

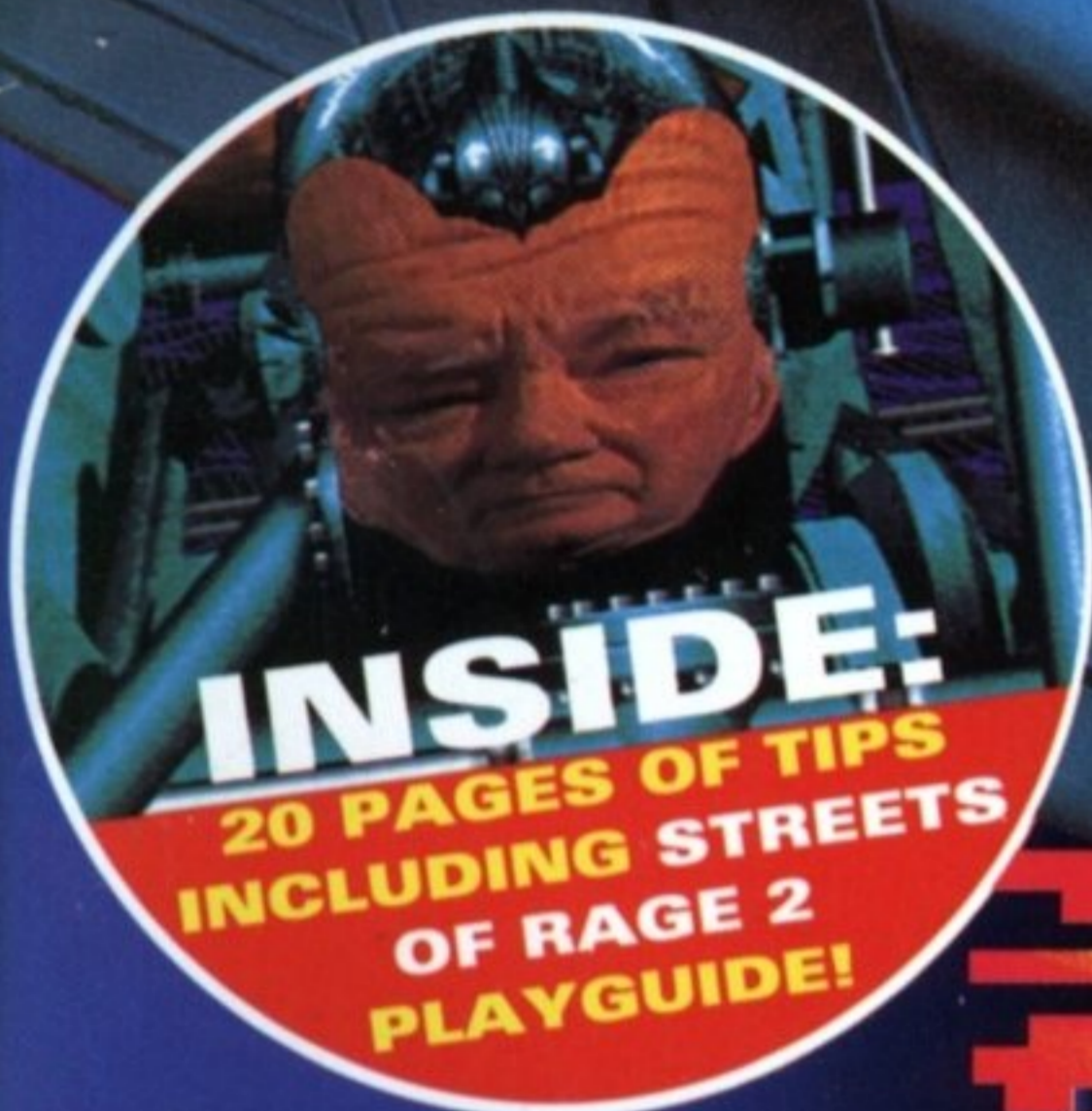
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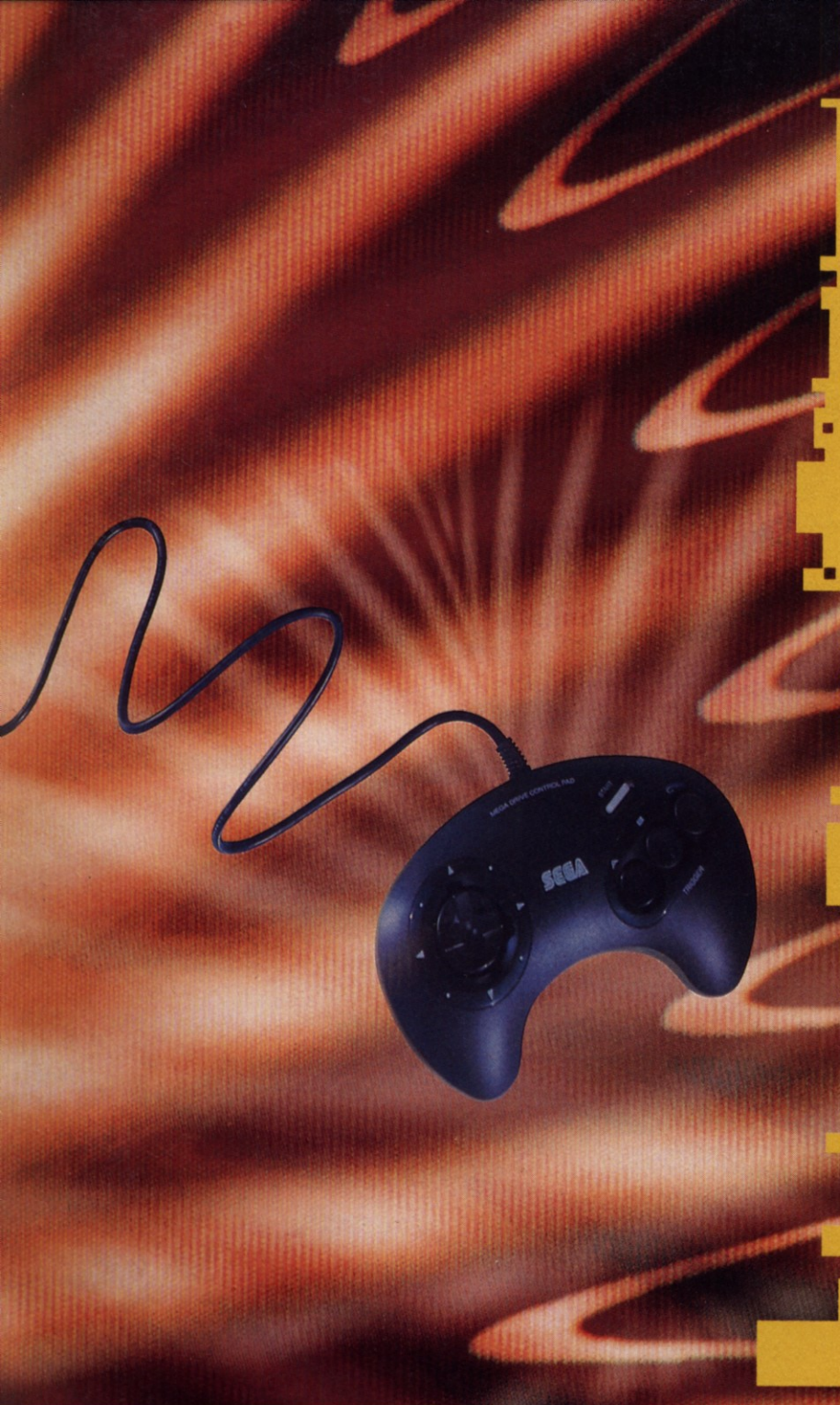
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APPROACHING RIG

REVIEW BOOTH

42 And still they come! The good ones, and the not so good. But which are which? The only way to be truly, utterly and completely sure is to check the GamesMaster Judgement.

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97 Even we, the most rock hard gaming fighter bombers (or something like that) can recognise the need for the occasional tip, hint and playguide. So we're more than happy to be able to bring you these carefully crafted offerings.

Axelay
Curse of Enchantia
Fatal Fury
Legends of Valour
Mega-lo-Mania
Mickey Mouse
Rolo to the Rescue
Sleep Walker
Streets of Rage 2

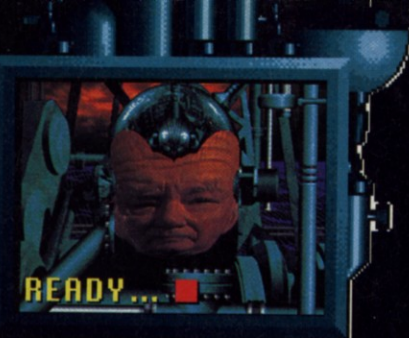
And there's even a bunch of codes for all you cheat-cart fiends out there.

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AS TEAR



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EDITOR
Jim Douglas

ART EDITOR
Wayne Allen

REVIEWS EDITOR
James Leach

PRODUCTION EDITOR
Alison Harper

PRODUCTION ASSISTANT
Deborah Cook

STAFF WRITERS
Andy Lowe and Les Ellis

DEPUTY ART EDITOR
Lam Tang

ART ASSISTANT
Simon Barnes

GAMES PLAYER
Adrian Price

GROUP AD MANAGER
Jonathan Birt

SENIOR SALES EXECUTIVE
Julie Fisher

PROMOTIONS
Tamara Ward

COVER ILLUSTRATION
Paul Kidby

PHOTOGRAPHY
Stuart Whale
Jude Edgington

LINOTRON AND SCANNER OPERATORS
Heath Parsons
Mark Gover
Chris Stocker
Jon Moore

GROUP PUBLISHING DIRECTOR
Greg Ingham

CIRCULATION DIRECTOR
Sue Hartley

PRODUCTION MANAGER
Judith Middleton

PRODUCTION CO-ORDINATOR
Richard Gingell

MANAGING DIRECTOR
Chris Anderson

CONTRIBUTING FOLK
Steve Jarratt (Total!), Neil West (Mega), Andy Dyer (Mega also), Mark Ramshaw (Amiga Power), Andy Smith (Sega Power) Matt Bielby (Super Play), Gary Penn, Paul Mellerick, Dominik Diamond and Steve Carsey

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EDITORIAL AND ADVERTISEMENT OFFICES
GamesMaster
Future Publishing
30 Monmouth Street
Bath, BA1 2BW

TELEPHONE
0225 442244

FAX
0225 446019

SUBSCRIPTIONS
Future Publishing Ltd,
Cary Court, Somerton,
Somerset TA11 6TB

TELEPHONE
0458 74011

FAX
0458 74378

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

Printed in the UK.

Great! We've got some space at the end of the column. Right, now what shall we do with it? Wayne? It was your bloody fault that the column fell short - maybe you'd like to draw a picture or something. Wayne: "Alright then, Jim. I'll do a picture of you." Well, okay, but make sure I look brilliant. I'm off home now, so make sure you do a good job. Wayne: "Okey doke. You can trust me."



LEAVING CONTENTS

HULLOI SAMMY SIDELINE HERE! AS YOU CAN SEE, I'M A BIT OF TERT THAT RUNS DOWN THE SIDE OF THE PAGE. NOW, YOU'LL FIND LOTS OF MY FRIENDS SCATTERED THROUGHOUT THIS ISSUE. IF YOU'D LIKE TO ENTER A SIDELINE COMPETITION, WRITE TO: SIDELINE "R" CONTO, GAMESMASTER MAGAZINE, FUTURE PUBLISHING, 29 MONMOUTH STREET, BATH, AVON BA1 2DL. INSTEAD OF WRITING "Hi", PUT THE PAGE NUMBER OF THE COMPETITION. GOODBYE!

MEET

GREETINGS!



As you can see, this is me looking really rock hard. Sometimes my toughness surprises even me!

Alright? How's it going then? I've had a brilliant month. In fact we all have. Special respectatory thumbs aloft type motions to everyone at top local, er, malt shop and ice cream parlour The Loft for keeping our spirits up during the horrible deadline week by feeding us plenty of pop and sweets. Sorry for all the mess, we'll come round and clear up later.

And what, yes, what an issue we've got for you this month. As our cover suggests, we've gone for a bit of a hardness theme, reviewing three of the most "as nails" games we've ever seen on any system ever. There's

Starfox on the Super NES which is the best game ever and has all that Super FX chip business in it. There's *Cybernator* which is where we actually got our inspiration for the cover artwork and *Walker* on the Amiga from Psygnosis which is quite the most testosterone-filled bullet-festival we've seen at GamesMaster for quite some time. Well, ever. So that's great, and it all starts on page 54.

Also this month, lucky devil and top TV fella Neil "Gomez" West has flown out to Toronto to interview disc-mongous popsters Sunscreen, and - phew! what a coincidence - they're really into video games!

And also this month sees the start of our new Arcadia section which isn't - as the more literal among you might think - a department of Greece, in the central Peloponnese, but in fact a place where the world's most new and exciting arcade machines collect to be reviewed!

There's also an interview with the footy-game guru and bloke whose first name is very similar to his last, Dino Dini, which was written by Dave Roberts off CTW, from which we stole a load of news stories this month and is really good and everything.

Er, so there we are. Hooray for us! Rrrrrroooockkaaarrddd!

ANOTHER CD THING



Wouldn't this look great next to your hi-fi? We all know how rrockharrrdd having consumer electronics is, so get down to the shops, er, soonish.

Got yourself a Mega Drive? What about a PC Engine? Bet you can't wait to get your hands on a CD unit for the machine, eh? Well, Pioneer bet you can't, since their new laser disc player can be used as a CD unit for both machines.

As well as playing all the millions of films that are coming out on laser disc these days, it plays normal CDs. But more excitingly, it can be used, with an adaptor for each machine, to run CD software for both the Mega Drive and PC Engine. Unfortunately, since Nintendo's CD system is nowhere to be seen yet, the machine isn't geared up to deal with Nintendo stuff.

The machine could be over here as early as July and is reckoned to knock out (as those smooth marketing people put it) for about £350. The adaptors should go for less than £100. Elementary maths suggests the system makes more sense than buying the Mega CD unit on its own, but you don't get all that lovely free software (see Mega CD story elsewhere this issue) with the Fujitsu thing. So that's that.

NEW CD CONSOLE HITS JAPAN

Fujitsu, the top Jap gizmo company (electronics giant as the proper press call them) have released yet another new machine in the Land of the Rising Sun (that's Japan to you, matey). They've had the technically brilliant and immensely sexy-looking FM Towns out there for quite a while, but they're bloody expensive (over £1,000) and so haven't exactly done the business. The new console is basically a cut-down version of the machine, aimed at getting the punters into the Fujitsu way of doing things.

According to excellent and great-for-stealing-news-from UK trade paper CTW, the machine has been called Marty (don't ask) and will be available in Japanese shops this month, so we can look forward to some grey imports arriving here by June. The price of this baby hasn't been officially released yet, but logically it's got to be between £0.00 and £1000.

The machine will play existing FM Towns games, many of which seem to involve ever so cute Anime girls with not very many clothes on, as well as audio CDs and the 300 or so software titles which Fujitsu will be bringing out over the next month. More details as and when CTW get them. (And we're not really stealing. I mean, it's just another news source, isn't it? They can't sue or anything, can they, Jim? Can they? James).

ECCO THE DOLPHIN COMP ERROR



Dolphins should not be kept in captivity. But if they are, we hope that they'll be rrockharrrdd enough to smash their way out and be free.

Do! In our rather brilliant and well-written *Ecco the Dolphin* competition in the last issue, we incorrectly gave the impression that Ecco was a captive dolphin. This turns out to be wrong as our friends at the Whale and Dolphin Conservation Society have pointed out to us. "WDCS would like to make it clear that they are opposed to

keeping dolphins in captivity for any purpose whatsoever," says Chris Vick, a spokesman for the society. "WDCS believes that keeping such intelligent animals in concrete tanks is detrimental to their physical and mental well being and shortens their life span."

Apologies to all concerned for any confusion or upset.

NOORIK

HORNBY LOCKS SNES MONSTERS (APPARENTLY)

You might think that this seems a trifle pointless, but it's not. If you've got a load of NES games and only a SNES, you've got three choices. Either buy an NES, don't play the games at all or buy an adaptor for the SNES.

An NES with *Dr Mario* costs £59, but the new Superdeck NES-SNES adaptor from Hornby Hobbies costs £29.99. "When it's slotted into the SNES, you're free to play the whole world of NES 8-bit games," says Hornby, proudly. And it would certainly appear that they're right.

It seems to us that there are a load of NES games which may never get onto the SNES. *Super Mario Bros 1, 2 and 3*. *Gauntlet 2*, *New Zealand Story* and the *Castlevania* series, for starters. So if you've got a SNES and your little brother (or possibly sister) has an NES, nick the games off him and buy one of these. A whole world of slightly old (but still quite good games awaits...

Hornby Hobbies, who make the Superdeck, are on the phone, and if you want more info off them, the number is 0843 225555.



A rockkharrrdd Superdeck yesterday. Just note how attractively it sits on your SNES.

BARCODE BATTLER ADAPTOR FOR SNES

Right, you remember the barcode battler from last month? Well, it's back. And this time you can plug it into the SNES.

The Battler is powered by barcodes – well, actually it's powered by batteries, but the barcodes are vital to its existence. The game works by the "player" swiping a barcode from an everyday product through the battler. Each swipe empowers the player's character with varying battling abilities. The characters then "fight" and, depending on whose barcode-boosted abilities are the highest, the battler determines the winner. Brilliant.

Now, using the SNES's marginally superior graphic capabilities, Battler owners (of which there are none, since it hasn't come out in this country yet, but you know what we mean) can play enhanced versions of this rather dreary game.

ART IN YOUR MOUTH

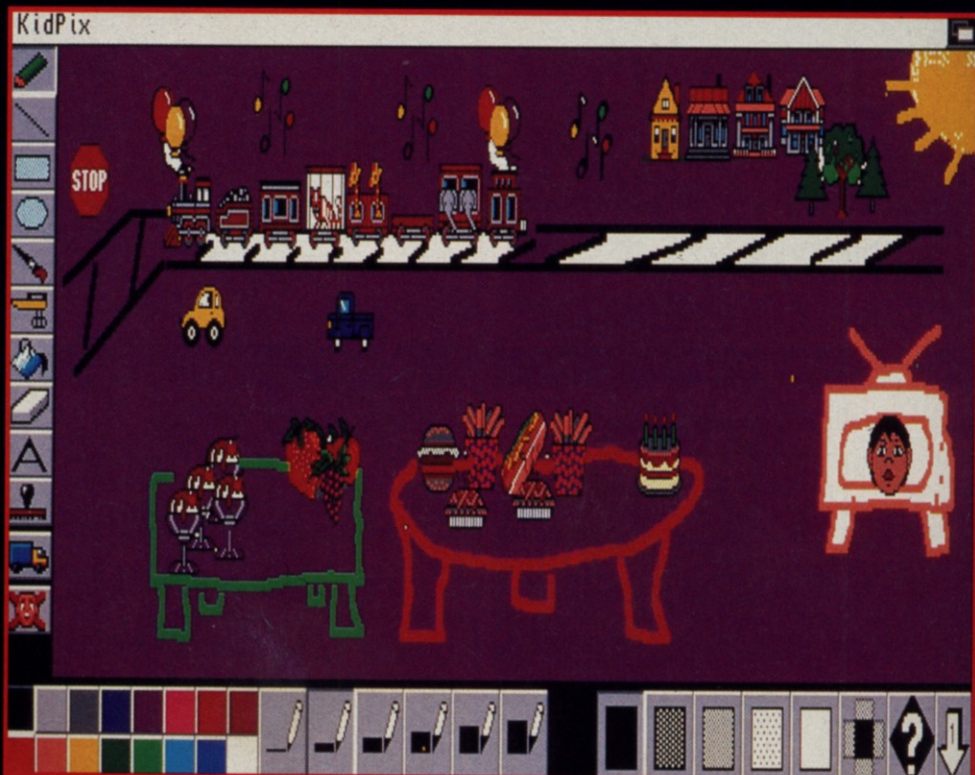
Don't let your kids sit there and play *Streetfighter 2* on the Amiga! Give them the chance to be creative. To draw and paint and colour in and illustrate. To become artists of the highest calibre. And if they don't want to be creative, force them.

That's not quite the message Electronic Arts are preaching with their new Amiga art package aimed at youngsters, but the idea is there. The program is called *Kid Pix*, and on the IBM and Macintosh formats it has gained itself some serious plaudits, including a much-coveted bronze medal in the 1992 Educational Technology Awards.

It's well known that not only do kids love drawing, painting and colouring in on computers, but some are actually quite good at it. Mind you, most aren't. I mean, some of the rubbish you see really is laughable. It's always worth peeping through the windows of a primary school just to giggle at the dreadful 'art' they deem worthy of squidding to the walls with scrappy lumps of two-year Blu-Tack.

But that's just cynical old us. According to EA, "children love how *Kid Pix* turns the computer into a magical art studio," and they'll no doubt be quite impressed by the "magic screen transformations to inspire a child's powers of expression and creativity." Youngsters can even hit each other over the head with the box too.

Kid Pix should be available on the Amiga by the time you read this, priced at £25.99, and is written by Broderbund Software in California, of all places. Incidentally, California is a top holiday destination and your travel agent will have more details on booking flights if you want to go there. Oh, and EA are available on 0753 549442.



Some artwork done by *Kid Pix*, from Electronic Arts. Bear in mind that this was probably created by a professional artist, and your child will be able to draw far superior pictures for him/herself.

NETW

TO BOLDLY GO ON FOR EIGHT YEARS

The fan of TV's famous Star Trek will be pleased to hear that top software publisher Interplay have signed up the rights to games of the show. The deal is said to extend for the next eight years, making a mockery of the original five-year mission.

Only covered is the old-style Star Trek folk, such as Kirk, Spock, Bones and Eggs. Star Trek: The New Generation is something quite different, and has a bald man commanding the Enterprise. Thus it's not included with this agreement.

Carts and CD ROMS will be the first formats to appear (it's not known which will be first), and at the moment eight games look likely from the deal. The licence will cover every Star Trek film made up until the year 2001, which, coincidentally, is a film about space by Stanley Kubrick. Interplay's telephone number is 0865 390029.



Spock, yesterday. No, it's actually Leonard Nimoy, dressed in a close-fitting suit and with pointy ears. And wasn't he better than Data out of the Next Generation?

ULTRAMAN IS HERE!

Who? Ultraman. He's rock hard, he's massive and he's a protector of Earth. Apparently people in the USA, Japan and Australasia are really into Ultraman, who puts himself about a bit as a rollicking rock hard geezer. What we want to know is, if he's so nails, how come he can't stay in Earth's polluted atmosphere for more than three minutes? What a steaming great cardigan he is, eh?

But the point is, there's going to be an Ultraman game on the SNES. At the moment, we believe a publisher is being sought for the product, but if you're after an Ultraman fix, why not buy the video, cunningly entitled Ultraman: The Alien Invasion? It costs £12.99 and you get 94 minutes of non-stop film.

If you object to this picture of Ultraman in your favourite video games mag, then keep it to yourself, eh? We don't to hear folks moaning about our artwork. If you really don't like it, turn the page.



EXTREMELY CHEAP SNES SHOCKER

Bit skint, then? Pop down to wholesome old Toys 'R' Us, where they've, erm, slashed the prices of the various Super Nintendo packs. You can now pick up a stand-alone SNES – one controller, no games – for £79.94, the *Super Marioworld* pack for £109.94, and the rollicking, rock hard *Streetfighter 2* pack for £139.94. We heartily recommend the *SF2* pack. Buy it. Now. I mean, what are you – a girl, or something?

A SNES, yester... No! This is, a SNES quite some time ago. Two weeks last Thursday, actually. Of course, by the time you read this, that will be inaccurate. So – oh, forget it.



NINTENDO GOBBLES UP BANDAI

From April onwards, we may see distinct changes in the distribution, release schedules and, hopefully, even prices of Nintendo games and systems.

To give themselves more control over European business, Nintendo have decided to set up an official Nintendo UK which will take over the distribution of Nintendo hardware and branded software. Yvonne O'Dell, from Bandai (previously responsible for the European distribution) told GamesMaster:

"Nintendo and Bandai are agreed on the need to expand European sales of Super Nintendo and Game Boy hardware, as well as Nintendo branded software. To meet the challenge of the new EC market, Nintendo is to create fully owned subsidiaries in the UK, France, Holland and Belgium, along the lines of its established German subsidiary.

"Bandai have handled Nintendo distribution in the UK, France and Holland. From April, Nintendo is to assume the lead role, with Bandai's co-operation, to develop the markets in these countries."

Ye-es. So, what does that mean, then? One of the more likely implications could be the closing of the gap between Import and Official releases. Pricewise, we'll bring you more information when, erm, someone tells us something.



Starfox – Nintendo's new biggie. We've played it, you haven't. Ha.

FORK

WHAT IF... ECCO THE DOLPHIN WENT ON THE WORD?

(Frightfully hip and street-cred credit sequence precedes the inevitable near-denthal whooping and grunting. Camera glides around for a bit and eventually gets round to zooming in on the inimitable Terry Christian).

TERRY
(Affecting familiar, irritating nasal Mancunian drawl). 'ello everyone. Welcome to The Word. 'appen. Erm, respect to you! Sorry - is that still fashionable?

(The camera sweeps alarmingly to one side. Evidently, its operator has already become quite drowsy).

Anyway, tonight Katie will be off some-

where doing her much-maligned Laurie Pike impersonation.

(Loud whooping and cheering from back of audience. An expletive is embarrassingly audible).

But, I'm talking to the la'est star of the video game world, *Ecco the Dolphin*...

(Cataclysmic applause and howling which, after three or four minutes, eventually fades to erratic whistles and abusive heckling. Ecco is seated opposite Terry).

'ey, Ecco. So, you've done well fer yourself, then. Aren't dolphins supposed to be, like, more intelligent than humans or something?

ECCO
Ye-es, Terry. You are, as ever, flagrantly availed of an unparalleled impudence. Aquatic mammals of the family Delphinidae, although not widely recognised as actually surpassing humans in terms of intelligence, do have very much in common with the aforementioned bipedal primate descendants.

TERRY
Blimey. So, your game, then. Apparently, it's selling really well.

ECCO
Hmmm, it seems that your inability to grasp the very basic axioms of my previous exclamation appears to belie its entire hypothesis.

TERRY
Er, cheers. What about this tuna fish thing, then?

ECCO
I refuse to acknowledge your rather surface-level questioning. If, by "this tuna fish thing", you are referring to the practice of tuna fishermen utilising techniques which are life-threatening to myself and my fellow aquatic mammals with beak-like snouts and slender bodies, then... I'm sorry, what was the question again?

TERRY
Erm, sorry Katie... Um - Danny. Oh no, I'm all confused, now.

ECCO
It would indeed be infinitely gratifying if you were to go away quickly and cease to be sentient.

TERRY
It's a bit like Mr. Logic this, innit?

ECCO
Terry, you are, indeed, very correct in your assumption.

(Quickly cut to the adverts or something else).

Next month - What if... Dhalsim from out of *Streetfighter 2* was interviewed by Richard and Judy, and the phone-in was all about, erm, violent video games, I suppose?



"Of course, it could never happen. You humans have only just begun to comprehend our infinitely complex system of communication and, frankly, it seems decidedly unlikely that you would ever actually develop the degree of understanding necessary to "speak our language", if you will. Now, I'm coming to the end of this so-called "caption" and so I'd like to thank my mum, Jolene and Alan for making the toast, and of course, Neville, for just being there."

CATHY DENNIS MEETS LAST REMAINING FAN

Naah, just kidding. Or are we? Ms. Dennis, from out of her latest album, *Into The Skyline*, has been playing *Ecco The Dolphin* a lot, recently. Apparently, she became so intrigued with the dolphin lifestyle, she actually decided to visit some of them.

Courtesy of Sega, Cathy flew out to Florida and, via the use of hand signals and message-passing(!), spent two days attempting to communicate with a group of dolphins. Now, let's get this straight. Some of the most brilliant marine biologists have dedicated their entire lives to attempting meaningful communication with dolphins - and now Cathy Dennis is giving it a try. Surely, Johnny Morris would have had more success. He was great in *Animal Magic*.

Anyway, Cathy said of her distinctly New Age experience: "It was wonderful... to see them swimming, diving and playing was fantastic." A dolphin said, yesterday: "Cathy was great - very understanding and caring... until she started singing." Cathy Dennis is 23 and lives in London.



Cathy: "Lickle Mr Dolphin. Cutie pie!" Dolphin: "My race are not happy on Earth. We need help." Cathy: "Incidentally, my latest album is out."

NETWORK

COME HERE AND SAY THAT



Gaz and Gav, our rrrrockhhaaarrrrd bruisers challenge you to a bundle in bouncy Bath.

Excuse me? We didn't catch that. Would you mind repeating it? So, you're a bit handy on *Streetfighter 2*, are you? You're some kind of tough guy? Is that right? Okay. Meet Gary Blake and Gavin Derrek, GamesMaster mag's *Streetfighter 2* experts.

So hard-as-nails are Gaz 'n' Gav that they almost managed to defeat Supreme Gaming Overlord of the Cosmos - Jim - which is saying something. (*Although not much.* - Andy). And now they'd rather like to have a pop at anyone who's feeling strong.

And in order to facilitate such pseudo-macho posturing, we've invented the GamesMaster vs UK Allcomers *Streetfighter* Championship. It works like this... Each month we'll choose a team of two players from a particular town (different town each month) who will come down to Bath, have a lovely free lunch and then do battle.

The fights will be on an American SNES with a character vs character cheat. Both players from each team will face off and, in the event of a draw, we'll employ some sort of tag-team method of sorting it out. Points will be awarded for winning each round, with a bonus available for anyone rock enough to 'Perfect' their opponent.

We'll report back with the challenge results, and update our 'Streetfighter Towns That Have Been Kicked In Map' that you can see here. Should we find a pair of even more rrrroockaaard fellows, who can do over Gaz 'n' Gav, they'll have the opportunity to take over and become the GamesMaster Team.



Come and have a go if reckon you're hard. Gaz and Gav'll make you cry in front of your loved ones. So if you want your town kicked in (or maybe you think you'll win), drop us a line, matey.

Now we all know what happened at GamesMaster Live! back in December. When the challenges were being held on the stage area, and Dominik was trying to select the contestants, everyone claimed to be completely brilliant, but then, once they got onto the stage, turned out to be useless. This is the sort of situation we're keen to avoid. Remember, you're representing your home town here, and if you turn out to be terrible, you'll probably be put in the stocks or something. Also,

we'll be forced to ridicule you in a most merciless manner, pointing out to all your friends that you're completely rubbish.

So, if you'd like to come and have a go, write to *Streetfighter 2 Barney Compo*, GamesMaster Mag, 29 Monmouth Street, Bath, Avon, BA1 2DL. Give us the full name of yourself and your other team member and you must send in a picture of yourselves (ideally in some menacing pose, but not necessarily). No picture - no entry.

AMIGA IN VGA SHOCK

It's true, if you happen to have a standard IBM Compatible VGA monitor, you can interface it with your Amiga and gain an enormous advantage over people who are still plugging their Commodores into their tellies and having to make do with what can only (in an effort to pad out this meagre news story) be termed as quite frankly pretty sub-standard.

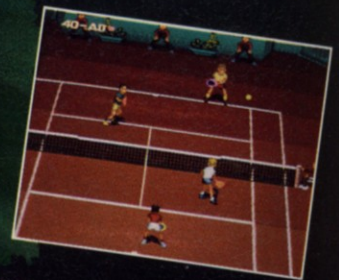
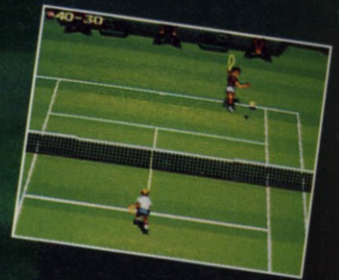
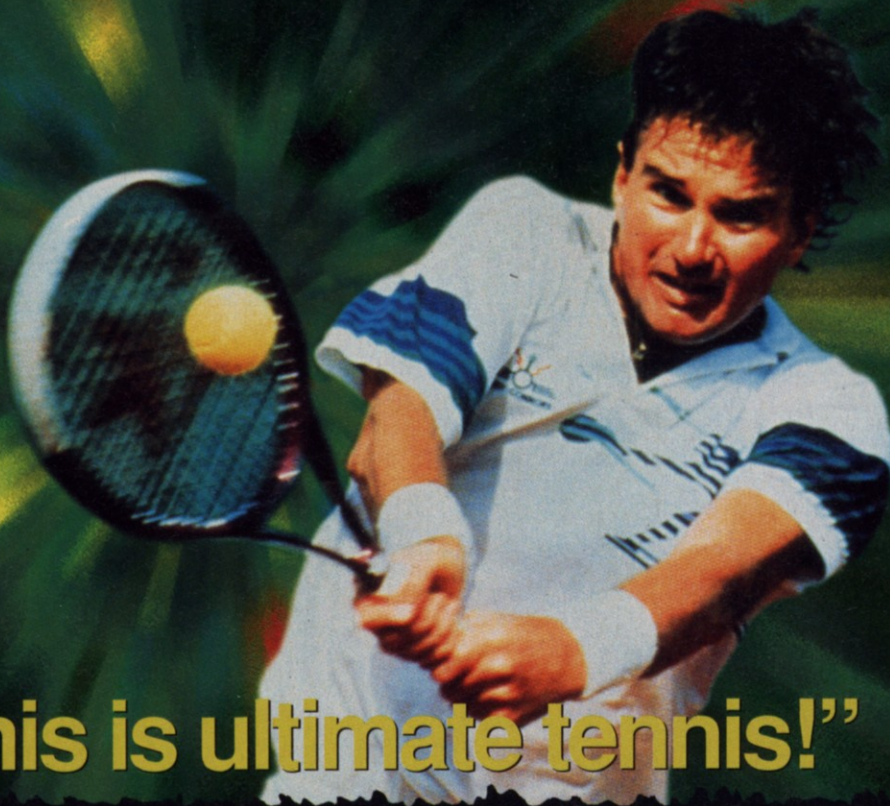
The Amiga-VGA monitor adaptor (as it's snappily known) is produced by RSD Connections (0992 584205). It costs £29.95, and is available through most competent computer retailers. But if you do phone up RSD to get hold of one, quote the part number CL350. Otherwise they'll get dead exasperated, because they also make all the leads you could ever use to connect anything to anything, and the

conversations could get very tricky indeed, and may last for weeks as they try to sort you out.

The adaptor enables Workbench applications to run on a high-resolution display, but this doesn't mean that all games will work with it. And that's that. It's a bit technical for GamesMaster, but hey - never say we don't bring you all the news, as and when (or just after) it happens.

Jimmy Connors

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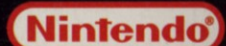
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NETWORK

SEEDY NEWS

An attention grabbing headline if ever there was one.. Could this be the long awaited exposé of Dominik Diamond and his antics in the toilets on the oil rig? Or is it the story of our Jim and his illustrious, not to mention rock hard, cigarette-butt eating antics? Sorry to disappoint you, but the CD we are talking about is the Sega Mega CD.

A nearly official launch date has been set for it. Forget what everyone else tells you. April 2 is the big date (barring global thermo-nuclear war or some minor detail like that).

The bundle will retail for £269.99 and it will come with three CDs with software worth over £200. The titles supplied will be *Cobra Command* and *Sol Feace* (as we revealed to you in rumours last month). The other disk will be a five-in-one game disk featuring *Golden Axe*, *Columns*, *Super Monaco GP*, *Streets of Rage* and *Revenge of Shinobi*. None of these titles will have been revamped or improved on CD, they are the original cart versions.

Another five or six titles will be available when the machine is launched. After this you can expect the market to be blitzed with CD titles.



It's definitely, definitely coming, probably, maybe, possibly, well it could be... in April.

RUMOURS

● Don't be surprised if in March we see the release of yet another version of *Streetfighter 2*. This time the story from rumour control is that Capcom are in the process of producing a new edition, either the Championship Edition or even the Black Belt version. Capcom are currently keeping shtoom about all this, but remember - you heard it here first.

● Remember *Darkseed*? Well, the company that released it have a new game scheduled for release soon. Their future releases are getting curiouser and curiouser. Early next year they will be releasing a game called *I Have No Mouth, But I Must Scream!*

● Hot from a reliable US source, the word is that a fourth in the *John Madden* series (possibly called 94) is in production. The rumour is that the game will not just be an update (as were 92 and 93) but will be a completely new game (well, as new as you can get with an American football game) featuring full leagues.

● Rumours from the US persist about a new Virtual Reality peripheral for the Mega Drive. The device fits over your eyes and is supposed to deprive you of your normal senses (not too hard judging by the state of the GM team). Just how this will work and, more importantly, how well it will work within the limitations of the Mega Drive cart size will be interesting to see.

● After the success (well almost) of their Classics range, Sega are set to add two more titles. The shock here is that the titles they are adding are half decent, whereas the others were more than a bit naff. Expect to see *Golden Axe* and *Revenge of Shinobi* given the new lease of life later this year.

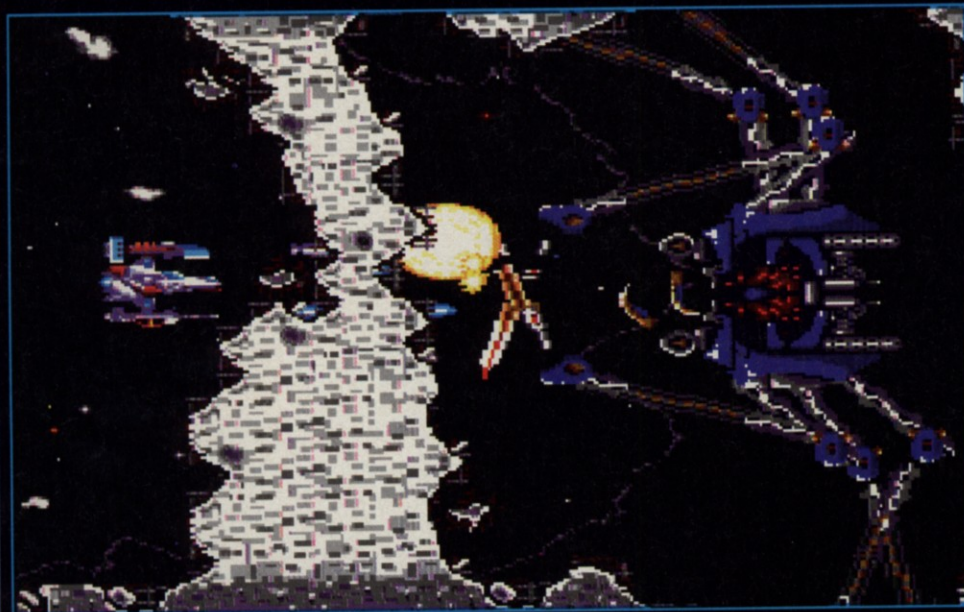
● Capcom, from out of *Streetfighter 2* fame, have announced a thoroughly juicy clutch of autumn SNES releases. *Final Fight 2* - the sequel to the single-player coin-op conversion - will feature the head-butting, stomach-crunching antics of old favourites Cody and Haggar, in a vicious blood-fest of "non-stop, head-to-head competitive action". The original was one of the first SNES releases and, sadly, only featured single-player action.

Other titles include *Aladdin* - based on Disney's latest feature film, and starring Princess Jasmine, Jafar and, of course, the Aladdin geezer himself. There's also more red hot Disney action, with *Goofy Troop* - featuring Goofy and inevitably cutesy and irritating son, Max, in a simultaneous two-player, overhead view, erm, platform type game. Maybe.

Bullet hard NES and Game Boy hero Mega Man will also be making his SNES debut in the bizarrely titled *Super Mega Man*. The diminutive robotic one will be seen strutting his, um, metallic stuff sometime later in '93.

Meanwhile, you can look forward to Capcom's first foray into the American Football arena (sorry) sometime in March. *MVP Football* will be officially licensed by the National Football League, and will feature coaching modes, all-weather situations, TV-style graphics with digitised players and a "state-of-the-art user interface". Apparently. Hopefully, they'll remember to include a league in there, too.

If we ask Capcom nicely, they may well let us preview all of the above in the next issue. If, however, they're in a bad mood, then you'll have to wait until issue six. Sorry about that.



Sol Feace - your average Japanese shoot-em-up with some great sound effects. Not exactly pushing the machine to the limit, although titles planned for later in the year will probably do so.

MORE STREETFIGHTER 2

As if we hadn't heard enough about it over the last few months, we can bring you up-to-date news on the Mega Drive version of *Streetfighter 2*. It has at last been shipped to Sega's London HQ.

The game, however, will not be released until the summer - not March as has been widely believed. No reason for the delay is forthcoming, so Mega Drive owners will have to wait with baited breath for just a few more months.

Curiously Capcom in the US have denied the existence of *SF2* on the Mega Drive which could just explain the delay.

Anyway rest assured that nearer the time we will bring you a full review.



Ow, that was right on my bunion, you git. Hold your breath for *SF2* on the Mega Drive.



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NETWORK

DIARY DATES

Yep, yet more reinforcements for your emotional crutch - in the form of a batch of dates, events, releases and irrelevant wibble so enticing, so lustworthy, and, well, just so damned readable, that you'll probably be stuck forever on this page - reading it over and over again, fondling it, kissing it... (Get a move on. Ed.)

MARCH 18

It's time for issue four of GamesMaster to hit the streets. But, er, you already know that, don't you? You're already reading it, you see... Erm, if not - then pop down to your newsagent - the one with the moustache and BO - and ask him ever so nicely for your copy. If you aren't reading this then I would like to take this chance to insult you, but as you're not reading it - I won't. You will have also missed GamesMaster Art Assistant Simon Barnes' birthday by four days, but don't let that stop you sending in cards, presents and loads of money.

MARCH 22

Accolade release *Test Drive 2* on the SNES, and rock hard Manchester geezers Ocean release *Universal Monsters* on the Amiga. Apparently, it's like one of those weird old 3D forced perspective games that were popular on the crumbly old Spectrum. The Monsters themselves are - Frankenstein and Mrs Frankenstein, the Mummy, Wolfman, the Creature Off The Black Lagoon, and maybe Dracula.



Here's a piccy of *Lemmings 2* just to remind you that it should be on sale at the moment, and if you've got an Amiga, go downtown and buy it.

MARCH 25

NES owners will be able to rush down to their local retailer today and buy a copy of *Castlevania 3*. Meanwhile, hip Game Boysters will be able to hop onto their skateboards (*Erm, didn't skateboards go out in 1983*. Ed) and buy a copy of *Race Drivin'*, which I suppose is some form of driving game. The ostensibly fabulous *Home Alone 2* should also be appearing on the SNES, at around this time. Such a shame it's a load of old crap.

MARCH 30

Four Master System games should have hit the shops by now, proving that Sega are not leaving the system for dead (just pretty injured). Tecmo *World Cup Soccer*, *Mickey Mouse 2*, *Batman Returns* and *Pitfighter* are the titles. Mega Drive owners should be losing sleep thinking about the sports compilation from Electronic Arts. Oh, and *Steel Talons* from Tengen is also being released.

APRIL 2

Big news! Firstly the Mega CD gets its official launch (at long bloody last), and secondly, well it's Les's birthday. Rest assured he'll be dragged out of his coffin and pulled into the nearest pub. Well he thinks he will, for some reason.

Also a couple more Master System releases. Blimey. Sega are going a bit over the top with this. First up is *Wimbledon 2*, the sequel to, er, *Wimbledon*. We believe this to be some sort of a tennis game. And there's *GP Rider*. This would seem to be a driving game. And we would seem to be stretching this joke far too far.

APRIL 4

It's the European Computer Trade Show. We'll find out loads of top-secret things which we will then print for your reading pleasure. The software houses also give us freebies and drinks and that, thus making us glad to be important mag folk. Some of our colleagues will no doubt get off with some more of our colleagues, creating loads of gossip (which we won't print).

APRIL 10

Hang out the bunting! More Master System games ahoj! And they are *Wonderboy in Monsterworld*, *World Tournament Golf* and *Strider 2*. Game Gear titles appearing around this date include *Talespin*, *Master of Darkness*, *Tom and Jerry: The Movie* and *Home Alone 2*.

People of a nervous disposition should head for the toilet today because you can expect an amazing combat frenzy in *Best of the Best* on the SNES (which is *André Panza Kickboxing* under a different title), those funky *Blues Brothers* also make their SNES debut. The utterly pathetic *Magic Sword* will finally appear today but with any luck should disappear just as fast. Not that we're biased or anything. In fact, we shouldn't be saying things like this in the diary pages. No, we should be more professional and reserve our critical judgement for the review pages (where, incidentally, you'll often find the best jokes and the rudest comments about Adrian).

APRIL 19

The most important day of the month for you. Your long wait is at an end, always assuming we can stop playing bloody *Streetfighter 2* long enough to write an issue, you'll find that number five of that prestigious, well written, brilliantly designed GamesMaster is on sale.

Go and get it right now (providing you're reading this at the right time). Also note that Mega Drive owners can pick up *Fatal Fury*, *Captain Planet*, *Captain America*, *Cyborg Justice* and *Outrun 2019* (if they've got the money). We should add that some of the above games are likely to be cack. Which ones, though, we'll tell you later.

IMPORT CHARTS

SNES

1	Super Star Wars	JVC/Konami
2	Mickey Mouse	Capcom
3	Super Mario Kart	Nintendo
4	Out of this World	Electronic Arts
5	Wing Commander	Mindscape
6	Prince of Persia	Konami
7	Streetfighter 2	Capcom
8	Connors Tennis	Ubisoft
9	Tiny Toons	Konami
10	Desert Strike	Electronic Arts

MEGA DRIVE

1	PGA Tour Golf 2	Electronic Arts
2	Streets of Rage 2	Sega
3	Ecco the Dolphin	Sega
4	Road Rash 2	Electronic Arts
5	World of Illusion	Sega
6	NHLPA Hockey 93	Electronic Arts
7	Rolo to the Rescue	Electronic Arts
8	Sunset Riders	Konami
9	Chakan	Sega
10	Sonic 2	Sega

PC ENGINE

1	Cosmic Fantasy (CD)	NEC
2	Dragon Slayer (CD)	NEC
3	Bomberman 93 (CD)	Hudson
4	Air Zonk	NEC
5	Image Fight 2 (CD)	NEC
6	Ramna 1/2 (CD)	Masna
7	Gradius 2 (CD)	NEC
8	Loom (CD)	Activision
9	Cotton (CD)	NEC
10	Battle Loderunner	NEC

GAME BOY

1	Super Marioland 2	Nintendo
2	WWF2	Acclaim/LJN
3	Loony Toons	Konami
4	Megaman 3	Capcom
5	Bonk's Adventure	Hudson
6	Terminator 2	Acclaim/LJN
7	Darkwing Duck	Nintendo
8	Star Wars	Ubisoft
9	Alien 3	Acclaim/LJN
10	Battle Loderunner	NEC

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

Console Concepts (0782) 712759
AMS Games (081) 201 0535



Streetfighter 2. Forcing people to sick up blood is still popular.

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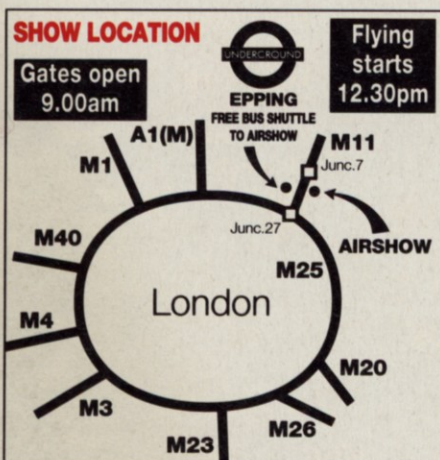
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CHARTS



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

GAMES
CENTRE

SNES



- 1 **Super Mario Kart**
Nintendo
- 2 **Prince Of Persia**
Konami
- 3 **Super Mario Paint**
Nintendo
- 4 **Road Runner - Death Valley Rally**
Sunsoft
- 5 **Pilotwings**
Nintendo
- 6 **Super Marioworld**
Nintendo
- 7 **Super Tennis**
Nintendo
- 8 **Streetfighter 2**
Capcom
- 9 **Bart's Nightmare**
Acclaim
- 10 **Sim City**
Infogrames

MEGA DRIVE



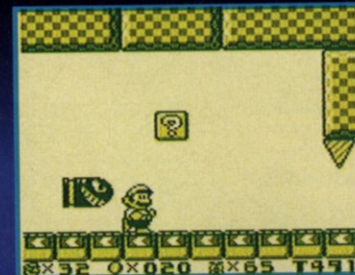
- 1 **PGA Tour Golf 2**
Electronic Arts
- 2 **Streets Of Rage 2** Sega
- 3 **Road Rash 2**
Electronic Arts
- 4 **Mickey & Donald** Sega
- 5 **Desert Strike**
Electronic Arts
- 6 **Sonic 2** -
Sega
- 7 **Rolo to the Rescue**
Electronic Arts
- 8 **WWF Wrestlemania**
Flying Edge
- 9 **Taz Mania**
Sega
- 10 **John Madden 93**
Electronic Arts

AMIGA



- 1 **Streetfighter 2**
US Gold
- 2 **Alien Breed Special Edition**
Team 17
- 3 **Sleepwalker**
Ocean
- 4 **Sensible Soccer**
Renegade
- 5 **Premier Manager**
Gremlin
- 6 **Historyline**
Blue Byte
- 7 **Wing Commander**
Mindscape
- 8 **Indiana Jones and the Fate of Atlantis**
US Gold
- 9 **Legends of Valour**
US Gold
- 10 **Road Rash**
Electronic Arts

GAME BOY



- 1 **Super Marioland 2**
Nintendo
- 2 **Star Wars**
UbiSoft
- 3 **Parasol Stars**
Ocean
- 4 **Alien 3**
Acclaim
- 5 **Tennis**
Nintendo
- 6 **Looney Toons**
Sunsoft
- 7 **Speedball 2**
Mindscape
- 8 **WWF Superstars**
Acclaim/LJN
- 9 **Home Alone 2**
THQ
- 10 **Golf**
Nintendo

MASTER SYSTEM



- 1 **Sonic 2**
Sega
- 2 **Taz Mania**
Sega
- 3 **Lemmings**
Sunsoft
- 4 **Mickey Mouse**
Sega
- 5 **Leaderboard US**
Gold

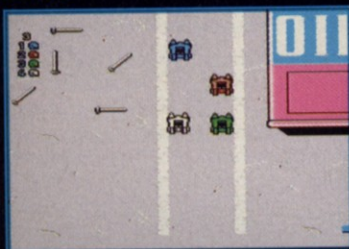
LYNX

- 1 **Dirty Larry**
Renegade Cop
- 2 **Switchblade 2**
- 3 **Hockey**
- 4 **Shadow of the Beast**
- 5 **Steel Talons**

GAME GEAR

- 1 **Sonic 2**
Sega
- 2 **Alien 3**
Flying Edge
- 3 **Lemmings**
Sunsoft
- 4 **Streets Of Rage**
Sega
- 5 **Super Space Invaders**
Domark

NES



- 1 **Micro Machines**
Codemasters
- 2 **Dizzy**
Codemasters
- 3 **Lemmings**
Sunsoft
- 4 **Super Mario 3**
Nintendo
- 5 **Hyper Soccer**
Konami

DON'T AGREE, EH?

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

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

My address is

Brace yourself, folks, here comes...

DOMINIK'S BIG PURPLE COLUMN

Welcome everybody, to the worst part of the mag - and that's official! On a recent survey carried out by "Kilroy" on his TV Show, 9 out of 10 unmarried teenage mothers said my column was crap. You'll notice some changes this month. In the past this column has been a rather piecemeal affair, with lots of little bite-sized chunks and pictures. From now on, some of the chunks are larger - and it doesn't cost any more money. The largest portion of the column is the next bit, and, many years from now, from the snowy wastes of Tibet to the inner city wastes of Swindon, taking in, as it should, those parts of Tiverton where even armed guards fear to stroll, it shall be known by all and sundry as "A Day with Dom".



Dominik interviews our very own Deputy Art Ed, Mr Lam Tang.

A DAY WITH DOM

Yes! Every month I will bore the pants off readers nationwide as I detail just one of the fantastic days I have had in the past 30 moons or so. Some of them will be specific days when I go to the arcades, or to a software company, or visit my bank manager - but to start what I'm sure will be a ground-breaking journalistic venture, here's a typical day for me.

This particular day happened about... oh, forget it, who cares when. Okay, on this typical day, I arose at about eight o'clock and had a healthy breakfast of grapefruit segments, fat-free muesli with sugar-free cottage cheese and chamomile tea before nipping off down the gym for a quick work-out, followed by a sauna while checking the price of my unit bonds on the Tokyo Stock Market.

A lot of people think that TV celebs get paid lots of money, which is untrue, we get paid shitloads of money. Anyway, the chauffeur-driven limo arrives at 8.30am to take me to BSKYB studios, where GamesWorld, the latest show by the makers of GamesMaster, is currently being filmed. It goes out five nights a week on SKY, and today I am the guest reviewer, giving my humble opinion on *Starfox* and *Striker* on the SNES, *Mick and Mack: Global Gladiators* on the Mega Drive, *Lemmings 2* on the Amiga and *El-Fish* on the PC.

Also on the review panel was Violet Berlin, the co-presenter of *Cack Influence*, who I've met before and is a very nice person actually, in spite of her show. After chatting to Violet, I shared a few moist moments with Julian 'Jazza' Rignall, video games Godfather and incredibly nice bloke.

The filming was delayed a bit, and I was desperately looking for someone to talk to who earned as much money as me. My prayers were answered when the editor of this splendid mag, James 'OP' Douglas entered. Jim was wearing a fine red jacket/polo neck combination, which would have looked even finer if this was 1983 instead of 1993. (*Says the man who wears a cravat* - Ed).

Anyway, Jim had to go out and feed his manservant, so we went off to film our comments and, er... that was that. I then took one look at the traffic and decided to take my helicopter back to the GamesMaster office.

Talking of the office, you may have noticed on the end credits of GamesMaster that I'm listed as "Associate Producer". What this actually means is that I do all the hard work for the producer and director, but I do get to boss around all the researchers as compensation.

On this particular day, I had to check that everything I needed to edit for the next few features was in place.

This included things as diverse as footage of ex-Sega champions Danny Curley to footage of *Total Recall* - the film. By now, you'll know why, as these features should have appeared on the show. Also, I'm trying to pull out all the stops to get an exclusive first time on TV review of *Starfox* the snazzy new SNES Sci-fi blast which is the first to use the spanky new SFX Chip. That seems to be going okay, I've organised the reviewers, booked the studio time, so after a quick macrobiotic lunch of Malaysian palm leaves in a caffeine-free olive oil dressing, I spent the rest of the afternoon whipping everyone's arse on *Super Mario Kart*.

The one major downer of the day was that I'd arranged to meet the aforementioned Jim Douglas for an intimate 'bottled beer and Italian meal' situation later on. The real bummer was that I had to go home and watch paint dry, but how could I get out of meeting Jim. "I'm sure he'll realise I'm not coming after an hour or so," I thought. Anyway, there I was, sitting at home, when - shock! horror! - the paint dried, far sooner than I thought, so I grabbed the keys to my Ferrari and met Jim just in time, so he thought nothing was amiss. (*Eh?* - Ed).

Anyway Jim and I drank more pop than anyone else because we like to impress people that way. What a fine way to end an absolutely thrilling day...

DOMINIK'S TOP FIVE



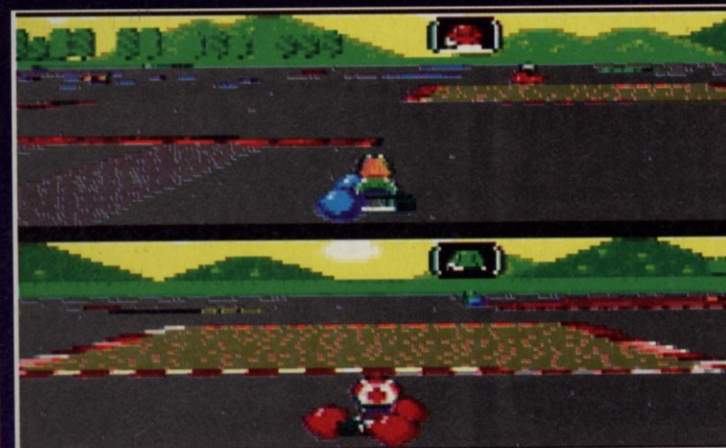
A good walk spoiled it may be in real life, but here on the Mega Drive, *PGA Tour Golf 2* is absolutely great.

1. *PGA Tour Golf 2 - Mega Drive*
2. *Striker - SNES*



Phoar! *Striker* eh? It's brilliant! I'd certainly rather be playing it than, well, doing anything else. Well, almost anything.

3. *Might and Magic: Clouds of Xeen - PC*



I, as you know, am the World Champion at *Super Mario Kart*. My fave character is the Koopa Trooper.

4. *Super Mario Kart - SNES - STILL!*
5. *Scrabble - PC*
(sad, very, sad)

CAACK GAME OF THE MONTH

The hype for the 'barcode battler' has exceeded *Sonic 2*-type proportions. Well, now I can exclusively reveal that it is cack. If you love sellotaping bits of paper and watching numbers

then this will wow you. If you don't then... er... it won't. A spokesman from dog-food makers 'pedigree chum' said "Yes, you're right Dom, it is cack."

VILLAIN OF THE MONTH

The man who brought the world the barcode battler.

(Note to Jim - it's so obvious when I can't think of anything to write).

DOMINIK'S FAMOUS FRIENDS

Recently in conjunction with Comic Relief, we had a charity-tastic GamesMaster show starring that high priest of offbeat entertainment Vic Reeves and the official Comic Relief game - *Sleepwalker*. Obviously, Vic and I have been smashing mates since Vietnam, but did you know that Mr Reeves, as he's known, has a chronic fear of heights? The problem is that the steps the challengers come down on the rig are rather high, and at one point we nearly had to break with tradition and have Mr Reeves coming up from the pit. But, hurrah hurrah, Vic managed to do it in the end, and this somewhat tedious tale came to a close. A spokesman for Mr Reeves said "Thank God for that."



Sleepwalking, while previously a marginally ridiculous activity has turned into quite a trend thanks...



And that Aiden bloke of *EastEnders* does it a bit too.

CLOSING CREDITS

As you know, this is the bit of the column where we take a look at some people on the GamesMaster TV show. This month we look at Hester Davies, who is our production co-ordinator. Hester does almost everything on GamesMaster, at times single-handedly getting the show going. From getting clearance for the game, to making sure we have caterers to supply our every need - you can rely on Hester. She is also available for children's parties, bar mitzvahs and is, without doubt, the second most beautiful human being I have ever met. Honest.

OH MARVELLOUS! IT'S COMPETITION TIME

Anagrams, eh? Don't you just love them? Well I do, but then again, I'm Scottish. Thinking about anagrams the other night in the pub led to me setting this month's great competition. All you have to do is make up an anagram of Dominik Diamond and send it in! Totally easy, even for you tubes. For example - Erinsbrough is an anagram of Neighbours, World Cup Team is an anagram of talcum powder, and Axl Rose is an anagram of, er, well... Send your entries to GamesMaster, Anagrams Compo, 29 Monmouth St, Bath, Avon BA1 2DL. Winner gets a load of GamesMaster "slocklob".

A decent anagram of Dominik Diamond is
(use the rest of the space for working it out)

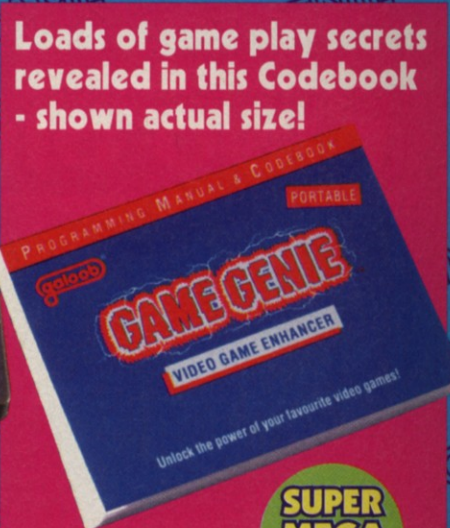
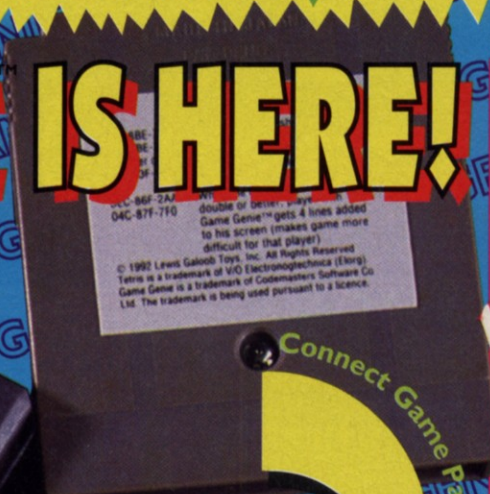
The closing date for this sad nonsense is 30 April. And before you go, remember that I'm great and there's a better than average chance that you're not. But don't despair. Hard though it is to believe, even I have my knockers.

EXCELLENT!

GAME GENIE IS HERE!



GAME GENIE



Loads of game play secrets revealed in this Codebook - shown actual size!

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GAMESMASTER INTERVIEW

DINO DINI: The man behind the best Amiga football title of all time has moved. And he's got a new game.



Okay, so you were expecting a man with the world's largest collection of football scarves and a rattle. Football fanatic he may be, clichéd stereotype he most definitely isn't.

If, as footy folk insist, you're only as good as your last game then *Dino Dini* is pretty good. If the same applies for the two games before that, he's still damn useful.

Dino is the man behind the legendary (yes, let's not shirk from such hyperbole) *Kick Off* series. He started with, er, *Kick Off*, veered off to do the management thing with *Player Manager* and then rejoined the path of predictability with *Kick Off 2*. All won critical acclaim, were commercial hits and set new standards for how exciting footy can be on a computer – all this when *Sensible Soccer* was still just a kick-about in the local park. Now Dino is back, but not with *Kick Off 3*. No, in one of the big transfer deals of recent times, he has made the big money move from ambitious but still second division Anco to glamorous pace-setters Virgin.

Anco retains the rights to the *Kick Off* logo and Virgin is about to unleash *Goal!* Actually, it may be about to unleash "The" *Goal!* as there is already a console game called *Goal* in Japan.

Anyway, *Goal!*, while not exactly being *Kick Off 3*, does rather take up the reins of the series. The question is... is there anywhere left to go? A football game is, after all, a football game. That said, however, the same questions were raised when *Kick Off 2* was announced – and that did more than enough to justify its existence.

Dino insists that he has no qualms about making three of a kind. "Goal!" hasn't come about through commercial pressure. I wanted to do it because I felt that there was more I could do and, believe me, there

is a lot in *Goal!* that is completely new.

"The philosophy behind it is to give the game far greater depth and to make it easier to get into initially. I don't want novices to be totally daunted by it, but once you get into it, there's a helluva long way to go before you can even begin to kid yourself that you've mastered it."

One fundamental change is how the players themselves move and control the ball. Dino explains, "What we've added is inertia. In *Kick Off 2*, players were either standing still or running flat out. In *Goal!*, they accelerate more and more as you keep pushing the joystick forwards, then they begin to slow when you centre the joystick.

"It makes for much smoother movement and it also means that the ball is more or less difficult to control, depending how fast you're going.

"When you're running slowly the ball will stay close to your foot and that means that some very intricate skills are possible in a small area, but when you're going at full pelt the ball is less under your control, further from your foot.

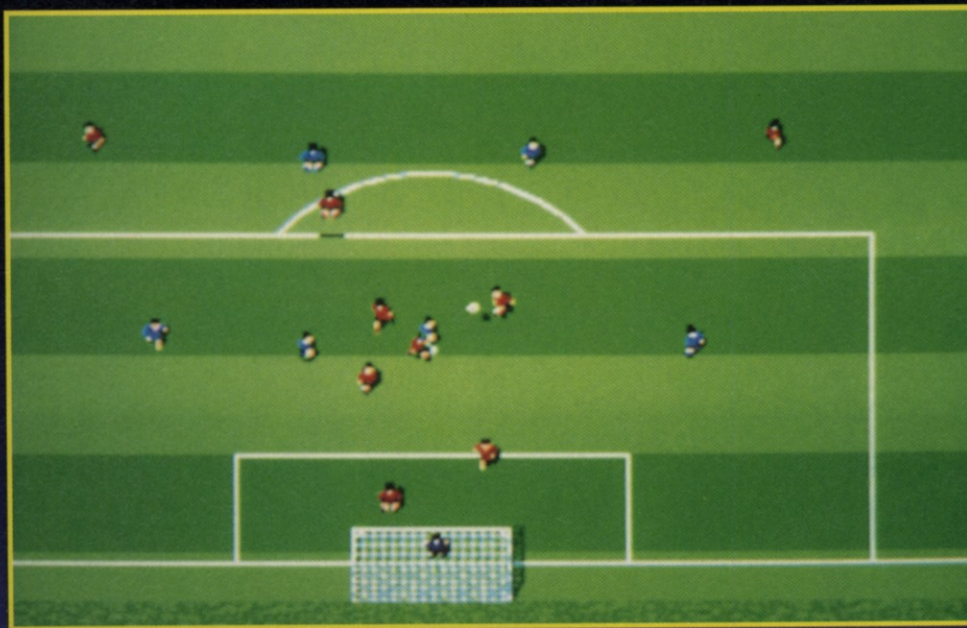
"We've also made a change in how players turn when they're on the move. Before, they could spin 180 degrees on the spot, now they have to have a turning circle, small when moving slowly, larger when you're running faster.

"Basically all these touches mean that *Goal!* is going to be much more like the real thing, more of a sports simulation than just an arcade game."

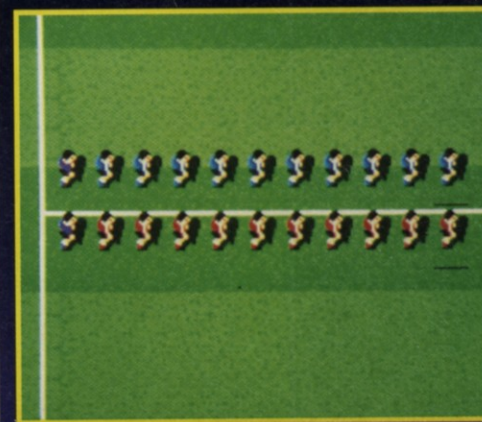
Dino is keen to stress, however, that *Goal!* does not sacrifice the break-neck speed of the *Kick Offs*.

"They were one speed," he argues. "Goal!" will allow you to move slowly, but when you hit top speed, it's faster than anything else that appeared in 1 or 2."

As well as this change there are a few extra tricks like adding after-touch to slide tackles and chips (allowing for spectacular headed goals in open play). In practice mode you will be able to store players' positions, so as to practise set moves over again.



The aim this time is to produce a sports simulation rather than an arcade game. Players will have realistic turning circles when they run and a much greater degree of ball control. "It makes for much smoother movement," says Dino.



Ah, the teams line up, the crowd roars. But little do they know what bloody, laser carnage awaits them. (Are you quite sure about this? – JD)

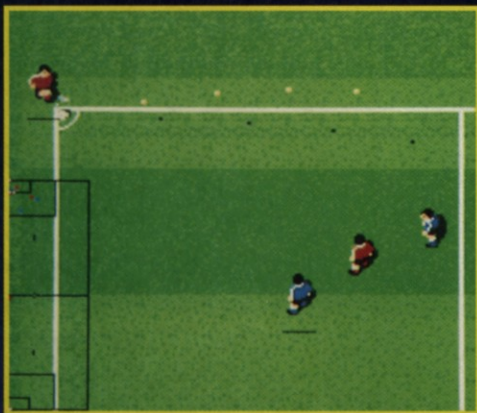


Apart from the goal kicks and penalties, the keepers are entirely controlled by the computer. Will it be a *Sensible Soccer* socker?

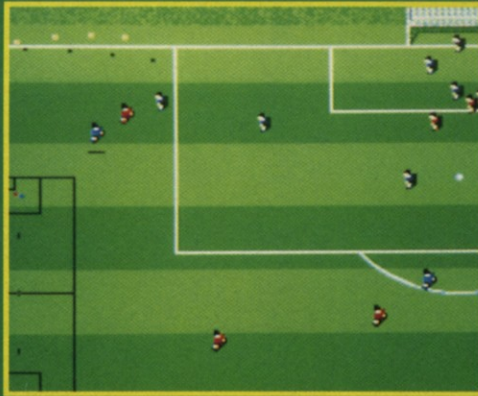
Another major change is in the pitch itself. There will be two set-ups. One, close-up shows bigger players than ever before with the angle to the pitch much lower; the other set-up features the players at half-scale but shows a far bigger area of the playing surface. You can either select one at the start of a game and stick with it or have the computer automatically switch you between the two set-ups when appropriate. *Goal!* will also offer a lot more help on those tricky, but vital, set pieces (free-kicks, corners, throw-ins, etc). "I have also added a dotted line that you can use to adjust the height, angle and strength of the kick before you take it. It's now possible to score direct from a corner, with a lot of practice," says Dino.

Dino's also introduced more tactical options. There are only four basic formations to choose from but you can change these during the game. Every individual player reacts to where the ball is and who's in possession at the time with the choice of over 140 positions. Dino believes it has increased in complexity about ten-fold – a feat which puts the game quite a few levels of sophistication above the tactics of Sheffield United. Dino is also considering releasing data discs with new tactics on them at a later stage. As well as more tactics, there will also be more teams to choose from, over 100 in fact, some domestic, some international. They'll be real teams again, Liverpools, AC Milans, etc, featuring real members of the current squads.

Right now, footy experts are going through the playing staff of all the chosen teams and awarding every single player marks for eight categories: pace, stamina, aggression, resilience, passing, shooting, tackling and goalkeeping. All this is just part of a job which Dino has been working on for over a year now and is due to see the light of day on the Amiga in a couple of months time. When it arrives, Dino and Virgin are quite sure it will settle the argument over



There'll be none of that scoring-straight-from-a-corner nonsense in *Goal!* Everything will be a lot more realistic.

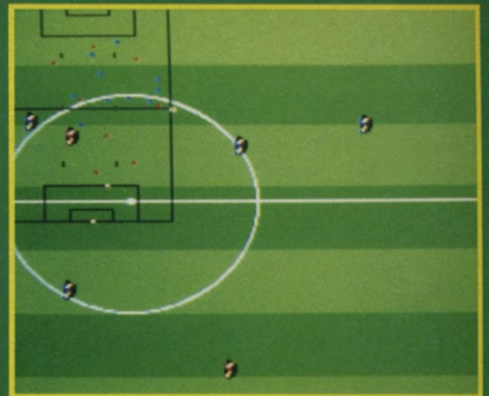


The dotted lines here show the trajectory of the ball which is about to be kicked in for a corner, allowing even greater precision.

just what is the greatest footy game of all time, dismissing the claims of that impudent but brilliant young upstart, *Sensible Soccer*. Actually, Dino doesn't think there's ever been much of an argument, "*Sensible* certainly did well with the critics, but my own feeling is that they've produced a game which is instantly accessible but has no depth. Once you're in, you're in. There's nowhere to go."

ST and PC versions will follow the Amiga trail-blazer later in '93. There's also a Super Nintendo version due before the end of the year – Dino himself is handling the conversion. With the *Kick Offs*, other programmers did the job and while Dino obviously quite liked the Sega versions, he offers no comment on the more maligned Nintendo versions.

So why is he doing the SNES game himself this time round? "Well, if you want something done well..." He's also keen to start work on a balls and whistles A1200 game, although no definite plans have been made at the moment. And next? Well next,



As you can see from this shot, *Goal!* features an invaluable scanner, allowing you to survey the whole pitch, just like a manager on the bench.

would you believe, there will probably be another footy game.

Incredibly enough, Dino claims he's not even the slightest, teensiest bit tired of the beautiful game in the slightest and is already planning his next project. "I really want to do a new management game, an update of *Player Manager*. That game's about three years old now and I think it's time for a new model."

But while he carefully slips out of the tracksuit and into the bench-side sheepskin, all we've got to do is wait for *Goal!* to arrive knowing that if it lives up to its promise, it'll complete the most celebrated hat-trick since Geoff Hirst's game.

But, at the end of the day, when all's said and done, no matter what the result, the boy's put in 110 per cent. You can't take it away from him. And we wouldn't want to.

Look out for a preview of *Goal!* in the next issue of *GamesMaster* magazine. We're not sure if there'll be one, but you can look out all the same.



Unlike *Sensible Soccer* claims Dino, *Goal!* won't be a game that you can master immediately. "*Sensible* certainly did well with the critics, but it's a game that has no depth. Once you're in, you're in. There's nowhere to go."

There we were, sitting around in the GamesMaster office, twiddling our thumbs with the latest computer and console releases when - **KRAKATAZOW!** An explosion of improbable proportions occurred. We were all dead. The mist cleared and an intense glow consumed us. We had died and gone to...

ARCADIA

Arcade machines were lined up as far as the eye could see. Arcade machines of the past, present and future. But we are compelled by a greater force than you, or us, not to reveal too much about what will be, lest, erm... The fine thread of time and space is frayed and breaks. This report is brought to you by leading medium, Andromeda Supernova.

DOGYUUN & GRIND STORMER (Toaplan)

Dogyuun ("For the warrior starving for stimuli") and *Grind Stormer* ("The Stimulant") are two vertically-scrolling blasters from Toaplan. The action's nothing new, but both are fast and furious and the power-ups are meaty. A fair pair unlikely to be converted to the home machines.

DYNABLASTER: GLOBAL QUEST (Irem)

The bomb-believable manic action which started out life on the PC Engine more recently made its mark on the home computers, and is now an arcade machine. *Global Quest* is more of the same, but with new locations, enemy characters and power-ups, and gives the opportunity to collect bonus letters.

The players globetrot from stage to stage and tackle rounds reflective of their locale. In the colder climes, for example, you meet chilly creatures, and in the desert heat you find adversaries who delight in burying your bombs in the sand. *Global Quest* isn't much of an improvement over the original *Dynablaster*, and a maximum of only two players can participate, but it's fabulous fun nonetheless. There's little chance that *Global Quest* will be converted to the home systems.

MAD DOG II: THE LOST GOLD (Atari Games)

Mad Dog McCree is back. He's in search of lost Spanish treasure and you have to find it before he does in this latest Laserveideo, erm... 'experience'.

Hold a six-shooter in your hand and use it to interact with live actors in specially shot Western footage. Take a trip on an old train and a stagecoach. Shoot it out with Indians, bandidos and Mad Dog's men before quick-drawing against the man himself (beware - he wears a bulletproof vest).

The 45-inch screen means you can almost taste the stale ham roles. Fun for five minutes, but the laughs are limited. (And get this: inside the machine is a Sony laser disc player

and... a Commodore Amiga computer). Conversions to CD-based machines are a possibility.

R-TYPE LEO (Irem)

Yet another chapter in *R-Type* history. The full-on firing action doesn't differ greatly from its predecessors - an R-9 craft is used to destroy waves of aliens and large Boss creatures - but there are two innovations. The first is that the *R-Type* attachment has been replaced by *PsyBits*, two firepower platforms which double up as shields against enemy bullets and also act as homing flames. The second major difference is that two can play simultaneously through the six stages. Otherwise, it's standard *R-Type* fare which is unlikely to appear on your favourite computer or console.



SPACE LORDS (Atari Games)

Golly gee, a space-bound dogfight in 3D for one to four players. Enemy craft and clusters of asteroids and gaseous nebulae abound in the battlefield of the distant future. Your power is limited so you have to refuel by collecting the remains of destroyed ships. You can take on a chum to play co-pilot and enhance your craft with new equipment and weapons.

For all its fancy visuals and sonics, *Space Lords* has a dated feel. It could be converted to the SNES with its new SFX chip, but don't bank on it.

WILD PILOT (Jaleco)

The likes of *Operation Wolf* meet *Afterburner* et al. One or two players take to the air as gunners on a plane and shoot anything that moves. To conclude: the action is about as thrilling as this sort of thing could ever be.

LOONEY TUNES (Sega)

All your favourite Warner Brothers cartoon characters feature in this sporty romp for the young at heart. You can play Bugs Bunny, Porky Pig or Daffy Duck and race against the remaining pair and the Tasmanian Devil over 14 crazy courses. The faster you pound a button, the faster your character runs. You can jump on your competitors, but that's about it as far as playability is concerned. If Taz wins, you lose.

Looney Tunes looks scrummy. It's most impressive in the way the 'camera' following the action zooms in on your character when he takes the lead, and then it pans back when you fall behind. It's slick! It's smooth! But this really isn't enough to raise the interest level above average. Home versions are a likelihood.



SUPER CHASE: CRIMINAL TERMINATION (Taito)

Yes, it's more race 'n' chase action in another sequel to *Chase HQ*. As a top cop, it's your job to track down criminals racing along the road then bump them off and arrest them.

The major difference between this

and its predecessors is that one second you are seeing your car from behind, the next the view zooms in to the driving seat. It makes little difference to the playability, and after playing *Virtua Racing* the scenery and cars seem to chug along. Don't hold your breath for this one to appear in the home.

VIRTUA RACING (Sega)

Stunning. When you see *Virtua Racing* in action, it makes all other racing simulations look about as believable as pushing a toy car around the floor with your nose. *Virtua Racing* is the smoothest, slickest, fastest and probably every other superlative "est" you could possibly consider.

Four views are available: from the cockpit, from immediately behind your car, from further back and from far above the track. The Grand Prix style structure is unremarkable, but the cars are a dream to drive and the visuals will leave you breathless. (And so will the seat on one hydraulic version of the machine - it pushes you left or right to coincide with the on-screen movement!) You can even race against your mates if your arcade has more than one machine linked together. Boy, will we be impressed if this one gets converted to the home machines.

CADILLACS AND DINOSAURS (CapCom)

The new beat-em-up from the *Final Fight* and *Streetfighter 2* company is based on the comicbook *Cadillacs And Dinosaurs*. The official story is this: "Early 26th century... 100 years have passed since men and dinosaurs came to live together. Suddenly the poachers appeared from somewhere and began slaughtering the dinosaurs. The dinosaurs went on a rampage and the whole world is now in absolute confusion. To reveal their evil plot, four braves get together! Their adventure has just begun!"

Fine. What that tittersome translation is describing is a form of *Final Fight* for three players simultaneously. You choose your character then take a



Cadillac and the Dinosaurs. An unlikely mixture to say the least.

walk (and a dash when necessary) through scrolling terrain, pausing only to ruck with the bad guys and collect bonuses and weapons (guns, knives, dynamite). The character's moves and animations are funny but fun, (Hannah Dundee seems to take every available opportunity to emphasise her chest size), and are off-set by cartoon-like special effects.

It can all get pretty hectic, and rare are the opportunities for two players to get together to perform a powerful Combination Attack. By way of a change to the traditional combat there's a Driving Stage in which the brave fighters take to their cadillac and (surprise) drive along, scrapping the bad guys and their mean machines.

Cadillacs And Dinosaurs isn't a monster in the making, but it's sure to keep you slap happy between *Streetfighter 2* bouts. Depending on CADs popularity, a SNES conversion wouldn't be out of the question. A final few official words of advice: "Watch out for the dinosaurs! Their strength is unimaginable! No-one can stop them once their bodies turn red." (The fire-breathing ones roast anything and everything in their path).

MEET THE TEAM! HANNAH DUNDEE

A genius scientist and a cool head. Her fighting style is that of a man and she has an iron will. She is proficient in using items and is a high jumper. She has also mastered a triangular jump.

MESS O'BRADOVICH

A gentle giant. Once he gets angry, he cannot be stopped. He has the greatest strength of all. His flying lariat is a sure threat to the poachers.

JACK TENREC

A hot-blooded man who loves nature. He is a leader of the team and loves Cadillacs. His sliding attack is very powerful indeed.

MUSTAPHA CAIRO

A skilled engineer. He has a sense of

humour, he is really quite agile. The enemies can hardly keep up with his incredible speed.

FATAL FURY 2 (SNK)

The Lone Wolves return on the Neo Geo system for more playable *Streetfighter 2* style fighting fun. And that's all you need to know.

HOOK (Irem)

A feasible four-player rucking romp which thankfully bears little resemblance to the film. Not bad but you can forget conversions.

MONKEY MOLE PANIC (Taito)

Not so much a beat-em-up as a bash-em-down. You know those plastic moles which pop up from holes and you have to smack them very hard with a mallet? This is that, but in computerised form. Slapping down buttons isn't as rewarding as holding a hammer, but there's something alarmingly entertaining about braining sickeningly cute creatures on screen. Home versions? Nah.

FAVE RAVE! MORTAL KOMBAT

The latest talk of the town is Midway's *Mortal Kombat*. It's been around for a few months and is currently being converted to the consoles for Acclaim. Created by Williams (of *Defender* fame), *Mortal Kombat* is a beefy, ballsy and very bloody beat-em-up. It has more powerful characters, more secret moves, more depth, more control, more gore (the machine features a switch to control the level of violence), and - more importantly - more speed than any version of *Streetfighter 2*.

There's a choice of seven characters (see The Mortal Kombatants). If you don't want to ruck with your mates, you can instead fight the other six (CPU-controlled) characters before taking on the four-armed mutant warrior Goro and finally Shang-Tsung, the supreme opponent. All the characters are digitised, which makes them look a little



Look! And who says video games are full of violent imagery? Where do they get their ideas from?

odd, to say the least. The soundtrack throbs, and the sampled speech and effects are tremendous.

The speed at which the moves can be executed is quite remarkable. You can stroll up to your opponent and hammer away on the High Punch button to unleash a vicious volley of punches. You can almost feel the blows. So powerful does every movement look and sound that you find yourself wincing. The blood flies thick and fast. Huge globs of the stuff are spattered around.

More impressive and painful are the special moves. These are effected by moving the joystick in more than one direction before pressing a button, but they aren't documented, so you have to discover them all for yourself. Three of the best are a sweep, a roundhouse, and a powerful uppercut.

Then there are the more specialised special moves... each character has unique powers and Death Blows. When an opponent has virtually no energy remaining, he or she stands there, swaying, and you are told to "Finish Him!" (or her) and that's when you have a brief chance to let rip with the Death Blow. They are quite difficult but not impossible to find, and you get a hefty Fatality Bonus into the bargain. Should you manage to win a fight without losing any energy you have achieved a "Flawless Victory", and if you can manage to do it again it's a "Double Flawless Victory". The speech is hilarious.

If Acclaim can convert *Mortal Kombat* to the home formats as well as CapCom did *Streetfighter 2* to the Super Nintendo, they could have a smash hit on their hands. Incidentally, rumour has it that a sequel is already on the cards...

THE MORTAL KOMBATANTS

These people may lack the charisma of certain other fighters, but they drop their load on the *Streetfighter 2* characters from an incredible height. Chun Li?

Chunder Li more like. E Honda? Wee Wee Honda more like. Blanka? The less said about him the better.

JOHNNY CAGE

Cage's secret skills are a green flame blast and a hallucinogenic kick - he blurs across the screen and delivers a swift foot to the face. He's also capable of performing a move that's come to be known as the Package Check... Johnny does the splits beneath his male opponent and kicks upwards, very very hard, where it hurts. Strangely enough, he refuses to perform this move on Sonya, who happens to be the only female competitor. (Here's a tip:

to be able to perform the Package Check, press Low Kick, Low Punch and Block while standing.)

KANO

The man with the metal headpiece, which he uses for painful head butts. Kano can also fire a big spinning knife which creates buckets of claret.

RAIDEN

Raiden has Raidentricity (strangely enough), which he shoots at his opponents. He can also fly across the screen like some kind of Superman. When Raiden wins a bout, he raises his hands and crackles with joy.

LIU KANG

He looks like some distant relative of Bruce Lee. Unlike Bruce, though, Kang can shoot lethal flame bolts and performs a high speed, blurry flying kick across the screen.

SCORPION

His garish yellow garb gets the gals gagging. The ace in Scorpion's pack is his weapon: a short spear and cord which he shoots across the screen straight into his opponent's neck. The blood flies. Scorpion says "C'mere!" and then pulls his dazed enemy towards him before unleashing a potent uppercut. Scorpion's Death Blow is pretty nifty, too. He peels off his mask to reveal a skull. Then he breathes fire and toasts his opponent.

SUB ZERO

He obviously shops at the same department store as Scorpion. Sub Zero's best ability has to be his freezing shots. If a bolt out of the blue hits his opponent (even in mid-air) they are frozen for a vulnerable second. Sub Zero can then smack them hard. Sub Zero's death blow is horrible. He rips off his opponent's head and holds it up, the spine still connected!

SONYA

Don't be fooled by her model-like proportions; her flowing locks and her dreamy green leotard. She shoots deadly blast things from her hands and can perform a fearsome neck lock and throw with her legs.



Yes. It's the Super Gun. Hmm... It may not be as hip and aesthetic as the SNES or Mega Drive, but it's got better games. Okay, so the newer ones cost a lot more and... I'm sorry.

The Super Gun is a rather nifty new device which enables you to play arcade Printed Circuit Boards (PCBs) on a SCART TV of your own – in other words your very own arcade machine! The set-up is simple. After getting hold of the Super Gun, all you have to do is get one of these special game boards and plug it in.

For those with limited funds to spare, one source of PCBs which is well worth checking out is the trade newspaper Coin Slot available from various sources. In Coin Slot you'll find most arcade PCBs for sale, usually at drastically reduced prices.

Some PCBs, like the *Double Dragon* boards may be available for less than the price of a top grade SNES game, and the majority of these will be cheaper than Neo Geo games. Your local arcade may be able to provide you with a board, or if not, they will have the address of a supplier. Of course the supplier of the Super Gun, Console Concepts, also sells the boards.

So all this sounds great, but is it worth the money? Well, the Super Gun retails for £300 – but for this you do get two Apollo controllers, each worth £40 if you were to buy them separately, although unfortunately there's no free game.

The price of PCBs varies wildly according to where you buy them. If you're lucky and can find a reliable source supplying cheap boards, you're in for a treat.

THE GAMES

Okay, so *Streetfighter 2* is great on the SNES and you can get some pretty good shoot-em-ups/platformers on the Mega Drive – but, if you want real game power – and peer-group prestige – you need a practical means to play proper arcade games in your own home, then the Super Gun's the answer.

Here's how it works. You order your desired Printed Circuit Boards and, after an elementary spot of installing – which only involves a very basic ability with electronics – you're playing your favourite arcade game in your, er, bedroom. Great, eh? Definitely. But... there's, er, just one problem...

You need quite a bit of cash. Yep. The basic rule with arcade machines and PCBs is – as they get older, they get cheaper. Of course, you'll be desperate to get hold of the latest games in order to get in those vital hours of unfair practice. But – brand new games like *Mortal Kombat* feature some unnerving price tags (£1150, in this case).

PCBs start from around £40 and can shoot up to £2000, depending on their novelty value. *World Cup 90*, *Thundercross 2* and *Blood Brothers* – £200. *Wrestlefest*, *Karate Blazer* and *Bombberman* – £250. So, if you think £65 for the SNES version of *SF2* is a little excessive, consider the £375 for the PCB of *Streetfighter 2 – Champion Edition*. Although even these prices can vary according to where you go.

LETHAL

...AND THE NEW (STREETFIGHTER 2)



Brilliant! You can "be" Sagat. He's really rock hard as well.



Chun Li: "Ya Ta!" Balrog: "Do be quiet, you terrible woman."



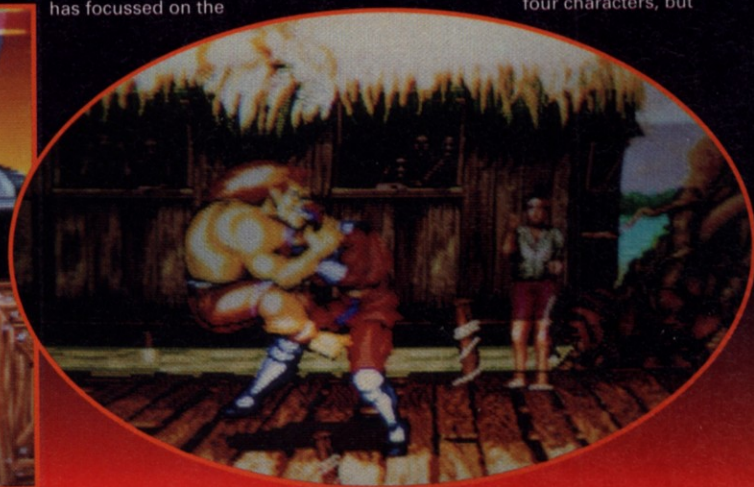
Hello, and welcome to this month's fabulous, much revered "dance" caption – the third in a tragically reoccurring series. Here, M. Bison is showing Guile how to dance. Oh bugger, the joke's worn terribly thin.

Streetfighter 2 has already established itself as one of the most enduring, dangerously addictive and competitive games in the history of computer entertainment. The most successful coin-op ever, it found its way onto the SNES early last year and performed so well, before being cleverly packaged with the British machine for a phenomenally lucrative assault on the Christmas market.

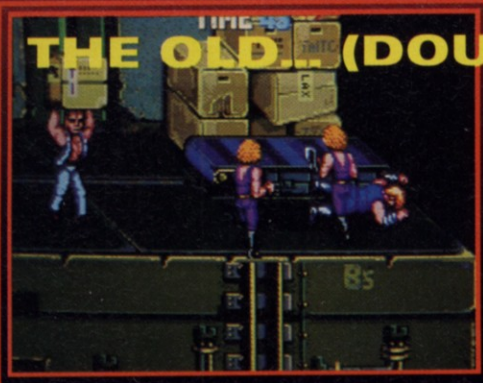
One of the few moans about the otherwise faultless SNES conversion has focussed on the

inability to control the four boss characters at the end of the game. With *Streetfighter 3* almost certainly in the early development stages, rumours of Capcom releasing an enhanced SNES version seem unlikely, and, if you're desperate to control the bosses, then you'll just have to wait your turn on the Champion Edition coin-op – or buy the Super Gun PCB.

A grand total of £600 – £700 (Super Gun and PCB) may seem a hell of a lot for the privilege of an extra four characters, but



Oh dear. It's another caption competition. Here, Blanka is saying something like, "I'm going to pull your head off because I don't like your head." Tell us which film that's a direct quote from and win something.



THE OLD... (DOUBLE DRAGON)

"Hey, you chicks. Look at me. I can lift crates above my head and stuff." "What a git."

Double Dragon was one of the first scrolling arcade beat-em-ups to feature simultaneous two-player action, lots of sluggy holding moves, and plenty of head-shattering weapons.

Unsurprisingly, the plot's no groundbreaker. A bunch of muscle-bound gits have kidnapped your girlfriend and you set off to rescue her. To assist you in grinding the baddies into the dirt, you've got plenty of opportunity for



"Come here and say that!" Ah, those fond memories of violent schoolyard "scraps"...

throwing large boulders and barrels around, and picking up baseball bats and whips to beat off the advances of the many exceedingly tall and extra muscle-bound bosses.

The game's playable enough, but it's dated beyond belief, and is worth a look for sheer nostalgia value alone.



Ye-es. It's a bit rubbish, isn't it? Still, it was brill in 1987, erm, so I remember... I think.



WEAPON

Streetfighter 2: Champion Edition also features enhanced graphics, more animation, better bonus stages and some careful fine-tuning to the abilities of the standard eight characters. Ken and Ryu's elusive dragon punch has been improved – on execution, the move sweeps further across the screen, giving it an increased attack range. E Honda can now move forward during his hundred-handed slap – making it a lot easier to trap opponents in the corner.

Capcom have recently advanced the machine even further, releasing a *Streetfighter 2: Turbo Champion Edition*, in which many of the fans' moans concerning the imbalances of some of the more rubbish characters have been tweaked. Chun Li has a fireball, M Bison has been tamed – his flaming torpedo is less damaging, and,

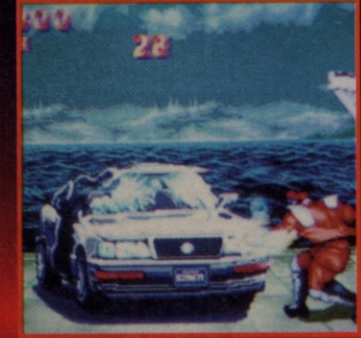
most significantly, this edition allows the players to perform special moves in mid-air – a feature previously only seen in the illegal Black Belt edition.

Oh, and there's now a legitimate Capcom version coming for the NES. (That's enough new versions of *Streetfighter 2*. Ed.)

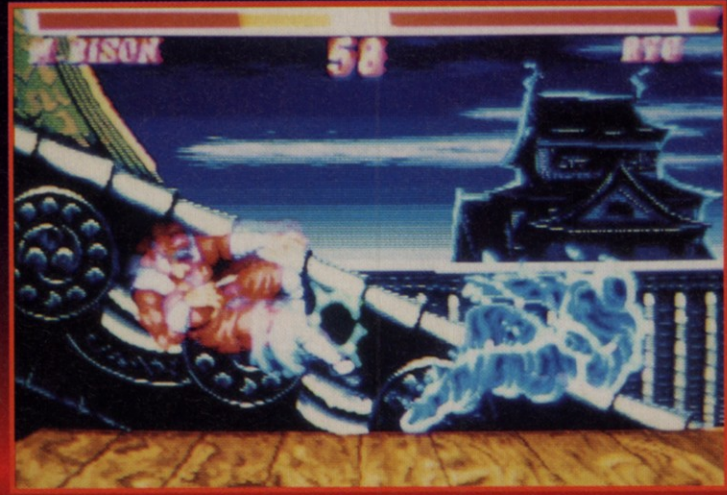
The sceptical may still see the *Streetfighter 2* as overrated and over-hyped, but it's not a game for an immediate hit. With perseverance, it

rewards well-matched players with huge doses of fun and lastability, making other video games seem distinctly bland in comparison. If you can afford it, don't hesitate.

Incidentally, a recent *Streetfighter 2* GamesMaster team challenge ended up with Andy thrashing everyone into submission, Jim coming in a well hard second place and Games "Player" Adrian being hilariously relegated to third place.



"Well, come on... If it were your car, would you argue with him?"



Hmmm. In this version, Ryu appears to live in the shadow of a sort of semi-Transylvanian, neo-Gothic, er, quasi-Hammer Horror mansion.

WHO TO CALL...

Thanks Console Concepts for supplying the Super Gun and PCBs. You can find them in The Village, Newcastle Under Lyme, Staffordshire, ST5 1QB. Or phone them on 0782 712759 for any further info on setting up your own "home arcade machine".

TRAILERS

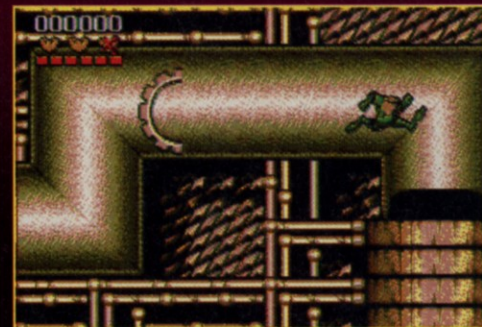
Why, in film and TV-land do they call previews 'trailers'? Surely trailers follow, rather than precede things? Anyway, despite not understanding this concept fully, we present to you, Trailers - the bit of the mag where you find out about all the important games soon to be released on your format. If it's big and it's on the horizon, it'll be in Trailers.



"Toad. This is the plan. You guard the door, I'll get the loot. Don't use the shooter unless someone tries something. Like melting me."



"Toad's a psycho. I'm a professional. I can't work with psychos. They're unpredictable. He just started shooting at passers-by and cops."



"...and the last I saw of Mr Toad, he was blasting his way out of there. The place was crawling with cops. Someone tipped them off."

BATTLETOADS

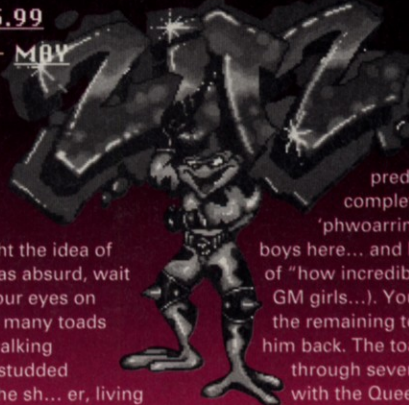
FROM - MINDSCAPE
FOR - AMIGA

PRICE - £25.99
AVAILABLE - MAY

The Battletoads are on their way to the Amiga, ready to demolish all who dare to stand in their way. In case you have never heard of them, the Battletoads were supposed to be the next big thing in America. They were meant to knock the Turtles off of their

perch, but the Turtles didn't wait to be knocked, they jumped into obscurity.

If you thought the idea of mutant turtles was absurd, wait until you feast your eyes on these guys. How many toads have you seen walking around wearing studded leather, kicking the sh... er, living daylight out of anything that moves? I think I'll go back to blowing up frogs with a bike pump.



The toads Zitz, Rash and Pimple have been kidnapped by the evil but gorgeous Dark Queen (slightly predictable and completely gratuitous 'phwoarring' from the GM boys here... and bewildered sighs of "how incredibly sad" from the GM girls...). You take the role of the remaining toads trying to get him back. The toads must travel through several levels packed with the Queen's henchmen before they face the final battle with the Queen herself. There is certainly no shortage of

choice as far as this sort of beat-em-up goes on the Amiga, so this will have to be something very special to stand head and shoulders above the rest, assuming that toads have shoulders, of course.

Any clues as to how good it will be? No, sorry. The game comes out in May and we should have a full review in the next issue, so you'll have to wait until then. ■



Toad once more becomes unacceptably violent. Er, again.



Some more things are happening to Toad here, if you look closely.



Come on. How am I supposed to write a caption for this? I mean, I slaved hard to make this piccy look nice, but now I'm completely stuck.



This happened to me once. No really, it did. Well, it nearly did.



Note the three-pin plug socket, placing the game firmly in the UK.

NAME THE FILM WHICH INSPIRED THE CAPTIONS ON THIS PAGE AND WIN A CART.



Football is known as Fußball in Germany, for the reason that...



...they made a massive fuss when England beat them in 1966.



SUPER

GOAL

FROM - JALECO
FOR - SNES

PRICE - £49.99
AVAILABLE - MAY

Gustav Mahler once wrote a symphony devoted to football. He was such a fan that he paid for it to be performed at the Salzburg Festival in 1899. And to this day, it's still used as the theme to TV's famous 'Sportsnight'.

I could start this preview off with all those incredibly naff sayings that other mags use. Things like, "The lad done well Saint," or maybe a touch of, "It's a game of two halves, Jim". But this is GamesMaster, and no ordinary mag, I wouldn't subject you, my loyal readers to that. (You just have. - Ed).

Super Goal is the latest attempt at a soccer game on the SNES, after Super Soccer and Kick Off, both of which were pretty naff. It has all the

normal things you would expect from a footy game (Like a ball and players you mean. - Ed). You can play against a friend or the computer in a one-off exhibition or on your own in the Super Cup. Here you have to beat a lot of teams to prove that your mob are the best in the world. What else can we say? The view that is used is the slightly elevated side view rather than the top-down view (preferred by Kick Off) and makes things easier to follow.

You can choose to be just about any team in the world, but for some curious reason Columbia seem to be one of the best, hmm... can't remember them winning many World Cups. Still, Super Goal is just a footy game and footy games are renowned for their faults - both Kick Off and Super Soccer had many of them. At first sight this looks to be no worse than the others that are around. Look out for a review soon. ■



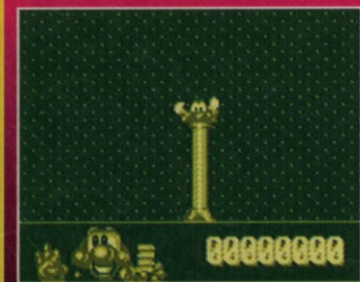
"You must defeat my dragon punch to stand a chance", he said.



"Hang loose, man" says Pond. He did and plummeted to his doom.



Jumping around on slices of lemon is not big or clever.



Look at the length of Robocod's erm... shaft.

ROBOCOD

FROM - OCEAN
FOR - GAME BOY

PRICE - £19.99
AVAILABLE - MARCH

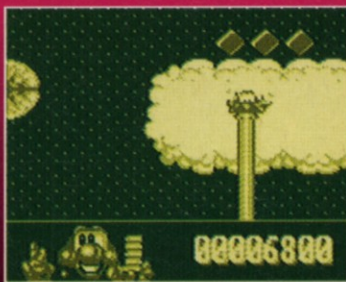
By now you should know about James Pond - the fishy secret agent - the diminutive blobby fish who just happens to be a rip-off of James Bond crossed with RoboCop. The little poisson in question is the hero of the underwater kingdom and has appeared in quite a few games. For the record, James Pond was the first in the series, and The Aquatic Games was the third. And there is a fourth - James Pond 3 Operation Starfish, soon to be released.

But, you're whining, what happened to the second one? Well this is it, but it's the first Pond offering on the Game Boy and it's set to be a resounding success.

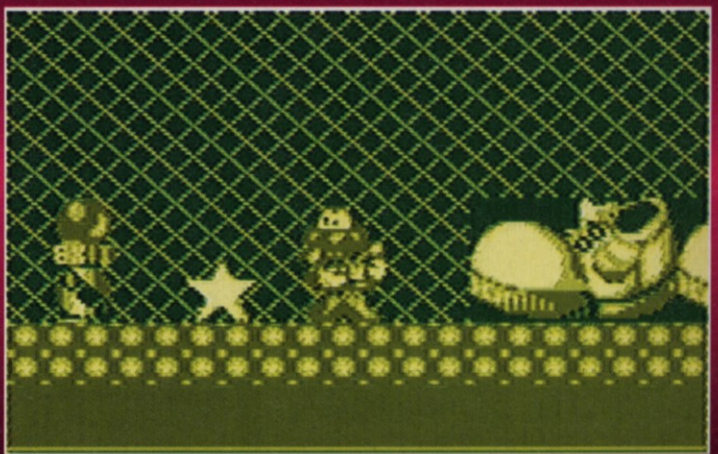
The game is a platformer and it's your job to run and jump around in order to clear the 'plaiice' up (Oh no. They've started. - Ed). The object of RoboCod is to beat the evil Dr Maybe because he's kidnapped Santa, apparently. While romping around you're wearing a metal robo-suit that lets you breath on land and can stretch you upwards to an infinite degree. This is handy for reaching up and grabbing

hold of a ceiling and getting across a gap filled with spikes. You can also curl up into a ball and squash any enemies in your way. Each level forms part of a big castle - the levels, by the way are huge and there's certainly no shortage of them.

Compared with other platforms on the Game Boy, RoboCod should convert well. There are lots of 'plaiices' (We've done that one. - Ed) to run and jump, er, around, which can't be bad. And going by the success of this on other formats it should give you an 'octopus' of a time (Leave now. - Ed). ■



James explores the dizzy heights of a cloud and finds nothing.



This is one of the better looking levels (well I think so anyway). In it you'll find tons of goodies and a few smelly old boots.

THE LOST VIKINGS

FROM - INTERPLAY
FOR - SNES/AMIGA

PRICE - £44.99
AVAILABLE - APRIL



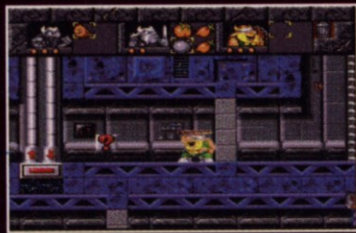
"Get out of the way, you stout git. Bloody enchanted shield indeed."



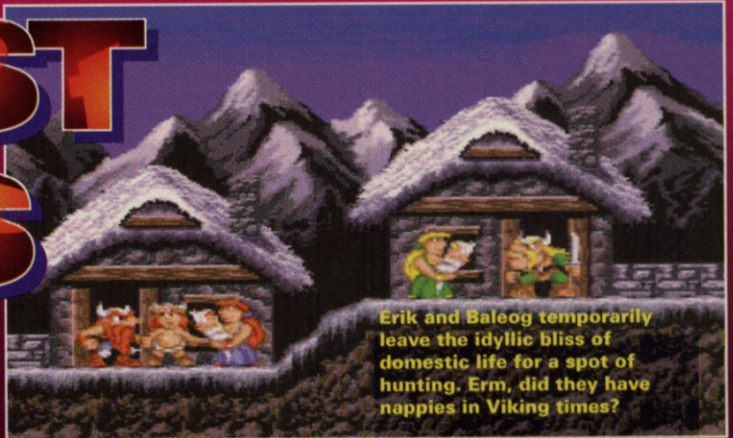
After a particularly heavy night, Erik tends to levitate in his sleep.

Whereas *Humans* was a nice twist on the *Lemmings* concept – careful strategy, thinking ahead, trial and error – *The Lost Vikings* recognises the need to stir a little standard arcade platform action into the mix. Throw in a simultaneous two-player mode – with the need for lots of teamwork – and things look more immediate, palatable and playable.

Baleog the Fierce, Erik the Swift and Olaf the Stout are three slightly



"Very fetching. A splendid Shield-hat, if you will." (No we won't. Ed.)



Erik and Baleog temporarily leave the idyllic bliss of domestic life for a spot of hunting. Erm, did they have nappies in Viking times?

comical warriors who, during an intense bout of pillaging, find themselves plucked from their homeland by an alien spaceship. Not surprisingly, their rather primitive ways don't exactly slot them comfortably into their new world, and they decide to work together in an attempt to fight their way back to cosy old Vikingland.

Each viking has his own individual

ability, indicated by his name. Baleog is a maestro with the sword and bow, Olaf is a hulking brute who isn't afraid to stand his ground with a shield, and Erik, aside from being a bit of a Norse Steve Cram, is the only warrior who can jump from platform to platform.

Players have to negotiate each of the 37 areas, switching to the control of the most appropriate member of the team as the situation demands. The game begins by introducing individual difficulties, before moving on to more complex puzzles. Initially, there are *Mario*-style help stations on hand to drop the occasional hint.

Although there is a one-player option, it works best in two-player mode – in which you actually have to rely on your mate's ability to get you through some of the tough bits. Brace yourself for those petty arguments and check out the full review next issue. ■



"What is this bit all about, Erik?" "Shut up and keep waving."

KING ARTHUR'S WORLD

FROM - JALECO
FOR - SNES

PRICE - £44.99
AVAILABLE - MAY

Perhaps unsurprisingly, *King Arthur's World* is set in medieval times – in the age of King Arthur and the knights of the round table, Merlin, castles, buxom wenches serving stout goblets of mead – you get the idea.

Now, as the king himself, you have to direct groups of your finest soldiers, engineers, archers, magicians – and others – across 23 huge and increasingly complex levels which are positively bulging with mazes, puzzles, enemy soldiers and hideous trolls – with a stonking great Demon Overlord to vanquish before all that peace and harmony stuff can be restored to the land.

The level geography includes the foreboding medieval castles of the Real World, the eerie underground caverns of the Goblin Underworld and

the supernatural clouds and skylines of Cloud World.

Gameplay is very much in the *Lemmings* vein – icons must be highlighted to utilise the specific abilities of the different characters (tent building, battering-ram carrying), and each level is fiendishly designed to taunt the player into hitting upon the correct overall strategy.

It's fun, absorbing and there's lots of violence. The successes of the SNES and Mega Drive versions of *Lemmings* have indicated that there is a market out there for console puzzlers and, if you own an Amiga and a SNES, then you may well be torn between this and Psygnosis' *Lemmings 2* (reviewed later this issue on pages 62 to 64).

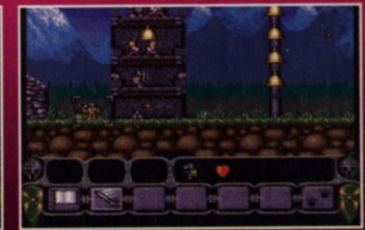
We'll have a full review of *King Arthur's World* next issue. ■



"Let me in, you swines!" One of Arthur's Barrelnmen, not having quite grasped the game concept, hammers at the door like an imbecile.



"What's that, Joe?" "An arrow, Gerald, heading for your face."



"Esmerelda! The bells!" (© Copyright, Acme Captions, 1992).



Right. This seems to be a large net with a massive sort of monster sitting on it. That's you, tippy-toeing across it, and, er, that's about it.



And, conversely, this is a pic of two big monster heads. They're, um, big, as you can see, and they look like quite nasty monsters. So that's it.

LITIL

DIVIL

FROM - GREMLIN

FOR - AMIGA

Now. Before the preview of this game goes any further, you've got to suss out this name. *Litil Divil*. Try saying it. Try saying it with real emphasis, making sure that the only vowel sounds you make are 'i' ones. Practise this five times. Now try making the last 'l' in *Litil* an extension of the 'i'. Good, good. That's it.

And what accent does it sound like? No, it sounds like Irish, doesn't it? And where is this game being programmed? Ireland, of course. So hence the practically unpronounceable name. And boy, are you going to feel a bit silly if you have to go into a shop and ask the assistant about this game?

Anyway, the plot is something I fear we shall have to live with. It

PRICE - £29.99

AVAILABLE - MAY

concerns someone called (get this) Morris Axel-Ansell Dopolopagus. This has mercifully been shortened by Gremlin to Mad Mo. Mad Mo appears to be either a child or an adult suffering from arrested development. Either way, he seems particularly poor at dealing with the world about him.

His life changes when one day he stumbles across a stone slab in his garden. It's covered with hieroglyphics (the slab not the garden). He translates these and... oh for God's sake! I can't go on with this for any longer. I mean, are you interested in the bloody plot, or do you want to find out whether *Litil Divil* is going to be a good game? If what you care about is whether this is an essential purchase for your collec-

tion, then read on. If, on the other hand, you want to get bogged down with foolish tales of stupid folk getting lost in their own gardens, buy Amiga Power or Amiga Format - they're bound to go on about the palpably dense Mad Mo and his ridiculous garden antics. But GamesMaster, the king of mags, will tell you about the game. And we haven't much space left, now, dang it.

There are five levels, each split into ten major puzzle rooms. The puzzle rooms are apparently connected by tunnels and corridors, much as in real life. But unlike reality, these vestibular spaces are packed with baddies of the worst kind (ones that can harm you).

The game is a platformy sort of affair, but has an exciting third dimension, so you can walk all over the screen rather than just left and right. Sort of like *Knight Lore* on the Spectrum, really.



Dunno about this one. A sort of drained toddlers' swimming pool?

At this stage the game is looking pretty immense. Each level (and there are five, remember) comes on its own disk, which you'd do well to install on hard drive. *Litil Divil* is packed with puzzley things, and it's more of an adventure than you'd expect, probably. Wait for the great review of a potentially great game in a month or two. ■



Oh no. Someone appears to be unwell. Still, it's only a game.



Some more evil-type devil stuff. Les would probably love this...



Some kind of fight appears to be in progress here. And if we know our onions, we'll be rooting for the little red guy, not the big green chap.



Aha! Quite obviously a chess game in which some pieces are missing.



Oh bloody hell. What on Earth is all this about? Let's just ignore it, eh?

ANDRE AGASSI TENNIS

FROM - TECMAGIK
FOR - MEGA DRIVE

PRICE - £39.99
AVAILABLE - MAY

Never heard of him? What are you on, man? This guy is one of the most controversial characters tennis has seen for a while. With his long hair and his extra colourful gear, he has no end of trouble from the tennis authorities, especially the stuck-up pretentious gits at Wimbledon who banned him from wearing too many colours. (I think you might find that he was in contravention of the dress code of the Lawn Tennis Association in fact, Les. - Ed). As if they weren't making

enough money from him anyway. Well, enough of that. The superstar of modern tennis has lent his name to a new sports game on the Mega Drive, soon to be released by Tecmagik.

As you would expect, you can play against the computer or a friend in a single or skins match, (this is where every shot is worth money and the winner of a rally takes it all). You can enter a tournament and play against some dubiously named characters (eg. Bit Chin). Singles and doubles are catered for as well. As far as the sport goes, I think that just about covers it.

If you have never played the game before you can take time out to practise against one of those machines that fires balls at you at ridiculously high speeds. At least you will then be able to get the hang of the controls faster. The shots have been simplified to make the game more accessible, and although the collision is precise, once you get into it the controls are easy to use.

All this has been squeezed onto a four meg cart. Apparently, Tecmagik wanted a bigger cart size, but Sega wanted them to go for a four megger. Shame really, because after playing this, you get the feeling they may have been able to do something really special, if they had the cart size.

At the moment the game is still going through a lengthy approval process, but it should be in the shops by the end of May.

A version is also being coded for the Master System. It will come out at virtually the same time but will only cost £29.99. No news yet on a Game Gear version. ■



More players, more serves, more surfaces. Well, there's not really a lot of variety in a tennis game, so what did you expect.



Diving for a return on a hard surface may be hell on the knees, but when every shot is worth cash, you have to make sacrifices.



Ah, this is more like Wimbledon. A good old grass surface. André is the sprite at the top with the darker shorts. Why don't they do a tennis game where you can argue with the umpire, I think it'd sell.



The sport that caused more sore necks than any heavy metal concert you've ever been to - all that following the ball to and fro isn't good for you. Oh yeah, and here's a picture of the game.

	PLAYER 1 308 "BIT" CHIN PLAYER SPEED 7
STRENGTH	ACCURACY
BACKHAND 2 5	
FOREHAND 8 7	
SERVE 10 5	

Is that his real name? I don't think so. He may be a complete wimp but he's accurate which means trouble for our André.

	PLAYER 4 ANDRE AGASSI PLAYER SPEED 7
STRENGTH	ACCURACY
BACKHAND 7 9	
FOREHAND 7 9	
SERVE 5 8	

Our André, what a lad eh? Wins tennis tournaments sometimes, drinks loads of Nescafé and earns millions, what a life.



Oh, a different surface and two more players. The player at the bottom takes the underarm deodorant test. Definite BO fault.



Here's another gratuitous shot of the tennis players, this time they are at the net. Um, there's not much else happening really.



This is a clay surface. I can tell you're impressed. If you aren't good enough on your own, you can get a partner to beat the opposition. Mind you, choosing a girlie when you're up against two blokes is a mistake.

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ADDAMS FAMILY 2

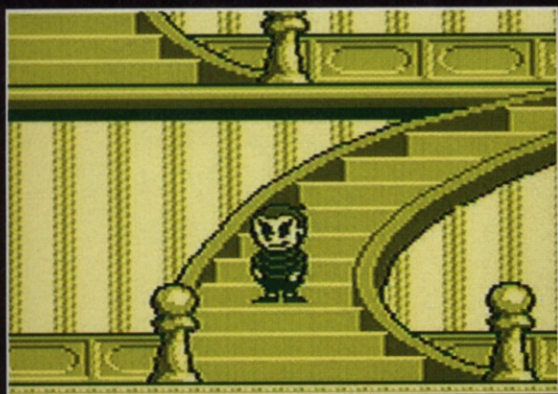
PUGSLEY'S SCAVENGER HUNT

FROM - OCEAN
FOR - GAME BOY

PRICE - £24.99
AVAILABLE - JUNE

They're spookily, kookily, mookily, pookily and whatever else ends in ookily. Yes it's the Addams Family and they're back, well

Pugsley is at least. In the first game you took on the role of Gomez, who had to dash around the Addams' residence in search of the other family

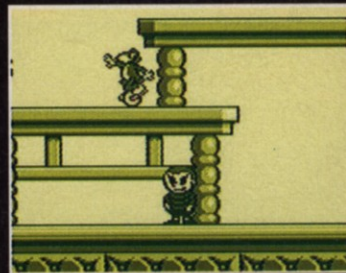


Little old Puggers is standing on the stairs. From here he can see and will be able to explore the house and set about rescuing whatever needs rescuing.

members. But here, Pugsley is the main man (or spotty adolescent) who has to wander the grounds and halls of the Addams' mansion in a wild and rampant scavenger hunt that he's been sent on by Wednesday.

This is the second Addams' adventure on the Game Boy, the first being an adventure that wasn't up to much. The levels here are the same as those in the SNES version of *The Addams Family* but the Game Boy version has a different plot. This time you have to save the family members while collecting bits of paper and the like. The levels in the game are huge and are chock full of nasties to jump on and avoid.

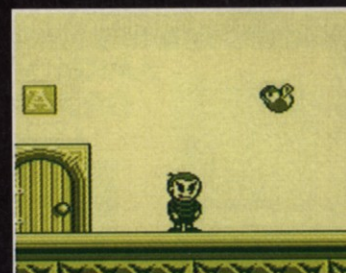
There are also masses of power-ups and extra lives to collect. There should be a password system which will enable you to progress to later stages of the game. This will be handy as it's going to be one big game. ■



Pugsley's standing under a table - how interesting.



Pugsley, aged 10, stood next to a piano. Please, more of the same.



Pugsley about to enter a door marked rather spookily with an A.

LIBERATION

CAPTIVE 2

FROM - MINDSCAPE
FOR - AMIGA

PRICE - £25.99
AVAILABLE - MAY

Way back in the early days of the Amiga there was a great game called *Dungeon Master*. For a long time this was the RPG game that everyone was raving about, then came *Eye of the Beholder*. For a while there wasn't a really good exploring game to be played. Then came the release of *Captive*. This game put you in control of four droids which have been

specially designed to help you escape from a prison in which you had been wrongly incarcerated.

With the aid of your droids you are now a free man, you've been given a pardon, a medal and probably some Ready Brek. But, and it's a big but, you're going to have to do it all over again. This time some innocent civilian has been imprisoned for a murder he



In the local prison all the inmates are campaigning for more beer and pizza. Sadly due to "lack of privileges" they aren't going to get any.

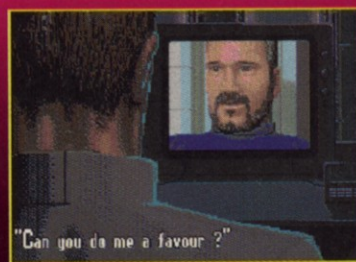
didn't commit (it's beginning to sound like the A-team), and along with your droids you're going to rescue him. Basically it's a police set-up and it

stinks. You didn't like it then and you don't like it now. Your mission, should you decide to accept it, will take you around a massive city with over a thousand buildings, each of these with loads of rooms. It's in these rooms that you'll find clues which will help you set matee free.

Liberation will have the same 3D perspective that *Captive* had, but with a lot more detail - you can look up and down as well as all around. With thousands of rooms to search through and loads of puzzles and clues to work out, it looks as if *Liberation* will have the RPG fraternity burning the midnight oil once again. ■



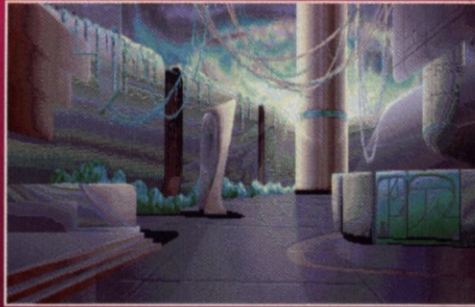
A scenic view of a highly industrial and extremely complex city. With a few droids you should be able to look around it in a few days, perhaps.



Say no, I never trusted people that looked like him, or had beards.



This may not look like any ordinary pit, but it is here that you turn your futuristic banger into a futuristic, er, sleek racing machine.



The future looks grim, not an alien in sight. There really isn't very much to talk about here, so we won't talk about it. So there!



Oh, we've found some alien races, but they don't have acid for blood or anything like that. Not even a face hugger in sight.

CYBERRACE

FROM - CYBERDREAMS
FOR - AMIGA

PRICE - £34.99
AVAILABLE - SEPTEMBER

Following on from the success of their Giger inspired adventure *Darkseed*, Cyberdreams are calling on another designer to help make their products shine. For their new game *CyberRace* they have called on the talents of Sid Mead - the man who designed for films including *Blade Runner*, *1010*, *Tron*, *Aliens* and *Star*

Trek - The Motion Picture. *CyberRace* is a futuristic race-em-up with a difference. For a start it is a racing game and adventure combined. Two galactic super powers have practically annihilated each other and now they have now come to the decision to scrap their weapons and settle everything on the Cyber Track. You play Clay

Shaw, who has had his girlfriend kidnapped by the Terrans, and must race him against the Kalidasians. The actual racing takes place using new graphic technology which has to be seen at high speed to be believed. You'll be racing futuristic vehicles over futuristic landscapes in what is indeed going to be a very futuristic game. Sci-fi fans will love it.



What a pleasant chap. It must have been some night out to get him in this state, assuming it is a him.



Clever isn't it this futuristic stuff? Formula One racing will never seem the same again after this.



The winners circle. No bottle of champagne to spray over every one, unfortunately. Try Perrier.

There are currently plans to release data disks with new courses on them, possibly including a Mars track which would make use of the actual Satellite data that NASA received from its probes - just imagine yourself racing over the real surface of Mars. During the adventure side of the game you will have to pit your wits and use your brains to progress. The GamesMaster crew can hardly wait until September when this gets its Amiga release, although lucky PC owners won't have so long to wait. The PC version of *CyberRace* will be available in May. ■



And here the latest supermodel models the latest in off-the-shoulder shoulder pads.



This cat person appears, when you just miss a power up, and amusingly says "Just missed it!"



Here we are in Toy World, hence the appearance of a big gangtser with a gun. (Eh? - Ed).

PUTTY

FROM - SYSTEM 3
FOR - SNES

PRICE - £45.95
AVAILABLE - APRIL

Okay. So there are these robots, alright? And they're building a big skyscraper. But - curses - an evil wizard is determined to cause all sorts of problems for the robots. You, as a piece of Putty (look, I didn't write the bloody storyline), have to protect the robots by collecting them from hazardous locations and taking them to the safety of their spaceship. All manner of foes get in Putty's way and threaten to do for him by reducing his elasticity. There's the Scouse Sausage who wanders around certain levels muttering in a threatening manner. And there are snot goblins (best left at that) and Kamikaze Chickens, deadly carrots and so on. Yes, it's not particularly logical,

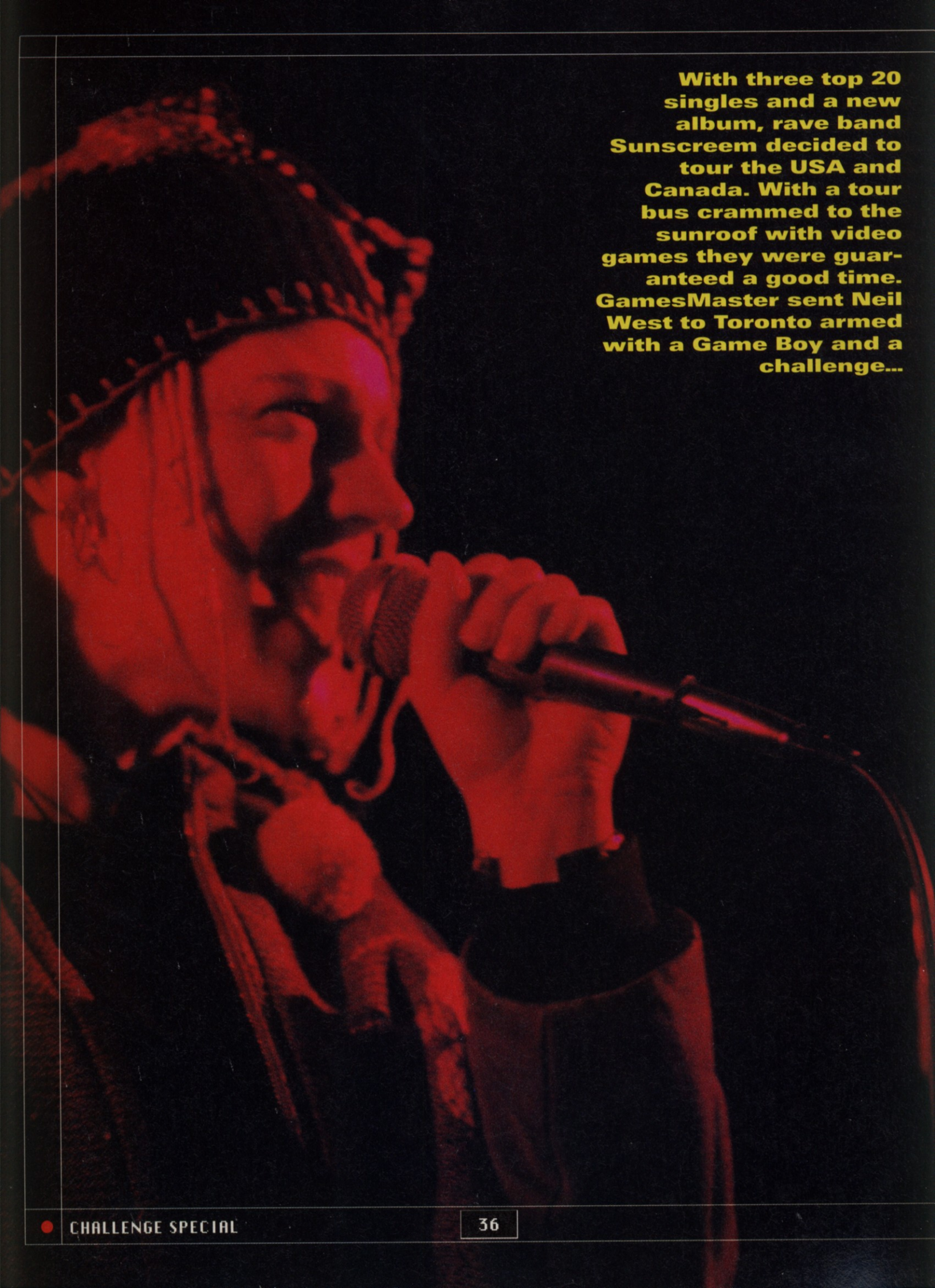
but the good news is that *Putty* is actually shaping up to be a rather neat little game; certainly a refreshing change from all the photon-death-dealing shoot-outs of late. Putty can use all of his, erm, Putty-like abilities to stretch and bounce and squeeze his way through the levels. Also, there are a number of creatures which Putty can absorb, thus taking on all of their abilities. The visuals, as you can see are intense to say the least, and our only concerns at the moment are that *Putty* may be just a tad overcrowded on certain levels for the player to survive. However, we'll reserve that sort of judgement until the full review in the next issue. ■



Putty has grown some wings, allowing him to fly (No, imbecile, he's just died. - Ed).



This is the trainer mode. Here you can test out all of Putty's moves before entering the combat zone.



With three top 20 singles and a new album, rave band Sunscreen decided to tour the USA and Canada. With a tour bus crammed to the sunroof with video games they were guaranteed a good time. GamesMaster sent Neil West to Toronto armed with a Game Boy and a challenge...

CHALLENGE SUNSCREEN



It's minus fifteen degrees in Toronto, Canada (that's colder than a turkey on Christmas Eve to you and me) and tonight Sunscreen are opening for the

Inspiral Carpets in a one-off, sold-out performance at the city's concert hall.

News comes from the band's hotel that the tour bus has broken down, and the band will instead be arriving in specially commissioned limos. Wow! So this is real rock 'n' roll. In between TV interviews, radio chat-shows and sound-testing for the night's concert, I talked to the band about rock, roll and *Sonic the Hedgehog*.

"Video games? We're into Sega in a major league way," announces Tony the bongo player, limbering up for tonight's gig. But hang on - all is not quite well, it seems. What appears to

be the problem? Why, when I mentioned video games, did I hear a groan? Paul the keyboard player comes to the rescue:

"We were devastated to find," he announces solemnly, "that when we got to the US of A... the tour bus had no video games on it."

Disaster. Sunscreen, famous for their live music and heroic video game playing, stranded without even a Game Boy cart for company. No wonder my 'Boy was pounced on the moment I walked into their dressing room.

"We were gutted, man - I complained desperately," moans Tony. So what did you do?

Paul replies, "Well, we told the driver to go out and buy one, of course. But he didn't." He didn't? "No."

Sean the drummer wanders over to find out if I've got any carts other than *Battleships* (well I like it).

"Yeah, the driver was meant to be

going to get us a Super Nintendo. Or a Mega CD. That would have been really quite nice."

"So the fact that the tour bus broke down and left all the band stranded near the Canadian border was... well, it was, erm sabotage?" Tony fixes me with a steely eye.

"Our manager did actually accuse Sean - the band's biggest video games enthusiast - of doing it on purpose."

"Well, they could have put one in while it was being fixed, at the very least," Sean defends himself. It's impossible to tell whether they're joking or not.

One thing's for sure, during last year's tour of the UK (the band played 50 dates across the country - that's a lot of driving). The Sunscreen tour bus was crammed with so much video game gadgetry that it rivalled Sega's own double-decker.

"We usually play *Sonic the*

Hedgehog and, oh, what's that Gulf War one?" asks Lucia. "*Desert Strike*?" "Yeah, that's the one. Other band faves are *Toejam and Earl* - we all really like that one..."

"Yeah you can actually rap on it which is a good laugh..." Tony butts in.

(Five minutes later once the band have finished doing *Toejam and Earl* sound-track impressions around the dressing room: rapping, fiddling with bits of hi-tech equipment).

Sean continues, "Then there's *EA Hockey*, *John Madden Football*. I also carry a Game Boy around with me pretty much everywhere I go - *Super Mario* and *Battletoads*, and err..."

"Don't forget *Tetris*," adds Lucia.

"You only remembered that because you're good at it."

"110 lines - that's not bad for before a gig." Almost a dangerous

THE CHALLENGE ▶



You don't go all the way to Canada just to talk, oh no - video game duels, that's what you go all the way to Canada for. At least, I did.

So, level one of *Super Marioland* on the Game Boy in as fast a time as possible.

Contestant number one can you step this way, please:

THE BAND

Formed in 1990, Sunscreen are currently one of the world's hottest rave bands. They've had three Top 20 Singles in the UK: Broken English, Pressure and Love U More and at the time of going to press, their debut album O3 (Ozone) is number 30 in the UK charts. The music industry's main magazine, *The Melody Maker*, described them as "the UK's most innovative pop band".

Sunscreen are Lucia Holme (vocals), Paul Carnell (Keyboards), Rob Fricker (Bass), Darren Woodford (Guitar), Sean Wright (Drums) and Tony Rush (who dances and bongs (?) bongos). Yep, a dance band with instrument players - that's because Sunscreen play live, as opposed to just miming to a backing tape. Their new single *Pressure Us* is released on 15 March.

1 Sean (Drummer)



■ **So Sean, do you reckon that you will win this challenge?**

"Yes."

■ **Why?**

"I'm good." (Pauses) "No, no, seriously, I haven't played this game in quite a while." (Jeers and sarcastic cheers of sympathy from rest of band). "No, no - really."

■ **Is he lying?**

Rest of band: "He's always lying."

■ **Best time remaining: 327**

■ **Attempt highlight quotes:**

"Oh, I'm dead."

"See, I normally go down that little pipe over there."

2 Tony (Bongo player)



■ **Are you going to do any better than the feeble drummer?**

"Probably not. No - actually."

■ **What are your tactics for success?**

"I'm relying on complete fluke."

■ **Best time remaining: 325**

■ **Attempt highlight quotes:**

"He's off! He jumps! He's toast. Mario was toast." (Oh dear!).

"Oh no, he's missed his little life whatsit."

"Oh dear - that's sad."

quote there. Sean moves on quickly...

"Thing is, the trouble I find with *Tetris* is that if you play for more than an hour or so, you're walking around the next day and you kind of see a dustbin, and you're trying to fit it in with other bins, or you're trying to reposition chairs in different ways, you know what I mean?"

Err, no – not really. You know what they say about drummers, readers, guys who hang around with musicians – they're traditionally one sandwich short of a picnic.

So are there other tales of video game heroics that Sunscreen are going to admit to?

"OK, how does our 14 hour *Toejam and Earl* marathon stack up?" challenges Sean.

Quite well, actually. 14 hours? Are they serious?

"Yeah, it was a *long* journey. And then there was the 12 hour journey back from a gig in Glasgow – *Sonic the Hedgehog*, all the way back to Essex," Sean announces proudly. But Tony can better it...

"And don't forget the time we played *PGA Tour Golf* all the way from Yorkshire back to Essex via Scotland – I got to five under par which ain't too bad after 800 miles of motorway."

Lucia's reminded of something: "Oh yes, that's the one I'd forgotten – the boys like golf as well."

The boys like golf?

"Yeah, golf."

That's not terribly rock 'n' roll, is it?

"Oh come on, some of the golf games on the PC are fantastic," joins in Paul. Err. Hang on a sec readers...

(Psst Jim, they keep talking about golf – I mean it was rock 'ard tales of on-the-road heroics you were after, yeah? *Change the subject quickly.* Ed.)

I think we'll quickly move on...

So what did Sunscreen think of the *Tetris* single that was released just



Here we have the six members of the band enjoying an early morning photo shoot in sunny Toronto. Later on they made an enormous snow-Game Boy, er, but we haven't got a picture of that.

Bon, or whatever."

"If you ask me, there's not that much difference between *Sonic the Hedgehog* and Simon Le Bon," points out Sean. Err, quick someone call the libel lawyer.

"Actually, err, I didn't say that."

Yes you did.

"Oh, alright then: he's a great bloke.

With a silly haircut. Hal!" (Sorry Simon) "Anyway, the trouble is that not enough people are getting into Sunscreen. But seriously, my little brother is playing all the time with his mates, they all swap games with each other – it's a real social thing. Also, he knows more about the latest technology and electronics than I do – and he's only ten. People have got to become computer literate and this is what is happening."

So Sunscreen are convinced that playing video games at home is healthier than staying at home and listening to a Metallica album?

"Yeah, well anything's better than staying at home and listening to a Metallica album." Tony's probably right. Sean continues: "But music and video games really go hand in hand. I mean already the Sega CD stuff is looking well impressive on the music side. As things develop I'm sure that there'll be a lot more opportunities for musicians to get some decent soundtracks on the games."

So is that going to happen? A Concert Hall technical geezer calls the band to get to the stage for a sound check. And means that the interview is at an end.

"Well, it would be quite a laugh, wouldn't it? Video game music..." muses Sean as the band move off towards the stage.

I guess the only answer is to keep reading those cart inlays and looking for the name Sunscreen. We'll keep you posted as to how they get on.

before Christmas?

"Gross! I didn't really want to be reminded of it, thank you very much." Oops sorry. Maybe we should have stuck to golf. Erm, so there's no danger of Sunscreen releasing a video game single themselves? Lucia, Paul, Sunscreen's driver and three passers-by: "No."

That's a pretty definite no, then. So, erm, back to the tour business.

Lack of video games aside, let's ask Paul the keyboard player how everything is going...

"Pretty mad, really. The Canadians and Americans are a bit wary at first – cos it's all quite new to them..." Rave to the Americans is all a bit like trainers to a herring, really. "Yeah, but then we leap around a lot, the band get pretty mad and so they can relate to that. The thing is that there's no real need for a rave scene in the USA – they've got a lot of late night clubs, so there's no need for illegal after-hours activity."

"But it's quite cute that I can meet a DJ in Washington who comes up to me and says, "Oh yeah, we organised a rave and we had 7,000 people that night." And I didn't want to tell him that at Energy there were 40,000 people

from one single advertisement in a country the size of England."

But even in England, single sales are falling.

"Record companies haven't responded to what people want – they're just happy to shove out second-rate Michael Jackson albums 'til the cows come home. Not many young people want to get into that."

"Not many old people come to that," Darren can't resist adding.

So how do the band react to the idea that people are now buying video games instead of records? Has *Sonic the Hedgehog* killed rock 'n' roll?

"It's more like rock 'n' roll has shot itself in the foot. The majority of stuff that gets in the charts isn't as exciting as *Sonic the Hedgehog*. I'd prefer to buy a video game than most of the singles in the top 20."

So do you reckon video games have taken over from music as young peoples' favourite pastime?

"Yeah, I really think that – I reckon they are." Tony speaks for the band. Lucia adds: "I think that maybe it's true to say that a lot of boys are now into *Sonic the Hedgehog*, but the girls are probably still into the likes of Simon Le

3 Darren (Guitarist)



■ How do you rate your chances of success then, Darren?

"Slim – without my glasses I'm pretty much blind as a bloody bat."

Sean: "Seeing as me and Tony both failed miserably – and we play quite a bit – I really don't see how our man Darren here can do any better."

■ Best time remaining: N/A (sadly he died at each attempt).

■ Attempt highlight quotes:

"Oh, this is ridiculous – I can't even see."

"Oops, err, ahh, it doesn't matter about the score, does it?"

4 Lucia (Singer)



■ What excuses do you have for not winning this challenge?

"Crapness."

■ Do the rest of the team think she's going to make it?

"Yeah!"

■ Best time remaining: 321

■ Attempt highlight quotes:

"Oooh, come on you little..."

"Oh, bloody hell, why couldn't I have practised this?"

5 Neil (Git)



■ Do you have good reason to believe you'll win this challenge?

"Yes – I spent the whole flight playing *Mario*, but didn't give the band any practice time at all. Hee hee."

Are you a cheating git who's now completely blown it by admitting the truth?

"Err, yes – probably. Oh pants."

■ Best time remaining: 334

■ Attempt highlight quotes:

N/A. Just a smug grin throughout.

COMPUTER COMPETITION

Win 1 of 10 of each of these amazing computer games



WIN A SEGA MEGA DRIVE

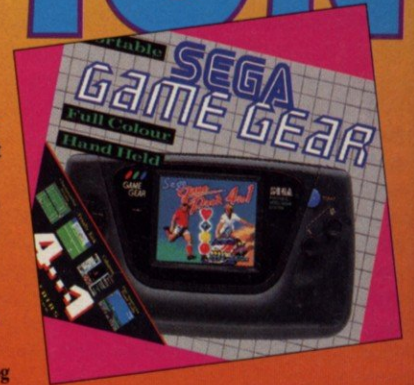
MEGA DRIVE - The Sega Mega Drive is the ultimate computer game console, fully utilizing for the first time the awesome power of the latest 16 bit technology. **MEGA GRAPHICS** - The Sega Mega Drive reproduces the graphic quality of specially designed arcade machines costing many times as much. **MEGA SOUND** - The Sega Mega Drive even has real stereo sound, making the greatest games even greater.

Question: Finish this name - Sonic the

Answer:

- A) Hamster
- B) Horse
- C) Hedgehog

Phone **0338 422002**



WIN A SUPER NINTENDO STREET FIGHTER II

Super Nintendo is the most advanced entertainment system with dazzling 3D graphics, spectacular colour and digital stereo sound; and includes the new game Street Fighter II, the world's greatest arcade hit.

Question: Where do Sumo Wrestlers come from?

Answer: A) America B) Japan C) Australia

Phone **0338 422000**

Children under 18 must seek parents' or guardians' permission before telephoning

No correspondence, No alternative prizes. The judges' decision is final. Winners will be notified by post.



WIN A SEGA GAME GEAR

The portable, hand held Game Gear is in full colour, with an amazing 3.2" back lit LCD screen, which brings arcade style graphics to life in 32 brilliant colours. The Game Gear includes 4 awesome games.

Question: How many games come in this Sega Game Gear?

Answer: A) 40 B) 4 C) 15

Phone **0338 422022**

No responsibility can be accepted for entries not properly recorded. Calls are charged 36p a minute at cheap rate and 48p a minute at all other times.

REVIEWS

And here you join us in lovely Bath, where Mr Douglas has brought along a unique collection of reviews. As we can see, they cover a wide number of games and are all quite exquisitely detailed. In particular, I'd draw your attention to the reviews of this month's cover games which begin on page 54. Very finely tooled. (That's enough Antiques Roadshow nonsense. - Ed).

HOW TO USE THE REVIEWS

While we want you to have a lovely, mouth-upturningly amusing time while reading our reviews, we also want you to get at all the important information easily and quickly. So follow the guide on this page, if you will, to the GamesMaster review system.

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

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

GAMES MASTER TIP
1b7b50

WALKERMOBILE
FOR - BM16B
FROM - PSYGNOSIS
AVAILABLE - NOW
PRICE - £25.99
MEMORY - 1MB
STOP #

PLANES, TRAINS AND, ERM, WALKERMOBILES?
Ever wanted to do battle with hordes of enemy troops? Ever wanted to blow apart millions of dollars worth of military hardware? Ever wanted to control the ultimate walking weapon? The last I don't fit it, but Psychosis have come up with the next best thing. Walker. He came, he saw, he kicked ass. This guy is a violent work of art.

WALKERMOBILE
OPTIONS - NCR
LEVELS - 80EN
DIFFICULTY - UNCLEBELL
PLAYERS - ONE
SAVE GAME - NCR
END #

GRAPHICS
Some levels are full of flying T-800s, loads of jets, one of the best looking things games is a while.

SOUNDS
You won't be disappointed. High pitched noise and the ever noisy clanking steps of the Walker.

PLAYABILITY
Micro-processor controlled system.

And the only people fit to deliver such exhaustive yet enjoyable reviews must surely be the most respected team of games reviewers in the business. But they were busy, so you'll have to put up with what this lot managed.



JIM DOUGLAS
Only one major review from Mr Douglas this month. And wouldn't you know it - he's picked *Starfox*. His justification for such cherry-picking was reasonable, though: "Look, I'm the bloody Editor, alright?"



JAMES LEACH
He's moved into a new flat which is great, but at first he couldn't work the central heating. He can now, though, so it's great all round. This month James has reviewed the lovely *Lemmings 2* and the nice *Mick and Mack*.



ANDY LOWE
Bit of a rootin', tootin' and indeed shootin' month for Andy. He's been chewing tobacco and calling everyone "varmint". The reason? *Sunset Riders* on the Mega Drive. Happy trails and all that.



LES ELLIS
Being moderately keen on the odd bit of blasting, Les was more than a little eager to get his hands on one of this month's covergames, *Walker*. "It's just totally awesome. You can destroy everything!" Yes.



ADRIAN PRICE
The chance to battle evil space fiends in a mechanical suit is just the sort of thing rucking expert Ade loves to bits. So what better games for him to review than *Cybernator*, *Terminator 2* and, er, *Joe & Mac Caveman Ninja*?



STEVE JARRATT
Steve's unfathomable gaming talents, while not actually helping to produce any reviews this month are still to be thanked for some of the brilliant *Starfox* grabs on page 54, 55 and 56. Hooray for Steve!



NEIL WEST
Another relatively dry month on the software front for Neil. Instead, he got to go out to the States and interview *Sunscream* for us. You can check the poptabulous results on page 36.



ANDY SMITH
This is the last time you'll see young Andy in the reviews intro page. He's off to do secret things which may well be very interesting to certain readers. More details when Andy recovers from his leaving bash.



MARK RAMSHAW
And who should we find right next to Ex-Sega Power Ed Andy, but new Sega Power Ed Mark?! Kooky, eh? Obviously the recent change in career direction means that he's written nothing for us.



MATT BIELBY
Matt, on the other hand, is great, reviewing loads and loads of games this month (in between games of *Super Mario Kart*). Unfortunately they're all for his very own mag, *Super Play*.



ANDY DYER
Andy Dyer is so untidy that he recently lost a £50 bet to flatmate Neil West. Anyway, in the frenzy of tidying activity necessary to avoid shelling out, all of Andy's reviews got sucked up in the Hoover. Honest.

- Flicker, shudder and slowing we can do without. Parallax, smoothness and variety we like. Clear? It's got to be.
- Where would Mario be without his *padoing*? Where would Sonic be without his *ferwhizz*? Nowhere, that's where. So we demand catchy tunes, scene-setting interludes and punchy effects.
- We want to see games with instinctive, responsive controls that reward and challenge the player's increasing skill. Games need to make a variety of demands of the player - requiring a fast firing finger is not enough.
- Call us greedy, but as well as glorious graphics, super sounds and peachy playability we demand that games actually keep you entertained for a considerable amount of time.
- The above factors taken and shaken, analysed and adapted. The bottom line - is it worth buying or not?

- **Scores, doors etc...**
Alright, so you know 0% is rubbish and 100% is tops, but what about the stuff in between?
Above 90% Essential, even if you have to buy the system.
90%-81% Great, and well worth the dosh.
80%-71% Smart, impressive and entertaining.
70%-61% Not bad, but there's better out there if you look.
60%-51% A few good points but...
50%-41% Below average - lots of niggles.
40%-31% Poor.
Below 30% Wretched and to be avoided at all costs.

ADDAMS FAMILY 2	SUPER NES	72
CHAKAN	MEGA DRIVE	76
CONGO'S CAPER	SUPER NES	44
CYBERNATOR	SUPER NES	60
FLASHBACK	AMIGA	46
GLOBAL GLADIATORS	MEGA DRIVE	66
HYPERSTONE HEIST	MEGA DRIVE	64
JOE AND MAC	GAME BOY	77
LEMMINGS 2	AMIGA	68
MONOPOLY	MEGA DRIVE	78
PAPER BOY 2	MEGA DRIVE	74
PRO QUARTERBACK	SUPER NES	78
REVENGE OF THE JOKER	MEGA DRIVE	42
SPEEDBALL 2	GAME BOY	79
STARFOX	SUPER NES	54
SUNSET RIDERS	MEGA DRIVE	52
SUPER OFF ROAD	GAME BOY	76
SUPER TINY TOONS	SUPER NES	48
TERMINATOR 2	GAME BOY	77
WALKER	AMIGA	58

FOR - MEGA DRIVE
 FROM - SUNSOFT
 AVAILABLE - NOW
 PRICE - £39.95
 MEMORY - 8MBITS
 STOP ■



REVENGE OF THE JOKER



Well goodness me, if it isn't Batman once again. Hang on, isn't he a bit... mucho retro? *Very* 92. Surely now we've moved on to bigger and better screen icons like Dracula and that bloke from out of Reservoir Dogs, Mr Blond. *(Is there a review about to happen here at all, perhaps? - Ed).*

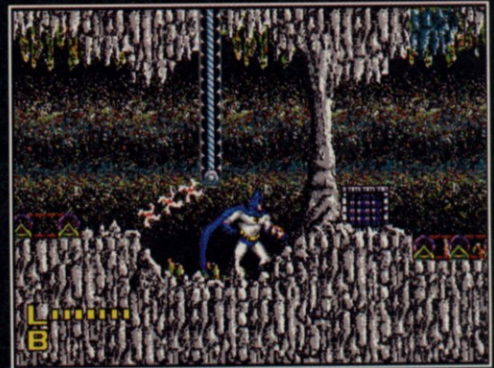
Yes, anyway, Batman. And possibly even the

Joker, if the title is anything to go by. What we have here is a none-too-ambitious affair which pits Batty over seven levels against... well, the Joker. You see, apparently the Joker has stolen the rubber shark from that 60s Batman film and... *(Shut up! Shut up! - Ed).*

Alright. Sorry. Never mind the plot, all you need to know is that this is a standard scrolling platform affair. The idea is to make your way to the Joker's hide-out and give him a severe telling-off for wearing that stupid make-up. The Batster's equipped with his



Level 2 sees the Batster hassled from above by this jumbo airship. The screen scrolls constantly so you need to keep up to avoid being crushed by the pixels.



Yes, alright, it's not *much* of a chainsaw, but the Joker was on a tight budget. It's not easy getting someone to install chainsaws in underground caverns, you know.

GAMES MASTER TIP



GREETINGS! Remember that, along with Batman's long-range utility belt weapons, he has a number of other short-range attacks. The kick, for instance, is the only way to get rid of these gargoyles at the end of the first part of level 1. Similarly, continually sliding under the level 1 boss means he never gets a chance to fire at you.

INCLUDED A YOUNG KEVIN COSTNER IN HIS FIRST ROLE? NO? THAT'S BECAUSE IT'S NOT TRUE.



Now it may appear that the unconquerable Batman has just plunged through a gap in the bridge to his doom, without an enemy in sight. Well, yes, he has, but it was a tactical plunge...

utility belt, as usual, but unfortunately starts off with a particularly weedy weapon. Shooting the crates scattered around the levels lets you power-up with better ones depending on what's inside them.

And what else can this immortal superhero do? Jump, that's what. Oh, and slide. And kick now and again. That's about it as far as your moves go, except for the invaluable invincibility option. Collect enough spiky things (they're left behind by some of the baddies), and you go an odd yellow colour and flash wildly, rendering yourself invincible (and slightly unwell) for a short time.

The levels are divided into two or three sub-levels each, complete with the end-of-level guardian. It's all standard stuff - enemies, lifts, conveyor belts, huge attractive airships, and that. There are passcodes for each bit so it doesn't get too tedious. Actually the game never seems to end at all - you just keep bashing away at the same level until you complete it.

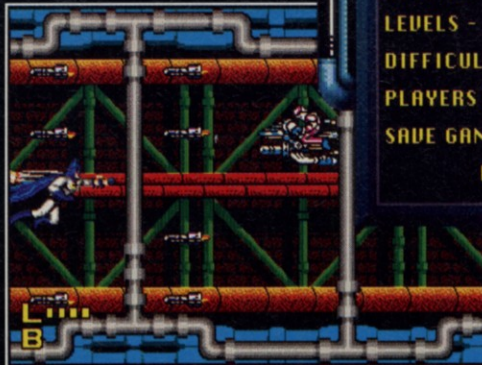
There. Hope that sounds suitably uninspiring. The problem with the game is that it's just not different enough. The graphics, on the whole, are colourful and well drawn, the sound's fair to middling, but the



Batman: Revenge of Joker, hmm. It's okay, but it's nothing that we haven't seen time and time again. While it might be fun for a while I can't see many people taking more than a few days to complete it. The Batman name alone will sell copies

which is just as well because I don't think the game would sell many on its own. It's about time they came up with something a little more original than these platform beat-em-ups. Think carefully before you buy this.

LES ELLIS ■



The man they're calling Bat also has the power to fly, apparently. This fast-moving scrolling section in level 2 is way too easy. "Hah!" you'll laugh, "This is way too easy."

gameplay's stultifyingly lacklustre. There's never a point when you're unsure of what might be coming next, and though you may get annoyed with the odd baddie, you never really break into a sweat and start shouting obscenities at the screen. It's all too easy and predictable.

So, not great, but certainly not a disaster. Obviously if you're a Batophilic with the odd £40 hanging around, you'll sneer heartily at these feeble utterings and buy it immediately, but don't come running to us later on shouting, "It's all too easy and predictable." Told you so.

JAMES LEACH ■



Given the choice between frolicking wildly in a barn-based scenario with the partner of my choice and playing this over and over again, eating nothing but chips for three days - I'd gladly go for the latter.

Nothing can compare to the furiously inspiring blend of red-hot platform-on-platform action, power-up after power-up and pulsatingly original gameplay.

I'm utterly mystified as to why James and Les feel that it's all been done before. Never before has there been a game entitled *Batman: Revenge Of The Joker* on the Mega Drive, featuring precisely the same set of joystick-based pixel manipulation. Surely, we must accept that, because we cannot all have been subject to the same emotional experiences and environmental stimuli, we also cannot develop an entirely unique concept of the "original". Thank heavens for the gift of irony.

ANDY LOWE ■

OPTIONS - NONE
LEVELS - SEVEN
DIFFICULTY - MEDIUM
PLAYERS - ONE
SAVE GAME - PASSCODES
END ■



GRAPHICS

Batman looks the part, the backgrounds are colourful, but some of the enemies look a little rushed. And, hey! - nice parallax.



SOUNDS

Familiar tunes which you can't quite put your finger on. Inoffensive, but nothing you'd want to take out to tea on a rainy Sunday.



PLAYABILITY

A few harder-than-average sections are tucked away. It won't take long to get used to Batty's moves.



LASTABILITY

Not long really, especially with the passcodes. Only the end-of-level bosses will give you a hard time.



OVERALL

Well, it's a game about Batman, but it needn't have been. It could have been about pretty much anything. Everything's in place and works well, but you won't be gasping at any aspect of it. Definitely one to play round a mate's house rather than buying it yourself.

JAMES ■



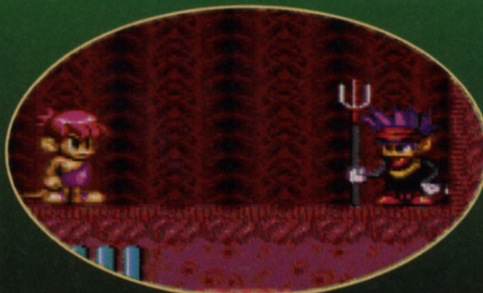
"Now I did ask you *not* to sling those whirlwinds at me, if you don't mind. Hello? Hello? Anyone in there? I couldn't possibly borrow your coat for a while, could I? Not that I'm cold or anything..."

JUDGEMENT

68%



These little blue things are sapphires. Every time you collect one your slot machine spins around and you can win extra lives.



This is the evil devil that has stolen Congette and will have his wicked way with her, unless you can rescue her and save the day.



This is one of Congo's super-high jumps and lets him collect out of reach gems. The Rumanian panel gives Congo 5 points for style.

CONGO'S



Once there was a little chimp called Congo. One fine day Congo was sitting with his sweetheart when suddenly... yes, she was kidnapped. You can probably imagine the rest of this plot, I'll leave the tale there and get on with the review.

The game is a runny, jumpy

platform type of game and there are plenty of levels to monkey around in. (*Oh dear* - Ed). There are lots of different landscapes to run around, and these range from a modern technology level to a ghouls and ghosts infested stage. Hidden in the game are loads of secret rooms filled to the brim with jewels and goodies, and er, bananas probably. All these will help Congo complete his caper. While *Congo's Caper* can, at times, be enjoyable, at others it can become a

chore. Hitting prehistoric cavemen over the head with a club has only limited appeal and rolling them around has even less.

The game is, according to Data East, the "cousin" of *Joe and Mac: Caveman Ninja*. The first dinosaur from *Joe and Mac* is back - and he's just the same cheesy old dinosaur, reprising his role as the dumb end-of-level guardian. The whole game, in fact, is reminiscent of *Joe and Mac* and amounts to little



Here we see Games "Player" Ade gazing wistfully at two large red spots. Funnily enough, Ade himself has more than two large red spots.



This is one of the later levels and it starts to get a bit tricky. These little wispy ghost-like things really get in yer face.



Oh, it's okay. I suppose. With *Tiny Toon Adventures* and *Pugsley's Scavenger Hunt* currently setting the SNES platform standard, you really shouldn't be fooled into being impressed by such patently ordinary platform fodder.

Congo's Caper is a playable, lively little romp which quickly becomes standard and repetitive. It's comically charming, and, for fans of *Joe and Mac*, should provide a brief fix. One to sit back and casually tinker with.

Astonishingly enough, I completely concur with Ade's judgement.

ANDY LOWE ■

A PREHISTORIC LOVE STORY A story of a chimp and his chick.



1 One fine day a few magic rubies fell out of the sky and due to the gravity of Earth fell towards...



2 ... our two furry friends who were magically transformed into super kids. All their mates ran off.



3 But the newly formed species had found love. They were smitten and marriage was discussed.



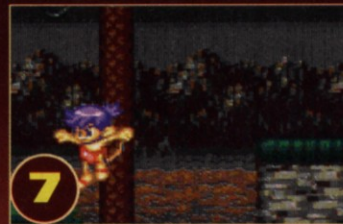
4 Then suddenly, from nowhere, an evil beast prodded Congo on the bum with a sharp stick.



5 He then made off with Congette. At this point Congo felt gutted. He was once again a small chimp.



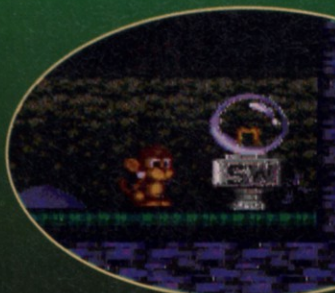
6 But as in all good love stories another magic gem fell from the sky. All was not lost.



7 Congo was vexed and decided to give the evil devil some attitude. And so the scene was set.



8 Who are these fiendish four? And what are their plans for Congo? Buy the game and find out.

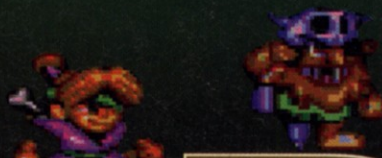


FOR - SNES
 FROM - DATA EAST
 AVAILABLE - IMPORT
 PRICE - £45 APPROX
 MEMORY - 8MBIT
 STOP ■

OPTIONS - YES
 LEVELS - 45
 DIFFICULTY - EASY
 PLAYERS - 2
 SAVE GAME - PASSWORD
 END ■

What's this? And what does SW mean? Well, everytime you touch it, all the ghosts on screen disappear. So get touching.

CAPER



more than your average platform frolic.

Congo has the ability to turn into a monkey/boy hybrid at any time, simply by collecting a special crystal that's been left lying around. If he collects three of these he can become Super Congo. While he's Super Congo he can also jump higher than usual and can take three hits before being transformed back to the small furry chimp that he was.

The game does have more going for it than *Joe and Mac*, in the sense that you have more opportunity to go about exploring, but it won't keep you enthralled for long.

However, if you happen to be looking for a top platform game, then you won't go wrong with the Addams Family game *Pugsley's Scavenger Hunt* which also happens to be reviewed in this very issue.

ADRIAN PRICE ■



These eggs often contain gems and rubies, so break them open to collect the contents and save Congette.



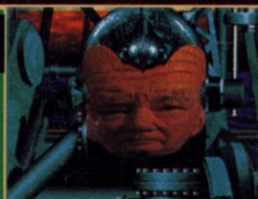
Aren't capers those things you get on pizzas? Or am I just being analytically retentive? Anyway, this game could have been a contender. But it didn't really do "the business" for me.

I played it and came away feeling unfulfilled, and with a slight pain in my knee. This could have been the result of sitting in an awkward position, though.

But to be both fair and relevant, this isn't a particularly good game. It's not special enough to warrant having the money spent on it. Unless you're very wealthy and buy loads of platform games, don't bother, really.

JAMES LEACH ■

GAMES MASTER TIP



GREETINGS!
 When a caveman comes along, at the end of level one, hit him on his head and roll him into the dinosaur. This will take a few energy bars off his meter.



GRAPHICS

Cute enough, but they lack the polished look that most of the SNES games have.



SOUNDS

The cheerful and pleasant Caribbean tunes are just great. Most of the spot effects are 'spot on'.



PLAYABILITY

It's not bad for the first 10 minutes, then it becomes as playable as hard cement.



LASTABILITY

A week at the maximum, otherwise you're a contender for sad git of the universe.



OVERALL

As sequels go, this is quite good fun, and I know this is a bit of a cliché but the younger kids will find this great fun. The game is nice to look at and the sounds are great. But there are some better platform games that have been recently released.

ADRIAN ■

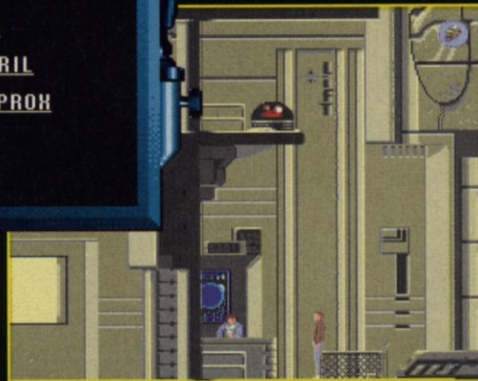
JUDGEMENT

67%

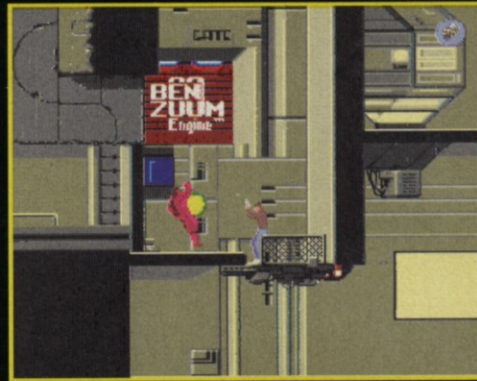
FOR - AMIGA
 FROM - US GOLD
 AVAILABLE - APRIL
 PRICE - £35 APPROX
 MEMORY - 1MB
 STOP ■



Okay, so you might have managed to make it safely back to Earth, but don't go expecting a warm welcome.



Checking in to planet Earth means showing your papers. Remember? The ones you picked up earlier? Entry is impossible without them.



Now these guys are serious. It takes three good hits to knock them out, and the guns they carry can do some serious damage!

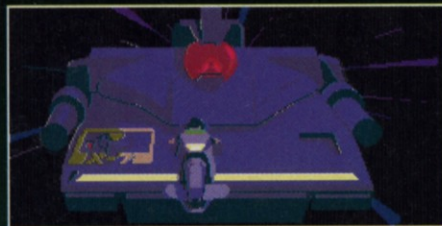
A DAY IN THE LIFE OF MR CONRAD B. HART



Here are a few shots from the animated 'film' you get at the start of the game showing Conrad fleeing from the prison.



Now Conrad's stolen the bike and is making his escape, but do you think the guards are going to give up that easily?



No siree bob! Just as our hero has started to think that he's gotten away with it, a bloody great pursuit ship appears.



Conrad's escape ends in disaster as the pursuit craft shoots him down and he's forced to crash land on the planet Titan.

FLASHBACK



The plot is your standard 50s B-movie fare. Aliens secretly land on Earth and start taking over important political and military jobs. Only one man - a research scientist - can tell the aliens from the humans. This is unfortunate for him as they imprison him in a high-security hospital, erasing his memory - for good measure.

Using amazing cunning and skill, our hero manages to escape from the prison, and stealing a hover bike, makes for home. He's soon spotted and shot down by alien guards over Titan. All this story is shown for you as you wait for the game to load. The story graphics are simple, but well animated and the introduction helps set the atmosphere that the game develops.

We join the game with Conrad Hart, awakening on the surface of Titan, dazed and confused. Desperately searching for an identity, he decides to explore the planet and try to find out his past.

This game is a platformer of sorts. You move from level to level picking up objects. But to dismiss this as a standard platformer would be a mistake.

There are five huge levels, where you have to collect various objects in order to solve the puzzles that are scattered through them. The first level, for example, is covered with sensors that have to be tripped in order to open numerous doors to allow you access to different sections of the level.

What is most impressive about the game though, are the graphics and animation. If you've played *Prince of Persia* or *Another World*, you'll have an idea of what to expect, but the animation of the central character and the inhabitants of Titan is just breathtaking. The animation uses 24 frames per second creating a fluid feel to whatever action you make. You can run, jump, roll, draw a gun, skid to a halt, climb. All is done to perfection, and looks very smooth.

Sound is minimal, but used to good effect. You get the occasional burst of a tune, but apart from that



Here's Conrad at the start of the game on Titan. That small box is a handy Holocube.



Woah Ade, talk about going a bit too far. *Flashback* is good but it isn't quite this good. It's true that the gameplay is brilliant and will keep you hooked for ages, the graphics and sound are good as well but 95%, I don't think so. I would give it in the high 80's. It does hold the distinction of being one of the best follow-up games ever, and is sure to sell by the truckload.

ANDY LOWE ■

and the odd sound effect, there's not too much.

Each level has its own password, but don't expect to run through this game in a few hours. The puzzles and problems will keep you playing for weeks. The difficulty curve is set very well. The first level is taxing, but not impossible, and eases you into the game perfectly.

Lastly, there's the short 'movie' style shorts. Every time you pick something up, or use an object, a short sequence runs through the consequences.

This is one of the most enjoyable games I've played in a long time. Everything gels together perfectly to create a game that, while borrowing elements from different styles, is good enough to be called unique.

ADRIAN PRICE ■



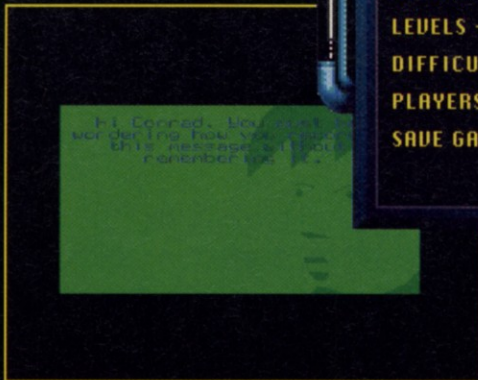
Hold on a minute. Hold on just a goldurned minute, Ade. 95% for this? I mean I know it's good, but is it really original enough to warrant this sort of madness? If I'd done the review, I'd have gone for a mark of around 90%. *Flashback* really is a great game, with animations to make you weep, but let's get some perspective in here.

Still, what can you expect from a mere teenager? He's obviously still on his learning curve, I suppose.

JAMES LEACH ■



You'll find this helpful little device just down from the start of the first level. Just pick it up, activate it...



... and then you'll get helpful advice from er, you. Confused? But obviously not as confused as this guy is!

OPTIONS - 3 SKILL LEVELS
LEVELS - 5
DIFFICULTY - HARD
PLAYERS - 1
SAVE GAME - YES
END ■

BACK

GAMES MASTER TIP



GREETINGS!
It's always best to draw your gun before entering a new location. That way there's no chance of you being caught by surprise. Also, the stones are more useful than they look.



SMOOTH OPERATOR

Conrad really is an agile kind of bloke - but not as agile as Ade who has an armful of trophies for his dancing abilities.



The list of different moves you can perform is very impressive. This shot shows you doing a roll, perfect for getting out of those tricky situations...



...and ending up in a crouching firing position. Absolutely perfect if you find yourself coming under attack.



For those long gaps, a leap has been included in the moves. It's surprising how far this guy can actually jump.



Walking's all very well, but it'll take half-an-hour to get anywhere. The running move is handy here.



GRAPHICS

Some of the best character animation you'll have seen for ages. Smoother than cream and beautifully defined.



SOUNDS

Spot effects are very well done. There's a few tunes scattered about, but not so many as to be irritating.



PLAYABILITY

Easy to get into, once you master the moves. This won't take long though, and you'll soon be entranced by the gameplay.



LASTABILITY

Five large levels mean that you'll be playing this game for more than a couple of days. More than enough to keep you busy.



OVERALL

In a market, crowded with second-rate dullness, it's refreshing to find a game that's new and interesting. This game has no equal in its field, and the atmosphere the game creates means that in no time at all, you'll be hooked. The screenshots will never be able to show how well this guy moves, so buy it for yourself and find out!

ADRIAN ■

JUDGEMENT

95%

FOR - SNES
 FROM - KONAMI
 AVAILABLE - APRIL
 PRICE - £45 APPROX
 MEMORY - 8MBITS
 STOP ■



The American Football bit. Buster hurtles downfield, as a large rat attempts to knock him down and make him cry in front of his bird.

"Aha, Professor Graves - international jewel thief and escapologist extraordinaire. I congratulate you on your eggs-ceptional criminal mind."

TINY TOONS



It's official. Cartoons are great! We all keel over with excitement every time a tedious current affairs programme is unexpectedly ousted in favour of the wonderfully silly and unlikely antics of Tom & Jerry, Road Runner, erm, Boss Cat... Hong Kong Phooey even. The *Tiny Toons* series of games attempt to recreate the characteristic Warner Bros wackiness by featuring the ultra-cute and super-kooky offspring of all the timeless, and some of the not-so-timeless greats.

You're allowed the privilege of controlling a

cheery little chap by the name of Buster Bunny - son of Bugs - in an ultimately fluffy and lightly-whipped little escapade involving one Princess Babs Bunny who, -astonishingly enough, has been kidnapped by the Imperial Army of the Milky Way. Apparently. So, off you go, nimbly prancing over increasingly difficult levels or - if you will, cartoon films - all of which play host to various other Tiny Toons who will either assist or get under the feet of your quest.

You guide Buster through the six, distinctly cartoonesque stages of the ACME (what else?) Looniversity, the Old West, Spook Mansion, Buster's Sky-Jinks and, finally, the Space Opera. Once Buster



"You don't scare me, Keithley. I saw the murder weapon. I spoke to Lady Harcourt before noon."



A meeting of Deptford Debating Society. The motion - "Fags and booze - ace or what?"

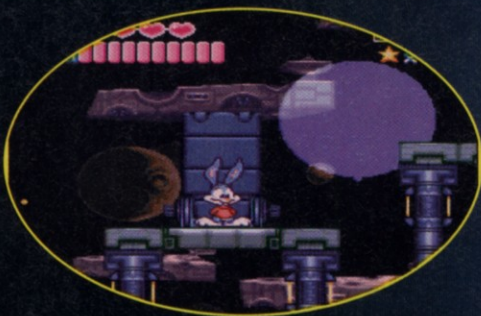
Buster may look cute, but he's rock hard. He can climb loads and loads of stairs. Oh, he can also - erm - climb stairs, too. (*That's enough stairs. Ed.*)



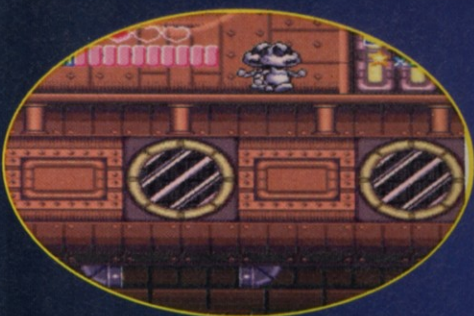
"Don't play games with me, Arbuthnot. Give me the earring!" "Tell it to the judge, Fosdyke."



"Elizabeth - no! You must leave your past behind and learn to live again." (Right, that's quite enough of these surreal captions. Ed.)



Here, we see Buster standing behind a large chunk of metal in what appears to be a space-based scenario. (Far too literal. Ed.)



Hoorah! It's Nut and Bolt - the amazing comedy robots. They'll soon be appearing in pantomime, apparently. (Hmmm. No. Ed.)

TOON

ADVENTURES

has cleared the Spook Mansion stage, he and the Toons even get to play a spot of timed American Football - side-on view style - in which touchdowns can be turned into bonus lives.

In fact, one of the best aspects of the game is the sheer variety of bonus stages and thoroughly bizarre and refreshing little gameplay sidelines. Upon clearing a level, (and despite having been kidnapped) Babs Bunny steps in to host the Wheel-O-Game - a strange variant on Wheel Of Fortune, from which the five character-specific bonus stages can be randomly accessed. These range from a simple and fun version of Connect Four/Five to a more challenging sliding tiles game.

Controlling Buster is fun, intuitive and even involves a little - gasp - originality. In addition to the standard business of moving left, right, and jumping occasionally, he can perform a whizzy cartoon dash which allows him to bash the baddies and comically zip up the sides of walls to otherwise unreachable

bits. It's important to master the execution of this technique, as it's often the most effective way of beating some of the more gittish and pedantic sections of the game.

The most commendable thing about *Tiny Toon Adventures* is that the gameplay has been carefully tailored to suit both hardened gamers and wide-eyed, perhaps less dextrous toddlers. On the children's skill level, the nasty bits and bosses have been chopped in favour of a more undemanding but thoroughly entertaining experience.

Of course, if you like your games to be heartily stuffed with gallons of blood and lethal, laser-spewing level guardians, then *Tiny Toon Adventures* may well have you retching uncontrollably. It is cute. Very cute, in fact. Fortunately, however, it's also everything you could conceivably hope for in a game. The programmers deserve lashings of praise for demonstrating that a platform game need not be just another rehash of *Mario* or *Sonic*. This is fun, novel, comical, sickly and dashing refreshing. Do the right thing and buy it immediately. **ANDY LOWE ■**



Yeah, well... alright. I suppose it is quite good really. Even though there aren't any guns it, *Tiny Toons* seems to be gripping and amusing enough. It's a bit of a shame that you have to be that rabbit all the way through. Personally, I would have liked to control Dizzy Devil, but then that's just me.

Still, it looks great and the controls are super-slick. Even the impossible cuteness of the visuals doesn't grate as much as I expected. So, I suppose what I'm trying to say is that you should go out and buy it. Damn. **JIM DOUGLAS ■**

TURN ON, TOON IN

You may not have heard of them (unless you've seen the cartoon) - but here they are, in all their deeply whimsical glory - the Tiny Toons. Aaah. Ain't they cute? (Shut up and put *Streetfighter 2* on. Ed.)



Buster. Crazy bunny-type dude. Fond of carrots. Also a git.



Robbie. He's the git nephew of that Road Runner git. Probably.



Erm - it's Babs Bunny, isn't it? Buster's git-like bunnyfriend. Um...



Oh, sorry. This is Babs. So who's the git over on the left? God knows.



Oh, I know this one. It's Montana Max. He's a snotty little git.



Er, this is just one of the in-game gits. It's not a Tiny Toon at all.



Ah, now this is Plucky "Git" Duck. Daffy's best mate, I'd imagine.



Montana Max's sister, Elmyra. A cute little girlie, and a bit of a git.



Oh, sorry. This is another in-game enemy. Not a Tiny Toon... or a git.



Great. It's Bookworm. Now, he's a Tiny Tiny Toon. And a git.



Who's this? A bit of a git, if you ask us. Which you didn't. Gits.



It's Sweetie. S/he's Tweety Pie's daughter. Hmm. What a git.



Gogo Dodo. What is he? Who is he? Looks like a bit of a git to us.



It's Mr Wile-E-Coyote's son. Tiny Toons? Tiny Gits more like.

GAMES MASTER



GREETINGS!

By carefully timing Buster's super-dash thingy, you can reach hidden areas and nab the juicier power-ups...



Here, for example - jump towards the wall... Now execute the dash in mid-air. Buster will zip up the wall - within reach of the power-ups.

I WHEEL SURVIVE (Jesus. Ed.)

Should you successfully bounce Buster through an entire level, you'll be given the chance to stop the wheel and enter one of the bonus stages... and, erm, here they all are.



Find Your Friends. Run around a school hall finding friends.



Plucky Duck's Bingo. Oh, you just play Bingo. Okay?



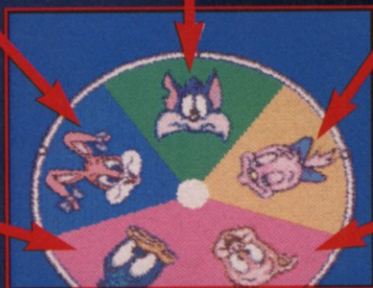
Furrball's Squash Extravaganza. Play squash. Er, that's it.



Weight Challenge. Be a fatter git than the computer and win.



Hampton Pig's Sliding Tiles Game. It's great. Man.



Buster has a bit of a dance at the rodeo.



Buster runs down a hill in a cartoony way.



With graphics like these, how could *Super Tiny Toons* fail? By having absolutely crap gameplay, possibly. Well, luckily it hasn't. Sure, it's as annoying as a Jehovah's Witness, who also sells double-glazing, but that's down to me not being able to do some bits of it.

So, it's a great game. And may I just take this opportunity to say that there's every chance I'm taller than Andy when he's not wearing those poney cowboy boots.

JAMES LEACH ■

Hello. Andy here again. "Poney cowboy boots" indeed. I happen to be 6ft 2in, whereas James is patently only 6ft 1in. Git. He's crap at games, too.



GRAPHICS

Superbly animated, with plenty of hilarious touches. There are guffaws galore as Buster performs his comedy dance routine.



SOUNDS

Fab, catchy tunes and lots of suitably silly and burlesque spot effects.



PLAYABILITY

Packed nicely. Far from being obtrusive and irrelevant, the bonus games are just as fun and challenging as the game itself.



LASTABILITY

Definitely one to return to - just for the hell of it. The password system is gauged to dispense with tiresome returning to the start.



OVERALL

An ambitious idea that pays off beautifully. There's enough basic entertainment value for the younger players and plenty of gameplay, hidden areas and tough bits for, er, everyone else. Of course, you could always be a sappy git and stick to the children's level, but then you'd have to be horribly crap and smelly to do that. There's nothing astonishingly new here, but it all looks great, feels good and plays wonderfully.

ANDY ■

JUDGEMENT

92%

- TOTAL - CONTROL

LICENSED BY

Nintendo

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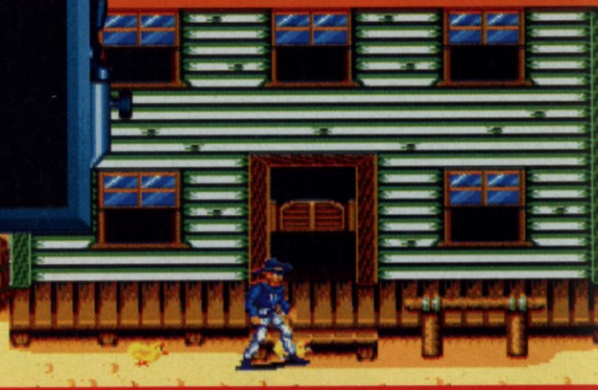
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"Howdy pardner. Billy's the name. Having just voraciously consumed a catering sized can of beans, I feel suitably flatulent and distended to guide you through a section of the first level."

FOR - MEGA DRIVE
FROM - KONAMI
AVAILABLE - APRIL
PRICE - £39.99
MEMORY - 8MBITS
STOP ■



SUNSET RIDERS



If you're wrinkly enough to remember that ancient gunfighting coin-op, *Boot Hill*, then you'll probably look back with grim fondness at the Ceefax graphics, the jerky movements, the electrifyingly competitive two-player duel action and the unparalleled feel of actually being there in the Wild West. Yes, two out of four of the previous assessments are completely untrue because *Boot Hill* is right up there with the classic

blip-em-up *Pong* - in that if you showed it to your semi-doing granny, she'd still snigger and mumble, "Where's the parallax scrolling, then?"

Erm, what I'm trying to say is - thank heaven for advances in technology - without which our experiences of the Wild West would be limited to gasping at the ultra-cool, lone-star exploits of Clint Eastwood and bi-annual viewings of the mildly funny *Blazing Saddles*. *Sunset Riders* appeared in the arcades a couple of years ago, attempting to fuse together the best bits of side-scrolling beat-em-ups and shoot-em-

ups - and a, if you will, darned good game it was too. So, Konami have decided the Mega Drive market is ripe for a version of their very own coin-op and, considering their excellent SNES credentials, the conversion must surely be a good one, hmm?

Well... perhaps predictably, things have been sadly watered down in the translation. The coin-op gave you a choice of four gunslingers - here, there are only two. The fab bonus stage has been completely replaced with a really rather rubbish token horse-riding bit, something the coin-op devoted an



Notice how the charm of the neo-Rococo statuettes contrasts with, um, something or other.



Remember kids, trainsurfing is silly, dangerous and, just not fashionable any more.



You know, I think Andy's got a major hang-up about the Wild West. I think he finds it difficult to reconcile the obviously intrinsic lawlessness with his view of an emerging country wrought by essentially independent pioneers, who, by their very nature must contain inherent self-discipline.

Sunset Riders is a little short and samey, but great fun to wade through, and is a nice change from the usual scrolling beat-em-up to which it is similar. Not that bad at all.

JAMES LEACH ■



"Now you will die, peeg-dog. Erm, or something." "Nah. Don't think so. You see, you can only fire bullets at two angles - and I'm out of range of both." "Oh, buttocks."

"Now, here, you're at a distinct advantage. Just nip behind the crates into the saloon. Drink fifty or so shots of Red Eye, stagger back out and become embarrassingly endearing with the masked gentleman. Then, shoot him."



OPTIONS - DUEL MODE
 LEVELS - 8 AREAS
 DIFFICULTY - 3 SETTINGS
 PLAYERS - 1 OR 2
 SAVE GAME - NO
 END ■



GAMES MASTER TIP



Greetings!
 As you approach this bunch of surly fellows hanging around under that precariously suspended barrel, simply jump up and then fire off a few bullets on your way downwards.



As your bullets cut through the rope, the barrel will come crashing down on the poor unfortunate victims and, in true cartoon style, they will all be comically flattened.

entire 'proper' level to. It's also much slower and considerably less smooth than its arcade counterpart – although the number of sprites moving around at any one time can be pretty impressive. Happily, however, these problems are relatively outweighed by the hectic and generally varied action.

You bravely step into the dusty boots of either suave blonde Billy Cool or his stubbled Mexican sidekick, Corman. Fight your way from left to right, blasting the bad guys, briefly popping into saloons for gun power-ups and bonuses, throwing dynamite, avoiding stampedes and rescuing pretty bimboesque, frilly-dressed gals who, upon being liberated, appear to say, "Thank you, nice boys". Ye-es...

A 'wanted' boss shows up at the end of a level and proceeds to employ various weapon-based

methods to harass you into not killing him and moving onto the next level. You coolly swagger through populated towns, injun reservations and over speeding trains before confronting the boss of bosses in his big mansion.

Sunset Riders is a fun, reasonably varied and playable game, competently converted and offering a fair amount of addictiveness. But – I dunno, maybe my judgement has been clouded by the coin-op, definitely there's something missing. The one-player action can get a little repetitive and, with the thoughtfully included duel mode, it's dangerously close to being a two player-only game. Konami have done wonderful things with the SNES but, perhaps understandably for a first attempt, this is far from being a Mega Drive classic.

ANDY LOWE ■



Sunset Riders is a pretty good conversion of the coin-op. The only thing that lets it down is that the control response seems to be a little sluggish. It's also very similar to the far superior *Rolling Thunder 2*. *Sunset Riders* is one of those games that is pretty good when you first play it, but after a while you realise that it is really just okay. While I wouldn't recommend that you rush out and buy it, if you are a big fan of the coin-op then you will probably like this. If you aren't, you won't.

LES ELLIS ■



GRAPHICS



Generally well drawn and faithful to the original, but there's some slowdown and the overall game speed can be a little sluggish.

SOUNDS



The music is depressingly ordinary. Most of the coin-op samples have also been replaced with naff speech bubbles.

PLAYABILITY



For fans of the coin-op, it'll seem awkward and less hectic. In two-player mode, there's a lot of vindictive fun to be had.

LASTABILITY



A doddle to complete on the Easy setting – without the reward of a decent end sequence, either. The duel mode's a nice touch.

OVERALL

Sunset Riders is generally fine, but it could have been so much better. If the programmers had to chop down the conversion due to memory restrictions, then we could have lived without the duel-mode in favour of additional bosses and perhaps even a level or two. It's no disaster, but think carefully before you buy.

ANDY ■

JUDGEMENT

60%

LOTS OF THE PROGRAMMING OF THIS GAME WAS DONE BY GOOD OLD ENGLISH DEVELOPMENT TEAM, ARGONAUT SOFTWARE, WHO DID STARBGLIDER ON THE AMIGA, WHICH WAS VERY GOOD AND SLIGHTLY SIMILAR.

STARFOX



Facing the alien onslaught without proper training is unwise to say the least. You can fly around in this trainer mode until you're completely happy with your flying style.



Oh dear, oh deary me. *Starfox?* *Starfox* more like. Never in my long and lengthy reviewing career have I had the misfortune to encounter such a shoddy piece of software. Only joking – it's brilliant! So brilliant, in fact, that I found myself cancelling all manner of celebrity dinners and international fashion shows in order to sit and play it.

The evil Emperor Andross is terrorizing the Lylat system, destroying planets and attacking innocent cargo ships. The space lanes just aren't safe any more. His enormous and merciless space armada is headed for your home planet of Corneria. The only way to save your planet and the Lylat system is to take the fight to Andross.

As part of The Silver Force – an élite fighter squadron – you, Fox McCloud and three of your animal friends (Falco Lombardi, Peppy Hare and,

ahem, Slippy Toad) must pilot your AR-Wing craft over planet surfaces, through asteroid fields, deep space and even black holes, beating back Andross' forces until you reach the Emperor's home planet, Venom, where the final cataclysmic battle for the freedom of space takes place.

The game begins on your home planet Corneria, and you can choose an easy, medium or hard route across the Lylat system. Scrambling from a secret base, the battle begins immediately with an advanced party of alien filth who have already reached Corneria that you must destroy. Pilots foolish enough to launch straight into the game without first checking out the rather comprehensive trainer mode will quickly come to a sticky end, if not at the slimy tendrils of some gooky space fiend, then by simply flying into the side of a big skyscraper.

While your ship is hardly impotent to begin with, starting the mission by a multiple-shot blaster and three unreasonably destructive smart bombs, you can



OUTFOXING THE ENEMY

Right then, pay attention. There are three routes through space to Venom. We'll start at Corneria (bottom left of the map screen) and tell you what to expect on each stage if you were to play the game on Level 1.



2) Asteroid belt – Switch to cross hair view here for extra accuracy.



1) Corneria – Easy. Sweep Andross' forces off your front porch.



3) Space Armada – Bigger ships to destroy. Watch out for the Fruit Polo on the right.



4) Meteor – Back on the ground. Wait until the boss' energy bar appears before using bombs.



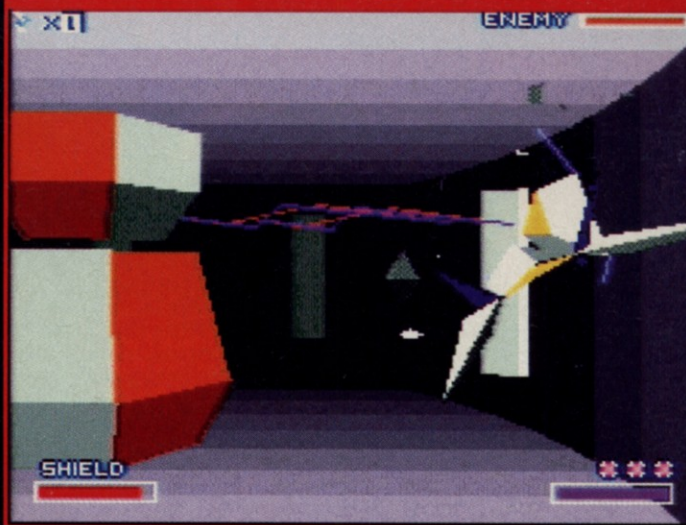
General Pepper – Leader of the Silver Force and Combined Animal Forces.



5) Venom – Bloody hell! Use a bomb! Use a bomb! This, however, is just the start of the real tough stuff. Use your retros to dodge this bad guy who zooms out of the screen at you. Then quake in fear as he splits into three and kicks you to bits.

FOR - SUPER NES
 FROM - NINTENDO
 AVAILABLE - NOW
 PRICE - £65 APPROX
 MEMORY - 16MBITS
 STOP ■

GAMES MASTER TIP



GREETINGS!
 Many of you will no doubt find the Level 1 Asteroid boss particularly difficult. Once you've flown inside the ship, collect the power-ups and dodge the walls so you arrive at the central core bit fully armed. Then, turn to the right and begin

blasting. This way you will destroy at least one of the wall-mounted laser things immediately. Continue to fire to the right until they're all gone. Then, turn to the centre of the screen and immediately fire a bomb at the middle of the generator, which should explode there and then.

find extra bits and pieces. They might be yielded by aliens when shot, found hiding inside certain constructions or just floating in space. You can also make some appear by performing certain tricks. Your first power-up, a rather useful double-blaster can be obtained by following Slippy through the first three arches you find after take-off, and then seeking out a further two.

There's something very special about the action in *Starfox*. The way you can swoop down narrow canyons formed by the buildings, barrel-roll your way out of the path of enormous asteroids and destroy hundreds of intricately designed interstellar scoundrels, all the time marvelling at the astonishingly beautiful graphics. It really makes you feel thoroughly heroic.

Waiting for the Silver team at the end of each level is a truly enormous guardian. These vary wildly in their frighteningness factor.

There's a creepy mechanoid spider thing which is actually quite scary, blasting streams of molten lava at you, but there's also a stupid big hairdryer thing which looks quite ridiculous. Having destroyed the guardian, the team members assemble, report their respective damage status and then blast off to the next stage.

Starfox is a thoroughly impressive game. Not least for the fact that the Super FX chip (see the boxout Chips on Top) has been used to create an incredible, playable three dimensional blast instead of a gimmicky mess.

JIM DOUGLAS ■



You utter git, Jim! I wanted to review *Starfox*! You know I did. You waited until I was ill, then played it then, you cheating sod.

Er, anyway, it's as good as you'd hope. Those graphics will make your eyes water, your ears spin and your toes straighten ecstatically. The sound isn't bad, either. What's really awful, though, is that Jim nicked the cart from my drawer when he knew perfectly well that it was brilliant and I wanted to review it. I'll get you back, Douglas!

JAMES LEACH ■



1 The third route to Venom is, er, slightly more difficult. Flying through these arches will yield a handy double-blaster, but you'll take a lot of shots trying to get it. Note the rather pretty apocalyptic sunset.



2 Oh god! All these blue things topple towards you no matter which side you fly. The solution is to shoot frantically and try to knock them down before you reach them. Keep firing!



3 They might be shooting at the floor at the moment, but in a second you'll have their shots in your face. Ahem. Head for the top of the screen and shoot down.



4 These thieving robot things are making off with your electricity pylons! Shoot down one and the other will stop. But watch for the burning debris!



5 It's make your mind up time. One corridor leads to a lovely double laser and the other leads to a smart bomb. You should try to avoid crashing through all the concrete arches though.



6 End-of-level bleeder! Shoot him! Kill him! Watch out for the three spinning turrets, because any second, just when you're not expecting it...



7 ...one flies out of the screen and grinds you to dust! Get hit by one of these turrets more than once and you can kiss goodbye to any hopes of meeting Andross.



8 Brakkkkow! Burn! Burn! Unfortunately, he's not quite dead, so you'll have to use some of those bombs after all. Bad luck.



Whoaaa! It's the black hole! This pocket in space can be found by players smart (or lucky) enough. We're not telling you how, though.



And this is the end of the black hole. Actually, if you see any vortex things like this in normal space, you've found the black hole entrance!



Aiee! Andross' final line of defence is this huge face. Shoot him in the eyes. Use your retros when he starts sucking (!).



Andross himself attacks you from inside this big cube. If you could see this moving, you'd mess your pants.



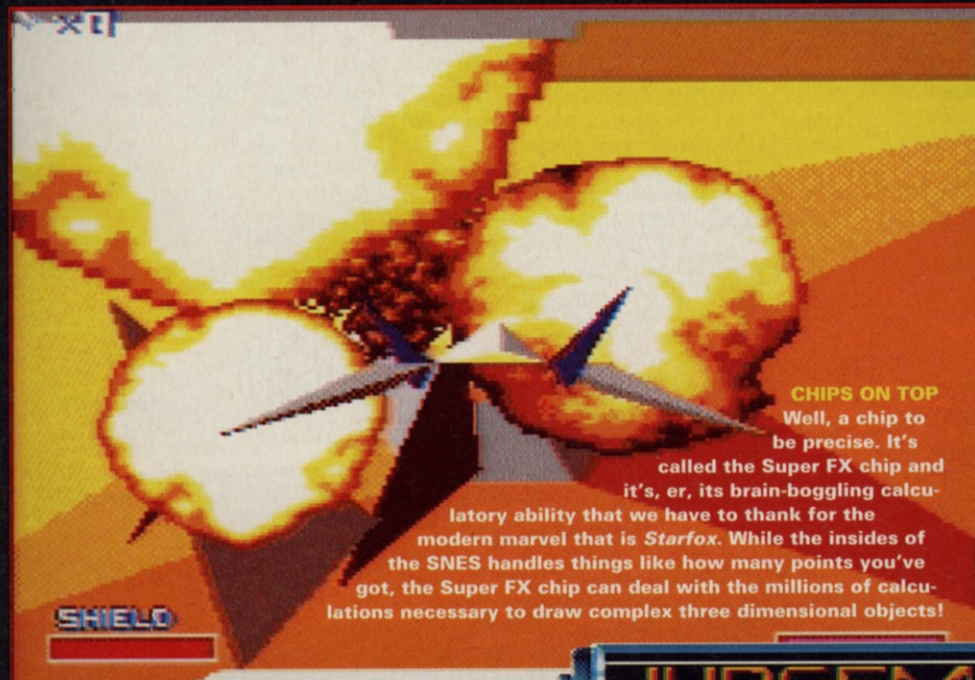
Oh yeah? Well, I'm sorry but I think you'll find that I originally laid claim to the *Starfox* review and Jim swiped the privilege from me at the last minute – not James, who wasn't even around when the game came in.

Anyway, such is the nature of this fabulous game that it lends itself to such petty and distinctly sad internal power struggles. Shame on you cynics who, spouting verbal plumes of pseudo-mathematical wibble, insist that it's "been done before". It *hasn't*. Never before has there been a decent, near arcade-quality 3D shoot-em-up.

Programmers have either spent far too much time perfecting the graphics – at the expense of the gameplay and update speed – or they've simply gone for the speed-thrill and tried to bob us off with anaemic and unsatisfying graphics.

Starfox has that balance just right. It's easily Game of the Year so far... In fact, I agree with almost everything Jim said. So, erm, I'll shut up now.

ANDY LOWE ■



CHIPS ON TOP

Well, a chip to be precise. It's called the Super FX chip and it's, er, its brain-boggling calculatory ability that we have to thank for the modern marvel that is *Starfox*. While the insides of the SNES handles things like how many points you've got, the Super FX chip can deal with the millions of calculations necessary to draw complex three dimensional objects!

'It'sss Briiiiiiiiiiant!'

OPTIONS - 4 SET-UPS
LEVELS - 17 (HONEST!!)
DIFFICULTY - 3 ROUTES
PLAYERS - 1
SAVE GAME - NO
END ■



GRAPHICS

Some of the best SNES visuals ever. The combination of polygons and bitmapped explosions is very impressive. Excellent.

SOUNDS

Throaty, meaty explosions, zinging lasers and amazing tunes. The speech of your AR wingmen adds to the atmosphere no end.

PLAYABILITY

It's hard to describe the feeling of exhilaration you get when chasing down holed cargo vessels, so I shan't. Just look at the score.

LASTABILITY

You'll probably defeat Andross on Level 1 within a couple of days, but from then on, life gets a lot more tricky.

OVERALL

There aren't many games as exciting as *Starfox*. In fact, there aren't any (well, apart from *Streetfighter 2*) which is why I, Captain Misery of the 3rd Dimension am giving it such an incredibly high score. It's about as rounded, as polished and as downright dreamy as a console game can be. It'll ruin your social life but you won't care.

JIM ■

JUDGEMENT

97%

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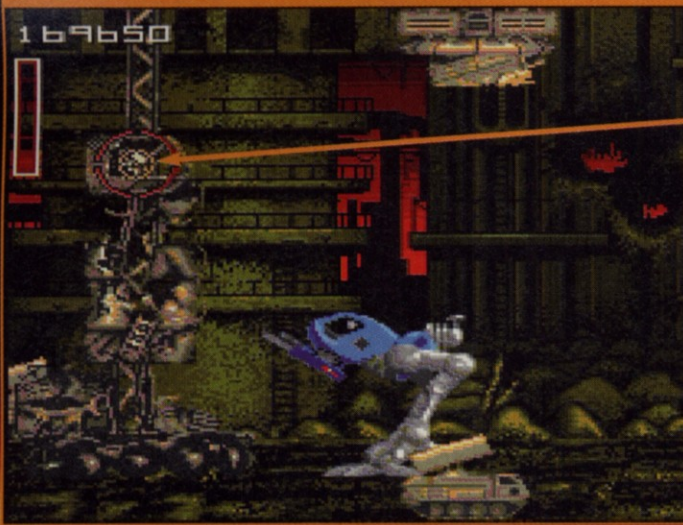
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GAMES MASTER TIP

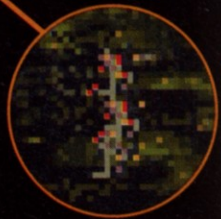


GREETINGS! When you reach level three of Walker, or should I say if, you will come across an almighty guardian. It may seem easy to blast away relentlessly at the vehicles which come onto the screen, but if you look closely you will see a little man sat behind a trap door at

the top of the crane. When the trap door opens, blow him away and the machine will die with him.



Right you little git, fire a gun at me, would you? Let me show you what a pair of size 120 Doc Martens will do to a tiny human skull. Get vindictive, get vicious but more importantly, get the gits.



The enemy wheel on all manner of hardware to kill you. Lock on those guns and blast him in the cockpit. Frag those gits on the ground.



The usual flash intro sequence. This time Psygnosis have put some gameplay in as well. Blood and gore, what more could you want?



Make no mistake, *Walker* is violent. Throughout the course of the game, you will kill, maim, destroy, detonate, raze, shatter, crush and tickle... erm, apart from the last one. Some people may feel that violence is a bad thing – others may quite like the idea, and Les certainly seems to be displaying an uncomfortably high level of enthusiasm for the subject.

Aside from the ethical issues involved in shooting someone repeatedly in the chest at point-blank range with high velocity weaponry, this is easily my favourite Amiga shoot-em-up so far. It's slick, tough and the attention to detail on both graphics and sound is superb – the Walker's determined, ground-crunching stomp is particularly satisfying. Go on, indulge yourself. Oh, and don't worry about Les – he's had his injection.

ANDY LOWE



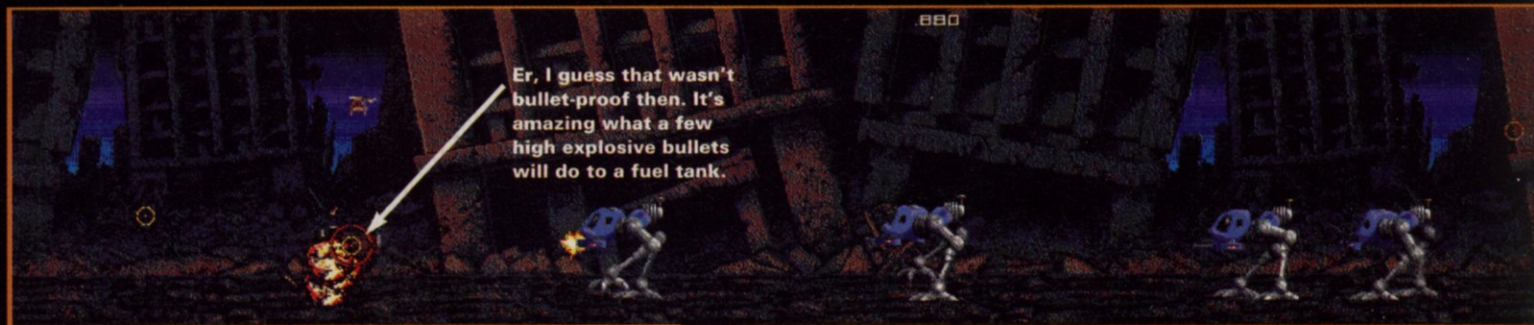
Cast your mind back to the second Star Wars movie, *The Empire Strikes Back*. Remember the Imperial Walkers which trounced the ewoks on the Forest Moon of Endor. Well, now Psygnosis have nicked the idea (sorry, I mean used some creative and artistic license) and made an astounding game from it. You're in control of a Walker and must use it to travel through

enemy zones, wiping the floor with anything that dares to move or shoot at you.

So let's see, what does it take to make a good shoot-em-up? First you need some decent gameplay. You certainly get that here. You'd be amazed how much fun it is, strolling through level after level blasting the hell out of just about every kind of military hardware, as well as the slightly less hard troops which seem to delight in getting completely flattened under your giant metallic Doc Martens. The control

system may seem strange at first, there aren't that many shoot-em-ups to use a combination of mouse and keyboard, but it is a brilliant system which brings out the best in the game.

After the gameplay you'll undoubtedly be looking for something special in the graphics department. Okay, so the sprites in *Walker* may be smaller than



WALKER

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

OPTIONS - N/A
 LEVELS - SEVEN
 DIFFICULTY - ONE LEVEL
 PLAYERS - ONE
 SAVE GAME - N/A
 END ■

PLANES, TRAINS AND, ERM, WALKERMOBILES?

Ever wanted to do battle with hordes of enemy troops? Ever wanted to blow apart millions of dollars worth of military hardware? Ever wanted to control the ultimate walking weapon? This isn't Jim'll Fix It, but Psygnosis have come up with the next best thing, *Walker*. He came, he saw, he kicked ass. This guy is a violent work of art.



Geronimo! The paras are well 'ard. Their parachutes are guaranteed to open as soon as your guns blow them away.



Thomas the Tank Engine meets his maker, not the Fat Controller but an armed and vicious Walker. The result? One splatted Thomas and no more Ringo Starr voice-overs.



Massive robots which go around destroying everything – they seem to be the 'in' thing at the moment. Take *Cybernator*, lots of robots, lots of blasting. Take *Walker*, one robot, lots of carnage; but unlike lots of recent blasts, it's great! *Walker's* keyboard/mouse combination works very well and it is strangely gratifying to turn a collection of animated pixels into squashed-on-the-floor red pixels. Well it's only a game, isn't it?

ADRIAN PRICE ■

some, but they are intricately detailed. From the little troops as they come running at you to the trundling tanks and high-flying choppers, everything is really well done. For an all-round effect you will have to go a long way to find a game which is better than this.

Walker is excessively playable. Obviously the level of violence will be rather too much for some people to stomach. But – not me! Personally I can't get enough of the stuff... (*Er, Les, are you feeling alright?* – Ed).

If you're into shoot-em-ups there are only two games that you must own. The first is *SWIV*, the second is *Walker*. It will give you hours of fun, and is tough enough to make you have to fight at your very best to get anywhere.

Certainly at the moment, it seems that Psygnosis can do nothing wrong. I can't wait to check out some of the CD games they've got in development.

Excellent, this game is a blast in every sense of the word.

LES ELLIS ■

Walker meets vehicle, vehicle meets hail of high calibre bullets. Imagine the mess when you hit ground troops. Excellent! More fun than a spot of necromancy. (*Er Les?* – Ed).



This helicopter comes storming in to attack with music blaring from its loudspeakers. Unfortunately your sights are about to lock on and forcibly erase him.



No, he's not head banging to the latest Motley Crue album. The Walker's head swivels to waste anyone, anywhere and at any time.



GRAPHICS

Some levels are brilliantly Terminatorish. Loads of detail. One of the best-looking Amiga games in a while.



SOUNDS

You won't be disappointed. Huge explosions and the super-meaty clanking steps of the Walker.



PLAYABILITY

Unusual control system is so easy to use. It's easy to get into. There's nothing complex about it, just blast and blast a bit more.



LASTABILITY

It's addictive. The levels may not be all that long but they are packed to the seams with targets. And it's fun to play.



OVERALL

Walker is a pleasant surprise. Amiga shoot-em-ups have been a bit thin on the ground lately, and those that have been released haven't really made the grade. This is a shining example of how a shoot-em-up should be done. It's great to play and is far from, ahem, a walkover. It'll keep you coming back for more, so long as you can deal with the carnage.

LES ■

JUDGEMENT

91%



These missiles on level 2 pack a punch like Mike Tyson after being asked to pick up the soap. Allegedly.

This is the end-of-level 2 guardian who just happens to be a bit of a bast. However use some missiles to 'do' him.



The simplest ideas are often the most effective. Who'd have thought that smashing up entire space stations could be so much fun? In *Cybernator* you get to control a massive robotic exoskeleton. You then proceed to destroy, maim, mutilate, kill and trash everything you can. Sounds like a nice game, doesn't it?

While roaming around in your assault suit, you

can collect various power-ups ranging from lasers to missiles. There are also health and weapon power-ups to enhance your 'suit' which you'll need during the game. Controlwise, each button on the joypad has a different function: jump, fire, run, lock fire, shield and all the other functions a 'suit' requires.

Cybernator is, for the film buffs out there, similar in looks to *Robot Jox* and its sequel *Crash and Burn*. The game runs like a Japanese Anime film. All the graphics have a cartoony look to them. *Gundam* and *Super Gundam* are Japanese comics which have the same story-line as *Cybernator*. As you progress in the game, you play through different scenarios all of which really help to get you hooked.

There are seven levels in the game and you start deep in space attacking the enemy armada, you then move on through space with a giant jet-pack. In the later levels have you fighting tanks and other mechanical monstrosities.

Although this a great game it does have a few flaws. First, unless you happen to be fluent in Japanese, it may be advisable to get an English or American cart (ie. *Cybernator* not *Assault Suits Valken*), because every two minutes your commanding officer pokes his nose in to tell you what's what, and it's all in Japanese. Second, the game is a bit hard to get to grips with, but once you overcome that hurdle and get used to the controls,

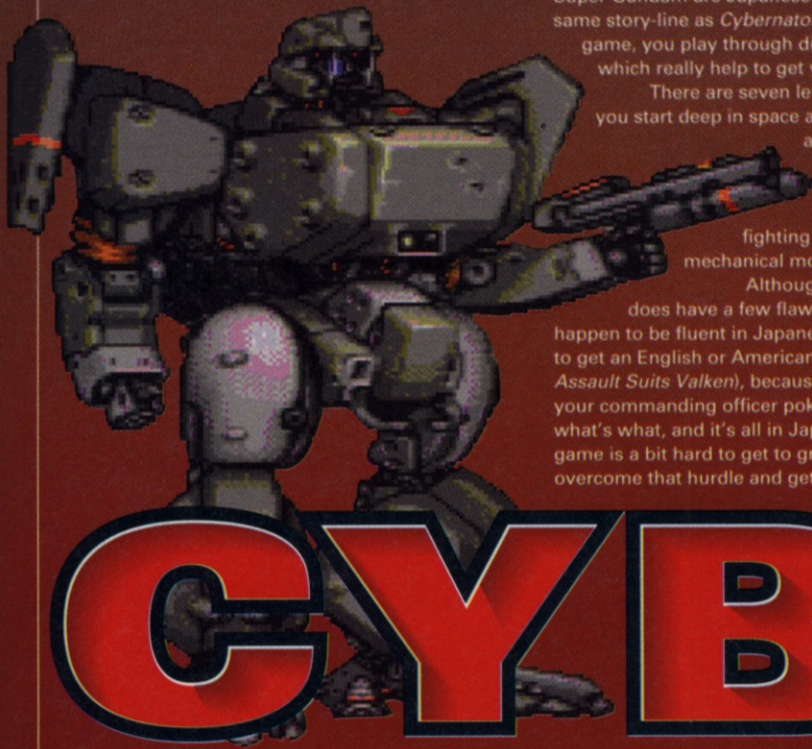
it's not too bad. You also only get one life, and only three continues, so, unless you're really good, you won't see much of the later levels.

That's about the only complaint I have with this game. All budding warmongers amongst you should love this - letting a giant robot rip up the place is great fun and you'll never watch the Terminator in the same light ever again.

Well, that's your lot. I'm off to try and build my own assault suit in the back garden. I've got plenty of metal sheets, but the rocket pack is proving a bit tricky to get hold of. Later. **ADRIAN PRICE** ■



Cybernator is probably the ultimate Jap-style gaming experience. Inexplicable enormous explosions, impossible levels of violence and excellent animation. My biggest problem is that the radio messages you receive from home base are un-click-through-able, and disrupt the action somewhat. However, the frenzy of spent cartridge spewing hot-muzzled carnage is impressive enough to keep your senses reeling, even in these moments of pause. *Cybernator*, let's be honest, is exactly the sort of game that I enjoy, and of its type, it's one of the best. But don't expect anything too cerebrally taxing from it. **JIM DOUGLAS** ■



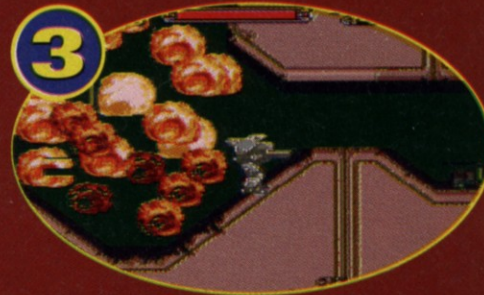
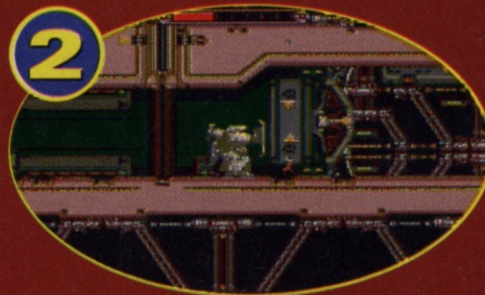
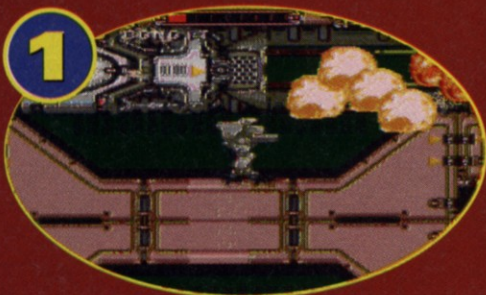
CYBERNATOR

DINNER WITH THE CYBERNATORS: What does the average 'suit' like to eat then?

Well, I normally prefer the odd bag of Twiglets, but have to watch my waistline. I'm just off to get a packet now. Better watch that missile.

Well, it looks as if the newsagent is out of Twiglets, I think I'm gonna cry. At this point Joe pulls out a handy Vulcan gun and lets rip...

... causing a mini nuclear explosion. Joe carries on. I'll have to settle for the Monster Munch then. Looking vexed, Joe walks forwards.



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

OPTIONS - LOTS
 LEVELS - 7
 DIFFICULTY - MED-HARD
 PLAYERS - 1
 SAVE GAME - NO
 END ■



This is the end-of-level 1 boss and he's a pussy cat. Just pummel him a bit and he'll fall like a big sack of poo.



I've got the creeping suspicion that the boy Ade has gone over the top on this one. Yeah, it's a fairly good blast but I don't think that it is worth that score. I mean, what is his problem? Half the time you don't really get to follow what is going on, and the way that the text keeps appearing on screen half way through a level is really annoying, especially for slow readers (er, not that I'd know about that). Let's not be too damning, however. There's every chance that it's one of the better violence simulators on the SNES - I'll give it that. But, when it comes to the crunch I'd rather go for SWIV or Starfox every time.

LES ELLIS ■

GAMES MASTER TIP



GREETINGS!
 Always use your shields first, then attack. They'll help you in the long run and they last a lot longer than you will.



GRAPHICS

Cute little suits running around tearing chunks out of each other. The massive explosions are great too.



SOUNDS

Metal whirring away and spaceships blowing up are just some of the uplifting 'vibes' to be heard.



PLAYABILITY

If you like destruction in any form, *Cyberator* is for you - otherwise go home to mummy.



LASTABILITY

With only three lives it should take you a fair while to complete, but you'll enjoy it.

OVERALL

I love this game, not physically you understand but I you know what I mean. This is a great platform-cum-flying-stroke-shoot-em-up. I'm not normally this excited about mass destruction like this but *Cyberator* is just great fun from start to finish. You get a feel of controlling the giant robot as if you are really there. And then you can stamp on everybody's head and then... (Yes thanks Ade. — Ed).

ADRIAN ■

ATOR

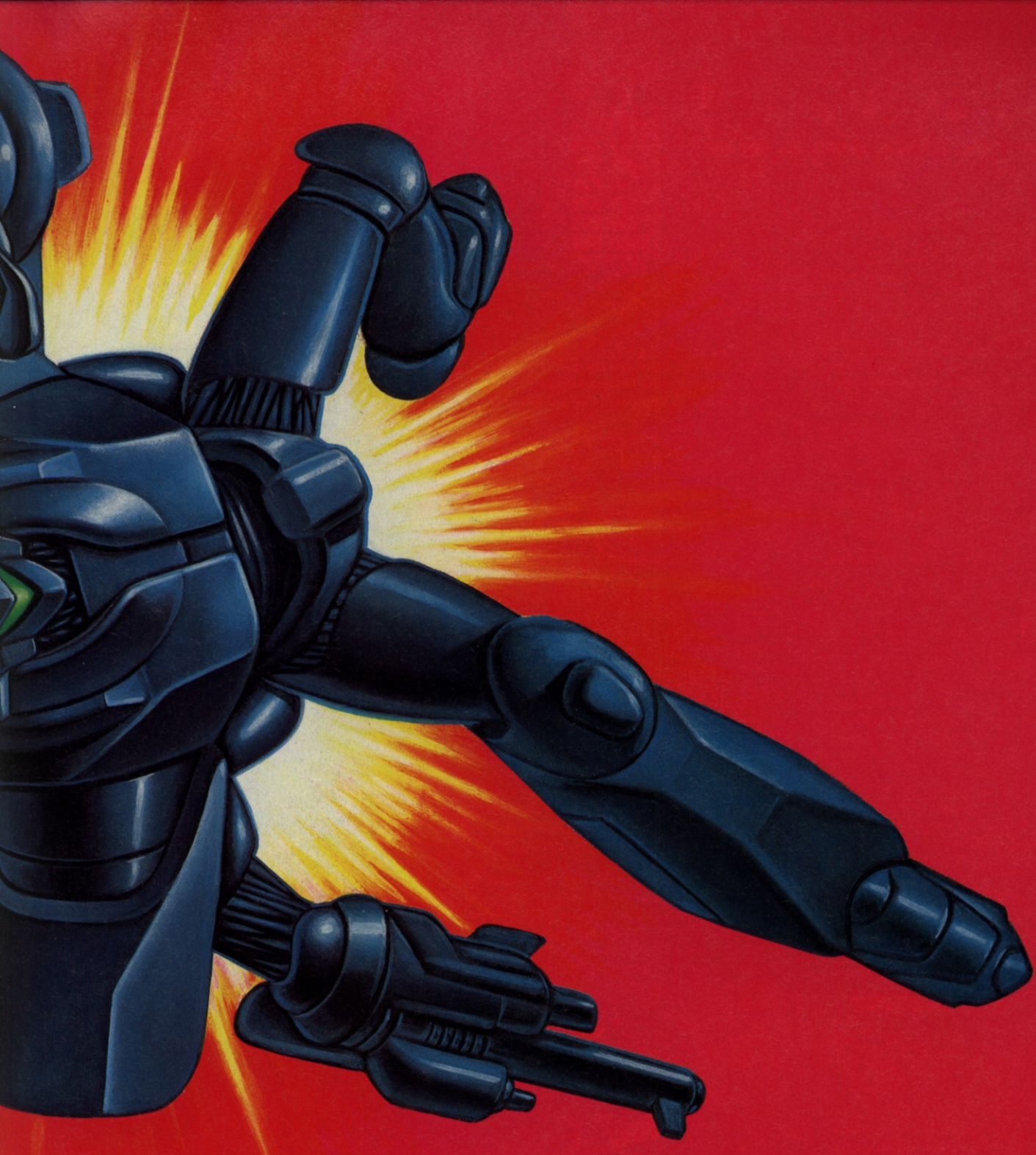
ask Mr Joe Cyberator what his favourite snacks are. Twiglets, or cheesy Monster Munch? We find out.

Down at the local Space Port, Big J, as he's known to his mates, has to wait in line like everyone else. "Bloody queues," he mumbles.

After the epic journey, Joe goes back to being an everyday run-of-the-mill Cyberator. "Being a librarian's a bit boring" Joe muses, then flies.







GAMES
MASTER

FOR - MEGA DRIVE
 FROM - KONAMI
 AVAILABLE - APRIL
 PRICE - £39.99
 MEMORY - 4MBITS
 STOP ■



After a rather heavy curry the night before, this rock monster has a rather unique way of dealing with this Turtle, ugh.



Hey, you're in the wrong game. *Alien Vs Predator* is in the review round-up. I know it was bad, but you can't come here.

THE HYPERSTONE HEIST



Just when you thought it was safe to go back to the sewer, the turtles are back in a Mega Drive game of their own. Just like every other five-minute wonder from the States, the turtles soon vanished up their own sewer outlets, after some of the most outrageous hype and merchandising ever seen. Anyway, I mustn't let my disdain for the hype and the characters influence me...

So - you may be wondering - what is the Hyperstone Heist? Well, this guy called Shredder has got himself a Hyperstone and used it to nick the Statue of Liberty and the whole of Manhattan. What the Turtles have to do is hack their way through five levels to

retrieve it. Does this sound like a good game to you? No, I didn't think so.

Right from the first screen *Hyperstone Heist* is dogged with problems. For a start there are only a couple of moves you can make, which means that you get fed up doing the same thing over and over.

The graphics may be okay, but *Hyperstone Heist* is so easy you'll hardly get the chance to appreciate them as you'll finish the game so quickly. The sound effects are patchy - while the speech is pathetic, some of the combat noises are quite good and the less said about the music the better. All the guardians you come across are a breeze to defeat. The patterns are predictable and, once you learn them, you can wipe out the villains without getting hit once.

Put all this together and what do you get? Well, you get a bit of a disappointment actually. This is perhaps the simplest and probably the least interesting Turtles game. There's absolutely nothing to do except walk, hack, punch and kick. There's little finesse in the fights, which I guess would be okay if the action was tough enough, but it's just too easy! Not great.

LES ELLIS ■



Ow me foot. This pollution is out of hand. I almost lost my hover board in the sewage.



These odds mean nothing to this Turtle. He may be a "hero" instead of a "ninja", but he still manages to beat the hell out of these guys.



GRAPHICS

The animation leaves a lot to be desired, although the actual graphics are not all that bad. At best - pleasant to look at.

SOUNDS

The music would even make a Take That fan squirm. A few effects will raise a smile, until you realise that you've paid 40 quid for it.

PLAYABILITY

With so few moves it is very easy to get into, but boring to play.

LASTABILITY

Ridiculously easy, even on the hardest level, even if it is aimed at the younger gamers.

OVERALL

Now that the Turtles are little more than a painful memory, there won't be any more games about them, and personally, I'm pretty relieved. Although this is one of their better outings, there just isn't enough of, well, anything really to maintain your interest.

LES ■

JUDGEMENT

47%

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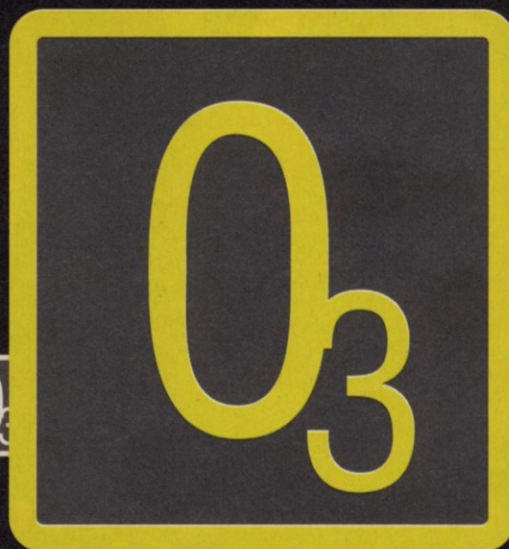
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SONIC

O₃

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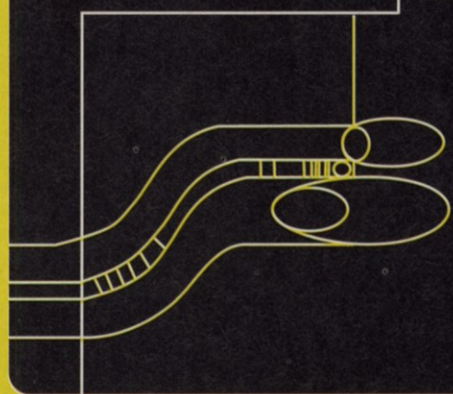
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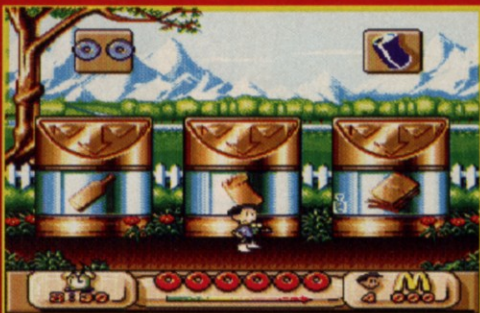




Stop sniggering. There's nothing rude about this. He's just firing his glob-gun. That's all.



Yeah, yeah. So we know that McDonalds are the most eco-friendly company on the face of this fragile, tired planet. We know that you can get glossy leaflets containing info on the immense nutritional value of the fast food you can buy in the places. We are even aware that the styrofoam boxes are no longer harmful to the atmosphere, (or what's left of it).



The bonus level makes a nice change. From not having a go at the bonus level, actually.

But what we want to know now, is whether there can be a decent game using the idea as a licence. Whether McDonalds can gain credibility with the discerning Mega Drive game-buying public. Read on to find out...

The idea is simple and realistic. Two kidz (yes, they're the sort of children who spell it with a 'zee') are sitting in McDonalds scoffing down burgers, shakes, fries, McNuggets, Nike hi-tops and baseball caps. As they nosh, their minds, which have obviously been temporarily capsized by the additives they're ingesting, wander and they postulate the existence of their favourite cartoon characters - the Global Gladiators.

Without warning, a rather frightening clown appears: it is none other than Ronald McDonald, part-



Runaway rubbish-bins (I refuse to call them 'trash-cans') create a small amount of mayhem.

owner and chief executive of the McDonalds Corporation. Ronald whisks the kidz into the big wide world. But as we all know, the world is filled with trash, slime and large piles of crap everywhere. So the kidz start to blast it all with their goo-guns. There are four levels of this, with three sub-levels in each.

As a platform game, *Mick and Mack* seems to be pretty flexible. You can go back along the levels, up, down and generally scroll the screen in the direction of your choice. The graphics are very neat indeed, with smallish but very cartoon-like sprites. *Mick and Mack* apparently have 250 frames of animation devoted to just themselves. I can believe that, because they really do move beautifully.

But it's a major pity that there isn't a two-player option. You can't play *Mick and Mack* on screen at the same time, which makes the title and intro of the

MICK & MACK

...BUT IT'LL BE TOO LATE TO CRY

Of course, Earth contains lots of different locations, as we all know. This has been faithfully reproduced in *Mick and Mack*. Four zones cover the boundless variety of our jewel-like planet. And they are:



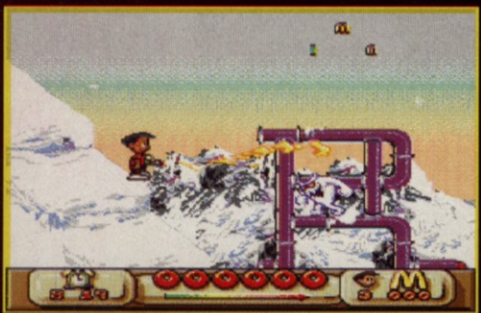
1. SLIME WORLD

This is where you start. It's a Quatermass-like nightmare, in which lightning flashes, creatures gloop around the screen and the goo-gun grows hot in your hands as you spray, spray and quite possibly spray again.



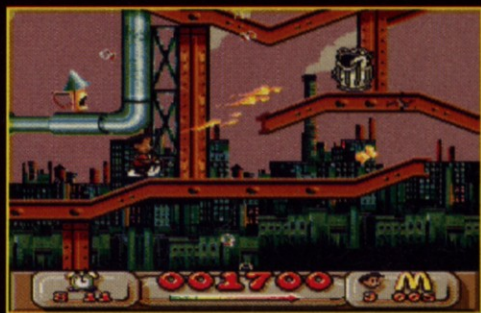
2. RAIN FOREST WORLD

To avoid litigation, we won't mention certain fast-food corporations' activities in the rain-forests. Instead we'll talk about the kidz rushing through this level, saving the planet.



3. ARCTIC WORLD

Also known as 'very cold world', it's more of the same sort of gunk-blasting, but this time with a different background. Apart from that, I can't think of anything else particularly interesting to say about the Arctic World.



4. TOXI-TOWN

Is this where you live? Probably not, as it doesn't really exist. Anyway, Toxi-Town is the final zone for the ladz to visit. It contains building sites, gloop, globules and goo. A shocking indictment of our society.

FOR - MEGA DRIVE
 FROM - VIRGIN
 AVAILABLE - APRIL
 PRICE - £39.99
 MEMORY - 8MBITS
 STOP ■

OPTIONS - BONUS ROUND
 LEVELS - 12 SUB-LEVELS
 DIFFICULTY - 3 SETTINGS
 PLAYERS - 1 (PITY)
 SAVE GAME - NO
 END ■

Toxi-Town is the sort of place that you read about in the Sunday papers. Or am I thinking of Portugal? It's so hard to remember, because I was very drunk then.



GAMES MASTER TIP



GREETINGS!

The weaponry employed in Mick and Mack is very versatile. The goo flies out horizontally, then drops down. To kill slime on platforms you don't want to stand on, try to get above it, then drop the goo onto it.

Be sure to watch how far the recoil of the goo-guns is making you slide. As you go backwards, you can quite easily fall off a ledge or platform and land somewhere unsavoury.

game somewhat misleading. Presumably it's proved impossible to animate both *Mick and Mack* with any speed. Still, that's Virgin's problem; I'd have liked this to be a two-player game.

So we've got neat, smooth graphics. Great! And the sounds are pretty good too. There are loads of weird little noises, beeps, cuckoos and of course, hip-speak from the kidz, as well as some seriously acceptable music (which can be turned off if you're a miserable git).

All in all, *Mick and Mack* is a stylish platformer. There are lots of small touches which raise it above the Mega Drive average. But ultimately it doesn't herald a new start in platforming. It's just a smart game, pretty tricky in places, and not much more.

JAMES LEACH ■



Personally, I don't eat at McDonalds, but I did like *Mick and Mack*. The graphics are well presented and the whole game looks like a different planet, although not the present day one, as

suggested. The sounds are great with sampled speech bursting out of the speakers, wordz (spell it how the kidz do) like 'awesome' and 'ouch' are frequently shouted at you. It's a nice little game which would have been even better if they'd killed off Ronald ages ago. ADRIAN PRICE ■



I suppose it's easy to be painfully right-on and cynical about this one. So, here goes... Bloody McDonalds, eh? Blah blah, deforestation, blah blah, animal exploitation, blah blah, meat is murder. Right, that's that over with - on with the opinion.

It's great. I love it. Apart from the fact that there seems to be very little to do but wander around collecting 'M's and blasting some ugly, goo-spewing gits. It's fabulous. Apart from the fact that it's basically just a terribly ordinary platform game disguised as a hip, kooky and extra-ordinary platform game. The admittedly gorgeous graphics and animation, sadly, do little to justify its existence. Tragically dodgy. For a quick lesson in how to "do" a platform game well, see the *Tiny Toons Adventures* review elsewhere this issue. Meanwhile, hold this at arm's length and head for the pedal-bin. ANDY LOWE ■

As Mick scrabbles for his very existence, a green bird hovers overhead, creating a tableau forever frozen on his mind. What a pseud, eh?



The rain-forest, that ancient preserve of all that is ecologically fragile, is filled with these rare and timid monkeys. You know what's coming...



GRAPHICS

Some incredibly nice animations, and a great cartoony feel. But there's nothing here which will make your eyes cross in rapture.



SOUNDS

Quirky noises - but that's a good thing. The tunes are fine, as are the spot effects. You can't really go wrong with the sounds here.



PLAYABILITY

A bit linear, despite your ability to run in any direction. The baddies vary, but not by as much as they should. Still, it's fun.



LASTABILITY

Three difficulty levels help make it a challenge, but you won't be glued to the screen, unless you're the victim of a nasty practical joke.



OVERALL

Mick and Mack: Global Gladiators is a pretty fine game. It's slightly too McDonalds-orientated, but that could be a personal problem I may have. The graphics and sound are certainly smart, and the animations, though small, must be the best on the Mega Drive.

The trouble is, there's no two-player mode, and a few more levels would have been nice. But overall, rather a jolly little cartridge, this 'un squire.

JAMES ■

JUDGEMENT

86%

THE TRIBES

LEMMINGS



Sweet they may be, masters of grammar the Lemmings certainly are not. With sentences like this, they definitely all deserve to die horribly.



And just where were all these Lemmings Tribes when the first game came out? They weren't invented, were they? So we must assume that, as a cynical ploy, Psygnosis have "thought up" the idea of tribes to make the sequel a more attractive proposition.

Well, we've seen through their little plan.

But if this means you're expecting a panning, look elsewhere. It's my duty, and not one I take lightly, to inform you that *Lemmings 2* is vastly better than the original. It's got trillions of levels, dozens of specialised characters with all-new skills and some marvellous graphics.

The first thing you'll notice is the intro. It's an involved story concerning the eldest of all the

Lemmings. This pipe-smoking old hippy tells the young Lems all about the quest for the ancient and magical, er, something or other. It doesn't matter. All you need to know is that there is a very pretty and slightly atmospheric thing tacked on to the front of the program. You'll only see it the once, anyway, because you'll be eager to get on with the game.

Oh what a giveaway. "Eager to get on with the game." I must be hooked. And indeed I am. *Lemmings 2* has a main menu cunningly fashioned like a map. Each of the 12 tribes is situated in a different part, and the idea is that you select which tribe you wish to play, then launch into the themed series of levels. This means that you've got 12 different beginning levels, 12 slightly harder second levels, 12 tricky third levels and so on. You could, if you were feeling magnanimous, see *Lemmings 2* as

A GAME OF BIBLICAL PROPORTIONS

Yes, 12 tribes, just like in the Bible. But unlike the Bible, these tribes are named after things the programmers at Psygnosis are into. So you get the following:



Egyptian: Pyramids, sphinxes, burial chambers - it's all here. And more as well, probably.



Shadow: Things blocking out what little light there is, causing even darker patches.



Polar: Icy, white and cold. The polar tribe, um, live at the poles, presumably.



Sports: Athletic activities. No, that doesn't sound right. How about - track 'n' field Lemmings?



Beach: Whoa! Lemming babe-watch! Trouble is, the "babes" are about five pixels high.



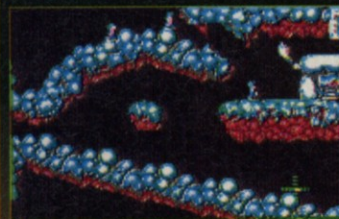
Classic: The original *Lemmings* game returns. All the old faves' skills, and none of the new ones.



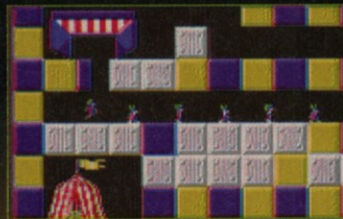
Medieval: Knights and jousts and stuff. Medieval times weren't really like that, you know.



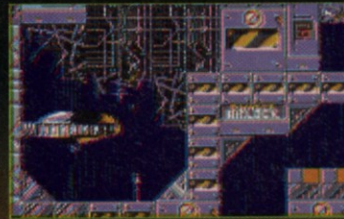
Highland: Scotland isn't like that, there's a lot of poverty and suffering as well (look at Dom).



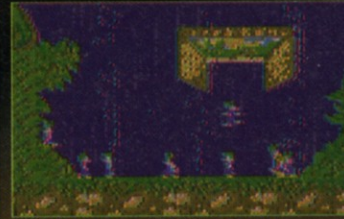
Cavelem: Caves, the first awakenings of civilisation. Man on the brink of discovery, etc.



Circus: Refuse to write a caption condoning circuses. Luckily this one has no animals.



Space: The final front ear. These are the voyages of the Starship Lemmings. (Sorry).



Outdoor: "To see those hiking, biking girls, to see and not to care." - John Betjeman.

GS 2

FOR - AMIGA
FROM - PSYGNOSIS
AVAILABLE - NOW
PRICE - £29.99
MEMORY - 1MBIT
STOP ■



Why didn't it snow in Bath last winter? It never snows in bloody Bath! It snows in Scotland and Manchester and stuff, but why not in Bath?



Lemmings was the game responsible for keeping me up all night (*Ooh-er.* - Ed.) and giving me a receding hairline, a nervous tick and a nasty rash.

Now I fear I'm going to have to re-live that nightmare. But I don't care. Sneaking Ninja Lemmings across a school playground's no trouble, I hope. This is better than the original, so go and get it now.

ADRIAN PRICE ■

12 Lemmings games rolled into one.

As well as this, there's a practice level which doesn't set you a time limit and an objective, but instead gives you hundreds of Lemmings, all with special abilities to just muck around with for the purposes of research. It's a great way for beginners who have never played the original game to get into the whole strange mind-set. It's also a marvellous way for the trendy among us who are au fait with *Lemmings 1* to get to know the new skills.

But once you've finished faffing around with that sort of nonsense, you can get straight into the game. Choose a tribe and get right down to business. As soon as you start, you'll realise one of the fundamental changes to *Lemmings 2* is that there isn't a minimum number that you have to save.

In *Lemmings 1* you had to rescue a certain percentage of the Lemmings on each level to

LEMMINGS ON THE MENU

If you reach a level that you can't get past, even with one Lemming, you aren't necessarily stuck in the game. Simply go back to the mappy sort of menu thing and select another tribe. In time you'll have all 60 levels of the game sorted. But don't expect it to be a quick victory.

Once you have rescued a Lemming in each level, you've got a duty to go back and rescue half of them, thus winning yourself a silver medal. Done that? Right. Go back again and rescue all the Lemmings for a gold medal.

Oh, and isn't the map (right) rather gorgeous in a weird sort of menu-ish kind of way? We think so, hence this picture of it in the magazine.

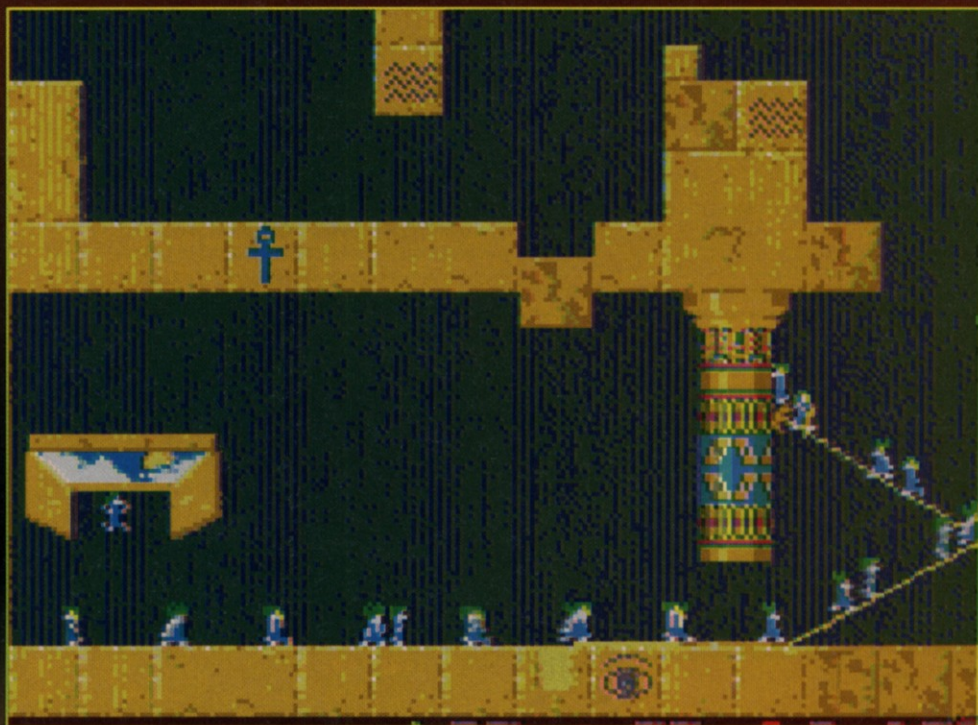


I'm not the biggest fan of *Lemmings*, but even I can see that this is going to be a hell of a game. With loads of new skills and so many ways of completing each level, it should prove to be fun for people of all ages. It would have been so easy for Psygnosis to give us a 'more of the same' sequel but instead they have given us a game that stands out in its own right and is a logical progression from the first. This could almost turn me into a *Lemmings* fan (*Steady on, Les.* - Ed).

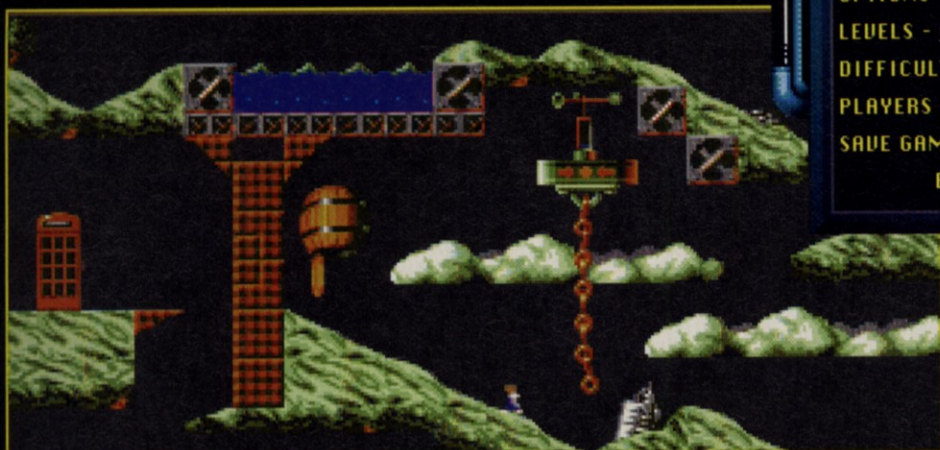
LES ELLIS ■



Right. Here you see a Lemming exploding, scattering others across that gap and towards the exit. It's a sure-fire way of beating this level.



There are usually loads of ways to complete each level. Easiest is to just rescue one Lemming, giving him all the specialist skills you need in turn. Here, though, we're going to get all the lemmings out safely using a complex series of bridges and sort of stairs. Interesting, eh?



Just be thankful you can't hear the so-called 'Scottish' music playing as you try to solve this big swine. And no, you're getting no clues from us on this one (cos we haven't got any).

OPTIONS - YES

LEVELS - 60

DIFFICULTY - MEDIUM

PLAYERS - 1

SAVE GAME - NO

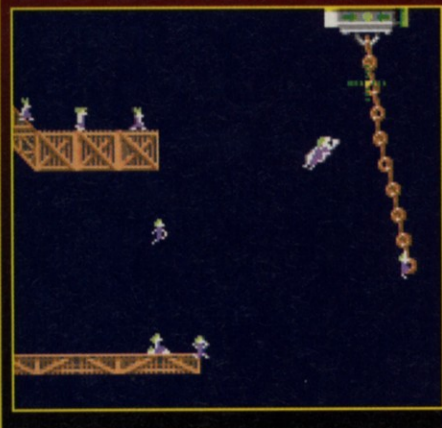
END ■

LEMMING AND SUPER LEMMING

Friedrich Nietzsche (b. 1844) wrote this as the follow-up to Thus Spake Zarathustra. In it he postulated the existence of a Lemming which could fly anywhere on the screen.

However, Nietzsche, cleverly realising that such powers would create an imbalance in the inherent social structures imposed upon the Lemmings, stipulated that the Lemming could only be controlled by moving the mouse wherever you want him to follow, and that he would lose these powers if he were to come into contact with any solid object, such as a wall or platform.

Tragically, Nietzsche died in 1900 after a long illness, and was unable to complete what would certainly have been regarded as his masterwork, and a triumph of the Überlemming philosophy to which he had devoted so much of his life.



complete it. Apparently this annoyed the hell out of folk who could save a couple of Lemmings, but didn't know how to get the required number safely out within the time-limit.

If this applies to you, fear not - in *Lemmings 2*, you only need to get one Lemming out to complete each level. This is a brilliant idea. You still have to solve the puzzles in each level, but now you can afford to expend all your skills on one Lemming in the hope that he can manage to find the exit.

Once you complete the level, though, you get awarded a mere bronze medal. Complete the level with half the Lemmings and you'll get a silver medal, and complete it with all the little fellows and you'll receive a gold medal, rather obviously.

Time for the verdict - *Lemmings 2* is magnificent. It's improved in every way. The Lemmings are hardier, there are loads more skills and levels. The playability and graphics are enhanced. Better music, humorous touches, mind-twisting tricks and traps and more. Buy it if you've got an Amiga. Or, better still, buy an Amiga and buy this. **JAMES LEACH ■**



As ever, there's an industrial level in *Lemmings 2*. Why does every game have a bleedin' industrial level? Eh? Why, eh?

GAMES MASTER TIP

GREETINGS!

Some advanced levels allow Lemmings to utilise high-tech items. Combine this with the greater survivability to beat those levels - eg. using the bazooka will, if aimed at a pack of Lemmings, fling them into the air. Some may be thrown over obstacles and into more favourable positions for reaching the exit.



GRAPHICS

Lemmings won't give you stunning 3D vectors, but each tribe has its own feel (for which it should be cautioned by an officer).

SOUNDS

Plenty of apt tunes. eg. the Egyptian Zone has Sand-dance music. Worse, the Highland Zone fills the air with Scottish music.

PLAYABILITY

It's great. You start off by sussing it out, then get into it in a scarily addictive sort of manner. Better than the original *Lemmings*.

LASTABILITY

Even though you can beat each level with one Lemming, this will stay the distance due to its size and perfectly-judged difficulty levels.

OVERALL

One of the classic Amiga games of all time has been made a great deal better. It's actually time to believe the hype. *Lemmings 2 - The Tribes* is a great game, and worth every bit of the £29.99 Psygnosis are asking. Get it. **JAMES ■**

JUDGEMENT

92%

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LITTLE HOUSE OF HORRORS



1

This is Morticia, the lady of the house, the head honcho, except for Gomez (who isn't here).



2

Here we have Granny. The senile old bat who keeps going on about how good it was to be young.



3

Uncle Fester, the mad old man who has acid fried eyes surgically implanted, for no apparent reason.



4

Deadpan butler, Lurch. Andy says, erm, "Hello!" to his mate, Lurch - who's very tall and good at games.

ADDAMS FAMILY 2

PUGSLEY'S SCAVENGER HUNT



Quite a while back, *The Addams Family* was hailed as the best SNES game available. Sadly, this wasn't true. It was good, but not *that* good. Now we have for your delight *Addams 2: Pugsley's Scavenger Hunt*. It's a whole lot better than the first game and contains some impressive graphics and great sounds.

The first thing that strikes you about this game are the backgrounds - they're simply gorgeous. They range from halls and distant stairways to bubble baths and bathroom environments (well, the

Addams' residence at least). The sounds are just as great and there are loads of burps, coughs, boings and other brill noises to keep you quietly amused for hours. But, as we all know, games are not a smash hit through good looks and sounds alone. Up pops the age old question of what the gameplay is like. Is it any good or does it smell of wee?

Well, to start with it's hard, very hard. In fact it's harder than a big bag of hard things. Even before you start a level proper, you can lose a life by being bashed on the head by sandbags, so a bit of dodging is required from the off. Once you're in the game and are sussing out the level that you're on, it's inevitable

that you'll die within a few minutes. If by any chance you get frustrated or have a short temper regarding timing problems, you'd better give this game a wide berth. Most of the jumps in the game are between platforms that are small and thin, and Pugsley has a habit of slipping and sliding around and not stopping dead - this is where tempers can start to fray. You have to be pixel perfect with this one.

Saying that it's a bit tough doesn't necessarily make it a bad game. On the contrary, there's been many a time when people have said, "Ooh this game's too easy, it didn't last long enough," and other phrases indicating how good they think they



Clean and honest fun in the Addams' residence. Especially in the bathroom, where loads of bubbles and the exit is clearly marked. However things are soon to change when the rubber duckies of doom get into the swing of things on the next stage.



The question marks open up secret passages and reveal goodies. Getting to them is a problem. Maybe the detonator will help.



These are the doors that inter-link between levels. The frogs, however, are small green annoying things that go 'ribbit'. I hate frogs.



5

And this is Wednesday, the little minx that sent Pugsley on the Scavenger Hunt. Nasty child.

FOR - SNES
FROM - OCEAN
AVAILABLE - APRIL
PRICE - £15
MEMORY - BMBII
STOP ■

OPTIONS - LIVES
LEVELS - 7
DIFFICULTY - HARD
PLAYERS - 1
SAVE GAME - NO
END ■

"So at the end of the first half then, Brian, we have a clear idea of who the Addams family are." "Indeed we have, John, but where's Gomez and what's happened to Thing?" These questions need answering, and by the end of the evening we shall also have found out why James Leach is such a great bloke. 'Cos he is, you know. He really is!



GAMES MASTER TIP

Greetings!
In Pugsley's Scavenger Hunt some of the jumps are very very tight. To cure this little problem use your run button to make the jump. Also, you can stand on the cannonballs to lower them so that they smash through walls.

are. Well, you certainly won't have that problem with this game, it might just take more than one sitting to complete. Personally, I would rather have a game pitched just a bit harder so it would create problems and make me work for my money. (Makes a pleasant change. - Ed). There are no passwords or stage selects, so you're going to have to play the game through in one sitting, but worry not, because there are unlimited continues that will make your scavenging life a bit easier.

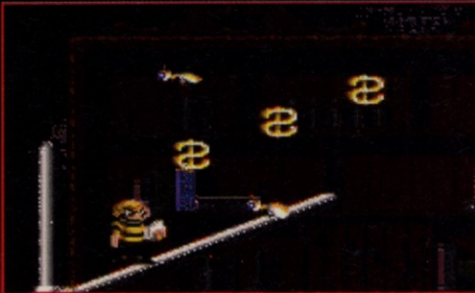
A simply splendid platform game that deserves to have a place in your collection. **ADRIAN PRICE ■**



Smile you're on Candid Camera. All the mouse can come up with is 'Cheese!' Not funny at all.



I was a big fan of the original *Addams* game, and this second instalment is actually rather good. There isn't really that much to say that hasn't been pointed out by Mr Price (for once). The graphics are simply dreamy (although the central Pugsley character is a bit ugly), and the sounds are enough to have you chuckling long into the night. If you've already got the first game, this might feel rather like the same title with a different map. **JIM DOUGLAS ■**



Pugs takes time out from his hunt to eat a sandwich. "Fly sarnies are all the rage," he says.



This is one of the harder and most impressive looking levels. Grannie looks into her crystal ball while Pugsley sniffs metal spikes (?).



In a trendy Bath restaurant recently, we had some Long Island Iced Teas and threw sugar cubes at the fat bloke on the next table, whilst discussing *Pugsley's Scavenger Hunt*. It's a good platform game, I reckoned.

Easy, sure, but a lot of fun nonetheless. Very nice. Ade's still a git, though. **JAMES LEACH ■**

GRAPHICS



The backgrounds are just lovely and all the enemies and even old Pugsley himself are very well animated.

SOUNDS



Ooh yes! A variety of mechanical and biological noises that kept me amused for some time.

PLAYABILITY



If you keep at it, you'll find a great game that won't have you complaining about ease of completion.

LASTABILITY



It could well get on your nerves, it's best served in small doses. (Just like Ade. - Ed).

OVERALL

This has to be one of the best platformers around on the SNES. It really is quite hard and should keep you pulling your hair out for a long while. This is a big improvement over the original *Addams*' game and is blessed with better graphics and good variety of sound effects. The gameplay is just great. It's a game not to be missed.

ADRIAN ■

JUDGEMENT

88%

FOR - MEGA DRIVE
 FROM - TENGEN/DOMARK
 AVAILABLE - APRIL
 PRICE - £39.99
 MEMORY - 8MBITS
 STOP ■



Drive-by shootings in suburban USA. This camouflaged vehicle takes out a deadly lawnmower – it's less boover with a hover.



Wake up this sleeping beauty with a quick newspaper to the hosepipe to get her soaked while she's dreaming.

PAPERBOY 2



The original *Paperboy* in the arcades was cack, the computer conversion was on the same lines. *Paperboy 2* was a cack arcade game and this conversion is just as bad. I'm curious as to why Tengen have decided to put out a game as old as this. After all, the first one didn't do all that well and, with all the really good games out there, you'd think that this would have persuaded them not to bother. Still, if they insist...

In *Paperboy 2*, all you have to do is ride your bike down a street throwing papers into people's

letterboxes. There are a few obstacles to make your ride a little tougher, but they shouldn't cause you too much of a problem. Oh, and at the end of the day you get to ride on an assault course. Well, whoopee doo.

While *Paperboy 2* is a good conversion, the game itself is so, um – how do I put this without getting the magazine banished to the adult section – flawed, that it's hard to find positive things to say. To start with, when you go for the two-player game you can't even use separate joypads.

That minor gripe aside, let's look at the gameplay. For the first few minutes it's a lot of fun. There are loads of things to hit that will make you laugh. Like setting the hosepipe on the sunbathing beauty, or crashing the car down on top of the mechanic. But, after a few cheap chuckles, you get the biggest laugh of all, when you realise that you've just blown 40 quid on this turkey.

It's very easy to get into, but there's no variety. It's just like a real paper-round in that sense, but at least you'd get paid for doing that.

When the game first came arrived in the GamesMaster office we were thinking of giving it less than ten per cent, that's how bad it is. But seeing as it's a good conversion, albeit of a lousy arcade game, and there are a few nice touches in it (but only a few), it will scrape a higher score. But only just.

Don't for one minute, however, think that you should go out and buy this just because it has a few neat touches. For an eight megabit cart, this is a shambles. **LES ELLIS ■**



Man under car, jack holding up car, paperboy rides by, paperboy throws paper, paper hits car, man gets crushed. I like that.



A bit of small time desecration – it's about time this was included in a video game. It's just a pity it wasn't a good one.



GRAPHICS

Faithful to the coin op – a pity because the Mega Drive could do so much more. Some nice looking sprites, but mostly plain.

SOUNDS

A few dubious speech samples and some naff effects. Oh yeah, the music sucks too.

PLAYABILITY

The game's easy enough to get into but there is so little to do that you get bored with it in minutes.

LASTABILITY

Oh please, this is a joke. It has all the lastability of *Take That* in a good song writing contest.

OVERALL

Paperboy 2 has some amusing sections which will make you smirk for, ooh, about five minutes. Unfortunately though, it's really nothing more than a good conversion of a terrible game. Why don't Tengen set their sights higher? Why they produce conversions of old games, when they could concentrate on producing groundbreaking, new software is beyond me.

LES ■

JUDGEMENT

25%



Useful, having a number over your vehicle telling which place you're in. Just like real life.



You can't beat auto-geddon. A simple missile to the exhaust pipe sees this dude charcoaled.

FOR - MEGA DRIVE
 FROM - TRADEWEST
 AVAILABLE - NOW
 PRICE - £39.99
 MEMORY - 4MBIT
 STOP ■

CHAMPIONSHIP PRO-AM



Every software company seems to do the odd game about tiny little racing cars/trucks/boats which zip around scrolling circuits at phenomenal speeds. It's true. The already creaking and lumbering tiny-vehicles bandwagon must now bear the weight of Tradewest, who, with *Championship Pro-Am*, have leapt on, seemingly carrying all their worldly belongings.

The idea behind this stunningly original game is that you drive a small pick-up truck around a racing circuit, trying to collect bonuses and beat the other five cars. There are 24 different tracks, and you only progress onto the next by finishing in one of the first three places.

As the game trundles on its linear way, you get faster and faster with each new circuit. Turbo enhancements, better tyres (or tires, as our American cousins so humorously refer to them) and higher top speed boosters are the things you'll accrue.

Oh, and some weapons as well.

Missiles which fire forwards and sorts of weird bombs which bounce out backwards all take their toll on the fools eating your dust (or driving ahead of you, in the case of missiles). It's not the permanent solution you might wish for, because the victims explode, stop, then recover rapidly.

The viewpoint for this game is slightly unusual. It's an obliquely-angled thing which means that even as you belt down a straight, it's never horizontal or vertical on the main screen. So the map at the bottom of the screen is rarely orientated the right way. Confusing, but ultimately correct in a logical sense.

The graphics are quick and bouncy, so you can't really complain about them. The truck feels right as well, with an annoying tendency to skid far too much round the corners until you get the measure of it.

So, *Championship Pro-Am* is pretty good. Two things spoil it though; first, there's only an option for one player. It's the perfect two-player game (or could be if the screen was changed slightly), but no - all you can do is race the Mega Drive.

Second, there are some stripes at the corners which give you a massive speed boost. These are totally unnecessary to the excitement of the thing, and the console-controlled cars always get them, requiring you to as well. It's just a bit silly. Apart from these gripes, *Championship Pro-Am* is great, and with 24 tracks, you'll most certainly be playing it until well after Newsnight.

JAMES LEACH ■



GRAPHICS

These'll do. They're not great, but they do the job with a smile. Oh, and the little explosions when the trucks crash are nice.



SOUNDS

The buzzing sounds indicate the throbbing of massive V8 engines, do they? You'd better clean out your ears with cotton buds, Tradewest.



PLAYABILITY

The first few circuits are easy, but the missile and bomb buttons get tricky with your finger on the speed button all the time.



LASTABILITY

In a day you'll probably have got halfway through the game. But the last half will be a real git. There's a fair bit of lastability here.



OVERALL

This is better than it looks. It's very simple. Too simple in fact, but it's got that thing they used to have in the olden days. Fun. Yes, that was it. A pity about the glaring lack of two-player and the stupid go-faster stripes, which tend to make things look pretty bloody stupid.

JAMES ■



How long will it be before racing games such as this are blamed for joyriding offences? Just wait until the frenzied national press pick up on this connection.

JUDGEMENT

80%



This is one of the portals to an elemental plane. Les (woops, I mean Chakan) is about to go in.



In the plane of air, Chakan is busily hacking demons to death. Yeah like, wow man.

CHAKAN



Chakan's story goes a bit like this... He reckoned (with his big chin) that he could beat Death in a fight; if he won, Death would have to make him immortal. Chakan won and now he's known as The Forever Man.

The aim of the game is to end Chakan's existence. After thousands of years he's getting bored with walking around doing nothing, and now he wants a rest. The only way to give Chakan his dream is to banish all supernatural evil in the four planes - Earth, Air, Fire and Water. This scenario may conjure up all sorts of mystic and fabulous demons waiting to be exorcised, but this isn't the case with *Chakan*. The game is spread over 24 levels (12 terrestrial and 12 elemental)

and you have to complete the terrestrial levels before the elemental ones can be tackled.

The graphics for each level depict which plane you're in. And they don't look too impressive. The water levels see you wading through streams and the air levels see you jumping around on platforms in the sky. As for the animation in *Chakan*, well... it's tripe. There must be at least, ooh, I don't know ... about four frames, maybe five. To cap it all, it's terribly jerky and moves at a very slow pace.

This game won't keep you occupied for long - because Chakan is eternal, so it's like playing with an infinite lives cheat. This is just a dull game and you'll end up feeling like the forever man yourself, because it drags on, and on, and...

ADRIAN PRICE ■

FOR - MEGA DRIVE
FROM - SEGA
AVAILABLE - NOW
PRICE - £38.99
STOP ■

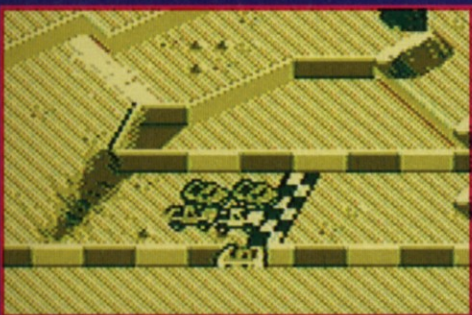
OVERALL

This had potential. If it had been a lot faster and smoother with loads of great demons to slay, it would have been a great game. As it stands, it's a bit on the poor side and not worth the effort.

ADRIAN ■



SUPER OFF ROAD



And they're off in what is the worst racing game ever seen on the Game Boy.



Can anyone think of a format this hasn't appeared on? This game seems to get more coverage in computer mags and on TV programmes than our Jim.

So for the person who has spent the last few years living in a padded cell, this is what *Super Off Road* is all about. You drive one of those expensive American pick-up trucks around mud-bath tracks trying to win as much money as possible. Then you buy more stuff to make your trucks faster and flashier.

On just about every other format *Super Off Road* has been average at best. On the Game Boy, it is a different story - not better, not as good, but complete cack. It's so slow that you can start the race, watch a complete re-run of *EastEnders*, eat a five-course meal, have a fortnights holiday in Tenerife and come back to find that it's still only on lap two. Even when your truck is powered-up it is still far too slow.

You've probably gathered by now that I don't like this. Well, just let me confirm it - it's rubbish. I've had more fun paying my poll tax than playing this. Come to think of it, if poll tax evaders were threatened with either paying up or playing *Super Off Road*, local councils may just find themselves a little wealthier! Maybe now they'll lay this game to rest, and let's hope they don't do a *Super Off Road 2*.

FOR - GAME BOY
FROM - TRADEWEST
AVAILABLE - NOW
PRICE - £24.99
STOP ■

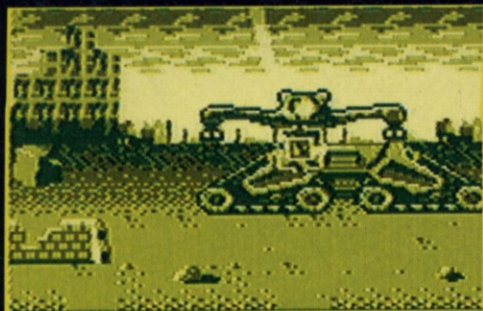
OVERALL

Super Off Road doesn't convert well to the small screen. It isn't the scrolling tracks which cause the problem, it's the lack of speed. Instead of bumping around the tracks as you do with the other versions, you stop dead whenever you hit something. You'll be bored after a couple of races.

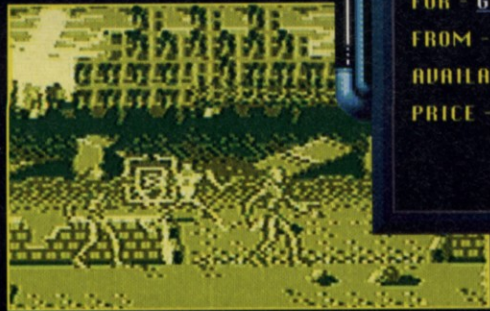
LES ■

The excitement mounts as microscopic sprites clash and seem to, well, merge into one slightly less microscopic sprite.





Aha! Here's a big sort of tractor thing. Now what does that do, then? Oh it drives around and kills things, does it. Better destroy it, eh?



Look. There are some wispy people moving about in the wreckage of that house. Who are they? What do they want? And who cares?

FOR - GAME BOY
FROM - ACCLAIM
AVAILABLE - NOW
PRICE - £24.99
STOP ■

TERMINATOR 2



I am determined not to gratuitously litter this review with one-liners from any of Schwarzenegger's films. Right, now that's established – on with the review.

This is the same version of the game that was reviewed on the Mega Drive in issue two of GamesMaster. The only difference is that you haven't got the option of using a Menacer light-gun as you did with the Mega Drive version.

If by some quirk of fate you've never seen either of the Terminator films then you'll be puzzled as to the plot of the game. It involves you trying to save John Connor before the Terminators get their highly-polished titanium mitts on him.

The game has you playing a resistance fighter,

shooting all things metal into lots of little pieces. You control this guy's aiming square, and a blasting frenzy is at your fingertips. Extra ammo, health, shields and missiles are all up for grabs. There are, however, a few slight problems. Due to the resolution of the Game Boy's display, these little power-ups tend to be missed leaving you with a big disadvantage. It seems to me that *Terminator 2* is a game not really suited to the Game Boy.

This really is only a game for avid fans of the Terminator. Anyway, judgement day is upon me now, take a look below for the score. **ADRIAN PRICE ■**

OVERALL

What's the point of a first person perspective game on the Game Boy? It doesn't work that well. It's fun for the first five minutes, before it rapidly descends into crapness when you discover you've wasted £25. Go and buy a couple of Terminator videos instead.

ADRIAN ■



JOE & MAC



For all those horticultural readers, here's a picture of some flowers and that. *Joe & Mac* has got a lot of flowers and stuff in it, actually.



I've really overdosed on Joe and Mac this month, what with the review of *Congo's Caper* earlier on in the issue and now this.

You see, *Joe and Mac* is one of those games which get put out on one format and then gracefully make their way down to the humble Game Boy, while the sequel's already available on the other machines.

The game is a simple left-to-right platform-beat-em-up, and, of course, it's only a one-player game. The title's slightly misleading as Mac's appearances are thin on the ground.

The gameplay is basic with just the same old walking along – hitting cavemen on the head, jumping on platforms then hitting dinosaurs on the head. Pretty basic really. I will give it some credit though, it's a bit tough. The game turns out to be a real challenge. I have got the feeling, however, that this is a game which will cause a strong reaction – either you'll love it and won't put it down until you're finished, or you'll get really frustrated and throw it in the bin.

This is an okay platform game. Although it doesn't rank alongside games such as *Super Marioland*, I have seen worse. If you've got a birthday coming up, maybe you can stick in your order, but if it's £25 of your own money – think twice. **ADRIAN PRICE ■**

FOR - GAME BOY
FROM - ELITE
AVAILABLE - APRIL
PRICE - £25
STOP ■

OVERALL

A pretty taxing platform beat-em-up that will test your powers of game-playing. If, however, you already have any of the Mario games, don't bother with this one.

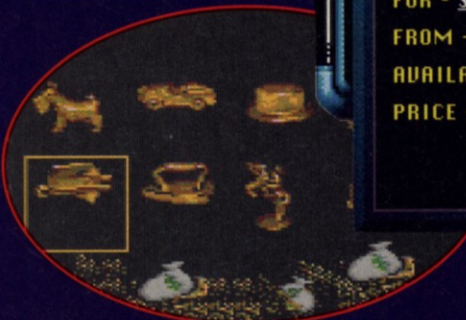
ADRIAN ■



Some pre-historic people fighting, yesterday. (Sorry. This caption would have been better suited to the Network pages, rather than here.)



Right, now you'll have to pardon the pun here, but are we ready to roll?



Choose any one of the eight little pieces and then have arguments about not having the car.

FOR - SNES
 FROM - PARKER BROTHERS
 AVAILABLE - IMPORT
 PRICE - £45
 STOP ■

MONOPOLY



No, you can't be serious! Surely not a console version of that incredibly popular (but at the same time, dull) board game? Er... yes it is. But would you pay £45 for something that only costs a tenner in the shops. Ah, but wait, maybe there's something added, that'll make the extra dosh worthwhile?

Well, you can play by yourself by choosing the console as an opponent, and there are 12 pre-set games that already have things like the money and property allocated. And there's always the fact that you don't have to set up the board, or roll the dice... The control system is easy, and at the press of a

button all the information you need is at hand. The graphics are fine (although I'm sure they chucked in the digitised hand for the hell of it), and the sound/speech works okay as well.

Saying that though, the ease of use and general appeal of Monopoly, and the fact that this is a competently programmed and polished game, makes this a strange one.

Some will get a kick out of it, and others will moan that you can steal the odd £500 note from the banker when his back is turned. Have a look and then make up your own mind.

ANDY LOWE ■

OVERALL

Very nice to play and indeed to look at. But it is only Monopoly and you can buy the board game in the shops for about a tenner.

ANDY ■

JUDGEMENT

71%



Dallas are feeling lucky as they go for the bomb.



Here we are at the 'snap', you can see what I mean about the really fab graphics, and they even look good when the players start moving.

FOR - SNES
 FROM - TRADEWEST
 AVAILABLE - IMPORT NOW
 PRICE - £45
 STOP ■

PRO QUARTERBACK

OVERALL

Good clean gameplay and a great play book. But with that there's no challenge so it probably won't last very long.

LES ■



After the (great) failures of the *John Madden* games, each new SNES American Football game gets treated with a great deal of interest. And with one look at those screenshots, you know that this is at the very least, good to look at. But, (and it's time to insert a tired old writers', cliché), looks can be deceptive.

As well as looking great, the game also includes all the teams you could ever want to play as and a very big and detailed play book. On the down side though, there's no league or play-off system to take part in. You just keep picking your team, playing one match, winning or losing, and then there's nothing else to do but start the whole thing all over again.

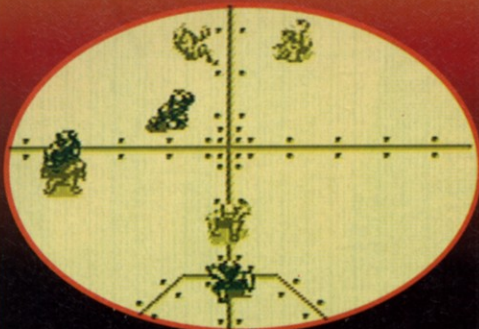
The extensive control system (everything is covered here, from hand offs to the very important running back spin) will take some getting used to, but even after just a little practice you can put together some impressive gains, and even make it through to the end zone. Playing defence is a lot harder and some of the time you may find it impossible to catch running backs or wide receivers.

I'd definitely go as far as saying that this is more playable than the *John Madden* games, but without a competition to enter, you'll play this a few times and then forget about it. Shame really.

LES ELLIS ■

JUDGEMENT

68%



That guy's speeding towards you with his fists in the air. Either a) hit him, or b) run away.



I'm a busy sporty moron, and I simply don't have time to use shampoo and conditioner.

FOR - GAME BOY
FROM - MINDSCAPE
AVAILABLE - NOW
PRICE - £25 APPROX
END ■

SPEEDBALL 2

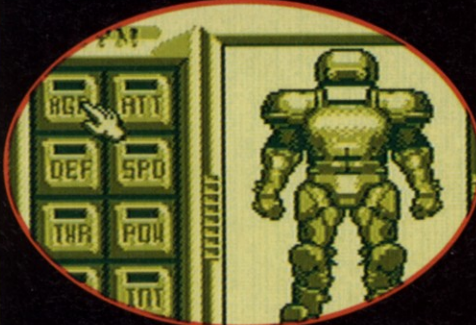


The future of sport is with us, and it's not looking too pleasant. Football is a thing of the past, and taking its place is the violent speedball. Two teams battle it out in the arena, attempting to outscore their opponents, but not missing out on the opportunity to kick a few heads in on the way. It's a game where anything goes, and if there's a man on your back, well take the sucker out. In fact if he's not on your back, take him out anyway, it all adds to the fun.

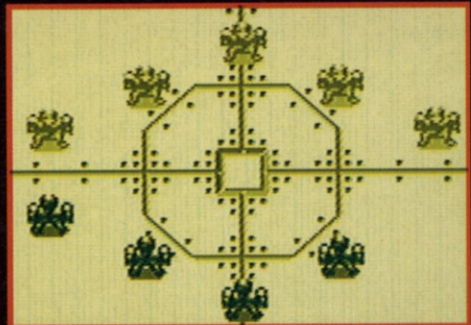
You control a sadly pathetic team called Brutal Deluxe (the Accrington Stanley of Speedball, if you will), and you can fight your way through a

knockout, league or cup series. It consists of two halves of unadulterated mayhem, and points are scored by putting the fearsome metal ball through the goal mouth. Despite the violence, there's depth to the game. The arena is littered with power-ups, there are stars and domes to hit for extra points and credits which you can spend to upgrade your team.

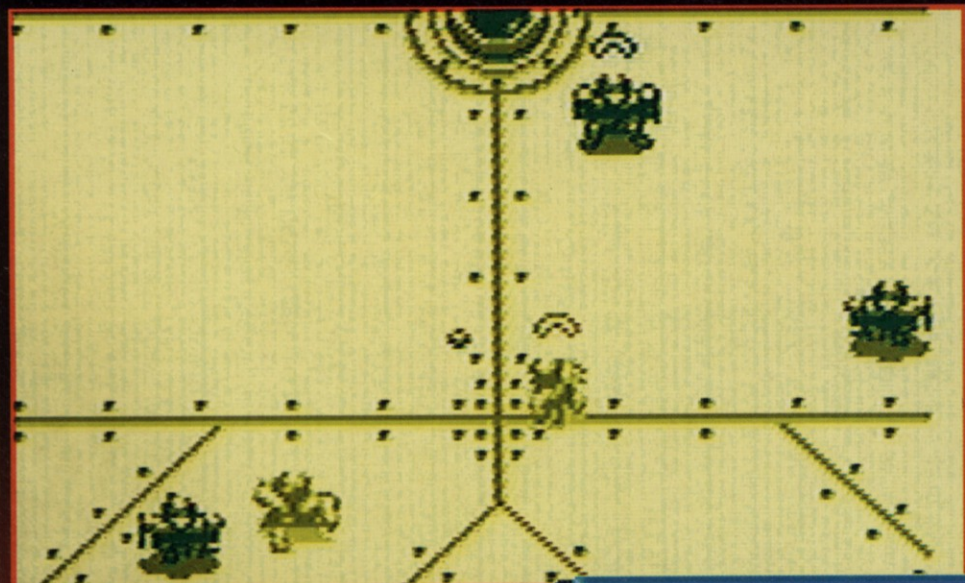
Speedball 2 suffers in translation on the Game Boy. Gone are the slick, futuristic graphics, bone-crunching sound effects and context-sensitive game-play, but more importantly the two-player option. Slugging it out on the Speedball war-zone with a friend is one of the great pleasures in life, and this game suffers tremendously without it, and as a one-player game, it just doesn't cut it. **LES ELLIS ■**



Aggression makes it more likely that you're going to get in a scrap when you haven't got the ball. So we'll have some of that then, eh?



Before the game the lads often get together for a spot of morris dancing. Even after football's gone there's still bloody morris dancing.



We at GamesMaster often get together for a spot of real life Speedball in the carpark. We haven't got a steel ball, so we use Adrian.



GRAPHICS

Good attempt to recreate the graphics of the Amiga version, but it's hard to spot which side's which at times.

SOUNDS

You really miss those crunches, growls, crowd noises and confectionary vendors. Not too good on the ears I'm afraid.

PLAYABILITY

It is playable, but it's missing the all important two-player option, which is, after all, what makes *Speedball 2* great.

LASTABILITY

Too easy. You'll plough through the 2nd division soon after you've picked it up. It does get tougher, but it won't hold your attention.

OVERALL

It's certainly playable, and some of the feel of *Speedball* has been retained, but there's too much missing to rival the other versions of the game. This is just as much a two-player game as *Streetfighter 2*, and without a good friend to get completely wound up with, it loses much of its appeal. And I really miss the bit where a vendor offers, "Ice cream," during the replays too.

LES ■

JUDGEMENT

65%

REVIEW

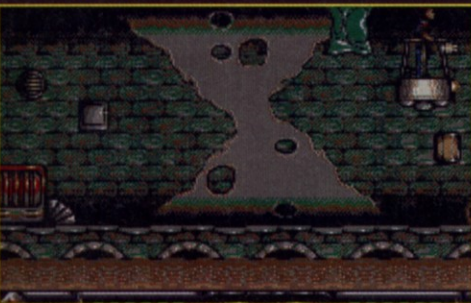
Oh yes. A positively bulging, deeply alluring two whole pages of, erm, short game reviews (hence the title). The only solution to post-winter angst, this section is guaranteed to stave off any lingering feelings of emotional inadequacy or general crapness. Be assured, the next two pages will arouse you to such a degree, you may feel it necessary to bite off your own fingers. Unless of course you're not interested in video games, you don't own any of the featured systems and you're just flicking through this in a newsagent's because it looks nice. Still...

Science fiction, as Arthur C. Clarke probably once said, is stimulating, escapist, thought-provoking and can give us a tantalisingly plausible sneak preview of the shape of things to come. Unfortunately, this month, it also provides the inspiration for some horribly stodgy and unwelcome games.

Alien Vs. Predator (SNES) had some serious claims on being the biggest movie licence ever. Two of the hardest, most popular big screen alien bad guys for the price of one. (Well, almost). In one-player mode, it's just a dreadful, horizontally-scrolling beat-em-up. The two-player mode is no better – a one-on-one battle, the outcome of which depends more on luck than skill. A wasted opportunity, and easily one of the worst SNES games of all time. **(15%)**

Fans of Doctor Who are notoriously protective about the series, but no amount of repeat-viewing and convention-attending can disguise the fact that **Dalek Attack (Amiga)** is ill-advised, unconvincing rubbish.

Relevance to the show is tenuous (the Doctor seems to be mysteriously armed with a healthy arsenal of weaponry) and the whole thing plays like a particularly dull platform game which, despite the budget price, never threatens to be even mildly compelling. A decent Doctor Who game would surely lend itself better to the RPG or adventure game format. **(38%)**



Davros attempts to take over the world. Oh, it's not Davros at all. No Daleks, either. Oh dear.

A little more worthwhile is Silmaril's **Transarctica (Amiga)**. The game is set in the unspecified future and puts you at the controls of



"We've got this train, right? And we have to save the world. It's not gonna happen, is it?"

a train – trying to save the world. (Oh dear). Fans of the company's previous RPG *Ishar* should wait for the sequel later this year. Meanwhile, *Transarctica* is more of a slightly off-beat strategy game and, as a result, will find favour only among the hardcore fans of the genre. A lot of it is sadly repetitive and the graphics slip wildly from the excellent to the strangely awful. **(60%)**

Another World (Mega Drive) was a successful and refreshingly bizarre action/adventure affair in its previous incarnations (Amiga, PC, ST and SNES). A scientist named Lester attempts a dodgy particle-acceleration experiment, with hilarious results – he is unwillingly catapulted into a futuristic and hostile parallel dimension. Hmm... Sadly, our Lester doesn't fair too well in his Mega Drive guise. This conversion of a previously excellent game has annoyingly inferior graphics and some incongruous and irritating sound effects. If, however, you're a Mega Drive owner who has yet to experience the game, then we'd still recommend it. Just. Then again, you could simply wait a couple of months for Delphine's latest, far superior animation fest, *Flashback*. **(63%)**

Oh, and another thing. If you must keep buying unusual sci-fi film licences, at least make them playable. **Ailen 3 (Game Gear)** is, in fact, actually better on the Game Gear than it is on any other format. It can be a little linear and boring, but it's a great hand-held game. **(80%)**

...And for those of you who don't like sport, there's sport. **George Foreman's Boxing (Mega Drive)** is the latest in a disappointing spate of attempts to simulate systematic and honourable brain damage on the Mega Drive (*Evander Holyfield's Boxing*, *Muhammad Ali's Heavyweight Boxing*). This is definitely the worst effort yet, with tedious gameplay, naff graphics and – an all-too often problem in boxing games – a very limited choice of "moves". Whatever happened to *Punch Out?* **(47%)**

How about combining rugby with football, and chucking in a spot of wanton violence? Jerry **Glanville's Pigskin Footbrawl (Mega Drive)** makes a brave enough attempt which, although mildly entertaining at first, soon becomes awkward and annoying. There's no league or cup, and you're stuck with a horribly easy single



Pigskin Footbrawl. Yeah, great! No rules, no square referees, no limits. Er, no game, either.

match set-up. The adequate graphics and rib-crushing spot effects provide only a temporary distraction from an otherwise dismal sports sim/beat-em-up mess. **(37%)**

For some proper boot-on-boot action, check out **European Championship Soccer (Lynx)**. Nice big sprites and an acceptable side-on view make this a rather fun Lynx game (now there's a thing). It's slightly slow though, and it's a bit too finicky to become a classic. Still the best and – ahem – possibly the only Lynx soccer game. **(82%)**

Right, that's enough poncy old sport and sci-fi. You want to shoot something, don't you? I can feel it. Which links us – in a neat and deeply contrived manner – into **F-15 Strike Eagle (Game Boy)**. This unusual attempt at a flight sim/shoot-em-up – previously seen on the home computers and NES – fails to impress on the smaller screen. Graphics are dull and unimaginative and the general game action is sluggish and samey. Definitely not recommended... **(47%)**



F-15 2 on the Game Boy. We couldn't find any of the red hot, rock hard action – although there's loads of it. Honest. So here's the title screen.

...Unlike **Battleship (Game Boy)**. This version of the classic, um, pen and paper game is simple, addictive fun. The joy you experience after sinking the enemy's sub on the first ripple of fire is out of all proportion to the skill it takes. Still, at least there's a two-player option. **(80%)**

Cosmo Gang (SNES) is a marvellous conversion of a very silly, very Japanese coin-op. It does for ancient coin-op *Galaga* what *Parodius* did for *Gradius* – erm, if you see what I mean. Much of the gameplay is basically the same as *Galaga* – with challenging stages and similar alien formations. There's also an extremely daft bit in which you must keep some slowly advancing cutesy aliens away from the bottom of the screen... and that's how it all started, isn't it? Great. **(80%)**

Now, a wise gentleman once exclaimed, "Whatever happened to all the heroes?" A pertinent question – and one for which we have the answer. Well, five answers, actually. Yes, in another hideously obvious and contrived link, we now move on to the domain of the hero – both rock hard and slightly fey and gaunt, both human and spookily super-powered, both olde and new. The story behind **Toxic Crusaders (Mega Drive)** involves the world being taken over by marauding aliens armed

SHORTS

with dangerous slime and stuff. Your job is to travel along some scrolling levels, get rid of the slime, fry the aliens and collect weapons and power-ups. It's colourful, playable but also painfully limited and bad value for dosh. If you like slime, go to Weston-Super-Mare. **(60%)**

Now, this is more like it. Some proper Marvel Comics heroes and villains. Who remembers the Spiderman cartoon song, eh? "Spiderman, Spiderman. Does, erm, all the things a spider is capable of... Spins webs and catches thieves in much the same way that a spider catches flies..." Sorry. Anyway, **Spiderman And The Return Of The Sinister Six (NES)** sees ol' Spidey swinging, punching, spinning and not being as good as Superman over six levels of urban hell - swatting the baddies and... oh, that's it. Rubbish music and some distinctly dodgy graphics - with our webby hero's animation in particular leaving a lot to be desired. **(43%)**

Phew, that Kevin Costner, eh? In the league of movie slapheads, he's almost as good as Bruce Willis (if you're reading Bruce, reader calls on Friday afternoon only, alright?). And now he's a computer game hero in **Robin Hood, Prince of Thieves (Game Boy)** from Mindscape. Well, to be honest, the little picture which pops up whenever



"Now, Malcolm. Go forth and bring me the head of Robin Hood." "I shall, sire. But didn't thieves get hung in those days..." "Shut up, you fool!"

Robin is talking looks more like David Hasselhoff than Kev, but that's beside the point. Anyway, what we have here is a rather good arcade adventure based pretty closely on the top-grossing motion picture. You, as Robin, must collect a band of merry men and set off for Nottingham Forest, England (via the White Cliffs of Dover and Hadrian's Wall - if memory serves), and rid your homeland of the evil Sheriff. It's all good clean top-down object-manipulating fun and works surprisingly well on the Game Boy. No battery back-up save, unfortunately. **(78%)**

We also have another regal Game Boy offering, in the form of **Prince Valiant**, a sort of fighting strategy chess game. The idea is that you can face off against the computer and a friend and, using your skill and judgement, turn all of their squares into yours. You capture a square by beating up the bloke you find there with your sword (if you're The Prince), your magic (Wizard) or arrows (Bowman). You can play on three different-sized worlds, and against four different levels of Game Boy opponent (or a friend if they've got a link set-up). But it's neither actiony or strategy-ey enough to be much more than just a diversion. **(65%)**

Captain America And The Avengers (Mega Drive) is an extremely

tragic conversion of an excellent coin-op. Choose your hero - from Captain America himself, Iron Man, Hawkeye or Vision - and battle it out with the decidedly masculine minions of arch enemy Red Skull, who is using a mind-control device to force the world's hardest villains into working for him.

Graphics are jerky, samples are tinny and metallic and, particularly for fans of the coin-op, it all feels horribly inferior and unsatisfying. **(46%)**

Right - it's about time for a couple of jolly decent little platformers, then. **Parasol Stars (NES)** is the sequel to *Rainbow Islands* and is a great example of an ultra-cute but devilishly playable platform game. It's basically a cross between the sequel and the first in the trilogy, *Bubble Bobble*, and features plenty of inventively cute but dangerous nasties. Highly recommended - as they say down at the video shop. **(79%)**

Mickey Mouse is fab, isn't he? The perennial cute cartoon character. Unfortunately, he's also partially responsible for those bloody Disney Shops which actually employ people to be nice to you, by cooing things like, "Hello!", "How are you?", "Welcome to the Disney Store", "My, you have an attractive nose" and "Goodness. The depth and variety of your overall charisma emits an unusually exciting ambience".

Land Of Illusion (Master System) features the squeaky one in the usual platform-frollicking, crystal-collecting, evil-thwarting scenario. Its prequel, *Castle Of Illusion* - although similar in overall gameplay - was smaller, with inferior graphics. This is a much enhanced, deluxe version whose lastability is marred only by the presence of those darned infinite continues. **(85%)**

Finally, some violence. Now, we all know that violence is not big, clever, hard or painless. Neither is pseudo-macho posturing or using phrases like "pseudo-macho posturing" in a vain attempt to simulate articulateness. Anyway, **Outlander (Mega Drive)** is full of violence - Mad Max style. The world is full of people on motorbikes and in cars. Apparently. So, it's up to you to drive around and

shoot everyone and everything. A touch nihilistic, perhaps? As a 3D driving game, it's fine - but it tries to throw some other unwelcome elements into the brew, causing things to get a little messy in the process. **(57%)**

For all the Mega Drive owners currently salivating in anticipation of the arrival of *Streetfighter 2*, you may well find some temporary solace in **Power Athlete (Mega Drive)**. An inferior version of the SNES/arcade classic with poor animation and terrible music. Spend a little extra and get *Streets Of Rage 2* instead. **(35%)**

So, we'll finish off the round-up with a couple of oldies - one of which is fine, while the other smells of something suspiciously recycled. **Pitfighter (Lynx)** suffers from precisely the same problems as *Pitfighter* on every other format - mainly that repeatedly pressing a button until a move connects with an annoyingly erratic opponent just isn't any fun. Graphics are terrible and, as with the Game Gear version, this doesn't translate well into the hand-held format. **(30%)**

Joust (Lynx) is a strange one. It's a completely precise conversion of the 1983 Williams coin-op classic. You're a rather strange, balanced gentleman astride what appears to be an ostrich. The idea is to flap around the screen and joust the other balanced gentlemen who appear to be astride vultures. That's it. Quite literally. Absolutely nothing more to it. Rubbish. **(2%)** Just kidding - despite its age, *Joust* is still a fantastically playable and hideously challenging game. Everything - even down to the sound effects - is faithful to the original. It may be dated, but it's fun, incredibly playable and dangerously addictive. Go on. You know you want to. **(84%)**

Join us next month, when we'll be offering more debatably worthy opinions on... oh no, we're not falling for that one. Rest assured, there will be some games, some percentages, some recommendations, some slaggings-off and... Oh, that's it. Go out and spend some money, quickly. Goodbye.

GAME	FOR	FROM	PRICE	AVAILABLE
Alien Vs. Predator	SNES	Activision	£65	Import
Dalek Attack	Amiga	Admiral	£15	Now
Transarctica	Amiga	Silmarils	£29.99	May
Another World	Mega Drive	Virgin	£39.99	April
Cosmo Gang	SNES	Namcot	£50	Import
Alien 3	Game Gear	Ocean	£29.99	Now
George Foreman	Mega Drive	Flying Edge	£39.99	Now
Pigskin Footbrawl	Mega Drive	Razorsoft	£39.99	Import
European Soccer	Lynx	Telegames	£25.99	Now
F-15 Strike Eagle	Game Boy	Microprose	£24.99	Now
Battleship	Game Boy	Mindscape	£29.99	Now
Land of Illusion	Master Sys	Sega	£29.99	Now
Outlander	Mega Drive	Mindscape	£39.99	Now
Toxic Crusaders	Mega Drive	Sega	£39.99	Now
Pitfighter	Lynx	Atari	£29.99	Now
Joust	Lynx	Atari	£29.99	Now
Power Athlete	Mega Drive	Kaneco	£39.99	Import
Parasol Stars	NES	Ocean	£29.99	Now
Prince Valiant	Game Boy	Ocean	£29.99	Now
Robin Hood	Game Boy	Mindscape	£29.99	Now
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• It's one of these magazines. Choose it, buy it, and then try coming back and saying we were wrong...



AMIGA FORMAT

Remember the stunningly animated ANOTHER WORLD? Well, now there's a follow-up. It's called FLASHBACK, and it's reviewed exclusively in Amiga Format. Also coming under scrutiny are LIONHEART, A-TRAIN and ALIEN 3. And on the coverdisk there's a re-appearance of the programming team that Amiga Format discovered. The Hidden have specially written five exclusive levels of the platform-stormer DONG.



SEGA POWER

A huge double-sided poster of SONIC II and STREETFIGHTER II comes free with this issue of Sega Power which also features reviews of LAND OF ILLUSION for the Master System and STREETS OF RAGE II for the Mega Drive. And there's an in-depth look at Amstrad's weird Mega PC thing. What else? Oh, just the complete solution to SONIC II. And we've thrown in some free stickers as well. Even if we say it ourselves, this one's a bit of a corker.



TOTAL

For all Nintendo owners, it's an ADDAMS FAMILY special. That means reviews and previews of this excellent platformer for SNES, NES and Game Boy. STARFOX, the Nintendo event of the year, is also reviewed, as is LETHAL WEAPON (SNES), BUCKY O'HARE (NES) and SPEEDBALL II (Game Boy) Any freebies? Yup, a gigantic PROBOTECTOR poster...



MEGA

The top 100 Mega Drive games are exposed this month. Also, a look at the MIRACLE keyboard, tips on STREETS OF RAGE II, a review of TMNTs (remember them?) and, get this, a review of NIGHT TRAP for the Mega CD. It's a puzzle game featuring real-time video. Take a good look at the future of gaming. It's beautiful.

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SPECIAL BUMPER ISSUE



PC FORMAT

PC gamers can treat themselves to a playable demo of top flight-sim **TORNADO**, as well as reviews of **ZOOOL**, **MICHAEL JORDON IN FLIGHT**, **SHADOW WORLDS** and **RINGWORLD**. PC Format isn't just about games though. There's a whole world of entertainment inside that grey box. Tune into it by switching to PC Format.

THIS MONTH'S SPECTACULAR!

AMIGA POWER

No self-respecting Amiga games player should be without this bumper issue of Amiga Power. Why? Because it's reviewing every single Amiga game ever released. And there's thousands of 'em.

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ST FORMAT

For owners of the illustrious Atari ST, there's a big look at multi-player games. Which are the best ones? And how do you win at them? **PLUS:** Reviews of **DODDLEBUG**, and **GUY SPY DRAGONSLAYER** in addition to demos of the superb racers **NO SECOND PRIZE** and **NIGEL MANSELL'S GRAND PRIX**.



SUPER PLAY

What has Britain's best selling Super Nintendo magazine got to offer? Well, there are reports on the latest SNES developments in Japan and the US, and a look at the effect of Manga on games. **PLUS:** Reviews of **SUPER SWIV**, **LETHAL WEAPON** and **RANMA 1/2 II**. Solutions to **SUPER STAR WARS** and *the guide to STREETFIGHTER II*.

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COMMERCIAL BREAK

Well, that about wraps up part one of this month's show. We hope you enjoyed it. We'll be back in just a couple of minutes with part two. Be sure not to go away though, as we've got an excellent second half. There'll be a full 20 pages of tips, including Action Replay and Game Genie codes. Also, we've got some letters, a great competition and the chance for you to win a curiously valuable software prize in the Secret Level. We'll be right back after these bargain-packed messages...

And, as a special GamesMaster bonus, we've outlined a special survival guide for buying mail order to ensure you get your goods just as quickly as possible. Off we go!

BUYING BY PHONE

1. Speak Clearly!
2. Check the technical specifications of what you're buying. Will it run on your TV? Will the software run on the machine you own?
3. Take the time to compare prices from different ads.
4. Make sure that what you are ordering is in stock.
5. Check whether or not there are delivery charges to be added to the cost of the items you're buying. And be sure to check how long your goods will take to arrive.
6. Make a record of the date and time when you ordered your goods and keep it for reference.

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Pay by credit card where at all possible. This way you may be able to claim the money from the credit card company even if the firm you ordered from has gone bust or refuses to help sort out your problem.

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AND FINALLY, THE COMMERCIAL BREAK CHECKLIST

Make sure you know what you want.

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Get a demonstration if at all possible.

Are there any hidden extras? Do you need to buy extra memory, another controller, etc?

What technical support can you expect?

Check the guarantee terms.

Keep a record of everything.

Check the price and delivery details.

Check everything works when you first receive it.

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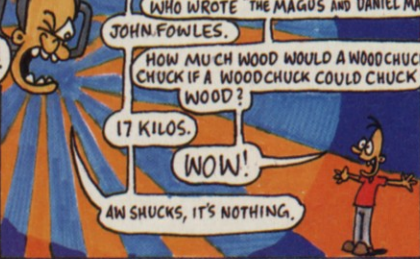
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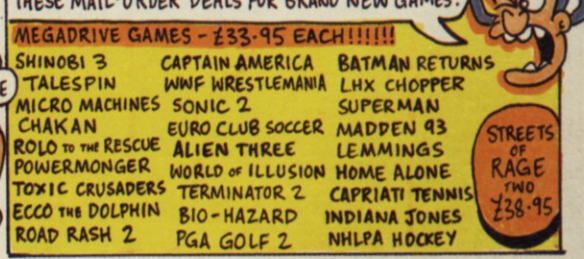
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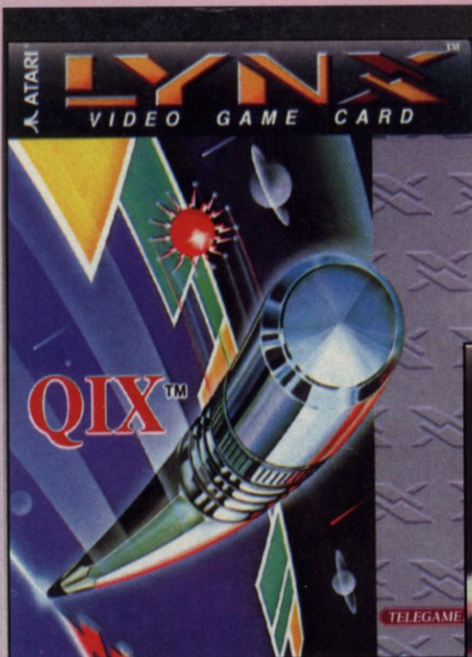
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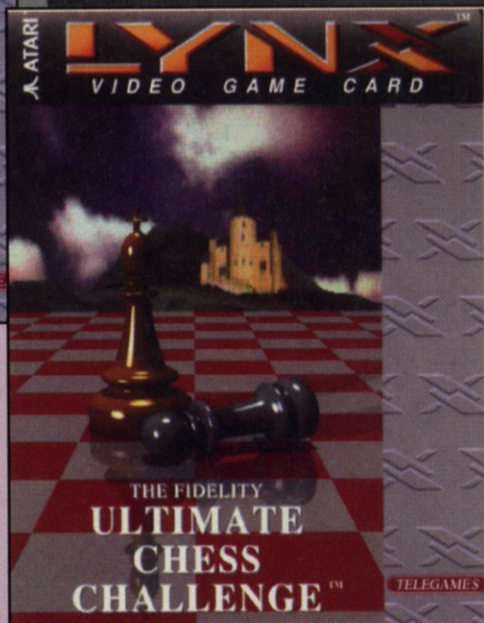
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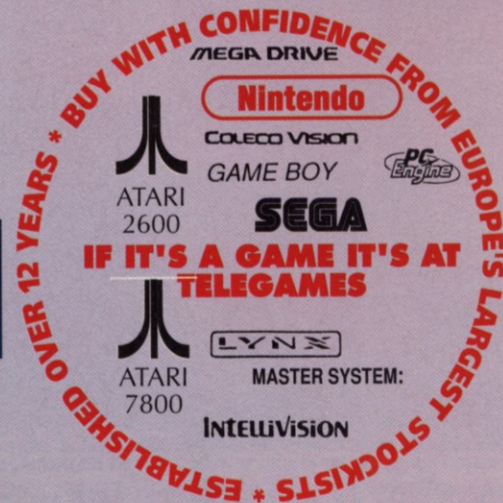
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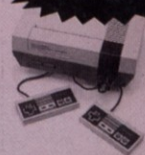
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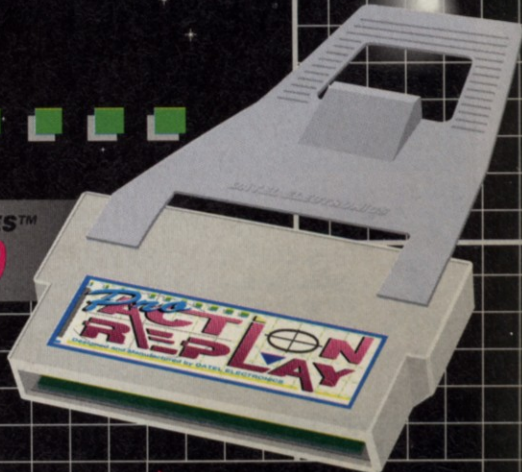
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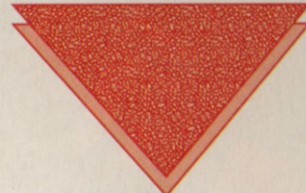
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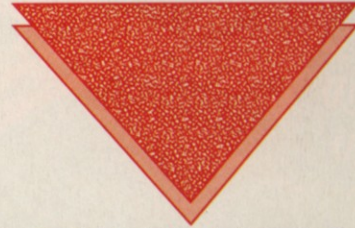
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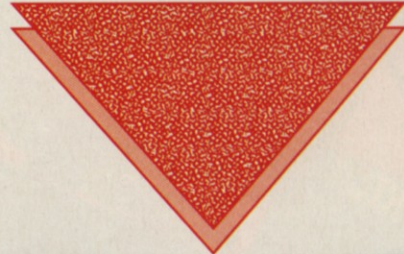
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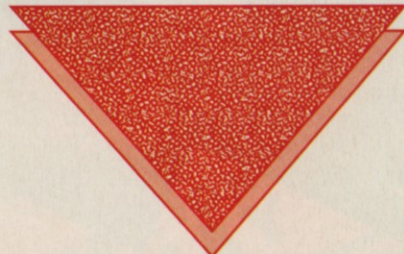
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DON'T TAKE THE KICK



What do we mean, Amiga Format is going live? That the world's best-selling Amiga magazine is turning into some kind of Frankenstein's monster?
 Well, no. What we mean is that we've arranged a very special event this Spring for all Amiga owners. It's a computer show like no other, arranged exclusively for Amiga owners and inspired by the people who run Britain's favourite computer magazine.
 What will be happening there? Well, first and foremost there will be stall after stall overflowing with great Amiga bargains - games, hardware, serious software, the lot. Just like in Amiga Format.
 Naturally, because it's a live event that also means you can get advice and see products demonstrated by the people who make and sell them. Which makes life an awful lot easier. And that's as well as taking advantage of some very special prices.
 So it's a great place to go shopping, but there's a lot more besides.
 The Amiga Format team will be there along with a host of other Amiga experts, to have a chat,

What happens when the world's top magazine goes



See the Amiga at its best!



answer your questions and help you out with any specific Amiga problems. A special Sound and Vision area will concentrate on Amiga graphics and music, and how they can be used in making your own videos. The experts from Camcorder Plus and Future Music magazines will be able to give you the benefit of their advice. For gameplayers, there's the Amiga Power arcade where you can see - and play - all the latest top game releases. And you can experience Virtual Reality for yourself, too. The place is Wembley Exhibition Centre - a prestige central London site - and the time is Friday May 7th to Sunday May 9th. Much more has yet to be revealed about what new products will be launched at the show, and other special events, so keep an eye on the news pages of your favourite Amiga magazine. But what's certain is that it's going to be quite an event. If you've got an Amiga, you really ought to be there. Make sure to get it arranged right now, and we'll see you there!

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To sum up, subscribers to GamesMaster magazine get the best mag in the universe, delivered to their homes, as early as is humanly possible and for less money. Not a bad deal, eh?

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GAM/MAG/0493

HAVE A GO IN A REAL PLANE!

Aright, so your latest air-combat game, F296b-VTOL Interdictor Viper might be a laugh to play. It might have more realistic graphics than anything that's gone before it. And it might have the most authentic turbulence algorithms known to man. And it's a well known fact it forms the sole basis for real fighter pilots training. But it's not as much fun as the real thing, is it?

The only way you're ever likely to experience the eyeballs-through-the-back-of-your-head, heart-in-your-mouth, lunch-down-your-front thrills of flight in a fighter jet is by joining the RAF.

OR by going along to Fighter Meet 93, where you'll be able to check out the sexiest air combat hardware in the world. The meet takes place in North Weald, Epping on May 15 and 16 and is the premier air show in Europe. There will be over 75 aircraft on display, flying around and on the ground. There will be Tornados, Harriers, Spitfires, Hurricanes MIGs and more, all taking part in a continuous five-hour display of expert flying.

As well as the planes, there will be over 120 other exhibitors to check out, but you'll have to be sure to get your seat in time for the simulated bomb attack on the airfield!

AND complementing all the aeronautical shenanigans each day there will be five massive Games Challenges hosted by none other than Mr Diamond himself! There will be five challenges each day, and in a similar style to the GamesMaster Live! event, plucky contestants will be, erm, plucked from the audience to participate and win!

The challenges all take place in an enormous Geodetic weather-proof GameDome, so even if it's tipping down outside, you'll still be lovely and dry. Also inside the GameDome will be a Quasar site, real flight simulators and plenty more.

Admission to the Game Dome costs £2. Under 15s can get in for free when accompanied by an adult.

200 FREE GAME-DOME TICKETS

Only GamesMaster readers have the opportunity to get into the GameDome free. Use the Advanced Ticket Coupon here. The first 200 applications will each receive a free entry voucher for one of Dominik's GameDome shows. The voucher is redeemable at the GameDome ticket office for the show of your choice

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WIN A FLIGHT IN "KILLER CAT"

Now thanks to our flyboy friends (ahem), we can offer you the chance to win a flight for yourself and a friend in the WW2 flying boat, the Catalina. There's only one flying in Europe and you could have a seat.

To enter the competition, simply answer the question, fill in and return the coupon to the address shown. The winners will be the first two correct entries drawn from the air intake of our own Harrier Jump Jet after the closing date - 15 April 1993.

The American A-10 is commonly known by which name?

- a) Boat-sinker
- b) Tank-buster
- c) Sorry-I-thought-you-were-the-enemy, buster.

NAME:

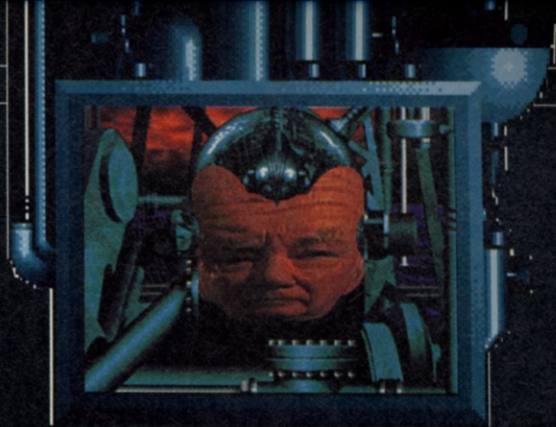
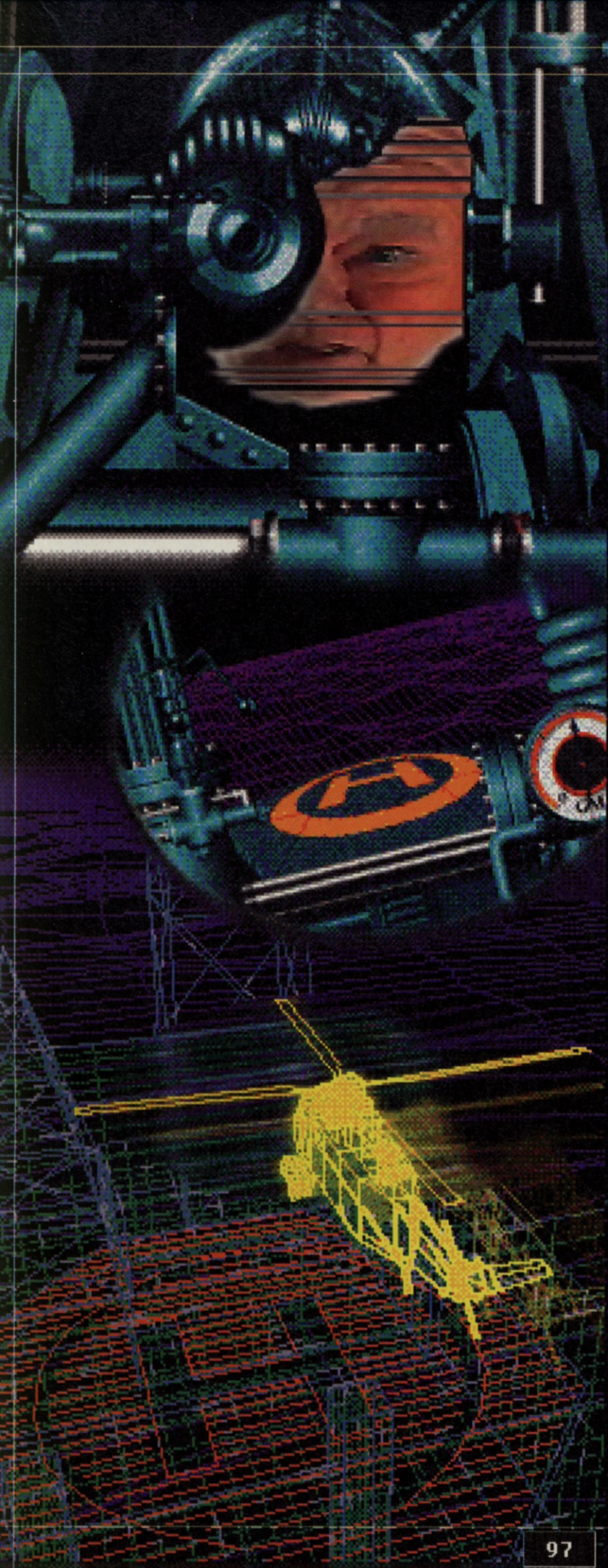
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This, as you'll certainly know, is a Consolidated Catalina. You will get to go in this magnificent example of a plane that can land on water as well as fly over roads, cycle-paths and hills. Note the calm sea, indicative of a high-pressure anti-cyclonic front moving in from Taunton or Yeovil.



GREETINGS!

Ah... Looking across the page at that Fighter Meet 93 piece reminds me of my early days. I was a fighter pilot you know. Battling the Hun and all that. They were a lot more tricky to deal with than the aliens and bosses that we have to face in today's computer and console games.

Nevertheless, these spritey foe seem to be proving a little too tough for some of you, so I'm pleased to be able to turn my omniscient mind, once again, to guiding you through all manner of thorny problems in this month's Tips Zone.

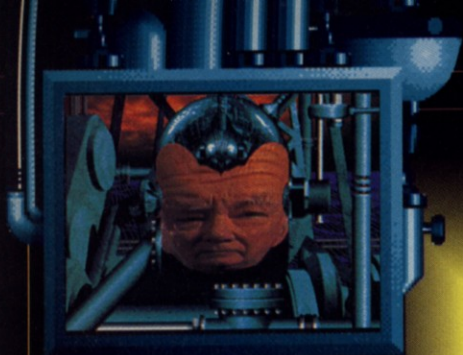
Don't forget to send your tips, cheats and maps in to me at:

TIPS ZONE - GamesMaster
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BA1 2BW

Each month, senders of the most pleasing selections of tips will receive a healthy boost to their games collection in the form of £100 of carts.

Now, without further ado, let us begin:

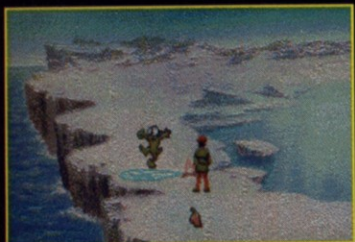
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 Soothe away your troubles with advice from the GamesMaster.
- CURSE OF ENCHANTIA** AMIGA 98
 Hooray! It's nearly over. The culmination of the termination of the conclusion of the end of the *Curse of Enchantia* solution is upon us...
- FATAL FURY** SNES 108
 Having difficulty helping Andy and Terry Bogart deal with Howard Geese's henchmen? Well, not for long.
- LEGENDS OF VALOUR** AMIGA 112
 You wouldn't believe how difficult some people are finding *LOV*, but help is at, as they say, "hand"!
- MEGA-LO-MANIA** MEGA DRIVE 111
 Instant territory-conquering skills will be yours after a good read of this handy guide.
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 Walt Disney, who drew Mickey Mouse or something, is currently stuck in a big block of ice somewhere in America. Phew!
- ROLO TO THE RESCUE** AMIGA 114
 Doing your bit for animal welfare has never been easier.
- SLEEPWALKER** AMIGA 110
 Relief for frustrated players of the Comic Relief game.
- STREETS OF RAGE 2** MEGA DRIVE 100
 Your essential guide to dealing with streetwise bullies. PLUS: what to do when asked to "Come here and say that."



CURSE

ENCHANTIA

Here we go then for the third and final part of our guide to *Curse of Enchantia*. Last month we left you stuck in the frozen wastelands. Now we take you onwards and upwards to the end of your quest.



1 Go South and find the Walrus and say hello to him. Go left and North, to a solid block of ice. Attack it with the fishing rod and a creature will be briefly freed.



2 Pick up the ashes and go back to where the Walrus was. Go left. Throw the two snowballs at the monster, he throws up a creature that will help you later.



3 Head North until you find the snoring Walrus. Walk over him to the ledge and shout for help. The freed creature opens a gap for you to crawl through.



4 Walk to the edge of the lake and throw the ashes you picked up earlier into the water. A huge sea monster appears and takes you to the Ice Palace.



5 Go to the icicles by the door and pull them in this order - 2,3,1 and 4. You will now be able to enter the Ice Palace.



6 When you enter the Dice Room the first thing to do is take the broom from the wall on the right. Get the dice from the table and roll them.



7 A different door opens when the dice is thrown. Enter the open door, collect the goods, return to the Dice Room. Collect the jack in the first room on the left.



8 Collect the magnifying glass, the ice cube, a loud hailer, the gun and a stalactite (you'll need to use the brush to reach the last two).



9 Go to the pulley system through the door from the Dice Room and put the gun in the holster. Get the sun tan oil and the glass shard from the holder.



10 Pick up the whistle on the floor at the end of the corridor and attach it to the loud hailer. Then use this to smash the window, and voilà, one exit.



11 In Laser Room, put the magnifier under laser, the ice cube on block to the left, the stalactite under that and the glass shard to the right. Use jack to exit.



12 Here you meet the queen. Go forward and jump when she fires. Get onto the spring seat and exit room. You will now be grabbed by a giant hand.



13 Go through the door into the ice maze. Just keep going and sooner or later you will come across a box of matches. Pick these up and keep going.



14 When you enter the guard room, hide behind the pillar until the guard is asleep. Then attach a match to his toe. Attack it with the matchbox and watch him make a bolt for it.



15 Pick up the fire extinguisher and this part of your quest is complete. Mr Benn will appear to take you back to his shop, ready for the next stage.



16 Go back to the Mage's shop and give him more money. This time he will whisk you away to a grave. Pick up the bone and attack to get out of the tomb.

SE OF ANTIA

PLAYERS
GUIDE

PART
THREE



17 When you climb out of the grave take the shovel. When the vampire charges you, move behind the open grave and he will fall into it, 1-0 to you.



18 Hunt the graveyard until you find a hoover, a cross, a tray and cymbals. When the vampire blocks the steps, attack him with the shovel.



19 Push the gravestone in front of the next vampire. Pick up the garlic bread from your grave and eat it when you come across the next vamp.



20 Attack the next vampire with the cross. The final vamp can be killed by attacking him with the cymbals. The gate will be opened by a fleeing vamp.



21 Walk straight through the woods until you come across a gate. Walk up to it and push it open, then walk over the crumbling land up to the castle.



22 From the entrance hall walk left and pick up the ring. If you look at the picture, the hand is over the ring to show you where it is.



23 Go to the hall and right to the library. Pull the book in the picture to reveal a hidden passage. Enter and ready yourself for the final battle.



24 When the queen attacks for the first time attack her with the hoover, this will suck up the spirit she casts upon you.



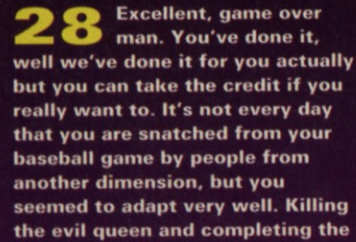
25 When she attacks for the second time push the fire extinguisher to dampen her spirits somewhat.



26 The third and final attack is coming up. When she goes for it attack her with the fan. Oh, down she goes.



27 Now she's down walk up to her and attach the ring to her. Then she'll vanish, never again to trouble you.



28 Excellent, game over man. You've done it, well we've done it for you actually but you can take the credit if you really want to. It's not every day that you are snatched from your baseball game by people from another dimension, but you seemed to adapt very well. Killing the evil queen and completing the quests is nothing to a man who can throw a curve ball at nearly a 100 mph and strike a home run at any time. I don't know, this super hero lark is easier than I thought it would be.



As Brad goes back to his baseball after his toils, yet another Amiga adventurer prepares to do battle with the GamesMaster. You'll have to wait until next issue to find out which unlucky game gets busted wide open by the powers of the GamesMaster. Of course, if you are stuck in an adventure, try and seek some help from the Consoletation Zone.

STREETS

THE BOSSES, THE TIPS

Streets, eh? Who needs 'em? (Get out. Ed.) Well, lots of people, really. They break up the density of buildings in urban areas and make taxi drivers' jobs a hell of a lot easier. Get a bit of violence on them and they live up even more - just nip down to the centre of your town at 11.45 on a Saturday evening.

Meanwhile, you could just play your way through Sega's excessively gratuitous smacking-people's-heads-in-em-up - using our guide to the hardest, awkward, more gittish than usual gits...



CHOOSE CAREFULLY

You may well complain that we've totally ignored muscle-man Max and boy-bruiser Skate. Well, er, we have. They may be great fun to play with, but Axel and Blaze are by far the more versatile characters - their special moves are more damaging and, well, they make a lovely couple. Select them into a two-player game or, if you have no friends, choose a one-player game and opt for Axel. Oh, and make sure you're familiar with their moves, because we're certainly not explaining them. You do *have* a manual, don't you?



ROUND 1 - FIGHT! (Wrong game, dolt. Ed.)

You'll sail through the initial stages of Round 1 without too much trouble. (Unless you're horribly crap, of course). Then, a large, punkish gentleman will emerge quite gruesomely from a dark alley and slit you up a treat with his flick-knife...



JACK

When he spins his knife, he tends to pause for a second, before taking a lunge at the nearest character.



ELECTRA

Electra studiously follows you around the screen, frying you occasionally with her electric whip attack.



BARBON

One suave individual, Barbon has an irksome habit of grabbing you in chokeholds before chucking you over his shoulder.



During this pause, he's a little disorientated and vulnerable. (He's not especially bright, you see.) Immediately move in and attack.



You wander foolishly into a dimly lit cocktail bar area, at the end of which stands a curiously dressed woman with an electrified whip...



Try not to stand directly in front of her. Hover on a different horizontal plane and move in at an angle, using Axel's A-button punch combo.



Next, it starts to rain and you saunter by into a small back alley, where a large, haughty man with flared trousers decides to attack...



He's also a bit nifty at blocking your high kicks and punches. Don't approach him for holds, and don't be daunted by his range of defence...



...He's a big baby, really. Simply use carefully timed B-button attacks, give him time to recover as he gets up, and move in again.

ROUND 2 - THE BRIDGE? THE METROPOLIS?

Towards the end of the level, a lank, greasy-haired fellow riding a jetpack floats into view...



On the bridge, when the motorcycle riders attack, line yourself up and use carefully timed jump-kicks to knock them off their bikes.



JET

Has plenty of vicious and horribly fast attacks. He picks you up and smashes you into the ground.



He'll hover around above you and zoom down for a horribly damaging attack. As he hovers, quickly nip up onto a different horizontal level. Then move down and attack.



His horizontal charge will take a third of your energy. Jump it. There is time to get a jump-kick in, but just concentrate on avoiding the charge.



The best method of defence is to keep moving and, just as he gets into an attacking position, jump-kick towards him.



In a two-player game, as he's about to smash the other player into the ground, approach him and then pick him up for a throw.

OF RAGE 2

ROUND 3 - ER, FAIRGROUND FISTICUFFS

After entering the theme park area, you'll happen upon a rather bizarre alien, er, thingy which swings from side to side in a rather lethal fashion...



The best two-player strategy for the alien thingy is to stand on either side and alternately deliver jump-kicks, knocking the thing over to each other.



ZAMZA

A distant cousin of Blanka, Zamza is one of the trickiest baddies in the game, boasting a severely damaging attack range.



He'll come in with an ultra-slaggy slide which will knock you off your feet, giving him plenty of time to deal with the other player in two-player mode.



If you're close to him, never hesitate. Attack immediately. If you do hang around, he'll just move in and slice you with his claw.



If you gain some distance from him, he'll spin towards you. A move which is remarkably similar to Blanka's roll attack, actually.



Keep your distance and move in diagonally for throws. Don't confront him with face-to-face punches too often. He'll only take one hit before counter-attacking.

ROUND 4 - STADIUM SCUFFLING



BIG-GO

These dimensionally challenged swines have a terribly annoying habit of charging towards you, breathing fire in your face.



ABADEBE

He's fast, defensive and has three acrobatic and extremely damaging attacks.



He has a body splash, not unlike Zangief's out of *Streetfighter 2*. (Enough *Streetfighter 2* references, Ed.)



Again, stay away from their horizontal level. Just after they've finished their fire attack, move in from behind and punch them down.



The Round 4 boss is rock-hard and looks like the Ultimate Warrior wrestling guy. But we said that in the review last issue, didn't we?



Should you try a flurry of punches, he'll take a couple before throwing you off and nabbing about a third of your energy.



Hang around his horizontal level and he'll charge towards you, before finishing you off with a dashing punch.



The soundest general strategy is to approach him vertically and throw or execute any holding move immediately.



Use Axel's sneaky back punch when he tries to dash towards you from behind. Also, if you time it correctly, you can jump-kick his body splashes in mid-attack.

ROUND 5 - BIG, BAD, BALDY



MR BEAR

The nastiest thing you'll encounter on this level is a huge, blubbery chap wearing some extremely bizarre clothing...



He also enjoys dislodging your jaw with a pretty devastating power-punch.



Don't try to throw him. Keep your distance and attack with sporadic punches. Axel's A-button flurry punch is perfect.



Should you move in for a throw or a holding attack - and fluff it - then Mr Bear will grab you and repeatedly head-butt you in the nose.

ROUND 6

Towards the end of this round, you'll meet two unpleasant chaps by the names of Souther and Stealth - variants on the previously encountered Zamza and Jet - who will attack in unison. Use the Round 2 and 3 strategies.



As Stealth only attacks infrequently, concentrate on Souther and keep moving.

IF YOU WERE TO TAKE THE NAME OF EVERY SDR2 CHARACTER AND CONSTRUCT A HUGE, COMPLEX ANAGRAM, THEN YOU'D HAVE TO BE A VERY, VERY SAD PERSON INDEED.

ROUND 7 - METALLIC MARAUDING

You now swagger quite determinedly into a glossy, cyberpunk metal, erm, domain where a pair of carefully trained droids with death in their LEDs decide it'd be a good time to attack...



MOLECULE AND PARTICLE

Keep moving and sneak in for quick attacks from different horizontal levels. Any dawdling will be rewarded with a large spinning mace to the head - accompanied by an excruciating 'clunk' sound effect.



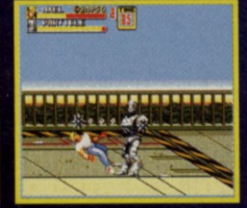
Move in for throws and then throw immediately. They will electrify themselves and throw you off.



Use well-distanced, surprise special moves and jump-kicks to slowly wear 'em down.



Should you defeat one of the robots, move away quickly to avoid the ensuing explosion.



Molecule's mace-thingy. Avoid taking it full in the face by sneaking up on him vertically.

ROUND 8 - PUT THE GUN AWAY - LEAVE IT

So, eventually, we come to the hideout of Mr X himself. The evil crime boss and drug baron (probably) sits quite calmly in his chair as you arrive in a rather fetching floor lift...



MR X AND SHIVA

You will first face an attack of five or six general, all-purpose baddies. Deftly fist them into the floor and Mr X will signal his assistant, Shiva, to attack. She (or he, we can't quite work it out) will leap in and immediately begin to slap you about a bit...



Shiva is horribly quick and has some drastically sluggish, energy-draining moves. He'll move in and grab you for a body slam.



Hang around punching the air and he'll immediately slide in, before performing a spectacularly acrobatic double-hit kick.



The key to beating Shiva is to keep moving. Take to the air as often as possible and jump-kick him. Don't get too ambitious about facing him with punches - he's too quick for you.

As Shiva bites the - if you will - dust, then quickly move over to the right of Mr X's chair and punch repeatedly. As he gets up, you should hit him and get a head-start knockdown.

Mr X's special technique is, indeed, the most damaging in the game. He pulls out a ruddy great machine gun and sprays bullets all over the screen. Erm, a bit like the big boss at the end of *Final Fight*, really...



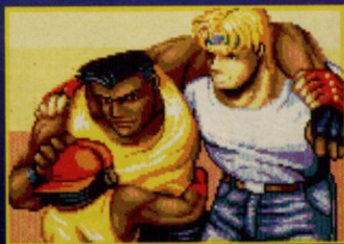
Should you wander up to him and throw a rather poorly aimed punch, he will be quite happy to whip you with the handle of the gun.



Move in on him and use rhythmic B-button punches. To avoid the machine gun, follow his line of fire around to the corner where he's standing... it's tricky, but it has the advantage of getting you in close...

ERM... THAT'LL BE THAT, THEN

...and that's it. You've done it. Finished. The End. If you can't beat Mr X, and, just to spoil the game for you even more, here's the end sequence, in which Skate is tearfully reunited with his brother and everyone, er, waves at a helicopter.



OR YOU COULD ALWAYS CHEAT...

If you still can't beat the game after all our dashing omniscient advice, then try this cheat...

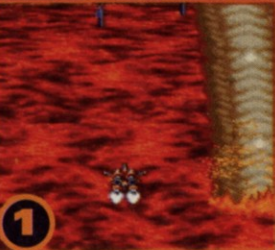
Move the selector down to the options screen and hold down buttons A and B on joypad 2. Now press Start on joypad 1. You will now have a distinctly modified options screen, featuring a Round select function and two new difficulty levels - Very Easy and Mania. You will also be able to jack up your lives count to a maximum of 9. If anyone manages to complete the game on Mania level, then write in and tell us about it. We'll be dead impressed. And then we'll throw your letter away.

AXELAY Level Guide Part 2

Continuing from where we left off last month, we reveal the tactics needed to complete the final two levels. Things start off pretty hot on the fire level and stay hot with the frenetic pace of level six. Fear not, take hold of the GamesMaster's competent hand and let him guide you through the last two levels.

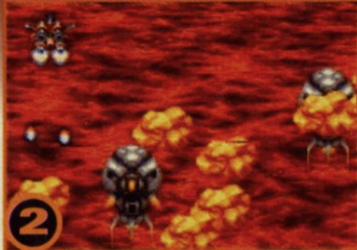
AXELAY

LEVEL FIVE



1 The best weapons for this level are the round vulcan and the needle laser. Stay clear of the giant worms that leap out of the lava.

It is possible to move under them as they dive in but it's safer to steer clear of them.



2 Keep moving around and don't stop. If you fly over a ground installation you'll get killed by giant columns of fire that it spits out. When you've cleared all the installations change your weapons to the Vulcan, fire from the top of the screen to kill the ships coming in from the bottom.



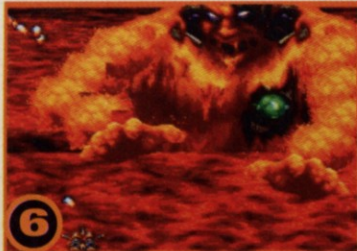
3 The next installations will release some flaming fire dragons. These will circle the screen and make life unpleasant for you. Shoot their heads and their bodies will explode. Spinning satellites will come after the dragons, so shoot them before they explode and shower the screen with lasers.



4 Rock climbing robots will emerge from the lava and fire homing missiles at you. Change your weapon to the homing Needle Lasers to destroy the robots and the lasers. When you fly over the lava sea, stay near the middle of the screen as lots of lava flares will fill the screen.



5 Before you get to the end-of-level boss you'll encounter some more rock climbing robots. Get rid of these as you did before. Now you're on to the big boss, who just happens to be a giant lava monster, and he has three methods of attack.



6 First avoid the volley of fire balls. Then escape the lava balls that he throws. Then there's a fire beam - he's about to attack as he brings his hands to his face. Just move from the middle of the screen. His weakest point is to the right of his chest. Keep pummeling away there.



7 The final showdown is upon you. Here the alien hordes fight for their existence, so prepare for a hard battle... At the start are two battle cruisers full of enemy ships. Destroy the lower cannons and then the pods on top.



8 At the entrance to the alien compound is a miniature version of the robot boss from level 2. Simply fly above it and dodge its laser fire. Just make sure you get behind him before he blocks you from the compound.



9 As soon as the gates close behind you, move to the right of the screen through the small passage before the robot walker. Stay on the right as the two other gates close behind you. In the next part of the compound shoot the barriers to make them retreat. If you stop shooting, they'll return.



10 The mid-level boss is a bit tricky - he'll pull out bits of the floor and ceiling creating a vacuum that will pull your ship inwards. Destroy the two satellites behind the boss and then kill him by shooting at his red weak point.



11 The end-of-level boss has loads of attack patterns. When the boss attacks stop firing. Use the vulcan to stop the acid shots, switch to the straight laser and fire directly at the boss's nose. Or position yourself at the top of the screen and use the needle laser to defeat the boss.



12 After you've defeated the boss the compound will blow up. On your way out the alien leader will zigzag up and down the right of the screen. Shoot him in the nose and keep firing.

ACTION REPLAY

ACTION REPLAY SNES

HOLE IN ONE GOLF

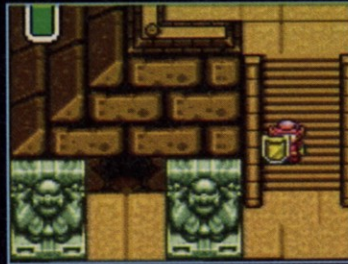
7E10 A102 You get a hole in one every time.

HOOK

7EF7 C103 For an unlimited amount of power, turn Action Replay off at the end of the levels.

7E1F 1459 Unlimited time.

7E1F 0003 Unlimited lives.



Become a real legend in your own mind with these the help of these busting codes for *Zelda*.

JOE AND MAC

7E08 1C14 Gives Joe an unlimited amount of energy.

7E08 5C14 Same for Mac.

7E08 1A89 Joe keeps the bones as weapons as long as the switch is enabled.

7E08 5A89 Same for Mac.

7E08 2202 Infinite lives for Joe.

7E08 1A92 Infinite boomerang weapons for Joe.

7E08 6202 Gives Mac infinite boomerang weapons.

7E08 1A93 Gives Joe infinite fire weapons.

7E08 5A93 Gives Mac infinite fire weapons.

7E08 1A94 Gives Joe infinite wheel weapons.

7E08 5A93 Gives Mac infinite wheel weapons.

KRUSTY'S SUPER FUN HOUSE

7E11 A303 Infinite Krustys.

LEGEND OF ZELDA

7EF3 6D50 Invincible 10 hearts.

7EF3 6E80 Unlimited magic energy.

7EF3 7746 Unlimited 70 arrows.

7EF3 4332 Unlimited 50 bombs.

7EF3 7447 All pendants.

LEMMINGS

7E00 950X Replace X with a number to start a level with this number of climbers.

7E00 960X As above, but for floaters.

7E00 970X As above, but for lemmings.

7E00 980X As above, but for blockers.

7E00 990X As above, but for builders.

7E00 9A0X As above, but for tunnelers.

7E00 9B0X As above, but for miners.

7E00 9C0X As above, but for diggers.

MAGIC SWORD

7E04 0C05 Never lose magic.

MYSTICAL NINJA

7E1B 6002 Player one gets infinite lives.

7E1A B002 Player two gets infinite lives.

7E1A AD99 Player one gets lots of money.

7E1B 5D99 Player two gets lots of money.

SUPER ADVENTURE ISLAND



He's bad 'n' rad, he's having the adventure of his life. With these Action Replay codes so can you.

7E03 0D05 Infinite lives.

7E0D 6C20 Unlimited energy. The Action Replay must be turned off at the end of each level.

SUPER BATTLE TANK

7E04 9E42 Unlimited 120mm cannon.

7E04 A001 Unlimited laser-guided missiles.

7E00 6700 When switch is on, tank will not sustain any damage.

7E05 C4FF Unlimited fuel.

7E04 A296 An unlimited machine gun.

7E00 250X You start at level X+2. eg. 4 in place of X gives you level six.

SUPER DOUBLE DRAGON

7E00 DC02 Unlimited lives. The screen will corrupt for a few seconds, but don't worry.

TOP RACER

7E1E 6C03 Gives infinite nitros for player one.

7E1E 6E03 Gives infinite nitros for player two.

ULTRA MAN

7E03 9360 Unlimited energy.

7E02 1880 Unlimited time.

ACTION REPLAY MEGA DRIVE



A clash of heavy metal and pinball, *Crue Ball* smashes its way onto the Mega Drive. You can now smash the game yourself and show it just what it takes to be a pinball wizard.

CRUE BALL	PRO	LHX ATTACK CHOPPER	PRO
FF843 2XXXX	Score X10,000 (enter 0-9999).	FFF1B D00D0	Infinite chain guns.
FF843 4XXXX	Volume level select (0-9). Level nine is a hidden level.	FFF1B F0004	An infinite amount of sidewinders.
FF843 B000X	Score multiplier (0-5).	FFF1C 10008	Infinite hellfires.
FF843 D0001	You obtain infinite number of balls.	FFF92 A004A	Unlimited fuel.
FFB49 100FF	Top Gate dropped.	SMASH TV	PRO
FFB50 C0001	No wall guards.	FFA37 B0007	Infinite lives.
		SUPER WRESTLEMANIA	PRO
		FFB8F A0120	Unlimited amount



Have a smashing time on *Smash TV*. Infinite lives should see you through this classic blast.

FFB8F E0120	of energy for the first wrestler for player one.
	For player two.
WORLD OF ILLUSION	PRO
FFA03 80008	Unlimited health for player one.
FFA0B 80008	Unlimited health for player two.
FFFD5 30008	You obtain infinite lives.

ATTENTION REPLAYERS

As from this month we want you to send in the best codes that you have discovered. It doesn't matter which system you own, if you find any Action Replay codes - send them in. Each month we will be giving away Action Replay T-shirts to the senders of the best codes. So get plugging away with those carts and send your codes in to:

"I'm so hopeless at games that I have to cheat",
GamesMaster,
Future Publishing,
30 Monmouth Street,
Bath, Avon BA1 2BW.

It's a bit short this month but you can bet your little cotton socks that next month the code section will be back to full strength.

MICKEY'S MAGICAL QUEST



Following on from our unreservedly impressed, 87%-kind of attitude towards this one in issue two, it seemed pertinent to put together a sizzingly useful player's guide. Herein, you'll discover some astonishing tricks and tactics for overcoming the game bosses – and one or two tiny snippets of general level information.

STAGE ONE (TREE TOPS)



MID-LEVEL BOSS

Simply jump on the boss' head to damage him. When he flies up to a tree and does a quick bat impression, he'll release three evil miniature versions of himself. It's probably better just to jump on the miniatures and quickly dispose of them. It is possible, but a little risky, to jump on them and, while they're dazed, pick them up and throw them at the boss.



END-OF-LEVEL BOSS

Giant snake. He will hang around one side of the screen, turn red briefly, and flip over to the other side, flicking his tail out as he does so. Stand on the red block platforms, jump and throw the unlimited supply of blocks at his head. Be ready to jump over to the other platform as the snake glows red and dashes over to your side. Jump at the last minute, or you'll just hit the edge of his tail. Don't risk too much to get hold of the body segments – and always throw them from a jumping position to ensure damage to the boss.

STAGE 2 (DARK FOREST)

Here, use the flexible, bendy ends of the branches to execute some nifty and precise jumps.

This small, determined looking leaf creature charges suicidally towards you. Lure him over and zap him with your magic bolt.

Here, you cast a spell and create a multitude of Mickeys all over the screen. Good, eh?

Actually, that was a lie. They're merely part of the process of linking game screens together.

STAGE TWO (THE DARK FOREST)



After leaving the golden cave, drop off the ledge and steer left. You'll find a General Store.



MID-LEVEL BOSS

When he throws the grass skirt, jump, and, while still in the air, charge up your magic bolt to full power. Blast him as you land. As the skirt returns to the boss, duck and recharge. Repeat.



END-OF-LEVEL BOSS

The spider boss may look pretty formidable, but he's actually one of the easiest bosses in the game. Stick to the two extreme left and right solo platforms. Charge up to full, blast the spider in the head and, when he moves in, jump over to the opposite platform and repeat the technique.

Entering the treacherous domain of Pete's Fire Grotto, Mickey's petrified. So why is he still bloody smiling?



STAGE THREE (THE FIRE GROTTO)

From the second part of this stage on, you'll need your hose to manipulate blocks and make progress easier and, in some cases, possible.



MID-LEVEL BOSS

This mutant viking thing is fond of slamming his hammer into the ground - causing a fire-propelled platform to rise to the spiked ceiling. Stay on the move and jump his fireballs.

Keep blasting him with high-powered magic bolts when it's safe to do so.



END-OF-LEVEL BOSS

Stand your ground on one of the moving platforms. Shoot water at the boss as you circle him.

The water will safely neutralise the fireballs and gradually wear down the boss himself.

STAGE FOUR (PETE'S PEAK)



HIDDEN LEVEL

To discover a hidden location - on the second part of this stage - walk right until you come to the second chasm.

Fall down and use your grappling hook on the ground as you come to the bottom. Swing right and you'll discover the hidden location with plenty of power-ups.



END-OF-LEVEL BOSS

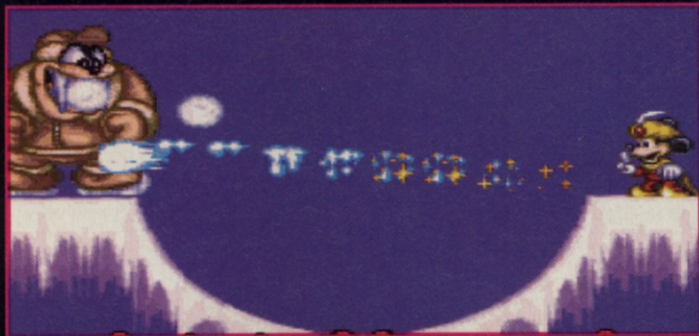
As the eagle approaches, hook onto the right-hand Mickey symbol and stay there until the screen stops shaking.

Now, wait until the boss appears with a large egg. Quickly fling the hook towards the egg. Once you have it, throw it towards the boss.

Frolicking daintily over the burning, mobile platform, Mickey now prepares to face, er, a small fireball on legs.

STAGE FIVE (SNOWY VALLEY)

You'll need to be Firefighter Mickey, here. Use the hose to shoot the blocks and create ledges.



END-OF-LEVEL BOSS

As the boss appears, change into Wizard Mickey and stick to one side of the screen. Charge up a full power bolt and as he skates over, jump up and release the bolt. As he moves over to your own side, simply jump onto his head and take up position on the opposite side of the screen. Repeat the technique.

STAGE SIX (PETE'S CASTLE)



You'll need to be Firefighter Mickey for the final confrontation with the dastardly, er, Pete. Despite the rather lame name for an ultimate baddie, Pete is actually a bit of a swine to beat, with plenty of lethal and varied attacks. Generally, concentrate an attack on the giant P on Pete's chest - but here's a guide to his other attacks...

Here's a dazzlingly illustrative example of how you have to squirt the blocks with your hose to move them...



Having leapt over that spewing volcanic hill, Mickey rejoices at having completed, er, a section of the level.



FIRST ATTACK

A tall wall of blocks moves towards Mickey. Crouch down and squirt the lowest block.

Eventually the wall will pass over and you can jump over the single block.



SECOND ATTACK

Three torches begin to swoop down the screen and move in for an attack. They will swoop twice to the right, twice to the left and then drop. Nip to one side and squirt them. They will transform into fire hydrants.



THIRD ATTACK

The bouncing blocks are easy to dodge, jump onto or squirt.



FOURTH ATTACK

Pete will use this attack when he's turned pink - meaning he's almost destroyed.

Blue plumes of steam fly up from the ground - not particularly difficult to avoid.



FIFTH ATTACK

A burst of electricity appears between Pete's hands which he eventually blasts towards you. Be ready to jump.



THE "GRAND" FINALE

That's it. You've done it. Unfortunately, it's one of those naff, Dallas-style "It was all a dream!" end sequences. Ah well.

FATAL

In the two-player game of *Fatal Fury* it is possible to control the bosses. Choose a one-player game from any of the three controllable players and when you have to choose a second player press **Down** on the second joypad. If you have done this correctly you will then be able to choose from the following selection of eight characters.

THERE ARE HUNDREDS OF DIFFERENT STYLES OF MARTIAL ARTS AROUND THE WORLD. KARATE (THE BEST KNOWN) COMES FROM JAPAN.



MICHAEL MAX

A boxer who bears a striking resemblance to a well known boxer who was good at mashing people up. And he wears a sweat-top.



Spinning Uppercut - Down, Down/Right, Right, Up/Right, Up, and Y

Evasive Jump - Left, Left



Running Uppercut - Left, Right, and Y



Combination - Keep pressing Y



DUCK KING

Duck King is a bit of a punk who has very spikey hair. He definitely favours the MC Hammer dress code..



Rolling Attack - Left, Right and Y



Rolling Throw - Left, Down/Left, Down, Down/Right, Right, and A



RAIDEN

He's very fat and pretends he's Captain America. Rather a cross-breed between a sumo wrestler and your average comic book hero.



Choking Hold - Down, Down/Right, Right, Up/Right, and Y



Sand Storm - Down, Down/Right, Right, and Y



RICHARD MYER

Dicky's a bit of a new age hippy, sporting a chic ponytail, and as such prefers a good pair of bell bottoms to your average drain-pipes.



Handstand Kick - Down, Up, and Y



Flip Kick - Down, Down/Right, Right, Up/Right, and B

FURY

We also have their special moves for you so you can control them properly and then kick seven shades of manure out of your opponents.

The controls below are detailed for when you're facing to the right. Just change the Left for Right and so on if you're facing to the left.

BILLY KANE



Here we have a boy and his pole – just a youth really who wears a bandana and thinks that he's something a bit special.

Spinning Cane Attack – Left, Right, and Y



Combination – Keep pressing Y



GEESE HOWARD

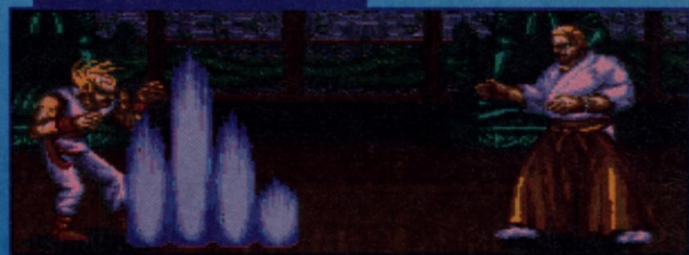


Top bloke – by day he wears nice suits and by night he wears all manner of oriental clothing, especially rather flared trousers.

Strangle – Down, Down/Right, Right, Up/Right, and Y



Lightning Wall – Left, Down/Left, Down, Down/Right, Right, and Y



HWAI JAI



A Thai boxer who looks like a chimp and wears a headband that says 'I Love Chelsea'. He's also very hard so I'll shut up now.



Throw – Down/Left, Left, and A

Fast Thrust Kick – Down, Down/Right, Right, Up/Right, and B



TUNG FU RUE



A bit of a schizophrenic who becomes a massive monster when things are going bad. Otherwise, he's just a little Chinese Wing Chun master.



Power Punch – Left, Right, and Y

Monster: Flaming Spin – Down, Up, and B



Flying Spinning Punch – Left, Right, and Y



SLEEPWALKER

GamesMaster gets together with CTA Developments to bring you some cryptic tips for a really cryptic game...

KIPSVILLE



- Fall through the cables by kicking Lee onto them, then by running onto them yourself.

- Don't try to get on the barrel with Lee. It is possible, but it's better if you push him first, and then swim.



- The sewer is much bigger than you think.

- Leave Lee at the end with the sleeping traffic warden blocking the road, and go back and search for any comic pick-ups that you may have missed.

ZOO



- Give all the whoopee cushions to Lee, because Ralph is indestructible anyway.

- Walk ahead of Lee when crossing the rope bridge, it'll save Lee having to hang around.



- Jump into the first swinging monkey to get a letter C. This is difficult at first, but persevere.

- It's not obvious at first, but there are plenty of hidden passages underwater.

GRAVEYARD



- Just to the right of the big foot, you will find a barrel. Push it into the switch and you will unlock a wall nearby.

- Beholders are harmless, just as long as you don't look at them.



- If you manage to find the vampire, then you'll find that being batty can lead you to higher places.

- Confucius says "Some bridges can't take the weight of big rocks." This may be a clue.

CONSTRUCTION



- Don't be afraid of letting Lee walk off high platforms – you will find that sand will break his fall.

- Stuck for somewhere to leave Lee? Leave him in the air stream of the big fan – he'll be OK there.



- Fire can be blocked by using almost any object, but keep an eye out for hidden water.

- If you think that an object has no use, try jumping off it to find one of the letters that you might have missed.

FACTORY



- Lee may be left walking on the spot on any conveyor belt – which is useful if you need to wander.

- Watch all of the pipes very carefully, because some of them will leak horribly nasty things.



- Some funnels are safe to drop into, but some will squash you like a rotten tomato.

- Eye, eye! There appears to be a secret passage somewhere here... It'll take some finding, though.

KIPSVILLE RETURNS



- The alley cat with the binlids is scared of dogs hanging around – so he'll hide from Ralph.

- If you're finding alarm bells a bit of a bother, remember – they don't like being hit.



- Bins are really, really noisy places for acorns to land in – so if you want to keep Lee asleep, you'll have to stop them!

- If you run out of ideas, then you'll find hitting walls will sometimes open secret passages.

MEGA-LO-MANIA

NAME THREE LIVING MEGALOMANIACS AND WIN A COPY OF THE GAME ON AMIGA OR DRIVE. BE CAREFUL NOT TO LABEL ANYONE, THOUGH!

The key to being good at this game is to be quick and thorough. You must always know what the other players are up to. They move their forces around at a lightning pace, and if you're too engrossed in building weird and powerful contraptions, you'll soon find yourself under siege.

So there are certain plays which make sense logically and will keep you in the game.

1 Always post defensive men in your castle, mine and laboratory. Even though there aren't many of them, they'll defend your sites for quite a while, enabling you to whip up an army with which to start trouncing the attackers.

2 Equip your defenders with the best possible weapons. A bit obvious, really. This will improve your overall technology rating. Hence...

3 Make sure your castle defences, offensive weaponry and defensive weaponry all advance together. This will send your technology rating soaring, and you'll have bomber fleets whilst the enemy are still struggling to invent boiling oil.



Selecting the right amount of people to do your mining is vital. Don't use up all your elements in a frenzied burst, but keep them trickling in steadily. And be prepared to move to another square when they start to run out, too.



Don't build your castles near anyone else if you can help it. And remember the elements, too.

KNOW YOUR ENEMIES

PLAYER SELECT



SCARLET

FIREY AND AGGRESSIVE
DEMIGODDESS OF THE PLEIDES
CONTROLLER OF THE RED PEOPLE



OBERON

BACKSTABBING AND RUTHLESS
SELF-APPOINTED KING OF ALGOL
CONTROLLER OF THE YELLOW PEOPLE



CAESAR

VINDICTIVE AND UNPREDICTABLE
GODFATHER OF THE TRAPEZIUM MAFIA
CONTROLLER OF THE GREEN PEOPLE



MADCAP

CUNNING AND DEADLY
ANDROMEDON MERCENARY SUPREME
CONTROLLER OF THE BLUE PEOPLE



There are four players in *Mega-Lo-Mania*. Each has a separate character which strongly affects the way they play. These don't seem to have much of a random element, so once you've sorted out how they're going to behave, you can plan your world, and indeed, universe domination strategy accordingly. But to save you time, and because we need to do something after the reviews section's gone to art, here is the low-down on those war-mongering dudes.

SCARLET

Aha. A girly. Bound to be a push-over, then. Think like this and you're doomed. You could see Scarlet as a bit of a trick by the programmers. She's probably the most calculating and nasty of the computer players. She will generally refuse to join in alliances, but will happily go to war with anyone who happens to be nearby and who might have something worth nicking.

OBERON

He wears primary colours and speaks in a rather high-pitched voice. Yes, it's another stereotype. Oberon often offers you alliances with the camped-up words "Do you want to be on my team?"

Trusting him too much is a mistake, but he tends to keep his promises for a while, leaving you with the business of getting a major army together, or beating up someone else.

MADCAP

Aha! His name's Madcap. An utter madman, you'd think. Well, to be honest, this is pretty much the case. He specialises in exploding at folk, and smashing in their forces or castles, until there's nothing left. He seems to pick his targets at random, although there could be a hidden formula.

Because of his erratic nature, he doesn't need to be worried about as much as the other players. He doesn't really get very far in the game, preferring to go to war straightaway rather than building up his defences.

CAESAR

If you're expecting a joke about chunky food specially formulated for small dogs, you'd better buy Mega. They used a particularly poor quality one last month. What we'll discuss are his tactics.

Definitely the most trust-worthy of the players, you should always make a friend of him in the first few minutes of each level. Of course, you can always attack him later, breaking your agreement. But it doesn't hurt not to have to worry about him.



Ah, you see. It's a mistake not filling your turrets with defenders. Those UFOs can't lose.



Always have a battlegroup on call just in case a load of enemies materialise round for coffee.



Instead of relying on wizened, beardy types, the LOV programmers scanned in famous faces from the industry. Er, so who's this, then?



Oh, touché. In Mitteldorf, it's particularly au fait to wander around insulting people en masse... But, au contraire. (Please shut up. Ed.)



It's important to make the right choice when viewing accommodation. This particular bedsit commands attractive views of the local street.

LEGENDS OF VALOUR

US Gold will soon be publishing an extensive tips book companion to this fabulous RPG-with-a-few-differences. Until then, here are a few pertinent bits and pieces of information to assist you in the various quests and generally get you pointing in the right direction.

GENERAL SURVIVAL

1 Get yourself a room. It doesn't have to be plush and luxurious – just cheap and practical. The cheapest, nastiest room can be found at the Seaman's Tavern.

2 Always sleep in your room. You may be under the mistaken impression that it is very 'rock 'n' roll' to go out, get drunk and collapse in a pool of

your own urine, but it's really not too good for your general health and financial situation – if you take our meaning.

3 Make sure you have the seven league boots (which you can obtain from the room just south of the East Gate) and the gauntlets of power (upstairs in the armoury).

4 Inbetween quests, be sure to spend a good couple of days slobbering out (drinking, eating and sleeping). Although it may be tempting to summon up superhuman reserves of energy – you, er, don't have them. And you'll die.

5 Mitteldorf isn't a communal society where capitalist trading and cynical financial exploitation are outlawed. Disregard any ethical concerns and make lots and lots of money.

6 Should you become inadvertently possessed by an alien spirit, don't bother getting yourself cured. You may foam at the mouth and say the word "jellyfish" every other sentence, but it happens to be good for your general health and charisma. Apparently.

GET RICH QUICK

You can make money by trading commodities, running errands and mugging people.

1. COMMODITIES TRADING

Buy cheap and sell high. Know your way around town and use our table of shop prices to exploit the shopkeepers as ruthlessly as possible.

2. ERRANDS

Low status and badly paid. Only good for an initial cash boost to start you on your commodities trading.

3. MUGGING

It's fun, and the benefits can be high – but the citizens don't tend to hand over their goods without a fight, and injury is likely. Healing fees can then be high.

Also, you could try your hand at selling bat snacks – kill bats and sell their remains for about 2g – and, once you've completed a few quests, flog your unwanted quest items.



Ah, the soaring majesty of the eagle – symbolising the insane wanderlust of the human condition, its thirst for new experience and adventure. Nice graphics, too.



A choice selection of fine pub food. Vomit pie, Bile and Eyeball soup, a goblet of mucus... Astonishingly enough, Mitteldorf isn't mentioned in The Good Food Guide.



In this case, the crimes in question involved loitering without due care and attention, eating food, wearing clothes, and using the word "thigh" in polite company.

WHERE TO STAY, WHAT TO EAT

Hostel	Rooms	Food	Price	Value
Waif's Rest	200g - 210g	Dragon's Egg	6g	V. Good
		Minotaur Pie	4g	Poor
		Batcake	5g	Fair
		Bugburger	4g	Fair
		Mead	2g	Fair
		Ale	2g	Fair
Dead Man's Inn	160g - 190g	Dragon's Egg	5g	V. Good
		Medusa Bolog.	6g	Good
		Bugburger	5g	Fair
		Cyclops Stew	7g	Fair
		G & T	2g	Poor
		Ox Blood	3g	Poor
Flea Pit	140g - 150g	Minotaur Pie	5g	Fair
		Bugburger	6g	Fair
		Zombie Brains	6g	Good
		Salted Squid	7g	Poor
		Mead	2g	V. Good
		G & T	2g	V. Good
Traveller's Inn	140g - 170g	Dragon's Egg	6g	Good
		Zombie Brains	6g	V. Good
		Minotaur Pie	5g	V. Poor
		Batcake	6g	Good
		Ox Blood	3g	V. Good
		Ale	2g	Fair
The Boardings	135g - 140g	Dragon's Egg	7g	Good
		Cyclops Stew	8g	Fair
		Medusa Bolog.	7g	Fair
		Bugburger	6g	Fair
		Ox Blood	4g	V. Good
		Mead	3g	Poor
Hermit's Repose	135g - 140g	Dragon's Egg	7g	Fair
		Salted Squid	5g	Good
		Batcake	5g	Good
		Cyclops Stew	6g	Poor
		Ale	2g	Good
		G & T	2g	Poor
Thespian's Tavern	135g - 140g	Medusa Bolog.	5g	Good
		Salted Squid	4g	Good
		Cyclops Stew	6g	Good
		Zombie Brains	6g	Good
		Ale	2g	Good
		G & T	2g	V. Good
Seamen's Lodgings	135g - 140g	Zombie Brains	5g	Good
		Medusa Bolog.	6g	Poor
		Salted Squid	4g	Fair
		Minotaur Pie	6g	V. Poor
		G & T	2g	Fair
		Ox Blood	2g	Fair

THE GUILD'S REQUIREMENTS

Level	Cost	Time (Days)	Quest object
Asegeir			
Level 1	28	2	Potion of Judgement
2	38	4	Scroll of Truth
3	35	5	Stone Tablet
4	60	6	Empty Pitch Bucket
5	All	5	Golden Lamp
LOKI			
Level 1	5	3	Ring of Andvari
2	42	3	Hypnosis Herb
3	30	4	Royal Seal
4	48	5	Gambantein
5	All	7	Witches Cauldron
Men At Arms			
Level 1	24	2	Bronze Helmet
2	38	3	Contraband
3	45	5	Beastbite Antidote
4	60	7	Victor's Laurels
5	175	8	Gorgon's Head
Mercenaries			
Level 1	30	2	Wages Sack
2	40	4	Eye of Surt
3	50	5	Eivak's Helmet
4	50	4	Crossbow
5	190	7	Battle Standard
Thieves			
Level 1	20	2	Collection Bowl
2	40	3	Taxes
3	50	7	Guild Plans
4	50	7	Seal of Approval
5	All	7	Jewelled Rock
Set			
Level 1	30	3	Holy Orb
2	35	3	Flask
3	35	4	Royal Gem
4	60	6	Anvil of Power
5	200	7	Larnia's Rattle
Odin			
Level 1	30	2	Hugin the Raven
2	33	3	Astrolabe
3	40	4	Map of the Labyrinth
4	54	7	Cyclop's Eye
5	180	6	Scroll of Ran
Freva			
Level 1	35	2	Sacred Book
2	10	3	Golden Idol
3	40	5	Sack of Scrolls
4	60	6	Elixir of Life
5	All	6	Spy Plan Scroll
Aeqir			
Level 1	25	2	Scroll of Ran
2	40	4	Death Certificate
3	50	5	Spirit in a Bottle
4	55	4	Instruction Scroll
5	All	7	IOZ Membership Papers



The chatting-up section of the game. Although many of the Mitteldorf women belong to Satanic cults and bizarre radical feminist organisations, they will respond to the correct advance... Select one of the following: 1. Hello, luv. Nice dress. 2. Do you sacrifice here often? 3. My name's Les. What's yours? 4. Is the halitosis all part of the ensemble? 5. What on earth are you wearing on your hands? 6. I have an aubergine. Perhaps you would like some?



During a particularly experimental section of the game, your character inadvertently invokes Choronzon - the terrible demon of Chaos. Choronzon: "I am the foul one. Defiler of all life, spitter-on of helpful people." You: "Very nice. Could you direct me to the nearest lavatory, I have haemorrhoids." Choronzon: "I will cast you into the fiery pit." You: "Look, lose the fiery pit business - and stop slobbering." Choronzon: (CENSORED).



Legends of Valour is more than just a game. It's, erm, a game. For one. Oh, sorry - just said that bit. Now, where was I? Oh yes. It's also a lesson in ethics. Should diplomacy break down, there's always the option of a spot of gratuitous violence. However, having had one too many tankards of Ox Saliva, this chap rather helpfully keeled over before we had the chance to kick his head in. Just goes to show how rock hard we are! (That's enough "Rock Hard!" Ed).

HELLO, COULD I MAKE A TRUNK CALL, PLEASE?



First, something we missed about this level in our quick Rolo guide last month...



1 Get all your chums over the lake (using the beaver to float the log over).



2 Now get everyone safely on to this log and wait around for a second.



3 The log will take you to a carefully concealed piece of the map. Now finish the level.

ROLO TO THE RESCUE

Last month, we massaged your tragic ineptitude with a light smattering of beginner's tips for this fluffy, furry, sort of pinkish little game from Electronic Arts. Here's a follow-on guide to some of the later and vital or difficult levels.

HOW TO DO THAT ANNOYING WATER LEVEL



You should now be nearing the end of the forest level. This area requires some precise jumping and positioning...



1 What you need to do is pick up the two blue bunnies from the start of the level.



2 Jump onto the first platform and float it down to an accessible position.



3 Repeat this for the next four platforms and execute a precise jump onto the floating log. Move this back to Rolo.



4 Now, get Rolo over to the central platform and use a rabbit to bring down the mobile platform directly above.



5 Use this platform to move Rolo up to the top of the screen. Now hop along the platforms to the right...

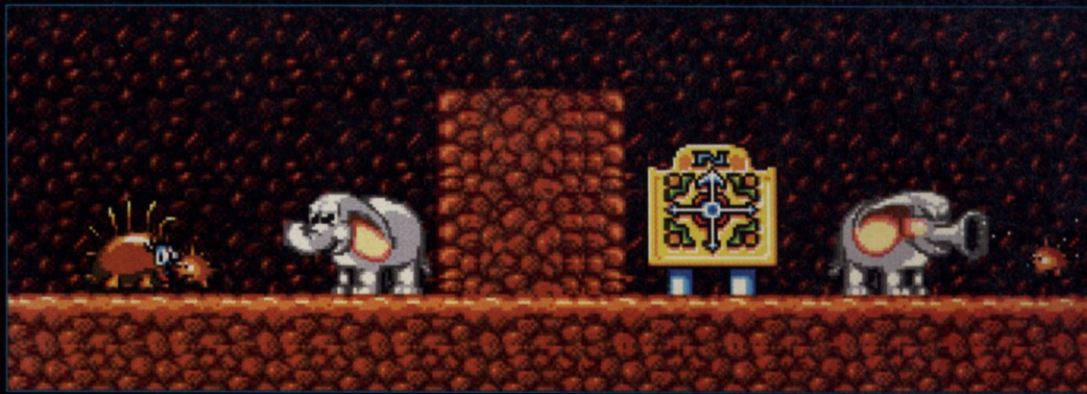


6 Towards the end, fall off and use a rabbit to bring the final platform to Rolo. Rescue the beaver and two moles.



7 Now, use a mole to dig through the wall. Collect the bonuses and finish the level.

RESCUE THE CUTE WICKLE HEDGEHOG...



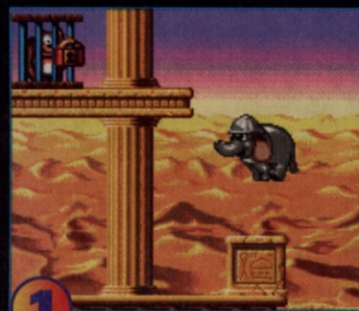
This level has a similar function to the *Super Mario World* Switch Palaces, in that it makes the rest of the game a lot easier.

Pick up the bonuses and the hoover. Now, suck up the small hedgehog at the bottom right of the screen. Jump over the rock to the, er, mother hedgehog thing (be careful not to touch her yet – you may feel a little... (Sorry! Sorry!)) and blow the baby out towards her. Now, the mummy hedgehog is friendly and, for the rest of the game, all the little baby hedgehogs will love you very much. (*Jesus. Ed.*)

NOW PUT THE LITTLE GIT TO WORK



There's a vital piece of the map here. It's no good just rescuing everyone and leaving without it.



1 What you should do here is bounce on the block to reach the Ringmaster.



2 Walk left and jump up to the left platforms. Let the mobile platform carry you over.



3 Walk right and jump off the edge. Rescue everyone – particularly Squirrel and, now, Hedgehog.



4 Change into a hedgehog and, from the right-hand side, fall down the pit, holding right on the directional pad. Now enter the bonus section and pick up the map piece. Change back to Rolo.



5 Fall down the pit. Use Squirrel to climb the left wall.



6 Grab the helium.



7 Now, use the inflated Rolo to rescue the last few animals.

WHEN I SEE AN ELEPHANT FLY

Rolo may be a bit of a fat git, but he still has a few nifty techniques at, erm, paw for reaching those seemingly inaccessible areas and power-ups.



On this and many of the other desert levels, repeatedly jump on the blocks inscribed with hieroglyphics.

You will get higher and higher and, eventually, a power-up, map piece or hidden area will be revealed.



Some map pieces may seem impossible to reach with a simple jump.

Here, all you need to do is crouch and use the baddie as a leg-up to reach the piece.

Welcome back to the Consoletation Chamber, where I endeavour to bring a little more happiness to the world. So if your life needs fixing, drop me a line - The Consoletation Chamber, GamesMaster, 30 Monmouth St, Bath BA1 2BW.

CONSOLETATION CHAMBER

MEGA DRIVE

Dear GamesMaster

In *Sonic 2* I can get through all the zones, but when I get to the Death Egg Zone I can't kill Robotnik. Could you please tell me how to kill him?

Darren Humphreys, Telford

On this level you have to be extremely careful as there are no rings, so one hit and you're dead. After you kill the evil robot, Sonic will be faced with a giant robot Robotnik. When he flies into the air, run to the extreme left. Wait until he locks onto you - a red circle will appear in the yellow target, and then move out of the way. When he lands he'll bend his knees, jump up and hit him on his

nose. Next run quickly to the right, before he fires his arms at you. Now repeat the above process.



This is Sonic just after he's jumped on Robotnik's nose. Yay Sonic.

Dear GamesMaster

On *Revenge of Shinobi* I've heard there is a level select. Could you tell me how it is done?

Ross Dobson, Co Durham

I'm awfully sorry but there is no level select. However, for infinite shurikens, go to the options screen and select 0 shurikens. Wait about 30 seconds and the 0 should turn into an infinite sign.

SUPER NES

Dear GamesMaster

I have got *Zelda 3* and have found all the pendants and the Master Sword. But my problem is that every time I go to the Dark World I'm told I need the Hammer.

Could you tell me where it is?

Rebecca Strickson, Grantham

Easy. It's in the big chest in the Dark Palace. Next.



Here you go Rebecca, this is what the hammer looks like - in fact this is what everything looks like.

Dear GamesMaster

I've just got *Super Mario Kart* and I think it's brill. The only thing is that I keep getting beaten in the Battle Mode and also the two-player GP. Do you have any advice?

S Moss, Isle of Man

ECCO THE DOLPHIN (MEGA DRIVE)

Dear GamesMaster

I've just bought *Ecco the Dolphin* and I'm finding it a tad difficult. I'd be eternally grateful if you could help me out.

Alan Black, London

If you type in Sharkfin or Starfish you'll be endowed with infinite air. For infinite air and health follow this procedure...

Enter the level code or start the game.

Hold down the A button and press Start. This will take you onto the level title screen. Now, while holding A and Start, begin the game.

Once in the game let go of A, and then press Start. If you've done this correctly, the game will be paused. Unpause the game and infinite air and health will be yours. Also, if you press B, and then A straight after, you'll get a deadly sonar that will destroy enemies, rather than you having to charge into them.

And what about this for help, here's a complete set of level codes...

LEVEL	CODE
1. The Undercaves	WEFIDNMP
2. The Vents	BHEBLFBE
3. The Lagoon	ERYELFBO
4. Ridge Water	DOXDVREJ
5. Open Ocean	JJDPVREA
6. Ice Zone	PVGEYREN
7. Hard Water	XAOAYREE
8. Cold Water	UQYVXREV
9. Island Zone	UYJZUREP
10. Deep Water	ZYGVRRER
11. Marble Sea	RMXKXREC
12. The Library	VGSOXREZ
13. Deep City	TUIHXREU
14. City of Forever	IROSXREX
15. Jurassic Beach	FXMTAPEA
16. Pteranadon Pond	JXFXAPEB
17. Origin Beach	PVABBPEF
18. Trilobite Circle	GGUEBPPE
19. Dark Water	BSOIBPEJ
20. Deep Water	UARSQOEL
21. City of Forever	POZJGPLR
22. Ecco's Home	(No code, as you cannot die here)
23. The Tube	VDHGKMLS
24. The Machine	CSOCKMLR
25. End Boss	(If the boss is not defeated, you go straight back to the beginning of Level 24).



Here's Ecco. Yep, now thanks to the boundless knowledge of the GamesMaster you can be an immortal Dolphin. Unless of course you swim around too many Japanese fishing trawlers, in which case you'll end up in a can of tasty Tuna chunks.

In the Battle Mode it's best to choose Toad or Koopa Trooper as they have good speeds and great handling. Run over a prize block as



Wait near the middle of the track with a red shell. Then fire!

soon as you can and stop the selection almost immediately. More often than not, this will give you a red shell.

Once you have a red shell, head towards the middle but stay in one of the lanes next to a wall. When your friend (or arch enemy in the heat of battle) comes around the corner, let rip a red shell.

If you obtain a green shell drop it behind you as you let it go. Otherwise you could end up with it heading towards yourself.

As for the GP, slow down and take the corners quite tightly and save the mushrooms and red shells until the end. Use up anything else straightaway.



Dear GamesMaster

Having bought the updated version of *Alien Breed 92*, I have become thoroughly stuck on level three. Can you help me with my little problem?

Steve Fletcher, Manchester

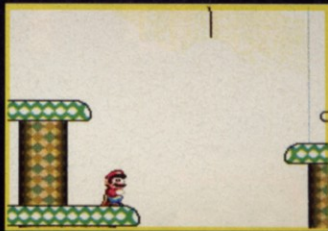
I can help you. I've got a few codes I'd like to give you...

- Level 2 XXDFA
- Level 4 RTHAA
- Level 6 LAEEA
- Level 8 UYTTA
- Level 10 PPEAB

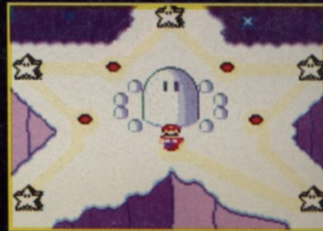


"Get away from her, you bitch." Um, sorry, I just couldn't help myself there. How about, "Drake, we are leaving." or... (*Shut up, please.* - Ed)

SUPER MARIO BROS 4



This is where you dip to finish the Cheese Bridge area.



Find the hidden exit and the special zone will be yours.

Dear GamesMaster

I'm having some trouble with *SMB4* on the SNES. I've been looking for the Special Zone but can't find it. Can you please tell me where it is?

Simon Muxlow, Nottingham

I certainly can. Make your way onto the Star Road and complete all of the worlds. Then when you've completed Star World 5 (by going through the secret exit) you'll be granted access to the Special Zone.

Dear GamesMaster

Where is the Secret exit on the Cheese Bridge area in *SMB4*?

Chris Spacagna, Romsey

I'm not too sure whether I should answer that young man for two quite good reasons. First, not a please or thank you in sight. And second, because we've already had a *SMB4* question. But as there are a few more mortals having problems, I will grant your request.

Make sure you've got a cape, because this section involves a lot of flying. Fly to the end of the level but don't go through the exit. Instead, fly down and under the exit and land on the other side of it. Now run to the right and you'll see another - now go through this and you'll have found the secret exit.



In mid dip. Get to where Mario is standing and you'll see another set of goalposts. Go through these to find the secret exit.

STREETFIGHTER 2 (AMIGA)

Dear GamesMaster

I have completed *Streetfighter 2* on the Amiga but I want to know if I can control any of the four boss characters.

Paul Knight, Plymouth

Yes, you can control any of the four bosses. To play them, make sure you follow this short, but complex, procedure.

1. Choose any character you like and start the game as normal.

2. Play your way through the game and when you come to the boss you want to control, let

him duff you up a little bit, ie kill you.

3. If you're in one-player mode, then insert disk 2 in the internal drive. If you are playing in a two-player game, you don't have put the disk in the drive.

4. On the character select screen, make sure player 1 chooses E Honda, if everything has worked correctly then you'll be unable to choose Ryu.

5. Now start the game again. Player 1 should be the boss who beats you and player two will be the computer's choice in one-player mode.

(In a two-player game you can choose anyone except Ryu).

It is very tricky to achieve, so if you can't do it at first don't worry.

Many thanks to Harjinder Sahal of Birmingham for that.

Remember, if you've got any tips you'd like to share with a couple of hundred thousand other readers, send 'em in. Some fabulous prizes are waiting to be won. If your tips are good enough, no rip-offs please, you'll get £100 of games.



Play with whoever you like. Dhalsim is having a crack at Chun Li.



Now let one of the bosses kick you in and end the game. All is not lost.



This looks the same but in fact player 2 now controls Balrog.

ARE YOU A GAMES

**PARUPPA-PUM-PUM! (TUM TUM!)
GROOVY!** You have stumbled upon the GamesMaster Secret Zone!

The Boss Of Prizes lies defeated, his treasure in the hands of last month's winner of the GamesMaster Secret Zone. But we cannot rest, because now the Boss Of Tinkers has done a runner with a big wodge of GamesMaster gear and is hiding out in his castle on World Five. Can you conquer the five Worlds and free all the super software-related treasures?

A point is yours for every level question you answer correctly. Enter your answers in the spaces provided on the entry form. When your brain can't take any more, register your name and address in the High Score Table.

Don't worry if you can't complete the Secret Zone in a single attempt. (In fact, don't cry if you can't finish it at all.) Simply select the **SAVE** option and jot down the numbers of the world and level you are on. You can now return to these pages at any time and simply continue from where you left off.

You don't have to answer all the questions, of course, but it helps. The highest scorer wins an invaluable software prize. We will also print the names of the Top Ten scorers in the next issue of GamesMaster.

DING DONG DING DONG, YOU DON'T HAVE THAT LONG

No, you don't. Your High Score entry must arrive here no later than 20 April 1993.

BONUS!

Increase the size of your potential prize by answering as many of these questions as is humanly possible.

POWER-UP!

By answering a Power-up Question you get not only a bonus point but a special ability - ie, a clue - to help you tackle the next Level!

WORLD ONE: JIMMYHILLIMPOSSIBLELAND

Level 1-1 Which popular console character is, legend has it, known as Mr Needle Mouse in Japan?

Level 1-2 Do you always see the funny side? Are your pants constantly soaking because you can't stop wetting yourself with laughter? Then what game should you be playing for Comic Relief?

BLIBBLE! Bonus Stage: Which famous funny comedian's voice would you hear?

Level 1-3 What type of helicopter would you use to destroy your enemy in Desert Strike and Gunship 2000?

Level 1-4 Who is Alien-busting in Fiorino

WORLD THREE: THESUNSAYSTRICKYLAND

Level 3-1 Which dazzling yet mysterious development team had a string of Spectrum Number Ones before turning their talented attention to the Nintendo Entertainment System?

KERPLUNK! Bonus Stage: Name one of their more recent releases?

Level 3-2 Taito went so far as to install strategically placed 'hair-driers' in the hydraulic motorbike-shaped cabinet of the arcade racing simulation WGP... to create the effect of wind blowing in the player's face. True or False?

Level 3-3 Which Sega beat-em-up features a dog as one of its heroes?

Level 3-4 The grand-daddy of all sports simulations has come to the Game Boy almost a decade after it hit the arcades. What is it?

WORLD TWO: PINOCCHIOSNOTSOHARDLAND

Level 2-1 In which Amiga best-seller would you find the secret GamesMaster room?

Level 2-2 Which hot new arcade beat-em-up features secret moves and buckets of blood and is coming to the consoles courtesy of Acclaim?

Level 2-3 Who is The Forever Man?

FZAKATAM! Power-Up! Who was the creator of one of the first interactive cartoons for a laserdisc arcade game?

Level 2-4 Who rescued Kimberly from the clutches of Commander Borf?

TINKLE! Bonus Stage: What's the name of

WORLD FOUR: BENJOHNSONCLEANLAND

Level 4-1 "A DC-10 airliner is hijacked on its way from Paris to Boston. The hijackers threaten to kill the hostages if their comrades are not released from jail. The plane lands at Kalubya. The hostages are hidden in several locations. The authorities call on Roy Adams, the man who performed the Operation Wolf mission a year ago, to rescue the hostages. Roy goes into action once more..." Where?

RUMBABA! Bonus Stage: "...this time with his friend..." Who?

Level 4-2 Where would you take a Gerald for a spin?

Level 4-3 In which race against the clock would you break your balls, get sucked and tossed off the course, banged senseless, and dissolved by acid?

Level 4-4 Which former piano teacher turned composer for the C64, had one of his pieces adopted by some Morris dancers (The Dinkies), then left Newcastle for the USA

GAMES MASTER?

MASTER

WORLD FIVE: GODHARDESTLAND

Level 5-1 I am brown. I used to be very hard and grow to a great length but now I am sticky and I will soon have a cheesy end. And I smell of fish. Who am I?

Level 5-2 Where would you be if your name was Brad and you were to travel through a subterranean cave system to the Valley Of The Lost, The Ice Palace and the Graveyard and you met fortune tellers, magicians, dragons, elephant seals and fire demons along the way?

Level 5-3 Which phenomenally popular character spawned a series of arcade machines and pinball tables and eventually gained arms and legs in his own television cartoon show?

DINGLE DANGLE! Bonus Stage: Name as many of those sequels as possible.

Level 5-4 Who would you be if you were touching prostitutes (for bonus points, of course) and blowing away drug pushers and crazed addicts such as Kinky Pinky, Sky High and Joe Rockhead?

THE ANSWERS TO GAMES- MASTER QUIZ #3

- | | |
|---------------------|------------------------|
| 1-1 Pinball | 4-1 Dave Gibbons |
| 1-2 Star Wars | 4-2 Dropzone |
| 1-3 Giger | Bonus: Stargate |
| 1-4 Turtles | 4-3 Tony Crowther |
| | 4-4 Domark |
| 2-1 Chuck Rock | |
| Bonus: Gary Gritter | 5-1 Inflates, explodes |
| 2-2 Rockford | 5-2 Activision |
| 2-3 True | 5-3 Impossible |
| Power-up: Asteroids | Mission |
| 2-4 Blasteroids | Bonus: Elvin |
| | Atombender |
| 3-1 Rainbows | 5-4 ?? (Think up |
| 3-2 Trolls | your own punchline). |
| 3-3 Manic Miner | |
| 3-4 ET | |

MY SOLUTION

World One

Level 1.1
Level 1.2

Bonus

Level 1.3
Level 1.4

World Two

Level 2.1
Level 2.2

Level 2.3
Power-up

Level 2.4
Bonus

World Three

Level 3.1
Bonus

Level 3.2
Level 3.3

Level 3.4

World Four

Level 4.1
Bonus

Level 4.2

Level 4.3

Level 4.4

World Five

Level 5.1

Level 5.2

Level 5.3

Power-up

Level 5.4

High score table - Please
enter your name and
address here:.....

.....

.....

.....

.....

.....

.....

Now pop this in an
envelope and send it to:

I AM A GAMESMASTER

GAMES MASTER,

Future Publishing,

30 Monmouth Street,

Bath BA1 2BW.



LETTERS

Letters, eh? Letters, letters, letters, letters, letters. Marvellous things, letters. You can send them to your friends, or send them to your enemies. And you can write whatever you want in them! Brilliant! Who invented the letter, we wonder. Someone pretty great, and that's for sure... (Look, can you just get on with the intro please? - Ed). Why don't you send us a letter? You can send it to us at: Letters, GamesMaster Magazine, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW

QUESTIONS, QUESTIONS

Could you please answer these questions:

- 1) When the adaptor comes out this year to play NES games on the SNES, will it enhance the NES games graphics?
- 2) Which is truly a better, more sophisticated machine - the Mega Drive or the SNES?
- 3) How much will the Super NES CD system cost?

Jason Gill

In answer to your questions - no, the adaptor will not enhance the graphics, gameplay or sounds of NES games one jot.

The SNES is technically superior to the Mega Drive and the Super CD system hasn't been priced yet, but will probably be close to Sega's £269 with-a-bundle-of-software Mega CD price.

IS SIZE IMPORTANT?

I would like to start off by saying your magazine is excellent. I have bought every issue and I read it from cover to cover. I think GamesMaster magazine is the best multi-format mag out. It's cheap (*Inexpensive, I think you might find.* - Ed) and covers heaps of things. I have some questions.

- 1) In issue one of GamesMaster there were 146 pages. In issue two there were 138 and in issue three there were 114. Will the number of pages continue to get lower? Why can't you have the same amount of pages in each issue?
- 2) I've got something that I'd like to point out to all the readers. I think that the competitions where you ring up and can win consoles or hand helds are rubbish! They take too long and they cost loads! Do you agree with me?
- 3) My control pad stopped working (on my SNES) I took it back but they wouldn't change it. Do you know where I can get it repaired? Once again congrats on a brill mag.

Sharron Camiletti
Borehamwood

Okay, we have to change issue size depending on the number of advertising pages that we get. This month we're back up to 124 pages again. And I dare say it'll be different next time. Mind you, it might be the same. Anyway, you get the idea.

Now, as for these 0898 numbers, I'm not sure you're right. All comps should clearly state how much the calls will cost per minute, how long they'll last and in most cases a total cost for your call. So long as you realise that they're not free to enter, you (or whoever it is

that pays the phone bill) can decide whether it's worth your while or not.

MEGA DRIVE COMPATIBILITY WORRY

I have been wondering about certain things to do with my Sega Mega Drive. Please could you answer some questions:

- 1) On the back of the game box it says "For use with the Sega Genesis System or Compatible systems". What I was wondering is, is the Mega Drive a compatible system?
- 2) I have been thinking whether or not I should wait for the brilliant *Streetfighter 2* or forget it and get *Streets of Rage 2* or a different beat-em-up altogether. At the moment I am getting a different sort of game, for instance... (*Yes, we get the idea.* - Ed)
- 3) Are American games cheaper or more expensive?

Matt Walsh
Bishops Itchington
Leamington Spa



Some people on the streets who seem to be in quite a rage. The people that is, not the streets.

Respect to whoever named the place where you live, Matt.

Right, you can use Genesis games on your Mega Drive, but you'll only be able to get them from grey importers. So, in answer to your third question, you'll have to shop around for the best prices. Yes, go and buy *Streets of Rage 2* because it's brill and *Streetfighter 2* won't be out for a while yet.

LEGEND QUEST COVERAGE "CAACK"

I am just writing this letter to say that your coverage of Legend Quest was utter cack. I mean for a start you only showed pictures from level one - why? Also, when you gave out the address... are you dormant or did you just forget there is a Legend Quest in Nottingham?. Anyway, apart from that I think you

mag's great, but could you please review a few more games for the Lynx.

Mark Herring
Ilkeston Derbyshire

Sorry, Nottingham-types for neglecting to mention you. Actually there are plenty of places where you can just play Legend Quest, but the Virtual Quest Centre is a completely dedicated location, and - as we said in the intro to the piece - therefore justified special coverage.

OTHER MAGS "RUBBISH" - IT'S OFFICIAL

Congratulations! Your magazine is excellent, the 3D glasses are great and all the other magazines are basically rubbish. I was glad to see that you have not just reviewed Mega Drive games or SNES games because I have an Amiga (*Phew!* - Ed).

Anyway, I think your magazine is great and everything (*Yes, we get the message, how can we help?* Ed) but I missed the first issue which was most disappointing. I have tried every newsagent but they just can't get it so could you please, please send me the first issue?

Also, could you tell me whether or not to get an 0.5 meg upgrade?

Gareth Pugsley
Leigh

Thank you and yes, it is worth getting an upgrade. You can get them from Harwoods for around £29.95. For more info phone them on 0773 836781.

WHEN WILL IT END?



Technology may say no, but Sega's deal-makers will try hard to deliver SF2 on the Game Gear.

When the series of GamesMaster ends, will your excellent magazine end? Also, will *Streetfighter 2* come out on the Game Gear? And will *Ecco* be

coming out on the Game Gear?

I am a totally excellent and avid reader.

Thomas Wiles

Good heavens no, Thomas. The GamesMaster magazine will be carrying forth the name of the GamesMaster long into the future, a beacon of hope in the dark, er, summer days when the show isn't "on air", as we international playboys say.

Sega, of course, aren't saying anything about SF2 but, if I was Johnny Sega and I had been talking to Capcom, I would make very sure that I'd got the deal for all three of my formats. Still, we'll just have to wait and see.

HE WAS HAPPY IN THE HAZE...

Before I start (oh, I already have), I would like to say that I'm not going to start my letter with, oh, your mag's so wonderful and god-like, all you lot who make it are superior beings to us mere mortals. (Okay, it's not obligatory. - Ed) I don't like that kind of twaddle. Don't get me wrong, I do enjoy and rate your mag very highly but I refuse to brown nose you just to get my letter printed. (Alright! Alright! Get on with it! - Ed).

The reason I am writing (Finally!) is Les Ellis. Les "bloody miserable face" Ellis. Will this man ever smile? Even when he reviews a game that he rates, the photo displayed on the page looks like he's just lost a £400 bet or something. I know this may sound like a minor niggle, but I got the mag from the newsy the other day and got home all happy-go-lucky, opened the mag and there he was, Mr Slapped-arse features looking like some sort of funeral director. This man's lack of happiness adds a drab atmosphere to the mag. Come on, Les, I'm sure you're a nice bloke, so let's have a big smile. Try thinking of a road accident involving Neil Sedaka. That often makes me crack a grin.

Andrew Meakin

**Stockport
Cheshire**

I'll wager, Drew, that you're the sort of person who says "Cheer up - it might never happen!" or "Come on - it can't be that bad!" Anyway, Les smiles plenty. He beamed from ear to ear when I gave him your address.



Ah, the wonders of modern technology. Using similar image enhancement software to that used by the FBI, we have, erm, enhanced Les' smile. You shan't see this picture again.

AND IT'S HELLO FROM...

Ho ho! That's what I have to say to you GamesMaster boys. My friends, Sven and Erik, and me would like to say hello and introduce ourselves. We are the

Jamming Crew and we are Amiga nuts from Holland. Watch out for us - we're going to be mega!

We have some demos of rock music and house graphics which we might send, but not today. Anyway, on with the show! Why are you GamesMaster boys so hung up about the SNES? Everyone knows the Amiga can wipe the floor with it, although it does have some pretty cool hardware sprite scaling. We don't want the Amiga to go the same way as the C64, so review more Amiga games!

Here in Holland the Amiga market is mega, and we have some cool games, but all the Amiga mags stink bad. So I guess we'll just have to put up with your GamesMaster. And why are all your pages so dark? Are you all glum people in England who like that sort of dead-end stuff? What about some white, Amiga-only pages?

Anyway, I have to go as my printer ribbon is running out. Keep the faith, bros!

**Hans Smitt
Holland**

Ye-e-es. Thank you very much. So what you're trying to say is "do more Amiga coverage." Is that right, Hans? Thanks, we'll try.

LOGIC TEST

Could you please print this letter, as I am in need of some answers.

- 1) If the Super Nintendo's Game Genie device can help you play as the bosses in *Streetfighter 2*, does this mean that the playability of the bosses is within the memory of the game itself?
- 2) If so, does it mean that there could be a proper cheat to play as the bosses?
- 3) Would the Atari Lynx be capable of creating a game similar to, or the same as *Streetfighter 2*.
- 4) If not, would any hand-held be capable of this feat?.

**Darren Tilley
Northern Ireland**

PS Keep up the good work.

PPS Could you give me a job as a reviewer?

Well, the Game Genie cheat only lets you play some seriously corrupted boss characters, and you can't do all of their moves. There's no Vega wall-jump thing or Bison's Scissor Knee. And if there was a proper cheat to play the bosses, I think we'd have heard about it by now.

No, the Lynx can't do SF2 because it isn't powerful enough and, to be honest, since the two-player game is what makes the title so great, it isn't particularly well suited to a hand-held system even if one could handle the processing required. Which they can't. Erm, so there we are.

A LITTLE BIT EXTRA

I am writing to ask you about the Mega CD because I am considering buying one. Is it 16 or 32 bit? What else does it do as well as playing CD games? In your opinion is it worth the £275? Oh, by the way, in issues one and two there was practically nothing on the Lynx even though it said on the cover that there was all the latest news on it, but there were only two half page crappy reviews in each of the issues. You could at least put some tips and cheats in the Tips Zone on some games, especially *Bill & Ted's Excellent Adventure*.

**Stuart Graham
Motherwell
Strathclyde**

The Mega CD is neither 16 or 32 bit, it's a CD player for the Mega Drive, which can play audio CDs as well as CD software. Sorry about the Lynx stuff, but there are only so many pages in the mag...

GIRLIE MAGS

First I would... excuse me while I change my pen, this one's running out... Sorry about the colour (*Which is in fact a rather pleasant green.* - Ed), it's the only one in the house. Ahem, as I was saying, First I would like to be totally different from Paul Corrigan and say that Dominik's jacket isn't cack!

Now, down to business. I am extremely put out by other magazines (not yours) because their mag pages and other things seem to lean in favour of boys - why? I know loads of local girls who are much better than boys at games (including me!)

I would be very grateful if you could give this subject a mention in one of your mags. I own a Mega Drive.

Karen Leszke

You're very nearly completely correct Karen. There are plenty of great female games players, but Dominik's jacket I am afraid, is cack.

MORTAL FEARS

Hello! Congratulations on a brilliant magazine and all that, I've bought every copy since issue three (*Oh, well done.* - Ed) and think that it's great.

Now, my question is about the great arcade game, *Mortal Kombat*. Now, I really love the game and stay awake for hours thinking through all the special moves and imagining endings.

Is it true that the machine has a violence setting? How can I change it? Also, who's doing the home version of the game? I heard that US Gold were doing it, but don't believe it's true. Please, please print this letter and answer my question.

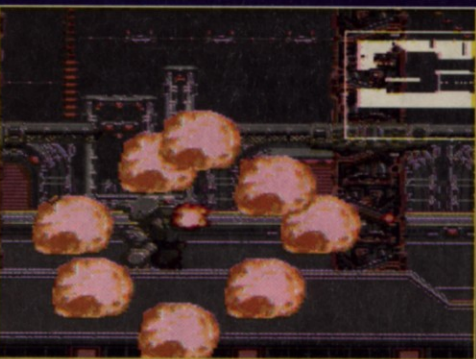
**Chris Thomas
Liverpool**

Well, Chris, *Mortal Kombat* is coming out for just about every console machine you can think of, and it's being handled by enormo-licence experts Acclaim. You can look forward to SNES, Mega Drive, Game Boy and Game Gear versions in the autumn, and it's shaping up to be one of the most incredible titles ever. Now, as for your violence setting, yes, you're completely right. The MK coin-op does have a setting determining how much, erm, claret etc is shown. However, it's a switch inside the machine for the arcade manager to adjust, rather than the player.

CYBER-WHO?

Tell me and my friends what the difference is between *Cybernator* and *Assault Suits Valken*. I saw the review in Super Play of ASV and I think it's the same game as I have seen preview pictures of it in other magazines, only they called it *Cybernator*. What is going on and can I have a T-shirt?

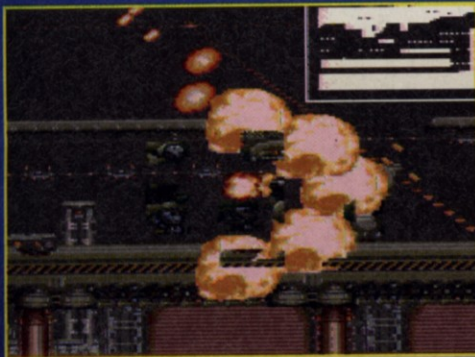
**Jeremy Jones
Cardiff**



Cybernator. Definitely not to be confused with Assault Suits Valken.

Well, Jeremy. I'm glad you asked that question, since it gives me a great excuse to print two pictures of *Cybernator* and try to make a joke.

Cybernator is *Assault Suits Valken*. Same game. In Japan it's called *Assault Suits Valken* and over here it's *Cybernator*. And it's reviewed this month. Right, crap joke ahoy:



Assault Suits Valken. Definitely not to be confused with *Cybernator*.

MUTANT LEAGUE REVOLT

What on earth were you doing putting that rubbish game *Mutant League Football* on the front of your otherwise excellent magazine? It's rubbish. It's nowhere as good as *John Madden 93* which I play every day.

What's the point of playing a load of stupid animals anyway? They're not even real! I think it was a big mistake, and hope you make better choices for your cover game in the future.

John Davies
Somerset

John, Johnny, Johnno! Mate! Don't get yourself in such a state!

Mutant League is a great game. It hasn't got as much depth as *John Madden 93*, but then it's got the novelty value of controlling the monsters.

Here's hoping that this month's cover is more to your liking.

RESERVE YOUR COPY

Dear News Vendor
Please reserve/deliver a copy of the May issue of *GamesMaster* for me. It's out on 19th April

Reserve Deliver me a copy

Ta.

Name:

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OR SUBSCRIBE

BY TURNING TO PAGE 94

SADDO CORNER

WARNING - PLAYING VIDEO GAMES CONTINUALLY CAN BE MOST HAZARDOUS!

As illustrated by a recent incident involving my Mega Drive hardware and *Castle of Illusion* cart. A long evening spent putting dear Mickey through his motions led to a small inconspicuous crack appearing on my screen, this developed into a bigger crack appearing on my screen and - POW! - the screen did shatter into a myriad of slivers!

And much to my total amazement, out stepped Mr Mickey himself! Blood shot eyes, battered bum and downcast mouth; a shambling mockery of his former self. Barely had he the chance to utter a few dire obscenities when his head unexpectedly exploded! Yuk what a mess, what with the bloody mouse brains and all. And all because I had busily pushed the buttons and waggled the joystick, pushing him too much, too far, to his sad and untimely doom.

So, fellow game players, next time you sit down for some fun and games, spare a moment's thought - what if that was *you* up there on the screen?

"The Gurgh"

Mouse Sympathizer Extraordinaire
Scunthorpe
South Humberside

Oh Good Lord!



Here we have a picture of *John Madden 93* which, as everybody knows, is better than *Mutant League Football*, but it hasn't got the monsters in it, you see? So, to sum up - if you want realism, go for *Madden*. If you want big monsters killing each other and the ref, *Mutant League* is for you.

And there, as you might have just realised all on your own, we have it. The conclusion of the termination of the end of another ball-blisteringly excellent Letters page, and indeed, another issue of the magazine. So, all that remains is for us to say toodle-pip! and very much hope that you can join us next time. The next issue is out, erm, oh, I had it a second ago, erm, err...

GAMESMASTER MAY ISSUE ON SALE 19 APRIL

CHUCK ROCK 2

SON OF CHUCK



Now the successful owner of Chuck Motors, Chuck Rock has been kidnapped by his arch rival in business, Brick Jagger, the shady boss of the Datstone Car Company. Following the arrival of the ransom slab, Ophelia cries as she reads the list of demands to secure Chuck's release. Six month old Chuck Jnr breaks out of his playpen vowing "I'll be back - with my dad!"

Join Chuck Jnr on 6 levels of prehistoric combat as he battles through volcanoes, mountains, jungles and caves. Tackle dinosaurs, snakes, elephants, grizzly bears, monkeys, tigers and turtles on your way to the final confrontation - the showdown at the Datstone Car Company to rescue the kidnapped Chuck Rock!



Available on Commodore Amiga
(1 meg only)

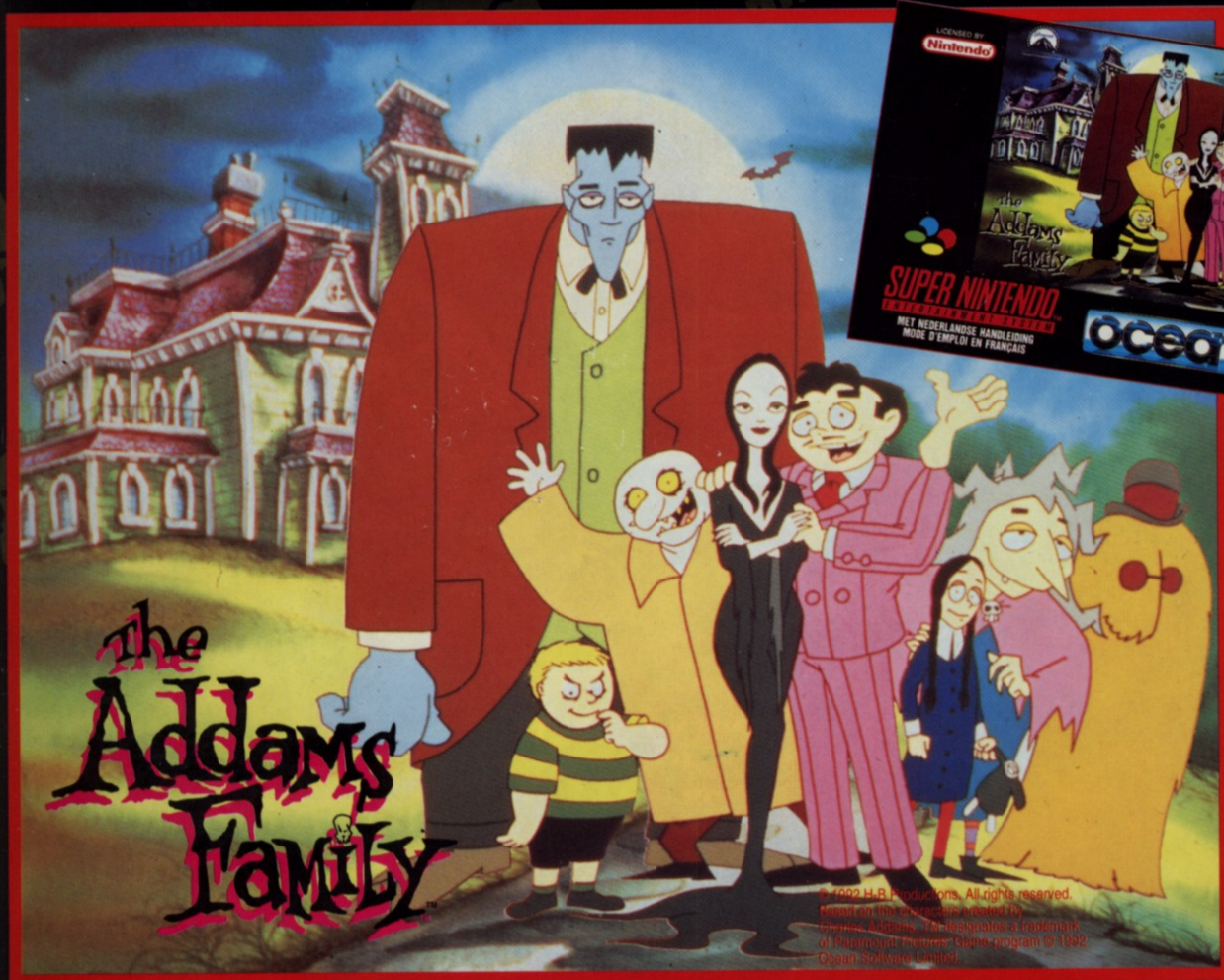
CORE
DESIGN LIMITED

Screen shots from Amiga version

Tradewinds House, 69/71A Ashbourne Road, Derby, DE3 3FS. Telephone (0332) 297797. Facsimile (0332) 381511

GET READY TO GET SPOOKY, AND GET SET TO GET KOOKY...

IT'S PUGSLEY'S SCAVENGER HUNT™ EN GARDE!



As if things weren't ooky enough! Wednesday has been a perfectly taunting child. She's gone and devised a simply tourturous game which will drive her darling wretched brother, Pugsley, to happiness. How absolutely delicious! Wednesday has hidden six wonderfully strange items somewhere about the Addams Family Mansion. Now, you must guide poor Pugsley on his quest to uncover them. Traps, traps, traps you say! Well, yes. What else would add so much lovely horror to this unaturally delightful fun? Little Wednesday, so full of charming woe, has made sure this adventure will be a doom-filled doozy. There are even hidden switches all about, which produce the loveliest blood-curdling effects when Pugsley runs into them.

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