GAME ZONE
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GAME ZONE

Issue Six April £1.75

SCOOP

The Game Boy gets serious! World exclusive

WORK BOY

Home Alone
Battletoads
Mario Golf
Toki
Speedball 2
Super Soccer
Turtles II
Chase HQ II
Tiny Toons
Over 250 games reviewed and rated inside

Dr Franken

Knee-trembling action

Hook

NES exclusive

FREE Lynx Badge

WIN!

A £4,000 T2 arcade machine

Six pages of hints, tips and complete solutions on page 60

9 770964 466006 06

GAME ZONE

April 1992 Issue Six

YOU TOO CAN ENJOY THESE

NEW MEGA ACTION GAMES IN THE

COMFORT OF YOUR OWN HOME

Hold on to your consoles!

And get ready for the roughest, toughest and fastest games yet.

In EA Hockey, from the team that brought you John Madden American Football™, you get no points for being nice. So body-check, punch, slash and trip the opposition into submission. Get the puck into the back of the net or between the goalie's eyes, it's all part of the fun.

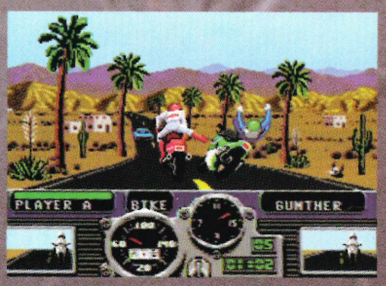
Should you find the rules an unnecessary hindrance, simply send the referees off to the sin bin and create even more havoc without them.

Rules won't worry you at all in Road Rash, the wildest action on two wheels. There aren't any.

There is a race. Across 5 highways from the Sierra Nevadas to the Pacific coast. But it's your skill in kicking, punching and clubbing all-comers out of your road that really counts.

As a bonus, if you get to cross the finishing line first and more or less in one piece, win cash and upgrade your bike to an even more ludicrously fast machine.

Road Rash and EA Hockey are just two of the newest games for your Mega Drive™.
Also available soon from Electronic Arts are:
The Immortal™, Fatal Rewind™, Shadow of the Beast™, Starflight™ and Dark Castle™.



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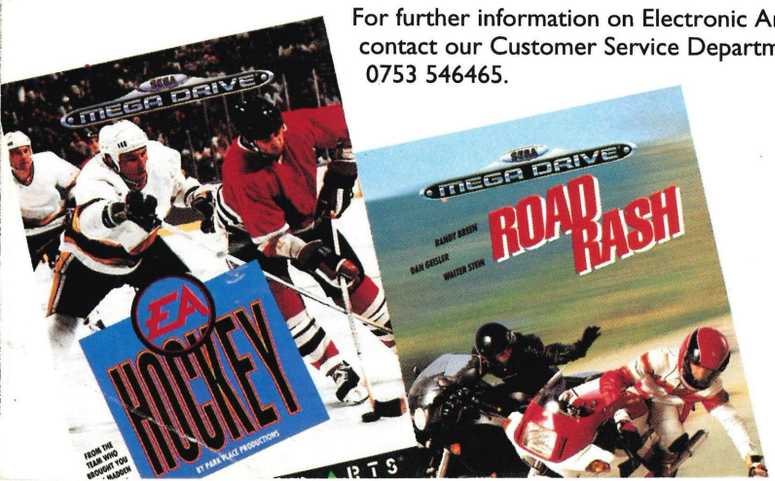

SEGA
MEGA DRIVE

Distributed by: Sega Europe, 16 Portland Road London W11 4LA Tel: 071 - 727 8070

games list

...where it's at and what it's on.

mega drive

88 Art Alive (P)
20 Buck Rogers (R)
38 Rings Of Power (R)
30 Toki (R)
87 Where In Time Is Carmen Sandiego? (P)

master system

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nes

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game boy

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51 Burgertime Deluxe (R)
55 Choplifter II (R)
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51 Snoopy's Magic Show (R)
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game gear

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53 Popils (R)
57 Slider (R)

lynx

89 Rampage (P)
50 Super Skweek (R)

(R) = REVIEW
(P) = PREVIEW

plus!

OVER 250 GAMES

reviewed in full on page 80.

CAVEMAN NINJA
Prehistoric pranks pop onto page 24.

TURTLES II
Turtelly awesome dudes, page 35.

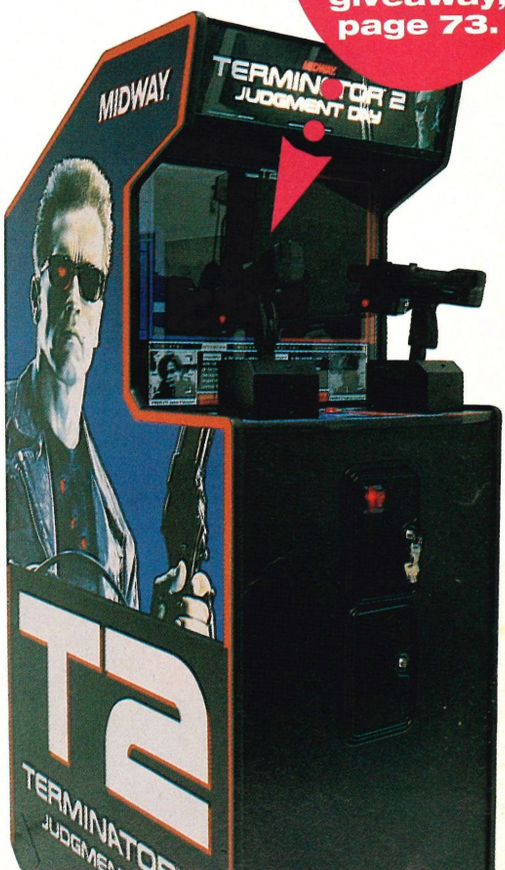
SPEEDBALL 2
Futuristic footie fun on page 27.

WIN!
Grab a T2 cabinet in our great Arnie giveaway, page 73.

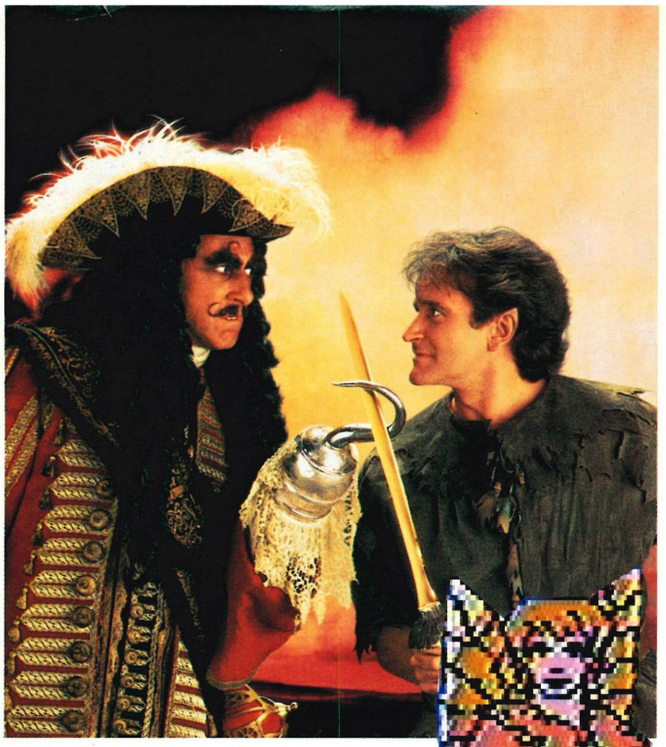
WIN!

spot the spine star!

It's all over. This issue is the last one with butter wouldn't melt in his mouth John Boy Walton on the spine. So those lucky readers who've got all six issues can now put them together and look at a fab picture. Those who didn't... er... can't. **Philip Beanland** is doubly lucky 'cos he won himself a smart Waltons video for naming all those cute children. So who'll be on the spine next month? Loyd Grossman? Lisa Stansfield? You'll just have to wait and see.

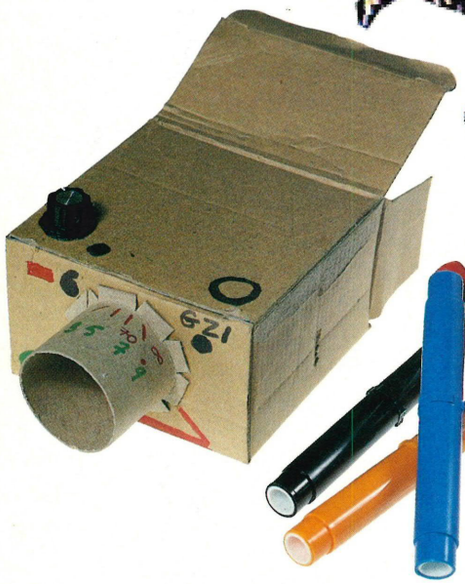


GAME ZONE
ISSUE 6 APRIL 1992



HOOK

▲ See page 70.



DIY CAMERA
Bet you think it's an old box, page 97.

8 news
"What's going on?" sang Marvin Gaye. If he'd read these pages then he'd have known.

12 in the pipeline: dr franken
Creepy **horror meets micro surgery** in Elite's latest Game Boy offering. *Jackie Ryan* gets her fangs into it.

14 work boy
Source R&D are doing some **amazing** things with the **Game Boy**, *David 'Newshound' Wilson* is on the case.

18 reviews
Toki, *Speedball 2*, *Home Alone*, big names but how much cop are they? Read on to find out.

50 handhelds
"We've got the whole world in our hands." Not a Cartridge Family hit but could so easily have been with the likes of *Hunt For Red October*, *Snoopy* and *Chessmaster* nestling in their palms.

58 compo
Get your **Lynx Top Scores** in print and win a fab holiday into the bargain.

60 pg tips
Brewing up with *Daniel Pemberton*, the man with more cheats than you've had hot drinks (almost). Oh and you can **win £50** too.

68 kill zone
Armed with only 50p and a bent hairpin *Amaya Lopez* manages to check out every machine at the **Arcade Trade Show** and make a profit into the bargain.

70 in the pipeline: hook
Our very own **Peter Pan,** *Marcus Berkmann* casts his eye over Ocean's latest film conversion.

73 compo
Win a **Terminator 2 arcade cabinet,** then wonder where you're going to put it!

74 zone 7
Jeremy Daldry goes underground to cast an eye over some **console fanzines**.

77 geez
Two pages crammed with **more letters** than the Asuranti Alphabet.

80 console countdown
Your very own mini encyclopedia of **what's available** in the console market and whether it's worth buying. Check it out. (Check out? Ho ho.)

87 tba
Strap yourself into the *Game Zone* **time machine** and take a look at *Battletoads*, *Carmen Sandiego* and *Rampage* then nip back so you can start saving up for them.

90 compo winners
Did you win? Did you? Did you? Well no probably not, but check out these pages just to make sure.

92 subs
Bored of trekking to the newsie's every month? Then **take out a subscription!**

94 soled out
Your chance to **sell, swap or buy** and it won't cost you a penny.

96 twilight zone
Three pages of **nonsense** that got **printed by mistake.**

WORK BOY
Game Boy grows up, page 14.

GAME ZONE

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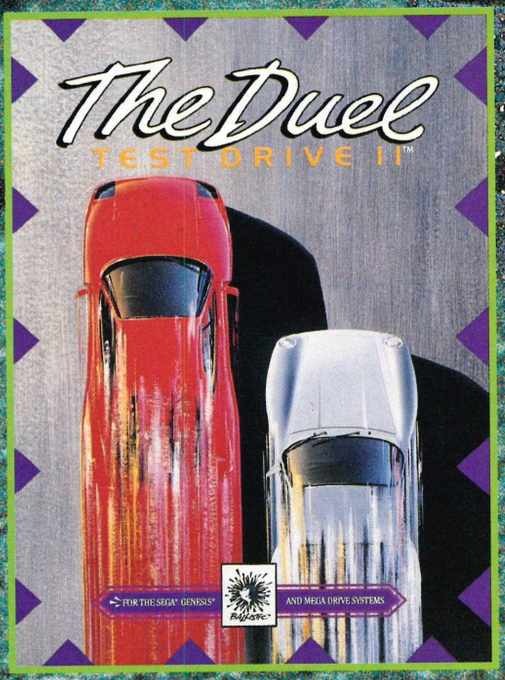
ON ROAD...



They handle like the real thing, they brake like the real thing, they move like the real thing - welcome to life in the fast lane.

Sense the awesome characteristics of three of the fastest production cars ever built and blast them down the highway in head to head competition.

Developed from the original best selling Test Drive, Ballistic offers the ultimate driving experience for Mega Drive owners.

On your Mega Drive - March 1992

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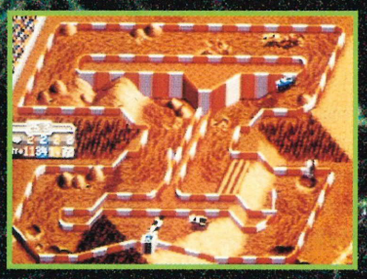
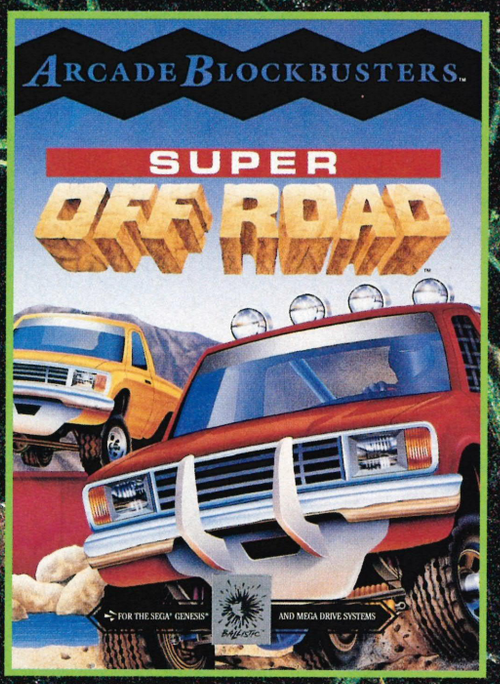


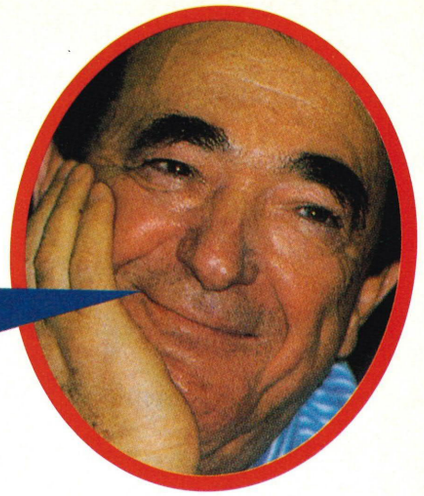


Go ahead and play dirty over mud holes, jumps and other suspension squashing obstacles!
Developed from the original Arcade megahit, Super Off Road is real dirt grinding, sleeves rolled up short course racing based on eight different stadium tracks.
If you're tough enough to win, you can even trade in your winnings to beef up your truck and cause serious damage.

On your Mega Drive - May 1992

...OFF ROAD

NEWS



Oooh, ouch, ouch! Blimey o'riley. We must've hit the *Game Zone* News pages again. The pages that are just so stuffed full of scorchingly hot news, that there's a strong possibility of receiving third degree burns on your fingertips after reading. You have been warned.

eye, eye, eye

And what have we here then? A spare backboard for your basketball hoop? An anti-glare screen for your Game Gear? Nah. Nothing like that. It's actually a Magnigear ie. a rather useful screen magnifier for your wee Sega handheld.

This rather clever device attaches to the bottom of your Game Gear – out of the way of all your other accessories – and then swivels into place to give you a much larger and clearer picture of your wee colour screen. All without distorting or cutting off the edges of the screen. Brilliant!

Another neat device from those rather nice people at Euromax, for a price tag of only £12.95.

super nes uk launch date announced

It's true! Nintendo has finally spilled the beans and announced *the* date all 16-bit console freaks have been waiting for. *The* date when there will be raucous singing and dancing and raves in the streets. *The* date which will be marked in the annals of time for ooh, months to come. *The* date, basically, when the super smart, all-singing, all-dancing, Super NES machine will be hitting the shores of Blighty – officially. Yup, mid-May is when we can now definitely expect to see hordes of Super NES's hitting console shops countrywide.

And what will this smart new machine look like? Well, after much speculation, *Game Zone* News can now reveal that the new machine will look just like the original Japanese Super NES, the Super Famicom, and will, as expected, come bundled with *Super Mario World 4* and two controllers. The cost? A trifling £149.99. Watch out for our Super NES special in the next issue of *Game Zone*.

remote control

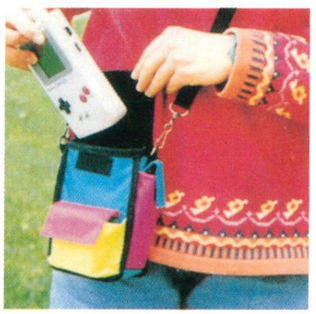
carry on gaming

It happens doesn't it? There you are, snuggled up with your Mega Drive, beating the stuffing out of the biggest brick latrine this side of Sumo wrestling, when all of a sudden your dog leaps up, connects with your trusty joypad lead thus disconnecting it from your Mega Drive, and you end up pummeling away frantically on your joypad, while your sprite just stands there looking like a big jessie.

But of course, this could all be a thing of the past soon. And why? 'Cos Sega has just brought out this rather smart looking remote control joypad set for a piffling £34.99. It consists of one remote control receiver unit and two hand held controllers.

All you do is plug the receiver into the Mega Drive, power it up, point your controller at the screen and you're away.

Which means that now you'll be able to play your games, without worrying about whether all those spaghetti-like attachments to your joypad might suddenly become unplugged by an inadvertent advance from some of your canine chums. Brilliant.



There's more than one way to carry a Game Boy you know. First there was the Game Boy Travel Pak. Then the Game Boy holster. And now of course, here's yet another new and brilliant invention for carrying around your favourite little handheld – the Game Boy Carry Bag.

This rather nifty little carrying pouch, which houses both your games and machine in smart day-glo style, comes in as many colours as Jason's technicolor dream coat and contains more pockets for batteries, leads and loose change than a pair of army surplus fatigues.

All this and more for a mere £8.99 as well. Out with the *Game Zone* cheque book quick. We'll have five please.

muscle in on predator 2

Yikes! Not content with releasing the rather well hard *Terminator 2* to an unsuspecting NES and Game Boy public recently, Acclaim's next venture into the world of film licences will be the release of yet another film sequel – *Predator 2.*

But hang on a sec, wasn't *Predator 2* originally developed for the Master System and Mega Drive by Uncle Bob's old company, Mirrorsoft, we hear you cry. Well, yes, it was. But Acclaim is now the proud new owner of much of Mirrorsoft's developed Sega product you see. So now *Predator 2* will be coming from Acclaim, right? No? Oh well.

Anyway, in this sequel to the original *Predator*, you'll find yourself playing a cop called Harrigan, whose task it is to engineer a cease-fire between the gangs involved in the violent drugs war in down town L.A. Thing is, some strange and seemingly motiveless murders are being committed while you are attempting to do this – by none other than that mysterious entity – the Predator.

So what are you going to have to do then? Battle it out in an 8-way scrolling, viewed-from-above environment, in an attempt to stop the murders and cease the gang wars of course.

Watch out for the rather muscly *Predator 2* soon. It should be hitting your console shops sometime in May.

WIN!

a complete set of predator comics!

We may be many things at *Game Zone*, (sexy, intelligent, good-looking) but one thing we are not, is mean. Indeedy no. So we thought, seeing as you can't get a hold of Acclaim's great new *Predator 2* for another or month or two to come, we' d kindly give you the chance to win a collection of some of the best *Predator* comics around instead. (All worth quite a tidy sum to boot!) So what do you have to do to win this most nifty of nifty prizes? Just answer this oh so simple question. We want to know:

Is the Predator?

a) a pink fluffy bunny
b) a monstrous alien life form
c) a *Game Zone* journalist.*

*Look if you get this wrong you really don't deserve to be a member of the human race, let alone a *Game Zone* reader. Right, once you've puzzled over the correct answer for all of three seconds, jot down the corresponding letter on a postcard and send it off to; **Big, Slimey and Green, *Game Zone*, 14 Rathbone Street, London. W1P 1DE**

Oh, and be warned:

- Any employees of Dennis Publishing found entering this compo will have their intestines ripped out and re-presented to them mounted as a hunting trophy.
- Entries received after April 10 will be mixed with water, pulped and used to make post-modernist sculptures.
- The chief alien life force's decision is final.

strike a magnilight

You know what it's like. There you are sitting on the settee with your Game Boy; you've managed to battle your way through to the final level of *Hunt For Red October*, you're just about to dispatch the last of the Russky subs, when *it* happens. The flippin' sun finally goes down behind the gasworks and you're left in the dark with your Game Boy clutched in your sweaty paws and no way of completing the final section 'cos you can't even see the cursed screen. Yaaaargh!

But now of course, this need never happen again. Because those loveable, huggable people at Euromax have just bought out this rather smart new gadget called the Magnilight.

What is it? It's a brilliant combined light and magnifier for the Game Boy. All you need do is slot it over the screen end of your machine, flick on the power switch and hey presto, you'll be able to see your Game Boy screen on even the darkest of nights. Not only that, but if you want to utilise the rather groovesome magnifier that's built in to boot, you can.

For a piffling £16.99 you can continue playing your Game Boy any time, any place, anywhere.

taking the lead

It's black, it's slinky, it plugs into both your Master System and Mega Drive and it looks like a licorice shoelace. But of course it's not. Licorice shoelaces don't have Mega Drive and Master System connections soldered onto their nether regions for a kick off. Nor do they have lots of hard, shiny silvery pins at the other end either, since these could quite easily get stuck in your teeth and cause quite a bit of damage. No this definitely isn't a licorice shoelace, and in fact what it actually is, is a rather smart video connecting cable which takes the sound and vision signals out of the back of your Mega Drive or Master System, splits them up and then puts them into the back of your telly as two separate signals. So hey presto! Enhanced sound and vision for all your fab console games.

The cable costs just £7.99 from most good console dealers. But there's only one drawback, you'll need a telly that has a Scart input in the back. Lucky we've got one then really isn't it?

off the cuff

We, at *Game Zone*, are such ardent news hounds that we will stop at nothing to bring you the latest hot gossip from the world of the software houses. Going through old rubbish bins, using the odd bit of miniature photography and occasionally even some illicit bribery, just so that we can break the story first!

Electronic Arts, the darling of every Mega Drive owner since time began (except the guy who bought *Crazy Golf*) are about to begin their full frontal attack on the SNES market. Their first release, *PGA Tour Golf*, is due to hit the shops in June to coincide with the May launch of Nintendo's new machine. And what of some of their other titles that may be being lined up for conversion to the new Nintendo 16-bitter? Well EA is remaining very tight-lipped and mysterious about the whole shebang. But sure as God made little apples, *John Madden* will probably not be one of them. The Famicom version, as any grey importer will tell you, is barely worth the plastic it's imprinted on.

In an attempt to 'go green' Sega has announced plans to re-package all its machines and games. Now coming in smaller, sexier boxes and totally devoid of any of those nasty polystyrene blocks that give off CFCs and mean we'll all soon be getting a year round tan, Sega is planning to re-package all its Mega Drives, Master Systems and Game Gears in corrugated cardboard jobbies. Smart.

Those trendy young things the Bitmap Brothers have taken enough time off clubbing to announce that their publishing label, Renegade, has signed a rather nifty deal with Mindscape to distribute a console version of the 16-bit stonker, *Gods*. Versions for both Mega Drive and SNES are in production and expected to hit the shelves by December '92 and Spring '93 respectively. A long wait, but certainly worth it.

Tradewest, those giants of all things consoley, have at long last made the attempt to get a European distribution deal together. "Great" we hear you cry, "at long last *Battletoads* will come gushing into our shops." Well yes and no really. Yes, you *will* be able to get your mitts on *Battletoads, Super Double Dragon* and the like soon. But unfortunately, you'll have to wait a wee while longer whilst Tradewest and Activision get together to finalise the remaining details of the deal.

Loveable rogues, The Codemasters, whose name may spark some flicker of recognition in the back of the memory of old Speccy diehards, are about to return triumphant from the States. Why triumphant? Well 'cos Stateside they are one of the largest producers of third party NES software. And at last they are planning to release some of their US hits over here in good old Blighty. Watch out for *The Fantastic Adventures Of Dizzy*, and *Big Nose The Caveman* (to name but two), they should be hitting your local console shops soon.

yet another brilliant giveaway!

We've bought you tips booklets. We've bought you stickers. We've bought you water pistols and water bombs. And this month we've brought you yet another stunning free gift, exclusive to *Game Zone* – a smart and shiny (and long awaited) Atari Lynx badge. Yup, attached to the front cover of this month's fantabulously brilliant issue of *Game Zone*, the best multi-format console mag in the entire universe, is this ever so desirable Lynx lance.

Just prong it upon your personage somewhere (or even upon another personage if you so desire) for an instant boost in the fashion stakes.

don't miss the next issue of game zone

Make sure you don't miss out on the next well smaaaart issue of *Game Zone*. It'll be so stuffed full of hot news, and brilliant reviews and previews on all the latest and greatest console games, plus a special in-depth feature on the soon to be launched Super NES, that you'll have to tie it up with string and sit on it after you've looked inside, so as to make it shut again. Issue seven of *Game Zone*. Out in your local newsies on Wednesday 22 April. Don't miss it.

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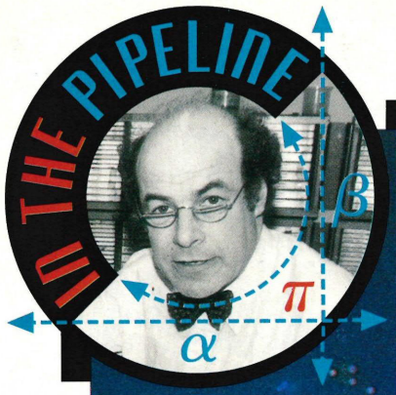
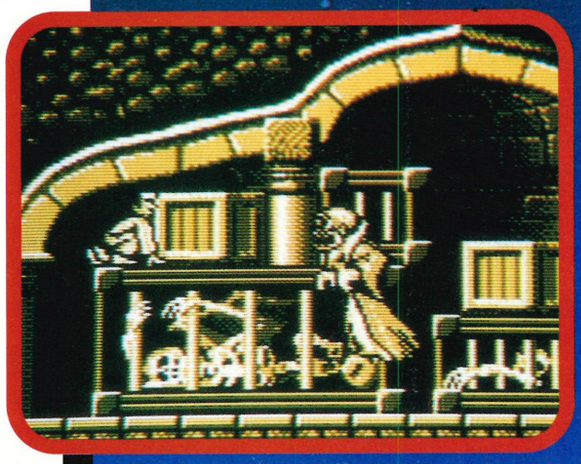


dr. franken

GAME BOY

Vell, vell, vell and vot haff ve here *Game Zone* readers? A very strange case indeed off ze disembodied limbs discovered in ze isolated castle. Off ze fascinating creature called Franky vith ze vish to put zis body back togezer. And off ze curious reason why I, *Nurse Rrrrryannnn* am speaking to you in zis veird manner. Interesting yes? You must vant to take a closer look. Zo, take ze endoscope please.



So this is where the prototypes for top pop band Boney M were first created. Franky'd better scarper quick.

GZ Reader: Blimey. Um. What am I supposed to do with this then?
Nurse: Vot do you mean, 'Vot are you zupposed to do vis zis?!' Surely you haff some medical knowledge?
GZ Reader: Um, well I watch *Jimmy's* on occasions. But... well... I don't recall seeing one of these new fangled endiepokes on the most recent programme, no.
Nurse: Zen giff zat to me you imbecile. Zis is vot you do vith it! You svitch on ze little lantern at ze end here, see. Zen you poke it down inside zis Game Boy version of *Dr. Franken* zat we are examining and...
GZ Reader: Coo! Ooooh. Gosh, look at that. What's that there? Eeeeugh, that's a bit squishy looking. Blimey! How did that get there?
Nurse: Enough. Now giff it back please. I need it zo zat I can finish my examination of ze insides off zis game. Now, let me see. Mmm. Ah ha. Zo, it would seem zat... zat... that... I can't keep up this Dr. Rrrruth accent any longer. I'm sorry. But if you want some more medical jargon you're just jolly well going to have to go out and invest in a copy of *Blackwell's Medical Dictionary*.

In the meantime, here's a less than clinical diagnosis of what we found after we put *Dr. Franken*, (the first Game Boy game due to come out of the labs of Elite software) under the vicious cutting edge of the *Game Zone* surgeon's exploratory knife. *(At last! She gets to the point! Ed.)*

Ahem. Quite.

hgixrhuwpf sdefs

- **mse isolahde hsorlb**
- **hdz dkjawlpw sibnhtost**

Oh dear. Illegible handwriting. Apparently a fairly common complaint amongst the medical profession. Obviously clear that our *Game Zone* surgeon was not schooled in the methods of the Marion Richardson style of handwriting. So I'll just have to jolly well translate her notes for you, won't I? Just a moment please. (Rustle, rustle.)

background notes

- **two Game Boy programmers**
- **one isolated castle**
- **one scientist, Doctor Von Frankenbone**
- **large left legacy of scientific experiments: ie Franky and Bitsy; an 'item' created by the old Doc in his later years plus various ghosts and misshapen survivors from the Doc's first experiments**

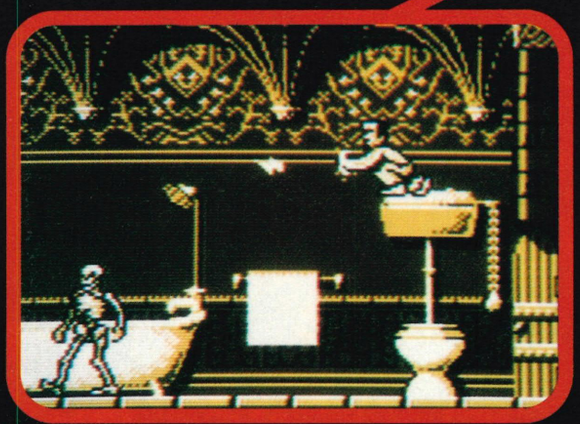
Hmm, let me see. Okay, this lot's quite easy to fathom actually. They're the background notes to *Dr. Franken* ie. the really interesting salacious and personal details about where *Dr. Franken* originated from and how it came about.

On the programming front it seems it all began with Game Boy programmer Mark Crane and Game Boy graphic artist Dave Percival. These are the two who came up with the idea for *Dr. Franken* while working late one night in the Elite labs.

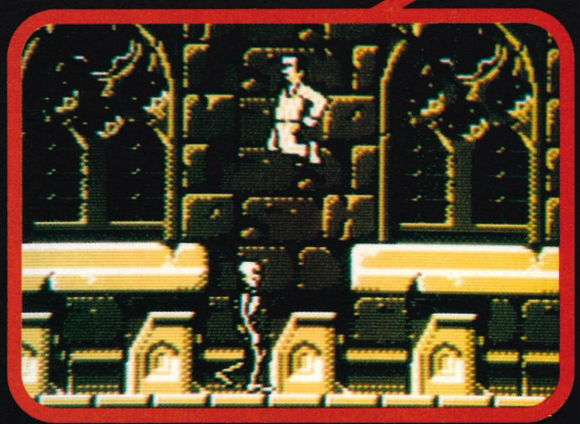
What was their idea? To create a huge playing area on the tiny Game Boy, in which one main character could roam at will in search of various items which would need to be collected to complete the game. It was obviously to be a sort of adventure/strategy type game then really, but with superb graphics and a decent puzzle element too.

As a result, over on the game front then, things started thus. First there was the creation of the very strange and rather peculiar character called Doctor Von Frankenbone (aka Dr. Franken) who in his early days spent most of his time 'hanging out' in a large, spooksome and very isolated 230 room castle, messing around with his Junior Science Kit. Results of early experiments with the bunsen burner and glass phial were hordes of ghosts and ghouls who were left to roam at will around the castle. But later, as he got more practised at his art, Frankenbone managed to create his masterpieces Franky (out of a huge pile of spare parts) and Franky's girlfriend Bitsy.

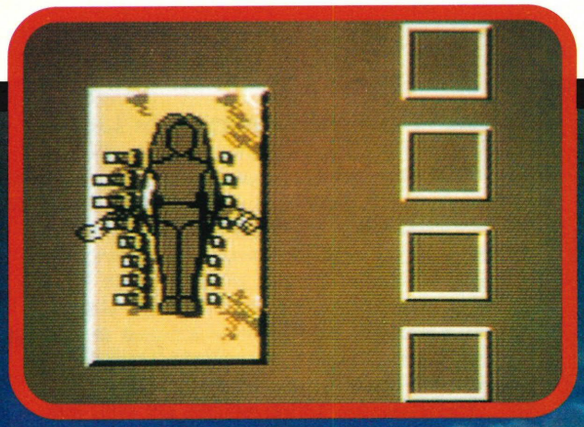
Got that so far? Good. I'll just translate the next bit then and we'll be ready to carry on. (More rustling.)



Flushed with success, Franky utilises the background detail in one of the castle bathrooms and leaps onto the top of the toilet cistern in order to avoid one of the Doc's earlier boney creations.



Each screen is extremely detailed and beautifully drawn showing just what can be done graphically on the Game Boy. As for Franky himself, his Carl Lewis-style long jump helps him get out of trouble more than once in this game.



This is Bitsy, Franky's girlfriend. She's the reason why he's running round the castle in the first place. His beloved manikin was unfortunately dismantled by jealous ghosts and ghouls. Franky has to run round the castle collecting Bitsy's pieces and a number of other items so he can put her back together again. Unfortunately he's not got very far at the moment. Oh dear.

symptoms

- **frantic programmers**
- **deceased scientist**
- **jealous ghosts**
- **dismembered Bitsy**
- **distraught Franky**

Erm, let's see. Er, this isn't as easy as I thought. Excuse me a moment while I just look something up in my dictionary. (Flick, flick, flick.) Symbiosis..., symphysis..., ah here we are, symptom.

'Symptom (simptem) *n.* 1. any phenomenon or circumstance accompanying something and regarded as evidence of its existence: indication.'

Oh yes. This must be the bit where, in programming terms, Mark and Dave manifested symptoms of late nights and frantic programming by creating 16 buckets of sweat apiece while working their fingers to the digits in the Elite labs to take their idea for *Dr. Franken* from original conception to playable game.

First they sweated it out designing the playing area. This consisted of seven floors and 230 rooms, each of which was carefully drawn in great detail and then named. Into these rooms they then put a number of different things. First off for example, they utilised the background of each room by creating tops of pillars, mantlepieces and window ledges which would then be accessible to the main character. Then the main character, Franky, was created with the ability to run, jump and walk through all the various rooms.

Next the rooms were stuffed full of all manner of evil-looking ghosts and ghouls who would cause damage to the main character each time they made contact with him. Power-up items were placed in some of the rooms too, so Franky would be able to replenish his lost energy throughout the game. And finally, various objects and keys were added which the main character would need to access various levels of the castle *and* complete the game.

There were also two special map and menu screens included which could be accessed at any time during the game. The map screen gave access to the blueprint of the floor that you were on, as well as indicating your current position and where you should head for. While the menu screen gave you various options such as Save Game, Reset and so on.

In game terms, Doctor Von Frankenbone's untimely demise had a marked effect on his gang of creations, and in particular on Franky: this manifested itself in the shape of a bout of depression. (Erm, I think.)

You see when the Doc popped his clogs, all his creations were left to fend for themselves in the castle. The trouble was of course, all the neglected survivors from Von Frankenbone's earlier failed experiments; they got a mite peeved seeing his happy couple, Franky and Bitsy, snogging in castle corners every day. So one night they spirited Bitsy away, dismantled her and scattered her pieces around the castle and its grounds. Franky of course, was more than a little upset when he found out. And so began his symptoms of sad decline – depression, loneliness, you name it, he manifested it. In fact he declined so much he shrank in size and refused to oil his bolts.

Next bit.

diagnosis

- **two exhausted Game Boy programmers**
- **one large adventure/strategy game for the Game Boy**
- **unrequited love**

Oh good. At least this bit should be a little easier to explain. You see, I understand this bit. No, really. I do. This is a bit where, having examined all the symptoms of the case, the *Game Zone* surgeon then gets to tell us what they all mean.

On the programming front of course, there's really only one diagnosis she can draw. After spending months and months slaving over a hot Game Boy in the Elite labs, Dave and Mark were obviously completely and utterly knackered. But then, as a result they had managed to produce what appeared to be a rather good strategy/adventure game of gargantuan proportions for the cuddly little handheld .

Over on the game front though, things were different. The star of the show Franky was diagnosed as obviously suffering from unrequited love and deep depression as a result of the really rather brutal demise of his beloved Bitsy.

So what about the cure then? Hold on a sec, I'll just have to plough through this last bit. (Rustle, rustle.)

cure

- **a long, exotic holiday for the programmers**
- **an exploration of the castle for Franky so he can find Bitsy's pieces, put her back together again and restore her to his side.**

Oh good. That lot didn't take long to work out. *And* it seems the cure is dead easy, well according to our *Game Zone* surgeon it is anyway. *(If only a cure for Danni Minogue could be so simple. Ed.)*

All Dave and Mark need to do is get Elite to whisk them away from their dark and dingy programming den for an exotic sun-soaked holiday in the Bahamas.

As for Franky, well his cure is actually going to take a bit longer. And of course he's going to need the stalwart assistance of some dedicated Game Boy adventure/strategy freaks.

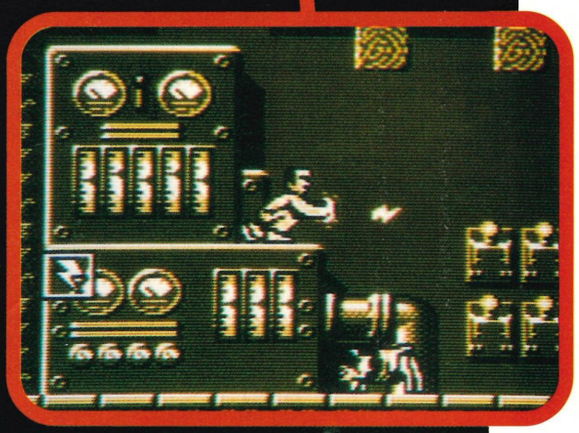
For Franky's cure is to search the castle, find Bitsy's pieces, put her back together again and so live happily ever after, you see. But of course, to do that he's going to have to make his way through each of the 230 rooms that make up Doctor Von Frankenbone's castle, dispatch all the ghouls and ghosts by shooting off the lightning bolts he's armed with, figure out which special items he'll need to collect (as well as how to collect them) so he can gain access to all parts of the castle, find Bitsy's pieces and some thread so he can sew her back together again, then figure out how to bring her back to life.

Remedies eh? They can be a bit hard to swallow sometimes can't they? Unless of course you're one of those people that likes a real challenge.

Because that's what you're going to get with *Dr. Franken*. It's going to be packed with enough action, neat puzzles, in-game tunes, and beautifully detailed graphics to keep you playing for hours. And as Franky, you'll have such freedom of movement throughout the game environment that you'll find more than one way of completing it.

Watch out for *Dr. Franken* – not least because he'll be lumbering into your local console emporium on both Game Boy and NES in the next few months. So when he starts pouring out his woes, you'll know what to do. E

Out: July
Price: £24.99
Publisher: Elite



Down in the dungeons Franky lets loose a few lightning bolts to despatch the odd arachnid. Once he's done that he can then make for the power-up icon in the bottom left of the screen and recharge his energy.

At the recent CES in Las Vegas, a rather fab little Game Boy peripheral made its debut. Called the Work Boy, it served to change your Game Boy into a personal electronic organiser. What a brilliant idea, we thought. Those wiley Jap blighters certainly know a thing or two about electrickery. But wait, the Work Boy isn't a Japanese invention at all, by jingo. It's actually been designed and developed in good old Blighty. *David 'Gadget' Wilson* dug out that old pair of Union Jack boxer shorts secreted in the back of his undie drawer and hotfooted it to the Source.

work boy work source

How many times have you had to throw your Dad off your console? It's a nightmare, isn't it?! Well, you'd better watch out Game Boy owners 'cos this situation is going to get worse with the introduction of a brand new 'grown up' peripheral for Nintendo's handy handheld.

It's called the Work Boy, and it was unveiled at the recent CES show in Las Vegas.

Nintendo's Game Boy is big business. There are an estimated 30 million Game Boy owners worldwide. This Christmas in the UK alone Nintendo shifted over 300,000 of its lovable monochrome handhelds making it the best selling 'toy' of the festive season. It's also the console that breaks down barriers; recent research suggests 40 percent of owners are aged over 18, and a similar proportion of American Game Boy owners are female. Added to this universal appeal, those game carts are just so darn addictive.

Nintendo's success was visible by its showing at the CES – it virtually had a whole hangar to itself, filled with its own products and those of its developers, but there was little on offer that was radically different – little that is, except the Work Boy. Having been impressed by the demonstration on Fabtek's stand, I approached Frank Ballouz, Fabtek's founder who introduced me to the developers.

Having travelled around seven thousand miles to visit the show it was quite a shock to discover that this impressive little utility had been designed and developed in Otley, nine miles north of Leeds in the heart of the Yorkshire countryside. It comprises a clever little keyboard and stand assembly, offers a dozen impressive functions, and is the brainchild of Source R&D Limited.

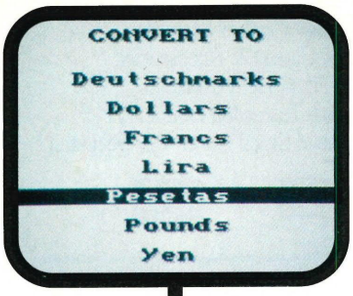
so what does the work boy do?

The Work Boy boasts twelve main functions, but some of these sub-divide further into yet more. When you very first switch it on, you'll have to input your home, (the nearest city out of 180 places worldwide) the date and time. This enables the Work Boy to calculate foreign time zones and telephone dialling codes in relation to your own. The keyboard is powered by two of its own 'hearing aid' type batteries and these enable it to store the time and alarm even when your Game Boy is switched off. Dependent upon what you touch first, the Work Boy can be operated by the keyboard or by the Game Boy joypad. Using the latter, a digitised keyboard appears with a pointy hand cursor (though of course you can only input text via the keyboard).

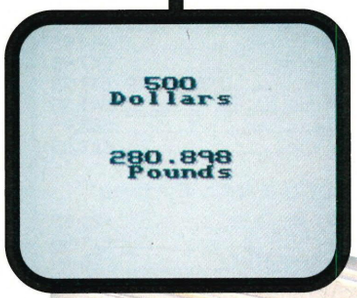
1 **Clock this. It's er... the clock. You'll see a clock face graphic with the analogue time, a digital time and the date.**

2 **This chap is the diary function. It lets you set the four alarms – a priority alarm, a birthday reminder alarm, a Christmas alarm (nice tune), and er, a bleeper alarm. You can also input up to thirty little messages so when the alarm goes off, you'll know what you're being reminded of.**

3 **Blimey, the temperature's rising. But is it in Celcius or Fahrenheit? Well, with this handy thermometer function you can convert the two.**



4 By inputting the current rate of exchange you can calculate how much that five pound note burning a hole in your pocket is in different foriegn currencies.



5 This tell-tale icon is the calculator function and turns the Game Boy into a basic calculator with memory function.

6 Want to know what day it was on January 1 1905? How about March 3 2001? This calendar lists the dates from January 1 1900 to December 31 2055.

7 This function converts between US gallons, litres, pounds, metres and all manner of imperial metric and weird measurements.

8 This is the main set up function. From here you can choose to clear everything, find out how much memory you have remaining, and change your 'home' (if for example you're on holiday and want to know times relative to your new location).

9 This is the main database and address book. The database incorporates a search facility and can store between 58 and 200 entries (the shorter the message the more you get). The address book holds around 58 addresses. There's also an autodial function from the address book that will dial telephone numbers for you if your phone boasts a digital exchange.

10 From this icon you can access two main features. There's a translator and the world map. Input Tokyo, for example, and the Japanese capital will be highlighted on the map, you'll be treated to a rendition of the Japanese anthem and you'll also get the time, date, and telephone dialling codes relevant to your home time zone.

The translator offers translations into five major European languages, English, French, Italian, German and Spanish. You can either type in a word you'd like translated or you can choose from a selection of headings like 'restaurant', 'hotel', 'hospital' for a list of useful vocabulary.

11 This is the function for all budding accountants! Here you can keep a running tally of your finances. Input your starting balance then add up to fifty credits or debits, each with an explanatory message. The Work Boy will keep a running total as well as letting you review all your records. If you keep adding transactions the machine will delete the oldest entry in favour of the newest.

12 This is the DTMF dialler. Either input the phone number, hold the Game Boy next to the phone and let it bleep it into your digital dialing system or else set the keyboard to bleep as you type.

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Game Boy turned work station. It's so sweet!

stand by your boy

The Work Boy is as neatly designed as the Game Boy itself. Moulded in the same coloured plastics, with matching purple and dark grey keys the keyboard is roughly the same dimensions as the handheld. It comes with its own stand that doubles up as a holder allowing the Game Boy and keyboard to clip together for gameplaying (it just makes your Game Boy a bit fatter), and also as a stand to hold your 'Boy upright. In this position you can plug in the keyboard and lay it in front for a handy minature work station.

Well, it's a pretty neat little utility, isn't it. But when will it be available? Well, the Work Boy is destined for release in the US around June this year and will probably retail for around $79 – the same price as the handheld itself in the US. In the UK it's expected to be available soon after the American release though like the console itself, the price of the peripheral will probably be nearer £70. Still this combined price compares very favourably to the cost of custom made personal organisers (and you can't play games on them).

So what of the future? Where will we go from here and what of the connotations for gameplayers?

Once the Work Boy is put to bed, a PC link up will be offered to enable users to download the Work Boy to an IBM compatible PC. Then, in addition to the game development currently underway, Source will get to work on Work Boy 2. Improving and building upon the functions of the ground-breaking first utility, Work Boy 2 is planned to offer a form of text editor that could then enable you to use your Game Boy for word processing! The potential is mindboggling. As far as game potential is concerned, several game publishers have apparently been approaching Source to use the utility for creating games with a text interface.

Eddie Gill, Source's Production Manager is also keen to produce a game design program to be utilised with the Work Boy and which incorporates a sprite designer. In an industry dominated by Japanese technology, it's reassuring to find a British company producing such an innovative add-on. It also looks like there could be plenty to look forward to from Source in the future. E

(From left to right) The Source team: Eddie Gill, Wendy Burgess, Chris Gill, Ian Richards, Jason Benham and Ray Lenik.

human re-source

Here's some of the Source team. They are Ray Lenik (managing director), Eddie Gill (research and development manager), Ian Richards (Work Boy programmer who'll be working on the NES version of *Pyramids Of Ra* next), Chris Gill (Eddie's brother, musician, and graphic designer for the Work Boy), Wendy Burgess (reponsible for all the translation and geography research for the Work Boy) and Jason Benham (programmer of *Noah* on the NES). Source was established by Ray and Eddie back in 1987 and prior to devoting itself to Nintendo console development in 1989, was the company behind several home computer hits like Activision's *SDI* and *Predator*.

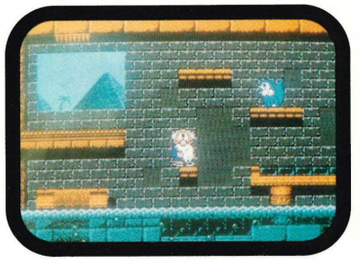
a game source too

As well as developing the Work Boy, Source is also developing titles for publication by Matchbox in the US. Four titles are in the offing for NES, Game Boy, and ultimately Super NES.

Noah's Ark is a platform romp based loosely upon the Biblical tale and the brainchild of designer Ross Harris. In the role of a rather cute Noah you'll get to visit seven continents (each comprising three levels plus an end-of-level meanie). There's also a hidden bonus level in each of the normal levels – an extra 21 levels!

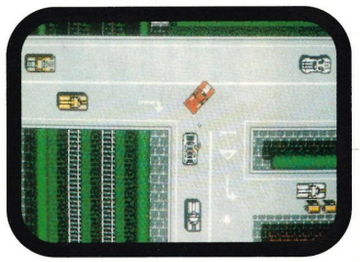
In each continent you'll have to to rescue an animal to complete your collection for the ark. Unfortunately the animals have been snatched by villains and these self-same nasties do their utmost to hinder your rescue attempts.

Noah has some rather neat power-ups which help him metamorphose into Stone Noah (invincible to spikes and other hazards), Fish Noah and Flying Noah. Still you'll need all the extra help you can get to outwit the giant end-of-level baddies – these include a giant spider, a giant wasp and an evil plug! *Noah* is shaping up really well on the NES with colourful smooth graphics and hectic multi-faceted gameplay. As well as avoiding the bad guys, you'll have to avoid getting trapped in the landscape by the scroll of the screen, and you'll have to cope with the rising flood that slows you down.

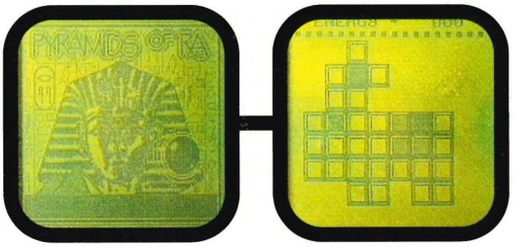


Noah, Noah and thrice Noah.

Pyramids Of Ra is a fiendishly addictive Game Boy title programmed by Andrew King (an NES version will follow) boasting circa 7,000 levels! Bouncing a little ball chap around a grid of destructible tiles and back to your starting point may seem easy at the start but once one way tiles, moving tiles, and multi-bounce tiles are introduced the gameplay gets frenetic! *Pyramids* is definitely a title to look out for in the future. Further off will be *MotorCity Patrol* – a top down cop chase-and-race title and *Racers* which has a 3D isometric viewpoint with banking, jumps, tunnels and even attacks from other drivers!



Race and chase fun in *MotorCity Patrol.*



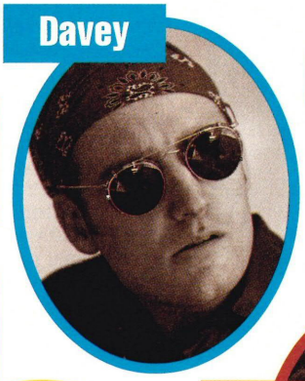
This is *Pyramids Of Ra*, a fiendishly addictive puzzler. Bounce a ball on each tile – but leave a path back to the start!

revi

the cartridge family

By day they write about console games, but in the evenings they sing about hope, faith and poor people. They're The Cartridge Family; they love the world, the world loves them ("...and adventure is never far away." Bored regular reader). This month a letter has arrived asking our magnanimous octet to be kind enough to do a charity gig. "They'll do it," you may say - but not necessarily so. We join them as Lord Paul finishes reading the letter in question..

Lord Paul "...So it's our duty as The Cartridge Family to agree," said Paul, as he folded the letter carefully and placed it on top of Duncan's slightly knackered 50 watt Marshall amplifier stack. Davey thought for a second and then spoke his piece... "I'm not so sure," he said. "A prison gig, you say?" "Yes," explained Paul, "all proceeds will go into the prisoners' rehabilitation fund. What's wrong with that?" "It sounds a bit funny somehow," Davey said. Janey wondered if there were any blind babies in the prison. Paul said that there probably weren't.



Jackie "I think we should discuss this before agreeing to go ahead and play," said Jackie. "After all... a prison?" Lord Paul sighed. "It's not as if we're condoning crime. All we'll be doing is playing a few songs, bringing some joy into the lives of a lot of unfortunate people, and..." "Unpleasant people," interrupted Jeremy. "No unfortunate people," repeated Paul. "The inmates have strayed from the straight and narrow; now they're paying the price. We can't punish them further. I say we play, it's the only thing to do."

Jeremy "So what about the people who have stolen money from children's homes?" asked Jeremy. Paul obviously hadn't thought about this particular crime, so he raised an eyebrow without speaking. Janey was horrified: "Blind children?" she gasped. "Yes," confirmed Jeremy, "all sorts of children – children who were dumped outside shops in carrier bags as babies. Children whose only hope was that they would one day be loved by a caring family." Janey was now beside herself: "They had all their money stolen!" she sobbed.

Davey "And what about car thieves?" said Davey, jumping on Jeremy's bandwagon. "My aunt had her Allegro stolen in 1981. She paid 200 pounds for it, and it was taken from her front drive the very same day – before she'd even got round to insuring

ews

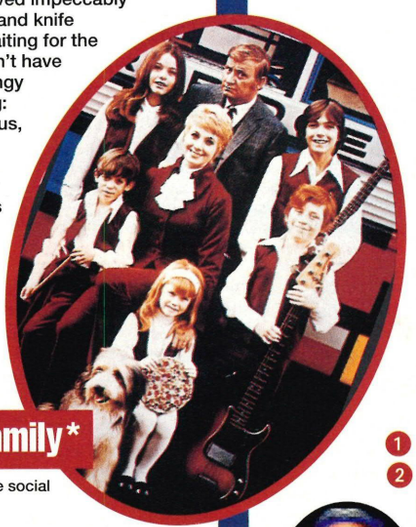
it. I don't want to play my synth in front of any car thieves." Jackie agreed, but felt Davey was over-reacting: "I don't think car thieves are actually 'evil' people. They're just sadly misguided. The fact that one even bothered to steal an Allegro proves it."

Viv The Cartridge Family's pragmatic percussionist could always be relied upon to resolve an argument. She spoke calmly and sensibly, addressing Paul in particular. "I think we all agree that orphanage burglers are a no-no, but apart from those offenders, the concert would be in a worthy cause". Everyone nodded. "But we can't separate the inmates into two groups like that!" said Paul. Teresa disagreed. "Okay then, if that's how you feel, you can phone the governor and tell him our terms. I'm not going to."

Teresa Teresa phoned the prison and told the governor that the Cartridge Family would gladly play their particular brand of folk/skiffle fusion in front of all assembled, as long as the prison's small group of orphanage burglars were excluded from the proceedings. She apologised once more. "Why apologise?" replied the governor, "That's how we always do it... The D-wing inmates wouldn't have attended the concert anyway." The Cartridge Family had just wasted 90 pence on a peak rate telephone call.

Janey After two hours of minor engine work, the multi-coloured tour bus fired up, and the Cartridge Family were finally on their way to HM Prison Biggleswaide. "I've got a brilliant new tambourine riff," said Janey, rattling her instrument excitedly. "Does anyone want to hear it?" The others told her that they would like nothing more. (Janey's tambourine riffs were works of genius and came directly from her heart, pulsing to the rhythm of pure love.) She started to shake... 'Rttt-a-ttt, rtt-a-ttt, rtt-a-ttt-a-ttt-a-ttt'. Everyone cried tears of joy, and hugged Janey.

Dunc The prisoners behaved impeccably (even the arsonists and knife merchants) and sat quietly, waiting for the gig to get underway. They didn't have long to wait. After Dunc's twangy bass intro, Paul started to sing: "The outside world is open to us, but it isn't open to you... you'll have to wait until you've done your time, nonny nonny nonny nonny noo." When the gig was over, the prisoners cheered and threw red roses to Jackie, Teresa, Viv and Janey. "God bless you all," sobbed Janey. "No," cried all the hardened lifers from the back row, "God bless The Cartridge Family."

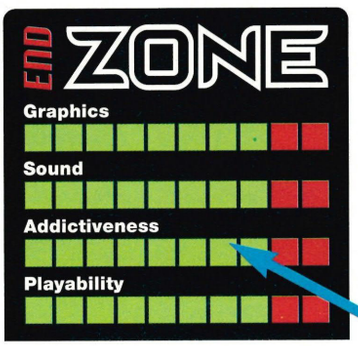


The Partridge Family*

*Concerned with both music and the social welfare of a bunch of old lags.

end zone

Are you all sitting comfortably? It's explanation time. Everything you ever wanted to know about *Game Zone* reviews but were afraid to ask.

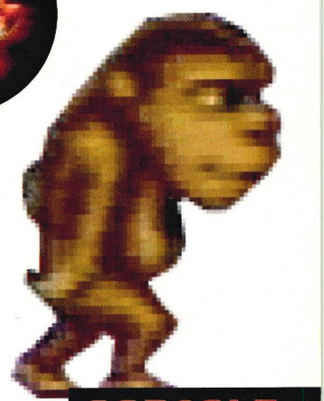


OVERALL 85

Out: February **Price:** £39.99
Publisher: Electronic Arts

Scores are broken down into four categories, Graphics, Sound, Addictiveness and Playability. In each of these categories the game is scored out of ten and it all looks a bit like a graphic equaliser. It does so too, we spent hours designing it.

The overall score is out of a hundred. It is not an average, total or square root of the other four scores, it's a complete stand alone, do its own thing, 'who needs friends anyway?' sort of score. In fact you could just read this and ignore the rest of the review but then we'd all be out of work and you wouldn't want that would you? (Well we wouldn't.)



game zones

Games reviews are divided into three different categories. Console covers the big sit-on-the-table-and-look-threatening machines while Handheld takes a peak at their small but juicy relatives. That leaves the wacky world of Import, games which haven't been officially released in this country but are available from the so-called Grey Importers.

CONSOLE
HANDHELD
IMPORT

MEGA ZONE

Games scoring 90 in their overall (not at all average) score win a Mega Zone which isn't a new ice cream from Lyons but shorthand for "This game is the complete and utter business".

ZONE GROAN

Games scoring below 20 get a Zone Groan and a one-way ticket to the bin.

what's on

Somewhere in the midst of the *Game Zone* office is a table. It is a very messy table. On that table sit all the games that are so good they never make it back to the Games Drawer. So what is it this month that's kept us in the office long after the last bus home – apart from fear of the sack?

1. **SF Soccer** Super Famicom
2. **Hunt For Red October** Game Boy
3. **Speedball 2** Master System
4. **John Madden '92** Mega Drive
5. **Tiny Toon Adventures** Game Boy

buck rogers

countdown to doomsday

Buck 'sex pistol' Rogers; a desert runner called Spock; Norman Tebbit; one of Madonna's bodyguards; come and see my puppies; Daly Thompson; a scaly reptile called Cheggers...

MEGA DRIVE

Buck Rogers and _Tim Ponting_. One of them is the hero of _Electronic Arts'_ new game; the other has a penchant for bell bottoms and flared collars and is reviewing it. But which one? Read on and find out.

Anthony 'Buck' Rogers: the name that launched a thousand really rather crap TV series; a face that only a Venusian acid frog could love; a pair of trousers only a bombed out Seventies hippy chick would want to own. All this and more in Electronic Arts' seemly conversion of the PC and Amiga role-playing adventure classic, *Countdown To Doomsday.*

Just in case you spent the last four centuries floating in orbit in cryogenic suspension and missed either the books or the comic strip or the film or the completely crap TV series (lucky you), here is the Buck Rogers low-down. Buck Rogers has spent the last four centuries in orbit in cryogenic suspension after the destruction of his spacecraft during an attack on a Soviet satellite. Revived after a chance discovery, he awakens to discover the Earth under the control of a corrupt regime called RAM (Russo American Mercantile) which rules with an iron hand and a wooden foot. Siding with a young bunch of soul rebels called NEO (New Earth Organisation), he reaches number one with his hit 'Hippy Flares' – er, sorry, er, no, he destroys the orbital weapons platform Gauntlet and RAM withdraws from earth to its stronghold Mars. "The victory seems easy... too easy" says the manual. Too bloody right.

A body drifts into view... Don't worry, it's armless.

where on earth do I feature in this?

You control a young band of newly signed up NEO rebels. *Countdown To Doomsday* is your story. The game begins with an animated sequence of an eerily lit face readying a Doomsday laser and initiating a countdown to the destruction of the earth. ("Whorra rotter" in the immortal words of Cilla 'Book Rojes, whorra hoonk, and he's frum orbit' Black.)

Meanwhile, having signed up with NEO, you're just about to head off for Salvation (the NEO space station in orbit round Cyril Smith) when RAM attack the space port. And from then on, you're on your own, fighting for the greater glory and the survival of the earth.

the game

Countdown is a role-playing game, which means two things: first of all, there's a lot of time spent faffing about creating characters and caretaking their gear, weapons and so on, and secondly it's the plot that counts rather than the action. As a result, Bucky takes some getting used to and is balls-achingly slow until you suss out how to navigate the game system.

Countdown is based on the Buck Rogers RPG which in turn is based on the *Dungeons And Dragons* system, so if you're familiar either with any of the *D&D* games on paper or computer, you'll have a head start. You start off by creating a set of characters (any six of which form your party). The computer randomly generates their vital statistics (strength, dexterity, charisma, tech knowhow etc). You choose their race, sex and profession, either warrior, rocket jock, medic or rogue. If you want to be a hairdresser – tough.

skills for kills

This is the screen you come to when you train characters between game sections.

1 **Career skill:** Your main specialisation. Trousers is a 'hard' man, so his specialisation is in battle tactics/leadership.

2 **Training units:** These icons show how many training units you have left to allocate between the career skill and the general skills.

3 **Skill units:** This shows the level of training you've received for each particular skill. Trousers can handle himself in zero gravity, and he ain't bad at repairing rocket engines either.

scrapping with an alien

This is what it looks like when you're cornered by a load of experimental combat gennies. Combat is performed on a turn by turn basis. You select your actions by clicking on the appropriate icon at the bottom of the screen.

1 Target: Click on this, then position the crosshairs over your preferred target. The meaner, uglier and less well endowed the monster, the better. You can pop out into the equipment screen to alter the weapon you're using. Knitting needles ahoy!

2 Move: Click this icon and use the control pad to move around. The more you're carrying, the less far you can stagger. Oh, and if you're in space, you need to pass a zero-g manoeuvring skill check, otherwise you're giggered. (Sorry to use jargon, sometimes it's unavoidable.)

3 Quick: An excellent icon for the impatient – click this and the computer controls the character in combat as it sees fit until interrupted. Great for boring fights against namby-pamby opponents. (Rare.)

4 Wait: Moves the character's turn to the end of the round. Useful, for example, if you want to throw a grenade but want to give everyone the chance to get out of the way first. On the other hand, so can your opponents, but still...

5 End: Forfeits the character's turn.

Then you train them in various skills, either associated with their profession (rogues are good at bypassing security for example) or more general skills (like fast talking). At which point you're ready for anything, as long as it isn't too dangerous and your mother will let you stay up late.

As you progress through the game, you accrue experience points (from making the right decision or winning in combat) which every so often reach the threshold required to go up a level. (Each character begins at level one.) This increases your prowess and gives you the chance to improve or learn new skills.

exploring your surroundings

Basically, *Countdown* is all about wandering around looking for clues and killing things. Action takes place from an isometric-3D-from-a-bit-above-and-to-the-left viewpoint, with a single figure representing your party. You wander around, trying to perform your next task (like finding a store of argon gas and then going to the air filtration plant to release it) until you encounter a hostile force; at this point the view zooms in on your party and the single figure is replaced by separate figures for the various characters and creatures involved in the combat. The fighting itself is not an action sequence; characters move and fight in 'initiative' order. Move into position, select an appropriate weapon and attack. After the battle, characters with medic skills tend the wounded and any equipment left lying around by the enemy (armour piercing heated hair tongs, knitting needle guns etc.) can be salvaged. Oh, and experience points are allotted depending on how hard or shandy the enemies were.

The actual plot breaks down into individual episodes which are performed – more or less – in a specific order. For example, after you survive the RAM attack on earth, you are transported to Salvation, the NEO station, where you lick your wounds, suck a few beers, train in the gym before being sent off on your next mission to a derelict spaceship full of horrific mutant Millwall fans. After this is complete, you have a chance to recover on Salvation before completing the next leg of your mission.

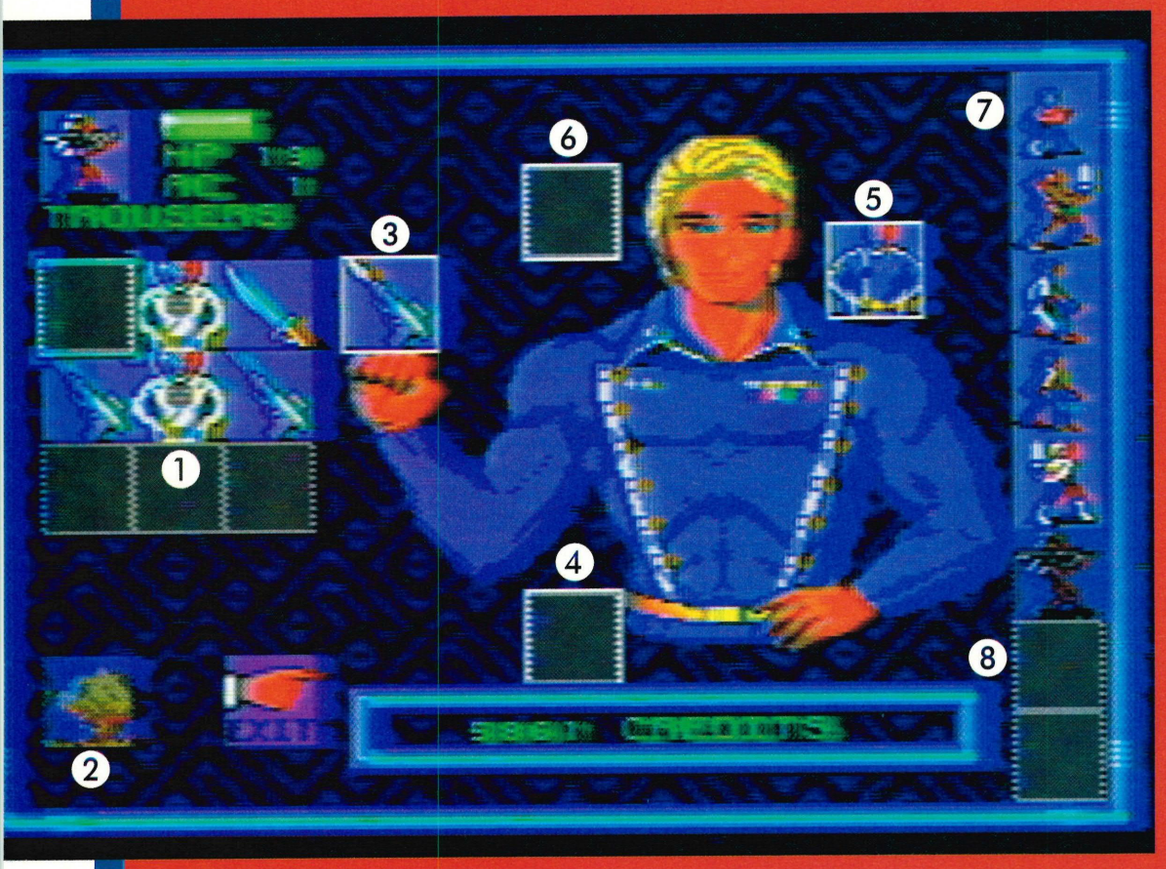
As well as the 'feet on the ground' adventuring, you have the opportunity to travel around the solar system in the Maelstrom Rider, a fairly crappy NEO cruiser that no one would be seen dead in – a sort of intergalactic Ford Cortina. You travel around on a viewed-from-above plan of the solar system, eating up fuel on the way. You may encounter enemy craft, but since they're usually bigger, faster and better

i'm game if you are

This is the main option screen that meets you when you start adventuring. In this case your team is at the top. Note Maggie Philbin and Trousers, legends in their own underwear. The icons (from left to right) – create character, drop character (cruel), save game (up to three can be saved), restore game and begin adventuring.

This is the screen where you create characters. Here we have a female human rogue who is tough as old rope (high constitution) and about as attractive as a cheese grater (low charisma). I think we'll call her Maggie Philbin.

how to handle your equipment (gnuff)



This is the screen from which you control what's in your backpack, what's on your belt, what's over your eyes and what you've got in your hand (chortle).

1. **Items carried:** Trousers (for it is he) has two laser pistols, two spacesuits and a rather silly pirate's cutlass in his knapsack.
2. **Drop/sell:** This atom bomb icon lets you drop or sell items. Why an atom bomb? Ask the game designers.
3. **Readied weapon:** This is what you're carrying to hand, ready for all eventualities. Trousers has a heat gun in his. Make of that what you will, provided it's smutty.
4. **Ready ECM packs:** This is where you keep your electronic counter measures, useful against smart bullets and your best friend's vile sister who keeps on sitting next to you at parties.
5. **Ready armour:** What you're actually wearing. Trousers is wearing a one-piece SmartSuit. Flared, of course.
6. **Ready goggles:** Shades for the well dressed space cadet. Yo man, chill, I mean, damn, I forgot my protective goggles.
7. **Character icons:** You can switch to other characters in your team from here.
8. **Trade:** Pass items around from character to character by dumping them in one of these two boxes. Works with infectious diseases too.

armed, you'd be advised to go back to the day job as an extra on *Brookside* if you think attacking is the order of the day. Er, "bitchin'" as Patrick Moore would say if someone wrote it into his script.

If you do get into a space tussle, the system is turn-based just like the hand to hand combat. You get a chance to hold the ship together with string, squeezy bottles and sticky-backed plastic during combat, provided your characters have jury rig skills. If they don't, expect to drift around derelict until you get 'picked up'. Chortle.

verdict

Massive role-player set in the 25th century, cumbersome but addictive.

So how does Bucky shape up as Mega Drive games go? The graphics are okay, though you can hardly admire the glorious animation, parallax scrolling and beautiful backdrops. It ain't that type of game, though it would be true to say that the various 'scenes' that accompany the adventure text are fairly pretty and ooze Fifties comic-book atmosphere. The storyline is what keeps the game alive. Let's face it, the *D&D*-like Buck Rogers role-playing interface is only going to appeal to the spotty 'take the hand cream out of the back pack, ready the rocket launcher and swap battle armour with Zarquon' brigade of adventurers. No, it's the instantly appealing one-more-go-ness of the plot that keeps you coming back for more. At any one moment you know who or what you're looking for, but you don't know who to trust. Each time you meet a grisly end, you wonder whether you might have survived had you turned left not right...

Countdown To Doomsday is first and foremost a romp through a comic-book adventure. If you enter into the spirit of things and put a goldfish bowl over your head, grab a mop and wander round the house shouting 'exterminate' then I reckon a) you're bleedin' bonkers and b) likely to enjoy taking Bucky for a spin. If, however, *Shadow Of The Beast* is your idea of a good blast, *Dungeons And Dragons* is something that all the people in the world you despise most do in their spare time and the Buck Rogers story has all the whimsical appeal of Joanna Lumley in *Lovejoy,* then avoid this game like Jeremy Beadle. You have been warned.

(But what do you think of it? You told me you were a bloomin' games reviewer, not TV critic of the Beano. Ed.)

Um... it's really rather fab. Addictive plot, plenty of collecting items and shuffling them around your body in a RPG-ish sort of way (oo-er) and loads of monsters to shoot and weapons to shoot them with. Pass the goldfish bowl, I've come over all Joanna Lumley-ish... *(Watch the word order. Ed.)* E

Explore your surroundings in a zoomed-out version of the combat screen. The single figure represents your entire party. Speaking of parties...

END ZONE

Graphics

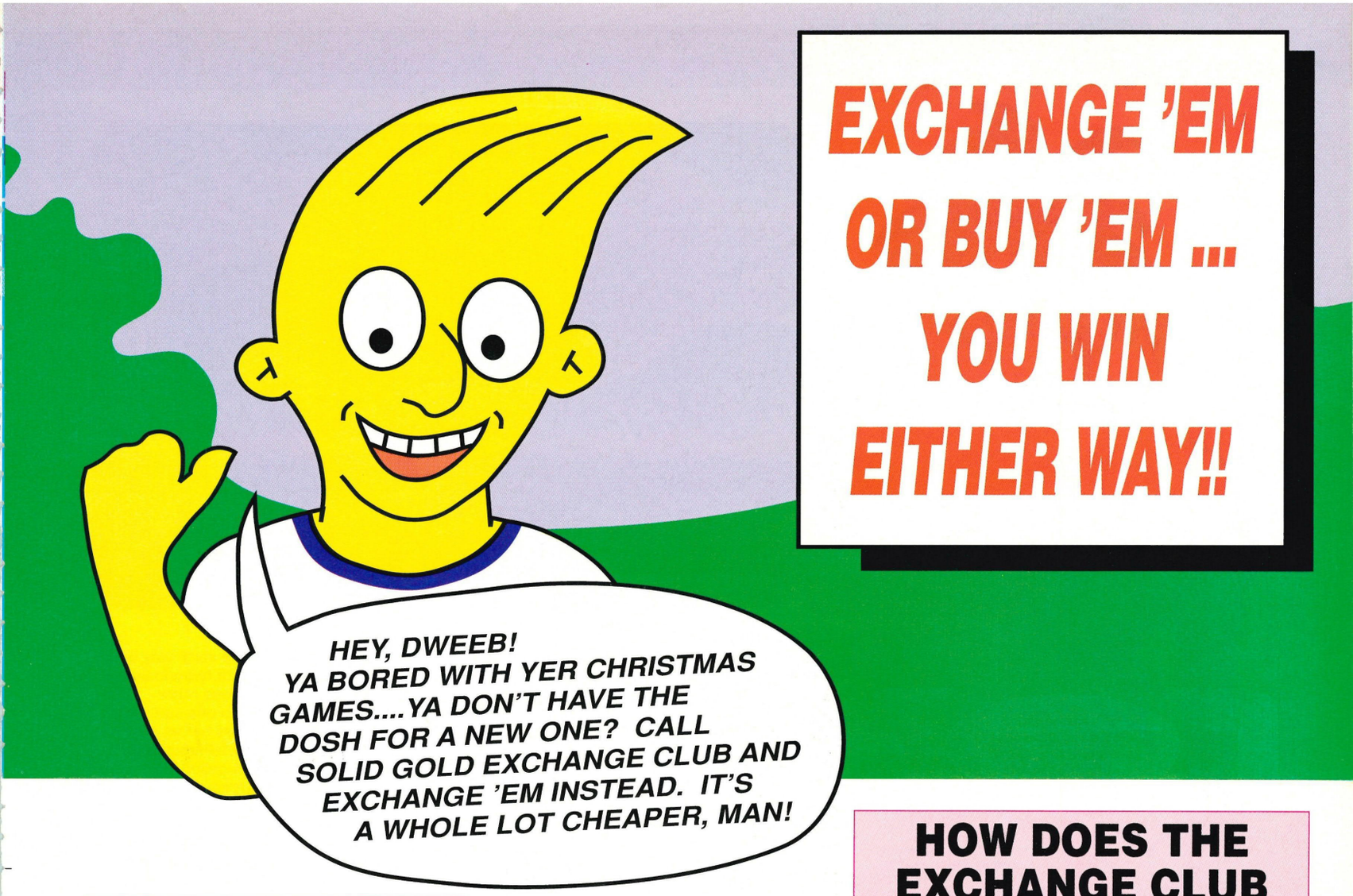
Sound

Addictiveness

Playability

OVERALL 83

Out: Now **Price:** £49.99
Publisher: Electronic Arts



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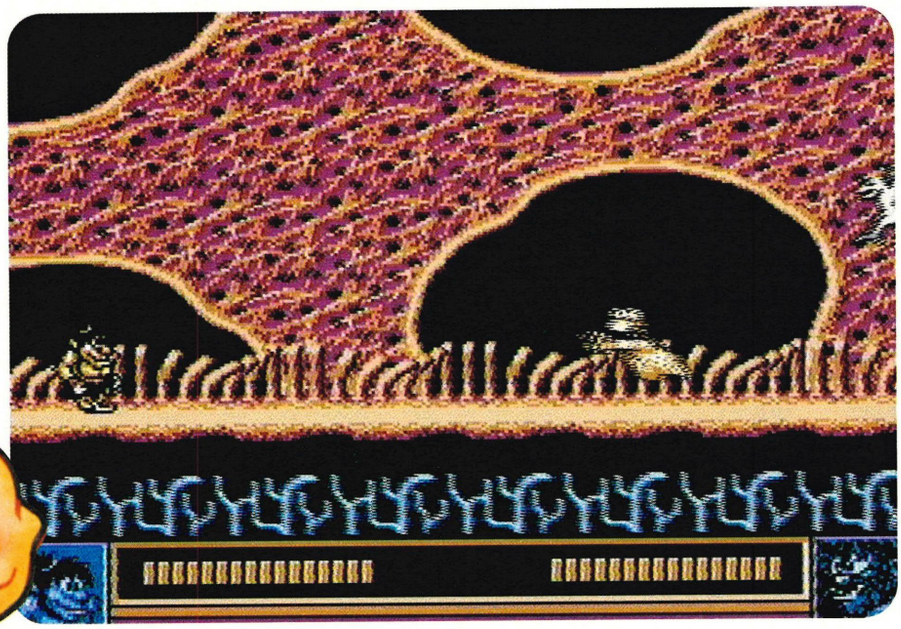


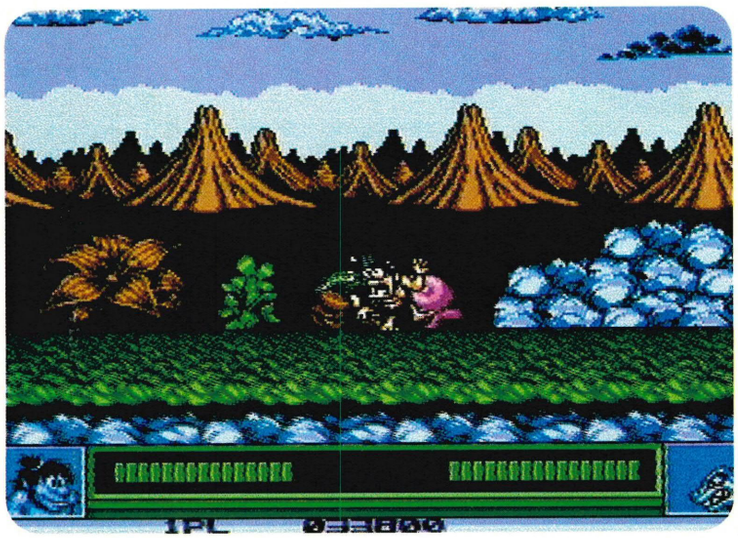
Quick get a spatula! I'm trapped in a load of magnified cheek cells!

caveman

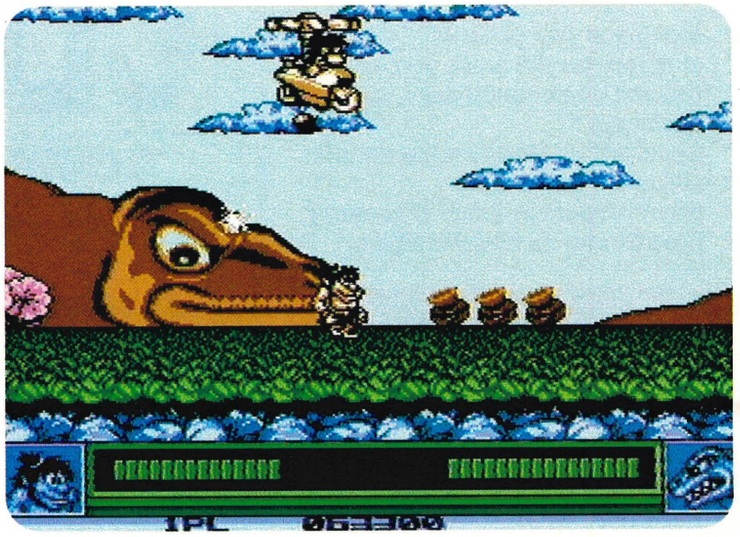
We've had ninja turtles and ninja hamsters. We've even had *The Last Ninja* - twice. But who was the first? *Caveman Ninja*, of course. Leopardskin nappy-loving *Marcus Berkmann* bravely turned his back on modern civilisation to find out more...

He stalked the earth way back in the days of tyrannosaurus rex and various other dinosaurs no one can spell. Thousands of years before anyone even thought of the Flintstones, CN, as his friends called him, kicked, beat, screamed, chopped and back-flipped his way through ancient times, with nary a scratch on his loincloth. Men were men, and pterodactyls were in trouble.

But hang on a mo. Elite's *Caveman Ninja* may be a rip-roaringly violent prehistoric slasherama, full of unnecessary



Mac encounters a prehistoric Indian reservation. Him Running Eyesbulging.



Don't look now but what looked like a mound of earth is contemplating you for lunch.

violence and gigantic reptiles, but it's a little short on the old kicking, beating, screaming, chopping and back-flipping. *Caveman Ninja* ain't really a ninja at all – he's just some geezer in a leopardskin nappy who throws things at dinosaurs. Caveman, yes. Ninja, no.

Still, as arcade conversions go, this isn't bad at all. In this shoot 'em, crush 'em, flint 'em up of an arcade adventure you must play palaeolithic caveman Joe or Mac out on an errand to rescue your chicks who have been kidnapped by marauding rival cavemen. Being pretty macho marauders, your pride, and the theft of your chicks, must be avenged. To rescue the girls, however, you'll first have to battle your way through five levels of prehistoric pandemonium fighting off various dinos and crazy cavemen as you go.

Now NES games have rarely been known for their graphics, but just as it took time before the programmers got the max from the Spectrum and the C64, so it seems to be proving with the old Nintendo. Here's another game that looks an absolute treat. Caveman Joe is a healthily proportioned sprite, and some of the dinosaurs he faces are quite superb – big, nasty and very very colourful.

The backgrounds are pretty impressive too: a little fussy, perhaps, but great to look at. Joe runs from left to right, trying to kill anything that moves, and there's not a lot that's staying still. Beautifully animated – his running motion is one of the best I've seen in ages – he also pulls odd faces when he sees the end-of-level nasty – and I must admit I would too, so huge and apparently invincible are they. I worked out a way of removing the first six of these, but the seventh one gets me every time. He's bleedin' ginormous!

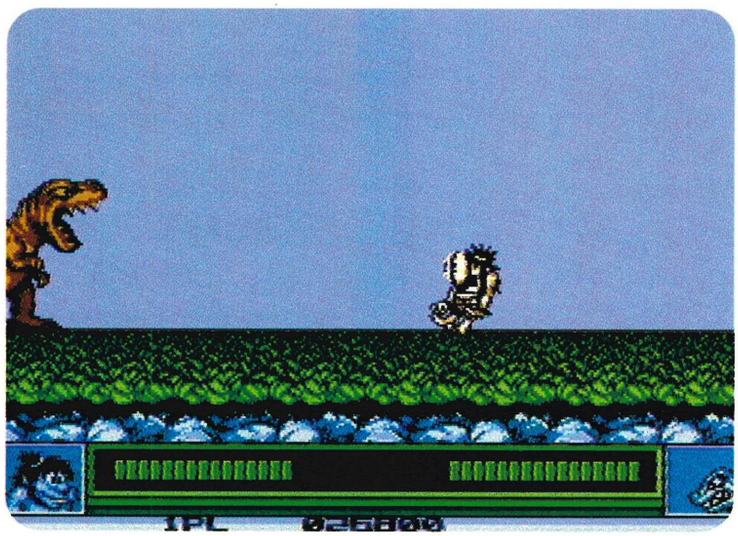
Fortunately there are occasional bits of food to pick up – as long as you kill enough nasties, that is – and these re-energise you for the fight ahead. Different weapons also become available as you dispose of your enemies – a stone wheel, a flint, a boomerang, and best of all, fireballs which not even the largest and worst tempered brontosauruses greet with indifference. There are ten different locations which recur after you've solved them the first time around in ever harder versions, making a respectable 70 levels in all. And, most impressive of all, there are actually some sampled sounds you can understand – virtually a first for the poor old NES.

verdict

Beautiful but slightly sluggish coin-op conversion with action aplenty.

My one and only qualm, in the end concerns the game's speed. Old Joe may be a nifty fighter, but he's not the fastest I've ever seen. Firing weapons seems to take him about a week – you can press the keypad, go out and make a cup of tea, and come back to see the stone-axe (or whatever) missing the mark by miles. To some extent you get used to this, but in the end I found it terrifically frustrating. Posting your instructions to Joe would probably take less time – as long as it wasn't the pre-Christmas rush and you still had cards to send to Australia.

It could be that speed has been sacrificed for good looks – a choice that presumably had to be made by the beleaguered programmers. But, despite its sluggishness, *Caveman Ninja* is still very playable – if anything, prehistorically so. As the man said, yabba dabba doo. E



I knew I'd have to give up tea and coffee. The caffeine's prised my eyes wide open.

ninja

END ZONE

Graphics

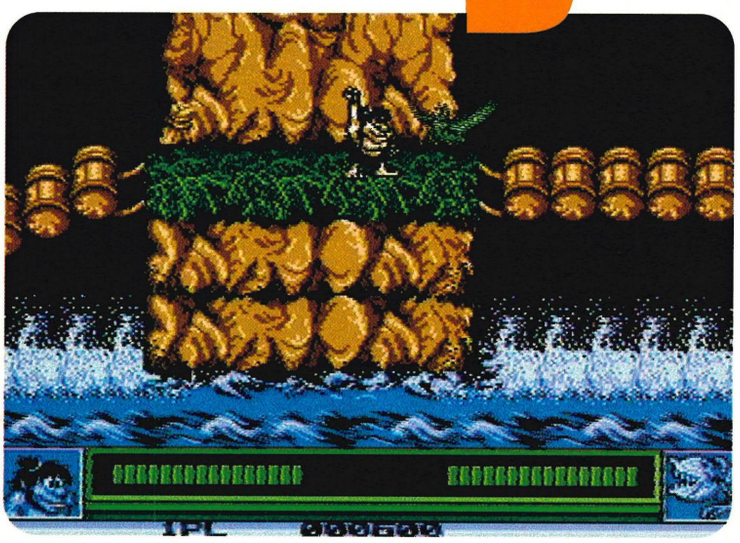
Sound

Addictiveness

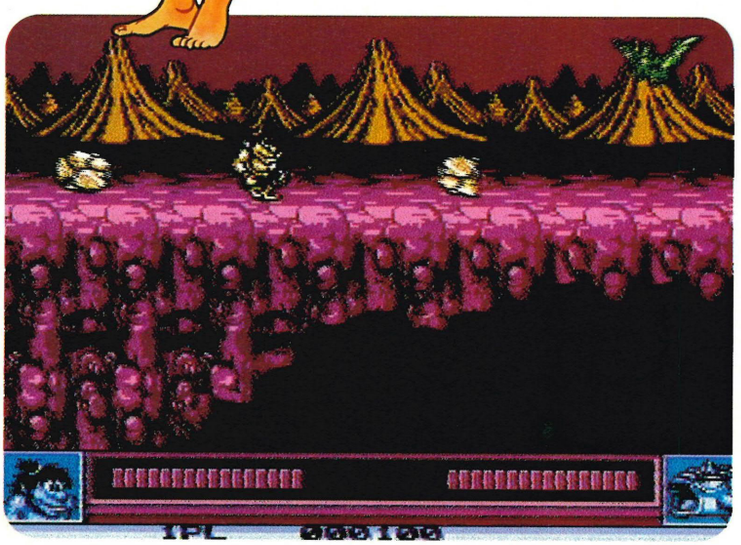
Playability

OVERALL 82

Out: May **Price:** £35
Publisher: Elite



Preparing for a double back-flip salchow belly flop is Joe from the Ducklings.



Joe stumbles upon a prehistoric girl guide camp – a fate worse than most fateful things.

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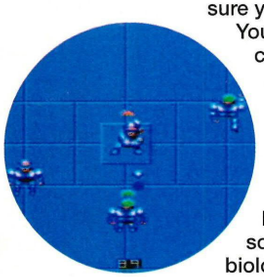
MEGA ZONE

Duncan MacDonald once got one of his testicles caught in the window of an Intercity Express train as it thundered past the station platform where he was standing. This of course meant he had the relevant experience to review *Speedball 2*.

Speedball is a futuristic sport which is a bit like Australian Rules Football – there aren't actually any rules at all. No boring referee will pop onto the pitch during a match and say "Hey, you can't do that," because you *can* do that – you can do whatever you want. The only thing you need to make sure you *don't* do is not score goals.

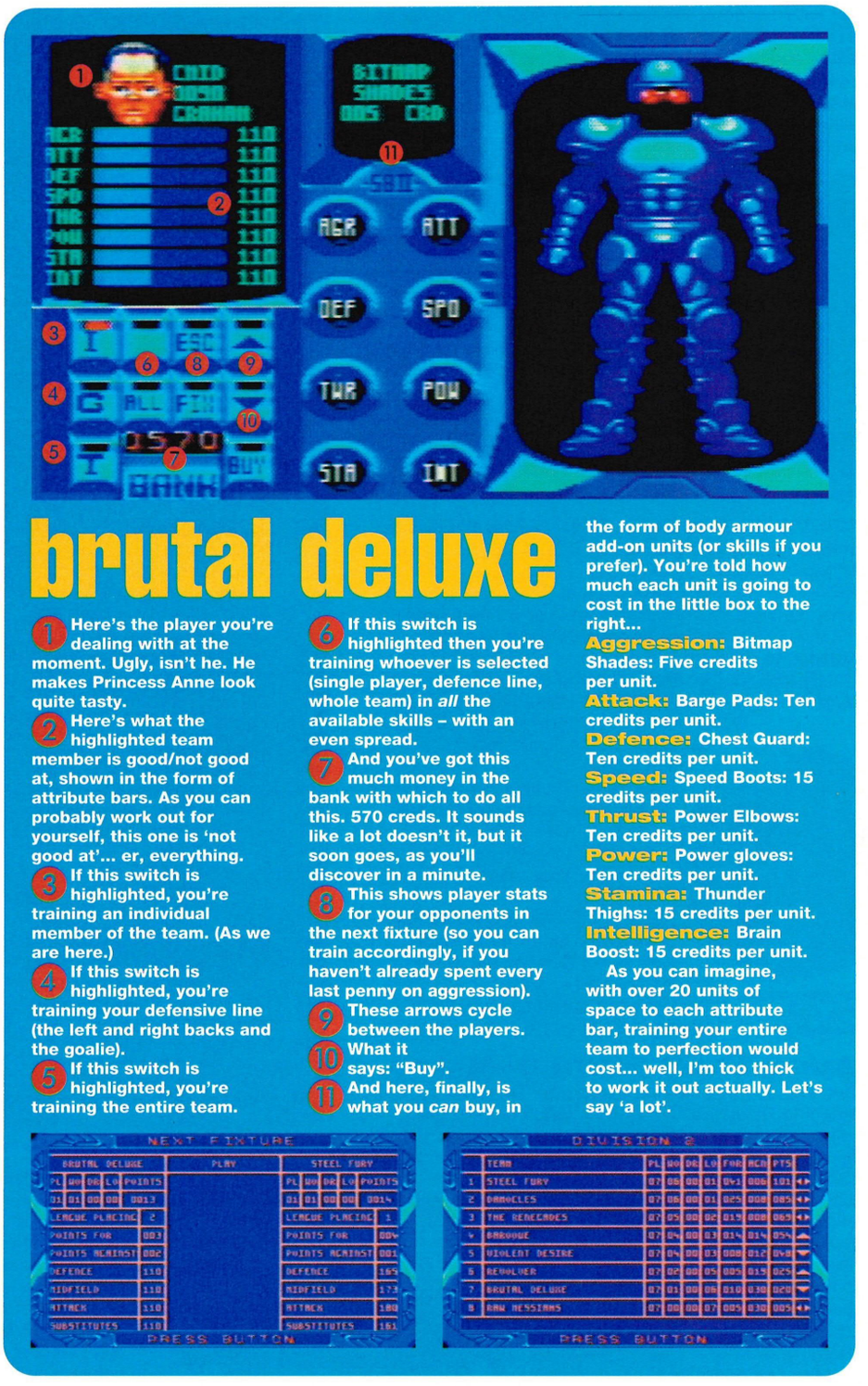


Let's play piggy in the middle!

You need as many of these as you can get, obviously, because goals means success, success means money, money means players with better skills, and players with better skills means more goals. What a jolly life cycle eh? Better than the no-goals lifecycle. The no-goals lifecycle is something they don't teach in biology, and it goes like this ... No goals means defeat, defeat means no money, no money means players that remain crap, and players that remain crap means turning off your Master System and having a really good blub about how unfair life is. Pathetic really.

speedball – the team, the cash, the training

There are twelve geezers in a speedball team – nine players and three substitutes. Your team is called Brutal Deluxe, it's at the bottom of division two, and it's up to you to get it to position one, division one. You decide who's in, who's out, and which position each player takes on the pitch – and then you control them (or the one nearest the ball anyway). You start the game, doshwise, with 1100 credits, and you can train each team member individually, allocating ability attributes at will (as long as you've got enough spondies). Aggression is the one most of you will stick your cash into at the beginning of the season. Or maybe not... maybe you'll want all your team members to be highly intelligent. (And maybe the moon is made of balsa wood – show me someone who doesn't spend the large bulk of their cash on aggression and I'll eat my hat). But what else *can* you spend your cash on? And how do you do it? Look at this.



brutal deluxe

1. Here's the player you're dealing with at the moment. Ugly, isn't he. He makes Princess Anne look quite tasty.
2. Here's what the highlighted team member is good/not good at, shown in the form of attribute bars. As you can probably work out for yourself, this one is 'not good at'... er, everything.
3. If this switch is highlighted, you're training an individual member of the team. (As we are here.)
4. If this switch is highlighted, you're training your defensive line (the left and right backs and the goalie).
5. If this switch is highlighted, you're training the entire team.
6. If this switch is highlighted then you're training whoever is selected (single player, defence line, whole team) in *all* the available skills – with an even spread.
7. And you've got this much money in the bank with which to do all this. 570 creds. It sounds like a lot doesn't it, but it soon goes, as you'll discover in a minute.
8. This shows player stats for your opponents in the next fixture (so you can train accordingly, if you haven't already spent every last penny on aggression).
9. These arrows cycle between the players.
10. What it says: "Buy".
11. And here, finally, is what you *can* buy, in the form of body armour add-on units (or skills if you prefer). You're told how much each unit is going to cost in the little box to the right...

Aggression: Bitmap Shades: Five credits per unit.
Attack: Barge Pads: Ten credits per unit.
Defence: Chest Guard: Ten credits per unit.
Speed: Speed Boots: 15 credits per unit.
Thrust: Power Elbows: Ten credits per unit.
Power: Power gloves: Ten credits per unit.
Stamina: Thunder Thighs: 15 credits per unit.
Intelligence: Brain Boost: 15 credits per unit.

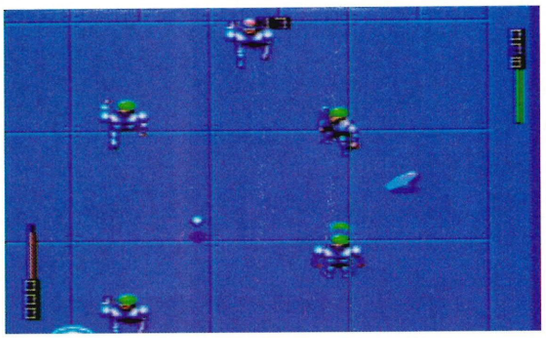
As you can imagine, with over 20 units of space to each attribute bar, training your entire team to perfection would cost... well, I'm too thick to work it out actually. Let's say 'a lot'.

MASTER SYSTEM

speedball 2

speedball - the rules (such as they are)

Goals, as I've said, and as even Todd from *Neighbours* could have guessed, are the order of the day. But how do you get them? Well, the ball can be carried or thrown (low or high) and can either be intercepted in flight or gathered up during a particularly nifty tackle. When you have possession of the ball you attempt to get within scoring distance of your opponent's goal by either passing or running. As well as the main goals at either end of the pitch, there are a few other items scattered about which will yield points if hit. Also scattered about on the pitch (at random, they pop up all over the shop) are tokens which a player will collect on contact. These tokens do all sorts of things...



Hmm, 78 points down with 17 seconds to go. Piece of cake.

FREEZE TEAM: All team members will suddenly stop in their tracks, as if stunned by a useless Dannii Minogue single.
REVERSE JOYPAD CONTROLS: Forward will now be back. Left will be right. Northwest will be Southeast.
REDUCE TEAM: Your opponents' skills will be reduced to the barest minimum.
INCREASE TEAM: This heals the above affect.
MANIC: It's like REDUCE TEAM, but affects both sides.
SLOW TEAM: All team members become as thick as Pete Beale from *Eastenders*.
TRANSPORT: Your centre forward is given possession of the ball.
GOAL DOOR: Your goal is sealed. The enemy cannot score.
SHIELD: Your team is immune to tackles.
ZAP TEAM: All opponents fall down. It's a smart bomb really.
SPEED-UP: Run like the wind.
ROTATING COIN: A pure unadulterated cash injection. Each spinning coin is worth 100 credits.

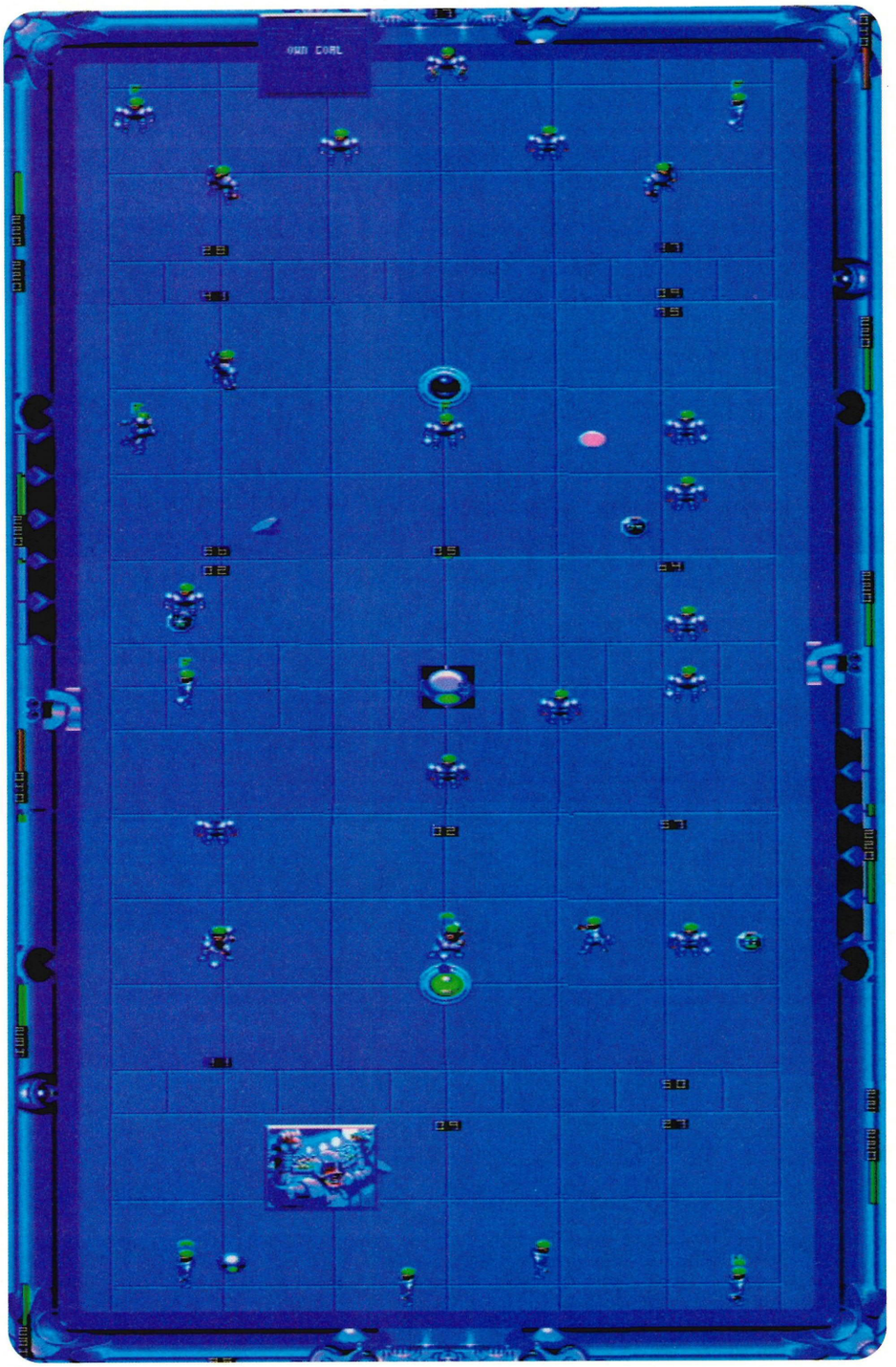
Ah come on it's only a game isn't it... isn't it?

speedball - two players

Got a chum? Both joypads working? Then you're laughing. *Speedball 2* is good enough against the computer, but as with any game, it really comes into its own when playing head-to-head with another homo sapien. Imagine the scene.

Billy: Ha ha, I've got the ball. I'll be down your end in a jiffy, once I've collected that speed-up token.
Bobby: Not that you will collect it. Take this. (Sliding tackle.)
Billy: Bast!
Bobby: Now I've got the ball.
Billy: Not for long. Take this. (Barging tackle.)
Bobby: Oooof! Bast!
Billy: Yee-ha! I've passed it, I've passed it... Goooaaaallllll!
Bobby: Take this. (Real punch to Billy's mouth.)
Billy: Ooow! Right, that does it... I'm going home.

Speedball 2 is a gas. There's no other way to describe it. It's got the instant appeal, er... of being given a million pounds. That's a good enough analogy, isn't it? If someone gave you a million pounds you'd be 'instantly appealed' wouldn't you? Of course you would, don't pretend otherwise. *Speedball 2* is instantly accessible and you can jump straight in, but it has a sort of hidden depth as well. You can sit around for ages if you feel like it, farting about with your team, and giving this bloke this, that bloke that and another bloke something else, when you suddenly realise you need more money to finish the job properly. You need to have a speedball match to earn it basically: win and you're laughing, lose and you get very annoyed (and I mean very annoyed indeed). And if you want to know what being very, very, *very* annoyed is like, then take on a friend and get beaten – that really does you in. Yup, *Speedball 2* is just one of those games. This Master System version may be a bit less sharp in the graphics and sound department than it was on the Amiga. It's also quite a bit slower, but who cares – it's still quite fast enough to do the job, and by Master System standards it's excellent. What more do you need to know? E



All you have to do is get from one end to the other without losing the ball, your limbs and above all your head.

verdict
Crunchingly good sports sim. England v France without any noncey sendings off.

END ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 90

Out: May **Price:** £tba
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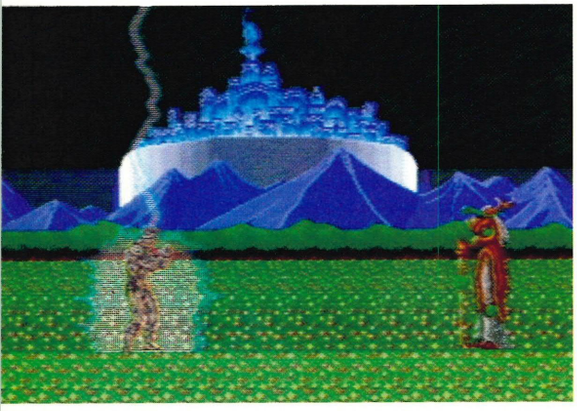
MEGA DRIVE

TOKI

Ever since a rather embarrassing mix-up at London Zoo, *Tyler Martin* has been rather sensitive on the subject of chimpanzees. So we gave him *Toki* to check out. We're heartless like that.

There you were, minding your own business, whispering sweet nothings in your girlfriend's ear, laughing together and just enjoying each other's company (oh how soppy, mushy and repulsive, pass the puke-o-pail quick) when suddenly, out of the blue, a mean looking castle pops up. (I would like to see Paul Daniels do that.) From the depths of the castle a meano blue hand emerges, going by the name of Bashtar. The five-fingered one then whisks away your girl for no reason at all – apart from the fact that she's gorgeous – and imprisons her in the demonic citadel.



There you were, full of the joys of Spring, like two little love birds when ZAP! a bast blue hand pinches your chick and a magnified house-fly turns you into a Klimt painting.

If that wasn't bad enough, another ugly person teleports onto the screen and transforms you into a smelly primate and disappears again. Oh dear! Well suddenly Mr Toki gets the bright idea to rescue his sweetheart, what a stupid boy, er chimp, he is. So off he trots (or lollops or swings – whatever it is chimps do) to save his love, Miho, from the clutches of the evil Bashtar. (What imaginative parents these people/apes/evil ones have.)

There are nine levels for Toki to wander through in which he meets all manner of strange mutations. Our main monkey Toki can dispose of these horrible thingies in a very odd, and rather vulgar manner. He spits at them. Plain and simple and very anti-social, but it works. (Kind of makes you glad that chimps haven't evolved too far in other areas. I mean, imagine inviting one round for tea?) Different baddies take different amounts of spit balls to dispose of them. You can also power up your spitting abilities which allows your mouth to do some pretty amazing things, so to speak.

on with the review

Enough babbling, onto the game itself. *Toki* is a platform game with big, bad, bold, bashing bosses (I like bs, they're much nicer than wasps) at the end of each level and loads of naughty creatures roaming around the platform stages which range from underwater swimming lessons to a slippery ice level. The graphics are good with some nice backgrounds, particularly the psychedelic swirly one on the lava flow level. The sounds are also great with suitable tunes and tinkly pings and pongs to accompany Toki's actions. Sounds brilly poos so far doesn't it, but it's all brought tumbling down because of the playability.

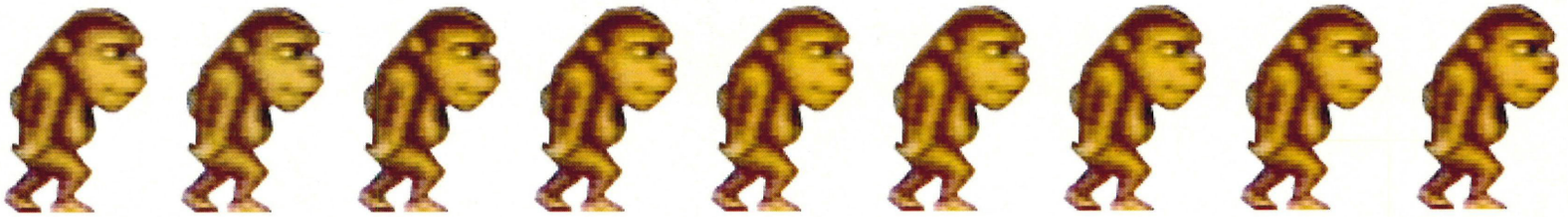
verdict

Strong on graphics and sound but weak on speed and learning curve.

Now what shall I start with? I know. Toki walks very slowly, and when I say slowly I mean half the speed of a dead snail (exaggeration, but not much of one). This makes the game very boring and costly; boring because it seems as if you're on the same screen for about five minutes and costly because if you move towards a baddie and it suddenly does a ninja death leap at you, Toki is too slow to get out of the way. There are things lying around Stonehenge that move faster than this guy.

The game is also a bit easy, I got to the penultimate level on my first jaunt (on the normal level, err and I suppose I did use all my continues as well, ho hum). There's also a lack of marauders, not so much an onslaught but an offslaught. You definitely could not say there was a plethora of nasties. Every now and then you will be attacked by a small group of aggro animals which are easily disposed of by propelling a few balls of saliva in their faces (rather like Millwall fans).

One of the only deadly things in the game is its



bossy bosses

At the end of each level you are confronted by an ugly beastie of some sort who comes strutting onto the screen thinking he's the bee's knees, just begging to be wasted. Here's a lowdown of the first four:

stark's machine

1 This is level one's boss. He's easy just shoot all the heads on either side of the statue. (Don't ask me who Stark is, I haven't the foggiest.)

primeval

2 A big-headed Spock look-a-like who comes onto the screen and runs straight at you, then retreats into the corner and calls forth lots of bouncing monkeys for you to blow away. He then repeats this process until you've sent him to the home for retired nasties.

boomer

3 This huge submarine fires monkey-faced torpedoes at you and occasionally zooms forward to try and squash you flat.

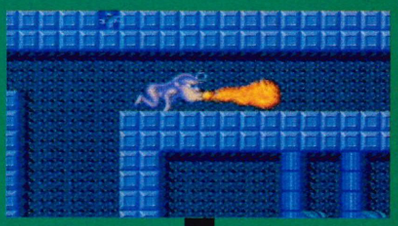
belcher

4 An ill-mannered boss and a fat slob too. (Still I'm sure his mother loves him dearly.) He belches out letters spelling 'burp' which you must avoid or blast to bits. Shuffling back and forth, every now and then he will swing out his elastic fist to try and blat you. What a bast eh?

spit bits

Toki is able to spit in a variety of ways with the help of some fabarello power-ups. They include:

Bouncy Spit: This makes Toki's mucus turn to a rubbery substance as soon as they make contact with air, they then bounce all around the screen dealing death to all they touch.



Fire Spit: Allows Toki to blow a constant stream of flame from his gob. Rather like eating a vindaloo.

Big Spit: See if you can guess how this affects Toki's spit, here are your choices: a) makes Toki's spit explode in his face killing him instantly, b) turns Toki's spit into Cilla Black look-a-likes who kill the nasty ones by annoying them to death or c) makes Toki's spit balls about ten times bigger. (The answer's c.)

Three Way Spit: Another self explanatory one, but for dense people it allows you to spit in three directions.

As well as spit-ups you can also collect coins which give you an extra life after you've collected so many (hooray), stars which give Toki a limited amount of invincibility (double hooray) and sneakers which endow Toki with super jump abilities (yet more hoorays).

slowness. You're toodling along watching the screen (slowly falling asleep), when suddenly you go brain dead through boredom and lose a life. It is rather (hugely) annoying. I reached for my splat-o-matic patented deluxe reinforced hammer numerous times.

So we know the lower difficulty settings are a bit suspect, what about the hard and hardest settings, they must be better. Well I can definitely say that they're a lot harder. Perhaps a bit too hard, I've had less trouble getting a date with Madonna. I had massive probs getting off the first level. *(Sorry are we talking about Toki or Madonna here? Ed.)* My last complaint is that when you die you get sent back to the beginning of the stage; when the exit is in sight and you get zonked by a bad lad this is the most annoying thing in the multiverse. It automatically makes you scream a lot and concoct devious ways of obliterating the cartridge. E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 73

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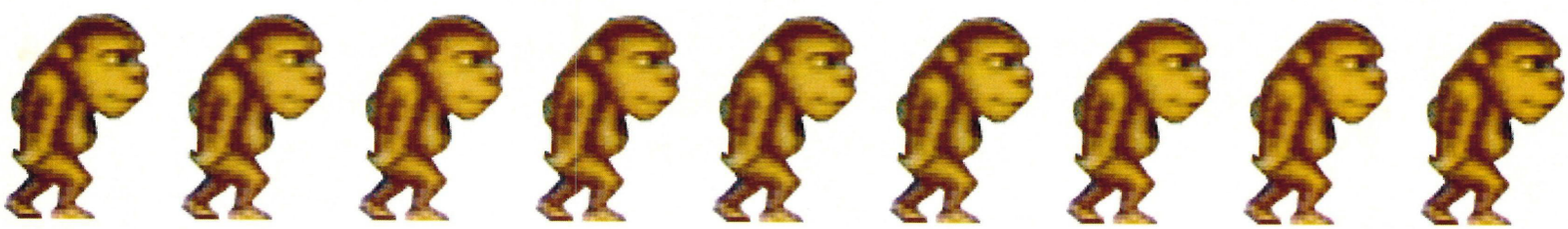

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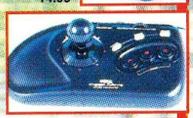

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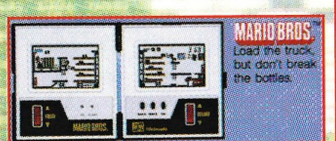

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SIMON PRATT	STREETS OF RAGE	553,150
ROB HARRISON	GOLDEN AXE	682.5

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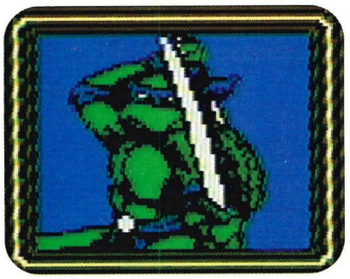
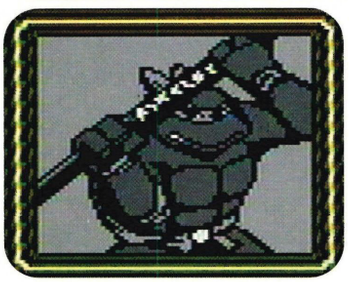
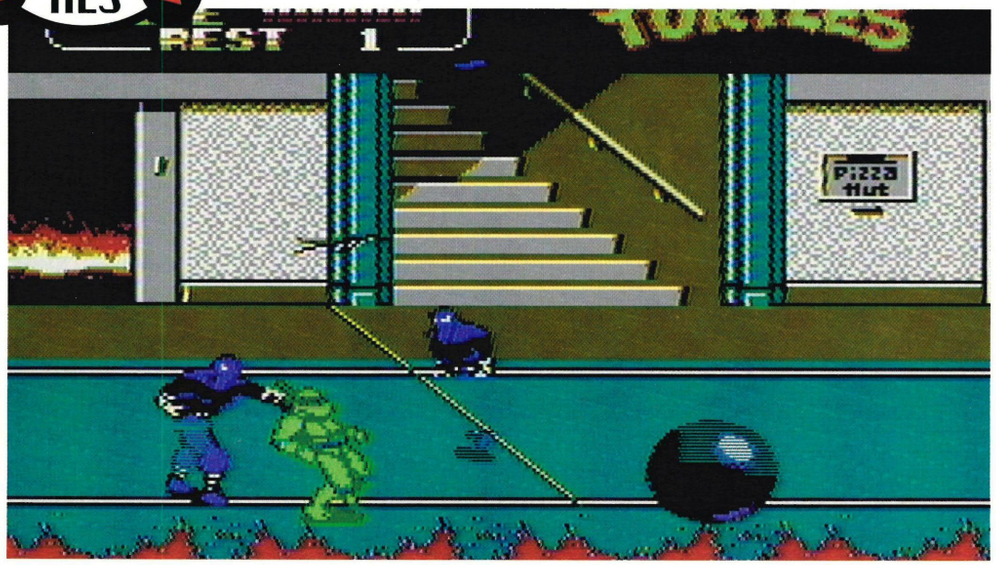




teenage mutant hero turtles II the arcade game

Known for his hatred and loathing of shell suits in any shape or form, *Jeremy 'even my belly button fluff has a designer label' Daldry* seemed the ideal dude to review the new *Turtles* cart from Konami.



Barbecued Turtle anyone? Seved piping hot complete with large black balls. Yummy, scrummy. *(Don't think so. Ed.)*

Maybe you could clear something up for me here. I always knew turtles had shells okay, but I thought they lived in little ponds and things. Right? Right. Now frogs don't have shells do they? But (and this is where it all gets fiendishly complex) they do wander around on land. However in *Turtles II*, the little green stars have shells and they also trog around on land, so this leads me to believe that the heroes of this cart are not turtles, as it says on the label, but a fiendish mutated, cross breed of turtle and frog. Yup you've got it, the frortles have arrived. *(What are you talking about? Ed.)*

cheese and tomato

Turtles II. What's it all about then hey? A damning indictment of post Thatcherite Britain, perhaps? Or maybe it's a subtle parody of the social injustice that the sub class within our society have to face? Well no actually, it's about a chick. April O'Neil to be precise, who not only has a daft name, but, like all chicks in console games, is terminally stupid and has gone and got herself kidnapped. Who by? Well, someone else with an equally daft name, a guy by the handle of Shredder. Why someone who's named after a breakfast cereal should want to kidnap someone who's named after a month of the year, is never really explained, and let's face it, it doesn't matter a monkey's toss. *(You can't say that. Ed.)* Things that do matter however, are

A dude in green goes after a dude in purple. *(Inspired. Ed.)* Ninja Turtles chase after airhead O'Neil.

things like peace, justice, freedom and sprite flicker. Only one of which has any bearing on *Turtles II*.

pepperoni and pineapple

Scrolling that's so smooth you could spread it on your bread and sprite animation that is as slick as a big black thing floating off the coast of Scotland have nothing to do with *Turtles II*. The thing about *Turtles* is, the actual sprites are really great, big, green and mean. However once the sprites start to move the probs begin. We're talking flick-o-vision here, a severe case of now you see it, now you don't. However the whole shebang is really quite fast, *sooooo* it would appear we have a choice to make – a moral problem that has vexed generations for many decades; either we go for fast action or we go for less flicky sprites. What a to-do hey? Personally I would rather go for a slightly less zippy turtle that I could see, instead of one I couldn't.

verdict

Nifty beat 'em up that suffers a little from sprite flicker and uneven gameplay, but for all that a pretty smart cart.

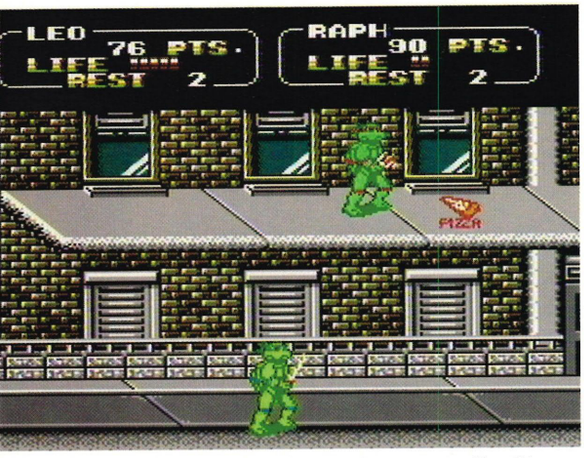
ham and tuna

So the graphics are pretty impressive, the speed is okay, but the flicker. Hhmm, not so impressive. However all this can be forgiven if there is a large dollop of playability floating round the game. (Let's face it, if Ruth Ellis had a large dollop of playability about her person, she would probably have been forgiven too.)

So, I hear you cry, "How do the *Turtles* score in the dollop department?" *(I beg your pardon? Ed.)* Well not bad at all really. Unfortunately level one is the most disappointing of the lot, so don't be put off by it, it really is worth ploughing through. In fact, if truth be told, the further you get into the game the more playable it gets. Maybe this could be the basis for a new formula for all console games. Time over level number equals dollop factor. *(Maybe not. Ed.)*

mushroom and chilli

So what do you get when you buy a red hot copy of *Turtles II*. Temporary insanity, piles? Well you may do depending on what you use the cart for after you've bought it, but the most important thing you get is a stonking good NES cart with a rather high dollop factor. Okay, so the animation may suffer from a case of attack of the mutant spite flickers and the early couple of levels may be a bit Yawnsville Arizona, but once you get into this cart you discover a game that is so nifty it makes you say "How do mother, yer bloomers are a particularly attractive shade of lilac today." It's that good.

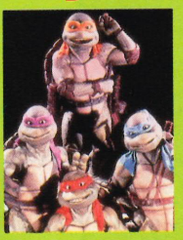


Pizza ahoy. The one, the only, the power-up. Yup this little slice of Pizza is the only one in the whole game!

amphibians we've known and loved

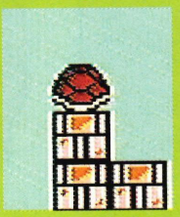
Game Zone presents an indepth investigation into the role of the amphibian in the console game.

ninja turtles



Pizza-eating ninja mothers who spread their time equally between the New York sewers and making rather poor films. The originals now look a little tired and dated.

cooper turtles



Sugar-coated and rather sweet in a vomit-inducing kinda way, Cooper turtles have been one of the long-standing foes of Mario for many years. Uncool and rather unhip.

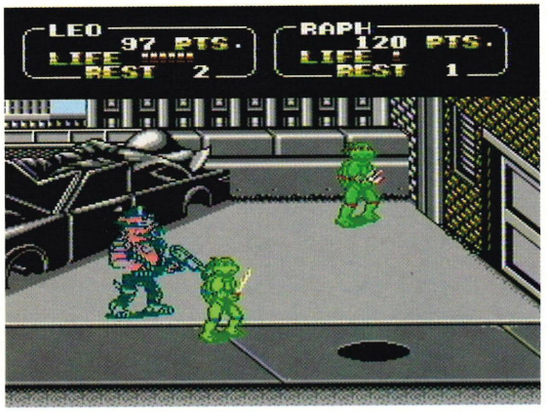
battletoads

The young pretenders on the console front, Battletoads, are by far the hippest of the bunch. Street cred with an attitude that makes that ninja bunch look like the wet blankets they really are. Kickin' dudes.

norman lamont

Yet to make an appearance on any console. However this doesn't stop him looking more toad-like than any of the others.

level 1 End-of-level nasty time, as one of the brave slime-covered heroes prepares to do battle with a very horny chap indeed. *(Cheap, nasty and tacky Jeremy. I love it. Ed.)* Not as easy to defeat as he looks, yer best bet is to jump on him.



level 2 Prepare to eat lead turtle. Level 2 finds you up against a far from good looking chap with a big gun that goes bang. Not very nice. Possibly one of the toughest of the end-of-level nasties. Get past him and you're laughing.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 80

Out: Now **Price:** £49.99
Publisher: Konami

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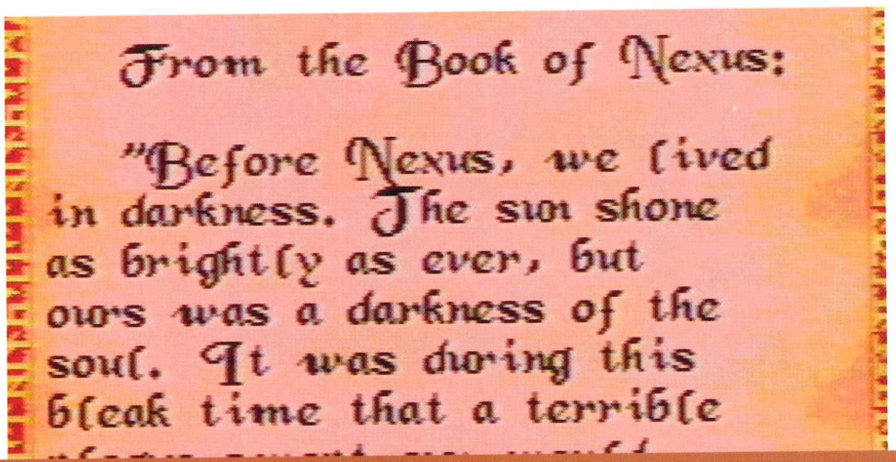
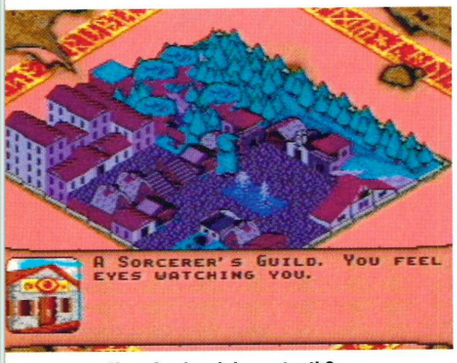


rings of power

Enthusiastic campanologist *Ian Ross* grabs hold of his bell rope and sets out to peal the *Rings Of Power*.

Rings Of Power eh? I wonder what type of game this is going to be? Are the rings in question some type of laser blasts to be fired from a spaceship on its solo mission to save the



Have I spinach in my teeth?

universe? Or even a special ring shield for the ship? Could it be a boxing game where boxers display their power in the ring? What about a basketball game where the player has to power the ball into the ring? Brace yourself – *Rings Of Power* is a fantasy role-playing game (gasp) in a similar vein to *Y's The Vanished Omens* and the *Phantasy Star* series – only better. The main difference which sets it apart from those older classics is its 3D viewpoint, portrayed in a *Populousy* sort of way which can be zoomed in on for closer examination.

You are cast as Buc, a promising young sorcerer with the unenviable task of assembling a party of adventurers and recovering the aforementioned *Rings Of Power* which are spread around the world of Ushka Bau. These rings are made from the remains of the mighty Rod Of Creation and if they were to fall into the wrong hands – those of Void The Destroyer – you might as well impale yourself on a rusty spike as it would probably be more fun. It is your task to get these rings to Nexus The Benevolent and thus ensure that there is no return to the Age Of Sorrow.

You begin the game in the City Of The Mind (Man) which is home to sorcerers like yourself. Wandering around brings you into contact with people who you can engage in conversation via a user-friendly menu system. Information must be gleaned and trading, and even bribery, can take place here. By entering and exploring different buildings a host of information can be built up and items such as keys, stones and the world map can be found or purchased. At the Sorcerers' Academy you are introduced to your spells and given

A Legoland living room.

a demonstration of how to use them. Initially you only have one spell – 'Stun' – a low power, low damage, class one job but as experience grows this becomes more powerful and new spells are learned. There are five other Academies (somewhere within the 30 cities) where your adventuring companions must be recruited.

it takes all sorts

There are six magical arts in the world of Ushka Bau which have their own philosophy and types of spells. These are the Art Of Mind (Sorcery), Summoning (Conjuring), Force (Archery), Change (Enchanting), Body (Necromancy) and Separation (Knights).

When gathering together your party will consist of one of each and will need to gain experience to be able to access up to nine available spell levels and consequently be able to dish out some meaty magic.

getting around

To travel from place to place you will need to utilise the various means of transport at your disposal. As your party requires food and water to survive, your

Landscape gardening came late to this land.

some good things

- Absorbing gameplay once you get started.
- Very atmospheric music and sound effects.
- Full of neat touches – day turning to night, beasts flying overhead etc.
- It has its own time scale.
- It's easy to understand what's happening at all times.
- A handy help feature is built in.
- The game has a definite sense of humour – like a complete loon you encounter who quotes Black Sabbath lyrics amongst other things.

some not so good things

- Quite confusing initially.
- Game control is a teensy bit finicky.
- Scrolling around can be very jerky.
- Zooming in sometimes doesn't look like the place you are in.
- There is the occasional duff sound effect.

routes and transport methods require careful consideration. Travelling across swampland or desert for example uses up to eight times the amount of supplies required for just walking on a road. Dinos are large land beasts capable of transporting a party across most terrain (except forest and water) and can be bought from a Vehicle Master. They are very efficient stores-wise but have a tendency to do a Ronnie Biggs (ie. scarper) if left alone for too long.

Dragons are the fastest and most stylish for getting about but at the expense of nosh – they'll need more grub than Billy Bunter at a food fight. They are able to fly over all terrain and need to be summoned using a Dragon Stone which can be purchased.

Boats can traverse both shallow and deep waters although ships are much more sparing on the rations when out at sea.

Scattered across the world are magical stone circles which act as gateways capable of transporting you to other gateways in other parts of the world.

fighting talk

A number of situations can lead up to a fight – you may be jumped in the hill by roving bears for example or you can bring it upon yourself either by attacking or pissing someone off in some way like feeding their pet dragon some laxative chocolate. The combat screen is similar in viewpoint to the zoom-in shots with animated sequences of the exchange taking centre stage. Turns are taken by the various battlers with a description of any spells cast and hit points taken are updated constantly at the bottom of the screen. There is also a representation of the attacker's head here so you can easily tell what's happening to whom and who's making it happen.

Auto or manual combat control can be selected beforehand with manual giving you complete freedom over which spells to cast. You also have the option of one of four modes of attack – wary, hold, advance and berserk and if your strength is low you can always do a runner. The execution of these battles is excellent and with over 100 animated spell sequences like death, insane, lava, reaper and wyrm to watch, the action is never boring.

Rings Of Power is big and complex enough to keep even the most hardened RPG-ers glued to their screens for weeks. A dinky 'Insta-Save' dispels with the 'Oh no I'm dead and need to start all over again' syndrome. There are plenty of cities, mini-quests and a whole world to explore. Slickly programmed and executed. Another winner from the ever-growing catalogue of EA 'must have' titles.

verdict

A huge, huge game which once started you won't want to stop.

The hooded dude sure needs a face pack.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 90

Out: Now **Price:** £49.99
Publisher: Electronic Arts

Primary colours of the world unite!

who's who

Sorcerers.

Sorcerers practise the Art Of Mind and are by far the wisest and most powerful of all the disciplines. (It's just as well you're one then isn't it?) They can control the minds of others and are recognisable by the cape and hood which they wear.
The all-seeing eye of the mind.

archers

The Archers' calling is the Art Of Force. They believe motion and speed (not more druggies!) are the most important elements in the universe and who are we to argue? They carry bows and wear their symbol – the Arrow Of The Force – on a black headdress framed by pure white hair.

enchanters

Enchanters are weird chaps (not that any of the others are particularly normal). They believe that change is the essential quality of life and have the power to change objects into whatever pleases them. They characteristically have red hair and wear 'radical' (dude) clothing using the infinity sign as their symbol.

necromancers

Necromancers are a spooky lot who have a morbid fascination with the body allowing them to either heal or wound. High level necromancers have even been known to raise the dead. Distinguishable by their black clothing and skull symbol they sound like just the sort of chap to have on your side.

conjurors

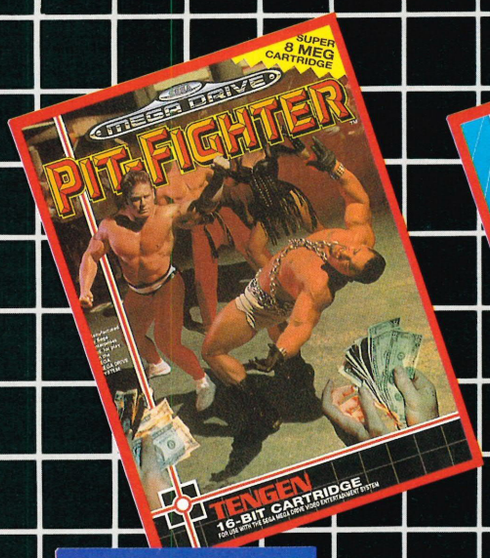
Conjurors are blind but can 'see' with an 'inner vision' which enables them to perceive this world and many others. (Too many Es mate.) Their powers are used to summon 'perfect forms from other planes of reality'. (Too many somethings anyway.) Identifiable by their pure cloaks and eyes. Their symbol is the sphere.

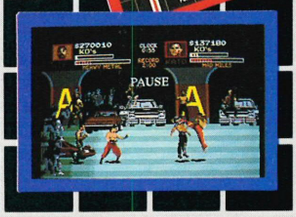
knights

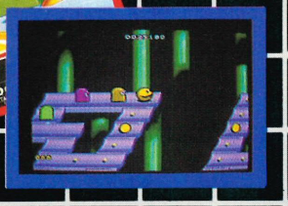
The Knights of the Holy Order Of Separation are mighty warrior/magicians whose powers are used to 'rend objects (and people) asunder'. They are genuine nutters who believe that the meaning of life is to separate things into their component parts. (Why don't they begin with themselves then, eh?) They wear metal armour and carry a large broadsword. Their symbol is the broken sword.

BONE CRUNCHIN' TILE FLIPPIN' GHOST GOBBLIN', SPACE I PRINCESS SAVIN'

SEGA MEGA DRIVE







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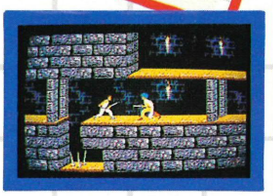
PAPER THROWIN' HARD DRIVIN' INVADIN' CANNON BLAZIN' SEGA PLAYIN'...!

Master System



DOMARK

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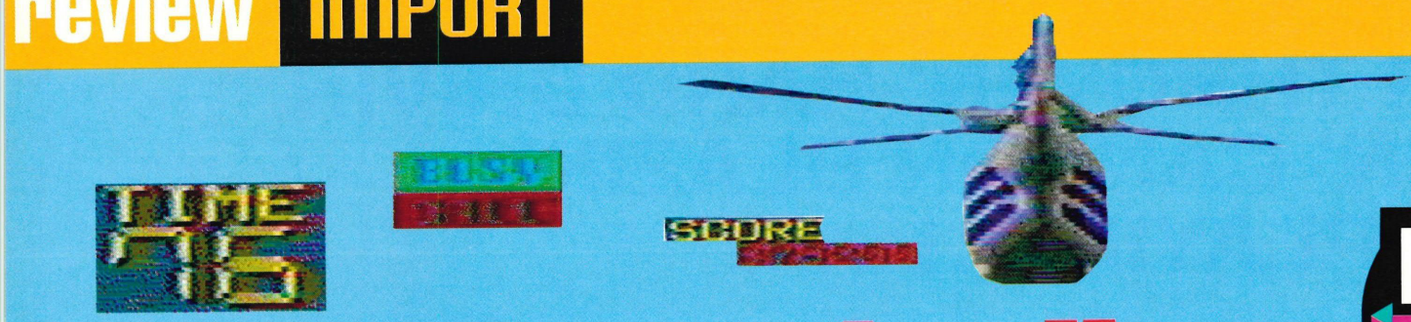


PC ENGINE

chase hq II:

special criminal investigations

Having spent his year's savings on *Chase HQ II* in the arcades *Daniel Pemberton* tried to make some back by reviewing the PC Engine version.

Chase HQ eh? What a fab game. It mixed super fast driving with... erm... crashing into stuff. It was bloomin' good, more addictive than a large tub of Nestlé condensed milk and it didn't make you sick when you had too much. Anyway what have those clever bods at Taito done to improve on the original? Well the scenario's pretty much the same, chasing gangsters across America and attempting to run them off the road so you can make an arrest. However, now those nasty no-good criminals have got loads of henchmen (well they're more sort of 'hench cars' really) to protect them. They hang around the crims cars and generally get in your way. Drat.

But it's not all bad, your loony partner who's now kitted out with a dirty great Magnum sticks his head out of the sunroof and takes a pot-shot at the cars when you press fire. Hurrah! Traffic jams? Thing of the past. You've also got a couple of turbos which make your car go faster than... erm... it was earlier. Unfortunately this only lasts for a short time.

Cars don't eat curry. Why -

verdict

Okay kinda game, but all a bit easy.

Before each mission your radio officer, Nancy, gives you lots of handy info on the crim you're after, like what type of car they're driving, its colour, their favourite female singer etc. This might come in handy – except it's all in Japanese. Never mind 'cos these criminals wouldn't know what the word inconspicuous meant if it came round to their house and had dinner with them. You're gonna want to lie low if you're fleeing the country aren't you? So the last thing you want is a large arrow above your car saying 'criminal'. Maybe it's the latest craze. In fact the geezer on the last level is Tony Raymond. On Tony's truck is not just the infamous 'criminal' arrow but also the word 'Tony' printed on the back in large red letters. What a prat.

The original *Chase HQ* was a bit of a disappointment on computer conversion (except on the dear old Speccy where it was a bit fab). *Chase HQ II* fares rather better on PC Engine. It's very fast and jolly addictive. The sound on the other hand is jolly unappealing. The music has been nicked from Twenty Tesco Greats and when you turn a corner there's a high pitched squeal which sounds like a mouse getting run over. The graphics are great, especially when it rains, but the lastability seems a mite suspect. I finished the game after a couple of goes. ***(Alright stop looking so smug Pemberton. Ed.)***

It's still great fun though. If you loved *Chase HQ* then this is just up your street. It's a perfect conversion of the arcades and is very playable. It's a bit on the thin side so you might finish it fairly quickly but it's a great arcade excuse to make some car noises. Veroom! Screech! Neeow. Bong! Chugg, chugg, splut. E

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 79

Out: Now **Price:** £35
Publisher: Taito

SUPER NES

home alone

"*Home Alone?* Ooooh goodie !" squealed *Jane Goldman.* "Is it about a girl who gets to take the day off and sit around eating choccies and reading nice glossy magazines and painting her toenails?" "No," said the Ed, and made her review it anyway.

Picture the scene. You're at home, all on your Tod, when you suddenly discover that a gang of nasty criminal types has broken in and is trying to pilfer your posessions. What do you do ? Do you grab the family booty and lock it up safely in the basement? Do you set about making incredibly inventive booby traps using only a bag of marbles, a rubber glove, and a carton of fromage frais ? Do you triumphantly beat the flummoxed robbers to a pulp? Do you heck! But then, of course, if they made a game based on what would really happen if a young chap found himself up against murderous marauding tea-leafs, it would be somewhat crap.

I can just see it now. Level one: Collect boxes of tissues to blow your nose on after crying a lot. End-of-level boss: try to defeat a huge moving toilet by vomiting repeatedly into it. Level two: The Laundry room. Try to collect enough boxes of washing powder to clean your trousers and underpants. Anyway, you get the picture, and you don't need me to tell you that *Home Alone* is based not on reality but on the blockbusting movie of the same name.

In the game, you step into the shoes of the disgustingly cute Macaulay Culkin who, as a disgustingly cute child called Kevin McAlister, finds himself up against a pair of robbers. So now consider what you might do in the above situation if you were in the shoes of Macauley Culkin. Unfortunately, it is not possible to beat yourself soundly about the head for being so irritating, so instead the first thing you do is wend your way around your unfeasibly large home, gathering jewellery, candlesticks, your toys and everything else the baddies want to get their sticky mitts on.

Kev doesn't need to go down to the woods for a big surprise. The bears came to him.

Each level gives you the run of just one 'wing' of your house in which you must collect a certain amount of stuff, and you begin equipped with nowt but a water pistol and a rucksack (which can hold a limited amount of the things you collect). As you make your way through the various rooms and hallways looking for treasure, you must open up drawers and cupboards, (jumping onto chairs, beds and shelves, if need be) and check behind pictures, in laundry baskets and even in the sink, fridge and toilet.

Frankly, if you ask me, any family who is stupid enough to hide a candelabra in the bog deserves whatever's coming to them, but then I guess no one did ask me, so on we go. Anyhow, when your rucksack can hold no more, you must find a laundry chute and bung your booty down it to the safety of the basement before continuing. There are power-up pizzas to collect as well as a selection of other weapons of the charmingly non-violent variety (such as a catapult and baseballs), and to hinder you in your quest are the lurking burglars and their henchmen. The lackeys won't actually attack, but merely hang about waiting for you to drop a piece of treasure. The duo themselves, however, are after your hide, as they say way out West. All can be halted temporarily with your weapons, and more permanently by way of a booby trap - you can either drop conveniently positioned items on their heads, or lure them to chase you over strategically placed thumbtacks and piles of toys, all of which will result in them slipping off screen to the accompaniment, for some reason, of a sampling of someone being sick.

At the end of each level, you must face Kevin's worst nightmares in the cellar: rats, bats, spiders - you get the general idea - before you can finally lock away that round's items in complete safety. And that, folks, is about the measure of the thing. How does it sound? A bit boring ? Funny, that, because in actual fact, erm... it is.

Although there are occasional puzzles to solve, they're neither very taxing, nor very interesting, and your sprite's ability to interact with his environment is annoyingly limited: you can only open drawers that have something in them, or jump on the things that you need to jump on and the booby traps, which could have been a really fun element, are unceremoniously plonked in place for you already.

The baddies are so easily dealt with that they're more of a niggly, dull irritation than a scary threat to your progress, and although most of the graphics are fairly nice, the occasional digitized pictures are ruddy useless and the animation of all the sprites is just too lame compared to what we all know the Super Famicom to be capable of.

Add to this gloomy picture long, samey levels, repetitive gameplay, just one continue option and the constant feeling that the improvements that could have been made are so simple and so obvious that your granny could have thought of them, and you have a rather lame, disappointing mess. This is made all the sadder by the fact that the basic idea is quite fun, appealing and entertaining, making it more of a crime to swamp it under a soupy mire of easily avoidable cock-ups. E

● **Supplied by Axe Direct**

Is this where the game really belongs?

verdict
Disappointing rendition of quite a nice idea.

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 62

Out: Now **Price:** £49.99
Publisher: THQ

back to the future III

Records of great historical *Game Zone* facts, such as the last time Jeremy made a cup of tea for everyone in the office or the first time *Twilight Zone* received a celebrity phone call, are kept in a rather handsome leather bound volume entitled the *Game Zone Historical Record Book*. A tatty A5 notepad is what *Jackie Ryan* used to record her opinion of the new film tie-in *Back To The Future III*, from Acclaim. Oh well.

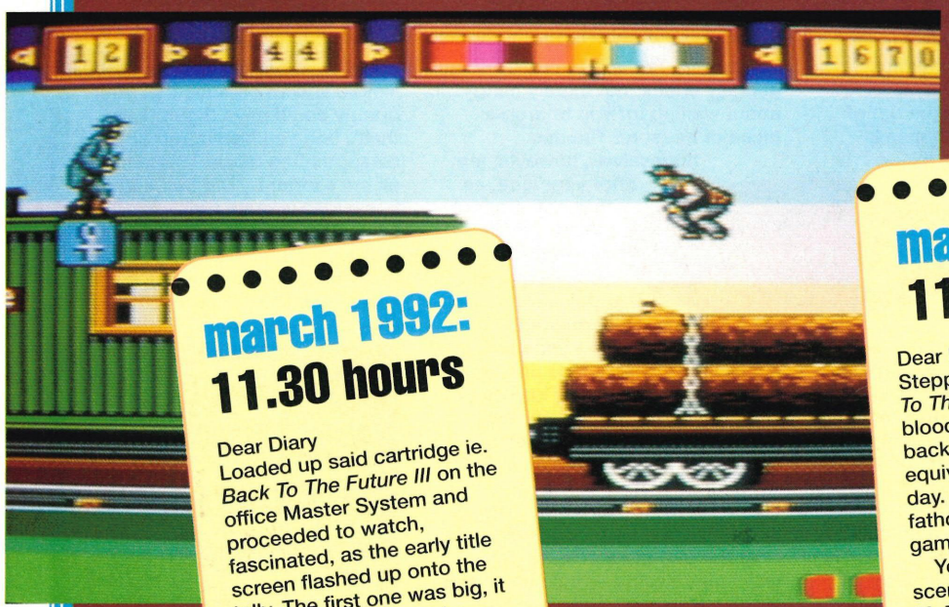
march 1992: 10.00 hours

Dear Diary,
Woke up this morning with a feeling that today was not going to go quite according to plan. Not only had the rain leaked through my bedroom window and caused a nasty puddle on the floor during the night, but the cat had obviously been interfering with the radio tuner again so the alarm went off at the start of*Tony Blackburn's Golden Hour* rather than Radio 4's early morning *Farming Today* show. Decided to get up anyway and immediately fell over the dog.

march 1992: 11.00 hours

Dear Diary,
Arrived at work one hour late. My claim that I was delayed due to an escaped cheetah blocking the tracks at Finchley Road went unbelieved. As punishment the Ed ordered me to buy the whole *Game Zone* staff a round of cappucinos from the local sandwich bar. Was then assigned the task of reviewing *Back To The Future III* on the Master System. Apparently only the first of a whole batch of Sega product soon to be winging its way into console shops countrywide, courtesy of well known Nintendo developer Acclaim.

Feeling particularly tetchy after such a bad start to the day. "Actually," I protested, "this game was first developed by well known Sega developers Mirrorsoft." "Yes, yes, yes, " came back the even more tetchy retort . "But since Mirrorsoft unfortunately went down with Uncle Bob, Acclaim has bought the rights to all its Sega product. So now Acclaim is publishing Mirrorsoft's Sega product as well as its own Nintendo product. See? Now get on with it!"



Riding the wagons is never easy. Getting knocked flying by Dan Tannen's cronies is pretty common.

march 1992: 11.30 hours

Dear Diary
Loaded up said cartridge ie. *Back To The Future III* on the office Master System and proceeded to watch, fascinated, as the early title screen flashed up onto the telly. The first one was big, it was bright, it included a rather smart digitised pic of two of the main characters from the film, Doc and Marty, and there was a slick, if rather beepy, theme tune thrown in for good measure. And the second one... well, er, there wasn't one. Ahem!

march 1992: 11.35 hours

Dear Diary
Stepped back in time in *Back To The Future III* and my blood pressure shot straight back up to stress levels equivalent to earlier in the day. Reason? Trying to fathom the intricacies of the game scenario.

You see, according to the scenario, you play Marty McFly, aka Clint Eastwood (don't ask) and are whisked back to days of yore to rescue your best chum and fellow time traveller, Doc, who recently disappeared from the future because he originally went back to his past. Got that?

The reason you must rescue Doc is that even though he is living happily in 1885, working as a blacksmith and wooing the local school teacher, you, living happily in the future in 1985, discover a headstone with his name on it - dated 1885. Obviously it seems Doc could be a strong candidate for that great big DeLorean in the sky. So to prevent this from happening you need to find Doc, rescue him and bring him back to the future before this date passes.

I knew I should've stayed in bed.

march 1885: 11.50 hours

Dear Diary
After telling the Ed that I thought there could possibly be a number of glaring faults behind the logic of this scenario, and receiving a terse "Don't be so stupid, " in return, I decided to give this going back in time malarkey a go anyway.

First stop was Hill Valley plain, ten minutes before midday, 1885. Here I found myself in the guise of Doc, astride a handsome beast of equine persuasion.

The idea was that I gallop madly across the horizontally scrolling plain – hills in the background, hazards in the foreground – in an attempt to reach Clara Clayton and her runaway buggy either before time ran out or they descended into the dark depths of a gaping ravine. "Oh good," I thought. "A pleasant hack in the country." Which of course, was far from what it turned out to be.

Clara's runaway buggy was travelling at such a speed ahead of me and my trusty steed that the only way I could hope to catch it up was to catch hold of some of the speed and life options that would come floating my way at intermittent intervals. But grabbing these icons from the back of a galloping steed however was no easy feat – especially since as many unuseful as useful icons came flying my way.

Pursuing gunmen, an onslaught of tomahawks, flying rocks as well as pieces of Clara's luggage and pesky birds would all add to my problems, trying to unseat me from my mount, lose me a life and so prevent me from reaching Clara. So dodging them, ducking them, making my trusty steed fly over them or, if all that failed, shooting them with a Colt 45 was the best way to make progress in this horizontal scroller.

I have to admit it wasn't the gentle country jaunt I had expected, but it was jolly nonetheless. And after I'd spent a goodish while in hot pursuit of the woman, I learned through trial and error which hazards were coming where, when to shoot, jump duck or reach, and finally managed (after Clara had popped her clogs a number of times) to rescue the woman.

Yeehaa! Ride 'em cowboy. Doc chases after Clara Clayton on horseback.

march 1885: 12.00 hrs.

Dear Diary
No sooner had I recovered from that ordeal than it was straight onto the next. This time, to confuse me even further, I found I had changed characters from Doc to Clint Eastwood! I was going to protest to the Ed again about the realism of the scenario, but suddenly thought better of it.

This time I found myself as Clint in the centre of Hill Valley Town Square, surrounded by the entire gang of the evil Buford 'Mad Dog' Tannen. My trusty steed had obviously deserted me, so there was no chance for a quick getaway. I'd seemingly mislaid my Colt 45 in my transition from Doc to Clint. Only one thing for it then – to stand and fight with the only thing close to hand, pie tins!

"Great!" I thought. "A pie 'em up rather than a shoot 'em up."

In this single screen affair I found myself in the middle of the town square surrounded by gun-toting gangsters, not averse to taking pot shots at me. Luckily I was protected by a metal bullet proof vest, but this didn't always last long. It seemed attack was obviously going to be the best form of defence, so I grabbed the only weapons to hand, an endless supply of pie tins, and flung them wildly in the general direction of Tannen's gang. But finding the right angle to hit the hoodlums (and more than once) was actually quite difficult. The pie tins curved viciously through the air making them difficult to direct at first. But once I'd managed to figure out their angle of curvature *(Are you quite sure about that one? Ed.)* dispatching the bullet popping gang was a fairly simple affair.

march 1992: 19.00 hrs

Dear Diary
Told the Ed I'd finished *Back To The Future III* and that although I thought the three levels that were there were really varied, nicely animated and very well executed, the major minus point to the game was that there just weren't enough of them. You weren't playing long enough to get your money's worth. What was there was great, but once you'd completed it, there wasn't much incentive to pick it up and do it all again. Another ten levels or so wouldn't have gone amiss.

verdict

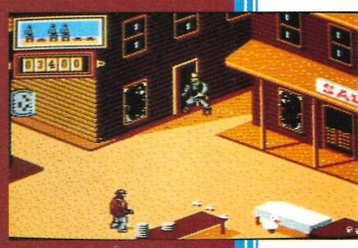
Well executed film tie-in, but just not enough there to keep you playing for more than a day.

march 1885: 15.00 hrs.

Dear Diary
Approached the final level of *Back To The Future III* with some trepidation. Apparently I was to be given the chance to ride a hoverboard in this section of the game, regardless of the invalidity of this mode of transport in 1885. Considered mentioning this anachronism to the Ed, but being assured of his retort that 'if I wanted to continue to be a console games reviewer then I had better learn how to suspend reality,' I decided to keep quiet.

This final section of *Back To The Future III* turned out to be yet another horizontal scroller, this time set on a running locomotive, populated by yet more of Buford's obviously prolific gang members. Here, you as Clint had to run along the train, dodging Buford's bullies, along with trackside mail hooks, water towers and signals, in order to collect the seven coloured speed logs needed for the engine's burner to make the engine reach a speed of above 88 mph. Once you had managed that, you could then leap into the DeLorean which was at the front of the train and whizz back to 1985. Hoorah!

And so I did, quite easily.



The art of pie plate throwing in the Wild West.

march 1992: 21.00 hrs

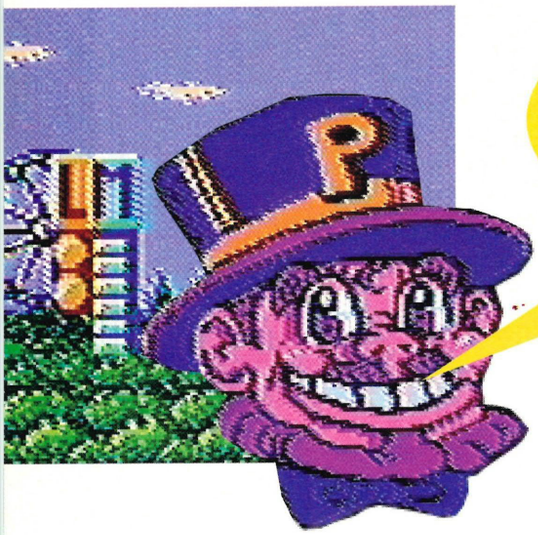
Dear Diary
Decided that the next time my day starts as badly as it did today, I will stay in bed! E

ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 55

Out: Now **Price:** £32.99
Publisher: Imageworks



totally rad

Pathetically attempting to be trendy and with it... but that's enough about *Paul Lakin*, it's time to review *Totally Rad*.

If there's one thing more embarrassing than watching people making pricks of themselves on *You've Been Framed* (or even the BBC making pricks of themselves on *Caught In The Act)* it's watching people trying to be hip. As Kool Kev would tell you, you've either got it or you ain't and if you ain't then there's no point pretending. So *Blue Peter* should stick to Kylie and not try to do features on Altern 8 and midddle-aged marketing executives shouldn't keep spouting words like 'bodacious', 'bogus' and 'totally rad'. It's like Prince Charles trying to rap.

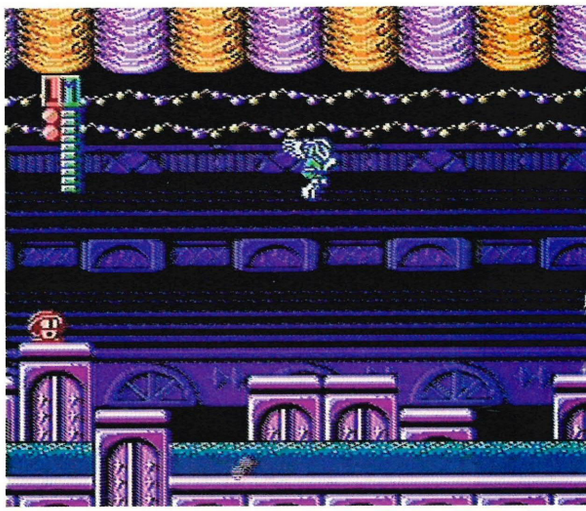
Totally Rad wasn't programmed by middle-aged marketing men but it sure as hell reads that way. Check this out for a real hip line in the intro: "He thinks I have Gnarly Potential and I think he's totally decent." When Jake's chick Allison gets kidnapped by spook aliens does she yell for help? Does she eff and blind like there's no tomorrow? Does she heck as like? She says "Jake, they're like stealing me or something." It's all a bit tragic really.

WHO WERE THOSE DWEEBS, ANYWAY?

All this fake hipdom is a bit of a shame because beneath all those *Bill And Ted* outtakes there's quite a neat game trying to get out. *Totally Rad* is by no means Totally Original, it's another shoot 'em up with a dash of platform action lobbed in for good measure. However it manages to be a little bit different by dabbling in magic and funfairs. Jake's keen on learning magic from weird circus dude The Great Zebediah, Master Magician. He's also keen on rescuing Allison (not that she seems too upset at being kidnapped). This means it's battling baddies time.

game zone presents a guide to rad speak

Decent: This is a confusing one. In OED speak Cliff Richard is decent. In Rad speak he most certainly isn't.
Dweebs: People whose heads you'd like to flush down the toilet. Cliff Richard for instance.
Gnarly Potential: The chances of your face getting horribly wrinkly in old age. Cliff Richard, for instance, has a very low Gnarly Potential.
Most Excellent: Title of respect as in The Most Excellent Cliff Richard, one time winner of the Eurovision Song Contest. God bless him.
Pooped: Word used by Cliff Richard fans when they're tired out by communal sing songs.
Righteous: Member of popular Sixties pop duo.
Totally Rad: Let's be honest, Cliff is Totally Rad.



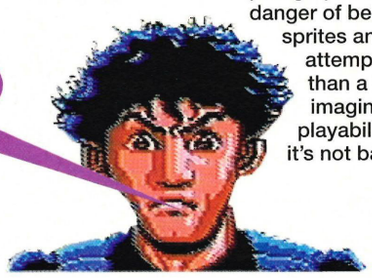
Flying suity mode – a cross between a badger and Cupid!

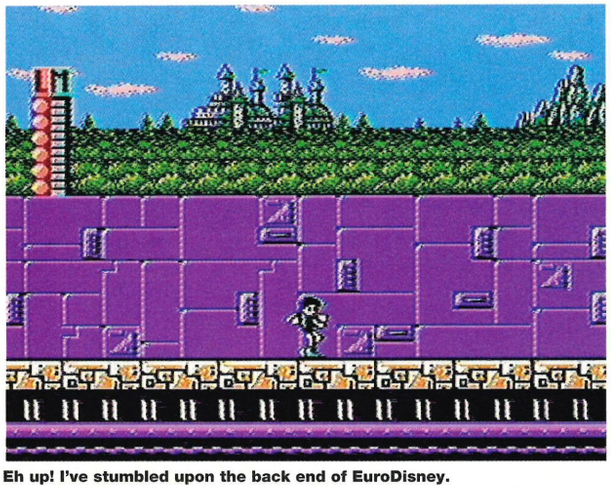
Quite a few of these are your everyday boring old shoot 'em up 'nerd with a gun' type. However every now and again you come across some quite smart opponents. Both they and the backgrounds, all decked out like a funfair, are slightly *Robocod*-ish in style. Nowhere near as good of course but no nightmare either. The graphics are quite colourful and detailed. They can also be quite slow, there's a few moments of dreadful slow-motion action. Jake's animation is as wobbly as his vocabulary. He moves at a fair old pace but when he's running he doesn't seem to have more than two frames of animation to his name. Who remembers *Mr Ben?*

The use of magic is also a nice touch (and you don't get those often these days). There's a whole host of spells ranging from a bit of extra energy (rather like a swig of *Lucozade*) to changing into a fish or winged thingy (rather like a swig of Old Ma Riley's Winter Peculiar). It's a little too easy to activate magic accidently which is a bit of a pain in the wand. It's also a little too easy to get through the game with all this magic but that's just fine by me.

Hmm, well it's time to adopt that concluding paragraph tone of voice. Although it's never in danger of being overrun with action or enemy sprites and despite some rather desperate attempts at hipdom *Totally Rad* is more than a little good. Combining some imaginative graphics with solidly reliable playability, it's not really totally anything but it's not bad fun.

Verdict
Not totally rad but not totally bad either.





Eh up! I've stumbled upon the back end of EuroDisney.

ZONE

Graphics
Sound
Addictiveness
Playability

OVERALL 83

Out: Now **Price:** £39.99
Publisher: Jaleco

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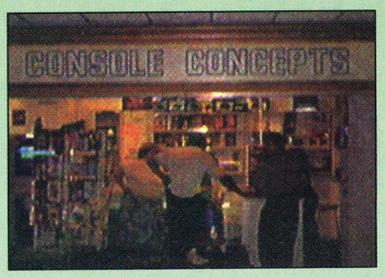

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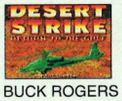

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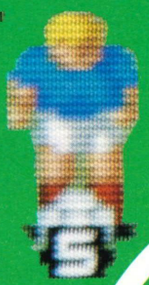
good thing number one

The 3D graphics. Unlike some football games I could mention where your view of the players is mainly of their bald patches and their football boots, in *Super Formation Soccer* you get to see their faces, their happy smiles, even the little laugh lines round their eyes. Ahh.

good thing number two

The animation. It's fast, smooth and sexy. An especially nice touch is the ball which actually looks like it's moving round the pitch instead of the pitch appearing to be moving round the ball, as in most footie games.



As the only member of the *Game Zone* office who can control his dribbling, *Jeremy Daldry* seemed the natural choice to check out *Super Formation Football*.

super formation football

As a lad I always hated playing football. Running round a wet, cold, playing field in the middle of January wearing only a pair of nylon shorts and a sports vest. And I can tell you, nylon shorts rub. We're talking severe friction burns here. I got through more tubes of Deep Heat between the ages of seven and 12 than were good for me. However this has got absolutely nothing to do with *Super Formation Football*, I just felt like having a good old moan. *(Well I hope you feel better now? Maybe we could get on with the review? Ed.)* Oh alright then.

balls

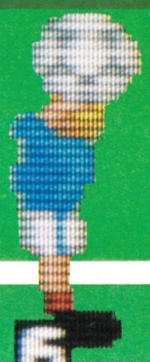
There have been an awful lot of crap football games around in the past. Let's face it, I'm not being harsh here, it's just a fact of life. Like if a girl sits on your lap, she becomes pregnant. A fact of life. *(Remind you and me to have a chat. Ed.)* And some of them have been for the Famicom (remember the sad, sad *Pro Soccer*?) but now, thanks to those nice people at Human there is a footie game to end all footie games. *Super Formation Soccer* really is the dog's bollocks. In fact it's also the cat's, the cow's and the duck-billed platypus'. It's that good. "But why is it so good?" I hear you cry? Well let's see, maybe it would be easier all round if I just made a list.

good thing number five

Making a pass. Not the kind you make while at the local youth club disco, but the kind which involves balls and football players. *(I beg your pardon? Ed.)* Apart from the little player you control, there is another little player with a big flashing arrow over his head, not because he is about to be struck down by the hand of God, but because he is your perfect passing partner. And if you choose to press your Y button you automatically pass to that player. Smart eh? "But surely that makes it very easy," you cry. "Oh no it doesn't," I reply, "'cos a passing kick is a lot weaker and much more likely to be intercepted." "Oh, I see," you say.

good thing number six

Your range of playing moves are not just good, they're golden. With only three little buttons you can produce some pretty amazing shots. Volleys, headers and even over head kicks, this results in balls shooting all over the place. Sure it takes a little while to get used to, but once you have, not even Pelé could touch some of the amazing feet feats you can achieve.



good thing number three

The team choice. You can chose any one of 16 teams, ranging from the goal scoring might of Germany to the rather less impressive Belgium. (Known in footballing circles as the Stumpy Bader 11.) Then play either in exhibition matches or in the Human World Cup. Also each individual team member has his own attack, defence and run ratings, so if you want a defender you can pick the right dude from your subs bench. Good hey?

good thing number four

The player options. If you feel in a kinda solitary mood you can play an exhibition match against the computer or against a pal, or you can play with a pal against the computer, or you can play a World Cup match against the computer, or... Get the picture?

'they think it's all over'

Two of the most contentious points of current world football thinking is of course a) the penalty shoot out and b) whether or not long permed hair should be a bookable offence. In *Super Formation Football*, long demi-waves abound and so do penalty shoot outs. If, after full time, the teams are level the game falls to a 'best of five' penalty shoot out, and if after that there is still a draw, the result goes to the dreaded sudden death shoot out.

1 After eyeing the ball carefully, testing the wind direction with a lose piece of grass and carefully attempting to out-psyche the goal keeper, you step up to take the all important shot.

2 You connect strongly with the ball and you send it shooting towards the goal, leaving the goalie standing.

3 The goalie reads the ball badly and dives the opposite way.

4 But you've hit the cross bar. What's your name? Waddle?

'good thing, where have you gone?'

This game is crying out for a replay mode. Once you have buried the ball into the back of the net from an over head, back flip header what do you want to do? Why, piss off the person you are playing with by watching that selfsame goal again and again on replay, of course. It's what sports games are all about.

a thing that comes at the end of the review

Super Formation Football is right up there with *Super Tennis* and *Super Baseball* as one of the best sports sims available on the Famicom. 'Nice one Human, nice one son, nice one Human, let's have another one!' E

Verdict

The best football game on any console at the moment. Fast, furious and pretty realistic.

MEGA ZONE

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 91

Out: Now **Price:** £49.99
Publisher: Human

Well I never! Zippy and a Zippy clone have gone over the rainbow and are moonlighting with Alf!

super skweek

ATARI LYNX

Jeremy: Let me ask you a question. It isn't as simple as you might think. Ready? Okay. What is a *Skweek?* No idea? Well let's throw it open to the *Game Zone* floor.

Jeremy: Hey guys, stop your sponsored crochet session in aid of homeless Polish hamsters, and let me ask you a question that has been causing me some distress.

***Game Zone* office:** What's that Jeremy?

Jeremy: Well I've been wondering what a 'Skweek' is?

Paul: Well I've got some WD40 if your executive tilt and swivel chair is giving you problems!

Jeremy: No! Not that kind of squeak Paul, you josher.

Paul: Oh, I see. Silly me.

Viv: A squeak, as in a shrill noise from a chair, doesn't have a K or a W in it. But *Skweek* as in a massive 250 level cutesy game cart does.

Jackie: Does this *Skweek* involve what looks like a little pink pom-pom ball.

Jeremy: Yes, that's right Jackie. And a jolly cute little fella he is too.

Jackie: Err, I think I can see the root of your problem. The *Skweek* that has been causing you so much distress is the hero of the new cart from Atari, in which you play the pom-pom chap in his quest to redecorate the Land of Gargouil.

Jeremy: But why, pray tell, does this land need redecorating. Do the fair peoples who live there not like chintz covers?

Jackie: No not at all. How could anyone not like chintz covers? No, the real problem they face is the fact that some evil people have painted the entire land blue, and because the Gargouil-ians are pink, they dislike this colour and have asked Skweek to repaint it for them.

Jeremy: Oh I see. But is the game any good?

Paul: Oh very much so. Lovely animation and graphics, including a rather sweet little map which you can zoom in and out of so that you can explore all over the land. And some rather sweet little sound effects make the whole thing a joy to listen to. Drawbacks? Well the fact that you basically have to do the same thing on each level does lead to a slightly repetitive gameplay. After all how often can you convert blue tiles to pink tiles by running over them, collect power-ups and go for the occasional mid-game shopping spree to buy even more weapons to help you along, before you find yourself reaching once more for the Etch-O-Sketch?

Jeremy: True. But a good game?

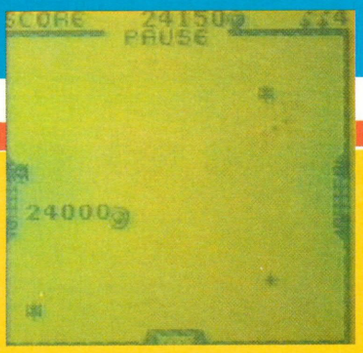
Game Zone Office: Oh yes Jeremy, a very good game.

Jeremy: Thanks team, now get back into that crocheting frenzy and let's save some rodents!

Oh for a clear sky so I could hang out my washing!

OVERALL 82

Out: tba **Price:** £25.99
Publisher: Atari



Who's spat all over my Game Boy screen?

crystal quest

GAME BOY IMPORT

Jackie: Space eh? It all seems rather boring as all it is is an emptyish bit with the occasional galaxy and odd lump of meteorite to break up the monotony. All you can do in it is float around in zero gravity, chase the odd Klingon or two, or, if you're lucky enough to own a Game Boy and *Crystal Quest*, prospect for crystals. Crystals? They're not boring. They have lots of spooky powers don't they? Like spreading peace and harmony and controlling condensation and the like. And prospecting can be pretty profitable too. Let's give it a whirl.

Crystal Quest is basically a huge multi-level shoot and collect 'em up. Each level takes place on a single screen with your ship, some crystals and a myriad of intergalatic vermin. You must manoeuvre around the screen and collect all the crystals. Once you've collected them, the level exit will open and you can fly onto the next one.

Don't forget the intergalatic vermin though. Letting loose with your trigger finger and collecting the extra power-ups will help you too.

So what of the graphics and music? Well, the graphics are unsophisticated and the music adequate, so what saves this game? Those old chestnuts, addictiveness and a slight twist of originality that comes via the 'inertia' effect on your ship's response; when you change directions your ship doesn't respond immediately, but a split second later, adding to the difficulty of the game.

So what's there left to say then. How about *'Crystal Quest,* simple, slightly off-beat and addictive to boot'. Yes that'll do.

Supplier: B & S Electronics 071 323 6673

OVERALL 70

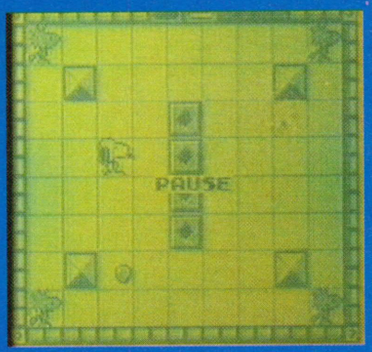
Out: Now **Price:** £27.99
Publisher: Data East

snoopy's magic show

GAME BOY

Jackie: *Snoopy's Magic Show* is a slick, multi-level puzzle game, where you, must race around screen-sized playing areas in an attempt to rescue your pathetic assistant Woodstock. For starters he tried doing your famous Magic Ball trick and completely cocked it up. This caused all the Magic Balls in your possession to go completely bonkers. *And* he also managed to get himself split into six billion pieces into the bargain. You must run over 100 levels, avoiding your mutant Magic Balls, to rescue his multiple selves.

While doing that you also have to puzzle out how best to cross each level. Each level you see, is made up of 78 playing squares, some of which contain icons, indicating that



That hip beagle's back in town

they are either **a)** teleport squares, **b)** fragile squares, **c)** disappearing squares, **d)** regular squares or **e)** one way squares. Step on any one and you'll activate their icons ie. step on a teleport square and you'll warp to another part of the game and so on. Not difficult in itself – until you get a mass of squares altogether on the grid, making it very difficult to puzzle out how to actually reach and rescue Woodstock within the time limit for the level.

Still, puzzling such puzzles out is the nature of this game and, of course, as each level gets progressively harder, it'll take you plenty of figuring. You'll like this game. And if you're a puzzle freak I'd go even further, you'll probably love it.

OVERALL 80

Out: April **Price:** £24.99
Publisher: Kemco

chessmaster

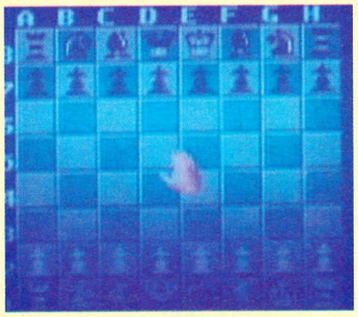
GAME GEAR

MEGA ZONE

Jamie: Chess. I bet half of you have turned the page and I'm stuck writing for two 'Herberts' in anoraks and National Health glasses. What's the point then? You're probably members of the chess club at school, clever gits. Well, *The Chessmaster* is not a magnetic chess set, but a mighty fine new cart for the Game Gear.

I couldn't believe my ears when it started talking! Absolutely amazing. But what makes it different from the portable chess computers? It's cheaper for a start and advises you as to what moves you should make. Helpful if your knowledge of chess is very basic. But it doesn't leave out any grandmasters that happen to purchase the game either, with a massive 16 skill levels to choose from. The three play modes let you decide between playing against a friend, the computer or studying a game between the computer and itself. Another splendid feature is that if you make a bad decision, ie. checkmate in three moves, you can retrace your steps, piece by piece, and rethink the game. Excellent. There are even codewords to save a game if you have to interrupt your play for some reason.

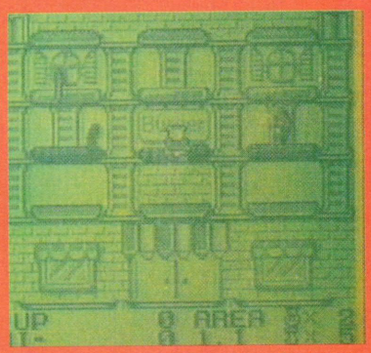
The Chessmaster may not be to everyone's fancy, but it's going to be a classic. The over-the-board graphics, with a hand icon to move the pieces, work very well. The digitalized speech is clear and can be understood easily adding immensely to the feel of the game. This game could do much to promote chess, moving it away from the stigma of the spotty anorak brigade. Buy it and be cool.



Yikes, my hands fallen off on the lino.

OVERALL 91

Out: Now **Price:** £19.99
Publisher: Sega



A spot breeding ground and no mistake.

burgertime deluxe

GAME BOY

MEGA ZONE

Jamie: *Burgertime Deluxe!* How could they cram more ingredients than a Burger King Double Whopper into the wee Game Boy? I don't know, but they've done it and improved on the gameplay in the process.

The game takes place in a set of different kitchens. You control the chef, Peter Pepper, whose main aim in life is to construct, and I mean construct, Gigant-O-Burgers in his burger factory. Easy peasy I hear you shout, well not really. As you are preparing the ingredients, the Food Fiends escape! They'll stop at nothing to hinder your culinary skills in building burgers. The only weapon to hand is a trusty pepper pot; a quick shake and those Vile Vegetables are too busy sneezing to notice you sneaking by. Time it right when you drop a section of burger into place and you can quite happily squash any of the Food Fiends caught beneath. You must get it by now? It's a maze-style game with a dash of Nouvelle Cuisine, and it's brilliant!

Recipe: Make sure you've got four fresh stages for each level, seven levels in all. Gently sauté these in olive oil for a few minutes, add 10 oz of excellent graphics as they start to brown. Sprinkle around 8 oz of addictiveness into the pan stirring continuously, season with supermarket musak and leave to simmer for 20 minutes. Voilà! All that's left now is to sample the dish – it's delicious...

OVERALL 90

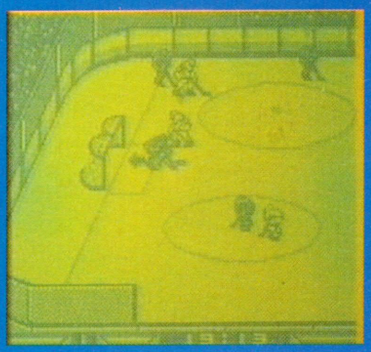
Out: Now **Price:** £24.99
Publisher: Data East

blades of steel

GOAL

Jamie: Forget Torville and Dean. Get rid of those noncey dance skates. Grab your protective pads and hockey stick and get down to some real business on the ice. Game Boy *Blades Of Steel* is fast and furious. You get two different types of game for your money which can't be bad. In fact there's three if you count the practice game. It's good to get in a few fights before a match, just to keep your hand in as it were...

Firstly there's exhibition mode, a one-off match between a team of your choice and a computer-controlled team. Secondly, tournament games, which are a series of face-offs within the league. You choose the team you want to take to the top and the computer pairs you off. As long as your team wins you'll advance in position.



Hockey, a game of sticks and balls.

Blades Of Steel has a lot to offer but it lacks something special. The graphics are excellent, well drawn and animated – there are some very special sequences like when you score; the screen zooms in and shows the puck slamming into the back of the net. The scoreboard lights up and flashes 'GOAL' while the Game Boy's little sound chip goes wild, cheering, playing fanfares etc. It's not really the best sports sim around but if you like ice hockey then it will do. There are times when you just don't know what's going on because the sprites are so small that a Game Boy Magnifier is the order of the day. Perhaps I need a new pair of glasses?

OVERALL 70

Out: April **Price:** £24.99
Publisher: Ultra Games

hunt for red october

Help, we're sinking!

Paul: Thanks to the Russians using the Julian calender and then later converting to the Gregorian Calender (as used in the rest of Europe) the October Revolution actually happened in November. Now isn't that interesting. Well no, not really it's also completely irrelevant to this game.

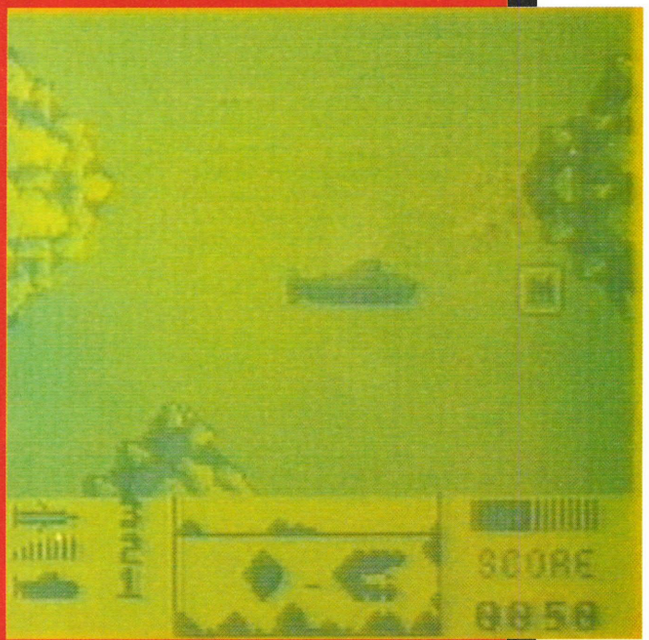
The Hunt For Red October is one of those game of the film of the book type things. And what a game of the film of the book it is too. I was expecting a sort of dullsville Arizona attempt at a sub sim. Instead this is a well above average shoot 'em up in the mould of *Choplifter* - except of course it's underwater.

The aim of the game is to guide your submarine along the ocean bed to the security of the American shores. Between you and a life in a fast food paradise lies a whole host of unfriendly subs, some even less friendly ships and planes and more hidden obstacles than Madonna's underwear.(No I don't know what that means either but it sounds clever. Or maybe it doesn't.)

Against all this you are tooled up with some fairly noncey, fire straight ahead and do about as much damage as a pea shooter powered by soggy peanuts torpedoes. There's also a limited supply of fan dabby dooby mega mutha, don't mess with me schmuk, guided torpedoes. Better still there's the ultimate shandy option of invisibility - for a far too short time you can jam the enemy's sonar so he doesn't know you're there until your torpedoes introduce themselves to his hull.

Red October is completely smart. The graphics are well drawn and detailed from the start, right down to a small, scrolling map which shows up all the obstacles and bonuses ahead. Early levels are almost swamped with bonuses, power-ups etc and consequently a bit easy but things soon get as tough as old boots. The only slightly dodgy thing with *Red October* is the end-of-level nasty. It's undeniably nasty and there's no denying it comes at the end of the level. However it's a bit out of keeping with the rest of the game. There you are on the sea bed doing battle with planes, trains and automobiles (well planes, ships and submarines to be honest) when suddenly you're in some sort of void, shooting it out with some *R-Type* reject.

Ah well, that's a small niggle (as the actress said to the bishop) which does little to spoil the game's overall brillness.



All alone at sea in the big blue yonder.

OVERALL 88

Out: Now **Price:** £24.99
Publisher: Ocean

super r.c. pro-am

GAME BOY IMPORT

Jeremy: What's the main problem with most console racing games? It's that lack of 'bum on seat' feeling. You don't actually *feel* as if you are shooting along at several hundred mph just eight inches off the very hard tarmac. You feel you are playing a console game, which you are.

Clever Nintendo has brought out a fairly bog standard boy racer game, but instead of calling it *Extremely Fast And Dangerous Motor Racing Game*, they have called it *Super Remote Control Pro-Am*. The clever bit is 'Remote Control' – it doesn't matter if you feel you're not really driving 'cos you're not meant to. Clever hey?

For all that, *Super R.C.* is pretty much the same as every other race game before it. You race round tracks collecting batteries, tyres and roll cages, and the occasional bomb to blow away the opposition. Ho hum. The handling? If you've had a go at driving a remote control car you soon realise how bloody difficult they are to control. This is religiously reproduced here. There are more skids in the game than in a Sumo's underpants. Drawbacks? After race 21 you do get a bit bored. But there are some nice touches; if you collect *Scrabble* tiles that some rather careless chap has scattered onto the track and you spell out NINTENDO you get a new car.

Not particularly new or exciting, but it does have a strangely addictive feel to it.

Supplier: B & S Electronics 071 323 6673

Cars with Papish leanings? I think not.

OVERALL 78

Out: Now **Price:** £24.99
Publisher: Nintendo

popils

Cutesy, wutesy vomit buckets.

GAME GEAR IMPORT

Viv: The world of magazines knows a different concept of time. As you read this, it is likely to be nearly the end of March. So what, you probably know that already. But look at the cover and it will say it's April. Spook! Even spookier, is that as I write it's February, which brings me to my point. *(Hallelujah! Ed.)*

February, the month when everyone goes fluffy and gooey; the shops are (literally) on red alert. Yup, Valentine's Day is not far off and a host of hearts and a florist's of flowers are poised to entice the money out of your pockets in exchange for the tokens of love and affection which will wing their way Cupid-like into the home of your loved one.

And if that *didn't* send you reaching (or retching) for the sick bucket then *Popils* will definitely be for you. This game has more throbbing hearts than an operating theatre. A diminutive but beautiful princess fell in love with you, a diminutive commoner, and lo and behold, in a scenario that could have been written by Barbara Cartland, you fell in love with her. (Cue violins.)

But, and it's a big but, BUT the wizard of forest Popils (see, kiddies if you pop naughty tablets, you become a nasty person) kidnaps her and hides her in his labyrinth.

This consists of a puzzley, mazey blocky type landscape. You must reach your princess using the least number of moves. Your (in)ability to do this is scored by measuring your IQ. Grey blocks can be punched or kicked away, allowing what is above to fall into their place; black blocks allow you to pass through them; gold blocks are impassable; red spikes kill you. Also to be negotiated are green slime, blobs which move horizontally and vertically and vampires which are actually cute looking blue racoons which fly in the horizontal plane only. Let them touch you or your princess and you will die. Warp doors do just that – warp you to another part of the puzzle.

Additional innovative features are a map edit, which allows you to design your own puzzle, which can then be passed on to a friend and a 'battery backup', which lets you save your position in the game for later even if you switch the power off.

The graphics are sugar coated and the reunion with your princess is gooier than bananas and custard. (You and she bounce all over the screen emitting little pink hearts. Ahh!) However the gameplay is sooo addictive – and frustrating – that you can do nothing but abandon yourself to it. Love, eh? Makes the world go round dunnit? *(No. Ed.)*

Supplier: B & S Electronics 071 323 6673

What a complete and utter girly she is!

OVERALL 88

Out: Now **Price:** £29.99
Publisher: Tengen

Should we give up?

Last year, people were tortured and physically abused by nearly 100 UN member states.

Left to themselves, governments will go on imprisoning, torturing and killing and other governments will go on turning a blind eye.

Only one power is strong enough to say to the world's leaders, 'I will no longer allow this to happen.' That power is public opinion.

If you think torture and killing is wrong and yet stay silent, we may as well give up. The strongest voice on earth belongs to you. Use it. Join us.

I wish to be a member of Amnesty International. I enclose £15 Individual ☐ £20 Family ☐ £6 OAP ☐ £6 Student, Under 18, Claimant ☐ I wish to donate £250 ☐ £100 ☐ £50 ☐ £25 ☐ £10 ☐ Other ☐ I enter my Access, Visa, Mastercard No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ Card expiry date ☐☐☐☐

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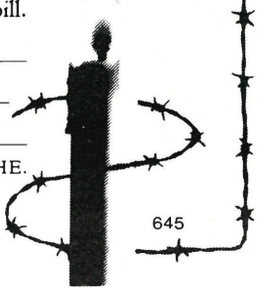
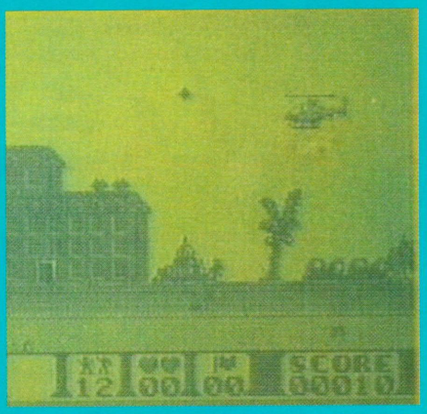


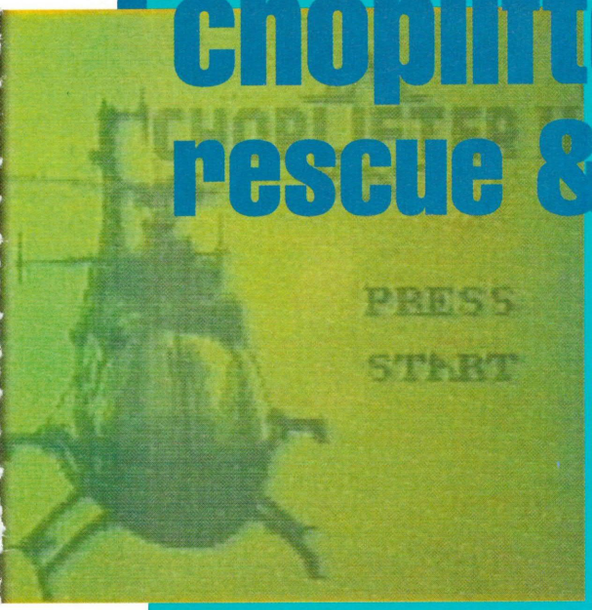
645

choplifter II – rescue & survive

Jamie: I can usually tell a new game is good when my flatmate Manic Josh won't give me my Game Boy back. Don't you find this happens a lot? You save up your pocket money to get a new import game that you've been waiting ages for. As soon as you finally get it, someone swipes your Game Boy and won't give it back for hours, palming you off with cheesy one-liners like "Just one more go, I'll complete this level for you, honest... " When you finally retrieve your, by now melted, Game Boy you only have five minutes play before the batteries run out. Solution: Take your batteries out beforehand and pretend



Is it a bird? A plane? Neither you plonker!



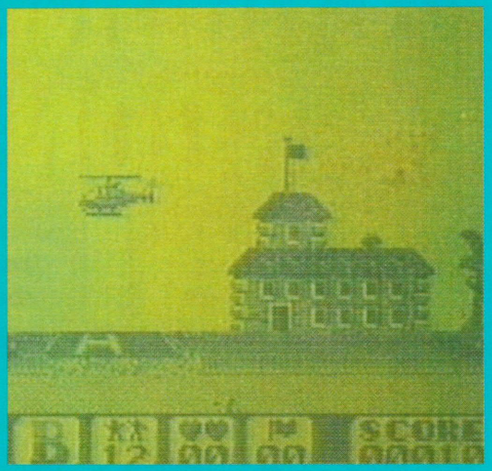
Whirleybirds are goooo!

that they've gone dead. Works every time.

Well this game takes me back to my childhood to the musty smell of stale lager, sweat and vomit from the arcades along the seafront in Margate. Ah, I remember it so well, borrowing a pound off my mother to feed into my favourite game of yesteryear, *Choplifter* and clocking it. But now it's back to haunt me on my very own time-travelling Game Boy and from what Josh is saying, it's just as good.

Choplifter II is a *Defender*-style shoot 'em up but set in a more contemporary setting, possibly the recent Gulf War? Your mission is to save as many hostages as possible from behind enemy lines and return them to your base. There are five sectors to complete in all, with a total of three stages per sector. Each sector has a different theme, from ground battle to the last sector, the city battle where you finally enter the heart of the enemy's headquarters. And that's not very easy. The enemy's defences grow stronger with each stage you complete, trying their hardest to blast you out of the sky with their array of gun batteries and tanks. If they don't get you they'll try and shoot the hostages, which means you could fail your mission if the required number aren't brought back to base.

Choplifter II is great, basic but still great. It's a shoot 'em up with a difference, you'll need skill and patience to complete a level, not just sheer gun-power. I think my only niggle is that if you fly at top speed the images on screen blur slightly. Overall there are really nice graphical touches throughout. The music is not too annoying and the sound effects just about pass. Well worth every penny if you ask me, now excuse me, I just have to go and save a few more hostages before I give the game back!



And behind us is Legoland town hall.

OVERALL 89

Out: Now **Price:** £24.99
Publisher: JVC

double dragon II

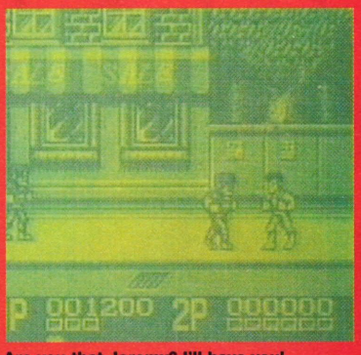
Jackie: Who said video games weren't educational then? After *Double Dragon II* I'm well versed in the art of dispatching potential muggers and attackers. All it takes is a quick shimmy to the right, a kick to the wedding tackle followed by a sharp smack in the mouth and THWACK! Erm, oh dear. Can someone call an ambulance for Jeremy, please?

It's not quite as easy to dispatch all the granite heads in *Double Dragon II*. You play bare knuckle fighter Billy Lee, pitched in bloody battle against opponents armed with baseball bats, mountain bike chains and kitchen knives.

But why are you so set on embarking across this nightmarish world of ten murderous levels packed full of felons and hoodlums all out for your blood? It's because your name has been besmirched by that dastardly chap Anderson who framed you for a murder you didn't commit. Now you want justice.

So tighten your belt, flex your muscles and prepare for a mind-numbing assault upon your person as you punch, kick and kneedrop across numerous city scapes.

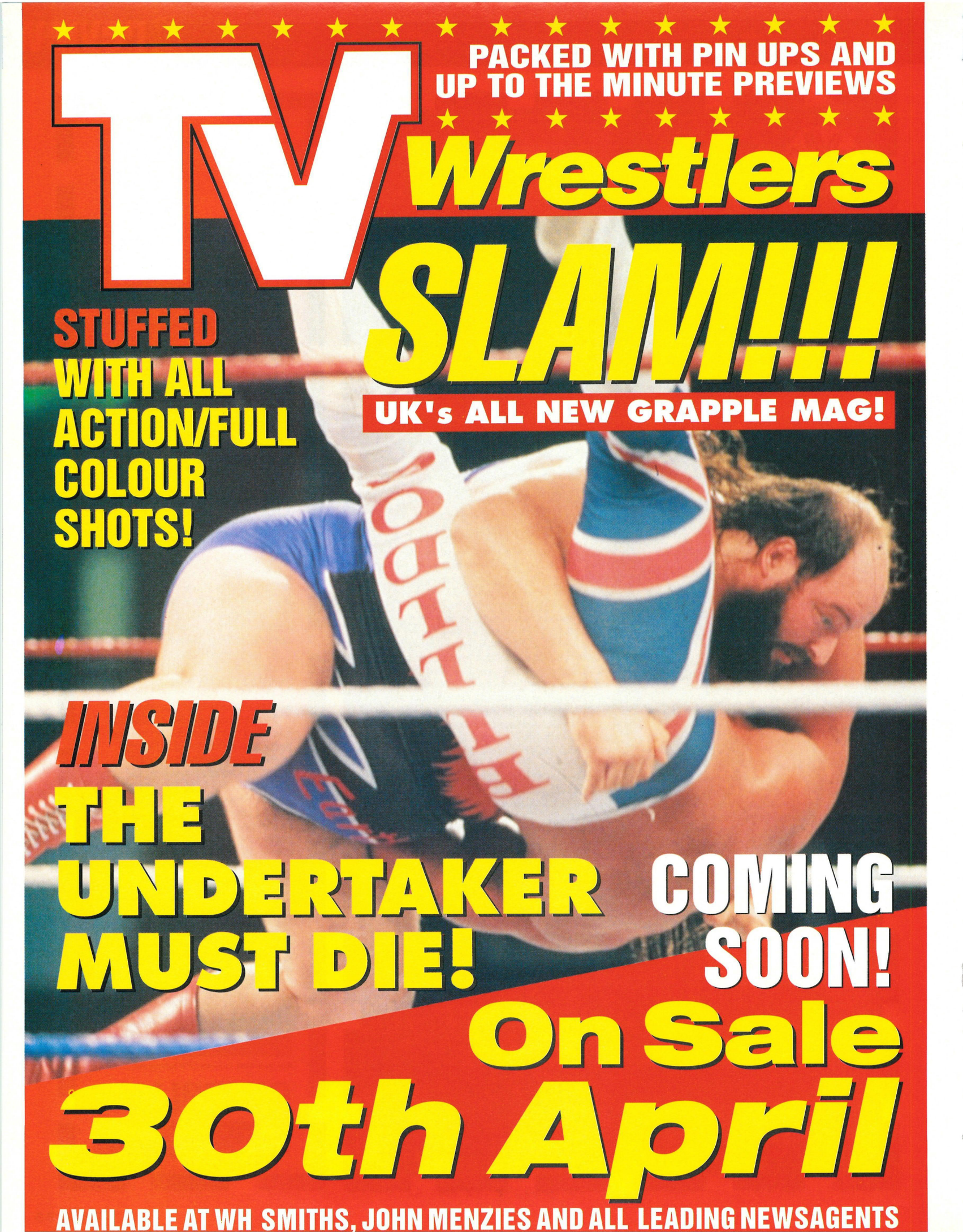
Double Dragon II is a good old trad beat 'em up, but with no real surprises. It has three difficulty levels, good graphics, smooth scrolling and all the sprites move well. If you like beat 'em ups of course, then you'll like this. And even if you don't, well, it's a very useful pack to have if you want to learn how to get the better of a *Game Zone* staff writer in a hurry.



Are you that Jeremy? I'll have you!

OVERALL 78

Out: April **Price:** £24.99
Publisher: Acclaim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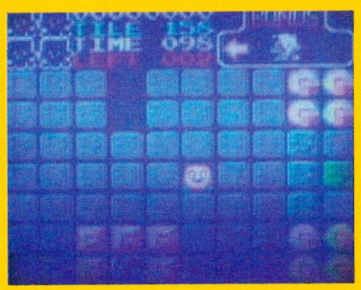
slider

GAME GEAR

Jamie: *Slider* for the aerodynamic Game Gear. A *PacMan* for 1992? A really ecologically sound game? Well it's that alright; after one go you'll switch off your Game Gear and save the batteries. It's not that *Slider's* a bad game, it's just terribly boring, so much so that I nearly fell asleep while playing it...

Slider is a *PacMan* sort of affair as I mentioned earlier. You take control of Slider, whose only goal in life is to rid the world of the invading forces of the Scum Lords. This motley band of evil doers has fouled the once beautiful land of Rozen with harsh toxins and poisons, (sounds very much like the human race dumping its chemical waste everywhere). Now Rozen is deserted except for Mutant Ghouls, Blobs and Fire Faces and Slider's



It's one of those bottle end walls.

the only living thing that can reclaim the wasteland! Good old Slider, he's our man, if he can't do it no one can!

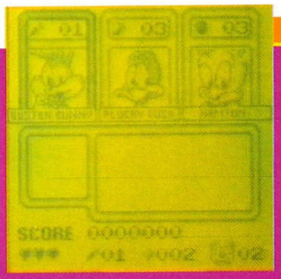
As Slider speeds across the wastelands, cleansing as he goes, he must dodge and outwit the various foes that stand in his way. And if that doesn't work he's always got an arsenal of weapons to blast them out of the way instead. There are 99 levels to get through (if you can last that long) in this mazey style game with all the usual warp portals, bonuses etc. It's got nothing new though.

The graphics are cutesy, the ideas are worn out, the music is annoying and I didn't find anything addictive about it. If you are really into maze games, it might be up your street, but ask to check it out first so you don't waste your money...

OVERALL 28

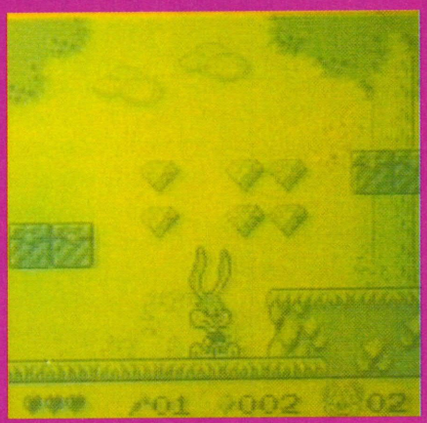
Out: Now **Price:** £24.99
Publisher: Sega

tiny toon adventures



GAME BOY IMPORT

Jeremy: Why anyone should want to code a Game Boy cart revolving around diminutive cough sweets is beyond me. *(Very droll Jeremy, very droll. Ed.)* No but seriously folks, this little cart is really rather, I hate to say it but, sweet.



Err, what's up doc? Crystals I believe.

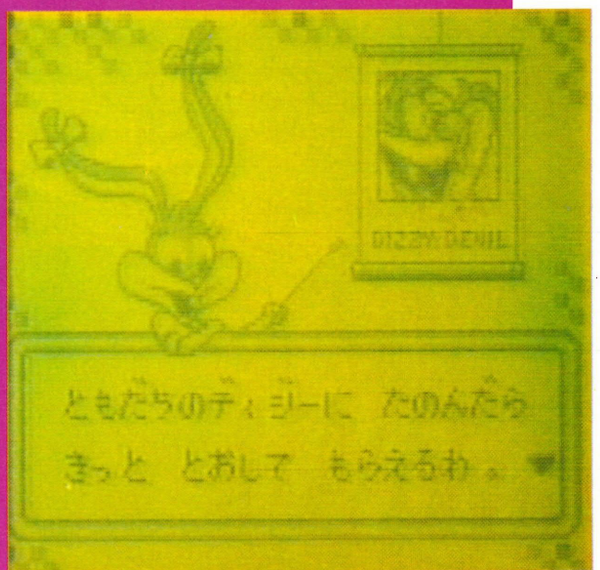
Usually I'd rather run a mile than play one of these 'sugar candy mountain, ain't life preetie mom, love and flowers' games. Give me *Napalm Death Nuns In Leather* any day. However *Tiny Toon Adventures* has balanced its saccharine level quite nicely with its gameplay, much in the same way that other sweetie, *Mario*, has. And, even though I might get struck down by the hand of Nintendo for saying this, *Tiny Toons* is in some ways better than *Super Mario World. (What? Gasp! Shock! Ed.)*

In *Tiny Toon* you have to do tasks as daft as those in Mario, namely rescue a number of rather sweet-looking fluffy animals from places where they have gone and got lost. Humm, no great thriller this. *(Where does it score over Mighty* Mario *then? Ed.)* Well the sprites are bigger, the animation smoother and the backgrounds more interesting. Oh and there are better hidden sub games. *(Like what? Ed.)* Well there is a sprint race where you can gamble your goodies against other famous cartoon characters, like Road Runner, and then there is one of those Smash A Mole games. *(What! Ed.)* You know, those things you have at the seaside, a little mole pops his head through a hole and you have to hit it with a little hammer. The more you hit, the more points you get. *(Oh, one of those. Ed.)*

And what weapons of fearsome destruction do you have to complete this task? Well, no death-o-splat guns, but you can throw fruit at the bad guys (who, in *Tiny Toon* land aren't really bad at all, but just come from broken homes and are actually very good at art and, given the chance, could form a very productive community theatre company.) ***(What? Ed.)*** Oh, and you can jump on things too. Big f-ing deal.

So what have you got with *Tiny Toon Adventures? (That's funny I was thinking exactly the same thing. Ed.)* You have got a platform game, not unlike every other platform game before it. However *Tiny Toon* is almost perfectly put together and, if it wasn't for the large amount of Japanese language in the cart's coding, would almost certainly be a classic. Great game, but probably worth waiting for it to be officially released. Game of *Napalm Death Nuns In Leather* anyone? *(Yes please. Ed.)*

Supplier: ICE Distribution 0709 881 873



Two 25s, chop suey and special flied lice. Oh it's a *Japanese* takeaway!

OVERALL 87

Out: Now **Price:** £25.99
Publisher: Konami

atari lynx – game

Every month for the next six months Atari and *Game Zone* will present you with the opportunity to win the holiday of your dreams. All you have to do is play some great games. There are now 40 games for the Atari Lynx, which, together with 16-bit technology, huge four-megabyte game capacity and super smooth 3D graphics make it a handheld worth having!

Each month in a major retail chain, two Lynxes will be set up to play two of the great games available (the titles will be announced one month in advance in these pages). All you have to do is take the entry form, which will be printed in each issue of *Game Zone*, into the store and ask for your attempt at notching the highest score of the day on each game. **EVERY ENTRANT WINS A SUPERB ENAMEL BADGE OF TWO GAMES WHICH THEY HAVE COMPLETED.** There are 20 of these badges to collect and ten are only available through this competition! All of the scores will be forwarded to the Goode Ideas company, who will be managing the event, and the top scorers on each game will be asked to return to play the regional final and then the final, with superb prizes all round.

Now it's time for one of those apology things. Due to... now what's the phrase... ah yes, due to circumstances beyond our control we aren't able to print the list of participating stores until next month. So you'll just have to be a bit patient.

In the meantime, we want to know your top scores on the Lynx. Simply fill in the form opposite, then either sellotape it to the back of an envelope or pop it inside. Don't forget to enclose a passport photograph of yourself (sorry these cannot be returned) and send it in. You'll get nothing more than a *Game Zone* badge (not that that's to be sneezed at) for these scores since they can't be verified, but the top (believable) scores will be printed with your mug shot.

The first few challengers are already in, but these scores are well beatable. Let's see what you can do!

Lynx High Scores, Goode Ideas, 103-105 Spinney Hill, Addlestone, Weybridge. KT15 1AZ

Checkered Flag

WIN!

a disney holiday! + loadsa goodies!

zone challenge

Top Scorers

checkered flag
Robert Porter

Darryl Still
Colin Reeves

Ross Wright
Edwin Stifter

xenophobe
James Glynn
Louise Hill
Jackie Ryan
Luke Leighton
Jeremy Daldry
Alex Short
Edwin Stifter
Darryl Still
Rob Katz
Patrick Brennan

rygar
Craig S. Aranjo

Paul Lakin
Phil Baley
Robert Payne

Ammar Oghl

rampage
Jeremy Daldry

Robert Payne

Phil Bailey
Darryl Still
Carol Frost

gates of zendecon
Darryl Still
Ross Wright
Matt Lepinere
Rob Katz
Carol Frost

blue lightning
Jeremy Daldry

Darryl Still
Ross Wright
Paul Bennett
Edwin Stifter
Colin Leonard
Colin Reeves

Stuart Wilson
David Wesley
Carol Frost

paperboy
Joseph Billington

Jackie Ryan
Wendy Burgess
Harj Ruprah
Daniel Warwick
Carol Frost

awesome golf
Gavin Wild

Darryl Still
Rob Katz
Jeremy Daldry

Matt Lerpinere
Carol Frost

scrapyard dog
Gary Brown
Jeremy Daldry
Paul Gladow
Luke Leighton
V.I. James
Carol Frost

xybots
Ed Sampson
Alan Ross
Paul Lakin
Harj Ruprah
Colin Reeves

ms pacman
Paul Lakin
Darryl Still
Jonathan Roberts
Alex Short
Carol Frost

stun runner
Jason Rayment

Jackie Ryan
Ben Warwick
Tony Bicknell
Colin Reeves

roadblasters
Jeremy Daldry

Mark Sykes
Edwin Stifter
Alex Short
Carol Frost

apb
Rob Katz
Jackie Ryan
Edwin Stifter
David Wesley
Carol Frost

zarlour mercenary
Aaron Cambridge

Darryl Still
Stuart Wilson
Paul Lakin
Mike Bac
Carol Frost

turbo sub
Paul Brough
Darryl Still
Rob Katz
Craig Erickson
Ian Fraser
Carol Frost

ninja gaiden
Paul Lakin
Harry Marshall
Jason Rayment

Al Bodin
Patrick Brennan
Carol Frost

klax
Jackie Ryan

Rob Katz
Mark Sykes
Keith Tattersall
Carol Frost

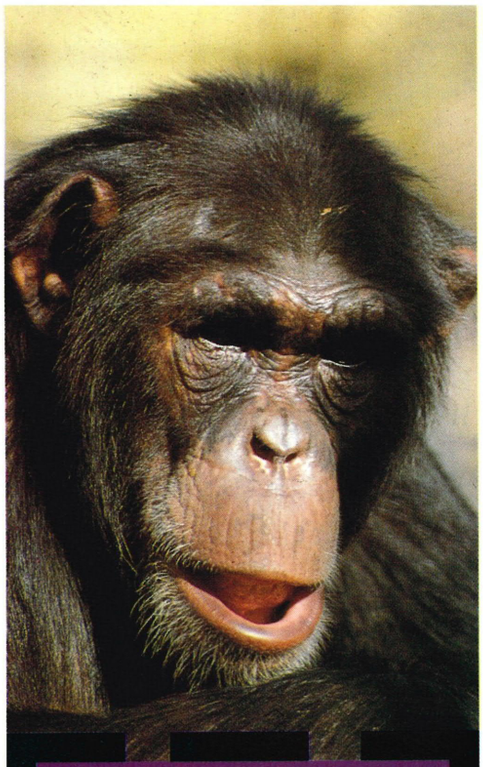
Game played _____ score _____

NAME _____

ADDRESS _____

POST CODE _____

SIGNATURE _____



win £50* in cash!

*plus a packet of biscuits

B-B-Brains h-here. A-After my colleagues and I had h-had our usual tea break we discovered many useful cheats and tips to aid the herbal tea drinkers of the world in their quest for peace. Of c-course it wouldn't h-have been possible without the input of t-the great public. S-so s-send m-me your maps, solutions, hints, t-tips and replacement strings.

And w-we w-will reward you with a l-limited edition 'I'm a PG Tipster' badge, the most sought after fashion items since my r-rather n-nice spectacles. W-We at International Rescue will give a rather hefty £50 from the Tracy f-family's personal fortune f-for the best contribution, a-as well as the b-biscuit of t-the m-month. Why are you waiting? S-Send us your m-maps, solutions etc. My, I'm getting mighty sick of this here st-stutter. F. A. B!

So send your stuff (after reading Daniel's Dazzling Dozen Rules of course) to:

Brains, IR
c/o Game Zone
14 Rathbone Place
London
W1P 1DE

NB The biscuit of the month is Club Class.

PG tips

"Parker." "Yes m' lady." "Get me *Daniel 'Brains' Pemberton* from International Rescue. I'm in desperate need of some kind of cheat for this game. I need help, quick!" "Right away m' lady." (Cue dramatic music and drum roll.)

ninja gaiden

Gary Alford reckons that if you press A, B, DOWN, LEFT, SELECT and START all at the same time on the title screen you've got a massive hand. He also mumbled something, through a mouthful of digestives (sad, sad, boy), about a sound test.

stun runner

Oliver Dell tells us that on level 12 (the coathanger) there's a warp. To get to it as soon as you enter the tunnel go right and collect the boost pad. Now try to stay near the top of the tunnel and you'll go through a hole. You should have now entered the warp, which takes you to level 18. Incidentally this also works on the arcade.

putt + putter golf

I like golf, it's got balls! Anyway here's some lovely jubley passwords and cheats from **John Vallender**. Firstly during the intro, or on the title screen hold down button 2 then press START. You'll now be in configuration mode (which includes a sound test). Groovy eh?
Here's some passwords:
BKDKN, PKLLA, NKJLE, FKMLF, YAZBR, QBNAR, DLGKC, BCJKG, FLMKF, HLPKD, HKJKK, FKPKD, FLDKD, FLDKG, PUTT

castlevania

Simon Hall had a good moan when he discovered that the only biscuit left was an old, stale rich tea. To get revenge he gave us a rather old, stale tip, but it's still pretty useful! On the first level go all the way up the fifth rope and don't jump off to enter a bonus room. Also **Toby Wilson** reckons you shouldn't hit the first candle, 'cos you can get a 1-Up later on if you don't.

shanghai

All herbal tea drinkers take note! To see the ending screen **Ben Gready** (Ho, ho. Shouldn't have eaten all those biscuits.) tells us that you should view the high score table and press pause while holding down option 1 and 2, buttons A and B, and UP and RIGHT. And bingo! The completion screen and a sore pair of hands.

isolated warrior

Here's a complete set of codes to this average blaster. Thanks once more to **Jamie Richards** for these:
Level two: **1227,** Level three: **4126,**
Level four: **0948,** Level five: **2168,**
Level six: **0666,** Level seven:**1192**

arcus odyssey

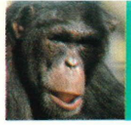
More password japes, this time supplied by **Neil Critchley**, who says that the ending's dead good. Oooo!
Level five: **JBMGNUUMEB**
Level six: **KBMEMUQQFA**
Level seven: **KBMEMUQU4F**
Level eight: **KYMEMUUO5F**

populous

Avec Tregi has given us two passwords for this brilliant God sim.
E51D2T5RY: Sillyland
N2M4J5B: Bit Plains

daniel's dazzling dozen rules

1. **State what game and machine the tip is for.**
2. **Make sure it hasn't been printed before.**
3. **Use readable writing.**
4. **Enclose your name.**
5. **Make sure it hasn't been printed before.**
6. **Check it doesn't have the words *'Super Mario 3'* in it.**
7. **State whether you reckon round Tetley tea bags are better than square ones.**
8. **Stick all this in an envelope and post it.**
9. **Um... Jump up and down on one leg.**
10. **Err... Boil a pair of socks.**
11. **Stick two ice cream cones on your head and pretend you're a cow or something.**
12. **Actually we'd better make it 11 rules.**



pg tips

solstice

Press SELECT during the game then press the following: B, START, START, B, B, START, START, B, B, START, START, START, B, START, B, B, B, START, B, B, B, START, START, START, B, START, B, START, START, B, START, START, B, B, START, B and START! The screen should flash and whenever you want your lives or magic filled up press SELECT!

bubble bobble

A couple more passwords this time supplied by **Barry 'Canderel' Paul**: **4LL1, 1GBF, HTB3, KZBJ, VLT1, VLT3.**

afterburner

Ben Eneroldsen seems to think that Jaffa Cakes should rule the earth. And I thought that this government was bad! Anyway press UP, 1 and 2 when you die for a spanking new continue.

bill and ted's excellent adventure

Bit bogus at this game? Well fear not as **Michael Roberts** has given us a password for a big juicy seven time periods. Hurrah!

DADS JADE JIJ8 6AZ9

batman II: return of the joker

To wipe off Joker's grin why not try some of the following passwords as supplied by **Alex Hagger**.

Level 1-2 **MDRR**, Level 2-1 **NMLL**
Level 2-2 **NWKL**, Level 3-1 **LGZQ**
Level 3-2 **GPTW**, Level 4-1 **GNXF**
Level 4-2 **KHCN**, Level 5-1 **QGVN**
Level 5-2 **WBZT**, Level 6-1 **FFHG**
Level 6-2 **CKQG**, Level 7-1 **GPZT**

john madden '92

This year's Superbowl final was between the Buffalo Bills and the Washington Redskins. Well thanks to **Nick Turner** you can recreate the thrills and spills of the real thing in your own bedroom (oo-er). So here's the code for the Superbowl featuring the Redskins against the Bills. (You are playing for the Bills.)

FB8WSX2F

And here's some more codes:

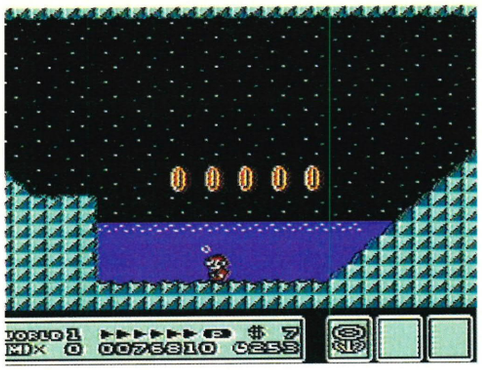
FBJSZTVB, DXRXPP9F, CFVKXWCC, CYFM5COV, CY5R4B5J and CZX3PGXV.

super edf

Bung in your second controller and hold UP and START. Now turn on your machine and you'll get a weird and different beginning. Blimey!

james pond II

Following on from the excellent players' guide last issue, here's a cheat to get to a special options screen where you can select everything from the level to what kind of socks Robocod is wearing. *(Hmm. Ed.)* Anyway just hold down A, B, C, DOWN and LEFT on the title screen. Then press START.



Pennies from heaven?

readers' top five biscuits

After much extensive research I'm able to bring you the five most popular biscuits among *Game Zone* readers. Hurrah!

1 Jaffa Cakes.
2 Jammy dodgers.
3 Choc chip cookies.
4 Bourbons.
5 Hob Nobs.

super mario bros 3

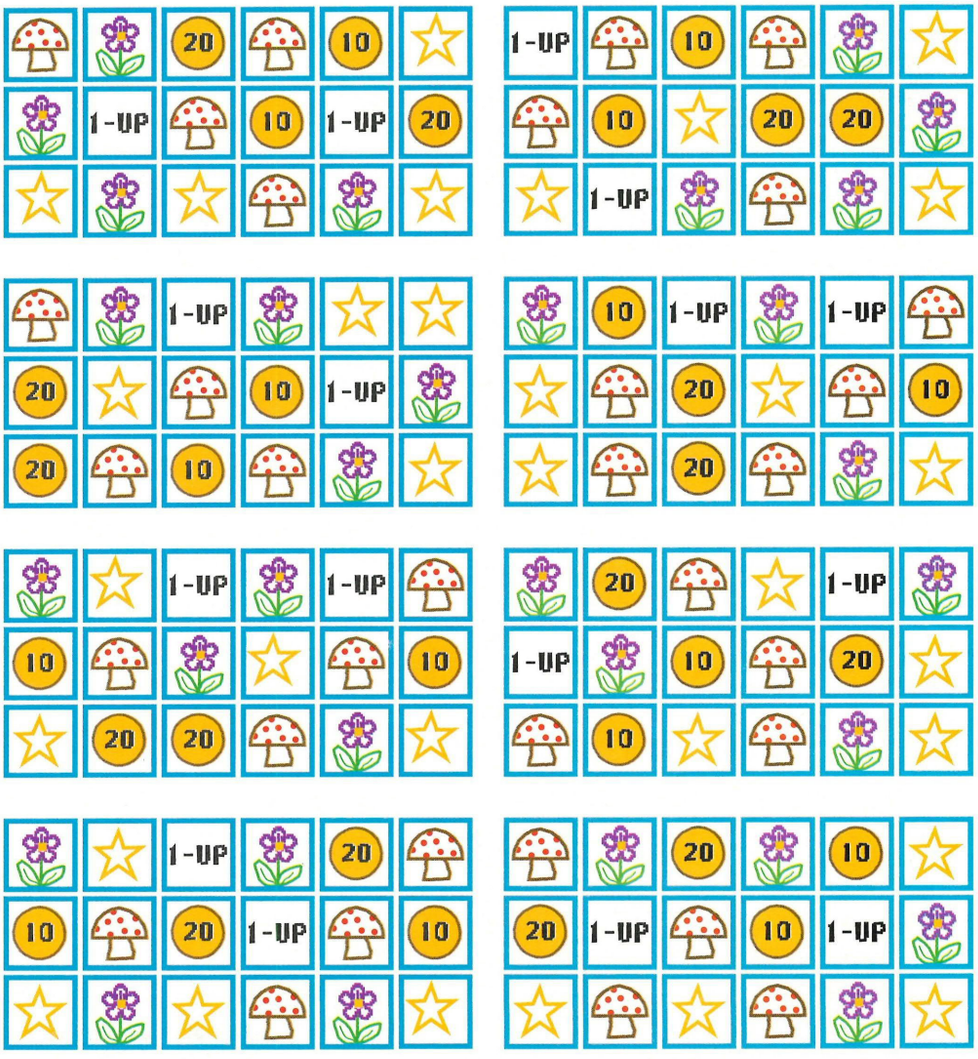
Arghhh! If I see one more guide to *Mario 3* I'm going to go completely mental. Anyway to keep everyone happy I'm going to do a tiny bit more on *Mario 3* then you can all stop sending your letters in! Firstly here's a guide for what pipes to go down, supplied by... (fumbles in dustbin sack full of guides)... erm... **Victoria Oman**.

Level 1-1: **The third pipe.**
Level 1-2: **The third pipe from the end.**
Level 3-1: **The second pipe.**
Level 5-1: **The second from last pipe.**
Level 6-2: **Both the fifth and sixth pipes.**

After a lot more fumbling I found the position of the third warp whistle, thanks to **David White**.

On world two smash the top right rock on the map using the hammer from the hammer brothers. Walk throught the tree and get the last whistle off the two fire brothers.

Now stop sending *Super Mario Bros 3* guides in, okay? If I see one more... Arghh! Burble! Mummy! They're coming to take me away ha, ha, he, he, hoo, hoo, glub, glub... ***(Erm, I think Daniel's gone a bit strange. You'd better console yourself with these card table guides. Ed.)***



A snakebite followed by a pint of your best Old Peculiar please – and have a Babycham for yourself.

might and magic

Here's a rather handy dandy guide to this fab RPG which is harder than a ten-year old rich tea! To make things easier **Mark Brown's** given us the locations of most of the spells! Hurrah!

cleric spells

Nature's Gate	**C3 X1 Y9**
Air Transmutation	**A1 X8 Y8**
Air Encasement	**A1 X1 Y14**
Frenzy	**B4 X8 Y1**
Earth Transmutation	**E4 X8 Y8**
Water Encasement	**A4 X1 Y1**
Earth Encasement	**E4 X14 Y1**
Fire Encasement	**E1 X14 Y14**
Fire Transmutation	**E1 X8 Y8**
Divine Intervention (Druid's Point Cave)	**X15 Y14**
Holy Word (Face South)	**C1 X5 Y5**
Lloyds Beacon (Corak's Cave)	**X7 Y11**
Fingers Of Death	**C1 X1 Y8**
Star Burst	**D1 X5 Y6**
Enchant Item (Gem maker's Cave)	**X3 Y3**
Dancing Sword	**B2 X15 Y11**

Cast Nature's Gate on day 93 to get meteor shower.

other tips

1. Great Fountain – This increases Might etc, to 200 and level to 50. It's found at **E2 X11 Y9**.
2. The Jurors of Mount Farview, **D2 X7 Y0**
3. Brutal Bruno Barbarian Chieftain, **C4 X0 Y15**
4. Baron Wilfrey, **B2 X11 Y2**
5. Dread Knight, **B3 X 5 Y14**
6. Corak's Soul, **C1 X10 Y15**
7. Dragon Lord, **D1 X10 Y15**
8. Serpent King, **E3 X5 Y6**
9. Queen Beetle, **E2 X11 Y6**
10. Honor Sword, **D4 X14 Y11**
11. Water Talon (in water plane), **X10 Y10**
12. Air Talon (in air plane), **X11 Y7**
13. Fire Talon (in fire plane), **X4 Y4**
14. Earth Talon (in earth plane), **X8 Y8**
15. Lord Peabody's Servant, **B4 X10 Y1**
16. The password to get into Druid Point Cave is **DRUIDS**.
17. The correct doors to the Good Wizard Yekop is **2, 2, 4, 6, 6, 12, a, d, f, i.**
18. The code to release him is **Right-32, Left-64**.
19. The correct doors to the bad wizard Yebmug is **1, 3, 1, 7, 9, 11, A, C, G, I.**
20. The code to release him is **Right-46, Left-23**.

saint sword

Graham Back sent us lots of level codes to this game and a squashed biscuit. well I've eaten the biccy so here's the codes: **IOFUSM, OZVNW5, Y3XKWJ, VYWMU7, QZXWGZ and RWEFAQ.**

f-22 interceptor

Here's a bundle of passwords supplied by **Jamie Richards** for the brilliant flight sim. **BIOF8P** – Korea, **GTGE8V** – Iraq, **KSQGIV** – Russia, **MHO1M3** – Ace's challenge.

boulderdash

Oh dear. **Gary Alford** likes digestives. What a sad person. Hang on, what's this? Ah some passwords! Erm actually, what I said Gary, was that you're erm... amazingly brilliant. Ooo.
Ice **635870**, Sand **840137**, Ocean **840967** Relic **225378**, Volcano **752053**

castlevania II: simon's quest

Luckily 'ol **Gary Alford** has forgiven me for that early erm... incident and has given us another fab password. Which gives you the rib, heart, eye and nail.
EPZT OYSF, SZVY SOZO

populous

Here's some more level codes, supplied by **Paul Lim**. Hurrah!
5007 ALPINPIL, 5012 SHADIKEOUT 5021 FUTINBAR, 5026 JOSIKELUG 5031 KILLKOPORD, 5034 MORGBHILL 5037 RINGYING

space harrier

The mysteriously named **Dave G** tells us that if you enter CNT on the high score you'll get some continues. I wonder what the G stands for in Dave's name? Probably something embarrassing like Gormless, Gonads... ***(That's quite enough. Ed.)***

streets of rage

Want some extra continues? Well **Marc Abrook** reckons you should press LEFT, LEFT, B, B, B, C, C, C then START on the game and screen.

scrapyard dog

Here's a couple of warps supplied by **Sue Barnfield**. Okay, when you're in the second scrapyard make sure that you are Louie and then jump onto the toilet and push down. Due to the incredibly strange sewage system a gate will appear. Knock on it and enter to get out of the forest.

Also when you're in the first city, jump onto the ice cream parlour door, then onto the first (top) window on the next building. Push UP and you'll turn into little Louie. Now knock on the parlour door and the red gate will appear. Jump back into the window, then the red gate. Knock the gate and enter to go to the desert!

super formation soccer

Why is it that anything launched on the Super Famicom has the word 'Super' in the title? I mean there's *Super Mario World*, *Super R-Type*, *Super EDF*, *Super Tennis*, *Super Baseball*... the list goes on for ever. Why didn't they call this *'Slightly more graphically advanced but the playability ain't changed from the PC Engine version' Formation Soccer?* Well I was told marketing wasn't one of my strong points. Oh dear. Anyway after squabbling over who should have the last pink wafer, **Raymond Lee** and **Samuel Cory** just gave us these codes.
You are Germany:

Uruguay	→ ↗ ← ↓ ↘ ↓ ↑ ↓
Yugoslavia	↑ ↙ → → ↘ ↑ ↑ ↑
Japan	→ → ↑ ↑ ↘ ← ↑ ↓
USA	↑ → ↑ ↓ → ← ↑ ↗
France	→ → ← → ↑ → ↓ ↙
Ireland	↑ ← → ← ↘ ← ↓ ↑
Romania	→ ← ↓ ↑ ↑ ↗ ↓ ↓
Cameroon	→ ↙ ↑ ↓ ↗ ↙ ↓ ↗
England	→ ← ↑ → ↘ ↙ ↓ ↗
Holland	→ ↙ ← ← ↘ ↗ ↑ ↙
Brazil	↑ ↙ ← ↑ ↑ ↘ ↓ ↑
Italy	↑ → ↑ ↓ → ↖ ↑ ↓
Argentina (Final)	↑ ↗ ↓ → ↑ ↖ ↑ ↓
Special	→ ↙ ↓ ← ↘ ↘ ↑ ↙

viking child

Here's the level codes, supplied by **Andrew Manning** and **Richard Beckett**, who rather coincidentally is from York, ye olde Viking town and tourist attraction.
1 OMEGAMAN
2 PATRICIA
3 REDDWARF
4 DEWSBURY

double dragon II

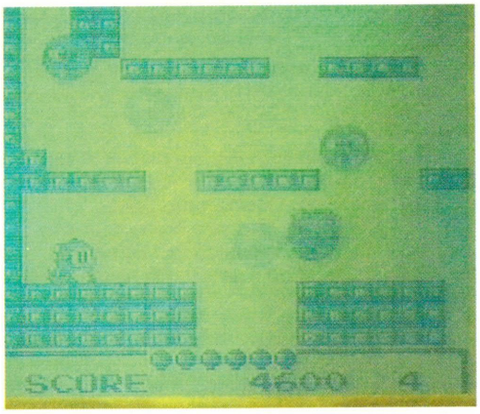
Oh dear. Well some ol' bod has slaved night and day to produce millions of pages of Nintendo tips – but has forgotten to put his name and address on any of them. Durr! Luckily we'd printed most of them so he/she won't feel a complete prat! Anyway here's the continue codes:

stage	code
1, 2, 3	UP, RIGHT, DOWN, LEFT, A, B
4, 5, 6	UP, DOWN, LEFT, RIGHT, B, A, A
7, 8, 9	A, A, B, B, DOWN, UP, RIGHT, LEFT

Also on the helicopter stage if you're about to get sucked out pause the game and the door will shut. That little tip came from **Paul Travis**. The codes came from ...well you'll never know!!

punchout

To revitalise your energy I'd advise a good swig of Lucozade but **Adam Souness** blatantly ignored me and said that if you press select over and over again it'll increase your energy for the next round. He also gave us some codes:
777 807 3453, 237,110,7868
005 737 5423, 647 993 3534



Hubble bubble, toil and trouble, life's hard for lickle dino.

parasol stars

To make any kiddies' party go with a swing, treat them to the sounds of *Parasol Stars.* On the title screen just press DOWN, I, II then RUN for a sound test cum musical statues simulator.

lemmings

Lemmingade sipper, whoops, that should be *lemonade* sipper **John Jo O' Driscoll** supplied these *Lemmings* level codes.

	FUN	TRICKY	TAXING	MAYHEM
1	HCNUPDR	KORIHCI	URIHORN	IHSWVY
2	AOBYEKU	IHCAHOL	AKIKNEG	PNATTEP
3	TERJKAY	UKORADE	NAHCNAG	ANIIARA
4	HADONUR	MUKASSI	ONAKASO	TTATAAG
5	VSIAZND	AYSUUYN	OISNEDN	IJUKARA
6	SINEMAT	VRIAGNU	ASURUSN	KATUOSI
7	URERUZU	KOABENA	NISUKAY	NIHSETI
8	KAHUKAK	HINEVON	INIAKES	USAGAKA
9	IEKOZIO	EUKUTAD	NUFOGET	NOHOYIA
10	SOUKANO	VUYSSIE	IUAARA	TUMENES

battle unit zeoth

Haven't heard of this game but **Owen Greenwood** obviously has as he's given us a super spooky select. Wait until the intro music on the title screen ends. Now hold down DOWN, A, B and press them all five times. Now wait until the musical tones start and press START on the stage you want to play. *(Eh? Reader.)* Well let's say you hear three notes press START to begin on level three. Spooky eh?

gargoyle's quest

James Benett, after getting in a strop about there being no hazelnuts in his choccy chip biccie gave us some passwords to this neat game. Try **fff-fff** to be transported to penultimate level, or **kkkk-kkkk** for the last level.

bubble bobble

Thanks to **Nick Turner** for this cheat which gives you shoes, lives, bubble gum and a feather. Go to the password option and press the PAUSE button. Now press 1, LEFT, DOWN, UP, 1, UP,1, Up and PAUSE. Start the game and the cheat'll be active!

quartet

After choking on a 'United' choccy bar **Marcus Powling** gave us a rather good level select and a lecture on the dangers of biscuits. To choose the level then press UP on the second controller, then press PAUSE twelve times. Now press button 1 to choose your level.

herzog zwei

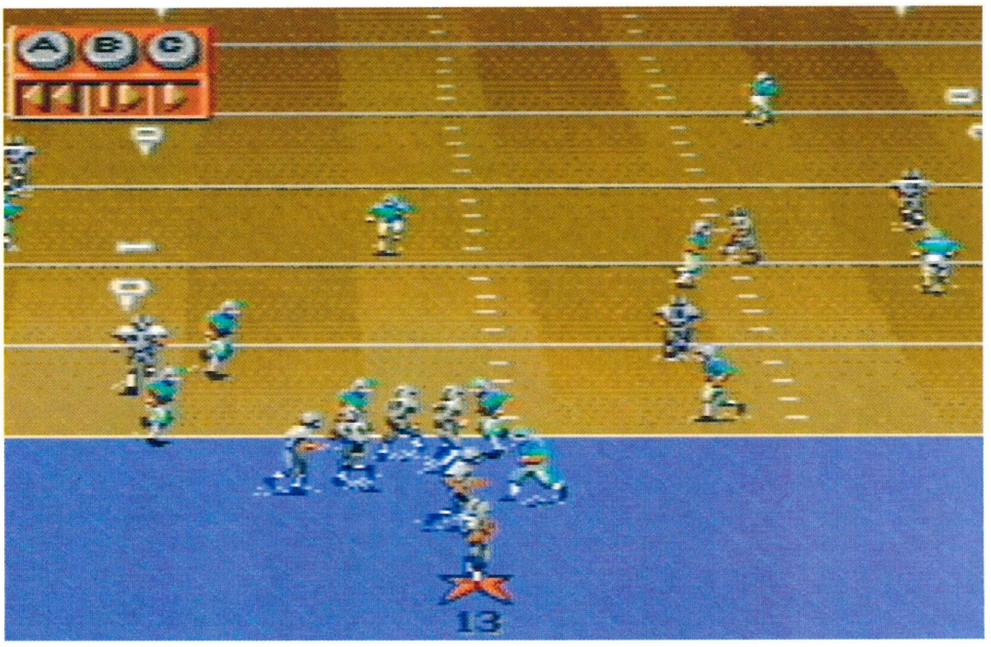
To get the sound test press RIGHT, LEFT, DOWN and UP on the title screen. Or if you want to choose the difficulty level on the sound test choose tunes 7,4,3,7,5,8 and 1.

outrun

Here's a quick tip from **Nick Gay**, who says you should first take the left route then the right road then right again to make the game a bit easier.

skate or die: tour de thrash

Well thanks to **Marcus Powling**, I can supply you with all passwords to this game, which I found as much fun as picking my nose. *Skate Or Die?* It's a pretty hard choice. 1 **GNBF**, 2 **MTGP**, 3 **PVFS**, 4 **FVCH**, 5 **BXHN**, 6 **GFTQ**, 7 **JZWC**



Hold up, the quarterback's dropped his contact lens somewhere near the red star.

pg tips

go! go! tank

Go! Go! Tank sounds more like a vehicle with diarrhoea than a flippin' console game. Anyway here's some cheats for it supplied by **Christopher Butler**. Firstly to become invincible, on the title screen press LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, LEFT then START. Alternatively if you wanna start with seven vehicles press LEFT, UP, RIGHT, UP, LEFT, LEFT, UP, RIGHT, UP, LEFT, UP, RIGHT then START on the title screen.

might and magic

Go to the command screen, select Share then Food. If you repeat this process several times then your whole food supply should increase! If only that worked on the infamous *Game Zone* biccy barrel.

rad racer

Thanks to **Barry 'Bazman' Blake, Stephen 'Horse' Faulkner** and **Wayne 'China' Kearny** I can give you a level select. Once you've picked your car press B as many times as you want for the correct level. This is shown in the brackets. Then hold down UP and RIGHT and START.

course name no of presses
1 Sunset Coastline **(0)**
2 San Francisco **(1)**
3 Grand Canyon **(2)**
4 Ruins Of Athens **(3)**
5 Los Angeles Night **(4)**
6 Snow White Lane **(5)**
7 Seaway In Typhoon **(6)**
8 Last Seaside Running **(7)**

turrican

Go to the option screen and move the arrow to bottom of the screen. Now hold down DOWN and press A, B, B, A, B, A, A, B, A, A, B, A and A. A screen should now appear letting you select infy lives, bombs, etc. Thanks to **Nick Turner**.

tetris

After winning obscure biscuit of the month award for the 'Ice Vo-Vo' which hails from Down Under, **Ian Selway** told us a pretty neat way to get loads of points. Just keep SELECT held down during play. You'll get 10,000 points every time a block lands!!

turtles II

No sooner is the game out and we have to press the following very quickly on the title screen: B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT, B, A, then START for ten turtles. (Enough for a huge soup.) Or if you want some extra lives try UP, RIGHT, RIGHT, DOWN, DOWN, DOWN, LEFT, LEFT, LEFT, LEFT and then then START on the title screen once more. Thanks to **Niall Fee**, **Bradley Martin** and **John Pirouet** for those.

warbirds

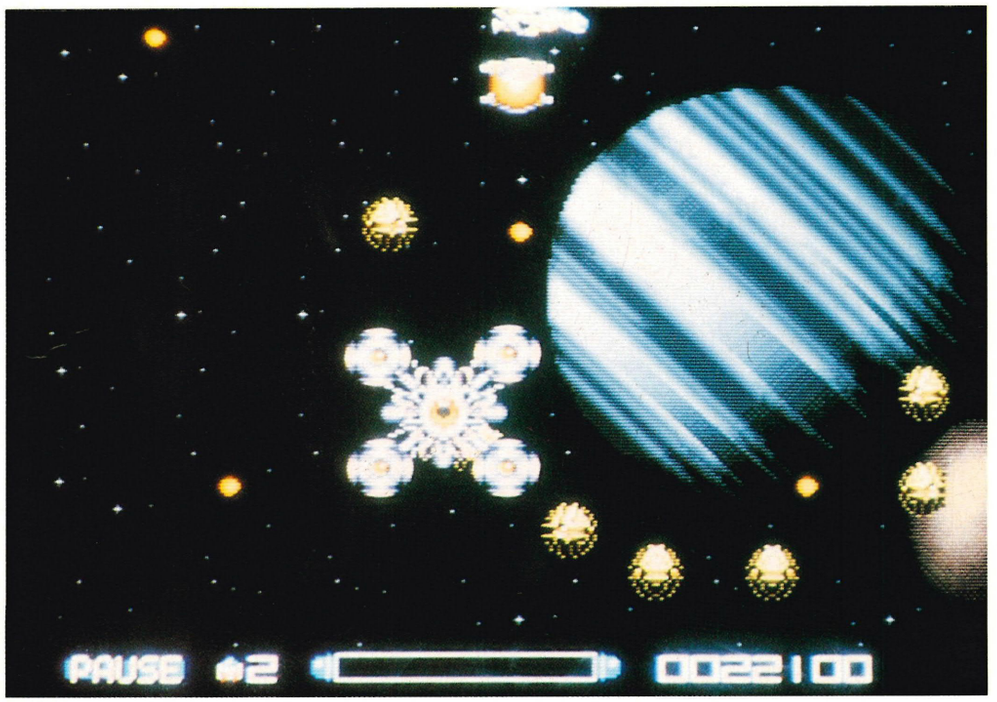
If you shoot down an enemy aircraft, **Andrew Greenslade** reckons that you should pause the game and it'll re-appear. Shoot it again, PAUSE and so on. This means you'll soon end up with tons of hits to your name. Hurrah!

batman

After duffing up his brother for swiping his biccies we were given a password for this fab game by **Adnan Shah**. Enter BF, BL, BR, JR. This probably won't make much sense without this key:
BF: Front of Batman, **BR**: Right of Batman, **BL**: Left of Batman, **JR**: Joker's right side.

pengo

The first of many Game Gear cheats from **Jonathon Hanford** for this neat puzzler. On the title screen hold down LEFT, UP, 1, 2 and START. You'll now be given a menu which has a level select and number of lives. (Maximum of seven.)



It's a streaky blue orange!

Hmm, someone's got a strange taste in carpets.

outrun

More Game Gear wheezes from **Jonathon Hanford**. To become completely invincible to all objects Jonathon reckons that you should press on the title screen and ALL of the menus, UP, LEFT, 1, 2 and START. Rather strange eh? Exactly the same as the *Pengo* cheat.

cyber cross

After swiping his brother's custard cream **Zee Shah** told us that if you hold down I, II, SELECT and DOWN on the game enter screen you'll get a rather handy continue.

super edf

To become invincible, **Mark Booker** seems to think you should pause the game then press A, B, X, Y, L, R, UP, DOWN, LEFT and RIGHT. He also says that you'll have to enter this code each time you start a new level. Drag!

bonk's revenge

The guy with the huge head and the even larger headache is back on these pages. To warp to the next level just pick up 50 of those little smiling faces.

gaiares

Thomas 'Bus Conductor' Holden (?) tells us that you should shoot out your TOZ unit (you know, the *R-Type* complete rip off thing) six times before you kill anything to upgrade to some dead deadly weaponry.

space harrier 2

James Heeps reckons that if you press LEFT or RIGHT during the intro you can select your level, but hold down A, B and C while you're doing it!

super r-type

Ooo! Can't be bothered to turn down the volume for that realistic 'fade' effect? Well **Alex Pink** tells us that on the sound test just hit the RIGHT button and it'll fade out. It fades faster each time you hit it. Thrills eh?

bloody wolf

Once they'd made a truce the brothers **Shah** said that if you ain't got any keys you can still open boxes if you keep attacking them with a knife.

choplifter II

Decaffeinated tea fan **Jamie Sewell** gave us these level codes. **1 SKYHPPR 2 LKYBYSS 3 CHPLFTR 4 BYMSFWR 5 RGHTHND.**

marvel land

If you want to go to a round select enter the password ARDE. Alternatively try GIL AND KI. Remember to enter these when in normal mode. Thanks to **Guy Osborn** who's not going to get a plug for Wacky World Consoles. Oops!

sim city

Use up all your money on fire stations and police departments. After this you should have a small amount left. Spend this on railtracks or something until you've got $0. Now when the tax info screen appears in December hold down the LEFT and RIGHT buttons and keep them held while you exit this. Still holding them down, re-enter the tax info screen and find everything (transport, police and fire) to 100%. Now exit and let go of the LEFT button. Wait a while and you'll have $999,999!! Hurrah! Thanks to **Guy Osborn** once more.

apb

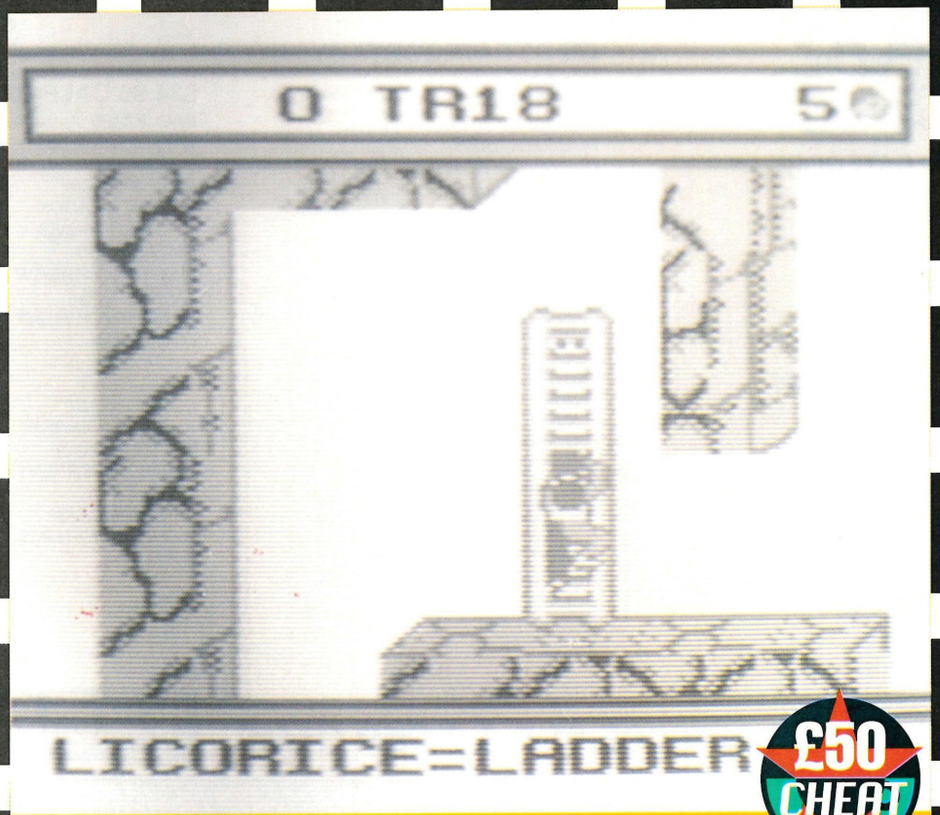
A bit naff this tip, but I'll use it anyway. On highway 12 there's two gas pumps. Park in between them and they'll pump twice at first!! Told you it was naff!!

quackshot

If you're having difficulty in Big Maharajah Palace, **Christopher Arapis** has come to your rescue with this rather handy mini guide to the maze:

First of all when you start off go left then down and enter the first door you come across. When you come out of the next door, go right and again enter the first door you come to. Then when you come out of the next door go left, jump over the first door , climb up the wall and enter the next door you see. When you come out of door number six go right until you come to a passage you have to slide through. Slide through it until you come to a gap in the ceiling, go through it and then enter the door on the right. You'll now be in the room with the big nasty frightening tiger. Scary!

Like your red scarf mate, but I'm still going to blast you.



£50 CHEAT

Blob would be mighty useful if you wanted to do some DIY.

the boy and his blob II
the rescue of princess blobette

This month's top tip, which wins a crispy jubilee note, is from **Daryn Quinn**. He gets fifty smackeroonies for his players' guide to *The Boy And His Blob II, The Rescue Of Princess Blobette*.

handy hints

- Only change blob from a humming bird when it is in an exact position.
- The flavour of bean given is underlined.
- 'Whistle' means change Blob back to his own shape or call him back to you.

Tangerine, bounce into screen above while moving right, get the sack, fall off the platform, whistle, lime, run at the door, fall, RIGHT, RIGHT, get the sack, LEFT, drop key, whistle, **cola**, get into the bubble, float UP, UP, LEFT, move along the platform, fall down the gap on the left until you reach the bottom, whistle, **punch**, fall through the hole, whistle, lime, pick up the key, RIGHT, drop the key under the machine, whistle, **liquorice**, climb up the ladder, whistle, **coconut**, pick up the coconut and throw at the lever, whistle, fall off the platform, RIGHT, **banana**, throw wrench at the gap in the machine (this may take some practice), whistle, **liquorice**, up the ladder onto the machine, whistle, honey, whistle, RIGHT, **cola**, RIGHT, fall down the gap just after a platform has passed, when in the water submerge the bubble, move under the right platform, RIGHT, up through the gap onto the platform, whistle, RIGHT tangerine, bounce up into the second screen moving left so as to land on the platform, whistle, honey, whistle, LEFT, position Blob under the bottom platform, **liquorice**, whistle, **liquorice** whistle, tangerine, bounce across the gap and over the worm, whistle, RIGHT, move over the switch, LEFT, time your fall down the gap because of the worm, RIGHT, fall down, **cola**, LEFT, fall into the water, LEFT, move the bubble onto the right platform, whistle, tangerine, bounce onto a moving platform, when a flame is on the left move to the right and vice versa, ride the platform to the top, jump off the platform to land on the right side, whistle, honey, whistle, RIGHT, fall down, RIGHT, throw a mint into the cauldron, position Blob on the cauldron, tangerine, bounce to the second screen whilst moving left, land on the platform, get the sack, whistle, honey, whistle, **vanilla**, whistle, tangerine, bounce to the top of the tower, move left to land on the platform next to Blobette, whistle, honey, (the bird will release Blobette who will then fall down and run off), whistle, **vanilla**, float down, whistle, LEFT, tangerine, bounce as high as possible and move left onto the platform, whistle, honey, whistle, LEFT, LEFT, LEFT, LEFT, Blob will now join Blobette on the thrones.

Nintendo

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Picasso's blue and green period

james pond II

More *James Pond* japes ahoy, this time courtesy of **Matthew 'Hopey' Hope** (?). As well as telling us the other cheats we've already printed, he also found a way to get infinite energy. On level 1-1 pick up the penguin, oil, wine, earth and reading glass which spells POWER! Spook!

batman

To get unlimited continues **Ritchie Burgess** says you should press Up, UP, DOWN, DOWN, LEFT, LEFT, RIGHT, RIGHT and then B and A at the same time.

gargoyles quest

Here's yet another password, this time supplied by Tetley's round tea bag fan **Richard Cooke**:
DYN9-QTWW

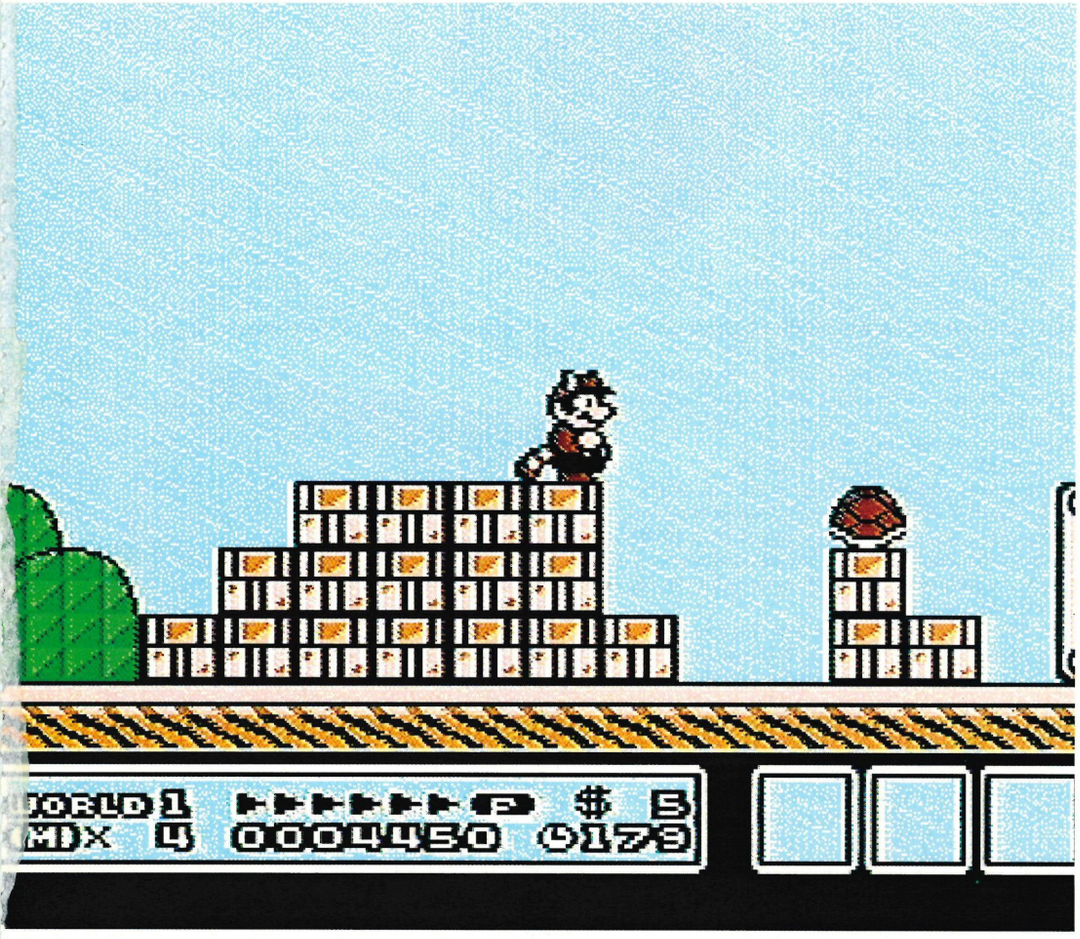
wonderboy*

Oh dear. The cheat in the first ish's tips booklet was a mite wrong. Millions of people have corrected it, so I can't drop any names. Soz! Anyway hold down DOWN and START on the title screen. Then you can select your level with UP and DOWN.

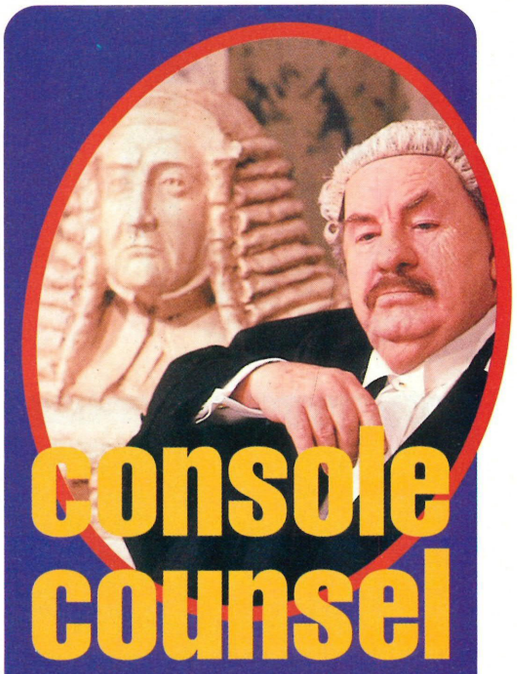
bart simpson

Deciding that eating their shorts wasn't as tasty as a packet of cookies **Peter Mephail**, **James Norman** and **Stephen Raphael** gave us all these tips for the first level.

- If you use the whistle outside the window on the far right of the old age home, you are showered with coins.
- Use a coin on the phone to hassle Moe. He'll come out wearing purple so spray him!!
- Also go to the cinema when your time is at 400 or 200 'cos a purple scout will come out.
- Use the key (from Tool World) on the house next to Moe's to warp to the retirement home.
- Use the wrench on the fire hydrant, to change the purple paint to red.
- Fire a rocket at the E in the Kwik-E-Mart sign fir three extra lives!
- Buy the magnet as this can be used on the Wheel Of Fortune on a later level.
- Fire a cherry bomb at the bird in the shop[. Where it says 'Don't walk on the grass' um... walk on the grass. A policeman will come who's purple!



Shell suits ahoy! Mario gets funky.



console counsel

Hello feeble gamesplayers and welcome to Console Counsel. This is the spot where you can share your gameplaying queries, problems and troubles with me in the strictest of confidence... sort of. Remember he who dares um, gets fun poked at him by his mates. But be brave, put pen to paper and write to: Console Counsel, *Game Zone*, 14 Rathbone Place, London. W1P 1DE. Unfortunately, even with an SAE, however nice and cuddly your Console Counsellor is he can't reply to individuals unless they include a large blank cheque.

Dear Console Counsel,
A year ago I was embarrassed when people asked what console I had, but now I can hold my head up high and say that I've got a Lynx. *(Ooh, well done. A sadistic reader.)* I've built up a large collection of games and have completed most of them but I'm stuck on *APB* and *Blue Lightning*. I'd like to know the last mission code.
Oliver Dell, Danbury, Essex.
Here's a complete set of Blue Lightning codes from Ben Wickham and Tim Kerby:
2 ***PLAN****, 3* ***ALFA****, 4* ***BELL****, 5* ***NINE****,*
6 ***LOCK****, 7* ***HAND****, 8* ***FLEA****, 9* ***LIFE***
As for APB I'm afraid you're in a bit of a pickle there. There's a rather crap tip in this month's PG Tips for it but apart from that I know nothing. Can any readers help? Write to the usual address.

Dear Console Counsel,
After playing *Mickey Mouse* for many weeks I managed to get to the end of game boss Mizrabel. Coo, I was excited I can tell you. In fact I had to change my underwear twice. Unfortunately I promptly died and still to this day I cannot get past her. Pleeeeeease help me!!
Edward Evens, Dublin, Ireland.
Well I'll hand you over to Philip Read, Edward, for how to kill Mizrabel: go to the top left ledge. After Mizrabel fires her ghouls (?) bounce on her head then dodge her until she goes back to the centre of the screen. Repeat this until she's dead and pause the game when she's flashing to see her next move.
Well thank you Philip for those wise words and I hope it's cured your problem.

kill ZONE

"A show! How lovely!" cried *Amaya Lopez*, dreaming of a star-studded gala and blissfully unaware that this was the annual Amusement Trade Exhibition. When we mentioned it was free, she raced to Earls Court before we could say 'coin-op'.

Gis a kiss you sexy beast. Photo opportunity with a star.

No expense was spared at this year's Amusement Trade Exhibition which was held for the first time at the new, flashy Earls Court 2 building. So many new things, such little space. Ah, so many slot machines, and so many stars. Well, Eric Bristow and Postman Pat for starters...

Pride of place at the **Atari** stand was given to *Steel Talons*, not a game featuring high-heeled stilettos, but a 3D helicopter combat sim. It's all the rage in the States with its realistic helicopter controls, rudder bar (pedal) and 12 complete missions to play on your Tod or with a chum.

Spook! A big black box!

Remember last year's arcade smash *Mad Dog McCree* – the interactive-video-laser technology light gun game which hooked millions of trigger happy people? Well, this year **Atari** was proudly displaying the sequel *Who Shot Johnny Rock*? Set in the prohibition era, poor Johnny Rock's been shot by one of four people. You've got to find the clues which will lead you to the combination of Johnny Rock's safe. Egged on by Johnny Rock's chick, bearing an uncanny ressemblance to Sharon in *EastEnders*, who proclaims: "I want you to find out who did this. Nail the rat". Streuth.

Atari was also showing its three player beat 'em up, *Guardians Of The Hood*. Three evil gangs have taken over the neighbourhood. You must break them up and get their thuggish bosses on your side. No mean feat in this *Pitfighter*-style, digitised graphics coin-op.

Laser disk technology returned with a vengeance in the form of **Leland's** *Dragon's Lair 2* and *Space Ace* which caused queues deeper than Ken Dodd's pockets. Another popular venue was Taito's *Sonic Blast Man*, literally a one-to-one beat 'em up. The cabinet includes a boxing glove and punch bag The idea is to smack the bag as hard as possible. The harder you hit, the more injuries you inflict on your on-screen opponent. Smaaart!

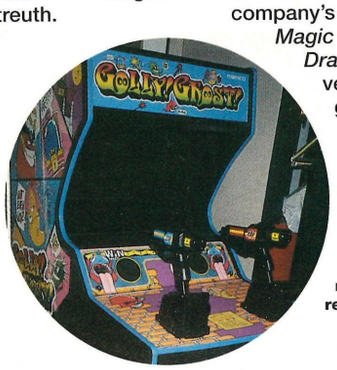
Tatsumi's new cabinet displayed *Round Up 5*, a car race game not unlike *Chase HQ*. There was also a touch of the Mad Maxes about it – with spook robotic bikers leaping on top of your car and asking the whereabouts of Tina Turner.

Did Shazza shoot Johnny? Or just pout him to death.

Midway went the er, whole way with its rather fab *Oppo Wolf*-style rendition of *Terminator 2*. No poncey single machine gun for this baby – the cabinet comes complete with two huge mutha 9mm Uzis strapped to its side. Graphically it's the danglers with helicopters, exo-skeletons and shade-wearing Arnie look-alikes to splatter all over the screen. All in all, a rather sophist shoot 'em up. (As you'll discover if you win our fab compo.)

Tad Corporation's latest, *Legionnaire*, offered frantic beat 'em up action whilst **Data East's** newie, *Rogha* featured some rather peculiar looking robots. Essentially a two player shoot 'em up, you choose your robot and arm him to the hilt before plundering the enemy. Ho hum.

At the **Capcom** stand was the mighty *Knights Of The Round Table*. Reminiscent of the company's previous offerings, *Magic Sword* and *King Of Dragons*, it offered nothing very innovative in the gameplay and graphics stakes but it certainly matched the high standard of its predecessors.



(Left) Knacker both your finger and your pocket. (Right) What no *Independent* readers?

Meanwhile **Konami's** stand was brimming with goodies including the latest pizza-scoffing game, *Turtles In Time*. This turtelly (sorry) new adventure features the little basts travelling through time and tracking down the Statue Of Liberty. Catering for up to four players, it's easily as smart as the original. But the prize for the 'most amount of players' on one cabinet must go to Marvel Comics' *X-Men* – up to five chums can play on this one, so if you've got no friends you've had it really. Still you can just stand on the sidelines and watch the neat graphics – reminiscent of *Captain America* and *Superman*.

Comic book heros were evidently the order of the day for **Konami** – its third new title featured that loveable Gaul, Asterix. All your old, cuddly faves were there in almost larger than life sprite size. In addition the spirit of the cartoon has been retained with more than a few humourous touches to keep you happily scrolling.

closet consoles

Oi, developer! Have you got a console in your closet? Then let it out - this is 1992 after all.

Also hoping to pull the crowds were the console cabinets which sneakily incorporate 16-bit consoles into their innards. Rather disappointingly Sega's Mega Tech only had one game on show and that predictably enough, featured everyone's favourite hedgehog, Sonic. Nintendo, on the other hand, went a bit more to town with its Super System, offering three cartridge titles *Super Tennis, F-Zero* and (surprise, surprise) *Super Mario World*.

If it's violence you're into, then you wouldn't have gone far wrong by visiting the SNK stand. Although, there was only one machine on offer in its Neo Geo incarnation, it was a fine display of footie brutality entitled *Soccer Brawl*. This little beauty harked back to the delights of *Speedball 2* and *World Cup '90*. The only problem is, what would you rather play in your local slot house, a mega 32-bit arcade machine or a 16-bit tarted up coin-op with a Mega Drive, Super NES or Neo Geo in its belly? The choice is yours.

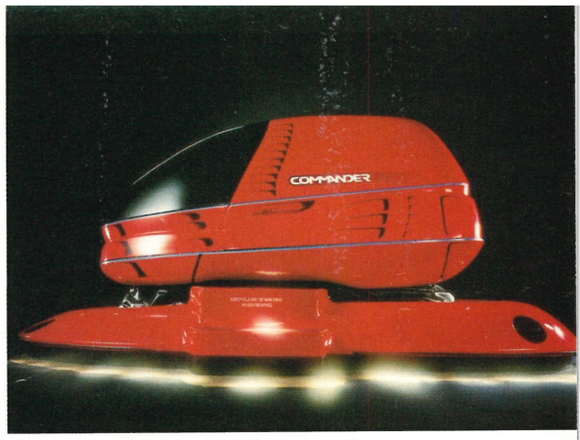
Jaleco also had three new coin-ops waiting to be fed. First up was MicroProse's rather offensive sounding *BOTSS*. Thankfully nothing to do with Anneka Rice, *BOTSS* stand for *Battle Of The Solar System* (obvious really). You're in charge of a robotic walker (similar to the ones in *The Empire Strikes Back*), groping around a 3D world, blasting tanks, jet fighters and enemy robots. Neat. On the beat 'em up front there was *64th Street*, a multi-player smack in the marth, similar in style to **Capcom's** *Final Fight*. The fab bit was when you doled out 'ver treatment' and the victim smashed into the background scenery, leaving a tell-tale imprint. If Formula One racing games are more up your street, then you would have made a beeline for the *Grand Prix Star* cabinet. Slightly less sophisticated than *Super Monaco,* but with neat night driving and link-up options.

Talking of *Super Monaco*, **Sega** was proudly displaying the sequel to its superb 1990 hit. Entitled *Exhaust Note (Hmmm, catchy. Ed.)* the graphics were stunning and I don't think that fans of the original will be disappointed. Unfortunately, there were no sit-in cabinets – hopefully **Sega** will get round to building some soon. An innovative little marvel was the company's 3D hologram game, *Time Traveller*. Sadly not blessed by the presence of a 'reach out and touch me' Jon Pertwee, the screen was littered with impressive digitised images of Hollywood actors. Their mums must be very chuffed but quite frankly I didn't know them from Adam. **Sega** also joined the ranks of the Marvel comics appreciation society with its *Spiderman* slottie. Like **Konami's** *X-Men* there were huge cartoony sprites, though this time of the webbed variety, and also a 'big' Mode for close-up action and a 'wide' mode for a broader outlook.

Dr Crippins clinic, home of cosmetic surgery. Leave with a new face, a new future.

Last, but certainly not least, let's take a look at **Namco's** coinies – an enormous amount of the little blighters – and many of them brand spanking new. For all aspiring ghostbusters there was the *Oppo Wolf*-style *Golly Ghost* – a fun romp through a sort of 3D model house zapping ghosts as they spook about the place. This slottie boasted a fab projection system (the video graphic ghosts are superimposed over the house) which coupled with a concave screen gave you that 'being there' feeling (well almost). Another **Namco** product incorporating this new projection system was *Starblade*, a brilliant scroll into the screen shoot 'em up harking back to the original *Star Wars*. It really has to be seen to be believed. No big stand would be complete without its driving game and **Namco's** was no exception. *Driver's Eye* was a bit of a looker – a huge mutha cabinet housing the best part of a Williams F1 car with a three monitor wraparound view. Two sequels were also there: *Gunner 2* and *Final Lap 2* plus a four player, strategy game, imaginatively titled *Tank Force*.

So there we are – I left the show suffering from severe tinnitus, comforted only by Eric Bristow's autograph and the fact that the whole thing hadn't cost me a single sov. E



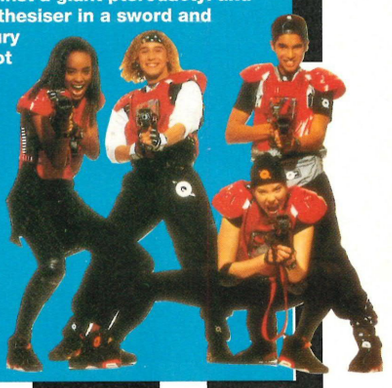
Introducing the Sinclair C6. When will Baldie learn?

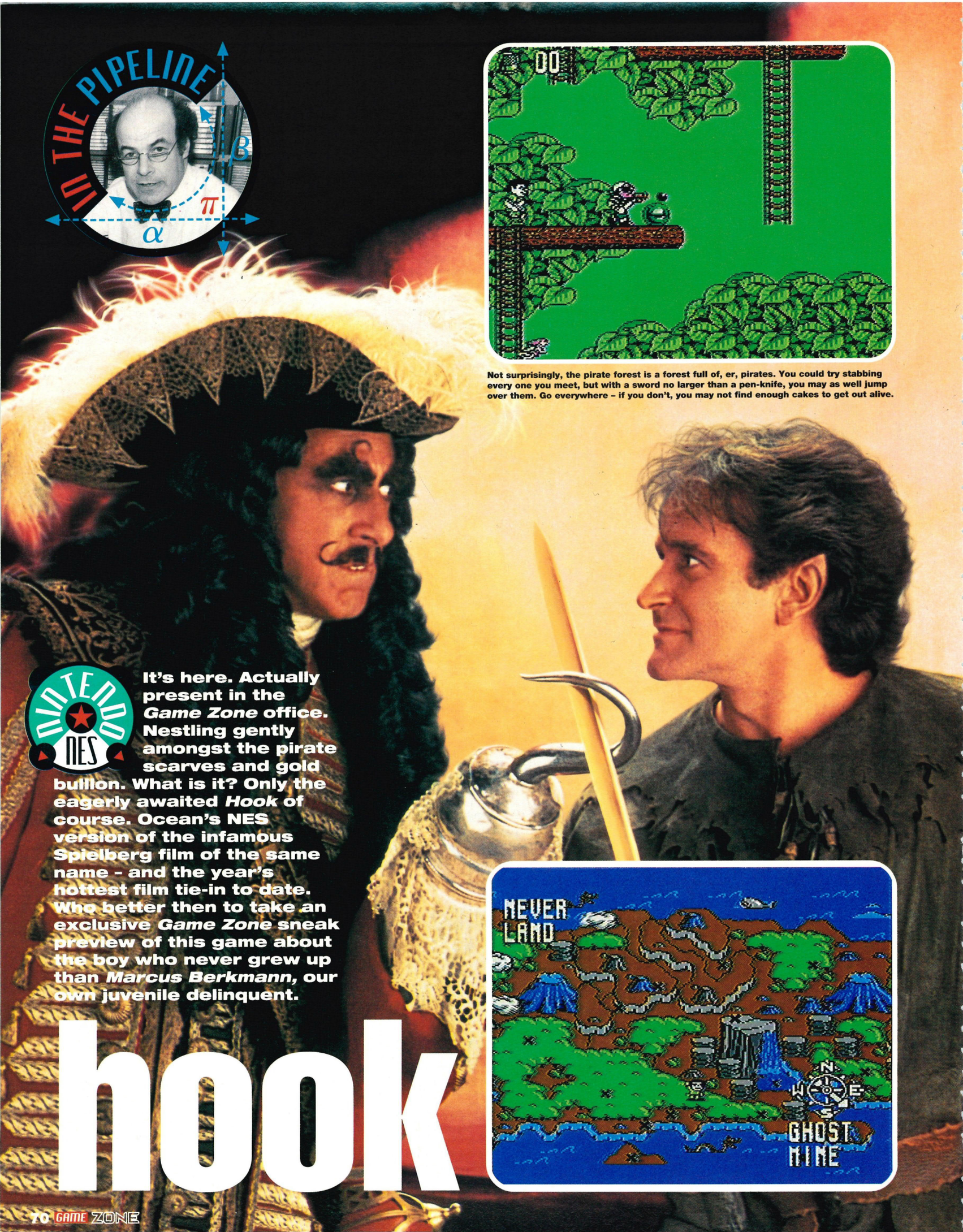
technology tip off

Virtual reality machines were in force at the show: W Industries proudly displayed half a dozen Virtuality™ 'experiences', three of which were new. *Dactyl Nightmare* involves up to four players pitting their prehistoric skills in a vicious fight against a giant pterodactyl and each other. *Legend Quest* featured the new Vocalizer™ voice synthesiser in a sword and sorcery number whilst *Exo Rex* put you in the role of a 23rd century convict fighting for his freedom by piloting a rather odd huge robot thing against three other desperate prisoners.

Redifusion Simulators' new Commander cabinet was rather smart. This futuristically styled two seat capsule has been developed by the people who produce professional flight sims and surprisingly enough there was a tricky 'Milk Tray' type flying mission on offer. Watch out for a plethora of titles developed in conjunction with Lucas Arts coming soon to a Commander near you.

In the accessories department, *Quasar* the 'live action laser game' gave you the fab chance to wear special protectors that light up when you've been hit. A sort of souped-up version of *Laser Tag*, *Quaser* was flaunting its new green lasers which allow teams to distinguish whether they're being shot by their foes or by their friends (charming).



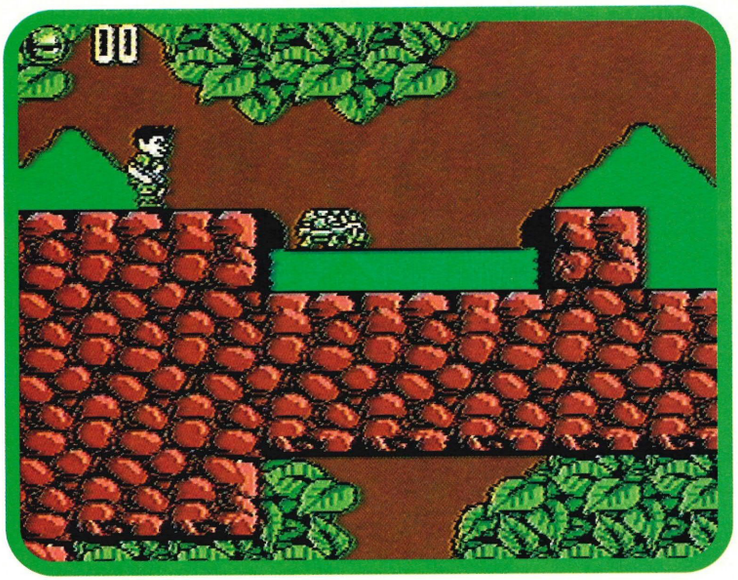


Not surprisingly, the pirate forest is a forest full of, er, pirates. You could try stabbing every one you meet, but with a sword no larger than a pen-knife, you may as well jump over them. Go everywhere – if you don't, you may not find enough cakes to get out alive.

NINTENDO NES

It's here. Actually present in the *Game Zone* office. Nestling gently amongst the pirate scarves and gold bullion. What is it? Only the eagerly awaited *Hook* of course. Ocean's NES version of the infamous Spielberg film of the same name - and the year's hottest film tie-in to date. Who better then to take an exclusive *Game Zone* sneak preview of this game about the boy who never grew up than *Marcus Berkmann*, our own juvenile delinquent.

hook



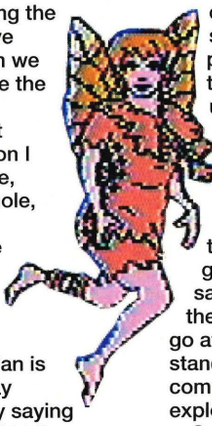
Swimming underwater's as hard as it looks, especially if you stay under too long (it's called 'drowning'). Collect the pearls by touching the oysters, but only when they're open. And if you need to get to the bottom quickly, look out for an anvil! *(Eh? Ed.)*

What's mine is yours, as they say, and with all sorts of nasties belching things out at you, you'll find this as hard a level as any. Again, like all the best games, it's easy when you know how. Watch out for boulders and fireballs.

In days of yore, as legend has it, Peter Pan was a small person in a silly green suit, who liked to fly around Never Never Land with loads of small girls in nightdresses. Well, wouldn't you, if you had the chance? Precisely.

Nowadays, of course, Peter Pan is Robin Williams, and *Hook*™ is a multi-media experience whose tendrils stretch across the globe into every home. You've seen the film. You've bought the T-shirt. You've eaten the gravy. Withdrawal symptoms beckon. But if you're hooked on *Hook*, help is at hand. The computer game version will soon be here, and NES and Game Boy owners will be slicing each other up for a chance to get a look at it. For a mighty sharp little item it's going to be for sure – if the exclusive sneak preview of the NES version that I've seen is anything to go by.

Okay, so it's true. All of us at some time or other have been fooled into buying the computer version of some film we've really enjoyed, only to find out when we get home that the game is a) not like the film at all and b) total cobblers. But *Hook* is different. Although I haven't played the finished game, the version I tried is as-near-as-dammit complete, and it was fab. Pretty close to top hole, in fact. The only reason I am not playing it now is because I have the Ed standing over me with a medium-sized wooden club.

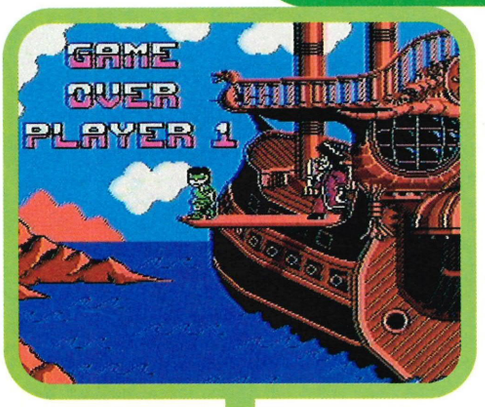


rinky tinky do

The plot? Well, like the film, Peter Pan is back in Never Never Land (never say never in Never Never again - and try saying that after a couple of Tizers). Pan's kiddies, cute and American though they sadly are, have been kidnapped by the evil Captain Hook and it's up to you and unquestionably pink Tinkerbell to rescue them. Not only pink - she's 'Tink' as well, this being American. Sadly, she's not much like Julia Roberts, which should keep your heartbeat at normal levels. Do we serious gamesters need such distractions? *(Yes. Ed.)*

So, to defeat old Hooky, you have to find him somewhere in Never Never Land. This means getting through 16 'worlds' (in the *Super Mario* sense), most of which are horizontally and vertically scrolling arcade-adventure scenes in the traditional style. In each world you have to pick up a certain number of goodies while avoiding, or if you prefer, fighting the many nasties that wander about. If you pick up a thimble, you'll gain the assistance of Tinkerbell, who can sprinkle magic dust on these nasties.

This was just about the only aspect of the gameplay that hadn't been programmed into the version I played, but when it's been crowbarred in, the dust will prove satisfyingly fatal to these nasties. If you then pick up some marbles, you have 'happy thoughts', which may not seem particularly useful right now – but you won't be able to walk on the magic dust without them.



All these jolly little extras aside, the gameplay won't be terribly unfamiliar to anyone who has played a *Super Mario* game, ie. everybody. Still, as we know from that series, it's the thought that goes into the gameplay that matters, and the puzzles are satisfyingly tricky. Even if you get stuck, there's usually another 'world' you can have a go at. On the map screen, you'll see yourself standing waving like a pillock, while your compass shows you which places you can explore next.

South-east from the start screen is the ghost mine, and fortunately there's a clue from 'Tink' before you get going. "Use metal to find hidden gold," she squeaks, pinkly. "By collecting food Thudbutt has explosive results." Eh? you wonder. But these clues certainly fire up your curiosity. Who is Thudbutt? Does he always have such problems with his tum? Or did he just have an iffy chicken madras last night?

Synchronised swimming with the fishes. What a dude.

The other direction you can go from the start is west, to the pirate forest. This is a rather easier screen – and once you're through it, the whole game opens up to you. Before long you'll have access to the flying screen – only you won't, as you need to have collected something on another screen first. (These objects are hidden in the wriggliest places.)

Flying, though, is quite different to anything else you've come across so far – and for once, the *Super Mario* comparisons aren't appropriate. Here you're flying into the screen, and to keep afloat you need more blasted marbles – although I suppose that if a "happy thought" is the only thing keeping you from plunging to your doom, it's not a great time to start complaining. The marbles are sent up in balloons by the lost boys – but beware, as Hook and the pirates also send up some booby-trapped balloons, carrying sticks of dynamite. Charming, huh? Collect gold coins for extra points, but mind the dark thunder clouds, which strike you with lightning. It's a barrel of laughs up there, I can tell you.

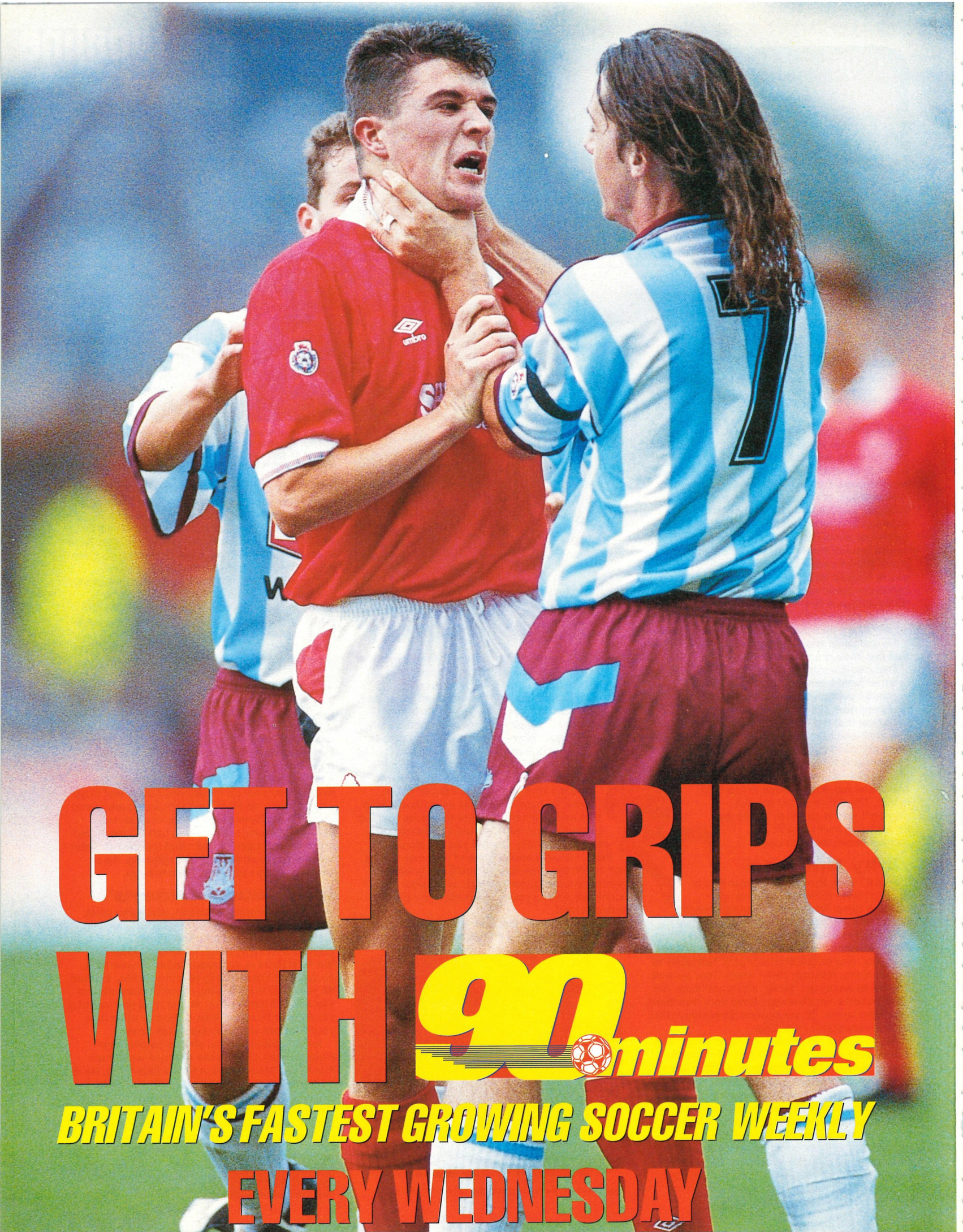
lost your trousers?

There's also a combat screen, when you meet Rufio, the leader of the lost boys, for a fencing match. Each hit cuts a button off the combatant's shirt, which is certainly original – but then Rufio is supposed to be on your side, so you don't necessarily want to kill him. Instead, all you have to do is slice all his buttons off and you win. It's just as well, in fact, that you've got a zip on your fly rather than buttons – otherwise your trousers would probably fall down.

In fact, gore is on the short side overall in *Hook*. Lovers of mindless violence won't care much for Pete's sword, a feeble little thing. He'd be better off going into battle with a stapler.

However, no-one will fail to be impressed by the terrific graphics. Bold, crisp, colourful, they're a feast for the eye – but unlike some graphics for groovier machines, they never detract from the game itself. Few NES games can ever have looked so lustrous. E

Out: June
Price: £tba
Publisher: Ocean



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Step 3 Answer these stonkingly easy questions.

1. How many *Terminator* films have there been?
   A) 1 B) 2 C) 12
2. Which of these is NOT an Arnie film?
   A) Terminator
   B) Predator
   C) Refrigerator
3. In *Terminator 2* who does Arnie have to save? Is it...
   A) John Conner
   B) Des O'Conner
   C) Jimmy Conners
4. What is the Terminator's catchphrase?
   A) Don't push me.
   B) I'll be back.
   C) Shut that door.
5. What year was Arnie's film, *The Running Man* released?
   A) 1989
   B) 1988
   C) 1987

Step 4 Leave your name, age, address and a daytime telephone contact number.

Step 5 Hang up. Pretty simple eh?!

rules

1. Get the permish of a wrinkly before you call, as calls cost a little bit more than usual. 36p per min cheapo rate and 48p per min at not so cheapo rate, to be exact.
2. Lines are open 24 hours a day. Entries received after Thurday 30 April will be terminated.
3. Any employees of Dennis Publishing or ICE Entertainment found entering will be ticked off.

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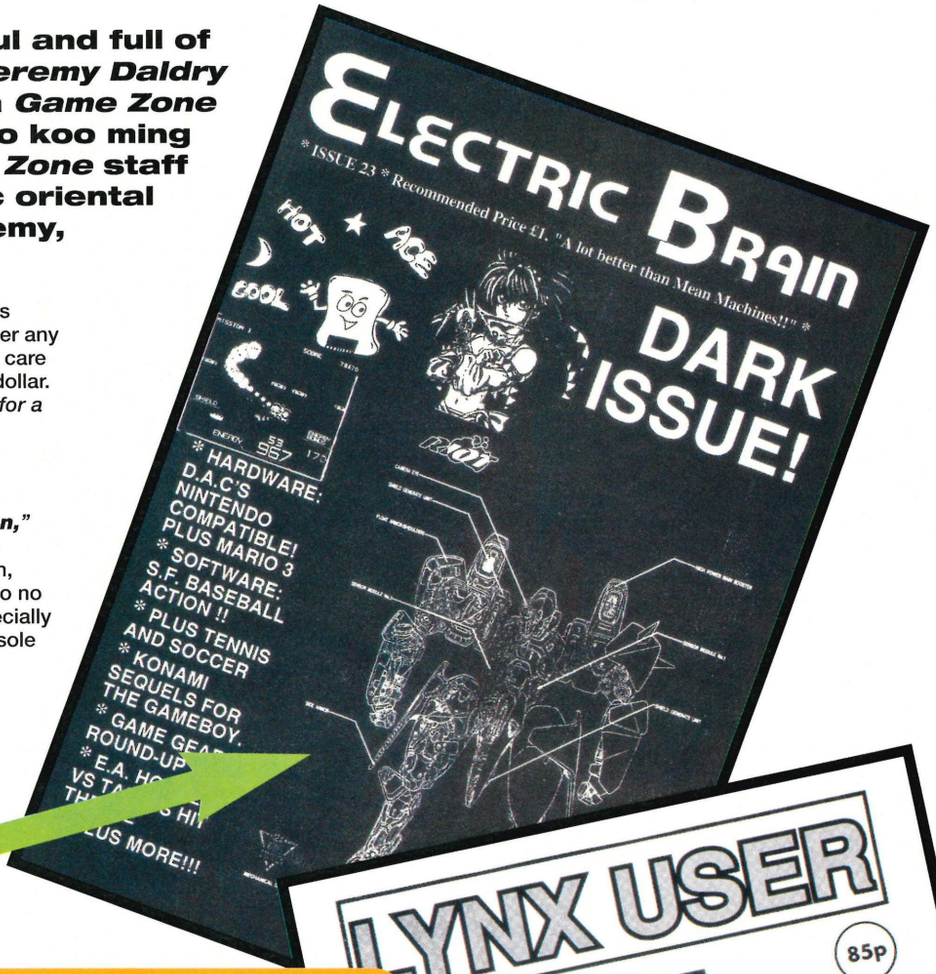
ZONE 7

trip the light

"What's cheap, cheerful and full of information?" asked *Jeremy Daldry* one afternoon during a *Game Zone* Tai Chi session. "Aii cho koo ming yar," replied the *Game Zone* staff in the midst of a mystic oriental trance. "No," said Jeremy, "Console fanzines."

Who said the spirit of the Sixties was dead? Who said *things* don't matter any more? Who said people just don't care and all that counts is the Yankee dollar. Who said all these things, hey? *(Well I did, for a start. Ed.)* 'Cos it's not true; some of us remember Berkeley, some of us remember Woodstock, some of us remember the underground press, some of us... *(Hold on. What's all this, "I remember the sixties, **man**," stuff? Ed.)* All I'm trying to say is that some people still think it's a good idea to work on, publish and distribute magazines for next to no profit. Pretty right on don't you think? Especially when those magazines are pretty cool console fanzines, and are (almost) totally free.



electric brain

£1/Available monthly from: 125 Arnold Road, Bestwood Estate, Nottingham.

Now on its stonking 24th issue *Electric Brain* is possibly the longest running console fanzine around. Boasting over 50 closely written pages of reviews, previews and up-to-date news stories for every single console format, including import machines, *Electric Brain* began life as a PC Engine fanzine and then switched into a multi-format mag. It scores over its rivals by being the most happening fanzine for checking out what's going down on the grey scene. Professionally laid out and not badly written, *Electric Brain* certainly is a pretty jazzy looking effort, and if you want a more general read then you can't do much better.

Scoring each game for its visuals, audio, playability and lastability plus an overall score, there are always at least 30 reviews in each ish, plus a massive seven page cheats section. Probably the best of the bunch for its size and all round appeal. *(Surely worth an oo-er. Ed.)* Oo-er.

lynx user

85p/Available bi-monthly from: 11 Montgomery Drive, Spencers Wood, Reading.

Certainly one of the most professional looking fanzines around, *Lynx User* is, according to its editor Edwin Stifter, a mega bucks operation, that is, wait for it, 'set' by a professional printer. Gosh. So as you can imagine *Lynx User* looks pretty funky with lots of lovely pictures, some pretty neat screenshots (some in colour) and quality glossy paper. Word has it that in the near future Edwin and his happy crew will be installing a Macintosh system and going to full colour, which, regrettably will also include a small price rise. However Edwin promises that it will be well worth it.

Lynx User can look a bit like a Lynx catalogue and suffers slightly from not having that much info to write about. Still this is a situation that should improve and for all that *Lynx User* is a pretty impressive and professional fanzine. Considering the lack of Lynx coverage in the national press, it's well worth checking out.

fanzine-tastic!

annoyed from croydon

Bring bring, bring bring.
"Hello *Game Zone*..."
"Look here, that thing you did on console fanzines."
"Yes..."
"Pretty good and everything but you didn't include my fanzine *Zappo Console Monthly*.
"Well, if you send it in to the *Game Zone* office we will probably be doing another *Zone 7* on fanzines in a few months time, it can be included then. Okay?"
"Smart, I'll do that. Bye."
"Bye." Click, burr.

console crazy

£tba/Available monthly from: 28 Watergate Lane, Liverpool, Merseyside.

Yer awl right der la. *(What? Ed.)* A brand new fanzine from a Mersey paradise, put together by a man called Dave, *Console Crazy* could be a real minty number. We got hold of the test copy, and I must say it's a pretty impressive looking kinda thing. A multi-format jobbie that is, admittedly, a bit thin, but we've been promised by Dave that it will be getting thicker with each issue. (But we all know size isn't everything.) Priced probably around the 50p mark with smart design, ever more colour to come in later issues and with a definite style to the writing, *Console Crazy* is certainly on the way up.

game boy guide

70p/Available bi-monthly from: 10 Jarvie Place, Glenrothes, Fife, Scotland.

There is life north of the border! Boasting a rather natty pink cover, *Game Boy Guide* is certainly one of the smallest fanzines around, with only 20 A3 pages. However they are jam packed with reviews, tips and articles. And no Petite typewriter and PrittStick production this, oh dear me no. With a circulation of over 200, *GBG* is the big time. With twelve Game Boy reviews in issue two, ranging from classic games to new imports, *Game Boy Guide* rates each game for its presentation, graphics, sound, fun factor and lastability. They also give each game an overall score, which if it's more than 90, results in the Game Boy Classic seal of approval.

Also included in every issue are several pages of up-to-date cheats, features, usually at least one compo and a free readers ad section. With a redesign planned for issue three, *Game Boy Guide* sure is good value. Smart screenshots (despite a black and white only format) and a professional design makes *Game Boy Guide* one of the best 70ps a Game Boy owner could spend.

call me charles foster kane

Look, you don't have to be the loaded editor of the *Daily Record* to set up your own console fanzine. All you have to do is sit down with some friends (or by yourself, if you want) and write it. Simple hey? However there are some tips you might like to think about before you start.

✪ wait until you've got enough stuff
Most fanzines start off by bringing out one issue every three or four months. There's no real point in bringing out an issue every month if you've only got enough stuff to fill three pages.

✪ get the look.
Try and give your fanzine a distinct, recognisable style. Fanzines are traditionally made up of rather dark (illicitly) photocopied pages stapled together with someone else's stapler. There's nowt wrong with that but if you can get access to a word processor and/or printer so much the better. Can't read won't buy.

✪ don't try and make a profit.
No one ever sets up a fanzine to make cash; if anything, in the first couple of months you're gonna make a loss. Somewhere between 50p and 70p is an okay price. But be prepared to fork out some dosh from your own pocket for the first few issues.

✪ talk to people.
Approach local software shops, you might be able to sell them a page of ads for a tenner or so, and more importantly, get them to stock your fanzine and even sell it on your behalf. If your fanzine is a specialist jobbie then you might get a bit of support in the form of news/review games from software companies. However they'll want to see at least one issue first.

✪ don't worry, be happy
Be careful that you don't turn your fanzine into an ego trip. Take other people's advice (and criticism), get other people to write for your fanzine, and don't print too many 'in' jokes. If people think your fanzine is cliquey they'll get fed up and won't bother to read it.

✪ be careful what you print
As editor you are responsible for everything that appears in your fanzine, irrespective of whether you wrote it or not. The law is an ass.

✪ use us
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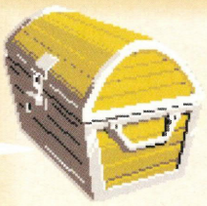

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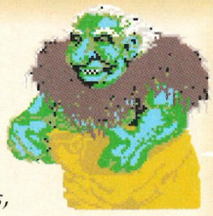

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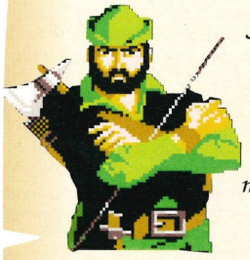

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geez!

Send all your thoughts on life to: Geez!, Game Zone, 14 Rathbone Place, London W1P 1DE

Want to see yourself in print? Well either wrap yourself in the *West Riding Evening Echo* or drop us a line. Whether it's the wacky world of consoles or the irritating bloke next door who plays Dire Straits at 3 am we want to hear about it. We might even want to print it and there's a remote possibility that we might want to send you a badge. (Don't count on it though.)

geek

Personally I'm fed up with being called a geek. Why do people insist on taking the mickey when playing console games is so much better for you than taking drugs and dancing all night at so-called raves?

Thankfully, Channel 4's *Gamesmaster* has done a lot to dispel the lies. The presenter is very fashionable, the reviewers all seem very intelligent and hooray for Patrick Moore giving us all credibility!

Other people don't seem to understand the pleasure of breaking through each level and solving all the difficult challenges. The graphics on my Sega are astounding, the games are quite brilliant and honestly I've never had so much fun. The people who put down us games fans have obviously never played them.

We don't all wear anoraks. We aren't all spotty. We aren't all friendless. We don't all sit inside 24 hours a day. When I'm eighteen you can be sure I will be down the pub.

Andy Griffiths, Streatham, London.

● **Well Andy you must be the only man on the planet who thinks Dominik Diamond is very fashionable. Mind you you're dead right about Patrick Moore what a dude heh? Bet he knows how to rave! Ed.**

cat flap

When my parents asked me what I wanted for my birthday I eagerly replied, "A Lynx please". Come the great day, I leapt out of bed and ran into my parents' bedroom, eagerly looking forward to (ahem) getting to grips with my handheld wonder.

Imagine my surprise when, on unwrapping the parcel, a bloody great wild cat leapt out and savagely mauled me!

"April fool!" laughed my mum and dad - I couldn't believe it, it was the middle of November.

Robin Dickinson, Newton Stewart, Wigtownshire.

● **There are some things you can see coming a long way off. A double decker bus for example, a polar bear in the desert and, of course, the punchline to that joke. Ed.**

hedge rows

In your January edition on the cheat page there was a man called Ben Speeds and he completed *Sonic The Hedgehog* act 1-1 in 29 seconds. How could you put this in the magazine? At my local youth club I completed level 1-1 in 23 seconds and if you don't believe me you can always trace up my friend Damien Gray.

Luke Scargall, Scunthorpe, Sth. Humberside.

● **Life is short Luke me old son and there is much I hope to achieve. Sadly tracing up someone called Damien Gray just to prove how quickly you can complete *Sonic* 1-1 is not high on my list of priorities. Ed.**

jobs for the boys

I have been interested in joining a software house for a long time, apart from programming could you tell me some of the jobs that take place in a software company like EA for example. I suppose that there must be a lot of competition for these jobs but what qualifications would help favour an application. I also wondered what I would need to work for a computer magazine?

PS. Is this the first serious letter you've received?

Chris Swanson, Forest Hall, Newcastle Upon Tyne.

● **Apart from the programming (by no means all of which is done in house anyway) a Software Company is no different from any other company with jobs ranging from receptionist to managing director. The more specifically 'computery' jobs include things**

crap letter corner

Each month we've got a fab GX4000 up for grabs for the writer of the most monumentally dreadful letter we receive.

Computers might be great for games etc.1 but I really hate the way they get used in music. If I hear one more dreadful song written and sampled by computer and performed by some faceless Northern Chemist I'll go round and stuff their sampler right up their *(Quite. Ed.)*

I get really annoyed every time I have the misfortune to watch *Top Of The Pops*. There aren't any real bands any more just faceless clones playing soulless music on crap keyboards. Where's the energy and character of the great punk bands? The only decent record that's come out in the last few years was that *Sound Of The Suburbs* compilation and the occasional Clash re-releases. That was real music. The songs meant something and the bands could play live not just in the studio.

It's not surprising that singles sales are falling when... *(I think that's quite enough. Ed.)*

Rich Miller, Brixton, London.

● **This isn't a letter, it's an *NME* editorial. Ed.**

like Product Manager, Graphic Artist, Musician and Gamestester. Qualifications/ experience vary according to the job you're interested in. Your best bet would be to contact the company themselves or check out the computer press for job vacancies. No. Ed.

whoops

I have found a mistake in issue four on page 64 where the closing date for your competition states 29 February 1991. It should be 1992.
Jamie Stewart, Glasgow.

● **This was not a mistake. It was a cunning ploy that means we don't have to send out any of the prizes we promised. We're no fools you know. Ed.**

uzi kidding?

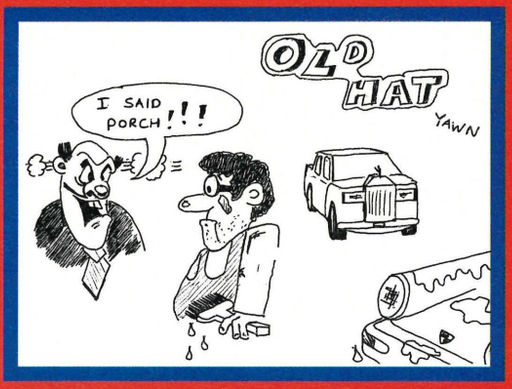
Just imagine my surprise when on a recent outing my five-year old granddaughter calmly produced an 'Uzi' sub-machine gun and proceeded to massacre a coachful of unsuspecting nuns! Luckily both the coroner and I saw the funny side!
C.J. Gould, Ystrad Mynach, Mid Glamorgan.

● **Just imagine my surprise when, having read your letter I realised it had actually been addressed to *Viz*. God bless the Royal Mail heh? Ed.**

small is beautiful

Just one question, why do Mega Drive, Master System, Nintendo NES, Super Famicom and PC Engine games get large one, two or three page reviews when the Atari Lynx, Game Gear and Game Boy only get one third of a page reviews. Why can't you give good Game Boy, Game Gear and Lynx games one, two or three page reviews and the normal not-so-good games one third of a page reviews. Why do the home systems deserve bigger reviews than the portables!!! After all this magazine is for home systems and portables. We portable owners want equality.
Duncan Schmelich, Jesmond, Newcastle.

● **We were originally wary of carrying large handheld reviews partly because we couldn't be sure what percentage of our readers were specifically handheld fans and partly because the screenshots were a bit... er... wobbly. However things are set to change so look out for bigger reviews in the next couple of issues. For now what our reviews lack in size they make up for in quantity. No one does more! Ed.**



doodles

Blimey some of you have been practising. This month's doodles were so good (with the exception of a couple that were a bit tragic) that we've included two, one a cartoon from Mr Please Write Your Name On The Back Of Your Picture; the other a less than flattering picture of the world's sexiest review team by Duncan Schmelich. All inky jottings (with names on them) to Doodles at the Geez address.

kev's kool kode

Fashion is about more than a keen sense of colour and a good eye for an inside seam. It's about nerve. The courage to be stylish. Few have the icy nerve of Kool Kev, a man who dares walk the knife edge of style without his shoes on. Such heroes are rarely appreciated. This month Kev has received his hate mail.

Dear Kev,

I'm utterly gobsmacked at the way Kev Mr Kan't be Kool fobbed off William 'Bill' Bailey (alias Axl Rose) of Guns And Roses.
I myself would rather wear a pair of beanpole jeans, have long hair with a signet ring on my middle finger (just so he sees it when I shove my finger up in the air at him) than wear 18" flares. Signet rings themselves are very useful. You could, well... er... mmm, break Kev's head open with it! And... er... well... break his nose with it on your finger.
Anyway, who would want a name like Richard Norman? I mean where's the surname? And what about Kev's surname, it's probably something like Ateeninchflairs so there!
Raymond Hammond, Stockton-on-Tees, Cleveland.

In the style world even violence must have a designer label on it and to be frank Raymond, or even to be raymond Frank, the idea of breaking my head open with a signet ring is about as contemporary as crushing me to death with a Space Hopper. The damage to my self esteem would be more painful than the damage to my body.

If you really need to give someone a good seeing to, then for Greeban Cliff's sake do it with style, do it with panache, above all do it with a touch of satire. I'd suggest running me over on a Raleigh Chopper before finishing me off with a surgically applied pair of Scholl sandals.

All style victims or fellow fashion warriors should contact Kev at the Geez address.

back issues

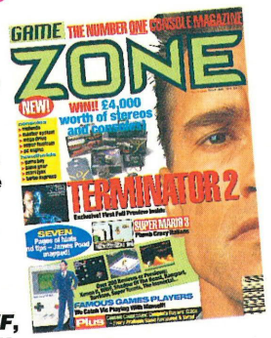
Missed out on the last few issues of *Game Zone*? What a clot! That means you've missed out on all those brilliant game reviews, top tips, fabulous features and tons of other stuff too good to mention. Still, never fear. You can redeem yourself. Grab yourself a *Game Zone* Back Issue and you'll be able to hold your head high once again. Just fill in the coupon below, send us your dosh and you'll be laughing.

GAME ZONE

Complete Buyer's Guide each and every issue!

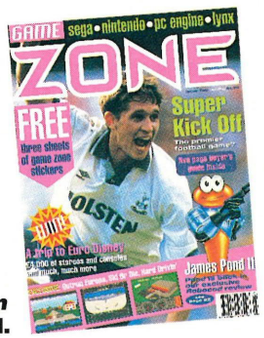
issue one

FREE 32 page tips booklet! • *James Pond* - mapped to pieces • Accessories for your Game Boy • Plus *Terminator II, Xenon II, Turrican, Marble Madness, WWF, Super Mario III* and more.



issue two

FREE - sheets of FAB stickers • *Technocop* mapped, *Super Mario III* sheets • Handheld Action - feature • Plus *James Pond II - Robocod, Super Kick Off, The Immortal, Outrun Europa* reviewed.



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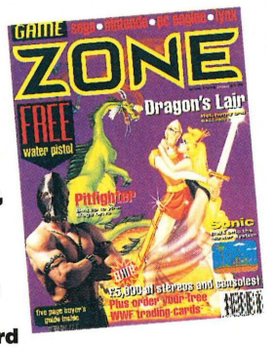
FREE Water Pistol - it's splashing! • *John Madden, Sonic, Batman* and *Populous* tipped • *Shadow of the Beast, Dragon's Lair, ToeJam and Earl, F-22 Interceptor, Pitfighter, John Madden 92, Smash TV* and *North and South* all reviewed • Plus the keyboard that's a Miracle.



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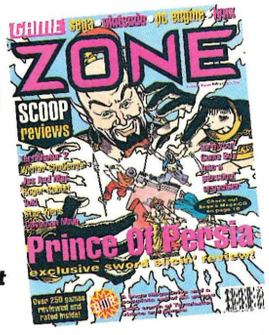

issue five

FREE Pukka Water Bombs - they're a blast! • Brilliant four page *Robocod* complete solution • *The Simpsons, Zarlor Mercenary, Buggs Bunny, WWF Superstars, Choplifter ii* and more tipped to bits • *Addams Family, New Zealand Story, Desrt Strike, Rainbow Islands, Lucky Dime Caper, Lemmings, Mario Lemieux Hockey* and *Davis Cup Tennis* taken to task by the Game Zone review panel • PLUS in-depth report on all things consoley, Stateside.

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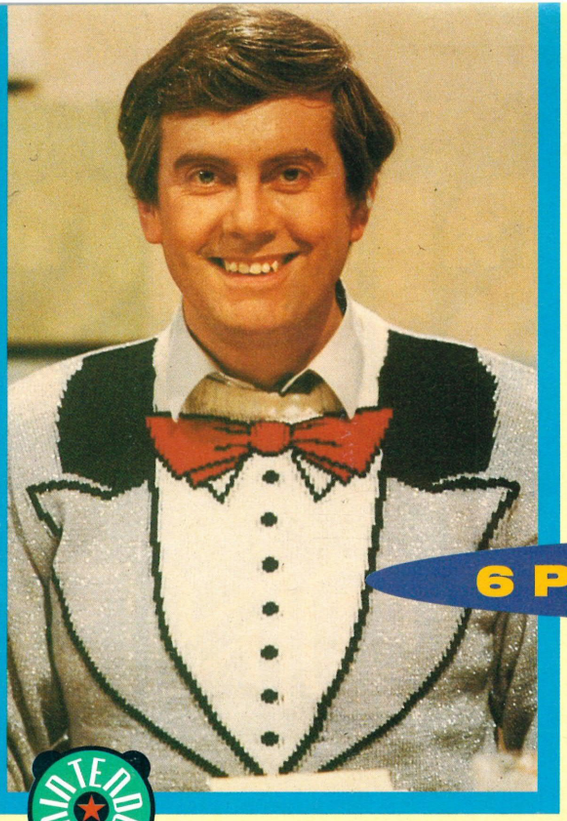


console countdown

6 PAGE PULL-OUT GAME GUIDE!

Spare a thought for Barg, a green reptilian alien from the planet Zorg. Until he came to Earth, poor Barg had never known any gaming excitement, other than exfoliation poker where you shed a skin instead of layers of clothing. As well as discovering E45 cream, Barg has lots of catching up to do on the games he's missed.

In the next few pages are listings of pretty much every game currently available. The list doesn't attempt to cover every import, though it does have a quick breeze through a few PC Engine, Turbo Express and Super Famicom games.

For each game we've listed the title, publisher and price. There's also a brief summary of the game and a Zone rating. Now all Barg's got to do is go out and buy the games. Pity the Zorgian dorgos is about as convertible as the rouble.

the scores

- ✪ ✪ ✪ ✪ ✪ Essential buy
- ✪ ✪ ✪ ✪ Well worth a blast
- ✪ ✪ ✪ Mediocre
- ✪ ✪ Seriously dodgy
- ✪ About as exciting as Arsenal

Mega zone games don't get a score 'cos... well they're beyond the scoring of us mere mortals.

MEGA ZONE

Ace Of Aces
Sega/£32.99 ● Oh dear, oh dear, oh dear. I've seen some tat in my time. For example the Sinclair C5, Color Me Badd, plastic dog do, but I think *Ace Of Aces* must take the Golden Turd Award for True Awfulness.
✪

Aerial Assault
Sega/£29.99 ● Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to vacant.
✪ ✪ ✪

Alex Kidd In Shinobi World
Sega/£29.99 ● Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling, however little variation makes this rather dull.
✪ ✪ ✪

NEW ENTRY Alien Storm
Sega/£29.99 ● Absolutely awful game. Poor conversion of the Mega Drive original, bad collision detection, sound, graphics and animation make this game not worth even *thinking* about let alone looking at. Avoid like the plague. Shame on you Sega.
✪

American Baseball
Sega/£14.99 ● One or two player mode available. Standard sports management programme plus active play sequences gives you enormous control over your 'team'. One hell of a game.
✪ ✪ ✪ ✪ ✪

Assault City
Virgin/£29.99 ● An atmospheric, shoot 'em up. Very colourful and action packed, if a little low on originality.
✪ ✪ ✪

NEW ENTRY Asterix
Sega/£29.99 ● Smart version of Goscinny and Uderzo's original comic books. Graphics that are absolutely brill-o and animation that makes you go all moist and squishy. Rather disappointing sound and FX but more than made up for by great playability. Great game.
✪ ✪ ✪ ✪ ✪

Back To The Future II
Image Works/£34.99 ● Oh dear, what a pile of dog do. If I had lashed out £35 on a game and got it home only to realise how awful it was, I would be very annoyed indeed. Collision detection that truly sucks and sprite flicker that gets on your nerves after 30 seconds. Avoid like the plague.
✪

Basketball Nightmare
Virgin/£29.99 ● Standard basketball game with the twist of playing against various mythical and fantasy creatures, including a Wolfman and a Water Imp. Addictive.
✪ ✪ ✪ ✪

Battle Out Run
Sega/£29.99 ● Rather similar to the arcade version of *Chase HQ*. A fairly standard road racer game which, while low on originality, is very playable.
✪ ✪ ✪ ✪

Bubble Bobble
Taito/£29.99 ● Faithful conversion of the old arcade classic of the same name. Super cute bubble-blowing brontos, masses of monsters and over 100 platforms to battle and puzzle your way across. Nothing new, but great gameplay and increasing difficulty levels should make this more than a challenge for most games players.
✪ ✪ ✪

Chase HQ
Sega/£29.99 ● Arcade classic that suffers little in the conversion to the Sega. Various chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness.
✪ ✪ ✪ ✪

Dynamite Duke
Sega/£29.99 ● Above average shoot-everything-that-moves game. High quality graphics and sound, but this is only for you if you don't want to have to think about what you are doing.
✪ ✪ ✪ ✪

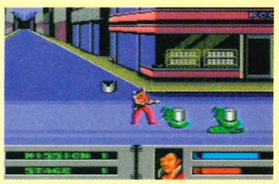
The Flintstones
Grandslam/£29.99 ● All really rather sad. Pathetically easy and with absolutely no long-lasting appeal. Play *The Flintstones*? I think I'd rather eat my dog.
✪

Galaxy Force 2
Sega/£tba ● Sega's massive coin-op has been converted onto the Master System. The 3D scrolling is just as crisp and sharp with great arcade-quality sound.
✪ ✪ ✪ ✪ ✪

Gauntlet
US Gold/£29.99 ● Faithful conversion which retains all the playability of the original. Two player mode brings the game to life. Still a good buy despite its age.
✪ ✪ ✪

G-Loc
Sega/£29.99 ● Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you that isn't hard.
✪ ✪ ✪

Heroes Of The Lance
US Gold/£29.99 ● Time, once more, to oil up yer muscles, get out your long sword and start hacking. Yup it's graphic adventure time. *Lance* gives you the chance to play an assortment of eight characters, one at a time, who together must quest through deep dark almost very pleasant dungeons. Standard plot, but very well executed.
✪ ✪ ✪ ✪



Alien Storm (Master System)

Indiana Jones/Last Crusade
US Gold/£29.99 ● A standard platform adventure with the added attraction of Indiana Jones, who is after the Holy Grail. US Gold has managed to inject some variety into this rather tired gameplay and has produced a bit of a corker.
✪ ✪ ✪ ✪ ✪

MEGA ZONE

NEW ENTRY prince of persia
Domark/£24.99 ● **Outstanding conversion of an outstanding game. A brilliant fence 'em up (opponents clash in true cut and thrust sword fight fashion) which has you, as the Prince, racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your Princess. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a must.**

console countdown

MASTER SYSTEM MEGA ZONE

Sonic The Hedgehog

Sega/£29.99 ● Sonic the punk hog is back. Better in some respects than the Mega Drive original. Much easier, and slightly slower but with a much better playability factor over what feels to be a larger playing area. *Sonic* will sure make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous. And that must be a first. Classic conversion. Classic game. Classic, really.

Line Of Fire

Sega/£29.99 ● Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay does nothing to lift this game in any way. Awful stuff.

Ms PacMan

Tengen/£29.99 ● Yawn. Really all rather boring. This is traditional *PacMan* with nothing new to offer. Yawn. Next...

Operation Wolf

Sega/£29.99 ● Traditional kill-or-be-killed action. Six levels of *Operation Wolf* are all well animated and scroll smoothly. Fine if your brain is in your trigger finger.

Outrun Europa

US Gold/£29.99 ● *Outrun* but with a subtle, yet sexy, difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. All very careless. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Good stuff.

Pacmania

MEGA ZONE

Tecmagik/£29.99 ● A seriously old game, but in its new revamped form it can still pour beer over the heads of most modern competitors. The aim of the game is unchanged, eating pills while avoiding ghosts, but now it's in glorious 3D and with a really blasting soundtrack. Playability is unsophisticated but still mega addictive. A supreme arcade conversion.

Paperboy

US Gold/£34.99 ● Above average conversion of one of the oldest games around. Worth adding to your collection!

Populous

MEGA ZONE

Tecmagik/£34.99 ● Fancy wearing a rather natty beard and wings, floating on a cloud all day meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content, but must provide your own wings and beard! This near legendary game, which has been on more formats than I've had hot dinners, shapes up well on the Master System. Potter around 5,000 worlds and act in a generally godly manner. A superior game and a superior conversion.

RC Grand Prix

Sega/£29.99 ● A motor racing game with a difference You dash round in a remote controlled car. And what difference does this make to the gameplay? Not a single thing. Not bad for all its bizarreness.

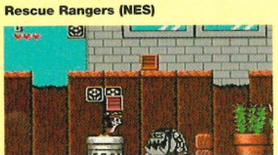
NEW ENTRY Running Battle

Sega/£29.99 ● Very, very poor game. Cross *Alien Storm* and *Ace Of Aces* and you've got *Running Battle*. Awful sound, graphics and flick-o-vision animation. About the only use you can have for this is to prop up a wobbly table.

Speedball

Mirrorsoft/£29.99 ● Not unlike the excellent film, *Rollerball*, this is a highly violent cross between hockey and volleyball. It's the two player option which makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you.

Rescue Rangers (NES)



Spellcaster

Virgin/£29.99 ● Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System.

Super Kick Off

MEGA ZONE

US Gold / £29.99 ● The granddaddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through. Great football fun. Eer we go, eer we go, eer we go.

Super Space Invaders

Domark/£29.99 ● Fun kinda game, which, surprise, surprise is based on the ancient granddaddy of all computer games. New meanies and end-of-level monsters make for a playable game.

Ultima 4

Sega/£39.99 ● Role-playing game in the vein of *D&D*. You roam the countryside earning money, partaking in jolly japes etc. Very free-form game that allows a great deal of variety.

Vigilante

Virgin/£29.99 ● Ninja inspired, multi-screen, multi-level beat 'em up. Good visually, plenty of action, plenty of screens. Plenty of fun in this one!

Wonderboy: Dragon Trap

Virgin/£29.99 ● Attractive sound and interesting graphics make *Wonderboy* a winnah! Horizontal scrolling, cute, fighting fantasy graphic adventure.

World Class Leaderboard

US Gold/£29.99 ● A re-worked version of *Leaderboard* with an increased playing area, and better graphics by far. Up to four players can compete over eighteen holes. This is one of the best golf sims around for any console.

Xenon II

Image Works/£29.99 ● Potentially a game of greatness, let down by some very ropey collision detection. But for all that, there are some very nifty graphics and sound. If you want a shoot 'em up for your Master System, then you could do worse...

NINTENDO NES

Bayou Billy

Konami/£34.99 ● Multi-level action adventure in which you must fight, shoot and drive your way through to save your kidnapped girlfriend.

Blades Of Steel

Konami/£34.99 ● Ice hockey sim which comes into its own in two player mode. Dodgy skill levels, in one player mode, make the game either impossible or a walkover. Great game if you've someone to play with.

California Games

MB Games/£34.99 ● The idea of surfing on the NES is a bit bizarre if you ask me, you couldn't stand up on it for a start. It's got poor graphics, annoying sound and wobbly gameplay, so unless you've nothing else to do with your £35, invest in something else.

Captain Skyhawk

Milton Bradley/£34.99 ● A cross between a flight simulator and shoot 'em up. *Captain Skyhawk* is let down though by the worst gameplay you are ever likely to see.

Defender Of The Crown

Palcom/£44.99 ● Ever fancied ruling the whole of ye olde England being quite unpleasant to one and all? If you have, then *Defender Of The Crown* is for you. Above average game. Worth a peek.

Digger T Rock

MB Games/£39.99 ● Loveable Digger runs and digs around for all his heart is worth. The animation is okay, so's the sound. Actually the whole thing is okay rather than gob-smackingly good.

Dragon's Lair

Elite/£39.99 ● Classic animated adventure. Very difficult and very complex, with some amazing graphics. However it is all rather slow, but despite that it could give hours of gameplay, as long as you don't mind being wound up.

Gauntlet 2

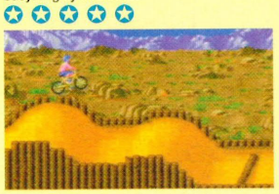
Nintendo/£42.99 ● Not unlike *Gauntlet 1*, in fact, almost exactly the same as *Gauntlet 1*. Good fun when it first came out, but that was an awfully long time ago.

Ghosts 'N' Goblins

Nintendo/£24.99 ● Classic multi-level, arcade-style adventure game. Rescue the princess and kill the monsters.

Gremlins 2

Sunsoft/£20 ● An arcade adventure,with extremely nifty graphics and puzzles, which keep both your mind as well as your mitts busy. Highly addictive.



California Games (Mega Drive)

Gun Smoke

Nintendo/£24.99 ● Wild West, commando-style shoot 'em up adventure, where items must be collected and enemies removed. Nothing new.

Life Force

Konami/£24.99 ● Conversion of coin-op classic *Salamander*. One or two player mode with even levels scrolling vertically and odd levels scrolling horizontally. *Life Force* is one of the best games you can buy for the Nintendo.

Low-G-Man

Nintendo/£34.99 ● Initially unpromising game comes good the more you play it. Pretty standard platform fare, with nothing particularly original. But *Low-G-Man* is relatively fast, well animated and really quite addictive. Not bad stuff at all really.

Marble Madness

MB Games/£39.99 ● Remember those old games that used to come in a wooden box? The ones where you had to guide a little metal ball round a maze? MB have converted it to the NES and jolly good it is too.

Megaman 2

MEGA ZONE

Capcom/£44.99 ● This is a dream of a game, a true stonker. NES owners should put it to the top of their 'must have' list immediately. *Megaman 2*, unusually for a sequel, has playability written all over it. Positively buckets of the stuff. It also boasts some very neat graphics and sound, which means you have something nice to look at while you play it long into the night – this game is, most definitely, an all-nighter.

Mission: Impossible

Konami/£39.99 ● Above average arcade adventure based on the old 70s telly series, which has you running, blasting and puzzling your way through mean city streets in your attempt to rescue Dr O and destroy the Sinister 7 hide-out where he is being held captive. A slick, addictive little number; its excellent gameplay more than outweighs the slightly wobbly graphics.

North And South

Infogrames/£tba ● Strategy game with loads of arcade sequences. You get to play one of the sides in the American Civil War and then try and kill the other. Great fun all round. Super game, especially fun in two player mode because then you can try and kill a friend. Ha, ha.

Pin Bot

Rare/£34.99 ● Pinball simulator which manages to convey the feel and playability of a table. Excellent animation results in a ball that runs smoothly and realistically.

Probotector

Konami/£34.99 ● After mastering the odd control system this game holds little to challenge any but the most inexperienced games player. Not really worth the price.

Rad Gravity

Activision/£34.99 ● A challenging graphic adventure with a huge playing area. High on originality and humour, with the technical back-up of superb sound and graphics. Will keep you going for hours.

NEW ENTRY Rainbow Islands

Ocean/£42.99 ● Rather disappointing version of the old classic. Not terribly good graphics or animation coupled with very easy playability, means you're left feeling, "So what?" The Speccy version is buckets better.

NEW ENTRY Rescue Rangers

Capcom/£34.99 ● Cute and cuddly platform action from those two little cuties, Chip and Dale. Nothing new, but really quite well put together and enjoyable enough for a couple of hours.

Rescue: The Embassy Mission

Kemco/£34.99 ● Remember the Iranian embassy siege in the early Eighties? This is the video game of that international incident. The Iranian embassy is never mentioned but the connection is obvious. Rather a sick idea but rather a good game too.

RoboCop

Data East/£42.99 ● A very pale conversion of the best selling computer game doesn't do justice to the film. Poor animation, lousy sound and awful gameplay makes *RoboCop* a real stinker.

Robo Warrior

Jaleco/£29.95 ● A dull and dated concept with very little to justify the price.

Rush 'N Attack

Konami/£22.95 ● Horizontally scrolling, kill-everything-that-moves multi-level adventure. Spread over six increasingly difficult levels.

Shadow Gate

Nintendo/£49.99 ● Adventure time. All a bit taxing with loads of thinking and very little out 'n' out action but worthwhile if adventures are your thing.

Shadow Warrior

Nintendo/£34.99 ● A standard slash 'n' dash, horizontally scrolling adventure. Well worth a look, if only for the brill animation.

The Simpsons

Acclaim/£39.99 ● The inevitable spin off from the cartoon. *A* rewarding mix of arcade action and strategy, with a fair splash of humour. Definitely not an underachiever.

Ski Or Die

Tengen/£39.99 ● *California Games* on ice. And not much better really. Choose from half a dozen assorted winter sports and let the boredom begin.

Smash TV

Acclaim/£39.99 ● Oh dear, oh dear, oh dear. A very, very poor version of the arcade smash. Truly awful, truly boring. This gets the *Ace Of Aces* award for true crapness.

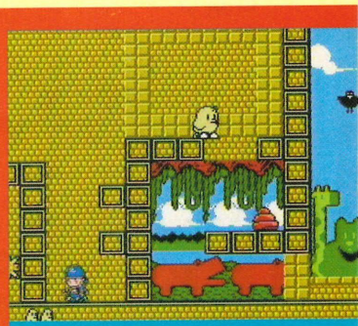
Snake Rattle 'N Roll

Rare/£29.99 ● Original 3D platform adventure with sound graphics and animation, all of a high standard plus excellent playability. Well worth the moolah as it will keep you happy and occupied for many an hour.

Solar Jetman

MEGA ZONE

Tradewest / £29.99 ● Way back in the mists of computer gaming history lies a game. Half legend, half myth, that game is *Jetpac*. The original Spectrum shoot 'em up of many moons ago has re-emerged on the NES, under a new name and with a new plot. Nothing new in the gameplay, but the high standard of graphics and sound keep the *Jetpac* tradition alive. A *Jetpac* for the 1990s.



NINTENDO NES MEGA ZONE

NEW ENTRY New Zealand Story

Nintendo/£42.99 ● Cute platforms abound down under with that sweet little Kiwi. Smart conversion of a smart game. However unlike real Kiwis there is absolutely no singing of rugby songs, beer drinking or vomiting. Who needs wings, when you've got a game like this?

Solstice

Imagesoft/£34.99 ● A pale version of *Cadaver* which lacks the oomph to lift it beyond averageness. Rather poor puzzles that are too few and too easy. Not really very good at all.

Star Wars

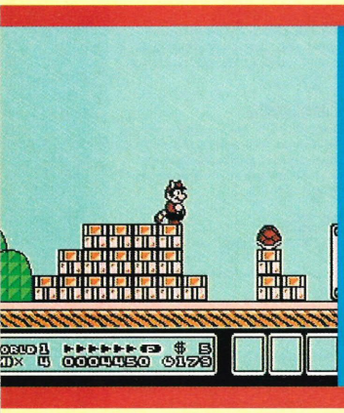
MEGA ZONE

Lucasfilms/£39.99 ● Superb conversion of the classic Seventies movie, it follows the plot of the film closely and stars all your fave space chums in battle against that deadly dude, Darth Vadar. This huge and highly addictive arcade adventure is set across three worlds, utilises three different kinds of gameplay from platform puzzler to space born shoot 'em up and even includes an element of RPG. A veritable galaxy of entertainment awaits.

Super Off Road

Nintendo/£29.99 ● Fine conversion of a nifty coin-op. More fun than *Monaco Grand Prix* but still reasonably realistic. A fab game that's worth every penny!

console countdown



Super Mario Bros 3

Nintendo/£39.95 ● What can be said about this game that has not already been said with so much more wit and skill in other pages of this magazine? Very little I expect. *Mario 3*, simply the best Mario to date. Platforms, hidden levels and more turtles to jump on than ever before.

Super Spike V'Ball

Nintendo/£34.99 ● If you like rolling around in the sand, but don't really like getting grit in yer kacks, then *V'Ball* is for you. A nifty sports sim. Good control, sound and a surpassingly varied range of graphics gives you something nice to look at. Not a bad little game.

★★★★

Swords And Serpents

Acclaim/£34.99 ● A rather unusual offering from the regular purveyors of film and telly licences, this well-structured RPG adventure contains all the usual RPG goodies: a slimy serpent to be found and finished; a team of four characters to do the job; a dingy dungeon to be explored, plus a myriad of other characters and objects. More suited to bearded hippies and *Dungeons And Dragons* freaks, but lots to offer gamesplayers of all ilks.

★★★

Teenage Mutant Hero Turtles

Nintendo/£39.95 ● Superbly designed game with many surprises. Excellent animation and sound add to the already marvellous gameplay. A worthy addition to any Nintendo games library.

★★★★★

Terminator 2

Acclaim/£34.99 ● Oh dear, oh dear. Yet another one of those games that doesn't quite live up to expectations. Promising-looking opening all too quickly gives way to rather thin and tad too easy gameplay. Nice graphics and excellent inter-level screens do add to this game's feel. But do you really want to fork out a load of dosh on something you'll probably finish in the first few sittings? It's up to you, baby.

★★★

Top Gun: The Second Mission

Konami/£29.99 ● Not so much a flight sim as an uneventful shoot 'em up that tries to look like a flight sim. Neither one thing nor another really.

★

Track And Field 2

Nintendo/£34.99 ● Follow up to the ancient *Track And Field 1* which must be among the oldest games around. It shows its age as well. Not very interesting.

★★

Trog

Acclaim/£29.99 ● Stone age *PacMan*. Avoid the trogs and collect the eggs. Very simple and really very good. Nice graphics and sound make this one to check out.

★★★★

Wizards And Warriors

Acclaim/£19.99 ● Poor sword and sorcery animated adventure. The graphics and sound are passable but nothing special.

★★

Wrestle Mania

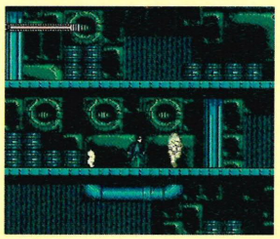
Acclaim/£29.99 ● One of the saddest games I have yet seen. Wrestling games can be great, this is just crap. Awful control system means that pin-downs are a matter of luck rather than skill. Avoid.

★

WWF Wrestle Mania

LJN/£29.99 ● Three things that have all been hyped in their time: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*. Three things that were crap when they arrived: Sigue Sigue Sputnik, appeasement and *WWF Wrestle Mania*.

★★



T2 (NES)

James Pond II: Codename Robocod

Electronic Arts/£39.99 ● Pond is back in an adventure so festive that it has all but fairy lights hanging off it. Silky smooth graphics and animation as well as an oh so sweet story line. Well worth a look. Measures up to the usual EA standard. Check out issue two for a full review.

After Burner 2

Sega/£34.99 ● Classic arcade coin-op transfer which does not suffer at all in the move to the Sega. Fast, slick and very deadly, one of the best, if not the best, shoot 'em up around.

★★★★

Alex Kidd In The Enchanted Castle

Virgin/£29.99 ● Adventure-based, multi-level quest game. Part of the *Alex Kidd* series of 'cute' games that lacks challenge.

★★★

Alien Storm

Sega/£34.99 ● *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf*. Great fun in two player mode with deliciously slimey sprites. Good fun, but a bit 'samey'.

★★★★

Arcus Odyssey

Renovation/£44.99 ● An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. Not unlike *Gauntlet* graphically, but requiring much more intelligent play.

★★★★★

Arnold Palmer Tournament Golf

Sega/£34.99 ● Fine golf simulator, which may not be high on action, but is certainly well animated and accurate to the game itself. Fairly nifty if you fancy a more laid back sports sim.

★★★★

Arrow Flash

Sega/£34.99 ● Rather humdrum shoot 'em up, with little or no variation. Not really worth nearly forty quid.

★★

688 Attack Sub

Sega/£39.99 ● You can play either a Russian or American sub commander in a range of missions from a training exercise to subaquatic war. Complex gameplay, nifty graphics and reams of sampled speech make this rewarding game worth having.

★★★★

Budokan

Electronic Arts/£39.99 ● Martial arts sim. All the karate moves are very realistic which may be why the animation is so slow. Only for die-hard karate fans.

★★★

NEW ENTRY

California Games

Sega/£29.99 ● 'Everybody's gone surfing, Cal-i-for-ny-ay'. Shorts, surf and sun and all on your Mega Drive. Competing in all the trad events including footbagging, half-piping and surfing either against the console or your buddies. Okay fun, okay conversion. Okay really.

★★★★

Centurion

Electronic Arts/£39.99 ● As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought and planning to be able to achieve the ultimate goal – namely world domination.

★★★★

Dark Castle

Electronic Art/£34.99 ● It's rare for EA to slip up, but boy have they here. This game is bound to become the Mega Drive version of *Ace Of Aces*. It's that bad. All very sad, awful graphics and sound that hurts. You really don't want to buy this one.

★

Donald Duck (Master System)

DecapAttack

Sega/£34.99 ● Massive and complex graphic adventure. With more than a nod toward the likes of *Sonic* and *Mario*, *Decap* is highly addictive and very well put together. Nice one Sega.

★★★★★

Dick Tracy

Sega/£39.99 ● This conversion of a rather overrated movie into a none too brilliant game. You play the man in yellow who has taken it upon himself to clean up the city. Average in all respects.

★★★

EA Hockey

Electronic Arts/£39.99 ● Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some amazingly detailed graphics coupled with the highly addictive game of ice hockey make this one game any Mega Drive owner must have. Violence galore, including frequent punch-ups combined with authentic sound make this a dream to play.

F-22 Interceptor

Electronic Arts/£39.99 ● Yet another classic Mega Drive game from EA. They keep on doing it don't they? The first flight sim of any use on any console anywhere in the world. Loads of action keeps interest alive without sacrificing the graphical quality (the availability of different perspectives allows you to view your demise from a different angle every time). More balls than the entire English Rugby team, *F-22* is simply brill-o. Buy, buy, buy...

The Faery Tale Adventure

Electronic Arts/£39.99 ● Once upon a time, a long time ago, there was a game called *Faery Tale Adventure*... Graphic cum movement cum combat game, *Faery Tale* is a brave stab, but if you want a fantasy game wait for *The Immortal*.

★★★

Fantasia

Infogrames/£39.99 ● While it all looks really sweet with dancing brooms, waddling cauldrons and Mickey in a natty red dressing gown, the game plan stinks. Awful collision detection doesn't help the learning curve which resembles Mount Everest. Great to look at, crap to play.

★★★

Fatal Rewind

Electronic Arts/£39.99 ● An original and clever platform blow 'em away. Nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny, make for a superior game.

★★★★★

Flicky

Sega/£29.99 ● Sometimes the simplest ideas are the best, and sometimes they're just plain boring. *Flicky* is not simply boring, it's the biggest pile of smelly brown stuff ever. Don't waste your money.

★

Gain Ground

Sega/£34.99 ● It's many years into the future and the most popular form of entertainment is *Gain Ground*, in which human contestants are dragged into a maze full of android nasties and either emerge victorious or die horribly and slowly. A very worthwhile game.

★★★★

Galaxy Force 2

CRI/£40.00 ● A lame conversion lacking all the speed and playability of the original. Very certainly not a good buy. More fun could be had from a lightly greased stoat.

★★

Ghostbusters

Sega/£34.99 ● Very tired platform formula, with little new to offer. Both graphics and sound are acceptable rather than outstanding. Only really worth looking at if you are a dedicated *Ghostbusters* fan.

★★

Golden Axe

Sega/£34.99 ● Highly faithful coin-op conversion of an arcade classic. Excellent sound, graphics and animation make *Golden Axe* highly addictive.

★★★★★

Golden Axe II

Sega/£34.99 ● *Golden Axe*, a bit of a classic game. Both in the arcade and on the consoles, how many of us have thrilled to the adventures of the chick in the leather G-string? And now she's back. Unfortunately II isn't that different from I. So unless you're a *Golden Axe* fan, I'd stick with the original.

★★★

Granada

Ubi Soft/£34.99 ● A shoot 'em up with a difference. Attempt to do your bit for world peace and stop everyone shooting the stuffing out of each other – by shooting the stuffing out of them! Not such a mad idea really, especially since you are in possession of a real muther of a tank, a Granada X. Standard shoot 'em up fare, but with enough challenge and originality to make it worth a look.

★★★

Hard Drivin'

Tengen/Domark/£34.99 ● Not so much *Hard Drivin'* as rather easy drivin'. The classic arcade game that was only classic 'cos you had a pneumatic piston jolting up and down on your bum to stimulate, amongst other things, the sensation of driving. Of course you don't get that on the Mega Drive, so it's all a bit crap really.

★★

The Immortal

Electronic Arts/£39.99 ● Despite the fair hefty price tag *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market, incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not; save your pennies and buy this game. It's the dog's.

James 'Buster' Douglas Knockout Boxing

Sega/£34.99 ● Not a bad boxing simulator, but as with all boxing simulators, it suffers from a lack of variety. The animation is jerky but colourful and the sound rather predictable.

★★

Jewel Master

Sega/£34.99 ● A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak.

★★★

John Madden Football

Electronic Arts/£39.99 ● If you're into American football this is a must. Even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics, great sound and intelligent gameplay make this a game not to be missed.

★★★★★

John Madden '92

Electronic Arts/£39.99 ● Take all the best bits from the original John Madden game, in other words take it all. Improve upon that and you've got *JM '92*. If you have the original, the high cover price may put you off lashing out the major league cash. But if you have yet to get a US footie game for your Mega Drive, go for this one above any other. Excellent stuff.

King's Bounty

Electronic Arts/£34.99 ● A graphic adventure exploration kind of game. It's a bit difficult to explain, but suffice to say it's very good. Up to EA's usually very high standard.

★★★★

Klax

Domark/£34.99 ● *Klax* must have been on more formats than any other game. And true to form, here it is on the Mega Drive. Okay if you like arranging fast-moving coloured blocks into ever-more complex patterns, but nothing earth-shattering.

★★★

Lakers Versus Celtics And The NBA Playoffs

Electronic Arts/£39.99 ● A very high quality sports sim. This time it's basketball and comes packed with high standard animation and sound. Great, addictive stuff.

★★★★★

Last Battle

Sega/£34.99 ● *Last Battle* is a beat 'em up game in the style of so many ninja games before it. Violent and bloody, it's expertly animated and has a variety of levels to keep your interest.

★★★

M1 Abrams Battle Tank

Sega/£39.99 ● A cross between simulator and shoot 'em up has you in charge of a battle tank in the midst of a Third World War battle zone. Smoothly scrolling 3D action.

★★★★

Marble Madness

Electronic Arts/£39.99 ● An excellent conversion of the old arcade classic. Guide your marble around six increasingly difficult courses. A very addictive play, it will keep you coming back for more, time and again.

★★★★

console countdown

NEW ENTRY **Mario Lemieux Hockey**
Sega/£39.99 ● Nothing to do with plumbers, *Mario Lemieux* is a Yankie ice hockey star who plays for the bizarrely named Penguins. Okay, except you find yourself thinking about *EA Hockey*, and nothing is as good as that. *Mario* is alright, but for the real thing 'stick' to the EA cart.
✪ ✪ ✪

Mercs
Sega/£39.99 ● Superior coin-op conversion has you playing the part of the only mercenary on the block who can save the free world. Lots of power-ups and violence, combined with an over the shoulder viewpoint, makes for an addictive shoot 'n' splat game.
✪ ✪ ✪ ✪

MEGA ZONE **Mickey Mouse And The Castle Of Illusion**
Sega/£39.99 ● Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures, Mickey must journey through a variety of terrains to a final conflict with the Witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound too. An outstanding game.

Mike Ditka Power Football
Accolade/£34.99 ● Difficult to get into, but once there a worthwhile play. Not as good as *John Madden*, but let's face it, will anything be as good as *John Madden*?
✪ ✪ ✪ ✪

Moonwalker
Sega/£34.99 ● A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved only by excellent graphics and sound.
✪ ✪ ✪ ✪

Outrun
Sega/£39.99 ● An old classic that dates very badly. The plot is, of course, near legend. You must dash across the States in a kind of road movie cum hippy dream. All good clean fun, but rather dated.
✪ ✪

Pac Mania
Domark/£34.99 ● Classic old arcade game that has been around longer than most gamesplayers. Transferred, revamped and updated onto the Mega Drive. Great graphics, sound and enough of an update to keep gaming interest alive. *Pac* for the 90s.
✪ ✪ ✪ ✪

PGA Tour Golf
Sega/£39.99 ● Converted from the PC version this highly realistic golf simulator suffers hardly at all in the 'downgrade' to the Mega Drive. It's easy to learn, but very hard to master. A true sporting classic.
✪ ✪ ✪ ✪ ✪

Pitfighter
Tengen/Domark/£39.99 ● Bare knuckle fighting is very violent, very illegal and very dangerous. It's also a bit of a stonking Mega Drive game. With loads of digitised graphics and sampled sound, you get almost the real thing. One of the best single location beat 'em ups around.
✪ ✪ ✪ ✪ ✪

Phantasy Star 2
Sega/£59.99 ● Despite a hefty price tag, this graphic adventure is worth every penny. A massive playing area offers all kinds of possibilities that can be explored for ages.
✪ ✪ ✪ ✪

Phantasy Star 3
Sega/£49.99 ● Bit like *Phantasy Star 2*, in fact almost exactly the same as *Phantasy Star 2*. Rather expensive for a sequel that is so like the original. Worth it? Not really.
✪ ✪ ✪

Populous
Electronic Arts/£39.99 ● Here, not unlike *Sim City*, you get to play God. But unlike *Sim City* you get to develop your own race of people in competition with another race. A classic game.
✪ ✪ ✪ ✪ ✪

Quackshot
Sega/£39.99 ● Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform game starring one of the fave Disney characters (in this case Donald) in a scrolling platform adventure. Superb graphically, not bad gameplay-wise, but slightly too slow to make it a classic. Try before you buy.
✪ ✪ ✪

Raiden Trad
Ubi Soft/£34.99 ● A sadly sluggish shoot 'em up that really has nothing new to offer. You'll probably manage to live without this one in your library, unless of course you're a hopeless case who still hasn't yet managed to give up blasting alien life forms out of the sky.
✪ ✪ ✪

MEGA ZONE **Road Rash**
Electronic Arts/£39.99 ● Not an unpleasant skin complaint contracted from too many hours in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy' for any Mega Drive owner.

Shadow Dancer
Sega/£34.99 ● An arcade conversion which owes a lot to *Super Shinobi*, but doesn't stand comparison. Both graphics and sound are fine, but *Super Shinobi* wins hands down.
✪ ✪ ✪

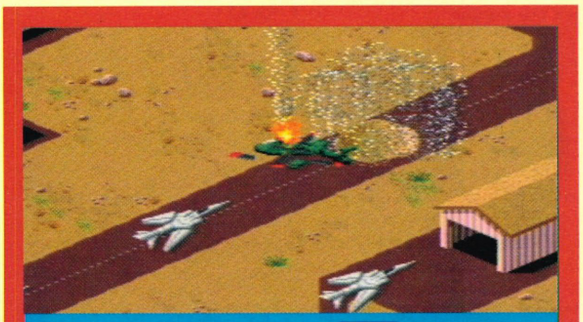
Shadow Of The Beast
Electronic Arts/£45 ● Trog around the inside of a really large tree in search of revenge for your mutation from a mild mannered home boy to green slimey thing. Classic game with stunning graphics, let down somewhat by disappointing game-play. Think hard before splashing the cash.
✪ ✪ ✪ ✪

Starflight
Electronic Arts/£49.99 ● *Starflight* is one of those games that tries to mix a little bit of shoot 'em up, with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has managed to save *Starflight* from being too boring. Rather complex, but once into it, it proves to be very addictive. Good stuff if you fancy a think rather than a blast.
✪ ✪ ✪ ✪ ✪

Streets Of Rage
Sega/£34.99 ● Widely regarded as *the* beat 'em up for the Sega. Little new as far as plot is concerned. But for animation, range of movements and pure blood and balls style, you really can't beat it.
✪ ✪ ✪ ✪ ✪

Strider
Sega/£44.99 ● Above-average horizontal graphic adventure set in the distant future. Sparkling graphics and ear-bending sound make this a treat.
✪ ✪ ✪ ✪ ✪

Super Monaco Grand Prix
Sega/£36 ● A completely fab Grand Prix simulator. You have to compete in all sixteen rounds of the World Championship, prequalifing in each, for a grid position. The control system does take a little getting used to, but once you've got the hang of it, you can race with the best of them.
✪ ✪ ✪ ✪ ✪



MEGA DRIVE MEGA ZONE **NEW ENTRY Desert Strike**
Electronic Arts/£39.99 ● **The Gulf War makes it onto the Mega Drive. Fast and furious chopper action (oo-er) in the vast and inhospitable waste that is the desert. You must rescue as many Americans (the good guys, who believe in truth, freedom and Pepsi) from the Arabs (the bad guys, who eat babies, bonk sheep and smell). Very simple, very addictive. Not just another shoot 'em up.**

Shining In The Darkness
Sega/£49.99 ● Unfortunately for these guys they are being released at the same time as *The Immortal*. An okay kinda graphic adventure but not a patch on *The Imm*. The only way it scores over its better EA partner is that you can save your position within the game. But apart from that, mine's *The Immortal* every time.
✪ ✪ ✪

MEGA ZONE **Sonic The Hedgehog**
Sega/£34.99 ● One of the best, if not the best, games around, *Sonic* is destined to become as famous as *PacMan*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour after hour. *Sonic The Hedgehog* is a true console classic

Spider-Man
Sega/£39.99 ● An initially cumbersome control system but it's worth plugging away at it. Once mastered *Spider-Man* jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and sound with a fair splash of humour make this one of the best Spidey licences around.
✪ ✪ ✪ ✪ ✪

Star Control
Ballistic/£39.99 ● Remember *Asteroids*? Well, *Star Control* is a bit like that really but with loads of extra little bits bonging, pinging and being funky all over the place. Stonkingly playable and great fun, especially in two player mode, *Star Control* really is the dog's naughties. Great reworking of an old-fashioned kinda game. Bit pricey though, but hell it's worth it. If you can't be nice to yourself who can you be nice to.
✪ ✪ ✪ ✪

Super Shinobi
Supervision/£40 ● Leaps and bounds ahead of pretty much anything on either console or computer, *Super Shinobi* is one of the best games of its type. A ninja slash 'n' dash game with stunning animation which doesn't affect the high speed of play.
✪ ✪ ✪ ✪ ✪

Sword Of Sodan
Electronic Arts/£39.99 ● Below par sword and sorcery graphic adventure which is really rather easy to complete. Bit of a let-down at nearly forty quid.
✪ ✪

Technocop
Razorsoft/£34.99 ● You are a good cop, out to clean up the city of dirty crims.You have a big gun that goes bang and makes the baddies fall over. That's about it really. Not really up to much. In fact, rather smelly.
✪

Thunder Force 2
Techno Soft/£34.99 ● Fast and smooth scrolling shoot 'em up. Excellent sound and graphics – one of the ultimate shoot 'em ups.
✪ ✪ ✪ ✪ ✪

Thunderforce 3
Techno Soft/£35.99 ● Kersplat, pow, spagoo. This is our kind of game. No messing, no poncing around on platforms or in enchanted forests, oh no. This is the real thing, a shoot 'em up to end all shoot 'em ups. Amazingly fast, amazingly smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games, pretty far out.
✪ ✪ ✪ ✪ ✪

MEGA ZONE **ToeJam And Earl**
Sega / £39.99 ● The much vaunted *TJ And E* is a bit like a *Sonic* house mix. So laid back it's virtually horizontal. Complete with funky tunes, spaced out graphics and some rad sampled speech. Pretty far out stuff. A kinda graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting way. Cooler than cool, *TJ And E* show *Sonic* and *Mario* to be the Seventies throwbacks they always were.

Truxton
Sega/£34.99 ● A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion, with sound and graphics to match the original.
✪ ✪ ✪ ✪

Turrican
Ballistic/£39.99 ● *Turrican* is truly vast and really rather brill. A conversion which stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two finger salute and then saunters off into the nearest bar to start a fight. It's that cool.
✪ ✪ ✪ ✪ ✪

Vapor Trail
Ubi Soft/£44.99 ● Yet another arcade shoot 'em up conversion. Fine as far as it goes, it just doesn't go very far at all. Truly dull.
✪ ✪

MEGA ZONE **Winter Challenge**
Ballistic/£34.99 ● Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski jump, without having to embark on a bone crunching Thompson's winter holiday. A sim so real, you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive yet.

Wonderboy 3: Monster Lair
Sega/£39.99 ● Usual platform game with Wonderboy once again having to rescue his girlfriend. Neat puzzles, good graphics and sound keep this from being just another *Wonderboy* game.
✪ ✪ ✪ ✪

World Cup Italia '90
Sega/£29.99 ● Under par footie simulator which, like so many other footie sims, is disappointing mainly because the animation lets it down so badly.
✪ ✪

PC ENGINE

Atomic Robokid
UPL/£20 ● Super sweet graphics and a fair touch of cuddly gameplay make this Engine release a bit hard to swallow. Also, a learning curve that bombs along at six cm above the ground until level three and then shoots off in a vertical line to several thousand metres.
✪ ✪ ✪

Batman
Sun Soft/£35 ● Below standard conversion. Rather repetitive gameplay and a lack of decent presentation does not do the game justice at all.
✪ ✪

Bloodia
Hudson Soft/£29.99 ● Very complex strategy game where you control a rolling ball through various sized pipes. Like *Klax* a very simple idea – unlike *Klax* not particularly addictive.
✪ ✪

Chan And Chan
Import/£30 ● If you took *Super Mario Brothers*, removed the cuteness, and replaced it with a good dash of toilet humour, you would have *Chan And Chan*. Not to be missed.
✪ ✪ ✪ ✪ ✪

Cyber Combat Police
FACE/£25 ● Variety is the spice of life, so this game must be a veritable cornucopia of pepper, cayenne, chilli, ginger and the like. Laser-toting dude picks off well-hard street gangs in this rather good game. Loads of locations, plenty of power-ups and tons of monsters. This game's got a lot going for it.
✪ ✪ ✪ ✪

Dead Moon
TSS/£31 ● Deep space shoot 'em up that has little new to offer, but is well written, with smooth parallel scrolling.
✪ ✪ ✪

Devil Crash
Irem/£35 ● This computerised pinball game is one of the best of its genre, combining both the traditional aspects of the pinball machine, with the excitement of a shoot 'em up.
✪ ✪ ✪ ✪ ✪

Dungeon Explorer
Import/£34.99 ● A high quality rip-off of *Gauntlet*. However, despite its obvious origins it holds its own well, with a large playing area, and a multi-play option.
✪ ✪ ✪ ✪

Formation Armed F
Big Don/£25 ● A vertically scrolling spacey shoot 'em up, not too dissimilar from *Xenon II*. Quite tricky, quite fast and quite smooth, but overall a shoot 'em up of no particular merit or originality.
✪ ✪

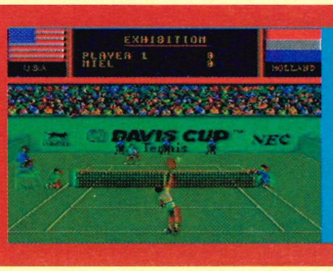
Gunhed
Hudson Soft/£34.99 ● Coin-op quality shoot 'em up. A definite must for the shoot 'em up addict.
✪ ✪ ✪ ✪ ✪

Hell Explorer
Taito/£35 ● Tired graphic adventure with little long-term appeal. You play a monk on a journey of enlightenment. Very poor.
✪

Image Fight
IREM/£25 ● A shoot 'em up that is about as original as a very un-original thing. Trog along, shoot something, collect another thing, shoot some more things. Ho hum.
✪ ✪

MEGA ZONE **Jackie Chan**
Hudson Soft/£31 ● Jackie Chan is a bit of a mega film star in Asia where all his films are smash hits. In console form he also has mega hit written all over him. A combined beat 'em up and platform game, with both elements equally strong. The fighting sequences contain an impressive number of moves from arm flails to ultra kicks. The platform sections drip with puzzles and landscapes. Add to this large, sugar-sweet and well animated graphics and this is definitely one for the software shopping list.

Japan Warrior
Micro Media/£29.95 ● A cross between a traditional hack and slay ninja game and *Space Harrier*. Big, bright and very colourful sprites are well animated. A very difficult game to 'get into'.
✪ ✪ ✪



PC ENGINE MEGA ZONE **NEW ENTRY Davis Cup Tennis**
Loriciel/£tba ● **Who is this chap Davis and why would anyone want his cup anyway? Ho, ho. A pretty smart tennis game in which you can play any number of countries in an attempt to win glory on the courts. With a choice of either split or single screen action Davis Cup is well worth checking out.**

console countdown

Sonic The Hedgehog

NEW ENTRY

Sega/£29.99 ● **What can yer say about *Sonic*? More classic, than a very classical thing. *Sonic* is brill on every format, Game Gear included. Real minty.**

Legend Of Hero Tonma

Hucard/£35 ● A cute platform adventure, which, while nothing original, is well put together and highly playable.

Mr Heli

Irem/£29.95 ● Shoot 'em up, with colourful and detailed graphics. Cute, but not sickly, *Mr Heli* is highly playable and well worth a look.

Puzzle Boy

Telenet Atlus/£30 ● Standard format puzzler with little new to offer anyone who's played *Tetris* or *Klax*. Not really worth the £30 price tag.

Rabio Lepus Special

Video System/£35 ● Bizarre shoot 'em up in which you play a rabbit toting a machine gun. Amazing graphics are over-shadowed by the sheer difficulty of the game.

Saint Dragon

Aicom/£33 ● Superior shoot 'em up. Animated with thought and care, *Saint Dragon* is good value for money.

Violent Soldier

IGS/£31 ● The title says it all really. A rather slow and uneventful shoot 'em up. Nothing to write home about.

Volfied

Taito/£24.95 ● A simple and much used game format. You must recover segments of the playing area by leaving a trail but without your enemy touching your trail, which causes you to lose a life. Very simple, very addictive.

Actraiser

Enix/£49.99 ● Describing this as *Populous* with arcade sequences gets over the style, but not the game's depth and playability. An unmissable medieval strategy/slash 'em up.

Area 88

Capcom/£50 ● An aerial shoot 'em up with three planes and a multitude of baddies. The scrolling is jerky when the screen's full of action. No mean bundle of fun.

Castlevania IV

Konami/£55 ● That dude Simon Belmont is on the hunt for the dude with the teeth, yet again. This time on the Super Famicom. Loads of really great stuff here, watch out for a stage on level three when the entire room turns through 360 degrees and you can only save yourself by hanging from the ceiling with your whip. Pretty far out stuff.

Darius Twin

Taito/£34.99 ● Slick space shoot 'em up with a strangely aquatic feel. Battling across a solar system packed with baddies and power-ups you'll meet some impressive graphics, but little else that's new. Fun but unimaginative.

F-Zero

Nintendo/£49.99 ● Fast, aggressive futuristic race game with excellent 3D graphics. The range of craft, courses and difficulty levels are more than sufficient to keep you hooked well beyond your first win.

Joe And Mac

Deco/£60.00 ● Pots of palaeolithic fun in this brilliant conversion of the classic coin-op *Caveman Ninja*. Take the role of Neanderthal man, Joe or Mac, and set out to retrieve your chick from a fate worse than a deadly dude dinosaur. Beautifully detailed backgrounds, huge and colourful sprites and great arcade adventure style gameplay, make this one prehistoric play you'll be playing for centuries to come.

Legend Of Zelda

Nintendo/£60.00 ● Stonkingly huge and exceedingly gorgeous graphic adventure, so cleverly put together and such a pleasure to play that even the most hardened graphic adventure hater will fall in love immediately. Vast playing area covered with mountains, lakes and mazes, masses of knights, dragons, dwarves and a maiden in distress to rescue to boot. Well worth the hefty cover price.

Pilotwings

Nintendo/£49.95 ● Take to the air in a biplane, hanglider, parachute, rocket pack or helicopter and come down again. Easy? Not so. It's murder and it's also murderously addictive – the graphics just have to be seen.

Pro Soccer

Imagineer/£45.00 ● Remember the table football games, found in every youth club in the world? You know how unrealistic they are, well *Pro Soccer* is even more unrealistic. A sad day. Famicom footie promised so much and delivered so little. Maybe one day.

Raiden Densetsu

Toei/£60 ● Super Famicom version of Mega Drive game *Raiden Trad*. Fairly basic vertically scrolling shoot 'em up, which takes you from earth to space in your quest to rid mankind of alien invaders. Nothing new, not very difficult even on later levels. Still, at least it's crammed full of action.

Sim City

Imagineer/£45 ● An all-time classic game makes an outstanding appearance on the Super Famicom. Build a city, raise taxes and keep the people happy (and hard working). The Japanese text might be a turn off for people who haven't played *Sim City* before.

Super Baseball

Jaleco/£45.99 ● One of the best, if not the best, baseball game ever on any format. Despite some dodgy collision detection at some points, it still beats the pants off everything else. Said it before, say it again. If you want a good reason to buy a Famicom, *Super Baseball* is it.

Super Ghouls 'N' Ghosts

Capcom/£45.00 ● What do you get if you cross a near classic arcade game with the balls bad graphic ability of the Super Famicom? Well you get *Super Ghouls 'N' Ghosts*, of course. Bloody difficult but incredibly addictive means you come back time and time again. Get your buns down to your local grey importer right now as the word on the grapevine is that it's selling out fast.

Super R-Type

Irem/£49.95 ● *R-Type* was a classic in the far off Spectrum days.Now it returns in a super duper new form and it's lost none of the old magic. Smoothly parallaxed backgrounds plus zillions of detailed and colourful sprites bring the game screaming into 1991 – and screaming in stonking stereo at that. The price and the difficulty level are somewhat on the high side, but if you're loaded with skill and dosh then *Super R-Type* is a must.

Super Tennis

Tomkin/£45.00 ● The best tennis game ever. It really is the dog's scrotum. Tennis has never been this good on the telly before (except for Wimbledon week, but that doesn't count). All it's missing is a Dan Maskell simulator and a free bowl of strawberries. If ever you wanted a reason to buy a Famicom then *Tennis* must be it. Truly great stuff.

Alleyway

Nintendo/£21.99 ● A tired version of *Breakout*. Not really worth the cover price. Very uneventful.

The Amazing Spiderman

Enter Active/£26 ● Good quality beat 'em up has Spiderman out to rescue his kidnapped boss. You must face all Spidey's traditional foes, one after the other.

The Amazing Spiderman

OJN/£19.95 ● A cheaper and slightly better game than that from Enter Active. A good variety of both levels and traps must be overcome so that Spiderman can rescue his kidnapped wife.

Balloon Kid

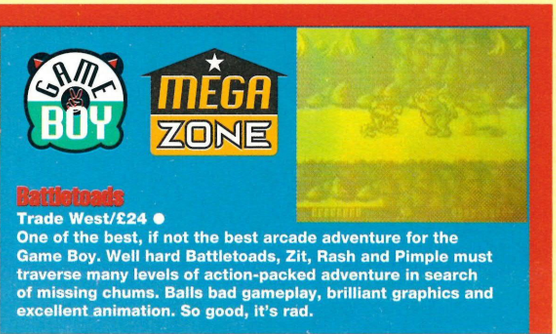
Nintendo/£21.99 ● Not unlike *Wonderboy*, this multi-platform adventure is low on originality, but if you are looking for a game of this type, you could do worse.

Bart Simpson's Escape From Camp Deadly

Acclaim/£24 ● The punky-haired custard-coloured one returns in his second adventure. *Escape From Camp Deadly* mixes shoot 'em up (well more like spit or boomerang 'em up really) with a bit of puzzle and a tad of arcade adventure too. Neatly executed with just enough addictiveness to get you coming back for more.

Batman

Sun Soft/£24.99 ● The dude who wears his Y-fronts ouside his pants is back, and on the Game Boy too! One of the best platform shoot 'em up games around, *Batman* is a bit of a classic. Stonking stuff.



Battletoads

Trade West/£24 ●

One of the best, if not the best arcade adventure for the Game Boy. Well hard Battletoads, Zit, Rash and Pimple must traverse many levels of action-packed adventure in search of missing chums. Balls bad gameplay, brilliant graphics and excellent animation. So good, it's rad.

Boulderdash

Nintendo/£21 ● Fast paced and addictive this 'collect and avoid' game suffers in conversion to the Game Boy. Move too fast and your character blurs to the point of being annoying.

The Boy And His Blob The Rescue Of Princess Blobette

Nintendo/£19.99 ● Otherwise known as The Boy And His Nasal Discharge. Following hard upon the success of *The Boy And His Blob* on the NES, here we find the self-same scenario on the Game Boy. You and your pal, the shape-shifting blob, wander around collecting things. Good adventure fun.

Bubble Bobble

NEW ENTRY

Nintendo/£tba ● Rather dated old platform game in which you play the part of a little green dinosaur. Ahh. Lots of jumping round on different levels, nothing new.

Bugs Bunny

Kemco/£21.99 ● Well animated game with 60 levels to complete, *Bugs Bunny* is very playable. Destined to become a classic.

Caesar's Palace

Nintendo/£19.99 ● Never really seen the point of gambling on a console. This is okay, but I wouldn't bet on it being a hit. (Ha, ha.)

Castlevania II

Konami/£19.99 ● Brillo version of the classic Dracula hunting game. Once again we find Christopher Belmont heading out, whip in hand, to do a dentistry job on the man in black. The little screen and monotone graphics tend to be less of a prob than you might think and the game chugs along at a fair old pace. Good stuff, well worth a serious look.

Chess Master

Nintendo/£21.99 ● An average chess simulator given a boost by some amazing sampled speech. Even if chess isn't your cup of tea, this is a worthwhile buy.

Contra

Nintendo/£24.99 ● Non-stop action and highly addictive gameplay elevate this standard shoot everything game to something a bit special.

Double Dragon

Nintendo/£21.99 ● Very unoriginal slash 'n' dash adventure in which you must rescue a stray family member in traditional ninja style. An okay game but nothing special.

Double Dragon 2 – The Revenge

Acclaim/£19.99 ● Large repertoire of combat moves raises the average, and let's face it unoriginal, plot above the level of yawns-ville. Even so, there is very little here that wasn't in *Double Dragon 1*.

Dr Mario

Nintendo/£21.99 ● Cross *Klax* with *Tetris* and add the *Mario* name and you would have a fair idea of what this game is about.

Dynablaster

Nintendo/£24.99 ● A puzzle-style game. You have to plant loads of time bombs that have an annoying habit of blowing up under your nose. Quite unusual, but the sort of thing that works well on the Game Boy.

Fall Of The Footclan

Konami/£24.99 ● Standard beat 'em up in which you can choose to play any of the green shell-suited heroes. Nothing of any originality to raise it above the norm. Okay as far as it goes.

Fortified Zone

Jaleco/£24.49 ● Challenging gameplay and some impressively big sprites make this one a puzzley shoot 'em up that manages to be that little bit special.

Fortress Of Fear

Acclaim/£26 ● The high degree of cunning and originality within this sword and sorcery game raise it above the average platform adventure.

Ghostbusters II

Activision/£21.99 ● Who you gonna call? Well, the plumber, a pizza, Madam Whip-Lash's correction line? No. You are gonna call the Ghostbusters. And a jolly good game it is too. Loads of overhead action in a mazy kinda way. Nothing new, but then again, nothing old either.

Home Alone

Capcom/£24 ● Mediocre conversion of fab film of same name. Harry and Marv are out of the slammer and looking for a house to rob. Kev McCallister is out to stop them. A puzzley, mazey kind of game, but nothing that you won't have seen before.

Kung Fu Master

Nintendo/£19.99 ● Better than most, this martial arts beat 'em up. The hero has a nice wide range of moves, but it's all a bit easy. Well executed and put together, but seen one, you've seen them all.

Marble Madness

NEW ENTRY

Nintendo/£19.99 ● Everything the original had (except colour) squished down onto the Game Boy's diddy little screen. Surprisingly easy to see and still hugely addictive, Game Boy *Marble Madness* is a bit of a stonker.

Mercenary Force

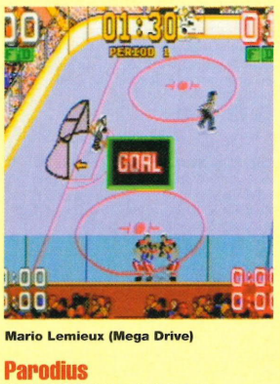
Nintendo/£19.99 ● A kind of oriental version of *Gauntlet*. You slope around the garden of some dude's house killing people. Sounds a bit like Southfields! Quite good but is it brill? Not really.

Mickey Mouse 2

Kemco/£21 ● Yet another format outing for this multi-platform adventure featuring everyone's favourite rodent. And just as on all the other formats, the Game Boy version is well animated and highly playable.

Paperboy

Mindscape/£25 ● This conversion of the arcade classic manages to retain all the original addictiveness of the original by making the most of the Game Boy's snappy sound and graphics.



Mario Lemieux (Mega Drive)

Parodius

Konami/£25 ● You don't just play *Parodius*. You live it. A weird shoot 'em up in which you face flying pigs, belly dancers and all manner of strange creatures. Bit like *R-Type* meets *Alice in Wonderland*. Weird stuff, but very playable.

Pipe Dream

Bullet Proof/£21 ● One of the best of the many simple but addictive puzzlers. Direct the flow of water through different shaped pipe sections. Simple? Don't you believe it.

Robocop

Ocean/£25.53 ● Pale version of metal man on the Game Boy. The learning curve is set too high to make for a good game. Poor.

R-Type

Nintendo/£19.99 ● The shoot 'em up of Biblical proportions reaches the Game Boy. And it's not bad either. The lack of colour makes for some frustrating moments, but for all that, it's a pretty nifty conversion.

The Simpsons

Acclaim/£19.99 ● Cartoon capers spin-off. Yet another outing for the dude with the jaundice problem. This time he is sent off to summer camp. Very addictive, with nice graphics and sound. Good stuff.

console countdown

Super Scrabble
MB Games/£25 ● Superb version of the classic board game Scrabble. Simple to play, various levels of challenge and totally and utterly addictive. Has all the essential ingredients needed for a classic.

Tennis
Nintendo/£19.99 ● Standard tennis simulation game with above adequate sound and animation. For all that, a basic, functional tennis game with one and two player options.

★★★

NEW ENTRY Terminator 2 – Judgement Day
Acclaim/£19.99 ● Better than the NES version, *T2* on the Game Boy is one of the most impressive new titles for some time. A platform, shoot, puzzle game, it boasts a stonking soundtrack and FX plus some nifty animation. Well worth checking out.

★★★★★

WF Superstars
Acclaim/£19.99 ● Super wrestling game that is so realistic you can almost smell the sweat on the great heaving bodies in the ring. Much better than the awful NES game, this time it's best to stick to the Game Boy. Best in the two player mode, so get a friend to play along.

★★★

Who Framed Roger Rabbit
Capcom/£24 ● Jolly arcade adventure which takes Roger Rabbit on a romp through the maze-like Toon Town in search of Jessica Rabbit. Adventurish in the way you must enter into conversation with some of the town's more unusual inhabitants, so not exactly a fast mover. But well-drawn graphics make this a slightly more than average buy.

★★★

GAME GEAR

Chase HQ
Taito/£25 ● Standard race and shoot game, that makes *Outrun* look truly ancient. Unfortunately it is all a bit easy and you find yourself pining for the arcade version.

★★★

Columns
Sega/£19.99. ● *Tetris*-style stack game which proves to be just as addictive. Well worth a look.

★★★★★

Devilish
Genki/£20 ● Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards ie. hit the blocks to reveal dead peeps, treasure boxes and fire-spitting demons. Classic gameplay and oodles of graphics and variety result in a real gem for the Game Gear.

G-Loc
Sega/£24.99 ● Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. A case of goodbye rather than good buy.

★★

Indiana Jones And The Last Crusade
US Gold/£27.99 ● Hold on a second, this used to be on my little ol' Spectrum, didn't it? Yup sure did kiddo. It was incredibly difficult then too. Graphically very nice but the gameplay does lack.

★★★★

Kick Off
US Gold/£27.99 ● Is there any format that *Kick Off* hasn't been on? I doubt it somehow. Can I look forward to playing *Kick Off* on my scientific calculator, my digital watch or maybe my abacus? A brillo pad version of the old faithful game, which, despite the small screen is easily viewed and played.

★★★★★

Mickey Mouse And The Castle Of Illusion
Sega/£24.99 ● The scaled down version of the excellent Mega Drive game loses little in the conversion. It retains the high standard of graphics and animation with some ear-curling sound effects.

★★★★

Outrun
Sega/£24.99 ● Naff conversion of the ancient pub-bound coin-op. With little of any interest to offer.

★★

Pengo
Sega/£19.99 ● Version of the much used and dated *PacMan* gameplay. Unfortunately *Pengo* shows its age.

★★★

Putt & Putter
Sega/£19.99 ● Ah, the putting green, home of peace, order and well cut lawns. Except it's not. Here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole in one in this game. Not very exciting.

★★

Shinobi
Sega/£24.99 ● The classic slash 'n' dash, over four levels, survives the transition to the Game Gear well. Ultra-smooth graphics combined with a varied gameplay.

★★★★

Solitaire Poker
Sega/£24.99 ● More like patience than poker. Nevertheless, still well-executed. If you're into hair-tearing puzzle games, then this'll be right up your street. But a pack of cards would probably be cheaper.

★★★

Spider-Man
Sega/£39.99 ● Quite standard fare this, all action on many platforms. With nice smooth animation and sound. Quite good stuff but nothing to cream over.

★★★

Super Monaco GP
Sega/£19.99 ● One of the few Grand Prix games available for any handheld, also one of the best. With a load of tracks and car extras, it's enough to grease anyone's axle.

★★★★

Super Wonderboy
Sega/£19.99 ● Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Will keep you involved for hours.

★★★★

Woody Pop
Sega/£19.99 ● This is *Breakout* no matter how many little extras you tack on. Not a bad breakout game, but still a breakout game.

★★

World Class Leaderboard
Sega/£24.99 ● *The* classic golf game. The diddy sprite size is no great problem and the animation is both smooth and functional.One of the better golf handheld games around right now.

★★★★

ATARI LYNX

Awesome Golf
Atari/£29.99 ● Slightly less serious than *Leaderboard* on the Game Gear but for all that *Awesome Golf* plays as near to the real thing as possible with some pretty amazing graphics and a control system to match.

★★★★

Pacland (Lynx)

NEW ENTRY Basket Brawl
Atari/£29.99 ● One of the first of Atari's rough sport games. (Oo-er.) A cross between basketball and a beat 'em up. You journey across the basketball courts of downtown New York and, basically, break heads. Surprisingly good fun.

★★★★

Bill And Ted's Excellent Adventure
Atari/£29.99 ● How many versions of this cartoon can there be? Loads of really exciting things to do in this game, like collect guitar notes. Nothing special.

★★

California Games
Atari/£29.99 ● Multi-event beach sports game including surfing, skateboarding, BMX and foot bagging. Highly detailed and very smoothly animated sprites.

★★★★

Crystal Mines II
Lynx/£29.99 ● *Crystal Mines II* is really nothing more than a revamped version of *Boulderdash*. Still, it's a pretty nifty version of the old classic nevertheless, with enough playability and addictiveness to make it worth a whirl.

★★★

NEW ENTRY Dino Dudes
Atari/£29.99 ● Take *Lemmings* and add a splash of *Caveman Ninja*, and what have you got? You've got *Dino Dudes*. Rather fun little cart in which using the various athletic abilities of your caveman you must complete a number of evolutionary tasks on each level.

★★★★

Rainbow Islands (NES)

Electro Cop
Atari/£29.99 ● A 3D shoot and search game after *RoboCop*. An interesting and addictive game with some very high quality sub-games within the main program.

★★★★

Fidelity Ultimate Chess Challenge
Atari/£29.99 ● Speaks for itself really. A choice of levels and perspectives offers any player, no matter what his standard, a chance to improve.

★★★★

Gates Of Zendecon
Atari/£29.99 ● Horizontally scrolling shoot 'em up. All action, very fast graphics, there's nothing to beat *Zendecon* on the Lynx.

★★★★

Hard Drivin'
Atari/£29.99 ● Using the electronic equivalent of a crow bar, Atari has managed, to cram the coin-op classic onto their dinky handheld. Some frustrating moments on the small screen. But all in all, it's not bad stuff.

★★★

NEW ENTRY Hockey
Atari/£29.99 ● A rather smart little *Hockey* game this, boasting all the features of its badder console brothers. Looking spookily like *Mario Lemieux* on the Mega Drive it really plays rather well indeed. Once you get used to the odd use of the buttons it really is a bit of a stonker.

★★★★

Klax
Atari/£29.99 ● Combine the addictiveness of *Klax* with the handheld ability of the Lynx and you've got a problem. You will never put the thing down.

★★★★★

NEW ENTRY Lynx Casino
Atari/£29.99 ● What an old chestnut eh? More ancient than a very ancient thing, I must admit I never really saw the point of gambling on a computer. I mean if you lose you don't exactly have to sell your children to medical experimentation to get the mob off your back, do you? Okay if you like that kind of thing, not if you don't.

★★★

Ninja Gaiden
Atari/£29.99 ● Superb graphics, highly detailed backdrops and absolutely brilliant animation If you are going to buy one game for your Lynx, then make it this one.

★★★★★

Pacland
Atari/£29.99 ● *PacMan* up dated, revamped and given a third person perspective. Unfortunately all this plastic surgery has had a near terminal effect on the gameplay. Saying the learning curve is steep is like saying Bobby Davro is crap.

★★★

Rampage
Atari/£29.99 ● Play a classic monster who must chew his way through as much of New York as possible. Pleasantly animated with nice touches of humour.

★★★★

Xenophobe
Atari/£29.99 ● This game proves wrong those who said the Lynx didn't have good software. A superbly animated graphic adventure with enough variations to keep the most hardened adventurer happy

XY Bots
Lynx/£29.99 ● Big bot or small bot, *XY Bots* will probably appeal to all bots as it trogs around a fiercely realistic 3D maze, blasting monsters in a splatty kind of way.

★★★★

SUPER FAMICOM MEGA ZONE

NEW ENTRY Lemmings
Sunsoft/£54.99 ● **Brill conversion of a great game. Can't really go wrong can it? In some respects Famicom *Lemmings* is even better than the original; just as playable, just as funny, just as mind-blowingly good. This is a true 20 cups of coffee game that will keep you up all night. Buy it.**

Scrapyard Dog
Atari/£29.99 ● Even cuter, sweeter and more sugar-coated than *Viking Child*. But for all that, not half as much fun. Platforms galore and baddies to be dispatched with tennis balls. I mean, I ask you?

★★

Shanghai
Mediagenic/£29.99 ● Ancient strategy game which isn't high on action or body count, but if you want a brain teaser, you can't get much better than this.

★★★

STUN Runner
Atari/£29.99 ● What can you say about *STUN Runner*? Well, it's a kinda race game, converted from the arcade. "Good," you think. But oh no. After you have played it all of twice you realise that, without the hydraulic seat that made the arcade so much fun, it's about as addictive as an enema, but not half as fun. Ho hum, pass the funnel someone...

★★★

Toki
Lynx/£24.99 ● A game of near biblical proportions, Toki has you running around a huge world peopled by curious creatures in an attempt to rescue your girl. Originally out on the Amiga, nobody ever thought it would make it onto any handheld. But it has, with no loss of gameplay, sound or graphics. Buy this game. It's the mutt's nuts.

Turbo Sub
Atari/£29.99 ● A bit of *Afterburner*, a bit of *Stingray* a mere pinch of *R-Type*, simmer gently on an average heat for several hours and serve with a soupçon of garlic sauce. Not bad, but by no means original.

★★

Viking Child
Atari/£29.99 ● Ever come across a Viking called Brian? No neither have I. But this hasn't stopped Atari for Brian is the name of the hero from their latest, cutest platform adventure to date. One of the sweetest games out on the Lynx for some time.

★★★★

Warbirds
Atari/£29.99 ● Very nearly an air sim for a handheld. Through the cockpit World War One dogfights with a number of increasingly difficult missions.

★★★★

TURBO EXPRESS

Bonk's Revenge
NEC/£35 ● A titter ye not name, fine graphics and sound rescue this cute adventure from a quagmire of syrup. Familiar but well executed and packaged.

★★★★

R-Type
NEC / £35 ● What can you say about *R-Type* that hasn't been said before? Very little I expect, and on the TurboGrafx, *R-Type* shines with all its usual 'shinyness'. Baddies shoot all over the place, with only one thing on their mind, and we're not talking hugs and kisses here. Both graphics and sound are amazing, making this an utterly classic game. *R-Type*, you can't beat it, verily a shoot 'em up amongst shoot 'em ups.

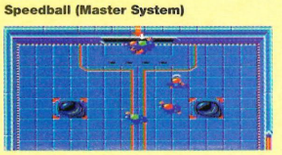
Splatterhouse
NEC/£35 ● Get the six-pack in, bung the latest PWEI LP on the turn-table, turn the lights down low and grab a grease burger. Enough bodily fluid, of one kind or another, to wash away a whole army of Marios. Pretty far out.

★★★★

Tale Spin
NEC/£35 ● *A* sort of Disney game without the Disney film. Unfortunately graphics, sound and gameplay are all rather average.

★★★

Speedball (Master System)



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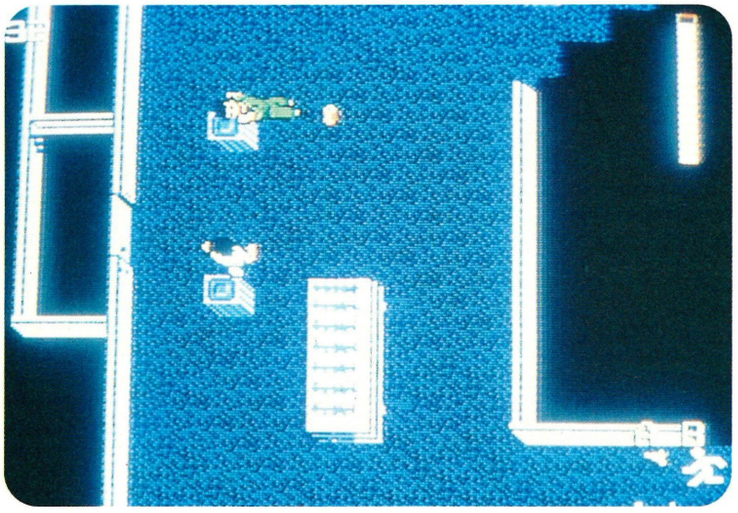
tba

Trout Bashing Aristocrats this month peeks round the bend to see what, console wise, is about to charge head long into the *Game Zone* office and go splat against the wall.



die hard

Bruce Willis. What a star eh? The man who is to the acting profession what the Pot Noodle is to the world of haute cuisine. He ain't exactly what you'd call blessed by a wide range of abilities. However Mr Willis' acting skills have absolutely no bearing on the excellent new NES cart from Activision, (thank God).

For those of you who haven't seen the flick, basically some nasty Eastern European terrorist has wired up a very large skyscraper which he will blow if the Mayor doesn't raid his piggy bank and give Mr Terrorist all his pocket money.

Mr Nasty Terrorist will push his naughty plunger-wunger and make the big skyscraper go bang bang all over the little itsy bitsy people. *(Are you feeling all right? Ed.)* Anyway, it's your job as the embodiment of all that is good, true and free to rescue the inhabitants of the skyscraper by killing assorted terrorists dotted around the building.

According to Activision the cart boasts the first intelligent enemies for any NES game. What does this mean I hear you cry, do they have degrees from the University of East Anglia? No, because if they had degrees from UEA they would be sociologists. What it does mean is they track you down and come after you rather than just blundering around in a stupid kinda way. Pretty amazing kinda stuff that is bound to be more playable than any of Mr Willis' home videos.

● **Available from Activision in the Spring, price £tba.**

where in time is carmen sandiego?

'Edutainment', now there's a word to conjure with. A word like that can lead you to muse on many things, such as what a shame it is that Americans speak English. *Carmen Sandiego* is 'edutainment' which translates as "Dear Parents this game is educational but, heh kids! it's fun too!" or something like that.

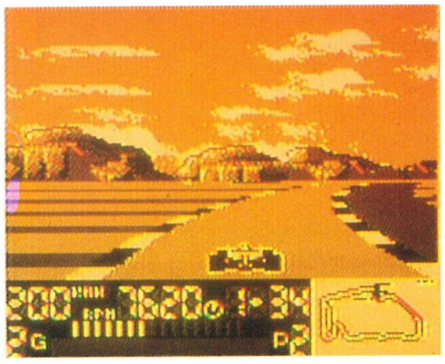
As Carmen Sandiego you're a sort of time-travelling detective on the trail of evil criminals. These crims aren't into doing over the local Building Society and saying "Look out Sid, it's the rozzers". No these guys (and gals) are into stealing things like the Taj Mahal, the Empire State Building or a Greek philosopher's notes and saying things like "Quick, let's leg it back to Renaissance Rome. We can hide out in the Sistine Chapel."

As you pursue them through countries and time your clues are along the lines of "They've gone to watch Goya at work." Using your knowledge of 19th Century Spanish art (or the Encyclopedia that comes free with the game) you work out the country and the century you need to visit to continue your investigations. A conviction can only be gained if you catch up with the time criminal with enough evidence to stitch him up in court. (No Serious Crime Squad tactics here.) All this and a clock to beat too.

Developed by Broderbünd (those awfully clever Americans behind such computer gems as *Prince Of Persia*, *Wings Of Fury* and the totally fab *Shuffle Puck Café*) *Carmen Sandiego* sets you 80 randomly generated cases to solve before you reach the dizzy heights of Super Time Sleuth. That's Edutainment.

● **Available from Electronic Arts, end of March, £49.99.**

ferrari grand prix challenge



The NES has been accused of many things. It's been accused of being ugly to look at, it's been accused of being dull and blocky, but one thing it has never been accused of, not in a million years, is being fast. Until now that is. Because, not only have those boffins at Acclaim managed to put together a really rather brill racing game, but they have also managed to make it zip along at a fair old rate of knots. Boasting the full range of tracks that make up the 16 rounds of the world championships, each race pits you against over 20 other cars during 5 laps of wheel-burning action. *(Oo-er. Ed.)* Having to pre-qualify against the clock to begin with, of course, means that you might not even get that far, but... apparently *Ferrari Grand Prix* will boast something a bit special allowing you to control the speed of your pit changes. The pre-production copy has already become a firm fave in the office. Pretty mysterious hey!

If you took away the colour of the NES version, jammed it down and squished it about a bit you'd have the stonking Game Boy version. Smart! Both versions are gonna be huge, so if you are a boy racer book your copy now.

● Available from Acclaim in early June, price £tba.

art alive

Sega, they really are a funny old bunch aren't they! Not content with producing shoot 'em ups, platform games and many other things that go ping for their Mega Drive they also insist on trying to get all intellectual about the whole console shebang.

So what have they gone and done? Well their new release is nothing more than an art package for the Mega Drive. Yup, no splats, no pings and def no high scores. Instead you can now draw pretty pictures. Ahh. Also included are a selection of sprite 'stamps' so that you can draw a house and have it populated by the likes of Sonic. Pretty exciting stuff.

There is also a very basic animation facility. Hhmm. What can we expect next! Classical music tuition systems? Shakespeare pass notes? Blimey, bring back the old shoot 'n' splat games.

● Available from Sega in June, price £tba.

Mega Drive chart

1	**John Madden '92**	Electronic Arts
2	**Streets Of Rage**	Sega
3	**Road Rash**	Electronic Arts
4	**California Games**	Sega
5	**Golden Axe II**	Sega
6	**Super Monaco GP**	Sega
7	**Castle Of Illusion**	Sega
8	**Winter Games**	Accolade
9	**F-22 Interceptor**	Electronic Arts
10	**Wrestle Wars**	US Gold

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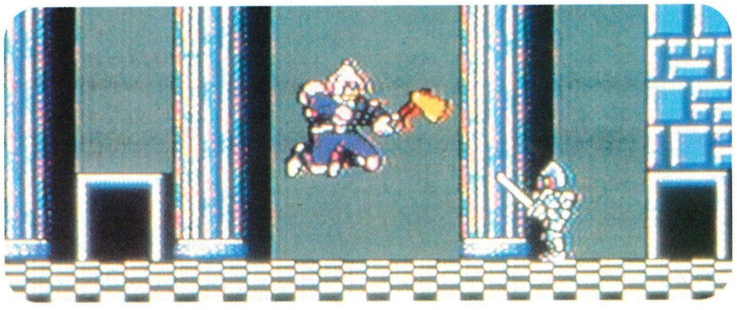

wizards and warriors III kuros visions of power

Yet another instalment of the stonking *Wizards And Warriors* from Acclaim! Cripes a lorkie, can we all look forward to *Wizards And Warriors VI : The Undiscovered Country? (Let's hope so, eh kids! Ed.)* Oh yes it's time once again to strap on rather large amounts of leather, sharpen your wand and stand in the kind of heroic stance that makes it look as if you've got a shuttlecock up your bu... *(Snip. Ed.)*

Boasting richer gameplay, better graphics and a challenging role-playing element, there are rumours that the cart will even make you a cup of tea and give you a refreshing shoulder rub. No word of a lie. For those of you who like such things as hit points and dex roles, this could be one to catch.

● Available from Acclaim in June, price £tba.

Game Boy chart

1	**Super Mario Land**	Nintendo
2	**World Cup**	Nintendo
3	**Duck Tales**	Nintendo
4	**Side Pocket**	Data East
5	**RC Pro-Am**	Nintendo
6	**Double Dragon**	Acclaim
7	**Bubble Ghost**	Nintendo
8	**R-Type**	Irem
9	**Nemesis**	Nintendo
10	**Teenage Turtles**	Konami

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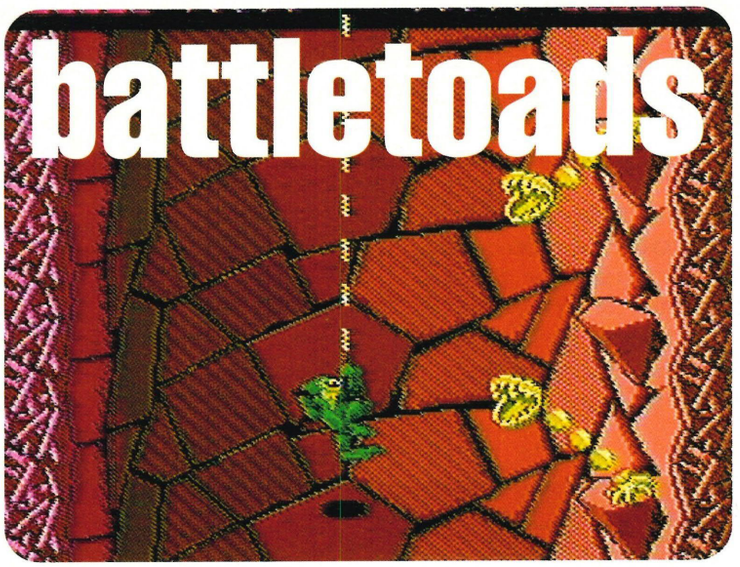
battletoads



What can you say about *Battletoads?* Probably one of the most hyped games this side of the page. Featuring those three hipper than hip toads, Rash, Pimple and Zitz on their quest to rescue an intergalactic airhead chick from the clutches of some intergalactic baddie.

Dripping street cred, the dudes show those big ponces the Ninja Turtles up for what they are. Spread over more levels than most people can count, *Battletoads* is a beat 'em up kinda thang but with very large dollops of both puzzley and shoot 'em up bits. This game is so smart it holds the chair of Astrophysics and Higher Thinking at the University Of Brain-O-Box. It's gonna be a smash.

● **Available from Tradewest in August, price £tba.**

Master System chart

1	**Super Kick Off**	US Gold
2	**Donald Duck**	Sega
3	**Sonic The Hedgehog**	Sega
4	**The Flintstones**	Grandslam
5	**Mickey Mouse**	Sega
6	**Super Monaco GP**	Sega
7	**California Games**	Sega
8	**Mercs**	Sega
9	**Line Of Fire**	Sega
10	**Running Battle**	Sega

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Nintendo chart

1	**Super Mario Bros 3**	Nintendo
2	**The Simpsons**	Acclaim
3	**WWF**	Acclaim
4	**Star Wars**	Lucasfilm
5	**Super Kick Off**	Anco
6	**Chip 'N' Dale**	Nintendo
7	**Low-G-Man**	Nintendo
8	**Super Mario Bros 2**	Nintendo
9	**Batman**	Sunsoft
10	**Duck Tales**	Nintendo

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rampage

What can you say about a game like *Rampage?* It's been on more formats than *Game Zone* has had writs issued against it. *(Not that many, surely! Ed.)* Everybody, everywhere must know the plot of this game. If you went to the middle of Outer Siberia you would find, scribbled on a piece of animal hide, buried beneath a thousand year old frozen mammoth, the words '*Rampage*, what a smart game!'

But just in case you've been out to lunch for the past couple of hundred years here's the whole shebang again, just for you. In *Rampage* you play one of those 50s B-movie monsters, like Godzilla or King Kong, and you have to trog about acting in a suitably monstrous way, tearing down buildings, eating little people, stomping on cars – you know the score, anything really that is quite nasty and doesn't involve flower arranging. And, of course, the more buildings you tear down, people you eat, etc. the more points you get. Rather stonkingly good don't you think? And it certainly is. Sweet, a little tacky, but very playable, *Rampage* is one to watch out for.

● **Available from Atari in June, £24.99.**

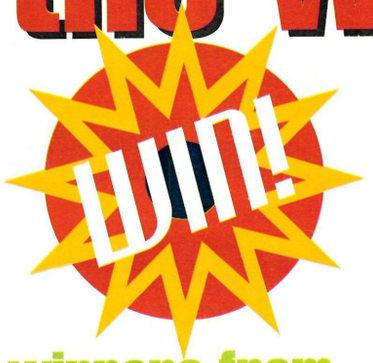
mario golf

He gets everywhere doesn't he? What a little pest. Struth, why couldn't Nintendo just have had *Golf*, or *Putter Golf,* or even *'Knocking A Small And Very Hard Little White Ball Around Someone's Lawn' Golf?* But oh no, it had to be *Mario Golf.* And, unfortunately, I have to say it's really pretty amazing.

Sure, it is only a golf game, and Mario's role is only a cosmetic one, but for all that, it really is a bit of a stonker; 18 holes, more clubs than you could ever hope for and a control system that is both easy to use and accurate without being a piece of piss. At last a super sports sim for the NES. If golf is your bag then this is for you. Hell, even if it isn't, check it out, it's still brillo pad.

● **Available from Nintendo in July, price £tba.**

the winner takes it all



Are your nerves frayed? Are your hands shaking? Are your buttocks firm and round? If the answer to at least two of these questions is 'yes' then what you need is all the results of the *Game Zone* compos to date. And so, in the interest of our readers, here they are.

winners from issue one

grunt and shove

1st prize
two tickets for the April WWF tour and a WWF belt
Ian Hand, Middlesex

2nd prize
two tickets for the April WWF tour
Wayne Cummings, Bristol

3rd prize
WWF wrestling videos
Jon McLennan, Tyne And Wear
Andy Goodhand, London
P. Gully, Bath
Graham Coe, Essex
William Springham, Glasgow
Paul Stonely, Hampshire

runners up prizes of...
Acclaim baseball caps
Mark Daniels, Worthing
Adrian Willis, Derby
Jackie Fulthorpe, South Wales
Bud Abbot, London
Jamie Allen, Gloucester
Nick Hart, Bedfordshire

Game Boy
Gavin Andt, Croydon
Chris May, Oxford

bart-er king compo

win your own Bart Simpson!
D. Fahy, Kent
Shelly Salmon, Essex

on yer bike

1st Prize
Muddy Foxx mountain bike
Duncan Muffat, Norfolk

Runners up prizes of...
baseball caps and rucksacks
Robert Howard, Bedford
Jeffrey Hardy, London
E. Pifaretti, Cardiff
Lou Ramsden, London
Ben Palmer, Bedfordshire
Alistair Monk, Durham
Pat Callard, Gwent
Peter Western, West Sussex
Jamie Whittaker, Newcastle
Stewart Hanney, Buckinghamshire

winners from issue two

so ferrari, so goodies remote control ferraris go to...

Steve Hiett, Somerset
Lawrence Billson, Loughborough
Alex Lacey, Kent
Craig Hewitt Dutton, Hants
R Middleton, Kent

yabba dabba doo!

Fifteen copies of flintstones video
H. Marklew, Staffordshire
Darren Ragheb, West Midlands
E. Aspinall, Cumbria
Danilo Ictacuton, London
Matt Frost, Hertfordshire
Kevin Hayes, Cheshire
Steven Moss, South Humberside
J Abrahamson, Norfolk
Matthew Guntrip, Mid Glamorgan
P.W Tsui, London
Kenny Yu, Kent
S.L.A Croxson, Buckinghamshire
Sanjeer Sagoo, Middlesex
Jonahon Brown, Hertfordshire
Ian Price, Milton Keynes

comics
David Owens, Northampton

win a visit to eurodisney

1st prize
a two day stay, for two, on the EuroDisney site.
Catherine Robinson, Derby

runners up prizes of...
us gold goodie bags
Shareef Hardy, Essex
Peter Eaton, Leicester
Conrad Wesson, Bristol
Andrew McCloud, Derby
Stuart Allen, Cheltenham
H.J. Mardu, Staffordshire
Robert Howard, Bedford
Pam Grifiths, West Sussex
Christopher McEvoy, Luton
Jason Coles, Berkshire
Max Evans, London
Kay Allen, Channel Islands
Alan Ballam, Sussex
Daniel Wells, Wiltshire
Micky Rank, Yorkshire
Mark Sawyers, Avon
Shelia Morton, Newcastle
Andrew O Connell, Surrey
Jaqueline Daniels, Oxfordshire
Lisa Patten, Surrey

winners from issue three

runners up prizes

us gold goodie bags
John Ward, Market Harbour
Steven Cole, Bedfordshire
Adams Frost, Avon
Tim Richards, Derby
Andrew Harris, Mid Glamorgan
Darren Jones, Bedford
Simon Lacey, Buckingham
Greg Downs, Dorset
David Winsor, Hampshire
Scott, Essex
Julian Hayley, Dorset
Gareth James, Berkshire
Darren Greenwood, Bristol
James Mansfield, Reading
Andrew Mitchell, Bedfordshire
James Dinson, Derby
John, Swansea
G.M Sinclair, Berkshire
Paul Weeks, Essex
Steven Bush, Essex

it's game time

1st Prize
four nintendo nes games
Ben Cummings, Basingstoke

runners up prizes of...
mb board games
Mike Revano, Hampshire
Paul Carrick, Isle Of Wight
Nick Flail, Devon
Hamish Mason, Winchester
Seth Dashblur, Nottingham
Mark Barnes, Dorset
Chris Gooch, Lincolnshire
Gary Old, Surrey
Peter Core, Essex
A Garnham, Wiltshire

great golden goodies

1st prize
a sega mega drive
Alan Rudderford, Kent

2nd prize
a sega game gear
Martin Cole, Hertfordshire
Matthew Horgan, Kent

3rd prizes
sega master system
Timothy Stock, Norfolk
Andrew Leigh, Essex
Mark Levey, Leicester
Chris Althorp, Bristol
Martin Newing, East Sussex

There, you'll be able to sleep at night now.

YOU'VE PLAYED THE GAMES, NOW READ THE COMICS....

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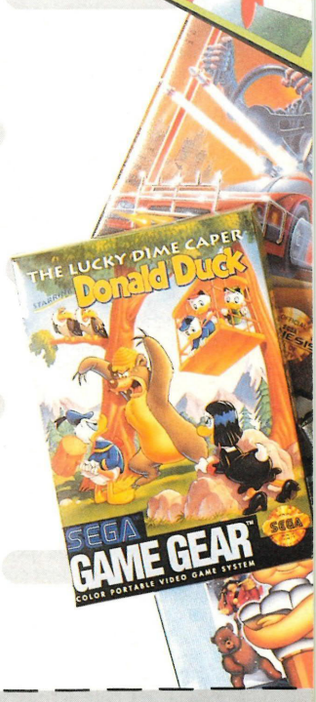

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✪ **Nintendo** for sale plus five games, *Simpsons, Turtles, SMB2, Fester's Quest* and *Ghosts And Goblins* and a Quickshot joypad. £100. Call Rob on 0272 607495.

swap ZONE

✪ I will **swap my Game Gear** plus power supply and four games including *Wonderboy* and *Mickey Mouse*, for a Mega Drive and six games. Or sell for £230. Call Colin after 6pm on 051 920 5746.

✪ **Swap Mega Drive** game *Wrestle War* for *F-22 Interceptor* or other good game. Phone Paul on 0277 631857.

✪ **Will swap** *Klax, Warbirds, Gauntlet, Electrocop, Zarlour Mercenary* and *California Games* on Lynx games. Phone Peter on 0542 34140 after 6pm.

✪ **I will swap** *Eswat* on my Mega Drive for *Rainbow Islands* or *New Zealand Story* or sell for £30. Phone 0389 55230 ask for Scott. (Buyer collects.)

✪ **Swap Game Boy games:** *Bugs Bunny* and *Super Mario Land*. Wanted: *Beetlejuice, Dick Tracy, Simpsons, Red October, Battletoads*. Phone Andy 0522 530895 after 4pm. My games excellent condition.

✪ **Game Boy,** does anyone want to swap my *Spiderman* for your *Ducktales?* Contact Marvin on 051 270 1932.

✪ **Swap Atari Lynx**, plus eight games including PSU, Comm Lynx and carrycase, all boxed and worth £350. For PAL Famicom with Mario. Or sell for £250. Telephone Danny on 0757 after 5.00pm.

✪ I will **swap my Nintendo NES** plus nine games including *SMB3, Simpsons, Batman, Gremlins 2* for your Mega Drive plus three games. Contact Paul on 0293 528043.

✪ I will **swap my** *Y's The Vanished Omens* for your *Sonic, Spellcaster, Super Kick Off* or *R-Type*. Ring Neil now on 081 979 3653. (South west London area.)

✪ I will **swap my Mega Drive** and Commodore 64 with disk drive, Action Replay Cartridge and hundreds of pounds worth of software for an Amiga. Any considered, with or without software. Phone Adam on 0271 862046.

✪ **Lynx software to swap**. Will swap *Ninja Gaiden, Klax, Rygar, Zarlour Mercenary* for *Chess, Xenophobe, STUN Runner, Awesome Golf, Viking Child, Blue Lightning, Warbirds*. Games and boxes must be in good condition. Phone Alex on 081 958 3100.

✪ **Famicom owners**. I will swap my *UN Squadron, Super R-Type* and *Final Fight*, unboxed, for any of the following: *Castlevania IV, Super Tennis, Ghouls 'N' Ghosts, Geoman*. Will consider others. Contact Marcel Bramothe, 160 Mapas Road, Brockley, London, SE4 1DH.

✪ **Straight swap.** Your Atari Lynx games for mine. I will offer *Ninja Gaiden* in return for *Klax* or *Xenophobe*. Phone Harvey in Bristol on 0272 600321 home, or 0272 348473 work. Genuine swap. Thanks.

✪ **Swap** *Donald Duck* on the Game Gear (still boxed and in excellent condition) for any other Game Gear cartridge. Write to James Felstead, Cavendish Halls Of Residence, Cavendish Street, All Saints, Manchester, MI5 6BG.

soft ZONE

✪ **Lynx games:** *Electrocop* and *California Games*. Only £5 each or swap for some of your old Lynx games. Phone 0274 621118 and ask for Nick. Cheers.

✪ **Game Boy:** *WWF Superstars,* one month old boxed with instructions, sell for £15 or swap for *NBA Allstars*. Write to 36, Hawcliffe road. Mountsorrel, Leicester. LE12 7AH.

✪ **Secondhand Mega Drive games** bought and exchanged. Games include *Sonic, Quackshot, Fatal Rewind, ToeJam And Earl*. Ring Adam after 6pm on 0480 63648 or write to A. Hall, 3, Fairfields Crescent, St Ives, Cambs. PE17 4AH.

✪ **Spectrum games** for sale including top titles such as *Street Fighter* and *Impossamole,* £25. Simon Ray 021 705 6699.

✪ **Master System game** *Alex Kidd In Shinobi* with no instructions will swap for *California Games, Shinobi, Basketball Nightmare, Joe Montana* or *Mercs.* Phone 061 789 6960.

✪ **Game Gear games** for sale, *Wonderboy, Mickey, Columns*. Only £12 each or £30 for all three. Also willing to swap. Phone Andrew on 0531 821165.

✪ For sale, **six top Mega Drive games** including *ToeJam And Earl, Sonic The Hedgehog, John Madden Football* and *Spider-Man.* Worth over £220, will sell for £180. Phone 0745 8322703 after 6pm and ask for Stephen. You collect or pay postage – North Wales.

✪ Will **swap** *Road Blasters* on my Lynx for *Xenophobe*. Please call 564704 and ask for Robert Bolt.

✪ **Mega Drive games** for sale or to swap. *Sonic* £25, *Bare Knuckle* £25.

Both Japanese, or swap for *EA Hockey* or *John Madden Football*. Phone 081 558 5441 after 4pm.
✪ **Swap Mega Drive** *Gaiares* for *Sonic* or something else! Phone Rachel 0332 552052, daytime if possible.
✪ **Mega Drive games** for sale. *Golden Axe*, £20. *Alien Storm*, £20. *Fantasia*, £20. Need money badly. Ask for Peter on 0702 584817. Hurry up and ring.
✪ **Game Gear games** for sale including *Wonderboy, Mickey* and *Columns*. Will sell for £12 each or £30 for all three, also willing to swap. Call Andrew on 0531 821165.
✪ **Hi! I've got** *Rampage* on the Lynx, I will swap it for *STUN Runner, Viking Child* or *Slime World*. Call 0792 584833, after 4pm and ask for Oanis. (Strange name, eh!)
✪ For sale, **NES** plus Advantage joystick and games, *Airwolf, Zelda II, Top Gun, Snake, Rattle And Roll, Rad Gravity, SMB I, II* or *III*. Complete package worth around £345. Will accept offers. Excellent condition. Phone Meric after 3pm on 081 868 6499.
✪ **Mega Drive** game for sale. *Street Smart* by Treco. Japanese version. Phone 055 665384 after 5pm weekdays. Ask for James.
✪ **Mega Drive games** for sale or swap. *XDR*, £15, *Wonderboy III*, £17, *Spiderman* £24. Plus about 20 others. Phone Graham on 0706 341272.
✪ **NES games** including *Kid Icarus, Popeye, Donkey Kong, Kung Fu, Gyromite, Duck Hunt, Zapper,* and *Robot* . Also wanted, *Super Mario Brothers 2, Mega Man II, Gremlins II, Gradius, Lifeforce, Mario Brothers* or swap. Phone Kenny on 041 639 3783 after 4pm.
✪ Will swap *Chase HQ* for *Sonic The Hedgehog* or *Outrun Europa*. Also *Back To The Future II* on Master System. Call Shaun on 051 423 4173.

want ZONE

✪ Sega **Master System games** wanted. Either *Altered Beast* for £15-£20 or *Enduro Racer* for £26-£28. Any others considered. Write to Simon Powell, 72 Brales Lane, Marlbrock, Broomsgrove, Worcester, B60 1DY.
✪ **Issue one** and three of *Game Zone,* one pound each and Lynx games swaps. Phone 0395 516133 and ask for James.
✪ Wanted. **Mega Drive**. Must be in good condition and under £80. Phone Chris on 0452 863105. Cheers!
✪ **Master System games** wanted. Will buy used or unwanted games. Pay up to £20 each. Please phone 0243 603445 after 5pm. Ask for Janine.
✪ Secondhand **Atari Lynx games** wanted. Preferably boxed and with manuals. Will consider all offers. Especially want *Slime World, Xenophobe, Chequered Flag* and *Ms PacMan*. Call Robert on 0932 343736.
✪ Wanted for Nintendo NES, *Wild Cowboy* and *Tetris*. Will offer £10 each. *Mario 3* and *Mario 2*. Will offer £15 each. *Dr Mario* and *Marble Madness*. Will offer £12.50 each. All must have instructions. Please write to Diane Fox, 3 Chestnut Drive, Saint Albans.
✪ Wanted. **Japanese Game Boy games**. Please send list with prices and 'DMG' codes to Chris Busby, 61 Oakfields, Worth, Crawley, West Sussex, RH10 7FN.
✪ Wanted: **Amiga** with games etc. Must be in good condition. Phone 0734 793002 after 4pm Mon-Fri and after 7pm on Saturday and Sundays. Ask for Tony. Thanks.
✪ Wanted. **Lynx II** for £40 with any game, also Lynx games wanted. Ring 071 281 1946 after 7pm. Paul Formosa.
✪ Wanted. **Super Famicom games,** will pay up to £20 for games in good condition also have quite a few Famicom games to swap. Call David after 6pm weekdays, anytime weekends.
✪ Wanted.**Game Boy games** in good condition. Either send your lot of prices or games to Martin Jones, 24 Croft Road, Selsey, West Sussex, PO20 ORL.
✪ **PC Engine games** wanted, especially *Motoroader, Alien Crush, GunHed, Splatter House, R-Type* and *Legendary Axe 2*. Will swap for *Dungeon Explorer* or pay £25 plus. Phone Robin 0849 432166 after 5pm.
✪ Wanted! **PC Engine games** to swap and buy. Please contact Duncan on 0532 580336 anytime.
✪ Wanted **PC Engine games**, boxed with instructions, will pay £10-£15. Also cheap Mega Drive with game or games for around £100. Phone Mike on 0935 74261. Area: Yeovil, Somerset.
✪ Wanted. Someone to swap my electric guitar style keyboard for *SMB3* or will sell for £40. Phone Darren on 021 5565781, after 4pm Monday-Friday.
✪ Wanted **Atari Lynx games** or will swap. Good prices paid. Phone 0286 871515 after 5.30pm. Ask for Seth.
✪ Wanted **Game Gear games** at good prices. Will buy any unreleased titles. If you can help write to: 62 Milford Road, Lymington, Hants, SO41 8DU or phone 0590 678677.
✪ **Hey you lot**, we will pay good money for ANY Mega Drive or Game Boy games. Mega Drive can be Japanese, British or America. Also want Master System games. Phone 0225 834317.
✪ **Wanted: Any magazines** or fanzines to do with the Atari Lynx, also Lynx games. Will pay £10 for secondhand cartridges in good condition, please contact Gary Milne, 2 Ardeer Place, Fraserburgh, Aberdeenshire, Scotland AB43 5SW.
✪ Wanted. Nintendo **NES games** – with or without consoles, Zapper guns, robots or other accessories. Phone me now for quick cash deal. (Send Parcel Post from anywhere in UK.) Tel 0506 824570.
✪ Wanted. *Electrocop, Blue Lightning, Gates Of Zendecon* and *Ultimate Chess Challenge*. Must be in good condition for the Lynx at around £15. Ring after 6pm. Also wanted, mains adaptor for £7.
✪ **Wanted. Game Gear** plus games for £130 max . With or without Master Gear converter. Must have AC adaptor. Call Michael on 081 304 8645 after 6pm.
✪ Wanted. **Atari Lynx** with at least one game. Will swap for Spectrum+3 with two working joysticks, fully working multiface (worth £50) and over 40 games. Lynx must be fully working! Ring Winchester 861211.
✪ Wanted. **Game Boy games**, especially *Fortress Of Fear* and *Bart Simpson In Escape From Camp Deadly*. But any game considered. Ring any day before 9pm. Good prices paid. Contact Aaron Powell, 021 445 4408.
✪ **Mega Drive games** wanted. Pay between £5 and £20 for games required. NES games wanted. Pay between £5 and £20 for games required. Send list and prices to Mr. S. Singh, 101 Robin Hood Lane, Kingston Vale, London, SW15 3HL.

love ZONE

✪ **Boy aged 15**, seeks horny girls aged 14-16 and hardware. Please send photos to Fraser Botts, 19 Talbot Road, Dagenham, Essex, RM9 6HJ.
✪ I'm a **very sad and lonely** 14-year old girl who desperately needs a boyfriend, preferably quite close to Liverpool. Please write to Jenny, 18a Church Road, Roby, Liverpool, L36 9TW.
✪ **Essex boy** seeks sexy girl. I like Madonna and hate (and I mean HATE!!!) NKOTB. I am 16 and not very tall. Okay I am 5'1". Please write!!!!!
✪ **Lovesick boy** wants to meet lovesick girl aged 15-16 for lasting relationship. If you're interested contact Richard Squires, 15 Walnut Road, Loughborough, Leics LE11 2JU.
✪ **Boy of 17** seeks girl of same age. Must enjoy Nintendo and will write a lot. Write now to Alan Clark, Pelican, Rossal School, Fleetwood, FY7 8JW.
✪ **Help!** Sexy boy student seeks sexy girl to swap more than just physics notes! Contact Kev, 69 Kingsway, Stoke, Coventry, West Midlands, CV2 4EX.
✪ **Hey girls!** I'm 16, bored and lonely. I've only got my Nintendo to keep me company. So please help me. Write to David, 24 Cunningham Close, Wyke Regis, Weymouth, Dorset, DT4 9HL. I will reply to your letters.
✪ **Wanted!** One 16-year old female, must have blonde hair, blue eyes and must look mega. Contact David Perham, 29 Orchard Farm Estate, Trevethin, Pontypool, Gwent.

fan ZONE

✪ *Console Crazy* fanzine. Get the latest issue now! Only £1. Write to "CC", 28, Watergate Lane, Woolton, L25 8QS.
✪ **Fanzine magazine.** Issue one has reviews, tips, adverts, high scores and loads more. Write to Matthew Street, 158 Hadleigh Road, Leigh-on-Sea, Essex. First issue is free. Wow!!

scribble ZONE

✪ **I would like** a penpal. Must have a Game Gear and be aged between 12 and 14. Write to 84 Ryehill Road, Barmulloch, Glasgow, G21 3BE.
✪ **Anyone need help** on Master System, Mega Drive and Nintendo games? Then send £1.50 for a complete player's guide and a penpal to Paul Cavell, 33a Coneygre Road, Tipton, West Midlands.
✪ **Hello** to everyone at Bishop Ramsey! Especially Danny, Chris, James, Stuart, Owain and everyone in 11:4. Remember you look like a goddamn girl! Soap for sore eyes.

thing ZONE

✪ **Happy Birthday Mum**, from a great son. Lots of love, Gaz. PS. Thanks for the Lynx. Sorry about the present, short of cash. XXXX
✪ **E2 exchange.** Atari Lynx cartridges, £1 per exchange. Send £2 to register. You'll receive a personal response list, reviews, tips. Duncan Schmelich, 22 Lyndhurst Avenue, Jesmond, Newcastle.

book your free ad here!

If you want to advertise **FREE**, in Soled Out, please write in **BLOCK CAPITALS** below and send the coupon to Soled Out, *Game Zone*, 14 Rathbone Place, London, W1P 1DE. Don't be a plonker and remember to include your address and phone number. Business advertisers will not be accepted, they can jolly well go and advertise in the classified section and pay for it 'cos we all know they are stinking rich.

So, get writing and include any advert, (which is no more than 30 words), under the following headings.

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POST CODE TEL.

HARD ZONE ○ SOFT ZONE ○ WANT ZONE ○ LOVE ZONE ○
FAN ZONE ○ SCRIBBLE ZONE ○ THING ZONE ○ SWAP ZONE ○

Game Zone **cannot guarantee to place every ad received. Sorry!**

THE TWILIGHT ZONE

Hello. Welcome to The Twilight Zone, the least popular part of the magazine... everybody hates it.

YES, IT IS A BIT CRAP, ISN'T IT.

Eh? What do you mean? "It is a bit crap, isn't it?"

WELL, YOU JUST SAID SO YOURSELF – YOU SAID EVERYBODY HATES IT. I'M JUST AGREEING WITH YOU.

But you're not meant to agree, you're meant to say something like "I don't hate it, I think it's rather fab actually."

BUT I DON'T THINK IT'S FAB, I THINK IT'S CRAP. I'M BEING HONEST... I HATE THE TWILIGHT ZONE AND THE ONLY REASON I'M READING IT IS BECAUSE I'M BORED.

...You wouldn't say that if you knew the truth.

UUUUH? WHAT TRUTH?

The fact that everyone involved with The Twilight Zone is slowly dying of an incurable disease... Still, we don't want to burden you with our troubles – after all, you've probably got problems of your own. The fact that we're constantly coughing up blood shouldn't enter into it. If you think we're crap then we apologise. (Cough, cough, cough.) Oh well, here's our new address for you... Twilight Zone, *Game Zone*,14 Rathbone Place, London (cough) W1P 1DE. (Cough, cough, cough.) Oh dear. (Cough.) (Loads of blood pours out.)

(People won't like Twilight Zone just because they feel sorry for it you know. Ed.)

celebrity phone call corner

Regular readers will be aware that the *Game Zone* telephone system is mega spooky. It has a life of its own. It rings, we pick it up, and nine times out of a hundred a famous 'celebrity' is on the other end of the line. They didn't intend to phone us, you understand, oh no – they were trying to get through to their mum or someone. Philip Schofield's done it, so has Michelle Pfeiffer and so has Kriss Akabuse... the list, in fact, is endless. What we've started to do, instead of wasting these golden telephone moments, is to turn them into interviews – and where you lot come in is in the questions department. You supply them, we ask them. This month the quessies come courtesy of **Mr Whippie** of Exeter – but who's on the blower?

TELEPHONE: Ring ring, ring ring, ring ring, click...
JIMMY: Hulloo, grannie?
T-ZONE: Celebrity or 'ordinary person'? Confirm immediately.
JIMMY: I, er... Whaaat?
T-ZONE: Are you a celebrity or are you 'an ordinary person'? Please confirm immediately.
JIMMY: Er, ah'm a celebrity ah suppose, me... You're nat me grannie...
T-ZONE: No, we're not your granny – you're through to The Twilight Zone. You wouldn't by any chance be Jimmy Nail, the actor who plays Spender, would you?
JIMMY: Aye, ah'm Jimmy Nail. What of it?
T-ZONE: We have some questions. We'll start straight away. How do you cope with the situation?
JIMMY: What're yuh talkin' aboot? What sityoo-ashun, man?
T-ZONE: Have you ever experienced a traumatic bus ride?
JIMMY: Aye, well ah've caught a bus in me time, aye.
T-ZONE: How is Peter Sellecks?
JIMMY: Ah divvun understand... Who's Peter Sellecks? Tom Selleck? Peter Sellers? Peter Sellers is dead, man.
T-ZONE: Are you Humphrey Bogart?
JIMMY: Am ah what? Nah, Ah'm Jimmy Nail me, man.
T-ZONE: What does your boyfriend think of the situation?
JIMMY: Are yuz callin' me a poof? Ah divvun have ta take this y'knaa. (Click...)
T-ZONE: Hello? Hello? Jimmy? Are you still there? Hello?

And that's a 'wrap' as they say in the trade. Another highly successful in-depth Twilight Zone interview... Aspel? Huh. Jonathan Ross? Don't make us laugh. So who's it going to be next month? We don't know actually – and neither do you – but that's the beauty of it all... it's no reason for you to not send in your questions. Any questions, any subject. You'll get a badge.

the optical illusion zone

In the Optical Illusion Zone, things aren't always as they appear. Take a look at the diagram opposite and see what you think is happening, then take a look at our upside-down answer. You may be surprised...

A

These squares are identical... or are they?

B

Answer: Of course they're not identical. The sides on square 'b' are one thousand billion trillionth of a millimetre shorter than those on square 'a'. Only a total idiot would think both squares were exactly the same.

No 6: an extremely fast car, a Polaroid camera, a tasty baked bean recipe and a tram spotters tram track map

We've said it before and we're about to say it again – if you want to make something crap then watch *Blue Peter*, but if you want to make something brilliant then read The Twilight Zone. Think we're talking bollocks? Then read on... you'll discover exactly how wrong you are. *(Ie. not wrong at all. Ed.)*

a very fast car

EQUIPMENT:
(1) A car.
(2) Some spanners.
(3) A Black and Decker Workmate.
(4) Lots of oil.
(5) A very long, straight road.

Our car was so fast, we couldn't photograph it at all!

METHOD:
(1) Take your car and remove the gearbox.
(2) Clamp the gearbox onto your Workmate.
(3) Transform your original gearbox into one with 200 gears, using cogs of different sizes. (You'll need to make your gearbox bigger though, to fit them all in.)
(4) Once you've made your 200 speed gearbox then it's time to squeeze it back into the car; there's usually enough room on the back seats (or go for an external gearbox, on the roof).
(5) Your car will now need three gearsticks – two with ten positions, and a third with three. (Once you've reached tenth gear on the first stick, simply engage position two on the second and you're into 11th gear. Back down through the box with the first stick takes you to 20th, whereupon whacking the second stick into third gives you 21st. And so on. A bit like a mountain bike. The third stick toggles between gears one to 99, gears 100 to 199, and reverse.) *(Do whaaat? Ed.)*

HOW TO GET THE MOST FROM YOUR VERY FAST CAR
You'll need a long stretch of road. The first four gears will do the same as they always do, taking you from 0 to about 100 mph. But now it won't end there... Fifth will take you to 115, sixth to 130, seventh to 145 and so on, in jumps of 15 mph until you reach 3025 mph. Yup, three thousand and twenty five miles per hour. Nearly one mile per second, twice as fast as Concorde. Don't forget about the increased braking distance though, because you'll need 30 miles to stop safely.

a tasty baked bean meal

INGREDIENTS:
(1) A tin of baked beans.

METHOD:
(1) Empty the contents into a saucepan.
(2) Heat gently for four minutes.

THINGS TO DO WITH YOUR BAKED BEAN MEAL
(1) Eat it.

Our baked bean meal was so tasty, we ate it!

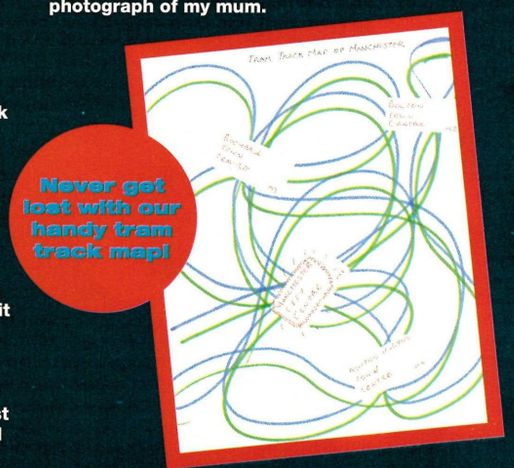
a polaroid camera

EQUIPMENT:
(1) A small cardboard box.
(2) A bog roll.
(3) A marker pen.
(4) Some coloured crayons.

METHOD:
(1) Glue the bog roll onto the small cardboard box.
(2) Using the black marker pen (Berol are the best, luvvies, but it's all a matter of choice) draw lots of buttons and dials on your, well, what is now a camera.
(3) Place some rectangular pieces of white card in your camera.
(4) Place a loose selection of coloured crayons inside your camera.

HOW TO USE YOUR CAMERA
Point your camera at whatever you want to photograph and shake it vigorously, then pull it apart to reveal your prints. To prove how well it works, I have enclosed a photograph of my mum.

capture big bottoms for posterity, with our polaroid camera!



Never get lost with our handy tram track map!

a tram spotter's tram track map

Now that the new Metrolink Tram System is operational in City Centre Manchester, there have been sightings of a new kind of transport spotter trudging around town waiting for their first numbers. If you (like myself) pity these tragic people then you can excite them by presenting them with their very own remarkable Tram Spotters' Tram Track Map...

EQUIPMENT:
A blank piece of paper, two felt tip pens, some sellotape and a young brother, sister or cousin.

METHOD:
(1) Place the blank piece of paper on the floor.
(2) Sellotape the two felt tip pens firmly together.
(3) Give the pens to your one-year old brother, sister or cousin and ask them to draw you a picture of an elephant.

AND THERE YOU HAVE IT
Your dazzling multi-coloured Tram Track Map is ready and waiting. Sad cretins can follow it around town to their heart's content.

this month's cast...

Ralph French of Merstham in Surrey supplied the Very Fast Car instructions, **Duncan Schmelich** of Jesmond in Newcastle told us how to prepare the Tasty Meal, and the Tram Track Map came courtesy of **Adam Coates** of Droylsden in Manchester. As for the camera, well, we can't credit that one because of a distinct lack of name and address in the envelope – still, it saves us a badge doesn't it? Fancy not getting a badge yourself? Then send us a blue-print and forget to enclose your address. It's as easy as falling off a tricycle.

reader's extremely useless models

Heaps of models this month, and for once we've got ourselves a Blu-tack free zone. What we haven't got, however, is a crap-free zone – because the uselessness is of the same extremely high (ie. low) standard as ever. Excellent. It's what we want. Let's go...

1 Sophie Cheshire of Buxton in Derbyshire writes: "Here's an extremely useless model of a Lemming, before and after it's plummeted off a cliff. See if you can guess which is which." Unfortunately we can't – they both look like 'afters' to us.

2 Robert Sears of Chelmsford in Essex attempts to describe his model thus: "It's a, er, well, it's gold and silver, and, well, as you can see, it's spikey at the top. Impressive, beautiful, lovely..." Except it isn't, is it readers? Let's face it, it's crap.

3 "Dear Twilight Zone," says **Tim Sampson** of Lowestoft in Suffolk, "here's a model I created from pure steel. It's the ball sprite from *Speedball*. Note the realistic pitted surface – it took a lot of throwing around to create." And a lot of wasted time.

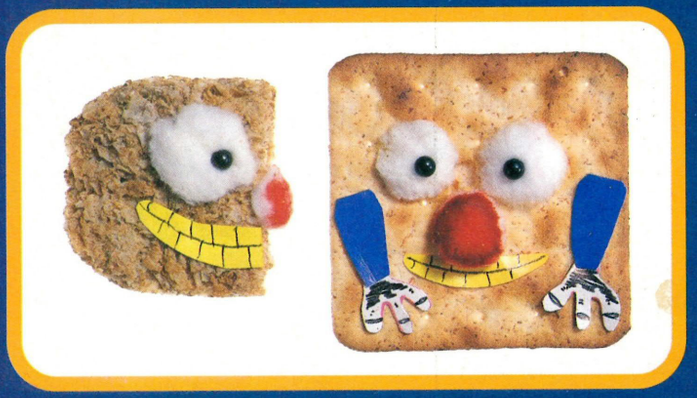
4 David Reed of Bristol has sent in a, er, what is it? We'd better read the letter, hadn't we... "This is a ladybird I made from my sister's Prima modelling clay." Oh dear. Your poor, poor sister. What a tragic mis-use of her Prima modelling clay.

5 Before reading on, look at this one and see if you can guess what it is. No? Given up? **Peter Allen** of Emsworth in Hants now reveals all: "It's my Lego sculpture of Sonic The Hedgehog running very fast." Yup – it certainly had us fooled. Well done.

6 Here's a model from **Stewart Chunter** of Co Tyrone in Ireland... "I left a packet of Opal Fruits in my pocket for a couple of hours and they became malleable enough to create this edible person." We'd say it was magnificent, but unfortunately it isn't.

7 Wouldn't you just know it – we get two models with a relatively low crapness quotient and we can't say "Well done, you're this month's least useless modeller so we won't send you a badge" to the sculptor. The reason? No name and address of course. All we know are the models' names (they were written on the box).

Cracker 'Jack' and 'Arfa' Weetabix. Haw haw, er, hum.



Badgey wadgey badge badge badge wadge wadgey badgey badge badge badgey!

the thumbprint analysis with bobby zillion

Unfortunately Bobby Zillion can't be with us this time around because he's in jail after receiving a 28 day sentence for taking money under false pretences. For fraud basically. He'll be out by this time next month, though, so keep those 'dabs' pouring in.

red light at customs

What's the most embarrassing thing that can happen to you when going through customs? Okay, so it's getting strip-searched and having someone poke their fingers up your bottom, isn't it... but what's the second most embarrassing thing? Yes, it's when the customs people set eyes on your unbelievably hideous passport photo and give you the double-take. We asked a customs official if this was a regular occurrence, and here's what she said:

"Yes, it's quite regular, and it's one of the perks of the job. You've got to have a laugh, haven't you? We certainly do."

And so do we, thanks to Twilight Zone's Red Light At Customs spot... it's where you send YOUR horrendous shots to.

First up we have **Christian Oliff** of Corby who's sent us this picture of his mum. If we were customs officials and spotted this one trying to get through after two weeks in Spain we know exactly what we'd do – we simply wouldn't let her back into the country.

Secondly we have **Stephen 'Trash' Adams** of Royston in Herts, who's sent us two passport pics. Two for the price of one. So what do you think? Imagine you're a customs person... Done it? Imagine Stephen is trying to get back into the country and he hands you his passport, with one of these snaps inside. He's strip-search material, isn't he – whichever hairstyle he plumps for.

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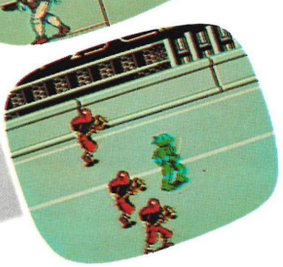

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