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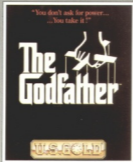
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REGULARS

7 SMART

Wot's hot and wot's not! Wot's news and wot's new. It's blinkin' smaart!!

12 RRRRAP!

Bitchin' home boy David Public Anemie Wilson slips you the nod... and replies to all your verbal abuse!

14 COMPETITION

We're having a massive spring clean out, and we're offering you the chance to win all our rubbish! Er... scullions of billions of EEEE's worth of fabulous games! Generous to a tee, eh?

29 CARTOON

The ZERO crew get up to the craziest of comic strip capers! (Crikey!)

40 INTERNATIONAL RESCUE

Six packed pages of thunderous tips including FOUR pages of eye opening *Eye Of The Beholder II* maps. F.A.B.

70 COMPO

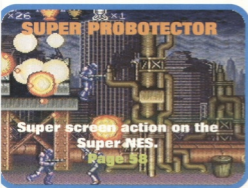
Win 500 nickers! (That's 500 nicker's worth of console and computer add-ons.)

92 SWAG BAG

Fence your old and new computer and console loot right here - no charge!

98 COMPETITION

Win a pair of tickets to the WWF Tour, thanks to Acclaim.



FEATURES

16 COVER GAME

Get to grips with WWF on the Super NES.

36 MEGA PREVIEW

EXCLUSIVE Bullfrog game BOB on PC and Amiga. Plus *Populous II Data Disks* and *Populous* on the Game Boy.

45 FREE A-Z TIPS PULL-OUT

It's a comprehensive compendium of every cheat we've ever printed, plus hosts more! Part One this month.

50 FREE PULL OUT POSTER

A huge, oiled, pumped-up body in full-colour - it's FREE you can stick it next to your bed and it's all yours!

58 MEGA PREVIEW

SCOOP! Konami shows us its super new title. It's called *Super Probotector*, it's on the Super NES, and er... it's Super!

78 HAND JOBS

All the latest hand held action you could possibly fit into the palm of your hand!

87 PREVIEWS

The full lowdown on all the up and coming games - Tomorrows hits today and all that, and guess what? We've got 'em all first!

F.A.B.

WIN 500 NICKERS!
3 PAGE PULL-OUT
Part One this issue!

WIN!

WWF Tour tickets plus a stay in a swanky London hotel.

Page 98

reviews

- 76 Ashes Of Empire
Miyaga * A
- 84 Dark Seal II
Capcom * C
- 22 Dune * Virgin * A
- 83 F1 Grand Prix
Video System * C
- 38 Fire Shark
Sega * MD
- 83 GI Joe *
Kawami * C
- 68 Grand Prix
MicroPress * ST
- 38 Gynoug Sega * MD
- 66 Heroes Of The 357th
Electronic Arts PC
- 60 Hostile Breed
Palace A
- 24 Ishar
Siberia * A
- 20 Jaguar XJ220
Core Design * A
- 32 Jim Power
Loriniola * A
- 64 Legend
Mindscape * A
- 84 Lethal Thunder
Irem * C
- 74 Pushover * Ocean
- 34 Rampart
Electronic Arts * PC
- 72 Risky Woods
Electronic Arts * A
- 84 Street Fighter '92
Capcom * C
- 62 Super Smash TV
Acclaim * SN
- 26 Terminator
Virgin * MD
- 16 WWF Wrestlemania
Acclaim * SN

previews

- 87 Bart Vs The World
Acclaim * N, A
- 87 Battletoads
Tradwest * GB
- 36 BOB
Bullfrog/EA * A, PC
- 90 Cool Croc Twins
E3 * A, ST, PC
- 89 Dragon's Lair
Elite * SN
- 87 Krusty's Fun House
Acclaim * SN, MD, A
- 88 Olympic Gold
US Gold * MS, GG
- 90 Outrun Europa
US Gold * GG
- 89 Robin Hood Virgin * N
- 37 Populous
Bullfrog/EA * GB
- 37 Populous II
Bullfrog/EA * PC
- 37 Populous II Data Disks
Bullfrog/EA * A, ST, PC
- 37 Powermonger
Bullfrog/EA * PC
- 37 Powermonger
Bullfrog/EA * SN
- 88 Rookies Virgin * A
- 90 Super Hunchback
Ocean * GB
- 89 Super Swiv
Teles Curve * SN
- 58 Super Protector
Kawami * SN
- 88 Turtles IV
Kawami * SN



TERMINATOR 2

Kick some ass on the Game Boy! Page 26

hand jobs

- 78 Ax Battler * Sega * GG
- 78 Rampart
Atari * L
- 80 Dr Franken
Elite * GB
- 79 Hook * Ocean * GB
- 79 Hydra * Atari * L
- 79 Marble Madness
Nintendo * GB
- 80 Qix * Atari * L
- 80 Terminator 2
Acclaim * GB



KEY

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



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18 Bolsover Street, London W1P 7RJ.
10711 323 3332

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IT'S A COMPUTER SHOW!

Yes, another one – this time it's the International Computer Show and it's due to be held at the Wembley Conference & Exhibition Centre. More than 180 exhibitors will be showing and demonstrating products aimed at maximising the full potential of the ST, Amiga and PC and – we were told – there will be a major emphasis on entertainment and leisure applications. That means? Games of course. Loads of the exhibitors will be showing off their latest software, and there may be a few bargains to pick up. There's apparently going to be quite a buzz on hand-helds and consoles as well, so there's something for everyone. If you happen to be in or around London on the 10th, 11th or 12th of July (and you're not too skint to pay the entry fee) then why not pop along?

TICKETS: £5.00 on the door, £5.00 in advance by phoning 0726 68020



Welcome to SMAAART, the all new news section for the new look ZERO. Think of SMAAART as a sort of magazine version of *Tomorrow's World* – full of forthcoming attractions but without Judith Hann. As long as it's got something to do with the ST, PC, Amiga, Mega Drive, Master System, NES, SNES, Game Boy or Game Gear you'll read about it here first.

Do you fancy seeing the Smaaart logo in glorious 3D? Then how about making your very own 3D monoac? It's a piece of piss to construct if you follow these instructions...

1. Cut around the dotted lines and remove your 3D monoac frame from the page.
2. Attach one end of a piece of string to tab (A) and then tie the other end around one of your ears.
3. Remove the semi-transparent wrapper from one of those 'hazelnut in the middle' Quality Streets.
4. Pull the wrapper taut and snip along it over the frame.
5. Your 3-D monoac is now complete.



smaaart!

HUMAN STOMACH BURSTS OPEN TO REVEAL MONSTER!

Well, someone's stomach will... at some point or another. Probably, anyway. We're talking of course, as if the pictures hadn't given it away already, about the forthcoming big-screen corker *Alien 3*, which will be coming to a cinema near you very soon. But the cinema isn't the only place it's coming to. Indeed no, by jingo, because it's also coming to you via the Master System, the Game Gear and the Mega Drive. Acclaim has the licence and Probe Software (coders of *Back To The Future* and the brilliant *Golden Axe* to name but two) are doing all the donkey work. It sounds as if the game might be rather spesh actually, as Probe intends to include graphics straight from the film, an atmospheric soundtrack and loads of chilling effects. There'll be loads of weapons, eight way scrolling, hopefully



heaps of tension and it's worth knowing that 300 frames of animation have already been programmed for the Ripley sprite alone. That's a lot of frames.

So what's the plot all about? Well, it's much the same as the film, basically, which at the end of the day involves Ripley locating the alien before IT locates HER.

No screenshots of *Aliens* (the console game) have been released yet as it isn't due until October, but SMAAART doesn't like to let you down. We trundled over to St Luke's Primary school in Hampstead and asked Peter (age 4) to sketch us a scene where Ripley first encounters the Alien.



GAMES MASTER



"Hello, you snivelling, spotty little incompetent git. I presume you're stuck in a game, and I suppose that I, the GameMaster, will have to help you out..."

A VIEWER: "Eh? But you're no GameMaster – you're Patrick Moore, the astronomer!"

PATRICK: "Bhhhh. (Now bigger off, quickly, before I give you a solid back-hander across the chops and loosen some of your teeth.)"

VIEWER: "Thanks GameMaster... catch you later."

DALEK I LOVE YOU

Alternative Software has secured the licence to not just one, but two of the BBC's best known TV programmes. So which shows are we talking about? *Schofield's Europe*? No. How about *Newsround*? Nope. *Press Gang*? Guess again, especially as *Press Gang* is an ITV programme. Then how about *The Oprah Winfrey Show*? Wrong, wrong, wrong... that's Channel Four. The actual programmes we're talking about – and we'll have to tell you because one of them is extremely unguessable – are (a) *Doctor Who* and, wait for it, (b) *'Allo 'Allo*. Blimey!

Now *Doctor Who* is understandable – unscary monsters, time travel, the tardis, more unscary monsters – there's a lot of scope for an arcade adventure, a shoot 'em up or anything. But what on earth about *'Allo 'Allo*? What would you do if you got the 'Allo 'Allo licence? Throw it away? Still, who knows what Alternative has got up their sleeves? Expect to find out on most formats a little later in the year.

Good morning! Listen carefully, I will say this only once...

We've to exterminate ze sausage which is shaped like a penis...

THE COMPUTER GAME OSCARS

The winners of the 1992 ECTS awards – the video and computer game 'oscars' – were announced recently. The awards were presented by Dominik Diamond, the geeky host of Channel Four's hugely popular *GamesMaster*. He was on form as usual, and made eighteen joystick/willy jokes. I Do you want to know which games won which award? No? Come on, of course you do – you must be at least slightly curious. (Oh, go on then. A Reader.)

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BEST ORIGINAL GAME
GAME OF THE YEAR
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BEST VIDEO GAME
SOFTWARE PUBLISHER OF THE YEAR
BEST HARDWARE MANUFACTURER

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 3D Construction Kit
 Amos 3D
 DeluxePaint IV
 Wing Commander II
 Wing Commander II
 Lotus Turbo II
 Eye Of The Beholder
 Railroad Tycoon
 Jimmy White's Snooker
 Civilization
 Lemmings
 Sonic The Hedgehog
 Sonic (yes, again)
 MicroProse
 Sega



WANNABE SLIGHTLY FAMOUS

Of course you want to be slightly famous – every one does. So how do you do it without forming some crap indie group? Easy... we've just received this fax:

"Sky TV's The Children's Channel, is planning a range of new programmes for the early teenage group this Autumn. One of these programmes, TVFM, is looking for one or two new presenters. One could be a ZERO reader! He or she should be between 18 to 25 and it doesn't matter if they've had no experience of television before."

Personality is much more important than looks, but absolutely essential is knowledge of and enthusiasm for television, films, music and all other aspects of the interests of the 11 to 15 age group. We are holding an open audition at the end of June."





This is a picture of an Amazon PC-BASED. For, you get the thousand fold (which hasn't got a 3/2" drive), the number of operations, a mouse, a joystick, and a wonderful sound card - a yellow mouse? It's sort of yellow as you move towards the bottom. It's probably empty though, because the mouse obviously came in it. "What a boring mouse!" you're probably saying. Sorry. (I should wish so too. Ed.)

BUY A BAZOOKA FOR YOUR SNES

Come the middle of August, the humble joyed won't be the only thing you'll be able to plug into a Super Nintendo, because you'll be able to buy a bazooka as well. It's called the Nintendo Super Scope, and it's a two foot long light-gun which nestles on your shoulder - the six inch long crosshair sight on top is fully adjustable, and there are no cumbersome leads in sight as the whole thing's battery-powered.

But what use is a light gun to you without light gun games? After all, it's not as if you'll be able to load in *Super Mario World* and shoot Yoshi dead if he doesn't know he's being shot at. Well, Nintendo has thought of this and are including a pack containing six games. Six shooty games. Six bangy, bangy, blasty games. Six zappy, pingy, wooshy games... (That's quite enough of that. Ed.)

NO NEWS IS GOOD NEWS

Seen Wayne's World yet? Eeeexcellent! Yes, of course you've seen it. [I haven't actually. A reader who lives on The Shetland Islands.] [Shut up. Ed.] Well, anyway, the news on the Wayne's World computer game front is that, er... um, it's that there isn't any news. No news at all. [Loads of news... NOT!] No-one seems to have gone for the Wayne's World licence and so there may not be a Wayne's World game. Even though the film grossed nearly \$20,000,000 in the first two days of release in America, went on to gross \$100,000,000 and looks like it'll do rather well over here too, there are as yet no plans to do a computer version. Eeeexcellent, we say. Why cock up a good film with what would almost definitely turn out to be a crap game? Party on! Bonus! Etcetera.



BUY AN SNES WITH A BAZOOKA

Aha, but what use is a Nintendo Super Scope to you if you haven't even got an SNES? After all, it's not as if you'll be able to do anything with it apart from shove it down your trousers and impress the

hell out of all the chicks... Nintendo has thought of this too and so from about August you'll be able to buy Super Nintendos with the gun and the six games all bundled in together. But what price do the guns cost? Will you have to fork out eight billion pounds? No, it's not that high... we're talking £100 or thereabouts. Can't be bad.

IT LOOKS IMPRESSIVE BUT HOW DOES IT WORK?

Once you've plugged the Super Scope into your SNES and loaded up a shooty gun-game, you'll find that the console knows exactly which part of the screen you're firing at. How? We don't know, so we asked a mad German scientist.

A MAD GERMAN SCIENTIST SAYS: "It's all so complicated. When you pull ze trigger, ze gun sends up its signal into space, into outer space - a radio signal. Zis signal bounces first off Mars, then off ze asteroid belt and zen off Venus before bouncing back to Earth and back inside ze gun. Ze gun knowz at all times ze time of ze year, ja? It works out where ze planets should be, compares zis data with the re-entry point of ze radio signal, does some calculations and then it communicates zis information to da console. You see an explosion on ze screen, exactly where you have aimed. Incredible, ja?"



TRANSLATION: The tiny Super Scope receiver (which sits on top of the telly) picks up the gun's infra-red signal and tells the SNES where you're aiming and when you've pulled the trigger. Simple.

SLIGHTLY FAMOUS?

So there you go. Here's a brief summary of what you've just read:

If you want to be slightly famous you can be - and it doesn't even matter if you're as ugly as sin (after all, look at Dominik Diamond). As long as you're roughly 18-30, to 25-ish and you're enthusiastic, you could be on telly. Too good to be true? No, because it is true. You'll need to know where and when the auditions are though, so get the following dates, times and places down in your 'things to do' notepad.

TVFM Open Auditions
From 10.30am onwards on the 28th June, 1992 at Carlton Studios, St John's Wood Terrace, London NW8.



(For more info contact Yasmin Boland on (071) 240 3422)

If you're interested in this item, but don't know what's going to be expected of you at the audition then turn the page and read our How To Succeed At A TV Audition helpline...

yawn 2

they? Yes, you've got it: they're mini-speakers and they're from US manufacturer Koss. Each seven watt speaker incorporates two 3-inch dynamic drivers which give you a frequency response of between 50 to 20,000 Hz.

Can't grasp the meaning of 50 to 20,000

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dog's-eardrums-will-explode and

he'll have to be taken to the vet. Get

the picture? Each speaker has separate

bass and treble boosts as well as a

volume control and the speakers can

be powered by either batteries or an

external six volt power supply.

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computer or console could one day rule

the world. The cost of this awesome

global domination? Just under forty quid.

Universal Soldier

Accolade has acquired the rights to a stonking new action movie - *Universal Soldier*. Set in the future, the film boasts one of the toughest collections of stars ever. There's Dolph (The Punisher) Lundgren, Jean Claude (Cyborg) Van Damme, and Tiny (No Holds Barred) Lister Jr. and together they play *Universal Soldiers* - actually dead soldiers resurrected and enhanced by biogenetics. This bunch is then pitched against a group of terrorists attacking the South Western USA! Accolade will be aiming to release the game on the Sega Mega Drive in time for the movies release this summer.



helpline...helpline...helpline...helpline...helpline...helpline...helpline

HOW TO SUCCEED AT A TV AUDITION

1 Be there on time, but remember that there are always loads of extremely annoying 'extra keen' people who'll have arrived three days earlier with their sleeping bags.

2 These events can often go on all day and sometimes well into the evening too, so don't forget to pack yourself plenty of sandwiches and a gun.

3 Be sure to wear something that really makes you stand out from everybody else like a suit made out of large cardboard tubes, for instance).

4 Be 'vivacious'. Presenters are not hired to say things like "Er, well yes, um...". So ooze excitability. Pronounce words with gusto. (It helps if you're dying to go to the toilet.)

5 You may also be required to show that you can be deadly serious as well. If this happens, just think of Trevor MacDonald.

Don't be too much of a smartass...

6 **Director:** What did you think of Edwin

'Trusty' Trousersnake?

Producer: What a smartass. Daft name.

Director: Mmm... I'll cross him off then.

7 Remember at all times that people like Cheryl Baker and Nino Farento are TV presenters... this fact should do wonders for your confidence.

8 You're bound to be slightly nervous... but for heavens sake don't actually sack yourself. It will be spotted immediately.

9 If, when you've finished, the TV people say: "No thanks, you're not good enough," just pull out a knife and say: "Oh yeah? In that case I'll take a few of you bastards with me!" Then kill yourself before the police arrive.*

ANOTHER COMPUTER SHOW!

Yes, we've done one already and here's another, but this one isn't due until November. So why tell you about it now? Because it sounds rather skill, that's why. Here's what we were told about it: "It's to be called the Electronic Games Spectacular, and it's going to be a completely new kind of show in which visitors are encouraged to pit their wits against electronic wizards, fight intergalactic battles with laser guns, fly 21st century warplanes and explore imaginary worlds. While retaining all the features of conventional shows - with stands covering all aspects of electronic games - the Electronic Games Spectacular will have a unique added extra... a massive hi-tech funfair!"

Apparently there's going to be virtual reality akimbo, with flight simulators, multiple player combat games and... well, the idea is that if it's hi-tech enough, it's in.



BATMAN RETURNS

The rights to the second *Batman* movie - *Batman Returns*, have been snapped up by Konami. The console and coin-up kings will also be bringing out floppy versions of the caped crusader. *Batman Returns* is scheduled for a November release on ST and Amiga. The movie should be out this summer, starring Tim Burton, Danny Devito and Michael Pfeiffer. Konami will also produce a NES, Super NES and Game Boy version of book. Sega has the rights to produce the game for Master System, Mega Drive and Game Gear versions, while Atari will also boast a version for its Lynx. Looks like there'll be something for everyone.

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Oooooo-er! It's a brand new letters page. If you fancy seeing your name in print, drop a line to the Ed at: Oooooo-er! It's A Brand New Letters Page, ZERO, 19 Bolsover Street, London W1P 7HJ. Anything we print will be rewarded with a handsome prize (well, a stonking ZERO badge at the very least). Star Letter winners will receive a special software prize and the vegetable of their choice! Don't forget to include your name and address, computer or console format and, of course, the name of your favourite vegetable.

STICKY PAGES

Dear Ed,
Having bought ZERO since issue five, I must complain about the lack of coverage of the beautiful Jane Goldman. Apart from Amaya Lopez, all we get each month is a bunch of ugly old spotty-faced farts. So please, can we have more of Jane in a centre page spread would be nice. Also Ed, could you use your superhuman powers to get me Jane's autograph (phone number and any other details would be appreciated).

**John Earl,
Birkenhead.**

Ugly old spotty faced...?! And I suppose you look like an oil painting, John Earl of Birkenhead? If you send me twelve signed and sworn testaments to this effect, I might (just might) give Jane some more exposure. (Blimey!) Ed.

WORRA WANKER

Dear Ed,
I started reading ZERO back in June '90 and as yet have not missed an issue. For some time now I have eagerly awaited the arrival of a game by Titus called Commando War, which you previewed back in issue nine. Since then, the only other information I have seen on this game was another preview in issue eleven of ZERO, which stated that

seven update disks were to be made available in January '91. Could you please tell me if I missed the release of this game or if it hasn't yet been released?

Also, while reading the last issue of ZERO (issue 31 - May), I happened to come across a letter by Ian Freely, headed 'Pile Of Old Jobs', which stated that ZERO was crap. Anyone who thinks that must not be able to read and should be shot. What a wanker.

**Paul Harries,
Cardigan, Wales.**

Blimey, we were as chuffed as you were to hear about Commando War. We thought it sounded like the Mutt's Nuts.

Unfortunately, Titus decided the project was far too ambitious for a humble floppy, so the game has been prioritised on the back burner for the time being. If it ever sees the light of day, it'll be more than likely in the form of a CD-ROM title. Ed.

LED IN THE HEAD

Dear Ed,
Was anyone else sad enough to watch Treasure Hunt on the 24th of March? Annabelle was sent to 'Ledbury'! It was in Oxfordshire (Oxon) or some other sassenaeh place. Is there no stopping the fiend? He's even got his own town now!

Last night I had this really weird dream where I wrote to ZERO warning them about the Ledbury Reck and you sent me this totally smart T-shirt and a lock of Amaya Lopez's hair! Then, when I woke up, this letter was on my pillow. Spook!
**David Cairns
Midlothian.**

Oh wow! The Ledburys - they get everywhere, don't they? If we sent locks of Amaya's hair to all you deprived gazers who write in asking, she'd be as bald as a proverbial coot. Ed.

NOW THAT'S LOGIC!

Dearest ZERO,

Aha! The game, as it were, is up. 'Magazine Of The Year', you claim to be. But a quick glance at the telly-box reveals Radio Times to also be 'Magazine Of The Year'. Therefore, ZERO is Radio Times, and vice versa. I tried this logic on the long-suffering person behind the till at Smiths, and tried to get ZERO for a very small price, but unfortunately they were shut and nothing amusing happened. Yours etc.

**Kevin 'Stoats' Stoats? I ordered Dolmades' Davis,
Burton Upon Trent.**

What's a Dolmades? Martin thinks it's some kind of Greek starter. Is it? Answers on a postcard please Ed.

TALK OF THE DEVIL

Dear Ed,
I have been reading your magazine for some time and am still overwhelmed by the humourous, top quality reviews, previews and most of all your extremely helpful tips and

star lettuce

Dear Ed (and chums),
Here is a Little Gem for your lettuce page. Well, there's two Little Gems actually. Bye, Ludwig Ledbury, Wantage, Oxon.

PS I'm sorry, but you have been over-using the 'lettuce/letters' joke quite a lot, so I thought I'd better teach you a lesson. Lettuce hope you learn from this valuable lesson.

PPS It's going to get a lot worse than this, matey. I'm not going until my requests are met.

leberg you think you're being clever, Ledbury, but if this is the Cress you can do, you'd better Radicio your plans to become an international wit. And let's face it, you don't get a Lollo Rosso of them to the Round. Better take a Chinese Leaf out of our book Cos you've got to get up Curly Endive in the morning to catch us out, ya big Frissee. Ed.



CRAP RAP

Come along readers, come along chums,
Send in your missives, get off your bott-ums,

It's the illin' thing to do,
you won't believe your eyes,
And if you get it printed,
you could get a rather smashing prize.

*yes it's crap isn't it? If you can do better, drop a line to Crap Rap at the usual address.

CRAP SWOPSHOP



Dear Ed,

"Give, give, give. Is that all the poor Ed does?" I thought to myself while pondering over the facts of life. "How about 'Swop, swop, swop!'" I thought next - for is it not the giving rather than the receiving (or spelling!) that matters?

So here's the deal. A cool, fab ZERO T-Shirt and a badge in return for the enclosed amusement-bringer and probably a couple of copies of *Vamp* fanzine. In this way, we are both giving (try not to think about the receiving part) and we shall both be happier in our souls. Yours givingly,

Nail Moir,
Ornkey, Scotland.

What a brilliant idea. I now declare the ZERO Crap Swopshop open - on offer this month is this trendy boxing novelty. Who wants to swop? Send in your toys and what have you to: Crap Swopshop at the usual address.Ed.

cheats!!! But after saying all this, there is always room for improvement - I have made a list of what I think you should do to improve the magazine.

1. Trash Yikes! - no-one reads it.
2. Merge Adventures into Crap! Tips somehow.
3. Gather up the pages that you would use for Adventures and Yikes! and make a Game Index - a list about four to six pages long. This could be arranged as a column affair, consisting of a short review and a mark out of five at the bottom.
4. Furthermore, how about a decrease in paper quality and an increase in pages - even if you don't ditch your quality, I don't mind forking out a bit more dosh!
5. And finally, it would be nice if you could give us some longer, more in-depth reviews, as I can't help but feel that your reviews are only a rough outline. Other mags seem to have reviews covering up to four pages with loads of screenshots and example shots of gameplay.

Yours,
Robert 'Felix' Howard,
Bagshot.

Well, it's a funny old world isn't it, Bob? You seem to have seen a secret blueprint of the brand new ZERO. Let's see if your

Mystic Meg talent really matches up...

1. Yep, Yikes! is no more (but we have got Smaaar! instead).
2. You've got us on this one too!
3. Well, we don't actually have a Game Index as such... but after we've given you the complete set of the special pull-out A-Z of cheats, we'll start a 'pull-out and keep' Buyers' Guide section, pretty much as you describe.
4. Yep, we're getting fatter too. But as for quality, we hope that'll stay the same. (The new paper's smart too!)
5. Well, reviewing has always been the name of the game, and we'll endeavour to bring you as in-depth a treatment as you could hope. What we try to do is balance the amount of space we can devote to each review against the total number of reviews we can bring you. Why not write to us once more and tell us what you personally think of the brand spanking new ZERO? Ed.

Z

CHAIN MAIL

This is a brand new ZERO box. It's called Chain Letter, and this is how it works. You write in to us asking a question. We print your letter and endeavour to answer it. Say you want to ask top programmer Archer Maclean how many lines of code there are in Jimmy White's Whirlwind Snooker r then we'll jolly well ring him up and ask. Then we'll print his answer and, in turn, give him the opportunity to ask you a question. One of you can then write back with an answer and pose another. Are you beginning to get the drift? Drop us a line to: Chain Mail, ZERO, 19 Bolsover St, London W1P 7HJ. Remember, this time you'll just need to say who you'd like to question and what you'd ask them. From next month, you'll need to answer the question posed in the issue, then pose a question for someone else. Remember, kids - ZERO does not condone chain letters, and would seek to discourage you from getting involved in them. Er... mind you, our Chain Mail is different. If you break the chain, we will trace your address, using DNA fingerprinting and send Grouty McGrout round your house for the weekend.



Hello chumleys. Let's kick off this new section with a letter from Ireland. Um... it's more of an answer than a question actually...

Speccy Twat

A techy problem shared is a techy problem halved, as the old saying goes, and this is the place to write to if you want all your little foibles bisected. Yes, you could do no worse than drop a line to our very own bespectacled blunderby, the Red Adair of the computer industry - Speccy Twat. Remember - send your techy troubles to: Speccy Twat, ZERO, 19 Bolsover Street, London W1P 2BP.

We'll send a lovely prize to any we print.

Dear Speccy Twat,

I just received the May issue of ZERO and I noticed a letter asking if there was an emulator available for the A500 Plus to run normal A500 software. You can, in fact, buy a Kickstart 1.3 ROM chip and a Sharer Card that allows you to share this chip with the Amiga Plus 2.04 Kickstart, and lets you switch between the two, thus allowing you to run 2.04 and 1.3 software.

You can buy the sharer card from Phoenix for £24.99 and Kickstart 1.3 for £39.99. It is a lot to pay, but if you really need to run 1.3 software, it would be worth your while. You can get in touch with Phoenix on (0532) 311932.

Ian Carnaghan,
Northern Ireland.

Thanks very much for that, man. You've saved my bacon this month. Make yourself a nice cup of tea as a treat from me. Speccy.

Dear Speccy Twat,

How do I connect my Amiga to my friend's Amiga for head to head frolics in Saint Car Race? **Arthur Penis,**
Aldgate.

Dosh, lovely - I'm really in my element now. What you need is a null modem cable, available from all leading computer stores. Speccy.

SPRING CLEAN COMPO!



win!



£££MILLIONS OF POUNDS£££
OF AMIGA, ST AND PC GAMES*

'A tidy office is an efficient office'

That's our motto here at ZERO... well, that and 'If you pay peanuts you get monkeys'.

Anyway, right now, the backstreet sweatshop that serves as the ZERO office is more in need of a cleanout than Colombo's wardrobe.

Now that ZERO'S sporting a new look, it's all the more important that we get rid of all the old crap. We've got three big software cupboards packed with more hot goodies than Bob Holmes' pants.

Amiga, ST and PC, there's tons of it - it's like software heaven! And it's all got to go - we're all rolling up our sleeves, donning our merigolds and clearing out the lot.

Here's where you come in. It's no secret that we at ZERO love our readers, and we mean LOVE, in a real, physical, messy kind of way. So rather than waste dosh on a skip, we've decided to play Mr Generous and give away all our spare games. That's right - WE'RE JUST GOING TO GIVE THEM ALL AWAY!

We're bundling together a heap of exclusive goodie bags - each containing armfuls of software and any old bits of tat - sorry, pieces of priceless ZERO memorabilia - badges, mouldy old coffee cups, Amaya Lopez's corn parings... that sort of stuff. It's a complete lucky dip - you might end up with Robocop 3 and one of Bloggo's photocopy selfportraits of his buttocks, or you could get a copy of *North And South* and that unclaimed truss which turned up after the Christmas party.

All you have to do is fill in the coupon (right), telling us why you think you deserve a shitload of goodies. It may be that your partner has recently suffered a nasty industrial injury but your love is winning through, or because you're a natural redhead with a zest for life! Pop the coupon in an envelope and mail it to us marked: **SPRING CLEAN COMPO, 18 BOLOVER STREET, LONDON W1P 6JG.**

My name is:

I deserve a shitload of goodies because:

Please, please bundle up some games for my Amiga ST PC and send it to the following address

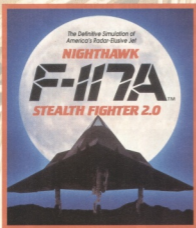
Please do/don't* bother with any of Amaya's corn parings.

*Please delete as appropriate

14 **ZERO** * Well... nearly.

When you reach for the skies...

"As with any MicroProse product, first impressions are excellent - they always convey a feeling of 'completeness' that other sims rarely achieve." *ACE review of F-117A*



"In terms of graphics, sound and playability, F-117A is MicroProse's finest sim yet, and given the company's track record, that's the strongest recommendation I can give." *ACE Oct 91*

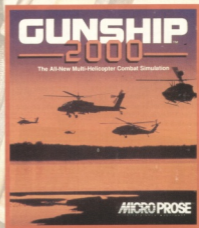
"The best all round flight sim on the market." *PC Leisure Sept 91*

"MicroProse has come up with the definitive simulation."
Strategy Plus Nov 91

"Who needs a television with entertainment of this quality on a PC? Gunship 2000 marks another milestone in gaming history."
PC Leisure Sept 91

"Sheer playability and dynamic realism combine to make it one of the most satisfying flight sims yet."
PC Format Oct 91

"A marvellous success."
Strategy Plus Nov 91



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MicroProse Ltd., Unit 1 Hampton Road Industrial Estate, Tetbury, Glos GL8 8LD, UK. Tel 0666 504 326

DUNCAN MACDONALD thinks that American wrestlers are a bunch of tossers*, so we threw him into the ring with Acclaim's WWF SUPER WRESTLEMANIA and stood back to watch the carnage...



SUPER WRESTLEMANIA



THE UNDERTAKER



THE SNAKE



SID JUSTICE



ANIMAL



TED DI BIASE



So what do you need to know about wrestling? It's all dead camp and it's all fixed - like a pantomime, in a way. In fact, the nearest thing to going to a wrestling match would indeed be to go and see Christopher Biggins and Cheryl Baker in *Cinderella*. *Cinderella* may not be as violent an extravaganza, but you know how it's all going to end and everyone wears a poncy cos-

turne. So how does WWF Super Wrestlemania echo the real thing?

The answer, in a word, is excellently. Very excellently. It's total! Bonus! If you're a wrestling fan, you'll probably want to sellotape the cart to the inside of your underpants. I'll get the praise over and done with right here, and say that if you buy *Super Wrestlemania* you'll be inviting people round just so you can show it off.

"Look," you'll tell them, "watch what happens when I do this..." "Coo," they'll reply. "Excellent, dude! I'm impressed already." "Yes, I thought you would be," you'll add in a gloating tone, "but just wait until you see this..." And so on.

You know the sort of things I'm on about here - the graphics, the animation and the sound - and they're all equally superb. Here's a little exercise for you. Look at the individual wrestler sprites in the screenshots and imagine how you'd like them to move around the screen. Now imagine the sounds you'd like them to make when they get thrown onto the canvas or whatever. Done it? Well, they do move exactly like that and they do sound just like that. (Unless you're a bit of a weirdo and imagined them deflating like balloons while making farting noises, which they don't of course.) Anyway, you get the

idea - *Super Wrestlemania* is highly realistic. "But what can you do?" you cry. "What are the options? How many moves have the wrestlers got at their disposal? Are all the famous WWF stars involved?" Oh dear - all these questions and so little time to answer them...

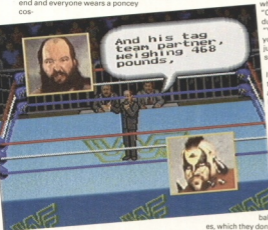
So who controls your opponent?



The Nintendo can obviously control one of the selected wrestlers, and there are three difficulty levels to choose from. The only trouble is, even on the hardest difficulty level it can eventually get a bit too easy to win. But if

you're observant, you may have noticed that the SNES has two joypads - one for you and one for your opponent. You guessed it for a chum. Yup, head-to-head action in the sort of game where head-to-head action is an absolute must.

In two player mode, each bout is as difficult for you as your friend makes it. If he's completely crap at games, each successive defeat is a way to let him know this without even the need to hand him a piece of paper with 'you're a useless git' written on it. Simply thrash him - time after time. He'll get the message soon enough, if he doesn't realise already.



THE MATCHES

There are three different types of match available from the SUPER WRESTLEMANIA options screen...



ONE ON ONE

In this mode, it's a wrestling match, pure and simple. You choose one of the available fighters while your friend (or the SNES) chooses another. Then it's wrestling time - the first one to be pinned to the canvas for three seconds is the loser.

SURVIVOR SERIES

It's the same as One On One really, only it's Four On Four. What more can I say? You pick a wrestling quartet and so does your opponent. They come into the ring, one at a time, and it's a

fight to the death. The person who has had all four of their fighters pinned for the three count is the loser. These Survivor Series matches can get quite tense - first they swing one way and then the other, like a penalty shoot-out or something.



TWO

Two On Two, basically. Yes, you pick a pair and so does your opponent. If the wrestler in the ring is taking a bit of a pounding, just get him near enough to his partner (who's standing outside the ropes).

the ropes) and they'll exchange

Sometimes you can cheat too. The rules of real Tag Wrestling say something like: "Only one fighter from either team can be inside the ring at any one time," but as we all know, that's a load of old bullshit. It is in *Super Wrestlemania* too. If the wrestler you're controlling gets pinned to the ground, you briefly take control of the wrestler standing outside the ropes instead. Move him in and take an 'illegal' swing at whoever you want. (Mind you, your opponent's partner can do much the same thing, so you want to be quick about it.)



HULK HOGAN



TYPHOON



RANDY SAVAGE



EARTHQUAKE



HAWK

THE FIGHTING MOVES ★ ★ ★ PART 1

Now we come to the all-important bit. Given that the animation is superb, you'll realise that all the following actions take place smoothly and with no on-screen glitches in sight. Fluidity is the word. So here's what you can do to an opponent when you're well-versed in using the different combinations of the four joystick buttons...

OPPONENT STANDING UP

You can punch him, kick him and perform a hip toss on him (like a judo throw, using your hip as a lever). You can headbutt him, up-and-over body-slam him or you can show him what a suplex is (it's a bodyslam, where he lands on his neck rather than his back). Or how about trying to pull off a nifty clothesline, where he runs towards you, only for his neck to meet your outstretched forearm? If you decide to run back and forth across the ring yourself, bouncing off the ropes as you go, then you can do so... but why not use your momentum and turn it into a flying drop-kick? Yes, you can do that too (as long as your opponent doesn't get you with a clothesline of his own).



THE FIGHTING MOVES ★ ★ ★ PART 2

OPPONENT LYING ON THE CANVAS

If you've performed any of that last lot on your opponent, you'll suddenly realise he's lying on the canvas. So do you leave him there to rest? Of course not! How about stomping on him a few times. No? Then what about dropping on his face and landing elbow first – an elbowdrop? Not nasty enough? Then go for a flying elbowdrop instead – just the same as a normal elbowdrop, but you pull it off while crossing the ring at full pelt. Still a bit poncey for you? Then go for the ultimate elbowdrop, which is attained by climbing to the top of the cornerpost and taking a free-fall parachute jump. Okay, so you don't have a parachute at your disposal, but it doesn't matter because your fall is cushioned by (a) your elbow and (b) your opponent's head. Not bad, eh?



You can also pull him back onto his feet if you want. Silly, you say? No, because you can then get him in a lock before he has a chance to regain control – press the X button quickly enough and you'll slam him back onto the canvas. But the ultimate 'while your opponent's down' move is the pin – you hold him down for the three count and win. (He's got to have a very low energy bar for this to work, so don't try it straight off).

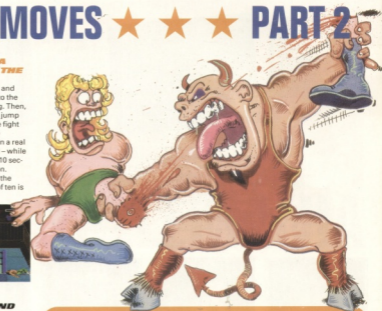
OPPONENT CAUGHT IN A LOCK NEAR THE ROPES

You can pick him up and throw him down onto the floor outside the ring. Then, if you want, you can jump out and continue the fight from there – just like wrestlers would do in a real bout. But be warned – while this is happening, a 10-second count is going on. Anyone still outside the ropes on the count of ten is disqualified.



OPPONENT WINNING AND YOU'RE BEING PUMMELED INTO THE CANVAS

Well, you can occasionally roll out of his way. Alternatively, you can try to get up. (In fact it's highly recommended if you don't want to end up being scraped off the canvas.)



As you'll have gathered by now, *Super Wrestlemania* is very polished stuff indeed. Is there a 'but' though? Well... yes. The only thing that lets the game down is the slight lack of longevity. It's not a 'forever and a day' game, like *Super Mario Land* or something.

There are a couple of things that could've helped fix this problem, I reckon. Each of the wrestlers could've had one 'special' move, with advantages/disadvantages programmed in according to their weights. (As it is they've all got exactly the same moves and seem to weigh exactly the same – even though they're different sizes).

Another niggle is to do with the power-meters – the bar within them goes down a bit every time you get injured, but never up again. It would've been nice if you could've regained a bit of lost energy over time by keeping out of the way of your opponent. But you can't.

Still, there's no denying that *WWF Super Wrestlemania* is a treat to play while it's still a hot property. Even if it's not going to nestle permanently in

your cartridge slot, it's the sort of game that'll be brought out and dusted off quite regularly. For addictiveness, I'd have to go for *Super Tennis* or *Super Soccer* first, but, well... *Wrestlemania*'s got the graphics and no mistake.

It's like this – if you've got dosh to throw around, buy it. If you're a big wrestling fan, buy it. If you like showing off your Nintendo, buy it.

If you're a bit poor and not that much into wrestling anyway, well, maybe try it first.



WWF SUPER WRESTLEMANIA: out in mid-June from Acclaim on Super NES, priced £44.99.



**YOU KNOW THE
COMPUTER
YOU'VE ALWAYS
DREAMT
ABOUT?**

JAGUAR XJ220 SPORTS RACING

Ever since MARTIN POND previewed Core Design's JAGUAR XJ220 back in April, he's been saving up to make the first instalment on the real thing. Since he's now the proud owner of an XJ220 petrol cup, we thought we'd let him slobber over the finished game.

| Constructor | |
|-------------------|------|
| Cost (1st to 5th) | 70 |
| WEIGHT | 1000 |
| POWER | 400 |
| VELOCITY | 80 |
| ACCELERATION | 100 |
| MANOEUVRABILITY | 80 |
| COMFORT | 50 |

A disappointing result for the Lada team.



Ahh, you see, you can't get the parts, givv.



'Ee, where's me tiger tokens?



XJ220, a sprite-based racing game with a two-player split-screen option. You'll experience a variety of conditions on your tour: rain, snow and cross-winds affect handling, while visibility may be impaired by fog or night driving. (Or driving with your eyes shut 'cos you're chicken. Ed.) I wasn't scared - I was using the force, actually.

There are 20 cars

in each race - Porsches, Ferraris, Lamborghinis, Bugattis and Corvettes. Each of the constructors fields a three-strong team. Teams consist of a good driver who goes like the clappers, a Sunday driver who does likewise but brakes at hazards, and a learner driver who's likely to be seen hitching on the hard shoulder when he lets his car run out of fuel.

The prize money you earn from a race can be spent on travelling to more races in different countries, or on repairing any damage to your car. Prangs, rough handling and cross-country short-cuts all take their toll on the tyres, engine, spoilers, stick-on Garfield, etc. The car status screen shows you the condition of each component - green if it's okay, orange if it's a bit poorly and likely to hamper your Jag's performance, and red if it's so damaged the car would fall an MOT.

The damage factor brings a whole new dimension to the game - especially in two-player mode. Picture this scenario: your opponent is as poor as a church mouse and has been

forced to enter a race with a dodgy rear spoiler. During the race, you ram said spoiler 'accidentally', incurring some damage to the paint-job on your car but hopefully wreaking havoc with your pal's aerodynamics and lowering his top speed. The tactical nabble - it's what racing games have been waiting for.

As a format, arcade-style racing games are as fresh as left-over bread rolls from the Last Supper. Luckily, XJ220 has enough new features to get away with it. It's well thought-out from start to finish, and graphically it's just dreamy. Take the autumn scene on the Canadian leg - I just wanted to run bare-foot through it. (You nonce. Ed.)



simulated radio with channel search and a working Dolby system. It complete simulated car hi-fi - what a great gimmick! (And no chance of it getting ripped off.)

The game features a marvellous in-car stereo. Boasting a selection of music ranging from thrash metal to Leonard Cohen, there's something to suit every one's style of driving. It's also got a smart simulated radio with channel search and a working Dolby system. It complete simulated car hi-fi - what a great gimmick! (And no chance of it getting ripped off.)



START



The Map Editor lets you re-design any of the game's 35 circuits with ease. It includes a large prop department from which to select the road-side spruce, as well as various track sections to create the uppy, downy, lefty, righty bits. You could recreate the Birmingham one-way system if you really wanted to.

JAGUAR XJ220 out now from Core Design on 1 Meg Amiga, £25.99.

WELL, STOP DREAMING



THE NEW AMIGA 600 HAS ARRIVED



COMPLETE WITH FREE "AT HOME" MAINTENANCE FOR 1 YEAR

PACK INCLUDES DELUXE PAINT III[®], WORKBENCH AND ONE GREAT GAME! AMIGA 600 £399.99; AMIGA 600 HD £499.99* (Prices include VAT).

Yes, this is reality. And yes, the world's best-selling home computer has been improved.

As soon as you get your hands on the new Amiga 600, you'll know you're dealing with something special. A lot more compact than the Amiga 500, yet packing even more punch, this machine is all you'd expect a 90's computer to be.

For example, it incorporates the very latest "Smart Card" technology which means quicker and easier loading than ever before.

What's more, the Amiga 600 will also run existing Amiga software titles – by far the largest range available for any 16-bit machine.

AMIGA[®] 600[™]
Commodore

Of course, coming from the legendary Amiga family, the outstanding graphics, mind-blowing stereo sound and 1Mb RAM (expandable to 10Mb) will come as no surprise to anyone.

But if you really want to get serious, the unique Amiga 600HD with its impressive built-in 20Mb hard disk is for you.

And as if all that wasn't enough, we'll even come to your own home to repair your machine in the unlikely event of a malfunction.

Wake up to the Commodore Amiga 600. It's everything you've been waiting for.

Call free on **0800 68 68 68** for your local Amiga stockist.

DUNE

Read the book?
Seen the film? Now read the ZERO review of the game of the film of the book, presented by RICHARD JAMES.

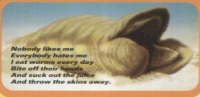
A PEAK AT OUR HERO

You are Paul Atreides - a character who looks suspiciously like *Twin Peaks*' Agent Cooper - and it's your job to drive the big blubs that call themselves Harkonnen off the planet so you can have total control of the Spice mining.

And how do you achieve this mammoth task? Well, the secret lies in the friendly, hard working inhabitants of the planet, the Fremen. You'll have to persuade these handy creatures to side with you against the Harkonnen.

And, like a pop star or a politician, you do this through nothing more natural than your princely charisma. Hey, if they like you, they'll work for you! You're helped along by the fact that the Fremen, like the Aztecs of old, are waiting for a messianic leader to lead them to glory.

As they keep on uttering, could it be you?



*Nobody likes me
Everybody hates me
I eat worms every day
Bite off their heads
And suck out the juice
And throw the skins away.*



Dune started out as an award-winning series of sci-fi novels which, by all accounts, was very popular with greasy haired hippies and other undesirables. Apparently it transpired that the action was all taking place on a rain-drip or something, which probably explains its far out success.

It then metamorphosed into a film by *Twin Peaks* director David Lynch. The movie was an expensive failure, possibly because it starred Sting in a rubber suit - always a recipe for disaster. Now it's turned up again as an adventure game, developed by Virgin and the French developers Cryo Software. And what a damn fine game it is.

Good graphics? It's got 'em. In-depth characters? It'd make Stephen Spielberg blush. Gameplay? Enough to keep you going for ages. Giant-sized earthworms? Er... plenty of them too.



This is your sultry, pouting girlfriend. You lucky devil!



This is your miserable, stone faced father. He can be a right pain in the arse.



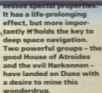
"Hello, is that Weight Watchers? I'd like to order a QuickStart starter pack, please..."

A SPICED-OUT PLANET

As the plot of the novel was so involved, the game obviously only works on a few of its levels. In that respect, it's probably closer to the film. *Dune* itself is, in fact, the dry, sandy

planet Arrakis — and the habitable place whose only attraction is the massive amount of Spice that its harbours below the surface. Like its namesake, the famous *Dun* aftershave, this Spice pos-

sesses special properties. It has a life-prolonging effect, but more importantly it holds the key to deep space navigation. Two powerful groups — the good House of Atreides and the evil Harkonnen — have landed on Dune with a desire to mine this wonderdrug.



THE INTERFACE FACE TO FACE



Dune has been developed with CD-ROM in mind, and it's a veritable interactive movie. It works by means of a simple point-and-click interface, so all you need is a

mouse to select a variety of options. A lot of the information comes from the mouths of the characters, and progress can be checked simply by talking to them. For instance, a conversation with Duncan Idaho will fill you in on how the Spice production is going. Be careful to pick up on their instructions, however, as they don't always repeat them. You may have to go through some lengthy repeat manoeuvres if you forget a direction. And if you play the game twice, the characters react differently if you interact with them in a different sequence, which keeps it fun.

THREE STAGES OF DUNE

The game progresses through three main stages. First, the instigation of a Spice-mining network manned by the ever helpful Fremen, and overseen by your big buddy Duncan 'Isn't That In The States?' Idaho. This is how your initial winning-over of the Fremen starts. Their morals go up, especially when you give them things like harvesters, but they get fed up if you don't visit them occasionally. It's interstellar capitalism in action, folks!

The Fremen dream is to make the barren Dune more habitable. If you can do this, they'll rally behind your cause. This second stage of the game begins when you meet the Ecologist Kynes. The final stage of the game is when you try and blast the Harkonnen off the planet. This chapter in *Dune* history begins when you meet the



Fremen leader, Stilgar.

During the course of all this, you have to face up to 100 metre-jog earthworms, which control various parts of the desert and jealously protect their territory. It's an epic mission, and that's a fact.

FAR OUT EXPLORATION

In spite of the emphasis on interaction, there's still a fair few maps and tables to keep an eye on things. Clicking on the Globe icon which appears under Maps, and activating See Results, will display a Popsaluz-type table showing how well you're doing in the charisma and Spice-mining departments and how much of the planet you control.

Under the maps section, you can see the placing of your forces, while activating the Ornithopter shows you a map of the territory, indicating places you have discovered. There's also the Manual of Maud'Dib, activated by the Book icon on the master screen. This starts off with a brief history of *Dune* — very brief, considering the length of the novel — and updates itself as you go along, so you know what's been happening. It's in the form of a rather fetching illuminated manuscript.



This is the brilliant sequence where you decompose under the desert sun, with the flesh gradually falling from you until you become a pile of dust. You'll find yourself committing suicide just to see it.

INTERSTELLAR VISION: THE GRAPHICS OF GOD

Where *Dune* really scores is with the graphics. Although fairly static, they are subtle, atmospheric,

and can sometimes make you jump! You can walk out into the desert and watch the sun rise or set as the colours fade

from day to night in a beautiful sequence. The Ornithopter looks good too — like a giant, spindly, flying insect, while the earthworms are almost up to the quality of an animated film. When you see yourself, you'll find you look like Agent Cooper (alias Kyle MacLachlan, who played Paul in the film — MacLachlan even gets a credit!)



The ornithopter instrument panel.



The Manual of Maud'Dib.

Characters tend to specialise in certain areas. Your friend Gurney Halleck, a man with a hairdo that can only be described as 'exploding', has a vast knowledge of Fremen, and it sometimes helps to have him with you, whereas your mother Lady Jessica has mystic knowledge and will explain your visions. Like a good mother, she worries about you, and like a typical father, your dad Duke Leto can be a bit of the pain in the arse. You can take up to two characters with you by clicking on Come With Me on the main screen.

TIME AND AGAIN

I'd play this game simply to visit all the timeless-looking locations, but adventurers will be pleased that there's a lot to do gameplay-wise, something that's helped by the simplicity of the point and click interface. A damn good game, when all's said

DUNE is out now on the PC, priced £35.99, and on the Amiga at the end of June, price Tbc.





Mention 'RPG' and AMAYA LOPEZ goes into a hypnotic trance babbling on about sweet little elves, dwarves and orcs. Rather than face that prospect, we threw her in a corner with a copy of Silmari's newie, ISHAR - LEGEND OF THE FORTRESS.

ISHAR - LEGEND OF THE FORTRESS



WANNA BE IN MY GANG?

You start off with one character, but you can recruit up to four more throughout the game. I even had a scantily-clad maiden approach me in the woods, who seemed completely unabashed when she realised I was a girl. You journey through a myriad of forests, shrubland, villages, cities and (of course) dungeons, creating a sort of 'job club' for anyone who's fool enough to join. In addition, you get to cast spells, go shopping for useful stuff like gargyle claws, and battle against deformed-looking warriors, sabre-toothed lions and the like. The exploring element is strong, and made me feel like a young Frodo Baggins - all naive and fresh-faced. Okay, so there's not as much fighty-fighty action as in, er... *Dungeon Thingy*, but even so, it's crushing when one of your team gets beaten to death - you feel like you've lost one of your babies.

The sense of perspective is brilliant - if you click rapidly on all the direction icons and watch everything go in and out of focus, you can come over all queer and end up feeling a trifle mungy. Nevertheless, even people with a dire sense of direction can get to grips with the system by keeping an eye on the handy compass on the top-right of the screen.

Graphically the game is very neat, with beautiful landscapes that encourage you to delve deeper into it and the sound effects are adequate enough, lulling you into a false sense of security. However, the hearty noises whenever you enter a tavern sound like the audience on *The Les Dennis Show*. But most of all, it's the exciting sense of adventure (encompassing over 100,000 screens) that makes *Ishar* incredibly smart.

QUESTING TIME

Yes, it's one of those role-playing games again.

Unfortunately, most games of this genre get caught up in the "Yes, but... it's not as good as *Dungeon Master*"

debate. Well, I'm not even going to bother with that hoary old chestnut because *Ishar* is really rather good.

Fortunately the plot is summed up very briefly in the manual, but essentially it goes like this: there was once some dark-lord type called Morgoth, who was defeated by Jarel, the poncey Prince Of The Elves. He then even more poncey managed to kill himself in a hunting accident, bringing anarchy to the kingdom of Kendoria. A shady gaezer called Krogh now threatens Kendoria, and you must journey to his temple, Ishar, in order to regain Jarel's throne.



ISHAR A NICE GAME*

1. Your burly 'A Team'.
2. Action - allows you to give items, kill, recruit, etc... and has a handy map to peruse.
3. Attack - clicking on this will make you automatically thrash out at your opponent.
4. Clicking on the 'portrait screen' will give you the option of calling up the weapons your particular mate is carrying...
5. Or will show you his/her power and weapon bars.
6. Clicking on a character's name will reveal his/her personal attributes (like intelligence and experience), weapons he's carrying, amount of dosh he has, etc...
7. Your character's life bar.
8. This calls up a larger grid so that you can place your team members in attacking order (ie the crap ones at the back).
9. Save Game facility. Beware though, you can only use it if you've got enough dosh. (Swiz.)
10. Turn left or turn right.
11. Take a step to the left or to the right.
12. Step forwards.
13. Step backwards.
14. Er... a compass.
15. A mystery house.
16. A luscious oak.

*Shuttles you face. Ed. J.



ISHAR - LEGEND OF THE FORTRESS:

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Virgin has landed the lucrative TERMINATOR licence for the console market. Since he claims to have been Arnie's body-double in the film, we asked MARTIN POND to cast his 'insider's eye' over the Mega Drive version.



Programmed by Probs, the team behind *Golden Axe*, *Terminator* is one of those platform shoot 'em ups. Now I won't go overboard

on the plot here, 'cos everyone in the entire universe has seen James Cameron's stylish sci-fi flick at least 20 times. (*What about Mother Theresa? I bet she hasn't seen it...* Ed.) Okay, but I'm sure all other right-thinking people have. (*Reggie Kray? Ed.*) Oh God, alright then, here's a brief plot summary...

It's the year 2029 and the world has been all but taken over by the Skynet Defence Network - a supercomputer designed to control America's Nuclear arsenal. Luckily, a band of resistance fighters, led by the plucky and resourceful John Connor, manages to penetrate Skynet's CPU and cause a fatal system error. Just as it's shutting down, however, Skynet sends a Terminator (a powerful killing machine disguised as Arnold Schwarzenegger) back through time to bump off John Connor's mum, Sarah, thus preventing John's birth and changing the course of history. In a last desperate bid to keep his old mum healthy and fertile, Connor sends his right-hand man, Kyle Reese, in pursuit of the Terminator. Now play on...

TER

RESCUE ME



Bit of a plot leap here. You and Sarah have been locked up by the rozzers, and Arnie's arrived to bail you out. Luckily, the cops neglected to relieve you of your shotgun when they took away your belt and faces, and you can use it to fight your way to Sarah's cell and rescue her (again).

UZI, UZI, UZI

Rightly ho then, here's level one. You're Kyle Reese, and you're still in the post-holocaust nightmare of the future. Murderous robots abound, but luckily you've an unlimited supply of grenades which you can bomb overarm or underarm. Once you're in Skynet's underground complex, you'll find it's guarded by the Chippendales. Find the Uzi as

soon as poss and give them what for, while keeping a lookout for the energy boost bottles. Once you've blown up the time dilation gadget (to stop anyone following), you have to chip to the time machine and set a course for 1984.

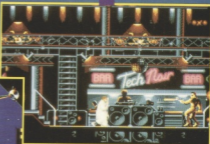
The stage door is closed after Kyle has built.



I only asked Arnie for a Lambada!

PUMP ACTION DISCO

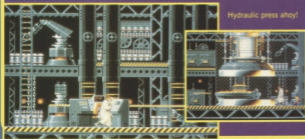
You have to travel light when you journey through time - even a vest and pants counts as excess baggage - so Kyle is completely starkers when he arrives in the eighties. Thankfully, he obviously thought to secrete a pac-a-mac somewhere on his person, 'cos that's what he's wearing when the action starts. You've also got a pump-action shotgun tucked away which you can whip out in a twinkie. Anyway, in level two you track down Sarah to the Tech Noir, a discotheque. Hold up - that leather-clad figure on the dance-floor isn't the bouncer - it's the Terminator. Eeek. Get past him, approach the wall-follower in the corner - it's Sarah, and leg it!



MINATOR

TERMINAL BEEFCAKE

Another plot jump and you're running around a factory, pursued (barrelly) by loads of Terminators. Arnie's not looking his best though - general wear and tear have whittled him down to his metal chassis, and he's developed a gammy knee too. Your last task is to introduce him to the huge hydraulic press and life in 2-dimensions. Finally, as a reward for winning, you get to get hear a digitised version of Arnie's famous farewell. Yes, "Turned out nice again" he chirps in his unmistakable Lancashire accent. (No he doesn't. Ed.)



Hydraulic press ahoj!

WHAT A MOVER!

The animation in Terminator is really cool. Pump someone full of holes and you see them jerk about as each piece of molten lead tears through fragile flesh. (Ooh, I feel a bit queasy.) Perversely though, members of the law enforcement community cannot be killed - instead, they feel a bit poorly for a while, then get a second wind and attack you some more. Apparently this is a concession to the German market, where they're a bit more protective about their authority figures.



Virgin has certainly got its money's worth from this licence - the game's full of smart music and digitised stills. There were a few problems squeezing some of the plot elements in though - when you complete the last level, the concluding text tells you that Kyle died in the showdown.

There aren't a huge number of levels, and they're all similar, but Terminator looks good, plays well, and is a competent interpretation of an excellent movie.



TERMINATOR:
out in August from
Virgin on Mega Drive,
CTba.

THE FINEST ACTOR OF HIS GENERATION

Arnold Schwarzenegger, the highest paid star in Hollywood, only turned to acting after failing as a jockey. The man of whom Olivier said "Who?" prides himself on his voice being his tool. Sadly, almost all of the film roles taken by 'Hollywood's Rory Bremner', have required him to affect a thick Austrian accent. He played an Eastern European cop in *Red Heat*, a cop working undercover as an Eastern European teacher in *Kindergarten Cop...* - the list goes on. Now, with starring roles as Kurt Waldheim and Schubert on the cards, the star fears he may be typecast as a 'token Austrian'.

ZERO can also exclusively reveal that, after years of working out in the gym in tight underpants, the 47-year old star's gonads are like SHRIVELED RAISINS. Apparently, this is why he refused to do a steamy scene in *T2* in which the Terminator has SEX with a CD-Rom drive. When we rang him in LA to confirm this, he told us: "Yes, it's true - I'm hung like a vole". Take note, kids.



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PRODUCED BY CRYO INTERACTIVE ENTERTAINMENT

WRITTEN BY PHILIP ALLRICH

CASTING BY NEMO HERBLOT

EDITED BY JEAN-MARTIAL LEBLANC

PRODUCTION DESIGNER: JEAN-JACQUES CHAUBIN

PRODUCTION MANAGER: DIETER BOUCHON, SONIA TY

EXECUTIVE PRODUCERS: NEMO HERBLOT, PATRICK DUBLAUCHET

EXECUTIVE PRODUCERS: JEAN-PAUL BENOIST, STEPHANE PICO

EXECUTIVE PRODUCERS: STEPHANE PICO AND PHILIP ALLRICH

PRODUCED BY ANDREW WRIGHT FOR VIRGIN GAMES

AND DAVID LUENHANN

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ZERO IN THE VALLEY OF THE DINOSAURS

It was just another day in the ZERO office. David was arranging a 'deal'!

...Alright, a pony in the back bin and it's yours, no questions asked, schtum, schtum. (course I had to put the clock back, knowarramean? Smart ...



Amaya and Martin were dancing....

The names Pond, Martin Pond. Shaken, not stirred.



Duncan had been given a hammer to play with....

Age Carrumba!

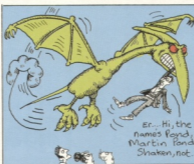
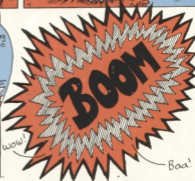


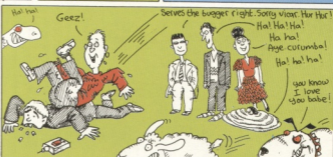
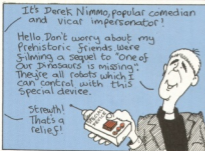
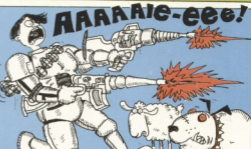
And Zero, the office dog, was worrying sheep....

..... and then theres the ozone layer, global warming, cancer, and there'll be another war soon. You'll probably be off to the slaughter'house soon, I expect...



Actually, you're not bad looking for a sheep. Eh, girl! What do you say? I've been too long without a woman, I'll....





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Jim Power



What's happened to DAVID McCANDLESS recently? Well, he's been off on yet another mission to save a kidnapped chick from the clutches of a horde of mutants. But that's enough about his private life, here's his review of Loriciel's new shoot 'em up, JIM POWER.



Jim Power is a high-action, fast-paced shoot 'em up that's easy to pick up and play. It's a nice change from the usual run-and-gun games that are so common these days.

"Dear Jim, please could you fix it for me to meet a ginormous end of level monster? Now then, now then..."



The mutants have kidnapped the president's daughter, Samantha, and Jim Power is the only one who can rescue her. Problem is, said mutants live, ah... 538 million light years away from Earth and, of course,

they're nasty, ugly and bad. Jim's a bit good at this 'maiden rescue' lark, and he's accepted the mission without really knowing what he's in for.

What he's in for are five or so huge, scrolly levels – two to be traversed on foot (the town and the forest), and the other three with his jet-pack (the sea, the caves and the hole). Each one is dripping with sicko mutants, their mutant architecture and those cunning mutant traps.

Take level one, for instance. Looks okay – nice houses and trees. But whoops – the floor is booby-trapped with spikes, so Jim has to run and prance from platform to rooftop, lift to lift, hillock to bullock. Mutant soliders run backwards and forwards, followed by mutant dogs and eventually mutant birds, so the gun comes in handy. Acid drops drip from overhangs, people throw barrels out of windows and daggers pop out of the floor, so a few 'ninja reflexes' go down a treat. Hack through all this familiar territory and Jim has to tackle the end of level doober. This beastie does a disgusting party trick with its telescopic neck, so some saving up of smart bombs is advisable.

Not your original, is it? In fact, Jim Power cribbs all the best bits from Ghosts 'N' Ghosts, Turrican and R-Type: right down to things like vultures waiting on trees and the way the Turrican character walks. About the only new bit is Jim Power's sixty-eight thousand million layers of parallax scrolling. They look nice for about ten minutes before you realise that they're there to distract you from realising four things: the actual playing area only has four colours, the sound has a certain 'beepy' quality to it, the graphics aren't really that good and it's pretty difficult. In the end, it looks and plays like those battered coin-ops you find in damp corners of old pubs, and not enough like the hi-tech ninja arcade blind it should be.



UPPIES

These floating doofers contain many useful power-ups, so killing yourself trying to avoid them is bad.

CLOCKS: Boost the mere 2 minutes you're given to complete a level



KEYS: Hidden in nooks and crannies, they pave the way to secret passages



TUP: Oh, come on – whaddya think this does?

GRAPES: Give you energy but watch out for pigs.

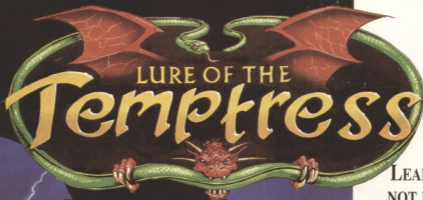


APPLE: It's the honest fellow isn't it? An apple a day keeps the badies away.

SB: A few extra ammunition bombs



JIM POWER:
out now from Loriciel on
Amiga & ST, priced £25.99.



LURE OF THE Temptress

LEAD US
NOT INTO
TEMPTATION,
BUT DELIVER US
FROM EVIL...

Sick and tired of playing the
same old, sterile, graphic
adventure?

Then envisage a new playing
experience where each
character can go about his or
her own affairs independently
of your actions, where each
scenario is different every
time you return to it, where
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It's happened.

LURE OF THE TEMPTRESS has
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rampart



I've always felt the desire to own a large number of medieval castles so that I could retire to a place in the sun with a large private income. EA's *Rampart* makes this pipe dream a reality... the only problem is that there's at least one marauding army out there intent upon knocking them down.

Rampart is the conversation of the Atari Games coin-op of the same name, offering medieval chuckles against the computer or a chum or two. In a one-player game, it's a case of securing a whole island. Choose one of two difficulty levels - Recruit or Veteran - and prepare for action. Each inlet is a potential invasion site, so you'll have to secure each in turn. On choosing an inlet, you're presented with a view of a grassy coastline surrounded by glorious sea. Scroll around the various keeps to choose the location of your Home Castle and you're first set of ramparts are then automatically built for you. Placing your cannons is the next stage and then you're away, taking aim with your crosshair at the approaching enemy ships and blasting them into a squillion pieces. The battle's over in a matter of seconds - almost too quickly - and then it's time to sob over your ruined empire and start repairing the damage.

two player traumas

- 1 There aren't any ships to distract your opponent with.
- 2 You've got to be niftier than Robert MacAlpine in the build and repair stakes.
- 3 Knowing your luck, your opponent is a retired Naval Commander.



Yikes, the Vikings are coming. Quick, sing an Abba song.



Holy crenellations, I'm done for.



action stations

Once the damage has been done, it's a case of a shoe-string reconstruction process. You've got to rebuild your castles within a given time limit, using the random Tetris-like shapes provided. This requires logical thinking and that biggest of no-nos - brilliant co-ordination.

The game now takes the form of slotting random wall shapes into the holes in your walls, placing cannons and then fighting. If you defeat the enemy you'll win, if you fail

Ever since AMAYA LOPEZ attacked her neighbour's Wendy House with a packet of sparklers and was beaten off, she's longed for a more impressive arsenal. When she heard that RAM-

PART from Electronic Arts offered her rollicking great cannons, she jumped at the chance to review it.

to encircle your keep before the time limit expires you'll lose a life and so on. If you can branch out and encircle a neighbouring keep, you'll get lots of lovely territory points and some extra cannons (Smart)... and so it goes on. In a two or three player game you'll just battle each other on a land based screen. There are tons of options, including a choice of battle lengths and a 'To The Death Game', which is basically a fearsome scrap until one player emerges victorious. Points are all-important in your thrashing of the enemy: you get awarded points for destroying ships and for ruthlessly extending your kingdom.

You can play using a mouse, joystick or keyboard. Although I found it easier to aim with a mouse, in a multi-player game someone's going to draw the short straw - hem, hem. The sound's rather good - a rousing militaristic "ratararara", complete with bugles, at the start of each battle and the bombing noises of full-scale destruction.

Graphically, it's got everything you could want - burning pits, little ships and enemy troops landing. It's not a stunner, but then this is an arcade strategy number and the graphics serve their purpose rather sweetly.



Honestly, look at this place, you just can't get the work men now-a-days.

super guns

In the enhanced game, you can create some rather neat propaganda balloons - they'll fly out before the battle starts and drop leaflets on your enemy's most perilous ship or cannon. There's also the option to make superbly destructive Super Guns. These fire incendiary cannonballs and reduce any ships to shreds. Smaaaa! Watch out for the Grunts though - these aren't a mucky hoard of sucking pigs, but various pieces of mobile artillery brought to your land by enemy ships. On 3e there, you can't build over them until you've blown them (and probably the rest of your castle) to bits with your own cannon fire. Mind you, if you enclose a filthy peasant's house within your walls then the mad fools will become Grunts and attack your enemy. Hoorah!

Rampart is the sort of game you can play for a few sneaky minutes at a time while pretending to be making a cuppa, doing your homework, mowing the lawn or something. It's incredibly simple to get to grips with, very addictive and damn fine fun.

RAMPART is out now from **Electronic Arts** on PC at **£29.99**.

Z

84 88

86

89 86

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BOB'S YO

What croaks, is slightly reptilian and produces some rather excellent games? Here's a little clue - we're not talking Bitmaps. AMAYA LOPEZ reveals all...



Today, in a fit of temper, your men have opted for the Arnie chip.

WHODUNNIT?

The game's the baby (or Bobby) of programmer Sean Cooper, who rose to fame with the cutesy, platformy number *Flood*.. As you can see from the screenshots, *BOB*'s playing area is about four times the size of the *Populous*. Bullfrog big cheese Peter Molyneux was keen to keep the isometric viewpoint (as vectors would prove too time-consuming), but also to ensure that the game will be action packed. *BOB* is shaping up rather superbly... but we'll have to wait till November to see the end result.

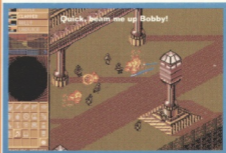
codename

Okay, so Bullfrog did *Populous* with loads of little people building houses and fighting with loads of the little people fighting each other. So if this is going to follow the immensely successful 'little people' sim formula, what on earth will those inventive chaps at Bullfrog be doing next? An Australian soap sim, where you, as the omniscient scriptwriter, can control the plot and let *Home And Away* run rife with sim? Or a pop star sim where you get to blow up the Tanita Tikarams of this world? No, no, no! Bullfrog has gone all business-like and decided to produce exactly that - a business sim. (Oh, Reader's voice.)

but wait!

Your first reaction might be "Bullfrog has got it!" You're obviously developing a business sim, in which you'll be calculating company accounts while forecasting the "coffee". But hold on a minute, you might be wrong. Let's check out the scenario. The game is set in the business world, and your goal is to build up the highest, bestest business corporation in the world. Just to make it a bit more you, you start off as a little Virgin Richard Branson-type character, running your business from a phone-box or dingy back room or something.

Your company is producing chips - not of the doner kebab kind, but of the type that plug into the back of people's heads and brainwash them. For example, there's the Sunny Day Chip, which makes you rush around saying: "Hello clouds, hello sky, hello sun..." and generally being noney about being alive. Or there's the party chip, which makes you bomb around feeling like you're at a permanent rave - snogging all a sundry and wearing rather odd clothes.



Alternatively, you could plug into the Marilyn Monroe chip, which presumably makes you go all buxom and gooeey with a yearning for famous politicians.

Not what you'd expect really, is it? And so far no mention of spreadsheet software - it's looking good. You begin the game producing a starter kit and then progress to developing a production plant. There are 115 countries to visit, including all major cities, to expand your chipolata empire into - but you've got to watch out for those fierce competitors. You may have been the first bod to discover the Neural Chip, but the world is full of Bobby Davros who have absolutely no qualms about jumping on the bandwagon and copying your rather neat invention. After this, it's a case of dog eat dog, so you'll have to cleverly engineer your rivals' downfall. Espionage, blackmail, bribery, sabotage - all's fair in the world of biz and chips.

yes, but

That depends on your actions. Basically you're interacting with living breathing creatures with such things as train stations, residential zones, factories, offices with different types of managers. You name it and it's there and all the little sprites move around going to work and getting on with their daily lives. The people - they're all individually intelligent. You get to control four characters, each one of them having a different skill set (a combination of chemicals that are injected into the brain). In a sense, this works like the manna bar idea - you can only do certain actions if you've got the right combination. The three bars combination comprises Intelligence, Perception and Adrenaline. So, for example, if the sudden urge should take you to hang the man in the lily by the goolies, you'd have to have a large amount of Adrenaline in your bar, with presumably a lot less intelligence and

perception in the other two bars. Then you'll use a handful of icon commands to determine your actions, like USE, PICK UP, etc. As boss, you'll be wheeling and dealing, hiring and firing, sending out troops and agents to spy on your rivals - all in a bid for world domination. The troops go out on your behalf to create new businesses and indulge in the odd spot of violence to make sure your corporation stays top of the corps.



UR UNCLE

POPULOUS II
DATA DISK

The spanking new *Populous II Data Disk* is nearing completion. Set in Feudal Japan, your people will include karate-chopping, sushi-gobbling ninjas. Unlike *Populous II*, your people won't be able to go forth and multiply, so you've got to do your best to guard them from natural disasters - forest fires and killer hurricanes could well leave you minionless. Oh dear.

**POPULOUS II - PC**

Hurrah - it's not that far away now! The swanky, hi-resolution PC version of *Populous II* is progressing nicely and due for release in the autumn.

POPULOUS - GAMEBOY

The long awaited handheld version of *Populous* will hit the streets sometime in the autumn. And it seems that we won't be disappointed by it - just take a look at those sprites. Lovely.

POWERMONGER
SNES

Yes - exclusively for ZERO - here's a 'work in progress' shot of *Powermonger* on the Super NES, due for release next Easter, 1993. Looks like it's all set to be the dog's doofers.

**WHAT'S ALL THIS BOB BUSINESS THEN?**

The codename for Bullfrog's forthcoming novel is BOB. "Why?" you might well ask? Well here's a quick quiz to test your skill and judgement. (Winners on a postcard please.)

- 1 All the characters sport Vidal Sassoon '80s hairstyles.
- 2 Peter Mayhew's best friend is Bob Marleyhouse.
- 3 BOB stands for Blue and Orange Bole.
- 4 The Bullfrog team named it after their favourite Blackadder character.

The first winner pulled out of the hat on November 30th, 1992 will win a job copy of BOB (or whatever it's called then).

**POWER-MONGER PC**

Ah, this little beauty is also being developed for both PC and CD Rom, and it'll be sporting a rather souped-up, impressive front end intro. Look out for it in the shops sometime in June.



Bullfrog is currently developing an underwater game. Whether you'll be swimming around à la Jacques Cousteau or playing the part of a bit of seaweed or a mentally deficient amoeba remains to be seen. What I did see, however, were some rather fab sharks swimming in a mass of indigo-blue seawater. Even the very primitive stages of this game look smart - so keep your eyes peeled to these pages for more news as we get it.

bobbing along

BOB:
out in November
from Bullfrog on
PC/Amiga,
price tba.

GYNOUG



Set on Iccus, planet of flying men, *Gynoug* is a sideways scrolling shoot 'em up. You play Wor, an airborne warrior – part man, part bugde, who has to free the planet from a gang of mutants. To do this, you have to fly through the lofty halls and guano-encrusted tunnels of your home-robot, flushing out the occupying forces.

There are six mutant-filled rounds to complete, with extra big and hard muties half-way through and at the end of each. To help you on your journey there are a number of

power-ups to beef up your armament. There's also an excellent turbo-charged 'speed feather' which you can strap on, allowing flight up to eight times faster than normal. There's loads of magic at your disposal – not rubbishy card tricks and the like, but lightning bolts, shields, a magic arrow which homes in on the meanest baddie onscreen and guardian angels which hang around like a pack of minders. Be warned, though – even with all these extras, the easiest of



They'd stolen his cuttlefish, they'd broken his little mirror and they'd gobbled up his millet. Now he was going to make them pay.

The end level foes in *Gynoug* are particularly eye-catching, in a stomach-churning, lunch-losing kind of way. Here's a pic of level two's head honcho. Pig-ugly really, isn't he? Mind you, his counterpart in level four makes this guy look like Rudie Valentino. A skinless pile of flesh, Mr Level Four appears to have undergone exfoliation treatment with a bacon slicer. Short of a skin graft, the best thing you can do for him is to end his deeply yucky existence ASAP.



the three difficulty levels is still a bit of a toughie.

The graphics are good, even though most of the sprites are of restricted growth, and there's an interesting earthquake feature near the start where the whole screen rotates through 30°. Despite all this, *Gynoug* is fairly standard shoot 'em up fare – unless you're really into the schlock-horror bad guys.



GYNOUG out now from Sega on Mega Drive, £39.99.



An evil empire has amassed its forces in the South Pacific, the world's armies have been crushed and it's up to you War bi-plane. Thankfully, you start off with a cannon which can be upgraded with power-ups nabbed from passing blimps. You also have a limited number of bombs which will wipe out all but the butchered targets on the screen.

The opposition boasts a wide range of



Tracked Land Cruiser, Blast It!



Mobile Rocket Launcher, Bomb It!

FIRE SHARK

different hardware. On the ground you face tanks, tank carriers, armoured trains and missile launchers. On the seas you'll find cruisers, subs, cargo ships and gargantuan battleships bristling with gun turrets. And

whether over land or water, you're constantly harangued by a fleet of aircraft, large and small, which are intent on seeing you crash and burn up.

As you've probably guessed, this is a bog standard, top-down, scrolling shoot 'em up. Okay, it's frighteningly

With no routine since breakfast, it was turning into a successful day for Spanish Air Traffic Control.

hypnotic, all mindless reflexes and no tactics, and some of the sprites are quite large and attractive. But my biggest niggle about *Fire Shark* is that many of the game elements just seem totally arbitrary. With any shoot 'em up, you don't expect the plot to hang together like an episode of *Inspector Morse*, but I ask you – a bi-plane kitted out with a laser cannon? Even if you were a time-travelling phantom aviator (as the ludicrously guffy scenario suggests), would an antique aircraft really be your first choice of transport when faced with a heavily-armed evil empire? I think not.

FIRE SHARK out now from Sega on Mega Drive, £34.99.



is a bog standard, top-down, scrolling shoot 'em up. Okay, it's frighteningly

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INTERNATIONAL RESCUE



ZERO's brand new tips section

Welcome to the most comprehensive guide to multi-format game cheating and tippery in the cosmos.

This month, we'll introduce you to all the new sections and also treat you to a stomping eight-page pull-out A-Z of cheats! Wooooooh!

is

G

MAD OR WHAT?!

OLIVER COLLINS from *ELGIN* in Scotland reckons that the following holds true for Core's corking *Heimdall*. On level one, go to the first shop and sell the Ammeth Key and you will get the money and keep the key (not bad at all). Oliver goes on to say: "I do not know if this'll work on your computer, but it sure worked on mine!" (Yeah - a likely story!) Is he MAD OR WHAT?!



PAUL HAMMOND from *CHESHIRE* reckons that in *WWF*, on the screen showing the crowd and the flashing lights, if you type in: **HULK HOGAN WEARS FLUFFY YELLOW KNICKERS** (without the spaces), you'll get infy energy. Is he MAD OR WHAT?! You - the reader - can decide.

If you think Oliver Collins of Elgin is telling the truth, and Paul Hammond from Cheshire isn't telling porkies, write in and tell us and we'll send them a prize. If you think they're mad, write in and tell us and we'll send them a surprise 'goodie bag' full of Duncan MacDonald's dog ends. Write to: **MAD OR WHAT?! ZERO**, 19 BOLSOVER STREET, LONDON W1P 2BP.

POPULOUS 2

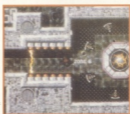


Here's a cheat from **Sam Davies** in **Penarth**, Wales (Penarth is the birthplace of rock god Shakey Stevens by the way, fact fans!) It's for

Bullfrog's fab *Populous 2*, and it enables you to get any kind of hero without needing any mana. First, find the icon for the hero you want to use, then count the number of the spell (eg the hero in the Man section is 3). Now keep your finger on the spell number and click lots of times on the icon with the right hand mouse button to turn your leader into that hero.



ALIEN BREED



If you're having major probs in Team 17's space station blaster, *Alien Breed*, try out this handy cheateroonie from **Leo 'Alien Breed Addict' Pitt**, who lives in sunny **New Malden**. Stand by the deck lift on level two and log on to the Intex terminal in the room below. Once the main menu is shown on the screen, type: **Cheat**. The terminal should use its titanic wit to reply: Try Harder, showing that the cheat has been activated.

TITUS THE FOX



We gave you the first eight level codes for Titus' foxy plattie number last month, but **Gavin 'Gamebuster' Colley** of **Southampton** has come up with the next eight. Here they are...



| level | pasaport |
|-------|----------|
| 9 | 6390 |
| 10 | 8612 |
| 11 | 4187 |
| 12 | 1350 |
| 13 | 9813 |
| 14 | 5052 |
| 15 | 3360 |
| 16 | 2045 |



MIKE GERRARD'S ADVENTURE TIPBITS



Mike Gerrard, adventure aficionado, is back next month with a new, adventure-dedicated helpline. Stuck in an adventure title? Need information on new or old adventure releases? Maybe you can offer help to other adventurers who are stuck in games? Anyway, this is the place to do it. Drop a line to: **MIKE GERRARD'S ADVENTURE TIPBITS**, ZERO, 19 BOLSOVER STREET, LONDON W1P 7HJ. Remember, this bit is for adventures only - all other types of games can naff off!

THE BALANCE OF POWER



This is the page where Good combats Evil... and the outcome is up to you! On the right-hand side of the page, goody-goody Brains represents International Rescue - righting wrongs, solving game snags and generally rescuing gamers stuck in mid-play. On the other side of the page, the evil Hood seeks to confound the agents of goodness by throwing more game dilemmas and problems at the unsuspecting Brains. If you write in with cheats, tips and hints, or even answers to some of The Hood's game posers, your efforts will be printed on the side of the good guys and you'll receive a jolly smart reward. If you write in with a game question or problem, you could well make an appearance in The Hood's column. The side of the page with the most response will grow physically larger and dominate the page. Will it be the good guys? Or will the forces of Evil prevail? It's all up to you! Yes - the fate of the page hangs in the balance, so get scribbling to: THE BALANCE OF POWER, ZERO, 19 BOLSOVER STREET, LONDON W1V 2BP.

Here's a sample to give you the idea...

Q1: "I have a game called *Knighmare* for the ST and you go through a door and the next door is locked. I have tried everything but I can't do it." Ha, ha, ha! Vell done, CARL PALLETT from PETERBOROUGH. That vill fox the cursed International Rescue! Ex-cell-ent.



Q2: Bah, foiled! Very vell, try helping SCOTT FRANCIS from SAUNDERSFOOT, you stuttering fool. "I recently bought *Robocod*, but my mates will not tell me what the tip is you printed in your March issue. Please, please, please could you assist me - I am stranded!" Heh, heh, heh.

KNIGHTMARE

FOREST SECTION

- O START
- L LEVER
- S SPADE
- D DOOR
- T TWIG
- K KEY
- T TREE
- T TREE-BOARD

- T TO FAST
- THE FOREST,
- THROW THE
- TWIG, FOUND
- AT THE START,
- AT THE TREE,
- WHICH ASKS
- "HAVE YOU SEEN
- BY CHILD"

A1: N-n-n-n-n-not so fast, Hood. M-M-M-Martin Rennie from Hayling Island has helped me rescue young Carl with this m-m-m-m-m-marvellous map of the forest section of *Kn-n-n-n-ighmare*. F.A.B.



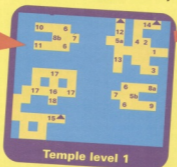
A2: Oh, b-b-b-b-b-but that's easy, Scott. According to Dan Scott from Northwich in Ch-Ch-Ch-Ch-Cheshire, when you come to the first side-roof on the I-I-I-level selection screen, jump up and c-c-c-c-collect the items found in this 'order: cake (C), hammer (H), earth (E), apple (A), and tap (T - CHEAT, g-g-g-g-g-geddit?) This gives you in-in-in-in-invincibility on all but the last two levels. F.A.B.

THUNDERBIRDS IS NOW SHOWING ON BBC 2 FRIDAYS AT 6PM.
BIG KISSES TO AUNTY BEEB FOR LETTING US USE THE THUNDERBIRDS PICS. F.A.B.

eye of the



Forest area



Temple level 1



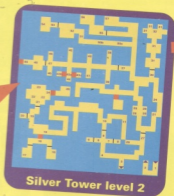
Temple level 2



Catacomb level 4



Silver Tower level 1



Silver Tower level 2



Azure level 3

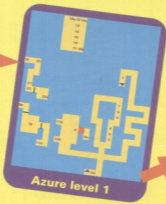
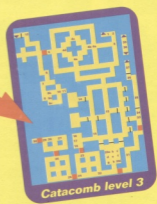


Azure level 4



Frost Giant Prison Level

Beholder II



KEY

Wall

Door

Stairs

This is a basic key which applies to all maps. For a more in-depth description of what the numbers on the maps mean, flip the page...

eye of the beholder II



1

Forest Area

- 1 mistle
- 2 old lady
- 3 Blueberry wall - leads to waterfall 1
- 4 back to forest
- 5 1-butter armor
- 6 scroll - blue
- 7 two arrows
- 8 entrance to Darkroom

2

Temple Level 1

- 1 entrance
- 2 two pillars
- 3 armor
- 4 end of the two arches
- 5 Sub teleporter
- 6 plaque
- 7 symbol of resurrection
- 8 teleporter
- 9 Sub teleport to 5a
- 10 Sub teleport to 5b
- 11 Sub teleport to 5c
- 12 to temple 2 loc 1
- 13 to catacomb 1 loc 1
- 14 to Silver Tower 1 loc 1
- 15 to temple 2 loc 2
- 16 from temple 2 loc 47
- 17 Darkroom Tower
- 18 protection - low seeing

3

Temple Level 2

- 1 to temple 1 loc 12
- 2 priest
- 3 copper lock
- 4 copper lock
- 5 scroll - invisibility
- 6 priest
- 7 staffbook, bookplate
- 8 copper lock
- 9 copper key
- 10 3 pillars
- 11 magic mouth
- 12 statue
- 13a,b teleporter
- 14a,b teleporter
- 15 copper key
- 16 green gem
- 17 blue gem
- 18 4 lock return
- 19 2 iron return, two-headed sword, trapdoor seal
- 20 pressure pad, 3 Darkroom pillars
- 21 trapdoor seal, plaque
- 22 ledge
- 23 plaque
- 24 plaque
- 25 2 pillars - extra heading, middle - heading, pillar - visibility
- 26 wardrobe, mirror, scroll - lightning bolt, trapezoid seal
- 27 to green teleporter of 14a
- 28a,b teleporter

5

Catacomb Level 2

- 1 to catacomb level 1, sub 2, loc 32
- 2 keyhole - see grey lock
- 3 red trap
- 4 skull key after trap set off skull lock
- 5 4 skeletons
- 6 3 skeletal warriors
- 7 3 skeletal warriors, Darkroom Priest, skull key (see below)
- 8 3 skeletal warriors, Darkroom Priest, skull key (see below)
- 9 3 skeletal warriors, priest
- 10 white + dagger v1, skull key door must be forced open
- 12 4 skeletal warriors
- 13 2 skeletal warriors + priest, str 9
- 14a scroll of necrotic poison
- 15 +2 axe, +2 short sword, 3 chairs
- 16 scrolls - unimportant items
- 17 secret button opens west wall
- 18 1 pillar
- 19 skeleton wall
- 20 button on north wall
- 21 scroll
- 22 button on south wall
- 23 skull
- 24 button on north wall
- 25 button on north wall
- 26 button on north wall
- 27 Darkroom clerk - Sham
- 28 button on north wall
- 29 decomposed body - resurrect
- 30 button on north wall
- 31 2 pillars
- 32 2 pillars - when killed drop symbol and key
- 34 shield v1, plate mail v1, long sword v1, helm v1, iron armor, spellbook, skull key
- 35 flame warrior
- 36 2 pillars
- 37 secret button
- 38 Darkroom wall
- 39 niche
- 40 41 journal entries
- 42 altar
- 43a,b pressure pads
- 44 to catacomb level 1, sublevel 1, loc 32
- 45 to catacomb level 2, sublevel 1, loc 39
- 46 to catacomb level 1, loc 22
- 48 three scroll, 60 button on west wall - call door open
- 49 pick lock on west wall
- 50 scroll - lightning bolt, skull

3

28a,b teleporter

- 29 pick lock
- 30 2 magic shield
- 31 pick lock
- 32 magic shield, copper
- 33 crimson lock
- 34 priest
- 35 pick lock
- 36 to catacomb 1, loc 17 or green loc 8
- 37 copper key, scroll - improved identity
- 38 copper lock
- 39 2 pillars
- 40 2 scrolls - create food
- 41a,b 2 pillars
- 42 40 scroll mail
- 43a niche
- 44 6 bottle
- 45 4 pillars
- 46 to Silver Tower 1, loc 1
- 47a insert all labor pieces
- 47b insert you have all 3 pieces, longsword v4
- 48 to temple 1, loc 18
- 49a,b pressure pad - festival trap
- 49c pit
- 49d to Silver Tower 1, loc 1
- 49e pressure pads
- 50 4 pillars, stairs to Silver Tower 1, loc 1

4

Catacomb Level 1

- 1 to temple location 13
- 2 pressure pad
- 3 head
- 4 guard, return
- 5 6 barrels
- 6 pressure pad
- 7 grey lock
- 8 grey lock
- 9 grey lock
- 10 shield
- 11 guard
- 12 to catacomb, location 12
- 13 to catacomb, location 13
- 14a,b scroll trap
- 15 under lady - scrolls
- 16 grey lock
- 17 2 pillars
- 18 pit trap
- 19 scroll passage
- 20 to catacomb 2, location 48
- 21 grey lock
- 22 grey lock
- 23 4 barrels
- 24 +1 dagger
- 25 barn
- 26 scroll
- 27 2 pillars
- 28 to catacomb 1, location 29
- 29
- 30 to catacomb 1, location 28
- 31 to catacomb 2, location 1
- 32 to catacomb 2, location 47
- 33 to catacomb 1, location 23
- 34 to catacomb 1, location 32
- 35 scroll weapons
- 36 A&B teleporter
- 37 trapdoor

6

Catacomb Level 3

- 1 leads to catacomb level 2, location 45b
- 2 writing
- 3 avoid this! Trip across
- 4.4.2 trap, party completely
- 5 avoid this! Trap across
- 6 green button 5 or get dizzy
- 7 west wall on Illusion
- 8 yellowish cube - button seal
- 9 opens door - skull
- 10 pressure plate
- 11 scroll v1, skull
- 12 magic bone
- 13 5 energy
- 14 button seal wall
- 15a,b scroll
- 16 2 energy
- 17 spider lock
- 18a,b nickel v1, scroll, smelting
- 19 10 purple - requires stone gem
- 20 scroll - key
- 21 scroll lock
- 22 pressure plate
- 23 button seal wall
- 24 5 energy
- 25 button north wall
- 26 west wall Illusion
- 27 5 energy
- 28 scroll wall Illusion

6

Catacomb Level 4

- 1 to catacomb level 3, loc 12
- 2 scrollish water
- 3 rock, key, 2 levers, 2 skulls
- 4 scroll
- 5 broken key
- 6 flame, 2 daggers
- 7 levers
- 8 dark, dagger - 1
- 9 bolts
- 10 skull v1, laser
- 11 charcoal, dagger, longsword
- 12 skull, belt
- 13a,b 4 pillars, ball, hammer - cast pillars, ball, longsword +1
- 14 bullet - see phase
- 15 falls through pit - lead here
- 16 falls through pit - lead here
- 17 falls through pit - lead here
- 18 insert, then remove eye of Talon
- 19 pressure plate
- 20 crystal lock
- 21 levers
- 22 button north wall
- 23 scroll
- 24 falls through pit - Acorn level 1
- 25 falls through pit - Acorn level 1
- 26 falls through pit - Acorn level 1
- 27 falls through pit - Acorn level 1
- 28 falls through pit - Acorn level 1
- 29 pressure plate
- 30 pressure plate
- 31 pressure plate
- 32 scroll
- 33 scroll
- 34 falls through pit - Acorn level 1
- 35 falls through pit - Acorn level 1
- 36 falls through pit - Acorn level 1
- 37 falls through pit - Acorn level 1
- 38 falls through pit - Acorn level 1
- 39 pressure plate
- 40 pressure plate
- 41 pressure plate
- 42 scroll
- 43 scroll
- 44 pressure plate
- 45 pressure plate
- 46 scroll
- 47 scroll
- 48 scroll
- 49 pressure plate
- 50 pressure plate
- 51 pressure plate
- 52 pressure plate

7

Catacomb Level 4

- 1 to temple 1, location 14
- 2 right path
- 3 four magic warriors - bone key
- 4 lever turns pad off
- 5 iron lock
- 6 button on north wall
- 7 magic eggs
- 8 scroll sword
- 9 plaque
- 10 place small item in niche for a scroll
- 11 plaque
- 12 magic warrior
- 13 magic warrior
- 14 string magic warrior
- 15 Tangle slings here, 7th level fighter
- 16 scroll
- 17a,b magic mouth - place three bones
- 18 magic lock
- 19 copper lock
- 20 2 magic warriors
- 21 magic warrior
- 22 scroll
- 23 scroll
- 24 scroll
- 25 and here if fall through 22B
- 26 and here if fall through 22C
- 27 A&B teleporter - A to 3
- 28 scroll, two scrolls
- 29 iron return
- 30 4 energy
- 31 magic warrior
- 32 scroll
- 33 returns left gem - then replace copper key, sphere and magic ball

7

Silver Tower Level 2

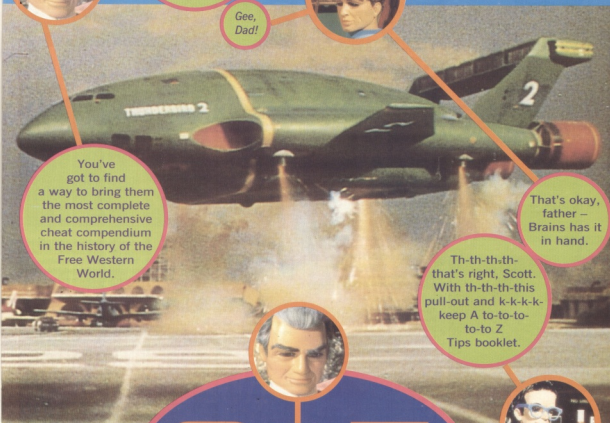
- 1 leads to Silver Tower location 1
- 2 leads to Silver Tower level 2 location 3
- 3 leads to Silver Tower level 2 location 3
- 4 plaque
- 5 plaque
- 6 festival food at party
- 7 gem stone
- 8 gem stone
- 9 plaque
- 10 magic mouth - move away quickly
- 11 flying statue
- 12 door lock to be forced open
- 13 red fire
- 14 statue - Darkroom key
- 15 scroll - go to 17
- 16 bone key
- 17 wrong choice
- 18 clear sound effect
- 19 scroll
- 20 red gem
- 21 gem stone
- 22 niche
- 23 niche
- 24 button on west wall
- 25 scroll, armor, sword, necklace
- 26 scroll
- 27 blue lock
- 28 gem stone
- 29 snake at each location
- 30 Silverlock scroll
- 31 niche
- 32 blue, armor, pillar - parchment
- 33 scroll seal on staircase
- 34 plaque
- 35 niche - turns small flame to rock
- 36 Darkroom lock
- 37 scroll
- 38 scroll - give return fire
- 39 scroll - gem stone
- 40 scroll - give magic ball
- 41 scroll - give red gem
- 42 scroll
- 43 lock seal wall
- 44 scroll - give carved palm
- 45 scroll - give scroll
- 46 scroll - give parchment
- 47 door open when ribbon
- 48 how been answered
- 49 door appears
- 50 leads to Silver Tower level 1, location 1
- 51 scroll button on floor of north wall
- 52 scroll
- 53 scroll
- 54 gem stone - niche

9

Silver Tower Level 2

- 1 leads to Silver Tower location 1
- 2 leads to Silver Tower level 2 location 3
- 3 leads to Silver Tower level 2 location 3
- 4 plaque
- 5 plaque
- 6 festival food at party
- 7 gem stone
- 8 gem stone
- 9 plaque
- 10 magic mouth - move away quickly
- 11 flying statue
- 12 door lock to be forced open
- 13 red fire
- 14 statue - Darkroom key
- 15 scroll - go to 17
- 16 bone key
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- 18 clear sound effect
- 19 scroll
- 20 red gem
- 21 gem stone
- 22 niche
- 23 niche
- 24 button on west wall
- 25 scroll, armor, sword, necklace
- 26 scroll
- 27 blue lock
- 28 gem stone
- 29 snake at each location
- 30 Silverlock scroll
- 31 niche
- 32 blue, armor, pillar - parchment
- 33 scroll seal on staircase
- 34 plaque
- 35 niche - turns small flame to rock
- 36 Darkroom lock
- 37 scroll
- 38 scroll - give return fire
- 39 scroll - gem stone
- 40 scroll - give magic ball
- 41 scroll - give red gem
- 42 scroll
- 43 lock seal wall
- 44 scroll - give carved palm
- 45 scroll - give scroll
- 46 scroll - give parchment
- 47 door open when ribbon
- 48 how been answered
- 49 door appears
- 50 leads to Silver Tower level 1, location 1
- 51 scroll button on floor of north wall
- 52 scroll
- 53 scroll
- 54 gem stone - niche

FREE PULL-OUT SECTION!



Scott? This is Jeff Tracy. The fate of gamers the world over is in your hands.

Gee, Dad!

COLLECT PART THE SET!

1

You've got to find a way to bring them the most complete and comprehensive cheat compendium in the history of the Free Western World.

That's okay, father — Brains has it in hand.

Th-th-th-th-that's right, Scott. With th-th-th-this pull-out and k-k-k-keep A to-to-to-to Z Tips booklet.

F.A.B. That sounds great, Scott.

A Z

TIPS BOOKLET



is for ALAN TRACY, pilot of Thunderbird 3.

ACTION FIGHTER

Amiga/ST
Type in ZBACKDOOR as your name on the hi-score table for infinite lives and energy.

ADVENTURES OF LOLO III NES

To get it on with Lolo, enter these nifty passwords to skip the first three levels: 2222 2222 2222 2222.

AFTERBURNER

Amiga/ST
Pause the game and type THUNDERBLADE. Unpause the game and use the following keys for gratuitous cheat effects: G - extra missiles, < - jump forward a level, > - jump back a level, and N for extra lives.



AFTERBURNER

Master System
When you die, press 1, 2 and Up for a continue!

AFTERBURNER II

Mega Drive
If you hold down the following buttons in the following rounds during refuelling, you can increase your stash of missiles to 100! Round 3: Left and B; Round 5: Right and B; Round 9: just B; Round 11: Right and B; Round 13: Left and B; Round 16: Right and B; Round 19: just B; Round 21: Right and B.

AFTER THE WAR

Amiga/ST
During the first stage, press ALT+B+1 for infinite energy and time, or ALT+M+1 to jump to the second stage.

AIR DRIVER

Mega Drive
To get to the last guardian of the whole game, go to the map screen and place the cursor on a place which is non-selectable. Then hold down Start and press B, A, A, B, C, B, A, and B. Then hold down C until the screen fades and you face the boss!



ALIEN BREED

Amiga
Log onto the computer on level 2 and try typing one of the following: ALIENS ARE FAGGOTS, PUFFNUTS MODE, BEN JOHNSTONE TRAINED THESE ALIENS, GALLUP or LIVERPOOL.

ALTERED BEAST

Master System
To start with six lives instead of three, push the directional pad diagonally Up and Left and press button 1 repeatedly when the Master System logo appears onscreen.

ALTERED BEAST

Mega Drive
Press and hold A, B, C, Down and Left, then tap Start to choose which beast you are!

AMC

Amiga/ST
A few access codes: NOSTROMO, DISCOVERY, ENTERPRISE, DAGOBAB, REPLICANT, KRULL, METROPOLIS.

AMNIOIS

Amiga
Try these levels codes: PLFRmnlOSn, LSnBRGnSLQ, LKmcTKSCDF, STBnLmRCHL, RCHLmLmRMS and THBSTSSTFT.



ANOTHER WORLD

Amiga/ST/PC
The following is a complete list of entry codes for the 12 levels: ED,JI, HICl, FLD, LIBC, CCAL, EDIL, FADK, KCl, ICAH, FIEl, LALD, LFEK.

APB

Amiga/ST
Type ALF into the hi-score table for infinite demerits. On the Amiga, press the fire button down and push forward on the joystick while the music is still playing. Now you can elect to start on any one of the 16 levels.

APPRENTICE

Amiga/ST
Press Tab, then one of the following passwords: DRUID, WIZARD, SPELLS or FAERIE.

ARCHIPELAGOS

Amiga/ST
When asked to choose an island, select 8421 and then press Enter twice. Now you can select any island from 1 to 9999.

ARCUS ODYSSEY

Mega Drive
More password japes. Try these:
Level 5: JBMGNUUMEB.
Level 6: KBMEMUQOFA.
Level 7: KBMEMUQU4F.
Level 8: KYMEMUO5F.

ARKANOID

Amiga/ST
For a stomping extra 33 levels, type F3 for a one-player game and F4 for a two-player game (instead of F1 and F2).



ARKANOID II

Amiga/ST
Press Capslock and type DALEY88 for infinite lives. Alternatively, on the title screen, type PETE,JOHNSONWANTSHEAT (no spaces) and S will open the exits at any point.

ARMALYTE

Amiga/ST
Dead straightforward, this one - pause the game and type in Delta 3 for infinite lives.

ARMY MOVES

Amiga/ST
The code for part two is 101089. In the first part, hold down ALT+1+D for immunity, and for the same effect in the second part, hold down ALT+1+J. Also, you can type in KARENROADHURST for infinite energy.

ARNOLD PALMER'S GOLF

Mega Drive
For a secret surprise, start a new game and take 100 strokes on any hole without putting the ball away (shouldn't be too difficult for some). When you see 'Game Over', press Up, Up, Down, Down, Left, Right.

Left, Right and Button A... you'll find yourself in Fantasy Zone! This next one's a bit of a Mary Poppinsque mouthful, but indispensable if you want to finish the game: F0zP5uY4PgURLz8mtAq PmXigakOgmrzOgE. We'd like to see Dick Van Dyke pronounce that!

ASTRO MARINE CORPS

Amiga/ST
Level codes: NOSTROMO, DISCOVERY, ENTERPRISE, DAGOBAH, REPLICANT, KRULL, and METROPOLIS.

ATOMIC ROBOKID

Amiga/ST
On the title screen, type TUESDAY 14TH for a cheat menu.



ATOMINO

Amiga/ST
Try these passwords: PLANKTON, INFERNAL, TAURUS, PHOTON, SOUP AND SULPHATE.

ATOMIX

Amiga/ST
Hit Help to enter password mode and enter TIME for a frozen stopwatch.

AWESOME

Amiga/ST
At the energy swap screen, move the pointer to where you get your shield. Now hold down + on the numeric keypad and press Fire. The screen will flash, and during play F1-F10 will give you all the different weapons, F1 will disable enemies, and F6 will restore energy.



is for **BRAINS**, the, er... brains behind the International Rescue team.

BAAL

Amiga/ST
Type in LOVEBUNDLE as your name in the hi-score chart to use the game's in-built trainer mode.

BACK TO THE FUTURE II

Amiga/ST
Pause the game and type in 'THE ONLY NEAT THING TO DO' (complete with spaces) and you should bag yourself infinite lives. And that's not all - pressing Z will skip a level.

BACK TO THE FUTURE III

Amiga/ST
To get infinite lives, just type in the following on the storyboard sections. Level 1: ROTTEN CHEAT; level 2: LOUSY CHEAT; level 3: LOW DOWN CHEAT.

BAD DUDES

NES
For 64 lives, hit B, A, Down, Up, Down, Up on joystick two, then press Start on joystick one.



BARBARIAN

Amiga/ST
Press 0 then 4 then the left-hand minus sign. Then press 0 and 8 and the minus sign again. Now press 5 and 9 to become invincible.

BATMAN

Gameboy
If you want to access the secret Sound Test mode and hear all the noises that appear in the game (well, you might be bored or something), hold down Up/Right on the joystick and press Start. When the words 'Sound Test' appear, you can hear the different noises by pressing Up and Down on the pad.

BATMAN

NES
To get unlimited continues in the Super NES version, all you've got to do is press Up, Up, Down, Down, Left, Left, Right, Right and then B and A at the same time. If that doesn't work, try the Batphone!



BATMAN THE MOVIE

Amiga/ST
Type JAMMM on the Amiga title screen and the screen should flip over. Press fire to start and now F10 will skip you a level. The same applies for the ST version, except type MAJJJJ instead.

BATTLEBULL

Gameboy
The last level code is 4F**.

BATTLE SQUADRON

Amiga
Type in CASTOR while playing and the border will flash. Now you'll be immune to energy loss, while F6-F10 will cycle through the weapons and F1-F5 will cycle through the power settings.

BATLETOADS

NES
To get five lives, hold down A, B and Down on the title screen and press Start.

BATTLE VALLEY

Amiga
Type in ROGER MELLIE THE MAN ON THE TELLY (with spaces) for infinite tanks.

BEACH VOLLEY

Amiga/ST
Type DADDYBRACEY while playing, so that F1 will advance you to the next level.



BEAST BUSTERS

Amiga/ST
Pause the game and - spookily enough - you can still move the crosshair around with the screen frozen.

BEVERLY HILLS COP

Amiga/ST
Here's a cheat that Eddie Murphy himself would be proud of. Click past the title page and onto the difficulty page. Then type in MELLIE and you should be able to access all the games. Phew!

BILL AND TED'S EXCELLENT ADVENTURE

Gameboy
Here's yet more passwords to this most un-triumphant game: 555 4234, 555 6767, 555 4118, 555 2989, 555 6429 and 555 1881.



international rescue

BILL AND TED'S EXCELLENT ADVENTURE

Lynx
Try this password to get seven time periods! DADS JADE JU8 6A29.

BIO-CHALLENGE

Amiga/ST
Pause with Esc and then G will advance you to the end of the level.

BIONIC COMMANDO

NES
To skip a level, press A, B and Start all at the same time.

BLADES OF STEEL

NES
Hold down A and B on both controllers and press Start on controller one to start the game with no goals!



BLUE LIGHTNING

Lynx
To get a points bonus on level four, don't fire for 30 seconds. The last level code is LIFE, or try PLAN, NINE, LOCK, HAND and FLEA.

BLUES BROTHERS

Amiga/ST
On the character selection screen, type in HOULG followed by the level you want leg for level 5, type HOUL05.

BOMBER

Amiga/ST/PC
Type in BUCKAROO as your name for access to all 16 missions. On the PC, type SO WHAT DO I DO? on the pilot screen, then press Z in game for supersonic speed.



BOMBUZAL

Amiga/ST
Some level codes: ROSS, TREE, RATT, LISA, SINK, DAVE, BIKE, IRON, BIRD, LEAD, TAPE, WEED, VASE, RING, PILL, GIRL, SPOT, GOLD, PALM, OPAL, LOCK, SONG, SAFE, FIRE, WORM, LAMP.

BOULDERDASH

NES
Here are the passwords - the whole lot of 'em!
Ice: 635870.
Sand: 840137.
Ocean: 840967.
Relic: Z25378.
Volcano: 752053.



BOXXLE

Gameboy
All the passwords: BDBD, DBBD, GBBB, HBBB, JBBB, KBBB, LBBB, MBBB, NBBB, PBBB and QBBB.

BRAT

Amiga/ST
Level codes: SUMATZEE, NOKITAGO, MOZIMATO, MOKIMITEMO, ITSANONO, NAGAITSU. Or try pressing 1, / and B to skip a level.

BSS JANE SEYMOUR

Amiga/ST
Try bunging in these lovely level codes: SLUMBER, INTEREST, BULKHEAD, SHOWROOM, MUSHBASH.

BUBBLE BOBBLE

Master System
Try these passwords: IEV617WR, IEIXEPE, IEPXMZIM, IEUMKRV4, IERPBTVX, IEJOM465, IEKXFYD0 and IE7CB7ZV. If you fancy a surprise package, you could go to the Password option and press Pause then 1, Left, Down, Up, 1, Up, 1, Up and then to get a whole load of stuff!!

BUBBLE BOBBLE

Gameboy
Spook! More passwords: 4LL1, 1GBF, HTB3, KZBJ, VLT1, KGLD and VLT3.

BUBBLE BOBBLE

NES
Here's a couple of passwords to try: GEJFJ, EECJJ and EECFG.

BUDOKAN

PC
Move your fighter to the bottom right-hand corner and then press B to go to a Breakout sub-game!

BUGS BUNNY II

Gameboy
Here are some of the passwords:

WORD, SHOP, LOVE, DATE, ZOOM, GOLD, DISK, SIZE, UNIT, SONG, NOTE, KING and GIFT.

BURAI FIGHTER DELUXE

Gameboy
All the passwords are here!
Eagle: HGKM, CPFJ, JJGM, DKLF.
Ace: GBHL, MHCB, CDMN, KDPG.
Albatross: HGNC, BMHB, DGBF, JGJH.
Ultimate: LMCJ, CCHL, HFKP, BNGN.



is for CRAFT, the smallest of which is Thunderbird 4.

CABAL

Amiga/ST
Type SCHLIKA during play. The border will flash and now F2 finishes the level.

CALIFORNIA GAMES

Lynx
Want to be a superstar biker? Well grow your hair and don't wash. Alternatively, try your luck at performing a super jump in the BMX section by pressing A and B as your front wheel takes off from the edge of any ditch.

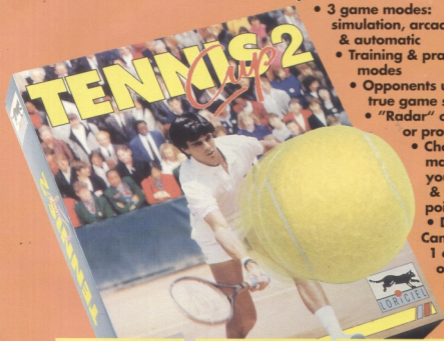


CAPTAIN PLANET

Amiga/ST
You'll need a copy of Captive to do the biz with this one. First load Captain Planet as normal but on the level selection screen insert your Captive disk. Press Fire and the screen will say 'Disk Error'. Now reinsert your Captain Planet disk and the cheat will be

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CASINO GAMES

Master System

For unlimited greenbacks, key in: MR SEGA 8314853112.

CASTLE MASTER

Amiga/ST

Once you've started the game, press Shift + L and then the right mouse button about 25 times until you hear a noise. Look forward and you'll see four coloured boxes. Shoot them for either infy lives, all 10 keys, the ending or rock travel!

CASTLEVANIA

Gameboy

To bag yourself an extra life, ignore the first torch you find, but give every other torch in level one a hefty wack - one of 'em will be hiding a one-up.

CASTLEVANIA II

Gameboy

To get nine lives, try this password: C C H H. Or try these passwords: BCHH, CHHH, CHMM, HNCB, HCMM. Here's what each letter stands for: H: Heart; B: Blank; C: Candle; M: Crystal Ball. For a sound test, try HHHH.

CASTLEVANIA III

NES

This password will give you virtually everything! EPZT OYSF SZVY SOZO.

CATRAP

Gameboy

To skip levels, press Start, Select, A and B simultaneously, six or seven times at the beginning of each level.

activated. Also press Escape during play to go to the level selection screen.

CAPTAIN SKYHAWK

NES

To skip a level, on controller two press A, B and Up! Or if you press Up, Right, Down, Left and Up and repeat this procedure three times on the screen where the letters bounce about, you'll become invincible!

CARDIAXX

Amiga/ST

Pause the game and type in RACHAEL. Now press the left Shift key, then H. Alternatively, try typing in CAROLILY.

CARRIER COMMAND

Amiga/ST

During the game, pause and type GROW OLD ALONG WITH ME (with spaces). Then = and - will toggle Immunity. For variety's sake, type THE BEST IS YET TO BE and use the same keys to view all the objects.

CAR-VUP

Amiga/ST

Try the following codes on the high score table: WHOOPSIE (you start on the prehistoric level); WOAARRGGH (gives you speed); PUSSYCAT (nine lives). Also press Z for brakes.



CENTURION

Mega Drive

When in Rome, don't do as the Romans do. Instead, cheat with the following nifty level codes: EYQD ARLIN TPPO BMKU L55U 6FAZ.EP4Q BNUT XKFV BFWB LXSQ ZINB; GCHA CLRZ XHPU Z6IV KEHS VVBI; N515 BN55 5555 15NK VAAW 1YUZ.

CHARIOTS OF WRATH

Amiga

When instructed to press Fire to start, move the joystick forward for infinite lives.



CHASE HQ

Amiga

At any point, hold down the left mouse button and joystick fire button, while typing GROWLER. Afterwards, T during the game will reset your timer to 60 seconds. On Amigas, hit the space bar at the beginning of any level and you'll get extra turbos without using up any of your own.

CHASE HQ

Game Gear

To gain a continue, simply bash into ALL of the oil barrels on level two.

CHESSMASTER

Gameboy

When you castle, keep rapidly pressing A and your king should disappear, making it impossible to lose!

CHIPS CHALLENGE

Amiga/ST/PC

For loads of, er... infinite things, press F, then type in SAGITTARIANS MAKE BETTER LOVERS. Also, pressing C lets you skip a level. Here are some level codes to try out too: GCCG, EVUG, OLLM, QJXR, QBAQ, FLXT, XHIT, LUJT, SJJK, and YBLI.

CHIPS CHALLENGE

Lynx

Passwords: VUMA, BQZP, QBDH, GCCG, OLLM, YNEG, EGRW, FLXP, XHIZ, LYWO and DIGW. Try MAND for a special level! Experiment with the buttons to get various effects!

CHOPLIFTER

NES

On the title screen, press Up, Down, Left, Right, A. Repeat on the Player Select screen for a level select.

CHOPLIFTER II

Gameboy

Some *Choplifter II* codes: CHPLFTR, RGHTHND, TRYHRDR, CMPTRWZ, VRYHPY, LVLTYZ and GDDYGMZ.

CHUBBY GRISTLE

Amiga

On the title screen, typing BUUURRP will endow you with infinite lives. Wow!

CHUCK ROCK

Amiga/ST

Type in the following on the screen with the band on: UNCLE SAM'S: infinite energy; MORTIMER: Press F1-F4 to select zones; TURN FRAME: Change level by pressing 1 to 5; ESTRANO: Press left Shift to make Chuck fly.

CHUCK ROCK



G.J.'S ELEPHANT ANTICS

Amiga/ST

A tasteful little cheat: type ITCHY ARSEHOLES on the title screen for infinite lives.

CLOWN'O'MANIA

Amiga/ST

Press the Help key at any time for extra jumps and razors.

CONTINENTAL CIRCUS

Virgin

When the first red light comes on at the starting line, push the joystick forward, then back for the next red light, then forward again on green for a good start.



CONTRA

Gameboy

To get yourself a whole load of lives, press Up, Up, Down, Down, Left, Right, Left, Right, A, B, A, B, Select and then Start on the title screen.

CRACKDOWN

Amiga/ST

During play, pause the game and enter SMURF. Pressing F1 and F2 will now reimburse both players' lives. Cool, huh?

CRAZY CARS

Amiga/ST

Hit the gas, take your car's speed up to 204mph and then press F10. Now, when you press Fire, the game will miraculously slow down, allowing you to pass the police obstructions.

CURSE

Mega Drive

To get a top secret options screen, press A, B, C and Start on the title screen.

CYBERBALL

Mega Drive

Here's how to cut out the preliminaries and get directly to the final Superbowl match. Just key in 658B BXII BFEX.

CYBERBALL

Lynx

To thrash your opponents, try doubling your speed when running with the ball by pressing and holding down the B button.

CYBERNOID

Amiga/ST

Type RAISTLIN on the title screen for infinite lives. Press N to advance a level while playing.

CYBERNOID II

Amiga/ST

Type NECRONOMICCOON on the title screen for infinite lives.



is for DAD, in this case Jeff Tracy - the father of the International Rescue boys.

DAEDALIAN OPUS

Gameboy

To select any level, enter ZEAL as the password or try FINE for the last level.

DARIUS 2

Mega Drive

On the title screen, press the buttons in the following order: A, B, C, A, B, C, A, B, C, A, B, C; Play data; C, A, C, B, C, A, B, A, B, C, A, C; Level select; C, C, C, C, C, C, C, C, C, C, C; Special Mode.

DAYS OF THUNDER

Amiga/ST

During the qualifying round, pause the game and type COMEFLYWITHME. You should then be able to fly! Press F1-F8 for some amazing views.

DEADHEAT SCRAMBLE

Gameboy

To play any level, wait for the title screen to appear then press B, B, B, B, B, B, B, A, A, A, A, A, A, A, A, A. Now tap B as many times as you want for that level (eg four taps for level four).

DEFENDER II

Amiga/ST

Type in RAVEN while playing, and N will skip the level, while I will toggle invincibility. Also try these level codes: ZIPPO, LAZER, FUNKY, LEMAC, DAFAD, MAMOG and DONKY.

DEFENDER OF THE CROWN

Amiga/ST

Here's how to get 1024 knights. Simply hold down K while booting the second disk.



DEVIL'S CRASH

Mega Drive (US version only)

Try entering the CRUSHER, DEVILCRASH or TECHNOSOFT as a password. Also, to get loads of fuel on a top secret options screen, simply press and hold down A, B, C and Start all at the same time on the title screen.

DINOWARZ

NES

Here are some rather smart passwords: 1:8547; 2: 5431; 3:9892; 4: 6315; 5:7452; 6:1697; 7:6425.

DOGS OF WAR

Amiga/ST

Type TIMBO before you start, then press F5 during play to get infy lives!

DOMINATOR

Amiga/ST

To get infy lives, simply enter your name on the high score table as SHAFT.

DOUBLE DRAGON

Master System

On level four, do 30 flying back-kicks to earn yourself unlimited lives!

DOUBLE DRAGON II

NES

Here are all the continue codes...

| Stage | Code |
|---------|---------------------------------------|
| 1, 2, 3 | Up, Right, Down, Left, A and B. |
| 4, 5, 6 | Up, Down, Left, Right, B, A and A. |
| 7, 8, 9 | A, A, B, B, Down, Up, Right and Left. |



DRAGON BREED

Amiga/ST

At the end of a level, while the next one is loading, hold down the left mouse button, Delete and Help together. Now the screen should flash and the next level is only a touch of your keyboard away. Alternatively, type in IREM during play for infinite lives.

DRAGON'S LAIR

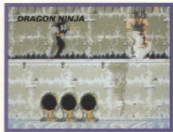
Amiga

After the credit sequence, hold down Esc, R, I, L, N and 7 simultaneously to let the computer finish the game for you.

DRAGON'S LAIR II

Amiga

Press Return on the credit screen, type in GET MORDROC DIRK and the computer finishes this off too.





straight to the boxing sub-game, just type in NUDE.

DYNASTY WARS

Amiga/ST
Prize for original cheat modes must go to the programmers of *Dynasty Wars*. To get infinite lives, type in CHEAT MODE on the title screen. Not only that, but you can skip levels simply by pressing F2!

DRAGON NINJA

Amiga/ST
During the game, type TERRIFIC. Now pressing F3 will give you infinite lives and N will skip you to the next level. Ha-so!

DRIVEN' FORCE

Amiga
Should you desire the ability not to fall off the track, simply click on the two I's of 'DRIVIN' on the option screen. Your vehicle will now stick to the track like Evo-stik!

DUCKTALES

NES/Gameboy
If you want to get loads of lives and stock up on points, simply finish the level and get 'o'. Launchpad to give you a lift back to the start. Then do it over and over again until you get extremely bored!

DYNABLASTER

Gameboy
Change the first number/letter of the password in Game A to the letter X to get loads of gold and stuff!

DYNAMITE DUKE

Mega Drive
Press C ten times on the title screen followed by Start to get a mega options screen!



DYNAMITE DUX

Amiga/ST
To receive inf. lives, simply type CHEAT on the title screen. This also has the added bonus of letting you skip levels by pressing the function keys (eg F3). But if you want to go

DYTER 07

Amiga/ST
While the game is loading, type in GIBBS. Now, during play, press W to receive even more weapons and S to top up your shield.



E is for ENGINEER. *Er... it's Brains again. 'Engineer' is his job title*



EA HOCKEY

Mega Drive
Try these passwords: C1L72R7KKNFW96MMI, C08Y57W4X567F72 and H5MMGZNF9JY29P7.

EDD THE DUCK

Amiga/ST
Press the left mouse button to skip a level!

ELF

Amiga
Type in CHOROPOO at any one



point in the game for 99 pets! Also experiment with the keys for various effects!

ELIMINATOR

Amiga/ST
Here are a couple of level codes. To enter them, hold down Help on the title screen and type in the appropriate code: AMOEBA, BLOOP, CHEEKI, FLIPME, GEEGEE, HANDEL'ICICLE, HAMM'N, KIKONG ENIGMA and MIKADO. But if infinite lives are more up your street, enter the password MIKADO.

EL VIENTO

Mega Drive
Pause the game and press Up, Left, Right and Down followed by either A, B or C to get extra magic, power etc.

ELVIRA

PC
When you die, you're asked whether you want to play again. Remove the disk and go to YES. You'll now re-start where you left

off, but with no life points!

E-MOTION

Amiga/ST
Type in the name of the game on the title screen. Now F1 advances you a level, F2 moves you on 10 levels and F3 and F4 do the opposites of F1 and F2 respectively!

EMPIRE STRIKES BACK

Amiga/ST
On the title screen, hold down HELP and type XIFARGROTCEV. Now during the game try pressing either L, C or D.



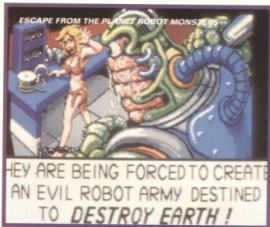
ENCHANTED LANDS

Amiga/ST
Type in TCB RULES FOREVER on the title screen and it should start flashing. Now press 1-5 to select a level, or F2-F10 for various mysterious effects!

ENDURO RACER

Master System
Press Reset on the title screen then press Up, Down, Left and Right to skip the first level.





ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Amiga/ST

When you get to the end of level guardian, stand at the top, next to the gate. Waggle the joystick and drop a couple of bombs – you should now squeeze through!

ESWAT

Mega Drive

Hold down A, B & C and press Left, Right, Up and Down.



ESWAT

Amiga/ST

To get 99 lives, simply pause the game and type in JUSTIFIED ANCIENTS OF MU MU. The screen should flash and you should now have no probs finishing the game!

EXOLON

Amiga/ST

For infy lives type AD ASTRA on the high score table.

EYE OF HORUS

Amiga/ST

This cheat is definitely not for vegetarians. Just type SPAM on the credits section for infinite lives and keys.



F-19 STEALTH FIGHTER

Amiga/ST

Press ALT-H to get the pitch lines on your HUD, fly upside down, turn off your engines, keep your plane at about 10 degrees on your HUD and you should then go up, up, up and away!!

F-22 INTERCEPTOR

Mega Drive

Here are all the passwords: GTGEBV, BIOF8P, KSQGV and MHOIM3.

F-29 RETALIATOR

Amiga/ST

For infinite weapons enter your name as CIARAN on the enrolment screen.



FALCON

Amiga/ST

In flight, hold down X, Shift and Control to be fully re-armed.

FANTASY WORLD DIZZY

Amiga/ST

Enter your name on the high score table as IMMORTAL to become invincible.

FANTASY ZONE

Mega Drive

Buy up ALL engine parts and the ship's weapons will never run out!

FASTEST ONE

Mega Drive

For super-buses, enter your name as HAPPY NEW YEAR in World Championship mode. Also, on the test screen, hold down Right, B and Start for a surprise team!

FINAL BLOW

Amiga/ST

Pause the game and press F10 six times. When you unpause the game you'll have infy energy.

FINAL BLOW

Mega Drive

Press Start on the player select screen and then press Start again, but this time on controller two for a sound test.

FINAL FIGHT

Amiga

Watch the intro until the bloke says "Not so fussed..." Now press Help



five times to activate the cheat.

FINAL FIGHT

SNES

To get a secret options screen, press Left and Start on the title screen.

FLOOD

Amiga/ST

Here are a load of level codes for this Bullfrog platform game: FROG, YEAR, QUIF, VINE, JUMP, REED, LIME, QUID, HATE, POOL, LIDO, WING, JING, REED, NILL, GRIP and TRAP. But if password wheezes aren't your bag, simply enter SOAP as a code to play any level you like!



FLYING SHARK

Amiga/ST

On the high score table, try one of the following: RLH, JGL, KDJ and RAB. (You must hold down 5 when you type the last letter.)

FORGOTTEN WORLDS

Amiga/ST

Type ARC on the title screen then press HELP. Now, during play, S will take you to the shop and N to the next level!

FULL CONTACT

Amiga

To kill your opponent, simply type in QAZWXEDCRFTBYGHJNUJM.

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

10 Silver Tower Level 3

- 1 lead to Silver Tower level 2, location 10
- 2 lead to Silver Tower level 2, location 2
- 3 lead to Silver Tower level 2, location 2
- 4 teleporter - random destinations
- 5 handle - all have keys
- 6 Darkness lock
- 7 beholder
- 8 beholder
- 9 button on bottom of wall
- 10 beholder
- 11 scroll of whip
- 12 whip
- 13 plague
- 14 dagger fence
- 15 wall with an illusion
- 16 illusory walls
- 17 beholder
- 18 wall with pit
- 19 beholder
- 20 2 levers, curved levers
- 21 levers, daggers, wall
- 22 shield - 1, helmet, hammer
- 23 beholders
- 24 mass, scroll
- 25 beholder, sword, 14 armor
- 26 beholder
- 27 scroll of whip
- 28 plague
- 29 pressure plate
- 30 2 will o' wisps
- 31 pressure plate
- 32 pressure plate
- 33 invisible teleporter
- 34 watch compass? Turn around
- 35 wall with an illusion
- 36 invisible teleporter
- 37 pressure plate
- 38 beholder + will o' wisp
- 39 button on west wall
- 40 2 beholders
- 41 pedestal - put hand on it!

11 Azure Tower Level 1

- 1 stairs to level 2, loc 42
- 2,7 down from level 2, loc 54
- 3a
- 4 illusory wall
- 5a teleports to 3b
- 6a polished chrome shield - 2, scroll?/half monster
- 7 teleports to 17a
- 12-17 down from level 2, loc 3a
- 7b
- 8 pressure plate
- 9 down from loc 2, loc 32b
- 10 plague
- 21 plague
- 22 button on west wall
- 23a teleports to 23b
- 24 stairs up to level 2, loc 1

12 Azure Tower Level 2

- 1 lead to level 1 location 24
- 2 east three dials magic on oil
- 3 handle
- 4 knock off - any character
- 5 handle
- 6 pit
- 7 3 handle
- 8 red gem
- 9 north wall on illusion
- 10 handle
- 11 red gem
- 12 teleporter
- 13 teleporter
- 14 teleporter
- 15 teleporter
- 16 red gem
- 17 plague
- 18 place gems in wall
- 19 end up here after fall from pit
- 20 end up here after fall from pit
- 21 plague

12 Silver Tower Level 2

- 54 pressure plate
- 55 pressure plate
- 56 pressure plate
- 57 shield
- 58 shield lock
- 59 shield
- 60 have all holy symbols and spellbooks
- 61 teleporter
- 62 handle
- 63 button next wall
- 64 teleporter
- 65 handle
- 66 plague
- 67 teleporter
- 68 plague
- 69 handle wall 5 times
- 70 teleporter
- 71 greater demon - eye of take
- 72 north wall illusion
- 73 teleporter
- 74 shield
- 75 plague
- 76 purple teleporter
- 77 west wall illusion
- 78 stairs lead to level 2 location 1
- 79 lead here after falling through pit
- 80 lead here after falling through pit

13 Azure Tower Level 3

- 1 leads to level 2 location 16
- 2 west wall illusion
- 3 pressure plate
- 4 pressure plate
- 5 plague
- 6 plague
- 7 teleporter
- 8 shield key
- 9 teleporter
- 10 pit
- 11 teleporter
- 12 demon - key
- 13 demon
- 14 shield
- 15 crystal lock
- 16 north wall illusion
- 17 magic sword
- 18 sword gligh on floor
- 19 pressure plate
- 20 demon
- 21 pressure plate
- 22 2 demons
- 23 button west wall
- 24 pressure plate
- 25 demon
- 26 6 demons guard this location
- 27 lever - get scepter
- 28 shield
- 29 demon
- 30 insert then remove scepter
- 31 west wall on illusion
- 32 shield
- 33 lava orb
- 34 pressure plate
- 35 pit
- 36 south lock
- 37 rock
- 38 pressure plate
- 39 teleporter
- 40 scroll
- 41 pit leads to level 2 location 20
- 42 pit leads to level 2 location 15
- 43 leads to level 3 location 44
- 44 leads to level 3 location 42
- 45 lead here after falling through
- 46 lead to level 2 location 47
- 47 lead to level 2 location 46
- 48 pit
- 49 lead to level 2 location 50
- 50 lead to level 2 location 50
- 51 pit
- 52 lead to level 2 location 53
- 53 lead to level 2 location 52
- 54 niche
- 55 shield lock - crystal lock

14 Frost Giant Prison

- 1 lead to level 3 location 50C

14 Silver Tower Level 2

- 2 serial servant
- 3 teleporter
- 4 teleporter
- 5 serial servant
- 6 oil
- 7 place all 6 shields in location
- 8 invisible pressure plate
- 9 invisible pressure plate
- 10 medium quartz
- 11 invisible pressure plate
- 12 invisible pressure plate
- 13 tooth key
- 14 invisible pressure plate
- 15 invisible pressure plate
- 16 invisible pressure plate
- 17 invisible pressure plate
- 18 invisible pressure plate
- 19 watch compass - turn around
- 20 invisible teleporter
- 21 invisible pressure plate
- 22 invisible pressure plate
- 23 invisible pressure plate
- 24 invisible pressure plate
- 25 invisible pressure plate
- 26 invisible pressure plate
- 27 invisible pressure plate
- 28 invisible pressure plate
- 29 invisible pressure plate
- 30 invisible pressure plate
- 31 invisible pressure plate
- 32 invisible pressure plate
- 33 invisible pressure plate
- 34 invisible pressure plate
- 35 catch medium in location, On 35B lock - use hold person.
- 36 plague
- 37 half of talon
- 38 scroll
- 39 button on west wall
- 40 south lock
- 41 lever - click on it
- 42 stand on pressure plate

15 Frost Giant Prison

- 1 starting position
- 2 scroll
- 3 frost giant
- 4 west wall one way
- 5 Plague
- 6 Frost giant King
- 7 Portal - use stone dagger appear temp
- 8 loc 50
- 9 pit

16 Crimson Tower Level 1

- 1 leads to temple level 2 location 48
- 2 lever
- 3 lever
- 4 niche, small item - sphere of fire
- 5 leads to temple level 2 location 58
- 6 lever - click for crimson ring
- 7 teleporter
- 8 teleporter - sticky paper, put in back pack
- 9 teleporter
- 10 teleporter
- 11 teleporter
- 12 teleporter
- 13 2 crimson rings - scrolls
- 14 plague
- 15 plague
- 16 brass coin
- 17 walls all illusions
- 18 leads to level 1 location 17F
- 19 random movement of walls
- 20 frost giant
- 21 lead the thief
- 22 Dd
- 23 Leads to level 1 location 26
- 24 Leads to level 1 location 23
- 25 south wall on illusion
- 26 lead tunnel
- 27 6 dark brown ropes
- 28 south wall on illusion
- 29 invisible teleporter
- 30 lead to level 1 location 31
- 31 lead to level 1 location 30

16 Crimson Tower Level 2

- 32 insert coin in west wall
- 33 2 ropes
- 34 leads to level 1 location 30
- 35 leads to level 1 location 34
- 36 lead tunnel
- 37 plague
- 38 red disc begins to cause walls to disappear
- 39 put sphere of fire in each niche

17 Crimson Tower Level 2

- 1 start - hole closes up
- 2 walls - illusory
- 3 teleporter attacks
- 4 pressure plate
- 5 crystal ball
- 6 invisible pressure plate
- 7 scroll "dial magic" - set all dials
- 8 Demon released - stone cross portal key
- 9 leads to level 2 loc 10
- 10 floor chess
- 11 Don't Draggoner - make sure Starfire Sapphire ready

EYE OF THE BEHOLDER MAPS COURTESY OF BARRY AND STEVE BROWN



SUPER PRO

Konami's new smasheroonie for Nintendo's 16-Bit baby is an all-action, bullet-pumping extravaganza starring a pair of Proboscis Monkeys*. DAVID WILSON goes ape with a sneak preview of SUPER PROBOTECTOR.

SUPER NES

It's 2636 and the alien hordes are back. Eeek! You already repelled them in the original *Probotector* (didn't you?), well now they're back and they won't take 'bog off' for an answer. It's party time for the aliens as they roam the earth, stomping on humans and razing cities to the ground. Is this the end of humanity as we know it? Hot diggity dog no! Deep in the bowels of a top secret scientific mechanised lab, the final touches are put to RCO11 and RD008, the strongest probotectors in history - super fighting robots developed to repel the invader.

This, of course, is where you come in - as a single probotector or else with a chum 'on board' as your robot buddy. Then it's hell-raising, gun-toting action all the way as you fight through six humungous levels to the aliens' main base!

Super Probotector really promises to make the Super Nintendo's hardware work overtime, presenting action from loads of different viewpoints and with ginormous mid-level and end of level nasties. Come on, let's have a look in detail...

A SQUARE BY ANY OTHER NAME
Owners of American Super Nintendoos may be having a bit of an 'already seen' (as the French say). That's because *Super Probotector* was actually called *Super Contra* in America.

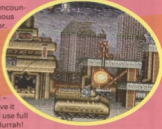
LEVEL 1 OCCUPIED CITY STREET

Our two heroes start off battling their way through the tough city streets.

Aliens are everywhere, so you'll have to keep your trigger finger primed. Watch out for the flying power ups - shoot them to release super Carlos Fandango weaponry.



Oh-oh. We've encountered an enormous mobile Howitzer. Fortunately it's empty, so it's joyrider friendly. A quick hop-ia into the cockpit and hey presto! - you can drive it around and use full firepower. Hurrah!



LEVEL 6 THE ALIENS' MAIN BASE

Hurrah! - we've made it through that one. It's bound to be free-wheelin' downhill from here... NOT! This area is really icky and sticky, with large, swollen and throbbing internal organs that hatch out

scorpions to attack you. (Oh dear, I've come over all queasy.)



Suddenly the game switches to a horizontal scroller, as you clamber heavenward to fight off a large flying thingy with a monstrous flailing tail. Yep, you guessed it - it's someone canvassing for the Corrective Party. Wipe out this nasty bast and you could find yourself in the privileged position of having a crack at the end of game end of level bast. (Er... but you don't expect us to show you what he looks like, do you now?)



*Spot the deliberate mistake

ROBOTECTOR

LEVEL 2 THE DESTROYED HIGHWAY

In level two the action switches to top down view as you battle your way through the destroyed highway. The Left and Right Wielders on the front of the controller come into play here - they rotate you clockwise or anti-clockwise.



In a two-player game, you can either start together or you can separate and exploit the split-screen action. The end of level monster is a ginormous spidery bast that leaps up into the air

(practically leaping right out of the screen and into your lap!) and lands, trying to squash you. Yowch!

LEVEL 5 SHEER CLIFF

Waaaaah! It's another top down extravaganza as you work your way up a sheer cliff to reach the alien base. This level is rife with weird moving bits - either moving sidewalk style or swirly rotating bits. You've not only got to wipe out any agro-minded aliens, but you'll also have to avoid being swept over the edge.



LEVEL 3 FACTORY ZONE

It's back to side view again as our heroes battle through a devastated factory. Avoiding airborne and ground-based bad guys,

you'll have to leap gaping chasms and hang from girders. After all this, you'll move into a horizontally scrolling bit where you'll scale a skyscraper while fighting a particularly tough robotic crawler intent on skewering you on his spiky mandibles. (Oo-er.)



LEVEL 4 AIR BATTLE

This level is well smart.

Although it's called Air Battle, you actually start off in a raging, viewed from the side, rolling road bit, mounted astride a mega-armoured motorbike. Over-head, giant flying alien ships constantly harangue you, including one enormous airborne battleship several screens long,

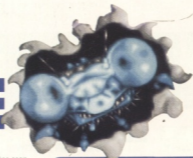


Suddenly you'll get whisked up into the air by a friendly chopper. After beating off a few baddies, you'll find-yourself launched - hanging below another giant end of level sprite. (Er... but doesn't that mean you're en route to an explosive end?) Well, technically yes. But fortunately there's a salvo of missiles. You'll have to hop from missile to missile to avoid impact. Gad!



SUPER ROBOTECTOR:
available from Konami
for the Super NES in August.

HOSTILE BREED



MARTIN POND has seen ET 400 times and he still cries every time he watches it. We decided to get him to review HOSTILE BREED from Palace in a bid to toughen him up a bit.

This is the main screen from which you can access all of the control centre's systems or enter the wings. It also shows you how close the baddies are to crashing your party.



DEFENCE SYSTEMS

Activate each of the wing's four automatic weapon systems from here. There's also a central supergun which can be used to send a blast down a wing, clearing out invaders.



ROBOT PRODUCTION LINE

Here you can manufacture the droids which repair damage to the walls and the base's systems. As the robots are stockpiled, you can dispatch them down each of the wings as required, to get everything ship shape and Bristol fashion.

REACTOR CONTROL

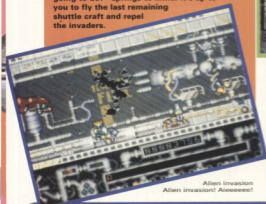
The nuclear reactor powers the base. Careful now - if you overheat it, there'll be radioactive fragments of humans and aliens raining down all over the planet. Don't bother fixing draught excluders to all the airlocks - if you want to economise on power, you can do so from this screen. Just disconnect the power to non-essential services (eg the circuits for the lighting, computers and drink dispensers).



The action takes place in a research station located on a distant planet. Your base comprises of a control centre with eight wings radiating out from the

control centre, housing labs, stores, living quarters, a bowling alley, etc.

An earthquake strikes, leaving dirty great holes ripped in the walls. In poor swarms of marauding aliens, vandalising the base's systems as they go. The crew are besieged in the control centre, as the aliens advance down all the wings simultaneously. Somehow the phrase "Alien invasion! What on earth are we going to do?" springs to mind. It's up to you to fly the last remaining shuttle craft and repel the invaders.



Alien invasion
Alien invasion! Aieeeeee!

ALIENATING

The aliens move along by propagating their own filthy kind as they go. Each species has a number of different stages in its life cycle. For instance, that putrid-looking egg might hatch into a revolting, slimy slug before developing into a bug-eyed insectoid. Some of the aliens even form amity symbiotic relationships with one another. So the presence of one species may be vital for the successful development of another. Yuck - it makes you itch all over just thinking about their disgusting little habits, doesn't it?



Hostile Breed is a good attempt at breaking away from the linear gameplay of most mindless shoot 'em ups. Veteran devotees of the genre may find the actual flying 'n' shooting action a bit on the turgid side. But when things get really frenetic and you're beating off aliens from every direction, you just can't help but have an amusing and rewarding time!



HOSTILE BREED:
out now
from Palace
on Amiga,
£25.99.



JAGUAR XJ220

Race your Jaguar XJ220 against other super cars including Ferraris, Porsches and Lamborghinis over thirty six circuits through twelve different countries. Speed through variable weather conditions whilst tackling waterfalls, tunnels, cliffs, bridges and mountain passes.

- Fog, snow, wind, rain and sandstorms.
- One or two-player split-screen option.
- Joystick or mouse control.
- Map editor - Create your own circuits.
- Financial Management strategy.

Will you run out of bottle before throttle?



Available on Atari ST
and Commodore Amiga
(both 1 Meg only).

Under licence of Jaguar
Cars Limited, UK.

CORE

TRADEWINDS HOUSE, 69/71A ASHBOURNE ROAD, DERRY DE3 3FS.
TELEPHONE: (0332) 297797 FACSMILE: (0332) 381511

Screen shots taken from
Amiga version



Super

SMASH TV

SUPER SMASH TV is a game based on a futuristic TV programme, so we got telly addict **MARTIN POND** to review it. After two hours trying to get a channel using the 'remote control', he finally realised that the Super NES was *not* a video recorder and started playing the game.

SUPER NES

What would be your worst-case scenario for the television of the future? 24hr broadcasts of *One Man And His Dog* on all four channels with simultaneous stereo transmission on Radio 1? Another

series of *My Two Dads*?

Well, Acclaim's vision of the future is much more malevolent.

Whereas in the old days the most alarming thing you might see on the telly was Robert Robinson's comb-over hairdo, by the year 1999 the Saturday night schedules will reflect the viewing public's more murderous obsessions.

Smash TV is set in a time when peak viewing slots are taken by Snuff Soap Operas, Thora Hurd carries a switchblade on the set of *Stars On Sunday*, and even Andy Crane's job as front-man for children's BBC has gone to Hannibal 'The Cannibal' Lecter. And you should see what they put on after the 9 o'clock watershed! Anyway, topping the ratings is *Smash TV* itself - a game show with a vicious streak. Sappy old rubbish like *Call My Bluff* hardly gets a look-in.



Once you've licked all the previous rooms, you get the chance to go for the Gold Run - a face-off with a huge, mutant, end-of-level Bob Holness. If you succeed in wasting him, you can then 'come back next week' and try out a higher level.

THE RULES

Basically, you enter a sealed arena, containing a TV camera and swarms of out-of-work actors who are out to take you off the air—permanently! The friendlier ones hit you with clubs, but most come complete with firearms and itchy trigger fingers. Some even explode, showering you with debris.



MR MUTIE AWAITS! Level map indicates route from start (X) to Bonus Room (C) to Mutie Man (M).

CONTROLLING YOUR LITTLE GLADIATOR

The controls are quite smart, "cos you can move in any direction while independently facing in any other direction to shoot. It's a bit unrealistic really—if you asked the contestants on *Going For Gold* to perform this feat, chaos would ensue. Your weapon has an unlimited supply of ammunition, but you can also augment this by picking up some of the Bruce Bonuses on offer, such as multi-directional fire, missiles, smart bombs and shields. Here, contestant A has got himself a mega blaster.



YOU GET NOTHING FOR A PAIR...

If you have a friend with a similarly bloodthirsty disposition, you can try out the simultaneous two-player action. It's quite a laugh racing to deprive one another of the power-ups, but needless to say if you actually co-operate, and cover each other's backs, you'll both end up winning more tokens at the end of the day.

WHAT DO POINTS MAKE?

Contestants on *Smash TV* don't just enter "cos they've got stars in their eyes—it's because of all the scrummy consumer durables (bonuses, 'CRT's, cuddly toys etc) which can be picked up. The bonus rooms, like this one, start off littered with such goodies. But the orgy of greed whipped up amongst the contestants can often lead to a sticky end—some of the assorted electrical appliances have been sneakily placed over landmines.

host with the most

Game Show Hosts—they're all alike, aren't they? A smarmy smile, a tacky suit and more than a passing resemblance to an oil slick.



I've started so I'll finish



Lovely, smashing, super



Good luck — you'll need it

'Course, the trouble with catchphrases is that all the best ones have been snatched up already. It's a common problem. Do you think Arnie would have plumped for "I'll be back" if it wasn't for the fact that "Nice to see you, to see you, nice" had been bagged by Bruce long ago? Still, as unremarkable as *Smash TV*'s catchphrases are, they do tend to jolly the action along.

THE SCORES ON THE DOORS

In the spirit of the original Williams coin-op, *Smash TV* on the Super NES is fast-paced and exciting. Although the animation's a bit on the primitive side, the graphics look very good, and the sound (especially the digitised speech) does much to enhance the atmosphere.

As you've probably already guessed, it's fairly mindless stuff. If you're into fast and ultra-violent arcade games where you don't have to think very much, *Smash TV* could be a must. But if you're the kind of viewer who prefers Jeremy Paxman to Jeremy Beadle, you might find it a bit too low-brow. Still, the game's very stylish—and it's full of tongue-in-cheek black humour. Comic book violence for telly addicts really, so I can't see Mary Whitehouse buying it.



SUPER SMASH TV
Out Now from
Acclaim on Super
NES, C.Tba.

Thor, Apollo, Xerxes, John Leslie... all these people are legends. Patrick McCarthy, on the other hand, is a git. Unfortunately, we couldn't get hold of John Leslie, so guess who landed the prime job of reviewing Mindscape's Legend.

LEG

PLAYING WITH ANIMALS' PARTS

Each Runemaster comes complete with a large carrier bag full of essential equipment. You know the sort of stuff, wing of bat, head of gerbil, winkle of goat... (it's a pretty smelly bag). These ingredients are combined to make potions which, when combined with the appropriate rune, have different effects. For example, the Missile rune fires the spell at the monster of your

choice, the Surround rune means the spell takes effect on the eight squares immediately surrounding the runemaster, and so on. It's interesting and innovative, easy to use, and good fun to boot.

The eye on the left tells you which ingredients combine to make each rune in your possession.

You can buy extra runes from the Ancient in the mountains (you start with just a Missile rune). The ingredients for the spells can be bought all over the place (or you can mix your own).



There's this land called Trazere, right? And it's in chaos, right? Why? Because (and I quote) "A strange and powerful entity as old as the world is stirring in its sleep." It's the usual stuff – peoples of the ancient realm being transmuted into hideous beasts that roam the land, slaying and despoiling all in their paths – just like David Batty, really. (And all the other adventure games you've ever read about or played, come to think of it.)

But this one's different. In this one you don't have to do anything. You just load the game up and make up four characters. Then they all decide not to bother about the problems afflicting the land and go home for a bloody good fish and chip supper. And that's the game over. (Stop lying and get on with it, Ed.)

Oh alright. They don't go home at all. They form a party and set about righting a few wrongs. You control these four people, who all come from different parts of the country and have different abilities and professions. Like in *Abandoned Places*, they schlep about on horses – at first they're crap old nags on their last legs, but you can save up and buy better ones. The better the horses, the quicker they move about the land. Your party have numerous skills, including the ability to sing magical songs, throw magical fireballs, use magical swords and wear magical underpants. I suppose you want to know more about the people you'll be using, don't you? Well cast your eyes downwards and all will be revealed...

CHARACTER BUILDING STUFF

Character creation is relatively simple, compared with some RPG's. You must have one character from each of the four classes, and you can launch straight in with the default characters if you want. Of course, you feel more involved if you customise them, and thanks to the naming conventions, in which everyone is called "Zorynth Zdash of Theist", you can have all sorts of fun. Like "Cautiously Bewild of Tasts" or "Impisciously Short of Breath". As in *Ultima* (E!) four characters don't automatically lose strength rings if you make them female – huzzah!

The main way to customise your characters after you've renamed them, and before you're re-clothed them, is to adjust the elements. The elements of legend and folk, that is, rather than those of the periodic table. It's not a case of 'let's see... a dash of abolition... yes, her intelligence has dropped by 50 points and she's got cancer. No, it's a simple north, fire, air and water. There's a handy table in the manual that shows which elements affect which categories.

THE FOUR HORSEMEN OF THE PUCKERED LIPS



Oliver Reed introduces the bevy of lovelies who are competing for this year's Miss Trazere award.



Miss Berserker Warrior enjoys hacking up monsters and sunbathing. When she isn't sunbathing she *hic!* likes to chew meat. She'd like to be an air hostess and *burp!* she thinks it's clever to lose her temper. The person she most admires is... er... oh, so it.

Miss Assassin enjoys using her powers of invisibility (*par!*) and lists her favourite hobby as 'stabbing people in the back'. Sounds like a career in personnel management beckons. Still, if she's prepared to 'put out', who knows what the judges will decide.

Miss Rune-(hic)-mashter enjoys casting spells, reading books and mixing potions. Frankly, her skin's a bit bloody pale and she's a bit clever... and you know what clever birds are like (*braap!*) – there's just no pleasing 'em. I don't think she's going to be the new Miss Trazere.

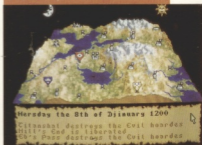
Miss Troubador is one of those ugly units who believes all that crap about the compo "not just being about looks any more". It's big gazongas that count – we all know that. She enjoys playing the banjo in the middle of a scrap and... oh dear, I think I'm going to... huuuueergh!

END



WHOA-OH BOUND FOR MUMU LAND...

When travelling around the landscape, your party is symbolized by a banner with five little crosses on it. Occasionally you'll see other banners - some are good, but at midnight every night fresh evil walks the land (counters from *Studs* out on their dates). It's best to avoid them in the early stages of the game, or they'll almost certainly slaughter you. You can choose either to hide or fight these people. It's best to hide (if you can), but it's not guaranteed that you'll succeed.



GOING UNDERGROUND*

The isometric playing area in the dungeons is surrounded by icons that help you whizz your way through the game.

- a** Shows dungeon map, er... that's about it.
- b** Backpack. Brings up the inventory screen.
- c** Your party. The skulls show the health of each person, while the colour shows the amount of luck each has remaining.
- d** Main message area. Displays messages. (Bizarre. Ed.)
- e** Selected character's left hand. Equipped items appear here.
- f** Selected character's weapon hand, showing currently-selected weapon.
- g** Magical items appear here if they are items that can be worn. You know - helms, shields, Laurel and Hardy underpants, etc.
- h** Rally icon. Instructs your party to rally around a particular person who's coming off worst in a fight. Stops your party running away in blind panic.
- i** North. This is where north is. (Amazing. Ed.)
- j** Chicken. The 'Run away in blind panic, we're having the crap beaten out of us' button.

*Paul Weller, that was the moders world.

GOOD GAME, GOOD GAME!

So it's a bit of a bloody good game, really. I'm a confirmed non-adventurous type and even I loved it - it's engrossing and very playable. You soon get used to the control system, thanks to the nicely-written idiot's guide cum tutorial in the quick-start booklet. The character-movement and main playing area are well-implemented and I particularly liked the spell-casting effects during a scrap. Decent horses are



fairly cheap and easy to get hold of, and once you've got them it doesn't take too long to travel between towns and get on with the important stuff. It's a good, deep game that's easy to get into and should appeal to RPG newcomers and old hands alike. I'm trying to think of any minor gripes, but I can't. Well worth buying.



LEGEND out now from Mindscape on Amiga, ST and PC at £30.99.



HEROES OF THE 357TH



Heroes Of The 357th looks like a flight sim, sounds like a flight sim, smells like a flight sim and tastes like a flight sim. In fact, to all intents and purposes it is a flight sim... until you realise that it's also an arcade game. Strange but true. So how has this all come about? Read on you'll see.

The front end offers you two options: Practice or Tour Of Duty. Practice, as you'd expect, allows you to practice the flying skills you'll need in the main game: air-to-air combat, bombing, strafing and intercepting V1 skills. Just click on the type of practice session you want and shazam!! There you are, several thousand feet over France or Germany, with the action about to begin. It's as instant as getting a stiffy.

Then you get to Tour Of Duty – the main section of the game, the arcade section. So why is it arcadey? I'll explain.

1. There are no take-offs, no landings and no travelling in-between – you just get plonked right in the middle of the action.

2. The missions are rather linear. In what you might call 'normal' flight sims, things tend to happen differently depending on where you've strayed in your plane. In Heroes Of The 357th, they don't – you know exactly what you've got to do and you soon learn exactly when to do it. Take a look at mission one (or maybe we should call it level one).

| | |
|-------------------|--|
| 75 GAL FUEL TANK | |
| 110 GAL FUEL TANK | |
| 20000 CANNON | |
| 500 ROCKETS | |
| 2500 LB BOMB | |
| 5000 LB BOMB | |

Weight: 1000 lbs. overall weight: 10 lbs.
 Change Weapon with **4** cursor keys
 Select/Re-select weapon with **w** cursor keys
 Rotate P-51 with **J, K, L**, and **M** keys
 Zoom P-51 in/out with the **+** keys

DUNCAN MACDONALD has a 'joke' for you:

Q: When is a flight sim not like a flight sim?
A: When it's HEROES OF THE 357TH
 by Electronic Arts.
 Hmm... sadly that wasn't exactly the funniest joke in the world, but it's certainly true... as you'll discover.



LEVEL ONE

You and your wingman, both in Mustang P-51s, are escorting a couple of American bombers high over Germany. The bombers, if all goes well, should drop their loads in about five minutes. The only thing that's going to stop them is the imminent arrival of a pair of Me-109s. As soon as you've been informed of their presence, your wingman will head for one of them, while your job is to go for the other.

If you kill your 'hun' quickly enough, you can join your wingman (who often gets into trouble on his own anyway) and take his one out as well. (More points, you see – you get points for the number of enemy planes you bring down yourself.) When the mission is over

(the view cuts to the bombers dropping their bombs and "Mission Complete" flashes on the screen), you simply press a key and you're whisked back to base. Level one has been completed and it's onto level two. And so on.



CONTINUE OPTION

Like all good arcade games, Heroes Of The 357th gives you a continue option. If a level has gone quite badly, but you still manage to return to base, it's just reflected in your score. A bit of a bummer, yes, but not too serious as long as you do better on the next level. However, things can go even more badly than receiving a low score due to mission failure, because you can get killed. Whether it's a mid-air collision, a case of having been shot down by the enemy or simply the age-old problem

of carelessly piloting your plane into the ground, you can die. But it's not permanent, this death bit. In fact it's extremely unpermanent! (The sword's temporary, actually, Ed.) because you can simply resurrect your pilot and continue from the beginning of the level on which you got killed. Just like R-Type or something.



THE OTHER LEVELS

There are 32 levels in all, and they get increasingly more hazardous as you progress. Yes, just like a horizontally scrolling shoot-'em up. We know about escorting the bombers, but how about having to bomb things yourself? (You can kit out your P-51 with quite a few goodies, by the way.) And how about having to intercept a fast-moving, V1 jet-powered buzz bomb? (If it gets past you and you're below it then you've blown it, because its top speed is pretty much the same as yours - it takes a trillion years to catch up again.) And how about a bit of strafing? (You can shoot anything on the ground, but you lose points for hitting civilian buildings.) How about bombing? (You can take big bombs or small bombs, it's all a question of weight and how much fuel you need to carry in order to get back after the mission is over.) And that's about it for the mission types, with all these skills being needed again and again, occasionally being 'mix 'n' matched' and each time requiring more skill as the 'levels' become harder.



V1 ends strafing P5 changes strafing view

Ohhh! Looks like the Major's going to get his briefs out again.

FUNNY OLD BAST

A replay facility lets you view the action from a variety of view-points.



V1 ends replay P5 changes replay view

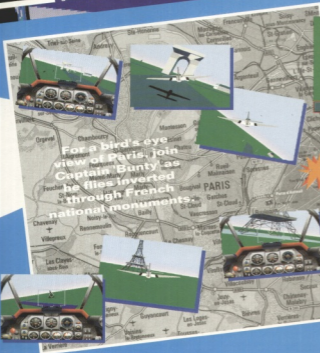
Heroes Of The 357th is a funny old bast of a game, and it's undoubtedly a deliberate attempt to do something 'different' with a flight simulator.

Chuck Yeager's Air Combat may have been a tad arcadey, but this game takes it all the way (the enemy planes only need one hit before they explode, for example). So is this a good thing? Well, initially I was highly disappointed. Then I was slightly less disappointed. Before long I didn't care - I'd forgotten all about what I'd been expecting and was blasting away merrily on level five. Hooked.

At the end of the day, I'll put it like this: *Heroes Of The 357th* drips pure and unadulterated action to the total exclusion of atmosphere and involvement. While it's exciting, you don't really care about who gets killed or by whom (just as long as it's by you). So does this make it crap? Well, no, because apart from the excellent speed and quality of the animation, the arcade structure of the proceedings brings with it the all-important feeling of 'just one more go' - and with 32 levels that's quite a few goes. Well worth a look.



HEROES OF THE 357TH is out in Mid-June from Electronic Arts on PC, at £34.99.



For a bird's eye view of Paris, join Captain 'Bunty' as he flies inverted through French national monuments.

FORMULA 1



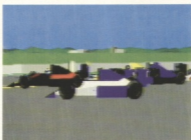
Have you got an ST? Do you like car games? Then you'd better buy FORMULA

ONE GRAND PRIX from MicroProse – according to DUNCAN MACDONALD, it's the most amazing thing since sliced bread.



FRONT END

There are tons of drivers to choose from and you can change their names – just your own name, or all of them. Make them as real or as silly as you want. How about deciding on the difficulty level? You can tell the computer-controlled drivers to be crap, through to totally amazing, and then you can decide how amazing you are. You can make your car totally automatic (it even brakes for you), partially automatic (you choose the aids you want) or not automatic at all (like a real F1 car – very fast and very deadly).



THE TRACKS

You get Phoenix, Interlagos, Imola, Monza, Montreal, Mexico City, Magny-Cours, Silverstone, Hockenheim, Hungaroring, Spa Francorchamps, Monza, Estoril, Barcelona, Suzuka and Adelaide.

It's worth mentioning that each track is incredibly accurate – all the trees are in the right places, all the buildings, all the little bumps, all the cambers, all the uppie and downie hills, there are skidmarks all



over the place – everything's there. A few of us ZERO scribblers went to Brands Hatch for a spat of grass karting recently, and while we were there one of the Brands Hatch employee type people had this to say: "I've driven around all the racing circuits in the world – it's part of my job – and believe me when I say that the MicroProse simulation is spot on. I actually went and bought myself an ST just so I could play it." He was slightly impressed, in other words, after having seen it running in a software shop.

THE RACES

You can go for the full-blown Championship Season (where you race on each track in turn for points in the drivers' league) or you can go for the Single Race option (where you choose any track you want, just for instant excitement). Once you're on a particular track – whether in the Championship Season or the Single Race – you have four options open to you: Free Practice, Qualifying, Pre-Race Practice and Race. Free Practice helps you set your



driving rhythm, ready for the qualifying laps – it's important to be ready for them, because on some tracks a bad qualifying time – and therefore a bad grid position, can cost you the race.

After the qualifying session is over, you can either opt for a pre-race practice or just go straight for the main event. Ah, the main event – it's wonderful. And the instant replays, from several angles. Oh, joy! You have to be there. The ST version seems somehow quicker than the Amiga version too. It's so skill.



GRAND PRIX



CUSTOMISE YOUR RIDE

During your practice, qualifying or pre-race sessions, you can access screens on which you get to tinker about with such things as your brake bias, the effectiveness of your front and rear aerofoils and your gear ratios. At first you tend to use the default settings and don't bother tinkering at all, but as you get more proficient in the game you realise just how important these adjustments are. They affect the handling of the car like you



wouldn't believe and can make the difference between first and last place.

About to race on a hilly circuit with lots of bends and no really fast sections? Then close the gear ratios, stick on heaps of extra downforce and shove the brake bias forwards (you want the car to stick, not fly). A flat circuit with loads of long straights? Then reduce the downforce and crank those gear ratios up (the car may be slow to accelerate and get twitchy on the corners, but speed on the straights more than makes up for it). Oh dear, it's decision time.

TWO OR MORE CAN PLAY

While you don't have the facility to actually link up computers and play head to head on different monitors, what *Grand Prix* does give you is a brilliant (and innovative) multiple play option. Simply tell the computer how many people are going to be involved (up to a massive 35, believe it or not), tell it how many turns everyone wants, and the programme will then allocate equal time slots for each and every one of the blighters.



Each player then takes it in turns, basically, and when you're not actually at the controls driving the computer will be doing all of the work for you. So what about the change-over, you may wonder. "Do you have time to snatch hold of the joystick out of your chum's hands and ready yourself?" And the answer is yes. There's a ten second delay involved between one player losing control of his motor and the new player picking it up, during which time the computer controls all of the cars on the track. No worries. It's quite smart in fact.

FORMULA ONE GRAND PRIX is out



now from
Micro-
Prose
on the ST,
priced at
£34.99.



DUNC'S HOT TIP



Here's a tip for how to get a brilliant qualifying time at Monza. You know the chicane just after the pits? Well, forget it's there and tear right across it at 200 mph. The way to line yourself up for this stunt, as you're hacking

toward the chicane down the start/finish straight, is to use the yellow dotted lines which emerge from the pit lane. Use them as an approach arrow - you want to get your car almost dead over the top of them (and just fractionally to the right). Once you've passed these yellow lines (doing 190mph by this time, make sure you don't touch the steering at all. It's very tempting, but if you hit the rumble strip you'll find you can't control high speed spins, and er... you've had it.

Now this technique doesn't always work - you've got to be pretty good, for a start, and you definitely can't use the auto braking aid. Watch for the other traffic - they can be in the wrong place at the wrong time. However, never forget that you've got four sets of qualifying tyres. In other words, you've got four attempts. If you're successful (and, of course, if you perform well on the rest of the circuit), you can achieve a lap time of under one minute 15 seconds. That's a full six seconds better than the real life record.



ADD-ON EXTRAVAGANZA

Win!

LOADS OF EUROMAX ADD-ONS

Yes, Euromax, purveyor of joysticks, joypads and accessories to the games-playing public, has decided they've got more goodies than they could ever possibly need. The company has very kindly provided us with £500 worth of the stuff to give away to you lot. Pearls before swine, as far as we're concerned, but it's their cash, so what the hell.

Here's what you do to win. Study the questions below, ring up our hotline and, when requested, for each one give the letter corresponding to the correct answer. Don't forget to leave your name, address and your computer or console format too. Easy, eh? Here are the questions:

1. Dominic Diamond is renowned for his joystick fixation. What else is he famous for?

- a. Being the inspiration for the Finbar Saunders character in Viz.
- b. Hosting Channel 4's Gamesmaster programme.
- c. Sleeping with Patrick Moore to get his job.

2. One of the first computer peripherals was:

- a. The MagniBabbage, a magnifier and light for the small read-out dials on Babbage's Calculating Engine.
- b. The card reader used by Jacobson's Loom.
- c. The CD-Rom Drive.

3. Which of the following computer products is not marketed by the Euromax company?

- a. The Zoomer, a yoke-style controller ideal for driving and flight sims.
- b. The Game Care video game and cartridge cleaning kit.
- c. The Data Sheath, a teledildonics interface.

PICK YOUR STICK*

There's something for everyone, whatever piece of hardware you run your games on. Take a gander at what's on offer...

4 Ultimate Supersticks, compatible with Amiga & ST computers. This arcade-style controller has a Dial-a-Speed™ auto-fire switch, some lovely flashing LED's and a duplicate set of fire buttons for your south-paws.

1 Ultimate Superstick, this time for the Master System. Games can be made to run in slo-mo at any time by flicking a sneaky old cheat switch.

1 IBM PC joystick, complete with a no-nonsense, wipe clean pistol grip.

1 Angler, a sexy and reassuringly expensive joystick for your Super NES with a high knob and switch count. Oo-er!

14 GameTunes headphone buds, providing you with full stereophonic sound on your console or handheld. The most common question asked of these soft foam ear plugs is: are they hygienic? Well, the answer is probably not. Still, you can ditch that old biro top, 'cos nothing shifts was more efficiently than one of these babies.

4 Zinger joypads for the NES. Each has an ultra-macho pistol grip in attractive and hardwareing plastic.

3 Striker joypads for the Mega Drive. Not tested on animals, they come with an extra long cord and three independent rapid fire switches.

4 Magnigears for the Game Gear. Squint no longer, these little gizmos turn the display into full 70mm Panavision.

3 Magnilights for the Game Boy. Same as the above, but they also illuminate the display so you can play under the quilt long after bed-time.

Euromax markets all sorts of equipment you never even realised you needed, including a cartridge cleaning kit and a video game score book in which you write all your high-scores (or indeed any large number that comes into your head). What's more, the joysticks come in more colours than in your ever-dreamt-of (live!), allowing you to accessorise your games system to co-ordinate with your own outfit, whatever the occasion!

RULES

- Employees of Dennis Publishing or Euromax Electronics Ltd are banned from entering.
- Ring in before July 31st or the early add-on year if you getting in will be an unnecessary add-on to your phone bill.
- The phone lines are open 24hrs a day. All calls charged at 30p per minute (cheap rates) or 40p at all other times.
- The G.P.'s word is final.

Check it's OK with the bill payer before you start and then get dialling...

0839 121150

70 ZERO

*Or add-on.

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Risky Woods

RISKY WOODS?

Risky woods?

I'll tell you
what's risky.

Giving the new
arcade adventure

from Electronic

Arts to DAVID
McCANDLESS

to review -
that's risky.



"If you go down to the woods today, you're sure of a big surprise." Not half, if your woods have been designed by the cunning Hispanic minds of Dynamic.

You should be less sure of a surprise, and more sure of a six tonne rock falling on your head or a huge, spiky whatchamacallit poking you up the nether regions. And don't think you'll be attending any nonce-based bears' picnic with tea and cakes and orange squash either.

Try and imagine sitting in on Satan's picnic, with walking skeletons, leathery harpies and a few thousand devils thrown into the bargain. When you hear the title, you may think, noncily enough: "Oh, there'll be a few overgrown roots for me to snag my foot on... and probably a few earwigs... and maybe an irate gamekeeper or something. Ho, ho." After a few games of *Risky Woods*, you'll be a-sweating and a-cursing God along with the rest of us...

RUNNING COMM

This is zone two - The Hanging Gardens. It looks most plush, but see the walking skeleton? Yeah? And the fire-spitting demon head? Yeah? Not so plush now, is it? The demon is protecting a part of the Eye Key. It takes about six shots. But watch out for the homing fireballs while you're blasting it.



HARDER THAN HARD

Dynamic games have a reputation for being a bit 'tough'. If you remember games like *Narco Police*, *After The War and Satan*, you'll remember them with the taste of adrenaline on your joystick and a few nice words that you'll never hear your parents say on your tongue. *Risky Woods* in no exception - it is hard. But it's also 'furious'.

"What's the difference?" I hear you ask. Well, hard games are usually hard because they're designed that way. Everything's planned so a normal gamester can't really get very far. 'Furious' games are hard, but only because you haven't got used to them yet. Furious games are arranged so that your normal non-ninja can learn the tricks and the skills with a few plays.

Risky Woods' character, Rohan, has a few tricks and skills up his sleeves. He bounds, shoots and stoops along the scrolling scenery, which is made of the usual four main elements. There's the flat bits, the sloping bits, the moving lift bits and the large gap bits. All these parts are combined over about thirty screens per

level. There are four levels: Mountain Pass, Hanging Gardens, Catacombs and Hidden World. So there isn't a wood at all - what a con!



Taking the elevator to the second pedestal, our hero finds a vital piece of eye-key.



By the honour of Greykull! Rohan throws the key and the eye guardian shatters. Hurray!

MISSION BRIEFING

Each level has a few monks trapped in stone. These are to be rescued, not shot. They are protected by some 'Eye

Guardians'. These are to be shot, not rescued. They can only be shot and destroyed if you have collected two parts of the 'Eye Key'. These are found

somewhere on the level. If you forget to rescue all the priests, neglect to collect the key or run out of time, you're sent back to the beginning again.



WOODS

ENTARY...

Well, rub my chin: if it isn't a 'puzzle'. Just look what happens if I step out onto the wooden ledge. An asteroid blamin' will fall on me. If I activate the trap and then leap back, I survive (but the ledge breaks). And beyond it lies an insurmountable leap. So what do I do now?



Afterunning use of short jumps, I've cleared that puzzle. Now there's a bit of a lull in gameplay. Why don't I stand here for 30 seconds or so, annihilating every nasty that comes onscreen and reaping the calms they leave. They'll be useful in the shop at the end of the level, I bet.



Bit tortuous, this. Taken large gaps - small platforms - and hovering pterodactyle. The whole situation is made trickier by the huge knife-things poking up from time to time in between the gaps. Lots of leaping and firing.



What you can get, what it all does...

AXES: A bit annoying in closed spaces, but unrivalled for blating airborne bastis.

BOOMERANG: Bit crap actually. Don't buy it. Shoots backwards as well. Bloody Aussies.

ENERGY: Guess what? This is your essential 'topping up' facility.

CHAIN: Slight upgrade from the knife. Straight lines and meaty damage.

FIRE: This is more like it. Fireballs. Fast. Power. Straight as a die.



YE OLDE SHOPPE

WHAT'S IT LIKE?

It's got everything you could possibly want from an arcade adventure. Lovely huge scrolling levels packed with colour and scenery bits. Ugly, disgusting, hateable nasties, including face-huggers and leaping helldogs. Lovely juicy chests, swollen with power-ups, literally falling from the sky. Gold coins to amass and buy extra weaponry with. A tight time limit where you really have to beat the clock. Smooth animation, good playability and incredible addictiveness. And all sorts of nice touches like gravity, special continue options and fab music. Okay, so it looks and plays a bit like *First Samurai*. And yeah, it has elements of *Sonic*. But that's okay - with such a pedigree, you can't go wrong.



POWER-UPS

You can't have a review of an arcade adventure without a little bit describing the power-ups...

- APPLE:** Watch out! Makes you kip for 30 seconds.
- ARROW:** Avoid! Shunts you back about three screens.
- STAR:** Hooray! This babe gives 5,000 lovely points.
- CROSS:** Hallelujah! A bumper crop of 10,000 points.
- JEWEL:** Bloody Hell! Steady on, it's 50,000 points.
- HEART:** Hurrah! A whole extra units of energy.
- SKULL:** Oo-er! Gives six energy units or saps energy.
- SANDGLASS:** Praise de Lord! One minute extra time.
- THUNDERBOLT:** Gloria in excelsis deo! Invulnerability.
- FIREBALL:** Jigger me sideways! It's your a Homing fireball.

RISKY WOODS: out late July from Electronic Arts on Amiga & ST, priced £25.99 and on the PC, at £29.99

Decisions, decisions. Two priests to free. One could be an 'evil spirit', which means lots of fire and brimstone and pain if I free it. One could be a 'goodie', which means lots of angels and hearts and Christmas trees. Downies, I think. More off ort, but I think it's a good idea to lick God's bum.



Help, God! Help! I didn't mean to free that evil spirit. Now I've got this tricky fat bastard to deal with. I should have bought one of the axes in the shop. I bloody well knew it. Goddammit. Agh! Not what I meant to say was 'sorry, your most Holiness! Sharp, sharp. Didn't mean it, honest.'



DUNCAN MACDONALD reviewing a puzzle game? Well, it was a bit of a PUSHOVER (from Ocean).



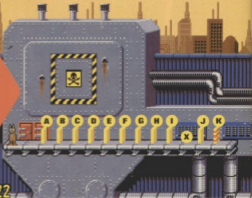
PUSHOVER



Pushover is all about dominoes. You control a little person who enters a

screen through one door, picks individual dominoes up, moves them around, puts them down again in different places and then gives one of the dominoes a shove. If things have been well planned, all the dominoes will fall over, allowing the little person to leave by the second door. Sounds very easy, doesn't it? Well, to make things more 'interesting', there's a timer ticking away, but the time limits are 'overly generous' to say the very least.

LEVEL ONE - IT'S A CINCH
First of all, you get your little chapp to pick up domino A and move it to position K. Then you return back to your original position and knock over domino B. This will result in all the dominoes going down. There's something you should know about domino K - see it's got three stripes? That's because it's the Trigger Domino - it has to be the very last domino to topple, or you don't progress to the next level.



DOMINO LINE-UP

There are ten types of domino in all, and they all look slightly different. Here's a quick run through of the things they do - their 'special powers'.



STANDARD You've seen it all before. It just falls over, a bit like Oliver Reed at two o'clock in the morning.



SPLITTER If my domino falls directly onto the top of this one, it'll 'split' into two. One half will fall one way, the other half will fall the other way.



TUMBLER This one just keeps on keepin' on, head over heels. It only stops when it hits something, and then it starts going the other way.



ASCENDER If this is hit, it rises vertically and so can trigger the toppling of dominoes on higher platforms.



BOMBER Got a gaping hole in one of your platforms? Not

after this has toppled onto it you haven't.



EXPLOSER Toggle this one and it will explode, blowing a small hole in the platform on which it stood. The domino which knocked it over will then fall through this hole.



VANISHER Ping! This one magically disappears when you touch it.



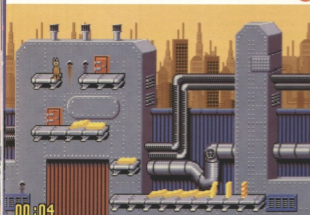
FLINGER Now here's what it's all about. This is the one you want to fall over last. If it tips over too early for doesn't fall over at all, for that matter, it's 'have an other go' time.



STOPPER These little chaps are just blockers really - they're there to stop other dominoes falling over, and don't need to be toppled themselves.



DELAY This takes a second or so to fall over. And as timing can often be crucial, it's worth its weight in gold.

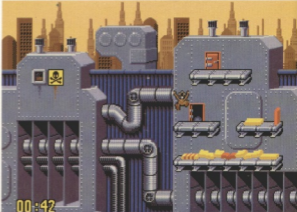


I have to admit that Pushover gets much too hard much too quickly for me. Okay, I may not be the cleverest member of the human race, but the Pushover learning curve has got a giant concrete wall sticking out of the top. It's whether you can pass this hurdle or not that'll make the game either infuriatingly addictive or infuriatingly infuriating.

It's that simple really, because the presentation is great, and the proceedings flow along at a nice chugging pace. In fact, Pushover has a similar feel to Lemmings, and it even looks and sounds a bit like it.

So there you go. If you know that you love this sort of game, and that as far as you're concerned the harder they are the better, you'll be at it for months.

PUSHOVER out now from Ocean on Amiga/ST, £25.99, and PC, £29.99.



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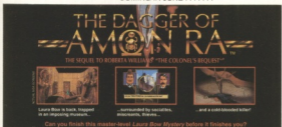
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Review

- 1 Natural Law Party.
- 2 Liberal-Mujahadeen Alliance.
- 3 Bolshevik forces under Gyles 'Ra-Ra Rasputin' Brandreth MP.
- 4 Nationalist militia sponsored by Gadeffi.
- 5 Hard-line communists sponsored by Diet Coke.

Note that the republics comprise of a number of provinces. Here the shading of each reflects the degree of civil unrest. Black areas denote all-out nuclear civil war, whereas the clear ones have less social unrest than Trumpton.



Here's a geo-political map of the area. Each republic is home to four distinct ethnic factions, and has a main ruling party...

Ashes of Empire



MARTIN POND, a man with a greater grasp of international current affairs than even Jimmy Greaves, reviews **ASHES OF EMPIRE** - a political adventure from Mirage.



Ashes Of Empire is another epic from Mike Singleton, the Cecil B De Mille of the games industry. Like his previous works *Midwinter 1* and *2*, it has a vast scope, heaps of characters and a fab 3D combat environment.

Inspired by the dissolution of the former Soviet Union, *Ashes* involves five states in the process of breaking away from the Confederation of Syndicalist Republics (CSR).

You play an international troubleshooter whose job is to bring peace to the five republics and guide them down the rocky road to independence. Working covertly, you have to locate the big nobs in each province and win them over - usually by trading commodities with them. You'll also have to fight off any CSR forces you encounter, and deal with any forest fires started by reactionary guerrillas. All in all, you'll need to cultivate the skills of Perez De Cuellar, Ollie North, Stormin' Norman and...er... Fireman Sam too.

Ashes is absolutely vast, the graphics are excellent and



Radar tracking station afloat

From the chief clerk, being the opening to the main office of the visit. He says he will give you 'side' if you call for a silver diamond, a palette of food, a barrel of wine, an oil can of goods, a crate of tools, a case of medication and a bale of clothing. Firmin also says the commandant Leoni is in this town.



Leoni knows where to find everyone in the province. Leoni will recruit all SR forces within 50 km and demolish 3 Barracks and 4 Control Towers. Leoni will give you 50 ground.



"My people need a medical team and an engineering team. In fact, I will give you my full SR cooperation."

1 To achieve the game's main aim of securing enough votes from each faction to win an election, you'll have to do a lot of networking - you know: "Let's do lunch." "My people will ring your people." - all that jazz about making contacts. There are 9,000 characters, all ready to scratch your back if you'll scratch theirs. To win their loyalty, you can either give them the goods they ask for (it might be anything from potatoes to hospitals) or you can click on an icon representing one of eight conversational gambits. So you can try beating them up ("Stitch that, Ruskie") or even chatting them up ("Hey, I'll bet you're a Virgo, yah?").

2 There are also over 600 professional characters who can be put into working teams and used to rebuild a province's infra-structure. Each one recruited provides you with a block vote from the plebs, and a pointer to locating any of their high-ranking pals. Luckily there's a busy-body in every province - a sort of Comrade Percy Sugden - who knows everyone's comings and goings.

it's got an intelligent scenario. However, playable it ain't. There are so many (authentically Eastern-European) contact names to keep track of, it's like trying to memorise the Gdansk phone book. And all that assembling teams of people from the various professions business is not a million miles from playing *Happy Families*. If you're a convinced Singleton-groupie, buy it anyway. But if you're new to his work and you want to see what all the fuss is about, *Ashes* probably isn't the best place to start.

ASHES OF EMPIRE, out from Mirage on Amiga in late June at £34.99, and on PC later this year, price Tba.



THE HOME COMPUTER

Over the last ten years, the computer has established a permanent place in the home, and the number of home computer users increases dramatically every year.

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Looking to help your child's education? Many companies will show all the latest computerised educational courses from early learning to GCSE and beyond.

What about Multi Media? It is now possible to create, reproduce and store sound using your home computer thus enabling you to unleash your own musical creativity and improve your musical performance. Video and visual interfaces are another rapidly developing field where you can edit and change your home videos.

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hand jobs

Hand Jobs is the place for reviews of the latest carts for the handhelds. Yup, Sega's Game Gear, Nintendo's Game Boy and Atari's Lynx - they're all Hand Jobs!



ax battler: a legend of golden axe

By now most of you will be familiar with the two Golden Axe Sega consoles. Both of these are hack 'n' slash action games - unlike this one, which combines role-playing elements with the death and gore. It's up to you, as Ax Battler, to recover the fabled Golden Axe from Death Adder before he turns Firewood into, er... firewood.

The RPG parts are viewed from above, allowing you to explore, talk to folk and suchlike. If (or rather when) you're attacked, the action flips to the traditional side-on viewpoint and battle commences. You collect vases, which govern your spell-casting abilities, and new combat moves are learned along the way.

The game succeeds in enhancing the original Golden Axe concept - the RPG sections adding to the story considerably. Add to this the sexy graphics and you have a surefire winner.

Out now from Sega, £24.99.



Rampart is a neat combination of action and a small smattering of strategy. As in its arcade namesake, you have to defend your castle against fleets of ships. Unfortunately, the enemy navies' idea of a big laugh is to sail up to your poor, innocent castles, firing cannons and slinging insults about your mother. (Who knows? Maybe they know something you don't.)

Of course you're allowed to shoot back - purely in self-defence you understand - in an attempt to blow as many of the protagonists out of the water as possible.

Between rounds you're given the chance to repair any damage to the walls in a Tetris sort of style - fitting falling shapes into breaches in your castle. The game is won when you've conquered

a certain amount of land or sunk enough ships.

There are some nifty graphics and sampled speech to swoon over, making this cart one of the most desirable on the Lynx. Buy it and you'll be kept amused for weeks

Out now from Atari,
£24.99

rampart





Out now from Acclaim, £24.99.

terminator 2



Acclaim's latest Game Boy cart puts you into the sweaty sneakers of Rees as he battles to terminate the Terminator in the game of Arnie's blockbuster movie. This T2 game has little in common with the slightly bland NES version - this one's a ripsnorting lucky-dip compendium of action-packed gamestyles.

Starting in the future as John Connor, you'll have to battle your way past the Skynet defence system. You then have to locate the T-800 design centre before

actually getting to grips with one of these formidable killing machines in level three.

Varied and challenging.

Terminator has great and gripping graphics, and is packed with playability.

Buy this cart and 'you'll be back' (for more goes).



qix

Qix (and its sister game, *Voifed*) has appeared on a number of machines over the ages, taking the simple concept of *Painter* and embellishing it with fancy graphics and effects.

The idea is to manoeuvre your little 'Qix' around the playing area, boxing off sections with the trail which you leave in your wake. Once a certain percentage of the pattern underneath is revealed, progression to the next level can be made. Care must be made to avoid the various nasties which inhabit the area.

The big question about this type of simple game is: 'Is the playability

sufficient to make up for the game's lack of sophistication?' The answer in this case is a resounding 'Nay, nay and thrice nay'.

The screen is too small, the playability seems to have been left out and it's impossible to make out what's going on at times. In fact, the most fun to be had with this game lies

in the arguments you can have with your mates about whether the game should be pronounced

Kiks or Owiks, and you don't need to splash out 35 quid to do that.



Out now from Telegames, £34.99

dr franken



In this platformy collect 'em up, you are the final creation of Dr von Frankenbone and have lived happily for years in his castle accompanied by your girlfriend Bitsy. (No prizes for guessing how she got that name.) Unfortunately, the other occupants of the castle - assorted ghouls, skeletons and the like - have developed feelings of intense jealousy towards your idyllic relationship. (Maybe you shouldn't have told them what you get up to with her detachable head and double-jointed limbs.) Anyway, these evil sods have separated your beloved into her component parts, and it's up to you to find them in order to resume your cavorting.

The search begins on level three of the castle, where you soon learn how to defend yourself by shooting the slimy turds who hinder you.

You also find out that the scrolling is about the best seen on the Game Boy so far, and the gameplay is as good as the plot is preposterous. At last - a platform romp to rival Mario!



Available from Elite, £24.99



marble madness



Released so far on more formats than Duncan MacDonald says "Geez!" in an hour, *Marble Madness* has finally reared its spherical head on the Game Boy.

For those of you who have spent the last eight years or so in a coma, the game involves you guiding your pet marble over a hazard-filled course and across the goal line within a set time.

This version probably has the best 'feel' of all the versions of this game I've played - the controls are very responsive, making it great fun to play. So you're probably wondering why, if the gameplay is so slick, does it only get an overall mark of 65? I'll tell you why - the game is too damn short! With only five levels to master, you'll soon regret buying this cart, unless you're the type of person who gleans pleasure from writing down the numbers of trains or supports Wimbledon FC.

Available now from Mindscape, £25.99.



65

hook

Available now from Ocean, £21.99



The latest release on the Game Boy from Ocean is *Hook*.

The game follows the adventures of a modern-day older Peter Pan. Playing the part of Mr Pan himself, you have to rescue your young brats from the evil clutches of Captain Hook, who has predictably hidden them in various locations around Never Never Land.

What follows is a standard platform affair which sees you leaping, stabbing, searching

and collecting in forests, on a pirate ship and in a haunted mine, among others.

You must collect enough cakes, thimbles, etc. to open the exit, and then find the sodding thing. The option is given to choose a location to explore, giving a real sense of progression - especially when a few areas have been completed.

While not exactly causing the Game Boy to exude smoke, *Hook* is an enjoyable caper with oodles of gameplay.

79

hydra



It's up to you, as Captain Zippy O'Zip, to transport important, top secret cargoes in your trusty Hydra speedboat, negotiating nasty twisty rivers, avoiding

attacks from the enemy and blasting as many of them as possible. You can collect bags of dosh which can be spent on upgrading your weapons, and you can even achieve take-off, using the balloons which float above the river.

Anyone who's played *Roadblasters* will already be familiar with a similar type of naff gameplay - and believe me, naff is the word. This is about as much fun as extracting your own toenails with a pair of pliers. The boat moves in a quirky manner, and after a bit of sussing out the game becomes too easy to present any kind of long-term challenge.

The swish graphics and ample sounds and music are not enough to save this game from eternal naffdom.

Avoid, avoid, avoid.



58

Available now from Atari, £24.99

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Whatever your feelings on driving games, this is definitely one you can't afford to pass by. Once you've got the compulsory qualifying lap over with (no mean feat), you can select your fave grand prix tracks. Dabble first in Australia, have a flutter in Mexico, whizz around Italy—the world's your oyster—literally. All those brilliant little engines are there too: Larousse, Tyrrell, Ferrari, McLaren,

Williams and Benetton. It's time for frenzied driving, cutting up those bastards ahead of you and crashing into your opponents like Billy-o. The map option screen gives you the 'squiggly line' representation of each track, so you can avoid the ones that resemble a plate of yesterday's noodles.

The graphics are neat, with an effective sense of perspective and an arrow sign signalling which way to turn for people with no sense of direction. But the best thing about *F-1 Grand Prix* is its speed—it's so bloody fast, that it's a miracle if you manage to stay on the track, never mind win a race. With a thunderous 'Way To Go' soundtrack, this game is pretty smart. (Even smarter if you can't drive in real life!)



GI JOE
Konami

The Cobra army is taking over, and you, as an all-American hero, are going to have to blast the living daylights out of them. Quite how you manage this against the interminable onslaught of SAS-clad Spideerman lookalikes with their mammoth tanks and helicopters is another matter. But, taking your life into your own hands, you choose your character from Duke, Snake Eyes, Scarlett or Roadblock.

Then you sadly watch your sprite on his mission of no return, desperately attempting to gun down the enemy and blow up the armoured cars while smashing up the summersaulting bastards.

The sound on this coin-op is deafening and plagued by indiscernible cries of what sounded like "Yo, Joe", which might have been more at home at the local rave. The graphics are good, and the game uses an *Oppo Wolf*-style cursor to guide your missile fire, but somehow after a couple of goes, the whole thing just wears a bit thin.



DARK SEAL II

Data East Corporation



It's nightmare city – the forces of evil are about to invade. In the year 35AD, four valiant heroes managed to crush the enemy hordes using a combination of might and magic. The enemy now wants to unlock the Dragon Shrine and form an army by resurrecting the dead. Spook. So who you gonna call? Well, the Knights of Wizard actually. These are just the chaps for the job and you have a choice of five of 'em. There's Carl, the

knight who favours a morning star; Freya, a wizard who wields a mean flame pillar; Hark, the bard with an elastic spectrum; Jade, dwarf-fighter extraordinaire with her handy battle axe, and Ermina, the elf with the fastest sword in town. Watch out for the tons of magic at your disposal including fireballs, heads of Medusa, lightning and cyclones. All of these can be summoned from your spell book in the bottom left-hand corner of the screen. There are also lots of nifty bonuses such as potions, speed boots, anti-flame amulets and invincible armour.

The graphics are superb, with frenzied action by the bucketload. It's tricky trying to avoid falling in the bubbling swamps while fighting off the evil skeletons, humungous end of level dragons and the human zombies. *Dark Seal II* is a thrashing one or two-player number guaranteed to keep you hooked.



Lethal Thunder
Irem

It's back to that old *Space Invaders* theme with this futuristic blast 'em up. You're a little "space shape" thingie that has to destroy the oncoming basts. Your space ship is small but perfectly formed with two main weapons – choose between using the gun or thunder. The more you fire with the gun, the more you'll drain on your power bar, while thunder erases the enemies' bullets and damages their ships. You get different types of ammo too. Balkan Fire, which consists of powerful successive shots. Lasers which blast a large area, and Flame Fire and Ball Fire which frazzle everything in sight. Some of the frog-like enemy spaceships are frighteningly huge. There's a variety of spacey enemy fighters including curvy, callous caterpillar thingsie & Ja Xenon which'll have you grunted before you know it.

Lethal Thunder is a fast little number with neat graphics and if you're still stuck in a *Space Invaders* groove, you'll love it.

Otherwise it's a case of been there, seen it, done it.



STREET FIGHTER '92

Capcom

There were no less than 10 *Street Fighter '92* machines in the arcade. Is that a record? This new version of the coin-op smash contains all your fave old characters but also allows you to control the thugs you've previously been deprived of: Bison, Vega, Sagat and Balrog. All the old vicious ways of kicking ass are there, but there are also 40-odd brand new, ultra violent moves.

The graphics are smart – not only the way the sprites are animated, but also the incredible detail that's gone into the background. There are loads of on-lookers watching the fight from shopfronts, holding up chickens and the like as they egg on the fighters, safe in the knowledge that they're not going to be dead meat. Winning a fight is no easy task – you've got to have pretty quick reflexes to pull the punches. *Street Fighter '92* is savage sporting fun – well worth a fistful of sows.



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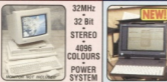
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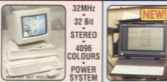
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| Batman The Movie | 6.99 | 6.99 | Jimmy White Snooker | 19.99 | 19.99 | Secret of Monkey Island 2 | 24.99 | 24.99 |
| Battle of Britain | 19.99 | 19.99 | John Barnes (1 Meg)* | 16.99 | 16.99 | [1 Meg] | 16.99 | 16.99 |
| Beach Volley | 6.99 | 6.99 | John Madden | 16.99 | 16.99 | Sensible Soccer* | 19.99 | 19.99 |
| Beastbusters | 6.99 | 6.99 | John Marston* | 16.99 | 16.99 | Shadow Lands | 19.99 | 19.99 |
| Birds of Prey | 22.99 | 22.99 | Kick Off 2 | 9.99 | 9.99 | Shadow Sorcerer | 6.99 | 6.99 |
| Black Crisp | 16.99 | 16.99 | Kick Off 2 (1 Meg)* | 11.99 | 11.99 | Shadow Warriors | 6.99 | 6.99 |
| Big Run | 16.99 | 16.99 | Kick Off - Extra Time | 6.99 | 6.99 | Shinobi | 6.99 | 6.99 |
| Blues Brothers | 16.99 | 16.99 | KO 2 - Super League* | 9.99 | 9.99 | Shinobi II | 6.99 | 6.99 |
| Blue Man | 19.99 | 19.99 | KO 2 Final Whistle | 6.99 | 6.99 | Shinobi III | 6.99 | 6.99 |
| Board Game | 19.99 | 19.99 | KO 2 Wings of Europe | 7.99 | 7.99 | Shinobi III: The Last Chapter | 34.99 | 34.99 |
| Bonanza Bros* | 16.99 | 16.99 | KO 2 Gaining Tactics | 7.99 | 7.99 | Silver Storm | 6.99 | 6.99 |
| Bullseye | 6.99 | 6.99 | KO 2 Winsting Tactics | 22.99 | 22.99 | Sim Ant | 6.99 | 6.99 |
| Buridan | 16.99 | 16.99 | Knightmare of the Sky | 22.99 | 22.99 | Sim Earth* | 22.99 | 22.99 |
| 4D Boxing | 16.99 | 16.99 | Labyrinth | 6.99 | 6.99 | Silent Service 2 (1 Meg) | 19.99 | 19.99 |
| Cabal | 6.99 | 6.99 | Leat Nip 2 | 16.99 | 16.99 | Simons | 16.99 | 16.99 |
| Camelot* | 22.99 | 22.99 | Leat Nip 2* | 16.99 | 16.99 | SKI on Ski | 6.99 | 6.99 |
| Campaigns* | 8.99 | 8.99 | Leisure Squad 2* | 16.99 | 16.99 | Space 1999 (1 Meg) | 19.99 | 19.99 |
| Capcom Collection | 19.99 | 19.99 | Leopard | 16.99 | 16.99 | Space Ace 2 | 26.99 | 26.99 |
| Casuals | 19.99 | 19.99 | Leopard 2 | 16.99 | 16.99 | Space Crusade | 16.99 | 16.99 |
| Chase Engine* | 19.99 | 19.99 | Leopard 2* | 16.99 | 16.99 | Space Invaders | 16.99 | 16.99 |
| Chase HQ | 6.99 | 6.99 | Leopard 2* | 16.99 | 16.99 | Space Invaders 2 | 16.99 | 16.99 |
| Civilisation* | 22.99 | 22.99 | Leopard 2* | 16.99 | 16.99 | Space Invaders 3 | 16.99 | 16.99 |
| Comixline Commander* | 19.99 | 19.99 | Lemmings | 19.99 | 19.99 | Special Forces | 22.99 | 22.99 |
| Confidential Circuit | 16.99 | 16.99 | Lemmings Construct Kit* | 16.99 | 16.99 | Spider 2 | 6.99 | 6.99 |
| Crash Cars 3* | 16.99 | 16.99 | Licensing Data Disk | 13.99 | 13.99 | Strip Poker 2 - Data | 6.99 | 6.99 |
| Crash Course | 19.99 | 16.99 | Liscence Kid | 6.99 | 6.99 | Strikeforce | 16.99 | 16.99 |
| Crash For a Corpse | 19.99 | 19.99 | Lombard Rally | 6.99 | 6.99 | Star Flight | 7.99 | 7.99 |
| Dad Boot | 19.99 | 19.99 | Lord of the Rings | 16.99 | 16.99 | Starflight 2 | 7.99 | 7.99 |
| Death Knights of Krym (1 Meg) | 19.99 | 19.99 | Magic Fly | 16.99 | 16.99 | Stunt Car Racer | 6.99 | 6.99 |
| Deathranger | 19.99 | 19.99 | Magic Pockets | 6.99 | 6.99 | Super Fight | 6.99 | 6.99 |
| Deluxe Paint | 33.99 | 33.99 | Man Utd Europe | 16.99 | 16.99 | Super Hang On | 19.99 | 19.99 |
| Deluxe Paint 4 | 54.99 | 54.99 | Man Utd Traveller 1 | 19.99 | 19.99 | Super Jet | 6.99 | 6.99 |
| Deustros | 22.99 | 22.99 | Mega Traveller 2 (1 Meg) | 19.99 | 19.99 | Super Lynx | 19.99 | 19.99 |
| Disney Animation | 19.99 | 19.99 | Mega Traveller | 19.99 | 19.99 | Superman | 19.99 | 19.99 |
| Disney Collection | 16.99 | 16.99 | Mega Traveller 2 | 19.99 | 19.99 | Superman II | 19.99 | 19.99 |
| Double Double Bit | 16.99 | 16.99 | M1 Tank Platoon | 19.99 | 22.99 | Superman III | 19.99 | 19.99 |
| Double Dragon 3 | 16.99 | 22.99 | Mighty Resistance | 6.99 | 6.99 | Superman IV | 19.99 | 19.99 |
| Double Dragon | 8.99 | 8.99 | Milwinder | 14.99 | 14.99 | Superman V | 19.99 | 19.99 |
| Dragon Wings | 19.99 | 19.99 | Milwinder 2 | 22.99 | 22.99 | Superman VI | 19.99 | 19.99 |
| 4D Drive | 16.99 | 16.99 | Mig 29 Super Falcon | 26.99 | 26.99 | Superman VII | 19.99 | 19.99 |
| Dragon 3* | 19.99 | 19.99 | Milwinder and Magic 3 | 22.99 | 22.99 | Superman VIII | 19.99 | 19.99 |
| Elite* | 19.99 | 19.99 | Mojo Stone | 22.99 | 22.99 | Thunderhawk | 19.99 | 19.99 |
| Elite 2 (1 Meg)* | 16.99 | 16.99 | Myth* | 16.99 | 16.99 | Tie the Fox | 16.99 | 16.99 |
| Eye of the Beholder (1 Meg) | 24.99 | 24.99 | Near Zealand Story | 6.99 | 6.99 | Tie the Fox 2 | 19.99 | 19.99 |
| Eye of the Beholder 2 (1 Meg) | 21.99 | 21.99 | Nephele City Collector | 12.99 | 12.99 | Toxin | 6.99 | 6.99 |
| Eye of the Stearns* | 19.99 | 19.99 | Omega Thunderbolt | 16.99 | 16.99 | Turbo Challenge 2 | 16.99 | 16.99 |
| Face Off | 16.99 | 16.99 | Omega 2 | 19.99 | 19.99 | Turbo Outrun | 6.99 | 6.99 |
| Falcon 3* | 24.99 | 24.99 | Outrun Europe | 16.99 | 16.99 | Turbo Outrun 2 | 6.99 | 6.99 |
| F15 Strike Eagle 2 | 22.99 | 22.99 | Paperboy 2 | 16.99 | 16.99 | Turbo Outrun 3 | 6.99 | 6.99 |
| F16 Combat Pilot | 19.99 | 19.99 | Peelout Stars | 16.99 | 16.99 | UMD 2 (1 Meg) | 9.99 | 9.99 |
| F19 Stealth Fighter | 19.99 | 19.99 | Pegajug | 16.99 | 16.99 | Unattachable | 6.99 | 6.99 |
| Ferrari Formula 1 | 8.99 | 8.99 | Pegajug 2 | 16.99 | 16.99 | Utopia | 6.99 | 6.99 |
| Final Fight | 16.99 | 16.99 | Pig Fighter | 14.99 | 14.99 | Utopia Data Disk* | 19.99 | 19.99 |
| First Samurai + Meg Lo | 19.99 | 19.99 | PGA Tour Golf | 9.99 | 9.99 | Ultima 6 | 19.99 | 19.99 |
| Mania | 19.99 | 19.99 | PGA Tour Golf 2 | 16.99 | 16.99 | Ultima 6* | 6.99 | 6.99 |
| Flight of the Intruder | 14.99 | 14.99 | PGA Tour Golf 3 | 19.99 | 19.99 | Ultima 7 | 19.99 | 19.99 |
| Flood | 8.99 | 8.99 | PGA Tour Golf 4 | 19.99 | 19.99 | Ultima 8 | 19.99 | 19.99 |
| Football Crazy | 16.99 | 16.99 | PGA Tour Golf 5 | 19.99 | 19.99 | Ultima 9 | 19.99 | 19.99 |
| Football Director 2 | 16.99 | 16.99 | PGA Tour Golf 6 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| Formula One Grand Prix | 22.99 | 22.99 | PGA Tour Golf 7 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| Quest 3 | 16.99 | 16.99 | PGA Tour Golf 8 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| Ghouls and Ghosts | 6.99 | 6.99 | PGA Tour Golf 9 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 10 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 11 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 12 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 13 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 14 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 15 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 16 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 17 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 18 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 19 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 20 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 21 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 22 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 23 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 24 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 25 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 26 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 27 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 28 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 29 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 30 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 31 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 32 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 33 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 34 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 35 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 36 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 37 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 38 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 39 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 40 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 41 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 42 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 43 | 19.99 | 19.99 | Ultima 9* | 6.99 | 6.99 |
| | | | PGA Tour Golf 44 | 19.99 | | | | |

BATTLETOADS

Available from Tradewest on the Game Boy in August, price Tba.

The toads are men's men. They don't have arty farty mediterranean names like Michaelangelo, they have queasy, graphic ones like Zitz, Rash and Pimple. Evidently sponsored by Oxy-JO, these amphibians not only have a violent adolescent streak but are also rather easily led. They all become infatuated with a Thalion Thorax Dancer who leads them a merry er, dance when she turns out to be the evil Dark Queen. Rash and Pimple are taken prisoner and you play Zitz who has the unpleasant task of rescuing them. Zitz hotfoots it to the Dark Queen's planet traversing caverns, swamp and the unsavoury inwards of the hideous Wurm until he reaches the Robo-Manus, the huge mutha mutant.

The mini-sprites are well animated and move

really speedily. Yup, Battletoads looks like it's going to be toadally fab. (Groan, Ed.)



Previews – just like Reviews, except with a 'P' at the start. Oh, and no scores on the games, which, er... aren't actually real games yet, but a sort of mish-mash of screens on some long-haired programmer's smelly computer. So there you have it.

The Bart Simpson

It's time to eat your shorts, 'cos Acclaim is currently working on three – count 'em, three – spanking new Simpsons games: *Bart Vs The World* on the NES and Amiga, *Krusty's Super Fun House* on the SNES, *Mega Drive* and Amiga, and *Bart Vs The Juggernauts* on the Game Boy.

Bart Vs The World follows the Bart and his family on a worldwide Treasure Hunt holiday which Bart has won in Krusty the Clown's art contest. But, like timeshares, this prize has a pretty big snag – it's actually been set up by Mr Montgomery Burns, the owner of Springfield's nuclear power plant where Homer works. He's found that his company has been losing loads of moolah since he hired Homer, so Mr Burns wants to send the weirdest family yet on a journey of no return. He's got all his rels in strategic places waiting to pounce on the unsuspecting Simpsons – there's Fu Man Chu

Burns in China, who has a penchant for lethal fireworks, and the Abominable Snow Burns, a half-man half-beast who inhabits the North Pole. It's set to be a nightmare jaunt and no mistake.

In *Krusty's Super Fun House*, Bart's hero the manic-looking clown has just gone into a blind panic 'cos a hoard of stinking rats have invaded his Fun House. Bart decides to organise the sort of rat traps guaranteed to have the RSPCA screaming blue murder. Lovely rodents are all set to be zapped to oblivion with 20,000 volts or explode like a balloon. Smaaaar! Krusty has to guide the rats to the traps by uprooting floors, unblocking pipes, finding hidden passageways... in a nutshell, having more fun than he's ever had in the so-called 'Fun House'. He's also got a wealth of custard pies to crush other enemies like the psycho pigs and slithering snakes. All together now: "Aye carumba!"



BART VS THE WORLD out on NES in September, £39.99 and on Amiga in December, Ctba.

KRUSTY'S SUPER FUN HOUSE out on SNES in September, Ctba; on Mega Drive in November, Ctba and on Amiga in November, Ctba.

BART VS THE JUGGERNAUTS out on Game Boy in September, £24.99.

All available from Acclaim.

MEGA DRIVE CHART

- 1 DESERT STRIKE**
Electronic Arts
- 2 STREETS OF RAGE**
Sega
- 3 TEST DRIVE II**
Accolade
- 4 ROAD RASH**
Electronic Arts
- 5 MARIO LEMIEUX HOCKEY**
Sega
- 6 WORLD CUP ITALIA '90**
Sega
- 7 DONALD DUCK**
Sega
- 8 GYNOUG**
Sega
- 9 PIT FIGHTER**
Domark
- 10 JOHN MADSEN '92**
Electronic Arts

Preview

ROOKIES

Available from Virgin on Amiga sometime in the Autumn, ST and PC versions have also been planned, Etna.

This new Virgin game attempts to conjure up halcyon childhood days of bedwetting and decapitating your sister's Barbie doll. It's a magical mix of hide 'n' seek, hopscotch, British Bulldog, Cowboys and Indians and Doctors and Nurses (hem, hem). You get to play with troops of toy soldiers, planning ambushes and missile attacks while risking life and limb to rescue all youratives, but the rules themselves will be very flexible. It'll have a 3D isometric GD sim viewpoint and a plethora of missions to embark on - sounds rather dull to us.



Available from US Gold on Master System and Game Gear in June, price to be announced.

OLYMPIC GOLD

Don't fret if you can't make it to Barcey this year (or if you're so crap at sport that the mere mention of a decathlon makes your hair stand on end), 'cos US Gold is releasing its fab Mega Drive hit on both Master System and Game Gear. And what's more, both the handheld and 8-bit versions seem to play to as well as the Mega Drive original. So now you can practice hitherto insurmountable recreations like the 100m hurdles, diving, archery, pole-vaulting and ram-raiding. In a nutshell, marvellous fun for everyone.



DRAGON'S LAIR

Available from Elite on the SNES in October, Etna.



AMIGA CHART

- 1 JOHN MADDEN FOOTBALL 2 Electronic Arts
- 2 REBOLDER 2 SISUS Gold
- 3 JOHN BARNES FOOTBALL Krisalis
- 4 PROJECT X Team 17
- 5 FORMULA 1 GRAND PRIX MicroProse
- 6 THE MANAGER Software 2000
- 7 PINBALL DREAMS 21st Century
- 8 SPACE CRUSADE Gremlin Graphics
- 9 MONKEY ISLAND 2 Lucasfilm/US Gold
- 10 GIANTS OF EUROPE Anco

GAME BOY CHART

- 1 TERMINATOR 2 Acclaim
- 2 SUPER MARIO LAND Nintendo
- 3 KICK OFF Anco
- 4 CHOPLIFTER 2 Nintendo
- 5 DUCK TALES Nintendo
- 6 DRAGON'S LAIR Elite
- 7 GOLF Nintendo
- 8 PAPERBOY Mindscape
- 9 BUBBLE BOBBLE Nintendo
- 10 BUGS BUNNY Nintendo

TURTLES IV

TURTLES IN TIME

Available from Konami on SNES in June, Etna.



Just when you thought pizza was going out of fashion quicker than Fergie's love life, Konami is currently polishing off the new

Turtles game - *Turtles in Time*. Poor old April O'Neil has been kidnapped, along with the Statue of Liberty. So without further ado, those agile but anal amphibians Raphael, Donatello, Leonardo and Michelangelo chase the heinous Krang and his gang through 10 levels of time-warped history in search of the technodrome.

The turtles start their mission in the streets of New York, get warped back to prehistoric times where they have to fight dinosaurs (amarti), and then indulge in some swashbuckling on a medieval pirate ship against the evil pair, Rahzer and Tokka. If they survive

they'll face Leatherhead, the reptilian beast, on a train before beaming up to the future and meeting Krang's men. Then it's off to the Star Base for the big showdown with Shredder, but be sure to have scooped loads of pizza for extra energy. *Turtles IV* has incorporated new mid-air moves and kicking forms of attack - it looks like being a pretty smart cat. Wiiiiiiiiickad!



ROBIN HOOD PRINCE OF THIEVES

MASTER SYSTEM CHART

- 1 SONIC THE HEDGEHOG
Sega
- 2 ASTERIX
Sega
- 3 MICKEY MOUSE
Sega
- 4 DONALD DUCK (LUCKY CAPER)
Sega
- 5 SUPER KICK OFF
US Gold
- 6 LEADERBOARD
US Gold
- 7 PRO WRESTLING
Sega
- 8 WORLD SOCCER
Sega
- 9 WONDERBOY
Sega
- 10 SPIDERMAN
Sega

Available from Virgin on NES in October/November, price tba.

The console game of the film will be gracing your NES screen very shortly. For those of you who aren't familiar with the story (ie thickos), here's a quick recap. Loveable royal and all-round good egg King Richard The Lion-Hearted is off fighting in the Crusades



in Jerusalem. Meanwhile, the enterprising Sheriff of Nottingham is robbing the poor to give to the rich (Hmmm... funny how some things don't change. Ed.) and basically extending his power. As Robin Hood, Robin des Bois or Robin de los Bosques (depending on which country you live in), you must overpower the Sheriff and his

evil witch, Mortiana. You start off the game imprisoned in the stinky Saracen dungeon with your two mates, Peter Dubois and Azeem. If you escape, you'll get to Sherwood Forest where you'll attempt to master your merry men: Little John, Friar Tuck and Will Scarlett. Only then can you plan how to get off with Maid Marian...

SUPER SMASH

Available from the Sales Curve in the SNES early 1993. Etba. Remember the Sales Curve's first short 'em up where you controlled a jeep or helicopter through dangerous enemy terrain? Well, it's coming to a Super NES near you very shortly. As you can see from the screencap, the game's looking a bit of a stunner, packed with frenetic blasting on a humungous, interminable level of vertically scrolling violence. Fab!



Fans of this coin-op smash will be thrilled to learn that those gawky geeks Dirk and Daphne will be making an appearance on the Super NES. You'll play Dirk, who's been entrusted with the task of rescuing the hapless Daphne and you'll come across the old faves like Giddy Goom and the Muddy Men. What's more, it looks like it's going to be even better in its SNES incarnation. Smaart!

NES CHART

- 1 RESCUE RANGERS
Nintendo
- 2 SUPER MARIO BROS 3
Nintendo
- 3 WWF
Acclaim
- 4 TERMINATOR 2
Acclaim
- 5 KICK OFF
Anco
- 6 STAR WARS
Lucasfilm
- 7 SUPER MARIO BROS
Nintendo
- 8 DONKEY KONG
Classics Nintendo
- 9 TEENAGE MUTANT NINJA TURTLES
Konami
- 10 SIMPSONS ESCAPE
Acclaim

ZOO OF THE NTH DIMENSION

Available from Gremlin in July on ST and Amiga, Etba.

Having had our fill of deadly ninjas, it's refreshing to see a ninja who looks like he wouldn't say boo to a goose. Zoal is that ninja - a cute little thing who unfortunately isn't entirely all sweetness and light. He can run, shoot, spin, climb, kick, punch, and has a natty



line in designer smart bombs. Your task is to guide him through seven platformy worlds, each containing three levels with numerous puzzles to complete. There's the sweet world which, despite

being yechily cute, has heinous bonbons which must be avoided - chocolate spikes, liquorice pokers, jelly blobs and exploding cherry drops. Evil musical instruments such as flying clarinets, speeding symbols and chattering cellos are ready to wreak havoc in the music world, and lippy oil patches, abominable hammers and shocking spanners abound in the tool world. In addition there'll be a fruit world, complete with exploding radishes and flying pea pods, a shoot 'em up world, a fun fair world and a toy world. With nightmare guardians to smack about, you'll have no time to zool around.

RODLAND

Available from Sales Curve by Xmas on NES and Game Boy, Etba.

If you like poncey games, you'll be dying for this little former ST and Amiga number to come out on NES and Game Boy, 'cos you can't get much cuter than two sympathetic fairies called Tam and Rit who spend their whole time nambly around in an attempt to rescue their mum. Pahl! Not only that but the baddies are so hard that they cry when you so much as look at them.

However, the good news is the game's being tweaked to make it more challenging than the computer versions. So if you fancy romping around sicko levels of cutsey fun, look out for this baby - coming soon to an NES or Game Boy near you.



SUPER HUNCHBACK

Available from Ocean in December on the Game Boy, Etna.

If you're the sort of person who loves rolling your eyes and shouting "Ver bells, ver bells" like a real mong, there's a pretty good chance you'll like this forthcoming Game Boy offering. *Super Hunchback* is evidently a right-on game - for a hideously deformed character is the hero. The plot hinges on the fact that the beautiful Esmeralda has been kidnapped by the odious Halfenpunder and nobody is willing to rescue her from the perilous bell tower where she's been imprisoned. Nobody, that is, apart from you - after all, what have you got to lose? You're the ugliest person in the world and it's probably your only opportunity to come within spitting distance of a girl. There'll also be spooky forests, dank dungeons, spike-filled moats and belligerent bells to negotiate on your treacherous journey. Let's hope that when you finally meet Esme she doesn't die of fright.



Do you know, I've got a hunch this is going to be a pretty fruity little number.

PEPPER CHART

- 1 DUNE**
Virgin
- 2 F16 FALCON 3.0**
Spectrum/Halobyte/Microprose
- 3 STAR TREK**
Interplay/Electronic Arts
- 4 LEMMINGS**
Psygnosis
- 5 MONKEY ISLAND 2**
Lucasfilm/US Gold
- 6 A320 AIRBUS**
Thalion
- 7 ULTIMA VII**
Origin/Mindscape
- 8 CHESSMASTER 3000**
Software Toolworks/Mindscape
- 9 SIM ANT**
Maxis/Ocean
- 10 ULTIMA UNDERWORLD**
Origin/Mindscape

90 ZERO

The good news is that the sequel to the rather fab *Links - Links 386 Pro*, is shaping up nicely. The bad news is that unless you've got a smart state-of-the-art 386 or 486 PC, you're buggered really. The game's been written using sophisticated 32-bit code (most programs still use 16-bit code) and it'll also have Super VGA graphics. We had a sneaky peek at the new *Links* and the graphics look excellent - it's almost like watching a film. (A golf film, you mean. Ed.) But best of all,

there are now women golfers in the game - so there's no need to put up with the likes of the Tony Jacklins and Seve Ballesteros of this world - plump for the Nancy Lopez's instead. (Hear, hear. Dep. Ed.)



Available from Access Software /US Gold in late July, price \$79.95.

Links 386 Pro



THE COOL CROC TWINS

Out now on ST, Amiga and PC from Entertainment International, £25.99.

Any normal person, when asked to name the coolest animal on this planet, probably wouldn't automatically opt for a crocodile. After all you can't really imagine these lumbering creatures skateboarding, let alone pogo dancing to the Sex Pistols. Well, for the Croc Twins, Punk and Funk, coolness apparently is a way of life. And despite their huge beer guts and undersea toddlers, ill'ol Daisy Crocette, never one to shun bigamy, has gone and fallen in love with both of them. Now comes the crux for fraternal love as Punk and Funk set out separately to see who can come a cropper with Crocette first (try saying that after 10 pints). They'll cross 60 perilous

worlds over 10 levels, travelling through icy lands, dank jungles and deadly cities, fighting off any enemies that stand in their way. And at the end of the day will they both find that Crocette has copped off with someone else? (Girls, eh? That would be typical. Ed.)



ESTEE CHART

- 1 GRAND PRIX**
MicroProse
- 2 WHIRLWIND SNOOKER**
Virgin
- 3 MONKEY ISLAND**
Lucasfilm/US Gold
- 4 ROBOCOP 3**
Ocean
- 5 ANOTHER WORLD**
Delphina/US Gold
- 6 LEGEND**
Mindscape
- 7 RETURN TO EUROPE**
Anco
- 8 POWERMONGER WW1**
Bullfrog/EA
- 9 HARLEQUIN**
Gratmin
- 10 THEIR FINEST HOUR**
Lucasfilm/US Gold

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SwagBag? Ooh, you cheeky little bleeder!
Now what was I going to say? Oh, yes... this is the bit dedicated to all you lovely readers. There's The Hard Stuff for your hardware and Soft Sell for your software. Write On's for people who want to get in touch with fellow gamers, and Gimme Some's for kids who want something or another. Fanzines speak for themselves, while What's Happenin'? caters for people who want to announce things. Finally, there's Sad Bastards for all you lonely hearts and Virtual Stupidity for the terminally daft. So what are you waiting for? It's free - just send in the coupon! Now bugger off!

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Poverty forces sale of Amiga 500, 10545 colour video monitor, Megastar joystick. All excellent condition, over 30 original games. Worth well over £800, will sell for £450. Phone (0455) 557864.

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Atari 520 STF1M with joystick, mouse, mat, cover, over £200 worth of games and over £20 worth of magazines for £310 one. Phone Spencer after 3.30pm on (081) 644 5466. Madem Linhet Intelligent V2123 leads, power pack - IBMPC Amiga compatible Amiga Operating, £50. Contact Jason Ashford (0233) 629510.

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Atari 520 STF1M D5 disk drive with 50 games, inc: Indy Jones, Robocop etc, printer, mouse and loads of mags. All for £300 or swap for Mega Drive and games. Phone (0538) 702079.

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EDITOR: David Wilson
 ART EDITOR: Catherine Higgs
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 PRODUCTION EDITOR: Mark Holmes
 DESIGNER: Rebecca Gillard
 STAFF WRITER: Martin Poole

CONTRIBUTORS: Duncan MacDonald, Patrick McCarthy, Ian Ross, Richard James, Louise Mitchell, Steve Wood
 AD MANAGER: Lorraine Jenkins
 CLASSIFIED SALES EXECUTIVE: Andrew Silberman
 AD PRODUCTION: Elizabeth Whittaker
 ADVERTISEMENT DIRECTOR: Alexander Rowson
 PUBLISHING DIRECTOR: Teresa Maughan
 ART DIRECTOR: Saury Egan
 PRODUCTION CONTROLLER: Anne Marie Allen
 GROUP CLASSIFIED AD MANAGER: Cheryl Harmer
 NEWSTRADE CIRCULATION MANAGER: Sean Farmer
 MARKETING SERVICES MANAGER: Jane Meadows
 SUBSCRIPTIONS MANAGER: Norman Dunnington
 MANAGING DIRECTOR: Colin Crawford
 CHAIRMAN: Felix Dennis

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TURN YOUR WHEELS INTO DEALS

Atari Lynx 2 for sale with 5 games, mains lead, case, brand new, only £130. Also Atari ST software wanted, good prices. Ring Dan on (091) 2210697 after 6pm.

Amiga A500, 1Mhz expansion with clock and joysticks (four) mouse, games, demo disks, £250 ono. (Less than one year old). Contact S Almond, 6 Fincrest Close, Worsley, Manchester M28 4JA. Pristine condition Game Gear (boxed), Monaco GP, G-Loc and battery charger. RRP: £180, for you only £110 ono. Phone (0273) 509330, ask for Paul. You know you want it!

Atari ST 1040F1M with 140 games, including Lemmings, Robocop 2, and Monkey Island, price £279 ono. Tel: (031) 6682883 after 3pm, ask for Chris.

Amstad CPC6128 computer with colour monitor, disk drive, cassette player, joystick, manual, magazines and over £300 worth of games. Vgpe. £170 ono. Tel Farnborough (0251) 524030 after 4.30 pm.

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● Under 18's must be accompanied by an adult. So if you are under 18 and you get lucky, you'll have to give your second ticket to a guardian.

● Employees of Dennis Publishing or Acclaim caught entering the compo will find themselves on the receiving end of a nasty Chinese Burn from Ultimate Editor, David Wilson.

● All entries must arrive by the end of July.
● The winner will be decided on two falls, a knockout or a submission (or failing that, by getting all the answers right). The ref's decision is final.

- 1 What is the keep-sake that Hacksaw Jim Duggan carries as a mascot?
 - a) His lucky bible.
 - b) His first teddy bear.
 - c) A plank of wood.
- 2 Which one of the following duos is not a WWF tag wrestling team?
 - a) Legion of Doom - Hawk and Animal.
 - b) Legion of Incredibly Boring Show Stars - Frank Muir and Arthur Marshall.
 - c) Natural Disasters - Earthquake and Typhoon.
- 3 Which of the following is not an authentic wrestling hold?
 - a) Half-Nelson.
 - b) Million Dollar Dream.
 - c) Dutch Oven.
- 4 Pugilist Jake Roberts goes under what nickname?
 - a) The Snake.
 - b) The Fluffy Little Dormouse.
 - c) The Dairy Friesian.



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