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MAGAZINE SYSTEM

JAN#4

SUPER NES



- CHUCK ROCK
- AMAZING TENNIS
- LOST VIKINGS

NES



- BATMAN RETURNS
- DEFENDERS OF DYNATRON CITY
- LEMMINGS

GAMEBOY



- ALIEN 3
- CRASH DUMMIES



**SUPER MARIO
LAND 2
OFFICIAL PLAY
GUIDE!**

ISSN 0965-4240



EXCLUSIVE! **DROPZONE**

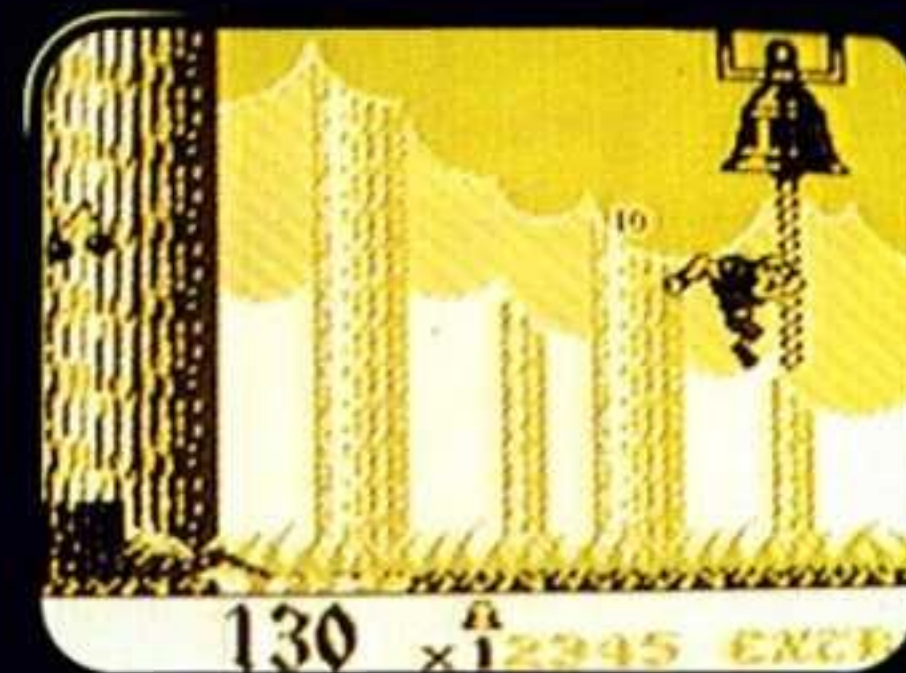
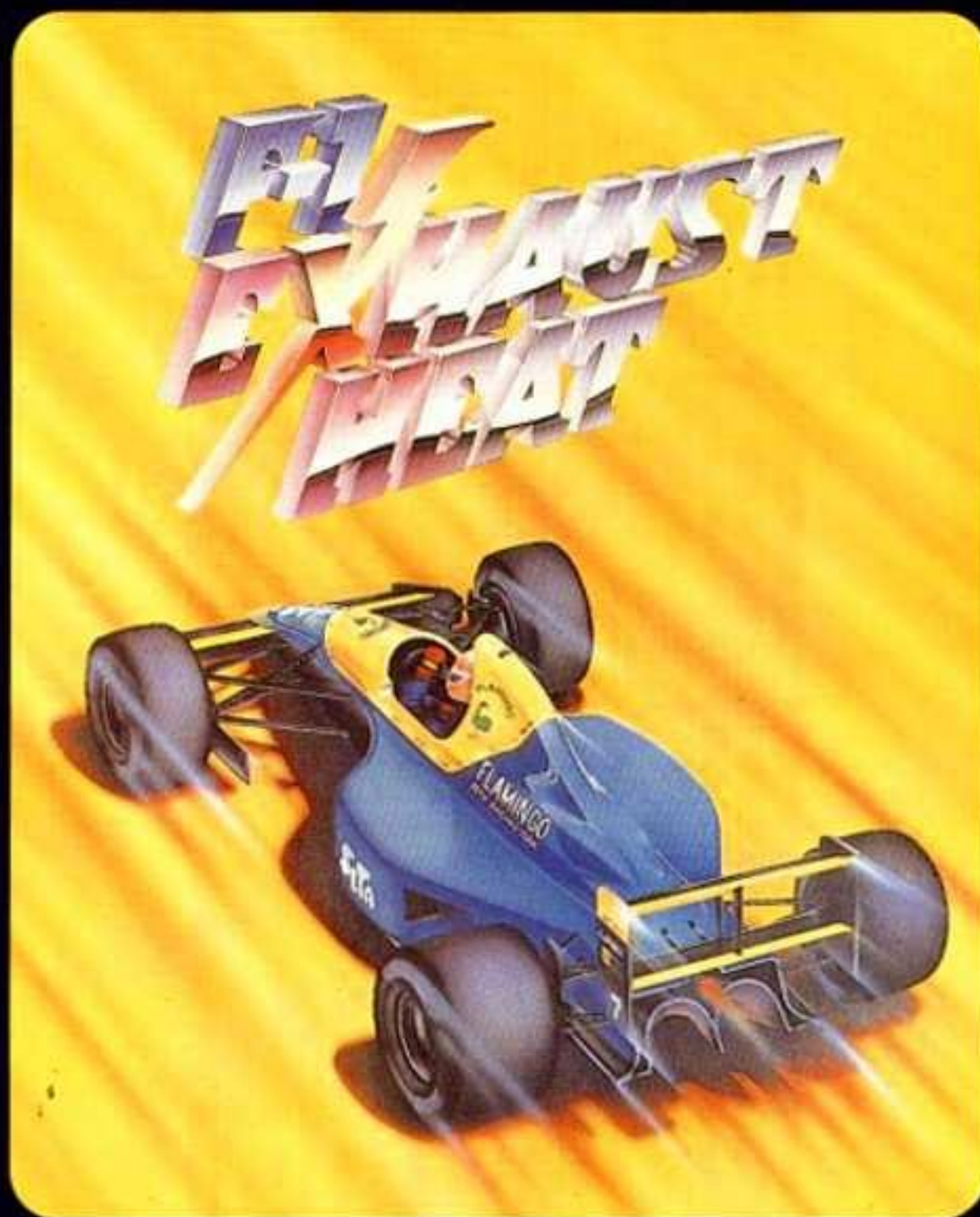
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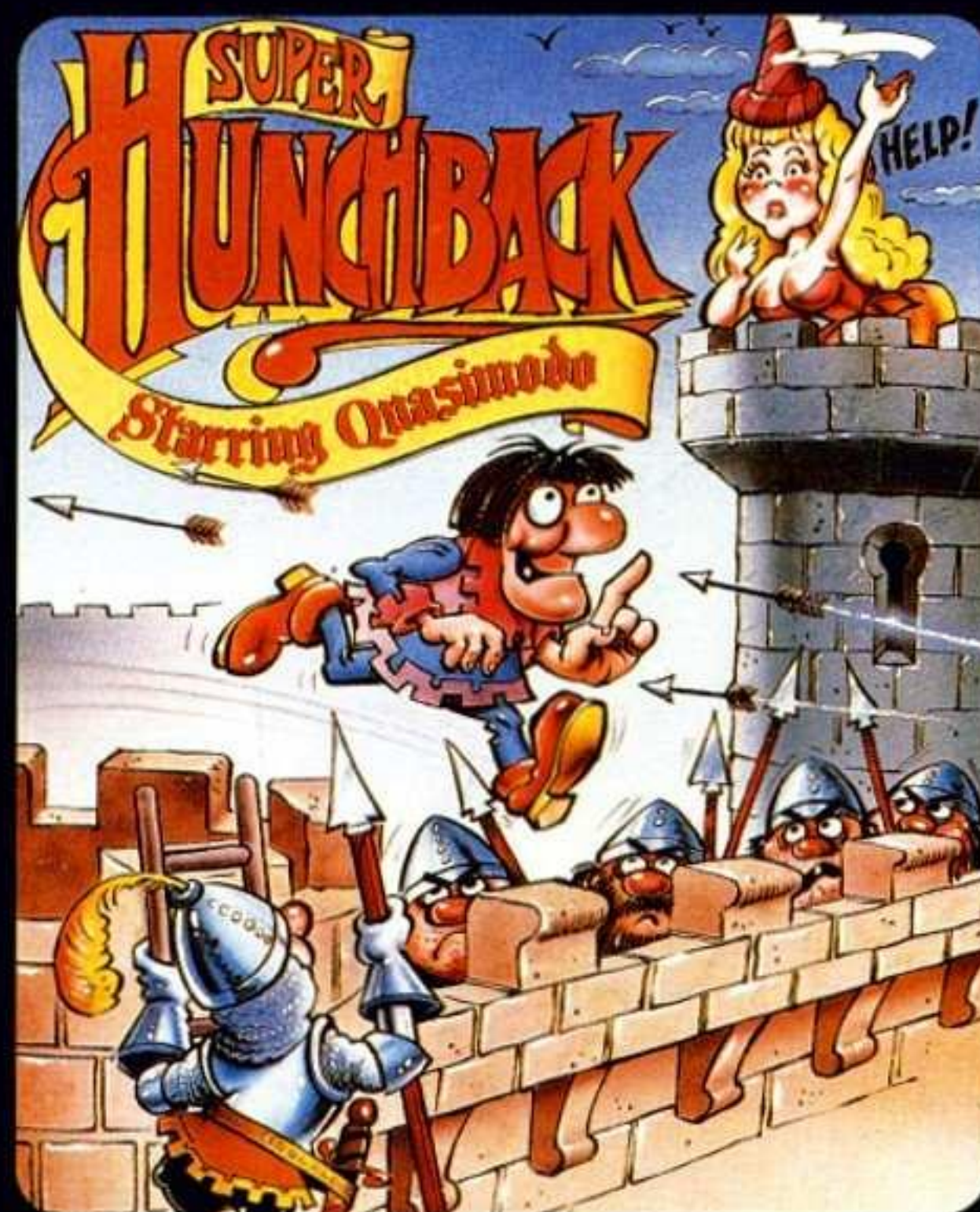
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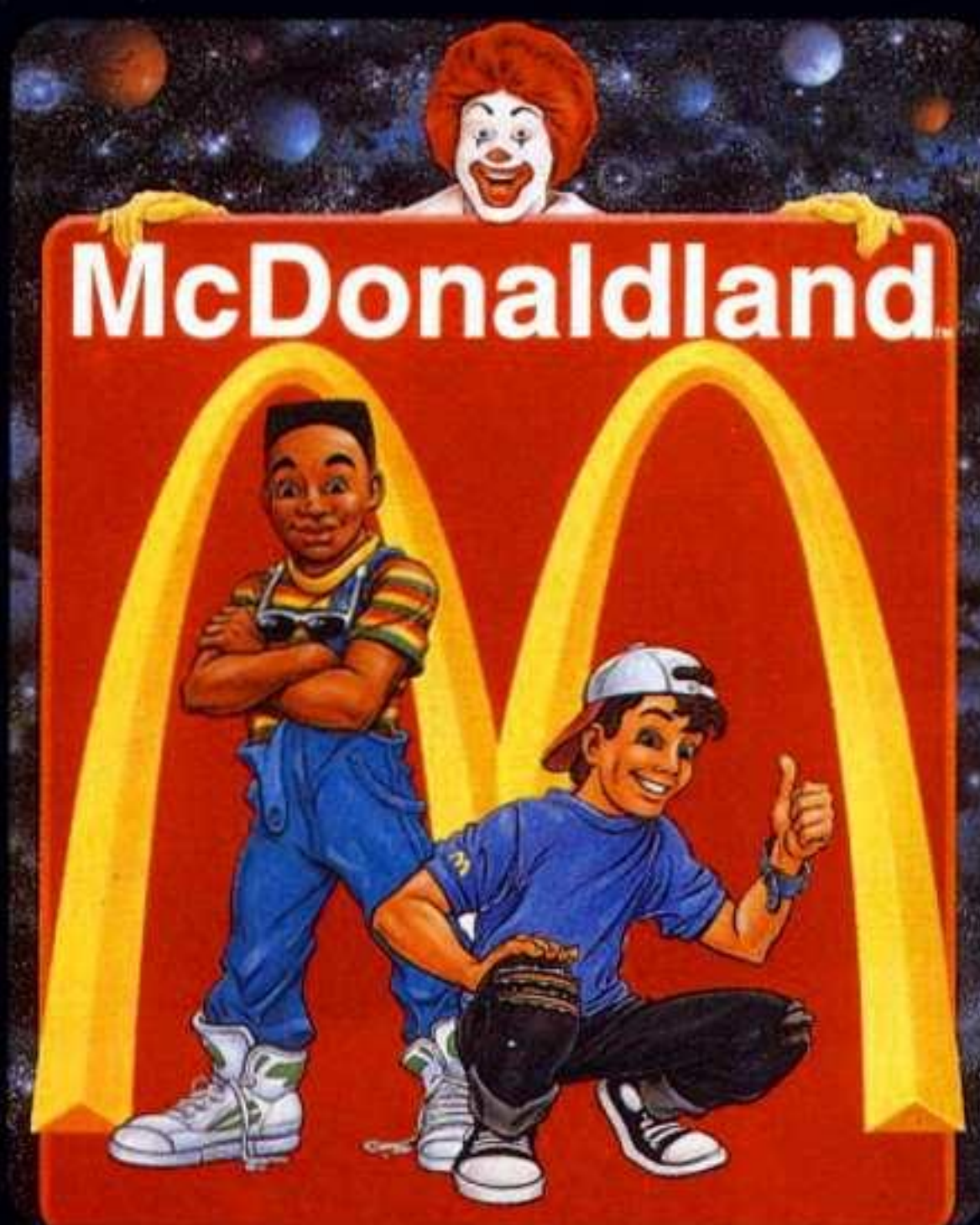
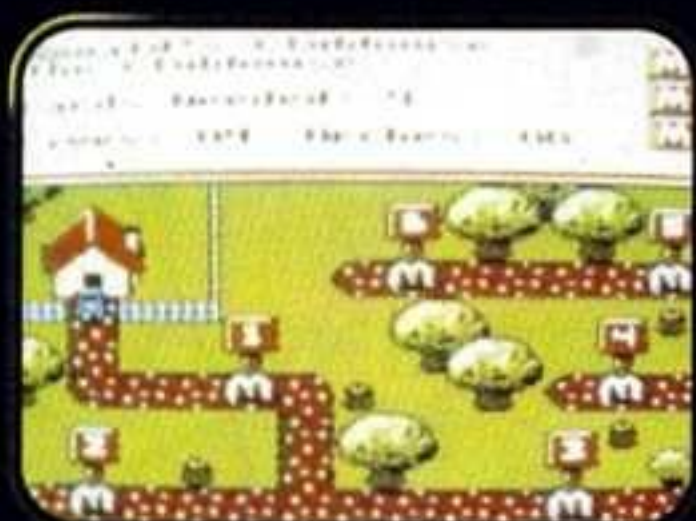
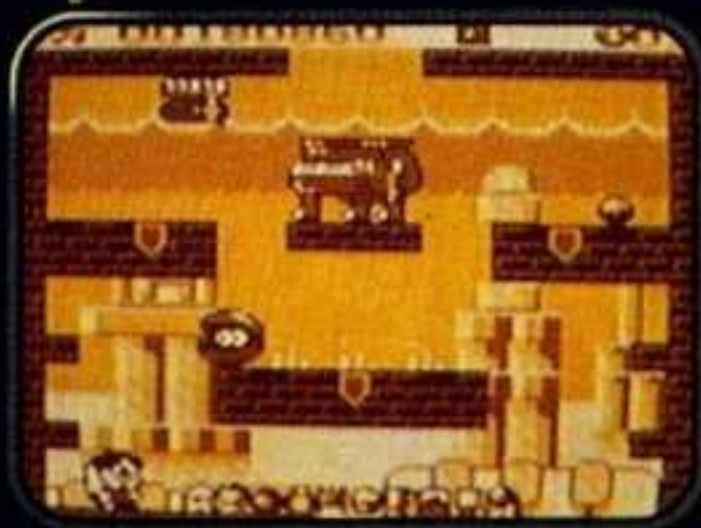


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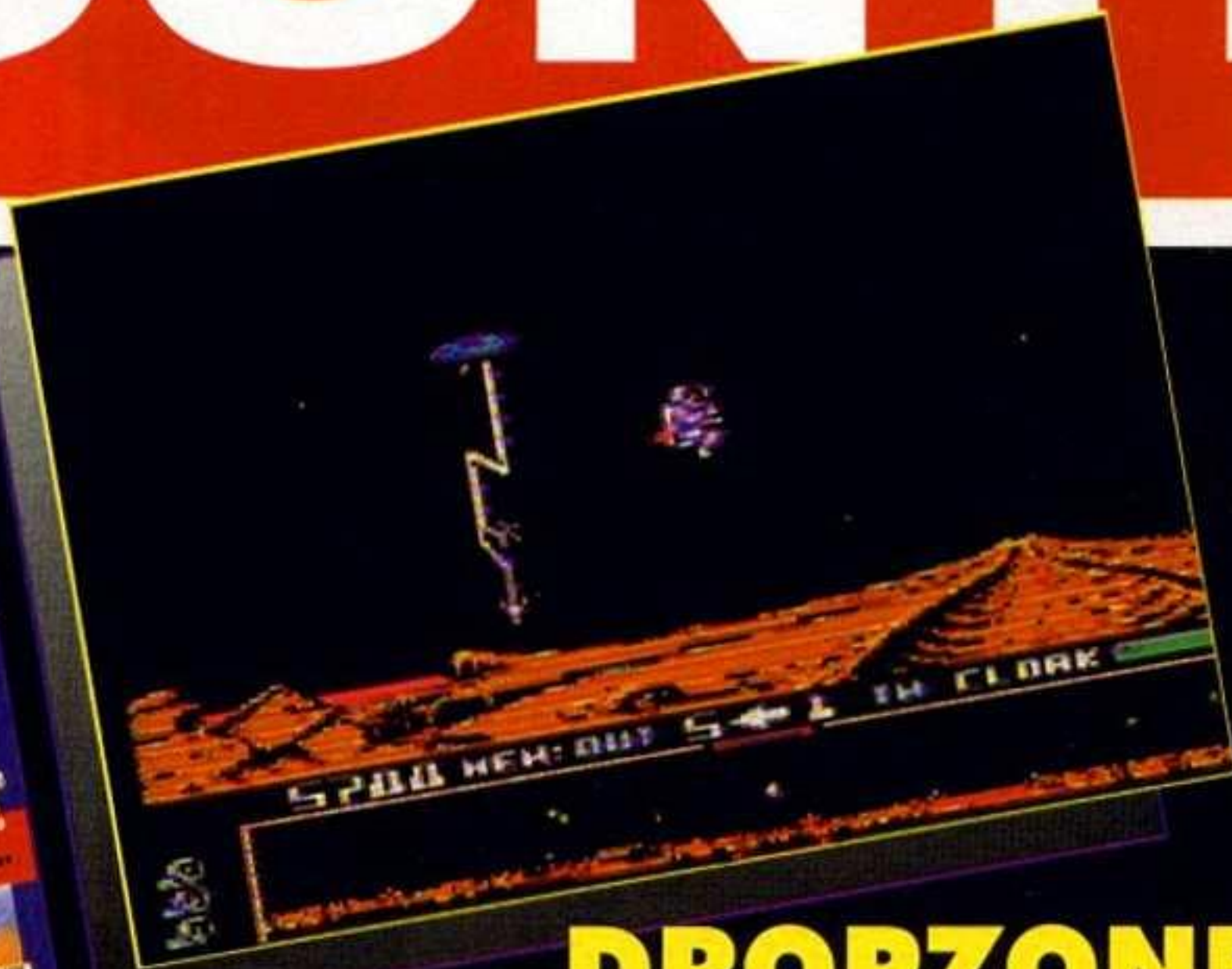
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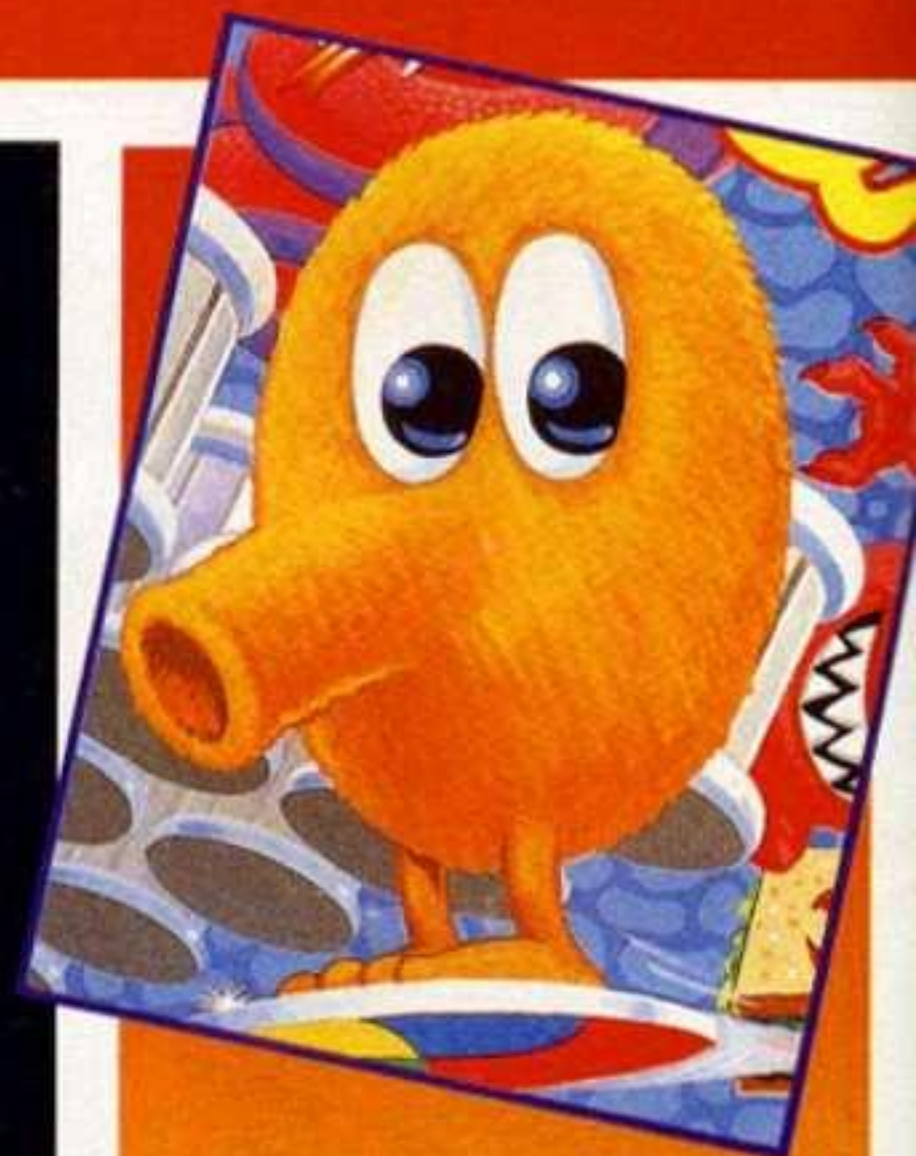
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COVER STORY



DROPZONE

Get set for one of the fastest blasters ever to hit your Nintendo! So you've never heard of the super-smart Defender clone called Dropzone? Shame on you! Make up for this staggering lack of games knowledge by feasting your eyes on yet another Exclusive NMS Review, and just remember we told you about it first!



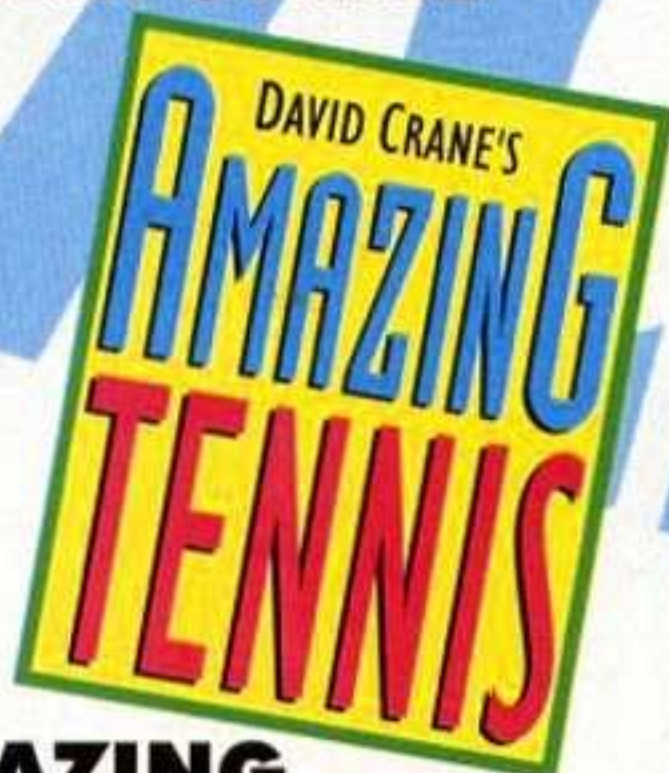
Q-BERT

Another blast from the past makes a return visit. Yes, sirree, Q*Bert is back - and so are his mortal enemies.

JANUARY ISSUE 4

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 (You can't have everything!)



ALIEN 3

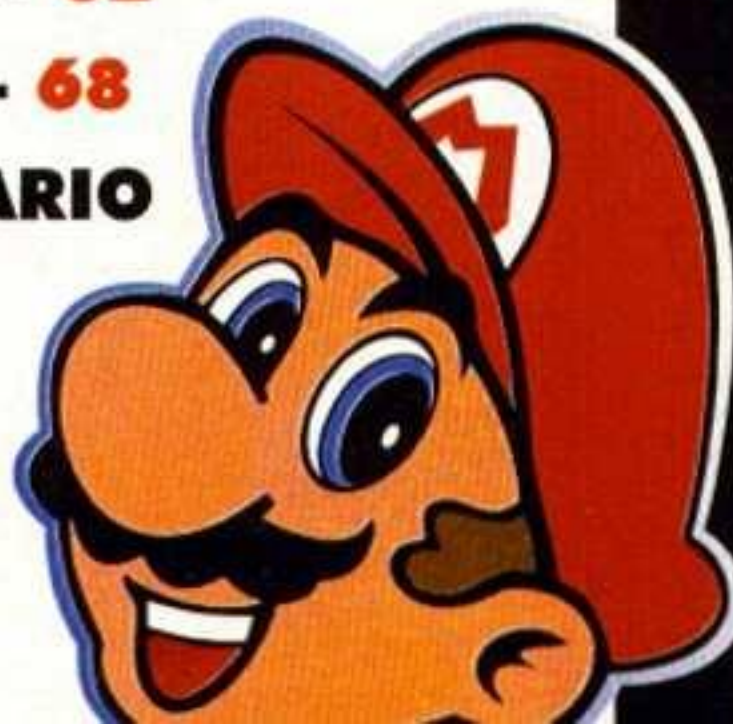
In your Game Boy, no one can hear you scream. Read our exclusive review for more info.

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More news than you can shake a very long stick at... Including the likes of Superman, Bomberman, James Pond and a rather tasty little compo. Yum!

HIGH SCORES - 51

In our greatly-expanded high-score zone, we invite you wannabe hot-shots to brag about your top scores. The NMS crew have added their achievements, so get playing and send us the results of all those late nights and hard work..

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'Golly, my mate told me that F-Zero, Mario Kart and Street Fighter 43 are all coming out for my NES, when will this be?' Ah yes, sad misguided souls and hopeful games players flock to Jaz, the NMS oracle of console info.

MAIL BAG - 56

Smirk and grin a little at all the hopeless cases who had the temerity to commit their sad views to paper. Then hold your sides in preparation for our witty replies...

TIPS - 61

Stuck in Zelda III, Sim City and Super Mario Land II? Then fret no further, as NMS reveals the innermost secrets of these top games. Oh, if you're waiting for the second part of The Empire Strikes Back guide, sorry but it has been delayed until next month - normal service will be resumed as soon as possible.

GAME STYLES - 106

Sterling Merrett gets to grips with a clutch of driving games this month. Taking a large cross-section of games from the Super NES, NES and Game Boy, here's his ratings as to what's what.

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Virtually every game ever released for a Nintendo system is listed here. Fester's Quest, Rad Racer, A Boy And His Blob... they are all here, listed and rated just for you.

NEXT MONTH - 132

Want to know what's in next month's stunning issue of NINTENDO MAGAZINE SYSTEM? That's funny, so do we. Read the Final Words right here...

WHODUNNIT

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THANKS THIS MONTH TO:

Vader, Electrocoin, M&F.

SPECIAL DESIGN THANKS:

Being at home with family for Christmas, Schedules that kept me from Gamesmaster Live and Sarah! Sorry! DJ T.C from Japan, Troublesome Twins, Feline friends, CC girls, Ben, Sam, Ben, Gerard, Pinewood, Simon, Julie & No. 3, Emma, T&C, Benbow Design, Berkeley Systems for S.T.A.D, Kebabalish the Wizard, Ug, Mr Crowman and God.

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NINTENDO 64

EDITOR

Welcome to another incredible issue of Nintendo Magazine System. This is the fourth issue of the magazine breaking records left, right and centre and my first as Editor of the hottest little item in the world!

Every day the overloaded NMS Mailbag gets bigger as more and more people join the Nintendo phenomenon, demanding more from Nintendo and more from NMS. The magazine you're holding in your hands represents the tip of the iceberg as far as NMS is concerned. We've all got BIG plans for the biggest games magazine on the shelf, but we want to know what YOU think could be improved.

So write to us explaining exactly what you love and hate about the magazine, parts you think could be improved, in fact anything you like. Quite simply, we listen to you before anyone, which is why the mag has such a huge interaction section across the centre, so keep us in touch with your views.

We're all here because Nintendo Magazine System is a fabulous concept - an officially licenced product written by independent journalists. Already that philosophy has made NMS the Number One games magazine, and you can help keep it that way! Anyway, I've run out of space so ENJOY!

TIM BOONE

CATALOGUE CORNER

Mario-licenced products are nothing new, but here we see Steve and Andy modelling the ultimate in designer wear - Mario Pants. Available in packs of three, these stunning items of lingerie are guaranteed to wow your friends at parties. In addition, their versatility also allows them to double up as headgear, as demonstrated here by the delectable Steve. So, if you're stuck for a present for your Dad or Uncle, look no further. Steve's even sprouted Mario-style mushrooms after he had worn them...



THE NEW NHS

You may have noticed some changes in the Tips section. Well, boring Tips are out - and the NHS - Nintendo Help System is in! We realised you wanted more help with really infuriating games, and the NHS is there to give primary care, before your little problems cause you injury. Of course, it's free to everyone regardless of class or status. Hopefully, it will inject something new into your ailing game playing. Like the whole of NMS it's meant to be an interactive system, so feel free to send in every scrap of useful information, and any ideas for an in-depth guide. After all, it's your NHS, look after it.

SEE YOU - CD!

This month we've surpassed our own already extraordinarily high standards with the cover-mounted gift. The Streetfighter II CD has to be the ultimate gift on the front of NMS (so far). All the tracks from the Arcade version AND all the speech AND all the effects are crammed onto this disc in fabulous digital sound. Needless to say, the Shamen have been relegated to the record pile for the foreseeable future. We think it's rather jammy, and if you don't, then I'd see a doctor. It's another example of our impeccable taste, and yet another fab gift exclusive to NMS. Enjoy it.

IAL

NINTENDO PEOPLE SYSTEM

TIM "DINLO" BOONE

Devious young Timothy was a real slacker at school. 'My pet hate as a child was when my so-called mates wouldn't let me copy their maths or physics homework - especially since I graciously offered to get a couple wrong so that they weren't exactly the same.' Tim is now often found looking over Andy and Steve's shoulders before running off and finishing their articles before them - with the obligatory mistakes, of course.

CURRENT FAVE GAMES: STREET FIGHTER II, DROPZONE, ZELDA III

STEVE "BROTHERLY LOVE" MERRETT

'My pet hate as a child was my sister, Tracy,' recounts Steve. 'Anything she could do to annoy me she went out of her way to do. Whether it was stealing the last bit of my Doctor Who jigsaw or force-feeding me peas and brussel sprouts - you name it, she'd do it. However, one day the worm turned and I clearly remember chewing up all her prized make-up and gobbing it of the window! Ha, that taught her...'

CURRENT FAVE GAMES: SUPER TENNIS, AMAZING TENNIS, NHLPA

ANDY "SOOTY AND SWEEP" MCVITTIE

As a true northerner, Andy's childhood dislike was having to clean the chimneys at t'mill. 'He were 'orrible,' wailed the still-grimy Andy. 'We used to have to climb up the inside of these huge, soot-ridden chimneys and if we tried to come down he'd stick pins in me feet.' Ah, what a true stereotype Andy is...

CURRENT FAVE GAMES: PIPE DREAM, AMAZING TENNIS, KIRBY'S DREAM LAND

RADION "ANKLES" AUTOMATIC

Poor, poor Rad. Most of us hate cabbage, or wearing jumpers your Nan knitted, but Rad's childhood hate was far worse. 'I used hate my older brother for hanging me out of the window by my feet until my socks fell off - I'll get him back when he's old and infirm...'

CURRENT FAVE GAMES: ALIEN 3, KIRBY'S DREAM LAND, CRASH DUMMIES

ANGUS "BIG BOY NOW" SWAN

Like many of us, Gus used to hate the customary Sunday afternoon visits to his Gran's house. 'All she used to do was say "My, how you've grown", whilst I wondered where that horrible smell was coming from and why everything in the house had a slight yellow tinge to it,' he said.

CURRENT FAVE GAMES: SUPER MARIO KART, CHUCK ROCK, STREET FIGHTER II



PAUL "FLANNEL" DAVIES

'You know when you're a kid and you've got a bit of dirt on your face, well I used to hate it when my Mum used to clean it with a bit of tissue she had licked. What's worse, she always used to do it in public or in front of my mates.'

CURRENT FAVE GAMES: KIRBY'S DREAM LAND, SUPER MARIO KART, SUPER MARIO WORLD

NINTENDO DESIGN SYSTEM

GARY "PUSSY" HARROD

Gary's was quite a contented child, but the one thing which nearly brought tears to young Harrod's rock-hard features was when he wasn't allowed a third pet cat. This explains cat-lover Gary's later-life pussy fixation...

CURRENT FAVE GAMES: VIEWPOINT, MISSING GAMESMASTER LIVE, WORKING TILL MIDNIGHT.

FRASER "BIFFA" GRAY

Fraser is straight to the point with his greatest dislike as a young lad. 'I hated spiteful people,' he says. You know the ones he means: those irritating kids who you really want to smack because all they do is annoy, yet they're bigger than you and have loads of equally hard mates. What's more surprising is that, bearing in mind Fraser's choice of hate, that he came to work with the vicious, barbed NMS crew who have been known to reduce people to tears with their menacing ways.

TOM "HIPPI" COX

Flicking back his lengthy fringe, Tom recalls his childhood hate with disdain: haircuts. Resembling Cousin It from The Addams Family, we think that perhaps Tom's Mum and Dad should have grabbed him by the ear - if they could find them under that mop - and given him a tuppenny short back and sides. Honestly, you can't tell the boys from the girls these days...

DAVE "LARRY" KELSALL

Operatic Dave used to hate his school concerts. 'Olivier' Kelsall says that 'they always used to give me the worst parts - whatever made me look the dumbest.' Dave's past roles include a ragamuffin in Oliver Twist, the rear end of Lady Godiva's horse, and as Timothy Claypole in his school's production of Rentaghost.

CURRENT FAVE GAMES: SUPER PANG, SUPER STAR WARS, ZELDA III, VIEWPOINT.

NINTENDO FANCLUB SYSTEM



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FIVE, MAN... ER FIVE... ANOTHER.

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AND PRIX
ALLENGE

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NEWS

- **NEW GAME**
- **MOVIE & TV**
- **REPORT**
- **HARDWARE**
- **ANIMATION**

LOOK- IT'S LOBO CROP!

Sounds good, but
will it be another
platform game?
That's what we
want to know!

Licence-hungry Ocean have added another scoop to their list by securing the rights to comic strip legend, Lobo. Fans of DC Comics should



already be familiar with John 'Judge Dredd' Wagner's beer-drinking space yob and his cronies, and the violent nature of the comic's storylines make it a very promising licence. News on what style of game it will appear as remains to be seen, but with Lobo owning a rather neat space bike, we expect there'll be a racing scene in there somewhere. Lobo is scheduled to hit a Super NES near you towards the end of '93. More news soon.

● **NEW GAME** BY: **OCEAN** SNES ACTION

UP, UP AND AWAAAAAY...

THE
**MAN
OF STEEL**



Although the 'Man Of Steel' has just copped it at the hands of Doomsday in what could be the last Superman adventure ever, Sunsoft are set to revive the tights-wearing hero for a Super NES shoot 'em up extravaganza! The game involves negotiating a series of scrolling levels in search of such baddies as Braniac, Metalio and The Prankster. However, the baddies aren't likely to give up easily and fight back with anything handy - including the dreaded Kryptonite. Superman has already been previewed on the Megadrive, but the Super NES version isn't likely to appear until late next year. Rest assured NMS will have more goodies on this one as soon as we can.

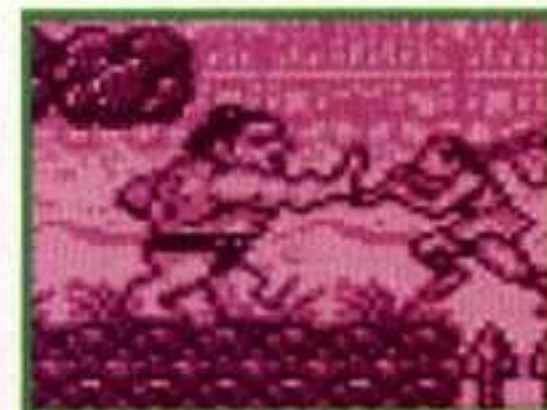
▲ Top underpant wearing malarkey coming soon!

● **NEW GAME** BY: **SUNSOFT** SNES

● **GAME** SUMO



▲ One of the three lost Vikings scurries through



OI, FATSO!

So far beat 'em ups have covered virtually every martial art going. Karate, Judo, even Aikido have made it to one format or another. And now the only martial art not covered, Sumo Wrestling, has been incorporated into a scrolling beat 'em up. Sumo Warrior is a massive Game Boy scrap set in feudal Japan, with the player controlling a lardy Sumo wrestler as he fights to the end of each screen. There's no publisher as of yet, but we hope to review the game real soon.

CLOWNING AROUND

Acclaim's Game Boy version of Krusty's Super Fun House is looking very nice indeed. Retaining every puzzle aspect of the Super NES game, Krusty is a variant on the Lemmings idea, but in reverse, with the wicked clown out to rid his fun-

house of the rodents running loose inside. Bart, Homer and assorted cronies have kindly offered their assistance. Krusty's looks to be one of the better Game Boy puzzlers, so expect a review next issue.



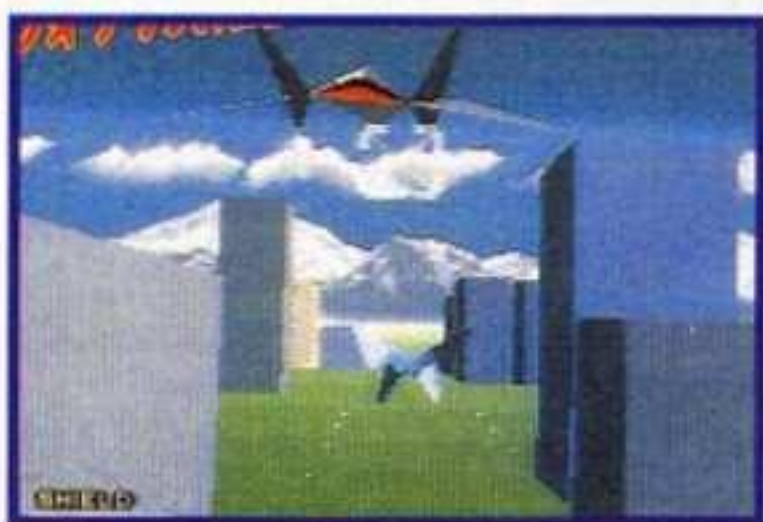
● **NEW GAME** BY: ACCLAIM GAME BOY PLATFORM

ENTER THE 3D ZONE

Just unveiled in Japan is a stunning-looking 3D blast from Nintendo. Using the Super NES' Mode 7 3D system to the best effect yet, the game - which we believe will be titled Sun-Fox - is a massive shoot 'em up taking place both in space and within a cluttered cityscape. Featuring large polygon-based spacecraft, the game is a simple blaster which sets the player against a

massive alien fleet. The ship is equipped with powerful lasers and missiles and the player embarks on a series of missions which basically involve blasting nine barrels out of the enemy until your shields are depleted and you die! Sun-Fox looks set to be one of the best Super NES games ever, so keep an eye permanently glued to these pages for more news soon.

● **NEW GAME** BY: NINTENDO



▲ Mode 7 action ahoy!



▲ Excessive sprite rotation.

FAN-CASH-TIC CH-ARIDY GAMING, MATE

With Red Nose Day 4 preparing for another bout of madness and fund-raising next year, Ocean are supporting the charity with their forthcoming Super NES release, Sleepwalker. The player guides a dog of all things across a series of danger-filled levels in an attempt to stop the eponymous sleepwalker from stumbling into them. The closest thing Sleepwalker is comparable to is Lemmings, but the puzzles are a little more varied, and the graphics much larger and detailed - and main Comic Relief frontman Lenny



▲ Sleepwalking dog-related tomfoolery for all you conscious gamers.

Henry is providing the sound effects and speech for the game. In addition to such puzzle-based japes, Ocean plan to donate a fiver for ever game sold and hope to raise over £500,000 in doing so. Sleepwalker is set for a late '93 release.

● **EVENT** RED NOSE DAY

ICE, ICE (MAYBE)

Word reaches us that Renegade and developers Graftgold are set to embark on a Super NES conversion of their Amiga hit, Fire And Ice. Starring Cool Coyote as the hero, Fire And Ice is a multi-stage platform game which sees our Coyote scuttling across a series of stages and collecting key fragments in an attempt to reach the exit. The scenario tells how a series of

aliens have invaded the Cool one's home world and have turned the populace into bumbling morons. Coyote realises something should be done and, armed with ice bombs which are used to freeze oncoming meanies in their tracks, he begins his epic quest. The Amiga game was packed with nice touches and Graftgold are hoping to make the most of the Super NES'



enhanced features to create a better game. For instance, in the hot desert areas Coyote's frozen foes thaw out quicker. Work has yet to begin on the conversion, but as soon as there's something to see you'll find it here.



● **NEW GAME** BY: GRAFTGOLD

NEWS

SO YOU WANT AN EVOLUTION...

On the Amiga, they're being hailed as the new Lemmings. What are they? They're the Humans, that's what - and they're heading for your Game Boy. Humans gives the player control over a party of freshly-evolved, er, Humans and the

chance to guide them through history. Thus, in a series of levels, the Humans stumble across fire, the wheel, spears, and food - and these elements are then combined in future screens to

add to the game's complexity. In its Amiga form, Humans won much acclaim for its gentle learning curve and large, colourful sprites. From what we have seen, although the colourful

sprites have obviously gone, Humans looks to be an interesting Game Boy puzzler. Mirage are the company behind the game, but a distributor has yet to be signed.

● **NEW GAME**

BY: MIRAGE

GAME BOY

PLATFORM

POND RETURNS!

In addition to the forthcoming Robocod, James Pond's third adventure is also Super NES-bound. James Pond III: Splash Gordon is set in space and is a

parody of those old Buster Crabbe episodic adventures. Set on the moon, the scenario tells of Pond's arch-enemy, Dr Maybe, and his dastardly plan to mine

the moon for cheese. Pond leaps into his spaceship and flies to the moon to defeat him - but not until he has traversed a series of platform-filled screens! Although

James has lost his famous expanding midriff, for Splash Gordon he has acquired a special pair of anti-gravity boots which allow him to walk along any surface - including ceilings! Expect a preview as soon as a distributor picks up the licence from Millenium.

● **NEW GAME**

BY: MILLENIUM

SNES

PLATFORM



PLANE TO SEE

With F15 Strike Eagle lining up for release, Microprose's next NES sim is F117A. Once again, the game takes the player through a series of missions and bombing runs, and awards medals to successful pilots, but the F117A is a more powerful plane than the dated F15 and is better equipped both in terms of

speed and armaments. F117A also boasts a greater range of things to do, and in addition to the expected dogfights, other, more specialised missions, await the player. There's no release date as of yet, but expect a review within the next few months.

● **GAME**

BY: MICROPROSE

RETURN OF THE MONSTER

● **GAME**

BY ELITE

Elite's playable platformer, Dr Franken, is soon to be blessed with a sequel. Such was the success of Franken's first adventure, that work is already three months underway. Elite are remaining tight-lipped as to what form the sequel will take, but it's our guess that they'll stick to the successful platform system they know. Expect a preview soon.



WHO? MAMA

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They're Back

At only £8.99

The Simpsons on video, the hilarious "The Simpsons Christmas Special" and spine-chilling "Treehouse Of Horror," are now available to buy from all good video stockists. Awesome news dudes!

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The Word on the Street

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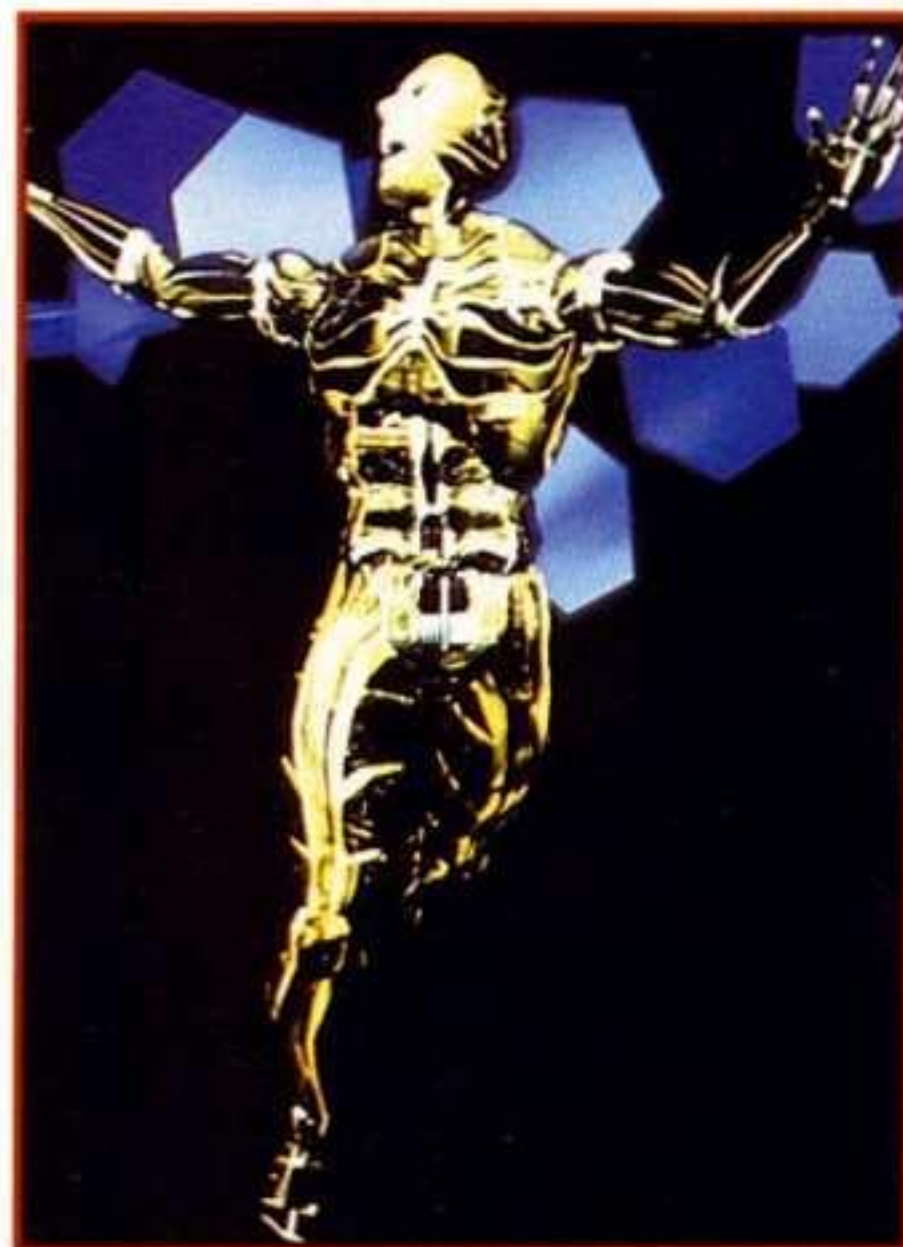
INDY-SENT

Zooming on to the Super NES real soon in a conversion of Leland's Indy Heat coin-op. The coin-op manufacturers are handling the project themselves, and are hoping to produce an identical conversion. Indy Heat is the sequel to Super Off-Road Racer and once again uses the familiar forced perspective view to cover the action. Controlling one of four Formula One racers, the player and a mate then whiz around a series of tortuous tracks with the single intention of passing the finishing line first. Oil slicks and other such hazards line the track, although extra nitros and car-enhancing facilities also appear to ease your task. Initial versions of the game have proved a little tricky to control, but hopefully any such faults should be ironed out before the game is released sometime in March.

● **GAME** BY **LEYLAND**

PAIN IN THE GRASS

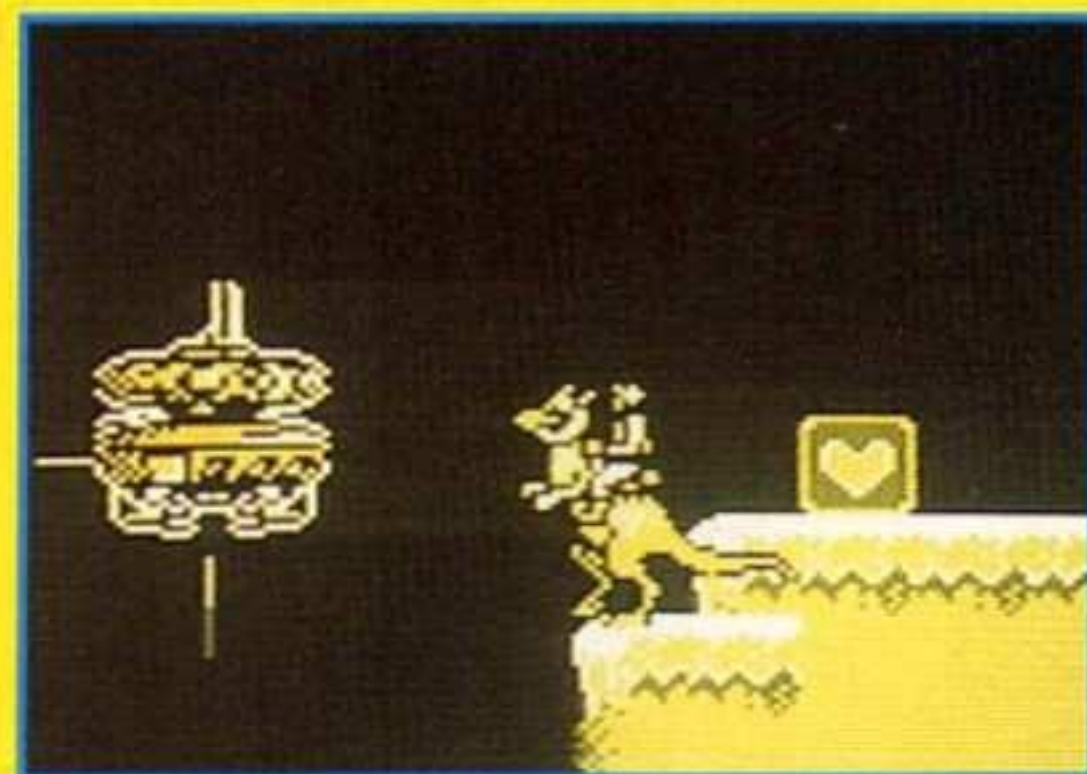
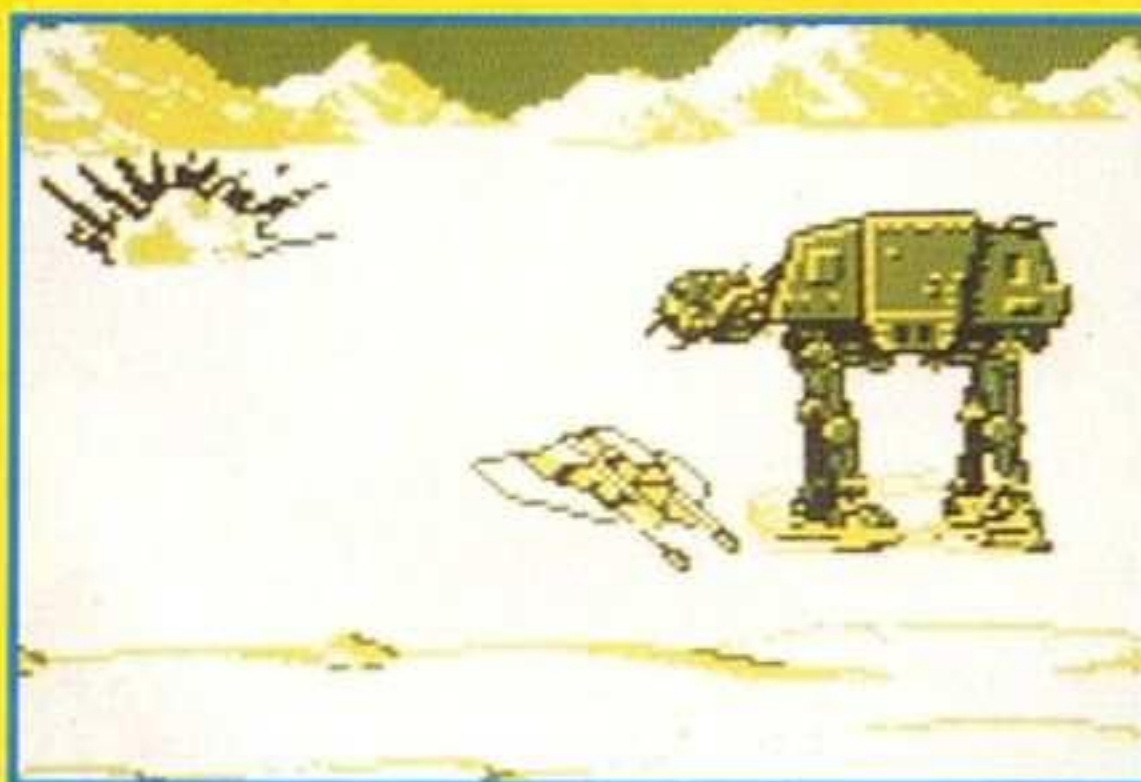
● **GAME** BY **STORM** **SNES**



With the cheesy film now out on video, Storm's Super NES version of The Lawnmower Man is now set for a Spring '93 release - and NMS has been given a sneak peek of the game. Although the game has only been under development for a mere four months, the version we saw showed Jobe (the film's retarded anti-hero) running across a scrolling suburban area, firing at a series of assailants. Quite how this fits in with the game's overall theme we're not sure, but we did say that it was a very early version. In addition to Jobe's first movie adventure, Storm have also secured the rights to produce a game based on the forthcoming sequel - the stunningly-titled Lawnmower Man II. Storm currently hold a copy of the film's script, and the producers are apparently asking the game developers how they feel they could tie the game in with the proposed action scenes. We'll bring you more news in the next few issues.

LUKE AGAIN

The story continues as UBI Soft unveil the Game Boy version of Lucasfilm's The Empire Strikes Back. Identical in terms of content and layout to the NES version, the game once again follows the rebels' attempts to thwart the evil Darth Vader, with Luke popping down to Dagobar to chew the fat with Yoda along the way. Despite losing a little in the transition to monochrome, The Empire Strikes Back looks to be a promising sequel to Game Boy Star Wars, and we hope to bring a full review next issue.



● **NEW GAME** BY **UBI SOFT** **GAME BOY**

BLAST FROM THE PAST

If you're big and clever like the NMS boys, Uridium is a name you'll know well. It'll also come as big news to learn that Uridium II is set for Super NES release! For the uninitiated, Uridium was a stunning horizontally-scrolling blaster which involved whizzing along the surface of ten 'Dreadnoughts' (massive space stations), blasting chunks out of them as you went. For the sequel, developers Graftgold are keeping with the basic

theme whilst expanding it in every conceivable direction. For instance, the ships now scroll in eight directions allowing the player to pan across the massive decks, and a larger sub-game has been added between decks to replace the original's 'fruit machine' links. As with Graftgold's forthcoming Fire And Ice, Super NES Uridium II has yet to reach the programming stage, but stay tuned for more details.

● **NEW GAME** BY **GRAFTGOLD** **SNES** **SHOOT 'EM UP**



UNIVERSAL SOLDIER COMPO

With Accolade's Universal Soldier licence set to appear on the Super NES next month, Guild Home Video are offering five copies of the film to celebrate the game's release. It's available to rent from the 30th December, but you could win a copy of your very own thanks to Guild and NMS. Yes indeed, as you watch the action-packed scenes unfold before your very eyes, you could also entertain yourself by trying to match key scenes to those within the game - fun for hours, eh? All you have to do to win one of these excellent videos is answer the following question:

WHAT BOXING FILM DID DOLPH LUNDGREN PREVIOUSLY STAR IN?

Send your answer on a postcard or sealed envelope to:

MUSCLES FROM BRUSSELS INVOLVED IN A TUSSE, NINTENDO MAGAZINE SYSTEM, EMAP IMAGES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON. EC1 3AU. All the usual NMS competition rules apply and closing date is January 21.

BOOM AND DOOM

Having made his debut on the Game Boy ages ago, Bomberman is now heading for a Super NES near you. Bomberman '93, for it is he, is

a souped-up version of the handheld game, with larger foes, a wider variety of bombs. The basic idea of running around a maze-like area, whilst

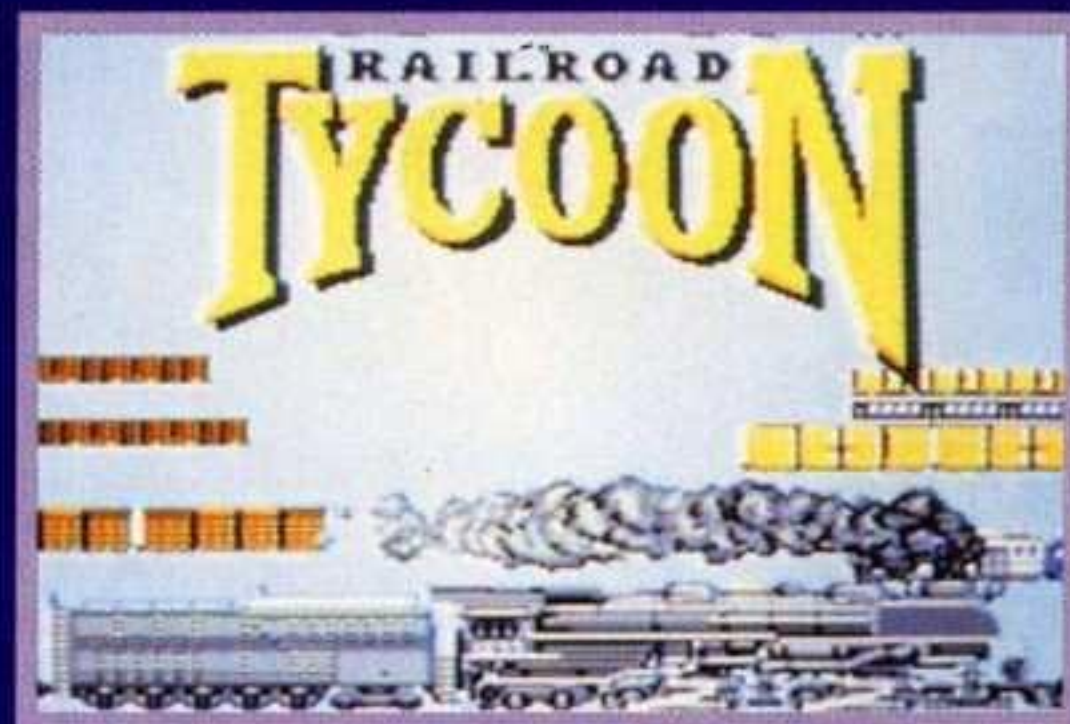
dropping bombs to kill the nasties remains, but these new twists are set to add a new dimension to the already addictive action - especially since up

to four players may join in. There's no details of a UK distributor as of yet, but we hope to review the game in the following issue.

TYCOON PLAY AT THAT GAME

Coming soon from Microprose is the game all you Super NES-owning train-spotters have been waiting for - Railroad Tycoon. Set in the 1800s, when Railroads were a booming empire and you could get into London from, say, Croydon in less than a day (unlike today's system), Railroad Tycoon casts the player as a would-be Bob Reid as they struggle to build the biggest and most efficient rail network whilst a series of computer-controlled opponents do likewise. As your network grows, money rolls in from the

happy commuters using the service, allowing the player to expand their routes and repair any damage. However, numerous problems and technical hitches threaten to throw a spanner in the works, and problems such as these need solving or your empire could collapse. Railroad Tycoon won all sorts of acclaim in its PC format, and the Super NES game is expected to be almost identical. Expect a review very soon.

● **NEW GAME****BY: MICROPROSE SNES**

CAN YOU KICK IT?

Word reaches the NMS News hotline that developers Graftgold are planning to release a Super NES Footy game. With Sensible Soccer set to appear sometime next year, the Super NES football scene is really hotting up. The word from Graftgold is that they want to try 'something different'. Quite what this means remains to be seen as the game is still on the drawing board. More news the second it drops in.

● **NEW GAME****BY: GRAFTGOLD SNES SPORT**

FISH FEST AHoy!

Coming this way, late next year, is a conversion of the excellent Megadrive platformer, Robocod. Ocean have commissioned the original development team at Millenium to convert the game, and the word to NMS is that they're planning to add a few new ideas to the original concept. Robocod stars a fishy secret agent called James Pond, whose evil nemesis Doctor Maybe has kidnapped Father Christmas. To ensure that Santa returns in time to deliver his pressies, James enters Maybe's toy factory to

effect a daring rescue plan. Naturally, Maybe has left all manner of deadly toys in his wake (someone call Lynne Fowlde-Woods - these are potential death-traps!), and these should be avoided or killed. In addition, James also has an incredible expanding midriff which helps him reach the higher parts of the scrolling screens. Expect a full preview in the next few months.

● **NEW GAME****BY: OCEAN PLATFORM**

**OVERDOSED ON GRAVITY RAYS.
DOWN TO YOUR LAST ENERGY BAR.
AND PLAGUED BY KILLER MUSHROOMS?**



CHECK YOURSELF

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Nintendo at **WOOLWORTHS**

REVIEW

NINTENDO

1
PLAYER

2
MEG

SHT
GAME



PRICE: £24.99
BY: MINDSCAPE

RELEASE

JAN
CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

0

SKILL LEVELS

1

RESPONSIVENESS

LIGHTNING

1ST DAY SCORE

172,300

ORIGIN

Influenced by the classic Williams shoot 'em up coin-ops Defender and StarGate, this first appeared on the C 64 and gained classic status as one of the greatest blasters of all time.

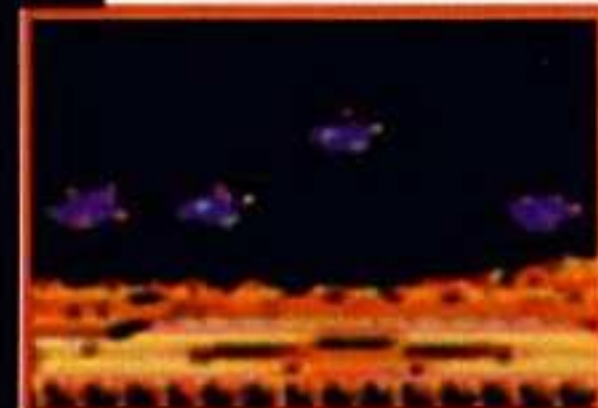


DRO



RESCUE THEM SCIENTISTS

The crux of the game involves rescuing the scientists from the two-way horizontally-scrolling "wrap around" landscape (that is if you keep on flying left or right, you eventually get back to where you start from). When the game begins there are eight scientists and they should be picked up and placed into the Dropzone, a safe bunker buried in the ground at the halfway point along the landscape. When all the scientists and the aliens on that level have been destroyed, the player is moved onto the next, tougher landscape.



▲ Shoot your shot, big fella.

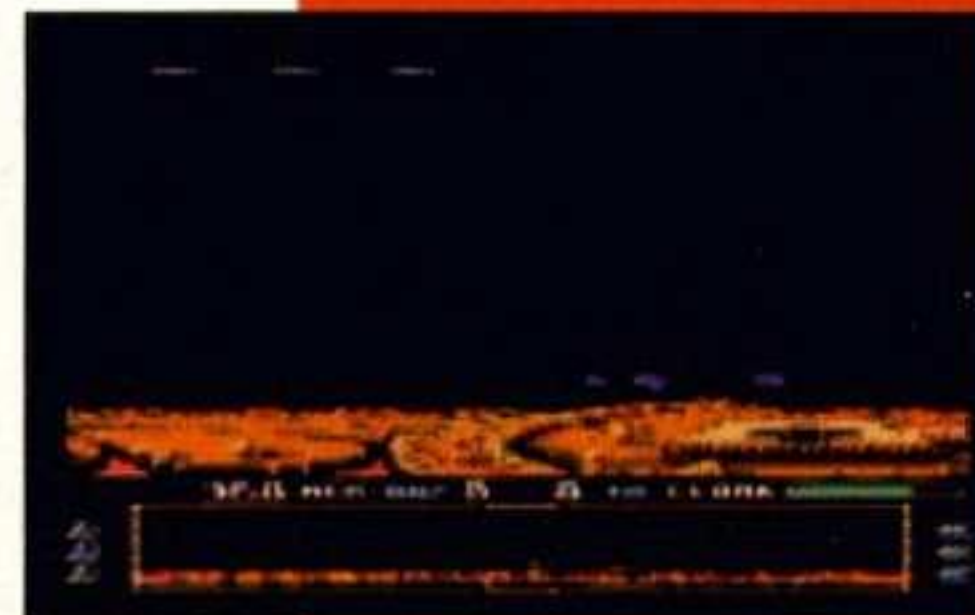
All was well as the team of scientists began their first exploration of Io, one of Jupiter's 16 moons. Volcanoes erupting in the distance, the group moved slowly across the surface of the moon, carefully picking their way through the lava flows, their large protective suits shielding them from the heat and radiation.

Back at the control room, the Mission Controller gazed lazily into the green radar monitor showing each member's position. He quickly snapped to attention when the radar alerted him to the presence of several new objects, moving at high speed towards the team. He double checked the reading and received a confirmation: something else was out there, and there were swarms of them. Suddenly the team leader's voice crackled over the static: "hostile aliens incoming...send help immediately."

An alarm droned into life as the controller pressed the scramble alert button on his main console, and within a minute Io's lone Colony Defender had strapped on his jet-pack, checked his chain laser cannon and had taken off towards the hotspot ready to rescue the scientists and take on any hostile forces along the way

SCANS THE MAN

At the bottom of the screen is a scanner showing the location of all aliens and scientists. If a Planter drops off an Android an aural warning sounds. This reveals its precise location on the map and scramble there to destroy it before the mutation process...



REVIEW

EXPERT TACTIX

Advanced players should take note of this tactic: when things are looking grim for the scientists and you only have a couple left, pick up one and don't drop him off. Fly around and destroy all the aliens, and when they're all dispatched drop off the scientist in the Dropzone. The reason for this is that you won't lose that final scientist and have to explode into the Anti Matter zone.

TRAILER INVASION

Every fourth wave is a Trailer Invasion where big points and big risks are the order of the day. Here, the skies of Io are packed with Spores, each of which is filled with Trailers hungry for prey. What transpires is a frantic dogfight between you and scores of Trailers - especially if you open up all the Spores before tackling the Trailers.

COMMENT



JAZ

This has no power-ups, no end-of-level bosses, no end screen and is knocking on seven years old now - but I still absolutely love it. It's a back-to-basics blaster which tests your dexterity and reflexes like no other NES shoot 'em up in existence. The graphics are simple, the sounds are adequate and the gameplay is repetitive, but Dropzone is incredibly addictive and thoroughly rewarding. It's got to be one of the fastest blasters around and you get a real adrenalin buzz after playing it - which is how a game like this should be. If you're after a definitive, classic NES arcade-style blast this is an absolute must.

HOW LONG DOES THIS THIS GO ON?

Like all arcade games of old, Dropzone never ends - it simply gets harder and harder. By level 90 things are certainly at Dropzone Master level, but even so it still gets tougher by small increments. Basically it's all about score here - and experts should be aiming at the millions!



▲ The deadly Blunderstorm in all its glory.



▲ Babooooom! One life gone...

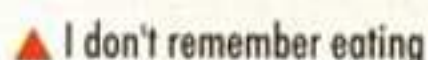


▲ Uh-oh, it's a mutant attack!



▲ Scouring the surface for scientists.

DOWN



Watch out for those Androids! If one gets dropped onto Io's surface it rolls off in search of a scientist to mutate into a Nemesite. If it doesn't find into one immediately it heads for the Dropzone bunker, actually goes inside and blows up a scientist. So if you see an Android rolling along the ground, drop down to ground level and blast it before it gets up to any mischief.

I DIE: YOU DIE

What happens when all the scientists die? Well, it explodes into an Anti Matter Zone and every alien turns into Anti Matter which bounces around firing bullets everywhere. This isn't a particularly nice situation to be in since a) survival is very difficult because the Anti Matter attack patterns are specially designed to catch out even expert players and b) you only get the scientists back every fifth level, so you might well have to battle through several waves of Anti Matter before you return to normality.



▲ At the end of a level the scientists are counted up and a bonus is given.



▲ The Blunder Storm may cause those scared of thunder and lightning to regularly soil their trousers during play!

The enemies of Dropzone are a strange bunch, and each one has its own distinct attack pattern:

The most common alien and general cannon fodder. It spends its time scouting along the planet surface looking for scientists so it can drop an Android onto him before mutating.



An innocent-looking cloud which drifts along, occasionally launching bolts of lightning groundwards or drizzling acid rain - both of which are fatal. If it's active when you approach it, fly above it.



Absolutely lethal. If you spend too long on a level, these begin to appear. Fast, thin and highly accurate, these are the game's toughest customers. If they appear, get a move on and get ready with Inviso or a Smart bomb.



After being dropped off by a planter, an android rolls along looking for a scientist. If it touches him the Planter which dropped it mutates. Eek!



All aliens turn into this if ever scientist is lost. This bouncing round alien is very hard to shoot and spews bullets everywhere. Not nice at all.



▲ Returning the blue scientists to the Dropzone.

How To Control The jetpack-wearing sprite is moved in the customary eight directions using the pad. In addition, using this system he also scoots across the surface of the planet to leave the rescued scientists in the Dropzone.

The jetpack-wearing sprite is moved in the customary eight directions using the joystick. By using this system he also can walk on the surface of the planet to get a closer look at the scientists in the Dropzone.

A

BUTTON: Fire Laser

B

BUTTON: Fire Smart bomb

S

SELECT BUTTON: Inviso

S

START BUTTON: Pause

How To Play Patrol the two-way scrolling landscape destroying all aliens while picking up the scientists and dumping them in the Dropzone.

Patrol the two-way scrolling landscape destroying allicking up the scientists and in the Dropzone.

LONG-TERM INTEREST

	HOUR	DAY	WEEK	MONTH	YEAR
HIGH	Dark Purple	Dark Purple	Dark Purple	Dark Purple	Dark Purple
	Dark Purple	Orange	Orange	Dark Purple	Dark Purple
GOOD	Orange	Orange	Orange	Dark Purple	Dark Purple
	Orange	Orange	Orange	Dark Purple	Dark Purple
FAIR	Yellow	Yellow	Yellow	Yellow	Dark Purple
	Yellow	Yellow	Yellow	Yellow	Yellow
	Yellow	Yellow	Yellow	Yellow	Yellow
LOW	Yellow	Yellow	Yellow	Yellow	Yellow



SPORE

Harmless. Floats above the landscape and does nothing until shot, whereupon it spews forth...



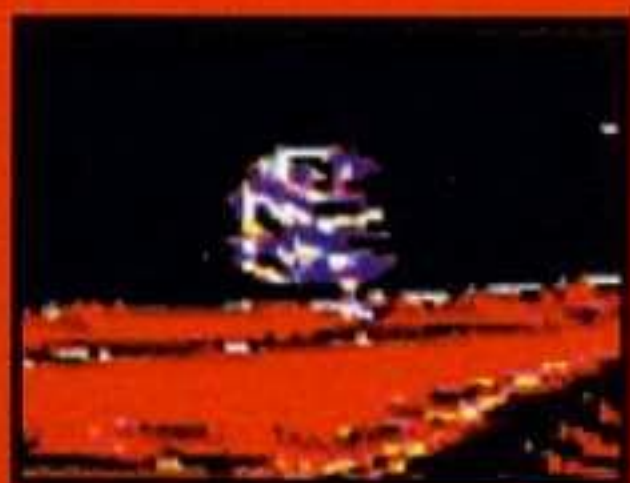
TRAILER

Thin worm-like aliens which are difficult to shoot. They track, and prove deadly in numbers.



DON'T LET 'EM DIE!

Scientists are delicate creatures and are easily killed. Firstly, your chain laser is absolutely fatal, so don't zoom along the ground blasting mercilessly or they'll all be killed. Secondly, the aliens called planters have a particular interest in scientists. They drop androids, which fall to the ground and seek out a scientist. If this happens the planter mutates into a Nemesite - a berzerker alien who immediately attacks you at high speed and won't give up until it's killed. If all scientists are killed something rather undesirable happens which is highlighted elsewhere.



▲ Notice the red planet surface in the anti-matter zone.



▲ Using the scanner is essential for accurate blasting.

COMMENT



TIM

Chances are you've never seen a game like this before, because there's never been a wrap-round horizontal scrolling shooter on any console apart from the old Atari VCS! What we have here is a blast from the past which takes on today's shoot 'em ups and hangs most of them out to dry. Graphics are minimal in the extreme, but what these screenshots cannot show is the sheer speed of the game. On later levels the action really hots up, and the urge to rack up the highest score you can is overwhelming. The game plays like a dream - the inertia on your character is superb - and because you can't beat the game the fun never ends and you'll be playing for years. It may not look like much, but Dropzone is one of the greatest shoot 'em ups in the history of mankind, and I can only feel sorry for you if you never share the experience. Buy this classic cart as quickly as you can.

WEAPONS AHOY



The jet-packed hero of Dropzone carries three weapons:

CHAIN LASER

Basic gun. Fires laser bolts at an enormous rate, destroying everything in their path



SMART BOMB

Limited weapon which destroys everything on screen. Use only in dire circumstances. An extra Smart is given every 10,000 points.



INVISO

Turn this on and you're immune to attack. The only problem is that it drains its power rapidly, with supply shown at the bottom right of the screen. Extra Inviso power is given every 10,000 points, as is an extra life

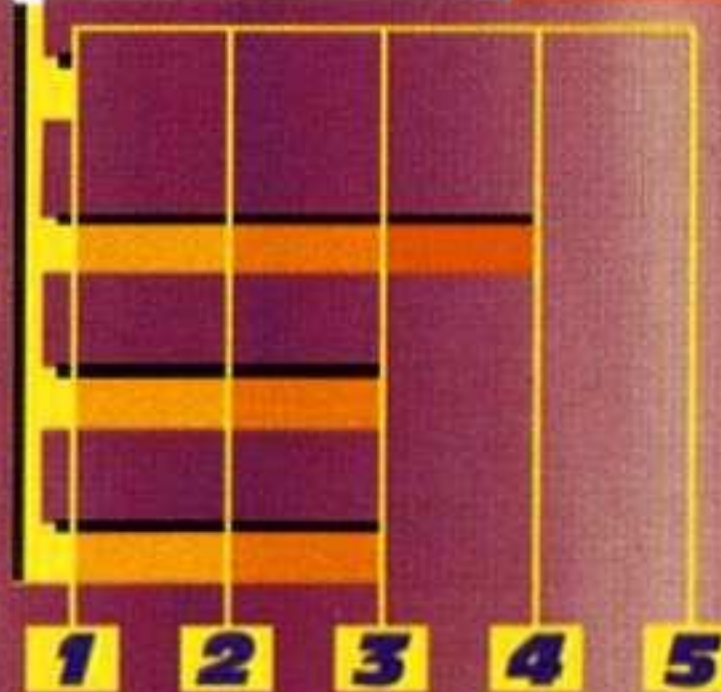
RATINGS

STRATEGY

ACTION

THOUGHT

CHALLENGE



BREAKDOWN

PRESENTATION

▼ Very simple indeed, with only a list of the baddies and a highscore table. There are no options at all, but who needs them?

69

GRAPHICS

▲ Blindingly fast and the scrolling is dead - smooth. The scanner is great too.
▼ The alien sprites are very simple.

79

SOUND

▲ Great - very arcade-like, with lots of noise and plenty of explosions.
▼ No music at all.

82

LASTABILITY

▲ Classic gameplay means blaster addicts will come back to this time and time again.
▼ Non-addicts will find it gets repetitive after a time.

82

PLAYABILITY

▲ The very fast action can be almost overwhelming at first. But the general concept is very straightforward and simple to pick up.

92

OVERALL

A pure and uncompromising old fashioned arcade blaster which is heavy on the reflexes and light on the brain. Not a game for everyone, but shoot 'em up addicts will absolutely love it.

87

REVIEW

GAMEBOY

1
PLAYER

1
MEG

ACT
GAME



PRICE:TBA
BY:ACCLAIM

RELEASE

TBA

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

NONE

SKILL LEVELS

3

RESPONSIVENESS

SMART

1ST DAY SCORE

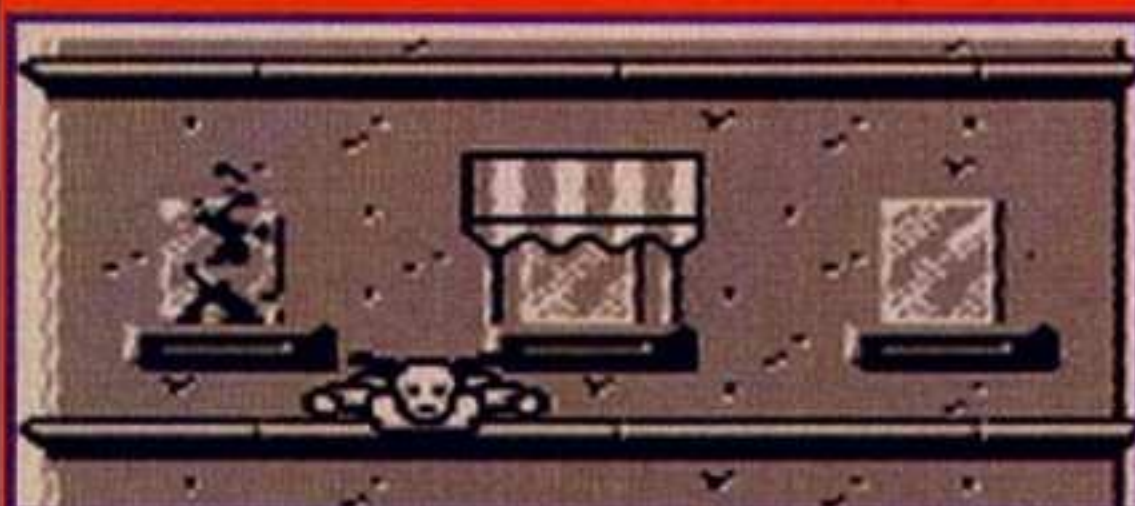
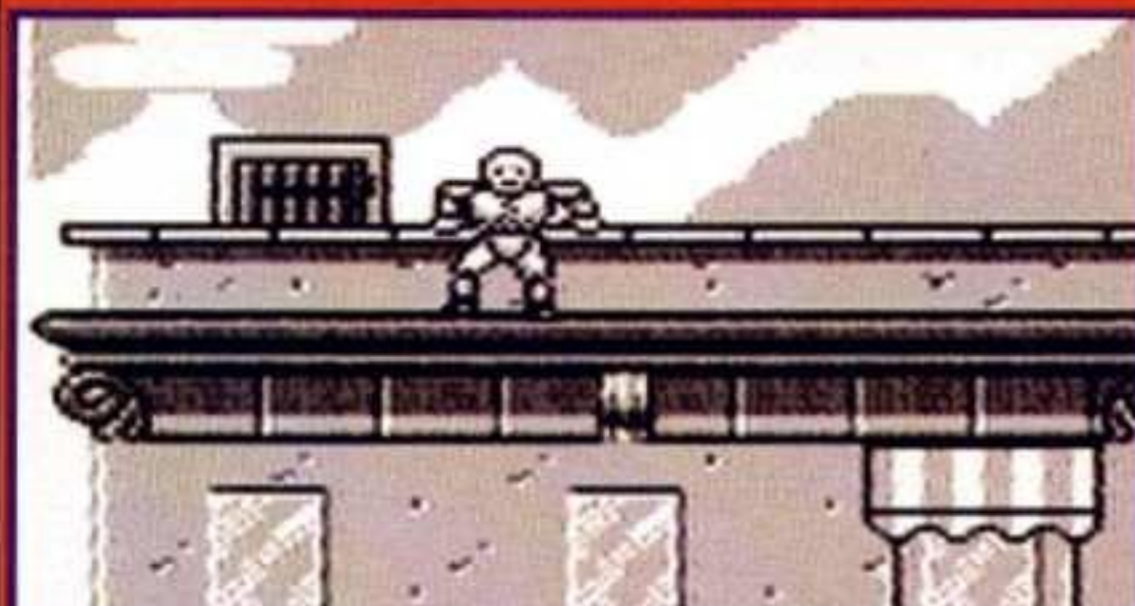
\$20.00

ORIGIN

A game based on a pair of surprisingly popular American cartoon characters - Slick and Spin the Crash Dummies.

Where do crash dummies go when they break up? Do they crash out on a beach? Or just stay at home and get smashed? Either way, after a hard week at work crash dummies must be shattered. Two such dummies are Spin and Slick, they've had enough of their jobs and could do with a rest, but they just haven't got the money. Still, Slick, using business acumen uncommon to one made of plastic such as he, has booked an extra week's overtime for him and his pal so as to make enough money for a nice, long hol.

Spin and Slick must now put their unique talent of smashing into things and falling to bits to good use. The better they perform, the better their vacation in this veritable Daley Thompson's Decathlon of Crash Dummy-type events (except there's only five of them and not ten!).



How To Control

Use the joypad to move your Crash Dummies around the screen. Depending on the task in hand the buttons are used for different actions, such as jumping, using the hammer or firing the engines of your cruise missile.

A

Jump/accelerate/hot dog/blow out fuse/thrust..

B

Decelerate/use hammer.

S

SELECT BUTTON: Nothing.

S

START BUTTON: Pause/unpause the game.

How To Play

The buttons have different functions for each level, but the general idea is to achieve a set target for each of the five stages, such as testing an air bumper or landing on the correct spot after plummeting off a building. The better you are at performing these tasks the more money you earn. Fail to get it right and you lose one of your five lives.

CRASH DUMMIES

WHAT A STUPID STUNT

The first level sees the dummies doing stunt work for a movie magnate. The idea is to jump from the top of a burning building and freefall to the bottom before the time runs out, making sure to land on the target painted on the pavement. To make things more interesting for the viewers however, you are required to bounce off awnings, crash through railings and swing and somersault around flag poles, but avoid the fire on pain of death! There are three ways to drop, freefall, bomb and dive, all accessed via the D-pad. Dive and bomb send your dummy crashing through awnings, whereas the slower freefall allows them to bounce around.

YOU'VE GOTTA GET A
BREAK IN THIS
BUSINESS SOMEHOW!!



COMMENT



RAD

Crash Dummies really does seem like a weird idea for a game, but as is often the case with weird ideas (apart from that fishing game) it's turned into a fully-fledged fab title. The graphics are really smart, the sound isn't so bad and the whole thing is brilliantly designed. There's loads of variation between each level and no one stage stands out as being far more playable than the rest, which is the way it should be. The whole thing is carried out with humour and it all hangs together well. There is a bit of a problem though, there are only five stages, and on Easy and Medium levels it's pretty easy to finish, although making a fat pile o' cash is a different matter. However, switch Crash Dummies to Hard and it's far more challenging, and even once it's been completed you'll want another go. Not quite Megagame material, but a fine game nonetheless.

ASH MILES

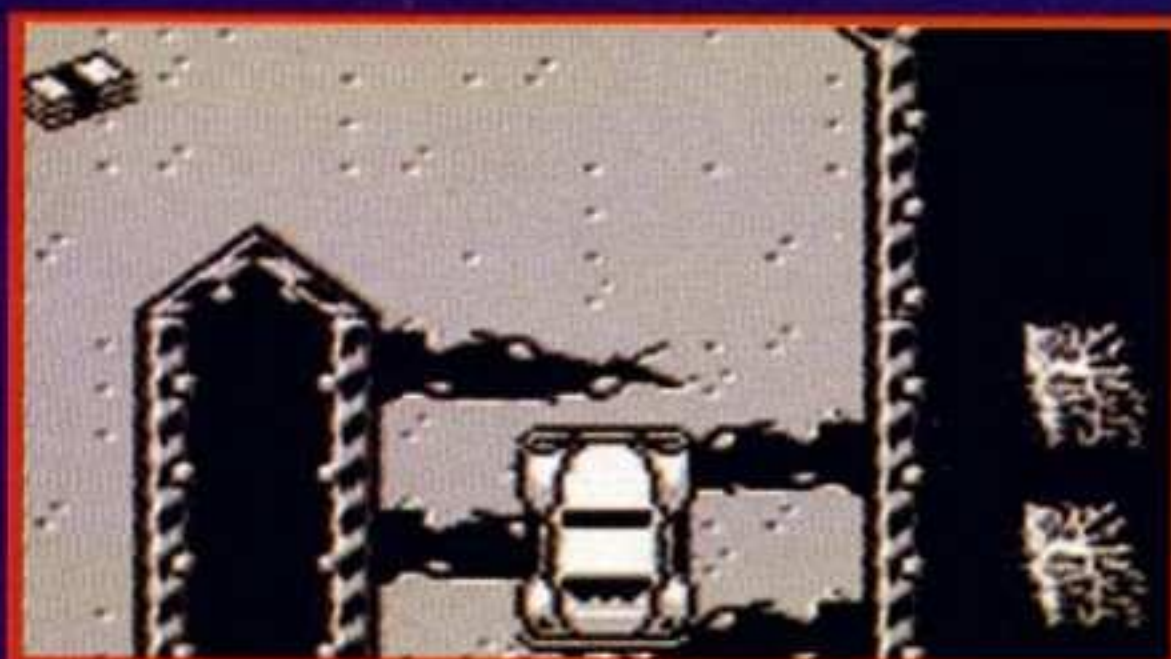
REVIEW

WHICH ONE'S THE SKIER?

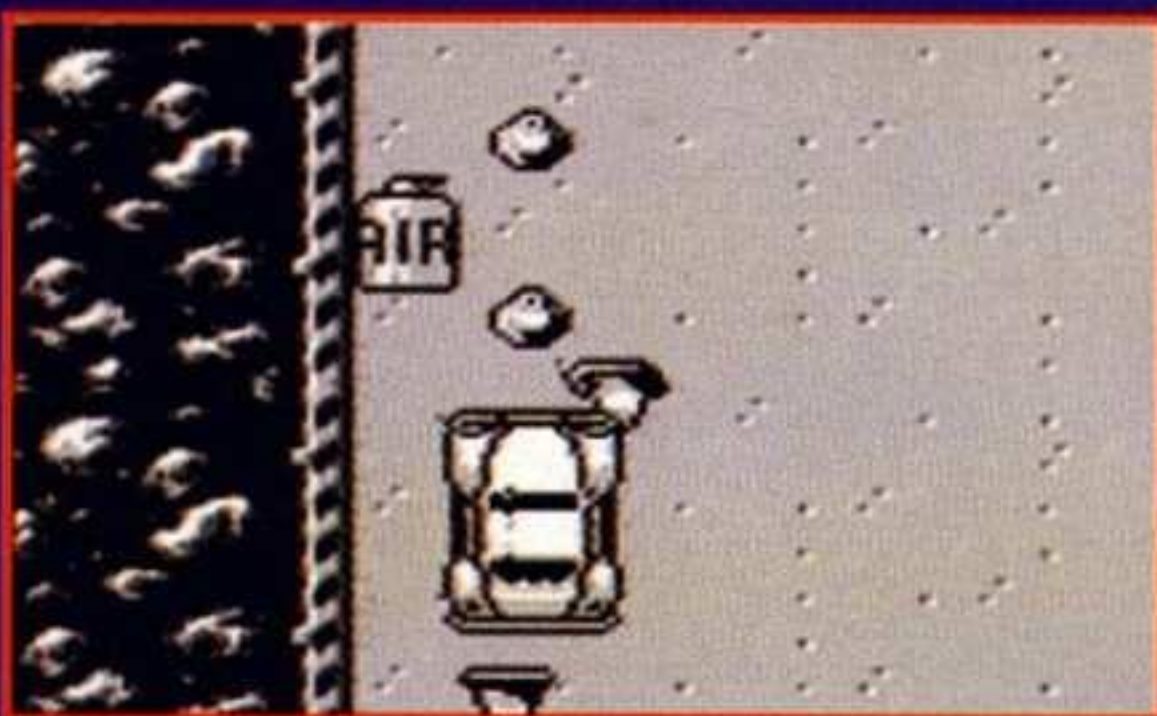
Testing ski slopes may sound like a glamorous job, but it's one time where the dummies are out to stop themselves falling apart! The new owner of the resort is testing out some extra-springy poles and wants the dummies to crash into every flag on the course to test it. Bonus cash is awarded for clearing the course of snowmen (by smashing into them), although hitting trees results in instant demolition for your character. Hitting rocks hot-dogs your dummy, as does pressing A, but be careful not to hit anything as you land. Finally, watch out for snowdrifts, catch one of these and you careen uncontrollably down the mountain gathering more snow as you go!



Pop into the fore-court for a quick service - and a packet of Murray Mints.



▲ Loose chippings for one mile - (and holes to alternative dimensions).



▲ Pick up a wind-bag to boost your tyre pressure.



▲ Before you finish your race 'marathon' you've got to 'hit the wall'.

AIR ENOUGH

Once Slick and Spin have been pieced back together it's on to their next job - testing a new design of inflatable air bumper. Unfortunately, the manufacturers have forgotten to put any compressed air in the car, so the dummies have to pick it up along the, along with the extra cash and bonus lives left lying around the track. However, watch out for the cracks in the road, deadly cones (!) and barriers, all of which damage your car, although repairs are available in the shape of wrenches which also litter the track. Make sure you reach the big brick wall at the end in good time for a hefty time bonus too.



▲ When you bought your Robin Reliant, you bought your ticket to ride.



▲ Please note - the Crash dummies are now skiing, not riding in cars. Hmmm.



▲ The fabulous bogey-flicking sub game is fiendishly difficult to find. A life-time supply of games to those who manage to locate it.



▲ And all because the lady loves 'Milk Tray'.



▲ Watch out for the Douglas Fir, Marlon.



COMMENT

**STEVE**

This is far better than I expected! The Crash Dummies are sure to make an impact if their games

The bomb factory is the location for the fourth job of the week. Your dummy has been hired to watch over quality control, keeping an eye out for defective bombs and smashing Dummy parts mistakenly sent in with the bombs using a hammer. The big problem is, some of the bombs get a bit hot on the assembly line and arrive on the conveyor belt with their fuses already lit! It's up to your brave dummy to blow out the fuses before the bombs leave, or else the belt is shut down and the remaining two move faster! If two of the three belts are shut down, a life is lost.



▲ "How far is it to Button Moon?" said Mrs Spoon. "Can I play with Mr Mop and the toilet Duck twins?" asked baby spoon as the rocket glided away from the Blue Cheese planet.



LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR

DAY

WEEK

MONTH

YEAR

Step	Strategy	Action	Challenge	Reflexes
1	Completed	Completed	Completed	Completed
2	Completed	Completed	Completed	Completed
3	Completed	Completed	Completed	Completed
4	Completed	Completed	Completed	Completed
5	Completed	Completed	Completed	Completed

► BREAKDOWN

▲ Great twist-level screens and all-round smart presentation.

92

- ▲ Large sprites and decent animation.
- ▼ Some of the backgrounds are a little bit bare.

87

▲ The effects are pretty smart, and some of the music is great.
▼ However, some of the music is pretty dire.

79

▲ Even when you've finished this you'll keep coming back to it.
▼ However, there's only five levels, so it won't be long before you finish it.

82

▲ Great fun to play and instantly addictive.
▼ There could be a bit more to it.

95

OVERALL

A playable and varied game slightly let down by it's ease and length, but well worth buying nonetheless.

86

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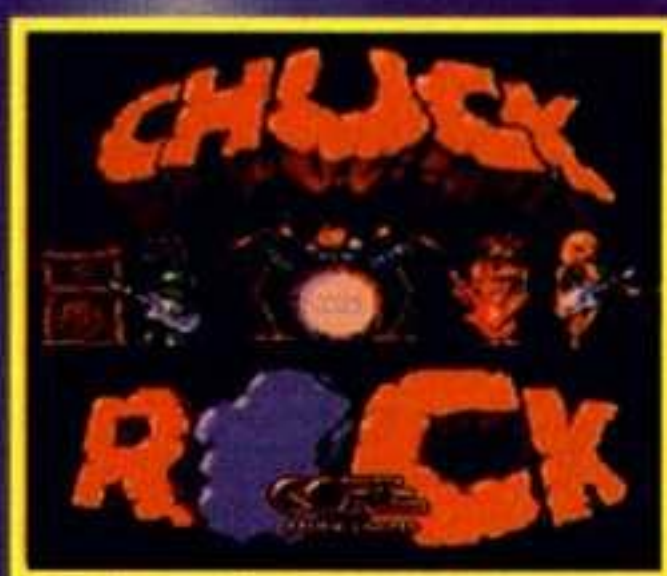
REVIEW

SUPER NES

1
PLAYER

4
MEG

PLT
GAME



PRICE: TBA
BY: CORE

RELEASE

TBA

CONTROL

1 JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

NONE

SKILL LEVELS

1

RESPONSIVENESS

SUPER DUPER

1ST DAY SCORE

96,300

ORIGIN

Core were responsible for the original Amiga Chuck Rock, the improved Megadrive conversion, and now this Super NES incarnation.

The ceremony of holy matrimony was a slightly different affair in prehistoric times. The bride arrived in plenty of time to be dragged down the aisle by the hair, and the wedding party feasted on Dino steaks. However, some things stayed the same - the Bride's father still embarrassed himself with the bridesmaids, and the couple headed off for Corfu for their honeymoon.

The marriage of Chuck and Ophelia was much like that. The in-laws were happy because he had a steady job as a Pterodactyl handler, and she looked good in any set of animal skins. A marriage made in heaven. Except there was one fly in the ointment. The jealous ex, Gary Gritter. He couldn't come to terms with being chucked, for Chuck.

Gary's resentment grew until he swept into the settlement one day and abducted the newly wedded wife. Taking her as far as he could from Chuck, he never imagined her husband would go to the trouble of rescuing her (there was plenty of other nice Jurassic girls). But Chuck's considerable jaw was put out of joint by the whole debacle, so he sets out to rescue his wife - and reassert his manhood. This means some close encounters with a large chunk of reptilian life. The rest is pre-history.



CHUCK IN LARGE PREHISTORIC EGG BREAKING INCIDENT!



NO ONE PULLS A SILLY FACE AT CHUCK AND LIVES!



ON THE LOOKOUT FOR REPTILES



FRIENDLY DINOS

Amongst the untamed savage reptiles there are a few congenial creatures who provide invaluable aid in your quest. Learning to use them proves essential from the first. Here are a few, with their functions:



PINK PTERRY

Unlike his green relative, this docile flyer is harmless. A nudge with your stomach rouses him to action - lifting you to inaccessible platforms.



FLATBOARD LIZ

Flatty's rigid demeanour makes him perfect for see-saw type action. Stand on his tail and throw a rock on his head for a rapid elevation.



BRONTO FERRY

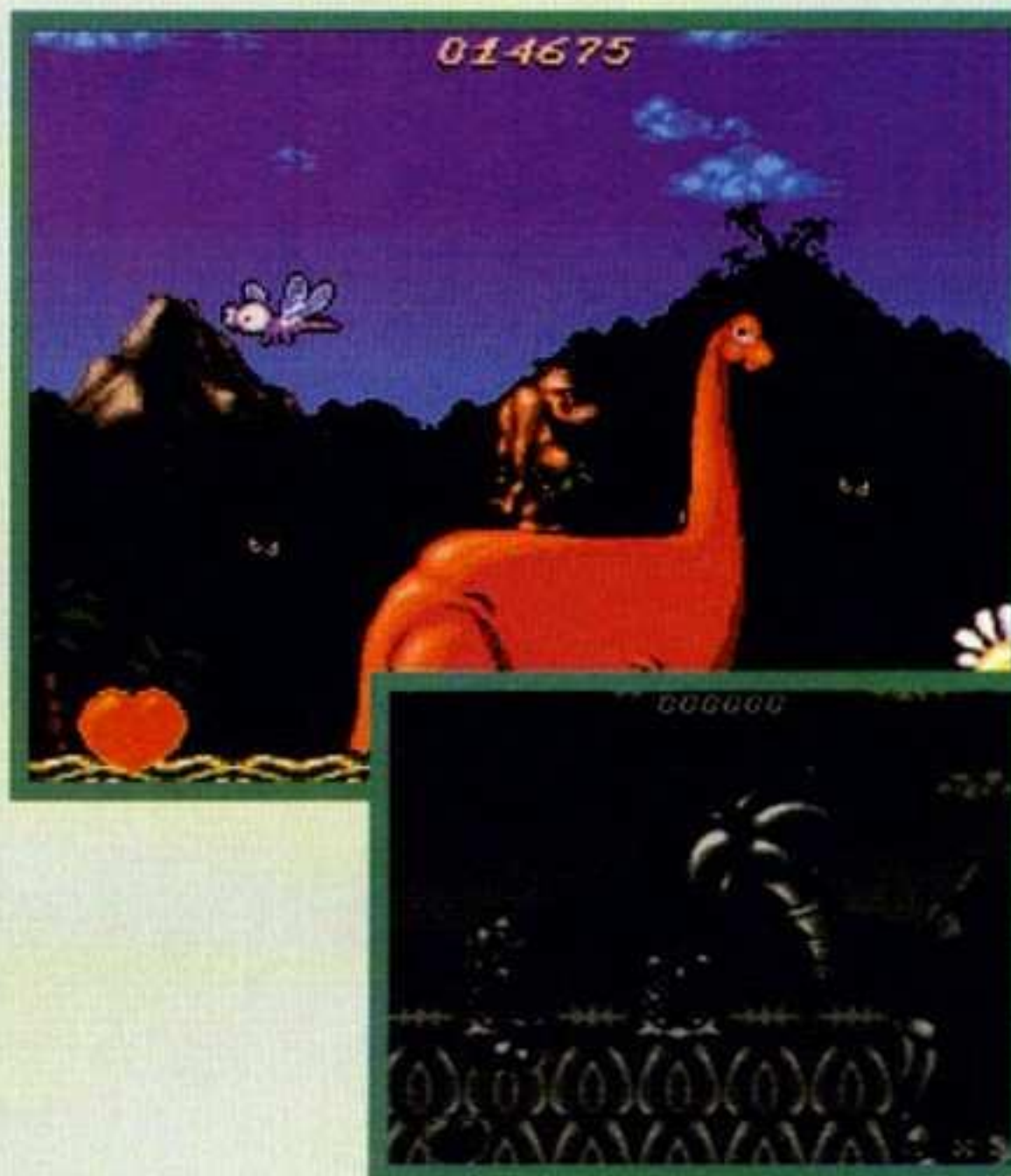
The large flat-backed, long-necked veggies are perfectly happy to carry Chuck on their spines. They'll even take him from one side of the swamp to the other.

LAVA SOME OF THAT

Chuck dabbles in cavern capers. The objective, finding the exit, is the same as the above ground levels. Added to the creature dangers are the raining rock falls, caused by the volative nature of these volcanic realms, and the steaming pools of very hot, nay molten, rock.



YET ANOTHER BIG ROCK



REVIEW

HEAR THOSE DRUMS

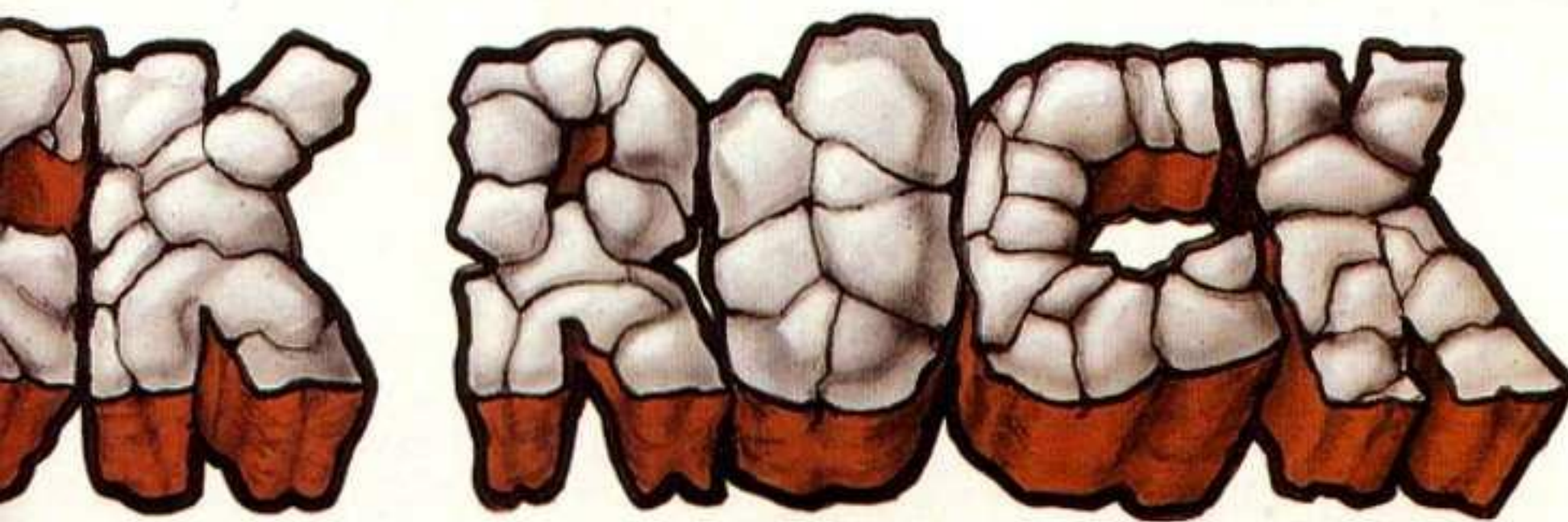
Chuck has to make his way through many dodgy terrains - but the entire game retains a jungly rocky feel. The jungle areas consist of lots of knobbly stony platforms (must be due to movements in the earth's crust). The exit for each short level is not clearly marked, so sometimes a little investigation is required. In those days, before the Forestry commission, the vegetation ran riot - so it happens quite often that some beasts are lurking beyond bushes in the foreground. Stay alert!



OH YEAH! AND PIGS CAN FLY!

STORY OF THE STONES

This is, after all the Stone Age, so Chuck gets his rocks off at every available opportunity. There are two types of loose stones that Chuck can pick up, and plenty of uses to put them to. To lift them he has to duck when over the rock, and press the belly button. The rock is lifted. Pressing the belly button again releases the rock.



How To Control

Chuck Rock runs and jumps to left and right in standard platform game fashion. He also picks up and throws rocks by ducking and using the Y button.



NO FUNCTION



JUMP



NO FUNCTION



NO FUNCTION



BELLY BOUNCE/KICK



START: PAUSE/RESTART
SELECT: NOT USED

How To Play

Guide Chuck Rock through five pre-historic levels, each split into multiple sub-sections. Use rocks to stun and destroy enemies, and learn the uses of friendly dinosaurs in your quest to save your wife.



GERBIL DINO

This specimens show remarkably mammalian tendencies. They lie dozing all day until chuck appears, then start running in their treadmills frantically (which cleverly operates a lift). They also smell.

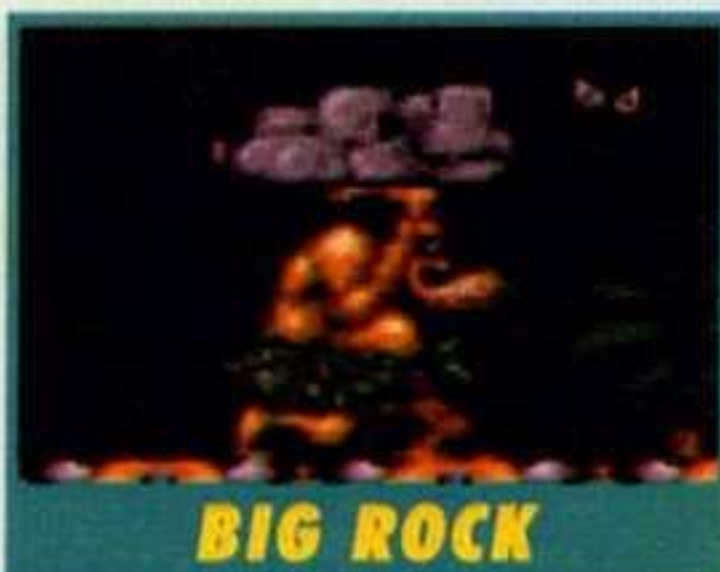
REVIEW

BIG ROCK

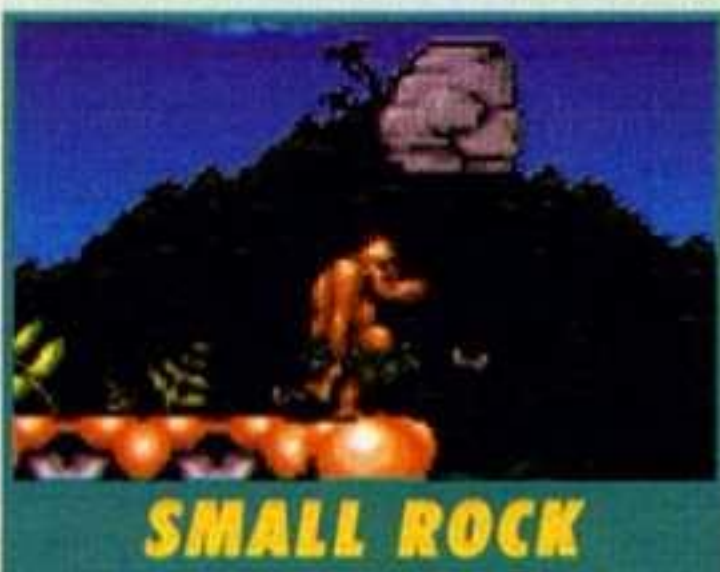
The larger, rounded stones are excellent as stepping stones to levels out of reach of a Chuck jump. Big rocks can be stacked on top of each other, to give extra height. The other main use of a Big rock is to knock an enemy out. This is useful in taking out a flying baddy, or one that is some distance away. Close up, the rock will fly over their heads. The only disadvantage with big rocks is that they slow you down.

SMALL ROCK

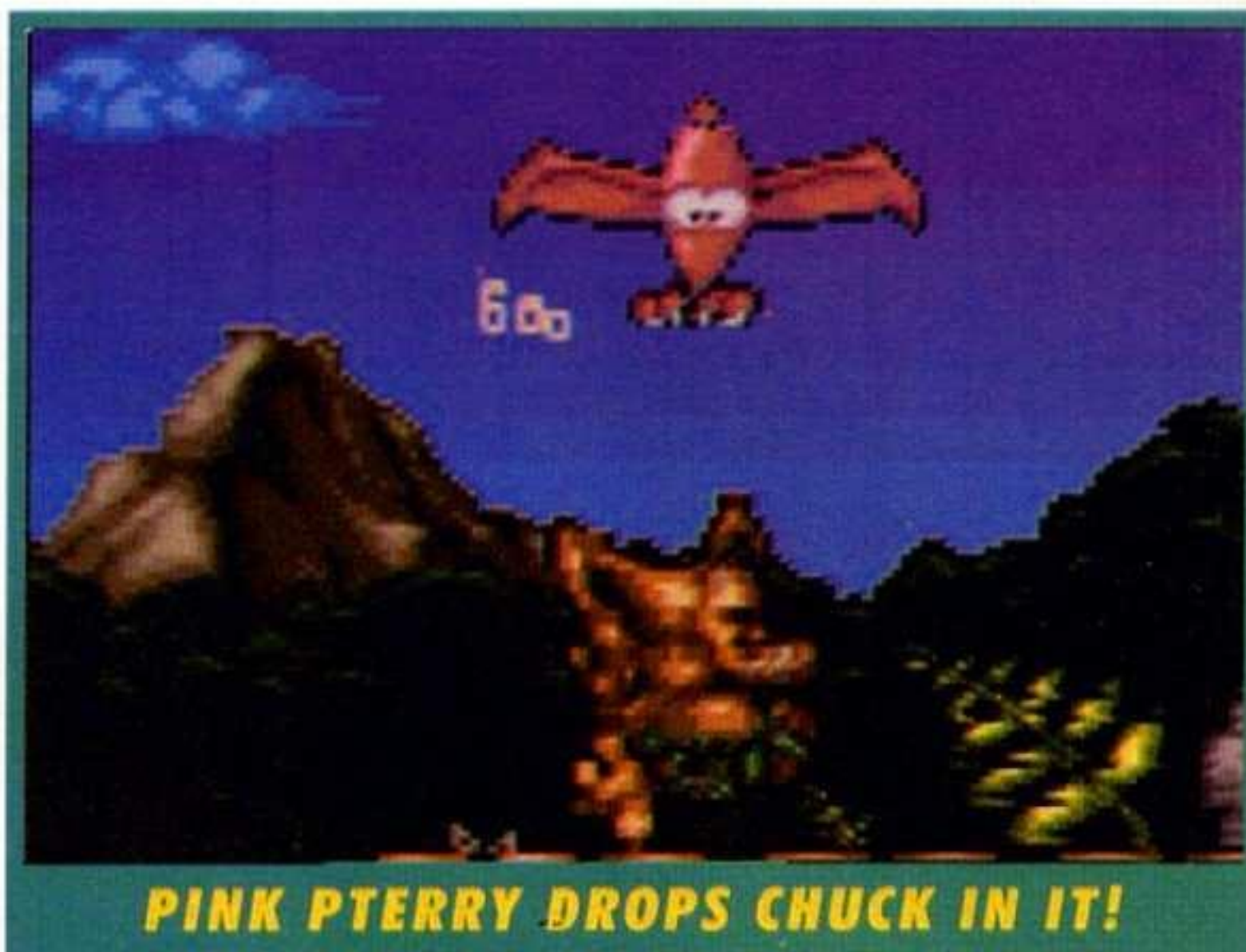
The smaller rocks can be used for the same offensive purposes of their bigger brothers. Their added advantage is that they don't slow Chuck down. A further application offers itself when you are carrying the flat-topped stones - falling projectiles will bounce off without doing any harm. This comes into its own in the underground caverns.



BIG ROCK



SMALL ROCK



PINK PTERRY DROPS CHUCK IN IT!

COMMENT



PAUL

Chuck Rock is top of the lot when it comes to the best-caveman-game-on-the-Super NES stakes at the moment. Perhaps because of the way his knuckles drag along the ground! His other features are also a laugh to watch as he bumbles about, brandishing his enormous gut as the most imaginative means of dinosaur disposal ever known to man. I was surprised to discover just how good this game is, after avoiding it for the past year or so, the reasons for which I'm very uncertain! Chuck's game is as wild as his character, full of interesting features and humorous graphical touches which liven things up even further. It's also a bit rock to play, with far more challenge than Joe and Mac at any stage of the game. Even if you are the unfortunate owner of that sad Caveman Ninja title it is definitely worth buying Chuck Rock because it's so significantly different! Unga Bunga!



ON THE RUN!

STOMACH FOR THE FIGHT

Chuck isn't always near a handy stone to heave at his foes, and this is when his unarmed attacks come into their own. To work Chuck must take them on full-frontal, and be aware that certain monsters - like the Bogey Groper - won't succumb to these attacks.

BELLY BOUNCE

Button Y is the belly button. If Chuck is on the ground, pressing this makes him throw out his stomach - which is quite enough to repel most creatures!

JUMP KICK

Activated by button Y while Chuck is in mid-jump. Chuck's jump kick is effective against monsters too high to be struck with the belly bounce.



BELLY BOUNCE



JUMP KICK

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR

DAY

WEEK

MONTH

YEAR



CHUCK ACTION



BIG ROCK



BLUE DINO ALERT!



RIFT PROBLEMS

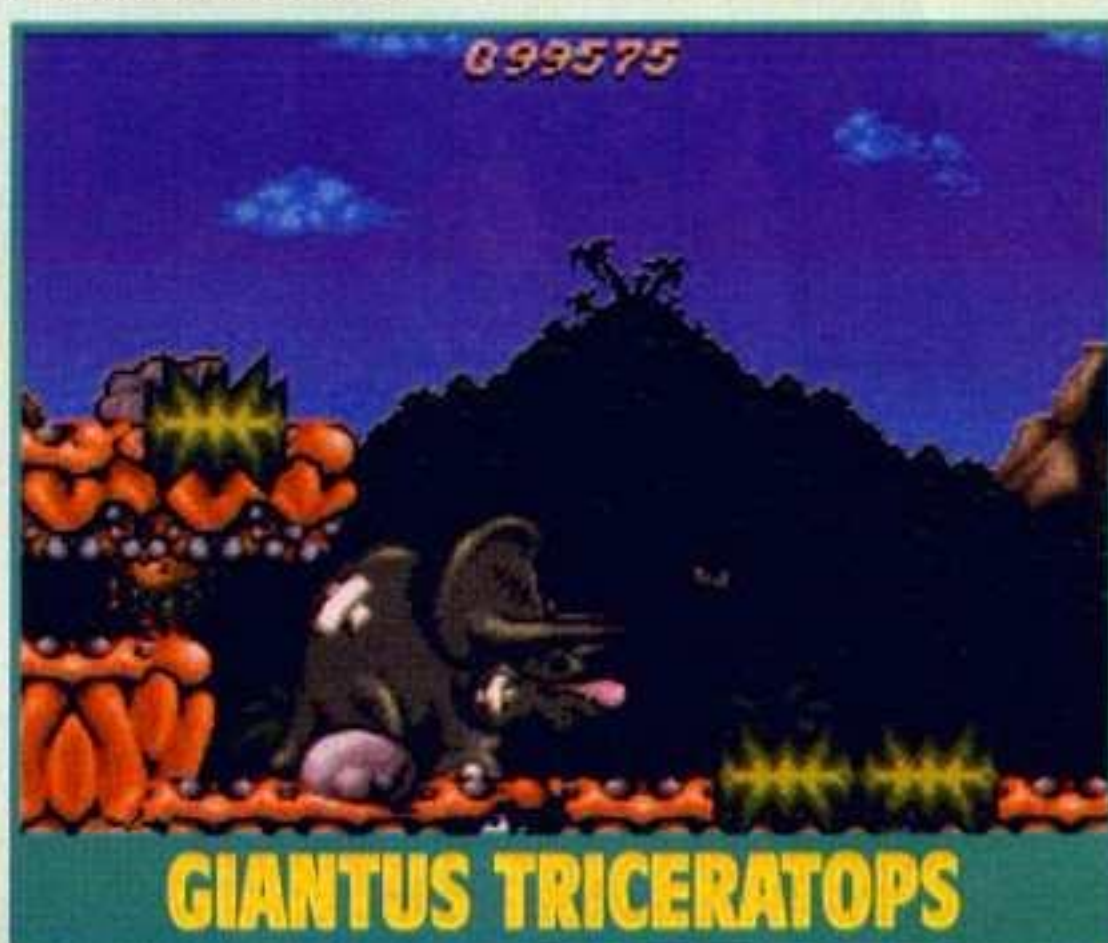
Chuck Rock lives in the era BC - before Clark's, when cavemen had to run around in their stockinged soles. In the absence of sensible footwear, there are certain areas Chuck cannot cross without sustaining injury - like swamp or thorn. The best way across these are by using rocks as safe platforms.



USE ROCKS FOR PLATFORMS

JOURNEY TO THE END OF THE LEVEL

Each of the five levels of Chuck Rock have a big baddy ending. The first two bosses are frightsome enough. A giant Triceratops goes on the rampage, and has to be 'pacified' with repeated boulder hits. Next up is the sabre-toothed cavern tiger. One roar from him is enough to freeze Chuck in his tracks.



GIANTUS TRICERATOPS

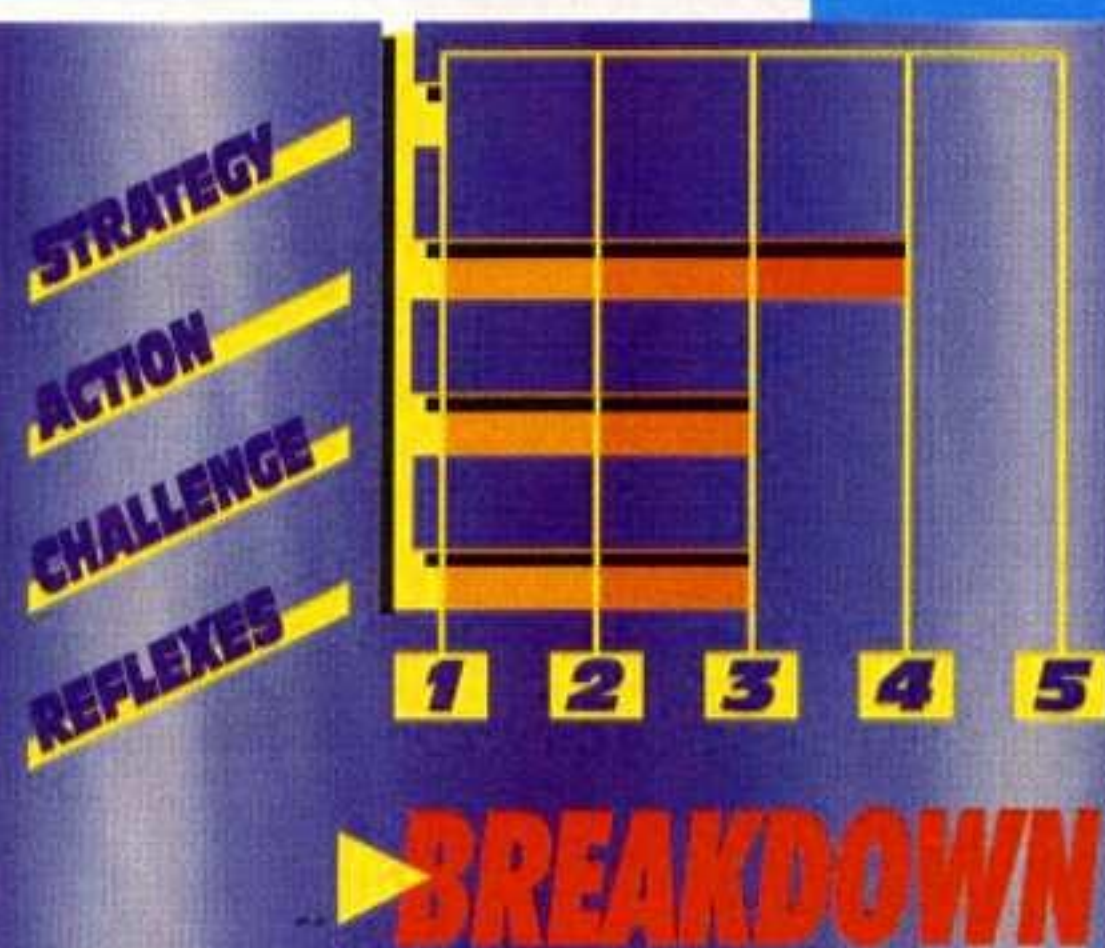
COMMENT



GUS

Chuck Rock was a bit smart on the Megadrive, and this conversion, from Core themselves just seemed to pop up from nowhere. Unexpected, yes, but a pleasant surprise. The great graphics - including some really silly enemies - have been ported over intact, with even better colouring. The animation on Chuck and the monsters is great. The music is ace, as are the occasional cheeky samplings from Captain Caveman. But Chuck offers more. It has to, being just another platform game in the vast pile already available for the Super NES. What it offers is some ingenious level layouts and gameplay, and speed. It's fast, furious and challenging. Best of all, you only get one credit, which extends the life of the game. I seemed to get a little further each game, and didn't mind repeating the early levels since I was having too much fun. Compare this with Joe and Mac - which was basically a Chuck Rock clone, and there's no comparison. Chuck Rock wins hands down.

RATINGS



PRESENTATION

▼ The front end is limited to a title screen, with no options and no between-level screens, which is rather stingy.

70

GRAPHICS

▲ Really busy, but clear layouts with lots going on. Big sprites, and a lot of subtle humour in the animation. Lots of graphic variety too.

90

SOUND

▲ Rock to the soundtrack. Well, not quite - but some of the liveliest music heard on the Super NES for a while.
▼ The sound FX and samples are great, so why not more of them?

83

PLAYABILITY

▲ Instantly playable. As easy to pick up as your average boulder. A good 'feel' to the action, and the game plays at a fair lick.
▼ The levels are quite short, and sometimes end just as you get into your stride.

90

LASTABILITY

▼ Although the blocks differ from level to level, and the nasties get tougher, the lack of variety in Q*Bert 3 soon kills any wish to continue.

88

OVERALL

A lush, fun and varied platform game, whose zany humour raises it out of the platform game morass. An excellent conversion.

89

OFFICIAL
U.K. LAUNCH
14TH NOVEMBER

Why did Hedgehog cross the



***To get to
Super Mario Land 2.***

H O W M U C H F U N C A N

d the

g

road?

Y O U H A N D L E ?

Nintendo®

GAME BOY™

REVIEW

SUPER NES

2
PLAYER

4
MEG

PLT
GAME



PRICE:TBA
BY:TITUS.

RELEASE

FEBRUARY

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

THREE

SKILL LEVELS

BEGINNER OR MASTER

RESPONSIVENESS

GOOD

1ST DAY SCORE

14600

ORIGIN

The Blues Brothers is a classic film about two music-loving brothers on a mission to save an orphanage by organising a fund-raising gig featuring their long-since defunct band. All kinds of trouble ensues, but they win through in the end.

Jake and Elwood, exhausted from their band-recovering antics and their many scrapes with the police, realise it's high time for at least eighty winks! Not surprisingly, too much booze and so little snooze causes them to drift off into a nightmare of hellish proportions.

Titus' first Super NES game asks the player and a friend to help the duo make it safely through the night. The Brothers have a choice of going it alone or relying on each other for a quick piggy-back and other such two-player tomfoolery. The only way out of each situation is to hunt down a jukebox exit. However their befuddled minds are playing all kinds of tricks by pitting them against all manner of weird creatures. Everybody needs somebody and Jake and Elwood sure as heck need you!



▲ Elwood gets smashed from behind by a four pint cartons of milk. Nasty.



▲ These alternative cafe designs do nothing for me. Look! You can't even get to the jukebox without having to negotiate platforms first.



▲ Look! It's me, Jake! Get me out of here! Aaaagh!!

THE BLUES



WE'RE ON A MISSION FROM GOD.

Jake and Elwood are on a mission to reach the nearest Jukebox at the end of fifteen locations in an alternative America. The levels range from a strange woodland scene to a mechanised world and each plays host to a strange selection of nasties who stand between the duo and their jukebox escape portal.

COMMENT

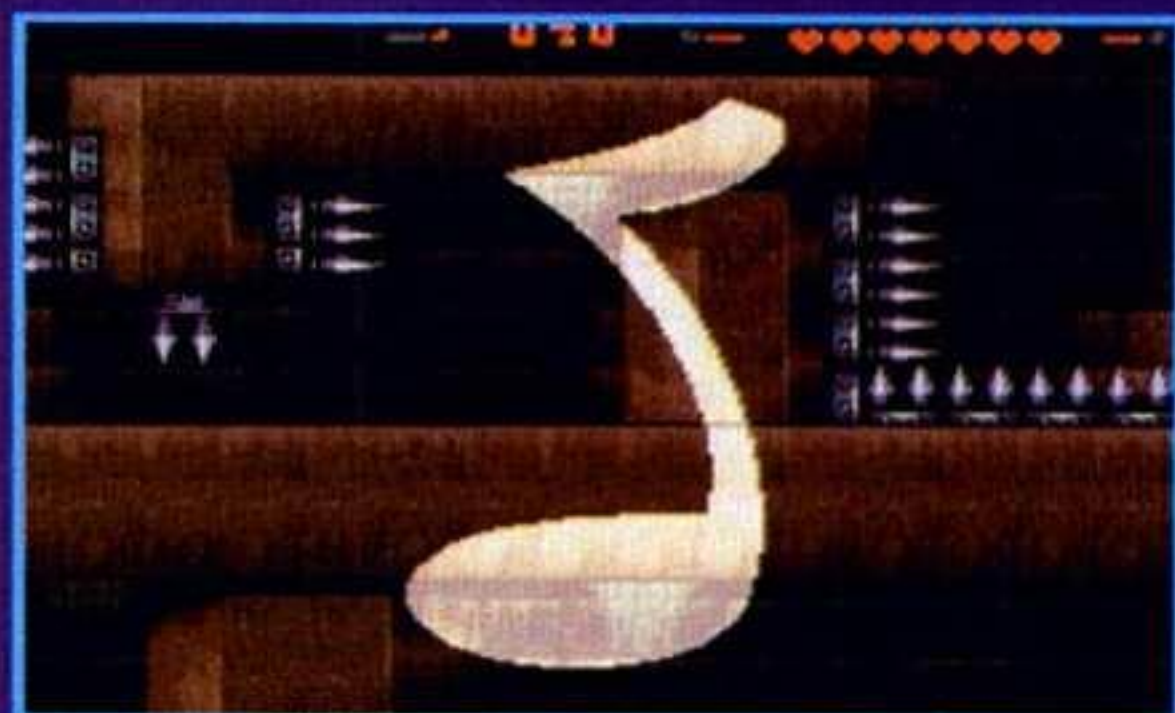


PAUL

It may look and sound groovy but if The Blues Brothers were a song it would be one of the saddest ballads you're ever likely to hear. The control method is smooth and the animation of the brothers is both fluid and often amusing, yet the gameplay and total lack of originality throws Do-It-All's entire tool department in the works. In addition to the annoying gameplay, the two sprites are about the only thing the game has in common with the John Landis film. If this wasn't lazy enough, the same landscapes and nasties keep reappearing, greatly minimising variety. Such problems and a duff logic system which replaces creatures as soon as Jake and Elwood leave the screen earn this Super NES game the same response as the equally-nauseous NES version. In the two-player option these problems are more than doubled leaving little incentive to play on. Better luck next time, mes amis.

ES BROTHERS

REVIEW



▲ Never before has a screen been so worthy of note.



▲ He can't get enough of dancing on toad stools, that Elwood!



▲ The hills are alive...



▲ Spike? Is it really you? Oh Spike! How are ya mate?



▲ He also enjoys a spot of giant, robotic beetles in the sewers.



▲ Mind the indistinct gremlin, Marlon.



▲ There's nothing Elwood likes more than dancing on toad stools.



▲ What bulldog, where?.....Eek!

HE AIN'T E AIN'T HEAVY. EAVY.

In the two-player game, Jake and Elwood have the chance to co-operate. As the soul men try to reach the jukebox they climb onto each others shoulders or vent their anger by firing records at each other.

SUGAR PIE.

Cream cakes have the strangest effect on Jake and Elwood. If either of them feast upon the levitating luxuries, they are transformed into a mass of bulging muscle. This state then enables them to jump higher and do more damage when flinging their unwanted records at the enemy.



▲ Get this dog away from me.

How To Control

In search for the jukebox exits, the pads make the duo run, jump and crawl past the many obstacles in their path.



Throw a record.



Jump.



Scrolls the screen left/Scrolls the screen right.



No Function.



Makes them run faster.



START: Pauses the game.
SELECT: Selects Jake or Elwood.

How To Play

Guide Jake and Elwood through a series of platform situations collecting records to throw at their enemies and other power-ups along the way. Exit each location by locating a large jukebox.



▲ Dear heart, I'm so happy I could fly.



▲ How long can Jake stand on one leg? One minute? Two? Who cares!

COMMENT



STEVE

It seems that there's an old licenced game adage which goes along the lines of "if in doubt, platform it." OK, so this may be fine for games such as The Addams Family where there are no real action scenes in the film. However, The Blues Brothers movie is stacked with exciting car chases and fights - so why didn't Titus put these in rather than opting for the easy way out? Instead, once again Jake and Elwood are subjected to even more hokey platform 'japes' which prove decidedly dull - especially since the same stages keep reappearing throughout the game! Lobbing records and avoiding the many nasties is tedious to the extreme, and the search for the exit-point jukeboxes rapidly lost my interest. There's so much potential for a decent Blues Brothers game, so let's just hope somebody gets it right next time...

EASY GOING FOR A SONG.

Although their mission involves the location of the larger jukeboxes, smaller ones grant the brothers with a short period of invincibility. To indicate their temporary powers, the music speeds up and the sprites flicker slightly.



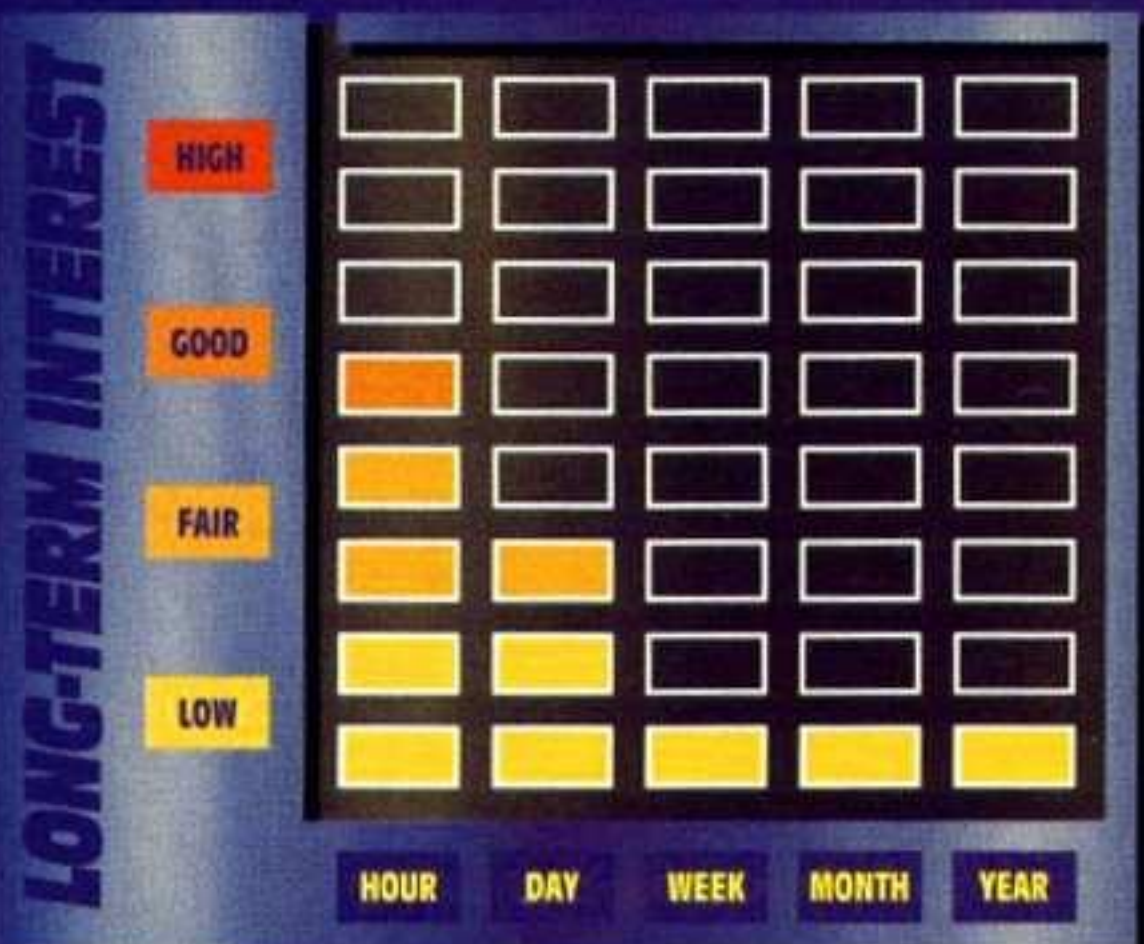
▲ I'm so hard I don't need to walk by myself, I can get Jake to carry me instead. Faster, Jake, damn you!



▲ Behold! The miniature jukebox of extraordinary power. Not that I need it, being so hard and all that!



▲ Elwood wonders what the heck he's doing in a sewer with a rotating platform circling a bed of spikes. Moreover, how is he going to get to those discs?

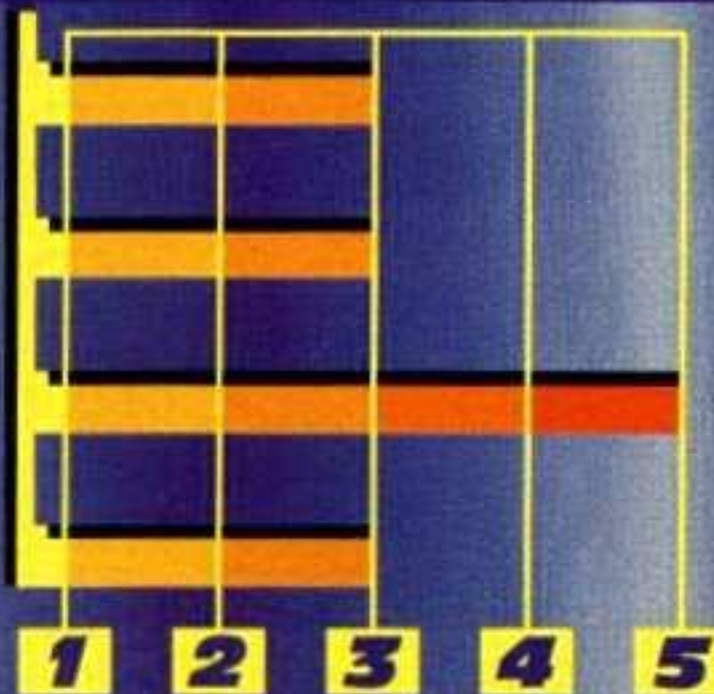


STRATEGY

ACTION

CHALLENGE

REFLEXES



► **BREAKDOWN**

PRESENTATION

64

▲ The decent presentation screens belie the horror beneath.
▼ There are a few poor, text only intermission screens to gawp at.

GRAPHICS

80

▲ Jake and Elwood are entertaining to watch, as are the majority of the enemy sprites.
▼ Many of the locations are rehashed versions of earlier ones.

SOUND

87

▲ Definitely the most striking feature of this cart. Some famous French bloke composed all the music. The sampled sound effects are clear and of a high standard.

LASTABILITY

44

▼ The frustrating gameplay is a big turn-off. The levels are very short and hardly worth waiting to see.

PLAYABILITY

33

▲ The control method is simple to use.
▼ This is the closest a game has ever come to having zero playability. It's not so much difficult as ridiculously unfair. Two-player situations are even worse.

OVERALL

Very poor and sadly disappointing waste of a valuable film license. A serious contender the Roger Irrelevant award of the decade.

47

GET THE
PUZZLE GAME
OF THE YEAR
NOW
ON YOUR
SUPER...

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

PAL VERSION

THE PRESS RAVES:

GAMESMASTER MAGAZINE:
"FANTASTICALLY
PLAYABLE.
YOU WILL NOT
BE ABLE TO PUT IT DOWN."

THIS GAME IS NO...

PUSH-OVER

FEATURING
G.I. ANT



AN
EXCELLENT IDEA,
BRILLIANTLY
EXECUTED - 85%
GAMESMASTER MAGAZINE

G. I. Ant™ is a soldier ant. He's extremely clever, and highly trained in tactical manoeuvres. What's more he's extraordinarily strong and super smart! His latest mission is to gain access to the crazy world of Captain Rat's Treasure Caves. **Very straightforward...NOT!**

You see, this particular cave is a tunnel entrance to Domino Domain - a mini-world comprised of nine different continents. G.I. must negotiate many screens of

mind-teasing problems. Each level has a door to the next. To open the door, the "Trigger" domino-block must be felled by causing a chain reaction with all of the other domino-blocks in that level.

Pretty easy...NOT!



Ocean Software Limited 2 Castle Street Castlefield Manchester M3 4LZ

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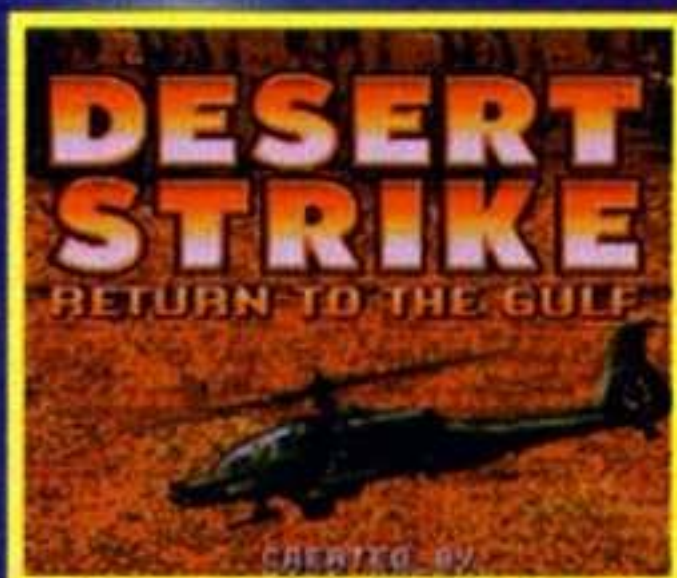
REVIEW

SUPER NES

1
PLAYER

4
MEG

SHT
GAME

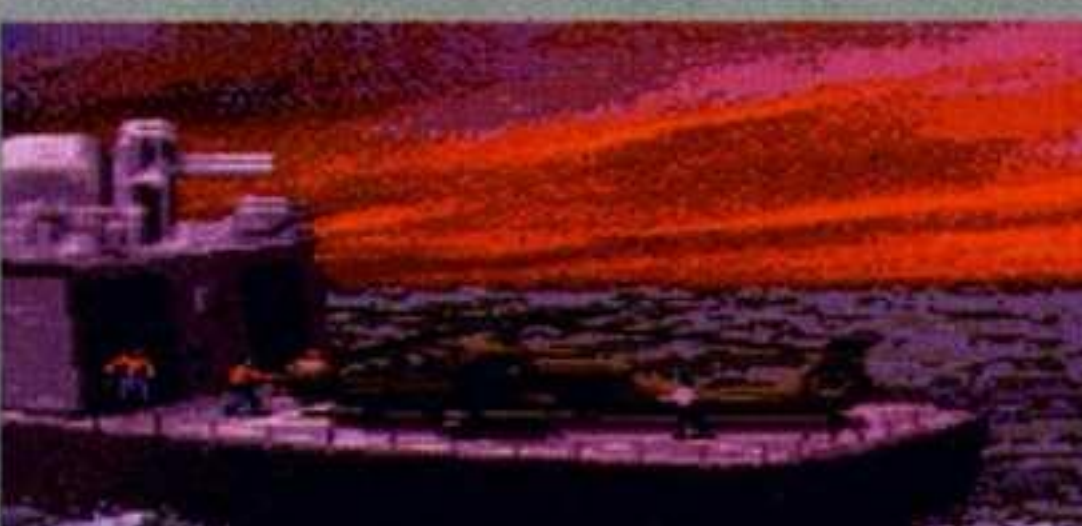


PRICE:TBA
BY:ELECTRONIC
ARTS

RELEASE
MARCH '93
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
PASSWORD
SKILL LEVELS
1
RESPONSIVENESS
GOOD
1ST DAY SCORE
REACH SECOND CAMPAIGN
ORIGIN

A direct conversion from the Megadrive game 'inspired' by the UN/Iraq conflict.

There's nothing like a foreign dictator to stir up a bit of patriotism. They give us a reason to spend all our cash on big guns, and sometimes they take small children away if they don't brush their teeth properly. Based loosely on events in the Gulf two years ago, Desert Strike combines strategy and shoot 'em up elements as the player attempts to thwart the evil intentions of a desert-based tinpot despot - sound familiar? Getting to grips with a heavily-armed Apache helicopter, you'll find that several missions have been set which eventually isolate the evil tyrant. However, over the years the dictator has amassed a huge army of tanks, planes and weaponry, and these have to be destroyed or you're going to get shot down and look a bit stupid. So prepare yourself for war - the fate of a thousand petrol stations awaits...

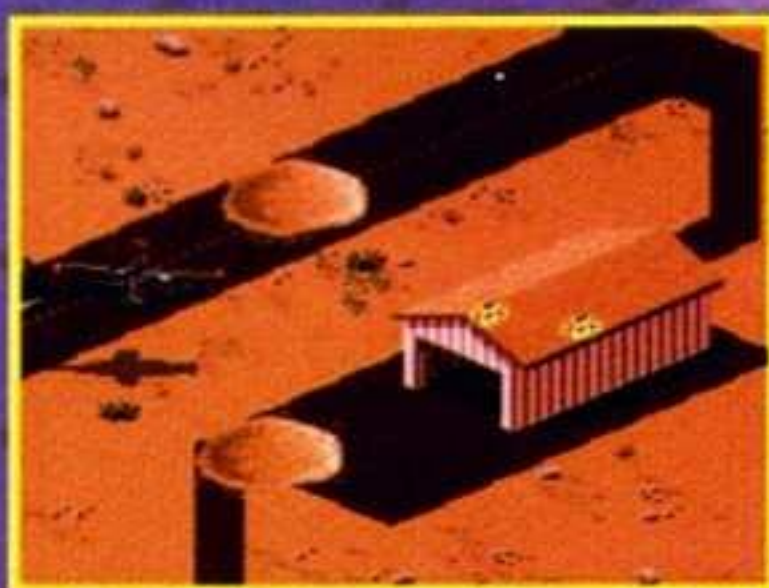


DESERT STRIKE



▲ See that tower block, all blasted up and shot to Jiminy? That's your house, that is. See this chopper, all expensive and hard? That's mine.

STRIP OR FRIGATE?



▲ 'Ere, isn't that your dad's garage? Nope, let's blow it up.



▲ Desert strike action

Repairing and restocking the Apache is effected by regular visits to the designated landing sites. These are either land-based strips or the mission headquarters on a nearby frigate. Any rescued MIA airmen and POWs should also be deposited at these strips as they yield bonus armour points. The strips and the area around the frigate are safe from attack and supplies of oil and weapons are usually nearby.

SERPT RIKKE

REVIEW



'AVE SOME OF THAT...



Decisions, decisions. What does the discerning pilot use to blow up the enemy quickly and efficiently? Well, there are three weapons to play with, namely...

1 CHAIN GUN

The good news is the Apache is armed with 1200 rounds Chain Gun ammo. On the downside, though, it proves useless against installations or armoured fire-power. Good fun for taking pot-shots at lone soldiers, though.

2 HYDRAS

The chopper carries thirty-eight of these fast and powerful missiles - more are needed, though!

3 HELLFIRES

Just one of these could flatten a bingo hall. The bad news is only eight may be carried at a time.



How To Control

The D-pad directs the chopper in eight directions over the isometric battle area. There are two modes of control. One is where D-pad Up is forward, Left/Right are rotate. In mode 2, the chopper moves with the direction pressed.

A

FIRES CHAIN GUN

X

NO FUNCTION

B

FIRES HYDRA ROCKET

Y

LAUNCHES HELLFIRE MISSILE

L/R

NO FUNCTION

S

START: PAUSE/VIEW MAP
SELECT: NO FUNCTION

How To Play

Four campaigns feature a series of ground-based targets to destroy. A limited supply of missiles, bullets and fuel are rapidly whittled away, although fresh supplies are located randomly about the play area.

REVIEW

COMMENT



JAZ

Desert Strike was one of my favourite Megadrive games of this year, and after nearly nine month's wait it's finally arrived on Super Nintendo. Has it been worth the wait? Certainly! It's virtually identical, with a few minor enhancements: the main helicopter sprite is more detailed and the sound effects are meatier. Gameplay is the same, which is no bad thing since the Megadrive version is an absolute classic. Its combination of variety, depth and challenge makes it incredibly addictive - once you start you just keep on playing to try to uncover more secrets, find POWs and downed pilots - and find out what's in store in the next mission. Brilliant! If you're a shoot 'em up fan after something that offers a whole lot more than just fancy graphics, power-ups and end-of-level bosses, Desert Strike is an absolute must.



RUN FOR IT!

Blow holes in the sub-standard jails. Remember to clear the area of enemy vehicles so the fleeing prisoners won't be destroyed.



PYLON POETRY

The power station supplies all Mubaba's operations. Destroying it is top priority.



SAD SAM

Hand-held missile launchers are tricky targets to hit.

CAMPAIGN #2

SCUD BUSTER

GIVE THEM A LIFT

The Apache contains a winch facility which is used to collect supplies and stranded men. In addition, enemy soldiers can be picked up for bonuses and often provide useful information on later missions.



SCUD YOU DON'T LIKE

Rough up the commanders in their bunkers to locate the missiles. When you locate the scud launcher you will only have a short time to destroy it before it launches the missile.



LONG-TERM INTEREST

HIGH					
GOOD					
FAIR					
LOW					

HOUR DAY WEEK MONTH YEAR



POW WOW

Four observation towers guard the expansive POW camp. There are 16 POWs to rescue, but you'll only need 14 of them.



RAPIER WITS

Stationary anti-aircraft missile systems guided by radar - these prove a real nuisance.



ADDITIVES AHoy!

Destroy the evil-looking vats to wipe out their chemical contents. Make sure you have a full stock of weapons and armor before you tackle them.

CO-PILOT CONCERNS

The co-pilot monitors all the dull but important chopper stats and keeps the player constantly informed about the following factors:

FUEL
52

ARMOR
125

LOAD
1

LIVES
2

FUEL

The Apache's tank holds 100 units of fuel. This is used rapidly, and a warning is issued when the tanks are 15% full. Replacement tanks are hidden within key buildings.

ARMOUR

Armour gauges how close to destruction the chopper is. An undamaged Apache has an armour level of 600, and warnings are given when this falls below 125. However, rescuing and returning MIAs earns special bonuses which increase the armour level.

MAP

This fancy gadget reveals the location and description of anything remotely important in the area. Moving the D-pad to the right scrolls through each object. This facility also updates details of mission objectives and the Apache's current progress.



GUS

I was a bit miffed with the ethics of the original Megadrive game, but that's my sensitive nature for you. Now that the conflict has become a chapter in history for most of us, Desert Strike doesn't have the same impact as when it first appeared. It's appeal isn't really enhanced by being a pixel-perfect copy of the original. Rather than experiment with the abilities of the Super NES, or even just mess around with the colour scheme, EA have opted for the same slightly dull look of the Megadrive game. Admittedly, the sound is an improvement, with some brilliant winch noises and battle sounds, but it's just a frill and not an essential part of the game. In terms of play, Desert Strike has sectional appeal. Despite the look, it may be a bit too involved for pure action fans as a lot of thought goes into carrying out a mission. Despite these reservations I found myself hooked, mainly because the game's structure offers tantalising progress and there's loads to be done within each campaign. All in all, Desert Strike is a pretty good game with loads of depth.

COMMENT

RATINGS



PRESENTATION

88

▲ Comprehensive manual, amusing intro sequence and some helpful control options.
▼ No difficulty levels as such, and no instant quit option.

GRAPHICS

80

▲ Lots of little vehicles and buildings which are interesting to look at.
▼ The desert colour scheme, and flat terrain are frequently uninspiring - a bit like the real thing!

SOUND

76

▲ Lots of in-game military sound FX, including whirrs, clicks and explosions.
▼ No speech - a game like this begs for a speaking co-pilot. The music is dull, too.

PLAYABILITY

81

▲ It's easier to pick up without momentum on, and there's a nice feel to the action.
▼ The frequent quiet periods slow the game's pace down a notch.

LASTABILITY

85

▲ Four campaigns, each with multiple involved missions means a wad of work awaits you.

OVERALL

A sturdy conversion, of a game past its technical peak, but still featuring plenty to do. If you were waiting for this to arrive, buy it without hesitation.

83



REVIEW

SUPER NES

2
PLAYER

4
MEG

SPT
GAME



PRICE: TBA
BY: ABSOLUTE

RELEASE

TBA

CONTROL

1 OR 2 JOYPADS

GAME DIFFICULTY

MEDIUM/HARD

CONTINUES

N/A

SKILL LEVELS

ONE

RESPONSIVENESS

GOOD

1ST DAY SCORE

TOURNAMENT SEMI-FINALS

ORIGIN

A totally new perspective to Tennis sims, from an established programming pioneer.

Tennis has come a long way since long flowing skirts and wooden... no, hang on a mo, this isn't going to sound like every other tennis game review ever written - Amazing Tennis is not like any other tennis game and deserves better. Whenever a cartridge appears with 'Capriati' or 'Agassi' slapped across it, reviewers wheel out a plethora of tired old Wimbledon jokes about rain in June and expensive strawberries. No longer! As you may know from experience, in licenced games it's normally impossible to spot the difference between a Becker sprite and, say, Mrs Miggins. Granted, this is usually because of the distant perspective used to display the court, but imagine being so close to the action that you feel inclined to duck when the on-screen player swings his racquet! Viewed from directly behind the southern end of the court, Amazing Tennis offers larger, visually impressive sprites than its rivals - but how does it play? Let's jolly well find out...

DAVID CRANE'S AMAZING TENNIS

TAKE YOUR BEST SHOT

Amazing Tennis offers five staple tennis shots. These are played either fore-handed (racquet held to the side), or back-handed (racquet held across the body). A third little-known method, cack-handed, involves missing the ball every time you serve. Here's that serve and volley list in full...

SOFT SLICE

Not a Sunblest loaf, but the basic return shot. Played after the bounce it returns the ball with moderate speed and good height. Play it close to the net for a soft volley.

HARD TOPSPIN

A low, fast and powerful return. At the net it produces a hard volley, whilst a bounce shot produces topspin which proves difficult to return.

LOB

This is a tactical shot, played from the base-line, which changes the pace of play. The ball is returned high into the air and deep into the court, but is also a deceptively slow shot - and judging where it's likely to land is a real nightmare. Perfect against net players.

DROP SHOT

Another tactical shot, best played close to the net. A drop shot is a soft lob which barely clears the net. The opponent is then forced towards the net to return it.

SMASH

Only playable on receiving a lob. The smash powers the ball deep into the opponent's area and is the most difficult shot to return.



▲ Where did you get your shorts?



BOUNCY BOUNCY

The International Tennis Federation recognises games played on three types of surface. Each of the three - concrete, grass and clay - make the ball react in different ways, which means learning tactics for each. Here's brief lowdown on the surfaces:

HARD

A firm surface offering good bounce. Concrete is more suited to base-line play, since the high bounce and speed make net shots tricky to return.

GRASS

Wimbledon is the only major tournament still played on grass. It produces fast games because of its low bounce properties, and games tend to be played around the net and off the volley. Falling over on this soft surface stains your kit, though!

CLAY

Clay is the softest surface to play on, reducing the speed and bounce of the ball. Base-line play is fairly easy on this surface.



▲ Would you look at the quality of that backhand!



▲ Don't you come it with that racket!



REVIEW



▲ Tennis is such a rough game that Rich decides to bring his bodyguards.

COMMENT



GUS

Amazing is certainly how this looks! Amazing Tennis' viewpoint is eye-catching, and thankfully the player animation and scrolling supports the brave new perspective David Crane has plumped for. The ball travels at a fast speed, and coupled with the convincing racket noises the effect is uncannily real. However, there were doubts as to whether the game played as well from the distant viewpoint, but it proves surprisingly easy to get to grips with. Amazing Tennis is quite tricky to control, though. Serving requires practice, as does keeping the ball within the boundaries. Be prepared to invest some real practice to attain skills (as you would on a real court), and prepare to test those reflexes as it moves faster than Super Tennis and is less forgiving. The sound is tremendously realistic - but the umpire sounds suicidal sometimes! Is it better than Super Tennis? No, not quite. It doesn't have the password, the World circuit, or doubles option, and it also lacks a bit of the fun. But I think there is room for both these very different tennis games on the Super NES. This one is almost a simulation: no cuteness, just staggering realism and brilliant tennis.

How To Control

Playing from either end of the court, the pad is used to move the player across the court. In addition, when hitting the ball, pressing the pad also allows the player to control where the ball will land - although this proves tricky.

A

Performs a soft slice or serve.

B

Performs a hard topspin.

L/R

Rewinds/Fast-forwards the action replay sequence.

X

Performs a lob.

Y

Performs a drop-shot.

S

SELECT: Brings up the scoreboard.
START: Pauses/restarts the game.

How To Play

Points are scored if an opponent fails to return the ball over the net or within the set boundaries or if the ball bounces twice. Three sets are played, with the first player to win six games clinching the set. Easy, eh?

REVIEW

AT YOUR SERVICE

Serving involves two button presses: one to throw the ball and another to hit it. However, fast serves (accessed using the B button) require precision and perfect timing or they result in a fault. To be safe, slow serves should always be played on the second service, and be warned that the game doesn't recognise lets. Using the D-pad during the throw, it's also possible to position the service.

COMMENT



STEVE

David Crane has been responsible for some of the most innovative titles I've seen.

Following a slight lapse in quality with *A Boy And His Blob*, he has now returned with a real Ace of a tennis sim. The brave choice of viewpoint works surprisingly well, and the assorted visual and sound effects are nothing short of brilliant - even the fences rattle convincingly when the ball hits them! The trade-off seems to come in the less than instinctive moves, though, and I often found myself hitting the ball in the completely opposite direction to where I was hoping. With practice, though, *Amazing Tennis* proves remarkably addictive and, most importantly, fun. An option to reduce the number of sets would have been nice, as three proves a little gruelling, but overall there's very little to fault. *Amazing Tennis* has also left me with a dilemma: do I prefer this or *Super Tennis*? Well, *Amazing* isn't half as immediate as *Super*, but benefits from its unusual viewpoint and realistic animation. In the end, *Super* wins out thanks to its simplicity, but *Amazing Tennis* is the perfect partner and still worthy of attention.



▲ Hit the ball, hit the ball you fool!

BAD CALL

Amazing tennis offers total adjudication! The voice of an American umpire (one 'Frank Hammond' no less) announces all points, game tallies and tie-breaks. Similarly, a linesman calls faults, and an action replay is available at the end of each game, allowing the player to scrutinise dodgy calls - and the joypad's left and right buttons are used to rewind the replay if necessary.



▲ Bring me sunshine...

GRANDSLAM, THANKY'MAM

There are fifteen opponents to play against, either individually, or as part of a tournament. Each has his/her own characteristics (there's no segregation here) and a world ranking - although they all look the same once on court. The tournament is played in knock-out rounds, with one tournament for each surface.



RATINGS



PRESENTATION

▲ Lots of touches, such as replays and shot styles.
▼ Lacks the wealth of stats and options of *Super Tennis*.

90

GRAPHICS

▲ Fabulous use of a low-slung 3-D perspective, coupled with brilliant animation and ball movement, with a dollop of smooth scrolling on top.

94

SOUND

▲ All the sounds of atmospheric tennis, with digitised scoring, racquet twangs, applause and line calls.

93

LASTABILITY

▲ Its status as a great two-player game is unquestionable, and the computer opponents are suitably hard.

90

PLAYABILITY

▲ The wholly new approach to tennis games makes you want to try it out immediately.
▼ It soon becomes apparent that practice is going to be required.

91

OVERALL

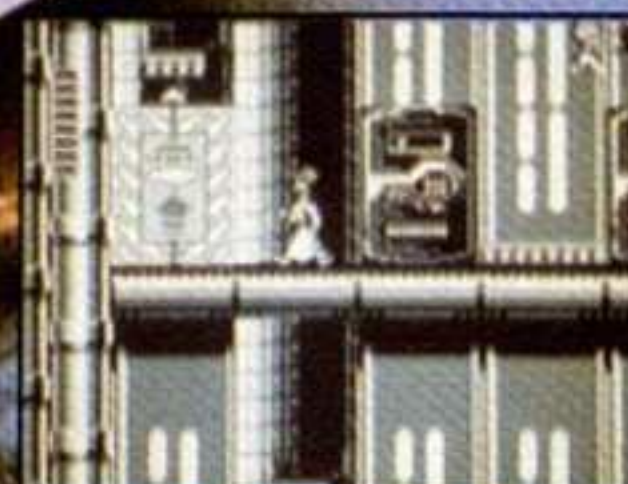
A great, if not quite the greatest, tennis game. Not only technically interesting, but great to play, too.

91

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REVIEW

NINTENDO

1
PLAYER

2
MEG

ACT
GAME



PRICE:TBA
BY:JVC

RELEASE

FEBRUARY

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

NONE

SKILL LEVELS

ONE

RESPONSIVENESS

POOR

1ST DAY SCORE

Complete first two levels.

ORIGIN

"Zany" game based on the antics of a parody group of "wacky" Marvel comic characters invented by the great people at Lucasfilm who really ought to know better - especially after Willow. I mean, they did Star Wars and everything. Sheesh.

Golly, just what will that evil Dr Mayhem get up to next? Not content with acquiring an Honours degree in Nasty Studies from the University of Dynatron, he is now using his evil talents to secure the Mayor's job by hook or by crook. Instead of organising a megabucks election campaign based around local issues and perhaps attacking his opponents in clever TV adverts, Dr Mayhem has instead opted for invading the streets with thousands of killer robots - an unorthodox strategy in anyone's book...

Mayhem's death threats seem to win the population over, and opinion polls show Dr Mayhem is indeed heading for office. Only the Defenders of Dynatron City, six ordinary people mutated into superheroes by the radioactive elements in delicious Proto Cola, can save everyone now.

Taking control of these mutoid heroes, the player's task is to guide the Defenders around the city, destroying all Mayhem's robots in this side-view horizontally-scrolling beat 'em up. Once a level is cleared of droids and the end-of-level guardian has been destroyed, the heroes eventually make their way to Dr Mayhem himself.



▲ Jet shoots off in front of the Defenders' HQ. Hopefully, he's got his Kleenex with him.

How To Control Use the joystick to lead your fearless Defenders into battle. Each character uses their own unique superpower to deal death to the enemy and a choice of three characters may be accessed for maximum results and clobbering time.

A

No function.

B

Fire weapon.

S

START BUTTON: Pause/in-game options

S

SELECT BUTTON: Pause/in-game options.

How To Play

Wander around the horizontally-scrolling, pseudo-3D levels beating up robots and battling end-of-level bosses. Keep an eye on the the heroes' energy meter, though, and take care not to run out of time - both result in instant death.

DEFENDERS OF DYNATRON CITY

TAKE ME TO YOUR LEADER

Although the six comic strip Defenders always stick together, in this NES outing only four are available at a time. At the start of the game, the player is given a choice of three group leaders - Jet, Radium Dog or Ms Megawatt - each of whom take along three teammates to aid them: Toolbox, Buzzsaw Girl and Monkey Kid. Whenever a hero is captured (either when their energy expires or they run out of time), a new character is selected from the remaining saviours. Thus, it's sensible to rotate the use of characters and switch around when collecting energy-restoring power-ups to protect your favourite heroes for the first couple of levels.



▲ "No, that's not what I meant about giving us a lift."



▲ Can't stop dipping, can't stop dipping...

DEFENDERS OF DYNATRON CITY

REVIEW

LOW-CALORIE OPTIONS

Pressing Start or Select summons the in-game options screen. This allows the player to choose which Defender they wish to play as next, and displays the selected group leader. However, it's also possible to switch to one of the other characters whenever a comic book is taken from one of the in-level shops. Other options available are a map showing the layout of the level and details of the enemy's positions, and the Supercharger option, which activates one of the Defender's invincibility devices stolen from the end-of-level guardians. The amount of money the group has between them is also displayed within this area.



▲ Monkey Kid waits in line at the bank. Typical, 10.30 am and everyone's still in the back having a nice cup of coffee. Pah.



▲ He's behiind yooooou.



▲ Now it's time for spot the ball...

SHOP TILL YOU DROP

Each robot-infested level is divided into a number of areas. Once all the robots in each area are killed, all the shops and buildings which line the route are reopened. This means the Defenders are free to enter the buildings - although there are usually a couple of robots still active within. However, in addition to robots, the buildings also contain a bonus of some description - food, power-up items, money or information, for example. Most of this stuff is there for the taking, but on entering the Mega Mall the Defenders' cash reserves are brought into play as they stock up on assorted mission-assisting goodies.



COMMENT



RAD

After reading the Defenders of Dynatron City comic and noticing that Lucasfilm were behind the NES game, I was pretty sure that this was going to be dead good. However, by a cruel trick of fate, I was horribly wrong. Defenders of Dynatron City is one of the most dismal games I have ever had the misfortune to play. The travesty starts with the intro music which is an agonisingly painful cacophony of bleeps and shrieks. Press the Start button and you are "treated" to your first glimpse of the graphics - a few wobbly sprites in gaudy colours, indecipherable backgrounds and the most unconvincing animation the NES has seen. Sadly, there's worse to come - in the form of the gameplay. The collision detection is heavily weighted against the player and it seems impossible to hit the robots unless your positioning is pixel-perfect - but they still manage to blast your team members from virtually any angle. The control system makes moving around a chore, and the layouts of the sections are illogical. Finally, the whole affair is so dull and repetitive it's amounts to just sitting there and killing the same robot again and again. A big, fat waste o'cash.

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HIGH SCORES

There's a storm a-brewin' at the Nintendo High Score corner. Okay, we've been a bit quiet for the first few issues, but from now on it's all going to change. You see, we've been busy constructing our own 'Humiliate And Ridicule' (HAR) Chamber where our high-scoring readers are, well, humiliated and ridiculed in full Super NMS vision. Just take a look at this lot and you see what we mean. Now you can see what happens to those who dare challenge the might of the rabid high-scoring champions at NMS (most of whom are con-

trolled under the Dangerous Dogs Act). If you fancy joining them, detach the coupon below, and send it immediately to our ass-essment team. Our strict procedures require photographic ID of sender - so get sending those pics, no matter how sad. Remember, though, the NMS Jimmy Chin Chamber has been set aside for liars, cheats and general lowlife types such as those highlighted below. You have been warned...

The Score Monitor (Mk IV)

● SUPER NINTENDO

ADDAMS FAMILY:

652,840 Greg Beaufoy, Coventry, Warwicks

CONTRA SPIRITS:

2,196,450 Peter Amor, Bristol, Avon

FINAL FIGHT:

182,000 Rad Automatic, High Score Master, NMS

F-ZERO:

89,400 Gordon Brady, Dublin, N Ireland
Hmmm, methinks there's an element of Billy Cow Excreta here. Validate this Gordon, or prepare to be humiliated.

JOE & MAC - CAVEMAN NINJA:

265,000 Daniel Nix, Audley, Stoke-on-Trent, Staffs

PARODIUS:

798,200 Dave Clay, Portsmouth, Hants

STREETFIGHTER II:

1,099,626 B.R Paterson, Ponteland
This is the standard for SF2 scores! I don't want any more 'Completed' nonsense. I want figures, figures, figures! Time wasters like Mark Warren, Wellingborough are already being 'reconditioned'.

SUPER MARIO WORLD:

9,999,990 Jaz Rignall, Ego Corner, NMS

SUPER R-TYPE:

4,057,100 Michael Barmby, Wakefield

SUPER SOCCER:

43-0 Gordon Brady, Dublin, N Ireland

SUPER SMASH TV:

7,4592,550 Peter Amor, Bristol, Avon

SUPER TENNIS:

720 Dave Clay, Portsmouth, Hants

UN SQUADRON:

1,655,800 Graham Cook, Bootle, Merseyside
This is more like it: Precision play yielding seven-figure scores! I am well satisfied - for now.



● SUPER SCOPE

BLASTRIS A:

18600 Steven Newman, Gosport, Hants

BLASTRIS B:

11200 Jeremy Holman, Bromyard Herefordshire

LAZER BLAZER A:

628400 Steven Newman, Gosport, Hants

LAZER BLAZER C:

1286400 Steven Newman, Gosport, Hants

MOLE PATROL:

844204 Jeremy Holman, Bromyard, Herefordshire



● NES

CALIFORNIA GAMES (BMX):
68,530 Jet the Labrador, York
And pray where are the rest of the events scores? I want them now, and I won't permit delays.

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
6000 Robert Wood, Seaforth, Liverpool

DUCK TALES:
\$11650000 Greg Blair, Dunfermline, Fife, Scotland

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HOOK
2170400 Angus Swan, NMS

HYPER SOCCER:
58-0 Andrew McQuaker, Darlington, Co Durham
How inspiring. A special 'savants' award for even bothering to play this turgid nonsense, let alone amass such a score.

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
23-2 playing as Russia Andrew McQuaker, Darlington, Co Durham

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SUPER MARIO BROS:
57,450 Robert Wood, Seaforth, Liverpool

SUPER MARIO BROS 3:
1,310,000 Jamie Farrier, Tunbridge Wells, Kent



● GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon
This greasy specimen takes the prize for 'Most Irrelevant Score Of The Month'. Take him away.

DOUBLE DRAGON II:
5900 Bobby Wong, Hebburn, Tyne & Wear

GB KID
500,260 Steve Merrett, Smarty Pants Corner, NMS

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:

60-0 Ian Wilkes, Redditch, Worcs

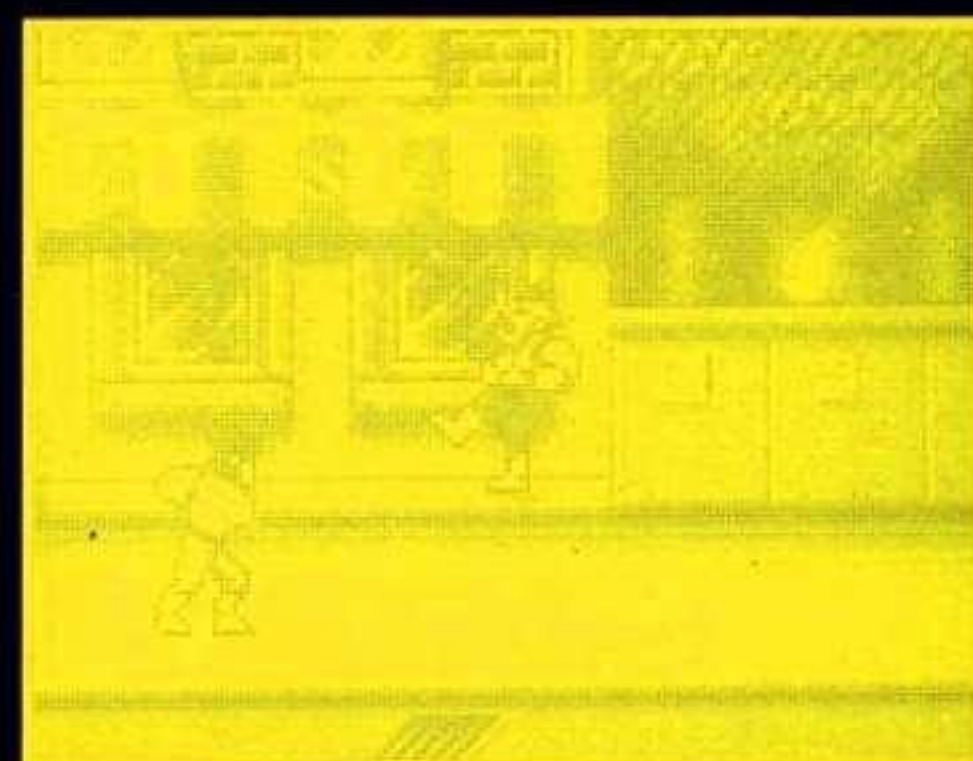
PITFIGHTER:
\$1432840 Anthony Druce, Henley on Thames

SUPER MARIO LAND:
148,716 Steffen Sletvold, Norway

TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
873930 James Harding, Sturminster Newton, Dorset

Impressed? No, neither was I.



● JIMMY CHIN CHAMBER

The first renegade to be cast here is Matthew Cole, Colchester. You may have scored as well as you say on Duck Tales and WWF, but where are the figures in evidence. I smell a salty tale somewhere. Next! Gareth Potter has been receiving electro-shock treatment for his anomalous score of 478,200 on NES Duck Hunt. Such compulsive liars must surely be a danger to the general public? Graham Cook, Bootle has amazing second sight. He has foreseen a score to Super Star Wars before the game has even been released. Perhaps he should go into showbiz, or perhaps he should reveal his Jolly Roger connections? Finally our own Gary Harrod has become a Mario Kart megalomaniac. He has completed the game on 150cc. Try matching his 1min score on the first circuit, or 1min 2sec on Ghost House 1.

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Q+A

READER SYSTEM

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answering trousers in
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need to know, write in
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FARRINGDON LANE,
LONDON, EC1R 3AU.

Q OH DEAR RICHARD!

Dear Jaz,
Please could you answer the following questions.

- 1 When will Sensible Soccer be coming out on the Super NES, and is it looking good?
 - 2 Is there any chance of Zelda IV being released on Super Nintendo?
 - 3 Roughly how much will Super Star Wars cost?
 - 4 Gamesmaster Live was excellent but where was NMS hero Gary Harrod?
- Simon Marriot,
Edinburgh, Scotland

JAZ: 1. Looks highly probable - but won't appear until later on next year. 2. Most certainly, but don't ask me when. 3. £45-ish. 4. Unfortunately, if Gary had attended the show this issue would never have been done.

Q ARE YOU BLIND OR WOT!

Dear Jaz,

Please could you answer me a few questions.

- 1 When Nintendo's new Handheld comes out will it be in colour?
- 2 Will it be called a Game Boy, if not what?
- 3 Is December the release date in Britain for it?
- 4 Will any old Game Boy games be available for it, ie WWF, Marioland, Tetris and Tennis?

Mark Saxel, Witney, Oxon

JAZ: 1. Probably - but no-one's seen anything of it as of yet. 2. No name has been announced as yet. 3. Absolutely not. 4. No.

Q CLEAR DISPLAY OF MASTERY

Dear Jaz,

Cast your mind back to the last issue...mmmm, I think it was number two. Well, in your excellent news bit you talked about Fist of the North Star on the Game Boy. There were a few screen shots of the Famicom version which looked excellent and, probably, played as well, but I bought the Game Boy version and was appalled. You said it was a great success, well maybe a great success for the rip-off merchants at Toei Animation but not for me.

There were lots of fighters to choose from but that was about it. Two fighters that you could choose from couldn't jump! The rest of them could only punch, kick and fire little ninja-stars, some couldn't kick at all! It was so easy to complete I did it with every character in 45 minutes! I didn't play it linked up or with the Dream Team you can create but to every Game Boy owner out there DON'T BUY FIST OF THE NORTH STAR. Sorry if I'm having a moan but hopefully no-one will buy it again. I sold my cart to a friend for a tenner! Ha ha ha.

Paul Bennett, Bagshot, Surrey

JAZ: I agree, and Steve, who wrote the piece, was severely spanked for not saying that while it was a huge success and sold by the bucketful in Japan, it was actually a load of old tosh.



Q HAVE SOME OF THAT!

Dear Jaz,

1. I am having trouble on Eldorado Gold for the BBC Micro, I can get past the desert fine and get into McKusky Mine perfect. At the end of the mine there is a door. The door is locked and needs a key, next problem I cannot find the damn key please help.
- 2 What's your favourite game?
- 3 Is there or will there be a game like Monkey Island on the SNES?
- 4 Can I have a T-Shirt?

Richard Abrahart, Sandiacre, Notts

JAZ: 1. Sorry, I can't help you there because people in loony bins don't get the keys to their cell. 2. At the moment Super Mario Kart. 3. I hope so - perhaps on CD-ROM. Monkey Island I and II and the Indy Adventure games are absolutely brilliant (and I don't normally like games like that!). 4. Naaaaaaaaah!



Q PLATINUM MEMBERSHIP

Dear Jaz,

Would you please answer my questions for me.

1. I heard a rumour that the Super CD will be a 32-Bit when connected to the Super NES and I even heard this from a Club Nintendo councillor is this true.
 2. The whole reason for CD is for Stereo Sound But won't you need a stereo TV with two speakers for the stereo sound. This is not fair because everyone hasn't got a stereo TV How are Nintendo going to get out of this matter Because I want to get the Super CD and I want the Stereo Sound But I have not got a Stereo TV please tell me what are Nintendo going to do.
 3. How much about will the Super CD cost in English money when Sterling goes up to its proper rate.
- Declan O'Donnell, Co Waterford, Ireland

JAZ: 1. Quite possibly - but I want to see the machine up and running before shooting my mouth off because the specs seem to change from month to month! 2. Ever heard of headphones? 3. Not sure - the price seems to change even more than the specs!



ARE YOU MAN ENOUGH, WHOOP!

Dear Sir,

For My GCSE project I have chosen to design a computer magazine cover and I would be grateful for your professional advice on this matter, so I have a few questions, I would be grateful if you would answer them for me.

1. On your magazine covers do you have a graphics department for the cartoons and other graphics or do you buy them in, eg. the Streetfighter 2 picture of Ryu? If you do buy them in, where do you buy them from?
2. Who decides what goes on the front cover from month to month and do any of the reviewers have a say in the design stages of the cover production? Who has the final say of what will stay and what will go?
3. Could you please send me any previous covers in their design stages so I can use these as reference on the design of my cover and final idea, as this would be very useful information.

I would also be very grateful if you would give me any other information that you think will help me in this project and in research leading up to the design stage and final ideas.

Oliver Whitehouse, Sutton, Surrey



JAZ: 1. We have in-house designers and artists, but most of our stuff is official artwork which we get from the companies who produce the games. 2. Generally Tim and I have a meeting (a good excuse to have a slap-up feed down the local chippy on the company) and discuss what the most likely prospects are (in between swapping Streetfighter II tactics). 3. All covers are designed on screen, and once done are erased forever, so no joy for you there, matey.



CLOWNED LIKE KRUSTY

Dear Jazmin,

Could you please stay awake and answer my rather inept SNES-related queries.

1. Will there be a WWF 2 on the SNES? Y'know, like the Megadrive one with all the finishing manoeuvres?
2. I have been pulling my hair out with frustration, what should I get - Lemmings or Krusty's Super Funhouse?
3. When will the UK version of Pilotwings land in this glorious country of ours?
4. Why the hell is Blanka's real name Jimmy? I mean, surely they could have picked a harder, streetwise name better than that, aaah, and doesn't a tear run down your cheek when he hugs his mum at the end? I don't think.

Gavin Jones, Deeside, Clwyd, N Wales



JAZ: 1. There's a good chance - keep scoping the news for more information. 2. Hmmm. Errrr. Super Star Wars. 3. It's out already! 4. That's why he changed his name to Blanka! Zzzzzz



TAKE IT FROM ME, YOU 'RE CRAP

Dear Jaz,

Could you please answer a few questions. They may be dull, stupid and totally easy to answer but at least spare me a few moments of your valuable time to answer them.

1. Will there ever be a convertor so that you can play NES games on a Super NES, Game Boy games on a NES or even NES games to be played on a Game Boy?
2. Will a game that has any resemblance to Streetfighter 2 ever come out on the NES?
3. When will Megaman 3+4 reach Ireland?
4. Could you please send me a review of Streetfighter 2 and SMB 4 with a few screenshots since I missed the issue when you reviewed them.
5. How come the price of NMS came up after only one month (I'm still buying it though because it's so fab).

Patrick Walsh, Whitechurch, Cork, Ireland



JAZ: 1. No. 2. No. 3. MegaMan III should be out over in Ireland now. MegaMan IV has only just been released in the States, so I doubt it'll appear in this country for a while. 4. Sorry - we don't send out stuff. 5. 'Cos of the cover gift.



▲ Final Fight has nothing at all to do with the months Q&A but we need to fill it with some



GUMPHY

Dear Jaz,

Could you answer these questions?

- 1 Are the directions for the special moves on Street Fighter 2 on the SNES the same as the arcade directions?
- 2 If not, how do you do Ryu's Dragon Punch and Hurricane Kick and Guile's Somersault Kick and Somersault Kick?

Mark Brumby, Rochdale



JAZ: 1. Yes. 2. Read the instructions.

Q+A

READER SYSTEM

Q

TWO ROUND DEBACLE

Dear Jazza,

I am a great fan of Marvel Comics, please could you tell me when the X-Men, Punisher, Wolverine and Spider-Man games are coming out for the NES.

Ian Cowley, Sheffield, S Yorks

A

JAZ: Spider-Man is out now. Punisher looks doubtful in this country and Wolverine could well appear early next year.



▲ Yet another dull American football game for the SNES.

Q

ONCE I WAS BUT A LEARNER, NOW I AM THE..

Dear Jaz,

I have just bought a SNES and can't play on it till Christmas, since I'm new to it could you please answer my questions:

1. Is Streetfighter 2 any cheaper than £65.99?
2. Which is better: Castlevania or Streetfighter 2?
3. Is Zelda 3 as good as you said it was?

James Megarry Pershore, Unknownsville, Arizona

A

JAZ: 1. Shop around - you can find it cheaper than that. 2. Streetfighter II. 3. Of course it is - are you calling us a buncha liars?



▲ Mario Kart action is an essential purchase for all gamers. However it will take many years of practice to achieve Gary Harrod's level of mastery.

Q

...MASTER!

Dear Jaz,

Please will you answer these questions on the Super NES?

1. Have Capcom got any plans to release a simultaneous two-player Final Fight?
2. If so, when will it be released?
3. What do you think is better Streetfighter 2 or Mario 4?
4. In Control it shows screenshots of Mario 5. One screenshot shows Mario running through a Sonic the Hedgehog level. Are these screenshots true or just doctored?
5. Do you get a mouse free with Sim City on the Super NES?

Carl Bradley, Oldham, Lancs

A

JAZ: 1. No. 2. Never. 3. Hmmm. Mario is a much better one-player game than Streetfighter II while the opposite is true for two players. 4. They're doctored of course! 5. Not at present, alas.

Q

SEE YA MATE! BYE, BYE!

Dear Jaz,

I'd be dead chuffed if you answered me these few questions.

1. Will there be any three games on one cart for the Super NES?
2. Will Soccer Brawl ever appear on the SNES?
3. Will Alien 3 be the same as the Megadrive version?
4. What's the best golf game on the SNES?

Alan Hinchliffe, Rotherham, S Yorks

A

JAZ: Chuff away matey. 1. I doubt it. 2. No. 3. Apparently it'll be very similar, but not identical. 4. Irem Skins I guess, but I don't even like that very much.

Q

DARE TO CHALLENGE ME?

Dear Jaz,

Your mag is totally amazing and I love it! Please could you answer these questions about the SNES for me.

1. When will the UK PAL version of Super Mario Kart be available and how much will it cost?
2. In another magazine (which I dare not mention) said that Mario Kart is not compatible with a PAL Super NES not even with a convertor, is this true?
3. When will the UK PAL version of John Madden's '93 be available and how much will it cost?
4. Are there any decent American football games out for the Super NES (UK PAL versions).
5. When will the UK PAL version of Bart's Nightmare be available and how much will it cost?

Leigh Ireland, Denbigh, North Wales

A

JAZ: 1. It should be out now. 2. It seems so. 3. It's out now - read the review elsewhere in these pages. 4. No. 5. Early next year. The price hasn't been set yet.



SCALE THE
HEIGHTS DIVIDES!



GAME BOY



Nintendo



SUPER NINTENDO

DEF: You'll find
the gameplay on the
Spider-Man range
games from Acclaim
will drive you
up the wall.

Acclaim
THE WORD ON THE STREET

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INTER ACTION MAILBAG

Super sadness! As from next month Jaz will no longer be answering the letters. What with his busy schedule of long lunches, extended Super Mario Kart sessions and by-weekly appearances on Sky News, he's decided to hand over the letter answering crown to a new character. Who? Well, you'll just have to wait until next month to find out...and we guarantee a surprise! If you've got anything to say, write in to: **OH NO IT'S A LOONY ON THE PHONE MAILBAG, NINTENDO MAGAZINE SYSTEM, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

TOTALLY AWFUL

Dear Jaz

Congratulations on a brilliant magazine. I have read Mean Machines since issue one, and the split has been carried out brilliantly. Now on to the serious points...

With all the Nintendo magazines appearing on the scene the difference of marks for the same game is getting totally out of hand. I always buy my games after a favourable review in Mean Machines, and after you reviewed Super Castlevania at 93% I couldn't wait to buy the official UK version. However, just before the release I was reading an issue of 'Total' and their review of the same game was 73%. They said "the game suffered from terrible slowdown even on screens that are not so busy".

After reading this I had doubts about buying the game, but decided to buy it on the strength of your review. Now I've played the game to the very end, and it was just as your review said, and it **never slowed down once**. Now were 'Total' playing the same game? Now my second point. Every magazine, apart from yours, has said that Super Ghouls and Ghosts is spoiled by the high difficulty level. I have bought it and it doesn't spoil it for me a bit. It seems to me these so called reviewers want games they can finish in a couple of days. Or maybe they are useless players! As far as I'm concerned your reviews are the only ones worth noting.

Andrew Hutchinson, Todmorden, Lancs

JAZ: Hurrah! You should have known who to trust! We're expert players who **DON'T** talk nonsense, **DO** play the games and **DO** know what we're on about!

MISPRIINT MARLARKY

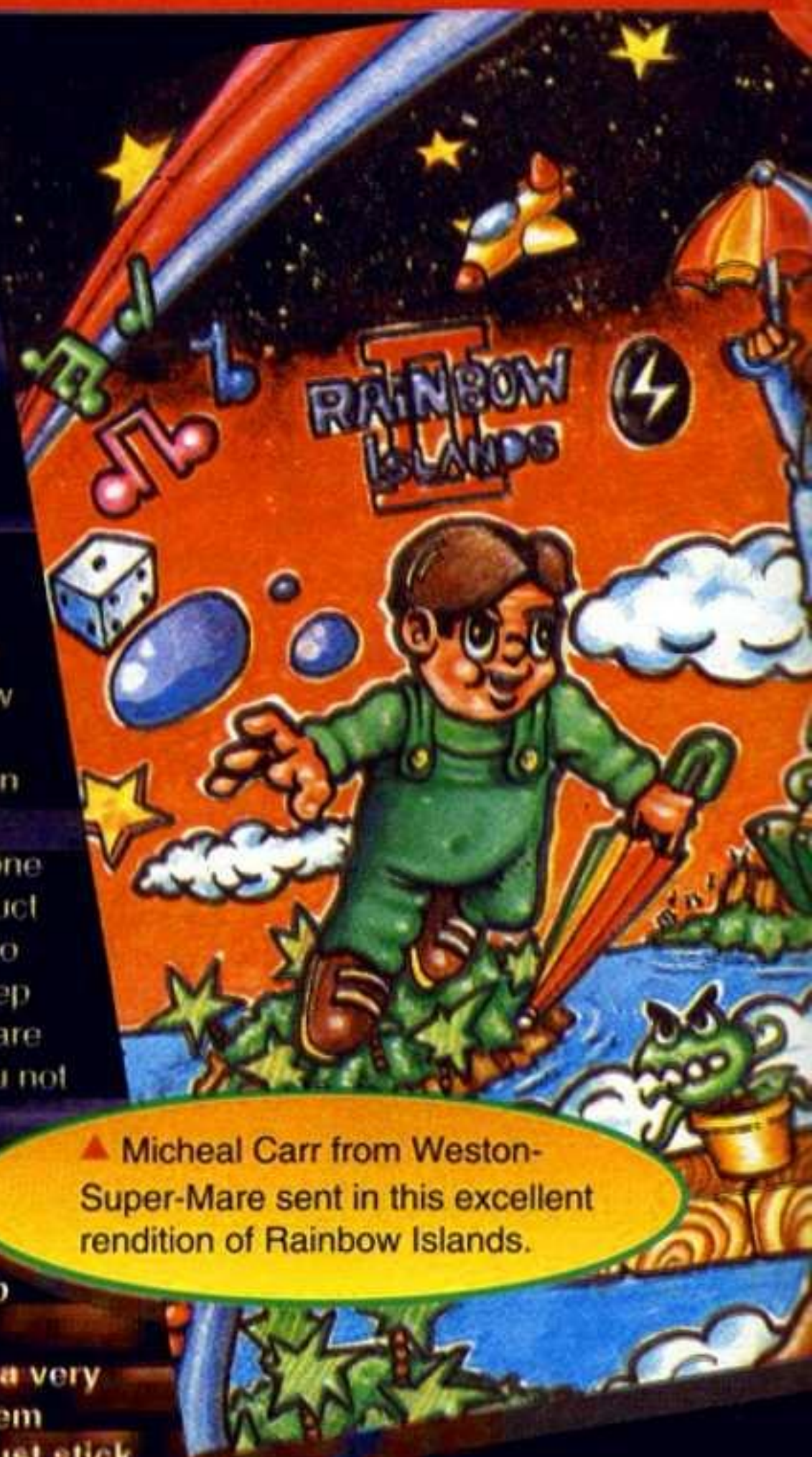
Dear Jaz

Well done on the new 'Nintendo Magazine System'. The new reviewing style is great and you have retained the high interest level. You may think this sounds stupid, but I think you should include a Sega page. Not all Nintendo owners think that Sega is a pile of junk. I own a Super NES, but even though it beats the Megadrive easily I would still like to know about new games coming which one of my friends might get. I would also like to know what I was talking about in a conversation with a Sega owner, and I could slag 'em off if the new games were crap.

Who produced the Sega video? I've seen it and think it's a great idea. I'm sure all Nintendo owners are jealous and want one for their machine. But if it's a Sega product I suppose there's not much you can do to get a Nintendo one. Finally, why do I keep finding printing errors where bits of text are wiped out, moved or repeated. Have you not got someone to look through for mistakes beforehand, or is the printing machine going haywire?

Nick Newton, Winterslow, Salisbury

JAZ: The occasional mistake does slip through - we've just changed all the machines in our offices and now use a very complicated desktop publishing system which we're still getting used to. So just stick with us and hopefully tho



▲ Micheal Carr from Weston-Super-Mare sent in this excellent rendition of Rainbow Islands.

MARIO KART CALAMITIES

Dear Jaz

I was disgusted with your review of Super Mario Kart in the first issue of NMS. There you were, showing off that you had completed the game on your second go when you obviously had not. To complete the game you have to finish the special track section with gold. If you do this you are treated to an end sequence and then, if you reset the game, you will find a new category - 150cc. This is considerably faster and packs a real challenge. May I suggest in future when you review a game you play it thoroughly first. I own the American version of the game, so what I have said may not apply to your version.

However, in 150cc category Mario kart becomes a top one-player game as well as a classic two-player. Conrad Mouldsley, Reading, Berkshire

JAZ: What I said, and maybe I said it too succinct-

ly, was on my first go I conquered the 100cc class - where-upon the 150cc level appeared. On my second session 150cc was also completed - and I was very cheeased off to find out that when you finish the game a second time around - gold on 150cc - the ending is no different. Therefore a number of different difficulty settings - easy, medium and hard would have added a bigger challenge. It's just too easy. With two players, though, the game is simply the best.

BARBY BABOON

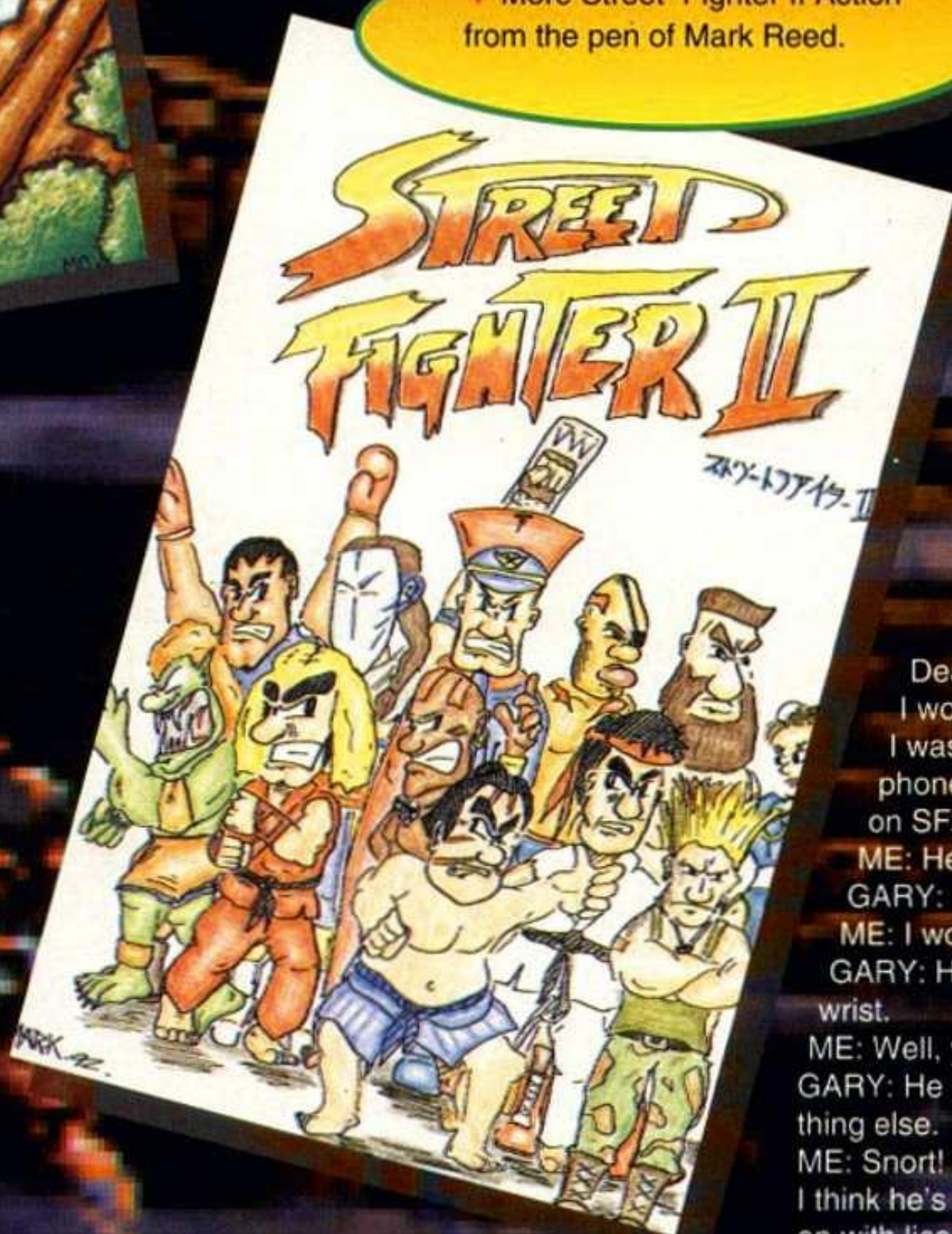
Dear Jaz
I was watching GamesMaster and was shocked to see that they had actually produced a Barbie game for the Game Boy. I'm a thirteen year-old girl who loves video games. So, believe me, silly childish games like Barbie won't turn girls into console players. My favourite game is Streetfighter 2, but I also enjoy playing Solomon's Club and Tiny Toon Adventures on my Game Boy.

I agree with the fact that they should include more playable female characters in video games to make girls more interested but next time they should give games like 'Barbie goes shopping', 'Computer Aerobics', 'Pretty, pretty princess' etc a MISS! What do you reckon?

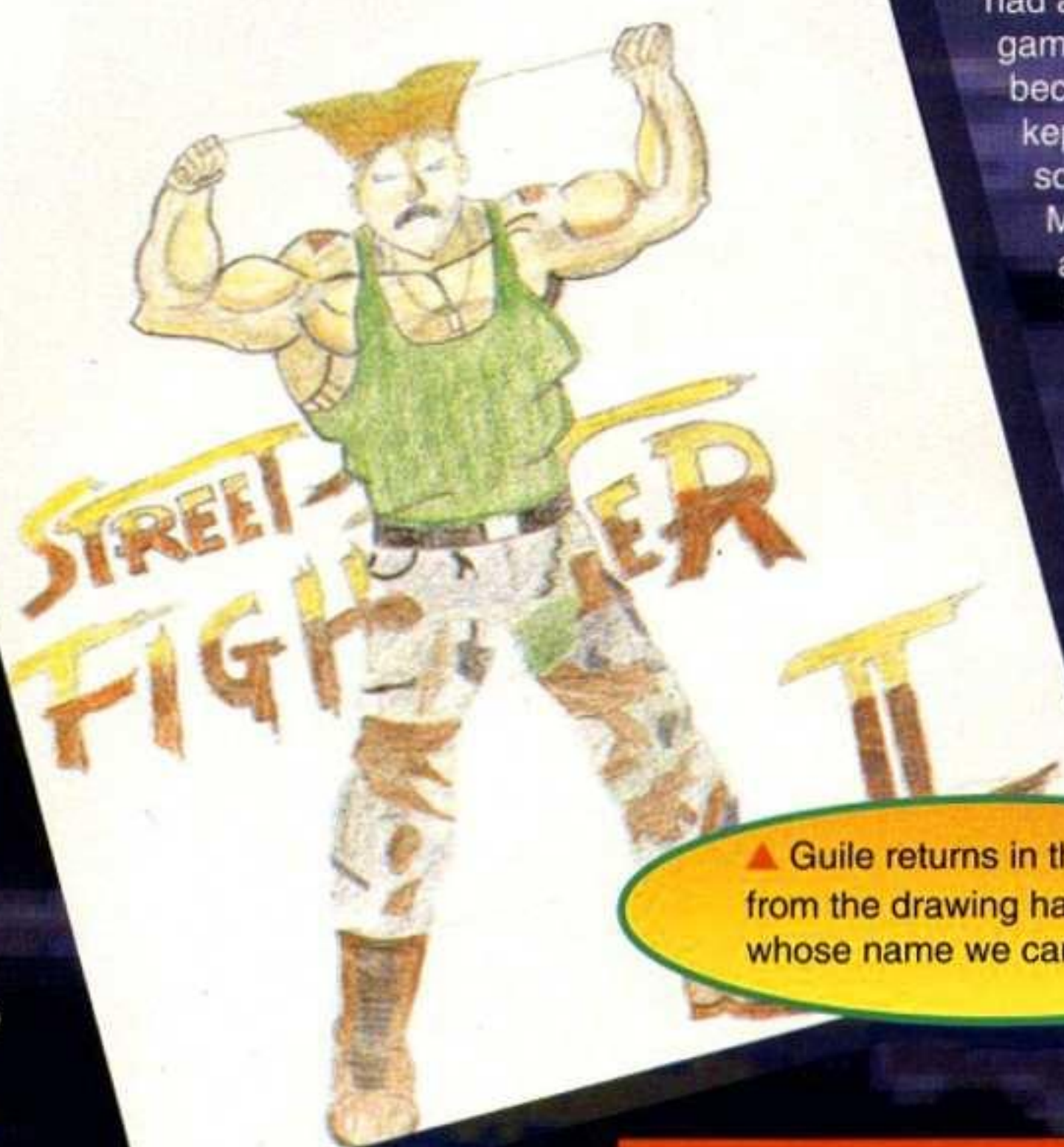
Jennie Kong, Warrington, Cheshire

JAZ: Yeah! It's rather patronising isn't it. What next? Good Housewife Simulator? Super Nappy Changer? Girlie Skirt Challenge?

▼ More Street Fighter II Action from the pen of Mark Reed.



GUILE



▲ Guile returns in this action pose from the drawing hand of someone whose name we can't read!

SMELLY TELLY

Dear Jaz

I've just been watching ITV's new games show 'Bad Influence'. I was totally appalled by it. They had a small girl of about ten or eleven reviewing games, who only liked Joe and Mac was because of the "birds on it"; and a teenager who kept repeating himself like a parrot. There was someone playing a Super Scope on an Amiga. My last gripe which concerns GamesMaster and Bad Influence is their hints and tips section - they are all about five months old, for instance the Sonic level select. I think that if you want a good review you have to buy a magazine. And finally, I think you've done well in keeping the same style as Mean Machines. Good luck in future issues.

Name and a dress not supplied

JAZ: Bad Influence is dreadfully patronising and their reviews are real toe-curling stuff. I think the programme's aimed at non-players, rather than real players who know what's what. Switch off and play games instead — it's much more fun.

PASS THE OINTMENT!

Dear Jaz

"Oh dear, obviously another patient for the loony bin," said the local GP in Stroud after he read the second issue of your excellent mag. Alex J Wood wrote the biggest load of ?@*&c! I have ever seen in all my life! One or even some of the points I admit are true, especially the about your brain turning into sewage, but moans 1,4,5,7 were total rubbish.

So in future will you please print a warning, preferably 'warning, lobotomy patient letter' above all letters by Alex J Wood and any other dribbling idiots who come from Stroud in Glocs.

R Downing, Sutton Coldfield, W Mids

JAZ: The letter was a shambling display of sadness, and I'm glad you and many other readers agreed.

EXCUSE ME, ARE YOU GARY HARROD OR AM I JUST STUPID

Dear Jaz

I would like to complain bitterly about the way I was treated by Gary Harrod when I telephoned him because I wanted to challenge him on SF2. The phone call went as follows:

ME: Hello, is that Gary Harrod?

GARY: No, it's his brother.

ME: I would like to challenge you.

GARY: He can't, he's crap and he's broken his wrist.

ME: Well, you can play one-handed.

GARY: He can't, he's using his other hand for something else.

ME: Snort! (then I hung up).

I think he's either crap at SF2 or a constipated chicken with lice. Print this and tell Gary any time, any

place because I am his worst nightmare.

Michael Dyce, Buckhaven, Fife

JAZ: I did a bit of research into this incident and found out that the person you spoke to was none other than Oz Brown, Art Editor of MEAN MACHINES, who is renowned for his special way in gently dealing with irritating readers who ring up with stupid things to say. Anyway, how the hell do you think you're going to challenge Gary when you live in Fife? Doh!

INTER ACTION MAILBAG

LET'S GET THE MIX

Dear Jaz

Before I get to the point I would just like to mention that you're completely p**s funny, as is your mag. At first I was a little skeptical about the split of Mean Machines, as I was an original reader, but it works well (I still get both halves, even though I don't own a Sega). Now to the real point of the letter: it's about racial stereotyping in games. I don't know how many people notice it, but I certainly do. Let me take, for instance, a couple of good fighting games - Streetfighter 2, Streets of Rage. The first thing that strikes me about both of them is that the only black guy is a boxer. Sometimes you can tell that the games publisher has only stuck a black guy in to make everyone happy. If I was black I would be pretty cheesed off. Remember - black people aren't just boxers or street hoodlums as some games would lead us to believe. My black mate agrees with me. Thank you for allowing me to share my opinion.

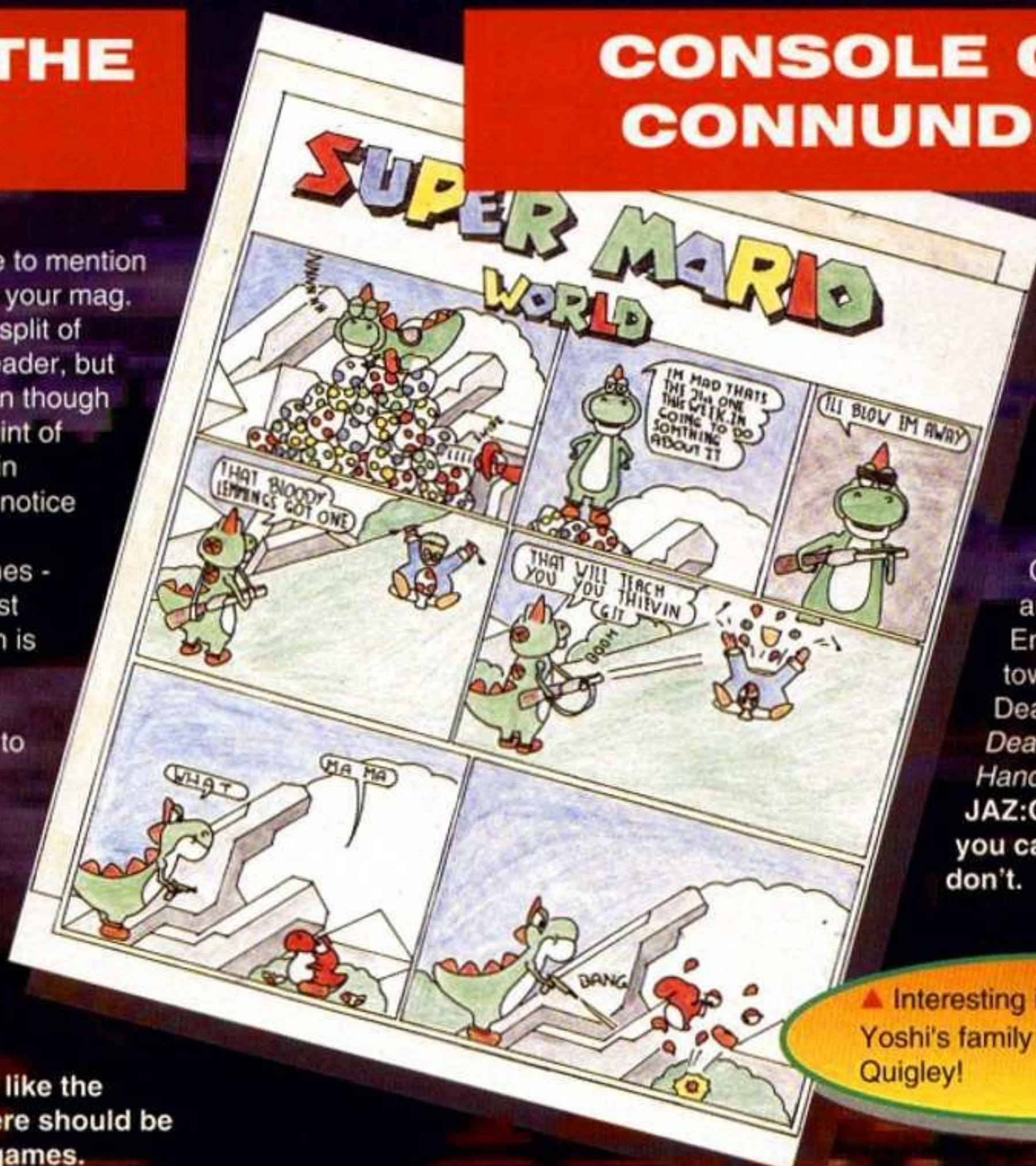
Sam Hebden, Lancaster

JAZ: I know what you mean - it's just like the Women in console games issue. There should be a better mix of people and sexes in games.

CONSOLE CASH CONNUNDRUM

Dear Jaz

I have a question to ask you. Do you think I should buy Nintendo Super Entertainment System with Street Fighter 2, one control pad for £159 when I am not very rich? I am 10 years of age and live in Cheshire with my mum. I am selling my Nintendo Entertainment System towards it, and I am called Dean David Stockwell.
Dean David Stockwell, Handforth, Cheshire
JAZ: Only buy something if you can afford it. If you can't, don't.



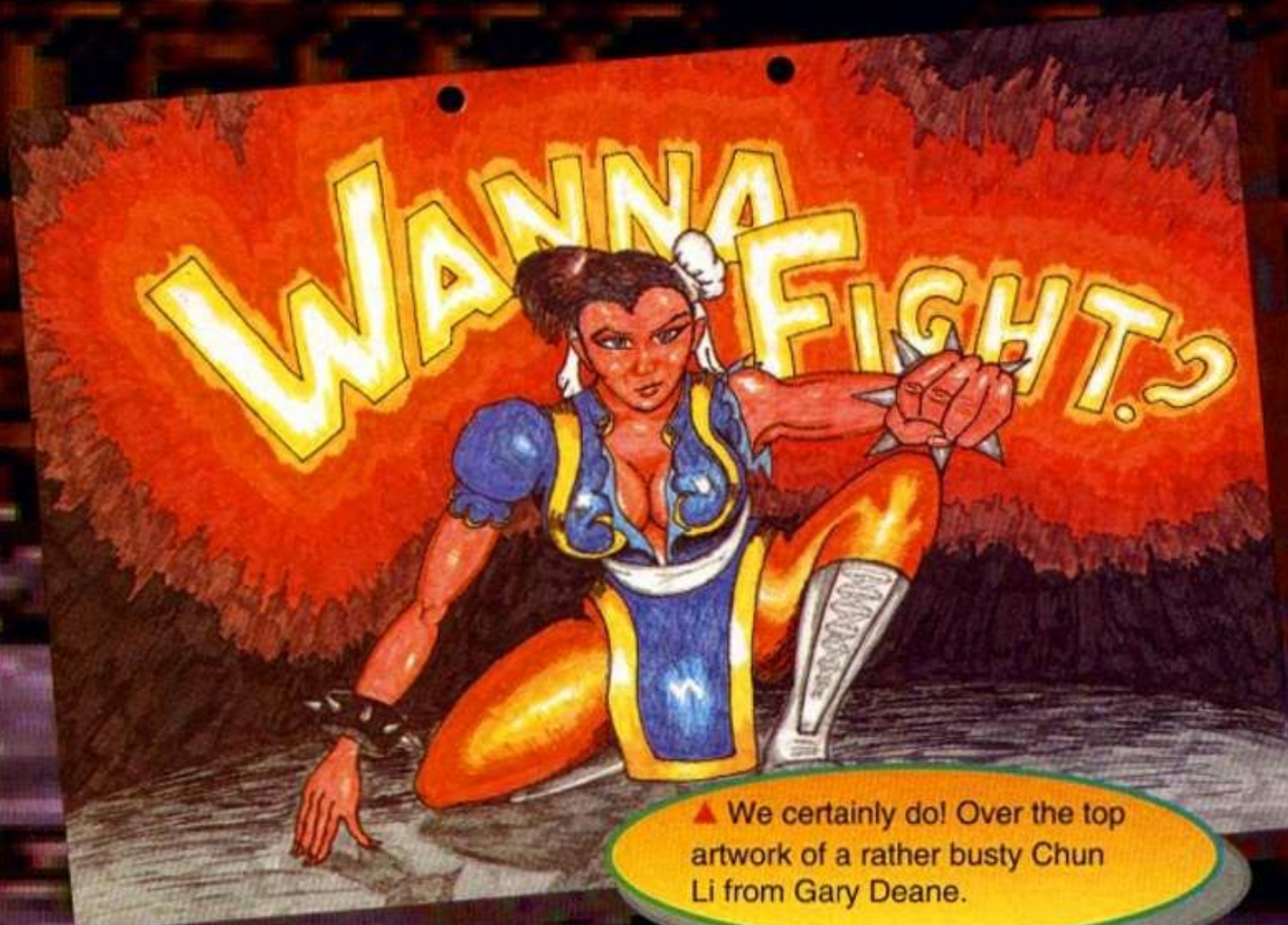
▲ Interesting interpretation of Yoshi's family life by Martin Quigley!

GREAT GAMES OR NOT?

Dear Jaz

I want to talk about the quality of recent Super NES games. I've heard from my friends that JM'93 is a big improvement on JM'92 on the Megadrive. What I want to know is, what are EA playing at. Surely they must have realised what a pile of cack the original JM game was on the Super NES. Don't EA employ game testers? All they had to do was duplicate the Megadrive version, and they would have been onto a real winner. EA have got off to a bad start with Super NES and it's going to take a lot of hard work and rethinking to get them to make games for the Super NES which are as good as their Sega counterparts.

EA are not the only company bringing out trash for the Super NES. Of late, we have had the likes of Roadrunner, Robocop 3, to name just a few.



▲ We certainly do! Over the top artwork of a rather busty Chun Li from Gary Deane.

When the Super NES first came out games for it were of the best quality. Companies weren't competing to get games out first, and were paying attention to gameplay. I'm sure us Super NES owners wouldn't mind waiting a few extra months if it meant more time was spent fixing up games. Don't get me wrong, there are some great Super NES games out there, but there are just too many duff ones, especially when they cost £40-50 each.

Eddie Wardlaw, Tooting, London

JAZ: I know what you mean. Still, that's what we're here for - so you don't rush out and buy a big-name game only to find that it's hopeless.

MARIO MORONERY

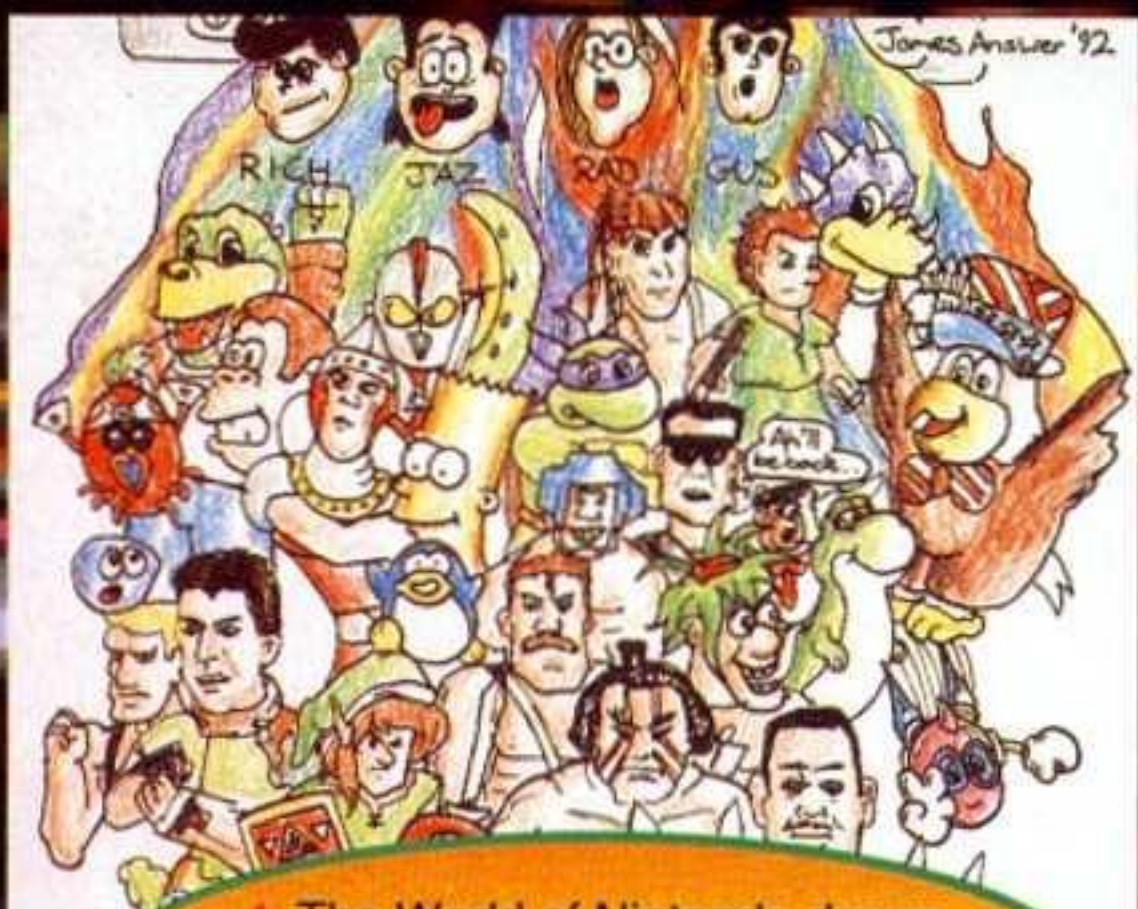
Dear Jaz

I can only imagine that you lot at Nintendo Mag System were misinformed when it came to the Super Marioland 2 review, or you had a pre-release copy. You stated the release date as January. Imagine my surprise when I walked into Virgin Megastore on the 16th November and there it was sitting on the shelf, at a sky-high price of £29.99. I promptly purchased it, and think it's brilliant. It does have a difficulty setting (you can change the game to Easy mode on the pipe screen).

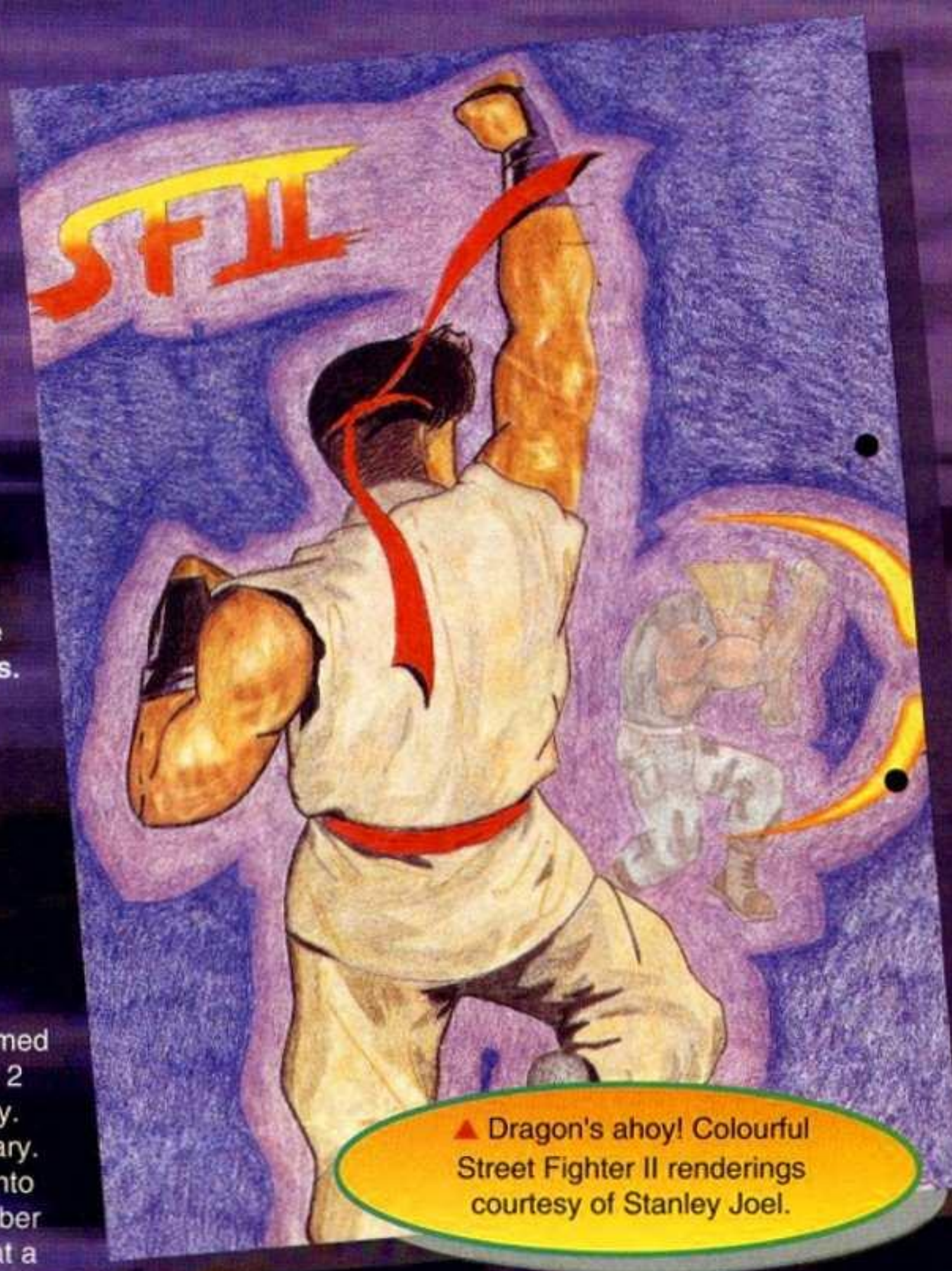
The continue game feature does spoil the game to a certain extent but in the review you completely ignored the fact that you can clear the memory each time you start, in effect disabling the continue option. Sorry to nit-pick, but the Princess was most annoyed at these errors and now I must go - she's got the pizza waiting.

Andy Akhtar, Thornton Heath, Surrey

JAZ: At the time of going to press, Super Mario II was set for a January release. Imagine the expressions of shock and horror when we found, as the presses had just started to roll, that the release date had been changed. We spent a week beating ourselves up and have worn sackcloth and ashes ever since. I hope this makes up for our heinous error.



▲ The World of Nintendo drawn by the hand of James Answer.



▲ Dragon's ahoy! Colourful Street Fighter II renderings courtesy of Stanley Joel.

WHAT A HOOT

Dear Jaz

I've been a regular purchaser of Mean Machines since June 1991 and when I learned that it was going to be divided in two I was mourning for three weeks. When NMS came out I was well chuffed! But I found something lacking in the first two issues, something which was vital to Mean Machines - the immortal EMAP sense of humour. I had to buy Mean Machines Sega to track down the sense of humour that was lacking in NMS. Imagine my unmitigated delight when I bought NMS 3 and opened it for the first time. I laughed so much I had to pick up the limbs that had dropped off after reading last month's CVG! Paul's summary of Kirby's Dream Land was the icing on the cake: "I shall defend his authority until the day I die"! And I was worrying that the so-called 'official' tag would spoil everything. I heard through the grapevine that SF II comics are all the rage in Japan. What I want to know is, where can you get them? By the way, I hope the free video idea was a once off. Some of us don't have videos. All I'm left with is a novelty book end. That's it. See you at GamesMaster Live.

Ed Burek, Foleshill, Coventry

JAZ: You all like a laugh, don't you. I glad you think that NMS has now found its sense of humour (I think it was always there). Everyone takes time to settle in, as we did with a totally new magazine, with a load of new ideas. What's more, many of you know the same names here from Mean Machines Sega, and you all go on about how funny that is. But we see making you laugh is as important as anything else that NMS does. All we can do is hope you're on our wavelength.

MARIO MORONERY

Dear NMS

After reading C. Murray's letter in the December issue where he states that a US SCART Super NES is 'far superior' to the UK version, I had to write in and disagree. I sold my UK Super NES after believing the hype and bought an American one. I soon discovered that it really was nothing more than hype and that I'd been taken in by a myth. Here's why:

1. The colours of the UK version look brighter and crisper, whereas the US versions look dull and washed out (probably due to the expanded picture). Games that I had marvelled at before now look bland and average.
2. UK machines are less prone to slow down because of the slower operating speed. Take Super Castlevania IV for example. On the UK it slows down in a couple of places, but in the US slow down occurs regularly (rotating room, spinning coffins etc).

So apart from availability and sleeker design, the UK version also more than holds its own on technical merit. I have got a UK Super NES again, and am very happy with it, thank you. Oh, and Mr Murray is right, the US Super NES is absolutely hideous.

C. Dimbylow, Great Barr, Birmingham

JAZ: Some people get more worked up about machines than playing games, and they're usually real bores. They should give the UK machine a break, because it's ace. You might be right on both points, and there are plenty of know-it-alls in the game shops who haven't really got a clue. So buy British if you want, without any fear.

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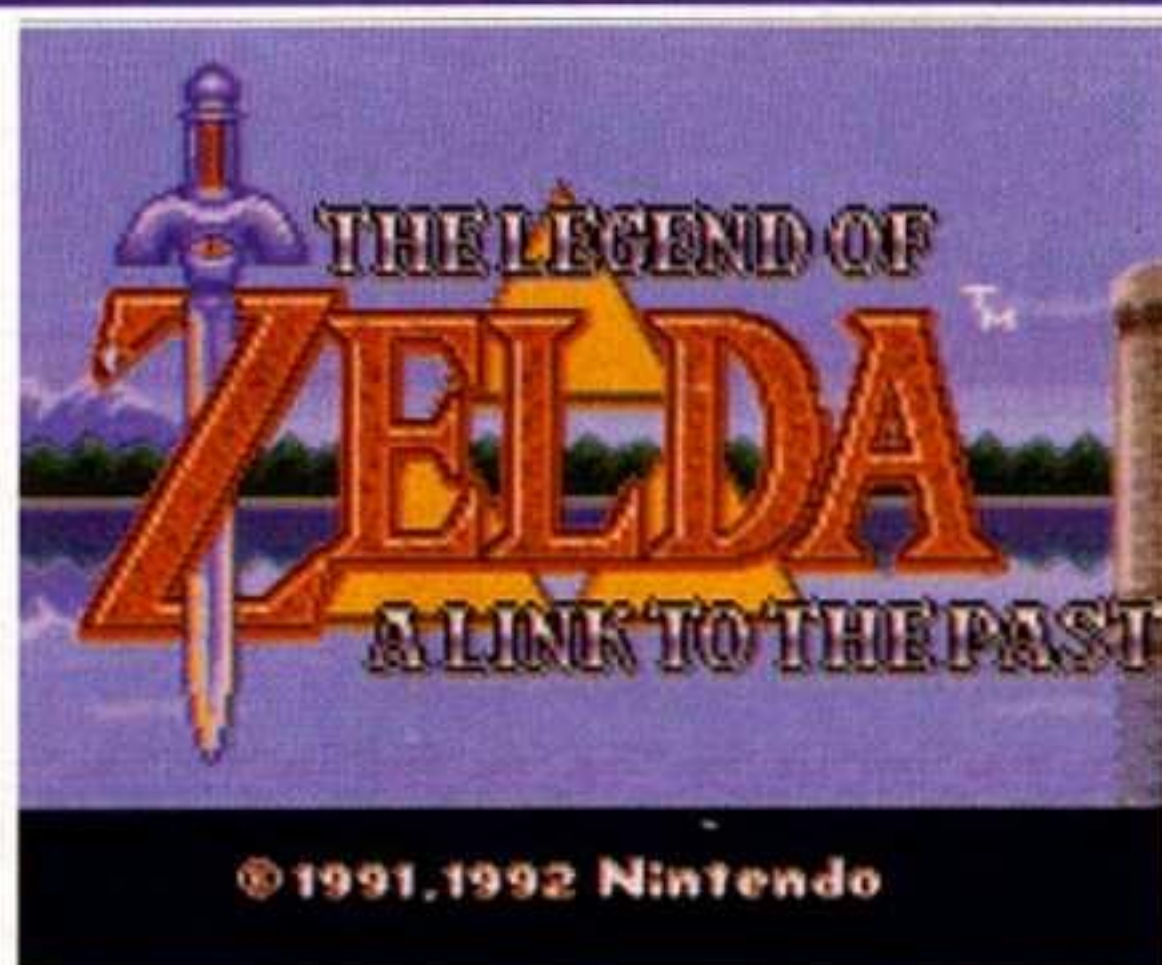
WELCOME!

To a brand new institution, NHS - part of the NMS welfare system for its readers. The NHS is First Aid for gamers, with the last word in tips - maps, solutions and codes. So apply NHS liberally to any embarrassing areas!

SUPER NINTENDO

THE LEGEND OF ZELDA PART 1

The first installment of an essential guide to the excellent Zelda III. Starting in the village of Kakariku, we take you through every aspect of this stunning RPG. As well as revealing the answers to the game's puzzles, we'll be taking stock of the many nasties and objects you'll encounter.



GAME BOY

SUPER MARIO LAND 2

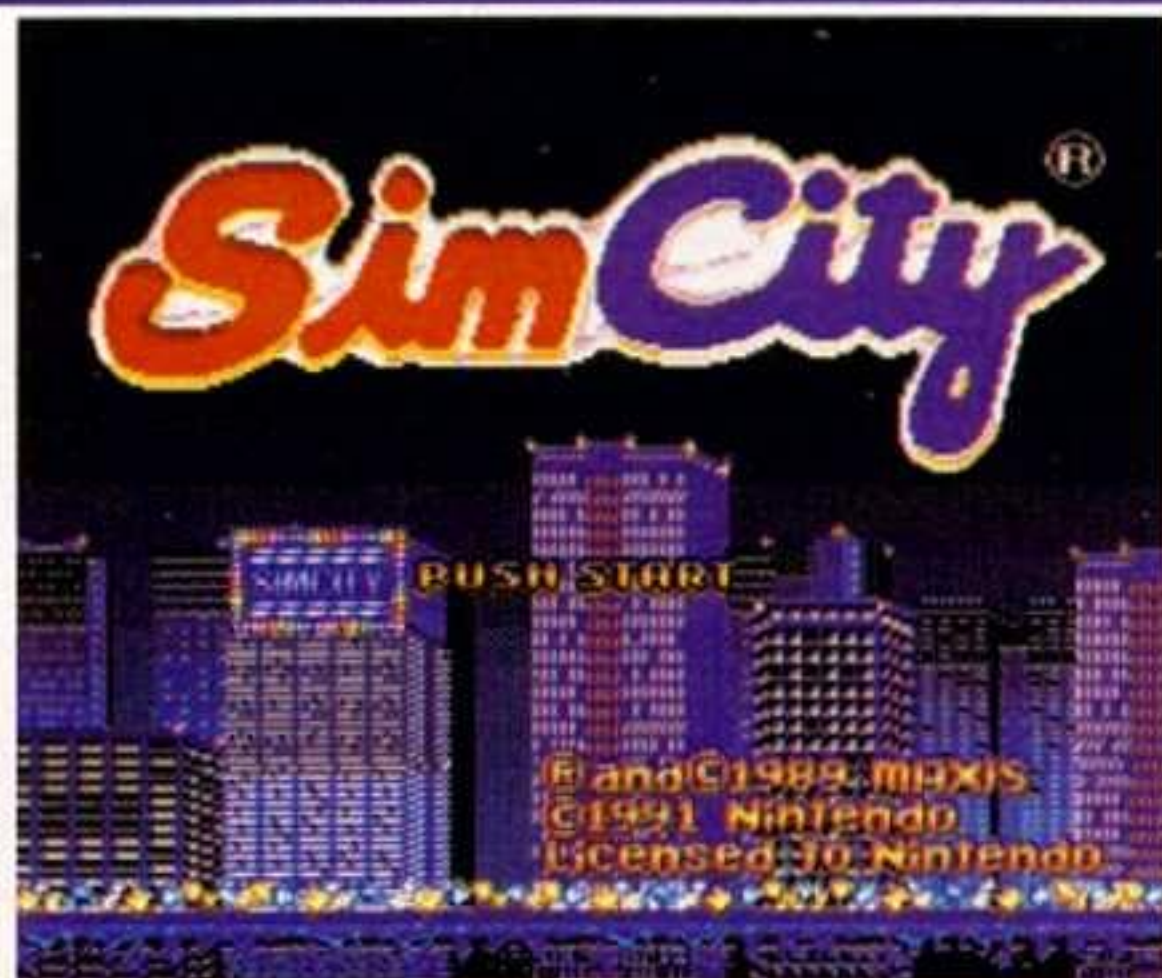
Mario's second Game Boy outing is larger than the first game, and collecting the six coins needed to remove Wario from our hero's home world is quite a task. Luckily, we're here to show you what's what in Mario Land II as we detail every aspect of the game leading up to the final battle.



SUPER NINTENDO

SIM CITY

A game based on city-building hardly seems like the most exciting experience on this planet, but Sim City has kept the NMS team awake for weeks on end. Thus, bleary-eyed and fit to drop, we feel we're qualified to bring THE definitive guide to Maxis' stunning game.





Stuck in the legend known as Zelda 3? You're not alone! In order to bring you this stunning player's guide, NMS has entered Hyrule and battled through the entire world, returning with info-packed ancient tomes to aid any struggling adventurers. This month we proudly present the first selection - a guide to the Palace, the village and the Bestiary of the Light World.

INTRODUCTION TO HYRULE

Come with me on a journey: from lake to wood, mountain to shining sea. Let the secrets of the land of Hyrule be laid bare for all to see. Let the mysteries of swamps and deserts be revealed. Let the innermost secrets of thieves and hermits be unravelled. Let the NMS Zelda Guide begin!

In days of old, maps were made of these distant lands, and thankfully they still remain. Scribed in the greasy light of fat candles by men wiser and older than any oracle, such maps are testament to this wondrous rockbound land. So prepare for a tour of Hyrule, the first step into its magical depths...

THE CASTLE OF HYRULE

At the centre of Hyrule stands the ancient seat of Kings - the Palace. Since Agahnim has taken over, entry is forbidden and guards watch over the gates. The Palace is due north from the starting point house, and is straight across from the stone bridge. Entry to the castle is by a secret passage found by following the path close to the walls on the right-hand side of the Palace. It ends in some bushes which should be cut away to reveal a tunnel.



The village of Kakariko lies far to the West of the Palace, and is bordered by the Lost Woods to the north and the narrow passages to the desert and swamp wildernesses of the south. The Gazetteer notes first the landmarks of the central village (from north-west to south-east) and places of interest further out.

1. THE THIEVES HIDEOUT

Enter the hideout by jumping into the well from the cliff above. A useful cache of treasure and heart containers await the traveller here.



2. A GIFT TREE

Use a running attack to knock a Fairy from the tree.

3. BLIND'S HOUSE

In the basement of this house there is a secret room located at the rear wall. Place a bomb there to uncover more treasure and a heart container.



4. SAHASRAHLA'S HOUSE

In the right-hand room a woman waits to give vital information to the whereabouts of Sahasrahl.

5. MERCHANT

The enterprising Merchant sells you a bottle which is used to hold Fairies, bees and medicine, but the net is still needed to catch them in the first place.



6. WEATHER VANE

This decorative landmark comes alive if the flute (found in the dark world) is played near it. The bird which emerges is then used as transport across large areas, and the flute can be used to



summon it whenever necessary.

7. HOUSE

A mysterious deserted house, whose only feature is a picture. Pull it to reveal a prize...

8. THE GARDEN

The garden's large clump of bushes should be mown with a running attack to provide limited booty.

9. HOUSE

Enter and place a bomb next to the right-hand wall to create a useful passage.

10. SICK KID

The bedded invalid has no need for his insect net, but its an invaluable tool to catch bees and Fairies.

11. UNTIDY HOUSE

The inhabitant is lax with his gardening duties, but



HEADING EAST

16. BLACKSMITH'S

Find the Blacksmith's mate - a frog in the dark world - and return him to the forge. The sword is then tempered in gratitude.

17. WELL

Knock the stakes with the hammer to gain access to the area above the well. On reaching the cauldron, use the magic powder. The newly-awoken Genie duly increases the player's magic store.



KO VILLAGE



rewards are available on mowing the lawn.

12. MYSTERIOUS HUT

Its secrets are quickly unravelled with a bomb to its south side.



13. SHOP

Sells bombs, medicine and hearts at reasonable prices.

14. INN

The inn has two entrances. The bottom door leads to the town's wastrels who warble on about wishes and forest Fairies. The hidden top door leads to a store containing a glass bottle.

15. TREE

A small amount of money is hidden in the boughs.

HEADING SOUTH

18. HOUSE OF BOOKS

The building with the quill symbol contains the Book of Mudora, an ancient translation tome which allows the user to decipher carved writing. A running attack knocks it from its shelf.



19. GAME OF CHANCE

Paying 20 Rupees offers a choice of one of three chests, each with varying levels of reward.



20. QUARRELLING BROTHERS

Placing a bomb next to the sealed door is the easiest way to solve this in-family fracas. It also gives you access to the door leading to 21.



21. 15-SECOND GAME

A heart container is awarded to players who complete the game within the allotted 15 seconds. The required route is up, second left, second right, left, down, left, down and over the fence, and left to reach the finish.

THE BESTIARY

"The authors of the excellent and egregious book bring, for your delight and education, a guide to the diverse and wonderful creatures from the environs of Hyrule."

WANDERING MONSTERS

Found in the outdoor locations of Hyrule, some species of creature exist anywhere, while others are harder to find.



OCTOROKS: Land creatures who scuttle along on tentacles, firing projectiles randomly. Prefer unvegetated locations. WEAK.



SCUTTLERS: Shy crab-like animals found under rocks. Only attack if pursued. VERY WEAK.



CUCUMBERS: Curious species common in wooded zones. Never attack without provocation, but their electric defence system is a shocker. WEAK.



WINGED CHIPMUNKS: Found in mountainous regions, these rodents are a pest because of their mischievous attack patterns. Blows freeze them for a short time, whilst others kill them off. STRONG.



CYCLOPS CRABS: Gruesome to look at and rather daunting in their athletic capabilities, the Cyclops Crabs are another mountain-based menace. Time your sword swing for a full swipe and maximum effect. WEAK.



JELLY FLOATERS: Bulbous



mutations, but quite rare. These creatures have been witnessed near Lake Hylia. After a time their miniature offspring burst forth, so be sure to destroy them early. WEAK.



ZORA'S SPAWN: Related to the waterfall-based Zora - but far less friendly. Their missiles make swimming hazardous, and they stay in deep water to avoid your attacks. STRONG.



LIVING STATUES: Eerie creations from the Eastern zone. These come to life and attack whenever anyone foolish strays too close.



GELDMEN: Humanoid from the waist up, these marauding scavengers emerge from the sands to pull the unwary traveller under. Best to run from them. STRONG.



VULTURES: Perching carrion hunters, they circle the exhausted adventurer, biding their time. Ignore them and hurry on your way. WEAK.



FOWL: The only domesticated animal on Hyrule, the fowl stays around the village and offers no threat. Repeated attacks on one may result in its fellow creatures leaping to its aid. DOCILE.



CROWS: Dark birds congregate near gloomy woods, swooping on passers-by as the fancy takes them. Have the

THE LIGHTWORLD

sword charged in readiness for their attacks. WEAK.



LOBSTER CLAW

CRABS: These crustaceans defend their territory aggressively. Take them out from a distance with a boomerang or arrows.

DUNGEON CREATURES

These have chosen to live in buildings or underground areas and recognise neither night nor day. Some are only found in certain locations, whilst others are found in several dark areas.

AGAHNIM'S PALACE



RATS: Scuttling rodents who prefer dark, damp breeding grounds. VERY WEAK.



BATS: The nasty big-toothed variety. These flutter around when disturbed by light. VERY WEAK.



SERPENTS:

Slithering, three-headed reptiles who live in nests. Use a whirling attack to fend off a mass attack. WEAK.

EASTERN PALACE



SKELETONS: The living dead live in unwelcoming communes and their surprising agility allows them to dodge blows. Timing is crucial, so try to hem them into corners. SKILLED.



GLOBULES: Strange creatures, defying adequate description. Their form is merely a spinning circle with small appendages, and their ethereal nature renders them invincible. Study



their bouncing motion and avoid at all costs. INVINCIBLE.

DARK WORLD

OGRES: There are two species of Cyclops. Both are static, and harmless, until some fool approaches them, and they are invulnerable to everything but arrow-fire. The red species takes more damage than the green. STRONG.

MOUNTAIN PALACE



CRYSTAL

ORBS: Two varieties of these pedestal-mounted oddities patrol the later dungeons. The reds are more hardy to attack than the blues, and striking them with a sword causes a troublesome backward push, so do not attack near holes. Use the Medallion of Ether or the Ice Wand. STRONG.



MINI

MOLDRUM: Smaller versions of the Moldrum boss (a segmented worm) which imitate their parent. They move quickly, bouncing off walls, and the only effective weapon is the bow or the fire wand. STRONG.



FIRE

LIZARDS: Weak-bodied and slow, these have the power to shoot fireballs - but only when stationary and always in bouts of three. Attack from the side. VERY WEAK.

THE BOOK OF ARMS

"This book details the ranks and orders of the excellent and Royal army of Hyrule."

PALACE GUARDS

The orders which defend the Royal seat are of the highest calibre. Each patrols and defends his zone, and never passes beyond it. Inside the Palace, Guards are armed with swords, and have orders to pursue anyone unauthorised to enter - and some hold keys to the lower levels. The castle has one jailer, who is armed with a ball and chain.



SENTRIES

Certain ranks are assigned to strategic points in Hyrule, armed with swords, bows or pikes. The areas they defend include bridges near the castle, the roads to the village and narrow passes.



PATROLS

The lower ranks carry out patrol duties, and pay special attention to the woods near the village and the swamp areas to the south. They are armed with swords or pikes, and pursue trespassers with vigour. They also police the village, ready to act on the alert of collaborators.



GUERRILLAS

A select band of soldiers trained to hide amongst the scenery of Hyrule, ready to spring a surprise attack on unwanted visitors. Bushes hide swordsmen, and the long grass of the swamp areas is a favourite haunt for archers.



Here endeth the Book of Arms, that concerns the trained and loyal Army of Hyrule.

**Michael
would
the ceiling**



Super Mario Paint.

**Angelo
have hit
ling.**

SUPER NINTENDOTM
ENTERTAINMENT SYSTEM

Will you ever reach the end?




I WANNA BE ELECTED

As the returning officer for the NMS constituency, I am happy to announce you are the candidate chosen to serve as Mayor for Super NES Sim City. However, you now face the headaches brought on by governing a bustling metropolis. To help you face your political crises, and bearing in mind there are an infinite number of ways to govern a city, here are your two special NMS advisers, representing two different approaches to the game...

NHS ADVISERS MAVIS McMUCK

Mavis represents the People's Party. Her advice is tailored to keeping the residents as happy as possible.

TARQUIN FOX-TITUS

Tarquin's interests are commercial and business. Concerns about living standards are secondary to him.

TAXING QUESTIONS

Setting the tax rate is the single most important act in Sim City. At the end of each tax year you are asked to set a percentage rate for the next year (unless you use the auto feature, located within the game mechanics option). High tax rates prohibit growth, and are therefore unhelpful early in the game. A tax-rate of 7 or 8 per cent should be maintained until a population of 50,000 is reached. After that raising the rate is a good way of controlling overcrowding.

MAVIS SAYS:

Keeping a steady tax-rate is the best way of keeping your citizens happy. But make sure you have enough to maintain the city's structures. Too low a tax rate could bankrupt you - set it at 9%.

TARQUIN SAYS:

If all your graphs are falling sharply, half the tax rate for two years. This should halt the trend. Another wheeze is to raise the tax rate sharply in December. Most people won't have time to leave before being penalised. Overall, a low tax rate is preferable for growth - set it at 5%



OH MERCY, MERCY ME!

Pollution is a tricky problem, as it comes from everywhere and is difficult to pin to a specific culprit. However, dealing with it starts with clearing up obvious sources: factories, traffic and power stations. Coal-fired power stations are much dirtier than nuclear power, especially when they are away from water. One way of solving such pollution problems is to separate industrial zones and residential zones with parkland. Pollution remains high in the Industrial zone, but it's what people think that matters.

MAVIS SAYS:

Take account of pollution from the beginning. It isn't electorally important for a while, but it's a ticking time-bomb for a growing city. Nuclear power stations

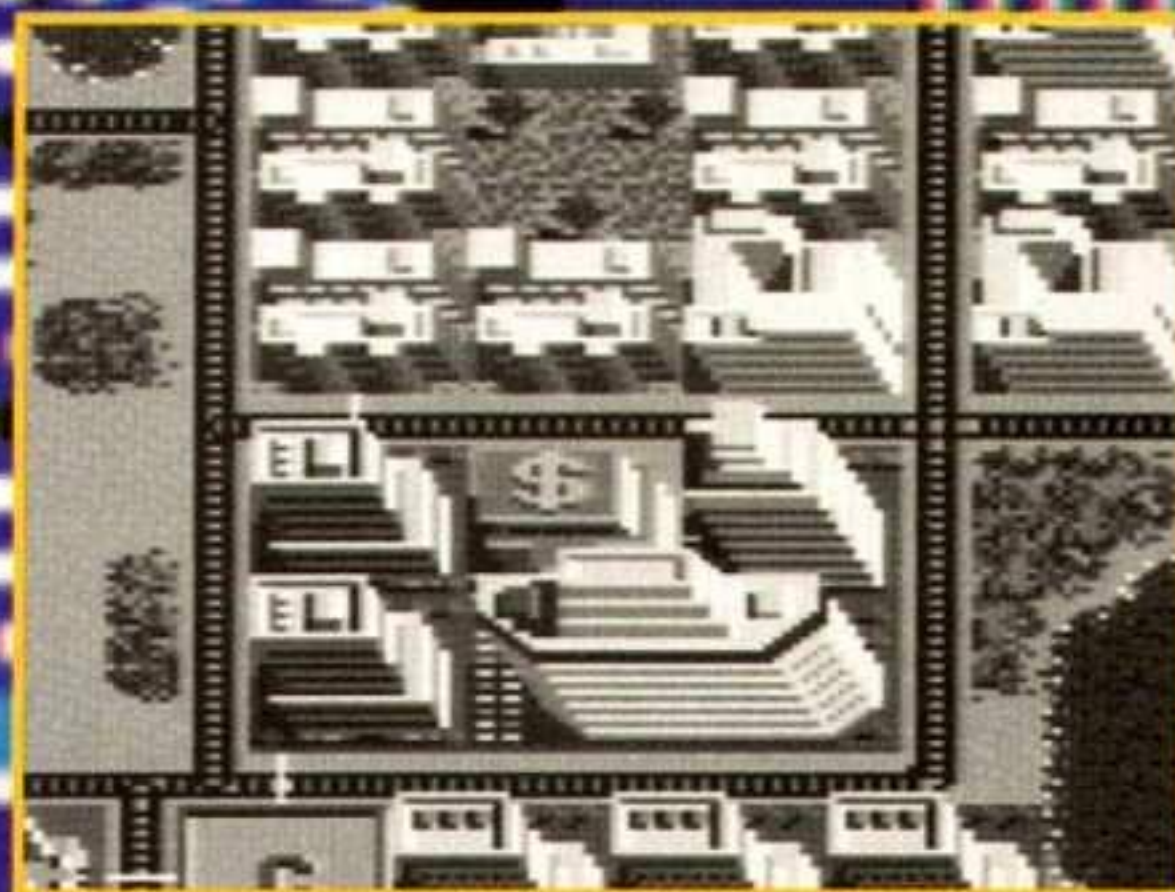
make sense on this occasion, as they provide greater capacity than coal. Don't waste energy on building long power lines. Build an adequate area of parkland in the city.

TARQUIN SAYS:

It's possible to muddle by without considering pollution, as long as you keep it out of sight. You won't have to worry about it for at least 50 years. Even so, use the graph to pinpoint the hotspots and clear them of any excess industrial zones. I'd also advise using nuclear stations.

1904 CITY EVALUATION	
PUBLIC OPINION	STATISTICS
Is the mayor doing a good job?	Population 21700
52% YES	Net Migration (last year) 4100
48% NO	Assessed Value 1055000
What are the worst problems?	Category City
22% CRIME	Game Level Medium
20% POLLUTION	Overall City Score
19% HOUSING COSTS	Current score 524
12% TAXES	annual change 53

▲ Sim city action



▲ Sim city action

TO ERECT, OR NOT TO ERECT?

At first, your new population need jobs, so a lot of Industrial zones are needed. As your city develops, commercial areas play a larger role. Residential dwellings are the most important type - create a surplus of these to keep housing costs down. Your early city should be small and compact, but be prepared to completely alter it on reaching 100,000 people. A city of this size needs to be zoned: massive areas of one building type only.

MAVIS SAYS:

To create the nicest city, place residential areas in doughnut-shaped blocks, with a park in the centre of each. Make sure there is a commercial zone (shops) quite near the houses and try and keep the factories as far away as possible. Build your industry buildings and power stations near water - it lessens pollution.

TARQUIN SAYS:

Bums on seats - that's what's important. Build big estates to house the flood of immigrants - the nearer they are to factories, the cheaper the houses should be. To improve efficiency, bulldoze any area which fails to develop within a year. Parkland is a waste of money, a stadium acts as a population magnet instead.



SMOOTH CRIMINALS

Crime is a problem which tends to develop in larger cities as a result of overcrowding and large commercial zones. Unchecked, it spreads like a disease and halts the growth of your city. Crime is fought by building police stations, each of which has a limited radius of effectiveness. Construct these in a ring, with a special Police HQ in the city centre.

MAVIS SAYS:

Police stations should be built in areas where crime goes above the half-point on the scale. Withdrawing funding (on the tax screen) severely affects police performance. All areas should have some Police coverage.

TARQUIN SAYS:

Crime only seems to strike in some places - so be selective before chucking those expensive Police stations about. One surefire way to keep costs down is slash Fire Department funding. It shouldn't have to be above 75%.



MERCHANT BANKING

Money is always tight in Sim City, and you may be left sitting out in frustration until the tax receipts come in. One way to ease the pain is to take a loan from the Bank. A branch opens after you reach 'City' status. The repayments are made over 21 years, and are automatically taken from your balance.

MAVIS SAYS:

Get a loan as soon as possible - but spend it wisely. Use loan money for big investments like ports and stadiums. Don't use it as a painless way of maintaining a deficit (spending more than you take in taxes). As soon as the loan is repaid take another - keep an eye on the calendar.

TARQUIN SAYS:

To speed up getting a loan, drop the tax-rate for the first few years, so you hit 10,000 people quickly. You won't lose the Bank if it falls back below. Loans may also be used to finance a spending spree - especially house building, or to fund a deficit. This occurs when you want to maintain services (roads, Police, etc), but want to keep the tax rate low. But don't do it for too long!

PLANES, TRAINS AND AUTOMOBILES

Road congestion becomes Sim City's single biggest recurring nightmare. Any road system fills up eventually, so the best policy involves a total rail network. Start laying track from the beginning. It saves cash in the long-run, as road networks cause so much pollution that, in time, they require bulldozing.

MAVIS SAYS:

A rail network is essential - but one which serves the population. Create a circular line which links up all the different settlements spread across the map.

TARQUIN SAYS:

Roads serve their purpose for the first 25,000 or so people, but then concentrate on rail. Creating a port and an airport are big priorities, and each should have a double or encircling rail-link to cope with the extra volume of traffic. Build ports near commercial areas.



Collecting the six golden coins needed to free Mario's beloved from her evil captor requires skill, determination, the cart's 'Save Game' feature and a double dose of NHS! So here are the specialists to steer you through the tricky bits and diagnose the full lowdown of what's what in Super Mario Land II. This month we take you up to Wario, who we'll defeat next issue. Sorry you have to wait, but there's a queue you see...

GOODIES (GOODY, GOODY, YUM YUM)

What's a Mario game without power-ups? Not a lot, so thankfully Mario Land II is full to the brim with loads of goodies for our powerful plumber. Here's what you can expect...

MUSHROOM



Transforms Mario into his larger 'Super Mario' alter ego.

CAP



This winged headgear extends Mario's jumps and limited flying.

STAR



Gives Mario temporary immunity, indicated by a change in the music.

HEARTS



Gives Mario an extra life - or three if he's extra lucky.

FLOWER



Endows Mario with the ability to lob fireballs at the oncoming nasties.

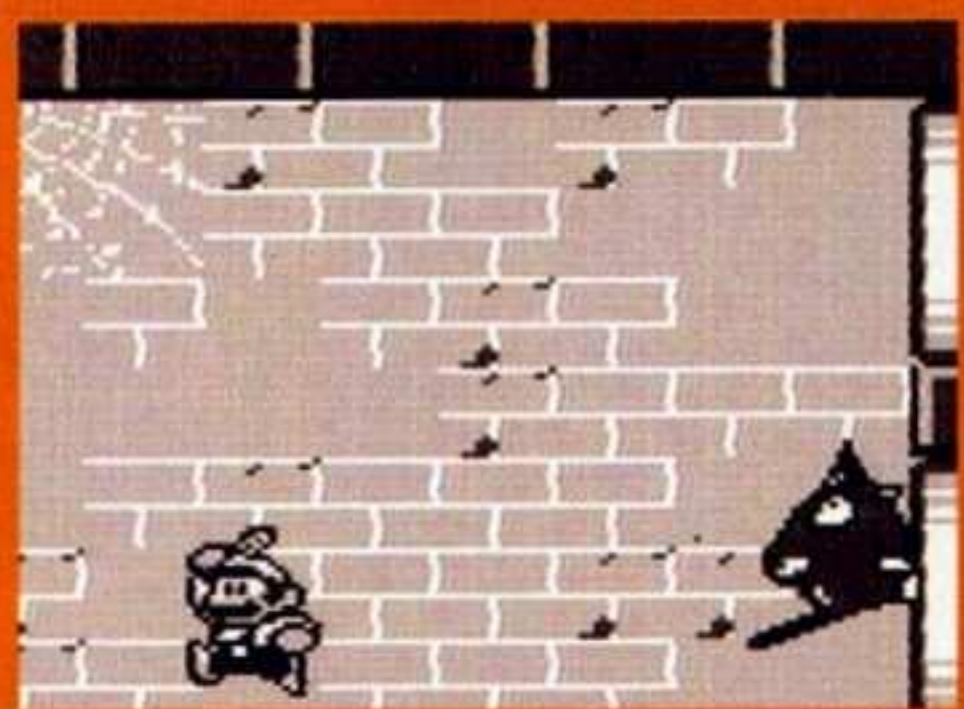
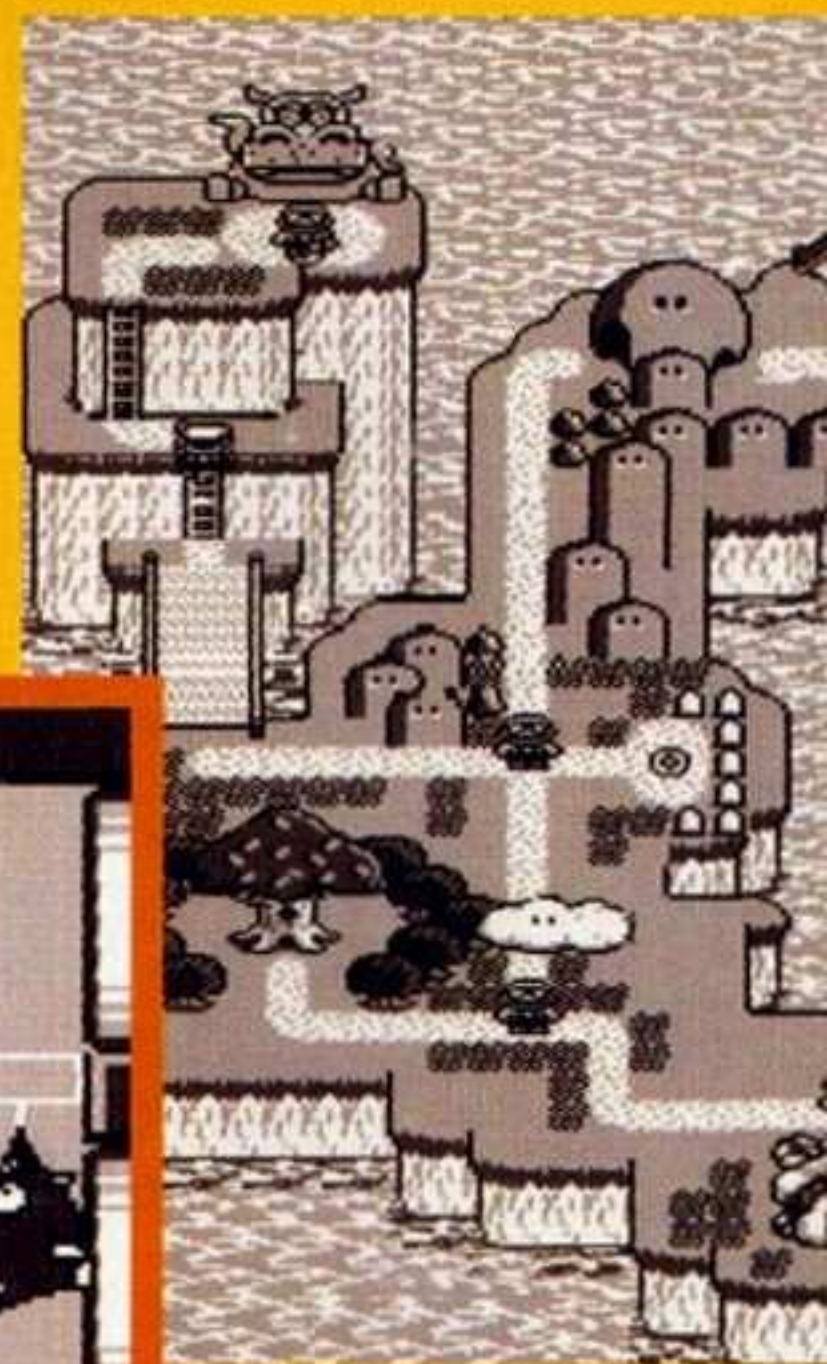
MONEYBAG



Fairly common, these add 50 coins to Mario's ever-bulging pockets.

SEWER RAT

Three pipes mark the entrance and exit points for the scuttling rodent, and it's a doddle to work out his attack pattern. It's basically the rat scampering across the ground twice, then up the wall before dropping from the ceiling. By keeping



Mario slightly to the right of the screen, jumping on the rat is made easier. However, when it runs past and enters the hole directly behind him, quickly move Mario over to the left-hand side of the screen and wait for it to return. Three jumps or six shots are needed before the rat finally keels over.



BIRD

As with the rat, working out the bird's attack pattern is simplicity itself. As it swoops in a 'U' shape, time Mario's leaps so that he lands on its head as it reaches its lowest point. After three direct hits, the bird dies and the egg cracks open to reveal the coin.

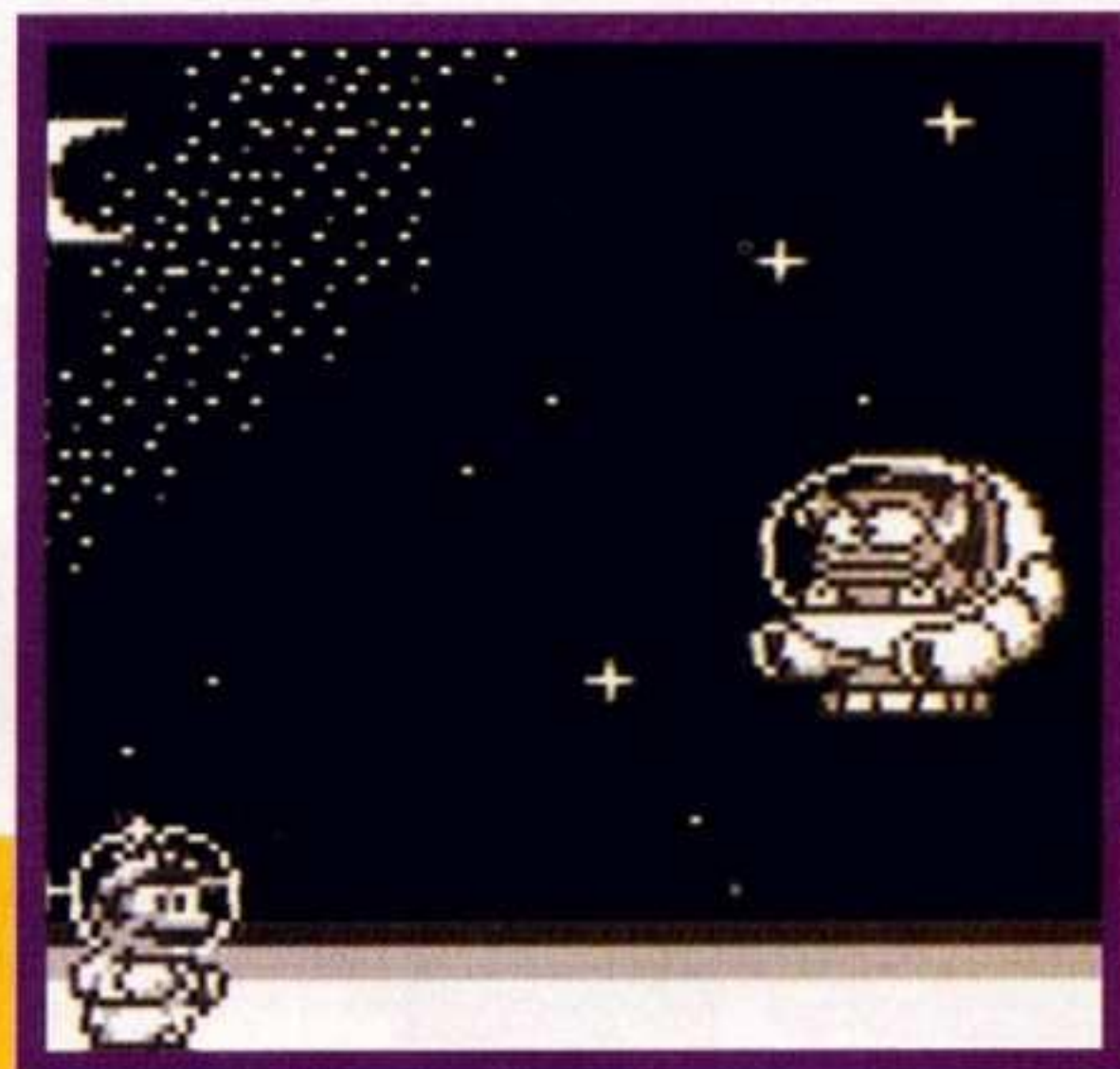


BOSS 'N' OVER

Awaiting our hero at the end of each stage, these larger creatures guard the six all-important coins. Defeating them takes practice, but everything you need to know is as follows...

ALIEN

Armed with a laser and homing bombs, the Alien is deceptively easy to kill. As he moves up and down the right-hand side of the screen, move to the right-hand corner and duck. Any shots fired then whizz safely over Mario's head, and the Alien pauses before moving towards the crouching plumber. However, floating up to the top-left corner allows Mario to drop on the unfortunate extra terrestrial's bonce. Again three hits are needed, so repeat this process on either side of the screen if necessary.



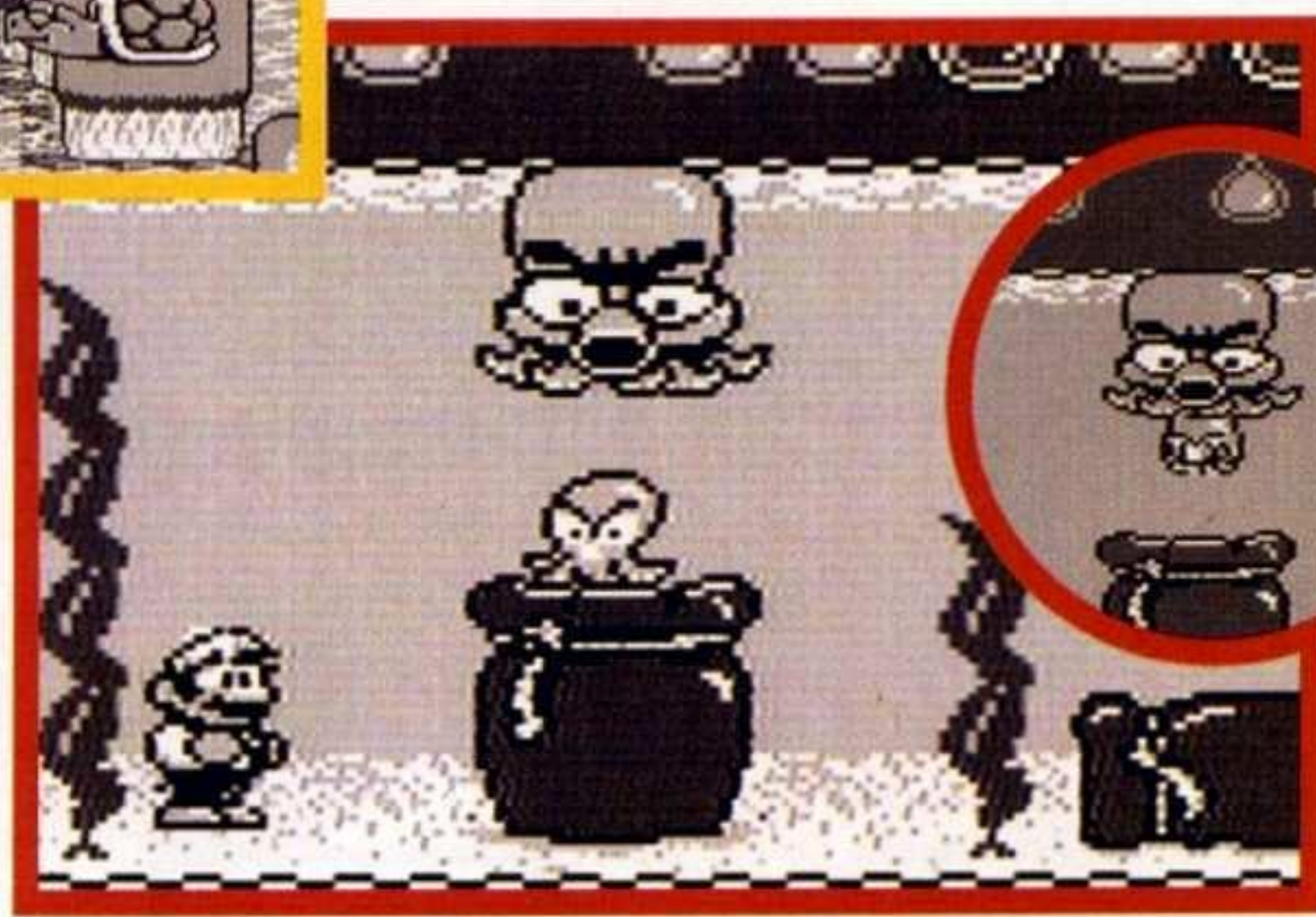
THREE LITTLE PIGS

Seated within their house of straw, sticks and bricks, these porcine pigs attack one at a time. The first pig simply rolls from side to side, so just time your jumps to land on him as he passes. However, all three pigs speed up slightly when hit, so timing is of the essence. Make the most of Mario's ability to change direction mid-jump to compensate. The next pig jumps from side to side and should be jumped on when he is at his lowest point, whilst the third and final porker follows pretty much the same pattern but stretches slightly between jumps. Again, hit him at his lowest point.



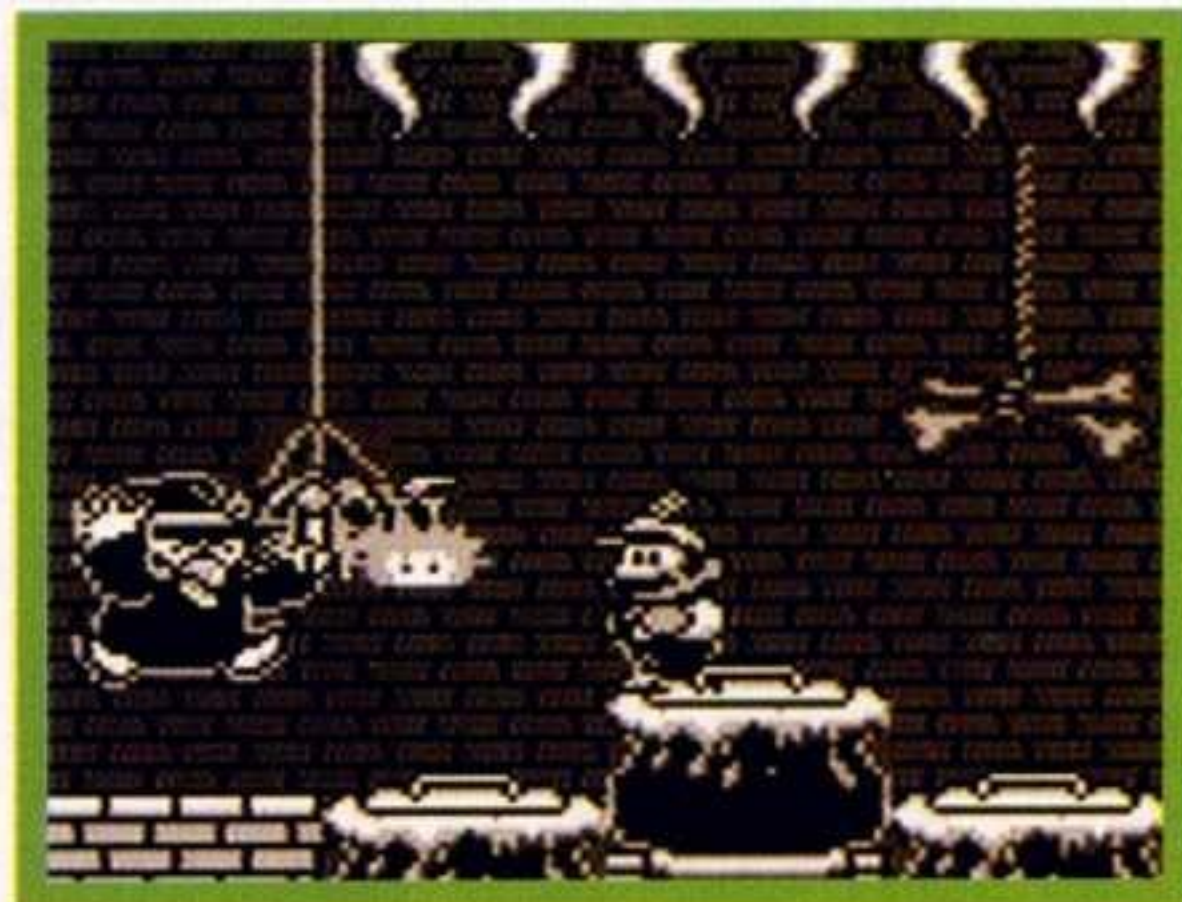
OCTOPUS

As this battle is played under water, Mario retains his useful swimming abilities. Therefore, swim directly above the marauding octopus before dropping down on its head. Repeat this process whilst avoiding straying too close to the tentacled creature, and it soon departs to Davy Jones' locker.



WITCH

As the witch materialises on either side of the screen, one of the three cooking pots directly below Mario starts to wobble. If so, move away from it immediately as it then shoots into the air - impaling Mario on the spikes above! The Witch herself appears faintly before fully materialising, so use this time to position Mario for a leap. Of all the guardians, the witch is probably the easiest to defeat - so there's no excuse for losing energy here.



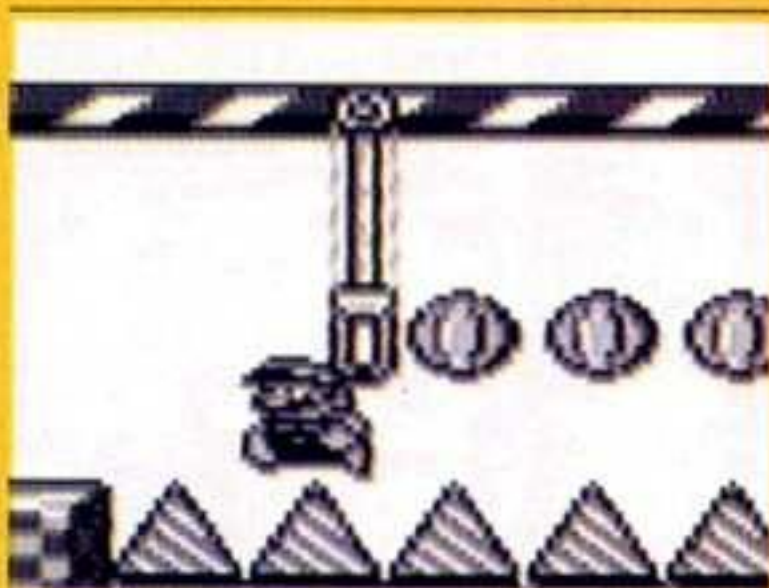
UNDERGROUND, OVERGROUND

In addition to good old shanks' pony, a number of methods of transport are available. Here's a guide to Mario Land II's public transport...



SPACEWALK

Only available during the Space World (which itself is hidden in the Hippo stage). Donning a space suit and repeatedly pressing the B button sends Mario soaring above the deadly stars that punctuate the level.



CRANES

These appear in a number of stages and attach themselves to Mario's hat before lifting him across dangerous areas. But why, pray tell, doesn't the hat come off? Super Mario chin-strap, perhaps?



BUBBLES

On entering the Hippo stage, this is the first thing Mario stumbles across. Exhaled by the Hippo itself, the bubbles encapsulate Mario and allow him to fly across the top of the level - unless it gets popped along the way.



COGS

Cogs move along chain-like grids, following a limited pattern. On reaching a set point, the cogs disappear from under our Hero's feet, which means Mario should keep moving at all times.



BEACH BALL

These act in a similar fashion to the rocks in the first Mario Land and carry Mario across deadly spiked traps.



CONVEYOR BELT

These are marked with arrows detailing which direction they travel. However, conveyor belts often lead to spiked walls - and Mario should run and jump against the 'tide' to avoid being impaled.



OWLS

Found in the tree levels, the Owls hover to the side of a floating platform, allowing Mario to step on their flat heads. On doing so, the birds then transport him to the nearest platform.



SWIM

Although walking underwater is possible, it proves very slow. Thus, repeated pressing of the B button prompts him to swim. Any weapons he is carrying are still effective under water, although his fireballs are slowed slightly.



CLOUDS

Found in the airborne stages, these simply move from left to right, carrying anyone standing on top.



LIFTS

Lifts move in a circular motion and carry Mario across tricky gaps. They are also found close to where the clouds are located.

SEE YOU ON THE ICE!

WE'RE CLOSING DOWN THE NHS FOR THIS MONTH. WE'LL BE CONCLUDING THIS TOPPER TIPS SPECIAL FOR SUPER MARIOLAND 2 IN THE NEXT ISSUE - JUST AS SOON AS STEVE MANAGES TO BEAT WARIO, THAT IS!

New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your **SUPER NINTENDO** ENTERTAINMENT SYSTEM New. For your



The ever villainous Shredder has sent one of his evil androids to steal the Statue of Liberty. The turtles have to defeat Shredder and rescue Lady Liberty from his evil clutches in six huge levels of Arcade Action. As they attempt to put an end to Shredder he knocks everyone into an activated Matrix Translocation Beam sending everyone hurtling back through time. Can the turtles defeat the host of historic hooligans as they fight their way back to 1992, to the final showdown with Shredder.



KONAMI
MegaVideoGameFun



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REVIEW

NINTENDO

1
PLAYER

2
MEG

PLT
GAME



PRICE: £TBA
BY: KONAMI

RELEASE

TBA

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

INFINITE

SKILL LEVELS

1

RESPONSIVENESS

OK

1ST DAY SCORE

LEVEL 5

ORIGIN

Platform adventure based on the exploits of cartoon character Bucky O'Hare.

Toads have always spelt trouble. They're either annoying people in ponds, starring in Toad of Toad Hall or terrorising the galaxy as evil interplanetary overlords. Luckily for everyone, the robotic toad master and all-round bad egg known as KOMPLEX is usually held in check by the heroic Captain Bucky O'Hare and his teammates on the starship Righteous Indignation. Until that fateful day when the KOMPLEX toad warriors ordered an all-out campaign to capture our Righteous chums, and succeeded in nabbing all but Bucky...

Now it's Bucky's mission to fight his way across the platform landscapes of the four toad planets to rescue his pals before taking the battle to KOMPLEX HQ and putting an end to toads once and for all. Let's face it: what do toads actually DO anyway?



▲ Can you hear the sound of AFC Blinky confronting deadly volcanoes in the depths of Hell?



▲ He's bathed in red and you

PRESS FOR ACTION

Besides their usual attacks, each member of the crew is equipped with a special weapon or power. To use this, simply hold down the Fire button until the power gauge at the bottom of the screen is at it's peak (or lower if a lesser effect is desired). Beware, though: should you be hit either during the build up or using the power itself, you lose the effects and have to start again. The special abilities of each character are as follows:

BUCKY - SUPER JUMP Power up Bucky's magic legs and watch him leap high in the sky.

JENNY - CRYSTAL BALL Jenny's crystal ball is a powerful piece of kit. Charge it up, guide it towards your foe and scratch one enemy.

DEAD-EYE - CLIMBING Dead-Eye is a duck with a difference. Powered up, he can cling to walls and scale them with ease. Top man!

WILLY - BLASTER Although Willy has the biggest weapon of the lot, it can easily be expanded to mega proportions by keeping your finger on the trigger. One shot from this super gun is enough to damage bosses bigtime and shoot straight through loads of regular enemies.

BLINKY - JET PACK The tiny android is able to fly for short distances simply by powering up his jet pack. Similar to Bucky's jump, but with full directional control throughout his flight.



▲ Bucky braves bug-eyed behemoths.



▲ Ride the giant squirming metal snake! Ride the giant squirming metal snake you fools!

REVIEW

RAD

Lawks! Konami have really surprised me here by taking a cartoon character licence and turning it into a platform game. Good job that's never been done before, eh? Alas, cartoon-platformers are all too common, so latecomers such as this have to offer something

really special to stand out from the crowd. Even more alas, Bucky O'Hare is decidedly average. The sprites are OK for the most part, although the backgrounds could have done with a bit more work. The effects aren't so bad, but the tunes are pretty poor. Gameplay on the whole follows this trend of averageness, although there are a couple of new ideas in there, such as the lava chase level, most of it has been seen any number of times before. That's not to say Buck O'Hare is bad, it's just so unoriginal that there are no surprises, and because it's pretty easy there's not even much of a sense of achievement when you make some progress. Not horrendous, but there are already similar and better games around.



Guide Bucky through the many traps and adven-

tures which await him using the D-pad to make him run, duck and shoot upwards. The joystick also guides Jenny's mentalo bolts around the screen, controls Dead-Eye's climbing, Blinky's flight and Bucky's super jumps.

A

Jump

B

Fire weapon/Power up

S

START BUTTON: Pause game

S

SELECT BUTTON: Change player

Guide Bucky across the eight platform levels, destroying

enemies and end-level guardians as you go. Contact with enemies or their shots drains your life meter, and once this is fully depleted one of your three lives is lost.



2. Mind the gap: The leap onto a yawning chasm of doom, or perhaps doom of the kind of an alien warrior Marlon.

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR

DAY

WEEK

MONTH

YEAR

REVIEW



▲ Sadly, Blinky's ice sculpture of Nessie failed to win the prize.



▲ A fondue set, a kind of facial sauna thing, a psychic cat warrior, a cuddly toy...



▲ Bucky loved the Death To All Rabbits ride, but failed to spot the danger until it was too late...



▲ Lava Chase was becoming a popular sport for NY's street kids.



▲ Ha! This'll show them! When I die a lingering painful death burnt to charcoal by all this lava, they'll know to get me my Action Man Space Suit next Christmas!



▲ Log Riding was... etc. etc.



▲ Setting a bad example, Bucky shoots up in public.

RESCUE LORRY

At the end of each of the first four levels, Bucky rescues one of his crew. Each of these has his or her own unique abilities which may be brought into play. By pressing the Select button, you cycle through all the characters rescued so far. However, there's only one shared energy bar between all of them, so crafty old switch-over-before-one-bloke-dies japey is out. Below is a list of all the characters and their functions in society:



BUCKY O'HARE: Leader of the gang and, as you might expect, the best all-rounder, with decent leaping abilities. Well, he is a rabbit, for Icke's sake.



JENNY THE ALDEBERAN CAT: Second in command, Jenny has lesser jumping prowess, but has fab laser-shooting abilities thanks to her rather spiffy psychic bolts.



DEAD-EYE DUCK: Ship's gunnery officer, Dead-Eye is kitted out with a three-way laser gun. Although this is pretty rock, it does have a weedy range and is not much cop against guardians. Sniff.



WILLY DUWITT: Ship's engineer and the only human on the team, Willy's gun is powerful enough to destroy any enemy except bosses with a single blast!



AFC BLINKY: Tiny robot Blinky is very speedy indeed, an asset which is essential in a couple of levels. His ice-destroying heat bombs are also rather ace.



▲ Pick a planet, any planet, don't tell me which one it is... Select which order you play the first four level in with this fine screen. Then again, you could always just entertain your dog by flicking the cursor from planet to planet for a few hours.

COMMENT



JAZ

What can you say about a game whose features have all been seen and done before? Granted, Bucky O'Hare is slick, nicely polished, features impressive graphics and sounds and is fun to play, but the problem is that there's nothing new on offer. The platform sections are okay, there are a few novel features like a level where you use moving floors to get you around, but at the end of the day there are plenty of better examples of this type of platform game. Any of the Mario and MegaMan games, Battletoads, Blaster Master, Jackie Chan and Star Wars are all better than this, so check those out first before deciding whether to buy.



▲ Disappointed at receiving a Quickshot Supervision for Christmas, Jenny turned to the Dark Side.



▲ After Lava Chase, Metal Snake Riding became the next popular pastime of New York's urchins.



▲ ...Or then again, perhaps he'll just recruit some other schmucks and save himself the trouble.



Rad and Dave spent hours doing this great tree. And it was well worth the effort because it looks dead fab, eh?

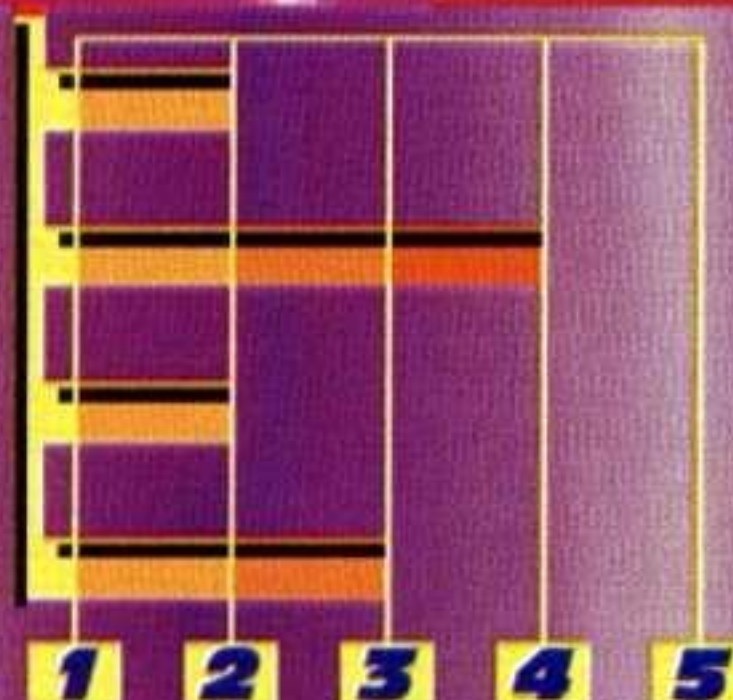
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ Alright in-game presentation and intermissions.
▼ Some options would have been nice.

63

GRAPHICS

▲ Some of the sprites are pretty good looking.
▼ However, other sprites are weedy, along with the sad backgrounds and meagre animation.

72

SOUND

▲ The effects fit the action quite well.
▼ The Music is screechy and a bit dull.

70

LASTABILITY

▲ Things start getting tough around level five.
▼ Sadly, the infinite continues and predictability make it a cinch to complete.

71

PLAYABILITY

▲ Fast paced and there's quite a bit to do.
▼ Nothing new is on offer, and it gets very predictable very quickly.

76

OVERALL

A decent enough platformer which suffers from being over-predictable and a wee bit easy.

72

YES SIR ICON BOOGY

Despite the fact that Bucky and the gang are all rather hard, it doesn't hurt to get a bit of extra help, and this is where the icons come in handy. A large proportion of those to be found in Bucky O'Hare are hidden in bits of destructible scenery, so blast away at walls and such to reveal the useful handouts listed here:



1-UP
Extra life.



BONUS
3000 extra points.



LIFE
Heals all damage to your energy bar and increases maximum energy value.



POWER-UP
Increases the special power of whichever character collects it. May be collected up to three times per character.

REVIEW

SUPER NES

2
PLAYER

8
MEG

SPT
GAME



PRICE: TBA
BY: ELECTRONIC ARTS

RELEASE

JANUARY

CONTROL

JOYPAD

GAME DIFFICULTY

HARD

CONTINUES

N/A

SKILL LEVELS

ONE

RESPONSIVENESS

GOOD

1ST DAY SCORE

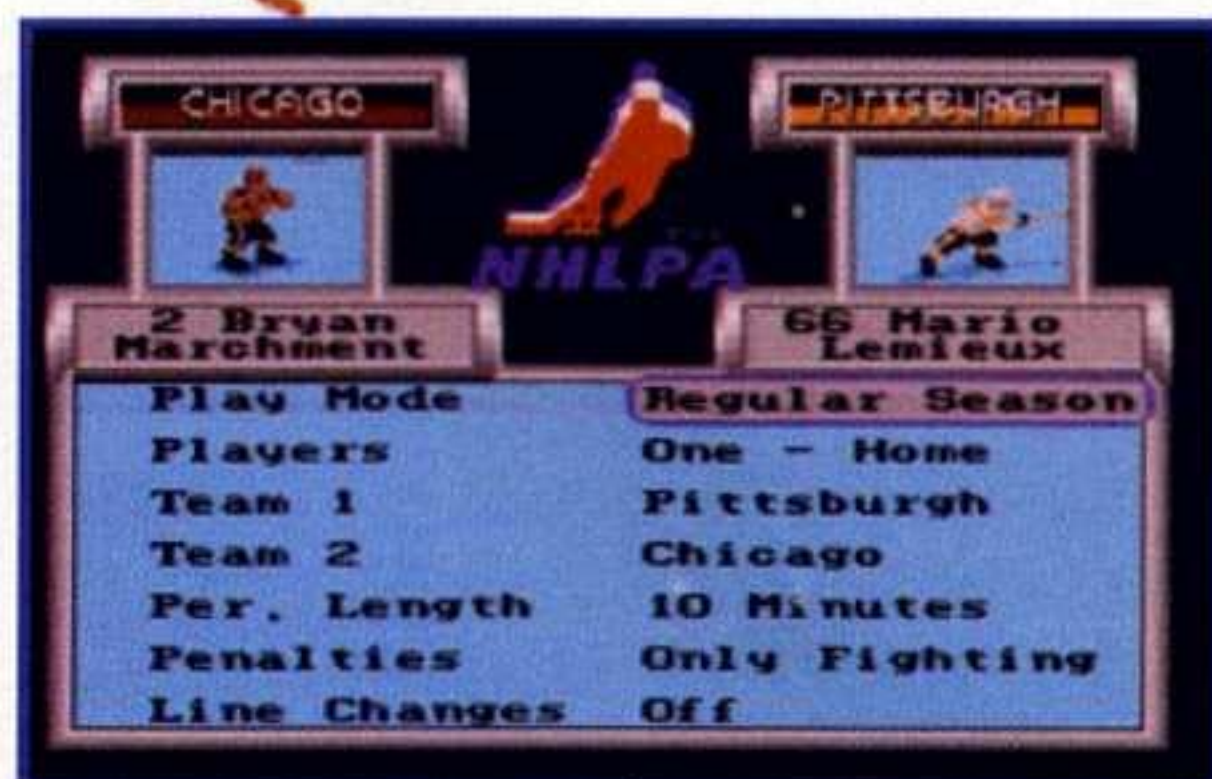
REACH SECOND ROUND

ORIGIN

There have been many attempts at video game versions of Ice Hockey, but none have been as successful as Electronic Arts' Megadrive game. This is a direct conversion to the Super NES.



When you consider the violent nature of Ice Hockey, it's staggering that so many people take to the ice to knock seven barrels out of a puck and their mates. Thinly veiled as an act of sportsmanship, these armoured maniacs hack and slash their way to glory. It's an exhibition of all the best (violent) reasons to take up ice-skating - unless you're a wimp, that is! If this is the case and you'd rather watch someone else take the knocks, EA have come to rescue with this binary interpretation of the sport. All ice hockey's main features have been faithfully recreated - including slug-outs between battling opponents - and you're going to need a padded helmet to survive!



WQT NO GOALIE..?

If you feel that your ice hockey skills are beyond compare and that the challenges offered you by other mere humans is a joke, you might like to try this option - playing without a goalie! Besides substituting man for man to represent your team in the place that matters it is also possible to replace your man with an empty space!! Such a risk can only meet with disaster but there's surely some idiot out there willing to give it a go. Seriously, if you're going to try this, make sure you have a member of the family present to help out because it is really dangerous.



▲ Come on, Trevor, stick it in the net!

How To Control

The controls are straight forward enough: Quite simply the movement of the individual players around the ice reflect the up, down, left and right movements on the D-pad..



CHARGE AND SHOOT/SELECT
LINE CHANGE



PASS/CHANGE CONTROL OF
PLAYER/SELECT LINE CHANGE



DROP BOMBS



NO FUNCTION



SELECT LINE CHANGE



START: STARTS/PAUSES GAME
SELECT:

How To Play

Choose a team and challenge the computer or a friend to a game of Ice Hockey. There are options to play a regular season game or enter into the play-offs to win the coveted NHLPA cup. The regular season acts as a one off friendly match. Entering the play-offs requires the teams to win three out of four matches before being allowed to play in the next round.

NHLPA

FISTICUFFS AHOY!

One of the best features of the Megadrive game was the ability to rough up your opponent after a particularly heavy tackle. When this happened, the fight scene was duly enlarged, allowing the players a close up view of their punch-up. For the Super NES version, this has sadly been omitted, and the fights are now relegated to two of the normal in-game sprites punching each other. Bit of a downer, really.



▲ Don't look now but there's an enormous snake over there!

COMMENT



PAUL

As this is the first Super NES Ice Hockey game it stands as the gauge by which all others shall be judged. Unfortunately for anyone else considering releasing a rival, NHLPA is quite simply brilliant. Although enhancements over the Megadrive version were expected, very little has changed and this seems like a slight waste of potential. Even so, this remains the best Hockey game we're likely to see. It's a little rough around the edges - the sound could be better and the action smoother - but these gripes fade into insignificance as you get to grips with the game. If you like Ice Hockey and have been praying for the day that this excellent sim arrived, fret no further - it's here and it's great!

"ICING"

One phrase which occurs throughout a game is "Icing." Basically, to be pulled up for icing, the puck is hit from one team's half down into the other team's quarter. If another member of the passing team fails to receive the puck and it is retrieved by opposition, this is known as Icing. Blimey, you learn a new thing every day...



▲ See if you can recognise their faces as they turn to face this way.



▲ Ugh! Didn't you clean your teeth this morning?

LONG-TERM INTEREST	HIGH					
	GOOD					
	FAIR					
	LOW					
		HOUR	DAY	WEEK	MONTH	YEAR

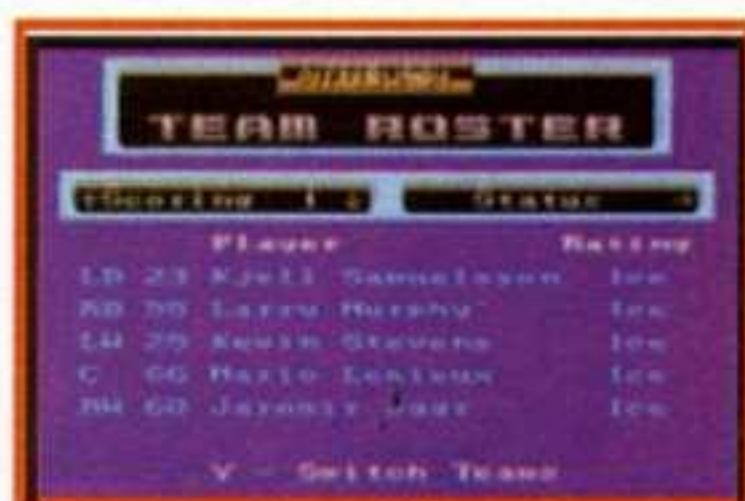


▲ I warned you not to speak ill of the red!

REVIEW



▲ Goalmouth-related antics and no mistake!



▲ Lorks and mercy, it's that Team Roster screen up to it's tricks again!

WHY, I OUGHTA...

Hockey players are violent people at the best of times, but the referee is wise to this and keeps his eyes peeled for any punishable behaviour. Here is a list of the most deserving things a player is penalised for:

Slashing: Clonking an opposing team member over the head or generally roughing him up is a blatant slashing offence.

Hooking: Restricting the movement of an opponent by hooking him with the stick.

Charging: Making two or more strides towards another player and then slamming into him is classed as charging.

Tripping: A bit obvious, really!

Roughing: Making a hit and run attack is a good way to avoid being caught by the Ref. If the attack results in an injury, though, the player is booked for 'Roughing.'

Holding: How anyone expects to get away with this offence is a mystery indeed. Holding involves pinning a player from the opposite team against the barriers so that he can't move. It's doubtful if a player would ever get away with Holding - unless the Ref is Stevie Wonder, that is!

Fighting: Most of Ice Hockey seems to involve some sort of fighting to get results. This is perfectly legal and, of course, helps draw the crowds. Players shouldn't expect to get away with removing their gloves and openly resorting to fisticuffs, though, as this leads to a long five minutes in the sin bin.



JAZ

COMMENT

First impressions of this aren't that good. The sprites don't move very smoothly and the scrolling is jerky. Furthermore, the game plays sluggishly, and even making concessions that this is a game played on ice, the players still don't respond to the joypad quickly

enough, making the game rather frustrating to play. Once you get used to the treacherous controls, the game offers a decent level of challenge against the console opponent and plenty of laughs in two-player mode. But, to be honest, I think this could have been better. The sound is very poor and the graphical flaws should have been tidied up. Ardent Hockey fans are bound to enjoy this, but I don't think it's slick enough to appeal to general players.



▲ It really is remarkable how you both look exactly the same- yet different.



▲ Don't you dare. Don't even try to ...!



▲ Oh c'mon! That was definitely a goal!



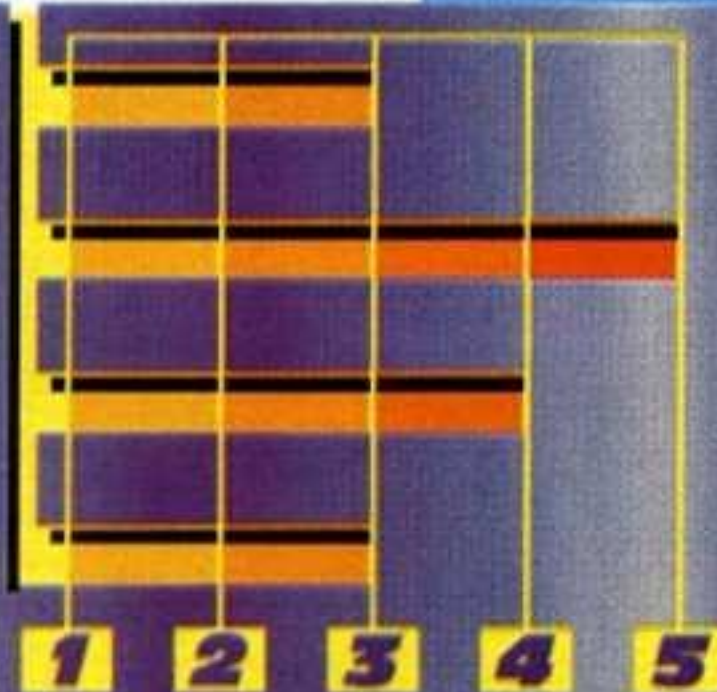
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



► **BREAKDOWN**

PRESENTATION

▲ Everything you could ever want from an Ice Hockey game, almost.

89

GRAPHICS

▲ Small but detailed player sprites coupled with convincing animation. Nice touches like the fight scene add variety.
▼ With the Super NES' capabilities, the overall effect should appear smoother.

89

SOUND

▲ Many of the sounds of a hectic Ice Hockey match are very well recreated...
▼ ...but some could have been done better, especially on the Super NES.

84

LASTABILITY

▲ A challenge against the computer and a right laugh for two players.

87

PLAYABILITY

▲ The feeling of inertia is excellent, and the game seems realistic to control.

86

OVERALL

A rather fine Ice Hockey simulation and very addictive game.

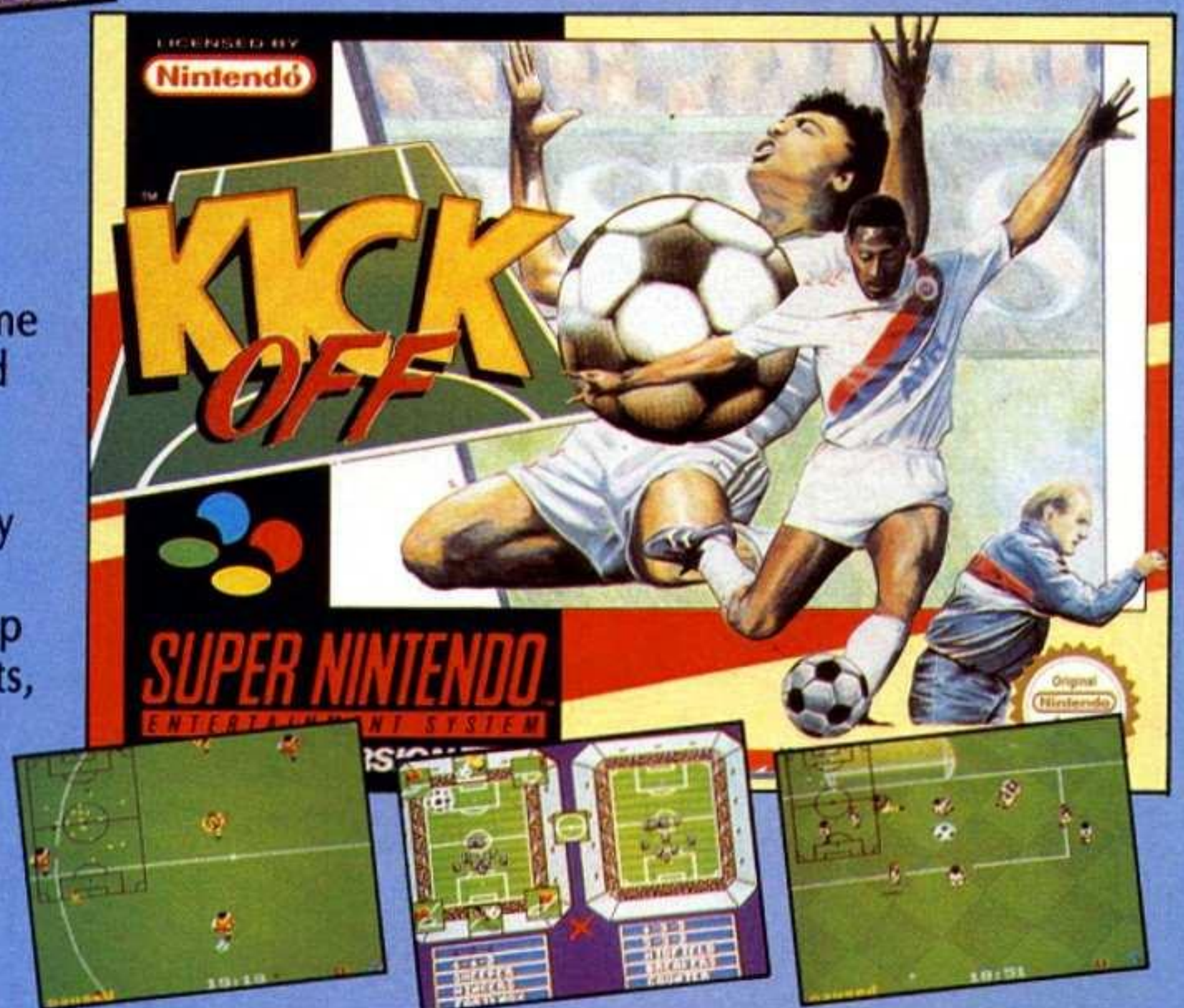
84

- TWO OF A KIND - THE WINNERS!



You are a supreme being - with the power to command the forces of nature - Earthquake, floods, volcanos and oceans. Power to turn plains into barren rocks and oceans into fertile land with promise of plenty. Limit to your power is your followers, scattered on the worlds throughout the universe. They raise crops, build towns, and multiply thus increasing your power to smite your enemies, the followers of evil. Can you control and increase this power to eventually get rid of the evil. Fourteen different worlds await your conquest.

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Imagineer

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

REVIEW

GAMEBOY

1
PLAYER

1
MEG

SHT
GAME



PRICE: £24.99
BY: ACCLAIM

RELEASE

TBA

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM/HARD

CONTINUES

NONE

SKILL LEVELS

ONE

RESPONSIVENESS

FINE

1ST DAY SCORE

20000

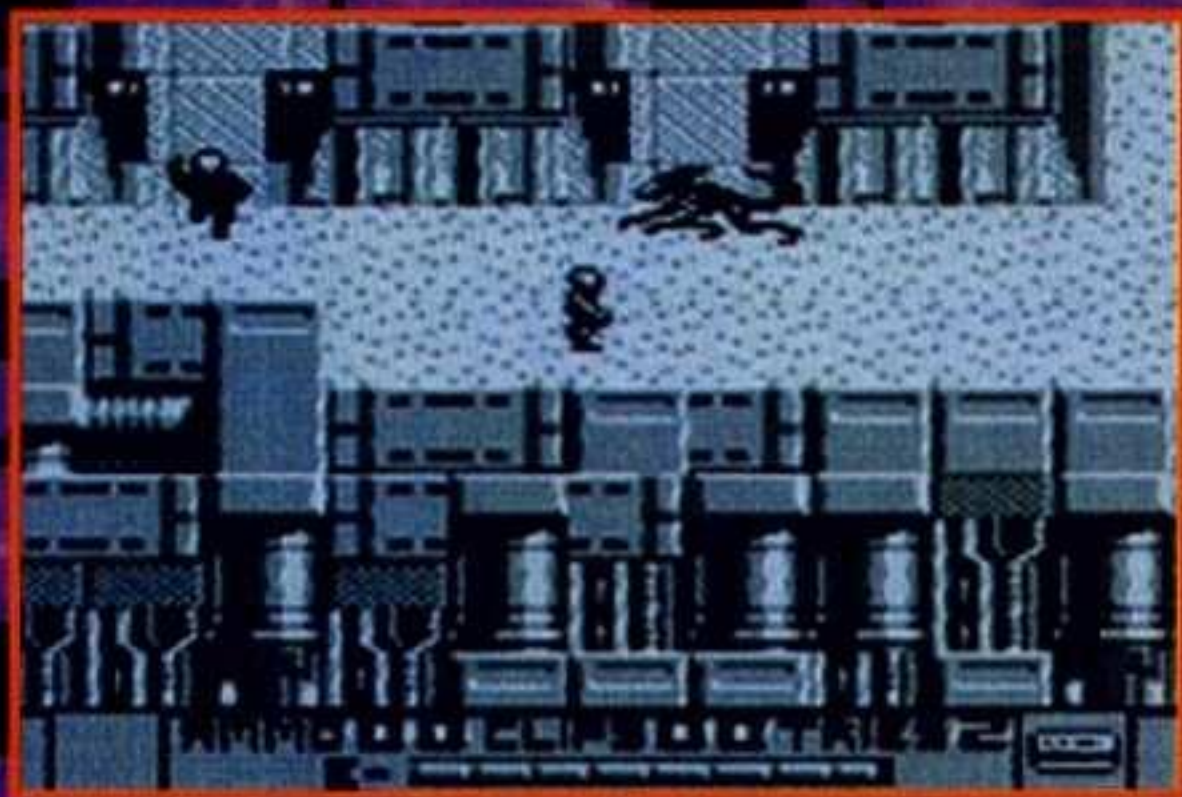
ORIGIN

Another licenced title from the disappointing third movie in the topping 'Alien' trilogy.

Slaphead. Haircut. Skinhead. These are some of the names Ellen Ripley could expect to hear jeered at her if she were on Earth. However, verbal abuse is the least of her worries in her present location...

See, poor old Rippers and her pals had just escaped from a planet infested with acid-blooded, killer psycho aliens when, as luck would have it, the engines on their craft failed and the ship, out of control, crash-landed on another barren planet. Ripley, alas, was the only survivor. Her unlucky streak continued when she awoke - the planet was a louse-infested penal colony for the most sickening criminals known to humanity. But the last straw was the discovery that those dratted killer psycho aliens had hitched a ride in her escape pod, and were ready to devour the entire colony!

You play the part of Ripley and the task in hand is to put a stop to the alien threat by tooling up and hunting the alien Queen before taking all the wardens and nice people to safety in the only escape craft on the planet. This is a three-quarters overhead-view scrolling adventure game brought to you by LJN, the people responsible for the rather smart WWF and Simpsons titles on the Game Boy.



How To Control

The pad is used to guide Ripley through the game's many corridors. In addition, when perusing the options screen, it is used to move and reposition selected objects.

A

Use item/operate

B

Attack

S

SELECT BUTTON: Call up inventory screen

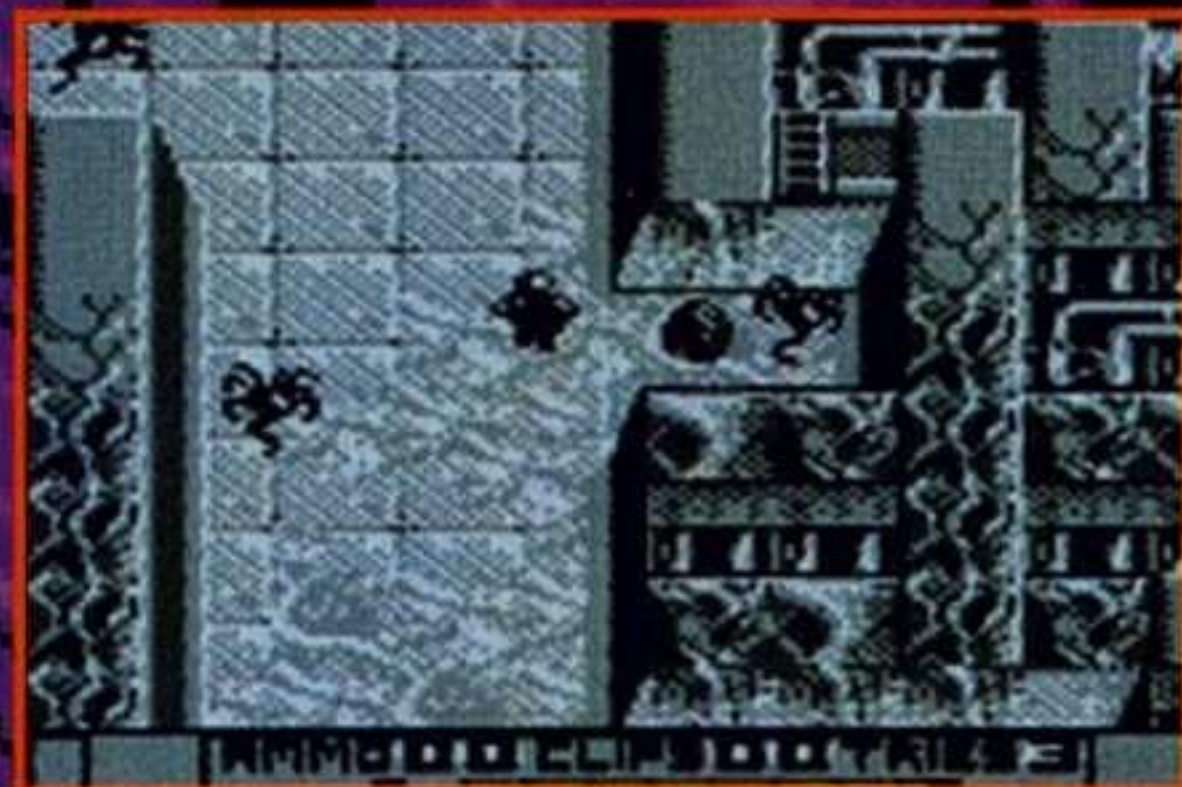
S

START BUTTON: Pause/unpause the game

How To Play

Use the joypad to move Ripley around the scrolling prison colony environment, searching for objects and weapons to use against the aliens. Then hunt down and kill the Queen before launching the survivors to safety. Beware though, as the longer you take the more prisoners the aliens kill.

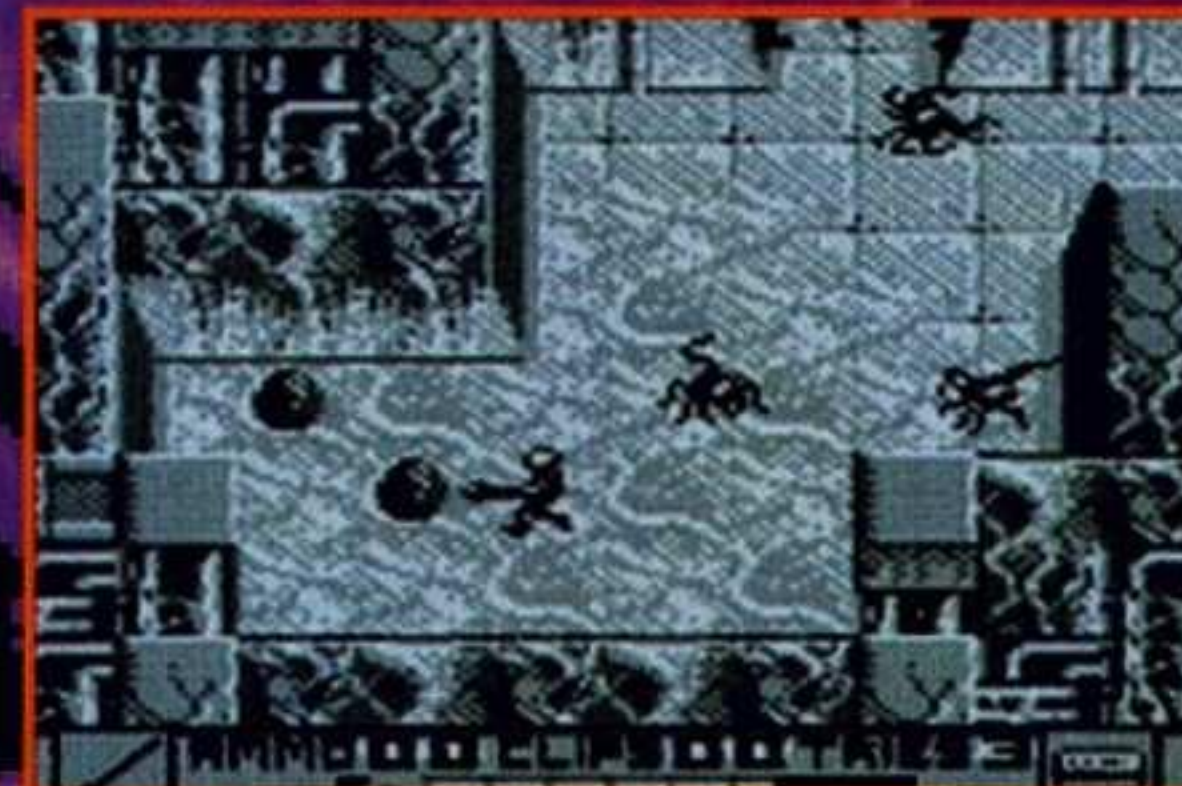
ALIEN 3



▲ Farmer Ripley excersises her free-range face-huggers in an attempt to keep in good favour with the animal rights movement.



▲ It doesn't half make one cross being left in corners like this, by George!



▲ OK I know - you're in there! Now come out with your fingers up. OK I'll give you three seconds. One...Two...Three...Aaaagh!!!

EN3

REVIEW

AHOY THERE, INMATES!

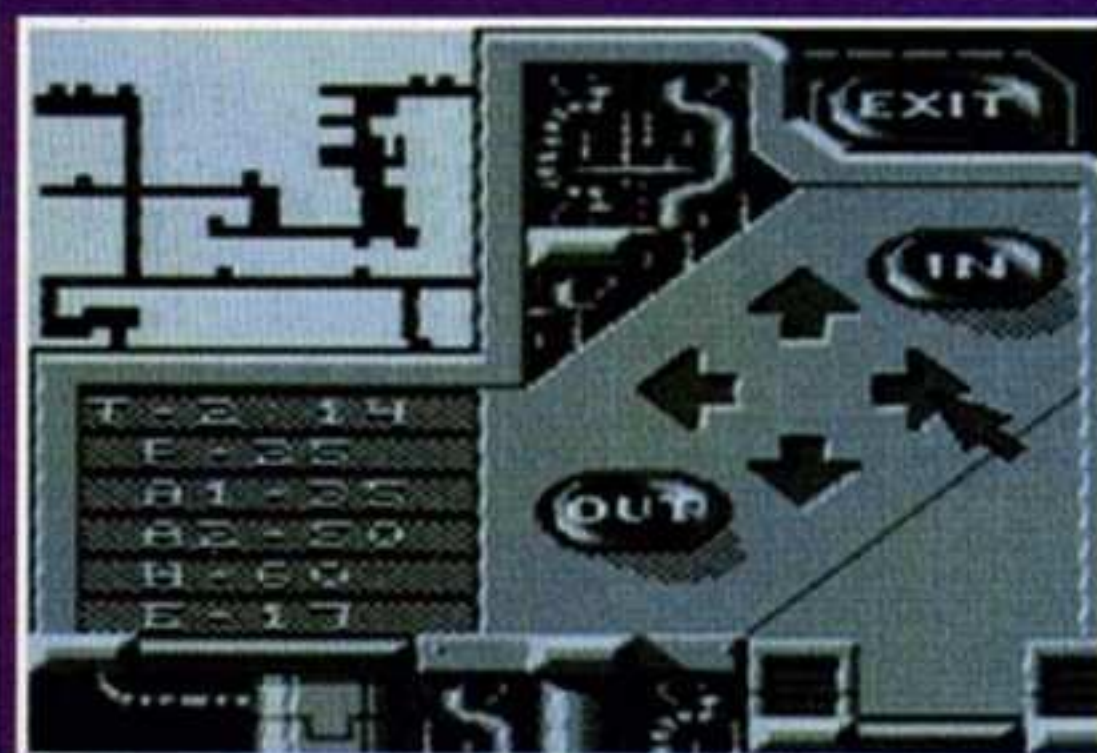
Those aliens have certainly managed to relax the security around the colony. The once securely-contained inmates now run amok through the prison complex, although they're more interested in escaping from the aliens than murder and pillage. However, no matter how evil these chaps are they deserve a chance to live (and eke out their sentences on another desolate planet), so it's up to you to save as many of them as possible. If a Facehugger or alien should happen across a prisoner they're dead meat, so try to kill any life-threatening xenomorphs as quickly as possible to save the threatened life. Bonus points are awarded for every prisoner saved as extra incentive.

I WANT TO BE AN INVEN-TREE

Although Ripley starts the game empty-handed, there are a number of items to locate before escaping the planet. However, most of the best stuff is kept in locked-off areas Ripley cannot access until she has the key. Once this is found, a map is pretty useful and, most importantly, a good selection of weapons. The weapons in general are pretty feeble - just like in the film - but a feeble club is still better than no club at all. All items and weapons are shown in the inventory which is called up by pressing the select button. This allows the player to look at any unidentifiable objects on the floor using the SEE section, or choose an armament or object from the WEAPONS or ITEMS menus. Items are also picked up and dropped via this screen.



▲ What's this thing here? A what? Eh? Are they any good? Right, I'll have one of them then please.



▲ Eeny, meeny, miney, mo....



YOU GOTTA HELP US
RIPLEY. IT GOT THE
CAP'TN. IT HAPPENED
SO QUICKLY BUT WE
ALL SAW IT.



GIVE US A CLUE

Every so often there is a break in the action, and one of the film's major characters divulges a clue or another essential snippet of information. The first break has the prison chief informing you that certain of the doors are locked "for your own safety." The second warns of the impending invasion of the aliens, with the staff trying to quash rumours of acid-spitting monsters. Once the third break has passed, prepare for plenty of extra-terrestrial antics as the frenzied creatures kill the Captain! After this, everyone is a little more helpful, telling you where to find weapons, the EEV spacecraft, and so on.



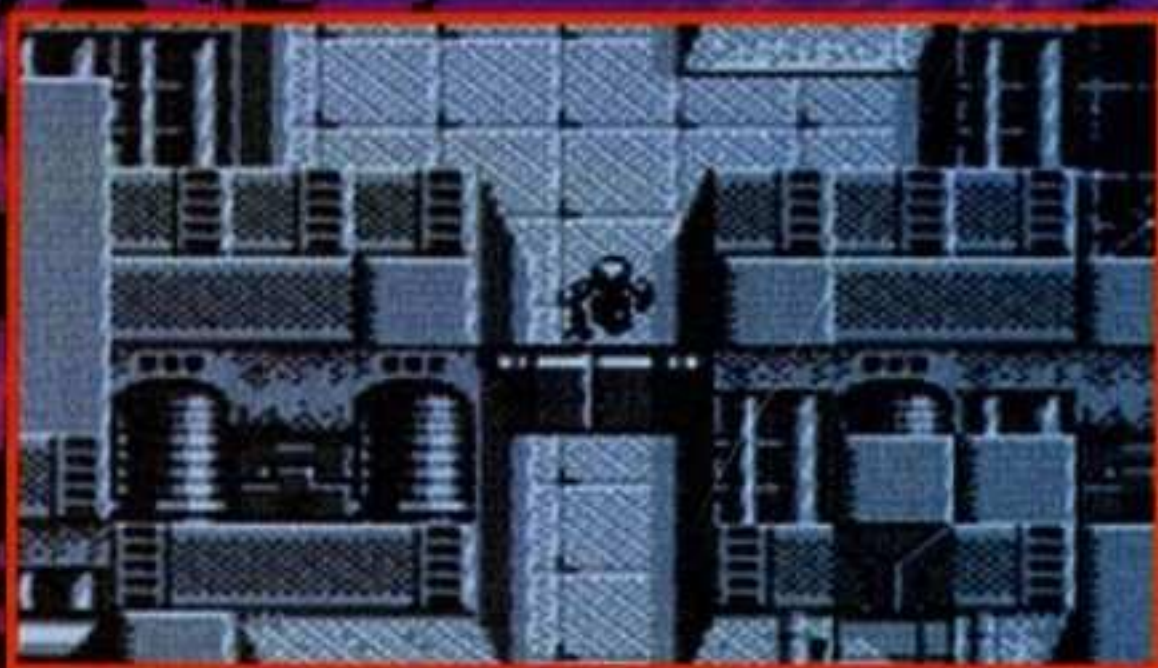
COMMENT



RAD

It's a funny old world, isn't it? Alien 3 the film was really not very good, but yielded a load of smart console conversions, a feat rarely achieved by far better films. This Game Boy title is no exception, although it's a bit of a departure from the platform-esque blaster seen on other formats. This version carries a bit more suspense as there are fewer aliens (although there's loads of Facehuggers), and what xenomorphs there are, are far more deadly. The exploration and puzzle aspects of the game make it much more than a brainless run 'n' shoot extravaganza. The fast pace of the action and the many in-game tasks add more purpose to the proceedings and on the whole it's loads of fun. However, there is one gripe - there's no password system. Although this might otherwise make it too easy, it's possible to get bored of going through and collecting the same items over and over again every time you start the game. That said, this is one of the more enjoyable and inventive games released in a particularly good season for Game Boy titles.

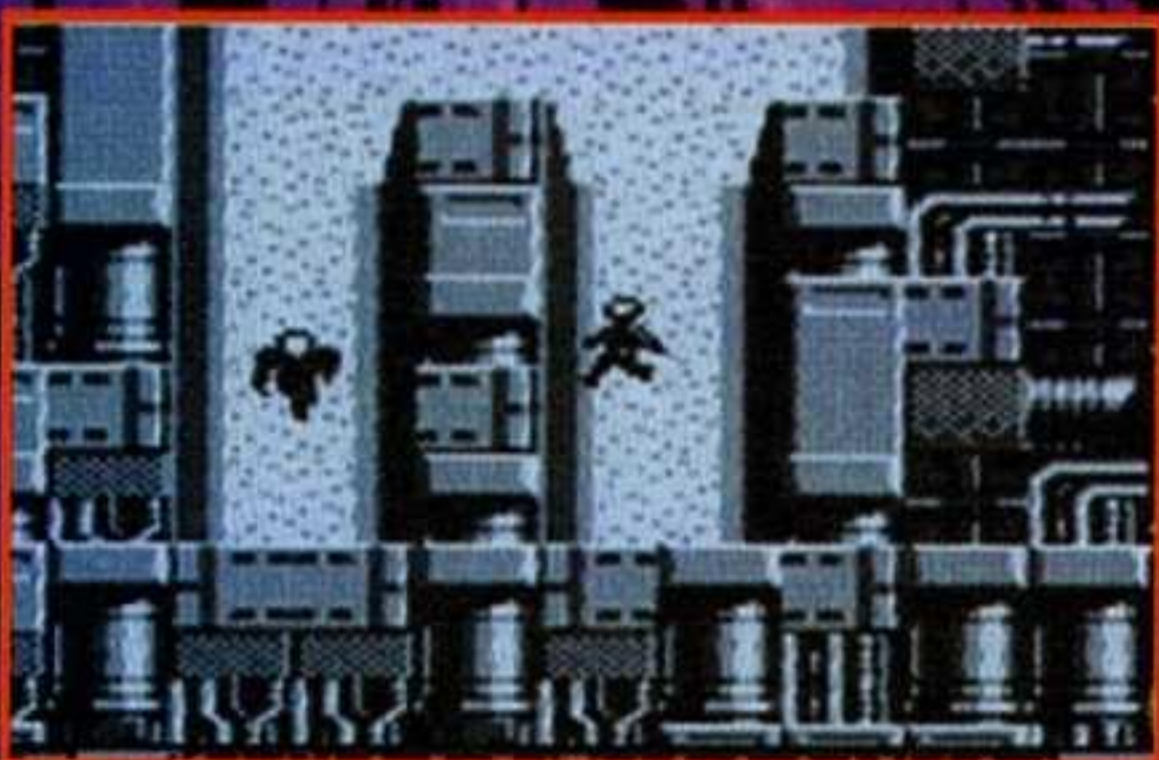
REVIEW



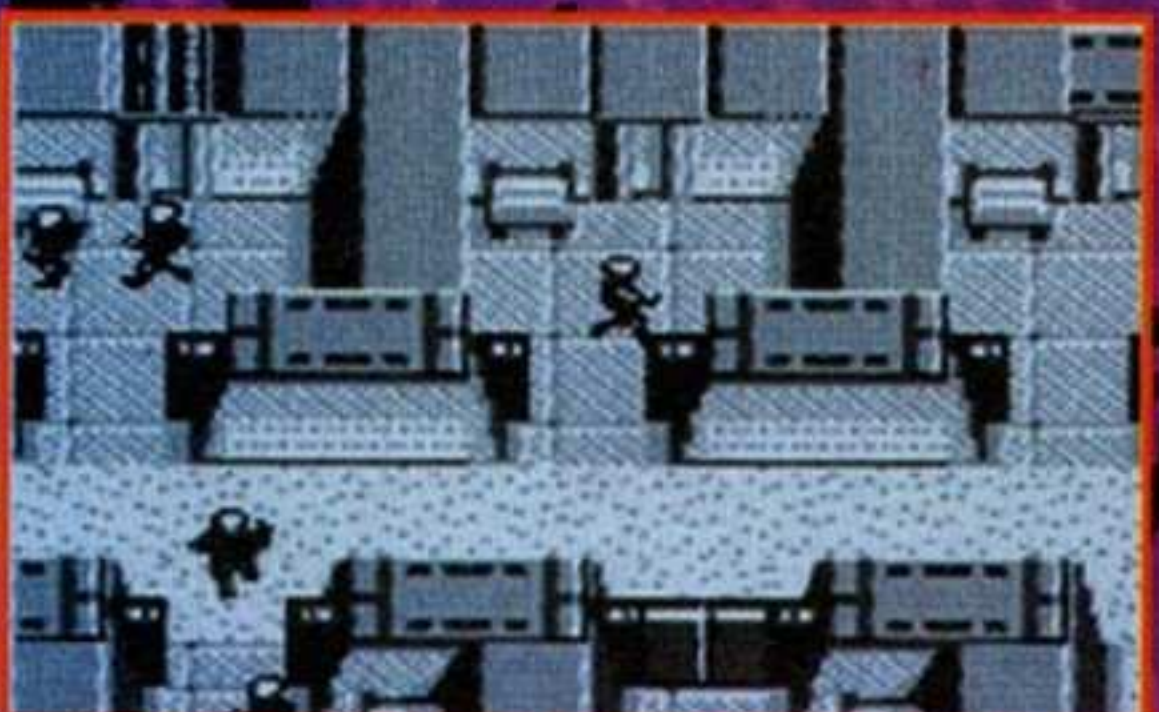
▲ Knock! Knock! Knock!....



▲GO AWAY! WE'RE NOT INTERESTED!



▲ One, two, three, four, five, six, seven, er...eight, nine, TEN! Right. Coming ready or not!



▲ The unexpected fire alarm raised quite a few pulses today at the Hilton.

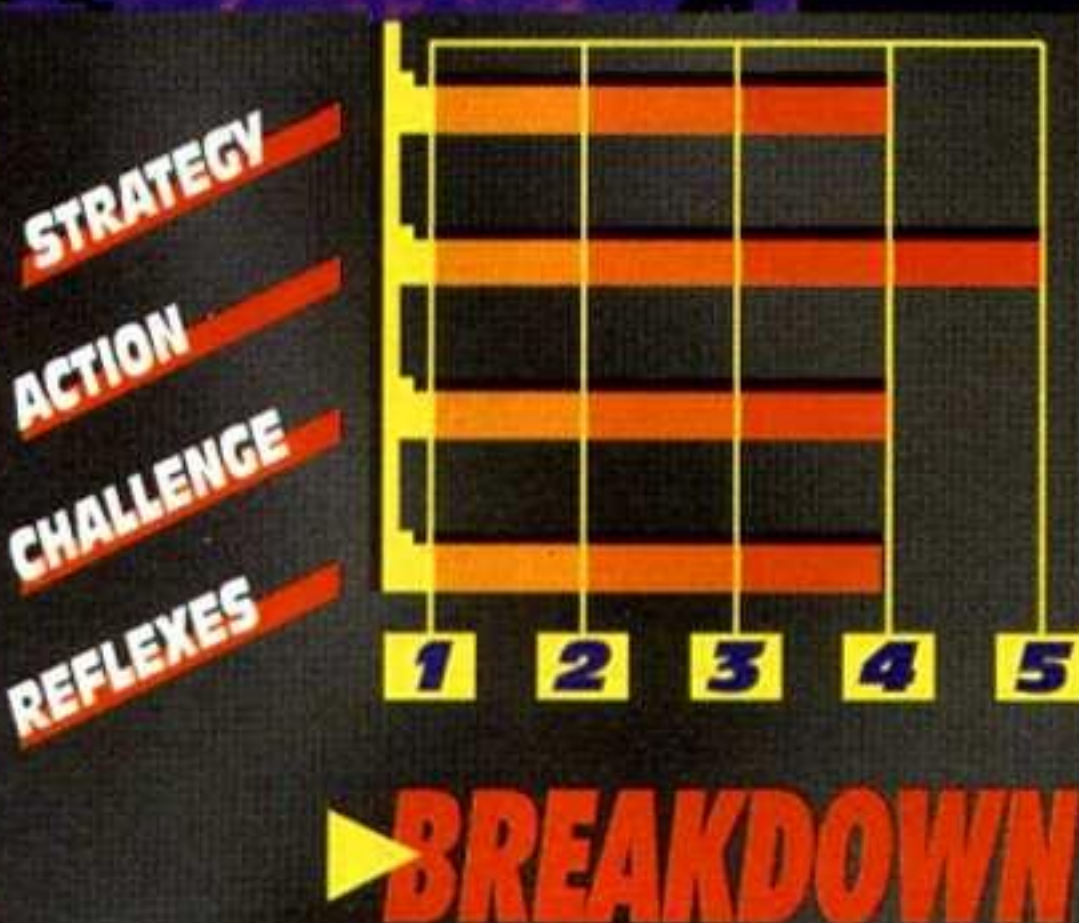
COMMENT



STEVE

I was hugely disappointed with the film version of Alien 3 yet, oddly enough, this is one of the best film licences I have played. The film relied on suspense and dark, claustrophobic areas, and this Game Boy title recreates these perfectly. Although one or two liberties have been taken with the plot - for instance, there are now hundreds of aliens, a Queen alien, and more Facehuggers than you could possibly want - this is negligible as the game is enhanced by their appearance. The game also manages to cram in a load of neat touches, too, and these range from the obvious puzzle elements where Ripley searches for keys and the like, to turning off the huge fans in the ventilation network. Alien 3's only major flaw is that there isn't a password system, and this is a huge faux-pas in a game of this size. Still, Alien 3 has more depth and atmosphere than most Game Boy games and that makes it a winner with me.

RATINGS



PRESENTATION

▲ Loads of smart intermissions, and the in-game presentation (inventory screen, map and so on) is great.

94

GRAPHICS

▲ Everything moves very quickly with no screen blur, and the backgrounds are pretty good.
▼ The sprites are bit on the feeble side and lack detail.

63

SOUND

▲ Excellent tunes play throughout the game, with different tunes for every break in the action or intermission.
▼ The effects are adequate, but they're a little far between.

90

LASTABILITY

▲ A number of tasks to achieve before the game ends, each of which get progressively more difficult.
▼ You may not want to go back to this once it's completed.

89

PLAYABILITY

▲ Easy to control, fast-moving and smooth. Alien 3 is dead easy to get into and there's tons to do.
▼ Repeating early stages gets dull.

91

OVERALL

A spiffing game, imaginatively designed and well-programmed, which non-adventure fans should still enjoy.

90

LONG-TERM INTEREST

HIGH

GOOD

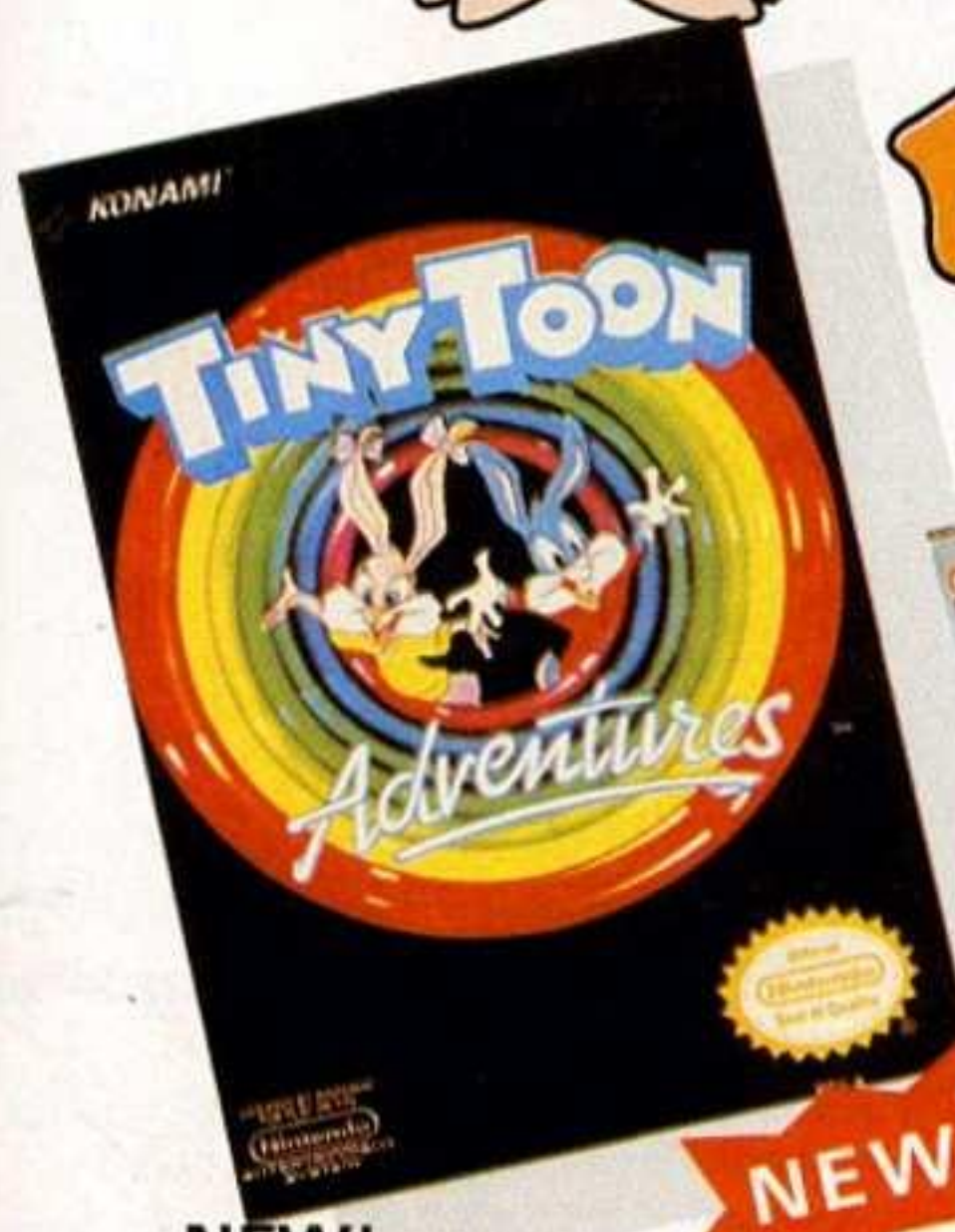
FAIR

LOW

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PALCOM
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REVIEW

SUPER NES

2
PLAYER

4
MEG

PUZ
GAME



PRICE:TBA
BY:OCEAN

RELEASE
FEBRUARY
CONTROL
1 JOYPAD
GAME DIFFICULTY
EASY/MEDIUM
CONTINUES
PASSWORD SYSTEM
SKILL LEVELS
ONE
RESPONSIVENESS
OK
1ST DAY SCORE
2 PILES OF RAT CASH
ORIGIN

Push Over is a conversion of an Amiga puzzle game featuring Colin Curry (he of the Quavers advert). For this Super NES version, though, he has been replaced with GI Ant.

If you watch Roy Castle's Record Breakers, you may already be familiar with domino-toppling. Roughly every other programme, Roy would appear in a Japanese school's sports hall where 15,000 kids had been setting up 1000 dominoes every day for the last ten years. Then, live on the programme, someone would knock the first domino over, starting a chain reaction to topple the lot. Lo and behold, as the multi-coloured tiles fell, pictures of the Mona Lisa would appear and there was always a space rocket-launch and a paddle steamer in a water tank. The best laugh, though, was when something went wrong, and they didn't break the record after all (snigger).

Until now, the only way to recreate these thrills was with those second-rate 'Domino Rally' sets made up of two strips of hinged dominoes and a plastic bridge (a guaranteed Christmas Day heartbreaker). Thankfully, Ocean have created a puzzle game based on the domino-toppling concept and, best of all, they don't need to be reset after they've been knocked over!

Of course it's not that simple. In the wacky world of GI Ant (the player's onscreen toppler, no less) the dominoes are massive and behave unpredictably. The game challenge is to work out a solution to each screen layout, within a rigorous time limit. Oh, and there are no Mona Lisas or Roy Castles either...



▲ Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not.

DOMINO RALLY - ACTION ALLEY!

The real meat of the game involves using the abilities of the special dominoes to overcome the puzzles set. With that in mind, let's see that daunting domino list in full!

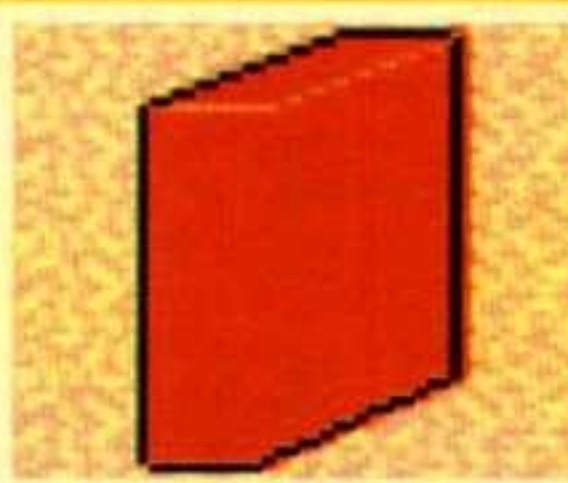


STANDARD

Normal pub domino - a double blank presumably.

STOPPER

Doesn't topple, and thus forms a barrier.



SPLITTER

When struck breaks into two dominoes which then move in opposite directions. A splitter doesn't crumble if fallen on from above.

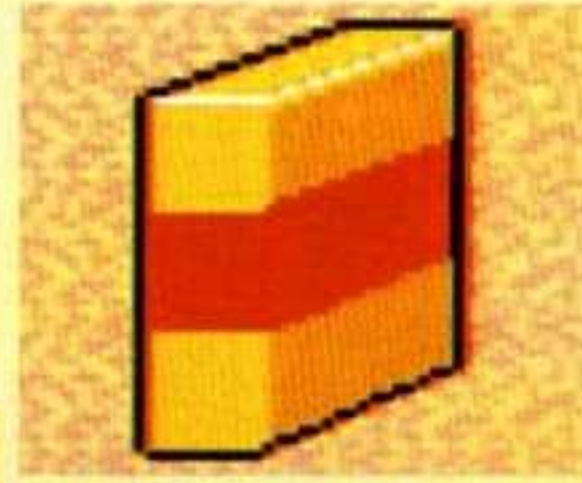


EXPLODER

This particular tile explodes, making a hole in the floor. GI's a bit wary of picking it up.

TUMBLER

This domino amazingly keeps tumbling until it strikes another domino. It is used to keep the chain going across long distances.





▲ Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not.

REVIEW

PRIME MOVER

Manipulating the dominoes is the unenviable task of one GI Ant, a disciplined recruit in Captain Rat's army. GI moves anywhere on screen thanks to the assortment of platforms and ladders which make up each stage. The player then steers GI as he picks up and rearranges the dominoes - although they cannot be placed in front of doors. GI Ant also has the strength to carry dominoes up and down stairs. If, however, GI Ant falls off a platform whilst carrying a domino, it falls to the level below. GI often has to jump off one platform to reach another which needs rearranging. This is fine as long as the distance is short. Long falls result in a strangled scream and a pile of ant bones - at least, that's what they look like.

How To Control

The D-pad moves GI. Ant left and right across the platform network. In front of ladders, Up and Down will move you up/down ladders. Anywhere else, these controls move you behind the dominos.

A

PUSH DOMINO RIGHT

X

NO FUNCTION

B

PICK UP/DROP DOMINO

Y

PUSH DOMINO LEFT

L/R

NO FUNCTION

S

START: HELP FUNCTION
SELECT: QUIT OR RESTART

How To Play

On each screen GI Ant has to topple the 'trigger' domino, ensuring that all the others are eventually knocked over, although he is allowed to rearrange their positions. When the trigger domino is felled, a door is revealed to the next level and more toppling laughs.

DELAY

A delayer first rebounds the domino which hits it (like a stopper). In time, though, it too falls and keeps the chain going.

BRIDGER

The exact opposite to the exploders, bridgers create a new piece of floor.

VANISHER

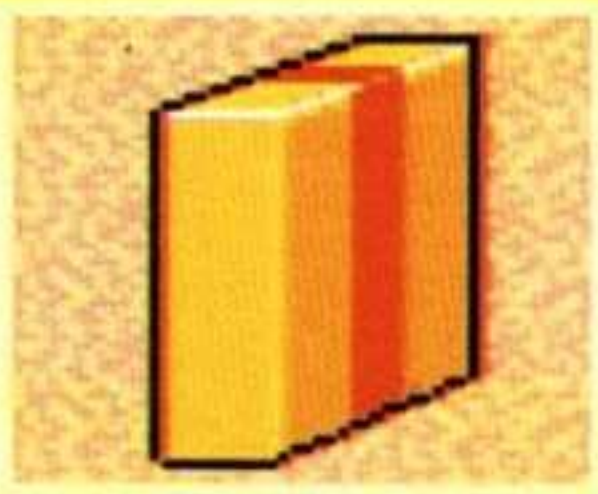
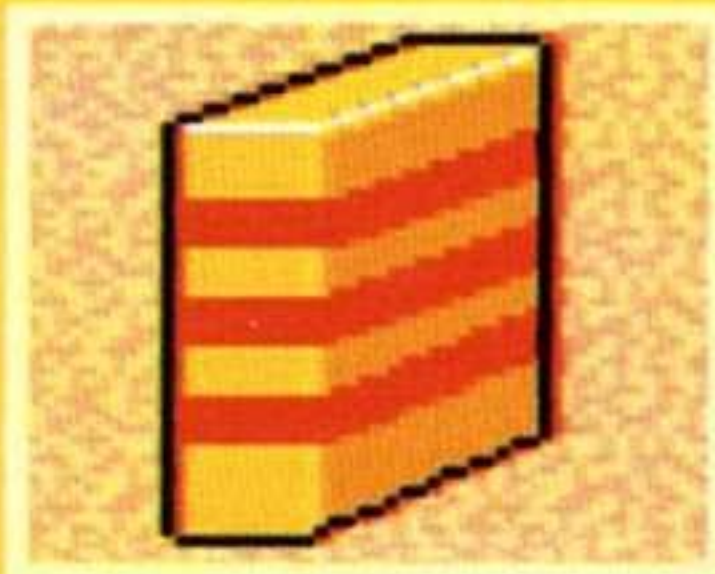
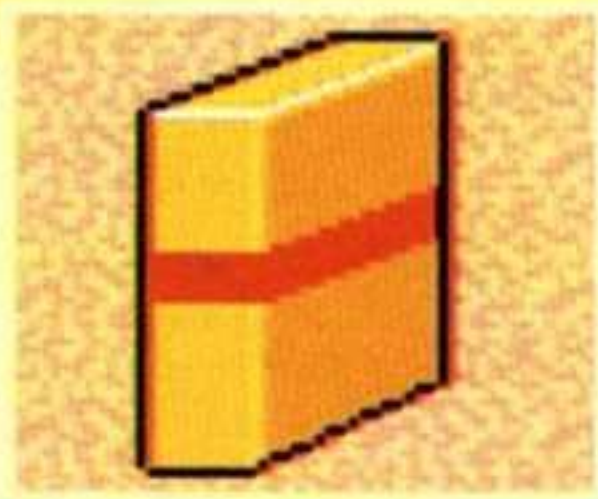
Disturbingly, a vanisher disappears when struck.

ASCENDER

Defy the Laws of Gravity by knocking an ascender. It rises until it hits a platform and tumbles sideways.

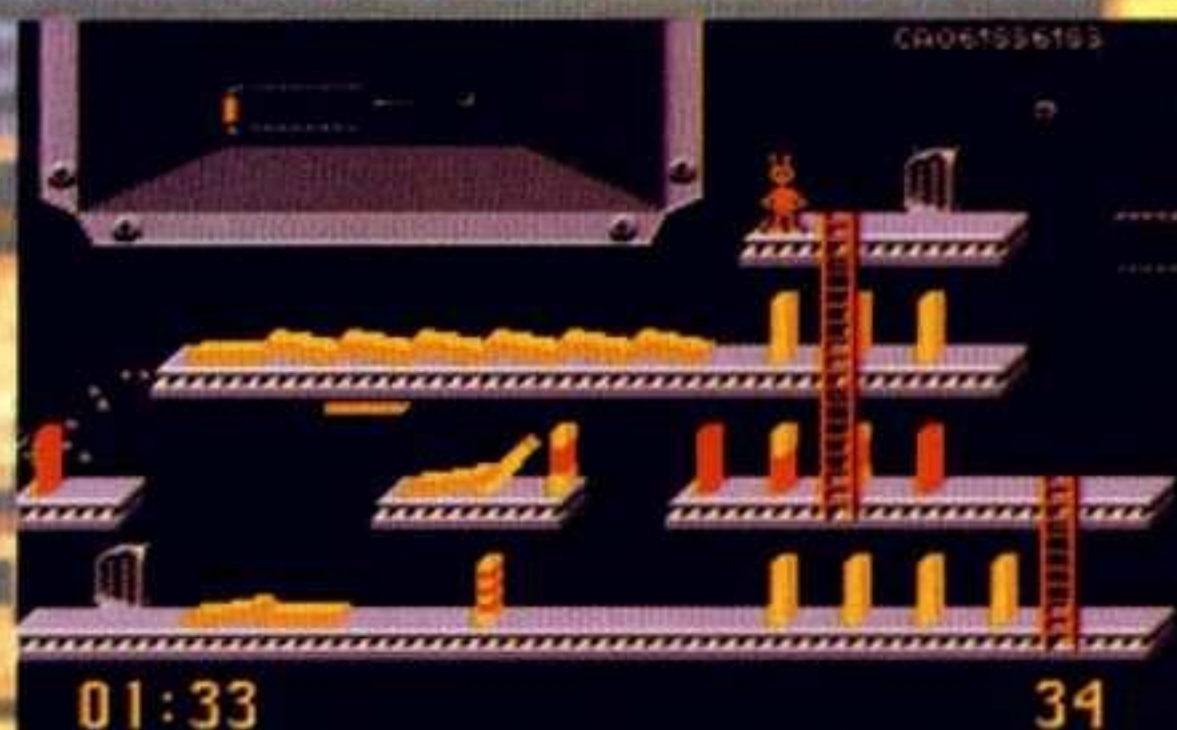
TRIGGER

The key to success, the one trigger domino on each sheet should always be the last to fall.



PUSH COMES TO SHOVE

GI Ant's main task is setting off the dominoes with a push. To do this he should be moved behind the starting domino and use the button to launch it in either direction. He only has one push per screen, and if the domino he pushes touches another the chain continues. If not, the attempt has failed. If one domino falls directly onto another, both crumble and the chain is broken.



REVIEW

THE MORE THINGS CHANGE

RATINGS



Push Over develops by growing steadily more complex. The platforms become denser, and the amount of rearrangement gets larger. The scenery graphics don't play any major role, but they do change every time GI Ant finds some cash for Captain Rat. The industrial zone at the beginning changes to an Aztec jungle scene. Later panoramas include a Space frontier and a haunted house. Each has suitable music to match, and a password system negates the need to play through the early levels again and again.

▲ Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not. Pushover action not.



COMMENT



STEVE

With several other contenders on their way to challenge those ever-popular Lemmings for the puzzle game throne, Ocean are first through the door with Push Over. Rearranging dominoes in order to clear a screen may not sound like Super NES heaven, but it proves surprisingly addictive and the urge to explore the later screens and get to grips with the dominoes' different properties becomes quite strong. The key to a good puzzle game is keeping the player on their toes as they attempt to crack the many screens. GI Ant does indeed have to move about as the dominoes tumble around him, but this is still far from brain-stretching stuff. It's a real pity that such pace is lacking from Push Over as everything else about the game is great. The graphics are small and a little repetitive, but serve their purpose well without cluttering up the screen unnecessarily. If you're desperate for a new puzzle challenge, Push Over is the one of the best - but the Lemmings still rule.

COMMENT



GUS

Push Over's originality is one of its strongest ingredients - together with its rare status as a puzzle game for the Super NES. The game is almost all brain work, but that's not to say reflexes don't play a part. Some screens require GI Ant to run around trying to keep the chain going, and the time-limits are equally strict. On the down side, though, graphics are mediocre and sound average. The game is also let down by its front-end presentation - some more options, and a two-player mode would have improved it no end. In fact, the different backdrop graphics don't quite succeed in relieving the sameness of the game-play, leaving an interesting game which may not have a great deal of lasting appeal. To be fair, though, the difficulty of the game does increase considerably, and there are plenty of screens. Overall, Push Over is an enjoyable game, if a tad sedate, and puzzle fans will certainly get their money's worth.

PRESENTATION

76

▲ The password system removes the need to replay the earlier stages.
▼ There is a general dearth of options, which are sorely needed in such a simplistic game.

GRAPHICS

67

▲ The effect of tumbling is convincing to a point. GI Ant has some nice animation touches.
▼ The background graphics are too small and flat to beef up the game.

SOUND

73

▲ A bit of sampled speech, and the occasional nice music effect.
▼ Most of the tunes are throwaway, in a 'Lemmings' sort of fashion.

PLAYABILITY

80

▲ A tolerant game, which via a series of 'warm up' stages encourages the player to learn the basics as they progress.

LASTABILITY

74

▲ There are plenty of screens, each of which introduce new ideas.
▼ The nature of the game is basic, and the action doesn't change appreciably.

OVERALL

78

Push Over is a solid puzzle game concept, let down by lacklustre presentation and options, and its failure to offer any real surprises.

LONG-TERM INTEREST	HIGH					
	GOOD					
	FAIR					
	LOW					
		HOUR	DAY	WEEK	MONTH	YEAR



●MEAN MACHINES SEGA●MEAN MACHINES SEGA●
●MEAN MACHINES SEGA●MEAN MACHINES SEGA●

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REVIEW

NINTENDO

1
PLAYER

2
MEG

PUZ
GAME



PRICE:TBA
BY:OCEAN

RELEASE
DECEMBER
CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM/HARD
CONTINUES
PASSWORD

SKILL LEVELS
4

RESPONSIVENESS
SUSPECT

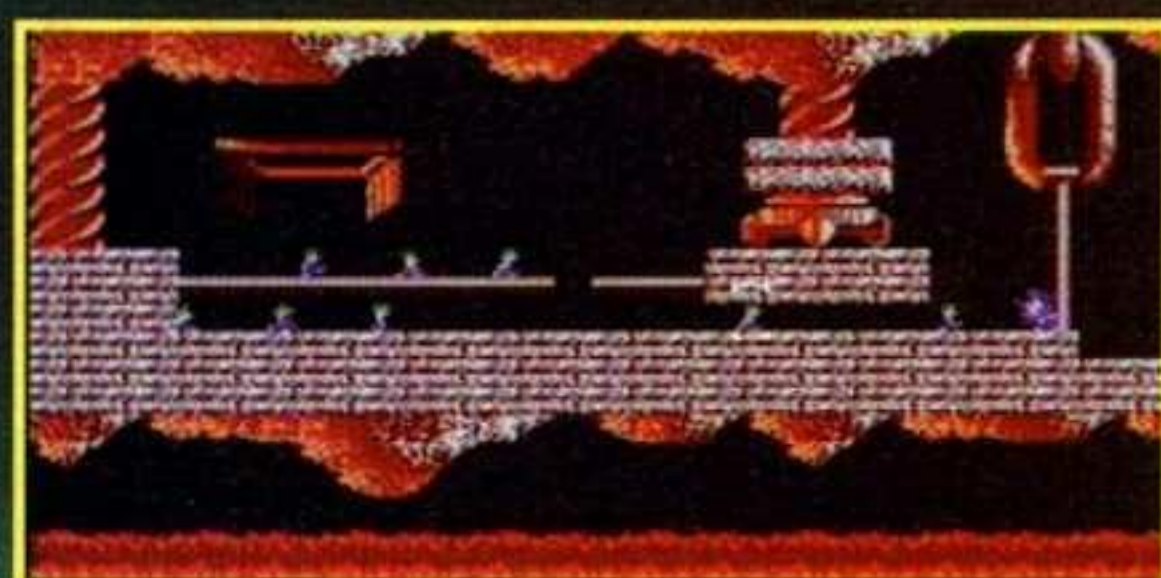
1ST DAY SCORE
LEVEL 25

ORIGIN

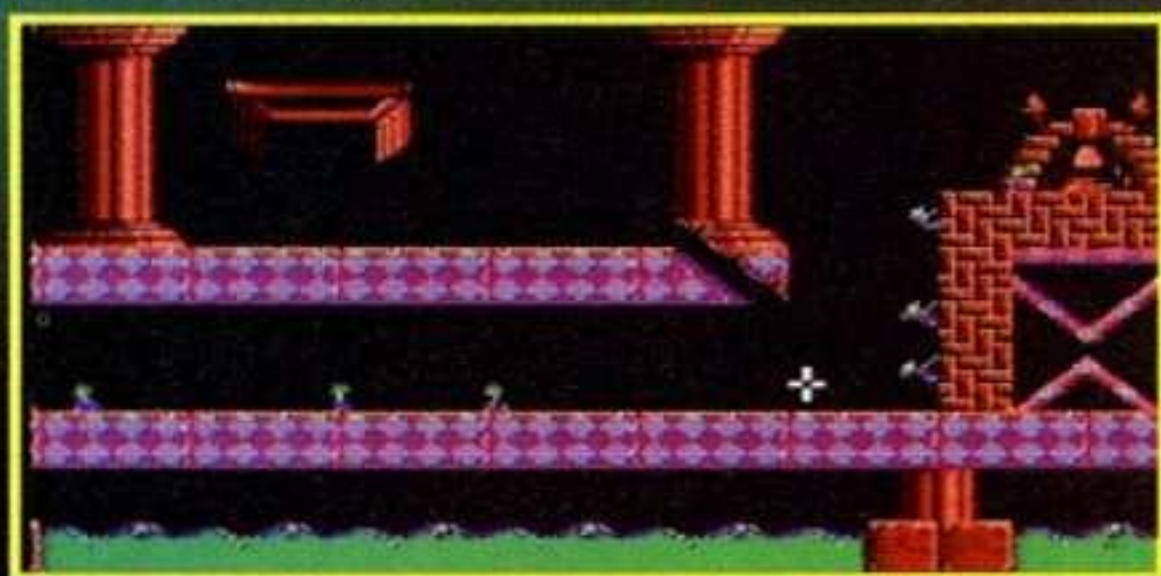
Nth conversion of the ever-popular puzzle classic Lemmings, launched on the eve of the sequel's release on the home computer formats.

Lemmings, eh - they think they know it all. Take the latest generation, for instance. They're not content with falling a long way off a cliff to kill themselves like countless generations before them - oh no! These days the modern Lemming wants to be crushed, fried, dissolved or blown up before they feel they've had a satisfactory suicide. This makes your job as a god-like Lemming protector, a lot trickier. You see, maintaining your divine power involves keeping as many Lemmings as possible alive until the time is right for them to pitch themselves head-first over a local cliff. This is more difficult than it sounds, since your rodent subjects are doggedly trudging their way across Uncle Ray's World of Dangers - perfect territory for a young Lemming to pop his or her clogs in a variety of hideous ways.

It is therefore your righteous duty to guide your loyal followers to safety by implanting instructions into their impressionable heads. For instance, you could tell one Lemming to start digging, or grant another the ability to climb sheer surfaces. They're so stupid they'll do it, and guide them all to the end of the game to watch the little critters throw themselves off the nearest precipice in gratitude...



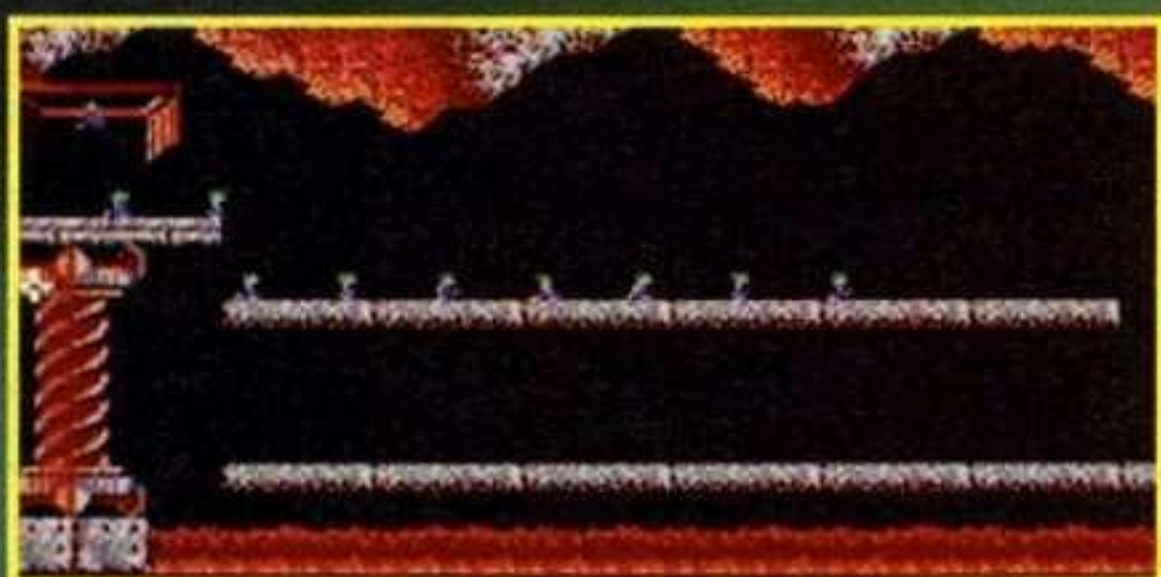
▲ Can you hear the sound of a million lemmings roasting in the pits of hell?



▲ Spider-Lemming, Spider-Lemming...(sung to the theme of Spider-Man).



▲ Sadly, as soon as Lenny had knocked through, the weakened top half collapsed and crushed him.



▲ Don't follow me, I'm lost too!



CASH YOUR CHIPS IN

Should you mess up a level and trap a poor Lemming who will never escape, or if you just can't be bothered to lead them into traps, help is at hand. At the far right of the ability select bar is a mushroom cloud. Select this and the Nuke option is initiated, turning all of your Lemmings into bombers! Watch as the countdown reaches zero and laugh as the Lemmings clasp their hands to their tiny furry heads before exploding into a million pieces, taking a considerable amount of the scenery with them.



COMMENT

I'm not exactly the world's biggest Lemmings fan - for me the whole thing gets a bit repetitive after thirty-odd levels. That said, the many other versions of Lemmings are still much better than this. I don't mean Lemmings is bad - it's not - it's just that this is the

RAD
worst version available. The graphics are highly sad and the Lemmings themselves flicker so badly it's sometimes impossible to keep track of them. The method for selecting icons is a bit dodgy, too, with the player having to hold down the A button and use the joystick to highlight each option in turn, instead of simply using the cursor. However, with the addition of a slow and cumbersome cursor, it's nigh-on impossible to move the cursor accurately as it leaps and jerks about in its sluggish way, leading to some frustrating Lemming deaths. NES Lemmings isn't the worst game going, but it certainly doesn't match up to the other Lemmings conversions on the market.



CLOSE YOUR ACCOUNT

As a god, the player is endowed with powers and abilities far beyond those of mortal Lemmings. As such, there's nothing to stop such a powerful figure giving his or her favourite Lemmings special powers and abilities. However, there are limits to such skills, and only limited numbers of transformations and divine interventions are available, although more than one power may be given to a Lemming at once.

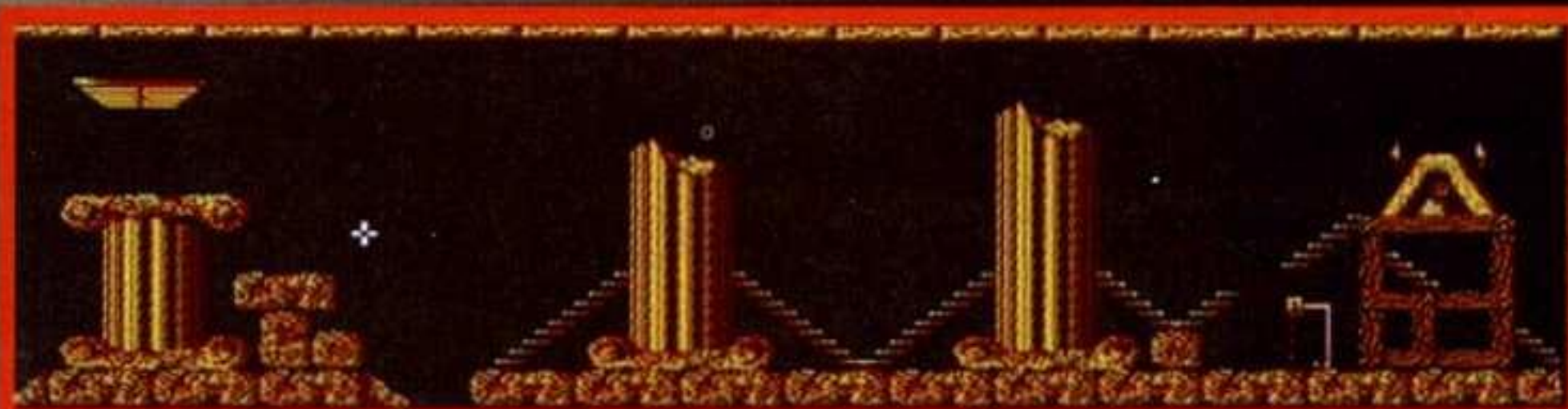
Lemmings are adaptable creatures who will happily turn their hand to just about anything - climbing, floating, bombing, blocking, building, bashing, mining and digging. Whatever they're doing, one thing remains the same - they'll be very stupid about it.



▲ Plummeling lemmings! Plummeling lemmings you fool!



▲ A spoonful of sugar makes the medicine go down...



WIN YOUR HARP

If there's a particularly big or difficult level and you need to examine the landscape before starting your mission, the Tracks option is for you. This pauses the game, but gives your cursor free movement around the level, allowing the player to scroll around the puzzles awaiting your attention. However, within this mode no powers are available for use. Still, forewarned is forearmed as they say, and this provides indispensable reconnaissance info on new levels.



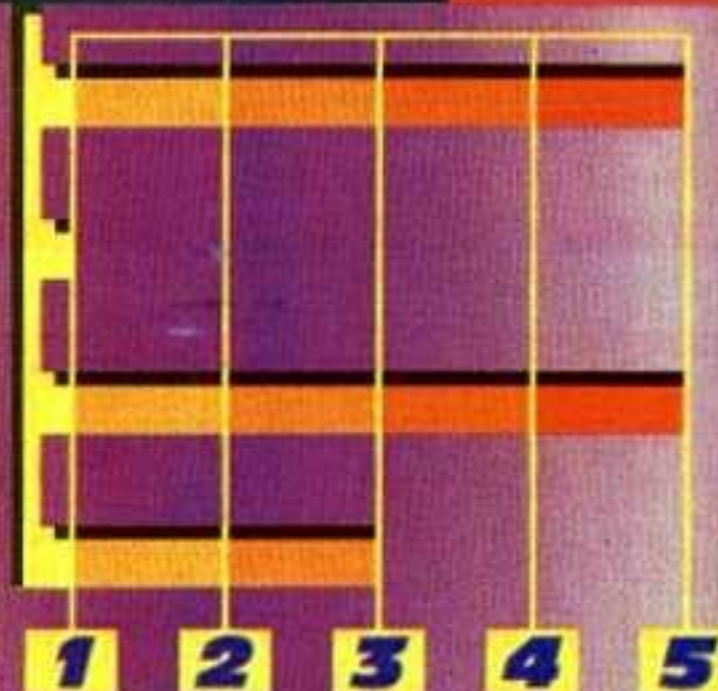
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



► BREAKDOWN

PRESENTATION

74

▲ There's an intro sequence, title screen and a few options.
▼ Unfortunately, they're all really fuzzy and indistinct.

GRAPHICS

26

▼ The sprites are small by nature but poor by design. The backgrounds are very fuzzy and lack detail.

SOUND

67

▲ There's a passable attempt made at the tunes from the Super NES cart.
▼ Sadly, the tunes grate after a while and the effects are nothing to write home about.

LASTABILITY

92

▲ Loads of levels, and increasingly difficult puzzles mean it'll take ages to beat.
▼ The password system makes it a bit easier, and those with no patience won't play all the way to the end anyway.

PLAYABILITY

82

▲ The puzzles are intriguing and once you see a new one you really want to beat it.
▼ The cursor is very slow and cumbersome, and the controls in general make life difficult.

OVERALL

85

A stable conversion of a classic game. Spoilt by a few defects but worth a look for die-hard Lemmings fans anyway.

REVIEW

GAMEBOY

1
PLAYER

1
MEG

PUZ
GAME



PRICE: £24.99
BY: OCEAN

RELEASE

JANUARY

CONTROL

JOYPAD

GAME DIFFICULTY

VARIABLE

CONTINUES

PASSWORD

SKILL LEVELS

4

RESPONSIVENESS

SUSPECT

1ST DAY SCORE

LEVEL 28

ORIGIN

Long-awaited Game Boy conversion of the all-time classic puzzler, which means Lemmings is now available on every Nintendo system.

It's amazing how many varieties of stupidity there really are. There's plain stupid, downright stupid, double-doh el stupido and brain dead. Lemmings don't fall into any of these categories - they're so thick they've created one of their own! These unbelievably stupid little creatures have only a handful of brain cells between them, and remain the only species known to man with an IQ in the minus range. But are Game Boy Lemmings really as mind-numbingly echo-headed as their cousins on the other machines? Of course they are!

Like all Lemmings this lot like nothing better than plodding towards their doom, and meet their end in any number of bizarre ways. Play God and force your Lemmings to use their skills and talents to save themselves, or not as the case may be. Long live Lemmings? Fat chance...

POP YOUR CLOGS

Lemmings are fairly adaptable little creatures, although they do have their limits. Your average bog-standard Lemming isn't good for very much, although they can fall quite a long way and escape unscathed. Trouble is, this ability is just not enough to escape the many and varied hazards of Lemmingworld. In order to give them a fighting chance, Lemmings may be transformed into Climbers, Floaters, Bombers, Blockers, Builders, Bashers, Miners and Diggers. Here's when they come in handy:

CLIMBERS: Vertical surfaces are no problem for a climber pumped up enough to scale the sheerest surface. However, a climber ascends everything it finds, and disappears up the screen when you least expect it!

FLOATERS: The Lemming equivalent of a City commuter, these are crucial if there's a long drop to be faced - their brollies should save them from harm.

BOMBERS: Amazingly, Lemmings have the ability to spontaneously combust whenever necessary - and they'll even count down the remaining seconds before their own oblivion.

BLOCKERS: These Lemmings equivalents of a rush-hour traffic policeman come in handy when herding up our hapless heroes and prevent them going anywhere. Turn these into Bombers to clear the way.

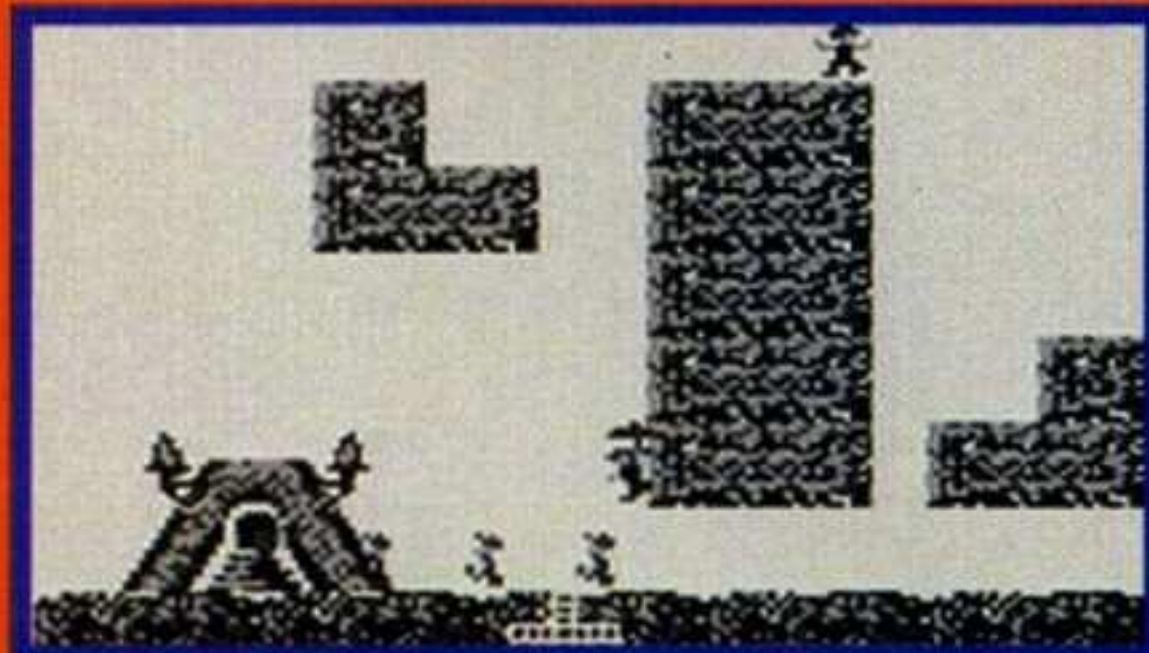
BUILDERS: Crucially important, Builders are dab hands at constructing bridges using the tiles they carry in little sacks on their backs. They'll lay a dozen at a time, and often the fate of the whole herd rests on their shoulders - so learn how to use them.

BASHERS: These well 'ard boyos are essential for smashing through all manner of rock-like obstacles.

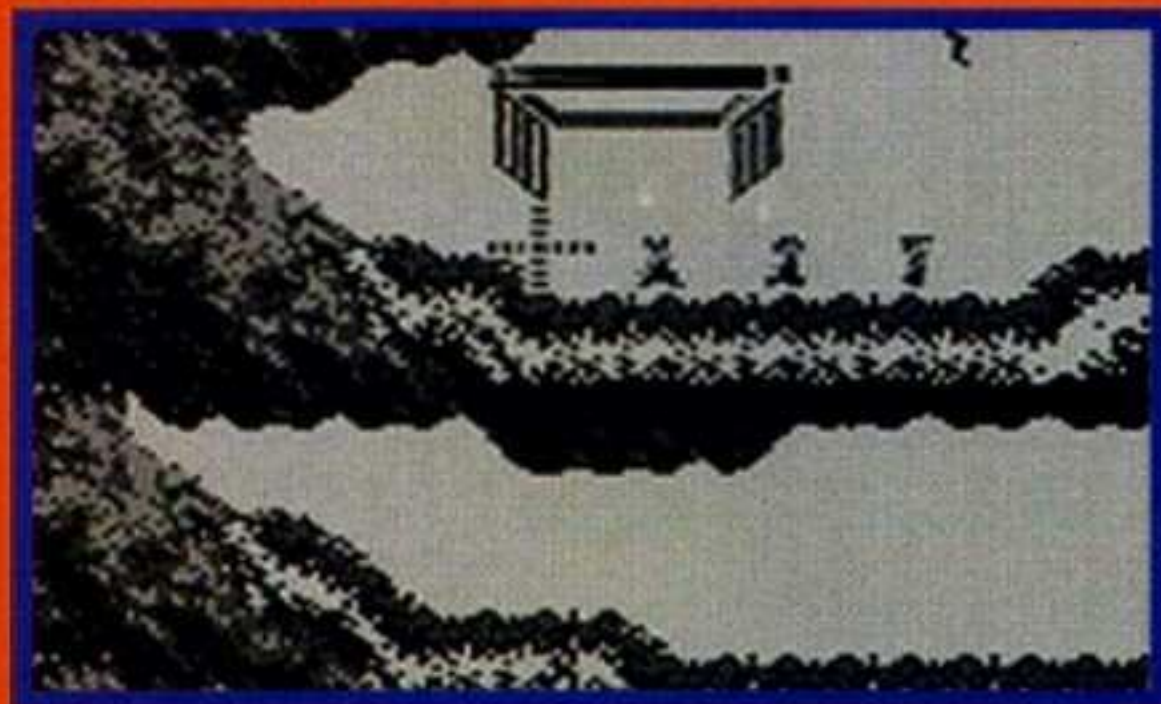
MINERS: Need to tunnel your way to salvation? Here's the answer. Pickaxe-wielding miners make light work of just about every surface except metal, and put everything they've got into it, too!

DIGGERS: Sometimes you've got to go straight down, and that's what diggers do. What's more, they'll keep going until they hit something solid, and they'll happily dig right through to China if there's nothing to stop them.

LEMM



▲ Clever positioning of Blockers is needed here.



▲ Each of the earlier stages introduces the player to each sort of Lemming.

How To Control Move the directional cursor around the screen. Select Lemming icons from the strip at the bottom. Click on moving Lemmings to activate icon.

A

Select icon from options
Activate Lemming

B

Bring up options bar

S

START BUTTON: Pause/restart
game

S

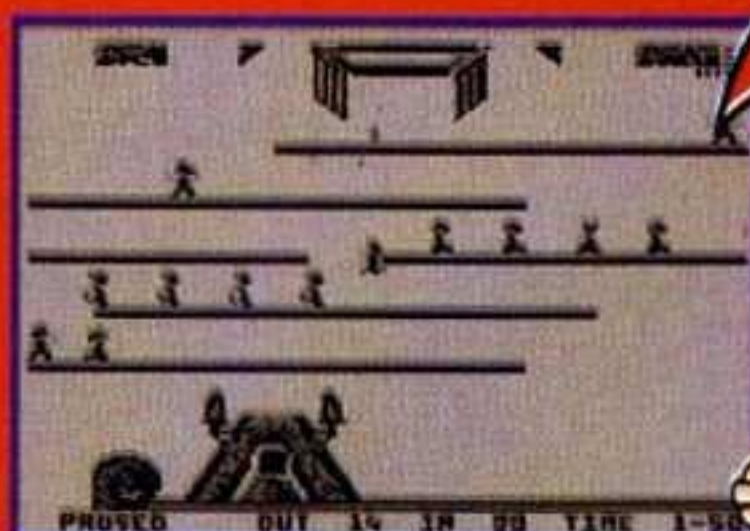
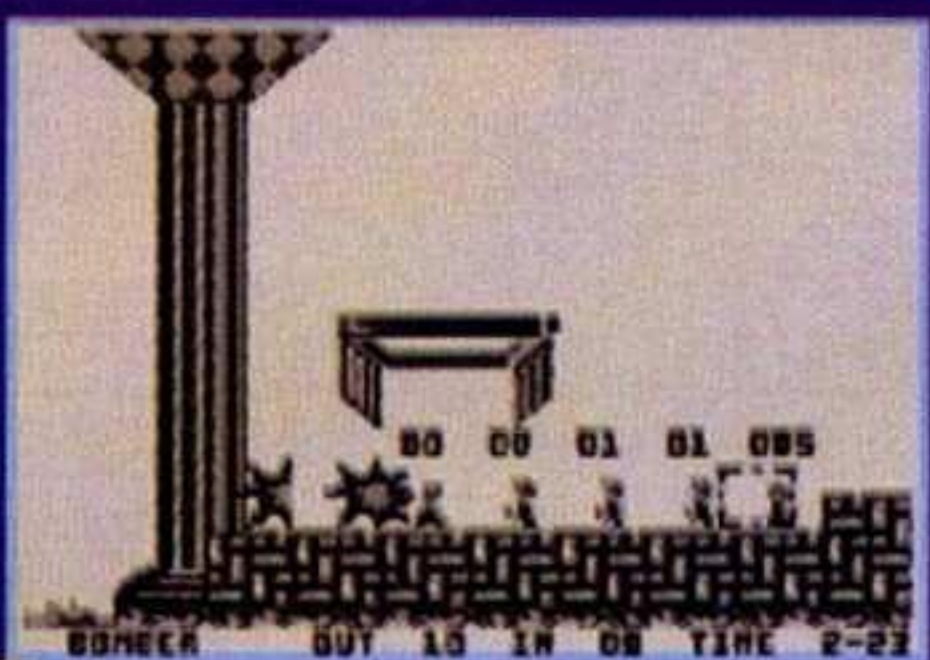
SELECT BUTTON: Quit game

How To Play The aim of the game could not be simpler: keep as many Lemmings alive as you can! However, just about every obstacle imaginable is lined up to kill them. Luckily, the little critters have more than a few skills at their disposal, so highlight these from the options menu and literally plant the idea inside the Lemming's head. It might take him half a tick to register, but he'll religiously do whatever he's told until he's unable to, for whatever reason. Let's face facts: a lot of Lemmings are going to die. But, what the hell, there are plenty more where they came from...

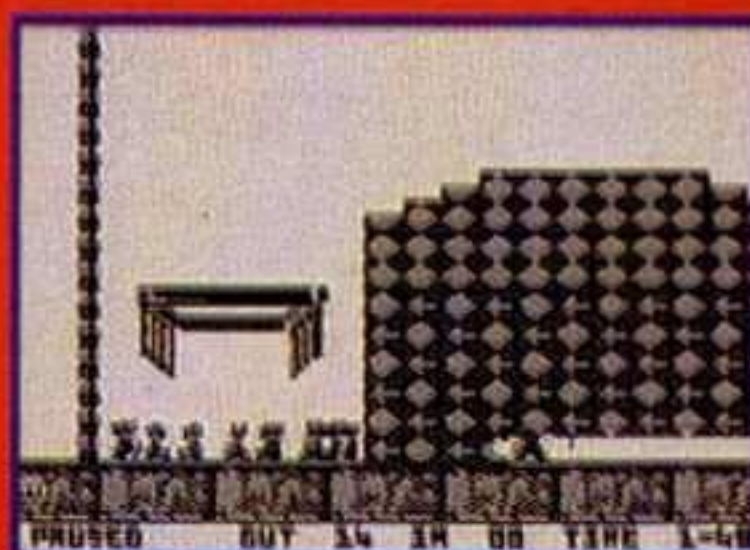
LEMMINGS

KICK THE BUCKET

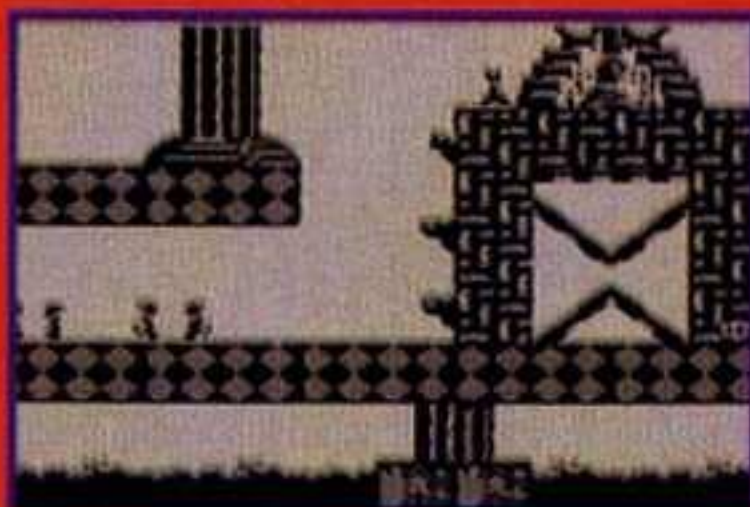
Lemmings are very obliging in all manner of ways, and they're quite happy to make the ultimate sacrifice if you're facing a bit of bother. Find yourself stuck on a screen with no way out and they'll all happily self-destruct courtesy of the Nuke Screen icon!



▲ Gone from the Game Boy version is the icon to alter how fast the Lemmings drop into play.



▲ A heroic Digger Lemming burrows his way to his aimless mates...



▲ Climbing sheer vertical faces is no problem for a specially-adapted Lemming.



▲ The level introduction screens offer tips as to what to expect.



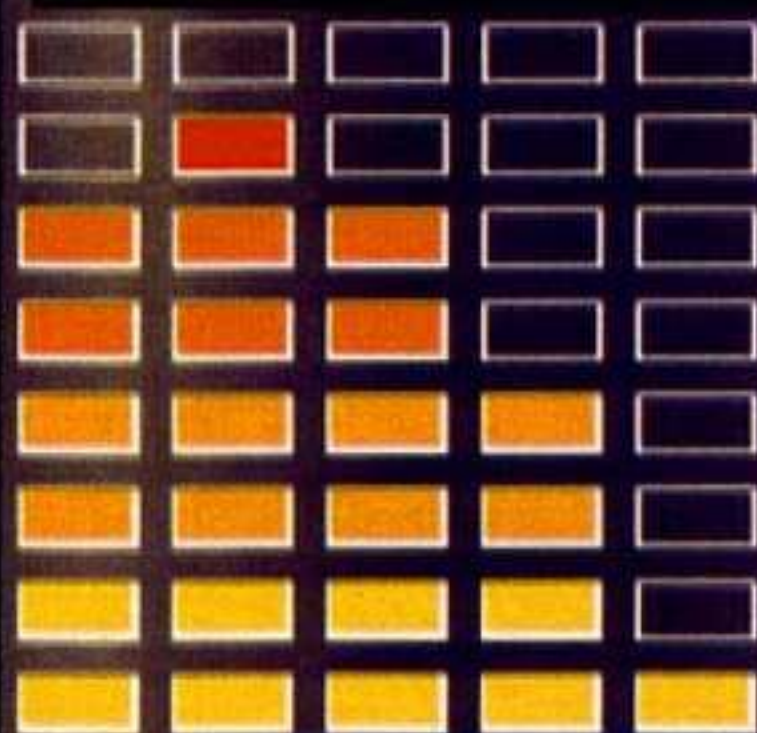
TIM

COMMENT

Lemmings is available on just about every machine known to man, so how come it's taken so long to get to the Game Boy? Ah, who cares as long as it's this good! I've been looking forward to hand-held Lemmings laughs for ages now, and thankfully it's been well worth the wait! First things first, a few compromises have been made with this conversion, but it's completely obvious that all of them were necessary. For a start there aren't as many Lemmings, but gameplay has been tweaked so that you hardly notice. Second, Lemmings tend to flicker when bunched up - but this normally unforgivable failing is entirely justified because there's so much going on. The individual Lemmings are beautifully animated, the backgrounds brilliantly captured and the sound a real stereo treat. For me, this is the best Game Boy conversion anyone could have reasonably expected, and those train journeys are flying by to prove it. If you're a puzzle fan, get Lemmings as soon as you can. Your Game Boy is crying out for this cart and the least you can do is put the poor thing out of its misery...

LONG-TERM INTEREST

HIGH
GOOD
FAIR
LOW



HOUR DAY WEEK MONTH YEAR

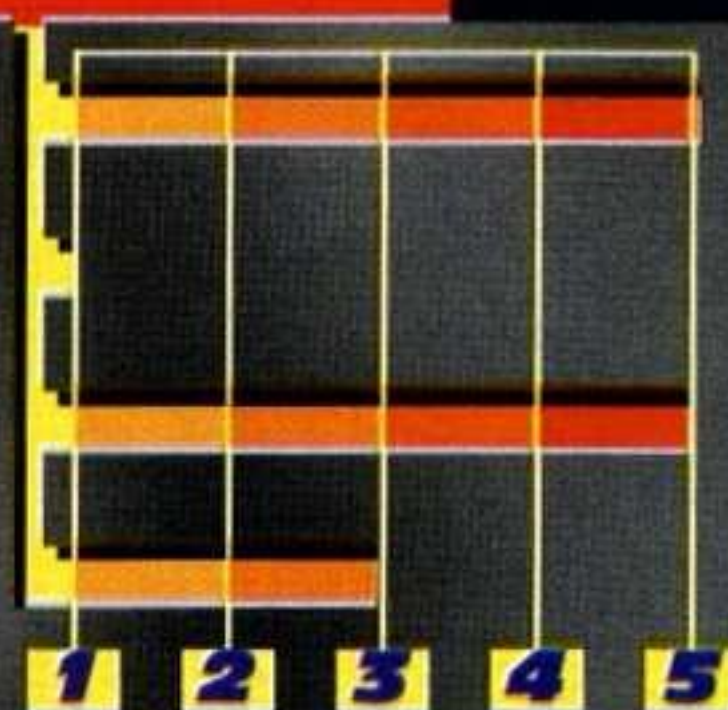
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

- ▲ Simple title screen with options available
- ▼ No intro sequence of any description

87

GRAPHICS

- ▲ The sprites are well animated and the backgrounds full of detail
- ▼ On-screen flicker when Lemmings are bunched up

88

SOUND

- ▲ Great music for the Game Boy, lovingly sampled from the Amiga original
- ▼ Sound effects are poor and often hard to hear

87

LASTABILITY

- ▲ Levels galore, from easy to near-impossible!
- ▼ You're going to need patience. Lots and lots of patience...

87

PLAYABILITY

- ▲ Well tuned to account for less Lemmings on the screen
- ▼ Cursor takes a while to master

84

OVERALL

Considering the limitations of hand-held machines, this is a cracking conversion of the classic - provided Lemmings is your thing!

88

REVIEW

GAMEBOY

1
PLAYER

1
MEG

SHT
GAME

F-15
STRIKE EAGLE



PRICE: £24.99

BY: MICROPROSE

RELEASE

FEBRUARY

CONTROL

JOYPAD

GAME DIFFICULTY

MEDIUM

CONTINUES

PASSWORD SYSTEM

SKILL LEVELS

THREE

RESPONSIVENESS

PRETTY GOOD

1ST DAY SCORE

MISSION THREE COMPLETE

ORIGIN

F-15 is a conversion of the aging computer flight simulator classic.



F-15 STRIKE

Today's standards of weaponry are a far cry from the cumbersome, cast-iron efforts of the two world wars. A single aircraft is capable of carrying as much explosive as was dropped in the whole of world war II. A scary thought! If this is the kind of thing that has you messing your pants with excitement at the slightest mention then have Microprose got the game for you!

In F-15 Strike Eagle the chance to pilot such a bird of destruction is yours, and much blasting of enemy installations and airborne derring-do is contained in the game. Although F15 is a bit of a blast from the past, enjoying much success on the 16-bit computer formats, it still looks like being a high flyer.

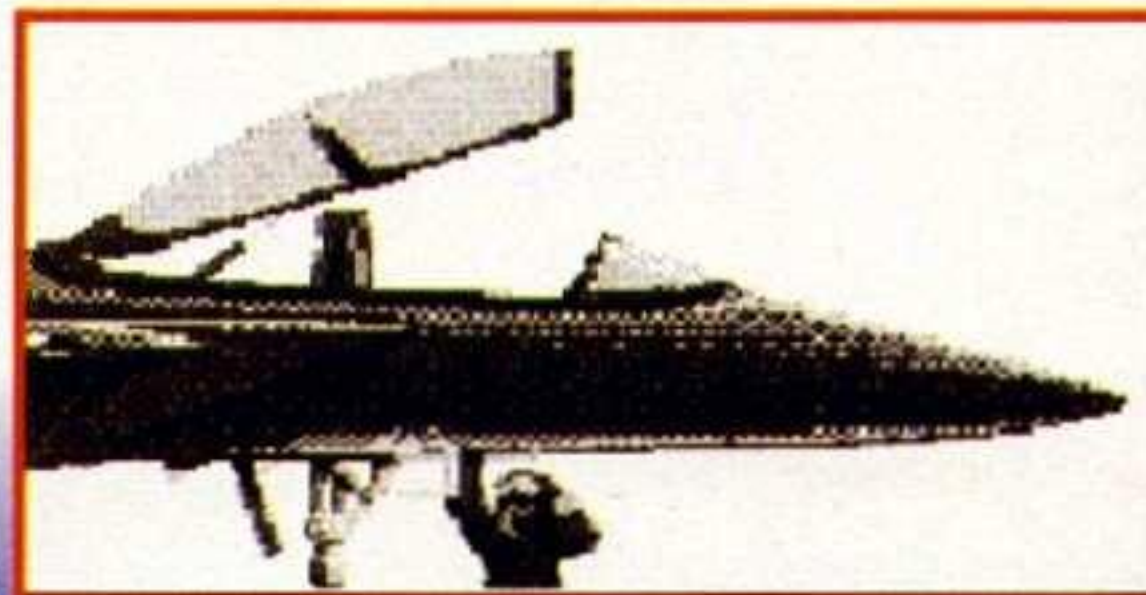


PUT THE MEDAL TO THE METTLE

There are no rewards for cowering in the shadows of the NAAFI! Medals are awarded for getting up and at the enemy. In F-15, the medals are awarded for outstanding achievements in each of the sortie areas. The harder the mission, the more distinguished the decoration received.



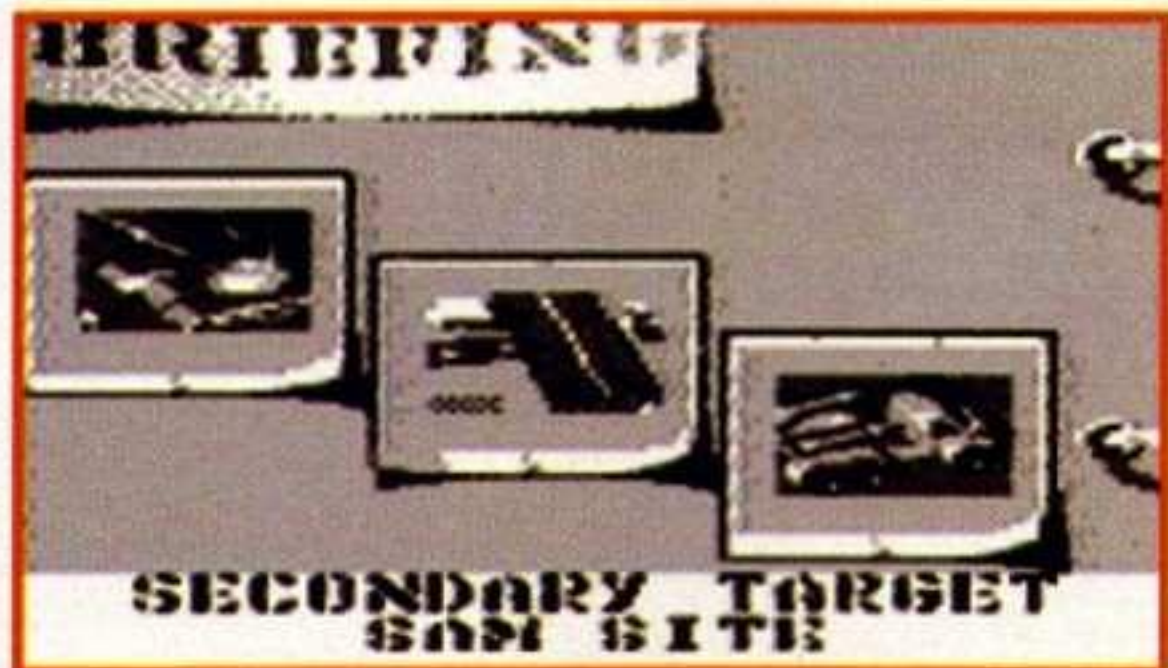
▲ Cheers mate, guess you're getting the pints in then.



▲ When you bought your f-15, you bought yourself a ticket to ride (with easy clean canopy).



▲ If we don't stop here there aren't Services for 50 miles. So if you need to go...



▲ On the left is a Francis Bacon etching from his 'angst' period.

How To Control

The D-pad acts as the joystick. To roll left press the pad in that direction. The same goes for rolling right. Push up on the pad to make the aircraft dive and push down to climb.

A

Activates the automatic cannon.

B

Missile launcher.

S

Calls up the map screen, effectively pausing the game.

S

Drops decoys.

How To Play

Pilot an F-15 into battle and do your utmost to earn promotion and various medals for your efforts. Such rewards are earned from achieving success in each of the six sortie areas.

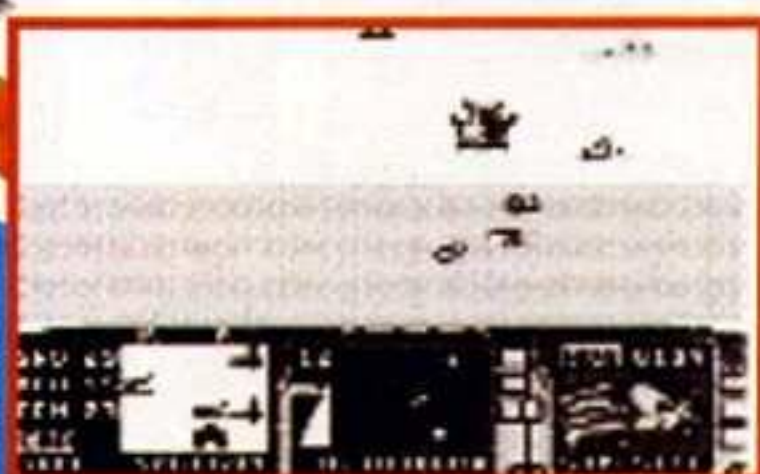
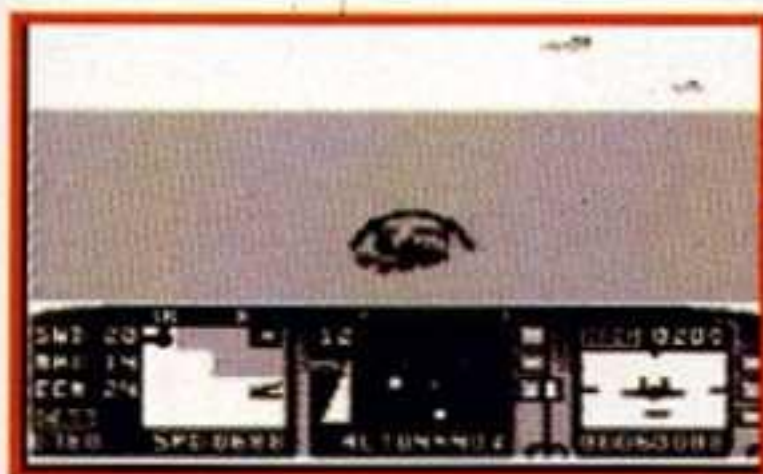
F-15 EAGLE

REVIEW



DECIDE YOUR FATE

Before starting, an option allows the player to choose the status of their pilot. Beginners are better off starting the game as the basic AIRMAN. He offers limited control of the plane, but is the best for getting used to the plane. Anyone taking on the mantle of PILOT should prepare for life to get that bit tougher as more responsibility is taken over the aircraft. Finally, to live up to the rank of ACE, the highest challenge is complete control over the plane in dangerous combat zones. Aieee!



SORTIED

There are seven sortie areas in total. As the player becomes more proficient as a pilot, so the sortie missions become more demanding.

MESINIA: Guerrilla activity has been traced back to state-sponsored sources! The player's mission is to wipe them out and take care of their light defences!

G2/G3 ZONES: Long-range artillery is causing our boys some serious hassle! All of this from a hoard of poxy SCUD missile sites and mobile launchers. Fly in and take them out..

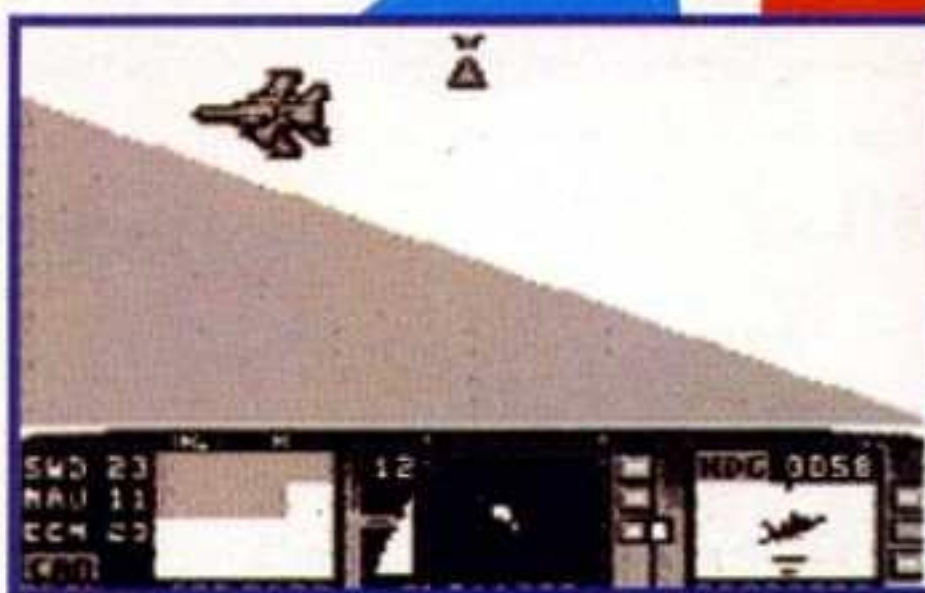
ASHLAM COAST: Your first run in with enemy fighters! Much dog fighting ahoj in an attempt to eliminate concentrations of enemy armament.

BOKORA: Prevents the enemy from receiving supplies and ammo by blowing up bridges and a munitions plant.

FARADAN/ MATINES BORDER: The entire squadron of enemy warplanes are, by now, making a run for it! Wipe them out, but keep an eye on your fuel levels

CEMAYNE PLATEAU: At last, the chance to get to the people responsible for this mess! Destroy the oil refinery but don't let those vermits get away!

ISMALIA: The final battle, which should hopefully result in the complete destruction of the enemy.



▲ Bandit at 11 o'clock, Trio at midnight, club mint at...etc

LONG-TERM INTEREST	HIGH	☐	☐	☐	☐	☐	☐	☐	☐
	GOOD	☐	☐	☐	☐	☐	☐	☐	☐
	FAIR	☐	☐	☐	☐	☐	☐	☐	☐
	LOW	☐	☐	☐	☐	☐	☐	☐	☐
		☐	☐	☐	☐	☐	☐	☐	☐
		HOUR	DAY	WEEK	MONTH	YEAR			



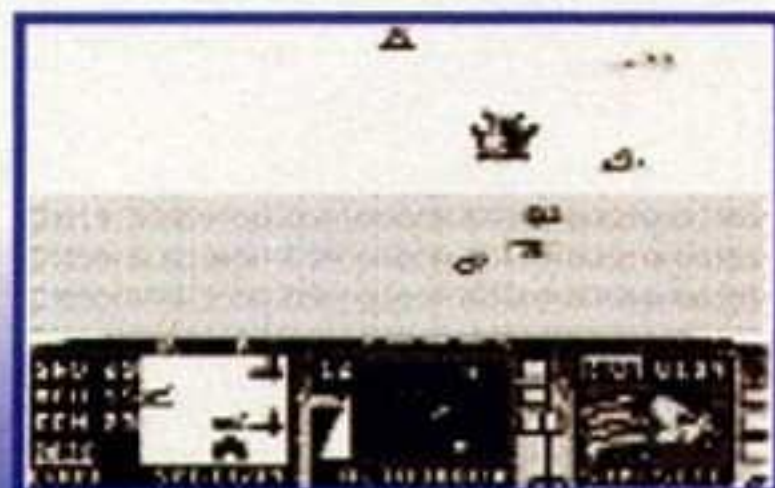
COMMENT

Quite how Microprose managed to cram a complete flight sim into the tiny game Boy is beyond me, but that's what they've done! Granted, Game Boy F-15 is a truncated version of the old favourite, but its three play modes offer what amount to three different games. Although the missions remain the same, in the easiest mode the game is basically an Afterburner-style blast with very little lasting appeal, but when tackling the hardest rank, full control is given over the plane and the game steps up the heat! This system also has the benefit of easing the player into the game, allowing them to experiment with the latter difficulty levels when they feel more than confident with the easier ones. Although the game is dismal both in the graphics and sound regions, F-15 is quite an achievement. Whilst its complexity may put a few of the more casual gamers off, this is a cart which is worthy of more than a quick glance.

STEVE



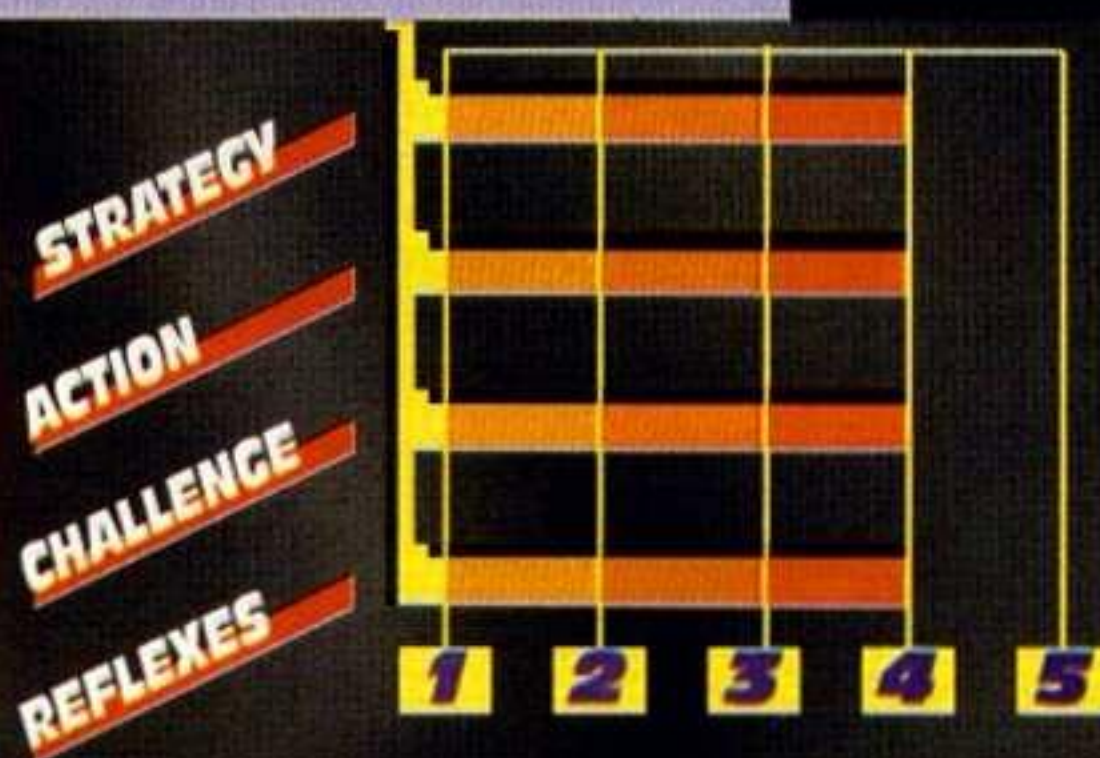
▲ Co:Take evasive action sir! Pilot:I am!



▲ There's too many of them, the engines canny take i



RATINGS



► BREAKDOWN

PRESENTATION

▲ Three distinctly different difficulty levels effectively triple the number of missions in the game by adding more complexity to each.

78

GRAPHICS

▼ Sparse and small, but bearing in mind the Game Boy's blur problem, perhaps this for the best. It still looks crap, though...

46

SOUND

▲ Minimal sound, which is limited to a few awkward beeps and squelches. More could have been done here.

35

LASTABILITY

▲ The hardest level is a real challenge as PROPER control over the plane is given. Thus, the game's longevity is ensured.

87

PLAYABILITY

▲ The easy level renders F-15 a simple Afterburner clone, which is fine in the short term. However, it also acts as an easy introduction to flight sims.

81

OVERALL

Remarkably, a Game Boy flight sim which works. Although dull to look at, there's more than enough depth in F-15 to keep most people happy.

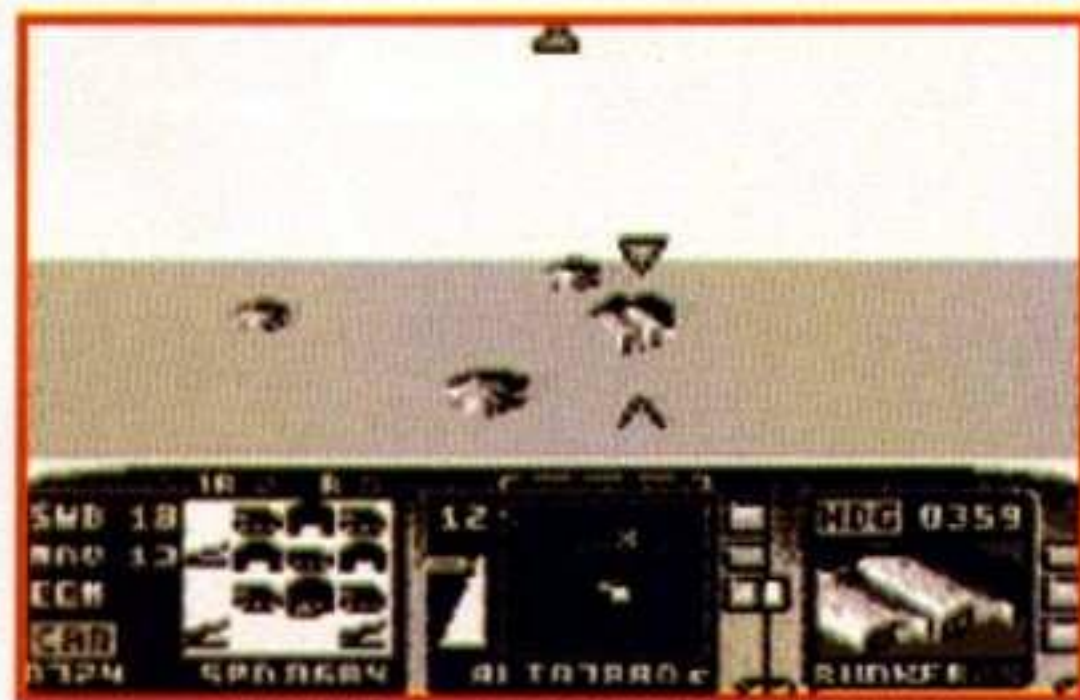
83

RANK PROMOTIONS

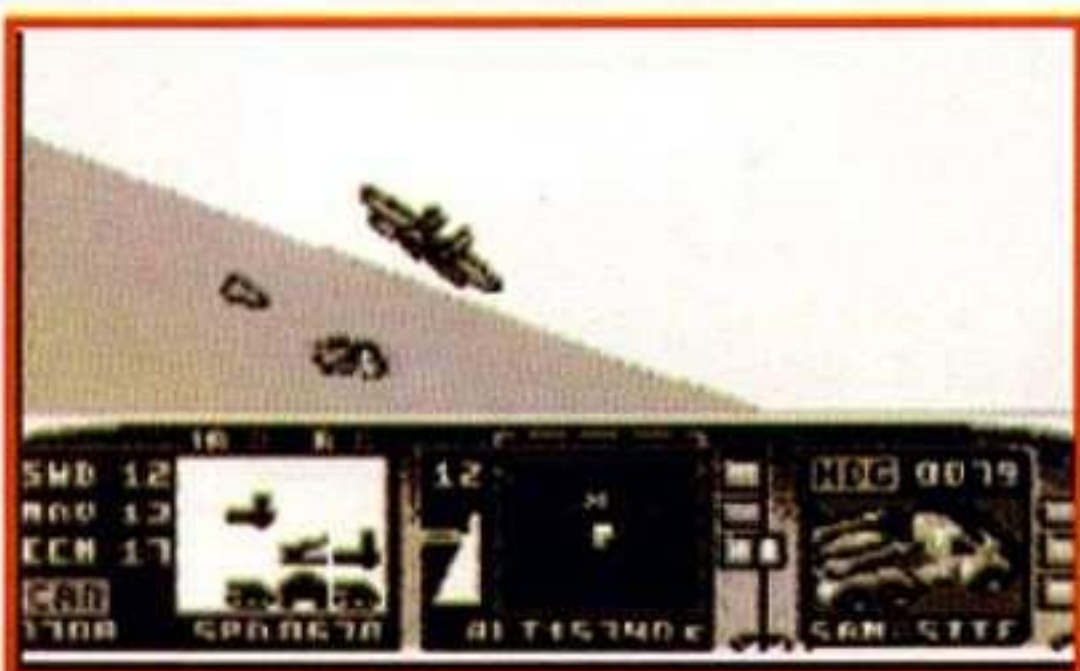
If the player scores more points than average, the chances are they'll win a promotion. The starting rank is as a 2nd Lieutenant and the first promotion comes at 500,000 points. The rank of General is the highest possible and for this a massive 40,000,000 points is required!



▲ Yes, and from now on there's going to be some changes round here.



▲ Co: I can't get a bearing on those objects, sir. Incidentally, what are they?



▲ Let's give him something he'll feel right in the afterburners.



▲ But far more important, free-minded people can sleep safely again.

COMMENT



TIM

First appearances can often be deceptive, and that's definitely the case here! you're tempted to write if

off F-15 immediately because it's much too complicated for the Game Boy. **WRONG!** F-15 takes a while to get into, but once you do you'll realise just how much there is to get out! Graphics and sound are nothing to write home about - adding to the initial misguided disappointment - but the game itself is huge! There's absolutely stacks to do in this Afterburner-type shooter which proves itself a very sophisticated piece of software. Sometimes it can be hard to see what's going on (but isn't real air combat like that?!) and by this time you're so absorbed in the cart you don't give a hoot whether the graphics are great or not. As you can tell, I like this cart and if you're a fan of shooters with a bit more depth then this is the one for you.

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NINTENDO

REVIEW

GAMEBOY

2
PLAYER

1
MEG

PLT
GAME



PRICE: £24.99
BY: TITUS

RELEASE

OUT NOW

CONTROL

JOYPAD

GAME DIFFICULTY

EASY

CONTINUES

INFINITE

SKILL LEVELS

TWO

RESPONSIVENESS

OK

1ST DAY SCORE

12680

ORIGIN

Titus first appeared on 16-bit computer formats last year, with some success

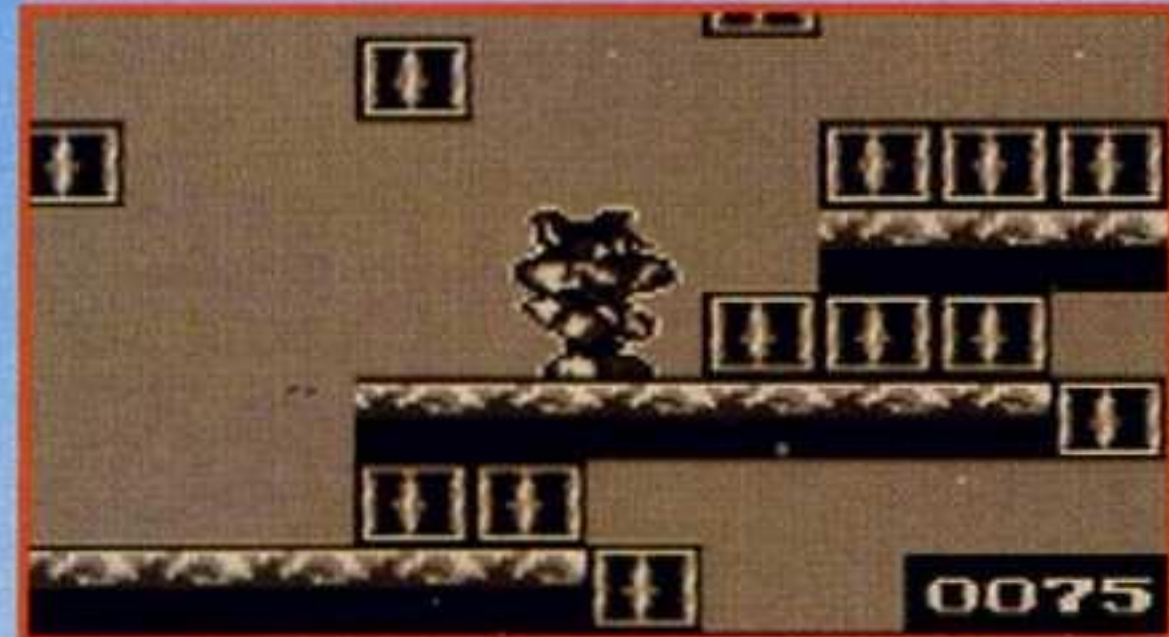


WALLS the FOX



If you agree with us that riding around in a silly hat, blowing into a bugle and chasing foxes on a Sunday is a bit of a silly thing to do, this might just be the game for you. Here we find a rebellious young cub named Titus going against the grain and doing a spot of tracking himself. Admirably, he isn't on the look out for humans to slaughter, nor does he require a pack of ravenous beasts to do the dirty for him. Nope: Titus is hunting for his kidnapped girly and relies on his cunning and ingenuity to help him rescue her.

You control Titus through this platform adventure where he needs your help to guide him to his goal at Marrakech, and the two-player option allows a pal to join the party - a first for platformers on the Game Boy! Although the road is choc-a-block with less than charming enemies, rest assured that Titus and pal have a few tricks up their sleeves...



▲ Do my eyes deceive me, or are they bonus blocks?



WALKING THROUGH WALLS.

They say walls have ears, but the architecture surrounding Titus has a mind of its own! Should he stand around long enough, there's a strong chance that the scenery will move. This gives Titus access to hidden rooms containing bonus items and is sometimes the only route to the end of the level!



▲ Titus, Titus? Where for art thou Titus?



▲ Where're my glasses? I've lost my gla-sses! Ooh no!



FOXY LADY

Foxes are renowned for being a bit crafty, and Titus is no exception. As he scampers across the scrolling stages, numerous tramps, Arabs and similar nasties attempt to whittle away the poor Fox's energy supply. However, an early death is averted by using crates which have been scattered throughout each level as missiles and jumping on bouncy balls which double as portable spring-boards. Quite a lad, eh?

How To Control

Pressing left or right prompts Titus to walk in those directions. He climbs ladders and gains extra height to his leaps by pressing up. Our hero crawls along the floor by pressing down and either left or right depending on where you want him to crawl.

A

BUTTON: JUMP.

B

BUTTON: PICKS UP AND DROPS ITEMS.

S

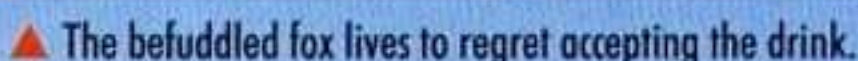
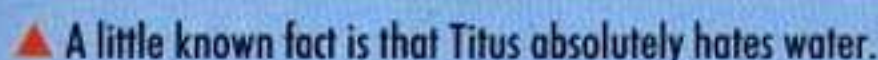
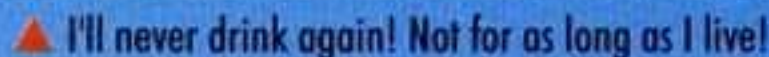
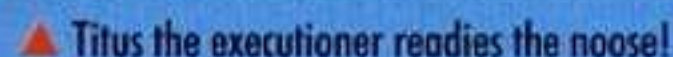
SELECT BUTTON: NO FUNCTION.

S

START BUTTON: START/PAUSE GAME.

How To Play

Guide Titus through various platform locations in search of treasure, collecting bonuses on the way. Make the journey with a pal if they've got a Game Boy and a copy of the cart. Keep a sharp eye for the likelihood of secret rooms, short-cuts and the like but remember: Don't take no wooden nickles!



A cartoon illustration of a red fox with a white muzzle and chest, wearing a yellow t-shirt. The fox is standing on its hind legs, smiling, with its right paw raised in a friendly gesture. The background is a solid grey.

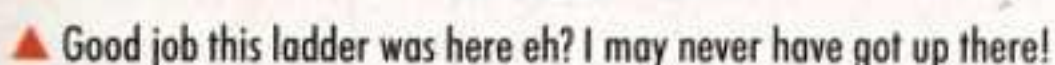
your life, and then only maybe. The basic ingredients for a platform game are all included: collapsing platforms, bonus collectibles, interfering enemy sprites and Titus the Mario wannabe. Trouble is, that's all they are; basic ingredients. You don't have to look beyond the first three stages to find everything worth looking for, and the upshot is that the game quickly becomes repetitive. I really wanted to like Titus, but I can't. There's just not enough there.

[illegible]

▲ Where do you want this? By the bonus blocks? Right-O.



▲ Titus faces yet another bonus block dilemma in the ruins.



LONG-TERM INTEREST

LOW

HOUR

DAY

WEEK

MONTH

YEAR



▲ Excellent, more bonus blocks.



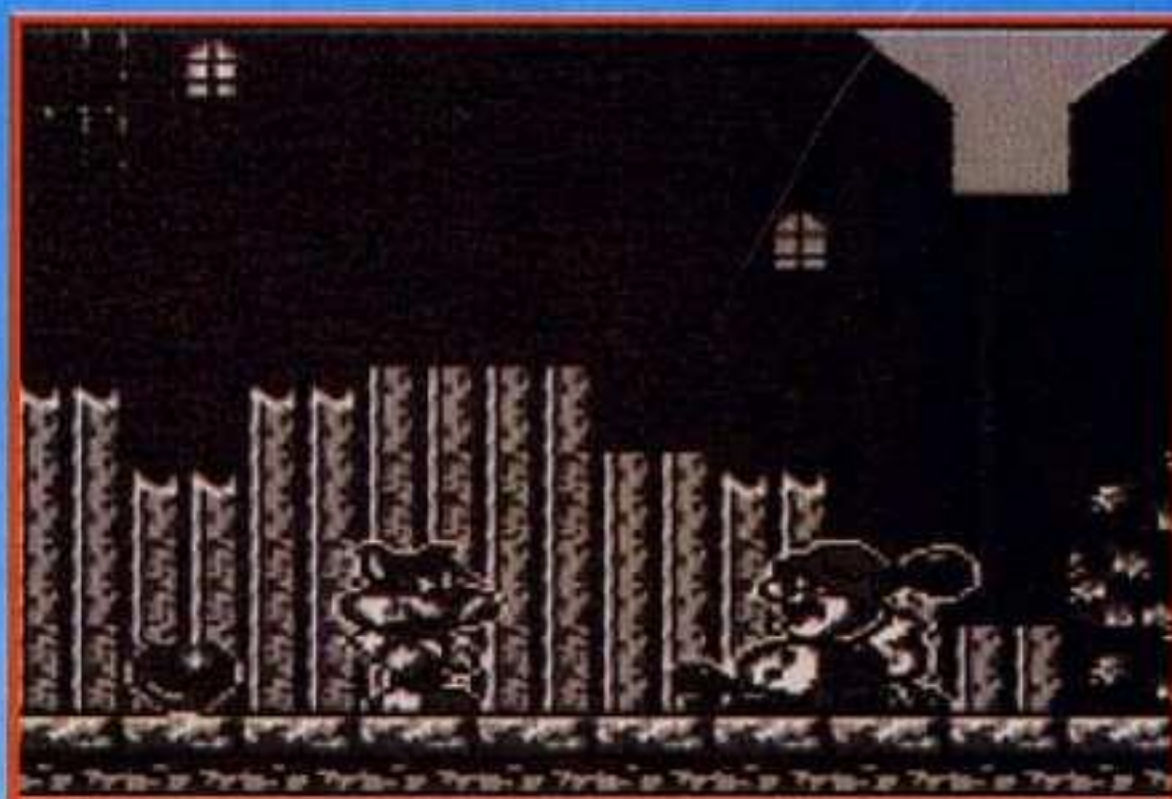
EXTRA! EXTRA!

On completing every third stage a bonus screen is revealed. For these, the gameplay is greatly simplified to allow Titus to race against the clock, grabbing as many points as possible whilst avoiding falling off the screen and losing everything.

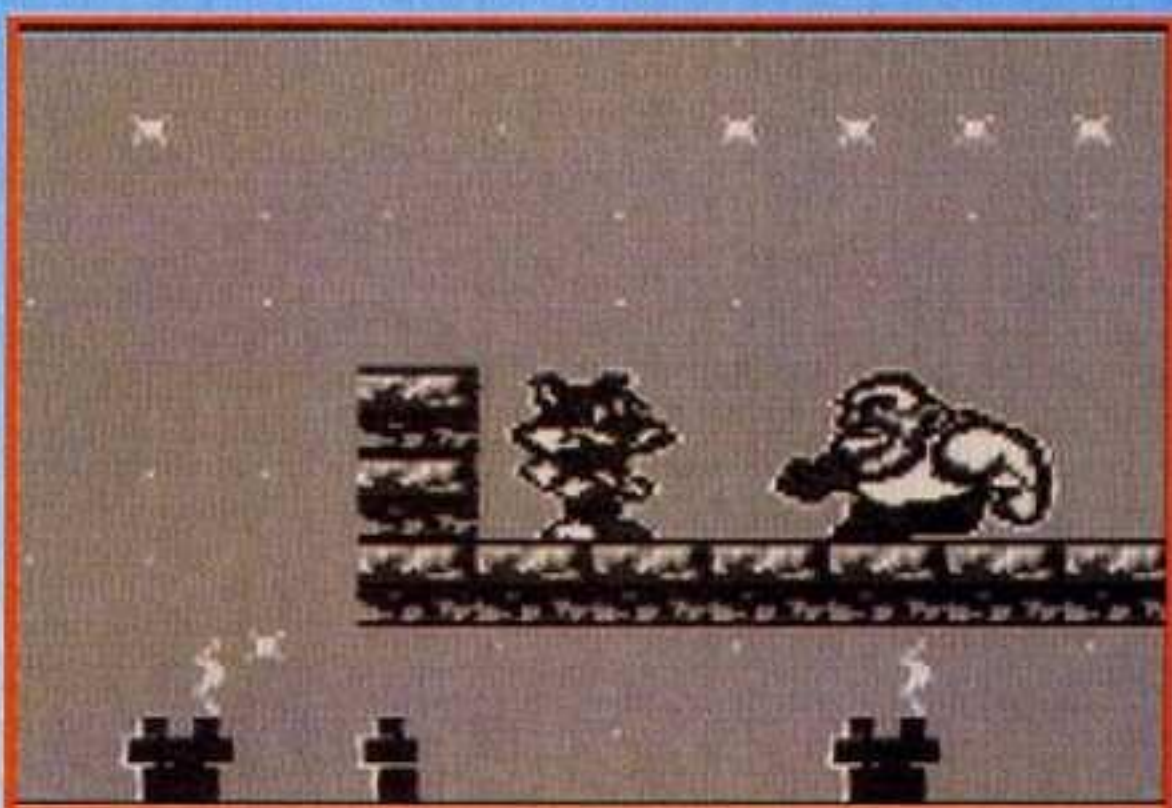
COMMENT



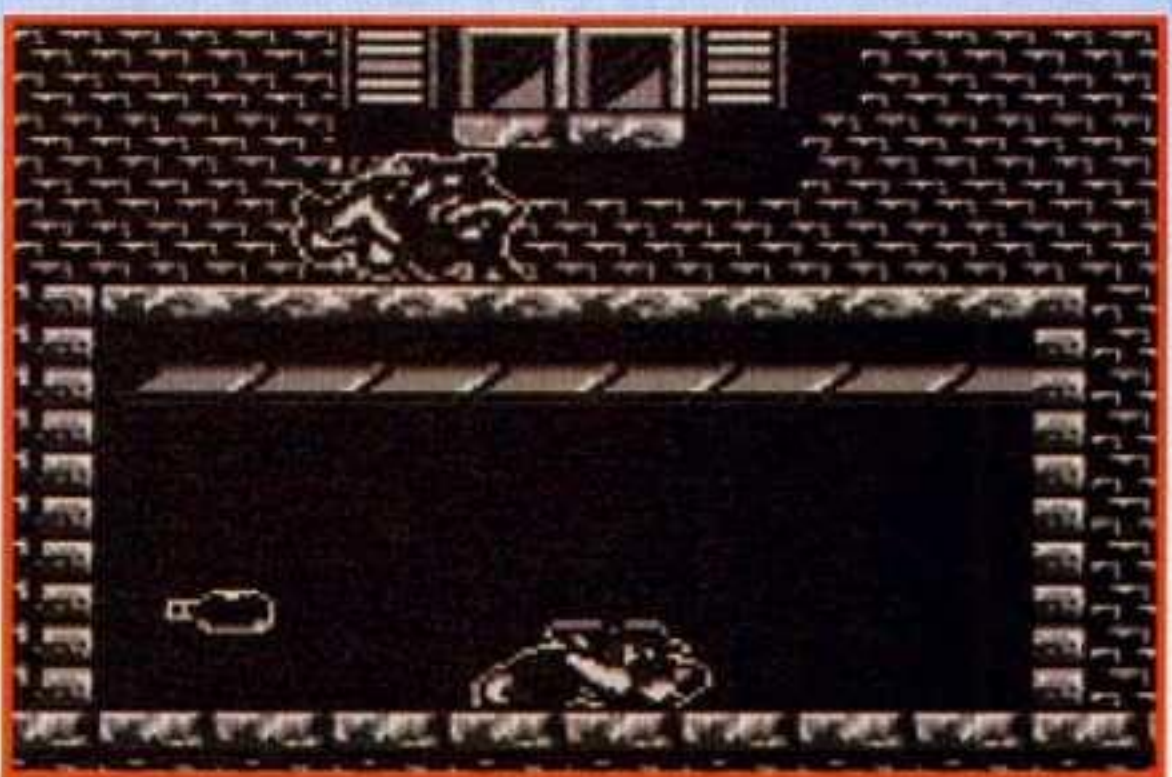
ANDY I played Titus when it was released on the Amiga and wasn't particularly impressed then. Alas, the Game Boy version has done little to help revise my opinion. Graphically it's fairly faithful to the original, with large, clearly-defined sprites and detailed backgrounds, but then the graphics weren't that great in the first place. It's the gameplay which drags this already ailing title down: it's flat and repetitive and there seems no point to it whatsoever. The two-player option lifts the game slightly, but you've got to find another mug to play it with first - and they're guaranteed to be few and far between! Another example of that "zany" French sense of humour and best avoided.



▲ I love yer, I do. Yer me best mate. Hic. Lend us ten francs...



▲ It's surprising who you meet isn't it? Look, there's Gary! Hello Gary!



▲ Perhaps if I lie down (again!) the dreaded dog will go away.



▲ Wonders never cease! Look, there's Steve! Hello Steve!



▲ I don't remember eating that!

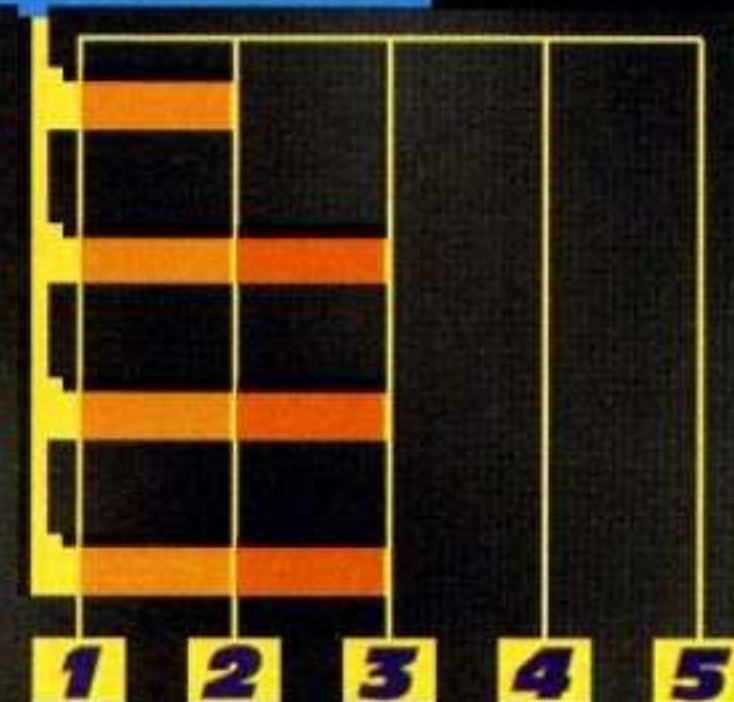
RATINGS

STRATEGY

ACTION

CHALLENGE

REFLEXES



BREAKDOWN

PRESENTATION

▲ Titus has some beautifully drawn intermission screens.

79

GRAPHICS

▲ Very big, very bold characters presented against some decent scenery.
▼ Titus and pal are jerky in their movements and the overall look of the game is extremely dull.

87

SOUND

▼ Three tunes take it in turns to repeat themselves all the way through the game!

76

LASTABILITY

▲ At first the game seems tough enough to warrant long-term interest...
▼ ...but the gameplay is as dull as a wet weekend in Scarborough Town Hall.

39

PLAYABILITY

▲ It's pleasing to discover the secret rooms and discover the quickest ways of completing a level.
▼ There are many more games available that offer the same ideas with greater style.

47

OVERALL

Your typical, average, run-of-the-mill platform game saved from the pits of absolute despair by the two-player option - if you can find anyone lonesome enough to want to play it.

45

WIN

Nintendo

WIN

WIN Super Nintendo WIN Super Nintendo
WIN Super Nintendo WIN Super Nintendo
0839 36 39 19



**WIN
GAMEBOY**

0839 36 39 23



WIN

**WIN
GAMEBOY GAMES**

**WIN GAMEBOY
ACCESSORIES**



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0839 36 39 21



GAME LIGHT
0839 36 39 20



CARRY CASE
0839 36 39 24



SOLAR PACK
0839 36 39 22

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ROBOCOP	0839 36 39 27
BILL & TED'S EXCELLENT ADVENTURE	0839 36 39 28
FORMULA 1 RACE	0839 36 39 29
HUNT FOR RED OCTOBER	0839 36 39 30
TERMINATOR 2	0839 36 39 31
CHOPLIFTER 2	0839 36 39 32
DR MARIO	0839 36 39 33
WORLD CUP	0839 36 39 34

EXCELLENT

**WIN
NES GAMES**

TERMINATOR 2	0839 36 39 35
BATMAN	0839 36 39 36
WORLD CUP	0839 36 39 37
STAR WARS	0839 36 39 38
SUPER MARIO 2	0839 36 39 39
TOP GUN -THE 2ND MISSION	0839 36 39 40
WWF WRESTLING	0839 36 39 41
THE SIMPSONS	0839 36 39 42
CASTLEVANIA	0839 36 39 43
KICK OFF	0839 36 39 44

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REVIEW

SUPER NES

1
PLAYER

4
MEG

PLT
GAME

Q*Bert

1 player start
2 player start
game options

PRICE:TBA
BY:NTVIC

RELEASE

TBA

CONTROL

JOYPAD

GAME DIFFICULTY

AVERAGE

CONTINUES

INFINITE

SKILL LEVELS

ONE

RESPONSIVENESS

GOOD

1ST DAY SCORE

REACH LEVEL 3

ORIGIN

Q*Bert is one of the oldest sprites in Gamedom. He made his debut in an ancient coin-op and was cloned countless times for virtually every computer known to man. This Super NES version sees the foul-mouthed bi-ped making a long-awaited comeback after several years away from the computer game scene.

Computer game heroes come and go. What was once an eagerly-awaited title is soon forgotten as the next, similarly long-awaited game hits the shelves. Miner Willy, Technician Ted, Dynamite Dan - all once-great heroes who are now relegated to the nostalgia hall of fame. Another perfect example of this sad trend is one Q*Bert. An odd little fellow, Q*Bert appeared on virtually every computer in some form or other, taking his strange but addictive gameplay with him. Played over a series of isometric blocks, the basic aim of the game was to paint each of the blocks by guiding the large-nosed hero on to each. A series of nasties - such as Coily the snake and his ball-like friends - also patrol the strange constructions, and are deadly to touch.



CUBIC FLAIR

Q*Bert's colouring career is made all the more hazardous by the addition of a series of nasties parading up and down the blocks. These are to be avoided at all costs, and contact with them costs one of Q*Bert's five lives and prompts a foul-mouthed outburst from the normally placid fellow. Here's a who's who of Q*Bert 3:

BAD BALL: A rather dumb spheroid who appears at the top of the screen and simply bounces his way down to the bottom and falls off.

COILY BALL/COILY: Coily Ball behaves identically to Bad Ball but, on reaching the bottom of the screen, magically transforms into Coily the snake. When this happens, Coily chases poor Q*Bert around the screen until he catches him.

UGG: This pig-like demon runs along the sides of the cubes rather than the surfaces, but standing on the same block as him still proves fatal.

WRONG-WAY: Exactly the same as Ugg.

LEFTY: Moves across the screen in left to right circular motions.

RIGHTY: The same as Lefty but, believe it or not, runs in the opposite direction.

FROGG: Hops after Q*Bert in much the same way as Coily.

TOP HAT/DERBY: These hateful pieces of headgear jump in set positions, making it difficult to colour certain cubes.

SAM/SLICK: Resembling coconuts, these guys run from the top of the screen down, reverting cubes back to their original colour. Thankfully, though, these chaps are easily caught and a halt is put to their wanton vandalism.



▼ Sam and his partner in crime, Slick, fall from the top of the cube stack and change the color of the cubes they land on!



▼ Ugg lives in another dimension, but occasionally pops back to cause our spout-nosed hero all sorts of cube-related marlarky.



▼ Devilishly fiendish platform capers are most certainly guaranteed when you play that wierd and wacky game known as Q*Bert!



REVIEW



Qbert 3



GOING UP...

Floating on either side of each block landscape are multi-coloured disks. These act as useful getaway vehicles for our hero and, when Q*Bert jumps onto them, they act as lifts transporting him to another part of the screen - even going as far as clearing a screen of nasties on occasion. However, there is a slight risk element when using these as in the time it takes them to reach the 'safe' part of the screen, one of Coily's mates may already have got there.



How To Control

Q*Bert responds to the directional controls of the joypad. However, the odd perspective used proves confusing, so NTVIC recommend the player holds the pad at such an angle that the end of the pad with the four firebuttons is pointing upwards.

A

NO FUNCTION

X

NO FUNCTION

B

NO FUNCTION

Y

NO FUNCTION

L/R

NO FUNCTION

S

START: PAUSE/RESTART
SELECT: NOT USED

How To Play

Q*Bert is played over an isometric series of blocks. These blocks change colour whenever Q*Bert lands on them, and his sole aim in life is to change the colour of every block on the screen. However, numerous creatures also wander the blocky landscape, and these should be avoided on pain of death.

As Q*Bert leaps through to the later stages, his task is made steadily harder by the addition of more blocks. For instance, past level five, bricks are added which should only be touched once - or they revert to their original colour! This adds a certain strategic element to the game, which is further complicated by the nasties getting faster, too. Other posers revolve around blocks which require two hits, and a really nasty surprise past level six...

Like Steve, I doubt that Q*Bert is about to repeat the success he enjoyed about ten years ago. However there's no reason why he shouldn't be regarded as bit of an underground hero because the game is surely as addictive as they come!

PAUL addictive as they come! Any mishaps are caused by your own stupid mistakes, the gameplay is absolutely fair, and the psychedelic presentation is excellent! The music is also incredibly strange, but brilliant, and the sound effects are weird. Nobody here has progressed past level five, and it's going to take ages to complete. The only real problem that Q*Bert faces is the price we have to pay to enjoy playing his game. £40 or so is simply far too much for a spruced-up title of a game which reached its peak so long ago that most people can't remember!

Although it's very nice to see Q*Bert again, nostalgia alone isn't enough to make a game worth buy-

GUS game worth buying. Despite the addition of stunning backdrops, larger sprites and more intricate backdrops, Q*Bert 3 still lacks variety and lasting appeal. Admittedly, it proves extremely addictive at first, but prolonged play soon proves irritating - mainly due to the unpredictable nature of some of the enemy sprites. In terms of presentation, Q*Bert 3 is flawless. The colourful block landscapes are enhanced no end by a series of gaudy backdrops and these add to the game's already jolly style immensely. I used to be a massive fan of Q*Bert but that was in the days when shoot 'em up fans were wowed by the likes of Galaxians rather than Axelay. Perhaps if new ideas had been added to the original formula, Q*Bert 3 would have been passable, but as it stands its new look can't make up for the tired gameplay.



▲ When Q*bert runs out of luck, his final utterances are so diabolically offensive that they cannot be shown in the English language. Instead, a strange mixture of expletives are used to represent Q*bert's frustration.

Category	1	2	3	4	5
STRATEGY	0.4	0.4	0.4	0.4	0.4
ACTION	0.4	0.4	0.4	0.4	0.4
CHALLENGE	0.2	0.2	0.2	0.2	0.2
REFLEXES	0.2	0.2	0.2	0.2	0.2

86

▲ The old Q*Bert coin-op used to be a dull-looking affair, but this Super NES game is visually-enhanced by gaudy backdrops and a variety of blocks.

84

▲ Although all the old favourite characters have returned, they have been given a lick of paint and greatly enlarged. The addition of bright backdrops adds to the jolly appearance, too.

85

▲ Jaunty tunes accompany the action, and are supported by a series of weird and wonderful effects.

82

▲ Despite a few gripes with the control system and the need to turn the pad up on its end, Q*Bert proves extremely responsive.

64

▼ Although the blocks differ from level to level, and the nasties get tougher, the lack of variety in Q*Bert 3 soon kills any wish to continue.

70

A nice rendition of an old arcade favourite, which is let down by the original version's major fault - a lack of lasting appeal.

LONG-TERM INTEREST

HIGH

GOOD

FAIR

LOW

HOUR DAY WEEK MONTH YEAR

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**20
POSTERS**



GAMESTV

EXCITEBIKE

BY:NINTENDO
FORMAT:NES
PRICE:£19.95

This is one of the oldest NES games available, but it still has more life in it than most NES crumbies. Played across a bumpy scrolling course, the player steers a nifty scrambler bike over all manner of deadly hazards. Graphically and sonically Excitebike looks a little ropery, but the feeling of speed is excellent and the game is a real laugh to play. Check out the bargain bins for a copy.

PRESENTATION 64%
GRAPHICS 68%
SOUND 65%
PLAYABILITY 88%
LASTABILITY 79%
OVERALL 84%

EXHAUST HEAT

BY:OCEAN
FORMAT:SUPER NES
PRICE:£44.95

Ocean recently snapped up the rights to this neat little import racer and have since released it for UK PAL systems. Using the Super NES' Mode 7 capabilities, this is a worthy rival to F-Zero, which eventually loses out in the lasting appeal stakes. That said, both are excellent games, and it would be a real shame if Exhaust Heat was overlooked.

PRESENTATION 81%
GRAPHICS 85%
SOUND 81%
PLAYABILITY 84%
LASTABILITY 83%
OVERALL 83%

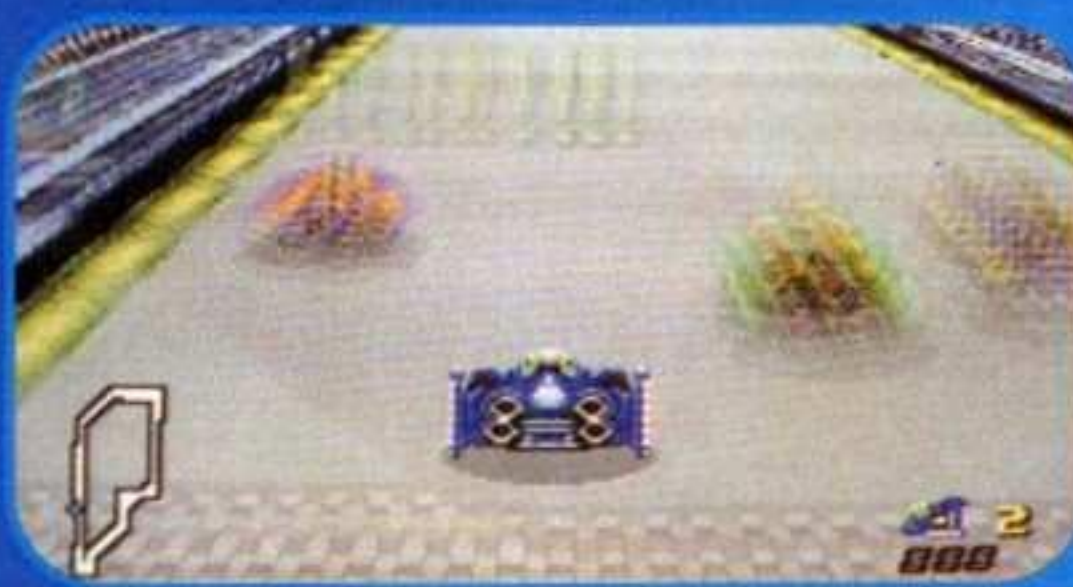


F-ZERO

BY:NINTENDO
FORMAT:SUPER NES
PRICE:£44.95

F-Zero showed the unsuspecting world just what the Super NES' Mode 7 graphics could do - and probably helped sell a few dozen machines, too! Set across fifteen tracks, F-Zero is a futuristic Grand Prix with loads of track and road-side obstacles to dodge. The computer opponents are similarly deadly, and this and the sheer thrill of the fast-moving 3D graphics makes F-Zero one of the best Super NES games to date.

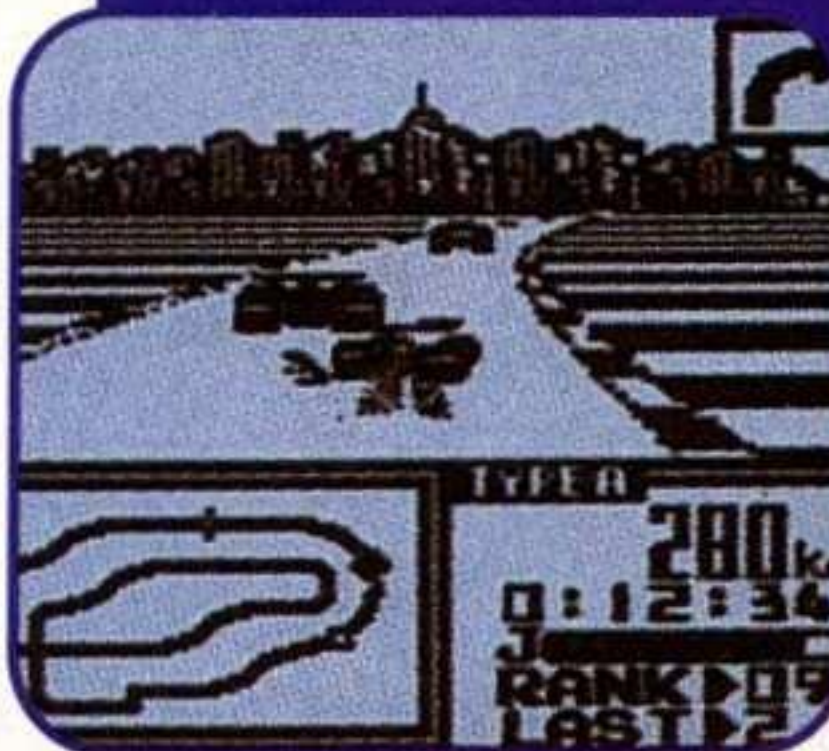
PRESENTATION 88%
GRAPHICS 93%
SOUND 84%
PLAYABILITY 94%
LASTABILITY 86%
OVERALL 90%



F1 RACE

BY:NINTENDO
FORMAT:GAME BOY
PRICE:£29.99

A definite plus in F1 Race's favour is that it supports up to four players via a special cable - which is actually supplied with the package! The game itself is another Pole Position-style affair, and even as a one-player title it succeeds - but with four players linked together is where the game really comes alive. An excellent game and, with the adaptor, excellent value for money.



PRESENTATION 88%
GRAPHICS 77%
SOUND 69%
PLAYABILITY 89%
LASTABILITY 82%
OVERALL 88%

ROAD FIGHTER

BY:KONAMI
FORMAT:NES
PRICE:£19.99

In Road Fighter we have the WORST game ever to grace a Nintendo machine. A dire Spy Hunter rip-off, Road Fighter lacks bolt-on weaponry, passable graphics and acceptable gameplay - in fact, there is absolutely nothing to commend it. If Road Fighter was left on the street you'd make pains to avoid trading in it, so you most certainly wouldn't want to plug it into your NES.

PRESENTATION 11%
GRAPHICS 14%
SOUND 10%
PLAYABILITY 8%
LASTABILITY 7%
OVERALL 9%

DRIVING

Ah, the thrill of speed. The wind in your hair, the flies in your teeth, the deadly crunches survived without a scratch. Ah yes, all these thrills and spills are delivered by the good old driving game - or are they? **STEVE MERRETT** gets behind the wheel of a good cross-section of racers to find out which speed games are tops...

VILES



RAD RACER

BY:NINTENDO
FORMAT:NES
PRICE:£19.99

Surprisingly, NES Out Run clones are rarer than a Skoda driver getting booked for speeding - but Rad Racer is a more than worthy substitute for Sega's classic. Using the customary third-person perspective to view the player's car, Rad Racer is a fast-moving race against the clock featuring stunning 3D graphics and large and colourful sprites. It may be the only real rival to Out Run, but by 'eck it's a goodie.

PRESENTATION 62%
GRAPHICS 55%
SOUND 59%
PLAYABILITY 84%
LASTABILITY 79%
OVERALL 80%

RC PRO-AM

BY:NINTENDO
FORMAT:NES
PRICE:£24.99

Taking a slightly different angle from the many racers available for the NES, RC Pro-Am gives the player control over a small, radio-controlled truck. Programmed by Rare, this is basically a turbo-charged version of Off-Road Racer sporting larger trucks and better gameplay. The tracks are devilishly tricky to negotiate, and the nasty computer-controlled opponents make for a brilliant challenge.

PRESENTATION 83%
GRAPHICS 85%
SOUND 80%
PLAYABILITY 91%
LASTABILITY 88%
OVERALL 90%

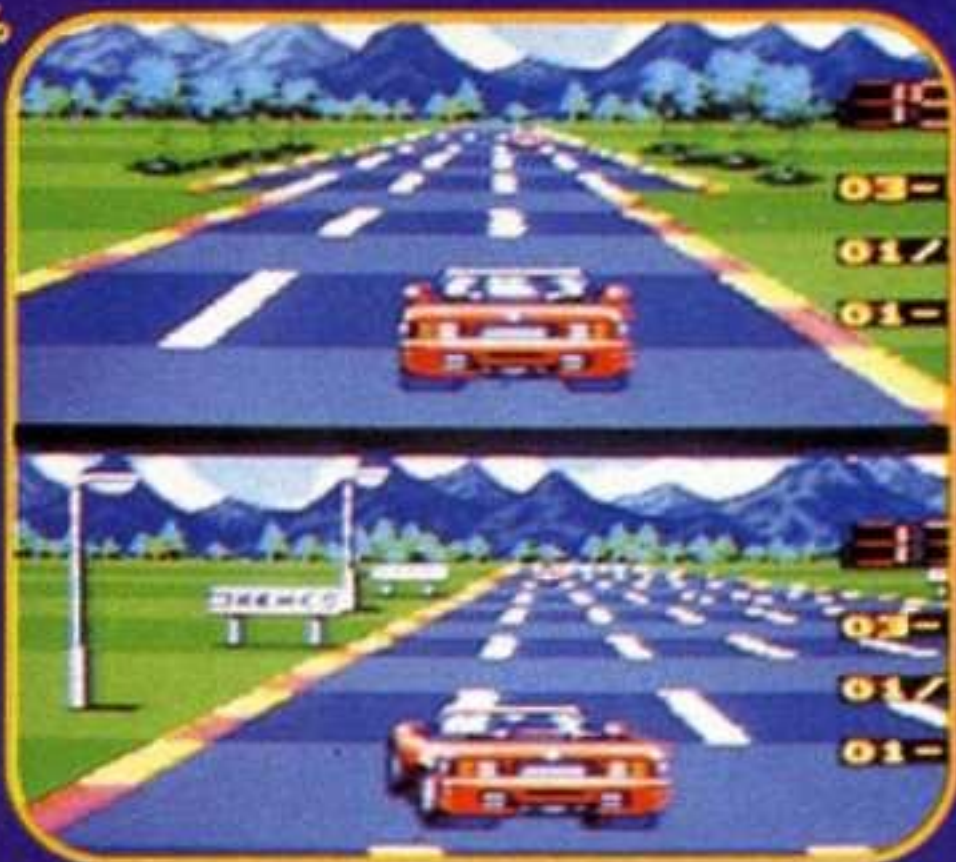


TOP RACER

BY:GREMLIN
FORMAT:SUPER NES
PRICE:£39.95

A conversion of Gremlin's Amiga classic, Lotus Esprit Turbo Challenge, Top Racer is a split-screen racer which allows two players to compete across a series of winding tracks. It's by no means the most technically-advanced racer of our time, but it plays well and features a nice line in track detail and backdrops.

PRESENTATION 78%
GRAPHICS 83%
SOUND 86%
PLAYABILITY 84%
LASTABILITY 79%
OVERALL 85%



SUPER MARIO KART

BY:NINTENDO
FORMAT:SUPER NES
PRICE:£44.95

The current Number One fave in the NMS office (we even have a trophy for the best racer!), Super Mario Kart could quite easily be dismissed as a two-player version of F-Zero - but how wrong can you be! Mario Kart features all your favourite characters - Bowser, Princess Mushroom, Luigi, etc - each of whom has differing racing abilities. Using these to your advantage a number of courses stand between each contestant and Mansellesque glory. There is simply nothing to fault in Mario Kart, and anyone who has yet to buy it should do so immediately.

PRESENTATION 91%
GRAPHICS 95%
SOUND 93%
PLAYABILITY 97%
LASTABILITY 94%
OVERALL 95%



ADVANCE SCREENING

PREVIEW SYSTEM

6

A.S.

- THE LOST VIKINGS (SNES)
- TRODDLERS (SNES)
- ELIMINATOR BOAT DUEL (NES)
- BATMAN (NES)
- DARKWING DUCK (GB)
- SUPER VOLLEYBALL (SNES)

Fans of arcade/adventures should prepare themselves for the time-travelling adventures of Interplay's *Lost Vikings*. Having been whisked from their normal time zone by an interfering alien, three Nordic warriors have found themselves within the dark confines of an alien space station. Taking control over any one of the trio, the player is charged with the task of helping them escape from the sprawling spacecraft and eventually getting back to their time zone.

This, however, is easier said than done and requires making the most of each of the Viking's capabilities. For instance, one of the trio is armed with a sword which proves useful for bumping off anything hostile that gets in their way. However, when it comes to blocking, say, a laser bolt or even jumping over a hazardous lake or obstacle, he's stumped - whereas one of the other is armed with a shield, whilst the other is the jumping King of Oslo. The puzzles begin in the ship and numerous clue blocks ease the player into the trickier aspects of the game. However, standing between the Vikings and home are a series of adventures in the time zones left open by the aliens. Thus, numerous weird and wonderful creatures and tortuous puzzles are to be avoided and solved before the game is over. And there could be a sequel in the pipeline...

Expect a full review of *The Lost Vikings* next issue.

THE VIKK



▲ It's futile trying to knock that wall down with a paltry bow and arrow - and what's that pillock doing with that shield above his head?



▲ The fastest-moving Viking is best sent to recon the area for nasties - he can then return and send one of the others to deal with it.

LOSING

A.S. 1
SNES



▲ In between each stage, humorous speech bubbles recount the banal inter-Viking conversations. What primitives...



▲ 'For the last time, take that shield off your head...'



▲ Useful protection from this rampaging... er, snail.

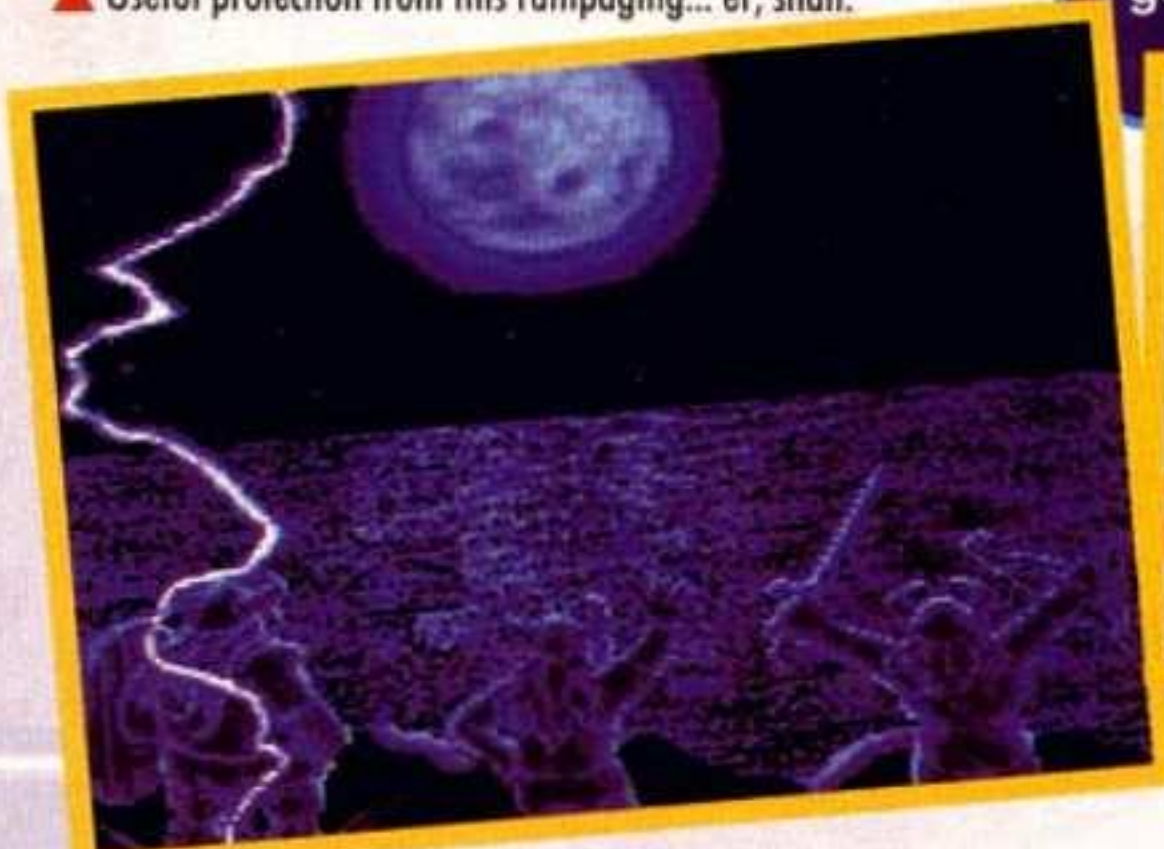
MEET THE TEAM

Interplay have given each of the Vikings a distinct personality which becomes apparent as the trio bicker between stages. For instance, Olaf The Stout is armed with a shield, and is a compulsive giggler who cracks up at the slightest thing. Baleog The Fierce, on the other hand, wields a bow and arrow but is a raving egotist who constantly spouts his own importance. Finally, speedy Erik The Swift has a short attention span and keeps forgetting things.

GAME FAX



- PRICE: £44.99
- BY: INTERPLAY
- PLAYERS : 1 - 2
- MEGS: 4



TRODDLERS

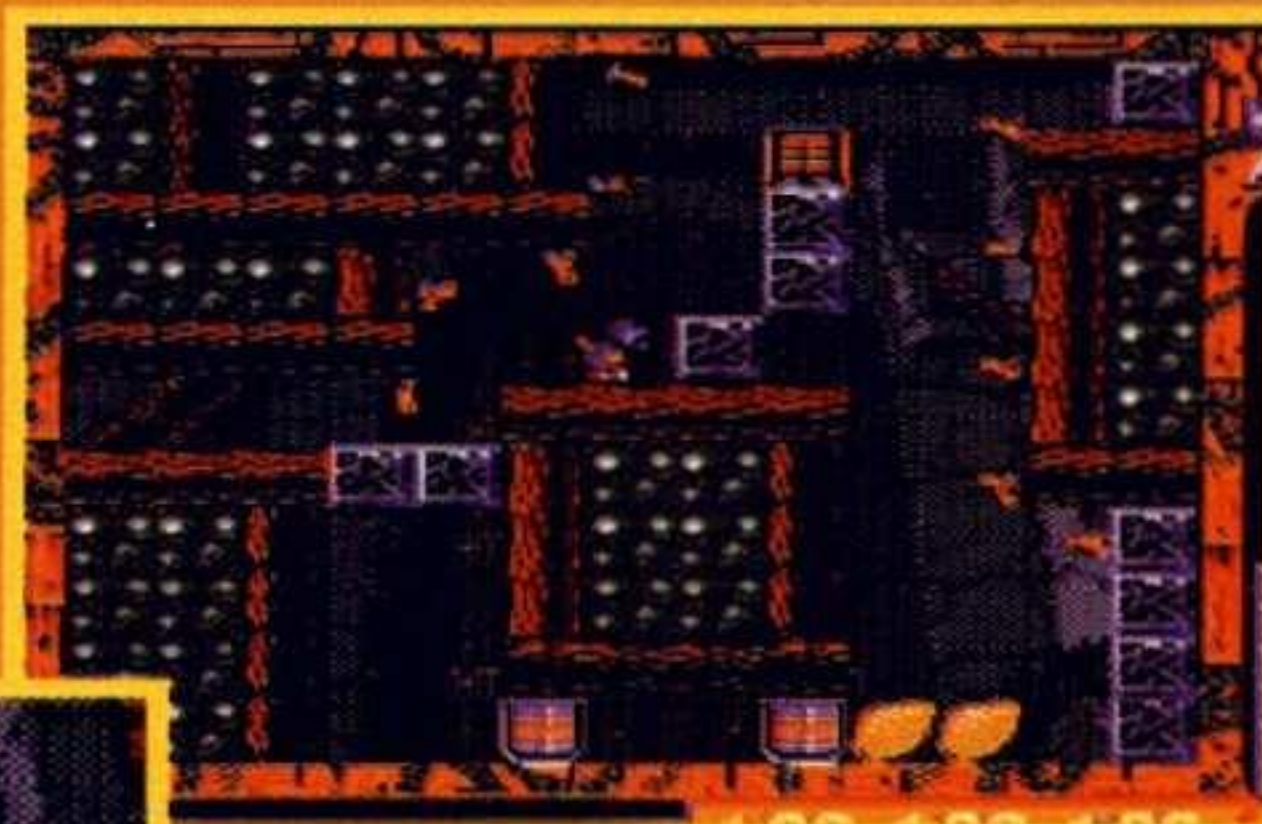
A.S. 2
SNE

With those little Lemmings still reigning supreme in the puzzle game league, Storm are set to unleash their home-grown rivals - the Troddlers! Created by a meddling Sorcerer's Apprentice, Troddlers are tiny humanoids who levitate towards trouble for any kind. Donning the stained cloak of the Apprentice, the player has accidentally released a batch of Troddlers within their master's eighty room castle, and has been charged with the task of getting them back in their box. Trouble is, each room features all manner of Troddler-mangling obstacles to be negotiated. If that's not enough, other missions are given to the player - including gem retrieval and bonus collecting.

The area where Troddlers differs from Lemmings is that the player controls an on-screen character rather than an all-powerful deity. As a result, saving the hapless Troddlers involves collecting blocks and placing them over the many grinders and traps which punctuate the screen. Troddlers is set for release in June, so watch NMS for the first review!



▲ The long area to the right of the screen displays how many blocks are left in the hero's inventory.



▲ All the hero can do is sit and wait until the Troddlers romp home.



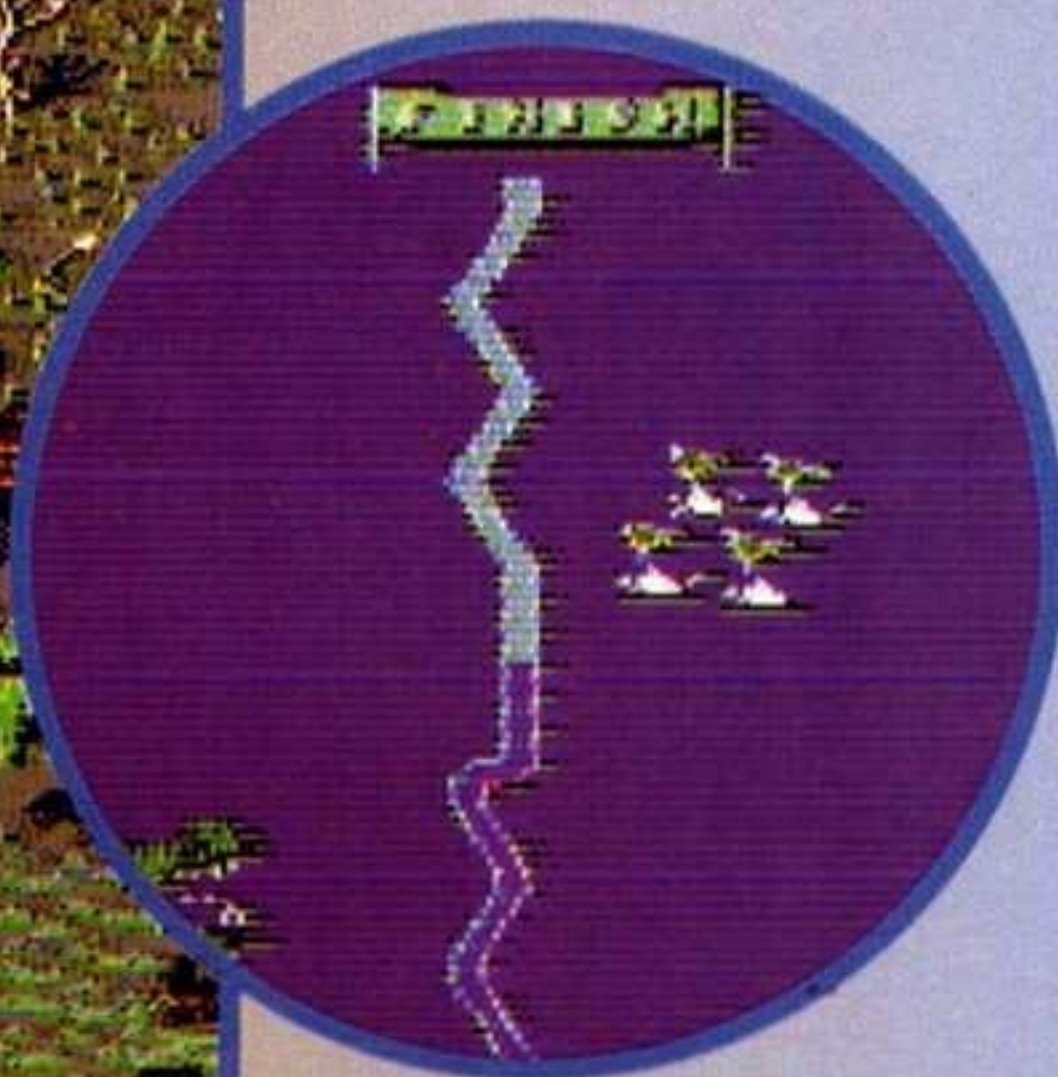
GAME FAX



- PRICE: TBA
- BY: STORM
- PLAYERS: 1-2
- MEGS: 4



▲ The swamp-based stage offer even more hazards to avoid.

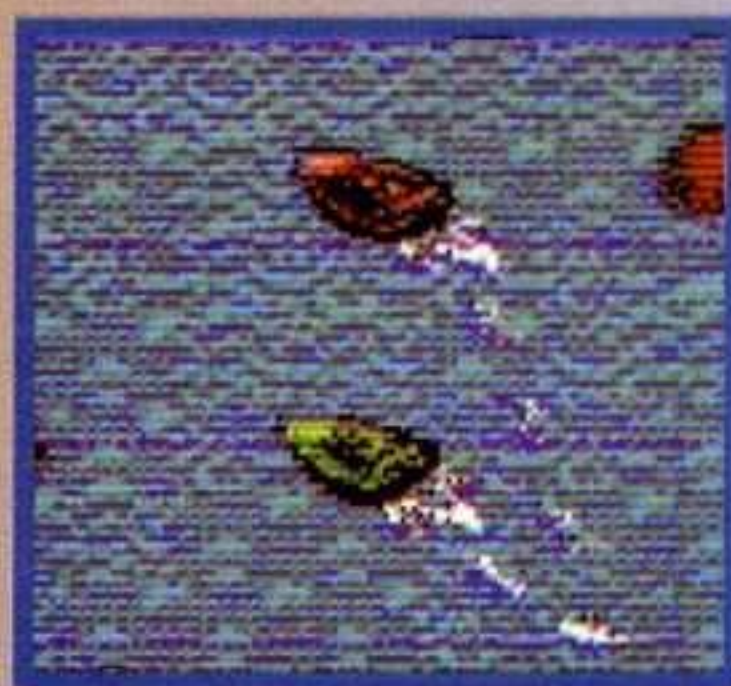


A.S. 3
NES

ELIMINATOR BOAT DUEL

Fans of Codemasters' excellent Micro Machines have a real treat in store, courtesy of Storm. In addition to the forthcoming Lawnmower Man, the Battersea-based company have also secured the rights to an NES Micro Machines clone called Eliminator Boat Duel. A one or two-player game, Boat Duel uses the same bird's-eye view as the Codemasters game, but goes one better by adding 3D and expanded side-on views.

The gameplay basically involves guiding a speedboat across a series of hazard-filled screens whilst simultaneously outdoing your computer-controlled or human opponent. Whirlpools, barriers and other aquatic obstacles are to be found along the way, but to compensate there are also collectable turbo boosts which offer a much-needed burst of speed. Eliminator Boat Duel is pencilled for a May release - watch this space for more info!



▲ Could this be better than Micro Machines?

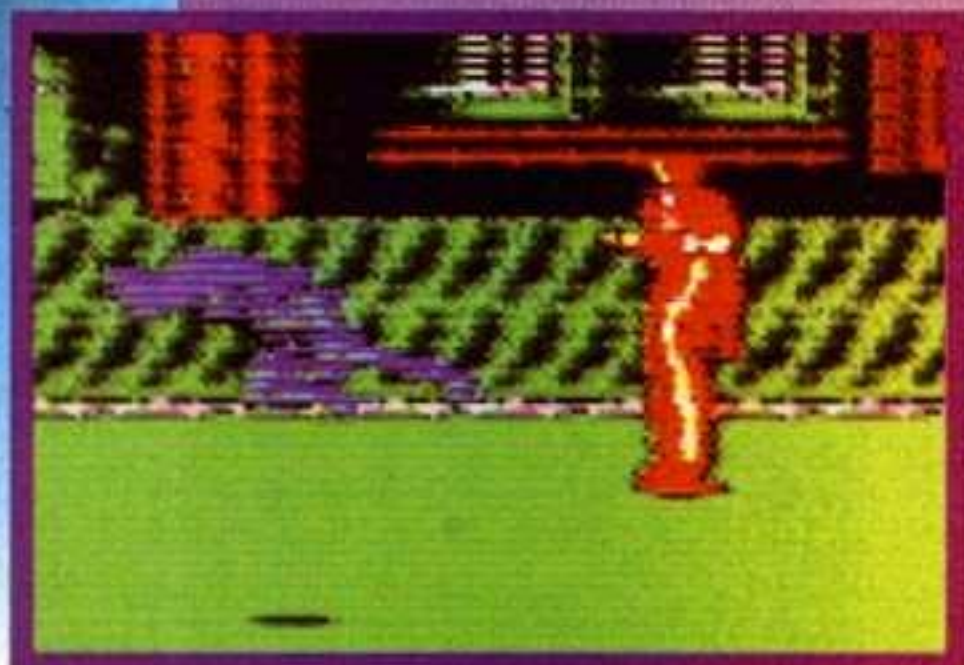
GAME FAX

- PRICE: TBA
- BY: STORM
- PLAYERS: 1-2
- MEGS: 1

4 BATMAN RETURNS



▲ Swirling his cape, Batman sees off one of the Penguin's evil allies.



▲ Holy stills!



▲ One of the bike riders brings Batman to his knees.



▲ The nasties attack in groups of two, but Batman's agility should see him through.

With the blockbuster movie just released on sell-thru, Konami's NES version of *Batman Returns* is a scrolling beat 'em up hoping to recreate the weird events in the Tim Burton film. As in the film, The Penguin and Catwoman have teamed up with the unscrupulous Max Schreck to seize control of Gotham City. Schreck is supporting the mayor to gain a foothold for a new chemical plant his conglomerate is planning. However, the twisted Penguin and his feline friend have other plans - including the demise of the Caped Crusader.

Played across the horizontally-scrolling streets of Gotham, *Batman Returns* is a *Double Dragon*-style beat 'em up. As Batman trudges across the snowy Gotham backstreets, The Penguin's mutant cronies attack from all sides, sapping Batman's energy with every successful hit. Punching and kicking his way through the masses, Batman eventually makes it to one of the Penguin's larger 'Bosses' and eventually to the porcine one and Catwoman for a final battle.

Batman Returns is virtually complete and should be available towards the end of May.



GAME FAX



- PRICE: TBA
- BY: KONAMI
- PLAYERS : 1
- MEGS:

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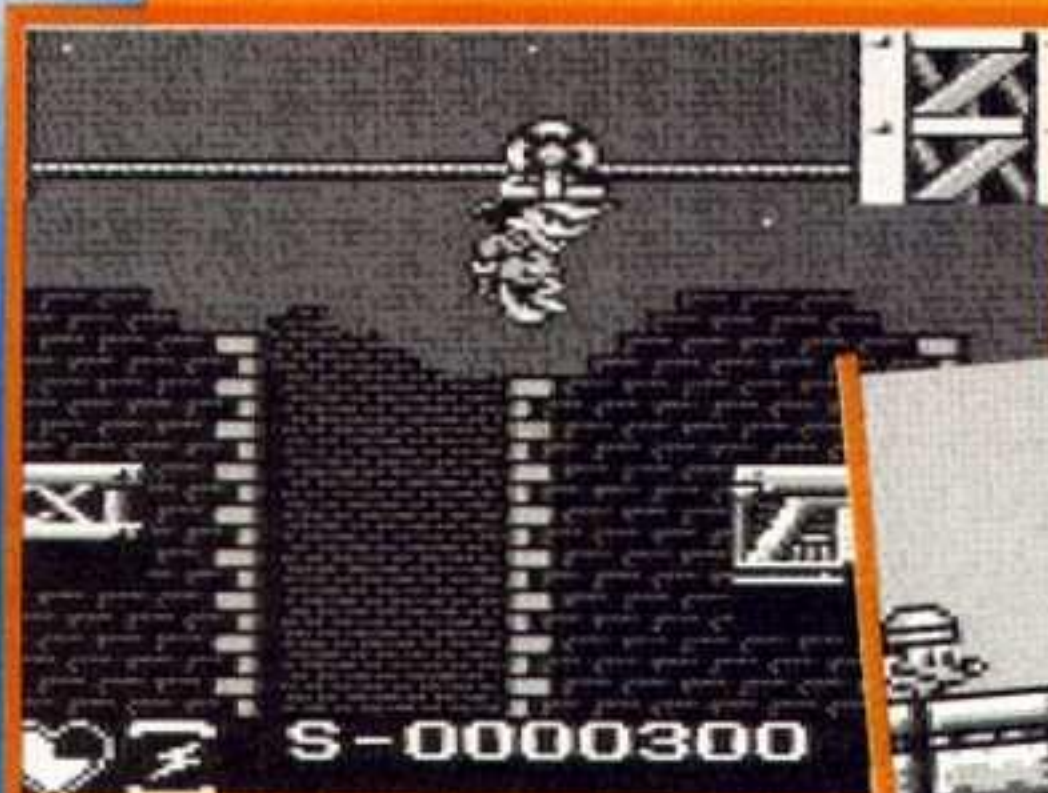
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A.S. 5
GB

DARKWING DUCK



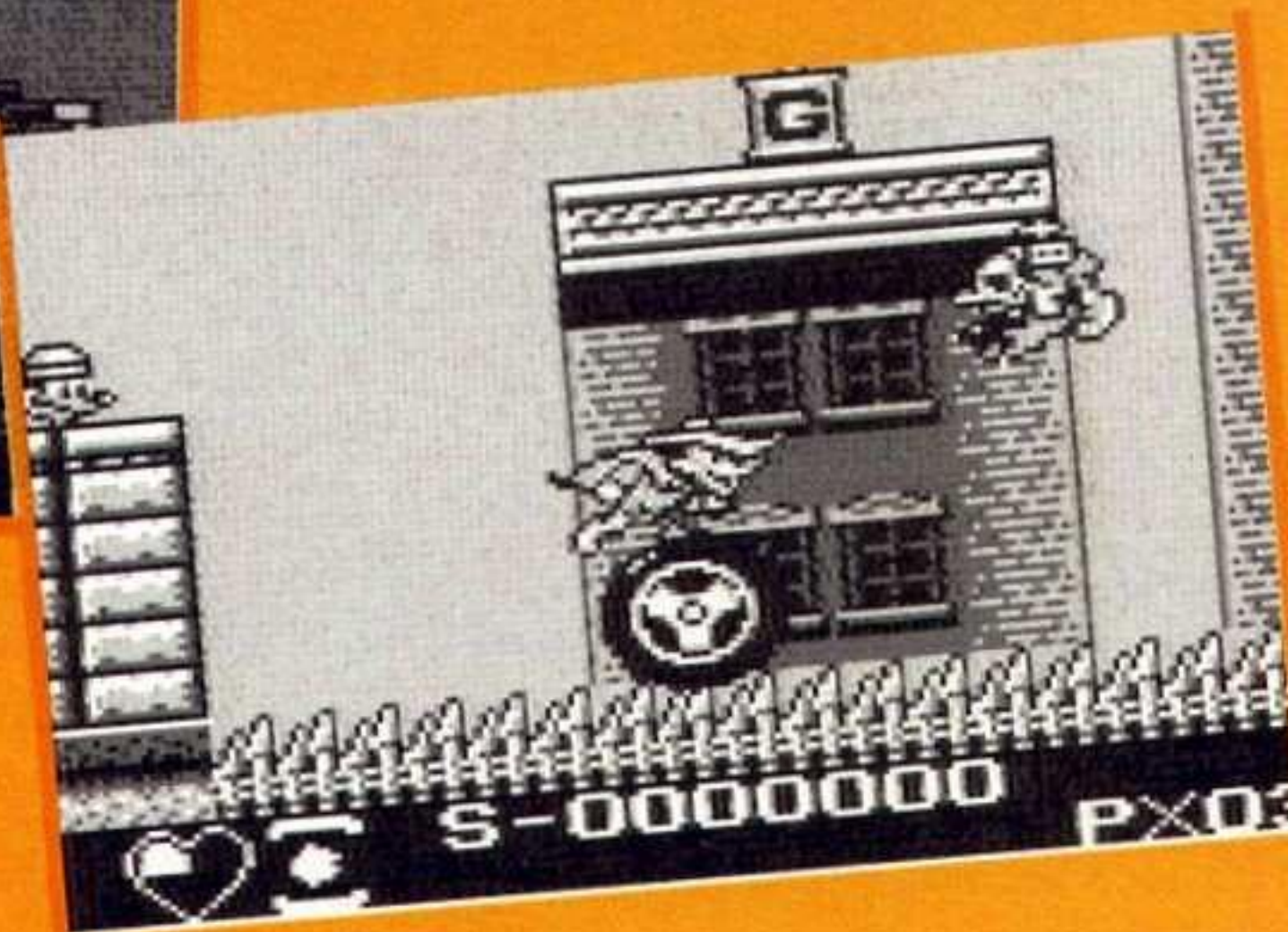
▲ The egotistical Duck stakes his claim...



▲ By hook, crook or even a handy pulley system, Darkwing will get his man.

Another game from Capcom's Disney stable, Darkwing Duck stars the mysterious SuperDuck as he battles against a series of evil no-gooders. Armed with a powerful laser and the agility of a Panther, Darkwing's adventures take him across grimy cityscapes, all of which play host to an army of gun-toting bad guys out to kill our hero. Each screen is made up of a series of platforms, lifts and hooks, and these are used to make it to the exit. However, contact with the aforementioned baddies costs Darkwing valuable energy, so these are to be avoided or, better still, killed. Darkwing Duck features three large stages, each of which contains a master criminal 'Boss' creature. Information on their whereabouts and habits is given by a 'Q'-like figure before each task, but after that he's on his own...

Darkwing Duck's Game Boy debut is promised for February, so expect full review in issue 5.



GAME FAX

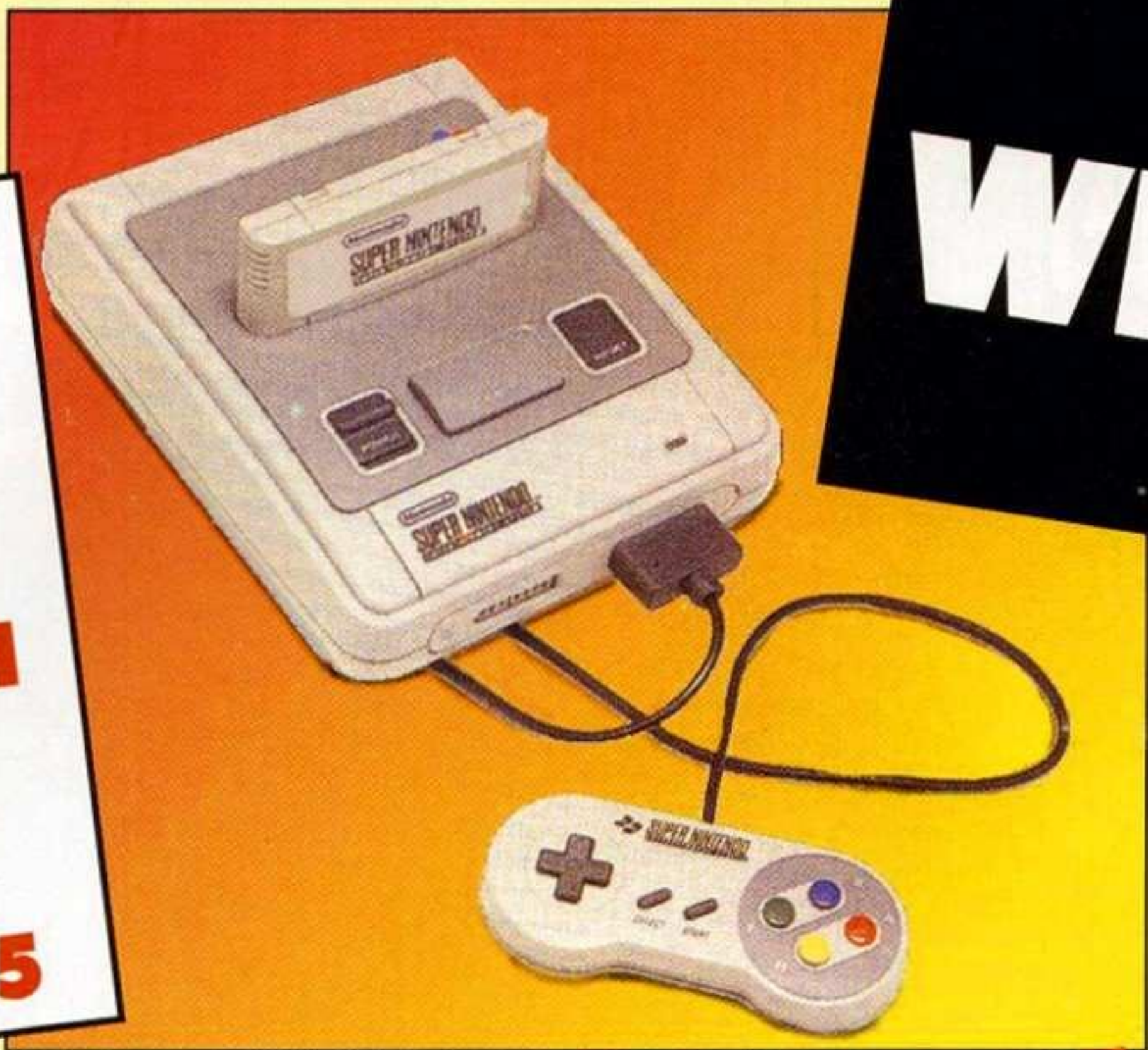
- PRICE: £24.99
- BY: CAPCOM
- PLAYERS : 1
- MEGS: 1

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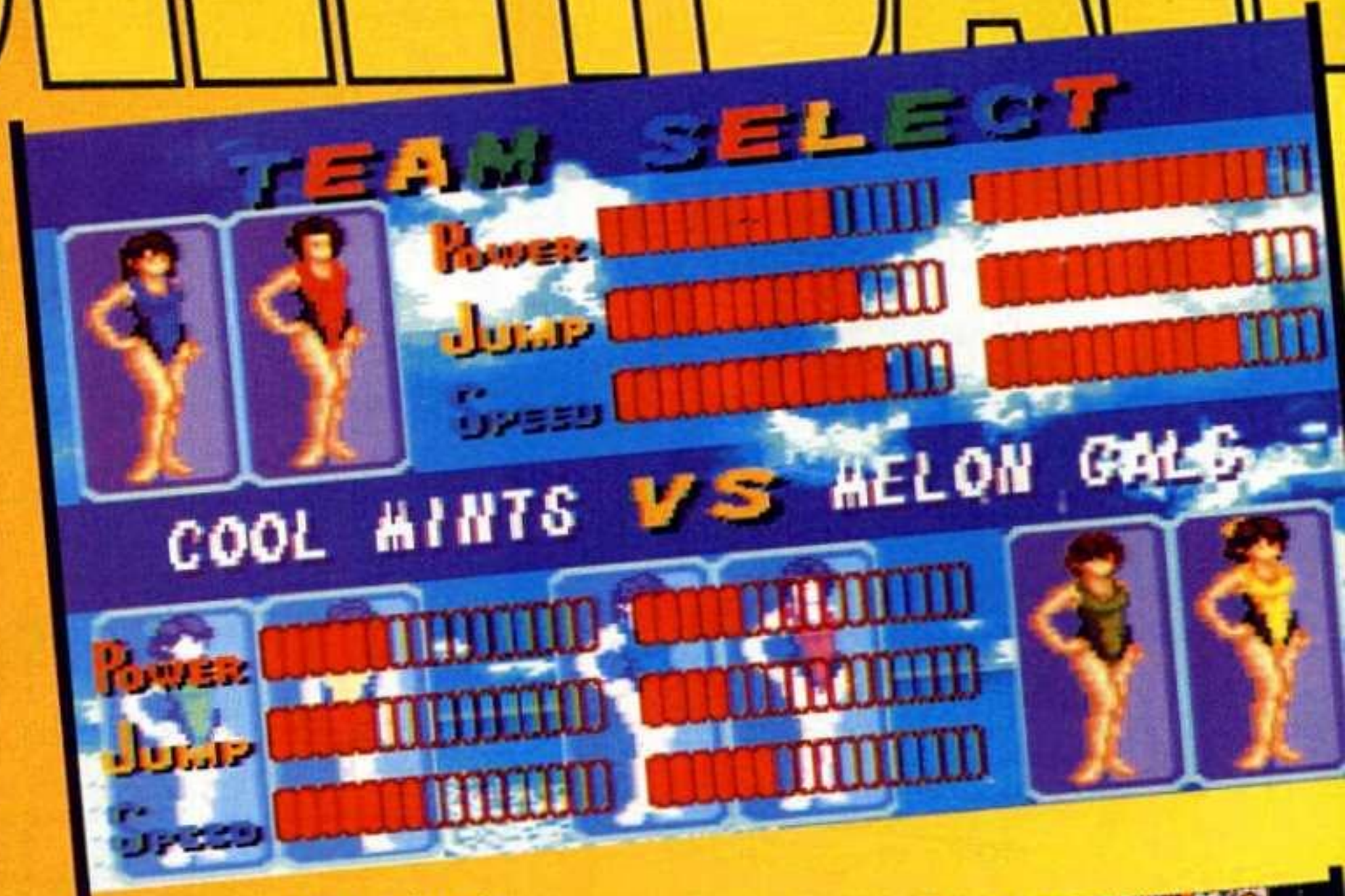
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A.S.6
SNES

SUPER VOLLEYBALL

Having wowed us with Super Tennis, development team Tonkin House are now turning their hand to the bumps, sets, and spikes of Volleyball. Played by sun-bronzed hunks - and schoolkids when it's too wet to play Football and the main assembly hall is free - Volleyball is a strange sport at best. Two teams of six players stand on either side of a high net and punch a ball between each other. Each team is allowed to touch the ball three times, but should it touch the floor or hit the net the other side wins the chance to serve. This continues until one of the two sides scores fifteen points.

Tonkin's game is a one or two-player affair, with the player using the Super NES's four buttons to effect a number of moves. All manner of serves, lobbs and smashes are available - not to mention blocks and dives - and two different styles of play are on offer. The former features the full six player team, whilst the beach game is played by two pairs of typically wide-eyed girls and is recommended for novice players.



▲ Choose your team for the beach game...



▲ Four different serves are effected via the pad.



▲ X marks the spot where the ball will land.



▲ There are eight international teams to pick from - but they're all evenly balanced.

GAME FACTS



- PRICE: £44.95
- BY: TBA
- PLAYERS : 2
- MEGS: 4



THE BEST GAMES MAGAZINE IN THE WORLD! BUY IT, IT'S BRILL!

THE OFFICIAL TOP 10

Nintendo®

MAGAZINE SYSTEM

CHARTS

Welcome to two pages of lists! With games in! Yes, find out who's buying what and whether Marioland will ever be knocked from the top here!

NES



1

SUPER MARIO BROS 3 (2)

2

RESCUE RANGERS (3)



3

BATTLE-TOADS (-)



4

TINY TOON ADVENTURES (6)



5

WWF (4)

6

TAILSPIN (-) →



7

TOM & JERRY (-)

8

SIMPSONS (-)

9

HYPER SOCCER (-)

10

PAPER BOY 2 (-)

SUPER NES



1

STREET FIGHTER II (-)

2

PILOT WINGS (-)



3

SIM CITY (-)



4

SUPER SOCCER (7)



5

F-ZERO (10)

6

LEMMINGS (6)

7

SUPER MARIO WORLD (-)

8

ADDAMS FAMILY (5) →



9

BLAZING SKIES (-)

10

AXELAY (-)

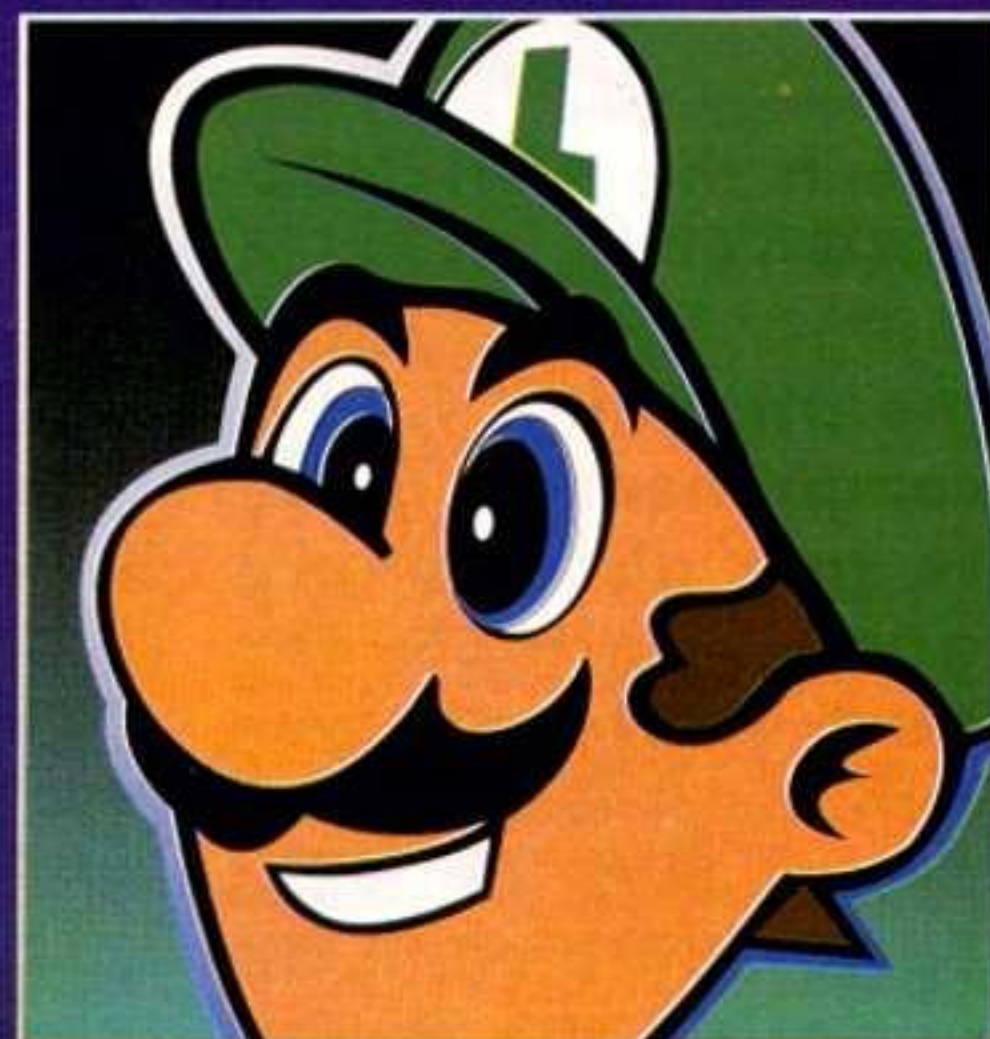


1

SUPER MARIO LAND (1)

Can you hear the sound of a thousand tortured souls crying "fix!"? Well, incredibly enough, the original Game Boy Mario continues to demonstrate his chart-dominating inertia, despite the plethora of quality titles released for the 'Boy of late. I mean, where's Kirby?

- BY: NINTENDO
- PRICE: £34.99
- MEG: 1
- GAME TYPE: PLATFORM



2

SUPER MARIO LAND 2 (-)



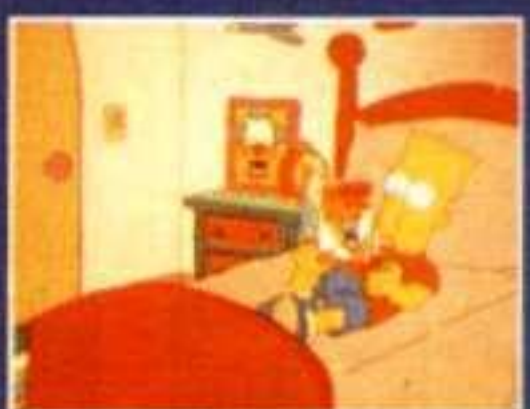
Perhaps even more incredible than the No.1 choice, is the fact that No.2 is the sequel. Is Mario doing himself out of sales we wonder? Probably not, and this statisti-

cal 'wibble' will sort itself out real soon. What is definite is that this amazing new adventure is destined to be charting for months to come.

- BY: NINTENDO
- PRICE: £39.99
- MEG: 1
- GAME TYPE: PLATFORM

3

BART SIMPSON'S ESCAPE (5)



Gaspl! Are geriatric Game Boy games staging a chart 'coup'? Bart's first adventure is a solid outing in Simpson Land, if not a little

easy, and that probably explains his chart revival (as well as having the 'lovable' family thrust down our gullets courtesy of Sky TV).

- BY: ACCLAIM
- PRICE: £29.99
- MEG: 1
- GAME TYPE: PLATFORM

4

WWF SUPERSTARS (-)



Laugh out loud at the ill-defined sprites doddering around the indistinct cava ring. Then gasp in horror when you remember that you

paid good money for this. Why is it selling so well? Well, do you remember the Goombay Dance Band? The British public - there's my point.

- BY: ACCLAIM
- PRICE: £29.99
- MEG: 1
- GAME TYPE: BEAT 'EM UP

5

TINY TOON ADVENTURES (7)



Cartoon frippery achieves a mid-chart placing, but the feeling is that Tiny Toons is destined to rise even higher in the 'hit parade'. The key is in the nifty gameplay, and the

rather useful graphics. A pollster point here - this is the fourth platform game in the top five. Which shows we just can't get enough of them.

- BY: KONAMI
- PRICE: £24.99
- MEG: 1
- GAME TYPE: PLATFORM

6

(RE) **GOLF**

7

(-) **MICKEY MOUSE**

8

(8) **ADDAMS FAMILY**

9

(2) **BATMAN**

10

(-) **BATMAN 2**



NINTENDO MAGAZINE SYSTEM GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADDAMS FAMILY

Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.

OVERALL 71%

ADVENTURE ISLAND II

The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.

OVERALL 71%

ADVENTURES OF LOLO

Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.

OVERALL 74%

AIRWOLF

Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great

deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.

OVERALL 75%

BAD DUDES

Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.

OVERALL 39%

BALLOON FIGHT

The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grows dull very quickly.

OVERALL 74%

BATMAN

The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.

OVERALL 92%

BATMAN II: RETURN OF THE JOKER

Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.

OVERALL 78%

BATTLE OF OLYMPUS

Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.

OVERALL 79%

BATTLETOADS

Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds



and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!

OVERALL 91%

BASEBALL

One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.

OVERALL 60%

BAYOU BILLY

Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.

OVERALL 79%

BIONIC COMMANDO

Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.

OVERALL 81%

BLACK MANTA

A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.

OVERALL 80%

BLADES OF STEEL

Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.

OVERALL 85%

BLASTER MASTER

Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!

OVERALL 91%

BLUES BROTHERS

Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.

OVERALL 40%

BLUE SHADOW

Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.

OVERALL 88%

BOULDERDASH

Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.

OVERALL 90%

A BOY AND HIS BLOB

You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!

OVERALL 91%

BUBBLE BOBBLE

Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.

OVERALL 89%

BUGS BUNNY'S BIRTHDAY BLOW-OUT

The 50-year-old cartoon rabbit crops up on the Nintendo in a game where he must collect tons of carrots and traverse platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.

OVERALL 35%

BURAI FIGHTER

It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.

OVERALL 79%

CALIFORNIA GAMES

Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.

OVERALL 91%

NINTENDO MAGAZINE SYSTEM GAME INDEX

CAPTAIN PLANET

Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far too difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.

OVERALL 56%

CAPTAIN SKYHAWK

Join the eponymous Captain as he flies around vertically scrolling shoot-ing levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL 90%



CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.

OVERALL 80%

CLU-CLU-LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.

OVERALL 94%

CRACKOUT

Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.

OVERALL 21%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.

OVERALL 59%

DIGGER T ROCK

At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.

OVERALL 89%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL 75%

DOUBLE DRAGON II

Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL 84%



DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.

OVERALL 65%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.

OVERALL 21%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.

OVERALL 70%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL 88%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.

OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!

OVERALL 90%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.

OVERALL 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.

OVERALL 84%

FELIX THE CAT

NEW

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons Hudson have developed the game from the recent feature length film. The game is imaginative and funny but ultimately shortlived as it is very easy.

71%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.

OVERALL 58%

FAXANADU

Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL 79%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.

OVERALL 85%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.

OVERALL 91%

GAUNTLET II

Guide your mediaeval character through the hazard-ridden scrolling

NINTENDO MAGAZINE SYSTEM GAME INDEX

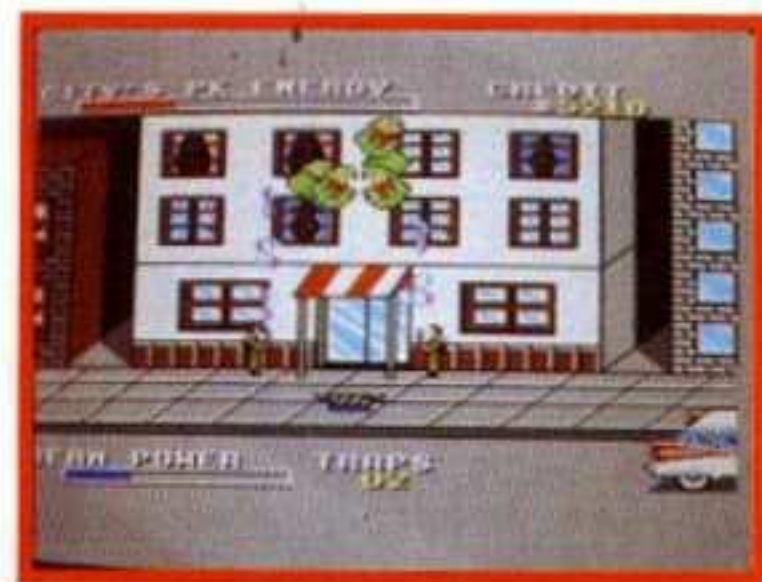
mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.

OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL 57%



GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL 33%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the age-

ing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!

OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awe-some sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.

OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring

monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL 64%

HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.

OVERALL 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL 36%

KABUKI

Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics

and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.

OVERALL 90%

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!

OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL 72%

KUNG-FU

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.

OVERALL 72%

LIFE FORCE

This is a brill version of the Salamander coin-op, with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!

OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though

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it's one of the more expensive carts, it's well worth a look.
OVERALL 86%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.
OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.
OVERALL 84%

LUNAR POOL

An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.
OVERALL 75%

MACH RIDER

This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.
OVERALL 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a bum rap.
OVERALL 89%

MARBLE MADNESS

In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.
OVERALL 85%

MARIO BROTHERS

In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.
OVERALL 83%

MEGAMAN

It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.
OVERALL 92%

MEGAMAN II

The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.
OVERALL 93%



METAL GEAR

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.
OVERALL 52%

METROID

Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.
OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!!

With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...
OVERALL 94%

MISSION: IMPOSSIBLE

This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.
OVERALL 86%

NEW ZEALAND STORY

Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.
OVERALL 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.
OVERALL 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!
OVERALL 30%

PINBALL

This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly sub-standard pinball game for your Nintendo, avoid.
OVERALL 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!
OVERALL 90%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.
OVERALL 67%

POWERBLADE

It's a return to Platformville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.
OVERALL 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will

keep you playing for ages.
OVERALL 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gyrzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.
OVERALL 81%

PRO WRESTLING

Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.
OVERALL 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.
OVERALL 80%

RAD GRAVITY

Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL 82%

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL 67%

RC PRO-AM

RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!
OVERALL 90%

RESCUE

Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is

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very dull and too easy to complete.
OVERALL 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL 48%



ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.
OVERALL 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't make things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.
OVERALL 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.
OVERALL 76%

ROLLERGAMES

Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL 76%

ROBO WARRIOR

An original, but ultimately dull game

in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.

OVERALL 51%

RUSH 'N' ATTACK

Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.
OVERALL 83%

RYGAR

The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL 70%

SECTION Z

If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL 46%

720 DEGREES

This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL 84%

SHADOWGATE

Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.
OVERALL 26%

SHADOW WARRIOR

Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE

A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST

On the surface, Simon's Quest isn't much more than an extended version

of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL 85%

SIMPSON'S: BART VS THE SPACE MUTANTS

Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE

Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

SMASH TV

Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL

Guide your snake around the forced 3D backdrops, eating nibbley-pibbles and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE

SNAKE (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

SOCCER

The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN

The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excel-

lent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY

This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE

This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY

Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%

STAR TREK

A rather repetitive adventure game based on the cult TV series which follows the exploits of Jim Kirk and various crew members in their search for vital Dilithium crystals. There are some occasional highlights but this is one that die hard trekkies will best appreciate.
OVERALL 68%



STAR WARS

A brilliant game which follows the plot of the film very closely through a whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games-of-the-film around.
OVERALL 95%

STEALTH ATF

A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL 54%

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SUPER MARIO BROTHERS

Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.

OVERALL 95%

SUPER MARIO BROTHERS II

This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.

OVERALL 96%

SUPER MARIO BROTHERS III

Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.

OVERALL 98%

SUPER OFF-ROAD

Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.

OVERALL 81%

SUPER SPIKE VOLLEYBALL

Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.

OVERALL 83%

STAR WARS

One of the greatest sci-fi movies EVER hits the Nintendo in a truly spectacular fashion! Star Wars features many different game styles (3D blasting, platform and scrolling blasting action) each depicting a scene from the movie. Although the price tag is very high (50.00), Star Wars remains the best thing since Mario III.

OVERALL 95%

SWORDS AND SERPENTS

Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.

OVERALL 81%

TEENAGE MUTANT HERO TURTLES

Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.

OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME

Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.

OVERALL 64%

TENNIS

The graphics aren't the greatest and there's not much sound to speak of, but Nintendo Tennis is quite playable. It's the only Tennis game available on the NES anyway, so if you want to hold Wimbledon indoors next year, it's either this or nothing.

OVERALL 75%

TEN-YARD FIGHT

A conversion of the old Irem coin-op, this is one of the only arcade-style American football games available on any machine. It's simple, but fun and is worth looking at if you're new to American football and want to learn more about the sport.

OVERALL 76%

TERMINATOR II

One of the greatest movies of all time could've been an NES game to end them all. Unfortunately, what you get are five limited levels, most of which are set around a tedious platform environment. The game isn't awful - it's just dull and very unoriginal. For die-hard movie fans only.

OVERALL 72%

TETRIS

This block-based mind-teaser is the greatest puzzle game ever written. It looks naff, sounds naff... but play it and you'll be instantly hooked.

OVERALL 91%

TIGER HELI

This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. The graphics are pretty samey throughout the entire game, the sound is equally bland and the gameplay is only average. Not the greatest of shoot 'em ups.

OVERALL 65%

TINY TUNES

Yet another NES platform game, this time starring baby versions of famous cartoon characters. The graphics and sound are great, and the gameplay fun enough to keep you at it for yonks.

OVERALL 86%

TIME LORD

This game has a great idea and plot, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd come to expect from an MB Games cartridge.

OVERALL 60%

TOM AND JERRY

With all the potential fun and frolics of a Tom and Jerry game, it's a shame to see them reduced to starring in yet another unoriginal platform game.

Yes, it's fun. But there are loads of better games of this sort already available. What a waste...

OVERALL 78%

TOP GUN

Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joy-pad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL 79%



TOP GUN II

You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD

Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL 74%

TO THE EARTH

This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING

The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL 80%

TRACK AND FIELD II

Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.

OVERALL 90%

TROG

Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator III) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.

OVERALL 70%

TROJAN

This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION

Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN

If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS

This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.

OVERALL 72%

WORLD WRESTLING

This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL 84%

WRECKING CREW

The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL 81%

WWF SUPERSTARS OF WRESTLING

Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular

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TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.

OVERALL 80%

XEVIOUS

The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK

This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try.

OVERALL 94%



ALLEYWAY

A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

BART VS THE JUGGERNAUTS NEW

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meets the Gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but gets better as the game goes on. If you can get that far!

OVERALL 71%

BASEBALL

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

BATMAN

With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.

OVERALL 91%

BATTLETOADS

Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fidly, this is a great game which any self respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST NEW

The Game Boy makes a cauliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups but certainly not the best.

OVERALL 65%

BLADES OF STEEL

Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BOMB JACK

Hit the road Jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.

OVERALL 68%

BOULDERDASH

Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXBLE

Boxble is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

BUBBLE BOBBLE

Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!

OVERALL 90%

BUBBLE GHOST

This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUXE

Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGERTIME DELUXE

Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Game Boy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased by monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.

OVERALL 78%

CASTLEVANIA

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

CHASE HQ

Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

CHESSMASTER

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty lev-

els are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

OVERALL 96%

CHOPLIFTER II

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!

OVERALL 92%

DR FRANKEN NEW

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girl friend's bits is your forte, get a hold of this!

OVERALL 92%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!

OVERALL 88%

DR MARIO

Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES

Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

F1 RACE RAVE

The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view

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race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.

OVERALL 88%

FERRARI

Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a day or so's play out of this.

OVERALL 37%

FOOTBALL INTERNATIONAL

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%

FORTRESS OF FEAR

A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

OVERALL 80%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.

OVERALL 80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.

OVERALL 88%

GB KID NEW

Bonking ahoy! The PC Kid is re-christened the GB kid and trounces the life out of his pre-historic foes in his first quality adventure. He's stylish and often hilarious, the only problem is that the game's simple to complete!

OVERALL 79%

GHOSTBUSTERS II

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.

OVERALL 81%

GOLF

This is a great golf game that plays a great game of golf. Need we say more?

OVERALL 88%

GREMLINS II

Once more it's platforms a go-go with Gremlins II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.

OVERALL 80%

HOME ALONE

Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!

OVERALL 38%

HOOK

In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovely Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.

OVERALL 66%

HUNT FOR RED OCTOBER

In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.

OVERALL 92%

HYPER LODERUNNER

If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!

OVERALL 71%

KID ICARUS

Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL 71%

KUNG-FU MASTER

This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.

OVERALL 17%

KIRBY'S DREAM LAND NEW

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first, but the second secret quest is very tough.

OVERALL 94%

KWIRK

This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse

mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%

LOONEY TUNES NEW

The Looney Tunes star in an exciting and varied cartoon collection of shoot 'em ups and platform related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party.

OVERALL 90%

MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.

OVERALL 87%

MERCENARY FORCE

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL 62%

METROID II

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL 81%

MOTOCROSS MANIACS

Motocross has never been any weirder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

MR DO!

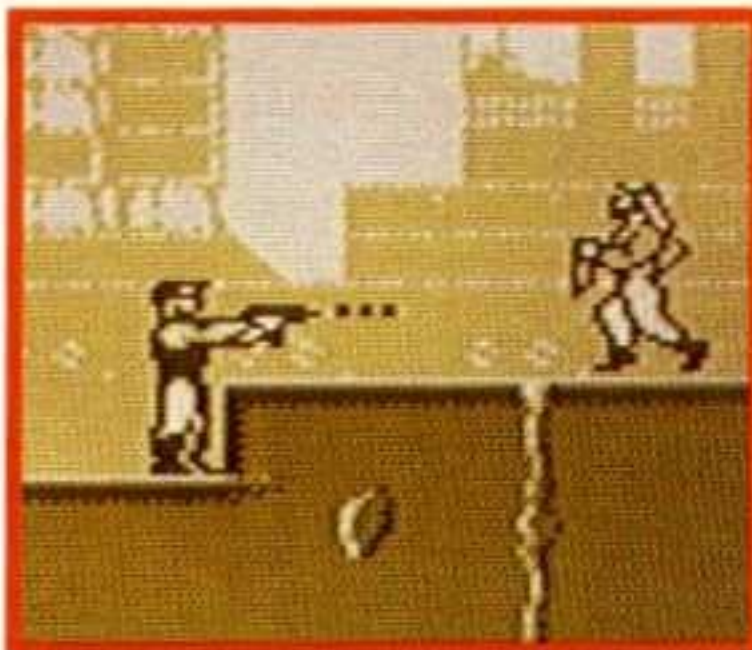
Adopt the mantle of Mr Do and run around a Boulderdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.

OVERALL 86%

NAVY SEALS

This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look.

OVERALL 80%



NEMESIS

A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NINTENDO WORLD CUP

This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.

OVERALL 31%

OTHELLO

Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL 89%

PACMAN

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.

OVERALL 80%

PAPERBOY

Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.

OVERALL 67%

PINBALL

Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.

OVERALL 79%

PRINCE OF PERSIA

This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.

OVERALL 92%

QUARTH

Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX

Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an

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entertaining game which has plenty of long-lasting appeal.
OVERALL 81%

RADAR MISSION

Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL 64%

RESCUE OF PRINCESS BLOBBETTE

NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.
OVERALL 68%

REVENGE OF THE 'GATOR

At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.
OVERALL 91%

ROBIN HOOD NEW

An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL 88%

ROBOCOP

This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.
OVERALL 72%

RODLAND NEW

Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. All the intermission screens and bonus stages of the coin-op are present but the interest level doesn't last long.
OVERALL 74%

R-TYPE

The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.
OVERALL 82%

SIDE POCKET

Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love

this one, although anyone else's interest may wane pretty quickly.
OVERALL 73%

SKATE OR DIE (TOUR DE THRASH)

Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)

Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.
OVERALL 81%

SNEAKY SNAKES

Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.
OVERALL 89%

SNOOPY'S MAGIC SHOW

The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL 84%

SOLAR STRIKER

After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL 69%

SOLOMON'S KEY

Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.
OVERALL 82%

SPEEDBALL II NEW

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. If you've never experienced the game on any other system then the action is just far too confusing.
OVERALL 65%

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL 85%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.

OVERALL 89%

SUPER HUNCHBACK

Jolly platform game starring everyone favourite's deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.
OVERALL 81%

SUPER KICK OFF

The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.
OVERALL 93%

SUPER MARIO LAND

Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.
OVERALL 90%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.
OVERALL 87%

TEENAGE MUTANT NINJA TURTLES

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II

It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.
OVERALL 85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.
OVERALL 86%

TERMINATOR 2

As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.
OVERALL 90%

TETRIS

Free with the UK version of the

Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.
OVERALL 95%

TRACK MEET

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.
OVERALL 75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL 59%

WIZARDS AND WARRIORS

Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.
OVERALL 78%

WWF SUPERSTARS

Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.
OVERALL 85%

SUPER NES

BLAZING SKIES NEW

What a spectacular load of old tosh this is! An excellent example of the lesson which warns us never to judge a book by its cover. The attractive graphics are poorly animated and the game plays like a, well, in fact it doesn't play at all! A steaming wreck and no mistake.
OVERALL 49%

CONTRA SPIRITS

The finest 16-bit console shoot 'em up money can buy! Contra Spirits has

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all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!

OVERALL 95%

FINAL FIGHT

Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.

OVERALL 92%

F-ZERO

This is one of Nintendo's flagship games for the Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.

OVERALL 90%

GODS NEW

Hardly a deity when compared to the best Super NES platform games in existence but an interesting excursion into the realms of the gods all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new ideas and a high level of challenge are enough to raise it above most.

OVERALL 85%



LEMMINGS

Save those brainless, suicide-motivated Lemmings from an death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.

OVERALL 92%

MARIO PAINT NEW

Fun though this may be, at first, the novelties soon wear off. Both the art and music designers are hopelessly limited and fail to function as true educational tools, though they're OK for a laugh. The swat the fly coffee break feature is the only aspect of the package that classes as a game, yet it's hardly worth sixty notes despite the inclusion of the rather excellent mouse.

OVERALL 65%

THE MAGICAL QUEST STARRING MICKEY MOUSE NEW

Capcom work their magic on the Super NES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a Fireman, a mountaineer and even a mighty little sorcerer all of which lend themselves to some interesting twists in the gameplay. If only it wasn't so goddam easy! Tsch.

OVERALL 41%

PAPERBOY II

Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.

OVERALL 41%

PILOTWINGS

Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.

OVERALL 90%

RIVAL TURF

Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.

OVERALL 48%

SIM CITY

In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly by when you play it. A truly classic cart.

OVERALL 93%

SUPER ADVENTURE ISLAND

You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.

OVERALL 78%

SUPER CASTLEVANIA

Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent

graphics, sound and gameplay, but it is a bit easy to complete for experienced players.

OVERALL 91%

SUPER GHOULS 'N' GHOSTS

Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.

OVERALL 94%

SUPER KICK OFF NEW

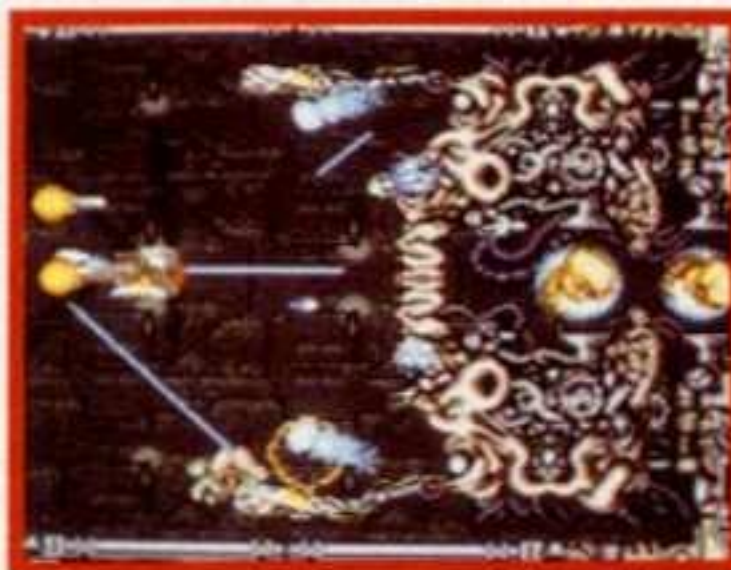
Well, was this game worth the hype or what? The answer is probably no, unfortunately. The gameplay is nowhere near as good as in the original 16-bit versions and so it looks like another long wait for something better. Sensible Soccer perhaps? Save your cash!

OVERALL 73%

SUPER MARIO BROTHERS IV

The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.

OVERALL 98%



SUPER R-TYPE

Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.

OVERALL 82%

SUPER MARIO KART NEW

Not particularly outstanding on your own, but with two players this racing game is the absolute business. Featuring brilliant graphics and a variety of different play modes, there are even some secret shortcuts to discover. We haven't stopped playing it since it came into the office!

OVERALL 92%

SUPER SOCCER

Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.

OVERALL 79%



SUPER TENNIS

The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!

OVERALL 94%

UN SQUADRON

Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.

OVERALL 94%

WING COMMANDER NEW

An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the Super NES. With too much attention placed on presentation and not enough on gameplay, Wing Commander is best left alone.

OVERALL 62%

ZELDA III

Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.

OVERALL 95%

NEXT MONTH

3...PROJECT NAME:

NMS FEBRUARY 1993

2...PROJECT
CONTENTS:

CLASSIFIED

1....PROJECTED
EXCITEMENT:

OVERLOAD

ANALYSIS COMPLETE.

SYSTEM
SHUTDOWN.....

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R.R.P.

absolutely

BRILLIANT!

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"Excellent NES games" are
MEGA
unleashed!

"ACTION VIDEO
GAME OF
THE YEAR"
VG&CE, USA

Micro Machines
THE ORIGINAL
SCALE MINIATURES

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poster
inside!

**MEGA
ZONE**

Video
Year!
Computer
magazine 1991

CODEMASTERS

**93%
Mean
Machines**

PLUG THRU
This game uses the
Codemasters Plug-Thru system.
Requires game deck and one
regular game cartridge for use.

"BEST NES
GRAPHIC
ADVENTURE
GAME"
GAMESPLAYER'S

**Fantastic Adventures of
DIZZY**

**92%
PLAYABILITY
N-FORCE**

NO.1
BEST GRAPHIC
ADVENTURE GAME
GAME PLAYERS
MAGAZINE

**FREE
POSTER**

**91%
N-FORCE**

CODEMASTERS

PLUG THRU
For use on the 8-bit
entertainment system.
This game is made by
Codemasters which has no
connection with Nintendo
Co. Ltd. This game is not
endorsed by Nintendo Co. Ltd.
Compatible with all European
Decks. Requires any standard
game cartridge for use.

For the 8 bit entertainment
system manufactured/marketed
for and on behalf of
Nintendo Co., Limited of Japan

This cartridge is not
manufactured distributed
or endorsed by
Nintendo Co. Limited.

PLUG THRU

This game uses the
Codemasters's Plug-Thru system.
Requires game deck and one
regular game cartridge for use.

TOTAL! 92%



"Lots of fun with
great graphics
and an engaging
storyline"
GAMESPLAYER'S

"Two of the best Nintendo games around"
Dominik Diamond, BBC Radio One

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CODEMASTERS

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WHAT A BEAUTY.

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OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER. BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE. THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000, UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE. THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM: REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER. WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY. THAT IS WHY THE PRE-2000 DATE IS IN PLACE: TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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