

# RAZE

MAY 1991

A NEWSFIELD PUBLICATION

UK £1.95 US \$4.50

INCORPORATING

*The Games*  
**machine**



**SCOOP PREVIEW!**  
**CHUCK ROCK**  
Rattled and rolled!

**INSIDE:**  
BATTLE STORM  
DARIUS+  
GAIN GROUND  
GREMLINS II  
KING'S QUEST V  
METAL MASTERS  
POP UP  
RINGSIDE ANGEL  
QIX...

**PLUS OVER 100  
BLOCK BUSTING  
GAMES COVERED FOR  
YOUR MACHINE!**

**EXPOSED**  
**RED BARON**  
Flown and blown!

**MIDWINTER II**  
Get roasted in Rainbird's flaming  
hot action adventure!

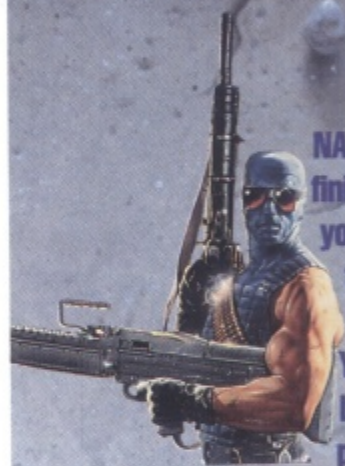


9 770960 770008

- ATARI 7800
- LYNX
- GAME BOY
- MEGA DRIVE
- NINTENDO
- PC ENGINE
- MASTER SYSTEM
- AMIGA
- ATARI ST
- IBM PC



# GOING OVER



**NARC** The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's **FASTER** - explosive power sends you hurtling through various terrains - hold the line or plough the

fields! It's **TOUGHER** - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

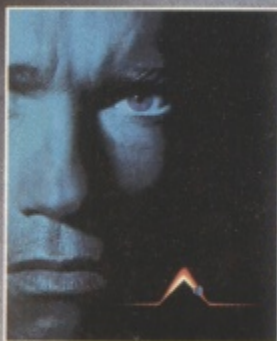
# FOR THE BEST IN S



AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD  
COMMODORE . AMIGA . ATARI ST



# ER THE TOP



## TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Recall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into

reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assassins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

© 1990 CAROLCO PICTURES INC.



EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

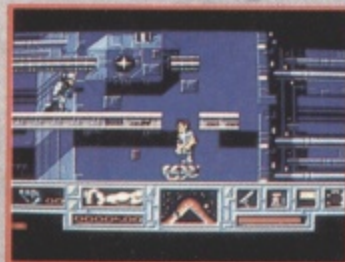
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of RoboCop!

ROBOCOP 2

RoboCop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together! HE'S BACK... TO PROTECT THE INNOCENT

ROBOCOP TM & © 1990 ORION PICTURES CORP. ALL RIGHTS RESERVED

# SOFTWARE ACTION



OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER, M2 5NS.  
TEL: 061 832 6633. FAX: 061 834 0650

# CONTENTS

Fast Forward	6
Big in Japan	14
Sega City	16
Narly Nintendo	18
Atari Attack	22
Sights on CD	24
RAZE Reviews	27
Poster	42
Import Reviews	60
Hot Slots	70
Hacks & Stacks	72
Budget Blitz	74
Competition	82

# ISSUE SEVEN



The phenomenon continues in  
**MIDWINTER II.....34**

■ Amiga ■ Atari ST ■ IBM PC ■



Tee off in EA's terrific sports sim  
**PGA TOUR GOLF .....38**

■ Amiga ■ Atari ST ■ Mega Drive ■



EXCLUSIVE



Zeed's back; meet the challenge  
**THE CYBER SHINOBI...38**

■ Master System ■



# SEGA SO GOOD!... 16

It's happened! Sega have officially launched the hand-held Game Gear together with ten astounding games. RAZE reckons this one in the hand's worth... well, check the specs and hark at the carts!

# Preview INDEX

## Consoles

GAME BOY	Astro Rabee	61
	Cosmotank	62
	Ghostbusters II	61
	Gradius III	61
	Gremlins II	62
	PC Frog	67
	Qix	67
MASTER SYSTEM	Danan The Jungle Fighter	39
	Speedball	52
	The Cyber Shinobi	48
MEGA DRIVE	Aero Blasters	66
	Ambition Of Caesar	68
	Dangerous Seed	66
	Gain Ground	64
	Musha Aleste	66
	PGA Tour Golf	38
	Ringside Angel	67
	Super Volleyball	65
	Volfied	68
	Wonderboy III	68
PC ENGINE	Darius+	62
	Lode Runner	62
SUPER FAMICOM	Bombuzal	60
	Pilot Wings	60
	Populous	60

## 16-Bit

AMIGA	Bandit Kings Of Ancient China	56
	Emlyn Hughes Arcade Quiz	44
	Feudal Lords	46
	Genghis Khan	32
	Metal Masters	30
	Midwinter II	35
	Moonshine Racers	50
	PGA Tour Golf	38
	Pop Up	53
	Warlords	28
ATARI ST	Emlyn Hughes Arcade Quiz	44
	Feudal Lords	46
	Metal Masters	30
	Midwinter II	35
	Moonshine Racers	50
	Pop Up	53
	Warlords	28
IBM PC	Bandit Kings Of Ancient China	56
	Genghis Khan	32
	Midwinter II	35
	Quest For Glory	54
	Red Baron	40
Warlords	28	

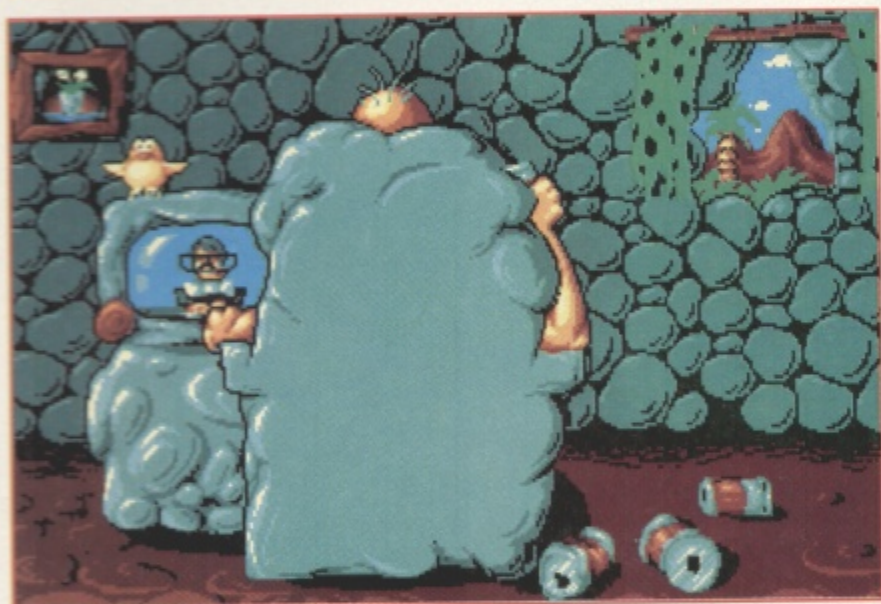
# CHUCK UP!

**C**huck Rock is the sort of character on which legends are built. Viz legends, that is. Chuck Rock is like a cave-man version of our own Jools Boardman – beer gut, slobby and hopeless. That's not to say that Chuck Rock doesn't exercise, though.



The grassy plains; Chuck is on the left and raring to go. Check out that designer stubble, Don Johnson eat your heart out. As you get further across, that bug might start to get in your way. And that bad guy over there looks like he could be do with a belly butt.

After the success of their recent platform/*Painter* game *Carv Up*, Core Design have called it a day. Not to the business, but to the genre. Their next release, *Chuck Rock*, will be the last platform game Core ever produce (yeah, right). Les Ellis sucked in and threw up the preview



From noon till night he is constantly exercising his right forefinger on the remote control of his TV or on the ring-pull on a can of Stones' bitter. And it is there that we catch up with Chuck.

Slobbed in front of the TV one day, watching a party political broadcast by the Caveservative Party, Chuck

suddenly hears a scream from the front of the cave where his wife Ophelia is putting the washing on the line. Looking around for his clothes, and realising that they are drying on the line, Chuck runs out into the caveyard naked to see Ophelia being carried off into the distance by a big brute. Recognising the oaf as

## SPECIAL DINO TRAPS

**CLIVE THE CROC** – acts as a seesaw. Stand on his tail and throw a rock at the other end to project Chuck into the air.

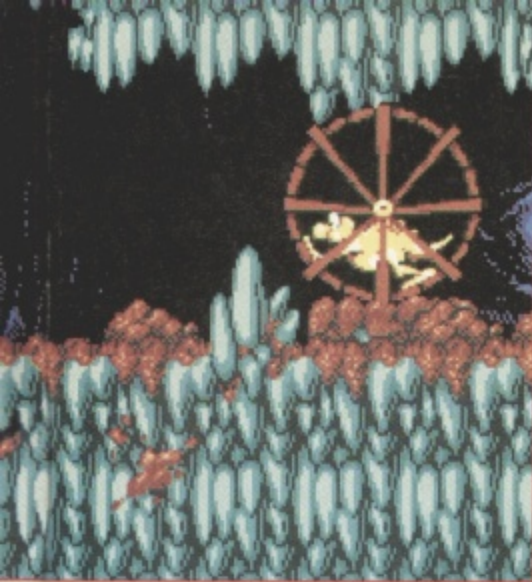
**BRIAN THE BIG BRONTO** – climb up onto his back and throw a rock at his head to start him walking across dangerous swamps etc.

**TERRY THE PTERODACTYL** – predictable name or what? If you belly-butt him, he will pick you up and fly you across any gaps.

**SYLVIA THE SNAKE** – lays curled up but when butted will extend across any gaps.

**DEREK THE DYNOLIFT** – when butted Derek will stretch his neck enabling you to reach higher levels.

**TONY THE TASMANIAN DEVIL** – will follow you around destroying all in your path.



A clear run through the cavern. Your energy indicator in the bottom-left corner shows that you have plenty left as well as two lives in reserve... Where did you get those trendy clothes?

local ruffian Gary Gritter, Chuck pops behind a bush, grabs a few fig leaves to wear, and sets off in search of his dearly beloved.

The trek to Gritter's domain takes you through five distinct levels: grassy plains, cave interiors, under-sea, Ice Age and the inside of a dinosaur leading to a graveyard.

Scattered around the floors and platforms of the levels are rocks which come in two convenient sizes. By picking up the rocks, Chuck can

either throw (chuck?) them at the pre-historic creatures around him or place them at strategic places enabling him to reach illusive platforms. If Chuck doesn't have any rocks in his possession, he can fend off the local fauna by "belly-butting" them with his immense gut. If Chuck can gather up the strength to jump, he can also kick the smaller inhabitants in the head.

After taking a look at a very early preview version of *Chuck Rock*, it's easy to see why this could be Core's best game yet. With *Lemmings* dominating the charts, "cute" is definitely IN. Forget the vector flight sims and



complex RPGs. When you want a laugh and a bit of fun, you'll be getting out *Chuck Rock* before you start thinking of *F-124A Stealth Interceptor VII*.

*Chuck Rock* will initially be available on Amiga in April, followed soon after by an Atari ST version and later a PC affair.

## END OF LEVEL DINOS

**WAYNE THE WOOLLY MAMMOTH** – spits snow at you from his trunk. Can also suck you in if you are close enough.

**TIM THE TYRANOSAURUS REX** – uses various parts of his body to attack you at different heights on platforms.

**FRANK THE TRICEROTOPS** – will repeatedly charge across the screen to get Chuck.

**STEVE THE SABRE TOOTHED TIGER** – cool dude, saunters around the screen and will pounce if you get too close. His growl will scare you stiff and freeze you to the spot.

**NESSY** – appears in the underwater level. Chuck will need to keep getting air to enable him to hit her.

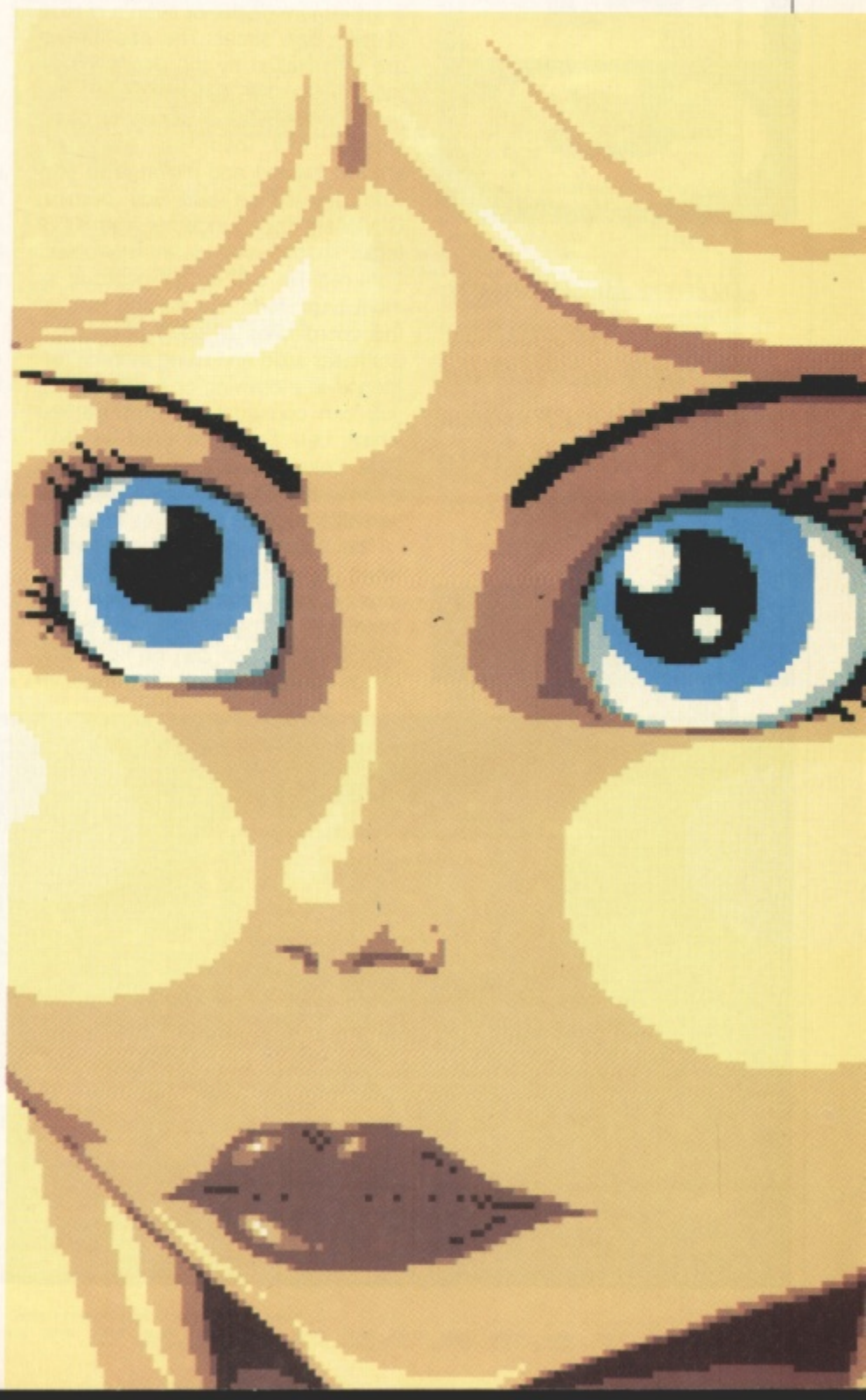
## PREVIEW POSTSCRIPTS

★ Are you ready for *Gunship 2000*, the sequel to the highly acclaimed etc, etc? Choosing between three types of helicopters and five types of mission, the player gets to fly some of the most advanced helicopters in the Western world today. Action takes place in Central Europe or the Persian Gulf. Single or multiple helicopter missions can be flown in the 3-D landscape that can generate river banks and valleys. Expect it on your PC this month at £39.99, in VGA and supporting Ad Lib and Roland.

★ This summer sees the release of *F-117A Stealth Fighter 2.0*, based on *F-19*, the award-winning and highly acclaimed... Players will experience new environments never before seen in a MicroProse product: Columbia!

Panama, Northern Japan and I\*\*q. Expect improved mission generation techniques and faster 3-D graphics, including sprite explosions and smoke. Arriving in the summer on PC supporting VGA and Roland and Ad Lib at £39.99. Expect Amiga and Atari ST versions near Christmas.

★ *Gauntlet 3 – The Final Quest* is coming soon from US Gold. Peace on the isle of Capra has been shattered by a race of evil creatures called Vellons who are trying to claim the island for the Devil himself. The old wizard has been called out of retirement to try and save the inhabitants from a fate worse than Jeremy Beadle. He searches for heroes to help him in his quest to vanquish the Devil and it all ends up in the usual sort of hack and slash that *Gauntlet* has made all its own.



# GET YOUR KIT OUT\*

*Julian Boardman,  
the man of  
seemingly more than  
three dimensions,  
gets kitted out to  
construct a preview*

**A**fter last year's *Castle Master*, Aldermaston-based development house Incentive have been working on *3-D Construction Kit*, a design utility that makes use of the Freespace 2™ environment technology that they themselves designed and used in *Castle Master*.

Using this remarkably flexible vector graphics system, they have created a utility which can be used by anyone to create their own virtual reality, or adventure game, or even a replica of their own street. The possibilities are only limited by the user's imagination. On the simplest level, the package provides a series of basic shapes that can be stretched, shrunk, twisted and distorted to provide any shape that you require. Obviously, linking together a series of these shapes means that any object from real life can be recreated in its most basic form. By making note of the coordinates of each point on a particular solid and using them in reference to a drawing or actual object, you can construct an exact replica which can be reproduced in 3-D. Plus, colours and animation can be added, making this one of the most versatile graphics packages around.

The leisure aspects go further when you find out that up to 100 different rooms can be defined and interlinked using a complex set of conditions; scores can be kept, and things such as time and energy can



The vehicle and the road above were all created using this package. The controls on the right of the status bar allow you to move freely about the environment that you have constructed. Up, down, look up and down, tilt, rotate and so on are all there allowing any view you'd like to be seen. Below that are the eight shapes that can be used in construction of the objects. Whilst it might sound inflexible these two pictures clearly indicate otherwise.

be recorded. All the surroundings are fully interactive, and any of this information can be placed on a border/background from any art package to produce a fully blown adventure game.

There are also obvious educational uses. The educational side could begin with a simple adventure game, on to using drawings to create 3-D representations or vice-versa, or a technology student could knock up a rough, animated design of a project.

Whatever it is used for, the immense freedom the system allows and the fact that Incentive want no more than a credit on any game that is designed on it, mean that we could soon see a flood of software designed with *3-D Construction Kit*.



Published through Domark, *3-D Construction Set* should be available in April for Amiga, Atari ST and IBM PC.

This very accurate representation of a house and its garden could be walked through and about without any difficulty. The section below the picture shows how the colours can be manipulated in a very similar way to any art package, and better than some, to give you exactly the right effect.

\*For the ladz.

## PREVIEW POSTSCRIPT

★ Gremlin are soon to release the sequel to *Super Cars*, which was rereleased on the 16-bit *Hit Machine* compilation. Imaginatively titled *Super Cars 2*, it promises 20 tracks, trains that you have to jump over, extra weapons (including a homing missile) and add-ons like an earth-shattering turbo. Expect this racy little number on the Amiga and Atari ST (£24.99) around May time.

★ Word on the street is that Electronic Arts have *Bard's Tale III: Thief of Fate* up their extremely long sleeves, and it should be dropping out soon. The sequel is apparently faster, has more monsters, more dungeons, more spells and wipes its own bottom. This multi-level, multi-character game promises to be very, er, multi.

★ Electronic Arts have also announced the "long-awaited" (ie: late) release of *Ski or Die* on the Amiga in March (£24.99). Any game with two main characters called Rodney and Lester who go around performing all manner of dangerous stunts in order to get points sounds a bit iffy to me.



Relive the winter with EA's *Ski or Die*.

★ From the Image Works on all formats is something called *Brat*. By day he is the most angelic baby that you could meet, but by night Brat has the weirdest dreams where he becomes the toughest most street-smart nappy-happy kid the country has ever known. But you have to guide him home in the "most addictive game of 1991" (their words, not ours).



Are you a good enough influence to guide this bad little boy back to his home? Electronic Arts hope so as they release *Brat* - the naughtiest boy in town.



# CITIZEN

# PRINTERS



Silica presents some great offers on the award winning range of high quality dot matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and a very high quality of output. Our confidence in the quality of Citizen printers is such that we are pleased to offer a unique two year guarantee with every printer. Plus, if you purchase your Citizen printer from us, we will give you a Silica Printer Starter Kit (worth £29.95), **FREE OF CHARGE!**

- FREE DELIVERY**  
Next Day - Anywhere in the UK mainland
- FREE STARTER KIT**  
Worth £29.95 - With every Citizen printer from Silica.
- FREE COLOUR KIT**  
Worth £39.95 - With Swift 9 and Swift 24 printers.
- 2 YEAR WARRANTY**  
Silica offer a 2 year warranty (including the printer head) with every Citizen printer purchased from Silica.
- WINDOWS 3.0**  
Free Windows 3.0 driver - In the Silica Starter Kit.
- FREE HELPLINE**  
Technical support helpline open during office hours.
- MADE IN THE UK**  
Citizen printers are manufactured to high standards.

## 144 CPS DRAFT 9 PIN



### CITIZEN 120D+

The Citizen 120D+ is one of the UK's best selling printers. It has a stylish appearance and excellent features and performance for such an inexpensive printer. The 120D+ is available with either a serial or parallel interface and is an ideal first printer.

- 9-pin Printhead
- Print Speed 144cps Draft
- 30cps NLQ
- Epson & IBM Graphics Emulation
- Pull Tractor & Bottom Feed
- Superior Graphics - 240x216dpi
- FREE Starter Kit

RRP ..... £228.85  
STARTER KIT ..... £29.95  
**TOTAL RRP: £258.80**  
SAVING: £110.45  
**SILICA PRICE: £148.35**

**£129**  
+VAT = £148.35

## 144 CPS DRAFT 24 PIN



### CITIZEN 124D

The award winning Citizen 124D brings high quality 24-pin dot matrix printing within every computer users reach. It is the ideal choice where high quality printing is required at a budget price.

- 24-pin Impact Printer
- Print Speed 144cps Draft
- 2 LQ Fonts (48cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- Superior Graphics - 360x360dpi
- FREE Starter Kit

RRP ..... £320.85  
STARTER KIT ..... £29.95  
**TOTAL RRP: £350.80**  
SAVING: £144.95  
**SILICA PRICE: £205.85**

**£179**  
+VAT = £205.85

## 192 CPS DRAFT 9 PIN



### SWIFT 9 - COLOUR!

The Citizen Swift 9 is perfect for those who require high quality dot matrix black or colour printing at a budget price. The print quality of Swift 9 rivals that of other manufacturer's 24-pin models.

- 9-pin Impact Printer
- Print Speed 192cps Draft
- 3 NLQ Fonts (48cps)
- 8K Buffer
- Epson & IBM Graphics Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

**FREE!**  
COLOUR  
KIT

RRP ..... £309.35  
STARTER KIT ..... £29.95  
COLOUR KIT ..... £39.95  
**TOTAL RRP: £379.25**  
SAVING: £161.90  
**SILICA PRICE: £217.35**

**£189**  
+VAT = £217.35

## 192 CPS DRAFT 24 PIN



### SWIFT 24 - COLOUR!

The Citizen Swift 24 is one of Europe's best selling printers and has won awards including Printer Of The Year 1990. Its rapid print speed, quality and black or colour options, make it a natural choice.

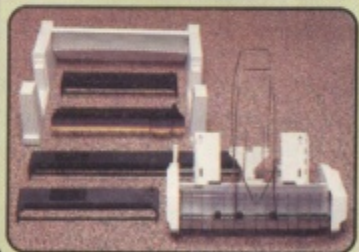
- 24-pin Impact Printer
- Print Speed 192cps Draft
- 4 NLQ Fonts (64cps)
- 8K Buffer
- Epson, IBM & NEC P6+ Emulation
- Advanced Paper Parking
- FREE Starter Kit
- FREE Colour Kit

**FREE!**  
COLOUR  
KIT

RRP ..... £419.75  
STARTER KIT ..... £29.95  
COLOUR KIT ..... £39.95  
**TOTAL RRP: £489.65**  
SAVING: £191.80  
**SILICA PRICE: £297.85**

**£259**  
+VAT = £297.85

## PRINTER ACCESSORIES



SHEET FEEDERS	
PRA 1200	120D ..... £74.75
PRA 1215	124D/Swift 9/24 ..... £96.60
PRA 1228	124D/Swift 9/24 ..... £46.00
SERIAL INTERFACES	
PRA 1189	120D+ ..... £62.10
PRA 1209	Swift 9/124D ..... £34.50
PRA 1709	Swift 24 ..... £28.75
PRINTER STAND	
PRA 1242	124D/Swift 9/24 ..... £26.95
ORIGINAL RIBBONS	
RIB 3502	120D/Swift 9 Black ..... £4.03
RIB 3924	124D/Swift 24 Black ..... £5.18
RIB 3936	Swift 9/24 Colour ..... £17.25
COLOUR KITS	
PRA 1236	Swift 9/24 ..... £39.95

All prices include VAT and Free delivery.

## FREE! STARTER KIT

Every Citizen printer from Silica, comes complete with the Silica Printer Starter Kit, including everything you need to get up and running with your new printer immediately, **FREE OF CHARGE!**

- 3 1/2" Dual Format Disk with Amiga & ST Printer Drivers
- 3 1/2" Disk with Drivers for Microsoft Windows 3
- 2 Metre Parallel Printer Cable
- 200 Sheets of High Quality Continuous Paper
- 200 Continuous Address Labels on Tractor Feed
- 5 Continuous Envelopes on Tractor Feed

If you already own a printer, and would like a Silica Printer Starter Kit, you may order one (ref: KIT 5000) for the special **NORMAL RRP £29.95** Silica price of £24.95 - £5 off RRP!



## SILICA SYSTEMS OFFERS YOU

- **FREE OVERNIGHT COURIER DELIVERY:** On all hardware orders shipped in the UK.
- **TECHNICAL SUPPORT HELPLINE:** Team of PC technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **£13m TURNOVER (with 60 staff):** Solid and reliable with maintained growth.
- **BUSINESS/EDUCATION/GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your PC requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or some technical help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. Silica Systems is one of the UK's leading independent computer dealers and provides a quality service to users at home, in education and in business throughout the nation. Silica have been established for over 12 years, and have an annual turnover of £13 million. With our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now, for our latest Free literature on the Citizen printer range and begin to experience the "Silica Systems Service".



<b>MAIL ORDER:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111
Order Lines Open:	Mon-Sat 9.00am-6.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000
Opening Hours:	Mon-Sat 9.30am-6.00pm	No Late Night Opening
<b>LONDON SHOP:</b>	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234
Opening Hours:	Mon-Sat 9.30am-6.00pm	Late Night: Thursday until 8pm
<b>SIDCUP SHOP:</b>	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811
Opening Hours:	Mon-Sat 9.00am-5.30pm	Late Night: Friday until 7pm

To: Silica Systems, Dept RAZE-0591-54, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

## PLEASE SEND CITIZEN PRINTER INFORMATION

Mr/Mrs/Ms: ..... Initials: ..... Surname: .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Company Name (if applicable): .....

Which computer(s), if any, do you own? .....



# 3RD TIME LUCKY?

The man in black with a whack is back. The latest in the *Last Ninja* saga brings a new aspect to the old story. Old ninj has finally made it back to Tibet, where he now has to face the Shogun Kunitoki in the final, last, ultimate showdown. The battle takes place over six different levels, four of which represent the elements (earth, wind, fire and... void?) as the ninja seeks out his old adversary.

The atmosphere is perfectly set with a three-minute introduction sequence, taking you into the familiar surroundings of the *Ninja* world. However, a deeper look at the game reveals that the main sprite is actually twice the size of the previous character, and the surroundings, obviously, half the



amount of play area onscreen. So as not to make it too easy for experienced ninjas, System 3 have designed *Last Ninja 3* to be more arcade-orientated. That is not to say that the game doesn't contain puzzles, they are still there but not as numerous or taxing.

You'll be able to get the last in the *Ninja* series at the end of March for Amiga, Atari ST, C64GS and, later in the year, IBM PC.

*RAZE's own man in black, Les Ellis, braves the elements to take a sneak look at another System 3 ninja thingy*



The prayer wheel on the top right of the screen will open to reveal any important items in your region. There's a whole new set of combat moves for the latest *Ninja* game. You can also encounter up to three new opponents on the screen at once. Meet the Shogun Kunitoki, your ultimate foe. He is so powerful, he doesn't even need to get up to fight you, he just looks at you and fires light pulses.

## PREVIEW POSTSCRIPT

★ If you've got an Amiga or Atari ST, keep your eye out for *Wreckers* from Audiogenic. Created by Denton Designs, the game is based on a space station under attack from a biological cloud. With the aid of four droids you must save the station while maintaining the radio signals to avoid ships crashing into each other. It should set you back £24.99, and we'll have a full review next issue.



"It's freezing in here, turn the heating up a bit."

"You idiot, this is the cryogenics unit, it's supposed to be cold. Now go and put your slippers on before you catch your death of cold."

★ For those clever so-and-sos who have finished *Corporation* (or for those of you who are so stuck or bored that you have given up), Core Design have released the *Corporation Mission Disk* on the Amiga and ST. For only £14.99, you get 16 new levels. You must have the original game to play it, though.

★ For those of you who like a little less action but a lot more thought, SSI and US Gold have come up with *Medieval Lords - Soldier Kings of Europe*. Up to ten players can participate, with you playing an adviser to one of the rulers of the kingdom. Out on IBM PC at the end of March, the price is yet to be announced. (The only question is, can you find another nine friends to fit around the keyboard?)

★ From the producers of *Future Wars* and *Operation Stealth* comes the new Cinematique adventure. *Cruise for a Corpse* sets you on a yacht investigating the murder of the person who invited you aboard. Sounds very like Agatha Christie's *Death on the Nile*, so no doubt they'll be loads of sleuthing and deducing to keep you going. US Gold are handling the French adventure, and it will be available for Amiga, Atari ST and PC at £24.99.

# WE CUT PRICES DOWN TO SIZE



Take a look!

## HOME COMPUTERS

AMIGA A500 MICROSNIIPS PACK  
(bought separately £489) ..... £359.00  
SPECTRUM PLUS 2 'JAMES BOND PACK'  
(usually £159) ..... £149.00  
SPECTRUM PLUS 3 ACTION PACK  
(usually £199.95) ..... £129.00  
ATARI 520 STFM DISCOVERY PACK inc 10 disks £299.95  
ATARI 520 STE TURBO PACK inc  
20 disks ..... £399.95  
CBM 64 PACK (usually £179.95) ..... £149.00  
SAM COUPE (was £249) ..... £199.95

## BUSINESS COMPUTERS

AMSTRAD PC1512 plus Software Pack, DD, Mono  
(was £499) ..... £399.00  
AMSTRAD PC1512 plus Software Pack, DD, Colour  
(was £599) ..... £469.00  
COMMODORE PC10 STARTER PACK  
(usually £499) ..... £399.00

## MONITORS

COMMODORE 1084 Stereo Med.Res.Colour  
(was £299) ..... £239.00  
PHILIPS 8833 MKII Med.Res.Colour  
(was £299) ..... £249.00  
ATARI SM124 Hi Res.Mono (was £149) £119.00

## PRINTERS

STAR LC-10 Mono (was £199) ..... £179.00  
PANASONIC KXP 1081 (MRP £199) ..... £179.00  
STAR LC-24/200 (MRP £349) ..... £299.00  
PANASONIC KXP 1124 (MRP £399) ..... £269.00  
STAR LC200 Colour Printer (MRP £299) £249.00  
CITIZEN 120D+ (MRP £169) ..... £149.00

## PAPER

BOX 2000 SHTS 60gsm PAPER (wood-free) £15.95  
BOX 2000 SHTS 70gsm PAPER ..... £17.95  
BROTHER HR5 THERMAL PAPER ..... £7.95  
TIMEX/ALPHACOM THERMAL ROLLS 5 for £11.95  
ZX SILVER ROLLS ..... 5 for £14.95

## MODEMS, SOUND AND MIDI

PRISM VTX5000 MODEM (SPEC 48/+). £39.95  
COMMODORE 64 MODEM ..... £39.95

## INTERFACES & ACCESSORIES

MULTIPRINT for SPEC 48k, 48k+,  
128k, +2 ..... £44.95 £39.95  
CBM 64 CENTRONICS INTERFACE £39.95 £29.95  
AMIGA/ST/PC/CENTRONICS LEAD £10.95 £8.95  
AMSTRAD, +2a/+3 CENTRONICS  
LEAD ..... £10.95 £6.95  
SPECTRUM COLOUR PRINTER DRIVER ..... £24.95  
1000 1 ACROSS LABELS ..... £9.95 £6.95

## DUSTCOVERS & SPARES

AMIGA DUSTCOVER ..... £8.95 £4.95  
ATARI ST DUSTCOVER ..... £8.95 £4.95  
SPEC +2/+3 DUSTCOVER ..... £8.95 £4.95  
CBM 64 DUSTCOVER ..... £8.95 £4.95  
ZX MEMBRANE ..... £11.95 £7.95  
SPEC+ MEMBRANE ..... £11.95 £9.95  
\*\*\* ALL COVERS STOCKED (CALL US) \*\*\*

## MONITOR ACCESSORIES

AMIGA-SCART LEAD ..... £10.95  
AMIGA-PHILIPS 8833 Mk2 LEAD ..... £10.95  
ATARI ST-SCART LEAD ..... £10.95  
ATARI ST-2 PHONO (Composite Video) ..... £10.95  
SPEC+2a/+3-SCART LEAD ..... £8.95  
CBM-SCART LEAD ..... £10.95  
14" ANTI GLARE SCREEN FILTER ..... £10.95 £17.95  
THINGI COPYHOLDER ..... £5.99 £2.99  
ATARI ST-MULTISYNC MONITOR CABLE ..... £24.95  
ATARI ST-COL + MONO MONITOR CABLE £24.95  
TV/COMPUTER SWITCHING UNIT ..... £4.99

## MAGNETIC MEDIA

3 1/2" DSDD BULK DISKS ..... 20 for £15.00  
5 1/4" DSDD BULK DISKS 50 in  
lockable box ..... £24.95  
TDK 3 1/2" DSDD DISKS ..... 10 for £11.95  
TDK 5 1/4" DSDD DISKS ..... 10 for £7.50  
3"/3 1/2" (state which) DRIVE HEAD  
CLEANER ..... £4.99  
AMSOFT 3" CF2 DISKS ..... 10 for £19.95

## RECORDERS AND ACCESSORIES

DATAORDER inc +3 or 48k LEAD ..... £26.95  
CBM LOAD 1T DATAORDER ..... £44.95  
CBM 1530 DATAORDER ..... £39.95  
CBM/SPEC/AMS HEAD ALIGNMENT  
(state which) ..... £8.95  
+3 CASSETTE LEAD ..... £3.99

## DISK DRIVES & RIBBONS

AMIGA Q-TEC 3 1/2" EXTERNAL DRIVE  
(was £89.95) ..... £75.00  
ATARI Q-TEC 3 1/2" EXTERNAL DRIVE  
(was £89.95) ..... £75.00  
CBM 1541 MKII DRIVE inc 8 GAMES (worth  
£200) ..... £139.00  
AMS DDI-1 3" DRIVE and INTERFACE  
(was £159) ..... £99.00  
AMS FDI 3" SECOND DRIVE (CPC6128 and +3)  
(was £99.95) ..... £79.95  
SAM COUPE DRIVE ..... £79.95  
STAR LC10 MONO RIBBON ..... 2 for £7.90  
STAR LC10 COLOUR RIBBON...Original 1 for £8.95  
PANASONIC KXP 1081 RIBBON ..... 2 for £7.90  
CITIZEN 120D RIBBON ..... 2 for £7.90  
\*\*\* ALL RIBBONS STOCKED - CALL US \*\*\*

## GRAPHIC DEVICES AND ACCESSORIES

AMIGA, ST, AMS PC1512 Q-TEC MOUSE  
(was £29.95) ..... £21.95  
DATEL 48k/+2a GENIUS MOUSE inc  
ART STUDIO ..... £49.95  
DATEL +3 GENIUS MOUSE inc ARTIST II ..... £49.95  
DATEL 128k/+2 GENIUS MOUSE inc  
ADVANCED ART STUDIO ..... £49.95

## JOYSTICKS

ALL TOP MAKES STOCKED

## SOFTWARE

ALL CURRENT AND MANY OLD FAVOURITES  
STOCKED AT AFFORDABLE PRICES

FREE PRICE LIST SEND A4 STAMPED SAE 27p.

## NEW STORES

**BIRKENHEAD**   
25-29 GRANGE RD, WEST. 051-647 3377

**WEST KIRBY**   
2 ACACIA GROVE. 051-625 9199

**WALLASEY**   
MAIL ORDER and PERSONAL CALLERS

37 SEAVIEW RD, WALLASEY,  
MERSEYSIDE L45 4QN.  
051-630 3013 / 051-691 2008  
FAX: 051-639 2714



CARRIAGE CHARGES  
UP TO £50 ..... £2.00  
£50-£99 ..... £5.00  
£100 Plus £10.00 Group 4 Courier

**INSTANT CREDIT**  
ASK FOR DETAILS

OVERSEAS CUSTOMERS WELCOME  
EUROPE: PRICES AS SHOWN.  
OTHER COUNTRIES: ADD 5%.  
(HEAVY ITEMS CARRIAGE EXTRA)

# MICROSNIIPS



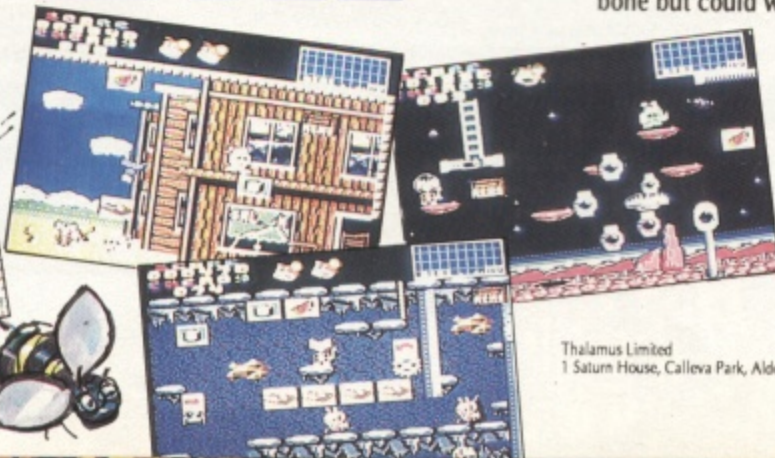
CUTE  
AND  
CUDDLY  
CHAOS!

# SUMMER CAMP

By John Ferrari



CBM 64 Screens



GET INVOLVED IN THE  
CRAZIEST CARTOON GAME EVER!

Maximus Mouse has to retrieve the lost Stars&Stripes for the grand Opening Day of Summer Camp - but where is it?

Screen after screen of madcap action, addiction and the most colourful collection of cute, crazy but deadly characters you're likely to find!

It's the arcade game that tickles your funny bone but could wreck your vacation..!

Voted  
**YC Fun One 96%**

CBM 64/128  
£9.99cass £14.99disk  
Amiga  
Atari ST £19.99

Thalamus Limited  
1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW Tel 0734 817261

THALAMUS

# NINTENDO SUPER FAMICOM

# 16 BIT

# THE DEAL OF THE DECADE!!

**SUPER FAMICOM, SCART OR PAL TV WITH 7 GAMES!**

**YES 7 GAMES!**

7 GAMES INCLUDE:-  
PILOT WING  
GRADIUS III  
BOMBUZAL  
F-ZERO  
POPULUS

**THIS IS NOT  
A MISPRINT!**



**ONLY  
£379.95 + £10 P&P**

**WITH A FULL ONE YEAR GUARANTEE AND FUTURE RELEASE PRIORITY MAIL LIST  
(BOOK YOUR SUPER FAMICOM GAMES IN ADVANCE). ORDER NOW!**



## ORDER FORM



PLEASE SEND TO ME THE SUPER FAMICOM WITH 7 GAMES. I ENCLOSE A CHEQUE OR POSTAL ORDER FOR £379.95 + £10 P&P. PAYABLE TO SGM. I UNDERSTAND THAT DELIVERY WILL BE IN THE NEXT 28 DAYS.

**SEND YOUR ORDER TO:**  
SOLID GOLD MARKETING  
UNIT 6 LOMOND TRADE CENTRE  
LOMOND INDUSTRIAL EST  
ALEXANDRIA  
DUMBARTONSHIRE G83 OTL

NAME & ADDRESS

.....  
.....  
.....  
.....  
.....  
.....  
.....

FOR VISA AND ACCESS ORDERS  
RING OUR HOTLINE ON  
**0389 55973**

# BIG IN

**After turning down lucrative offers from Ovaltine, Shintaro Kanaoya gives the advertising world a break, drives off into the sunset and crashes into a lamppost – bloody Tokyo traffic!**



The lead character in *Nadia of the Strange Seas* is based around the cartoon antics of one of Japan's most popular heroines.

**M**inasama yokoso. Ya, okurete shimatte. As usual, I'll start with everyone's favourite console the Konix. Whoops, sorry about that, I meant to say Super Famicom.

The old SF is a bit short of shoot-'em-ups at the moment, so I'll be first in the queue when *Darius Twin*, from Taito, gets released on March 29 (approx £35). It's based on the arcade version, and should be quite a smasher. I haven't actually played the three-screen arcade machine – the queues were too long! – so here are a few extra features for you to think about. It's a simultaneous two-player game, with a huge amount of aliens that mostly look like tropical fish in metal plating. You and a partner have to kill these fishy foes with an array of brightly coloured weapons. Extras allow you to select what level you go to after each completed stage, enable you to have up to eight lives, rapid fire, levels of difficulty, and even listen to any of the music in the game. All pretty basic stuff you may think, but this is on the machine that can turn a humble beat-'em-up into the brilliant *Final Fight*, or an average race game into super-slick *F-Zero... Darius Twin*



The Mega Drive version of *Advanced War Game Simulator* follows closely every battle in the main ground offensive against Germany in WWII.

is one to look out for.

Of course *Darius Twin* won't sell as many as *Super Mario World*, which in turn might not be as popular as *Dragon Quest 5*. Personally, I think the latter is a load of crap, but millions of Japanese can't be wrong, I suppose. Luckily, *Dragon Quest 5* won't be around till the start of 1992. *Drakkhen*, though, should be out for April, looking exactly like the computer versions.

One of the first golf games to make an appearance is the *Augusta National Golf Club Game*. The title's self-explanatory and the game features some beautiful 3-D representations of one of the most beautiful golf courses in the world. Quite coincidentally, the real US Masters takes place in Augusta on April 12, just one week after the game's release. The member's fee is only £40 and you don't have to wear those silly trousers either.

With similar coincidence, Jaleco's *Big Run* screeches in just a few weeks after the Paris-Dakar Rally has finished. This race game is based on the African leg of the Paris-Dakar, starting in Tripoli. By all accounts, it's an identical format to *Victory Run* on the PC Engine, which was incredibly boring after a few goes. An event as exciting as the Paris-Dakar deserves an exciting game, and hopefully this will be it.

And there are plenty more SF releases to come over the next few months: *Sim City* (April 26), *Dungeon Master* (August), *Geomon Deil!* (June) and *Wanderers from Y's* (1991). That's your lot for the Super Famicom, now back to the real world.

## GAME NOIRE

The Game Boy is immensely popular nowadays, even with stiff competition from the Game Gear and PC Engine GT. There are so many releases coming out, I've decided to list the games that'll probably be exported to the UK, along with a few words on each.

Here goes: *CaveNoire* (overhead, action RPG), *Holmes the 3-Haired Cat's Adventure* (graphic adventure game with a feline hero), *RoboCop* (computer conversion), *Dragon's Lair* (cartoony adventure becomes a sideways scrolling action game), *Kunio's High School Soccer: World Cup Version* (based on a popular computer cartoon character), *Torpedo Range* (2-D/3-D action shoot-'em-up), *Mickey Mouse 2* (platform adventure), *Racing Spirit* (featuring motorcycles), *Parodius* (bizarre shooting game), *Choplifter 2* (helicopter action rescuing hostages in strange places) and, finally, *Mini Putt* (crazy golf).

## THE SHINING

Sega Mega Drive time now. The oft-mentioned (by me, anyway) *Shining and Darkness* is released on March 29, and looks pretty astounding or, as we would say, honto ni subarashi des! The graphics are amazing, with all the creatures looking weirder and wilder than *Dungeon Master*, although the magic isn't as complex and intricate. Time to get the Mega Drive out of the closet.

However, other than that, the rest of the Sega software looks pretty boring. *Advanced War Game Simulator: Second World War Germany* is your bog standard war game, with the added bonus of modem compatibility. *Nadia of the Strange Seas* is your average RPG adventure based on some cute comic characters, though with some stylish pictures. Then there's *Tiger Heli* – shoot, shoot, and shoot again, all in the comfort of your super chopper. *ShikinJo* sounds like an interesting Mah-Jongg inspired puzzle game with, I quote, "high-class graphics and sound".

Looking ahead a few months, there's *Arc's Odyssey*, an action RPG in isometric 3-D (like *Marble*

You can trust RAZE to keep you up to date on the lesser known software houses from around the world. Over in Japan we're always keeping an eye on what those folks at Elf are up to. Great news for RPG/S+M fans with the release of *Dragon Knight II*. Sadly Elf have kept most of their releases to the MSX, let's hope they start on some console versions soon.



# JAPAN



Some super graphics are saved for the Super Famicom version of the fifth game in Konami's *Dragon Quest* series.

*Madness*), and the Mega Drive's answer to PC Engine *Gunhed*, *Verytex*, a game with weapons coming out of every orifice.

The Game Gear looks like coming up with the goods in 1991, with promises of *Chase HQ*, *Fantasy Zone G*, *Pop Breaker* and *The Berlin Wall*, a cutesy comical action game (don't ask).

The Mega Drive PC, the Tera, has yet to gain any Tera-specific software. This is probably due to companies worried about the types of people who play on these machines (you know what they say about PC owners) than the tech-spec itself. Anyway, let's hope we soon see some really good stuff from this corner of the Sega Empire.

## REVVED AND READY

Now that the NEC Knacks column has been closed down for refurbishment, you can get all your PC Engine news right here.

First off there's the sequel to

*Rainbow Islands*, *Parasol Stars*. This time your chosen weapon is a multi-coloured umbrella. Suzy Uki and I have been trying out a few two-player moves ourselves, and had a lot of fun in the process. The graphics are naturally cute and the whole affair is very tastefully painted with bright primary colours. It's out now so don't miss it.

American producers, Lucasfilm, have finally finished their Engine extravaganzas, so you should soon be playing *TV Sports: Football* and *Loom*, and a super pair of conversions they look too.

That old baseball game *World Stadium* receives a revamp for the 1991 release. The fat graphics have been improved and stats updated (although they are supposed to be fictional). For the lucky seventh inning they have added a Mexican wave, as well as little touches like the players limbering up by their bench. It's little things like that which make a difference.

On CD-ROM are *Download 2*, the graphically awesome shoot-'em-up, and the brilliant *Bonanza Brothers*, converted from the arcade. There's also *Silent Debuggers*, a 3-D maze shoot-'em-up which looks a lot like the film *Alien*. It will jump out of John Hurt's stomach at the end of March.

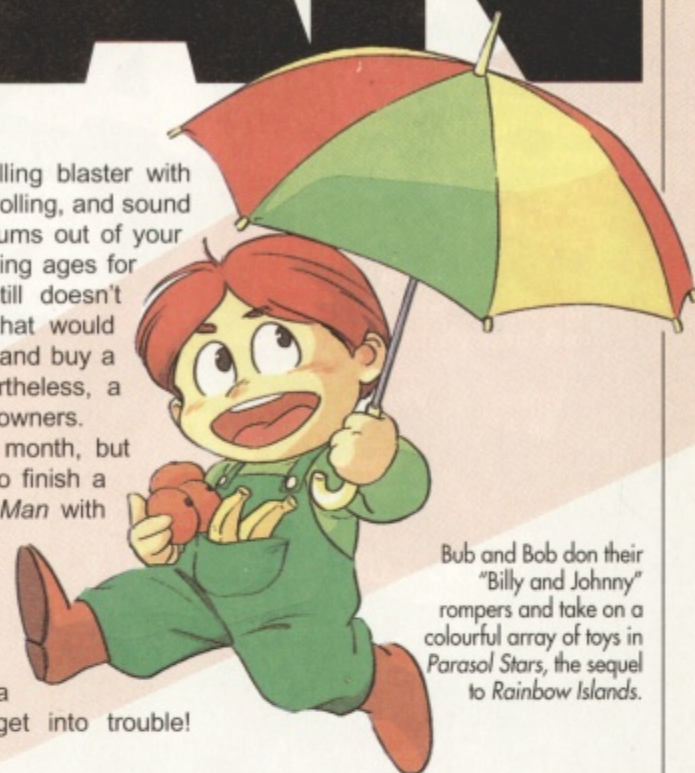
Back to carts with *Zero 4 Champ*, based on the American sport of the 400 metres car race. The Engine game has you racing the car, winning money, and then improving the car. There's automatic for wimps and women or manual for "real" men who like to get a grip on things (especially lampposts?). There's also a two-player mode where you race each other. Early March release.

And finally for the Engine, a Super Grafx game! It's called *Ardynes* and

is a sideways scrolling blaster with loads of parallax scrolling, and sound that will kick the drums out of your ears. I've been waiting ages for it and *Ardynes* still doesn't look like a game that would make you rush out and buy a Super Grafx. Nevertheless, a glint of hope for SG owners.

I'll see you next month, but meanwhile I have to finish a game of *Strip Pac-Man* with Suzy Uki. Take my word for it, that girl will chomp anything she can get her mouth around!

Soro-soro o-itoma shimas, before I get into trouble! Abayo.



Bub and Bob don their "Billy and Johnny" rompers and take on a colourful array of toys in *Parasol Stars*, the sequel to *Rainbow Islands*.

## RELEASES IN BRIEF

### GAME BOY

*Dragon's Lair* - New format, complete with gameplay.

*Choplifter 2* - Jump back in your chopper to rescue those hopeless civilians.

*RoboCop* - Programmed in Britain, this little conversion should be more like the computer game than the arcade.

*Mickey Mouse 2* - Better graphics and more puzzles.

*Mini Putt* - Tiny graphics, but quite good fun. Good range of tunes.

### GAME GEAR

*Chase HQ* - Yup, on the little ol' Game Gear too. Is there no end to Nancy's macho cop friends?

*Fantasy Zone G* - Can your eyes stand it as they get bombarded with every garish colour the Game Gear can produce?

*Pop Breaker* - Colourful shoot-'em-up, in control of a girl!

*The Berlin Wall* - Er, help bash down the aforementioned structure.

### MEGA DRIVE

*Advanced War Game Simulator: Second World War Germany* - Modem compatible war game.

*Nadia of the Strange Seas* - A young damsel called Nadia travels over some very strange seas.

*ShikinJo* - Oh no, could this possibly be Mah-Jongg creeping onto the Mega Drive? Yes, but with a fiendish twist.

*Shining and Darkness* - If you've always hoped for *Dungeon Master* on console, your prayers have been answered.

*Tiger Hell* - Shoot, shoot and shoot again in this vertically scrolling, er, shooter with helicopters.

### PC ENGINE

*Ardynes* - A Super Grafx game that contains more parallax scrolling than is healthy. A shoot-'em-up with style.

*Parasol Stars* - The boys with bubbles are back, and this time they're bringing their umbrellas.

*Silent Debuggers* - John Hurt's stomach comes as an extra.

*World Stadium* - A new updated version of the old NES game.

*Zero 4 Champ* - Have you got what it takes to "pilot" a car down a 400 metre long track and still keep your trousers clean?

### SUPER FAMICOM

*Augusta National Golf Club Game* - Just £40 and you don't have to wear the silly trousers.

*Darius Twin* - This could be shoot-'em-up of the year...

*Dragon Quest 5* - Another in the (too) long line of classic RPGs.



Nope, this isn't another computer/console version of *Chase HQ*, it is in fact a fabulous new version on the Game Gear hand-held.

# THE BLACK HAND GANG

Sega are synonymous with sleek, black machines. Compared to the NES, the Master System is positively sexy. And as for the Mega Drive... The latest little black box from Sega is their handheld, the Game Gear. **Julian Boardman joined the black hand gang**



It is a tribute to Virgin's own muscle in Sega Europe that they insisted the Game Gear be released in Britain as soon as possible.

Waiting around would mean that the grey importers would once again clean up – and screw up – the market for the official distributor. True, there are grey imported machines already, but Virgin announced the official release date of the UK machine when the Game Gear was released in Japan, so everyone knew how long they would have to wait. Of course, the main marketing plus on Sega's side was the price. Grey importers are under-cutting the official Mega Drive prices by as much as £50, but it is very unlikely that they'll be able to cut a similar percentage off Sega's £99.99 Game Gear RRP. Still, there's always the software to make a bit of money on. It is very unlikely that Virgin will import all the Japanese software as it is released.

Although the Sega Game Gear may feel and look a bit plasticky, there's no-one who can fault the spec of the guts inside it. It comes with four-channel stereo sound, a 4,096-colour palette and 480 x 146 resolution screen. You can also get a little adaptor which plugs in the top and turns the unit into a mini-TV!

# The hard stuff

The machine itself does feel a little tacky in its construction, the four-way controller feels a touch loose, and it gives the impression that it would all fall to pieces if you happened to bounce it off your baby brother's head. It has a couple of little recesses on the front where you can attach a strap (and look like a real poof if you carry it over your shoulder). On the back are two more recesses where a little stand fits in – the ideal thing for watching the TV.

What's that? TV, you say? Yep, that's right, a TV adaptor is also being designed for the European market, and it plugs into the cart port like a normal game. The TV unit is expected to be around £50, not bad when you consider a normal Casio mini-TV is around £90.

Back to the front and you get just two fire buttons, a start button, a speaker and a power light (which flashes when the batteries are running low).

The Game Gear takes a whopping six batteries, the same as the Lynx but two more than the Game Boy (that's the price of colour). You can also pick up a battery pack to double the use, and a cigarette adaptor for use in a car. Or it can drain your parents' ring main and add to their electricity bill through an AC adaptor. The reason it needs so much juice is the 3.2-inch colour LCD screen, which is back-lit so you can play with it in the dark (under the covers, no doubt). The palette of 4,096 colours should keep any programmer busy for hours, and also keep Michaela Strachan "bright" while watching *The Hit Man* and *Her* at three in the morning. The four-channel sound comes through a speaker at the bottom left and is surprisingly less tinny than you might imagine.

The cartridge sits snugly in the slot at the back, but unusually there is no lock to prevent it being removed when the power is switched on. Next to that slot on the top edge is the port for linking up two machines. Alongside that there's the headphone socket and on the other side of the cartridge slot is the power input socket.

Impressive specs from the latest hand-held, and surely good enough to sell the 1,000,000 units Sega hope to shift in Japan this year. The only thing that might halt the Game Gear's progress in the UK is the fact that by August the Lynx and Game Boy may be too well dug in to shift, having both been around for nearly 12 months. We shall have to wait and see.





**A**t the moment, the Japs have a choice of 20 games, ten of these will be available at the time of the Game Gear's UK launch in August. Retailing for between £20 and £30, their prices are definitely not a barrier against sales as they compare favourably with the prices of both Game Boy and Lynx carts.

The full list reads thus: *Alex Kidd in Miracle World*, *Chase HQ*, *Columns*, *Csychic World*, *Cyberball*, *Devilish*, *Dragon Crystal*, *Guinetic Connection*, *G-Loc*, *Head Buster*, *Moonwalker*, *Mickey Mouse*, *Pengo*, *Pop Breaker*, *Shikinjou*, *Squeek*, *Super Golf*, *Super Monaco GP*, *Weddy Prop* and *Wonder Boy*.

At the time of writing, we were only able to get our hands on four of the above list, although all of them should be out within a few months. Here's a quick run-down of the initial releases in the UK.

**Columns** – Like *Mario* on the Nintendo, it keeps popping up on all the Sega systems. We've already reviewed the Master System and Mega Drive versions, and both received glowing appraisals.

The Game Gear version runs along the same lines. Basically you have to match the colours of the groups of three blocks that drop down the screen to the ones already there to make lines of three or more so they disappear and you score points (a bit like *Tetris*). It gradually gets faster and faster, culminating in a battle to stop the screen totally filling up.

Through the Game Gear link up, a two-player version can be played where you either work as a team to beat the computer or against each other, trying to get bigger scores so the opponent is forced nearer the

top of the screen. A simple, highly addictive game that translates well to any machine.

**Pengo** – The classic cross between *Pac-Man* and *Lode-Runner*, requiring you to run a little penguin around a maze of ice blocks trying to avoid the Sno-bees and get into a position where you can crush one of the Sno-bees with a block. It is the kind of game that you either love or hate because of its simplicity. The small screen of the Game Gear proves to be no hindrance at all, and it could certainly help waste away an idle hour or two.

**Super Monaco GP** – Here's another Sega favourite that looks likely to turn up on just about every format that you can think of (except those with Nintendo on the front). The race game has all the features of the Master System game allowing you to change the configuration of the car by altering the type of tyre, the kind of gear box and engine etc. All the Grand Prix tracks are in there, each with their own individual backgrounds. It works very well on this small machine and looks set to become the definitive race game for the Game Gear.

**Wonder Boy** – The arcade classic that launched a thousand clones. This, though, is the original and best. A standard formula beat-'em-up that soon gets your interest by putting our hero on a skateboard, complete with baseball hat askew. With plenty of bonuses to be grabbed, several secret levels to be discovered, not to mention the huge amount of stages in the game, it should keep you popping back up to the newsagents for another packet of Duracells.

The soft stuff

★ Electronic Arts are continuing apace with their developments for the Mega Drive, claiming that they intend to release "More titles than Sega themselves" this year. And it seems they're not indulging in "Bovine Scatology" if the list of upcoming titles is anything to go by. This month should see the release of that RAZE favourite *James Pond* followed closely by *PGA Tour Golf*, reviewed on page 38 of this issue. Not to mention *King's Bounty*, *Might and Magic II* and *Block Out* in June/July, *Centurion* in July and *Road Rash* in August.

Sega releases this month not mentioned in this issue include *Mickey Mouse* and *Moonwalker* on both formats.

## GHOSTBUSTERS

### Master System

Type AA as your initials and the code 1173468723 for a lot of cash.

## MICKY MOUSE

### Mega Drive

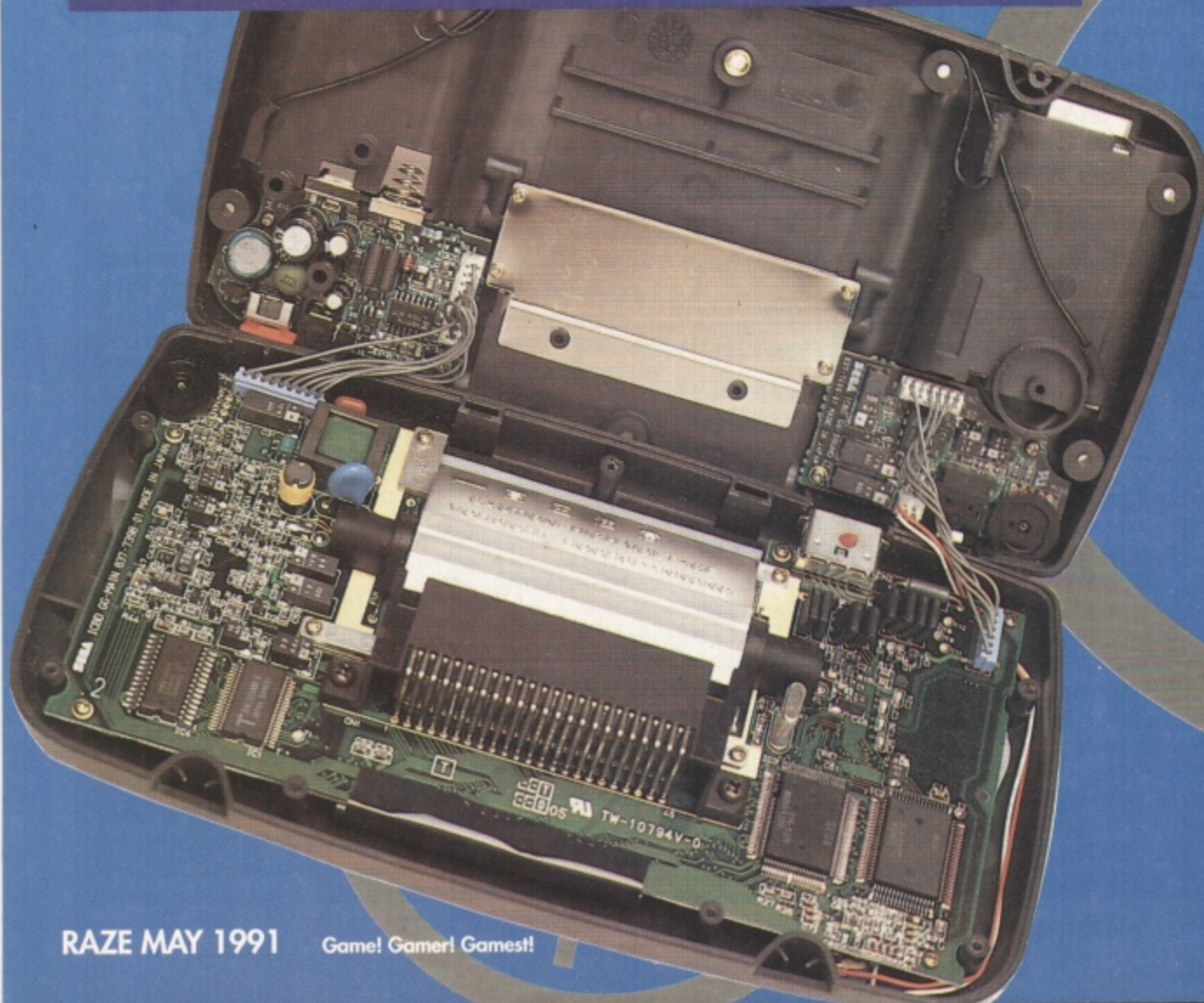
Just to prove how far ahead of the times we are, we thought we'd give you a tip for *Castle of Illusion* before it gets released. It seems that if you jump about a bit and keep hitting the bounce button, every time you wander across a secret chest it will reveal itself and become solid. If you then bounce on the chest, it will give you loads of points. Thanks to *Paul Cavell* of *Tipton* for the above.

## NORMAL SERVICE RESUMES...

Sega City returns next month with more tips, news and reviews on the latest Sega hardware and software. Get writing to *Sega City*, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

## THE GEAR'S GEAR

DIMENSIONS: 210 x 113 x 38  
 CPU (speed): Z80A (3.58Mhz)  
 RAM: 64K  
 VIDEO RAM: 128K  
 SCREEN SIZE: 3.2 inches  
 RESOLUTION: 480 x 146  
 COLOUR: 4,096 palette (32 onscreen for game mode)



# NARLY O D D E N E E M E N

From beneath a mountain of mail comes all the latest Nintendo letters and tips – and news on the official NES games to arrive over the next few months

**A**ndrew Robb in Aberdeen and many other readers have written in asking for the address of a UK company importing the Light Boy, a unit which enables you to play the Game Boy in the dark. Well, apart from buying a torch, you could always try **Medlantic Hi Tec, 10 Church Street, Market Bosworth, Warwickshire. Tel: (0455) 291865.** On almost the same subject, **Robert Farrell** of Liverpool wants to know of a source for Konami's Case Boy. You could do worse than **Console Concepts, The Village, Newcastle-under-Lyme ST5 1QB. Tel: (0782) 712759.** They've also got a useful little battery pack unit, so give them a ring now.

**Kirstin Spanos** from Butingford, Herts, wasn't the only one to write in asking about a colour Game Boy. Well, the official response from Nintendo is that it doesn't exist. But they always deny everything, so I did a bit of investigating myself. One grey importer I spoke to reckoned that every Game Boy game already had the coding for colour graphics programmed into it as a matter of course. However, every Game Boy developer that I've seen has developed on a black and white system. Also indicating that it's all a rumour is plain logic. Do you really think that

## HOTLINE OPEN!



Stuck on a game? Don't know where to jump next? Do not fear the hotline is here. As promised a couple of issues ago, the Nintendo Hotline is now up and running, with six Game Counsellors (tipsters to you and me) at the end of the phone with all the official titles lined up in front of them. More info on these six trend-setting tipster dudes soon. Till then, here's the all-important number.

**(0329) 822662**

Nintendo would release a colour version this year when the black and white version hasn't even reached half its potential sales? It's much like the rumoured Mega Drive II, it would make bad business sense to release a follow-up so early on in the original's life.

**Jared Ball** from Chester queries a subject which many readers have raised, that of compatibility. Put simply, the UK NES is not compatible with any overseas cartridges, be they Japanese or American. The Game Boy, however, is totally compatible with any carts produced for it, no matter what their origin is – however, be warned that Japanese games usually come with Japanese text! At the moment, there is no problem with the Super Famicom as the machine is only produced for Japanese buyers. All SF import machines are Japanese as are all the

carts. There are no American or UK Super Famicoms yet.

If you have any queries, questions, quibbles or quarrels, send them – along with those tips – to **Narly Nintendo, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.** All the best contributions get a free game.

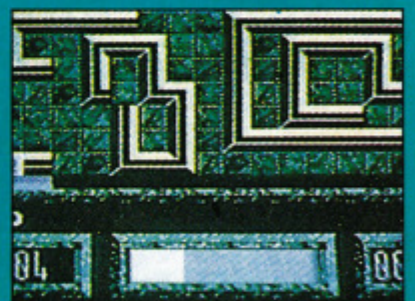


### RAZE LOOPZ MINDSCAPE • IMPORT

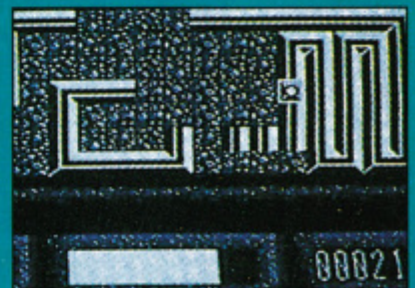
Ever since I saw this cracking little puzzle game on the Amiga, I've dreamed of playing it on the NES (well, not quite). I still find it astonishing that a small company like Audiogenic, with laughable licences like Emlyn Hughes, can produce what is one of the most addictive games you're ever likely to play. Needing both strategy and arcade reflexes, this is one game that you can come back to months later and still get the same enjoyment from.

The idea is based very loosely around that of *Pipe Mania* in that you have to join various odd shaped pieces together to form loops. But that's where the similarity ends. Once a loop is formed, the game tots up the score (taking into account its size and complexity), and removes the loop from the play area. The idea is very simple, score as many points as possible.

*Loopz* is a direct conversion of the computer original (complete with two-player option) and retains all the fast and very frantic gameplay. The graphics are perhaps better than the original, with a varied range of backdrops. Although this was programmed in the UK, by Mindscape, it's only officially available overseas. No doubt we'll be seeing it soon – from one source or another.



Go absolutely crazy when Loopz finally reaches the UK shores later this year.

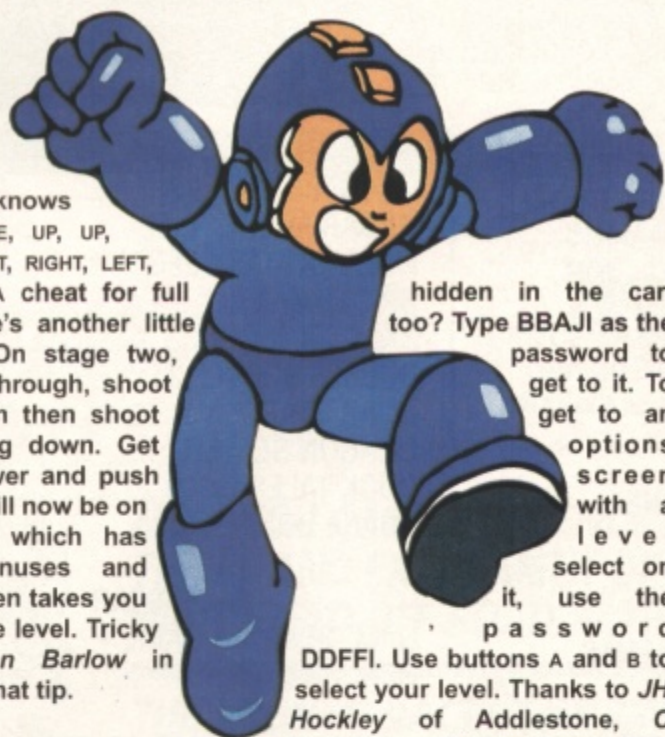


by Cole Trickle

## NEMESIS

Game Boy

Everyone knows about the PAUSE, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, B, A cheat for full power, but here's another little gem for you. On stage two, about halfway through, shoot the square alien then shoot the tower facing down. Get beneath the tower and push up into it. You will now be on a bonus level which has power-ups, bonuses and extra lives, it even takes you to the end of the level. Tricky work from *Jon Barlow* in Exeter got you that tip.



hidden in the cart too? Type BBAJL as the password to get to it. To get to an options screen with a level select on it, use the

password DDDFI. Use buttons A and B to select your level. Thanks to *JH Hockley* of Addlestone, *C Ghagan* from Tadworth and *Billy Mager* of Sheffield. Good on ya all!

## BUBBLE BOBBLE

NES

After the super little codes from Snardy Cadette last month, here's a few more extras to help Bub and Bob on their quest. When playing with two players, if one player loses all his lives, he can press PAUSE and then SELECT to get an extra man. This only works if the other player still has more than one life. Also, did you know that there's a *Super Bubble Bobble*

## FORTRESS OF FEAR

Game Boy

Here are a few tips on that great arcade adventure from Acclaim. Thanks to *Jonathan Boot* in Raunds for this little lot.

1-0: Walk to the left and get the extra life and key.

1-1: Go through the bottom door then get the extra life and leave the

## MICKEY MOUSE

Game Boy

Here are the codes for all 80 levels of the rodent's adventure. One thousand thanks to *Mar Wan* in Leicester and *Mike Walpole* in Wolverhampton. (There's a bit of confusion over what's a Z and what's a 2, so change them about if the codes don't work first time.)

1.....SSSS	21.....SP3Z	41.....PSRW	61.....PPMX
2.....SZWS	22.....SYEZ	42.....PZFW	62.....PYCX
3.....ZS2S	23.....ZP4Z	43.....YSJW	63.....YPAX
4.....ZZPS	24.....ZY9Z	44.....YZKW	64.....YYOX
5.....SW3S	25.....W2RZ	45.....PWWW	65.....S3S2
6.....SXES	26.....WTFZ	46.....PXCW	66.....S1W2
7.....ZW4S	27.....X2JZ	47.....YVAW	67.....Z322
8.....ZX9S	28.....X2KZ	48.....YXOW	68.....Z1P2
9.....WSRS	29.....WPMZ	49.....22SX	69.....SE32
10.....WZFS	30.....WY CZ	50.....2T WX	70.....SHE2
11.....XSJS	31.....XPAZ	51.....T22X	71.....ZE42
12.....XZKS	32.....XYOZ	52.....TTPX	72.....ZH92
13.....WWMS	33.....2SSW	53.....2P3X	73.....W3R2
14.....WXCS	34.....2ZWW	54.....2YEX	74.....W1F2
15.....XWAS	35.....TS2W	55.....TP4X	75.....X3J2
16.....XXOS	36.....TZPW	56.....TYAX	76.....X1K2
17.....S2SZ	37.....2W3W	57.....P2RX	77.....WEM2
18.....STWZ	38.....2XEW	58.....PTFX	78.....WHC2
19.....22ZZ	39.....TW4W	59.....Y2JX	79.....XEA2
20.....ZTPZ	40.....TX9W	60.....YTKY	80.....XHO2

room.

1-2: Get the Spell of Invincibility using the key from level 1-1. You should now be in the room with three gems; pick them up, then jump onto the life and jump to the right. Now you should be able to enter two rooms, one with a life and a key.

1-3: Stand on the bottom platform to kill the giant and finish the stage.

Incidentally, you can only get nine lives and ten gems make one life.

## TIGER HELI

NES

Thanks to *Greame Kelly* (or should that be *Helly*?) for this cool cheat. When you have lost all your lives, just press A, B and START simultaneously and you'll start where you died.

## FINAL FIGHT

Super Famicom

Yo! Check out the first ever cheat for the Super Famicom. On the title screen, press LEFT and START to enter the options screen. Well spotted *Dave Rawlinson* from Liverpool.

## PILOT WINGS

Super Famicom

Judging by the crazy response that I've had over the SF, it looks like Nintendo have another hit on their hands. Let's pause for a moment in prayer, to ask the all-powerful heads of Nintendo to bring over the Super Famicom as soon as possible. *Pilot Wings* is probably the best game yet and here are all the codes from *Paul Thomas* in Weybridge.

STAGE 1: 985206

STAGE 2: 394391

STAGE 3: 520771

MISSION 1: 108048

When the first mission is completed, you'll be promoted to a Pilot Wings Expert and play some VERY difficult stages.

STAGE 1: 400718

STAGE 2: 773224

STAGE 3: 165411

STAGE 4: 760357

FINAL MISSION: 882943

## SUPER MARIOLAND

Game Boy

This is without doubt the top-selling hand-held game in the UK. Surely there is someone out there who hasn't found all the secret rooms. If you haven't, *Colin Billington* from Birkenhead has come up with the goods.

1-1: pipes 3 and 6

1-3: pipe 9

2-1: first and last pipe

2-2: first and last pipe

3-1: first and last pipe

3-2: pipe 7

3-3: pipe 4

4-1: pipes 1 and 34 (before the guns)

4-2: pipes 2 and 12 (use gun to collect gems)

## TENNIS

Game Boy

This is a great little one- or two-player game and well worth your pennies. *David Payne* from Epsom sent in this curious tip. When you are serving, press A or B to throw as usual, but instead of hitting the ball straight away, wait till it's too high and press A or B again. You'll miss the ball, but can now move the player. Position him directly under the ball and let it hit him on the head. You now win the point without actually hitting the ball. Strange, but true.

FUTURE SMASHES

## THE OFFICIAL FUTURE OF NES

### Gremlins 2

Guide little Gizmo through Clamp Tower, just like in the film. Avoid the mutated gremlins and perilous traps, whilst trying to reach the end of each of the five levels. Contains some great animation during the game, and a wide range of intermediary screens.

### Rescue

Remember that old computer game from Infogrames called *Hostages*? Pretty cool, wasn't it. Well, now you can go undercover on the NES, although this time the game's called *Rescue*. Same game, different name, sure-fire hit!

### Bad Dudes

This game has been around for absolutely ages. *Bad Dudes* came out on computer under the name *Dragon Ninja*, the name of your adversaries in *Bad Dudes*. So who are the "bad dudes"? Well, that's you and a mate! Grab a joypad and kick some ass.

### Ghostbusters II

The computer versions were overflowing with graphics but lacked the playability needed for long-lasting appeal. Not to fret, though, because the NES version has been redesigned with more gameplay and a different type of game. Who you gonna call? Nintendo!

### Nintendo World Cup

If there's one game that's going to smash into the charts soon, it has to be *Nintendo World Cup*. The animation in this cartoony football game is absolutely hilarious. A cult classic I would predict.



# ELECTRO GAMES

SPECIALISTS IN CONSOLES AND GAMES



**TRADE WHOLESALE AND  
EUROPEAN ORDERS  
WELCOME**

**FOR 1991**  
TEL: 081-530 8246 FAX: 081 530 8246  
2 OVERTON DRIVE, WANSTEAD, LONDON E11 2NJ  
VISITORS WELCOME  
MON-SAT 9am-7pm SUNDAY 9am-7pm

**RETAIL MAIL ORDER  
PART EXCHANGE  
WELCOME.**

### SEGA MEGADRIVE

PAL MEGADRIVE.....	145.00
PAL inc FREE GAME.....	159.95
SCART inc FREE GAME.....	159.95
UK/JAPANESE CONVERTOR.....	19.95

### MEGADRIVE GAMES

SPACE HARRIER II.....	30.95
WORLD CUP SOCCER.....	33.95
THUNDERFORCE II.....	33.95
GHOULS + GHOSTS.....	37.95
SUPER SHINOBI.....	34.95
GOLDEN AXE.....	34.95
SUPER REAL BASKETBALL.....	33.95
DJ BOY.....	33.95
THUNDERFORCE III.....	34.95
GHOSTBUSTERS.....	33.95
PHELIOS.....	34.95
CYBERBALL.....	31.95
SUPER MONACO GP PAL.....	37.95
BATMAN.....	34.95
MOONWALKER.....	33.95
STRIDER (8M).....	36.00
AXIS.....	34.95
INSECTOR X.....	34.95
HELLFIRE.....	34.95
ESWAT CYBER POLICE.....	33.95
KLAX.....	34.95
FATMAN.....	34.95
BURNING FORCE.....	32.95
DYNAMITE DUKE.....	34.95
ARROW FLASH.....	32.95
RAINBOW ISLAND.....	35.95
SHADOW DANCER.....	34.95
ATOMIC ROBO KID.....	CALL
DARIUS II (8M).....	CALL
WONDERBOY III.....	CALL
RINGSIDE ANGEL.....	34.95
MIDNIGHT RESISTANCE.....	CALL
(USA) BATTLE SQUADRON.....	39.00
(USA) JOHN MADDENS	
FOOTBALL.....	39.95
(USA) KERMILLION.....	55.00
(JAP) HARD DRIVIN.....	34.95
MICKY MOUSE.....	33.00

CHRISTMAS GIFT FROM  
ELECTRO GAMES

**£15 off**

Megadrive, Neo-Geo,  
Famicom, PC Engine.  
VOUCHER valid until 6 Jan 1991

### PC ENGINE

PAL inc GAME.....	159.95
SCART inc GAME.....	159.95

### FAMICOM GAMES

S-ZERO.....	CALL
SUPER MARIO LAND.....	CALL
FINAL FLIGHT.....	45.00

### PC ENGINE GAMES

DIE HARD.....	33.95
OPERATION WOLF.....	33.95
AFTERBURNER.....	33.95
F1 CIRCUS.....	33.95
FINAL BLASTER.....	33.95
SUPER STAR SOLDIER.....	33.95
VIOLET SOLDIER.....	CALL
DARIUS.....	45.00
THUNDERBLADE.....	CALL
CHAMPION WRESTLER.....	CALL
CYBER COMBAT POLICE.....	CALL

### GAME BOY

GAMEBOYDELUXEUK/ JAP/CART	
COMPATIBLE.....	69.95
LIGHT BOY.....	19.95
ILLUMINATOR.....	19.95

### GAMEBOY GAMES

BATMAN.....	25.95
MONSTER TRUCK.....	25.95
WWF.....	25.95
DOUBLE DRAGON.....	25.95

GHOSTBUSTERS 2.....	25.95
RADAR MISSION.....	25.95
FINAL FANTASY LEGEND.....	25.95
SPIDERMAN.....	25.95
SKAT OR DIE.....	25.95
BUBBLE BOBBLE 2.....	25.95
ROAD STAR.....	25.95
DRAGON SLAYER.....	25.95
DUCK TALES.....	25.95
CHASE HQ.....	CALL

### GAME GEAR

GAMEGEAR + 1 GAME + HEADPHONES.....	180.00
--	--------

### GAMEGEAR GAMES

SUPER MONACO GP.....	24.95
COLUMNS.....	24.95
PENGO.....	24.95
ZAM GEAR.....	24.95
WONDERBOY.....	24.95
G.LOC.....	CALL

### NEO-GEO

PAL NEO-GEO.....	389.95
SCART NEO-GEO.....	379.95

### NEO-GEO GAMES

MAGICIAN LORD.....	189.95
BASEBALL STARS.....	189.95
NAM 1975.....	189.95
GOLF.....	189.95
CYBERLIP.....	189.95
NINJA COMBAT.....	189.95
RIDING HERO.....	189.95
SUPER SPY.....	189.95
STREET FIGHTER.....	CALL
SKY SOLDIER.....	CALL

PLEASE NOTE ALL MACHINES CARRY A ONE YEAR  
GUARANTEE FULL ENGLISH INSTRUCTIONS RING FOR  
THE LATEST RELEASES ON THE GAMEBOY PC ENGINE  
NEO-GEO MEGADRIVE ALL ENQUIRIES ARE WELCOME  
JAPANESE MAGAZINES AVAILABLE ON REQUEST  
PLEASE MAKE ALL CHEQUES PAYABLE TO ELECTRO  
GAMES

**ELECTRO GAMES**  
2 OVERTON DRIVE  
WANSTEAD  
LONDON E11 2NJ

PLEASE ADD TO ALL ORDERS  
P&P GAMES - £1 CONSOLES - £4

**FAST DELIVERY**  
PERSONAL CALLERS  
WELCOME

C/CARD NO

NAME

ADDRESS

TEL

EXP DATE  /  /

SIGNATURE

GAME/ MACHINE

CHEQUE  CARRIAGE

ACCESS/VISA  VOUCHER

POSTAL ORDERS  TOTAL

ADVERTISEMENT

# 3 WAYS TO WIN

## WIN THIS HOT ENDURO RACER ARCADE GAME!



NOW YOU CAN EXPERIENCE THE  
THRILL AND EXCITEMENT OF  
HIGH SPEED OFF ROAD ACTION!

THE ENDURO RACER SIMULATOR  
ARCADE GAME IS THE CLOSEST  
YOU CAN GET TO THE REAL THING!

FLY OVER JUMPS, POWER AROUND  
THE BERMS . . . IN A DARING BID  
TO WIN THE RACE!

TO GET YOUR HANDS  
ON THE BARS CALL . . .



**0898 224872**

## WIN THIS AWESOME QUAD

YOU COULD WIN THIS  
SUZUKI LT50J  
JUNIOR QUAD!  
IT HAS A 50cc  
PETROL ENGINE  
AND CAN BE  
RIDDEN BY  
ANY CHILD  
OVER THE AGE  
OF FIVE! CALL . . .



**0898 224873**

**WIN A  
SUZUKI  
50cc JUNIOR  
MOTORBIKE**

**CALL  
0898  
224874**

CALLS COST 33p (CHEAP RATE) AND 44p (AT ALL OTHER TIMES) PER MINUTE INC. VAT.  
FOR DETAILS OF WINNERS SEND AN SAE TO PEPPERONI LTD., PO BOX 1640, LONDON NW1 8NG.  
PLEASE ASK YOUR PARENTS' PERMISSION BEFORE YOU CALL AS THE AVERAGE CALL LENGTH IS 5.5 MINUTES.

# ATARI ATTACK

by Richard Monteiro

*The Lynx phenomenon continues with new games and new accessories being announced every month. There's exclusive details of Lynx Lemmings, and a fantastic bumper tips section.*

**T**he big news this month is that it looks highly likely Dave Jones of DMA Design will be converting his phenomenally addictive Lemmings game (reviewed on the Amiga in RAZE 5) for the Atari Lynx. Atari want it. Psygnosis are thinking about it. Dave Jones wants to... so it's virtually certain you can expect to see lovable Lemmings on your Lynx towards the end of the year.

Says Dave of the Lynx: "It's a great machine - fast, plenty of colour and a great screen. I'm really looking forward to developing for it; particularly as much of its hardware is based so closely to the Amiga."

In case you missed the spectacular review of Lemmings in issue 5, the story runs thus. In Psygnosis' make-believe world of Lemmings, hundreds of vole-like creatures follow one another aimlessly. Unfortunately there are far too many precipices and other perilous traps for the Lemmings to

## LIVE A LEMMING LIFE

Lemmings do one thing: walk in a straight line. However, they can be forced to change jobs as the guide below shows.



**Climber** - scales vertical walls and steep rock faces.



**Floater** - descends large falls safely with the aid of a broom.



**Suicider** - blows up and partially destroys surroundings.



**Stopper** - prevents other Lemmings passing either side.



**Builder** - constructs bridges for getting over gaping holes and other obstructions.



**Basher** - knocks its way viciously through horizontal things like rocks and walls.



**Miner** - digs diagonally through diggable landscape.



**Digger** - buries vertically through the ground and doesn't stop for anything!

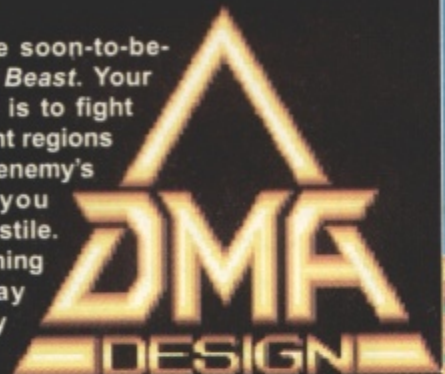


If you feel there's absolutely no chance of completing a level because of some earlier disaster, you can always hit the genocide button. It's cruel to waste a 100 Lemmings in one go, but damned pleasurable! Just before exploding into a thousand pixels, the Lemmings turn and face you and wave a last fond farewell. They just don't care.



## BEAUTY AND THE SHADOW OF THE BEAST

A selection of scenes from the soon-to-be-Lynx-converted *Shadow of the Beast*. Your aim in this 1989 Amiga release is to fight your way through several different regions in order to reach the heart of the enemy's stronghold. Any creatures you encounter will invariably be hostile. Contact can be avoided by punching or kicking the creatures away before they get close, or by shooting them if you have a weapon.

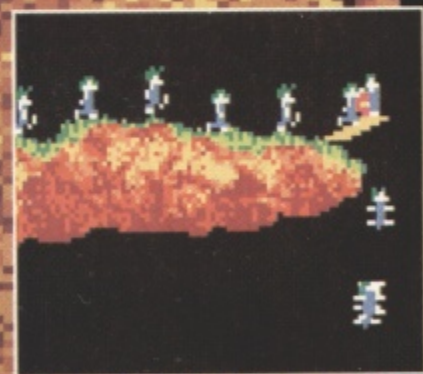


fall over or land in. And because Lemmings keep on walking regardless of what's in their path, more often than not a simple hazard will result in mass suicide.

Your job is to guide Lemmings from one level to another while losing as few lives as is humanely possible. The game's a gas in single player mode and horrendously addictive with two players. Look out for Lemmings on the Lynx - it's guaranteed to be one of the best games yet!

Incidentally, Dave Jones will also be converting the classic scrolling

beat-'em-up *Shadow of the Beast* to the Lynx this year. Remember, you heard it here first!



Just three of the 100-plus levels in Lemmings. The creatures come pouring out of entrances at the top of the screen. Some levels only have one entrance while others have several. You've got to be quick to block off any routes which might lead Lemmings into trouble. Each level poses its own problem. Some can be cleared relatively quickly while other will need a lot of head scratching. Most of the time though it's a case of sacrificing a few to save many.



# LYNX HACKS & STACKS

## LYNX LIVERIES

Just to prove that all those Lynx extras I mentioned last month weren't made up stories to fill space, I trundled off to Atari to take a peek at all the new gear. As you can see from the picture below, the kit is extremely smart. Atari UK have even decided on a price structure for the items and they are as follows:

Car lighter power adaptor .....£9.99  
Sun visor/screen guard.....£5.99  
Lynx player's pouch .....£9.99  
Lynx carrying case.....£14.99

All the above items are available from your favourite Lynx stockist now, so go dress up your machine properly!

Incidentally, the two Lynx games due out this month are *Ninja Gaiden*, a ferocious martial arts beat-'em-up and *World Class Soccer*. Both are priced at £29.99.



## OH, IN YOUR LETTER...

It's understandable that Lynx games are in such demand (being of such high quality and all that), but we didn't realise that supplies had got so low in Spain that desperate action was required. Indeed, we didn't fully understand the plight of Atari Spain until we received an entry - in an official Atari envelope and bearing an Atari Spain frank - to the Lynx game carts compo in RAZE 4. Sadly the answers were incorrect so we couldn't oblige, but being such a caring, sharing lot on RAZE we passed on this note of despair to Atari UK. The upshot of it is that Atari UK are now rushing a supply of Lynx games to Spain. Viva Espana!

As ever the Atari Attack hack sack is bulging. And here's the cream of an excellent lot. The best tip printed each month wins the author a copy of the latest Lynx release. How about some *Zarlor Mercenary*, *Xenophobe*, *Klax*, *Paperboy*, *Rampage*, *Road Blasters* or *Rygar* tips - any offers? Scribble your gaming solutions to Atari Attack, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.

## SLIME WORLD

Level five of this game is unique in that the map is straight - there are no twists, no turns, no short-cuts. But the difference doesn't stop there: each small section features a logic puzzle which must be completed before you can get to the next stage. For those that enjoy exploring to the full, Stuart Wynne from Chester (yes, he of ZZAP! 64 fame) has discovered the codes for all 54 fiddly bits in level five. What a lad! The codes are listed in the sequence they must be completed. Start with the top left column and work downwards.

9C26F4 9B62B7 02A2FF  
9F63B0  
C02032 C4E17F C2A1B2  
032770  
DF67F4 022470 05E7B3  
47667F  
4621BE 8522F9 06E3B8  
8921F8  
C966F9 8C65BB CDE665  
71E1E1  
4C21A4 8E61A1 0EE3A0  
CBA3A5  
8D62A1 8F22E3 7527A3  
336720  
CEE565 F52520 39652C  
3CA4EB  
B7E42D B2A662 BA64A8  
F162ED  
77E3E9 796168 BBA66B  
3BE0AA  
FF6106 60A417 236516  
E02711  
A126D1 652692 E6A79C  
E8E55F  
A6E61E 6A2798 AD25D8  
27A1DF  
A7A358 7CE2D1

## GAUNTLET III

While this isn't actually a game busting tip, it's certainly possible you might not have noticed this nifty feature in the past claims Adrien MacHeriot of Trowbridge. Select your character as usual, but don't touch the directional joystick or buttons A and B when transported to the first level. Push OPTION 1 and OPTION 2 simultaneously to be lunged forward five levels. You can continue pressing this key combination until you get to level 20. After that the cycle starts from level 1 again.

## CALIFORNIA GAMES

Yes, a quintuple jump (or an unreal 360 as it's called in the game) really is possible in the surfing section. And to tell you how it's done, master of the motion, Welshman Robin "Reliant road" Hogg (another member of the esteemed ZZAP! 64 team) takes the wheel. While we can't comment on his surf jumping techniques (not actually having seen him do the feat), we can tell you that the contents of his wallet keep his joystick arm exercised. So, Robin, take it away: "er [mumbles, gurgles, chokes and

and then run out again.

3. If there are many aliens in a room, lob a few grenades through the doorway.
4. When entering a room, crouch down and fire like crazy.
5. The best all round weapon is the electro gun. Don't leave home without it.
6. Pick up all items lying on the floor. Especially useful are vitamins and fluid bottles (as they replenish energy), jet packs and comlinks (these keep a tally of the percentage of aliens remaining).
7. Don't panic if you encounter a pit and don't hold a jetpack - you can, if you're careful, leap across.
8. When festors poke their heads around a door, duck as they file energy bolts from their



spits], thank you, well [arms flap aimlessly] it is possible. There... that's it [arms circumnavigate body violently]. Thank you, thank you. My name's... [pauses for thought] Robin Hogg; good night [mumbles and cackles incomprehensibly to himself]."

## XENOPHOBE

Mark "Corky" Caswell from Ludlow, Shropshire, is the man responsible for the fabulous tips for this frustrating game. However, if you don't agree with what he's written send your hate mail to CRASH magazine (because that's where the lad hangs around when he's not busy playing Lynx games). Take it away, Mark...

1. One of the first thing to do on level one is deactivate the impacting machine.
2. The best way to determine enemy activity is to quickly run into a room, take a look around

eyes. If you're quick you can return their fire.

9. On level five a security robot will chase you until you find a red ID card (location varies) and get to the security console on the first floor.
10. When the alien percentage counter drops to around 10% just sit and wait.

LYNX TOP TEN (UK)

Chart supplied courtesy of SDL

1. BLUE LIGHTNING
2. GAUNTLET III
3. SLIME WORLD
4. ELECTROCOP
5. ROAD BLASTER
6. GATES OF ZENDACON
7. XENOPHOBE
8. ZALOR MERCENARY
9. MS PAC MAN
10. KLAX

# entertainment



*Our Stateside guru, Hank Weinsnotter, manages to stop playing with his joystick long enough to bring news of the latest releases from across the great puddle*

**U**ndoubtedly the big news this month is that Nintendo of America have recently announced they will permit independent game companies to manufacture their own Nintendo cartridges. Until now, Nintendo manufactured all NES carts; even those sold by independent companies. This has prevented independents from making their own carts or seeking out less expensive manufacturing elsewhere. It has also caused considerable bad feeling.

What does this mean for Nintendo players? Well, for a start, it will probably mean that the uniformly gray Nintendo cartridges you're used to popping into your deck will give way to a wider variety of colours. More importantly, however, it could lead to lower prices for Nintendo games although it is doubtful that the drop will be dramatic.

Lower manufacturing costs don't always result in lower prices at the store. Another possible effect of this new policy is that there will be fewer shortages of popular games. In the past Nintendo controlled how many copies of a game were manufactured. When a game became a hit, supplies would often dry up.

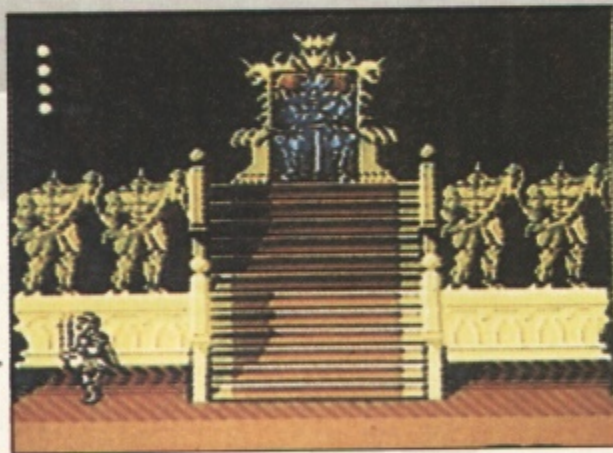
Certainly this seems to be a softening in Nintendo's attitude, and it will be very interesting to see if they go a step further and allow software houses to produce games without the need for a Nintendo licence. A handful of game companies are already manufacturing their own cartridges without a licence and are currently being pursued by Nintendo's lawyers. But since many stores won't carry unlicensed carts the games are pretty hard to find.

● Colour Dreams have been in the

unlicensed Nintendo business for some time. Their newest release is *Challenge of the Dragon*. In this arcade adventure you try to free the kingdom of Lrin from the clutches of an evil wizard (now there's a novelty). Each of the game's ten levels includes a variety of ninja and end-of-level guardians.

● Bunch Games are new to the Nintendo scene and have *Castle of Deceit* as their first release.

● American Video Entertainment, another new unlicensed company, have also released their first Nintendo titles. *Puzzle* is based on a children's tile game in which you shuffle small squares in order to create a picture. *Krazy Kreatures* is an oddly addictive game in which animals and other objects bounce onto the playing field; you have to move them around to get a certain number in a row before the field fills up. *Pyramid* is a Tetris-style game. Still to come from AVE is *F-15: City War*, a jet fighter shoot-'em-up.



For years all was peaceful in the hamlet as the villagers tried to forget the days of carnage when he roamed the land. But one day a flash of lightning struck the monster's tomb, bringing him back to life. In this horizontally-scrolling arcade shoot-'em-up, Franky goes on the rampage with the help of a dose of magic to summon a host of baddies. You are one of the rescue party aiming to free Emily and the villagers. What else could it be, but Frankenstein on the gnarly Nintendo.

## GO AHEAD, MAKE MY DAY

"This is the Magnum 45, the world's most powerful hand gun. Why, one shot from it could blow your head clean off. So you've got to ask yourself one question: do you feel lucky? I know what you're thinking; have I fired six shots or only five? Well, ya know, in all this confusion I've forgotten myself. So tell me, punk: do you feel lucky? Well, do you?" Now's your chance to talk in a low growl as Callahan in the Nintendo release *Dirty Harry* as you chase the Colombian drug lord who's setting up shop on your home town in San Francisco (how dare he). The kingpin's name is Anaconda - an' he don't like cops. With your trusty Magnum, plus a variety of other weapons such as bazookas and harpoon guns, you can punch, kill and eat chilli dogs to your heart's delight.



# MEGA WARE

Available now is *TechnoCop* from RazorSoft, *Super Volleyball* from Video system, *Sword of Sodan* from Electronic Arts, *Grenada* from Renovation and *Shadow Blasters* from Sage's Creation. On the horizon is *Aero Blasters* from Kaneko, *Cross Fire* from Kyugo Trading Company, *Junction* from Micronet, *Bimini Run* from Nuvision, *Ka-ge-ki* from Sage's Creation, *Dando* from Treco, *Beanball Benny* from Nuvision and *Berlin Wall* from Kaneko. There's a lot of action on the Genesis (Mega Drive) over here in the States, and these titles simply represent the next two months' worth.



# Quickjoy

Joysticks

## EUROPE'S TOP SELLING RANGE



SV.120-JUNIOR STICK  
Twin Fire Buttons.  
Hand Held  
£ 5.95



SV.401-SG Fighter  
For Sega  
6 Microswitches  
Autofire  
L.E.D.Function  
Indicators.  
£ 14.95



SV.125-SUPERBOARD  
10 Microswitches  
Digital Stopwatch.  
Autofire  
£ 17.95



SV.126-JETFIGHTER  
6 Microswitches.  
New Pilot Grip.  
Autofire.  
£ 13.95



SV.127-TOP STAR  
Steel Shaft  
Microswitches  
Autofire  
£ 23.95



SV.124-TURBO  
6 Microswitches.  
Autofire.  
£ 8.95

SV.128-MEGABOARD  
8 Microswitches  
Stopwatch &  
Countdown Timer  
Autofire.  
£ 24.95



SV.119-JUNIOR  
Twin Fire Buttons.  
£ 4.95

II PILOT  
SV.122 £ 6.95

SUPERCHARGER  
SV.123 £ 9.95

M6 IBM PACK  
SV.202/3 £ 29.95

M5 FOR IBM PC.  
SV.201 £ 17.95

QUICKJOY JOYSTICKS. Leading in design, technology and choice.  
Check out the range and features. Buy with confidence.



\*Now available from Selected Branches of....  
WH SMITH • John Menzies • BOOTS •



Selfridges • Hamleys • Software PLUS

.... and all good computer dealers



Unit 27 Northfield Industrial Estate, Beresford Avenue, Wembley, Middlesex HA01NU England.  
Telephone: 081-900 0024 Facimile: 081-903 6625



# LEGEND SOFTWARE



16 Linden Gardens, Chiswick London W4 2EQ Tel: 081-747 4757/081-742 1831

## TOP TITLES

	ST PRICE	AMIGA PRICE
Genghis Khan.....	£22.99	£22.99
Bandit King of Ancient China.....	£22.99	£22.99
Masterblazer.....	£15.99	£15.99
Rotator.....	£13.99	£13.99
Deuterios.....	£14.99	£14.99
Hill Street Blues.....	£14.99	£14.99
Tenticle.....	£14.99	£14.99
Botics.....	£12.99	£12.99
Car Vup.....	£14.99	£14.99
The Final Whistle.....	£ 8.99	£ 8.99
Sim Earth.....	£16.99	£16.99
The Hunt For Red October.....	£15.99	£15.99
Carthage.....	£15.99	£15.99
Mig 29.....	£15.99	£15.99
Wings of Death.....	£15.99	£15.99
Super Off Road Racing.....	£13.99	£13.99
Ishido.....	£15.99	£15.99
New York Warriors.....	£13.99	£13.99
European Super League.....	£15.99	£15.99
The Ultimate Ride.....	£15.99	£15.99
Eco Phantoms.....	£15.99	£15.99
The Amazing Spiderman.....	£15.99	£15.99
Gremlins 2.....	£15.99	£15.99
Wolfpack.....	£15.99	£15.99
Champion of the Raj.....	£15.99	£15.99
Distant Armies.....	£15.99	£15.99
The Legend of Billy Boulder.....	£15.99	£15.99
The Immortal.....	£15.99	£15.99
The Final Battle.....	£15.99	£15.99
Murder.....	£15.99	£15.99
Dragon Wars.....	£15.99	£15.99
Falcon.....	£15.99	£19.99
F16 Combat Pilot.....	£15.99	£15.99
Time Machine.....	£15.99	£15.99
Ultimate V.....	£19.99	£19.99
Projectyle.....	£15.99	£15.99
Imperium.....	£15.99	£15.99
Midwinter.....	£19.99	£19.99
Pool of Radiance.....	£19.99	£19.99
Conqueror.....	£15.99	£15.99
Turrican.....	£13.99	£13.99
688 Attack Sub.....	£15.99	£15.99
USS John Young.....	£16.99	£16.99
Gold of the Aztecs.....	£15.99	£15.99
Ylanda.....	£15.99	£15.99
Sword of Aragon.....	£19.99	£19.99
B.A.T.....	£15.99	£15.99
Badlands Pete.....	£13.99	£13.99
Powermonger.....	£19.99	£19.99

## JOYSTICKS

Konix Speedking.....	£ 7.99
Konix Speedking Autofire.....	£ 8.99
Konix Speedking Sega.....	£ 8.99
Konix Navigator.....	£ 9.99
Megablaster.....	£ 4.99
Megablaster Micro Switch.....	£ 5.99
Megablaster Sega.....	£ 6.99
Joystick Junior.....	£ 4.99
Joystick Junior Stick.....	£ 4.99
Quickjoy 2.....	£ 5.99
Quickjoy 3.....	£ 7.99
Quickjoy 2 Turbo.....	£ 7.99
Superboard.....	£13.99
Nintendo Quickjoy N15 Auto.....	£10.99
Nintendo Pro Junior.....	£12.99
Mega Control Deck.....	£16.99
Mega Joy Pad.....	£12.99
Disk Storage 80 Cap.....	£ 6.99

## COMPILATIONS

<b>HOLLYWOOD COLLECTION</b> Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie All Four Games For Only £16.99	<b>PLATINUM</b> Black Tiger, Strider, Forgotten Worlds and Ghouls and Ghost All Four Games For Only £16.99	<b>SOCCER MANIA</b> Football Manager 2, Gazzas Soccer, Microprose Soccer and Football Mang 2 World Cup Edition All Four Games For Only £16.99
<b>POWER PACK</b> Xenon 2, TV Sports Football, Bloodwych and Lombard Rally All Four Games For Only £16.99	<b>HEROES</b> Barbarian 2, Punning Man, Star Wars and Licence To Kill All Four Games For Only £15.99	<b>FULL BLAST</b> Chicago 90, Rick Dangerous, Highway Patrol 2, F47 Carrier Command and Ferrari Formula One All Six Games For Only £16.99
<b>TNT</b> Hard Drivin, APB, Xybots, Toobin and Dragon Spirit All Five Games For Only £15.99	<b>MAGNUM 4</b> Afterburner, Double Dragon, Operation Wolf and Batman Cap 1 All Four Games For Only £16.99	<b>CHALLENGERS</b> Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer All Five Games For Only £16.99
<b>LIGHT FORCE</b> Batman, Bio Challenge, 1K+, Voyager and R Type All Four Games For Only £14.99	<b>WHEELS OF FIRE</b> Hard Drivin, Chase HQ, Powerdirt and Turbo Outrun All Four Games For Only £15.99	<b>FLIGHT COMMAND</b> Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase All Five Games For Only £16.99
<b>FUN BOX</b> Kult, Purple Saturn Days, Hostages and Op. Neptune All Four Games For Only £8.99	<b>PRECIOUS METAL</b> Xenon, Captain Blood, Crazy Cars and Arkonoid All Four Games For Only £14.99	<b>COMPUTER HITS VOL 2</b> Tetris, Joe Blade, Golden Path and Black Shadow All Four Games For Only £5.99
<b>MASTER MIX</b> Super Wanderer, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown All Five Games For Only £16.99	<b>EDITION ONE</b> Double Dragon, Xenon, Gemini Wings and Silkworm All Four Games For Only £15.99	<b>MIND GAMES</b> Asterix, Waterloo and Conflict in Europe All Three Games For Only £14.99

## CHART TOPPERS

<b>ADIDAS CHAMPIONSHIP FOOTBALL</b> Only £14.99	<b>BATTLE COMMAND</b> Only £14.99	<b>PLOTTING</b> Only £14.99
<b>RAINBOW ISLANDS</b> Only £12.99	<b>NITRO</b> Only £14.99	<b>PANG</b> Only £14.99
<b>PUZNIC</b> Only £14.99	<b>EPIC</b> Only £14.99	<b>SATAN</b> Only £14.99
<b>DRAGON NINJA</b> Only £13.99	<b>SLY SPY</b> Only £14.99	<b>F29 RETALIATOR</b> Only £14.99
<b>NIGHTBREED</b> Only £14.99	<b>NARC</b> Only £14.99	<b>MIDNIGHT RESISTANCE</b> Only £14.99
<b>SHADOW WARRIOR</b> Only £14.99	<b>TOKI</b> Only £14.99	<b>DELIVERENCE</b> Only £14.99
<b>CHASE HQ 2</b> Only £14.99	<b>DRAGON FLIGHT</b> Only £16.99	<b>SHADOW OF THE BEAST</b> Only £8.99
<b>ROBO COP 2</b> Only £14.99	<b>CHASE HQ</b> Only £14.99	<b>WHITE DEATH</b> Only £18.99
<b>TIE BREAK</b> Only £14.99	<b>LOST PATROL</b> Only £14.99	<b>DELUXE STRIP POKER</b> Only £5.99
<b>ROBOCOP</b> Only £14.99	<b>RESOLUTION 101</b> Only £14.99	<b>CENTREFOLD SQUARES</b> Only £5.99
<b>IVANHOE</b> Only £14.99	<b>DAMOCLES</b> Only £14.99	<b>TANK ATTACK</b> Only £5.99
<b>CABAL</b> Only £14.99	<b>DAILY DOUBLE HORSE RACING</b> Only £5.99	<b>FIRE AND FORGET 2</b> Only £16.99
<b>BILLY THE KID</b> Only £14.99	<b>STEVE DAVIS SNOOKER</b> Only £5.99	<b>COLOSSUS CHESS X</b> Only £5.99
<b>TOTAL RECALL</b> Only £14.99	<b>OPERATION THUNDER</b> Only £14.99	<b>SPACE ACE</b> Only £24.99
<b>S.T.U.N. RUNNER</b> Only £14.99	<b>KILLING GAME SHOW</b> Only £14.99	

\* FREE GAME WITH EVERY £20.00 SPENT OF OUR CHOICE \*

## TOP TITLES

	ST PRICE	AMIGA PRICE
Flood.....	£15.99	£15.99
ATF 2.....	£15.99	£15.99
Wings.....	£19.99	£19.99
Mean Streets.....	£15.99	£15.99
Crime Wave.....	£15.99	£15.99
Their Finest Hour.....	£19.99	£19.99
Loom.....	£19.99	£19.99
Defender 2.....	£13.99	£13.99
Subbuteo.....	£15.99	£15.99
Flight of the Intruder.....	£19.99	£19.99
Speedball 2.....	£15.99	£15.99
Nine Lives.....	£15.99	£15.99
Spin Dizzy Worlds.....	£15.99	£15.99
Chronicles of Omega.....	£13.99	£13.99
Covert Action.....	£19.99	£19.99
Buck Rodgers.....	£15.99	£15.99
Dragon Breed.....	£19.99	£19.99
Gettysburg.....	£19.99	£19.99
M1 Tank Platoon.....	£19.99	£19.99
Captive.....	£13.99	£13.99
Judge Dredd.....	£13.99	£13.99
Simulcra.....	£19.99	£19.99
Wonderland.....	£15.99	£15.99
M.U.D.S.....	£15.99	£15.99
Lotus Esprit.....	£15.99	£15.99
The Final Conflict.....	£15.99	£15.99
Operation Harrier.....	£15.99	£15.99
Voodoo Nightmare.....	£15.99	£15.99
Z Out.....	£13.99	£13.99
Nightshift.....	£15.99	£15.99
Deathtrap.....	£15.99	£15.99
The Secret of Monkey Island.....	£15.99	£15.99
Rick Dangerous 2.....	£15.99	£15.99
Wrath of the Demon.....	£15.99	£15.99
Team Yankee.....	£18.99	£18.99
Teenage Mutant Hero Turtles.....	£15.99	£15.99
Cyber Assault.....	£15.99	£15.99
F19 Stealth Fighter.....	£19.99	£19.99
Operation Stealth.....	£15.99	£15.99
BSS Jane Seymour.....	£15.99	£15.99
Battle Master.....	£15.99	£15.99
Back to the Future 2.....	£15.99	£15.99
Gods.....	£15.99	£15.99
Xiphos.....	£15.99	£15.99
Swiv.....	£15.99	£15.99
Cadaver.....	£16.99	£15.99
Supremacy.....	£19.99	£19.99
4D Sports Boxing.....	£15.99	£15.99
St. Dragon.....	£15.99	£15.99
Indianapolis 500.....	£15.99	£15.99
Rogue Trooper.....	£16.99	£15.99
Ranx.....	£15.99	£15.99
Robo Kid.....	£15.99	£15.99
The Savage Empire.....	£16.99	£16.99
Final Command.....	£15.99	£15.99
UN Squadron.....	£13.99	£13.99
Celica GT4 Rally.....	£15.99	£15.99
Stratego.....	£15.99	£15.99
Test Drive 3.....	£15.99	£15.99
Altered Destiny.....	£15.99	£15.99
Loopz.....	£15.99	£15.99
Vaxine.....	£15.99	£15.99
Betrayal.....	£15.99	£15.99
Curse of RA.....	£15.99	£15.99
Line of Fire.....	£15.99	£15.99
Eswat.....	£15.99	£15.99
Legend of the Lost.....	£15.99	£15.99
Action Stations.....	£19.99	£19.99
Blade Warrior.....	£15.99	£15.99
Days of Thunder.....	£15.99	£15.99

PLEASE MAKE CHEQUES AND PO'S PAYABLE "LEGEND SOFTWARE"

COMPUTER  
Titles

Price

DATE

NAME:

ADDRESS:

P&P FREE IN THE UK: EUROPE ADD £1.00: ELSEWHERE ADD £1.50: Z2/02

POSTAL CODE:

TEL:

# Preview INDEX

## Consoles

GAME BOY	Astro Rabee	61	
	Cosmotank	62	
	Ghostbusters II	61	
	Gradius III	61	
	Gremlins II	62	
	PC Frog	67	
	Qix	67	
	MASTER SYSTEM	Danan The Jungle Fighter	39
		Speedball	52
The Cyber Shinobi		48	
MEGA DRIVE	Aero Blasters	66	
	Ambition Of Caesar	68	
	Dangerous Seed	66	
	Gain Ground	64	
	Musha Aleste	66	
	PGA Tour Golf	38	
	Ringside Angel	67	
	Super Volleyball	65	
	Volfied	68	
	Wonderboy III	68	
	PC ENGINE	Darius+	62
Lode Runner		62	
SUPER FAMICOM	Bombuzal	60	
	Pilot Wings	60	
	Populous	60	

## 16-Bit

AMIGA	Bandit Kings Of Ancient China	56	
	Emlyn Hughes Arcade Quiz	44	
	Feudal Lords	46	
	Genghis Khan	32	
	Metal Masters	30	
	Midwinter II	35	
	Moonshine Racers	50	
	PGA Tour Golf	38	
	Pop Up	53	
	Warlords	28	
	ATARI ST	Emlyn Hughes Arcade Quiz	44
		Feudal Lords	46
		Metal Masters	30
Midwinter II		35	
Moonshine Racers		50	
Pop Up		53	
IBM PC	Bandit Kings Of Ancient China	56	
	Genghis Khan	32	
	Midwinter II	35	
	Quest For Glory	54	
	Red Baron	40	
	Warlords	28	



## FUTURE TENSE

### Metal Masters... 30

Masterpieces of technology left by a long-gone civilisation do battle to pass the time. And there's plenty of that when nothing but a well-aimed missile can stop your clock ticking.

### Midwinter II... 34

Sixty years after the thaw, a tyrannical empire of huge proportions threatens world peace and security. As a member of the Atlantic Federation you've got to crush the uprising.

### Cyber Shinobi... 48

Zeed's returned and aims to cause a nuclear meltdown with the help of a few well-aimed A-bombs. As grandson of the mighty Mushashi, it's up to you to prevent disaster.

## PAST PERFECT

### Warlords... 28

A peace pact between eight empires has collapsed and the kingdoms of olde are crumbling. Can you restore order and get the rulers of the other provinces to live in harmony?

### Genghis Khan... 32

He rose from rags to riches as he built the mightiest and most feared empire the world has ever seen. In Koel's latest epic, you can do the same. After all, if anyone Khan, you can!

### King's Quest V... 36

All hell's broken loose - you're king of the castle and everyone's playing at dirty rascal. Manannan has walked off with your house, Cedric the owl knows everything, and you've got a hangover

# WARLORDS

*It's not like Les Ellis to use under-hand tactics while trying to get a review written. But that was just what was needed for this Aussie war game*



The blue knight goes walkies but leaves his blue castle with a substantial garrison in it - just in case anybody fancies popping around for more than tea and cakes.



"Come and have a go if you think you're hard enough." Chants like that lead to one result: war!



**W**arlords is quite an innovative little game. Its most attractive feature is that you can invite up to seven other human players to join you, or the computer can take up any of the spare places to make a total of eight participants. The eight players have to battle it out between themselves to take control of all the 80 cities in the Kingdom of Illuria, with the reward of being crowned the Supreme Warlord. There is only one way to do this: destroy everyone else.

Brute force is but one stepping stone on the path to victory. To become the land's leader you may also need to ally with dragons, befriend wizards, or even have a few of your "heroes" to go out into the battle and wield one of their magical swords. Of course, if all else fails, you could fall back on clever military tactics and economic warfare (bit boring, though).

There are four levels of computer control, ranging from the measly Knight to Baron, Lord and finally the Warlord. The toughest fight you could ever imagine would consist of one human player playing seven Warlords. SSG claim to have pioneered the development of artificial intelligence and their claim seems to be justified in *Warlords*. In fact, some of the computer players go out of their way to act like human players, even making mistakes like wasting money or forgetting who they are trying to form alliances with and who they're trying to kill.

The eight-player aspect adds a refreshing dimension to an otherwise very simple wargame. The one player game is still challenging, and if you've got a handful of friends to play with, all the better.



## THE EIGHT RULERS

The Kingdom of Illuria is divided into eight different coloured parts, each ruled by either a computer or human player. The different races each have their own distinct background and history, a summary of which is given below.

**The Sirians (white)** - These knights would rather convert you to the teachings of God with a swift sword to the neck than a copy of the New Testament in the hand.

**The Storm Giants (yellow)** - A race of powerful 12-foot giants. They hate anyone shorter than themselves (ie: everyone), and vow to rid the land of what they call the infestation of miniscule pests.

**The Grey Dwarves (light blue)** - These are hardy folk who would love nothing better than to mine the land of Illuria for the treasures hidden within it. They regard everyone else as an obstacle to this aim.

**The Orcs of Kor (red)** - Everyone hates the Orcs, they are ugly, have no manners and, above all, smell! Subsequently, the Orcs hate everyone else. This is not conducive to a peaceful relationship.

**Elvallie (green)** - A strange band of forest folk. The possibility of other people entering their forest is unthinkable. In their view, killing off everyone else in the land is just sound ecological practice.

**The Selentines (purple)** - A megalomaniac human race who regard a tree as a boat just waiting to be built. Their relationship with the Elvallie people is strained.

**The Horse Lords (dark blue)** - Wherever there's a Lord, there's a horse. Generally a wild people, the Horse Lords have one thing on their minds, to stable their horses in the ruins of other civilisations.

**Lord Bane (black)** - The evil Lord's legions include the Dark Elves, Men, Ogres and Orcs. Tradition and ambition both decree that he must attempt to enslave all of Illuria.

**GRAPHICS 71%**  
 X Little to mention apart from...  
 ✓ ...very clear and precise map detail.

**SOUND 56%**  
 X Just a few boring acknowledging beeps.  
 ✓ Impressive fanfare announces your turn.

**PLAYABILITY 75%**  
 ✓ Multi-player option is fun.  
 ✓ Accessible menus and manual.

**AMIGA**  
 SSG £24.99 ● OUT NOW **74%**

**ATARI ST** SSG £24.99 ● SUMMER '91

**IBM PC** SSG £24.99 ● OUT NOW

# SENSATIONAL EASTER BARGAINS

## NEC PC ENGINE

NEC PC Engine with free game & 12 months warranty.

Choose from either PAL or SCART versions.

**Only £129.99**

ASCII Joystick .....	24.99	New Zealand Story .....	29.99
Battle Set (Joypad + 5 Player Adaptor) .....	29.99	Nectaris .....	32.99
Five Player Adaptor .....	14.99	Necromancer .....	29.99
YS (CD Rom) .....	29.99	Overhauled Man .....	12.99
Pro Basketball .....	29.99	Pacland .....	29.99
Bloody Wolf .....	29.99	Poor Story .....	12.99
Bull Fight .....	29.99	R-Type 1 .....	32.99
Cybercross .....	19.99	Rock On .....	24.99
Deep Blue .....	12.99	Space Harrier .....	12.99
Drunken Master .....	12.99	Shada .....	12.99
Dragon Fighter .....	12.99	PC Kid (Bonk) .....	32.99
Victory Run .....	32.99	Neutopia .....	32.99
Wataru .....	24.99	Shinobi .....	32.99
War of the Dead .....	12.99	Shanghai .....	12.99
Dungeon Explorer .....	32.99	World Series Baseball .....	12.99
Knight Rider .....	32.99	Sweet Meeting .....	12.99
Legendary Axe .....	32.99	Tales of a Monsterpath .....	12.99
Golf Boy .....	19.99	Power League Baseball II .....	24.99
F1 Pilot .....	12.99	Honey Sky .....	19.99
Energy Man .....	12.99	Galaca '88 .....	32.99
F1 Triple Battle .....	29.99	Volfield .....	29.99
Fantasy Zone .....	19.99	Vigilante .....	24.99
Space Adventure (CD Rom) .....	12.99	Wonderboy II (CD Rom) .....	12.99
Heavy Unit .....	29.99	P47 .....	24.99
Mr Heli .....	19.99	Tiger Road .....	24.99
Japan Warrior .....	12.99	Atomic Robo Kid .....	24.99
Motoroad .....	19.99	Blodia .....	24.99
Side Arms .....	32.99		

## ATARI LYNX

Fully portable colour game system. Price includes free

California Games and AC adaptor.

**Only £129.99**

Blue Lightning .....	26.99	Slime World .....	26.99
Chips Challenge .....	26.99	Xenophobe .....	26.99
Electrocop .....	26.99	Rampage .....	26.99
Gates of Zendocon .....	26.99	Robo Squash .....	26.99
Gauntlet 3rd Encounter .....	31.99	Rygor .....	26.99
Klax .....	26.99	Shanghai .....	26.99
Ms PacMan .....	26.99	Paperboy .....	26.99
Road Blasters .....	26.99	Zarlor Mercenary .....	26.99

## MEGA DRIVE

Includes joypad, AC adaptor and leads. Game is extra.

**SCART £125 • PAL TV £145**

Thunderforce 2 .....	£31.99	Super Thunderblade .....	£31.99
Last Battle .....	£31.99	Space Harrier II .....	£31.99
Ghouls 'n Ghosts .....	£40.99	Super Hang On .....	£31.99
Zoom .....	£26.99	Revenge of Shinobi .....	£31.99
Alex Kidd in Enhanced Castle .....	£26.99	Golden Axe .....	£31.99
Rambo III .....	£26.99	Super League Baseball .....	£31.99
Forgotten Worlds .....	£31.99	World Cup Italia 90 .....	£26.99
Mystic Defender .....	£31.99	Arnold Palmer Tournament Golf .....	£31.99
Truxton .....	£31.99		

All the above prices include VAT and Postage and Packing. Please make cheques/postal orders payable to The Words Works Ltd and send to (no stamp required):

**Mail Order, The Words Works Ltd,  
FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA  
Tel: 0225 765086 Fax: 0225 777869**

## NEO • GEO GOLD SYSTEM

American version of the ultimate home arcade system.

This astounding package comprises:

- One phenomenal 330 meg Neo-Geo console
- Two 8-way/4-button joypad controllers
- One astounding free game (either Nam-1975, Baseball Stars Professional, Magician Lord) \*
- Scart adaptor for connecting to RGB monitor (not suitable for standard RF TV connection)

**Only £399.99**

\* Sorry you cannot choose the free game

## SEGA MASTER SYSTEM

Sega Mega System with 2 control pads and free game.

**Only £77.99**

## SEGA MASTER SYSTEM PLUS

Sega Mega System with Light Phaser, 2 control pads and two free games.

**Only £97.99**

Afterburner .....	26.95	Kung Fu Kid .....	26.95
Alex Kidd in High Tech World .....	26.95	Miracle Warrior .....	29.95
American Pro Football .....	26.95	Operation Wolf .....	26.99
California Games .....	26.95	Psycho Fox .....	26.95
Chase HQ .....	26.95	R-Type .....	26.95
Double Dragon .....	26.95	Rocky .....	26.95
Galaxy Force .....	26.95	Vigilante .....	26.95
Ghostbusters .....	26.95	Wonderboy .....	26.95

Many more titles available. Please ring or write for full list

## NINTENDO GAME BOY

Supplied with free adaptor, earphones + Tetris.

**Only £65.99**

Super Marioland .....	18.99	Solar Striker .....	18.99
Tennis .....	18.99	Alleyway .....	18.99
Qix .....	18.99	Golf .....	18.99

More titles due for release soon. Please ring for details.

Post form to: Mail Order, The Words Works Ltd,  
FREEPOST (SN 1543), TROWBRIDGE, Wiltshire BA14 8YA

I would like to order \_\_\_\_\_

and enclose a cheque/PO or supply my Access/Visa no. for \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Postcode \_\_\_\_\_ Telephone Number \_\_\_\_\_

PLEASE FILL IN BELOW WHEN ORDERING BY CREDIT CARD.

My Access/Visa account number is \_\_\_\_\_

Expiry date \_\_\_\_\_ Signature \_\_\_\_\_



*New kid on the block, Richard Bell rings in the latest French foray and finds he's no match*



With your previously acquired prize money, you can purchase some extra hardware for your next sortie. This section also gives you the facilities to sell any damaged equipment that you may have (although trade-in prices are not that good). The equipment on offer (in numbered sequence) is a fist, three claws, powersaw, legs, can, punch, hacker, cleaver, padded legs, box, hammer, smasher, laser shield, platform legs, safe.



**W**hat a con. Under extremely false pretences, I was assured that this was the ultimate in Heavy Metal games. Jools and Les assured me of a super Iron Maiden tune, some sexy Kiss make-up, and a great digitised sequence where Ozzy Osbourne bites the head off a bat. It turns out that *Metal Masters* is nothing more than a beat-'em-up with oversized dustbins. Friends, huh, who needs 'em?

The scenario is a familiar one. The world (as we know it) has changed beyond recognition. It was the monsters that created the whole mess, the *metal* monsters. Now the indestructible results of over-indulgent scientific experiments have been banished to the wastelands. No-one goes out of the city limits anymore, but they

Our latest "professional games player" gets ten bells knocked out of him by the oversized dustbin. The panel at the bottom of the screen shows the equipment status of both players. The four icons represent left arm, legs, torso and right arm respectively. If you suddenly find you can't move, it's probably because your legs are knackered, and with a quick glance at the icon you'll discover what the alarming red colour indicates.

know what goes on out there - violence. The Metal Giants have no wars to fight and no missions to complete anymore, so they just fight in competitions that last for weeks.

After being sent to the wastelands, the more intelligent robots developed themselves into skyscraper-sized battle machines. Taking control of one of these machines, you decide to enter a contest in the hope of gaining the untold riches that the robots have hoarded over the years. Only the toughest will survive. Have you got the mettle?

**AMIGA** INFOGRAMES £24.99 ● OUT NOW

<b>ATARI ST</b>	<b>GRAPHICS</b> <b>81%</b>
	✓ Well-animated characters. ✓ Attractive, varied backdrops.
	<b>SOUND</b> <b>76%</b>
	✗ Naff title tune, no in-game music. ✓ Good effects, but a bit weird.
	<b>PLAYABILITY</b> <b>53%</b>
	✗ Far too shallow and repetitive. ✓ Limited amount of moves.
	<b>INFOGRAMES</b> <b>61%</b>
	£24.99 ● OUT NOW



# QuickShot<sup>®</sup>

by Bondwell

## FOR YOUR BEST SHOT!



**PYTHON 1 - QS 130F**  
BioGrip control and deluxe digital response plus high-speed auto-fire and dual triggers. Compatible with most video game systems.\*



**PYTHON 3 - QS 135**  
Precision performance for Sega GENESIS 16-bit video game systems.



**APACHE - QS 131**  
Fast action and BioGrip for maximum control. Compatible with Atari and Commodore game systems.



**MAVERICK - QS 128F**  
8-direction, arcade-type control stick with two player select switch. Compatible with most video game systems.\*



**FLIGHTGRIP - QS 129F**  
High-speed auto-fire and 8-direction thumb-pads. Compatible with most video game systems.\*



**STARFIGHTER - QS 127**  
Far and away the most versatile remote controller, effective at 20 feet, compatible with most video game systems.\*

# INSIST ON QUICKSHOT... THE GENUINE PIECE

by Bondwell<sup>®</sup>

QuickShot<sup>®</sup>

25,000,000

JOYSTICKS SOLD WORLDWIDE

Available at most major department stores and computer dealers.

\*Sega, Atari, Commodore, MSX and Amstrad

# GENGHIS KHAN

*If anyone can, Les Ellis Khan*

**G**enghis Khan's reign of terror lasted throughout his life in the Mongol society from 1162 to 1227. He rose from rags to riches as he built the mightiest and most feared empire the world has ever seen. With Koei's latest epic, you can take the part of any of the great rulers of Khan's time. One moment you could be deep in the heart of Japan, in the robes of Shogun Minamoto, while the next go you might be fighting the Crusades with Richard the Lion Heart. Either way, there's plenty of scope for the megalomaniac in all of us. However, as all megalomaniacs know, it takes some time and effort to conquer the world.

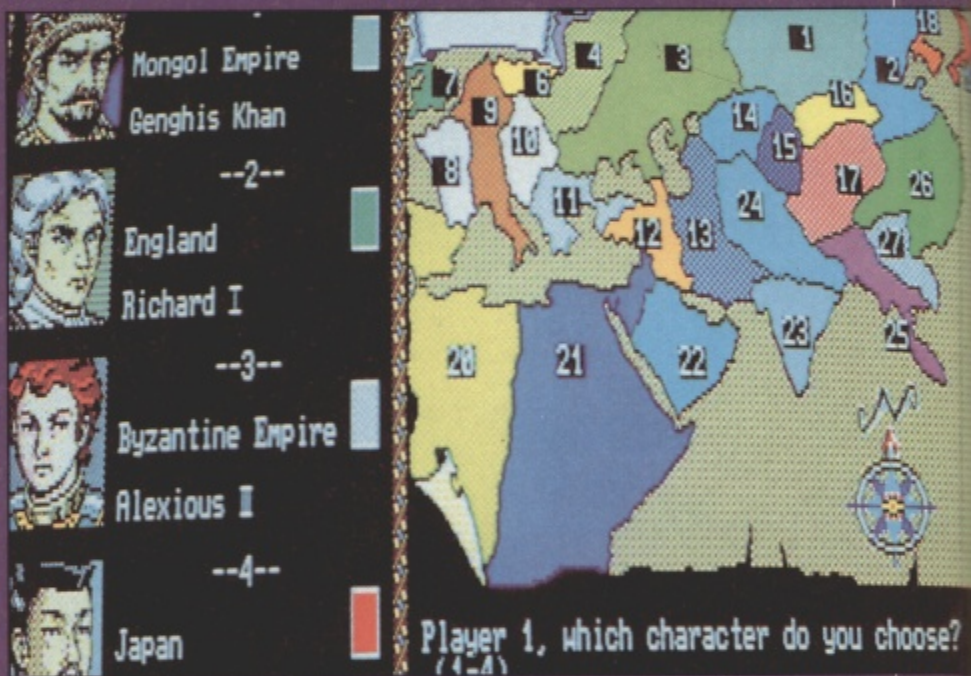
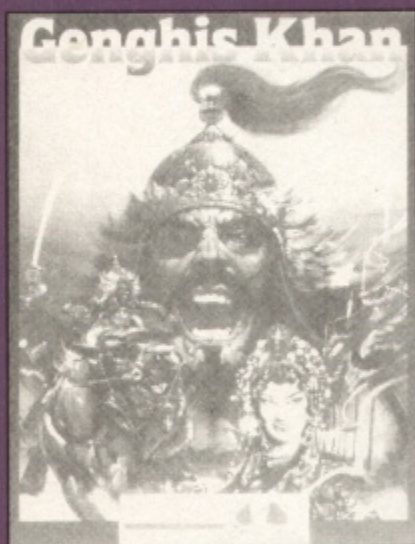
There are basically two kinds of domination that you can try to achieve, and both are equally challenging. The first takes you back to the roots of Genghis's fighting days, where you must survive as the Mongol chief Temujin. In the World Conquest you can take the part of a great leader in history and try to conquer the world. However, if your

"great leader" should inadvertently snuff it (by natural causes or not), you can nominate a successor (assuming you have some kids!).

The exceptionally deep gameplay – with you handling everything from the governors of your

regions to spies and mercenaries – and historical accuracy make *Genghis Khan* much more than a pale imitation of life over the centuries (as is the case with most strat games). Great joy can be had by planning your offensive attack and invading a country, while the volatile nature of the world's leaders ensures you don't ignore your own backyard either.

Like Koei's previous releases, *Nobunaga's Ambition* and *Romance of the Three Kingdoms*, *Genghis Khan* accurately portrays the activities of the era while mixing in immense depth of gameplay to form a masterful accomplishment.



The main battlefield shows vital stats of both sides in battle. Your units have different jobs to do during the impending war; cavalry, infantry and archers all react to different situations.



Each leader will be given certain attributes to use during the game. Who gets what will depend on you, although no player can totally dominate the game with their preset abilities, it is up to you to do the real thinking.

**IBM PC**

<b>GRAPHICS</b>	<b>72%</b>
✓ Good detail on hex map. ✓ Very informative and readable stats screen.	
<b>SOUND</b>	<b>25%</b>
✗ Only a few acknowledgement beeps. ✗ No sound card support.	
<b>PLAYABILITY</b>	<b>88%</b>
✓ Five levels of difficulty mean you won't get bored. ✓ Four player fun (?) with the World Conquest.	
<b>INFOGRAVES/KOEI</b>	<b>83%</b>
<b>£39.99 • OUT NOW</b>	





# CONSOLE SOFTWARE HIRE CLUB

LIFE MEMBERSHIP £10 (INCLUDES ONE FREE HIRE)  
7 DAY HIRE PERIOD

- SUPER FAMICOM - £3.50
- SEGA MEGADRIVE - £3.00
- PC ENGINE - £3.00
- GAMEBOY - £2.50
- ATARI LYNX - £2.50
- SEGA GAME GEAR - £2.50

## SUPERB HARDWARE DEALS

- SEGA MEGADRIVE & MICKEY MOUSE - £134.95
- SUPER FAMICOM & TWO GAMES - £294.95

PLEASE SEND ME YOUR INFORMATION PACK

NAME.....  
ADDRESS.....  
POSTCODE.....

I OWN THE FOLLOWING CONSOLES

**DWM, 122 STRATHERN ROAD, DUNDEE, DD5 1JW**  
**TEL: 0382 74912 FAX 0382 77709**

# DIAL-A-TIP CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games ring now on

**0898-10-1234**

**PRIZES FOR BEST CHEATS, TIPS, ETC.**  
Send to: P.O. Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright Please ask permission of the person who pays the bill calls charged at 33p per min 'Cheap rate' 44p per min at all other times.

# TREASURE ISLAND

CASH PRIZES

1 2 3 4 5 6 7 8 9 10

A									
B									
C									
D									
E									
F									
G									
H									
I									
J									

USE YOUR VOICE TO LOCATE THE TREASURE

**0898 313 586**

Infodial PO Box 36 LS1 4TN Call Charges 33P Per min Cheap Rate 44P all other times

**FREE FREE FREE**



# SIERRA®

Sierra on-Line develops and publishes interactive animated adventure software, designed for the IBM and compatibles, Atari ST and Amiga computers.

Please complete and return the coupon for our latest FREE literature.

**IT COULDN'T BE EASIER!!!**

**FREE FREE FREE**

Please send to: **SIERRA ON-LINE, UNIT 2, TECHNOLOGY CENTRE, STATION ROAD, THEALE, READING, BERKS RG7 4AA**

**PLEASE SEND ME A FREE CATALOGUE**

Mr/Mrs/Ms .....Initials .....

Surname .....

Address.....

.....Postcode .....

Tel:.....

Which computer(s) do you own? .....

**FREE FREE FREE**

**FREE FREE FREE**



# MIDWINTER II

*Julian Boardman liked the game so much he almost bought the company – but then realised 26p and a Bobby Charlton football card don't go very far nowadays*

It was unfortunate for some computer hack, with his head clearly stuck up his arse, to call *Midwinter* the "Strategy Game of the Decade". Not because it didn't deserve high praise but because it was only March 1990 when he said it, and he had another nine years and nine months to be proved wrong when something better came along. Well he has been proved wrong, within a year, and fittingly it happens to be by the sequel to *Midwinter*. I'll tell you now, *Flames*



While on the move, the status bar at the top remains the same. Details of your position on the island, speed, direction, the weapon you're carrying, your energy, the time and other information is provided here. The only things that change are the view and the capabilities of each vehicle. There are 22 different types of transport available to you during missions. They are divided into four categories: land, sea, air and amphibious. Each mode of transport has its own characteristics, benefits and drawbacks. Only by using a particular mode of transport for a certain job during a mission will you discover its true weakness and strengths.



## THE DORIS STOKES GUIDE TO PSYCHE

It is inside the Personnel room that the physical and psychological make-up of your agent can be altered. First, the sex of the agent is chosen, then his or her facial characteristics can be changed. Once the appropriately devastating good looks have been selected you move on to adjust your psychological attributes. Each of the eight characteristics can be at any of four levels from poor to excellent. Changing one will affect another in such a way that no person can ever be excellent in all aspects. Your psyche affects the way others react to your actions, how willing they are to help or succumb to threats or your advances.



**Charm** (authority) – your ability to sweet talk people into doing your bidding.



**Sex appeal** (reason) – if someone fancies you enough they'll do anything to please.



**Deception** (charm/sex appeal/pleading) – can you fool people well?



**Reason** (deception/bribery) – how well people accept your arguments.



**Bribery** (charm/authority) – your ability to bribe the answers out of people.



**Pleading** (authority/threats) – the sob stories do work and can get results.



**Threats** (charm/sex appeal/reason) – act tough; get results.



**Authority** (deception/reason) – your ability to command in stressful situations.

*of Freedom* is pure genius, and that is very high praise indeed coming from a Guinness drinker.

It is 60 years since you successfully (or not) defended the island of *Midwinter* from attack. However, the environment is one thing you cannot defend against and rising sea levels have forced you and the rest of the populace to flee to the friendly island of *Agora*, headquarters of your new allies, the Atlantic Federation.

*Agora* is by far the largest island in its 42-strong archipelago, and is situated on its western edge, as far from the Saharan-dominated

African mainland as possible. However, the evil Saharan empire have control in one form or another of the remaining 41 islands and intelligence reports indicate that they intend to launch an invasion of *Agora* and overpower the Atlantic Federation all together.

The invasion is inevitable. It is up to you as the Federation's best



The red roundels showing white men represent all the contacts you have on this island. It is unlikely that this many will have been given to you straight off, but that they will have been introduced through the original contacts that you had. People that you meet may help or hinder.

# FLAMES OF FREEDOM

agent to capture the strategic islands and make the Saharan's invasion as difficult and as tortuous as possible - meaning that the final battle on Agora will be as painless as possible. The number of islands you need could be as little as seven, but till you are sure which islands they are it is better to take as many as possible.

The 22 modes of transport on land, in the air and above and below water give unparalleled opportunities for travel around the three million (count 'em!) cubic miles of land and sea scape. And it gives you hours to marvel at the incredible graphics, the like of which have never been seen before on a home machine. It is all based around ray-traced 3-D vectors, but the surface of the sea actually moves, in the best representation of the random nature of waves and the undulation of the water you are likely to see without spending a week at Brighton. Should you happen to be on a boat, you will bob up and down like a good un, no doubt inducing sea-sickness in all but the most hardy of travellers. Should

A successful escape from jail will result in the wonderful cartoon-like sequence on the right appearing. You don't want to see what happens if you fail... It's all the detail that makes *Flames of Freedom* so very impressive.

you be on the coast, you can marvel at how the water gently laps up the sand filling any crater a stray missile may have left. It is truly mind-blowing.

The graphics, which smack the bottom of those who believed the ST was dead 'n' buried and slap the wrist of anyone who is too scared to put three disks in a box, will not be bettered by anyone else for a long time (gulp!). The excel-

lent samples for each different vehicle and the huge possibilities for gameplay make *Midwinter II: Flames of Freedom* a monster piece of software that deserves more accolades than anything gone before (including the sausage and egg sarnies from *The Crowing Cock*). I know it is only March but I will be surprised if anything comes along this year that deserves higher praise.

I am confident that *Flames of Freedom* will be the Game of the Year... Probably.



**Stamina:** governs how quickly muscle power is replenished.



**Recuperation:** the amount of energy gained during rest.



**Sturdiness:** governs rate of recovery from injury.

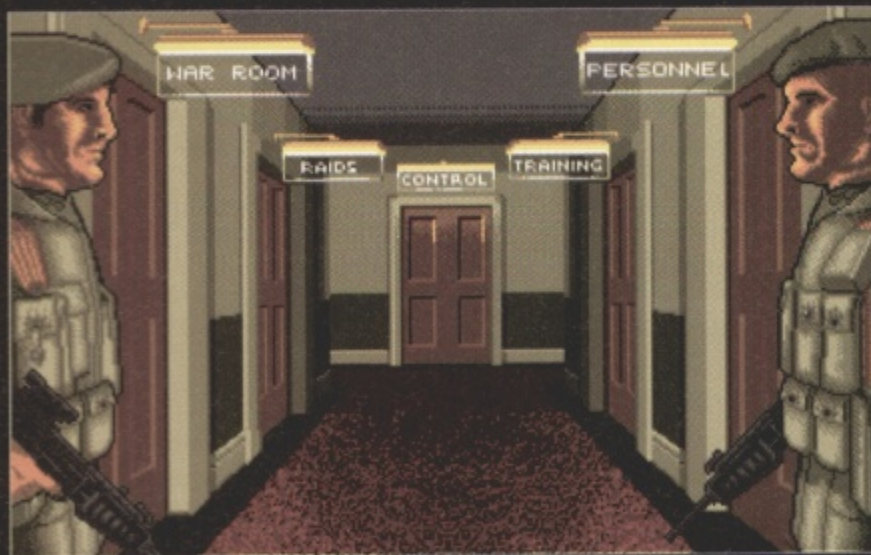


**Endurance:** governs rate of depletion of energy reserves.



**Reflexes:** governs resistance to injury.

Your physical side is made up of five different aspects which affects how well you perform in the field against different people and situations. Like psyche, all are inter-linked and no-one can ever be perfect.



Control at the end of the corridor takes you into a full campaign. You are invited to select an island that you wish to take, and you are then given the missions that must be accomplished on that island (up to 14), what contacts the Federation have on the island (they may be traitors), and what other information is available about the island. Each island has a skull rating from one to four which determines the danger level of the island. By taking less dangerous islands around a real four-skuller and cutting off its supply routes it will automatically fall. But the Saharans could soon retaliate.

**ATARI ST**

**GRAPHICS 97%**  
 ✓ Immaculate static screens throughout.  
 ✓ Remarkable use of fast vector graphics.

**SOUND 87%**  
 ✓ Cracking good sampled effects.  
 ✓ Up-beat atmospheric tunes.

**PLAYABILITY 95%**  
 ✓ Huge play area with similar depth.  
 ✓ 4,000 characters give immense scope.

**RAINBIRD**  
 £29.99 • OUT APRIL **96%**

**AMIGA** **RAINBIRD**  
 £29.99 • OUT MAY

**IBM PC** **RAINBIRD**  
 £34.99 • OUT JUNE



# KINGS QUEST V

*Paul Rigby sprinkles some fairy dust on himself and joins an owl on a journey (it's amazing what effect a few G&Ts can have on a bloke)*

Obviously, this picture is taken before the evil wizard (boo, hiss) zaps your castle (and its inhabitants) into a puff of smoke and carries them away to a far off land. The helpful talking owl lives in the tree on the left.

Sierra have finally gone 256-colour on us. With the tagline "absence makes the heart go yonder", *King's Quest V* introduces some of the most beautiful graphic screens you are ever likely to see on a VGA monitor. Indeed, not only have Sierra changed their graphic front-end but they have redesigned their whole interface.

The plot and background to the fifth *King's Quest* game are just what you'd expect from Sierra visionary Roberta Williams. Cuddly, wise old talking owls mix with dastardly evil wizards (boo, hiss). I almost expected to hear strains of Disney's "When you wish upon a star..." as the long, animated, introduction played through. Many players will like this style (me included - well, I'm an old softy at heart), however, the cynics amongst you will immediately reach for the sick bag. You have be warned!



The story? Well, imagine. You've had a good night out. Feeling a bit squiffy, but - hey - it's party time, right? Staggering home, because you can't afford the taxi fare, you turn the corner expecting to see your beautiful terraced council house and... it's gone! Except that in this fairy tale, it's not a council house, it's a full-blown castle, with all the trimmings: a loving wife, a few kids, obedient maids catering to your every need, etc. And you're not your average Joe Bloggs, but none other than the good King Graham. But as for your castle, well, there's nothing left - not even the electric meter.

Luckily for you, Cedric, the talking owl (every home should have one), has seen all. The evil wizard Manannan has whisked it away. Now Cedric knows a wise old wizard (a goody) who, although he's a bit forgetful, might be of some help. So off you fly. Fly? Yes, fairy dust, doncha know? Arriving at the wizard's house, you tell your tale and receive one or two handy items that might ease your mission. Cedric's assistance being one of them.

Apart from the excellent graphics (although there is a 16-colour version if your PC can't stand the pace) and soundboard support, one of the main changes is the new interface system. The old system incorporated numerous menu options plus a text input box for any commands. These have now been replaced by an icon strip that appears when you move the cursor to the top of the screen (no

The VGA screens in *King's Quest V* are some of the best you are ever likely to see on the PC. Users with slower machines will be happy to hear of a 16-colour version.

clicking being needed). This system is slick and easy to use. However, it also shows Sierra distancing themselves, even further, from the text/graphic adventure.

While the presentation is beautiful, I am not sure I like the direction Sierra are going with future development. The simple to use system is all very well, but as a result Sierra could be losing the adventuring freedom for which they were renowned. On that score, we shall have to wait and see. *King's Quest V* (which packs almost 10Mb of gameplay into its massive box) is, however, still very enjoyable, even at almost £40!



AMIGA £39.99 ● OUT NOW

ATARI ST £39.99 ● OUT NOW

GRAPHICS **96%**  
 ✓ Numerous superb backdrops.  
 ✓ Some great animation on all characters.

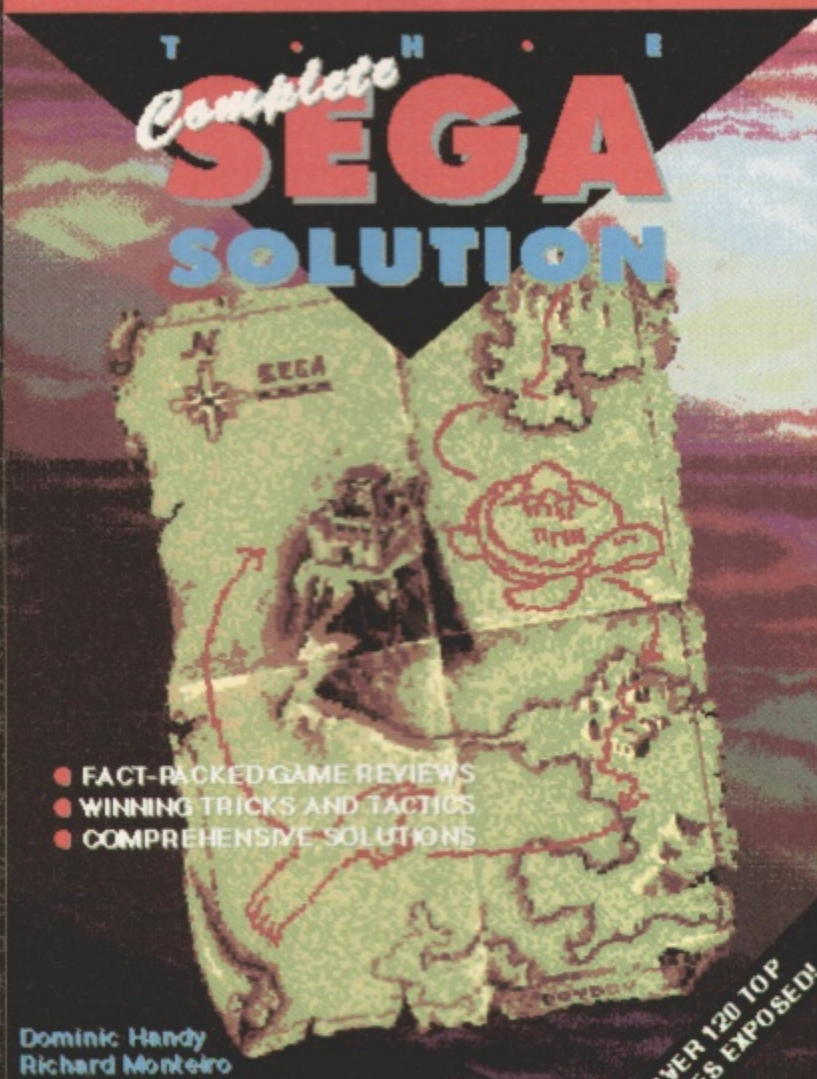
SOUND **88%**  
 X Internal sound is unoriginal and grates.  
 ✓ Supports all major soundcards well.

PLAYABILITY **83%**  
 X Limited use due to icon system.  
 ✓ Loads of scenes to explore.

IBM PC £39.99 ● OUT NOW **85%**

# WINNERS DON'T USE DRUGS...

THE UNOFFICIAL GUIDE TO BEATING SEGA MASTER SYSTEM AND SEGA MEGA DRIVE GAMES



- FACT-PACKED GAME REVIEWS
- WINNING TRICKS AND TACTICS
- COMPREHENSIVE SOLUTIONS

Dominic Handy  
Richard Monteiro

OVER 120 TOP GAMES EXPOSED!

THE UNOFFICIAL GUIDE TO BEATING SEGA MASTER SYSTEM AND SEGA MEGA DRIVE GAMES

It's no idle boast when we say *The Complete Sega Solution* is the most comprehensive and completely independent guide to beating Sega Master System and Sega Mega Drive games.

In more than 200 packed pages you'll find around 400 individual tricks, tactics and solutions for over 120 top-selling games.

**THE COMPLETE SEGA SOLUTION IS AVAILABLE NOW FROM ALL GOOD BOOK SHOPS PRICED £9.99**

ALTERNATIVELY ORDER THE SEGA SOLUTION DIRECT FROM THE PUBLISHER.

Post this form to: **Sega Solution, The Words Works Ltd**  
Freeport (SN 1543), Trowbridge, Wiltshire BA14 8YA.

I would like to order a copy of *The Complete Sega Solution* priced at £9.99 and enclose a cheque or postal order for \_\_\_\_\_

Charge my Access/Visa number \_\_\_\_\_

Expiry date \_\_\_\_\_ Signature \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

\_\_\_\_\_

Postcode \_\_\_\_\_ Telephone number \_\_\_\_\_

Please make cheques/postal orders payable to The Words Works Ltd.

ALL ENQUIRES TO THE WORDS WORKS LTD ON 0225 765086. FAX: 0225 777869.

# THEY USE THE

# Complete SEGA SOLUTION!

The Complete Sega Solution published by the Words Works Ltd is not endorsed by Sega of Japan or Virgin Mastertronic Ltd.



# PGA TOUR GOLF

*"Oh, you said Golf!" apologises Julian "Don't mention the war" Boardman*

## GOLF GULPS

Did you know that the average golf ball is actually filled with elastic bands wrapped around a central core that is filled with a syrupy substance? The exterior is now made from a form of fibreglass.

Each hole is introduced to you like this, a sweeping overview of the green and a tip from a fellow Pro, usually totally useless. But who am I to comment?

Hole #1 440 yards Par 4



**PGA West Stadium**  
"Avoid the sand bunkers on the left or you'll have a tough iron shot to the green."

**G**olf's a funny old game, innit? So much social politics revolves around it. People lose to their bosses, frustration gets taken out on the caddy, and golf clubs get snapped in a fit of despair. Anyone who frequents a golf club will be familiar with the sight of one poor chap who had a bad round in a foursome being shut out of the conversation, yet forced to pay for every round, and suffer an onslaught of sarcasm and all out humiliation. Comments like "It would have been a good cricket score", or possibly the worse "Bad luck, old son" with all the sincerity of Jimmy Tarbuck, are frequently received with gales of laughter in the men-only clubhouse bar. The conversation soon turns to the poor chap's inadequate love-life and how his wife is the toast of the Freemasons - all of them. This social pariah is now doomed to buying endless rounds of drinks in an attempt to regain some sort of credibility. Golf definitely brings out the worst in a lot of people.

Fortunately, though, Electronic Arts have brought out the best in golf.

The game revolves around the PGA Tour of America, featuring three

real courses and one created by the programmers. The object is to work your way up the 61-player leaderboard in the hope of taking first prize on all of the courses and going for the Grand Slam. Obviously this would take some time so the battery back-up provides an automatic save game facility on the Mega Drive, whilst saving to disk is the unsurprising option for Amiga owners.

The gameplay follows the current method used in golf games for striking the ball. One hit of the button sends the power meter climbing, the next selects the power on the scale sending the scale back down where a third hit will select the accuracy of the shot. You then see the ball arcing off into the distance. In a very nice idea the "camera" angle switches to just beyond where the ball is about to land giving a very televisual feel to the game. This is also helped by the sweeping view you get of every hole, with a hint on how to play it, just before you tee up.

PGA Tour Golf is a very accomplished piece of programming on the Amiga, and even more so on the Mega Drive, putting Arnold Palmer in the rough. The slick presentation on both versions gives the game a very professional look and a lot of appeal. To casual players or more serious golf devotees it will provide an ideal opportunity for longterm entertainment.

Here you are in the PGA tent. From here you can select where you wish to go next, be it practising on the fairway, putting on one of the greens, or going to the first tee for the tournament.



All seems well, though, as Meladdo sinks the putt for a par. If only his back will last long enough to let him bend down to pick up the ball.



<b>MEGA DRIVE</b>	<b>GRAPHICS</b> <b>88%</b>
	✓ Good detail on all of the holes. ✓ Colourful static screens.
	<b>SOUND</b> <b>78%</b>
	✗ Speech synthesis would help. ✓ Good tunes and beeps.
<b>PLAYABILITY</b> <b>89%</b>	
✓ Very easy to get into. ✓ High level of realism (the wind gusts).	
<b>ELECTRONIC ARTS</b> £39.99 • OUT NOW <b>87%</b>	

<b>AMIGA</b>	<b>GRAPHICS</b> <b>82%</b>
	✓ Useful relief map of green. ✓ Superb presentation.
	<b>SOUND</b> <b>75%</b>
	✗ Needs confirmation beeps. ✓ Good samples for the applause.
<b>PLAYABILITY</b> <b>83%</b>	
✗ Not as easy to pick up and play. ✓ Five courses to frustrate you.	
<b>ELECTRONIC ARTS</b> £24.99 • OUT NOW <b>81%</b>	



# DANAN

*the jungle fighter*

After stocking up on the old jungle juice, Julian Boardman grew some stubble and played Desperate Dan-an

**O**n a world not too dissimilar to our own, a plane flies high above the steaming jungle known conveniently as the Amazon. The passengers wonder why there are two planets with the same tropical region and why the programmers could not be bothered to think up something new for a name when their musings are cut short by a timely engine failure. Timely because I was rapidly running out of ideas for the first paragraph.

All perished in the crash or shortly afterwards in the intensely hostile environment of the jungle. All except a young baby – well, you don't see many *old* ones, do you? Anyway, this baby was taken in by a kindly man called Jamba who brought him up as his own.

Some 18 years later rumours began to circulate in the nearby town that a white-skinned boy had been seen living in the jungle. No-one had met him but it was said that he could run, climb and swim like a native person that, er, runs,

climbs and swims a lot.

One day, though, young Danan returned from hunting in the forest to find that Jamba had been cruelly hacked and slashed by some heinous thingy. Conveniently, Jamba managed to utter his carefully prepared "dying" speech to Danan before before he did, in fact, die. Danan was told to go to the mountains in the north-east and find the prophet Niai, who would know that he was coming – well, he was a prophet after all.

He finds out he has to defeat the embodiment of all evil, Gilbas, but he must first find the three items he needs to do it. An orb, a knife and an amulet are the three bits and, apparently, this big guy is scared stiff of these three when they are together.

Let me see if you can guess what kind of game this is. Is it

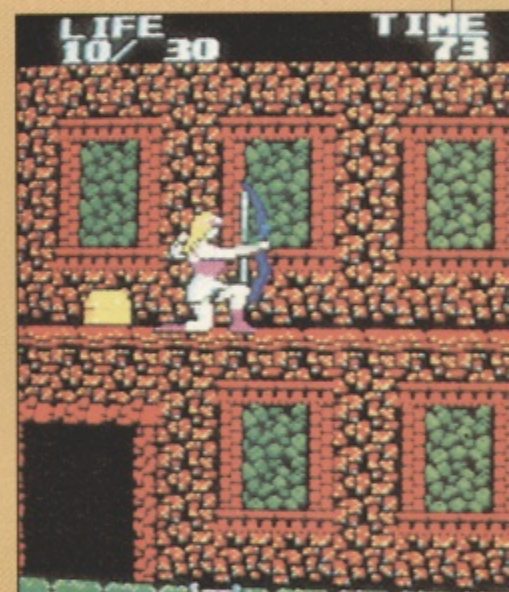
- a) A beat-em-up;
- b) Full of big hairy things;
- c) Crap;
- d) All of the above?

I must admit it does look very good and could warrant uneducated purchase on that merit alone. On the whole, though, it has all been seen before, perhaps not in such a *good-looking* package, but it has certainly been a lot more playable and addictive.

## DANAN'S DOOBRIES

Danan can find many chests along the way which may contain any one of several different items.

- The Small Star helps to raise Danan's experience level. Each one is worth 15 points.
- The Large Star gives you an extra 25 points on the health level maximum.
- Beef is easy to find and gives Danan 10 strength points.
- Chicken is harder to find but gives Danan 25 strength points.
- The Clock symbol adds 30 units to the timer. Should it be above 70, it will be set to its maximum of 100.



Danan takes on the curvaceous Amazonians using his pathetically small knife against that huge sword. Gee, what a man.

Despite appearances, this eagle does actually help Danan by sticking his talons into his shoulders and carrying him off. The eagle is under Danan's control to carry him wherever he may desire. Useful for getting to the loo quickly.



<b>MASTER SYSTEM</b>	<b>GRAPHICS</b>	<b>86%</b>
	✓ High level of detail and colour. ✓ Big, hard, mother-loving sprites.	
	<b>SOUND</b>	<b>75%</b>
	✗ One repetitive monotonous tune. ✓ Inspiring sound effects.	
	<b>PLAYABILITY</b>	<b>63%</b>
	✗ Repetitive gameplay. ✓ Basic beat-'em-up instincts save it.	
	<b>SEGA</b> £29.99 ● OUT NOW	<b>66%</b>

# Red Baron™

*Those magnificent men in their flying machines, they go up-diddy-up-up, they go down-diddy-down-down. Les "Crash" Ellis, however, was not among them*

**T**he time: 1916, World War I. The place: the Western Front. In Dynamix's latest opus you play the role of a pilot in either the Royal Flying Corps or the German Army Air Service (the Red Baron was, after all, German). You can either begin a career which will take in over 40 missions of the war or you can choose to enter just one mission.

The missions undertaken are drawn from a huge selection and will range from dogfighting to balloon-busting. If you don't go for a mission you can choose to challenge one of the 20 in-built aces (you'll need five "kills" to become an ace yourself).

The flying is easy to get to grips with, but unless you practise, you could find yourself whizzing all over the sky trying to find the guy you were just dogfighting. Weaponry isn't exactly hi-tech, no multi-million dollar "fire and forget" missiles here, just a machine gun. But it will take plenty of accurate shooting to bring down just one of the Hun swines, which is incentive enough to learn how to master this simple weapon. It was like that in the ol' days, y'know...

The beauty of *Red Baron* is in its authenticity. The game comes complete with a hefty tome detailing the more interesting events of World War I, featuring the more

## SLYE ON A HIGH

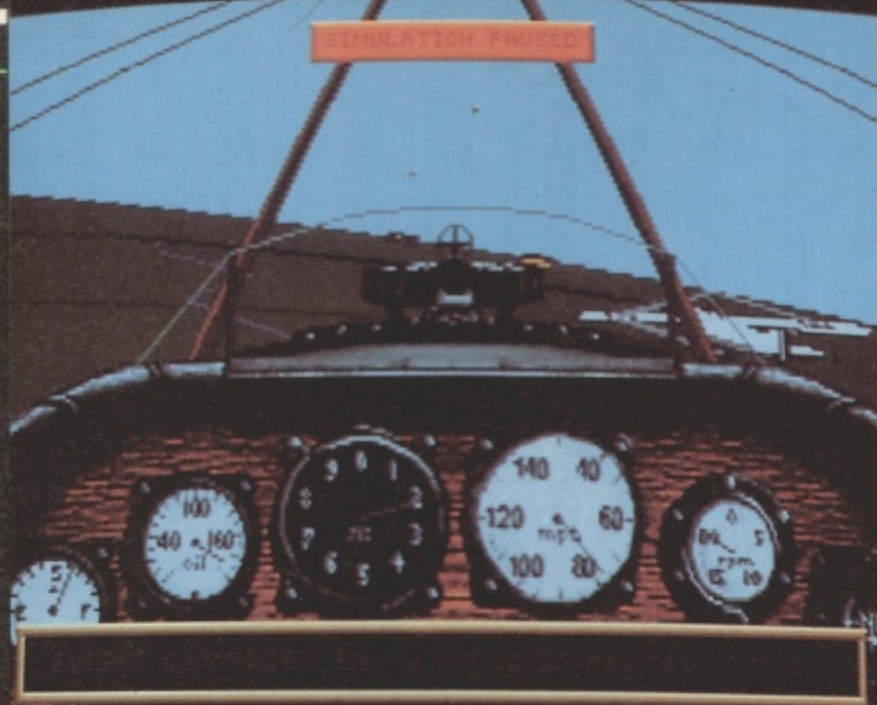


*Red Baron* was brought to you from Damon Slye, the man who designed such greats as *Stellar 7*, *Arctic Fox* and Dynamix's classic *A-10 Tank Killer*. He has spent two years on this labour of love, making it one of the best and most accurate sims around. Not bad from someone who spends his spare time paragliding and playing volleyball (what a lad!). He has been programming for around seven years and looks forward to producing more astounding creations under the new Dynamix/Sierra alliance. Along with Jeff Tunnell, Damon was a co-founder of Dynamix.



In Dynamix's latest 3-Space™ extravaganza, *Red Baron*, you can choose to dogfight with a single ace out of a list of 20; you can even go for it with the dreaded Red Baron himself.





famous pilots, the notorious planes and the battles they were used in. The manual is written lovingly, and once picked up won't be put down till you've learnt all about the Red Baron and his remarkable career. The manual in itself is enough to attract any arcadester from his duel with the marauding aliens. Indeed, when finally behind the controls of a real plane, it will be hard to get a shoot-'em-up fan back to Space Blast 1991 or whatever. The whole

Bandits at 12 o'clock, Penguins at 3:30. You will start your career by serving under other leaders. Eventually, though, you'll be given the reins of a full-blown outfit - make sure you don't blow it!

sim is remarkably accurate, both in play and history, making it attractive to all types of player - if only they would give it a try.

## NO MORE LONELY KNIGHT



Courtesy National Air and Space Museum, Smithsonian Institution

*Red Baron* is the first flight simulation which allows you to fly alongside WWI's most successful pilot. Manfred von Richthofen was distinguished in the skies by his bright red Albatross D II, from this he earned the nicknames Red Knight, Red Baron and Red Devil. Many pilots spoke of the illustrious Baron, but during his two-year rein of the skies, few could ever get close to him. As one lucky survivor wrote, "[I] thought I would have the honour of bringing him [Richthofen] down, but in a trice the positions were reversed and he set my emergency petrol tank alight, and I was hurtling earthward in flames."

After 80 "kills" (downings of planes - not necessarily deaths), the Baron was shot through the chest and came to crash-land in the Somme. A British journal of the time wrote, "All airmen will be pleased to hear that he has been put out of action, but there will be no-one amongst them who will not regret the death of such a courageous nobleman... Anybody would have been proud to have killed Richthofen in action, but every member of the Royal Flying Corps would also have been proud to shake his hand had he fallen into captivity."

Great digitised pictures like these are used to help the storyline along. They also help to build up the adrenalin when you are captured by the German scum for the umpteenth time. Remember: name, rank and number is all that's required.



AMIGA DYNAMIX/SIERRA  
ETBA • SUMMER '91

GRAPHICS **85%**  
✓ Wide variety of detailed backdrops.  
✓ Spectacular intro sequence.

SOUND **75%**  
✗ A cacophony of sound effects.  
✓ Some excellent sampled speech.

PLAYABILITY **90%**  
✗ Too easy and repetitive.  
✓ Initially interesting and compelling.

IBM PC

DYNAMIX/SIERRA  
£39.99 • OUT NOW **89%**

**RAZE**





# Emlyn Hughes

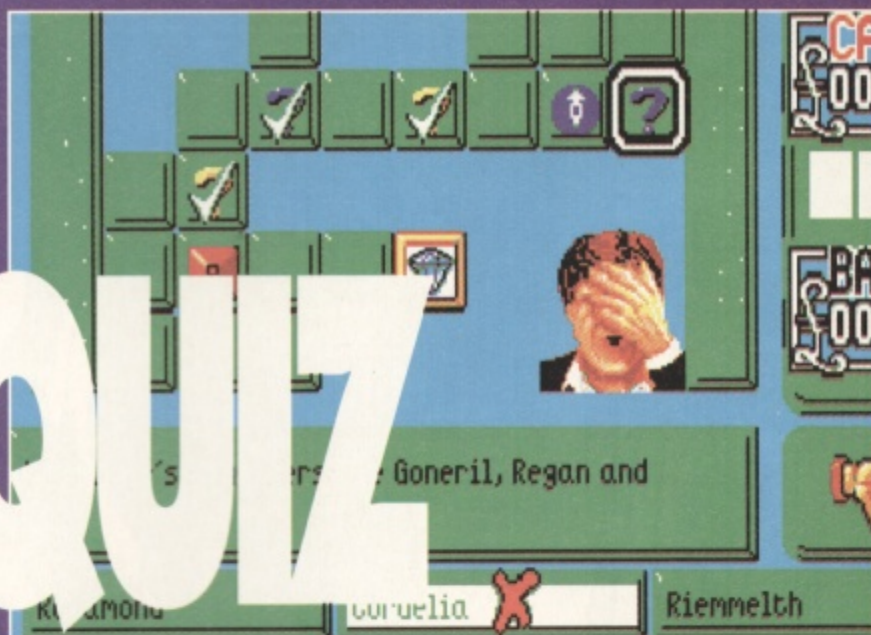
# ARCADE QUIZ

*Jools was down the pub, so Les Ellis dug out his old B-TEC diploma and shrugged his shoulders Emlyn-style*

**E**mlyn has become something of an industry joke. After all, one game with an over-the-hill footballer was bad enough, but when you follow it with three more dodgy tie-ins, things go beyond a joke. Whatever next?

The trivia quiz is the latest of Emlyn's escapades. The idea is very simple: you have to answer questions to progress across a board. The board scrolls slowly along and if the end catches you up it's game over. When you have earned enough money, you can reach the far side and move onto the next level. There are ten levels in all with over 2000 questions to keep your brain ticking over.

The questions are divided into six colour-coded categories. Using the colours you can guide



I KNOW IT, I KNOW IT

**QUESTIONS**

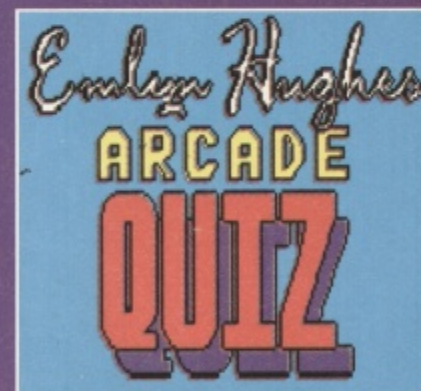
- 1: How old was Henry III when he inherited the throne?
- 2: How long was the longest banana split in the world?
- 3: How many paintings did Van Gogh sell during his lifetime?
- 4: What was so unusual about acrobat Charles Blondin's somersault in 1861?
- 5: How much weight does a baby blue whale gain in its first two years?

**ANSWERS:** 1: Ten months. 2: One mile and 575 yards long. 3: One. 4: He was on stilts 51 metres above the ground. 5: 26 tons.

your way through the easiest route. There are also fruits to be picked up, with certain combinations earning you bonus money.

If you survive ten brain-scrunching rounds, you get to enter the

Master Game. It is here that the trivia kings are separated from the young pretenders. Personally, I only got to level three so that should give you some idea of the difficulty level.



**ATARI ST** AUDIOGENIC  
£24.99 ● OUT NOW

**AMIGA**

**GRAPHICS 56%**  
 X Ridiculous Emlyn face in the middle of the track.  
 ✓ Clear icons, easy to understand.

**SOUND 52%**  
 X Naff title music.  
 X Only a buzz sound effect.

**PLAYABILITY 65%**  
 X Very limited gameplay.  
 ✓ 2000 questions in two databanks.

**AUDIOGENIC**  
 £24.99 ● OUT NOW **61%**



# PRO GAMES



TEL (081) 769 9937 / FAX (081) 769 4688

MEGADRIVE

FAMICOM

PC ENGINE

GAMEBOY

NINTENDO

GAME GEAR

NEO-GEO

LYNX

## MEGADRIVE

HARDWARE	
Megadrive Pal + Game	£139.95
Megadrive Pal	£129.95
UK/Med-Com Converter	£14.95
Scart Lead	
(For use with Monitors or tv/scart)	£9.95
Arcade Power Stick	£34.95
Control Pad	£14.95
Megadrive Carry Case	CALL
Power Pack	£9.95
Sterio Lead	£7.95
GAMES	
Aero Blaster	£34.95
Air Buster	£34.95
Alisa Dragon	CALL
Atomic Robo Kid	£34.95
Batman	£34.95
Battle Squadron	£29.95
Bimini Run	£34.95
Block out	£32.95
Blue Alamac	CALL
Budokan	£39.95
Columns	£29.95
Crackdown	£34.95
Cross Fire	£34.95
Dando	£34.95
Dangerous Seed	£34.95
Darius II	£39.95
Dick Tracy	£34.95
Dingland	£34.95
DJ Boy	£29.95
Elemental Master	£34.95
E.S.W.A.T.	£32.95
Fatal Labyrinth	£34.95
Final Blow	£34.95
Garies	£39.95
Galaxy Force	CALL
Gain Ground	£34.95
Ghouls 'n' Ghosts	£39.95
Ghostbusters	£32.95
Golden Axe	£33.95
Gynoug	£34.95
Hard Ball	£34.95
Hard Drivin'	£29.95
Hatris	£34.95
Heavy Unit	£34.95
Hellfire	£29.95
Hero Master	CALL
Hurricane	CALL
John Madden's Football	£39.95
Joe Montana Football	£39.95
J V Wrestling	£39.95
Ka Ge Ki	£39.95
Kings Bounty	£39.95
Klax	£33.95
Lakers V Celtics	£34.95
Magical hat (turban)	£34.95
MasterGolf	£34.95
Micky Mouse	334.95
Midnight Resistance	CALL
Moonwalker	£33.95
Musha Alsete	£34.95
Ms Pack-Man	£34.95
New Zealand Story	£34.95
Onslaught	£39.95
Pop Breaker	CALL
Populous	£39.95
Rainbow Islands	£39.95
Ringside Angel	£34.95
Road Blasters	CALL
Shadow Dancer (Super Shinobi II)	£34.95
Shining Darkness	CALL
Sonic The Hedgehog	£39.95
Spiderman	CALL
Star Cruiser	£39.95
Storm Lord	£39.95
Strider	£38.95
Super Airwolf	CALL
Super Monaco GP (PAL)	£34.95
Super Shinobi	£34.95
Sword Of Vermillion	£34.95
Target Earth	CALL
Technocop	£39.95
Thunder Force III	£38.95
Trampoline Terror	£34.95
Valius III	£49.95
Volfiev	£34.95
Wonderboy III	£34.95
Worldcup Soccer	£34.95
Wrestle War	£39.95

## FAMICOM

HARDWARE	
Super Famicom + 2 Games	£299.95
Super Famicom Pal + 2 Games	£329.95
GAMES	
Act-Razor	£44.95
Big Run	£49.95
Bombuzal	£34.95
Final Fight	£44.95
Gradius III	£44.95
Hole In One Golf	£49.95
Pilots Wings	£44.95
Populous	£49.95
Sim City	CALL
Super Mario World	£44.95
S War Zero	£44.95
R Type II	£49.95
Ys III	CALL

## NEO-GEO

HARDWARE	
Neo-Geo + Converter	£384.95
Neo-Geo Carry Bag	£24.95
Joy Stick	£49.95
GAMES	
Baseball stars	£149.95
Blue Journey	£189.95
Bowles	£189.95
Cyber Clip	£169.95
Joy Joy Kid	£189.95
King Of The Monsters	£189.95
Magician Lord	£149.95
Nam 1975	£149.95
Ninja Combat	£189.95
Puzzled	£189.95
Ring Hero	£149.95
Super Golf	£149.95
Super Spy	£189.95

## GAME GEAR

HARDWARE	
Game Gear (handheld console)	
+ Free game	£149.95
TV Adaptor	CALL
Power Pack	£149.95
GAMES	
Base Ball	£29.95
Columns	£24.95
G Loc	£24.95
Junction	CALL
Pengo	£24.95
Psycho World	£29.95
Soko-Ban	CALL
Super Golf	CALL
Super Monaco GP	£24.95
Wonderboy	£24.95

## GAME BOY

HARDWARE	
Gameboy	£64.95
Game Boy Case (carry all or tote)	£17.95
Light Boy	£29.95
Game Light	£9.95
GAMES	
Batman	£24.95
Boulderdash	£24.95
Bubble Bobble II	£24.95
Castlevania	£23.95
Chase HQ	£24.95
Double Dragon	£24.95
Duck Tales	£24.95
Final Fantasy	£29.95
Gargoyles Quest	£23.95
NFL Football	£24.95
TMNT	£24.95
Pipe Dream	£24.95
Robocop	£24.95
Spiderman	£24.95
Super Mario Land	£23.95
WF Superstars	£24.95

## NINTENDO

HARDWARE	
TMNT Game Pack	£79.95
Action Pack	£99.95
GAMES	
Baces Loaded	£34.95
Bart Simpson	£34.95
California Games	£34.95
Hatris	£34.95
Indy Jones & the Temple of Doom	£39.95
Lode Runner	£34.95
Mega Man II	£34.95
Mega Man III	£39.95
Marble Madness	£34.95
One Boy & His Blob	£34.95
Simpsons	£39.95
Super Mario III	£39.95
Snake Rattle & Roll	£34.95
T.M.N.T. II	£49.95

## PC ENGINE

HARDWARE	
PC Engine Pal + Free Game	£159.95
PC Engine Handheld	£245.00
Super Graphic Pal or Scart	£279.95
Five Player Adaptor	£23.95
Control Pad	£19.95
GAMES	
Batman	£34.95
Bomber Man	£34.95
Devil Crash	£34.95
Die Hard	£34.95
Don Doko Don	£34.95
Final Blaster	£34.95
Jackie Chan	CALL
New Zealand Story	£34.95
Operation Wolf	£34.95
PC Kid	£33.95
Power Drift	£34.95
Super Star Soldier	£34.95
Thunder Blade	£34.95
W-Wing	£34.95

ALL GOODS SENT BY FIRST CLASS MAIL

SECOND HAND GAMES BOUGHT AND SOLD

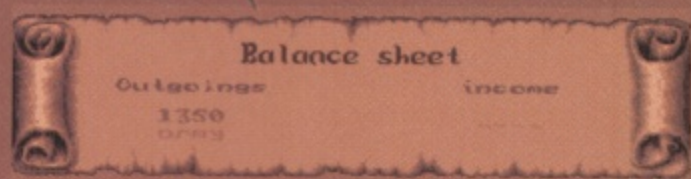
HELP AND REPAIR SERVICE AVAILABLE

TRADE ENQUIRIES WELCOME

IF NOT LISTED PLEASE PHONE

# SHOP

MACHINE SHACK 081 769 6401  
10 MITCHAM LANE, STREATHAM, LONDON SW16 6NN



# FEUDAL LORDS



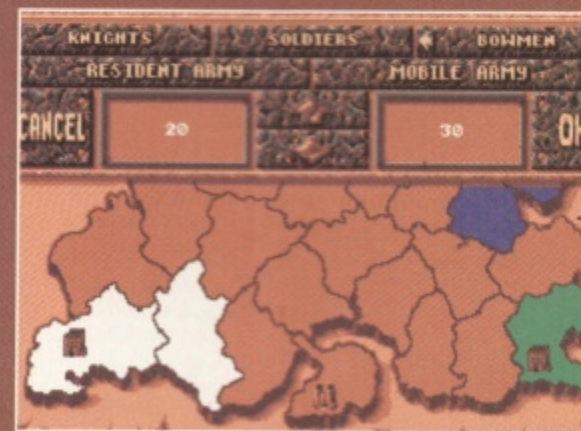
*After battling for his beloved Supercan of Coke and Crow and Cock microwaved sausage roll, Les Ellis started another feud...*



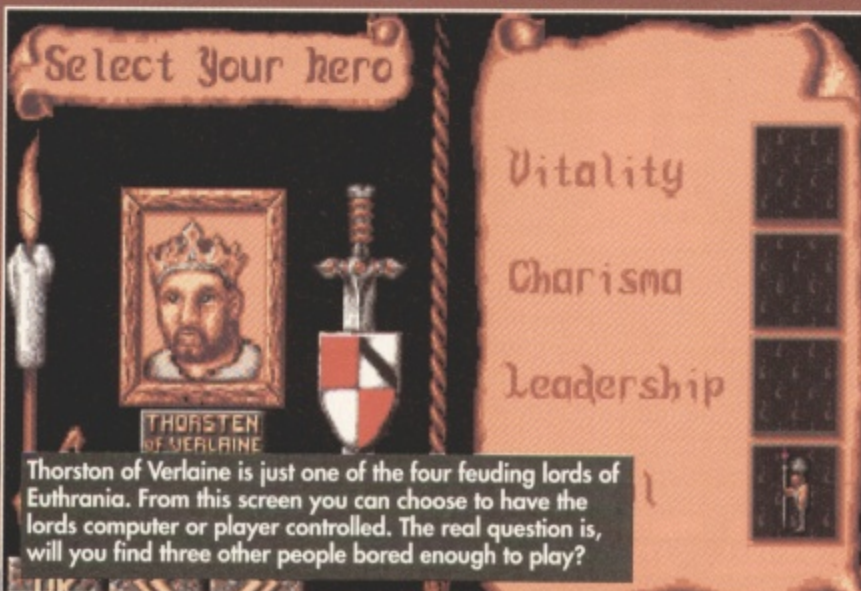
**T**here always seems to be feuding in the RAZE offices. If it isn't arguing over whose turn it is to get the food from the shop (it's usually mine), then it's a massive "discussion" on what music should go in the CD player next. Of course, life is full of these trying dilemmas. But nothing can prepare you for the tribulations beset upon you as a feudal lord in the 8th century Europe.

You are one of the four Lords of Euthrania, a land of eternal conflict and strife. Each of the four lords has taken it upon themselves to sort out the place by taking over the whole land. The inhabitants, however, are not too chuffed by the whole arrangement, so the land must be taken by force.

Your first objective is to build up your army to full strength or you'll have no chance defeating the other lords in battle. Finances will also have to be carefully monitored to help your armies. The peasants and other villagers will revolt if you charge them too much poll tax, so a steady hand on both wallet and sword is need-



Welcome to the land of Euthrania. There's not much happening at the moment but that is about to change as the lords enter the realm. Transferring soldiers from the home army to the mobile army can be a tricky business. Transfer too many and you'll leave your home base weakened, not enough and your mobile army will be a pushover.



Thorsten of Verlaine is just one of the four feuding lords of Euthrania. From this screen you can choose to have the lords computer or player controlled. The real question is, will you find three other people bored enough to play?

ed. You can try to forge alliances with the other players (computer or human) if you wish, but don't forget that in the end everyone is out for the most they can get. Quite often I formed an alliance with a computer opponent which turned out to be worth nothing when a few minutes later he attacked me!

*Feudal Lords* could easily be described as *Defender of the Crown* without the graphics. There's a tad more gameplay, but not enough to keep you playing for any longer than *DOTC*. In a word, boring.

**ATARI ST** IMPRESSIONS  
£24.99 ● OUT NOW

**GRAPHICS** 55%  
X Very little to speak of...  
X ...And what's there, is naff.

**SOUND** 45%  
X Few effects simply done.  
X Atmospheric title music doesn't impress.

**PLAYABILITY** 55%  
X Playability lacking due to no depth.  
X Very repetitive.

**AMIGA** IMPRESSIONS  
£24.99 ● OUT NOW 54%

# A GUIDE 2 GIRLS!

WHO IS YOUR  
IDEAL GIRL?

CALL 0898 404680

HOW GOOD R U  
AT SNOGGING?

CALL 0898 404681

HOW 2 TELL IF A  
GIRL FANCIES U!

CALL 0898 404682

HOW 2 GET THAT  
GIRL 2 FANCY U!

CALL 0898 404683

WHAT DO GIRLS  
THINK ABOUT U!

CALL 0898 404684

Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. Voicemail. PO Box 1640, London, NW1 8NG.

**TELEGAMES**

☎ (0533) 880445/813606/889989  
FAX 0533 - 813437

We stock games and cartridges  
for all of the following -

EUROPE'S  
LARGEST STOCK  
OF VIDEO GAMES

**CBS COLLECTOR™**

WHY WAIT?  
ORDER NOW !!!  
FAST DELIVERY.

INTELLIVISION™



**Nintendo**

GAME GEAR  
HANDHELD

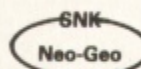
LYNX  
2600  
and  
7800

**SEGA**  
MEGA DRIVE

NINTENDO  
GAMEBOY



PCGT  
HANDHELD



PC SUPER  
GRAFX

Nintendo  
SUPER FAMICOM

NEW FOR NINTENDO



'WHAT VIDEO GAME' 2 HOUR VHS FILM SHOWS  
OVER 400 GAMES FOR MOST SYSTEMS SPECIAL  
PRICE £7.95 plus 2.00 P+P

IF ITS  
AVAILABLE  
WE  
STOCK  
IT !!!

ESTABLISHED  
FOR OVER  
14 YEARS

\* FOR FULL DETAILS SEND  
LARGE SAE TO -  
**TELEGAMES**  
KILBY BRIDGE, WIGSTON, LEICS LE8 1TE

The Leading Video Game - Specialists.



# The CYBER SHINOBI

*Shinobi, Revenge of Shinobi, The Super Shinobi and now The Cyber Shinobi. Doesn't this Shinobi guy ever give up? Les Ellis wished he would*

**O**ld Zeed has been quiet since his defeat by the grand old ninja, Mushashi, in the previous Master System encounter *Shinobi*. The world has learned to live in peace and harmony, and all the daisies are nice pretty colours, ah... But death, destruction and domestic disputes are soon to return as Zeed plans his ultimate victory, nuclear meltdown of the planet.

Zeed has sent out his minions, the Cyber Zeed, to steal the world's supply of plutonium. Realising this, the countries of the world rally together and form a coalition force to stop this atrocity. But it is all to no avail. The forces don't know what they're



coming up against, and under estimate the power of ninjutsu (the magic used by ninjas).

But there is one man who knows only too well the power that the Cyber Zeed forces possess, and that man is Joe Mushashi, grandson of the great ninja Mushashi. Joe is a master of the four ninjutsus – fire, tornado,

What's this? At the end of level one, you'll encounter a death-dealing JCB. Don't stand in one place for too long or you'll get squashed. Go for the cockpit, that's its weakest point.



lightning and Earth element – and the only man who can defeat Zeed.

To get to Zeed, you must fight your way through six tough levels. You move through the levels jumping obstacles and using a combination of martial arts moves and weaponry to defeat all Zeed's minions. Extra power-ups can be collected along the way, details of which are listed in the box on this page. At the end of each level, you'll encounter one of Zeed's major henchmen. Each big guy has a weak point which is revealed before you start the level.

The whole game takes place against the old enemy, time. Will you be able to save the world from total destruction? The clock is ticking...

The only thing stopping you from collecting this life power-up is the mad gunman. However, you have the extra weaponry to stop him.

## POWER (-UPS) TO THE PEOPLE

There are many boxes littering your path. Break them open to reveal these useful power-ups.



**Life** – When your life gauge is full, picking this up gives you an extra chance at the round.



**Ninjutsu** – Gives you the magic of the ninja.



**Power** – Increases the bash-power of your ninja sword.



**Shot** – Gives you the use of different types of weapons.

MASTER SYSTEM

GRAPHICS **76%**

X The animation's a bit rough.  
✓ Detailed and colourful backdrops.

SOUND **64%**

X Awful music plays throughout.  
X Hit effects can't be heard over the din.

PLAYABILITY **67%**

X Let down badly by jerky scrolling.  
✓ Six challenging levels of ninja fodder.

SEGA **71%**  
£29.99 • OUT NOW



# PC Engine SUPPLIES

(MAIL ORDER)

**PC Engine Supplies**  
223B Waterloo Road  
Coibridge S-O-T  
Staffs ST6 2HS  
(Registered Office)

(SHOP & MAIL ORDER)

**Console Concepts**  
The Village  
Newcastle-U-Lyme  
Staffs ST5 1QB

Telephone 0782 712 759 (9.00am TO 6.30pm)

0782 213993 (6.00pm to 7.30pm) (Orders only)



All enquiries daytime number only. Trade enquiries welcome.  
Access and Visa now accepted VAT No. 536 8202 45. Fax No. 0782 208429



## NINTENDO GAMEBOY

**NINTENDO GAMEBOY  
JAPANESE CARTRIDGES  
ALL £20 & P+P**

NINJA TURTLES  
BATMAN  
DOUBLE DRAGON  
CHASE HQ  
GREMLINS II  
HEAD ON  
KARATE BOY  
BOULDERDASH  
1 MAN AND HIS BLOB  
PACMAN  
DUCK TALES  
CONTRA II  
F1 SPIRIT  
FINAL REVERSE  
NEMESIS  
ALLEYWAY  
PINBALL PARTY  
SPACE INVADERS  
PENGUIN WARS  
PENGUIN LAND  
R TYPE  
TETRIS  
NAVY BLUE 90  
BLODIA  
CASMIC TANK  
PIPE DREAM  
PC FROG  
LUNAR LANDER  
AFTERBURST

**ALL USA CARTS BELOW  
£25.00 & P+P**

NINJA TURTLES  
BATMAN  
DOUBLE DRAGON  
FINAL FANTASY  
ROBOCOP  
CHASE HQ  
GHOSTBUSTERS II  
POWER CHASE  
PAPERBOY  
SKATE OR DIE  
R TYPE  
KUNG FU MASTER  
DRAGONS LAIR

**NINTENDO SUPER  
FAMICOM INCS:-  
SUPER FAMICOM (TV OR  
SCART, 2 JOYPADS, ANY  
2 GAMES FREE!  
£290.00 & £6 P+P**



### SUPER FAMICOM JAPANESE CARTS

ALL BELOW £40 & P+P

SUPER MARIOWORLD  
F-ZERO  
FINAL FIGHT  
GRADIUS III  
PILOT WINGS  
POPULOUS  
SUPER DEFORMER  
BOMBOOZAL  
ACTRAISER (UK INSTRUCTIONS)

CALL FOR BEST PRICE FOR  
TITLES BELOW:-

SIM CITY  
GHOULS AND GHOSTS  
POWERMONGER  
HOLE IN 1 GOLF  
KICK OFF II  
BIG RUN  
R TYPE II  
ULTRA MAN  
SUPER DARIUS

### PC ENGINE

JAPANESE CARTS ALL £30 & P+P

OUTRUN  
TAITO WRESTLING  
OVERRIDE  
VIOLENT SOLDIER  
HURRICANE (1943)  
BURNING ANGELS  
SAINT DRAGON  
THUNDERBLADE  
DARIUS PLUS

KLAX  
PC KID  
W-WING  
DIE HARD  
AFTERBURNER II  
LEG AXE II  
AERO BLASTER  
POPULOUS  
MOTORCROSS II  
IMAGE FIGHT  
RABID LEPUS  
AFTERBURNER III  
DON DOKO DON  
FINAL BLASTER  
GOMOLA SPEED  
OP WOLF  
POWERDRIFT  
VIOLENT SOLDIER  
CADASH  
YS BOOK 1+2 (CD) £39  
SCI (CHASE HQ II)  
JACKIE CHAN  
IT CAME FROM THE DESERT (CD)  
HELLFIRE (CD)  
RAINBOW ISLAND (CD) £39  
1943  
BUBBLE BOBBLE II  
(PARASOL STARS)  
ZERO 4 CHAMP (RACING)  
DEADMOON  
ALL DYNES (S GRAFX)  
TV SPORTS FOOTBALL  
LEGEND OF TONMA

**SEGA MEGADRIVE  
PACK 1:-  
INC MEGADRIVE (TV OR SCART)  
JOYPAD, INFRA RED JOYSTICK +  
FREE GAME OF YOUR CHOICE  
UPTO £30 = £160 +P+P**

**SEGA MEGADRIVE PACK 2:-  
INCS MEGADRIVE (TV OR SCART)  
JOYPAD + FREE GAME OF YOUR  
CHOICE UPTO £30 = £130.00 + P+P**

### NINTENDO 8 BIT (NES).

**ALL BELOW FIT UK  
MACHINE.**  
GUNSMOKE 24.00  
STEALTH ATF 29.00  
PRADIKUS CONFLICT 34.00  
IMPOSSIBLE MISSION 39.00  
BLACK MANTA 29.00  
KING NEPTUNE 34.00  
PINBOT 29.00  
TETRIS 24.00  
SPY VS SPY 19.00  
SILENT ASSAULT 34.00  
SNAKE RATTLE  
AND ROLL 24.00  
DONKEY KONG 19.00

**MANY MORE TITLES  
AVAILABLE.**

### PRICES SLAUGHTERED SEGA MEGADRIVE MADNESS

ANY GAME FROM THIS LIST  
£25.00 OR 5 FOR £100 &  
P+P £5.00

(Please list alternative  
choices)  
AXIS  
DANGEROUS SEED  
ALTERED BEAST  
E SWAT  
HARD DRIVIN  
GRANADA X  
SHADOW DANCER  
ARROWFLASH  
DJ BOY  
ATOMIC ROBOKID  
FATMAN  
ELEMENTAL MASTER  
RING SIDE ANGEL  
ZANY GOLF  
MUSHA ALESTE  
CRACKDOWN  
BURNING FORCE  
SWORD OF SODAN



JAPANESE CARTS ALL BELOW  
£30.00 & P+P

HELLFIRE  
MOONWALKER  
RASTAN SAGA II  
DYNAMITE DUKE  
GAIRES  
DARIUS III  
FIRE SHARK  
WONDERBOY III  
AERO BLASTER  
POWER BALL  
DICK TRACY  
INSECTOR X  
BASKETBALL  
COLUMNS  
GHOSTBUSTERS  
VOLFIELD  
HEAVY UNIT  
MICKEY MOUSE  
MAGICAL HAT  
KAGEKI  
VOLLEYBALL  
AMBITIONS OF CAESAR  
KYUKYOKU TIGER  
SUPER AIRWOLF  
BATTLE GOLFER  
GYNOOG  
WRESTLE BALL  
FANTASY SOLDIER III  
MIDNIGHT RESISTANCE  
SHINING IN DARKNESS

**USA/UK CARTS BELOW £38.00 &  
P+P**

LAKER V CELTICS  
BUDOKAN  
SWORD OF SODAN  
STRIDER  
JOE MONTANA  
BRIMINI RUN  
A PALMER GOLF  
POPULOUS  
MANAGO GP  
JOHN MADDON  
SONIC HEDGEHOG  
STORMLORD

**JAPANESE CART CONVERTOR  
£14.00**

### ACCESSORIES

**MEGADRIVE**  
CARRY CASE £30  
INFRA RED STICK £35  
PRO 1 STICK £30  
UKJAP CONVERTOR £14  
8 BIT CONVERTOR £30  
JOYPAD £15  
JAP MAG £7  
ARCADE POWERSTICK £40

**GAMEBOY**  
CARRY CASE £15  
CONSOLE DELUXE £69  
CASE BOY £20  
LIGHT BOY £20  
GAMELIGHT £14

STEREO ADAPTOR BATTERY PACK CALL CALL

### NINTENDO 8 BIT (NES) USA IMPORTS

**PLEASE NOTE THE  
FOLLOWING CARTRIDGES  
ONLY WORK IN USA  
CONVERTED CONSOLES**  
CYBERNOID 34.00  
HEAVY BARREL 34.00  
OP WOLF 34.00  
IRON SWORD 39.00  
MARIO III 45.00  
BACK TO THE  
FUTURE 2 CALL  
A BOY AND HIS BLOB CALL  
CALIFORNIA GAMES CALL  
CONTRA CALL  
DOUBLE DRAGON III CALL  
DUCK TALES CALL  
IKARI WARRIORS II CALL  
JACKIE CHAN CALL  
MANIAC MANSION CALL  
NARC CALL  
MEGAMAN III CALL  
THE SIMPSONS CALL

TO RUN THE USA CARTS SEND  
YOUR MACHINE TO US FOR  
MODIFICATION £26.00 INC RETURN  
P+P. IT WILL THEN RUN ALL USA  
CARTS + ALSO ALL UK CARTS.  
NOW FULLY COMPUTERISED  
ORDERING SYSTEMS 3 LINES.

### BEWARE OF IMITATORS

We are one of the largest  
importers of japanese  
consoles/games in the UK.  
We will still be here when  
others disappear.

**PC ENGINE (PAL OR  
SCART) + 1 FREE GAME  
OF YOUR CHOICE £165.00  
& P+P**

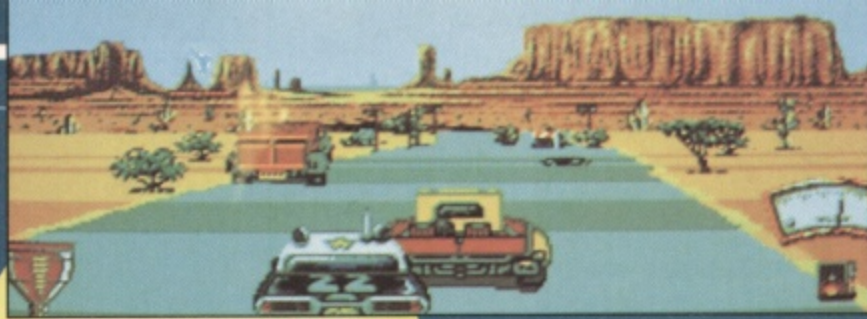
Same day despatch on all  
VISA/ACCESS/POSTAL  
ORDERS subject to  
availability (call 0782  
712759). All our consoles  
carry 12 months guarantee.  
Please add £5.00 P+P for  
consoles £1.00 P+P for  
each game title rapid  
despatch 24hr parcel force +  
Royal Mail.

WE RESERVE THE RIGHT  
TO CHANGE PRICES  
WITHOUT NOTIFICATION  
SEGA/NINTENDO/NEC  
FAMICOM ARE  
TRADEMARKS OF THEIR  
RESPECTIVE OWNERS.

## NOW A FULLY COMPUTERISED ORDERING SYSTEM - 3 LINES

VOUCHER/ORDER FORM	CUSTOMER ACCOUNT NO.	PLEASE TICK HERE TO BE PUT ON MAILING LIST <input type="checkbox"/>																						
<table border="1"> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>																								NAME _____ ADDRESS _____ I enclose cheque/PO for £ _____ or charge Access/Visa No: _____ _____ Expiry Date ____/____/____ Signature _____
PLEASE RETURN TO: PC ENGINE SUPPLIES, 223B WATERLOO ROAD, COBRIDGE, STOKE-ON-TRENT, STAFFS ST6 2HS.																								

★ ★ ★ YOU'VE TRIED THE REST!! NOW TRY THE BEST ★ ★ ★



# MOONSHINE RACERS

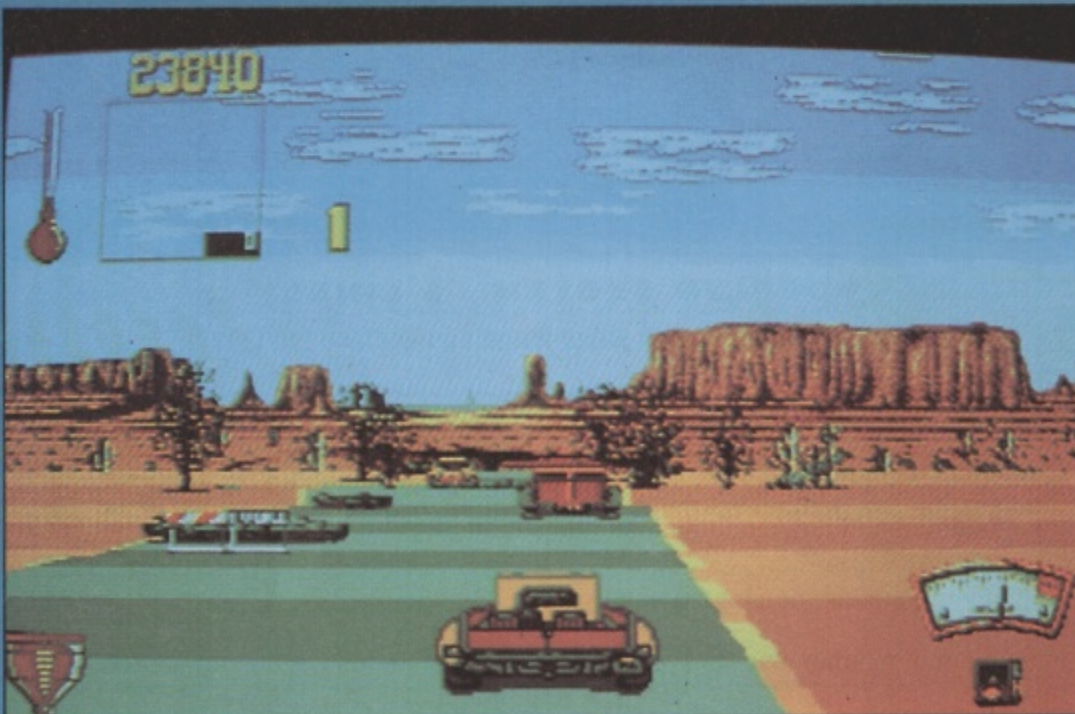
*Bit irresponsible, this. Mentioning drinking and driving in the same sentence is almost taboo. Still, for an impartial view on the alcohol side of things, who else could it be? Julian Boardman, come on down...*

The Tennessee back country is the setting for this interesting race game. The state that put "Spin-the-Cousin" on the map as the party game for close-nit families, the state where most men are their brother's father and mental incompetence is the norm is the place for anyone tired of playing the good guy.

These guys are not just a few sandwiches short of picnic, they're missing the lid off the basket, half the plates and most of the cutlery.

In between banjo-playing, chewing tobacco and finding new, intimate relationships within their own house, these boys drink moonshine, just to kill off the few remaining non-deformed brain-cells they may have left. But to do all this costs money (not much because the cry of "Who needs a whore when you've got a sister?" is a common sound in the woods at night).

So Ike and Billy Joe decide to



The old brown truck in the foreground is yours, with its temperature gauge at the top left. Drive too hard or take too many hits from the sheriff and you could find yourself in trouble as the engine overheats. CB messages at the top of the screen let you get an idea of how far behind the sheriff is and whether you need to use a bit of moonshine for a Turbo boost. The thing is, that means that you have less to sell when you get to your destination, and with everyone else souping up their vehicles it is important to get as many little custom add-on things as possible.

## HAZARDS AND HAZZARD

For those of you old enough to remember *The Dukes of Hazzard* on TV, *Moonshine Racers* will not be unfamiliar to you. The boys, Bo and Luke Duke, didn't get involved because of their probation but there was always someone getting into a bit of dodgy booze. What with Boss Hogg, the mayor, and Sheriff Roscoe P. Coltrane and his Bloodhound Flash, continually chasing them, it was something of a miracle that the boys ever found the time to catch the criminals themselves and save the day. Clearly a main source of inspiration for *Moonshine Racers*, I personally think that it was fine series and should be repeated at the first opportunity. Readers with Astra/Sky satellite TV can find *The Dukes of Hazard* on one of the German channels. Just imagine, Boss Hogg dubbed into German. Mad.

earn a few bucks by delivering moonshine for Ol' Man Tucker. Fortunately one of them can drive, so they hit the road in an all-out chase across the Tennessee country to be the first to deliver the moonshine. The earlier you get there, the more you get paid.

Unluckily for Ike and Billy Joe, Sheriff Fat Sam is out to stop smuggling on his patch and will do everything he can to shove them off the road. So it is up to you to help the boys guide their jalopy along the highways and byways and get them to the bar before their engine blows up and leaves them stranded.

This game is certainly different. My only gripe is that it takes quite a while to earn enough money to soup up the truck for some really fast action. But, hey, it's nice to be on the wrong side of the law for a change.

**ATARI ST** MILLENNIUM  
£24.99 • OUT APRIL

**GRAPHICS** **79%**  
X Jerky sprites and poor interaction.  
✓ Excellent static screens.

**SOUND** **83%**  
✓ A soundtrack straight from *Deliverance*.  
✓ Bone-crunching sound effects.

**PLAYABILITY** **78%**  
X Not enough competition to race against.  
✓ 30 tracks to complete.

**AMIGA**

**MILLENNIUM** **79%**  
£29.99 • OUT APRIL

# COMPUTER GAMES

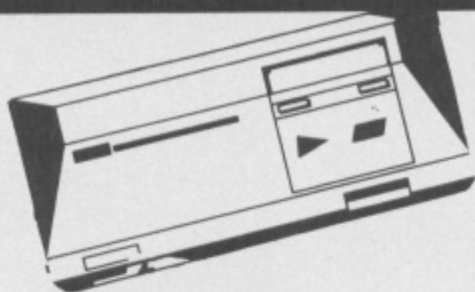
309 GOLDHAWK ROAD: LONDON W12 8EZ



TEL: (081) 741 9050 10AM-8PM

PERSONAL CALLERS WELCOME MON-SAT

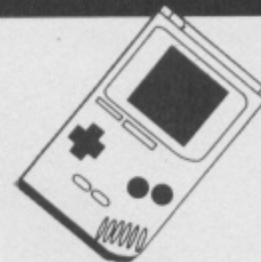
## SEGA MASTER



## MEGADRIE



## GAMEBOY



MAIL ORDER PRICES ONLY: SHOP PRICES VARY

SEGA MASTER SYSTEM		SEGA MASTER SYSTEM		MEGA DRIVE		MEGA DRIVE		GAMEBOY	
	OUR PRICE		OUR PRICE		OUR PRICE		OUR PRICE		OUR PRICE
ACTION FIGHTER	11.50	GOLFMANIA	29.50	MEGADRIE + ALTERED BEAST	159.99	MEGADRIE (IMPORTED)	125.00	N. F. L. FOOTBALL	24.99
AERIAL ASSAULT	26.50	GREAT GOLF	21.50	POWERBASE CONVERTER	26.99	MAGICAL HAT	34.99	PAPERBOY	24.99
AFTERBURNER	26.50	IMPOSSIBLE MISSION	26.50	ARCADE POWER STICK	31.95	STRIDER	34.99	CASTLEVANIA	24.99
ALEX KIDD	21.50	INDIANA JONES	26.50	CONTROL PAD	14.99	GHOULS & GHOSTS	29.99	CHASE H. Q.	24.99
ALEX KIDD HIGH TECH. WORLD	26.50	JUNGLE FIGHTER	26.50	ALEX KIDD IN ENCHANTED CASTLE	26.50	GRANADA	29.99	ROBOCOP	24.99
ALEX KIDD LOST STARS	26.50	KUNG-FU-KID	21.50	ARNOLD PALMERTOURNAMENT GOLF	29.99	JUNCTION	29.99	GHOSTBUSTERS II	24.99
ALEX KIDD SHINOBI WORLD	26.50	MONOPOLY	26.50	BUDOKAN	34.99	MICKEY MOUSE	26.99	TURTLES	24.99
ALIEN SYNDROME	26.50	MY HERO	15.50	COLUMNS	26.50	RINGSIDE ANGEL	29.99	DOUBLE DRAGON	24.99
ALTERED BEAST	26.50	NINJA	9.99	CYBERBALL	29.99	DARIUS 3	34.99	PIPE DREAM	24.99
AMERICAN BASEBALL	26.50	OPERATION WOLF	26.50	ESWAT	29.99	KAGEKI	29.99	FINAL FANTASY	24.99
AMERICAN PRO FOOTBALL	26.50	OUTRUN	26.50	GHOSTBUSTERS	29.99	HEAVY UNIT	29.99	POWER RACER	24.99
ASSAULT CITY	26.50	PAPERBOY	26.50	GOLDEN AXE	29.99	WARRIOR ARESUTA	29.99	SPIDERMAN	24.99
ASTRO WARRIOR + PIT POT	21.50	PENGUIN LAND	26.50	HERZOG ZWEI	29.99	GALARIES	34.99	LOCK 'N CHASE	24.99
AZTEC ADVENTURE	11.50	PRO WRESTLING	21.50	JOHN MADDENS AMERICAN		SHADOW DANCER	29.99	MERCENARY FORCE	24.99
BANK PANIC	15.50	PSYCHO FOX	26.50	FOOTBALL	34.99	ATOMIC ROBO KID	29.99	BUBBLE GHOST	24.99
BASKETBALL NIGHTMARE	26.50	R. C. GRAND PRIX	26.50	LAST BATTLE	29.99	STAR CRUISER	29.99	R-TYPE	24.99
BATTLE OUTFUN	26.50	R-TYPE	26.50	MOONWALKER	29.99	ELEMENTAL MASTER	29.99	W. W. F. WRESTLING	24.99
BLACK BELT	21.50	RAMBO III	26.50	MYSTIC DEFENDER	29.99	DANGEROUS SEED	29.99	BATMAN	24.99
BOMBER RAID	26.50	RAMPAGE	26.50	PHANTASY STAR II	49.99	HARD DRIVING	29.99	SNOOPY	24.99
CALIFORNIA GAMES	26.50	RASTAN	26.50	POPULOUS	34.99	GAINGROUND	29.99	DR. MARIO	24.99
CAPTAIN SILVER	26.50	RESCUE MISSION	9.99	RAMBO II	26.50	CRACKDOWN	29.99	GODZILLA	24.99
CHASE H. Q.	26.50	ROCKY	26.50	REVENGE OF SHINOBI	29.99	WONDERBOY 3	29.99	POPEYE	24.99
CHOPFLIFTER	21.50	SECRET COMMAND	11.50	SPACE HARRIER II	29.99	MIDNIGHT RESISTANCE	34.99	PLAY ACTION FOOTBALL	24.99
CLOUD MASTER	26.50	SHINOBI	26.50	SUPER HANG-ON	29.99	GYNOYS	29.99	SIDE POCKET	24.99
CYBORGHUNTER	21.50	SUBMARINE ATTACK	26.50	SUPER LEAGUE BASEBALL	29.99	SUPER VOLLEYBALL	29.99	DRAGONS LAIR	24.99
DOUBLE DRAGON	26.50	SUPER MONACO GRAND PRIX	26.50	SUPER MONACO GRAND PRIX	29.99	AERO BLASTERS	29.99		
DYNAMITE DUX	26.50	TEDDY BOY	9.99	SUPER REAL BASKETBALL	29.99	MASTER OF THE WEAPON	34.99		
ENDURO RACER	9.99	TENNIS ACE	26.50	SUPER THUNDERBLADE	29.99	MONSTER HUNTER	29.99		
ESWAT	26.50	TEANSBOT	9.99	SWORD OF SODAN	34.99	TIGER HELI	34.99		
FIRE & FORGET II	26.50	VIGILANTE	26.50	SWORD OF VERMILION	49.99	JOE MONTANA	29.99		
GAUNTLET	26.50	WONDERBOY-MONSTER LAND	26.50	THUNDERFORCE 2	29.99	BATTLE GOLFER	29.99		
GAINGROUND	26.50	WONDERBOY III	26.50	TRUXTON	29.99	BATTLE OF THE BAHAMA	29.99		
GHOSTBUSTERS	26.50	WORLD GAMES	21.50	TWIN HAWK	29.99	DICK TRACEY	29.99		
GHOSTHOUSE	15.50	WORLD GRAND PRIX	11.50	WORLD CUP ITALIA 90	26.50	SUPER MONACO	34.99		
GLOBAL DEFENSE	11.50	WORLD SOCCER	21.50	ZANY GOLF	34.99				
GOLDEN AXE	26.50	WORLD CUP ITALIA 90	21.50	ZOOM	26.50				

**WIN**

**A MEGADRIE FREE!**  
NO PURCHASE NECESSARY  
\*PHONE FOR DETAILS

WEST LONDON	ROMFORD	ESSEX	NORTH LONDON
Computer games 309 Goldhawk Road London W12 8EZ OPEN: 10am-8pm MONDAY-SATURDAY (nearest tube Stamford Brook)	Unit 33-34 Romford Shopping Hall Market place Romford, Essex Opening times: 9am-5pm MONDAY-SATURDAY Half-day Thursday	Unit 619 Pavilion Building Lakeside Shopping Centre West Thurrock Grays, Essex OPEN: 9.30am-8pm MONDAY-SATURDAY	c/o Shopping World 259 High Street Walthamstow London E17 OPEN: 9am-5pm MONDAY-SATURDAY

NAME OF COMPUTER		NAME:
TITLE	PRICE	ADDRESS
		TEL:
PLEASE MAKE CHEQUES PAYABLE TO: COMPUTER GAMES		



# SPEEDBALL

*Julian Boardman? Speed? Ball? C'mon, be serious.*

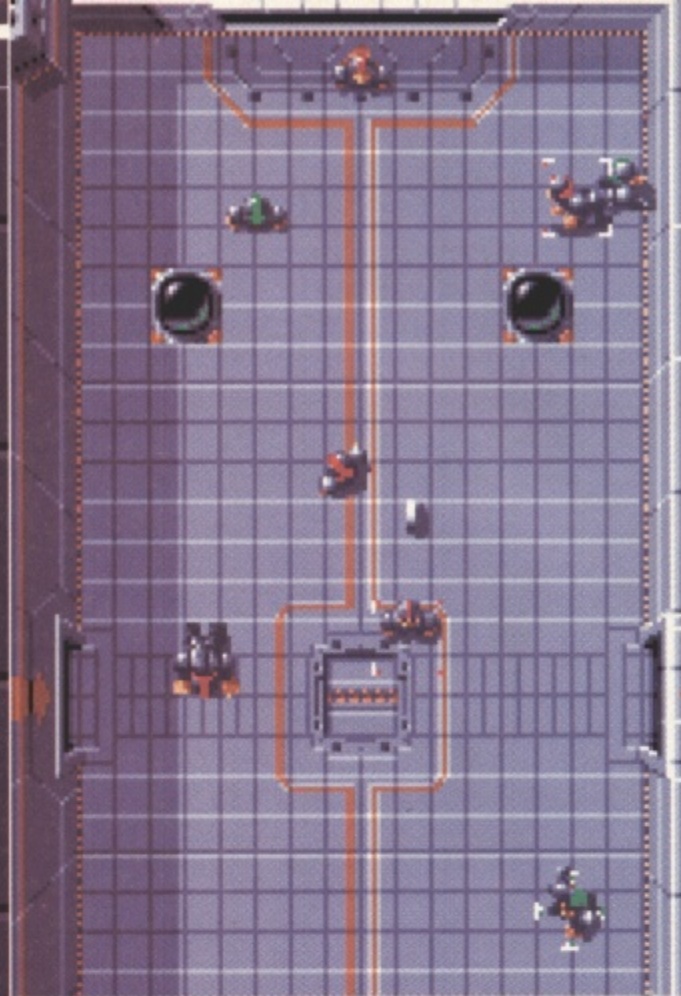
**F**uture sports are starting to see something of a renaissance on the consoles. In Japan, at the moment, one of the big games is something called *Wrestleball*, which certainly gives more than a nod in the direction of *Speedball*.

*Speedball* itself was voted 16-bit Game of the Year in 1989, and enjoys something of a hallowed status in the industry as a whole as it opened up a whole new genre of game. Even stranger is the fact that, until now, "future sports" have not appeared on consoles and the release of *Speedball* on the *Master System* is an odd place to launch them. Still, who are we to theorize over the actions of Robert Maxwell's software label when we can't even get the Reviews Index right each month!

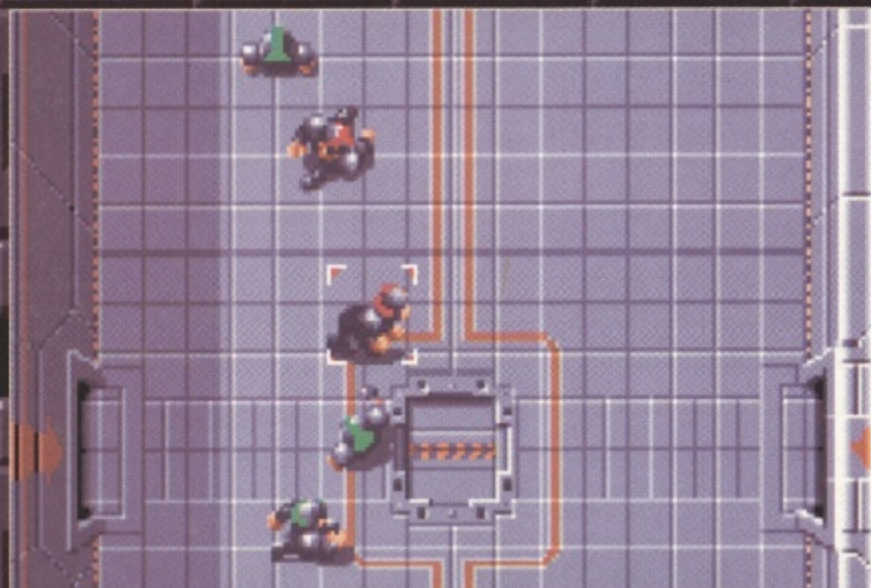
Sometime in the distant future, the world has had enough of wars, so instead they turn to *Speedball*, a no-holds-barred sport with more violence than beans on toast in a microwave. The objective of the sport is to score as many goals as possible, but there are no restrictions on how many fouls, tackles, knees in the groin and two fingers in the eyeballs you commit along the way to get past the five opposing players.

The complete *Speedball* court which runs over several screens.

Each team comprises five players. The rules are simple: get the ball into the opponent's goal any which way.



Player one gets a choice of three teams to play with in the match. Pictured here are the captains of the respective teams - each hoping to avoid being picked, no doubt. Novices should take particular note of the different characteristics of each team; experienced players, however, will have realised that this makes sod all difference and choose the guy that looks the best.



## SPEEDTRAP

As was detailed in last month's Budget Blitz pages, the three 16-bit versions of *Speedball* are now available on the Mirror Image label for just £9.99 each. *Speedball 2*, from Image Works, has just been released on the Amiga for £24.99. It was reviewed in issue four of RAZE and received the hallowed Rave status with a whopping 94%!

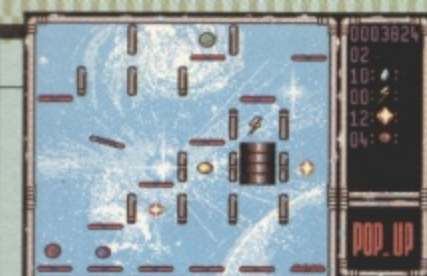


Your iron-clad players can slide tackle, jump or throw. Throws can be either high or low, depending on how long the fire button is pressed. Indeed, all the control systems and on-pitch bonuses have remained faithful to the original.

The bonuses available to collect during the match appear at random intervals in random places. You can freeze your opponent, reverse his controls, etc. Coins also find their way onto the pitch, and collection of these can prove useful at the end of a match, when you bribe officials to alter the timer, add an extra goal, sap your opponent's stamina, etc.

In 1989, *Speedball* was the essential game to have for 16-bit owners; now in 1991 it's the essential game for the Sega MS.

<b>MASTER SYSTEM</b>	<b>GRAPHICS</b>	<b>86%</b>
	✓ Superb animation.	
	✓ Unparalleled sprite quality.	
	<b>SOUND</b>	<b>83%</b>
	✓ Digitized sound effects.	
✓ Groovy tune.		
<b>PLAYABILITY</b>	<b>88%</b>	
X Controller hinders movement of players.		
✓ Fast, furious and funny frolics.		
<b>IMAGE WORKS</b>	<b>£29.99 • OUT NOW</b>	<b>87%</b>



# POP UP

*Having toll-ed Richard Bell off for sounding off too loudly, he promptly rings in Infogrames latest humdinger*

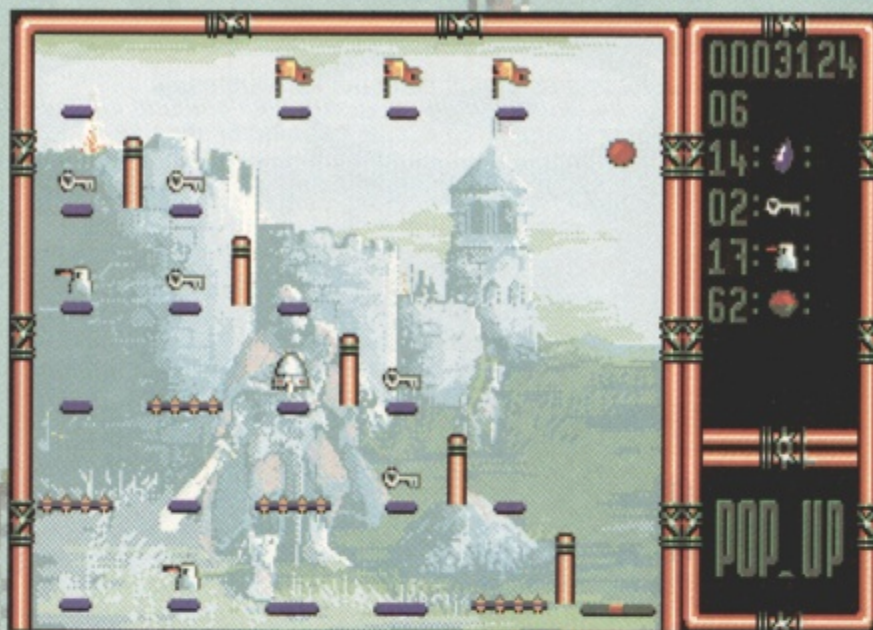
**Y**ou play the part of a small spherical body (a ball!) bouncing through time and space. There are five time zones for you to cross, ranging from the Big Bang to sometime in the future. The zones contain a number of (vaguely) different screens; each of which must be completed before the next is attempted.

Screens are made up of a number of platforms which may be flat, angled, sticky, flaming or unstable. The unstable platforms will only survive a couple of your bounces. There are also poles – some of which will disintegrate if you hit them hard enough – that get in your way and generally slow things up. Platforms and other objects are all overlaid on a number of pretty backdrops.

To complete each level you must collect a number of items;



The only things that really change are the backdrops. Here you can see a scene from the Big Bang. The prehistoric, Middle Ages, and 20th century epochs are also available. Below you can see the editor screen from which you can create your own time zones. To create a level simply pick up the required item from the right of the screen and deposit in the desired location. It's that easy!

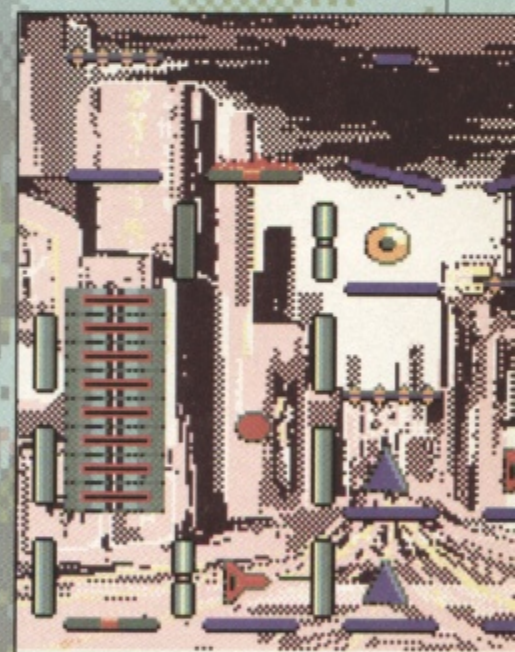


these objects won't necessarily aid you in the current level, but may prove invaluable in another time zone. For instance, you can pick up water drops to extinguish fires, keys to open throughways blocked by poles, and hammers to destroy walls.

Once you have transversed the various obstacles and picked up your required quota of useful items, an exit will appear (usually on the other side of the screen to where you're bouncing) to the next level.

Frustration is the only factor that will prevent you wishing to progress further. Apart from a few of the backdrops, graphics are simplistic and animation adequate. Pop Up isn't at all demanding to start which means you can progress far relatively quickly. It's only later that things become impossibly tough.

On one of the 'Big Bang' suite of screens, you can jump over all the poles but it's sometimes easier to jump through. Watch out though, some poles require two or three keys to get through.



- Normal platform
- Sticky platform
- Left-inclined platform
- Right-inclined platform
- Shrinking platform
- Spiked platform
- Fire
- Wall
- Indestructible pole
- Exit/entry
- Fixed item
- Level select

**IBM PC** INFOGRADES £24.99 • OUT NOW

**AMIGA** INFOGRADES £19.99 • OUT NOW

**GRAPHICS** **76%**  
 X Adequate, but not much variety.  
 ✓ Some excellent background images.

**SOUND** **58%**  
 X Very sparse effects which add nothing.  
 ✓ Good little introductory ditty.

**PLAYABILITY** **71%**  
 X Back to scratch when you die.  
 ✓ Levels get progressively tougher.

**ATARI ST** INFOGRADES £19.99 • OUT NOW **68%**

# QUEST FOR GLORY II

*Following in the footsteps of Joey Boswell and Stan Boardman, Paul Rigby went on his own quest for fame and glory*

Things are not too good in Raseir, the sister city of Shapeir. Firstly, the Emir has vanished and no-one knows what happened to him. Secondly, Raseir itself has deteriorated since his disappearance, as witnessed by the refugees and frightening rumours that have been pouring out of the city for a year or so. Your job is to travel to Raseir and succeed where others have failed.



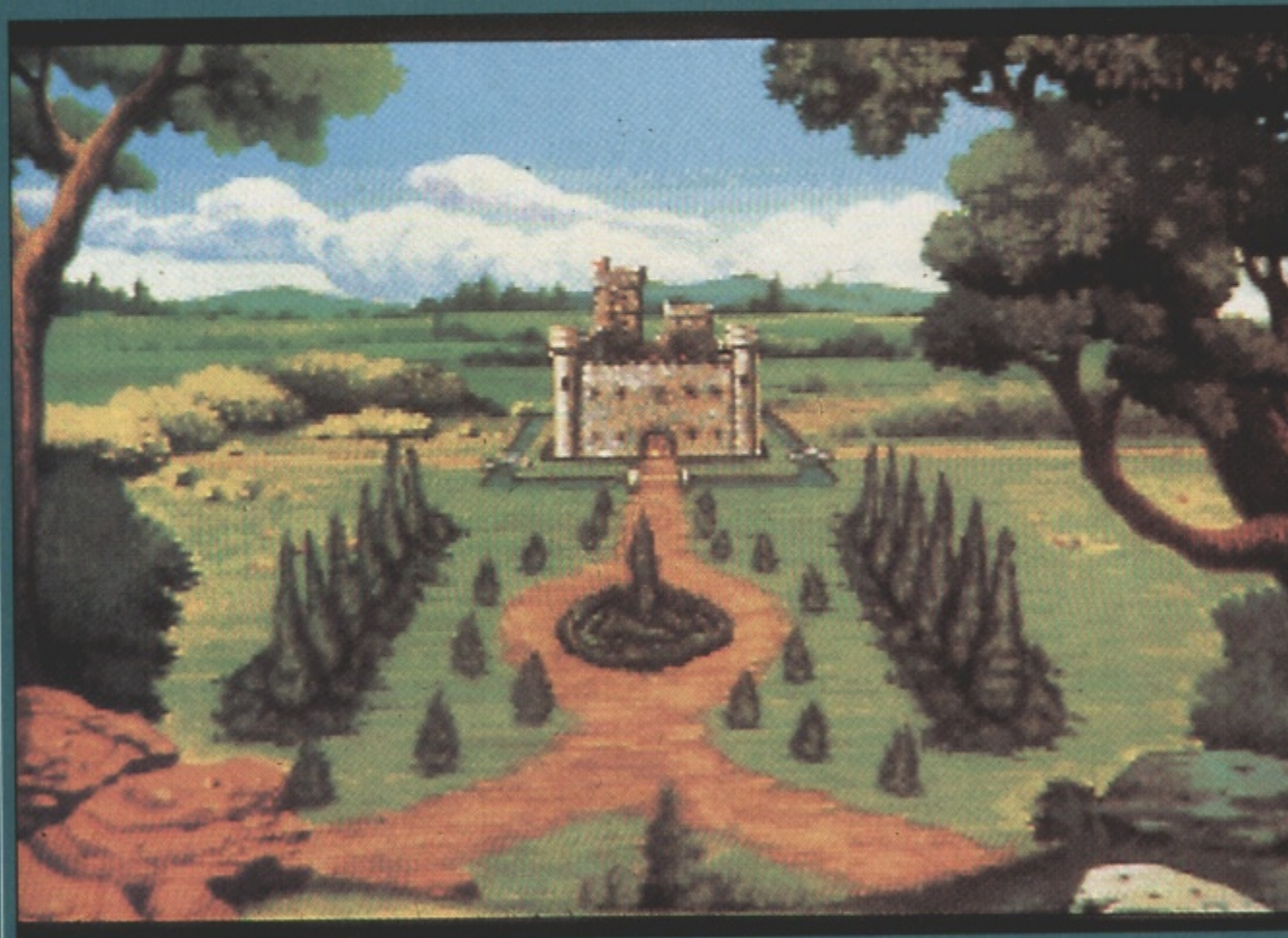
*Trial by Fire* uses much the same interface as *So You Want to be a Hero?* (*QFG I*) with one big difference: combat. The rather cumbersome system used by

always have the option of running away if things look bad.

In terms of difficulty, this game is on a par with the original, maybe slightly harder. The humour is still liberally sprinkled about and is just as bad! *QFG II* will be the last game to use the present Sierra game system as all of the new games will transfer over to VGA (256-colour) graphics, icon commands and so on. However, *Trial by Fire* in no way suffers because of this. The game arrives on five 5.25-inch high-density disks or nine (!) 3.5-inch low-density disks and all of the popular soundboards are supported.

Actually, I reckon the new sound drivers that Sierra are supposed to be developing have been included in *Trial by Fire* because the music and sound effects (via boards) are especially good.

Highly recommended to all Sierra fans and adventurers everywhere.



Watch your step! Don't look down as you make your way to that significant pentacle.

You must resurrect the city to its former glory.

You can choose to be a fighter, thief or mage, as in the original. However, you can now also pick hybrid characters such as the fighter/mage or mage/thief – but it's more fun to play as a pure character.

*QFG I* has been scrapped. Combat is now much like it was when you trained with the swordmaster, full screen and full character. This allows much more freedom of action and options, especially if you're a fighter type. You can also set the arcade difficulty to easy, normal or hard and, of course, you

AMIGA SIERRA  
£39.99 ● OUT NOW

ATARI ST SIERRA  
£39.99 ● OUT NOW

IBM PC	<b>GRAPHICS</b> <b>81%</b>
	✗ Animation can crawl on slower machines. ✓ Well detailed, if only 16 colours.
	<b>SOUND</b> <b>80%</b>
	✗ Miserable output on the PC speaker. ✓ Excellent music and effects with a soundboard.
	<b>PLAYABILITY</b> <b>86%</b>
	✓ Atmospheric adventuring elements. ✓ Challenging – but helpful – puzzles.
SIERRA £39.99 ● OUT NOW <b>83%</b>	

# GUNFIGHTER



USE YOUR VOICE  
TO OUTDRAW THE  
GUNFIGHTER  
FOR CASH PRIZES

## 0898 31 35 69

INFODIAL POBox 36 LS1 4TN Call Charges 33P/Min Cheap 44P/Min All Other Times

**SF** GAME SERVICES

44 Hawthorn Grove  
Stockton Heath  
Warrington WA4 2UH

### SUPER FAMICOM GAME HIRE & EXCHANGE CLUB

Rent Any title for only £4 per week

or

BUY/SELL New & 2nd Hand Titles

I.e. FINAL FIGHT - we buy £25 we sell £30

PHONE AND ASK FOR OUR FREE INFORMATION LEAFLET

ALL TITLES NOW £45.00 + £1.00 p.p.

ALL NEW MEMBERS RECEIVE 1 FREE GAME HIRE

Awaiting New Business Line

PLEASE PHONE (0925) 861417 after 6 p.m. until further notice.

# FAMICOM, LYNX + GAME GEAR

## CARTRIDGE HIRE SERVICE

**FUTURE-HIRE GIVES YOU THE CHANCE TO:**  
HIRE, BUY, SELL OR EXCHANGE ANY TITLE ON THESE CONSOLES

HIRE ANY LYNX OR GAME GEAR TITLE FOR ONLY 3.50 PER WEEK  
HIRE ANY SUPER FAMICOM TITLE FOR ONLY 4.00 PER WEEK

**BUYING OR SELLING 2nd HAND TITLES?**  
BIG RUN - WE BUY 26.00 / WE SELL 30.00 (FAMICOM)  
ROADBLASTERS - WE BUY 16.00 / WE SELL 20.00 (LYNX)

**EXAMPLE EXCHANGE PRICES.**  
TO EXCHANGE DEVILISH FOR CHASE H.Q. COSTS JUST 4.00 (GAME GEAR)  
TO EXCHANGE SLIME WORLD FOR KLAX COSTS JUST 2.00 (LYNX)

FOR FULL DETAILS SEND S.A.E. TO:  
FUTURE-HIRE  
31 Firs Glen Road, West Moors  
Ferndown, Dorset, BH22 0EB

OR PHONE BETWEEN 9am-6pm:-  
(0202 875141). LEAVE NAME + ADDRESS  
(FOR FULL DETAILS)  
PHONE (0202) 872365 AFTER 6pm

## CONSOLE ACTION

ATTENTION ALL CONSOLE OWNERS - CANT AFFORD A NEW GAME?  
TIRED OF YOUR OLD ONES. IF YOU OWN A MEGADRIVE, NINTENDO, MASTER SYSTEM OR  
FAMICOM, YOU CAN JOIN OUR

### EXCHANGE SCHEME

SWAP GAMES THROUGH OUR NATIONAL DATABASE. FOR ONLY £3 PER GAME TAKE THE  
WORRY OUT OF SWAPPING GAMES WITH UNRELIABLE PEOPLE. ALL GAMES TESTED BEFORE  
DESPATCH. LEAVE EVERYTHING TO US. PHONE NOW FOR DETAILS.

### MEGADRIVE LIBRARY

IF YOU OWN A MEGADRIVE WE HAVE A LARGE SELECTION OF GAMES FOR HIRE FROM £1.50 TO  
£3 A WEEK. SEND STAMPED ADDRESSED ENVELOPE FOR DETAILS OR PHONE.

### WE ALSO BUY MEGADRIVE GAMES

**CONSOLE ACTION**

**0792 584346**

130, HEOL GWYROSYDD  
PENLAN  
SWANSEA  
W GLAM SA5 7BX

ACCESS/VISA  
24HR HOTLINE  
0732 351220

# MEGA MIX

(DEPT RAZE 3), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL

ALL ITEMS  
SENT BY FIRST  
CLASS POST



### NINTENDO

### SEGA

### ATARI

### PC ENGINE

### NEO-GEO

### CHEETAH

#### NINTENDO GAME BOY ONLY £64.95

#### NINTENDO GAMEBOY GAMES

A BOY AND HIS BLOB	£22.95
BATMAN	£22.95
BOLDERDASH	£22.95
CASTLEVANIA	£22.95
CHASE HQ	£22.95
CONTRA ARSENAL	£22.95
DOUBLE DRAGON	£22.95
FORTRESS OF FEAR	£22.95
NEMESIS	£22.95
TMNT	£22.95
TETRIS	£22.95
SUPER MARIOLAND	£22.95
SM-GM	£22.95
SD GUNMAN/SD LEGEND	£22.95
GOLF	£22.95
LEGENDS OF DRACULA	£22.95
OIX	£22.95
RED ARIMA	£22.95
GODZILLA	£22.95
LOCK 'N' CHASE	£22.95
DUCK SHOOT	£22.95
BUBBLE GHOST	£22.95
GHOSTBUSTERS	£22.95
GREMLINS	£22.95

#### CHEETAH GAME MATE INCLUDING FREE GAME ONLY £54.95

ADDITIONAL GAMES ONLY  
£14.95 EACH

#### PLACE YOUR ORDER NOW!!! NINTENDO SUPER FAMICOM plus 3 free games only £285.95

PILOTWINGS	£44.50
GRANDRIX 3	£44.50
BOMBLIZAL	£44.50
F-ZERO	£44.50
POPULOUS	£44.50
FINAL FIGHT	£44.50

#### NEW!! NEW!! NEW!! NEW!!

#### SEGA GAMEGEAR

PLUS  
SUPER MONACO G.P.  
ONLY £145.95

#### SEGA GAMEGEAR GAMES

SUPER MONACO G.P.	£28.95
COLUMNS	£28.95
FENGO	£28.95
G-LOC	£28.95
BASEBALL	£28.95
MAZE SYNDROME	£28.95
ZAM GEAR	£23.95
WONDERBOY	£23.95

#### NINTENDO ENTERTAINMENT SYSTEM

NES TURTLES PACK	£88.95
DUCK TALES	£28.95
SOLAR JETMAN	£32.95
GREMLINS	£32.95
RESCUE	£28.95
GHOSTBUSTERS 2	£31.95
DR. MARIO	£31.95
PAPERBOY	£28.95
GAUNTLET II	£31.50
WORLD CLIP	£28.95
RAD GRAVITY	£28.95

#### ATARI LYNX

ONLY £119.95

#### ATARI LYNX GAMES

BLUE LIGHTNING	£28.95
CALIFORNIA GAMES	£28.95
CHIPS CHALLENGE	£28.95
ELECTRO COP	£28.95
GATES OF ZENDECON	£28.95
GAUNTLET 3	£32.95
SUME WORLD	£32.95
MS PACMAN	£27.95
ROADBLASTERS	£27.95
XENOPHOBE	£27.95

#### SEGA MASTER SYSTEM ONLY £69.95 SEGA MASTER SYSTEM PLUS ONLY £89.95

#### SEGA MASTER SYSTEM

COLUMNS	£24.95
E-SWAT	£28.95
GAIN GROUND	£28.95
MALIA	£22.95
PACMANIA	£26.95
JUNGLE FIGHTER	£26.95
MICKY MOUSE	£26.95
MOONWALKER	£26.95
SHOOTING GALLERY	£24.95
SUB ATTACK	£26.95
IMPOSSIBLE MISSION	£26.95
GAUNTLET	£26.95
DICK TRACY	£26.95
STRIDER	£26.95
DYNAMITE DUKE	£26.95
GOLDEN AXE	£26.96
POPULOUS	£28.95
SPEEDBALL	£26.95
CALIFORNIA GAMES	£28.95

#### NEO-GEO

NEO-GEO/PAL	£379.95
NEO-GEO/SCART	£369.95
MAGICAL LORD	£125.95
BASEBALL STARS	£179.95
NAM 1975	£109.95
GOLF	£179.95
CYBERUP	£179.95
NINJA COMBAT	£125.95
RIDING HERO	£179.95
SUPER SPY	£169.95
MAJAK	£169.95

#### SEGA MEGADRIVE PLUS JOYPAD PLUS ANY GAME LISTED BELOW OF YOUR CHOICE ONLY £144.95

#### 'SEGA MEGADRIVE PLUS JOYPAD ONLY £119.95

#### MEGADRIVE SPECIAL OFFERS

JAPANESE CONVERTOR	£13.95
SCART LEAD	£14.95
STEREO LEAD	£7.95
* This months limited special offer!	
STRIDER	WAS £42.50 NOW £34.50
ONLY WHILE STOCKS LAST!!!	

#### SEGA MEGADRIVE GAMES

Aero Blasters	£31.95	Ghouls 'n' Ghosts	£31.95	Sorcerer	£29.50
Asterburner II	£32.50	Golden Axe	£29.50	Space Harrier II	£31.50
Alex Kid	£32.50	Granada	£29.95	SatR Cruiser	£29.95
Altered Beast	£24.95	Gynoug	£34.50	Snider	£42.50
Altered Beast II	£26.95	Hard Drivin'	£29.95	Super Baseball	£29.95
Atomic Robokid	£29.95	Heavy unit	£31.95	Super Basketball	£26.95
Arnold Palmer Golf	£32.50	Herzog Zwei	£19.50	Super Hang On	£27.50
Batman	£32.50	James Pond	£39.95	Super Monaco GP	£32.95
Battle Goller	£34.50	Joe Montana's Football	£34.95	Super Thunderblade	£31.95
Budokhan	£34.95	John Maddens Football	£34.95	Super Volleyball	£32.50
Buster Douglas Boxing	£34.95	Kageki	£31.95	Sword of Soudan	£34.50
Crackdown	£32.95	Last Battle	£32.95	Sword of Vermillion	£44.95
Dick Tracy	£32.50	Magical Hat	£32.50	Techno Cop	£39.50
D J Boy	£24.95	Midnight Resistance	£34.50	Theatr: Jell	£34.95
Dynamite Duke	£31.95	Micky Mouse	£34.95	Thunderforce III	£34.50
Elemental Master	£27.95	Moonwalker	£29.95	Twin Hawk	£31.95
E-Swat	£26.95	New Zealand Story	£26.95	Wardog in Monstair	£32.50
Fantasy Soldier	£39.95	PGA Golf Tour	£39.95	Wolfed	£31.95
Final Blow	£32.50	Phantasy Star 2	£44.95	World Cup Soccer	£31.95
Forbidden City	£34.95	Rambo III	£31.50	Wrestle Bull	£31.50
Forgotten Worlds	£32.50	Ringside Angel	£34.95	Wrestle War	£31.50
Galleries	£34.95	Shadow Dancer	£34.95	Zany Golf	£34.50
Gain Ground	£26.95	Shining & Darkness	£31.95		
Ghostbusters	£24.95	Sonic the Hedgehog	£34.95		

#### PC ENGINE

PC CORE	£145.95	XES JOYSTICK	£27.95	PC ENGINE GAMES		FINAL BLASTER	£32.95
GRAPHIX		5 PLAY ADAPTOR	£22.95	AFTERBURNER 2	£32.95	HELL EXPLORER	£32.95
PC CD ROM + INTERFACE	£295.95	PC KIDD	£32.95	BATMAN	£32.95	NEW ZEALAND STORY	£32.95
CONTROL PAD	£18.95	POWERDRIFT	£32.95	CHASE HQ	£32.95	NINJA SPIRIT	£32.95
		RABIO LEPUS SPECIAL	£32.95	DIE HARD	£32.95	OPERATION WOLF	£32.95
		W-WING	£32.95			PACLAND	£28.95

To order, state items you require, together with payment, made payable to 'Mega Mix', or place your order on our Credit Card Hotline

0732 351220. Overseas orders add £5 per item. Also orders for Video Consoles please add £5 for p+p.



MEGAMIX SOFTWARE (DEPT. RAZE 4), 46 ASHDEN WALK, TONBRIDGE, KENT TN10 3RL.



# BACK TO THE FUTURE III



*Julian Boardman cries "Great Scott" at the latest - and best - in the time-travelling trilogy*

**T**he third instalment is finally with us. After the previous two dreadful film tie-ins, the third game wasn't exactly awaited with "great anticipation". But Image Works have proved us all wrong and finally come up with a pretty and playable game.

It all revolves around Marty trying to get back to 1885 to save Doc Brown from his imminent death which they both discovered when they uncovered Doc's grave in the future. Doc's there because a bolt of lightning struck the De Lorean, zapping him back in time. This left Marty stuck in 1955 and then a letter turned up and... well, it was all the last film anyway. So, Marty makes his way back to 1885

to pick up Doc and take him home to avoid his death.

BTF3 is split into four sections representing the most memorable scenes from the film. THRILL! as Doc gallops in pursuit of the lovely Clara's runaway buckboard, APPLAUD! as Marty blasts on the duck shoot, LAUGH! as Marty gets

tains varying types of gameplay. One section may require accuracy while another needs a steady fire-button finger. Whatever the level, though, your reflexes will be pushed to the limit. Obviously, everyone will buy this because of the film tie-in, but at least they'll get a decent game this time.



**ATARI ST** IMAGE WORKS £24.99 ● OUT NOW

**IBM PC** IMAGE WORKS £24.99 ● OUT NOW

**GRAPHICS 82%**  
 ✓ Faultless animation.  
 ✓ Recognizable sprites from the film.

**SOUND 83%**  
 ✓ Suitably hillybilly soundtrack.  
 ✓ Excellent sound effects.

**PLAYABILITY 84%**  
 X Pie section is hard to get into.  
 ✓ Very challenging yet not overly difficult.

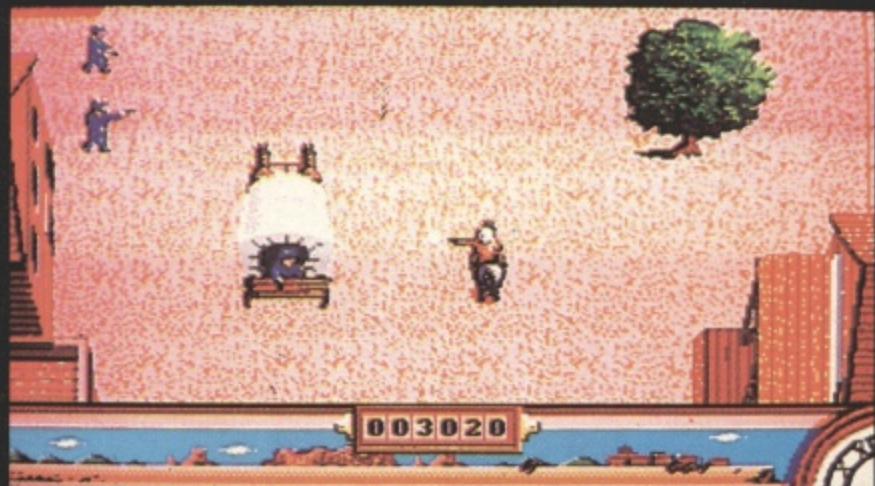
**AMIGA** IMAGE WORKS £24.99 ● OUT NOW **83%**

Biff's men with custard pies, and GASP! as Marty runs along the roof of a speeding train.

It's all action and adventure in this licence, with the emphasis on ACTION! You don't get chance to catch your breath as your are catapulted through the kaleidoscopic content of the game.

Programmed by Probe, Part III is definitely superior to the second instalment in the series and will give hours of endless frustration and fun as Doc fails to leap that ravine or Marty gets a bullet through his head in the custard pie section.

Each of the four sections con-





COMING SOON...

# BACK TO THE FUTURE III PART III



© 1991 Mirrorsoft Ltd © 1990 UCS & Amblin.

IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW Tel: 071-928 1454 Fax: 071-583 3494

# TOKYO JO

## MEGADRIVE

JOHN MADDENS	34.99
DEFENDER	32.99
SUPER MONACO	37.99
ALEX KID (ENC CASS)	32.99
SWORD OF SODAN	29.99
COLUMNS	34.99
ARNOLD PALMER	34.99
FORGOTTEN WORLDS	34.99
BATTLE SQUADRON	29.99
GHOULS N GHOSTS	44.95
GOLDEN AXE	34.99
REVENGE OF SHINOBI	34.99
LAST BATTLE	34.99
RAMBO 3	29.99
STRIDER	42.99
SUPER HANG ON	34.99
ESWAT	32.99
THUNDERFORCE 2	32.99
TWIN HAWK	34.99
WORLD CUP 90	32.99
ZANY GOLF	34.99
SWORD OF VERMILLION	44.95
ZOOM	32.99

**LOWER  
PRICES**

## MEGADRIVE (JAPANESE)

Please note all English games will work on the Japanese megadrive.

SHADOW DANCER	24.99
ELEMENTAL MASTER	24.99
MICKEY MOUSE	27.99
RINGSIDE ANGEL	27.99
DARIUS X	39.99
ALESTA	39.99
MAGICAL HUT	27.99
DANGEROUS SEED	29.99
ATOMIC ROBOKID	29.99
HEAVY UNIT	27.99
GAIN GROUND	24.99
WONDERBOY 3	29.99
HELLFIRE ATTACK	26.99
GYNOUG	31.99
CRACKDOWN	29.99
HARD DRIVIN	24.99
BATTLE GOLFER	31.99
DYNAMITE DUKE	29.99
JUNCTION	29.99
WRESTLE WAR	31.99
MOONWALKER	29.99
WORLD CUP SOCCER	27.99
GHOULS N GHOSTS	32.99

## MEGADRIVE (JAPANESE)

MEGADRIVE PAL + GAME  
+ JOYPAD + PSU NOW ONLY £135.00

WRESTLE BALL	31.99
BURNING FORCE	27.99
CYBERBALL	28.99
FATMAN	29.99
GHOSTBUSTERS	29.99
RASTAN SAGA 2	29.99
BASKETBALL	29.99
TATSUJIN	29.99
TETRIS	29.99
D J BOY	29.99
ESWAT	29.99
AFTERBURNER 2	32.99
FLYING SHARK	29.99
INSECTOR X	29.99
KLAX	29.99
JOHN MADDENS	34.99
ARNOLD PALMER GOLF	34.99
SUPER MONACO	34.99
POPULUS	34.99
SWORD OF SODAN	29.99
JOE MONTANAS AMERICAN FOOTBALL	29.99

ALL GAMES - £1.00 P&P

## MEGADRIVE

**ARCADE  
POWER STICK**  
RRP. £44.99  
OUR PRICE  
**£32.99**

**MEGADRIVE  
JOY PAD**  
**£14.99**

## GAME GEAR

**GAME GEAR  
+ ONE GAME**  
**£139.00**

**GAME GEAR  
+ TWO GAMES**  
**£159.00**

**LATEST  
TITLES**

**UNLIMITED  
QUANTITIES**

## NINTENDO

**JAPANESE  
GAMES  
ADAPTOR**

- FITS ALMOST ALL UK NINTENDO MACHINES
- NO ALTERATIONS NECESSARY
- PLUGS STRAIGHT INTO CARTRIDGE PORT

**NORMALLY SELLS FOR  
£24.99**

**REDUCED FOR  
1 MONTH TO  
£19.99**  
Including P&P

## GAMEBOY

**GAME LIGHT  
NOW ONLY  
£11.99**  
**LIGHT BOY  
£23.99**

## YOUR CHOICE OF GAME

G LOCK	£27.99
SUPER MONACO GP	£27.99
WONDERBOY	£27.99
BAESBALL	£27.99
COLLUMNS	£27.99
PENGO	£27.99

# JOE



# NOW TAKEN



2 WILLIAM CLOWES STREET  
BURSLEM  
STOKE ON TRENT  
ST6 3AP

Mon-Fri 9.30am to 5.30pm - 0782 575043

Mon-Fri 6.30pm to 8.00pm - 0782 836317

Sat 11.00am to 5.00pm - 0782 575674

## ENGLISH TO JAPANESE

### GAMES CONVERTER

- FITS ALL ENGLISH MEGADRIVE MACHINES
- SIMPLY SLOTS INTO CARTRIDGE PORT
- NO ALTERATION TO YOUR MACHINE REQUIRED

**ALLOWS YOU TO PLAY ALL JAPANESE GAMES AS WELL AS ENGLISH GAMES ON YOUR MEGADRIVE**

**NORMALLY SOLD AT £20 OR MORE**

**FOR ONE MONTH ONLY OFFER PRICE**

**£14.99**  
Inc P&P

## LYNX

ATARI LYNX & GAME	110.00
ATARI LYNX	89.99
ZALOR MERCENARY	24.99
PAPER BOY	24.99
ELECTROCOP	24.99
XENOPHOBE	24.99
SLIME WORLD	24.99
RAMPAGE	24.99
KLAX	24.99
ROAD BLASTERS	24.99
GAUNTLET 3	24.99
MS PACMAN	24.99
CHIPS CHALLENGE	24.99
GATES OF ZENDOCON	24.99
BLUE LIGHTNING	24.99

**SALE TIME**

**SPECIAL OFFER**

## GAMEBOY

GAMEBOY + TETRIS + LEADS	64.99
GAMEBOY	49.99
ROBOCOP	25.99
MONSTER TRUCK	25.99
NINJA TURTLES	25.99
SKATE OR DIE	25.99
FORTRESS OF FEAR	P.O.A
SPIDERMAN	25.99
DOUBLE DRAGON	25.99
BOXING	25.99
WWF WRESTLING	25.99
BOMBER BOY	25.99
BATMAN	25.99
NFL FOOTBALL	25.99
SOCCERBOY	25.99
CASTLE VANIA	25.99
PRO WRESTLING	25.99
NEMESIS	25.99
R. TYPE	25.99
DRAGONS LAIR	25.99
PUZZLEBOY	16.99
PRO WRESTLING	25.99
PAPERBOY	25.99
GHOULS & GHOSTS	25.99
ALIGATOR PIN BALL	25.99

**MORE SOON**

## FAMICOM

**FAMLICOM SCART (+ 2 FREE GAMES) 299.99**

**FAMLICOM PAL (+ FREE GAME) PHONE NOW**

<b>FAMICOM GAMES:-</b>	
FINAL FIGHT	49.99
GRADIUS 3	49.99
BOMBUZAL	49.99
PILOT WINGS	49.99
F 0	49.99
POPULUS	49.99
ROLEPLAY ARCADE ADV	49.99
GREAT BATTLES	49.99
ACTIVASOR	49.99
HOLE IN ONE	49.99
BIG RUN	49.99
R-TYPE	49.99

**NEW STOCK ARRIVING SHORTLY! PHONE NOW!**

## SEGA 8-BIT

GAUNTLET	27.99
PAPERBOY	27.99
INDIANS JONES	27.99
IMPOSSIBLE MISSION	27.99
TWIN HAWK	27.99
ASSAULT CITY	27.99
OPERATION WOLF	27.99
CHASE HQ	27.99
DYNAMITE DUX	27.99
R TYPE	27.99
PSYCHO FOX	27.99
MONOPOLY	27.99
CALIFORNIA GAMES	27.99

**LOADS OF SECOND HAND GAMES PHONE NOW**

**ORDER NOW**

**REDUCED PRICES**

● PLEASE NOTE: ALL SOFTWARE AND HARDWARE IS BRAND NEW AND CARRYS A 12 MONTH PARTS AND LABOUR GUARANTEE.

● WE WILL GLADLY TAKE YOUR OLD GAMES MACHINE IN PART EXCHANGE FOR A NEW ONE, PHONE FOR A PRICE.

● PERSONAL CALLERS ARE WELCOME, PLEASE PHONE FIRST.

● ALL OUR GOODS ARE SECURELY PACKED AND SENT 1ST CLASS RECORDED DELIVERY

● MOST GOODS DESPATCHED WITHIN 24 HOURS OF RECEIVING AN ORDER

● NO CLUB TO JOIN, BUT CHEAP PRICES

● HELP AND ADVICE GIVEN FREELY

● BUY WITH CONFIDENCE FROM OURSELVES AND AVOID THE MINEFIELD OF MAIL ORDER PITFALLS ENCOUNTERED BY MANY MANY PEOPLE

**REMEMBER TOKYO JOE - THE PLACE TO GO!**



# PILOTWINGS

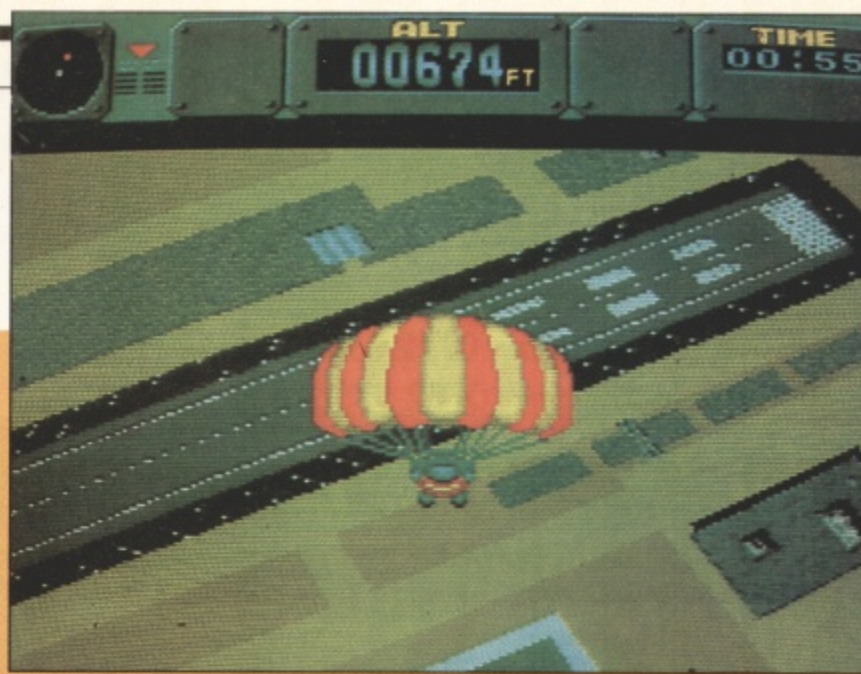
SUPER FAMICOM ●  
NINTENDO ● £39

Do you fancy yourself as a flying champ? You know the sort of thing, flying through the skies with the greatest of ease. Okay, so you've never really thought about it, but *Pilotwings* could make you change your mind.

In the most eagerly-awaited of all the initial Super Famicom releases, you must take control of various types of flight and prove your prowess by performing certain tasks that require precise control. All of the nine missions require you to finish the flying exercise by landing on a target, be it a runway or a bull's-eye.

Before you get deep into the levels, you must first master the four basic modes of transport: parachute, hang-glider, biplane and rocket pack. All require completely different controls and nerves of steel to fly.

The missions of *Pilotwings* take



After completing the first four levels of *Pilotwings*, you'll become a *Pilotwings* Expert and enter a new section of the game – even the title screen changes! The final mission will test all your skills as you have to pilot a helicopter through enemy defences and... (well, it was bloody hard and we never actually got past the defences!)

place over a selection of islands. After completing a mission, you will move forward to the next island. The first four levels take place in a friendly environment, allowing you to get used to the hardware. They merely consist of flying yourself through targets (rings) in the sky – which sometimes move around – and landing on a target. Qualification to the next level requires you to reach a certain amount of points. Points are earned for speed, accuracy and style, with your instructor giving comments on your score at the end of a flight. You must perform well on all the events in order to move on to the next level.

At the completion of the first four levels, you progress up to *Pilotwings* Expert, a more challenging extension of the previous

levels containing new machines to master. Missions now take you into enemy islands, and through ground fire. Try dodging bullets when you're getting used to the controls of a helicopter!

*Pilotwings* is, in a word, superb. It's the closest thing you can get to being airborne without throwing yourself off a cliff. The speed at which everything moves is astounding; the detailed backdrops whizz around you at an alarming rate. My personal favourite section has to be the parachuting. As you jump off the plane, you gently glide down, but get within a few hundred feet of the ground and you start to see your life flash before you. The sound also deserves a special mention. There is a separate tune for each level and they really add to the atmosphere of the game-

play. And guess what? The sound effects are also excellent – especially the whistling wind.

*Pilotwings* warrants immediate purchase, it is everything a good game should be – challenging, fun, realistic and very playable. If only Nintendo would make a moving chair...



SUPER FAMICOM

92%

# POPULOUS

SUPER FAMICOM ●  
IMAGINEER ● £39.00

It had to happen, didn't it? How could the Famicom exist without a conversion of Bullfrog's excellent game *Populous*. I mean, even the Master System is getting a version (no news of a Game Boy version, though). The award-winning game for megalomaniacs is every bit as good on the Super Famicom – although there have been no extras added.

*Populous* is one of those games that you have to "get into" to enjoy. But perseverance reaps its reward, and after you have played a couple of times you're sure to be hooked! The graphics are very effective and the sprites, although small, are highly detailed and fun to watch as they go about their daily business. Personally, I can't believe there's

anybody with a Super Famicom who hasn't got *Populous* on another machine already. Only disappointing for the lack of potential a *real* Super Famicom version could have fulfilled.



The Super Famicom version of *Populous* is quite a disappointment. It's not because of what is there, but what *isn't*. You'd have thought that a Super Famicom version, at twice the price of the computer version, would have at least contained some extra features.

SUPER FAMICOM

84%

# BOMBUZAL

SUPER FAMICOM ●  
KEMCO ● £39.00

*Bombuzal* is one of those infuriatingly addictive puzzle games played over endless levels. Each level contains a network of tiles and bombs that have to be detonated in the right sequence and in the right places in order to blow up all the tiles, except one, the one that you are standing on.

*Bombuzal* is a good game, but too old for the Super Famicom. Mirrorsoft released the computer versions three years ago, and it didn't exactly receive rave reviews then. The graphics aren't anything special, but the sound does come up with a few bits of crystal clear speech.

*Bombuzal's* main draw is its gameplay; this game is damned addictive. But for what you're getting, and the amount of time

that's gone into the conversion, it's not worth the price.



This is probably the most surprising of the SF releases. *Bombuzal* is almost three years old, but unfortunately hasn't survived the test of time.

SUPER FAMICOM

70%



## ASTRO RABBY

GAME BOY ● IGS ● £20.00

*Astro Rabby* is one of those strange Japanese games with an even stranger storyline. Doc has created a robot rabbit called Rabby, but Doc is very sad because his pride and joy will only be able to fly freely when he has ten power-up parts. (Bare with me...) These, unfortunately, have been hidden across the planet by the evil Dortoise troops. Feeling a bit sorry for Doc, Rabby sets out to find the missing parts.

The action is set on a vertically scrolling landscape. On each of these, Rabby must look for the power-up parts while bashing any guys that get in the way.

Tokens etc can be picked up en route to aid your progress.

I can't say that I really recommend this. The graphics are boring and Rabby looks more like a white blob than a rabbit! The gameplay isn't exactly compelling either and the sound had me reaching for the volume dial. A very bland game with absolutely no redeeming features.

No excitement for Game Boy owners here.

GAME BOY 39%



## GRADIUS III

SUPER FAMICOM ● KONAMI ● £39.00

This is the conversion of the third in the (rather old) series of *Nemesis* coin-ops. Way back in the Eighties, people used to argue over which was the greater shoot-'em-up, *Nemesis* or *R-Type*? The dispute was never resolved, although the computer/console versions of *R-Type* always translated better.

*Gradius III* is a horizontally scrolling shoot-'em-up set over ten levels. But before you get into the cut and thrust of alien blasting, you must decide what weapons devices to take with you. Your ship can only be equipped with the capabilities to use five types of power-up. This custom option is particularly useful if you prefer a certain range of

weapons and wish to tailor your attack to their strong points. For example, every time you get a power-up it could take you through SPEED UP, MISSILE, DOUBLE, LASER and OPTION or you could choose to have SPEED UP, 2-WAY MISSILE, TAILGUN, RIPLE and OPTION.

On your trip through the skies, you tend to encounter the same sort of aliens as in *R-Type*, although these are a lot more intelligent and enter from all sides of the screen. One thing that doesn't change is level guardians. There's one at the end of all the ten levels, ranging from a two-headed fire snake (stage five) to an electronic crab (stage nine).

*Gradius III* is an exact copy of the coin-op; it even slows down a little when the screen gets crowded, just like the coin-op did! The graphics are tremendous – with the bubbles on level two worthy of a mention. Soundwise there's a different atmospheric tune for every stage, along with some great blasting effects. *Gradius III*'s longterm value is

## GHOSTBUSTERS II

GAME BOY ● ACTIVISION ● £25.00

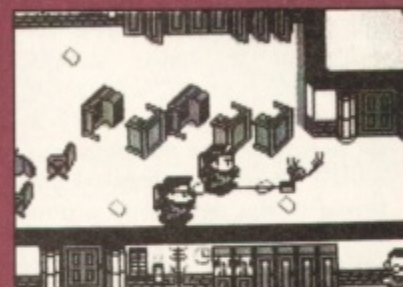
Oh, no! Dana's baby has been stolen by Vigo, the king of the ghostly underworld. So, who ya gonna call? Yup, the RSPCC if you've got any sense!

Okay, so the Buster bunglers are back, and they haven't brought their dad this time(?). You must control two of the Ghostbusters and rid the city of Vigo's dastardly minions. The first Ghostbuster you control is in charge of the Proton Beam while the other looks after the Trap. Pressing the A button lets out a beam that holds the ghost still while the B button sucks the frozen ghost into the trap. You must use these gadgets to the full if you want to succeed in your quest to rescue Dana's baby.

The game consists of 16 top-down viewed levels. You have to bust all of the ghosts in one location before you can move onto the next. If you run out of time, all of the ghosts turn into spinning tokens that are much

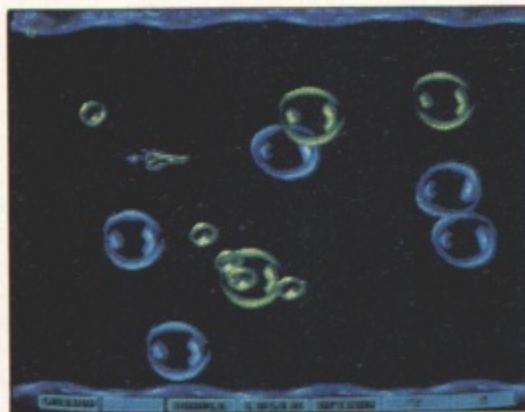
harder to trap.

*Ghostbusters II* is quite a nifty cart. The graphics are good and there is a rather catchy tune on each level. It also features a rather novel control method that sets it apart from normal shoot-'em-ups. The only gripe is that the difficulty level may be pitched just a little too low for hardened games players.



Here you are in the court room at the beginning of the film, er, game *Ghostbusters II*. Don't forget to keep an eye out for the Scoleri brothers.

GAME BOY 76%



Stuck for a shoot-'em-up on the Super Famicom? Wait no longer, *Gradius III* has arrived – the best thing since, er, *Gradius II*.

SUPER FAMICOM 91%

## IMPORT BUYS

The games mentioned in Import are not available generally in the UK, and are only purchasable from select grey importers. Also note, the games mentioned here will be reviewed in full when they are officially available in Britain. Many thanks to the importers that helped us out this month. For all your import console needs contact:

**Console Concepts/  
PC Engine Supplies,**  
223B Waterloo Road,  
Cobridge, Stoke-on-Trent,  
Staffordshire ST6 2HS.  
Tel: (0782) 712759  
(9am-5:30pm),  
(0782) 213993 (6pm-7:30pm).

**Electro Games,**  
2 Overton Drive, Wanstead,  
London E11 2NJ.  
Tel: (081) 5308246.

## COSMOTANK

GAME BOY ● ATLUS ● £20.00



Insects are horrible things, aren't they? Not content with taking over your bath, they often decide to mutate into giant creatures and take over your planet! Okay, so that doesn't happen very often, but it could happen, sometime in the future...

The planet is now overrun with the blessed creatures, and as the world's top biologist (and ex-marine), you are called in to help. Luckily, you're not just left with a big net and a can of fly spray to get them, no, the military have loaned you their CosmoTank, armed to the teeth with a couple death-dealing weapons.

The game is split into 2-D and 3-D sections. In each you are attacked by hordes of insects from every direction. The 3-D levels are especially impressive; they are fast

scrolling and very reminiscent of *Dungeon Master*. Despite the undistinguished graphics, *CosmoTank* is quite playable. The change between perspectives adds a new dimension to gameplay (literally), and makes the action less arduous and repetitive. Fun but frivolous. (Two-player compatible.)



GAME BOY 72%

## GREMLINS II

GAME BOY ● SUNSOFT ● £20.00

Taking a completely different perspective from Elite's computer game, Sunsoft yet again come up with the goods and put Gizmo, the real star of the Gremlins films, in the spotlight.

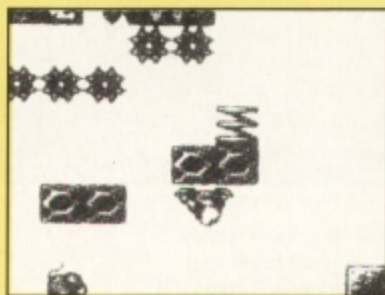
Gizmo must travel through four platform levels of Clamp Tower and try to find the four main Gremlins that have hatched from Giz being splashed with water. Unfortunately, things have gotten a bit out of control, and even more Gremlins have hatched, making Gizmo's task even harder.

Gizmo's a tough little chap, though, and makes use of all the pick-ups he can find. There are pencils to bash baddies with, extra energy, metal boxes to give invincibility and springs to help Giz reach some of the higher platforms.

At the start of the game you are presented with a series of superbly drawn pictures and text telling the story of the

game (in English!). From this point onwards, the game maintains the same high quality. All of the graphics are well drawn and very detailed, especially the backdrops. The sound is also impressive, with a great tune for each level (best through headphones!).

*Gremlins II* is a highly polished title that will appeal to platform fanatics everywhere. Every Game Boy should have Gremlins in it.



It's here! It's great! It's *Gremlins II* on the Game Boy! Get it before they get you!

GAME BOY 89%

## DARIUS PLUS

PC ENGINE ● NEC AVENUE ● £33.00



Let's face it, the Engine isn't exactly short of decent shoot-'em-ups. You'd have thought that another would fly past unnoticed – not so. *Darius Plus* shows that programmers are starting to look at the greater feats of the Mega Drive and Super Famicom games and wondering if they can do it on the PC Engine – which, of course, they can't, but they'll have a good go anyway!

In your weapons-laden ship you must make your way through cavernous tunnels deep under the sea and blast the living daylights out of anything that gets in your way. That's all there is to it, none of your complicated storyline or control methods here, just good, solid death and destruction!

*Darius Plus* is deceiving, though. It begins with a fairly easy level, and then turns into a shoot-'em-up of manic proportions. You can't even try to play clever by avoiding the constant stream of ships because they

*Darius Plus* is one of the most impressive games to appear on the PC Engine in quite a long while. Of course, it's a shoot-'em-up, but that won't stop you playing it for hours.

And if you think you've cracked all the shoot-'em-ups on the Engine, think again – this is one tough cookie!

will just turn around and go for your throat!

This a tough cookie! Even with all the weapons, you'll be struggling to keep up with the game. But you just can't put this game down. Its infuriating nature is a contributing factor to this, but more so are the superb graphics which entice and invite you to have just one more go. And why not? With a different tune on each level and some super-smooth parallax scrolling to go with it, you just can't help yourself. But no matter how often you play it, you won't be completing *Darius Plus* in a hurry.

GAME BOY 88%

## LODE RUNNER

PC ENGINE ● PACK-IN-VIDEO ● £25.00

This a conversion of the old platform and ladders computer classic. You must tramp around a castle collecting gold and digging holes for the many meanies to fall into. After collecting all of the gold you must then find your way out. If that's not enough, you can edit the screens to design your own levels with varying difficulty.

Sadly, *Lode Runner* doesn't quite work on the Engine. It's nothing to do with *Lode Runner* itself, it's just that it should never have been converted to the Engine in the first place. The graphic content of *Lode Runner* doesn't suit the Engine, which is more use to moving large sprites around at frightening speeds. Also, *Lode Runner* was never very colourful and the Engine's extra palette doesn't seem to have been used at all.

Similarly, the Engine's sound

chip isn't exactly quaking in its boots at the requests being thrown at it. The sound effects are completely dire and there's not even a tune. A straight port from the Apple IIe version, perhaps?



*Lode Runner* is a great disappointment on the PC Engine. The seven-year-old game has not translated well to the console, it still looks like a seven-year-old game.

GAME BOY 37%

# YOUR SEGA SHOPPING LIST

**MASTER SYSTEM .....79.99**  
 MASTER SYSTEM PLUS .....99.99  
 CONTROL PAD .....6.99  
 HANDLE CONTROLLER .....39.99  
 LIGHT PHASER .....29.99  
 LIGHT PHASER + CART .....44.99  
 RAPID FIRE UNIT .....5.99  
 CONTROL STICK .....14.99  
 MAINS ADAPTER .....6.99  
 AERIAL ASSUALT .....29.99  
 ACTION FIGHTER .....12.99  
 AFTER BURNER .....29.99  
 ALEX KIDD .....24.99  
 ALEX KIDD - HIGH TECH .....29.99  
 ALEX KIDD - LOST STARS .....29.99  
 ALEX KIDD - SHINOBI .....29.99  
 ALIEN SYNDROME .....29.99  
 ALTERED BEAST .....29.99  
 AMERICAN BASEBALL .....29.99  
 AMERICAN PRO-FOOTBALL .....29.99  
 ASSUALT CITY .....29.99  
 ASTRO WARRIOR/PITPOT .....24.99  
 AZTEC ADVENTURE .....12.99  
 BANK PANIC .....17.99  
 BASKETBALL NIGHTMARE .....29.99  
 BATTLE OUTFUN .....29.99  
 BLACK BELT .....24.99  
 BLADE EAGLE 3D .....29.99  
 BOMBER RAID .....29.99  
 CALIFORNIA GAMES .....29.99  
 CAPTAIN SILVER .....29.99  
 CASINO GAMES .....29.99  
 CHASE H.Q. ....29.99  
 CHOPLIFTER .....24.99  
 CLOUD MASTER .....29.99  
 COLUMNS .....24.99  
 CYBORG HUNTER .....24.99  
 DEAD ANGLE .....29.99  
 DOUBLE DRAGON .....29.99  
 DOUBLE HAWK .....29.99  
 DYNAMITE DUX .....29.99  
 ENDURO RACER .....9.99  
 E SWAT .....29.99  
 F16 FIGHTER .....17.99  
 FANTASY ZONE .....12.99  
 FANTASY ZONE TM .....24.99  
 FANTASY ZONE 2 .....24.99  
 FIRE & FORGET II .....29.99  
 GAIN GROUND .....29.99  
 GALAXY FORCE .....29.99  
 GANGSTER TOWN .....24.99  
 GAUNTLET .....29.99  
 GHOSTBUSTERS .....29.99  
 GHOST HOUSE .....17.99  
 GLOBAL DEFENCE .....12.99  
 GOLDEN AXE .....29.99  
 GOLFAMANIA .....32.99  
 GOLVELLIUS .....29.99

GREAT BASEBALL .....24.99  
 GREAT BASKETBALL .....24.99  
 GREAT FOOTBALL .....24.99  
 GREAT GOLF .....24.99  
 GREAT VOLLEYBALL .....24.99  
 IMPOSSIBLE MISSION .....29.99  
 INDIANA JONES .....29.99  
 JUNGLE FIGHTER .....29.99  
 KENSEIDEN .....29.99  
 KUNG FU KIDD .....24.99  
 LORD OF THE SWORD .....29.99  
 MAZE HUNTER 3D .....29.99  
 MIRACLE WARRIOR .....32.99  
 MISSILE DEFENCE 3D .....29.99  
 MONOPOLY .....29.99  
 MY HERO .....17.99  
 NINJA .....9.99  
 OPERATION WOLF .....29.99  
 OUT RUN .....29.99  
 OUT RUN 3D .....29.99  
 \*PAPER BOY .....29.99  
 PARLOUR GAMES .....17.99  
 PENGUIN LAND .....29.99  
 PHANTASY STAR .....39.99  
 POSEIDEN WARS 3D .....29.99  
 POWER STRIKE .....24.99  
 PRO WRESTLING .....24.99  
 PSYCHO FOX .....29.99  
 QUARTET .....24.99  
 R.C GRAND PRIX .....29.99  
 R-TYPE .....29.99  
 RAMBO III .....29.99  
 RAMPAGE .....29.99  
 RASTAN .....29.99  
 RESCUE MISSION .....9.99  
 ROCKY .....29.99  
 SCRAMBLE SPIRITS .....29.99  
 SECRET COMMAND .....12.99  
 SHANGHAI .....24.99  
 SHINOBI .....29.99  
 SHOOTING GALLERY .....24.99  
 SHOOTING GAMES .....24.99  
 SLAP SHOT .....29.99  
 SPACE HARRIER .....29.99  
 SPACE HARRIER 3D .....29.99  
 SPELLCASTER .....29.99  
 SPY vs SPY .....17.99  
 SUBMARINE ATTACK .....29.99  
 SUPER MONACO G-PRIX .....29.99  
 SUPER TENNIS .....9.99  
 TEDDY BOY .....9.99  
 TENNIS ACE .....29.99  
 THUNDER BLADE .....29.99  
 TIME SOLDIERS .....29.99  
 TRANS BOT .....9.99  
 ULTIMA 4 .....39.99  
 VIGILANTE .....29.99  
 WANTED .....24.99

WONDER BOY .....24.99  
 WONDER BOY - MON/LAND .....29.99  
 WONDERBOY III .....29.99  
 WORLD CUP ITALIA 90 .....24.99  
 WORLD GAMES .....24.99  
 WORLD GRAND PRIX .....12.99  
 WORLD SOCCER .....24.99  
 Y's .....32.99  
 ZAXXON 3D .....29.99  
 ZILLION .....24.99  
 ZILLION II .....24.99

## SEGA GOODIES

SEGA BUMBAGS .....5.99  
 SEGA HAT .....5.99  
 SEGA T-SHIRT L/S .....9.99  
 SEGA HOLDALL .....13.99  
 SEGA WATCH .....14.99  
 SEGA POWER MAGAZINE .....1.25  
 SEGA POWER BACK ISSUES 1.25

## MEGADRIVE .....189.99

POWERBASE CONVERTER .....29.99  
 ARCADE POWER STICK .....34.99  
 AUDIO - VIDEO CABLE .....7.99  
 CONTROL PAD .....14.99  
 ALEX KIDD ENCH/ CASTLE .....29.99  
 ARNOLD PALMER T/GOLF .....34.99  
 BUDOKAN .....39.99  
 COLUMNS .....29.99  
 CYBERBALL .....34.99  
 ESWAT .....34.99  
 GAMEGROUND .....34.99  
 GHOSTBUSTERS .....34.99  
 FORGOTTEN WORLDS .....34.99  
 GHOULS N' GHOSTS .....44.99  
 GOLDEN AXE .....34.99  
 HERZOG ZWEI .....34.99  
 LAST BATTLE .....34.99  
 MOONWALKER .....34.99  
 MYSTIC DEFENDER .....34.99  
 RAMBO III .....29.99  
 PHANTASY STAR II .....59.99  
 POPULAS .....39.99  
 REVENGE OF SHINOBI .....34.99  
 STRIDER .....44.99  
 SPACE HARRIER II .....34.99  
 SUPER HANG ON .....34.99  
 SUPER LEAGUE BASEBALL .....34.99  
 SUPER MONACO GP .....34.99  
 SUPER REAL BASKETBALL .....34.99  
 SUPER THUNDERBLADE .....34.99  
 SWORD OF THE VERMILION .....49.99  
 THUNDERFORCE II .....34.99  
 TRUXTON .....34.99  
 TWIN HAWK .....34.99  
 WORLD CUP ITALIA '90 .....29.99  
 ZANY GOLF .....39.99  
 ZOOM .....29.99



ALL ORDERS WILL BE  
 SENT ASAP PRICES  
 INCLUDE VAT

PLEASE SEND PAYMENT  
 WITH ORDER  
 ADD £2 FOR DELIVERY

\*\*\*OUR SHOP IS NOW OPEN\*\*\*

TV GAMES IS AN OFFICIAL SEGA STOCKIST UK VERSIONS ONLY

TV GAMES  
 THE SEGA SHOP  
 11 CASTLE PARADE  
 92 EWELL BY-PASS  
 EWELL SURREY  
 KT17 2PR  
 PHONE 081 786 7816  
 0831 520474  
 FAX 081 786 7192

**RAZE**

# GAIN GROUND

MEGA DRIVE • SEGA • £30.00

*Les Ellis gives up his Bomber Man trophy to battle through another multi-player extravaganza*

For so long, games on the Mega Drive have relied on the flash graphics and pounding sound that is so easy to produce. With the machine maturing into a long-lasting console, we are now starting to see its chips being put to use in more addictive games.

*Gain Ground* is a one- or two-player game where you must simply take over the ground occupied by the computer. With two players, you both team up against the computer.

Each participant starts with three people under his control. Of course, each little character has their good and bad points, so you

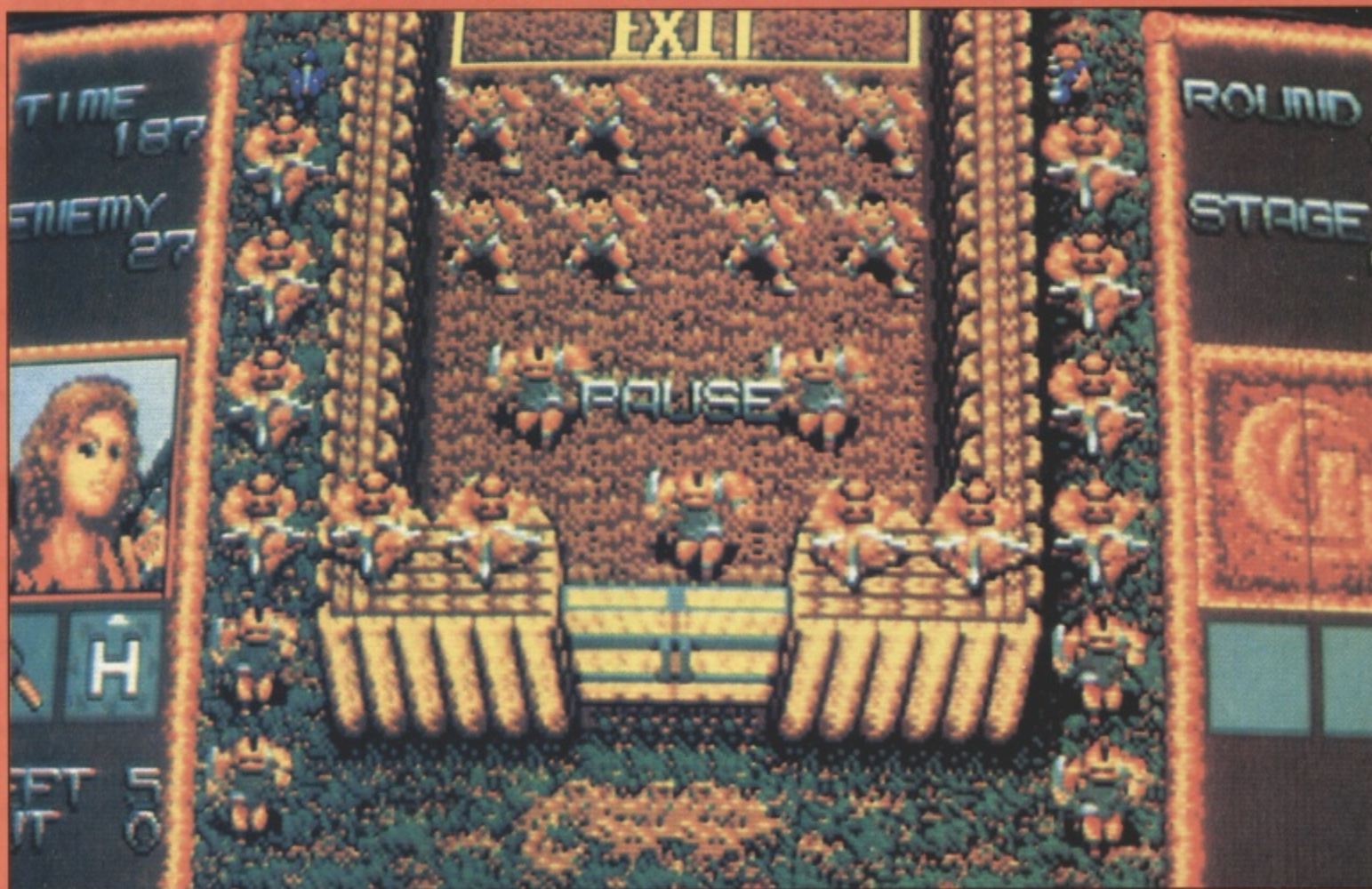
must first decide who you wish to lead your onslaught. By using the different weapons of each of your team members, you can take out the computer forces and make your way to the exit. You will not be transferred to the next screen till either all the computer forces are destroyed or all your members make it to the exit part of the screen.

Along the way you'll find potential team members being held hostage by the computer. By taking out the computer forces around them and then rescuing the helpless people, you can recruit them to your band of merry men. In any case, you should remember to take these extra men through the exit before you kill off all the computer forces or they won't make it. Extra members mean extra weapons, although their uses aren't immediately apparent, so remember what you've got.

The dragon spits fire at the nearest person, so if one of you distracts it the other can happily blaze away till the dragon blows up. There are a couple of extra people to pick up here too.

Just looking over the shoulder of someone playing this game, you might not be too impressed: the graphics are very small, and the sound not too spectacular. But a closer inspection reveals some great animation on the characters and their weapons, and a splattering of colour and variety all through the game. Like the classic PC Engine game *Bomber Man*, this too has become an essential multi-player game to have experienced.

MEGA DRIVE **92%**



Half-way through the first level and you come across this little fortress, defended to the hilt. The exit is inside so both grenade throwers and gunners will be needed to clear a way through. In one-player mode this is where it starts to get serious.



## SUPER VOLLEYBALL

MEGA DRIVE ● SYSTEM V ● £30.00

Being only knee-high to a (very small) grasshopper, I was never much good at volleyball while at school – besides, it looked far too energetic for me. The most “spiking” I ever did was putting vinegar in people’s Coke at lunchtime. Still, this sports game appeared on every other comput-

er and console, so it was about time for the Mega Drive to be struck.

*Super Volleyball* can be played with one or two players, each controlling a side, with the match viewed from the side of the court as if you were sitting on the bench. You generally have the control of one, specific player, while the others’ movements are computer-controlled with you just deciding when/if they hit the ball.

The computer opponent is one tough cookie, so be prepared to

MEGA DRIVE 70%

get thrashed on one-player mode. Of course, the fact that you’ve got no idea how to access any of the movements in the Japanese instructions doesn’t help matters.

As with most sports sims, the best gameplay is saved for the two-player game. It is here that you can master your moves and prepare to thrash the computer back. While this can be a lot of fun, the poor control method lets the gameplay down. It can take ages to get the move you want, and when you do the ball has probably flown past you. The animation and graphics – where most sports games score highly – are very poor, with blurred graphics and slow animation. Disappointing for a console sports game.

Reaching for the sky on the serve; smash it over the net to start the action – or should that be a frantic button-pushing to see what does what and when it should do it?



## PRO WRESTLING

GAME BOY ● HUMAN CORPORATION ● £20.00

If all you Game Boy owners are feeling left out after looking at *Ringside*

*Angel* on the Mega Drive, then get your two-tone peepers on this.

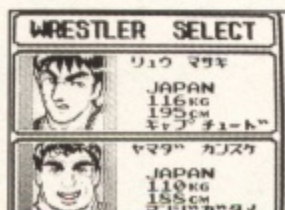
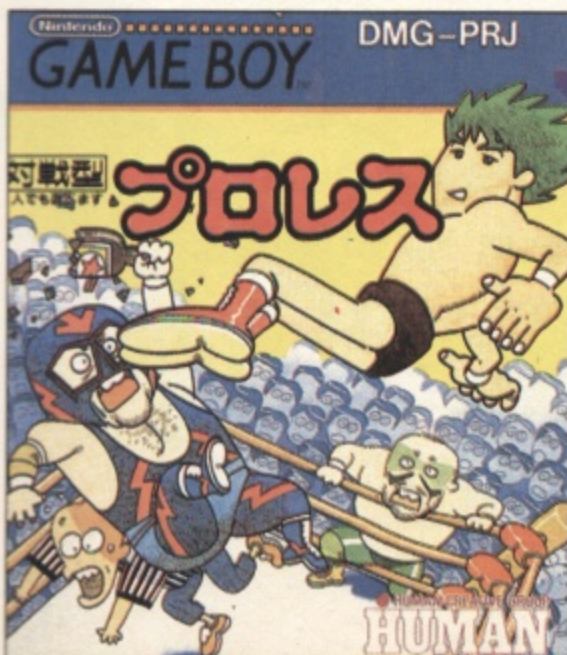
The game is two-player compatible, with the action against each other, not as a tag-team. Players are chosen from eight tough maulers. Before you go straight into the game, figuring it to be easy to handle, it’s

best to familiarise yourself with the moves – or you could end up with your head through the canvas and your legs waving hopelessly.

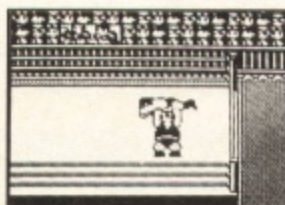
Although not much can be expected of graphics in a wrestling game, the distinction between the two players is very poor – especially as they’re on top of each other most of the time. The moves are fairly easy to access and there’s a wide range, from pile drivers to drop kicks. Once you’re familiar with it, and the small graphics, the game becomes quite playable – of course the two-player mode just degenerates to frantic firing, trying to access any move available.

Just tickle this guy in the armpits and he’ll soon drop you.

GAME BOY 73%



Take your pick from eight tough fighters in the Human Corporation’s *Pro Wrestling*.



Police sent on wild goose chase.

## VOLLEYFIRE

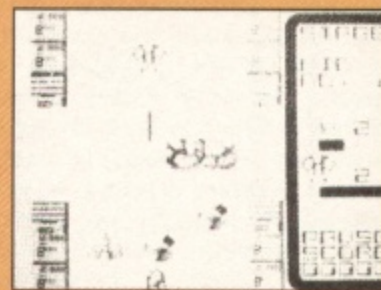
GAME BOY ● TOEI ANIMATION ● £20.00

There you were, minding your own business, navigating past a load of obstacles in space, when you noticed something not quite right. Up ahead of you, coming through the maze of trash, was another ship and by the way he was firing he wanted to add your ship to the trash already floating around. So what else is there to do? You warm up your lasers and prepare for a fight.

*Volleyfire* is a one- or two-player game (via videolink) mostly restricted to one screen where you must shoot down another ship (yawn). To add to the fun (?), a few objects, boulders etc, are thrown in between necessitating the use of the left and right keys too. Admittedly, the game does contain a neat vertical scrolling bit, but whether anyone will stay awake long enough to see it is a different matter.



Mind what you shoot as your bullets bounce back at you on this level. Play it safe and stay at the bottom to watch the other guy kill himself.



GAMEBOY 55%

# MUSHA ALESTE

MEGA DRIVE ● TOAPLAN ● £25.00

What is it with the Mega Drive? I've had a good look through the machine's manuals, and nowhere does it say, "We promise to produce 100 shoot-'em-ups in the first year." But that's the way it looks each month. Of course, not all of them can be great, so you spend half your time wading through the dross in search of a pearl. Here's a pearl.

Initially, the game strikes you as a cross between *Transformers* and *Truxton*. You pilot a ship flying up a vertically scrolling screen blasting the hell out of anything that moves. (Not much new there.) But where this little fighting foray differs from most of the clan is that your ship can metamorphosize into six different firing modules.

The graphics are very oriental and the brilliant blasting effects add to the fun. Surprisingly, the tune

MEGA DRIVE 80%



Flying over the landscape becomes fairly chaotic as the enemy open up on your ship. Use any of your six modes to fire back.

that plays throughout isn't too annoying either. The whole game plays really fast and soon becomes extremely addictive fun. With seven tough levels, each with its own guardian, there's enough for months of play.



# AERO BLASTERS

MEGA DRIVE ● KANECO ● £30.00

A tough team is needed by your country to rid it of foreign invaders; you have been given the job of leading the crack unit. As head of the group, you are given the very latest hi-tech planes in which to fight, so get in, buckle up and get ready to blast.

*Aero Blasters* is a one- or two-player shoot-'em-up, two participants playing simultaneously. You fly along a horizontally scrolling screen blasting absolutely everything you see. Power-ups appear along the way, so in

two-player mode you get to nick all your opponent's useful add-ons (of course, a *real* friend wouldn't do such a dirty thing, Jools!).

Some quite nimble navigating will be needed on parts of the game as the caverns you are flying through narrow to little higher than your plane. Of course, in such sticky situations, there's no hope of let up in the enemy's attack.

The two-player option adds a much-needed dimension to this shoot-'em-up which is bog standard in one-player mode.

On to level two and things are starting to hot up as you leave the speed maze and return to full combat mode. Look on the bright side, player two has just died and all the power-ups are yours.



# DANGEROUS SEED

MEGA DRIVE ● NAMCOT ● £25.00



Flower Power hippies have raided a top secret government installation where scientists were researching the possibility of developing intelligent plants. Typically, these morons were so stoned and out-of-it that they Watch out for the side-swiper. Shooting those three targets to your left will reveal a power-up. From here on in you're going to need all the power-ups you can get.

Bland backdrops come close to spoiling this game. Some of the early ones are terrible while the later ones are quite good. Here you have released a smart bomb which destroys all known forms of life - except you, because you're a low-life.

accidentally released a lethal strain of virus which has turned all plant life into man-killing monsters.

Unfortunately, the plants have started to spread their roots to planets elsewhere in the Solar System, so your cleaning up job is going to be all the more difficult.

There are 12 stages in all, crammed with nasties, end of level guardians and loads of power-ups. The backdrops improve as you get further through the stages, but the small sprites really do start to annoy as you lose track of where you are amongst all the ships and bullets. Fast but frustrating.

MEGA DRIVE 68%



MEGA DRIVE 74%



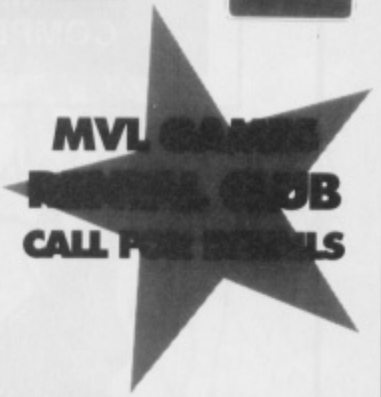
# MVL SOFTWARE



MAIL ORDER DIVISION OF ESTABLISHED RETAILER

☎ **0354 56433**

**24HR HOTLINE**



SEGA MASTER SYSTEM .....	£74.99	SEGA 16 BIT INC GAME (U.K.) .....	£184.99
SEGA MASTER SYSTEM + .....	£94.99	GAMES FROM .....	£9.99
MEGADRIVE GAMES FROM .....		£29.99	

**ACCESSORIES FOR ALL MACHINES PHONE FOR DETAILS**

**WE STOCK A LARGE SELECTION OF SOFTWARE FOR ALL CONSOLES & COMPUTERS**

SEGA 16 BIT INC GAME £169.99

TO TAKE JAP/ENGLISH/AMERICAN CART. MASSES OF SOFTWARE - PHONE FOR DETAILS

PC ENGINE HANDHELD P.O.A  
GAMEBOY INC GAME £69.99

NINTENDO TURTLE SET £77.99

SOFTWARE £29.99

SUPER FAMICOM P.O.A

AMSTRAD GX4000 + GAME £94.99

ATARI LYNX & GAME £129.99  
SOFTWARE FOR ALL COMPUTERS

SELECTION OF SOFTWARE & ACCESSORIES FROM £5.99

**"JUST A SELECTION OF WHAT'S AVAILABLE"**

ALL ENQUIRIES WELCOME - "FRIENDLY FAST SERVICE GUARANTEED"

£1 P&P SOFTWARE, £5 P&P UK.  
OVERSEAS CUSTOMERS WELCOME.

CHEQUES & PO PAYABLE TO:-

**"MVL"**

**WHITEHART BUILDING, NENE PARADE, MARCH, CAMBS PE15 8PH**

**CALLERS WELCOME AT THE SHOP UNTIL 10pm EVERY NIGHT**

**IT'S COMPETITION TIME !!!**

WHATS MORE YOU CAN ENTER ALL COMPETITIONS AS OFTEN AS YOU LIKE!!

**RING 0839 - 121109 and you could win a**

**NINTENDO SUPER FAMICOM** *ok stop with the sticky sheets  
you can win one right here!*

**RING 0839 - 121111 and you could soon have a**

**SEGA MEGADRIVE** *not on sale in Iraq, which explains  
why Saddam tried to play for real*

**RING 0839 - 121130 the prize up for grabs is..**

**£250 OF SOFTWARE** *software software everywhere but blimey  
what a price. YOU choose what you want*

**RING 0839 - 121178 to drive your mates nuts**

**A SEGA GAME GEAR** *take one of these to school and  
you will never be bored again*

*calls are approx. 4 mins long and cost 44p per min peak rate and 33p per min other times (so use your head!)  
make sur you have permission to use the phone. one prize per competition (sorry about that)*

*Premier Prizes, Rodeloa House, Martinfield, no. 11 Bridegate centre, Welwyn Gdn Cty, AL7 1JG*

THE  
MAY  
COMPETITION



THE  
SEGA MEGADRIVE  
(Plus Game of Your Choice)

WIN

COMMODORE AMIGA

WIN

NINTENDO GAME BOY

WIN

ATARI LYNX

In The GREAT **DIAL-A-QUIZ** MONTHLY Computer Competition

Answer 5 simple computer related questions correctly and by this time NEXT MONTH YOU could be the Lucky Winner of one of the above Superb First Prizes in this months DIAL-A-QUIZ Computer Competition

You **MUST** call one of the **Hotlines** below and answer **ALL 5** questions correctly

e.g. QUESTION: What sort of character is James Pond?

ANSWER: a. A Fish.

b. A Shrimp.

c. A Lobster.

It's THAT simple!

And **REMEMBER**, you can enter **ALL** Competitions as many times as you like.

Megadrive Hotline: 0839-121-161

Amiga Hotline: 0839-121-162

Game Boy Hotline: 0839-121-163

Lynx Hotline: 0839-121-164

One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date for entries is 20th May 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before dialling.

Calls are charged at 33p per minute cheap rate. 44p per minute at all other times.

If you experience difficulties while attempting to enter please inform us on: 071 485 5964 between 9.30 am & 5.30 pm.

**FEBRUARY RESULTS:**

IVOR ANDERSON FROM DERBY .....AMIGA  
STEVEN SMITH FROM HUDDERSFIELD .....MEGADRIVE  
SCOTT NORVILLE FROM NORTHAMPTON .....LYNX  
JAMIE SMALL FROM NOTTINGHAM .....NINTENDO

P. Grove. DIAL-A-QUIZ. P.O. BOX 11, SKEGNESS, LINCS. PE25 3NL

# RINGSIDE ANGELS

MEGA DRIVE ● ASMIK ● £30.00

You wouldn't believe the amount of interest that has surrounded this game since Shintaro first mentioned it a few issues ago. Without going into a moral lecture about the basis of this game, women wrestling, I'd just like to say, if us blokes can have a bit of fun in videogames then why can't girls?

You play a female wrestler who decides to take on the best of the rest in order to become Queen of the Ring. The crown isn't going to be an easy thing to obtain as your opponents are all as tough as nails and would probably go a few rounds with "Iron" Mike Tyson.

You can play either one- or two-player (versus), with the latter providing the best fun. Ignoring the useless Jap instructions, it's wise to take a good look at the demo mode and remember what moves are available. Of course, whether you're able to access them is a different matter all together, and this is the game's downfall. You can spend ages trying to access that elusive back breaker or flying dropkick, and in the meantime you've been pinned to the floors by all fours.

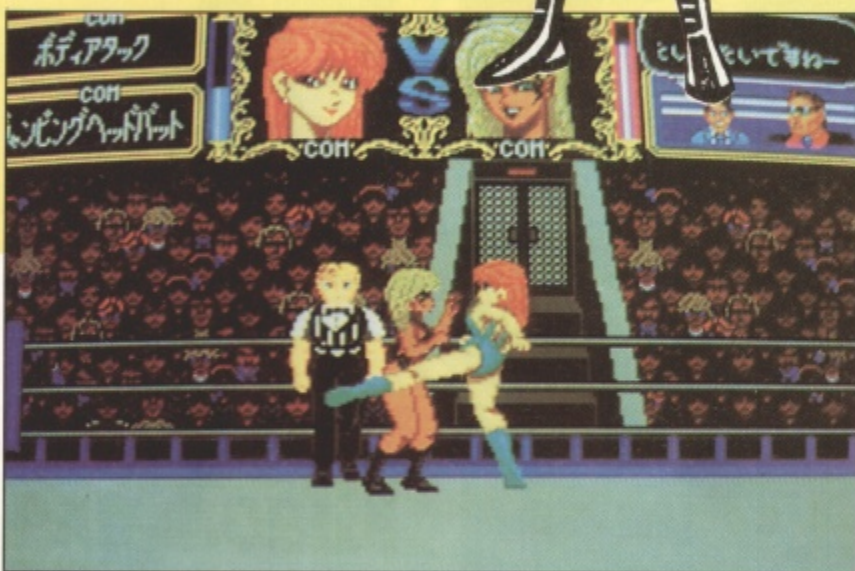
There's a wide variety of girls to choose, from the pretty to those that look like a bulldog chewing a wasp. The graphics are adequate, although nothing special, the animation is lousy and the sound will drive you nuts. It's a pity the game is so unplayable, as the novelty aspect alone deserves attention.

MEGA DRIVE

65%



Yah boo, you missed me; kicking is for donkeys you silly ass. Watch as the commentators get so excited that they start to spout Japanese - Kent Walton could never do that.



# PC FROG

GAME BOY ● TOHO CO ● £20.00

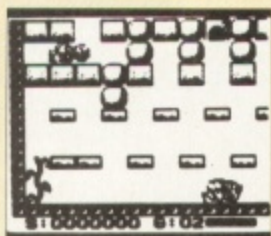
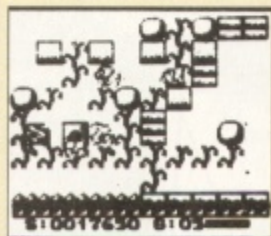
Those pesky creatures have been at it again, dropping rocks all over the place, blocking routes and pathways. There is only one way to stop them - call in PC Frog, the slimiest, dirtiest cop around. Only PC Frog can dish out enough police brutality to stop them pests.

You control the copper frog who must move around the screen punching any creatures or rocks he comes across, getting power rewards from some. The object is to clear all the screens on the map of rocks.

Each screen is laid out in an individually devious way, ensuring that you don't cruise through them all without a bit of thought. Don't go smashing the rocks without thinking or you could burn all your bridges back to others. If you do get stranded, there's a useful "Try Again?" option, although this will cost you a life. The password option ensures you won't spend precious rock-busting time on earlier screens.

This is surprisingly addictive for such a simple game. But maybe there's a moral in there for Game Boy producers. All the classic games on the Boy are puzzle games, and this one will keep you playing for weeks!

A smashing time is guaranteed during PC Frog. Crack those rocks, and dish out some good old-fashioned police brutality against anything that gets in your way.



GAME BOY

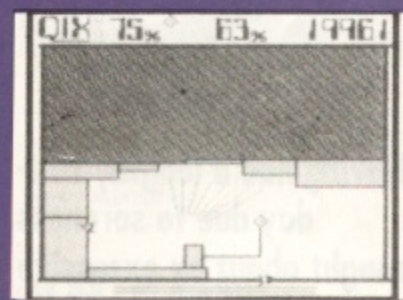
82%

# QIX

GAME BOY ● TAITO ● £20.00

The idea of Qix is an old one. You have to draw lines from one side of the screen to the other whilst trying to avoid the spinning Qix (a wave of connected lines) in the centre of the grid. There are also a couple of nasties going around the outside of the grid to keep you on your toes. If you fill 75% or more of the grid then you progress to the next level where the action is faster and harder. Any percentage over the 75% will get you an extra bonus.

The graphics aren't that much different from Painter of years ago, but then who needs flash graphics when a game's as addictive as this? By the time you read this, Qix should be available through official Nintendo sources (£19.99).



Get a kick out of Qix. For every extra point over 75% you'll get a thousand point bonus at the end of the level. Just avoid the Qix and you're onto a winner.



GAME BOY

85%

# SLOTS

# TOP 10

Suzi Uki's



Having had a lengthy holiday due to soreness brought about by excessive use of throbbing arcade machines, Suzi Uki's back to tell of the steamy sessions she's had with Shintaro and the latest array of powerful coin-ops

Oh, I'm a naughty onna-no-ko I know, but please forgive me. When I get excited on the seat of a thrusting arcade machine, there's little chance of me ever leaving the hot seat. Mmmm, just thinking about *GP Rider*, *G-LOC*, *Super Monaco GP*, *Power*

*Drift*, *Galaxy Force II*, *Thunderblade*, *Afterburner II*, *Super Hang-On*, *Out Run*, *Space Harrier*, *Enduro Racer*, and *Hang-On* has me on my knees in a sweat. The things a poor girl has to put up with...

I'm better now; the redness between my legs (caused by my over-indulgence on *GP Rider*) has just about vanished. I'm ready to ride. And by the looks of things there are some very tasty coin-ops to tickle my fancy. Mmmm, I'd like to rub hot slots with the *R360*, *Laser Ghost*, *Cisco Heat*, *Bugs Bunny's Birthday Ball* or *AB Cop* any day of the year.

## RED 'N' RAW

It's been mentioned before, but Sega's *R360* makes me tingle so I thought I'd devote a few more inches to it. The arcade system is based around the one used to train astronauts in disorientating situations. Oh yes, you can put me in a disorientating position any time. It uses two axes to let the centre of the device rotate through any angles in all three dimensions.

At the moment the machine is entirely dedicated to *G-Loc*, a "super-real" dog-fight sim that lends itself very well to the *R360*'s capability for 360° turns in any direction. Apart from G-forces, the effects of every twist and turn of the aircraft can be mir-

## SUZY UKI'S HONG KONG TOP TEN HOT SLOTS

1. **ESCAPE KIDS**  
(Konami)
2. **SUPER PANG**  
(Mitchell)
3. **COLUMNS**  
(Sega)
4. **LEAGUE BOWLING**  
(SNK)
5. **GUN FRONTIER**  
(Taito)
6. **EDWARD RANDY**  
(Data East)
7. **PASSING SHOT**  
(Sega)
8. **GALS PANIC**  
(Kaneko)
9. **SUPER SPACE INVADERS**  
(Taito)
10. **THUNDER & LIGHTNING**  
(Visco)

rored almost exactly inside the *R360*. At the moment there are no plans for further software, but the undoubtedly huge cost of the development of this system must surely warrant further games.

*G-Loc* can be played in two modes: Experience mode in which the computer pilot takes you through the stomach-churning rolls and manoeuvres that a modern fighter plane can perform, and Game mode which is the same as the arcade albeit with the addition of free whiplash injuries.

The necessarily open design of the machine raises several questions – not to mention my excitement – about

## SEGA CITY

Sega have plans for many more large scale machines including a laser shooting gallery for up to ten players. Known as the *Cyber Dome*, you and your mates can save the universe.

There's also something called the *CCD Cart* which puts you behind the driving seat of a small cart with a computer screen for a windshield. The possibilities are

endless, and any number of five-a-side *MasterBlazer* style games can be played. All the thrills and spills, and bumps and bashes are felt as you career into other players.

Also coming from Sega is one of those eight-passenger simulators that some of you may have seen at the CES at Earls Court last September. Anyone who wishes to find out what it feels like to crash in a *Space Shuttle*, jump aboard!



Welcome to Sega's brave new world: here's an artist's impression of Sega's planned large-scale entertainment system which forms part of its En-Joint space operation. This is going to be an impressive multi-player shoot-'em-up. Can you imagine stroking all those powerful throbbing hand guns? Bet they've got big hydraulics!

safety, like what is to stop the machine snapping someone's arm accidentally hanging out of the cabinet? Apparently there are sensors which can detect this sort of danger and instantly shut down the machine. Personally, I'd rather not be the one who puts this to the test.

The machine is also constantly watched by an attendant via a TV monitor showing what's happening in the game. No kinky sex sessions in the cabinet; unless, of course, you don't mind being on public display. On site the machine is surrounded by a metre high fence at about a metre's

distance to prevent any onlookers being injured.

The machine can be connected to a laser disk system providing high quality graphics to go with the nightmarish performance of the machine as it does a passable impression of an average food mixer on the contents of your stomach. For anyone who hasn't experienced the sensation of being swung around and roughed up, I can thoroughly recommend it. Your perspective on life will never be the same afterwards, and it makes great party conversation.



## BUGS BUNNY'S BIRTHDAY BALL

Bally/Midway

My kind of game. Loads of balls, loads of laughs! Although I don't often cover pinball machines, this is such a cracker that I couldn't afford to ignore it. It's called *Bugs Bunny's Birthday Ball* (fnarr, fnarr) and it looks set to be huge. It features every conceivable character that Bugs has ever encountered, from Wile E Coyote to the Tasmanian Devil and Speedy Gonzales to Yosemite Sam. Mustn't forget Daffy Duck and Elmer Fudd.

Each character has its own little section of the

table that can be played to get high scores. It gives the game a remarkable appeal that will make you want to come back again and again.

Hit the right shot and you will score 50 million points and get Bugs to blow out the candles on his cake. Even when the game is over you may well be lucky enough to win yourself a little package to put in your back pocket, and I'm not taking about a prophylactic.

With a wealth of genuine tunes and an overwhelming supply of samples, Bugs and company look set to take the gaming halls by storm.

Neah, what's up Doc? Only the most amazing pinball machine ever, that's what! With a host of Looney Tunes characters gracing the machine - including Bugs, Wile E Coyote, Daffy Duck, Tweety Pie, and Speedy Gonzales - it can't fail but to be an enormous hit.

n, coming up next...

The sit down deluxe unit is a sight in itself with its steel double exhaust pipes and full functioning brake lights. Oooh, rubbing up against it is a rare pleasure, I can tell you.

## LASER GHOST

Sega

Last but not least from Sega is something called *Laser Ghost*, a three-player *Operation Wolf*-like ghost-blasting shoot-'em-up featuring twin long hard laser gun mounts. Yum!

The outside two players sit on anchored stools while the central player stands allowing for far more elbow room. It sounds dreadfully kinky, and is! *Laser Ghost* features

some of the weirdest and coolest looking ghost you'll see this side of Count Duckula. These creepies are intent on preventing Bill, Max and Carole from rescuing a young girl from the clutches of evil. Why, damn it! I let evil get its wicked way with me every night, and must admit to feeling much better for it.

Who ya gonna call? Bill, Max and Carole! Hmmm, doesn't quite have the same ring as *Ghostbusters*, but *Laser Ghost* promises to be equally full of ghostly goings-on. And who can resist simultaneous three-player pulverisation?

## RAD MOBILE

Sega

I wish those lads at Sega would get busy over me rather than concentrating so much on new launches. The latest to come from the Sega stalls is the motorbike racing game *Rad Mobile*. Boasting a 32-bit processor capable of producing very fast, very smooth and therefore very realistic graphics of scenery and vehicles, this number looks too hot to resist.

The racing circuits include banked tracks, mountain roads and stone pavements. You also get the chance to use wind-screen wipers and headlights. Now there's realism for you, but where's the throbbing seat?



Take to the wheel of an automobile in Sega's rough and raunchy *Rad Mobile*. Experience the thrill of playing on one of the first true 32-bit arcade systems. The power and speed will leave you breathless.

## AB COP

Sega

In yet another release from Sega, *AB Cop* (the AB stands for Air Bike), you get the chance to take part in a *Chase HQ/Hang-On/Return of the Jedi* hybrid. You race over water, land and little cobbled streets chasing heinous criminals. The only reason I mentioned all this is because it gives me the chance to fantasise about straddling one of these high-powered beasts for a ride of a lifetime.

With Sega doing all this stuff at the moment, I wonder if they'll ever get the time to give me a sensual massage and participate in some of my more favourite aerobic activities.



# HACKS & STACKS



*They came in their thousands. But tricky Jem Timbrell was the first to get his tipifulous Time Warp solution to the one and (thankfully) only Dr Zak – the maddest tipster known to man. The old Doc hasn't been idle either, producing a fantastic guide to some of the trickier levels in Lemmings. Take it way, wacko Zako...*



These two levels are much the same in principle, get one guy to do all the work, using a blocker to stop the rest. Once the lone Lem has nearly finished doing his stuff, let the other guys follow him. On the bottom level stop the guys on the right first.



This level needs a lot of care. First get a Basher to dig through the column under the Exit sign. As the lemmings start to come back place a blocker near the left-hand edge. The central column can only be dug through from the right, so send over two Athletes (floating climbers) and stop the first one to make the second turn around and dig through. The first guy must be stopped over a column; otherwise when he is blown up to get him out of the way he will destroy the surface and leave a gaping hole. Home free!

Lemmings; a truly mad game that even I had difficulty coping with. Realising that there are many of you out there with dramatically smaller IQs than myself, I felt that I should help you all out. First, I will give you the codes to twenty of the stages on the Tricky level (because I'm cruel like that), then a rough guide to some of the levels that you will find within this nightmare of a game (the first two levels are too easy, hence the missing codes):  
 3 CCJJLDMBEX  
 4 IKHNLICET  
 5 NJNLICEDEV

6 JNLICINEEK  
 7 LLICCFMFES  
 8 EICOJONGEM  
 9 ICANNLLHEX  
 10 CIONNLIET  
 11 CAKKOLIJEV  
 12 IJJOLICKEN  
 13 OHMLICALEX  
 14 KOLICONMEX  
 15 OLICEJNNEQ  
 16 LMBIJNOOEY  
 17 ICANNMLPEQ  
 18 CKNMMDMQEW  
 19 CCKHNNIBFP  
 20 IJKLGMCCFT.  
 In general, keep an eye on every Lemming that is doing something,

and listen for the beeps that tell you the builders are about to stop. If possible try and get one Lemming to do all the work, but keep an eye on it all the time or you could find a lot of hard work being wasted.

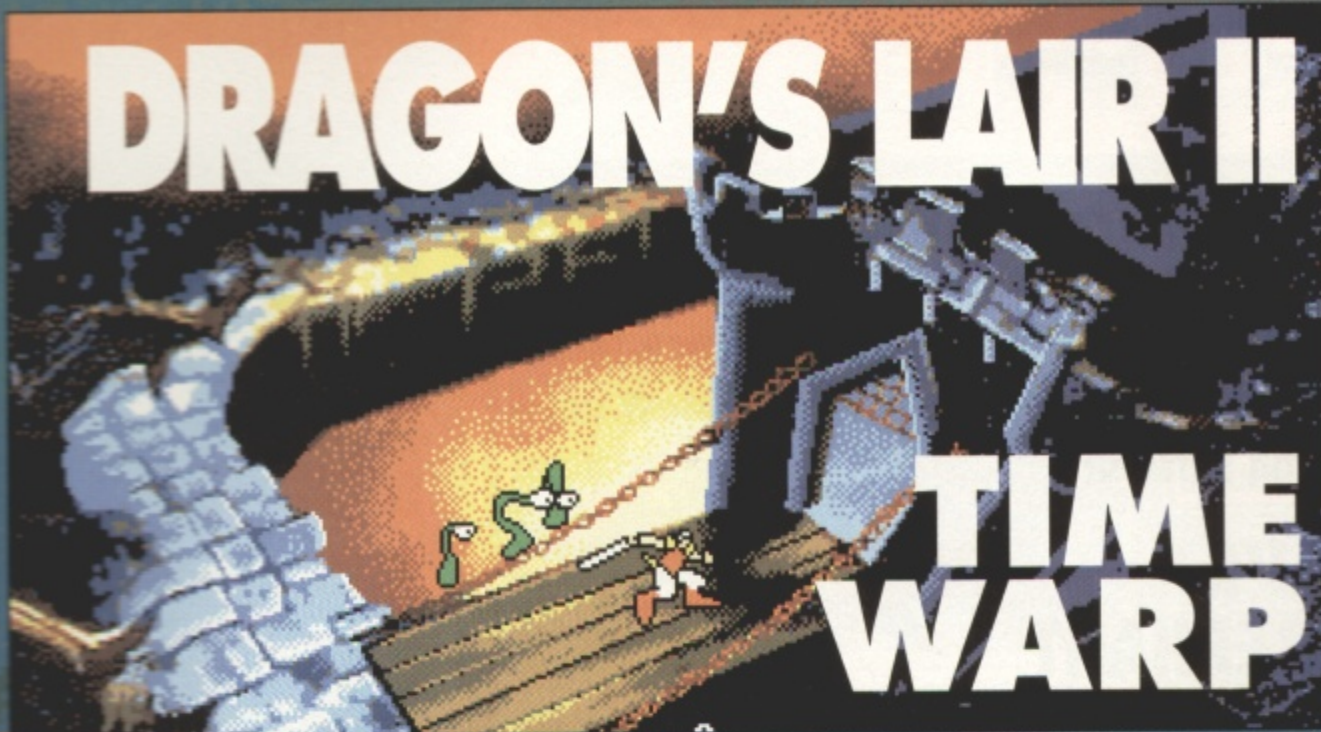
## GET ZAKKED!

Well, fellow madmen, that is about your lot. Don't forget to send in all your tips to the usual address which is, for those with backward reading abilities, HL8 4TAB erihstliW, egdirbworT, teertS kcaB 7, 3 tinU, ezaR, skcatS dna skcaH s'kaZ rD. Incidentally, I don't mind tips and maps being sent in on toilet paper in crayon. I realise that it is all they will let some of you use, so as you don't injure yourself on something sharp.





# DRAGON'S LAIR II



## TIME WARP

The wily young Welshman has slayed night and day over the rad ReadySoft raver. So here, in full, is the unexpurgated version of the sneaky solution to Dragon's Lair II. Another Dr Zak presentation in association with Madmen Magazines.

Hey, but before you start, read this bit... The moves here correspond to the screens where an action is required. Nor can Dr Zak or any of his alter egos be held responsible if you can't work out any of the sections. What you should also bare in mind is the fact that this can never be an easy solution, the success of these moves depends largely on the timing. My only words of advice are, keep trying, you'll crack it eventually

- |                             |                            |  |
|-----------------------------|----------------------------|--|
| 1: LEFT                     | 16: UP, FIRE               | 31: FIRE   |
| 2: DOWN, RIGHT              | 17: FIRE, UP               | 32: UP, FIRE   |
| 3: FIRE, RIGHT              | 18: RIGHT                  | 33: UP, LEFT, DOWN, RIGHT  |
| 4: DOWN, LEFT               | 19: DOWN, FIRE, DOWN, FIRE | 34: UP, RIGHT, FIRE, LEFT  |
| 5: LEFT, UP                 | 20: DOWN                   | 35: UP, FIRE   |
| 6: UP                       | 21: DOWN, RIGHT, UP        | 36: DOWN   |
| 7: DOWN, DOWN               | 22: RIGHT, UP              | 37: DOWN, FIRE   |
| 8: FIRE, UP                 | 23: DOWN, UP               | 38: DOWN, LEFT, UP   |
| 9: FIRE                     | 24: DOWN, LEFT             | 39: DOWN, FIRE, FIRE   |
| 10: UP, RIGHT               | 25: UP, UP                 | 40: FIRE, FIRE   |
| 11: LEFT, FIRE, LEFT        | 26: LEFT, DOWN, UP, RIGHT  | 41: if you've got this far, there's something wrong because there are only 40 screens! |
| 12: DOWN, FIRE              | 27: FIRE, FIRE, FIRE       |  |
| 13: FIRE, LEFT, LEFT, FIRE  | 28: RIGHT, UP, UP          |  |
| 14: FIRE, RIGHT, FIRE, DOWN | 29: DOWN, RIGHT            |  |
| 15: UP, FIRE, FIRE          | 30: FIRE                   |  |

### OOOPS UP

In a packed programme tonight, we also bring you every fifth password of that superb, but brain stunningly familiar, game known in the trade as Pa..., sorry, *Ooops Up*.

- |          |           |
|----------|-----------|
| 5: QO58  | 10: D04G  |
| 15: WAQD | 20: DK49  |
| 25: XPE4 | 30: 1OF4  |
| 35: DK39 | 40: 4G7H  |
| 45: VE96 | 50: S04L  |
| 55: PW04 | 60: MC90  |
| 65: TRP2 | 70: FUK0  |
| 75: JU68 | 80: EB01  |
| 85: ER7E | 90: A234  |
| 95: C5J0 | 100: 4799 |



### COVERT ACTION

Here's a sneaky super-sure sly spy way of solving cases from Lesley Ellington of Salem. Les says that you can cheat if you save your game, go to the "sleep through case" option, and note down the times, dates and places of people. Now load up your saved game and you should be able to complete it with your notes. You slippery customer, Lesley.

### STRIDER 2

The shortest route to the end of level three is down the lefthand side of the screen. However, by taking the longer route down the right, you'll be able to pick up the only extra life in the game.

You can get infinite lives by pressing PAUSE and holding down SHIFT, 1 and HELP. Thanks to Wiz the Midnight Faxman.

### ROBOCOP 2

For infinite lives, type SERIALINTERFACE (no space) on the title screen. Yet again, Wiz the Wonderful from Wigan comes up with the goods.



# BUDGET FEST BLITZ

When *Sir Ivor Tightwaller's* in town, no-one gets passed the office of fair trading. Find out who gets close to investigation this month as Sir Ivor looks at the latest val-4-mon software

## CJ'S ELEPHANT ANTICS

CODE MASTERS ● £6.99

Now that their cute little egg, Dizzy, has appeared in a few too many games, Code Masters have found another star that'll doubtless appear again and again.

The whole story revolves around a small elephant by the name of CJ. It seems that one day, while minding his own business, CJ was captured by some cruel hunters (boo, hiss) who came to the jungle and took the helpless nelly away. Luckily, while on the airplane journey to an English zoo, CJ found an umbrella and jumped from the plane to escape.

Unfortunately for CJ, he landed in Paris, and now has to make his way back to Africa via Switzerland and other countries. If CJ makes it back

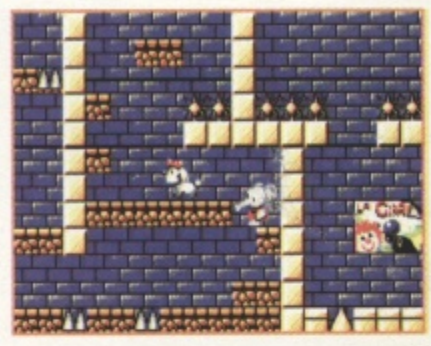


to Africa, he can be united with his mother again and they will both live happily ever after.

The action is based very closely on the successful *New Zealand Story* formula, although that's not to say *Elephant Antics* doesn't have some original features of its own. The main character is far cuter than any kiwi, and can fire nuts through his trunk and drop bombs from his backside. Not bad for an elephant. The game isn't packed with as many complex puzzles as, say, any of the *Dizzy* games, and the adventuring is much more arcade orientated.

What makes *CJ's Elephant Antics* so addictive and playable is the fact that the action is non-stop. Of course, the super graphics and great sound don't do it any harm either...

AMIGA	93%
ATARI ST	91%



## DOUBLE DRAGON

16 BLITZ PLUS ● £7.99

The plot is simple; a one- or two-player game where you must travel through several levels kicking and punching your way past opponents. The wide range of hilarious moves available sets this game apart from the usual fare. PC owners are warned that they'll need a very fast machine to get any joy out of their version. All others versions are highly playable though.

AMIGA	84%
ATARI ST	81%
IBM PC	69%

Floating around in downtown Paris. Using your umbrella you can jump from seemingly deadly heights, even the top of the Eiffel Tower. From France you move onto Switzerland - not exactly the quickest route to Africa, but the skiing's good at this time of year. Unfortunately, it seems the snowmen have turned mutant causing untold mayhem in this stage of your adventure.



# XENON

## SUPER GRIDRUNNER

ACTION 16 ● £7.99

Digital Integration's budget label is back in action this month, with several releases across all three 16-bit formats. First is a very strange, if not worrying piece of software. It concerns me that the writer of this game, the infamous Jeff Minter, has obviously lost his marbles. If you haven't heard of Jeff before, you may have heard of a few of his games which have involved llamas and mutant camels. The Yak, as he likes to be known, is a strange breed and has become infamous for taking old games and introducing some novel features and "interesting" characters to them - *Super Gridrunner* is no exception.

Your play area is, surprisingly enough, a grid around which your small ship has to move and destroy/avoid the invading alien forms. What makes this a bit different, although not *Super*, is the fact that your ship comes in two parts which can, if you desire, be moved around independently of each other.

As you would expect, the game is totally nuts, with the presentation in Minter's inimitable style. Like Jeff's previous



release, *Defender 2*, taking an old format like *Gridrunner* doesn't leave much room for expansion. After the shock of the game's aesthetics have passed, you're left twiddling your thumbs and wondering why this version is so unplayable.

AMIGA 79%  
ATARI ST 75%

*Gridrunner* was super fun and super playable on 8-bit machines, and *Super Gridrunner* is nothing less than that on the Amiga and ST. As a rerelease, this game really shows its age - not unlike Jeff Minter! Incidentally, Jeff's most recent release is *Defender 2* (reviewed in RAZE 5) which appears under Atari's ARC software label.

## XENON

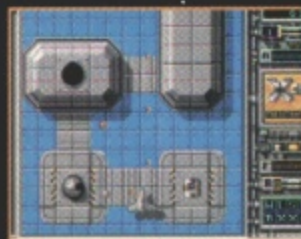
16 BLITZ PLUS ● £7.99

This was the Bitmap Bros' first megagame. You have to pilot a craft through four levels, each with four zones, blasting Xenite targets to hell. Power-ups abound and your craft can change between a ground vehicle and an aircraft. The game's packed with the normal array of distasteful enemies and contains more than its fair share of big vehicles and monsters. This shoot-'em-up is undoubtedly better than *Gemini Wing* and even gives *Silkworm* a run for its money.

AMIGA 78%  
ATARI ST 76%  
IBM PC 72%



Above are a selection of pick ups available in *Xenon*. Their meaning is as follows: F, fuel; Z, zap (smart bomb); W, side arms; S, side shot; L, laser; P, shot power; R, speed up; H, smart shot; A, shield.



The final conflict in level one. This bug-eyed alien must be shot numerous times up its hot slot before it dies. Trouble is it never stays still for long. The best thing to do is wait in one spot for as long as possible while firing a salvo of missiles.

You've picked up a couple of very useful side arms. You now have three barrels from which to fire rather than just one.

Icons can be picked up along your travels which will increase your weapons, add to your shield or provide you with an extra life. One particular pick up will arm you with eight seeker missiles. Deadly to everything in your path!

These ground enemies can't be destroyed while you fly - likewise, their bullets can't reach you while you're in the sky. Hit the deck and you'll really be in trouble as they follow you until death.

Seemingly innocent structures will open up to reveal menacing gun turrets which fire indiscriminantly. Be prepared and fire even if nothing is immediately visible.

Here ladybird-like and other ground aliens are giving you a hard time. Fly over them and save yourself a lot grief.

Waves of attack ships will come at you occasionally; their patterns can be learnt quickly.

The start of the first level (or sector) in *Xenon*. Your craft can crawl along the ground or take to the skies.

★ Virgin have announced the imminent release of *Fists of Fury: Edition 2*. Containing *Ninja Warriors*, *Double Dragon II*, *Shinobi* and *Dynamite Dux*, this little bundle of power-packed action is available on the Amiga and Atari ST for the paltry sum of £24.95 – cheap at half the price! (Er...)

★ I told you in the review of *Super Gridrunner Action 16* were back in, um, action. Also on release this month is the strange *Colorado* for the Amiga, Atari ST and IBM PC. The game is set in the 19th century, where you have to brave many perils in your quest for the hidden riches of the mountains. Action 16 also get the bad taste award for this month with the release of *S.D.I.* on all formats for £7.99. In the game, you get to control the defence systems of a nation as incoming missiles fly through the sky.

★ Adventure fans will go wild – well, at least raise an eyebrow or two – at the news of the latest compilation from Virgin Games. Entitled *Magnetic Scrolls Collection: Volume 1*, the super package includes *Fish*, *Corruption* and *The Guild of Thieves*, all redesigned and improved to run under the new windows system first seen in *Wonderland*. The packs cost £29.99 on Amiga and Atari ST, and £34.99 on IBM PC.

★ Also on the adventure front, Virgin are about to release another batch of Infocom titles. The sales of the previous budget adventures have surprised Virgin, and with the release of *Zork 2*, *Zork 3*, *Sauceror*, *Enchanter* and *Deadline*, they hope to continue the top-selling trend. All titles are available for £9.99 on Amiga, ST and PC.

★ Code Masters are up to no good again. This month, they're releasing *15 Pints and a Set of Arrers Simulator* which they are thoughtfully renaming *Wacky Darts*. £6.99 on Amiga and ST.



Code Masters' Wacky Darts – a beer gut simulator with a difference.



"Eye, eye, what's going on here then? Looking for trouble are we? Well, you've come to the right place." Gemini Wing is a game with more than its fair shares of bugs. Press your autofire and watch these insects disintegrate into dust. Two-player mode allows you to team up with a friend. However, this also makes the game ludicrously easy; the end-of-level guardians may as well not be there.

## GEMINI WING

16 BLITZ PLUS ● £7.99

*Gemini Wing* is your standard shoot everything that moves/if it doesn't move, avoid it game. Very little thought is needed as you just hit autofire and sit back and watch.

You have to pilot your Gemini Wing fighter through several levels of vertically scrolling shooting.

The action's familiar and can be one- or two-player. The latter variation is quite fun as it's simultaneous action and has the bonus of nicking each other's power-ups. The graphics are poor and the sound is not much better. At £7.99 it isn't really worth it, especially when there's *Silkworm* and *Xenon* around for the same price.

AMIGA	62%
ATARI ST	60%

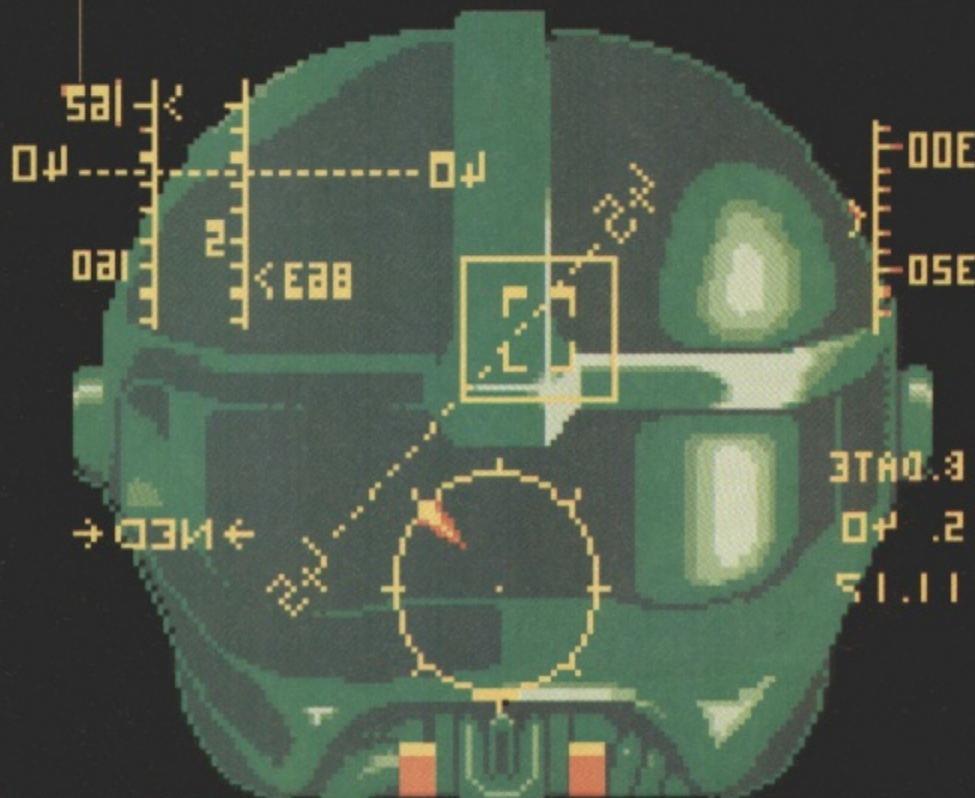
## SILKWORM

16 BLITZ PLUS ● £7.99

With the *Silkworm*-inspired *SWIV* just about to be released, the rerelease of *Silkworm* makes a welcome entry into the budget market.

There are many features which make this the definitive game of its genre. The graphics are superb, fast and detailed; the sound is exemplary, with a cracking soundtrack and the best shoot-'em-up sound effects around, but what makes this game such a hit is the simultaneous two-player game. One player can control a plane while the other jumps in a jeep. One player will find it much harder without the help of the other. If you've never played this, now is the time to try it.

AMIGA	90%
ATARI ST	85%





# RAZE *crave...*

**Yummy goodies you just can't be without! Available straight from the best source - the RAZE cave stocked with fun packed utensils**

**BRAND NEW CONSOLE OUT NOW!**



**GAMATE ONLY £59.99!**

The **HOTTEST & CHEAPEST** Gameboy contender in town.

**Features:**

- Dot Matrix LCD
- Single player or Dual player facility with optional lead
- Rechargeable battery pack or AC adaptor available separately
- Extensive library of interchangeable Gamecards to guarantee continued excitement, only £14.99 each

**The pack includes:**

- Game System Console
- Stereo Headphones
- Manual
- Gamate Gamecard "Witty Apee"
- 4 AA Batteries

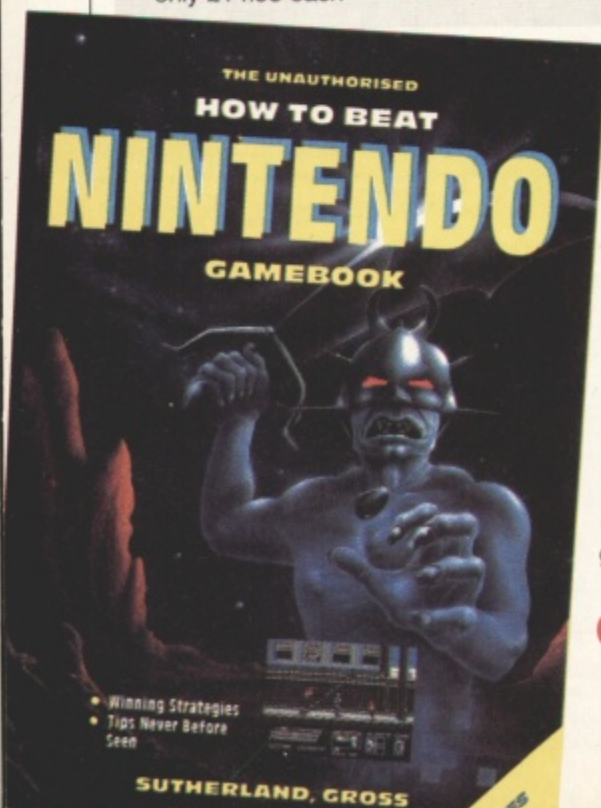
**ONLY £59.99**  
inclusive of **FREE** game & VAT

The following consoles are available at £5 off recommended retail price. This is an amazing bargain you just can't miss out on!

	RRP	DEAL
<b>ATARI LYNX</b> incl. console, California Games & Videolink	129.99	<b>124.99</b>
<b>NINTENDO GAMEBOY</b> incl. console, earphones, videolink, Tetris game pack, batteries	69.99	<b>64.99</b>
<b>NINTENDO DE LUXE SET</b> incl. control deck, 2 controllers, R.O.B., zapper (light gun), Super Mario Bros & Duck Hunt Games pack	149.99	<b>144.99</b>
<b>NINTENDO CONTROL DECK</b> incl. control deck, 2 controllers, Super Mario Bros game pack	79.99	<b>74.99</b>
<b>NINTENDO MUTANT MACHINE</b> incl. control deck, 2 controllers, Teenage Mutant Hero Turtles game pack, poster	79.99	<b>74.99</b>
<b>SEGA MASTER SYSTEM</b> incl. console, 2 joypads & Super Hang On	79.95	<b>74.95</b>
<b>SEGA MASTER SYSTEM PLUS</b> incl. console, 2 joypads, light phaser, Super Hang On & Sa	99.99	<b>94.99</b>
<b>SEGA SUPER SYSTEM</b> incl. console, 1 joystick, light phaser, 3D glasses, Super Hang On & Missile Defense	129.99	<b>124.99</b>
<b>SEGA MEGA DRIVE (16 bit)</b> incl. console, 2 joypads, Altered Beast	189.99	<b>184.99</b>

The following **GAMEMATE** game cards are available (all at £14.99):

C1011	MONEY MAZE	C1007	GALAXY INVADERS
C1004	MIGHTY TANK	C1021	MYTH OF ASAMIA
C1006	MINI-GOLF	C1014	TIME WARRIOR
C1003	TENNIS	C1009	TORNADO
C1005	BRICK BLASTER	C1012	BASEBALL



**THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK**

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner **HOW TO BEAT NINTENDO** will help you solve the mysteries of over 100 of the most popular Nintendo games.

**Only £3.99**

**CORISH'S COMPUTER GAMES GUIDE**

**CORISH'S COMPUTER GAMES GUIDE** is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers back-door codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

Special price offer of only £14.99, a saving of £3.00

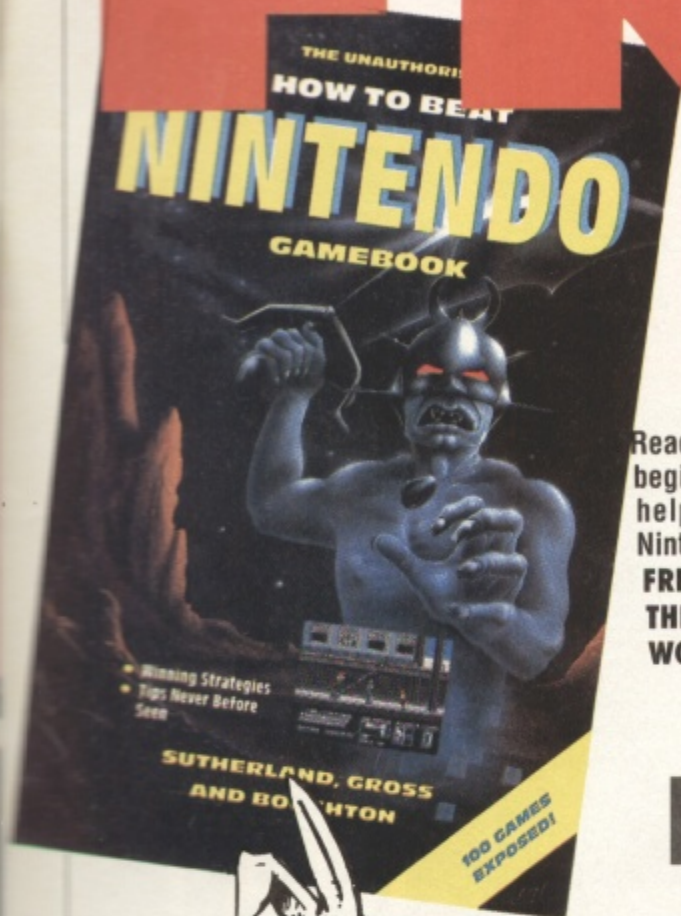








# FREE!



## THE UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Read this book and become a Nintendo video game ace. Whether a beginner or a seasoned campaigner HOW TO BEAT NINTENDO will help you solve the mysteries of over 100 of the most popular Nintendo games.

**FREE IF YOU SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £18.00 - A GIFT WORTH £3.99!**

**-OR-**

**AN AMAZING £10.00 DISCOUNT OFF**

## Corish's COMPUTER GAMES GUIDE

CORISH'S COMPUTER GAMES GUIDE is the most comprehensive playing tips book ever produced! Featuring over 9000 tips, it covers backdoor codes left by programmers, cheats and tips to get past opponents, shows how to skip levels, gives pokes for infinite lives and many other options! Cheats for Spectrum, C64, Amstrad CPC, Atari ST, Amiga, PC and all popular consoles! Includes over 175 solutions for the top adventurers and arcade adventurers!

**SUBSCRIBE TO 12 FACT-PACKED ISSUES OF RAZE AT THE REGULAR LOW SUBSCRIPTION PRICE OF £19.95 AND PAY ONLY £9.95 FOR CORISH'S COMPUTER GAMES GUIDE - A MASSIVE SAVING OF £10.00**



RAZE has it's very own subscription and single issue sales and subscriptions office in Ontario, Canada. Just phone your order through to Barry Hatcher of British Magazine Distributors Ltd. on tel. (519) 456 5353; Fax (519) 456 5355 - Mastercard welcome. Alternatively send your enquiries to British Magazine Distributors Ltd., 40 Wilkins Drive, Sweaburg, RR #1, Woodstock, Ontario N4S 7V6, Canada. Yearly Subscription Rates USA \$65, Canada CAN \$75. Single issues USA \$5.45, Canada CAN \$6.45 (inclusive postage)

# COUPON

Yes, I would like to subscribe to RAZE for 12 action-packed issues.

I wish to receive FREE the UNAUTHORISED HOW TO BEAT NINTENDO GAMEBOOK

Pay an extra £9.95 (normally £19.95) for CORISH'S COMPUTER GAMES GUIDE

UK £18     EUROPE £25     WORLD AIRMAIL £38

I enclose a cheque/PO made payable to Newsfield Ltd. for:

SUB £ ..... CORISH OFFER £ ..... TOTAL £ .....

Signature: .....

Please charge to my Visa/Access Card No:

\_\_\_\_\_

Card Expiry Date:     /

Name: .....

Address: .....

Postcode: .....

Return this coupon with payment to: NEWSFIELD, SUBSCRIPTION SERVICE, LUDLOW, SHROPSHIRE SY8 1JW

THE SUBSCRIPTION GIFT AND DISCOUNT OFFER IS ONLY VALID FOR READERS IN THE U.K.

# COME FLY WITH ME



**Come flying for free!  
MicroProse go barmy!**

If there's one thing that's been simulated on computer more than any other action, it's been flying a plane. For years, people have asked, "Is it real, or is it MicroProse?" in awe at the American company's efforts to produce the real thing on your home computer. But it doesn't stop with computers. MicroProse now have games on both arcade and console too.

But, of course, no matter how realistic one of MicroProse's big simulators is, it can never match the exhilaration of the real thing. So you just find yourself a plane and fly one yourself. Problem solved... Well, not quite. Most people's budgets will not stretch to flights through the sky at their own convenience, so that's where RAZE comes in.

Sitting in the offices one day, we rang up the folks at MicroProse and asked them if they'd take us for a fly in their wonderful little four-seater plane. Of course they flatly declined such an obvious bribe attempt, but did suggest that if we brought along a couple of RAZE readers they could justify the flight as a good bit of public relations (it's also tax deductible). So we're inviting you and your mum (or best mate if your mum doesn't fancy the idea of flying upside down with a plane full of software junkies) to join us on a flight through the skies with MicroProse.

Just answer the questions below and you could be in for an expenses-paid visit to the headquarters of Britain's prettiest software house in the quaint old town of Tetbury, including a fabulous flight in MicroProse's own four-seater plane.

Send your entries to *I'm Not Scared To Die Comp, RAZE, Unit 3, 7 Back Street, Trowbridge, Wiltshire BA14 8LH.*

## QUESTIONS

- How many million cubic miles does the *Midwinter II* environment possess?
  - 0.3
  - 1
  - 3
- Where is the safest place to sit on a plane?
  - Near the door
  - Next to a parachute
  - At the back (because you never hear about planes reversing into mountains, do you?)
- How many wings are on a Gunship?
  - Four
  - Two
  - None

## READY TO DIE?

Yeah, okay, I understand the potential catastrophe that could occur if both Julian Boardman and I sit on the same side of a plane at once, but I'm willing to take the risk. However, I still reserve the right to wimp out on the day and just look around the pretty MicroProse offices.

**1** A   
B   
C

**2** A   
B   
C

**3** A   
B   
C

Name.....

Address.....

.....Post code.....

Entries must be received by April 25, or Jools will be making a "flying" visit...

# RAZE

## NEXT MONTH

The best is yet to come...

and other corny headlines that try to catch your attention on the last page of magazines. Of course, the big question on everyone's lips is, what does issue eight have in store? Well, being the wild and crazy guys that we are, we just don't know. I guess that means it'll be a surprise, both to you and us! So we've got loads of surprises in store for next issue. Mmm... that's makes it sound a bit mysterious. You'd better get it just in case. Get the new mysterious issue on

## April 25

**RAZE - Full of mystery**

# WHIZZ-KID GAMES

# 0622 766010 MAIL ORDER HOTLINE

**MEGADRIVE  
STOCK CLEARANCE**  
HUNDREDS OF GAMES  
AT REDUCED PRICES

**BASKETBALL  
GAIN GROUND  
RASTAN SAGA  
DJ BOY  
CRACKDOWN  
ESWAT  
FATMAN  
HARD DRIVIN'  
AXIS FZ  
ATOMIC ROBOKID  
DYNAMITE DUKE  
MOONWALKER**

ANY OF THE ABOVE  
NEW JAPANESE GAMES  
ONLY £25.00 EACH

ANY THREE OF THE ABOVE  
NEW JAPANESE GAMES  
ONLY £60.00

*WE WANT YOUR  
OLD GAMES  
PHONE FOR OUR  
PART EXCHANGE  
PRICE LIST*

**WHOLESALE,  
MAILORDER,  
RETAIL AND  
USED GAMES**

UNIT 9, MID KENT  
SHOPPING CENTRE,  
ALLINGTON, MAIDSTONE,  
KENT, ME16 0XX.  
0622 766010

22 STATION SQUARE  
PETTS WOOD  
KENT  
0689 827816

90 HIGH STREET  
SIDCUP  
KENT  
081 300 0990

166 HIGH STREET  
BECKENHAM  
KENT  
081 650 1205

**VISIT OUR NEW  
VIDEO GAME WAREHOUSE**

**UNIT 9  
MID KENT  
SHOPPING CENTRE  
ALLINGTON  
MAIDSTONE  
KENT  
ME16 0XX**

**3 SALES LINES**

**COMPUTERISED  
ORDERING SYSTEM**

**5000 GAMES  
IN STOCK**

**FREE PARKING**

**2 MIN FROM M20  
JUNCTION 5**

## GAMEBOY

TOP 10

1	ROBOCOP	25.00
2	GREMLINS II	25.00
3	GHOSTBUSTERS II	25.00
4	CHASE HQ	25.00
5	PIPEDREAM	25.00
6	DUCK TALES	25.00
7	CHESSMASTER	25.00
8	FINAL FANTASY	30.00
9	POWER RACER	25.00
10	ISHIDO	25.00

NEW GAMES

BATTLE BULL	25.00
BEETLEJUICE	25.00
BUGS BUNNY II	25.00
BURDAI DELUXE	25.00
CURTIS STRANGE GOLF	25.00
HARMONY	25.00
KUNG FU MASTERS	25.00
MEGA MAN	25.00
OPERATION C	25.00
POWER MISSION	25.00
R-TYPE	25.00

USED GAMES

TITLE	NEW	USED
BATMAN	25.00	18.00
DOUBLE DRAGON	20.00	15.00
BUGS BUNNY	25.00	18.00
BASES LOADED	25.00	18.00
TENNIS	20.00	15.00
GOLF	20.00	15.00

## SEGA SYSTEM

TOP 5

1	MICKY MOUSE	29.95
2	GAUNTLET	29.95
3	INDIANA JONES	29.95
4	SHINOBI WORLD	29.95
5	SUPER MONACO	29.95

NEW GAMES

IMPOSSIBLE MISSION	29.95
PAPERBOY	29.95
JUNGLE FIGHTER	29.95
SUBMARINE ATTACK	29.95

USED GAMES

TITLE	NEW	USED
AFTERBURNER	29.95	14.00
CALIFORNIA GAMES	29.95	19.00
DOUBLE DRAGON	29.95	19.00
OUT RUN	29.95	19.00
AERIAL ASSAULT	29.95	22.00
TIME SOLDIERS	29.95	19.00
VIGILANTE	29.95	19.00

MEGADRIVE+ GAME

**£159**

GAME GEAR + GAME

**£119**

GAMEBOY - £69.95  
CARRY CASE - £15.00  
LIGHT BOY - £20.00  
ILLUMINATOR - £15.00

## MEGADRIVE

TOP 10

1	MICKY MOUSE	35.00
2	DICK TRACY	35.00
3	AEROBLASTER	35.00
4	TIGER HELL	35.00
5	SHADOW DANCER	35.00
6	RINGSIDE ANGEL	35.00
7	WONDERBOY III	35.00
8	STRIDER	40.00
9	JOHN MADDEN	40.00
10	SUPER MONACO	35.00

NEW GAMES

MIDNIGHT RESISTANCE	35.00
SWORD OF SODAN	35.00
MUSHA ALESTE	35.00
KA KE GI	35.00
WRESTLE BALL	35.00
SONIC THE HEDGEHOG	35.00
CAIRIES	45.00
AMBITION OF CEASER	45.00
GYNOLG	35.00
VOLFIED	35.00

USED GAMES

TITLE	NEW	USED
RINGSIDE ANGELS	35.00	26.00
BATTLE SQUADRON	40.00	30.00
HELLFIRE	35.00	26.00
GHOSTBUSTERS	35.00	26.00
THUNDERFORCE III	40.00	26.00
GOLDEN AXE	35.00	26.00
BATMAN	40.00	30.00
SUPER HANG ON	35.00	23.00
GHOST 'N' GHOULS	45.00	29.00
POPULOUS	40.00	26.00
RAMBO III	30.00	22.00
FIRE SHARK	35.00	26.00
BUDOKAN	40.00	26.00
AFTERBURNER II	35.00	26.00
THUNDERBLADE	35.00	23.00
CYBERBALL	35.00	23.00

## PC ENGINE HANDHELD

**£299**

INC GAME

LARGE SELECTION OF NEW  
AND USED PC GAMES

## NINTENDO

TOP 10

1	MEGA MAN II	39.95
2	SNAKE RATTLE ROLL	24.95
3	WORLD WRESTLING	34.95
4	BLACK MANTA	29.95
5	SOLAR JETMAN	29.95
6	SUPER OFF ROAD	24.95
7	BAYOU BILLY	34.95
8	PROBOTECTOR	29.95
9	GHOSTBUSTERS II	34.95
10	SUPER MARIO II	39.95

NEW GAMES

STEALTH ATF	29.99
PINBOT	29.95
PAPERBOY	19.95
FAXANADU	29.95

SUPER FAMICOM  
+ 2 GAMES

**£299**

GRADIUS  
FINAL FIGHT  
PILOT WINGS  
ACTERISER  
MARIO WORLD  
F-ZERO  
TOP GOLF  
POPULOUS  
BIG RUN

ALL TITLES £45.00

NEW USA  
ATARI LYNX  
+ UK PSU  
ONLY

**£89.00**

## GAME GEAR

COLUMNS	30.00
G-LOC	30.00
PENGO	30.00
SUPER MONACO	30.00
WONDERBOY	30.00
PSYCHIC WORLD	30.00

*THOUSANDS OF  
NEW AND USED  
GAMES IN STOCK*

WHIZZ-KID GAMES,  
UNIT 9, MID KENT  
SHOPPING CENTRE,  
ALLINGTON, MAIDSTONE  
KENT, ME16 0XX

PLEASE ADD TO ALL ORDERS  
P&P £1 PER GAME, £3 CONSOLES

FAST DELIVERY  
PERSONAL CALLERS  
WELCOME.

NAME  
ADDR

TEL

C/CARD NO

EXP DATE

ALL CHEQUES MUST BE SUPPLIED WITH CHEQUE CARD NUMBER

GAME

MACHINE PRICE

CARRIAGE

CHEQUE  
ACCESS/VISA

TOTAL

# THE COMPLETE COLOUR SOLUTION

£179

Vidi ... No 1 in UK & Europe (Leading the way forward)



Get the most out of your Amiga by adding:

## "The Complete Colour Solution"

The Worlds ultimate creative leisure product for your Amiga. Capture dynamic high resolution images into your Amiga in less than one second.

## And Look No Filters

Images can now be grabbed from either colour video camera, home VCR or in fact any still video source. The traditional method of holding three colour filters in front of your video camera is certainly a thing of the past. Because Vidi splits the RGB colours electronically there are no focussing or movement problems experienced by some of our slower competitors. Lighting is also less of an issue as light is not being shut out by lens filters. Put all this together with an already proven Vidi-Amiga/VidiChrome combination and achieve what is probably the most consistant and accurate high quality 4096 colour images ever seen on the Amiga.

The colour solution is fully compatible with all Amiga's from a standard A500 to the ultimate A3000. No additional RAM is required to get up and running.

You will see from independant review comments that we are undoubtedly their first choice and that was before the complete solution was launched. If you have just purchased your Amiga and are not sure what to buy next, then just read the comments or send for full review and demo disk.



\*Actual unretouched digitised screenshot\*

## Features ...

- Grab mono images from any video source
- Capture colour images from any still video source.
- Digitise up to 16 mono frames on a 1meg Amiga.
- Animate 16 shade images at different speeds.
- Create windows in both mono & colour.
- Cut & Paste areas from one frame to another.
- Hardware and software brightness & contrast control.
- Choice of capture resolutions standard & Dynamic interlace.
- Full Palette control.
- Add text or draw within art package.

**Amiga Computing:** The best Amiga digitiser has had the technicolour treatment. Vidi must be one of the most exciting peripherals you can buy for your Amiga.

**Micro Mart:** When I first saw Vidi "in the flesh" as it were, at the CES show last September it looked to be the answer to a frustrated Digi View owner's dreams - in fact to see pictures appearing on screen without the customary two minues wait seemed almost too good to be true. I have consistently produced more good quality pictures in the short time I have had Vidi than I ever did with Digiview.

**Zero:** Now under normal circumstances cheap usually means poor quality but this is not the case with Rombo. Why? cos Vidi-Amiga is the best digitiser for under £500 and I've tried them all.

**Amiga Format:** Where quality is concerned, Vidi produces some of the best results I've seen on any digitiser at any price.

**Amiga User International:** The latest addition to the Rombokit is called Vidi-RGB and brings this already impressive package to the realms of totally amazing. CONCLUSION: Who will find Vidi-Amiga useful? The answer to this is almost anyone with a video recorder or camera and a passing interest in graphics.



ROMBO  
Limited

\*\*Full colour demonstration disk available for only £1.95 to cover P&P.\*\*

6 Fairbairn Road, Livingston, EH54 6TS. Tel: 0506-414631 Fax: 0506-414634