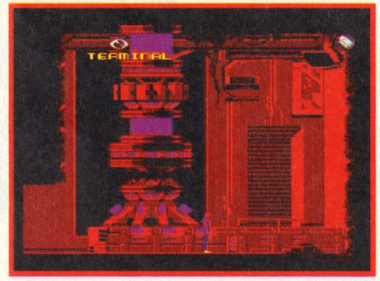
21 The last mission requires you to use the teleport to get to the reactor level. Make sure the replacement board is in your hand as soon as you arrive there or you won't be able to do this quickly enough to stop the explosion.



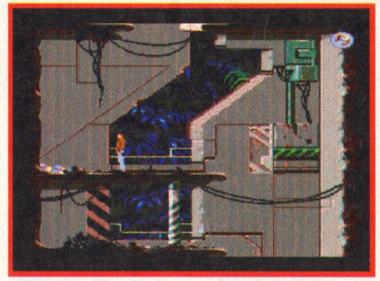
22 Run as fast as you can and jump over these first two pits. If you hang around, you will be far too slow to do any good. You aren't being paid by the hour, so hurry up. Carry on running as fast as you can until you reach the next bit.



23 Here you have to climb onto the first tower and jump over the next pit. Then pull down to duck and press left to roll under the force field. Touch it and your shields are severely depleted. There are two forcefields to get by.



24 Go to the terminal with your board in your hand and stand just to the right of the machine (in the exact position shown in the picture). Then use the board and you will stop the countdown. You'll be warped back to the centre.



25 Your next mission requires plenty of shield-using antics as you clear the restricted area of a mutant invasion. It's a shame the police are more interested in shooting you than stopping an alien invasion, but there you go.

CONRAD, EH? WIN A COPY OF FLASHBACK! TELL US THE NAME OF THE MONTY PYTHON CONRAD (AND HIS PARTICULAR SKILL). ADDRESS ANSWERS TO JAMES.

SYNDICATE

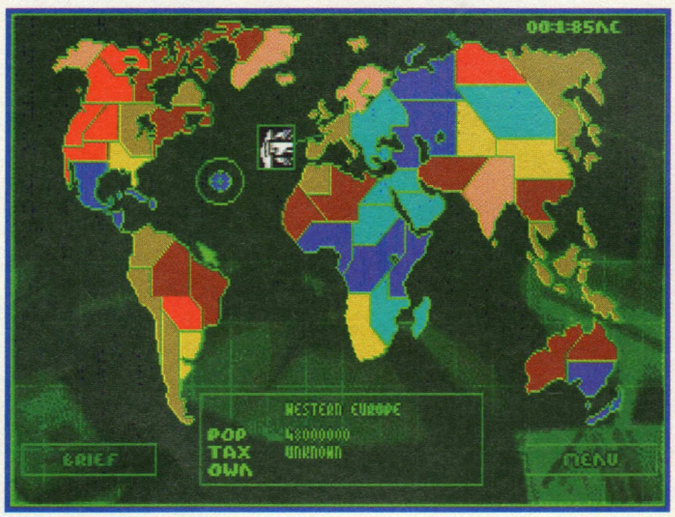
Hello! - Les here. Now, I reckon Syndicate was a bit underrated the other month. It's certainly my fave Amiga game of the moment, so I'm pleased to welcome you to this batch of tips. Well, this month as a starter we'll take you through the first missions, but be warned, we won't hold your hand through all 50 of them.

MONEY TALKS

The first thing to remember about *Syndicate* is the research. After the first mission, plough as much money as you can spare into researching better weapons and cyborg modifications. Persuading people is a good way of getting extra money, providing they survive till the end of the mission. Better weaponry means that you don't have to tackle enemy agents with a mere shotgun, you can use flame throwers and Gauss guns on them instead.

Take all your hard-earned taxes (although you didn't earn them) and invent some new weapons.

RISKY BUSINESS



Your five year mission to boldly go where no cyborg has gone before, well ,not quite actually because this is good old planet earth. You see all these multi-coloured countries and regions, well use these tips and guides and they will all be your colour in no time at all.

You can even give your syndicate a highly amusing rude name, we did. It's amazing what a team of highly psychopathic cyborgs can do when they put their collective minds to it.

Just think - no more fighting in Bosnia because you'll own it, no more madman Saddam, your cyborgs will be able to take him out. Which is a hell of a lot more than the combined forces of the USA and NATO could do.

MISSION 1

Western Europe
Mercenary Camp - Assassination
An army colonel is stealing our resources, oh dearie me. Looks like our team of deadly cyborgs need to go in and teach him a lesson.
First things first though, don't go sending in all four cyborgs armed to the teeth. Just one will do with a shotgun and a medikit, oh, and a scanner as well if you need one.
Before you go in, throw some money into research.

There are four people in the base - including our target. The first is by the building opposite the entrance. Just get as near to him as possible and as soon as the cross hair turns red let him have it. The target is in the building with the car next to it. Just stand outside and he will conveniently walk out of the door for you. Blast him and... well that'sjust about it. Unless of course you want to be a little bit clever and get some extra weapons for your research.

Follow the road around and when you come to the guard tower blast the guy with the Uzi. Pick it up and then press space to complete the mission.

When you get back to the map set the taxation level to your choosing.

What a nice way to start your day. Raid some army base and introduce the commander to the delights of a pump action shotgun inserted somewhere not very nice. Waste him and pick up the Uzi for research.

And he only asked for the time. Talk about bad attitude. Go and search his bones for weapons.

The long wait is over and the enemy commander makes a break for it. Fool he's unarmed.

MISSION 2

Scandinavia

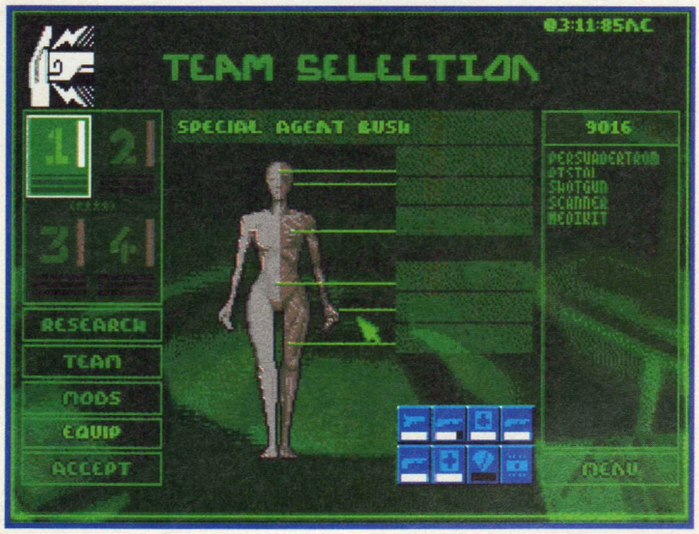
The Milk Run – Personnel Acquisition

Two scientists are staying close to our research centre and our boys would dearly love to talk to them. Er, one cyborg again, I think, tooled up with shotguns, a scanner and a couple of medikits, just in case. A persuadeatron may also be useful to get some people on your side.

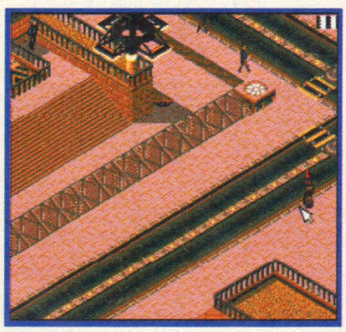
As you come up the steps from your starting point, cross the road and walk straight across persuading people as you go. As soon as you see this building and the steps leading up to it, change course so that you hide behind the side wall. Now get your shotguns ready, because you are about to have the fight of your life. There are three guards here and the one on the left has an Uzi which you can pick up and use.

When they are dead, put away your guns and use the persuadeatron on the two people inside the building. If they move off, use your scanner to follow and persuade them again. When you have located and persuaded the two scientists, take your entire team back to the starting point.

Take care that the scientists don't lag behind. If they do, just go back and find them again and they'll come with you. This is a good level for getting used to your scanner.

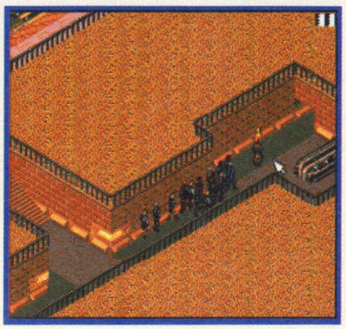


One shapely looking cyborg. I bet the Terminator wouldn't mind waking up next to this metallic baby. These armaments are all you need to take this single 'borg on this mission.



Now, you see, these steps lead to your objective. Don't just rush them though because there are security guards at the top waiting to insert lots of hot steaming lead into your little cyborg head. Persuade some people to act as cannon fodder, then blast them.

Er, why not save on the shoe leather and nick this car. Well, if you're not worried about frying innocent civilians then car stealing shouldn't worry you.



Bit like Jesus and the 12 disciples, except Jesus wasn't a cyborg and there are about 20 followers here.

MISSION 3

Central Europe

Urban Assault – Combat Sweep

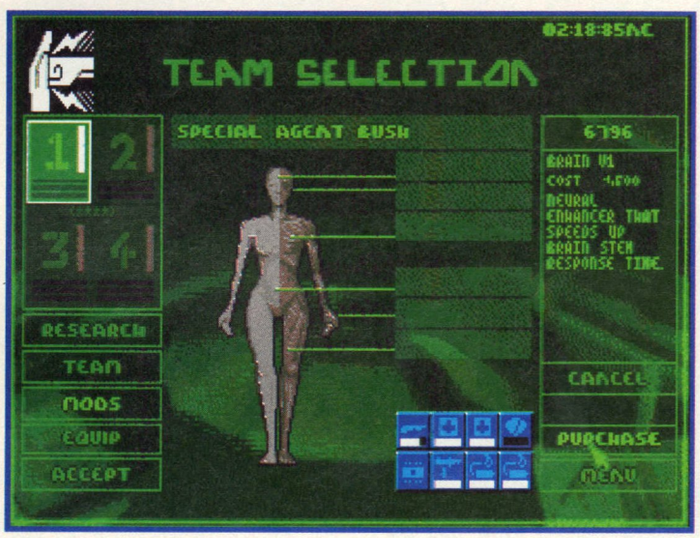
Your squad (or in this case, your man, because we're not going to send in a whole team) has to go into a town – which is holding out against our advertising. Go in and blow away enemy agents (who look rather suspiciously like you). By now you will have enough money to kit out your agent with the version one body parts. Do this and throw some money at researching the version twos.

Take lots of weapons and a couple of medikits. By now you should have the flamer; use this as one shot takes out agents. Drop the scanner if you want to carry more because on this level the enemy will find you. You need the car to go through the town gates, but ditch it as soon as you get through the second gate.

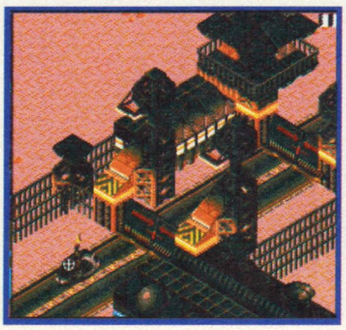
Wander round the top part of this stage, persuading as many people as you can. When you have 16 civilians, you will be able to persuade a cop to join you; if you do 32, you can persuade an enemy agent. These people will form a barrier between you and the enemy agents. Now wander round the town and the agents will soon come after you. As soon as your weapons are empty, ditch them and pick up the ones the agents leave behind. If you have converted cops or agents, they will open fire when you do. Very useful.

Any agents you convert to your cause will become extra 'lives' for you in the long run. When you have cleared the level of agents, return to the car you left at the start, remembering to persuade people as you go. Get in the car and click on the opposite side of the road to where it is parked.

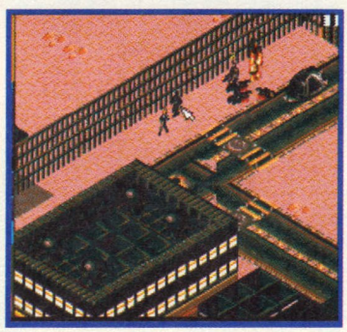
This should enable you to avoid all the pointless driving around trying to get out. Your vehicle will now automatically turn around and you will be able to get out a lot faster.



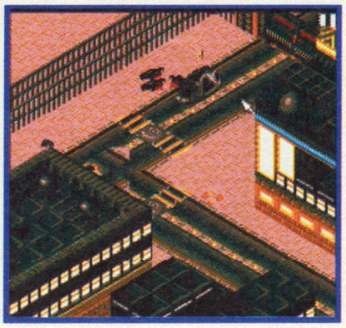
Close shave for Agent Bush – armed with flamers for this mission.



Someone's coming out of the car.



Be persuaded or die, scumbag!



Click here to get out of the city.

MISSION 4

Essential ingredients for a happy day of persuading.

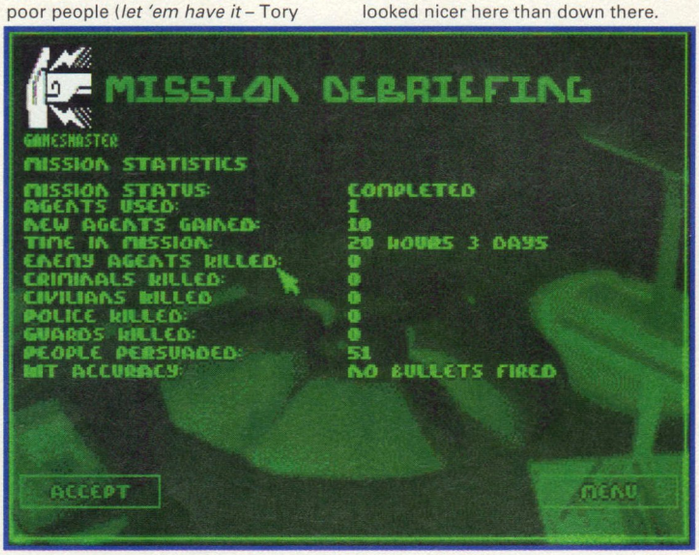
Eastern Europe
Raiders – Assassination
Time to play hitman again. An enemy syndicate has brainwashed a scientist and he is now working for them producing many important items. He can't be persuaded back to our side so the only other solution is to blow him, er, away. Arm up with flamers, medikits and a scanner for this mission. This is another ideal opportunity to persuade loads of people. There are at least two new agents to be gained here.

Follow the scanner blip to your target and remember not to use the persuadeatron on him – he has to die.

Hi ho, hi ho, it's assassinating I go, with a flamer and spade and a hand grenade hi ho, hi ho (*Jesus.* – Ed). Watch out for those enemy agents for extra lives.

When you have agents and cops on your side they will open fire on the enemy when you are attacked, wasting him and saving you energy.

Any cops or agents you have persuaded will open fire with you. Basically this means that anyone who tries it on will die a horrible death in a volley of amazing fire-power.
Press space when you are told the mission is over and get ready to start putting some Labour size taxes on the poor people (*let 'em have it* – Tory party). See if your stats read anything like these. If they do, have a pint on us and play lots of incredibly hard drinking games. If you can't ,then take six of the best and shove a red hot poker down your cacks until you can do better. Actually these stats are taken from the next mission but they looked nicer here than down there.



Beat this sucker, ten extra agents picked up and only one agent taken on the mission. Just goes to show that anyone who needs more than one is a complete wimp. A total of 51 people, persuaded, will provide extra funds for you to throw into research. No bullets fired. Guess those extra agents and cops did the work for you then.

MISSION 5

Urals
Clean Sweep – Combat Sweep
Our spies have been giving an enemy syndicate loads of problems in a nearby town and they have now pulled out. All that stands between us and complete domination of the Urals are a few rogue agents. Go in there, one man should do it, and wipe them out with your flamers. Don't bother trying to persuade the agents – as all your spare agent slots should have been filled by now.

This is another persuading frenzy, but there are no cops. Just walk around the town and the enemy will run straight to you. The passers by make good shields in case the enemy agents are tougher than expected. A perfect chance to test out your flame thrower skills. Six toasted agents later and you finish the mission again.

Buying info isn't normally worth it, and paying out good money to expand the map is just pointless. These combat sweeps are a lot of fun if you use a flamer, just fry everyone in sight.

MISSION 6

You now have three options of where to go. Pick where you want, but we're going this way because we can get some extra agents (and the mission is a lot easier as well).

Kazakhstan
Scum Patrol – Combat Sweep
Another nearby city (well, your empire is now so big that everywhere is near to you) has fallen into anarchy because its mayor died (don't worry it wasn't anything to do with you). All the syndicates have set their sights on this city, and you are the last to go in. One agent again, armed with persuadeatron, flamers and medikits galore should do the trick.

Just hang around and let all the enemy syndicates have their own little gang wars before you move in and sweep up what's left. Scroll around the screen and you will see little blood baths like these. Looks like something out of Los Angeles. Yeah, fool, Ice T and all that.

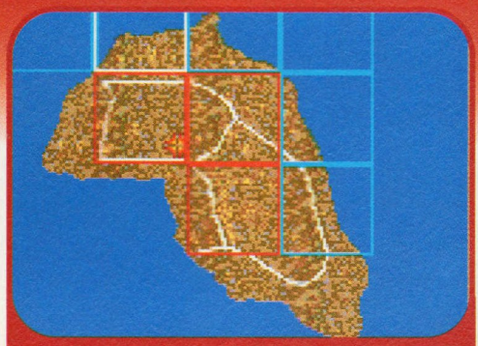
Right, now the fun is really going to begin. First off, don't panic if you hear gun shots and can't see who's doing what. The enemy agents are fighting each other as well as you, so there are loads of gangland style hits going off all over the place. Persuade as many people as you can, including the cops – who patrol the square where you start. They are quite handy for cannon fodder, if you should need it.

Now walk around the town and keep on persuading people. You will find that the agents come storming towards you and your flamers will be kept red hot dealing with them all. The police that you have converted will open fire when you do. The enemy agents open fire quickly so persuading them can be a bit tricky here. Once you start presuading them though, the rest will just walk into your Persuadeatron beam. Another mission over and even more of the planet under your control.

Remember to keep those research funds up allowing you to keep those new weapons flowing in. Also save the game regularly, if you die, you can start again where you left off. Heh heh heh.

WAR IN THE GULF

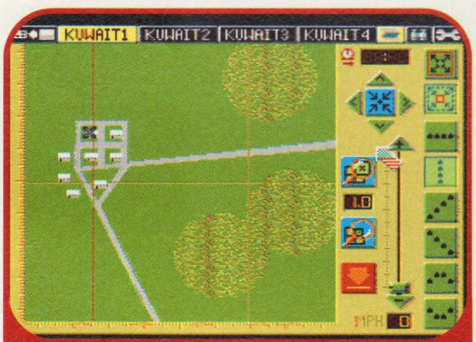
We here at GamesMaster know what sort of problems can occur while commanding 16 tanks at once. We also know how to play *War in the Gulf* very well indeed. So without further ado here's a guide to simplify that all-important first mission.



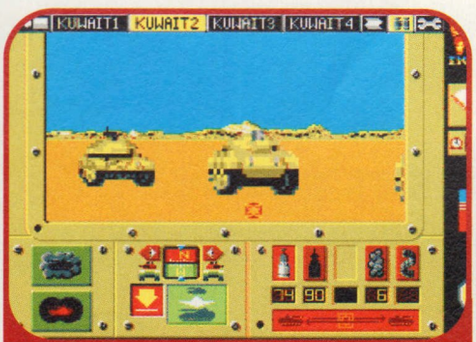
1 Start on the first battle zone and equip yourself with the default setting. You'll get a good selection of tanks.

2 Set all your munitions to go off near the village of Az Zor. Remember where they are and at what time they'll go off.

3 When the game starts, send one unit, preferably unit 2, over to the forest near Az Zor to take up a defensive position. Send unit 3 down to the town of Saad Wa Saeed, and hide in a forest.



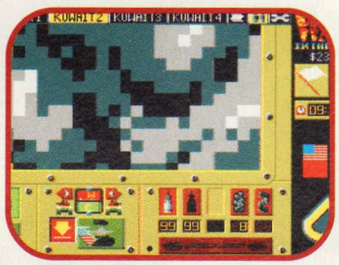
4 You must wait until a convoy moves out of the north-western-most building in Az Zor, before destroying the warehouse and then defending the town. X marks the spot of the warehouse.



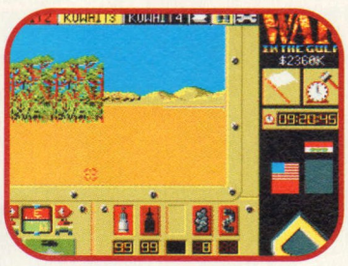
5 Keep unit 2 in Az Zor with another unit close by for back-up. This will stop any enemy reinforcements from taking the town. Use your engine smoke for camouflage. Let the convoy head south.

6 Wait for the enemy convoy to enter the second warehouse from the bottom, before obliterating it. Don't destroy any others. If you've done this right, you'll finish the mission.

GENERAL TIPS

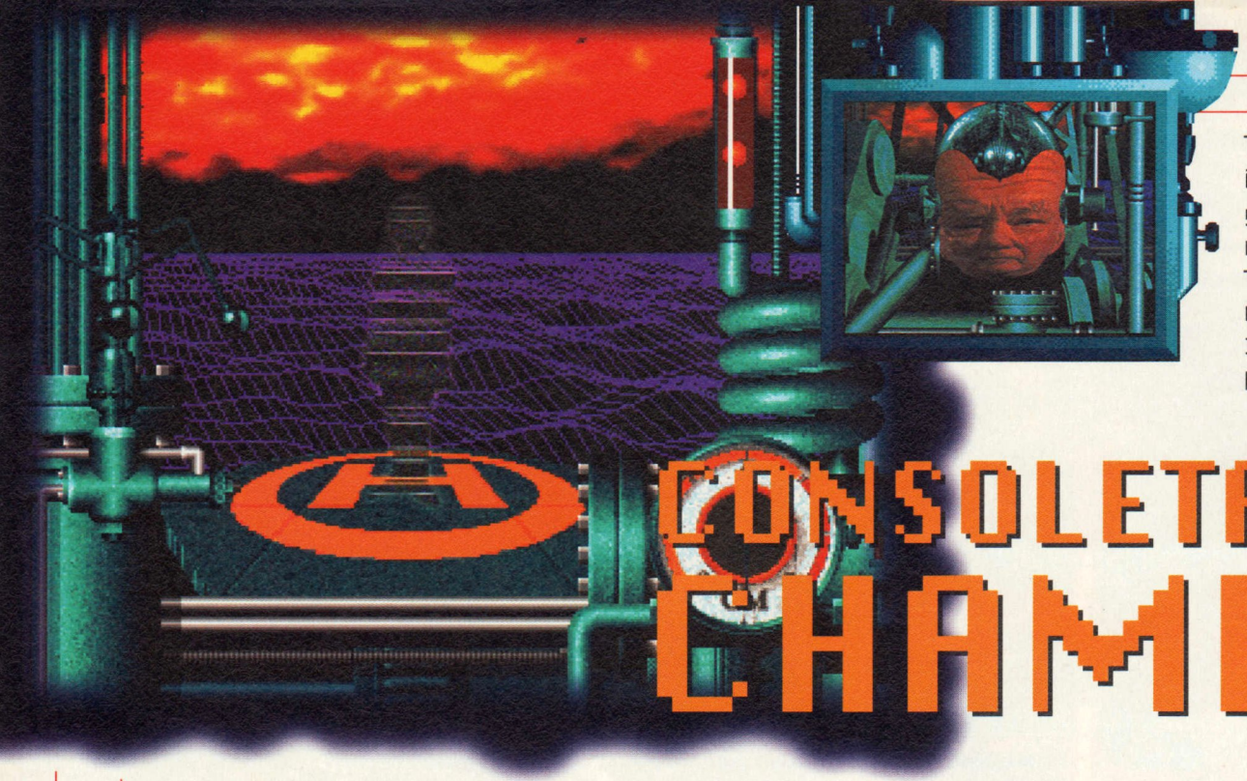


1 Hello chaps! General Tips here. Now then people, whenever you can, use your engine smoke. This way the enemy won't be able to see you too clearly and their hit rate will go down.



2 Use the tree-line of the forests as cover, your tanks are quite well camouflaged and with the addition of engine smoke the enemy will have a hard time locating you. Send a platoon of M1s into the thick of battle first. They have more armour than the other tanks, and are best suited to the heaviest fighting. Keep your ITVs with TOW missiles well away. They can strike from a distance without being hit and are best used for picking off the enemy. They should be used to cover the forwarding platoons of your M1s. This should give you all round cover.

3 Before each battle, study the objectives and make a rough battle plan. Even if all goes wrong, and you're overwhelmed, don't worry, it's only a game after all. I on the other hand, served with the Desert Rats and won... (*Oh do go away.* – Ed).



To tap into the seemingly bottomless well of gaming know-how, write to this address... The Consoletation Chamber, GamesMaster, 30 Monmouth St, Bath Avon BA1 2BW.

CONSOLETATION CHAMBER

SUPER NES

DEAR GAMESMASTER,
A friend of mine has foolishly bought *Wayne's World* and is having a real problem with it. Do you have any codes which will help me... er, him, to get to the other levels?
Paul Finnsbury, Stoke

So you... sorry, I mean your friend is having trouble. Okay try this – when the Wayne's World logo comes spinning onto the screen, hold down X, Y, B, R, L, Down, then press Up. A level select should now appear at the bottom of the screen.

This is Wayne and, unfortunately, he's got his own game. Oh dear.

DEAR GAMESMASTER,
I have just bought that brilliant game *Alien 3* and would like to play some of the later levels. Do you have the codes which will enable me to play the rest of the game? Thanks a lot GamesMaster.
Mark Deane, Hastings

Use the codes outlined above to get to the higher levels.

Indeed I have. Thanks to Jason Newington of Eastbourne, you will now be able to see all of the game.

Level 2:	QUESTION
Level 3:	MASTERED
Level 4:	MOTORWAY
Level 5:	CABINETS
Level 6:	SQUIRREL
End of game sequence:	OVERGAME

DEAR GAMESMASTER,
I was wondering whether you could help me on a game I have. The game in question is *Exhaust Heat 2* and I'd like to know if you have any cheats or tips for it.
Simon Staunton, Liverpool

Cast your eyes over this and see what you think.

Press L, R (seven times), then R. This gives you the endlessly amusing "Sound Test" mode – play till your heart's content!

Y, Y, Y, Y, X, X: Gives you a great little bonus game.

X, X, X, X, Y, Y: With this, more sub-game related fun is yours.

These should keep you going for hours at least.

DEAR GAMESMASTER,
Please could you help me out of a little predicament I've gotten myself into. I've got *Robocop 3*, and, to tell you the truth, I'm finding it a little bit difficult. Please could you help me.
David Reed, Portsmouth

Alright, here's a little cheat. Whenever you're running low on strength, press the Start button and press Select three times. You'll now be topped up and will be able to carry on fighting. You can use this cheat as many times as you like. Brian Percival from Cuffley is responsible for that one.

Freeze. Go ahead make my day and all that nonsense in *Robocop 3*.

DEAR GAMESMASTER,
I have heard that there is a special cheat for *Super Mariokart* that allows you to become small and another which gives you the opportunity to race on the special cup courses. If you have them, could you please tell me. Thank you GamesMaster.
Alex Combes, Nuneaton

I certainly do know of these cheats. Read on to find out what they are.

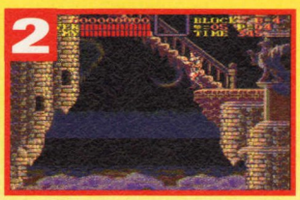
CASTLEVANIA IV

DEAR GAMESMASTER,
I've bought the game *Castlevania IV* and I would dearly love to try my luck with Dracula. Do you have the passcode for his level?
Jeremy Newman, Lambridge

Of course I know the passcode: I am the GamesMaster and I know all codes.

See the screen shot and enter that code. But don't put in a name when asked to do so, otherwise the code won't work. You will now start very near to Dracula. There is also a secret place that you can power-up your weapon with.

First, enter this passcode without using a name...



...And you'll start here. Now stand on the edge and jump.

Here is a hidden platform. Walk over to the left.

And here you're given a full complement of power-ups.

Now go back up to the top and fight Dracula.

To make your character really small, press Y, then A on the character selection screen and start the game. Voilà, instant small people.

If you want to race on the special circuits, type in L, R, L, R, L, L, R, R, then A. You should now be racing around the brightly coloured tracks of the special stage.

MEGA DRIVE

DEAR GAMESMASTER,
I've got a copy of *X-Men*, although sadly I can't get very far, due to the fact that I keep getting killed. Do you have any codes or cheats which will help me get further?
James Smith, Colchester

Keep getting killed? Tsk tsk. Follow this little bit of advice and you'll be able to go to any level you like. Switch on the game and hold down these buttons – Down, A, and C. When the title screen comes up, press Start, and unplug the controller and put it in port two. Now press Start again. Next put the joypad in port one and press Start again. When you're in the danger room, choose one of the access panels on the right and select your destination by pressing B and C.

These are the X-Men. Use the cheat to get further into the game.

DEAR GAMESMASTER,
Do you have any cheats for *James Pond: Robocod* as I'm pulling my hair out trying to get anywhere in the game.
Stephen Butcher, London

Indeed I have, thanks to Patrick Stevens from Bracknell, you may have a level select. When the title screen appears, hold down these buttons: A, B, C, Down, and Left. Now press Start and you'll have that level select. Also, you can get unlimited power on level 1-1, by picking up the Penguin, Oil, Wine, Earth and Glass – in that order.

More fishy fun and frolics and, er, other stuff in *Robocod*. Also if you collect the Cake, Hammer, Earth, Apple and Tap near the beginning of the game, you'll be invincible.

TINY TOONS

DEAR GAMESMASTER,
Please could you tell us a cheat for *Tiny Toons*, so that we can see some of the later levels. Thank you GamesMaster.
Jonathan and William Barnes, Shropshire

Right, on the password screen enter this code:
NGQQ WWQW QKWQ QWWQ WGRY

You will now be able to play any level you like, including all of the secret bonus levels which are scattered throughout the game.

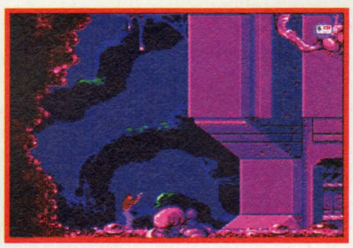
Go to any level you like with this great little code.

But alas, this is the same level. Still, you'll have fun.

DEAR GAMESMASTER,
Please could you give me some codes for *Flashback*? I really love this game and would be grateful if you could give me some help.
J Smith, Taverham

Alright, here are all of the codes to complete the game on the easy setting.

Jungle:	PIKEL
New Washington:	BETSY
Death Tower:	PANCHO
Earth:	STUDIO
Prison:	TOHO
Planet (1):	AKANE
Planet (2):	INCBIN
End of game:	CYGNUS



Excuse me, I'm lost. Would you be so kind as to tell me where I am?

AMIGA

DEAR GAMESMASTER,
I've got *Lotus 3* and I'm not very good at it. Are there any cheats?
Russell Bradshaw, Lancaster

Ross McCleary from Kettering suggests that you should type in CU AMIGA in the code box – you'll enter a hidden game. Also if you also type in GAMES-MAST, you'll be able to race on a special course.

DEAR GAMESMASTER,
Please could you tell me if there are any cheats for *Trolls*.
Love from Tom (7), Manchester.

Do you really love me, Tom? Aah, that's so sweet and caring, but please, I'm a happily single GamesMaster. Anyway a cheat for *Trolls*. Enter the Soda Pop level, but before hitting the fire button, push up. Now hold down K while pressing the fire button to begin the level. Release K then press escape and you'll finish the level.

DEAR GAMESMASTER,
I have the *Chaos Engine* and have had it for a few weeks. Please could you give me the codes for all the levels or maybe a cheat for unlimited lives.
Chris Cowell, Middlesborough

Well, I'm not too sure if I should give you these codes, after all, we did a player's guide to the *Chaos Engine* in issues 5 and 6. But, because I'm in a generous mood, I'll grant you this small request.

World 2: 7MGL7VX8RY0W
World 3: 70YHK9HC1PWW
World 4: W7Q3#X2PKN0V

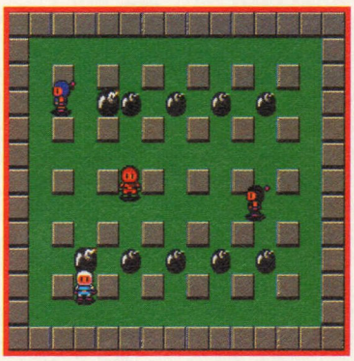
Thanks to Matthew Needham from Doncaster for those codes.

Look, it's that Mr Nasty fellow from out of the *Chaos Engine*.

DEAR GAMESMASTER,
Just a quick question, here... do you have any codes for that excellent game *Dynablaster*? I love it to death and would like to see the later levels. Can you help me?
Paul Hunt, Norfolk

That's two questions, but thanks to Philip Jones of Whitstable, you'll easily be able to play *Dynablaster* well into the early hours.

3-1: MXVCLSAH
4-2: ROCEGMPU
5-1: ROLCLSEW
6-1: ROFVWBNL
7-3: MAREWGKP
8-2: MXAEPMYH



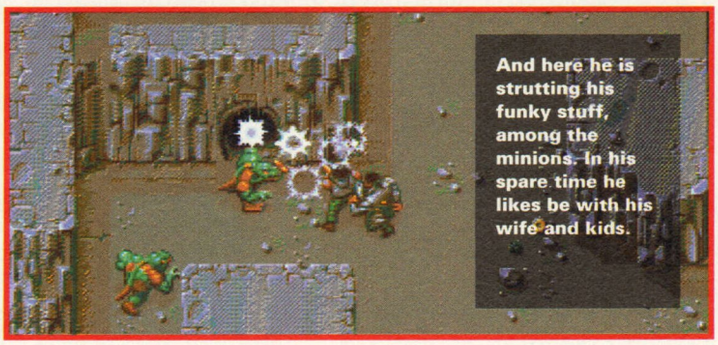
Now if this isn't the best type of game ever, then call me Dominik Diamond. Much fun to be had with the *Dynablaster* boys.

DEAR GAMESMASTER,
Please could you help me out on *Parasol Stars*. It's a bit of a tough game and I can't get very far – do you know of any cheats?
Nick Evans, Oxford

Actually I do know of some cheats for this fine game. Type CYNIX while playing the game, and then press one of these keys to access some hidden cheats in the game.

C: Extra credits.
X: Skip to the next level.
B: A bonus screen.
M: Gives you all three stars.
G: Kills all the enemies.

Also if you try pressing any of the buttons, from 1-7, you'll go to that stage. If you press any button between F1- F10, you'll go to the corresponding level. Oh, and whatever you do, don't press the D button, because you'll die. See D for die. Anyway have fun.



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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...

Even though missing an issue is a bit of a durr-brained thing to do, it's okay, because you can buy some collection-completing "numbers" right here.

Issue 1 – *John Madden 93, Robocop 3, Elite 2* preview, 20 pages of tips, Giant poster!

Issue 2 – 3D Special. Glasses, 3D Poster, *Chaos Engine* review, *John Madden.* tips. And three great jokes.

Issue 3 – *Mutant League Football,* Legend Quest, plus brill *Streetfighter 2* postcards which look good everywhere!

Issue 4 – Boy, was this one rock-hard! *Cybernator, Starwing* and *Walker,* and a bloody great poster thing!

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 6 – Two Unlimited challenge Worlds Apart, *Jungle Strike, Alien 3,* free Super Strike Eagle/Diver poster!

Issue 7 – *Super Bomberman, Lost Vikings,* and *Dracula.* Read about 'em all. And prepare for *Mortal Kombat*! It's all here!

Issue 8 – Combat Rock! Featuring *Mortal Kombat, Final Fight CD, World Heroes* and many more. Plus a jaw cracking excellent poster!

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LETTERS

Alright, so what's happening in your particular bit of the world then? Retailers giving you aggro? Software too expensive? Been invited to join a devil-worship and videogame piracy network spanning the globe? Or maybe you'd like to ask us how to do a dragon punch. Whatever your penular bent, we want to hear from you. The address is Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2DW.

NOSEY GIT!

Greetings, please could you answer me the next few questions?
1) In the June issue of GamesMaster you reviewed *Alien 3* on the SNES. The review said that the game consisted of one level and the level consisted of eight missions.

Now, my friend says that the game has three levels and he also says it has a password system; in the June issue of GamesMaster you say it has no save game option. Who is right? GamesMaster or my friend?
2) Which is the best game of this little lot on the SNES? *The Lost Vikings, Alien 3, Royal Rumble, Super Bomberman, Jimmy Connors Tennis* or *Asterix the Gaul*?
3) Do the writers and gamesplayers of GamesMaster help organise and write the GamesMaster TV series on TV?
4) Has Les Ellis recovered from his illness due to his appendix loss?
5) Will there be more games coming out for the SNES which use the Super FX chip as does *Starwing*?
6) Do you have any cheats for *Starwing* besides the Black Hole?
7) Will *Micro Machines* be coming out for the SNES and if so when?
8) What is the most played game in the GamesMaster office and why?
I hope you will answer my questions. Thank you and goodbye.
Damien Steward, Manchester

You're a bit nosey aren't you? Okay, here we go:.
1) Your friend is a complete git who is obviously used to talking straight out of his bot.

***Alien 3* has got seven levels, not three. It does have a password option which is why there is no game save – why have both? Besides, we're never wrong.**
2) They're all pretty solid examples of their genres, but since they've both got different styles, it's a little tricky to compare. You'll have top multi-player laughs with *Bomberman*, though.
3) We have regular meets with the show geezers and GM mag folk are often seen on the TV.
4) Yes, although we wish he'd stop showing us his scar.
5) Yup, there'll be a bunch of Super FX titles coming out before Christmas. The first one will be a driving game called *FX Trax*.
6) This is letters, not the Consoletation Chamber.
7) We certainly hope so, what with it being one of the best games ever, ever, ever.
8) *Turbo Edition* – because one day one of us will beat Andy.

YOU WANT BLOOD? ER, YOU HAVEN'T GOT IT!

In the last issue, *Mortal Kombat* on the SNES was said to have no blood or fatality moves. My friend said that he read in a Nintendo magazine that Acclaim were keeping both the features in the game on the SNES. Can you tell me which is right? Thank you.
Patrick Fairman, Chelmsford

I am writing to ask why all the gory finishing moves in *Mortal Kombat* have been taken out. I was waiting for the fab conversion and the blood and guts. I found this out in issue seven. Why have they done this? What's the point?
Paul Holmes, Langley

Can you answer four simple questions for me?
1. Where can I hire a kamikaze to do a job for me?
2. Where can I buy a highly explosive bomb that will go off?
3. When is the next ticket to Hawaii and how much do they cost?
And finally the most important question of all.
4. Where is Acclaim's office?

Are you starting to get the picture... I am extremely annoyed. I'll get straight to the point without calling Acclaim the gits they really are. Can you please tell me where the hell all the blood and fatality moves are on the SNES? I don't care how the game looks or plays – I want the fatality moves. It's not fair. The Mega Crap gets a cheat built in to access the gore but does the SNES? *No!* I am starting to wonder whether buying a SNES was such a good idea. Please reassure me. If you don't answer my questions I'll get the kamikaze to pay a visit on you.
Anonymous git, Gitsville

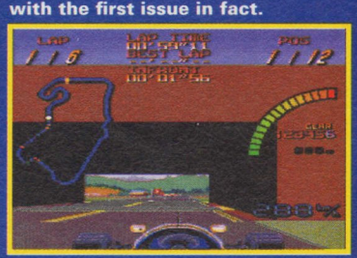
A reasonable point. Unfortunately, video games are under fire from all sorts of folk for being too violent. In an attempt to address some of these criticisms, Nintendo have laid down some pretty strict gore-free guidelines for software publishers. With *Mortal Kombat*, Acclaim have made the SNES version the Championship Edition and the Mega Drive version the Tournament Edition. As for the finishing moves, they are in there but have been toned down slightly to keep in line with what Nintendo have demanded. However, how *Streetfighter Turbo*'s scenes of characters puking blood fit into this new caringer and sharinger Nintendo policy baffles us.

Look out Veg, your other half's about to kick nine shades of crap into yer.

AUSSIE FIGHTING

This magazine is easily the best and most excellent one around and I have a few questions to ask you.
1) What is so special about this FX chip thingie then?
2) Is *SF2 – Champion Edition* going to come out on the SNES?
3) Which in your opinion is better, *SF2* or *Super Mario Kart*?
4) Are you going to send out a tips book as one of your freebies?
5) If so can people in Australia get it?
Keep up the good work in your office and keep the funny captions flowing.
Ross Powell, Karratha, Australia

Respect, down-under-fella! Paul Hogan! Sylvania Waters! XXXX! Er, anyway...
1) Its dedicated mathsness means that the other stuff inside the SNES can get on with the game-play stuff, while the Super FX can concentrate on handling the brain-boggling 3D graphics.
2) Check out the review in this very issue.
3) They're both pretty good but – there are better driving games than *Super Mario Kart* (check out the driving special this month), but there are no better beat-em-ups than *Streetfighter 2*.
4/5) We already have done one – with the first issue in fact.



An average day's commuting for our Nige. Going too fast and on the wrong side of the road as usual. Typical, eh?

CHICKEN DROPPINGS

Yo! How you doin'? I am a proud owner of an Amiga. I would like to say that your mag is fab. In your June issue

you said in the preview of *Alfred Chicken* that there would be a full review next month. I couldn't wait until then, but when I bought the July issue there was no sign of it anywhere. So could you please put the review in the August issue.
Michael Franjieh, Luton

Yo? Bloody "Yo"? How dare you "Yo" us? You don't know who you're dealing with, do you? But, er, actually you have got a good point. Products tend to slip, miss their dates or (more frequently) miss our production deadlines. It's a drag, and we sincerely apologise for making promises we don't keep. Sorry.

AT LAST, SOMEONE'S FINALLY TWIGGED

Before I start I would like to thank you for printing my previous letter. I went to the newsie to get your magazine, worked my way to the Letters page and lo and behold! There it was! So thank you for making me very happy.

Anyway, down to business. I am writing because I am angry about something. Not you, or the magazine, not even Adrian. But a certain reader that wrote to your magazine by the name of Kelvin Hendrickson, CA, KA, easily offended humourless git who wrote in complaining that you didn't answer readers' questions properly and that you call people gits.

The only reasons (in my opinion) that you could have for slagging people off is because they are either rude, incredibly sad, or they ask silly or irrelevant questions.

So all you people out there, if you want to be taken seriously, simply be polite, don't be sad and don't ask any silly questions.
Corinna Lovegrove
PS If anyone compares any more machines one more time I will go totally mental!

Thank you, Corinna. There we are. It's not a particularly difficult concept to grasp, is it? Good letters get good replies. Apart from this month, perhaps.

STUPID GIT

I think your magazine is great. I swapped my brand new SNES for what I believe is a very rare Commodore 16 cassette tape, I gave a friend my SNES for this tape because he was a very nice Chinese man, who told me it would fit my sister's Master System.

In my rush I forced it into the loading area, but realised I had forgotten to take it out of the box. When I saw the sparks and smoke I got angry and threw my Mega Drive at it. I can't think straight now,
Japrene Warps

Hey! You're a ker-razy fella and we're going to send you a big box all full of T-shirts and magazines and games. Now, where's your address... er, oh, you're so bonkers that you forgot to put it on your letter. No goodies for you then. Never mind.

HERE'S YOUR STARTER FOR TEN

Sorry this letter is a bit on the long side... [*Not as sorry as me, I had to type it in* – Alison] but I think your magazine is great! I read it every month. Now I lead you away from the praising with some questions.
1) Will *Jurassic Park* be available on the forthcoming Amiga CD console?
2) Do you recommend buying the aforementioned system?
3) Would you please, please review one or two more Amiga games, (good ones, if at all possible)?
4) Will you be reviewing games for the CD system?
5) Could you please give solutions to *Cruise for a Corpse*?
6) Do you think *Batman Returns* on the SNES is any good?
7) I am thinking of selling my Amiga 500 Plus to buy the Amiga CD. I have 40 games and my Amiga is 1Mb. Do you think I should sell?
8) Why is Jim a total git?
David Flackett, Stoke-on-Trent

1) Yes.
2) We haven't had a chance to thoroughly examine it yet.
3) We always try to cover as much on each system as possible.
4) If there's a big enough user-base then yes, definitely.
5) Too old, unfortunately.
6) You can find a full review in issue five, where we gave it 85% because, much as it's very nice and polished, it's a bit of a tired old beat-em-up format.
7) Only if you can get a good enough deal. But remember that there aren't many CD games available yet.
8) We'd like to have got Jim to explain for himself why he's not a git but a) We couldn't get an appointment to see him until July 1996, b) He never explains anything and c) He, um, in the greatest sense, *is* a git.

OUTRAGED OF CHELTENHAM

Let's get one thing straight now, *Streetfighter 2* is the best fighting game out, but when Monday 13th September comes around, *Mortal Kombat* will be out and I think that will take over the craze. Am I wrong?
Robert Cane, Cheltenham

Alright, here goes. *Mortal Kombat* is very nice and the speech and special moves are all lovely. As for *Streetfighter 2*, yes, its days are sadly numbered, but that's only because *Streetfighter 2 Turbo* is out. Get this, you can "be" the bosses. We think *SF2 Turbo* will take over the craze. So there.

"What did you say? Are you saying that I look like Lam? Right, you're going to pay dearly for that."

FRIEND OF THE CRITIC

I am just about to fill in the coupon for the back issues because very stupidly I forgot to get issues 3 and 4, but I've got the rest and will continue to get them until the grave beckons me. Anyway, I just thought I'd drop you a line as there are a few things which have been bothering me recently.
1) I have not heard anything of the Hornby Superdeck in the shops, it

SPECIAL GM M

Important social engagement? Maybe dinner in a Japanese restaurant to clinch that final multi-million-dollar deal? You can't just turn up in any old clobber. What you need is a GamesMaster T-shirt, like those shown here. They're made out of cotton (mostly), can be washed without much colour loss and are nice and warm (when accompanied by a big coat). Also, what better way to preserve your copies of GamesMaster than with our just-the-job binder? None. That's what. (*Eh?* - Ed).

T SHIRT A

T SHIRT B

should have been out by now, shouldn't it?
2) My friend reckons that your cover illustrations are crap. Tell him where to go, will you? I thought the *Mortal Kombat* cover was the best so far, keep up the good work.
3) My friend told me about *Striker* and it sounds brilliant, but when is its release date?
4) Do you ever get bored with idiots writing in and talking about which machine is the best, because it really pees me off.
5) Should I buy *Jungle Strike* for the SNES or is that a stupid question?
Thank you for using your much valuable time on a humble subject such as myself. See ya.
Douglas Wardrop, Cardiff

1) It should have been September, but we're not sure when it's coming out.
2) Spain's nice about this time of year, so bugger off there. Anyway our covers are the best around, so get lost matey. And don't worry, we will keep up the good work.
3) On the 14th August in the year of our lord nineteen hundred and ninety three.
4) Yes we do. We also get sick and tired of fools, not unlike yourself, just asking question after question. Now do go away.
5) That's a stupid question.

CONFUSED ABOUT NUMBERS

Please can you answer my questions as you are the only mag which covers the system I own?
1) In issue 7, you gave *3 Count Bout* eight marks for graphics, yet you awarded *WWF Royal Rumble* nine. Why is this?
2) Is there going to be a *Burning Fight 2* or a *World Heroes 2*?
3) Has the Neo Geo got better graphics than the Mega CD?
4) Do you know whether there is going to be a Neo Geo CD-ROM?
5) Are you going to do more reviews? Because so far, you've only done two titchy one-page reviews. Also is it worth subscribing?
Mark McIluraith, Glasgow

1) There is in fact a very simple explanation for this apparent discrepancy. Sure, the *3 Count Bout* graphics are better than those of *WWF Royal Rumble*, but, *3 Count Bout* is a Neo Geo game and so has much higher standards to live up to. You have to take into account the limitations and standards set by various machines.
2) Yes, soon and *World Heroes 2* is already out.
3) Yes.
4) Yes.
5) Yes and definitely. Go and subscribe now. Ade'll come around to play with you if you don't. You've been warned.

CONFUSED ABOUT THE WORD SUPER

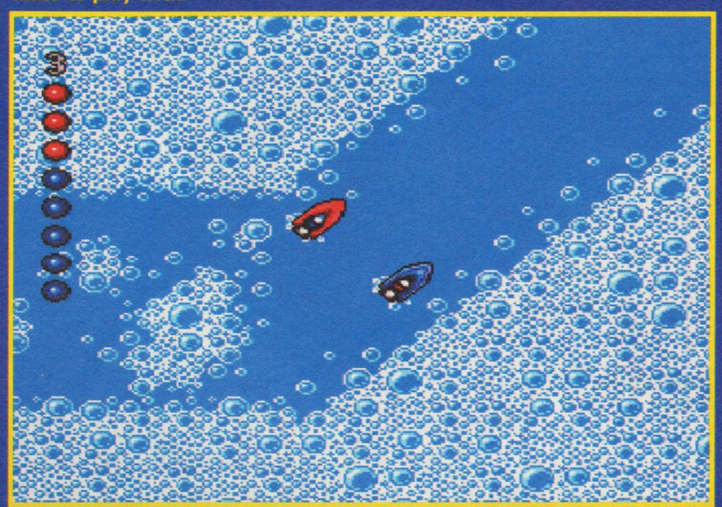
I'll start with the usual introductory piece... 'This mag is brill, excellent, wonderful. I race down to the local newsagents every month to purchase this gorgeous piece of journalism.'
Now I've got that out the way, I've got a few questions I hope you will answer.
1) Why do Nintendo put Super before all SNES games? eg. *Super James Pond*. What's so super about that, eh? Eh? Bog all mate. It's the same cack old game as all the other formats. I'm surprised that they don't call *Super Kick Off, Super* Super Kick Off.
2) I have read your review on *Mortal Kombat* and it said that on the Mega Drive you will have to enter a cheat to access the gore mode. Will Acclaim be issuing this cheat? If they are, how will they do it without informing the kids? Surely your magazine won't be printing it. I don't see the point in having a cheat to enter the gore mode as kids will find it out anyway.
3) I have seen many reviews for *Micro Machines* on the Mega Drive. I saw a review of it in February, it is now July and still isn't out in the shops. Could you tell me when it is coming out?
I shall now conclude my letter in the traditional way... Please, please, please show this letter in your brilliant mag.
Ean McMinnis, Merseyside.

1) Because it's for the Super NES. Super "name of game here" = Super NES game. Simple, isn't it?
2) Watch this space, that's all we can say.
3) It's on its way.

ANGRY MAN SPEAKS

Lee Harris from Salisbury, Wiltshire is a ponce, git and a plonker. He said Body Blows was worse than *Streetfighter 2* on the Amiga. I have *Body Blows* and it is easy. Just hold down the fire button until the bar goes all red and the special move is executed. With *Streetfighter 2*, you have to move the joystick up, down, left and right. You have to do it quickly though, before you get battered. So *Body Blows* is easier

If only you could do this in your own bath. Even better if you had a mate to play with.



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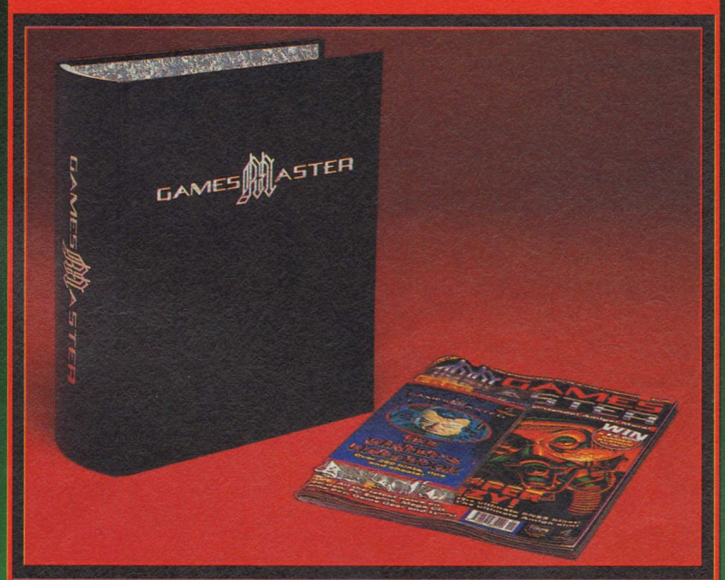

SPECIAL GM MERCHANDISE!

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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SADDO CORNER

SAD, SAD, SAD

I've been playing *Streetfighter 2* since it came out and have got bored of the same old fighters and wondered whether there was any way to play any of the guardians during the game.
Iain Holmes, Inverness.

Look, you sad little git. Actually, you're not alone, there are loads of you out there. Let's make this crystal clear, there is no conceivable way you can "be" the bosses in *Streetfighter 2*. There have been Action Replay codes and the like, but they don't work very well. The next person that writes in a letter like that, well, we'll come round your house and pull your hair, very hard and then hit you until you're very sorry indeed.

A DEPRIVED CHILD SPEAKS

Could you please help me win a bet with my dad. On *Shadow of the Beast* on the Mega Drive, I've heard there is a secret room with a coin and weapon inside. Is this true?
A Bowyer, Romford

A DEPRIVED DAD ASKS

From one old boy to another, I have just got to win my bet with my son. Could you please tell me any cheats on *Shadow of the Beast* for the Mega Drive.
Mr R Bowyer

Dear, oh dear, oh deary me. This has to be the saddest family in Britain, sorry, the world. Please don't try and drag us down into your domestic squabbles ever again. And you Mr Bowyer, as a parent, you ought to let him win sometimes, not supress his hunger for glory, it's all part of the 'growing up' process.

STARWING CONFUSION

My friend Daniel Hunt keeps on saying how crap *Starwing* is. He says the only decent thing about it is the box cover. I say he is wrong, *Starwing* is great, but he just says I talk rubbish. Please could you tell him it's great. Please, please, could you print this letter.
From Ben, Andy, and Kevin – Bristol

Right. Daniel Hunt is wrong. He is stupid, sad and seriously misinformed. We are great and we know everything. He isn't and doesn't. *StarWing* is an entirely excellent game with completely top graphics and gameplay that makes a great many coin-ops look rubbish. Er, So there.

and better. GamesMaster was right and Mr Ponce was wrong.
Andrew Kimberley, Hinckley

How dare you be so rude to someone you've never even met before. I bet if he came round your house with all his mates you'd soon shut up. So, let this be a lesson to you. But thanks anyway, we usually are right – in fact, make that always right.

A GIT WRITES...

I have been reading GamesMaster since issue 3 and think that it is the best magazine around. One thing that puzzles me about your magazine is that you print letters by the biggest prats ever. Do you get a kick out of calling them gits? Please do us a favour and print some decent letters. Now that that's off my chest, I have a few questions for you.
1) Do you think I should buy *Mortal Kombat* for the Mega Drive as soon as it's released, or wait two months and ask for it for my birthday.
2) How do you do the spear and pull in the *Mortal Kombat* arcade game? None of my friends know how!
3) I am trying to sell *Sonic 1*. How much do you think it's worth?
Thank you for your kind attention, and an excellent mag.
Christopher Lindsay, Inverness
PS. Thomas Finaly and Patrick Graely are prats.

Yes, Chris. It's very easy to mock – which is why we enjoy doing it so much. I mean, did you get a kick out of calling those people prats? Eh? Eh? You know you did. Now then, those questions...
1) Oh, for heaven's sake. Just decide for yourself, you tragic git. Get your mum to buy it for you – I suppose that's the easiest thing.
2) Andy'll know... Oh, he's outside having a fag.
3) Roughly about as much as your letter. Approximately speaking.
Oh, and cheers for the compliment, Chris. You know we're only joking. Eh?
PS. Git.

DON'T MENTION THE WAR

Your mag gives me a lot informations of the SNES-game-scene in the UK. I am sure that you can answer following...
1) Can you make an issue in German (like Total!).
2) Can you offer to some German TV stations to buy the GamesMaster TV show from you?
3) Can I play UK SNES games on my German console or need I an adaptor?
4) What do you think about the Super Mario Bros. film?
5) What do you think is better – Jurassic Park or SMB (not the games, the films).
6) Can I see the GM show over satellite in Germany?
7) What is the GamesMaster (sorry I don't know, because I can't see the show! At the pictures he looks like a shrink-man. Sorry!)
Many thanks for answering all of these my questions!
PS – Please send me a letter with your answers to my address, because I don't know if I can get your next issue.
PPS – Sorry for the making of any grammar mistakes!
So long.
Michael Bien, Muenchingerstr. 18
D – 71282 Hemmingen, Germany

Snigger snigger. Ahem. Right.
1) Issue we will be making in German cannot be being up to us. The Publisher decision must be incremented.
2) Hewland International (who is responsible TV show) so again they must be decide. Is.
3) See not do I why.
4) It's not good as Man Bites Dog or Brain Dead.
5) Dinosaurs good in Jurassic, but Mario must be not very.
6) If not, don't know.
7) The GamesMaster is actually famous astrologer and xylophone player, Patrick Moore – dressed up and with a silly metal thing over his eye. He doesn't really exist or anything – he just acts as a sort of convenient metaphor/focal point for our collated games knowledge.
Oh, and have you heard Victor Lewis-Smith's album, Tested On Humans For Irritancy? Get a copy quickly.

RE-CARNATION

My name is Sheenagh Sluckock. Five months ago I won a competition in the 'Purple Column' featured in Issue 3 of the GamesMaster Magazine – by finishing the caption 'Dominik's red jacket is...'. You stated in that issue that your own carnation would be winging its way to me soon. I am a tad curious as to why I do not have it. I would appreciate a letter of explanation to where it has been all this time and the carnation itself.
Yours sincerely,
Sheenagh Slucock

Dominik writes...
"Och. I'm really sorry, Sheenagh. But, the noo, the carnation in question, was eaten by my girlfriend's rabbit after I – ye Ken – left it draped over the chair which, Jimmy, stands in front of the rabbit hutch.

But, hoots mon, rest assured that, unless I forget or something, I'll go out at the weekend and buy you a brand new one, along with some haggis for my tea."

NEXT MONTH!

Hello! My name's Allan, and I'm the GamesMaster cleaner. Er, the team seem to have forgotten to do their Next Month box. Er, maybe we should just leave it blank...

...no, that's no good. It looks all ugly. Maybe I could have a look on Jim's desk and work out what's going on. Oh, there's a note here saying "Silpheed VR", although I don't know what that means. And, er, "Super Family Tennis?" perhaps. Oh, this is useless. I mean, it's not my job to run around cleaning up after these journalists. I'll tell you when the next issue's coming out, but nothing else. Now, where do they keep those nice letters...?

GAMESMASTER ISSUE 10 ON SALE 16TH SEPTEMBER

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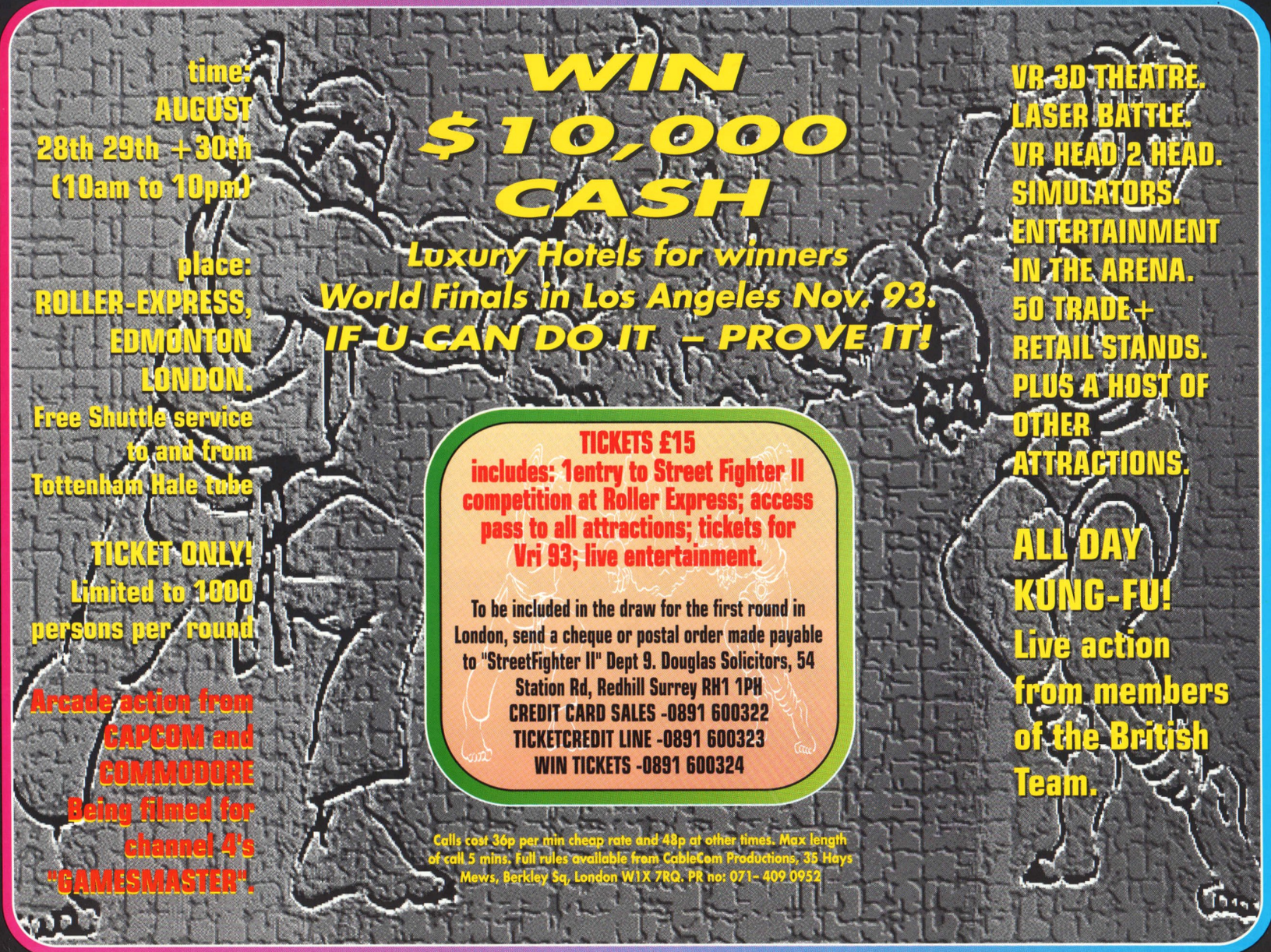

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