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INSIDE!
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 HOOK - DINOSAURS - DRAGON'S LAIR
 GOLDEN FIGHTER
MASTER SYSTEM
 SAGAIA - NINJA GAIDEN - ASTRIX TIPS
NINTENDO
 ROBOCOPII - THE FLINTSTONES

MEAN MACHINES

MEGA DRIVE



SUPER NES



NINTENDO



GAME BOY



GAME GEAR



SONIC 2

THE HEDGEHOG
NEWS UPDATE AND
MASSIVE POSTER!!!

PACKED WITH MEGA REVIEWS!
TWISTED FLIPPER - LIX ATTACK CHOPPER - SIR GALAHAD



ALIEN 3
THUNDER FORCE IV



IN LHX ATTACK CHOPPER THE ENEMY SHOOT ON SIGHT



MEGA DRIVE



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UNFORTUNATELY, SO DO THE REAL PROS IN NHLPA HOCKEY



Same goes for NHLPA™ Hockey '93, the new feature-packed sequel to the multi award-winning EA Hockey, featuring real pros.

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your team playing with the right blend of aggression and ability.

'93 also introduces a brand new species. The intelligent goaltender. He can dive, lunge, kick and skate out of his crease to clear loose pucks.

Performance statistics for every player are tracked automatically, and with the power of ESPROM backup, are constantly updated and saved to the cartridge together with playoff games in progress.

So what are you waiting for, get your skates on and fly down to your local store now!

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MEAN MACHINES SEPTEMBER ISSUE 24



▲ Prehistoric fun with the Dinosaurs.



▲ Explosive! The first kids to playable monsters.



▲ Some more colourful pics from the game...



▲ ...and some more!



▲ Expect quality dinosaur and cute kids to come bursting out of this issue, as we review Dinosaurs on the SNES.

EDITORIAL

Something wonderful is about to happen, and we're sharing the exciting details with you lot. Just what is it, and what are its consequences on the universe as a whole? Turn the page and let the man Jason inform you.

NEWS

Hurray! Everything you wanted to know about the early world of consoles is brought before you in this fun-filled excursion to News Central.

MEAN YOB

This month, Rich had to put up with a phone call from an emotionally overworked adolescent demanding that YOB be removed from **MEAN MACHINES** immediately! These four MASSIVE pages show how seriously we took his advice.

Q+A

Although he's completely bored with doing this section, Jason will be compelled to answer your probing questions about the consoles. **Justify**. Also! The "difficult" moves on **Street Fighter II** explained for those who have problems reading the manual.

TIPS

It's excitement overload in the jacket of the flag with the word "TIPS" in the corner. Massive guides to both **Kid Chameleon** and **Asterix** await, along with super-mind-blowing guaranteed to have

6

you drooling in massive quantities over the page.

CHARTS

Once again we have the amazing accounts (and yet completely official) Nintendo charts for you. The funny thing is these charts look nearly, but not quite, completely unlike the charts compiled by Gallup! Fascinating, eh? Also, we have the complete lowdown on the Master System and Megadrive as well, making this a chart experience to be savoured.

THE

HOTLINES

Examine this page for all your competition-related requirements. Just select the prize you fancy winning, dial away, listen to the questions and send off your answers. Who knows? You might be the lucky winner! To the phone! Now!

PREVIEWS

Want to learn loads about the hottest new opacities games? Well, let your fingers do the walking to page 108, where a veritable treasure trove of top new games awaits your inspection.

NEXT MONTH

Well, considering what's happening next month is exposed in gratuitous detail on the Editorial, you can't expect much on this page can you? Well, we might yet surprise you, but don't get your hopes up.

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▲ Take to the skies with LHX.



▲ Get sweaty with the guys from Bulls vs Lakers.



▲ Have a blast with Thunderforce IV!



▲ Get up in shining armour for Galahad.



▲ Pinball action a-plenty in Twisted Popper.



▲ An insight into the fun boys have in Hook.

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▲ ...And back again with the Flintstones!

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▲ From prehistory to the future with Aliens 3...

IAL

SOMETHING
WONDERFUL IS ABOUT
TO HAPPEN...



MEAN MACHINES is dead! Long live MEAN MACHINES! What do I mean by that? Well, as from next issue, MEAN MACHINES is changing. There will no longer be just one issue of MEAN MACHINES on the news stands, but two! One version for Nintendo owners, and one for Sega owners! Brilliant news, aint?

The Nintendo version of MEAN MACHINES will be called NINTENDO MAGAZINE SYSTEM MEAN MACHINES and the Sega version is titled MEAN MACHINES SEGA. Both magazines will have a completely amazing new look, but will incorporate all your favourite MEAN MACHINES characters and features, including the usual exclusive, red-hot reviews, news and previews, tips, YOD, Q+A, as well as a load of brilliant new stuff!

As I've already said, NMS is purely for Nintendo owners - which means we'll be covering the Super NDS, Nintendo and Gameboy, MM Sega is for Megadrive, Master System and Game Gear owners. And what you'll get is 100% coverage for your machines. Every game reviewed. All the latest stuff previewed. Exclusive interviews and behind-the-scenes news and the greatest hints and tips you could ever wish for.

Both magazines will contain just as many pages as a regular MEAN MACHINES mag (you'll get no cheap sub-100 page issues like certain other low-quality publications I could mention), and will be packed full of the very latest stuff! We've got some utterly incredible gifts lined up too - and I'm sure UTTERLY incredible. Plus we've got a load of surprises planned for later on in the year!

So, get ready for it.

SAY HELLO TO GUS

We've decided it's time to introduce a brand Scotsman onto our team, and Angus Swan is the man we've picked for the job. As staff writer he's responsible for running up and down the stairs getting up film and deliveries from reception, going out to Anarchy's the Grocer for essential provisions (a unhealthy foodstuff) and doing any other odd jobs we can't be bothered to do. In between all that, the already long-suffering Clavegian also writes reviews and continues work on his ongoing Clavegian-English phrasebook as we can actually converse without having to resort to signposts. So say a big HI to him and make him feel welcome...

THE GANG



JULIAN "BOULDA BOMB" RICCALD

"My most favourite toy (apart from my new motorbike) was my Army Meccano Set. It was ace. It had loads of custom bits and you could build any combat-related vehicle you could think of - tanks, armoured cars, field guns, half-track trucks... And the guys actually fired projectiles, which was great for taking out next door's cat!"
CURRENT FAVE GAMES: STREETFIGHTER II



RICHARD "I LIKE MY DOLLS" LEADBETTER

"I can't really decide which was my fave toy. It's a top-up between my Six Million Dollar Man doll (complete with operating kit) or my Action Man (which had loads of outfits and accessories)." Fortunately Rich has grown out of small dolls and has come on to bigger things...
CURRENT FAVE GAMES: STREETFIGHTER II



RADON "SMALL PLASTIC THING" AUTOMATIC

"My most cherished playing I ever had was a small, plastic dinosaur called a Dylodactyl. It didn't do anything except sit there looking hard - I've still got it now and it sits on my desk at work." Don't worry, readers, the man in white coats will take him away shortly...
CURRENT FAVE GAMES: STREETFIGHTER II



OZ "TEDDY BOY" BROWNE

"The teddy bear that used to keep me warm when I was young was my most favourite toy. It was called Fredrika and I used to cuddle it in bed when I was scared after watching episodes of Doctor Who."
CURRENT FAVE GAMES: STREETFIGHTER II



GARY "EEEEEE-MYGOOOOU" HARROD

I used to love my floodlight Ems hand puppet. It was great. I used to spend hours amusing my family and influencing friends with my Ems-related antics." Fortunately Gary no longer likes to stick his hands into bird's bottoms, and has moved onto more sophisticated things...
CURRENT FAVE GAMES: STREETFIGHTER II



ROB "BUILD FOR THE FUTURE" BRIGHT

"My top toy was my Space Lego. I used to want to be an Architect and built all sorts of amazing space stations and stuff. But that was lost forever. Since I got the job at MEAN MACHINES, I haven't touched the stuff!"
CURRENT FAVE GAMES: STREETFIGHTER II



ANGUS "SWAN"

"My cardboard Death Star was the plaything that kept me happy the most. It had everything - a garbage compactor, a mirrored bit to make it look as though the Tractor Beam Generator was really firing up and a plastic top. That, and all my Star Wars figures kept me amused for years...
CURRENT FAVE GAMES: STREETFIGHTER II

WILL YOU BE SURF-FISH-ENTLY SPORTY FOR JAMES POND'S AQUATIC GAMES...



Even James Pond needs to take an offalish break from saddle-bailing occasionally. But far from foundering around in some terribly exotic places, he's organized a surf-charged tournament, for up to four players - The Aquatic Games™.

Ten crazy new-wave events, including shark unicycling, the hundred metre splash, frog handling and spongy jumping and featuring four new fishy characters.

SEGA
MEGA DRIVE

OR WILL YOU COP IT IN THE PINBALLS WITH TWISTED FLIPPER?



Concept Screen

All of which will set you up nicely for a spot of wham - bam - thank you - ma'am heavy - metal pinball action, inspired and accompanied by three mighty tasteful Mötley Crüe tracks. Twisted Flipper™ will blow the cobwebs off anyone's pleccurms. Bang away at anything that moves and watch your pinballs explode through nine different volume levels until you crash the secret enclaves of the ultimate backstage party.

So there you have it. Two mediocre games for dweebs with no thumbs...NOT!

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NEWS

F-15 STRIKES NINTENDO CONSOLES

Military simulation specialists Microprose are almost ready to unleash their first few products on the Nintendo range of consoles. Their first game, out around October is a conversion of their excellent PC game, *F-15 Strike Eagle*. The game is also coming out on the Gameboy and looks very good from what we've seen of it. *F-15* is also scheduled to make an appearance on the Super NES. It looks exceptionally good at the moment, boasting full use of the Super NES Mode 7 graphics (check out these screenshots). Full reviews of each game can be found in forthcoming issues of NINTENDO MAGAZINE SYSTEM, our 160 new Nintendo mag. Check it out!



▲ Roggles takes his F-15 for a spin.

SUPER NES JOYPAD DEBACLE

In last month's News section we reviewed some new super Super NES joypads. However, what we neglected to mention is that these imported pads are not compatible with UK Super Nintendos. This is because Nintendo have rewired the joy pad ports - duh! However, a converter may be in the offing. For the latest information, give Advanced Console Entertainment a bell on 071 383 0480.



GAUNTLET HITS MEGADRIVE

Currently in production is a Megadrive version of the massive Atari coin-op, *Gauntlet*.

If you've just arrived on this world and have no idea what this game is about, listen up. You (and a pal in two player mode) adopt the persona of either a Wizard, Warrior, Elf or Valkyrie. It's your job to run around the eight-way scrolling mazes in search of the elusive exit. On the way, you blast many monsters and collect treasure.

The conversion boasts just about all of the original coin-op's features, including every maze, each character and all the badies. The only thing missing seems to be the four-player mode (there are only two joy pad ports on the Megadrive, see!).

If the game manages to capture all the thrills and spills of the original, it should be a right laugh. Look out for a full review in a future edition of MEAN MACHINES SEGA!



SONIC IN NEW HAND-HELD

Do you like Sonic the Hedgehog eh? Well, a whole new Sonic game has just been released by Grandstar - in hand-held LCD format! The game features more high-speed antics from the world's favourite hedgehog as he battles the twisted Dr Robotnik and his various minions. Same the Hedgehog is out now, priced £19.99.

There are many other Sega titles currently cropping up in LCD format, including (amongst others) Alien Beat. Look out for an LCD lowdown in a future issue of MEAN MACHINES.

EXCLUSIVE • EXCLUSIVE • EXCLUSIVE

ALIENS VS PREDATOR: THE SCREENSHOTS!

"Fess" your eyes on the first screenshots of *Aliens vs Predator*, coming soon for your Super NES. From the screenshots it all looks rather jolly. Unfortunately, when Jason Saw it on his recent visit to the CES Show, he was startled and appalled by its creepiness. Basically it's a First Flight rip-off, with you controlling the Predator (who has learned rudimentary Kanak, it would seem) as it runs around the playing area taking the acidic excrement out of the Aliens. In that version, you could not play as an Alien and there was only a couple of attack moves! Hopefully, the game has been substantially overhauled since then. We wait with bated breath for the finished version...



F-117A TAKES OFF ON NES

Look out early next year for an 8-bit Nintendo conversion of one of Microprose's top PC simulations, F-117A Stealth Fighter!

From what we've seen of the game, it packs in the majority of the PC features, including an extensive 3D map, loads of campaign and generous lashings of dogfighting action. The game is

at a very early stage of development at the moment, but as you can see from the screenshots, the game is coming together pretty well.

Want to know more? Well, you'll just have to wait for the full preview and review that's coming up in future issues of NINTENDO MAGAZINE SYSTEM.



▲ Chooose awya! Aces high!

NEO GEO GAMES HIT NINTENDO AND SEGA



ROCKY



BEETLE MANIA



GENJI



Monsters Have Invaded Japan!!



The cream of the games available for SNK's Neo Geo system are being converted to the Megadrive and Super NES, as exclusively revealed a couple of months ago in MEAN MACHINES.

Work has been progressing at an astonishing pace on King of the Monsters. If you didn't know, it's an eight-way scrolling destruction fest, with one or two-players adopting the mantles of massive monsters out to wreak civilization as we know it. These screenshots show the Super NES version. Sources who have seen this version were apparently taken aback by its shabbiness. However, we'll let you know the full story when we review the game.

The 16-bit console versions of Fatal Fury are also well into production. These Super NES screenshots look extremely close to the original Neo Geo game. Fatal Fury is a one-on-one Street Fighter clone that lacks the complex strategies and brilliant graphics of the original but it is still a pretty good laugh nonetheless.

A third Neo Geo conversion has been announced since the summer CES Show. It's a translation of 2000 Baseball - a cyberpunk version of the American institution with massive robots replacing human players on the pitch. More news as and where we get it.

▲ Plenty of bickering between various hoodlums.

NEWS

EXCLUSIVE • EXCLUSIVE • EXCLUSIVE

SONIC 2

NEWS
UPDATE

Work continues apace on Sega's hottest game of the year, *Sonic the Hedgehog II*, due out in November. The game is all but complete, with the project now entering the intensive play-testing phase.

As you can see from our *Sonic II* screenshots (these are actually

from the *REAL* game, by the way, not just sadly doctored pictures from *Sonic II*), the platform-related gameplay of the original remains much the same. The aim is still to collect loads of rings and make your way to the exit. Once again, Doctor Robotnik is plotting a scheme of diabolical wickedness

and it's basically up to Sonic the Hedgehog to sort him out - this time for good!

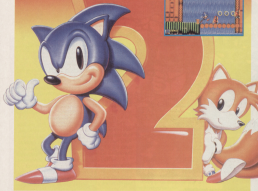
Just like the original, *Sonic II* features some excellent roller-coaster style hazards as he traverses the speedy-scroll landscape. Sonic even attains speeds so fast he's seemingly glued to the platform he's running on, allowing him to travel upside-down! The game's storyboard also includes Sonic getting to grips with some vehicles, so expect to see the spiky hero hang-gliding across some of the levels!

Perhaps the game's biggest addition is the inclusion of a new pal for Sonic the Hedgehog: he's a fox-like character called Two Tails (we're sure you can guess why). Apparently, a second player can take control of him and interact with Sonic, adding dimensions of gameplay that have the potential to make the game even better than *Mario IV*!

Well it all sounds rather spilling doesn't it? Let's hope that the game's playtesters are going to improve on the testability of the first game, which was, let's face it, way too easy. We'll keep you posted on the game's progress and hopefully get the review for our October or November issues of *MEAN MACHINES* SEGA.



▶ *Sonic II* out officially in November! After that watch out for the next *Sonic* game, *Super Sonic*, coming out for Mega CDs early next year (or perhaps sooner!)





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MASTER SYSTEM EXTRAS



MEGADRIVE EXTRAS



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Try to imagine the feeling someone might experience when they are punched a few dozen times in the stomach after a few dozen milkshakes and a few obese burgers. Not very nice! But for those who have fallen foul of Alien imprisonment, feeling a bit beaten up and bloated would be a cosy alternative to the gut-bursting hell that awaits them! Such is the destiny of inmates on a futuristic, sun-down prison planet. This is, of course, *Alien 3*, with Ripley as the star-prison splasher in the works.

Megadrive gamers are treated to plenty of grim blast 'em up action as the obligatory game-of-the-film carries to the Megadrive. Although the film, *Alien 3*, doesn't actually feature guns, 20th Century Fox have allowed Acclaim to include all of the blasters from the film's predecessor. Fully toolled up, Ripley has to make her way around plenty of Alien-infested levels to search out and rescue the prisoners. Ammo, energy and time can all be picked up on the journey, but the priority is finding all of the prisoners and getting through the door before the mission time runs out. If it does, the unfortunates who have not been rescued are going to need more than Sedlers Turns to ease the pain in their stomachs!



VENTING AGGRESSION

To reach some of the prisoners, Ripley is forced to crawl along ventilation ducts. Some of the more cunning Aliens harbour around corners or up ladders, beyond Ripley's view. Here is where the grenades prove most useful and constant glances at the motion detector are essential. Although extreme caution is advised in these confined spaces, remember that the clock is ticking.

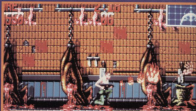


PULSE RIFLE

HAVE A BLAST

Because there are so many Aliens desperate to get home in Ripley's guts, she has been killed out with an arsenal of top-tier firearms. Only by experimenting with the various weapons, are players able to work out what is the best one to use in particular situations.

This is the good ol' common or garden machine gun. Because it takes quite a few hits to do away with the larger Aliens it sets up ammunition quickly, so always look out for spare magazines. The pulse rifle proves most valuable when tackling Face Huggers.



▲ "Oh! Come back 'ere you awww!"



ALI



GRENADES

Accurate judgement is important when using grenades. They take a few seconds to detonate so aren't very good as a quick reaction weapon. Where they prove invaluable is in ventilation ducts and destroying closed doors.



ROCKET LAUNCHER

Best suited for use against some of the larger Aliens, the rocket launcher is the most powerful weapon in the game. Only one shell is required to dispose of a single Alien! It's also useful when blowing away locked doors.



▲ More villainous count saved by Ripley.



FLAMETHROWER

Should be used in similar circumstances to the pulse rifle, although the Flamethrower tends to last a bit longer. It works especially well against Alien pods and their occupants.

COMMENT



RICH

Alien 3 immediately impresses with its dark, menacing graphical style, amazing parallax scrolling and excellent animation. The sound is equally superb, boasting some wit (it's a tad inappropriate) music and raucous blasting effects. The gameplay is almost as impressive as the audio/visuals. The game is quite difficult (especially on the NORMAL and HARD levels), with a crushing time limit and rock 'n' roll Aliens constantly getting in your way. The only problem I can see with Alien 3 is the fact that the gameplay fails to change significantly between each level. It's always a case of learning where each and every Alien and prisoner is. The game runs to a set pattern which MUST be learnt to beat the time limit. If there was more to the game, Alien 3 would definitely deserve a Megagame award. As it is, although not perfect, Alien 3 is an extremely polished, highly enjoyable blasting/exploration game. I strongly recommend you take a look at it as soon as possible.



▲ Shredded Alien for tea tonight...



▲ ...or maybe a nice barbecue!



▲ Plenty of blasting fun with Ripley here.



▲ An unlucky Alien suffers spontaneous combustion.

EN 3





MOTION CONMOTION

If you've seen *Alien*, you'll be familiar with this device. Quite obviously, a motion tracker tracks Ripley to locate both Aliens and prisoners. Aliens flash in blue (lower), while our prisoners are isolated by a red light. This warning gives Ripley the chance to select the appropriate weapon and get herself good and toasty.



SALT IN THE WOUND

If time runs out before Ripley has completed her mission, it's curtains for the prisoners left to the mercy, or rather lack of it, of their Alien captors. It also means Ripley has to try again. Just to rub salt in the wound though, the programmers have included a sequence showing the prisoners Ripley failed to rescue experience the indignation that comes as a consequence of eating Alien eggs! It's not all recyclical though, because it means players get the chance to see where the undiscovered inmates were being held and thus know where to hunt next time around.

COMMENT



ROB

The preview of this looked impressive enough, but since then the programmers have polished it up and it now looks and plays even better. The screen shots make it obvious how good the graphics are. I haven't seen the film yet, but the game captures a real sense of despair and foreboding with brilliantly detailed backdrops and sprites. The animation is a winner as well contributing, as the graphics do, to the cinematic atmosphere. The movement of Ripley's sprite is particularly realistic. It is at this stage that so many games are flawed, because more time has been spent on the way it looks than the way it plays. Fortunately, the gameplay in *Alien 3* lives up to the standard of the graphics. Although changing to the best weapon takes a bit of getting used to, it soon becomes second nature finding the right killer for the right moment. The inclusion of a time limit fuels the game with the frantic excitement of the film, and neat touches, like the chance to fire in many directions, and crawling along ventilation shafts, succeed in conveying the thrills and suspense you would expect. To top it all off there are some superb aural effects, especially the sound of the guns, which are expertly reproduced. My only criticism, concerned more with a matter of taste, is that the music didn't always seem to fit the atmosphere, lacking the grimmer elements of visual spectacle. Maybe a few Cure tracks would have gone down well here! This aside, *Alien 3* has captured all of the elements a game needs to make it a classic.



▲ An Alien prepares to pounce.



▲ "We never should have ate those jell noodles!"

ALIEN³

BY: ACCLAIM

PRICE: £39.99

RELEASE DATE: OCTOBER

GAME DIFFICULTY: MEDIUM

LIVES: VARIOUS

CONTINUOUS: VARIOUS

SKILL LEVELS: 3

RESPONSIVENESS: GOOD

PRESENTATION 88%⁺

All of the regular options, including jagged configuration, but no password system.

GRAPHICS 93%⁺

Backdrops drip with doom and gloom. The sprites are superbly animated and move very smoothly.

SOUND 89%⁺

Gun sounds are brilliantly reproduced but some of the cues are a little too jolly and don't match the foreboding atmosphere.

PLAYABILITY 90%⁺

Getting used to the controls is very easy and straightforward. Gameplay is smooth and responsive.

LASTABILITY 86%⁺

The three difficulty levels and lack of a password system mean this is very challenging.

OVERALL 89%⁺

An excellent platform game with all the thrills and spills you could ask for.

ROUGH!



LOOK OUT, STREET SCUM!
HERE COME THE BRAWL
BROTHERS!
and they won't stop punching,
kicking and stomping until they
clear the trash from every alley
in America!

INCREDIBLE SIMULTANEOUS
TWO PLAYER ACTION FOR
YOUR SUPER NINTENDO!



TOUGH!

"Challenging gameplay
and some impressively big
sprites make this one a pretty
good 'set-up' that manages to be
that little bit special!" 84% GAMEZONE



TOTALLY MAGIC....
3D SUPER SPELLS!

TOTALLY UNBELIEVABLE
STORY....
32 ROUNDS IN 3 STAGES!

TOTALLY GROSSOME MONSTERS!

TOTALLY SPLIT PERSONALITY....
TURN YOURSELF INTO AN
EAGLE, LION OR LIZARD!

THE TOO SHARPLY-FORWARDS
TRIP TO THE CALIFORNIAN
UNDERGROUND

OTHER
TITLES!



**AND TOTALLY
WEIRD DUDES!**



JALECO

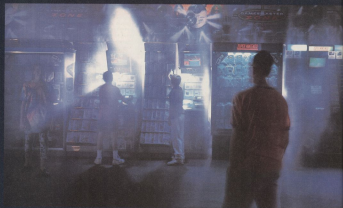
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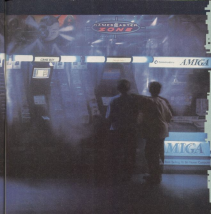
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YOU MUST NEGOTIATE
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AVOID WASHING MACH
SIDE-STEP GRANNIES.



MASTER ZONE,
GE FRIDGES,
INES AND

Complete that simple mission and you've just about made it to The Gamesmaster Zone, at Comet.

A totally excellent place, that's based on Channel 4's Gamesmaster Show.

Check out the games in this place. There are literally hundreds of these. The latest and the greatest.

It's a hardware heaven. The complete range. All the hand-helds and all the consoles, including Sega Mega Drive, Commodore Amiga and Super NES.

And more good news, buy any one of these and you get a Gamesmaster Zone Discount Card which entitles you to 10% off all software from then on (valid until 30th April 1993).



The Zone is also a seriously hands-on situation. You can actually try out the new titles. We call it 'play before you pay', and it helps you make sure you're investing in a game you really love.

In fact there are over 250 games, so it might be a good idea to check out the Comet Top Ten Chart for starters.

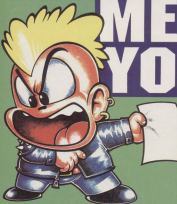
So get down to Comet and enter The Gamesmaster Zone. There's one thing we forgot to mention however; you'll probably have to get past everyone else who reads this ad.

Good luck.

COMET
YOU KNOW WHERE TO COME.



MEAN YOB!



Jerry the grasshopper was a happy old soul. He'd spend all day spanging around the field having a laugh with all the other jolly grasshoppers. One day, Big and mean Farmer Giles bought himself a crop duster and killed them all with poisonous insecticide. Sad, really, when things like this happen. But still, YOB doesn't care because

he's busy answering this month's letters. If you've got anything remotely interesting to say, or have pictures or whatever, send them in to: YOB'S SPECIAL WARM AND WHIFFY SALTY WATER BREW MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.

THE GREAT UNWASHED

Dear Yardley Floral Soap Offer Please send me a box of Lily of the Valley Soap.

Mrs Baldwin, Reading, Doris YOB: Where's the soap? It does, doesn't it.

A NEW LOOK

Dear YOB

I think it's time that MEAN MACHINES had a new look. C+VG have changed their look each year. I'm not saying that your style is getting old, but it's time for a change!

You could alter the ratings by making them more accurate, for example having graphs showing the testability rating. This would be more informative and better for the reader than just a percentage.

If there are not enough tips sent in then you could have a players guide to the most popular game in the office that month. This guide could be written by the MEAN MACHINES team if any spare time was available.

A new rating system could be designed. A game could be rated from 1 to 10 depending on how good they were in their game type. 10 for a good example and 1 for the worst. I hope you listen to my views. Keep up the good work lads. Andrew Chang, Wimbledon, London

YOB: The final point sounds a bit too confusing even for my vast intellect. But if it changes you want, wait until you get a load of next month's issue!

MONEY, MONEY, MONEY

Dear YOB

I'm getting sick and tired of hearing a load of crap and believing it. I went down to my local dealers and asked them for Street Fighter II, the first who was serving said that it would cost me £110. I went really mad and said to the bloke "up yours you stupid asswipe" and left the shop.

I know the game is 10 magabul but it doesn't have to be that

expensive does it? We guys go through a lot of trouble to buy a game under £30. I don't mind paying £70 or so for Street Fighter II, but there is no way that I could buy a game over that price. So how much do you reckon the game is really worth? Simon Gray and Co. Tratchan, Doris

YOB: Realistically, £50.00 is about top whack for the game. It is a superb product - one of the best games there is - but there is a limit as to how much a video game is really worth, and I think that £110 is way over the top.

OOH-AHH SPANGLER

Dear YOB

Imagine a guy called Ray, who has enough sense to read your mag, who owns (typically) a Megadrive and is about ten.

Now let's say that one day a parent of Ray's just happens to pick up a copy of MEAN MACHINES and does not like what they see. Why? I hear you

cry. Well the fact is that although MEAN MACHINES is full of readability, for people like Ray's parents it may be a little too colourful. I'm talking about the use of "indecent" pictures in your mag. Ray's parents would only have to see the advert for Lawnmower Man to get a little hot under the collar.



A determined Dhalgim drawn by Stuart Ballantine.



▲ Jason Steel's Game Gear gets a serious with Nintendo.

Now, personally I do not hold this viewpoint about the subject, nor am I complaining about this advert, but I was wondering what you thought about the subject of advertising morality?

Ed Fleck, Norwich, Norfolk
YOB: I think the ads we had a couple of months ago featuring women in scabby underwear holding a range of consoles were well out of order. Talk about turning back the image of the industry about ten years! Whoever was responsible should be buried up to his neck in manure.

WHOOOP-DE-DOOP

Dear YOB
 Whoooo! Puketa, puketa, puketa. I'm not dead, I'm as sane as the next sheep. Baaaaaa!
Carl Aksh, The good ship 'Pequod'
 Just go and stand by the wall. The fring squid will be along in a minute.

SAD ANTIPODEAN

Dear YOB
 Here's a gag in return for your Australia being a floating hard joke. A gorm walks into a pub with a rat on his head and orders a beer. The bartender says "where did you get that thing?" The rat says "don't ask me, it started out as a boil on my ass!"

Why don't you be in the gutter until they flush you into the Thames with the rest of the turds?

Brad Taylor, Rockingham, Western Australia
YOB: So that's Australian humour is it. Well, what a sophisticated nation you are. By reading your garble, sophisticated prose, you'd never guess that you are descended from a scabrous bunch of cheap, in-bred criminals.

INCURABLE JAZZTIS

Dear YOB
 I have a cousin called Daniel Silverstein who is a pleasant enough chap as people go, but he is afflicted by a distressing ailment. He is beset with Jas. Yes, whenever I speak to him it's "Jas wouldn't do that" or "Jas is smarter than that."

His condition particularly annoys me and I am becoming so irritated I feel like the 20 on Nigel Lawson's face after the great '71 man has squinted it. I would be really grateful if you could put me out of my misery and suggest ways in which my cousin can be cured.

Al Non Paul-Antran, Tottenham, London

YOB: Send him down to St Weynes Hospital for the Anally Retentive and tell him to ask Bernie "No Moxoline" Brown for the "rubber glove treatment". He'll soon be sorted out.

NOT WORTH THE BOTHER

Dear YOB
 When I was reading a mag called Sega Force, there was a column called Gutter Snipe where a lad called Damien Williams wrote in and asked in his letter if Gutter Snipe could better Mean YOB from MEAN MACHINES. There was no reply, so does this mean that Gutter Snipe is scared of you and you could have this so-called Gutter Snipe for breakfast?
James W, North Wales

YOB: I wouldn't want to "have" the Gutter Snipe at all...



▲ Fun for all in the Gashboxer's strip by Chris.

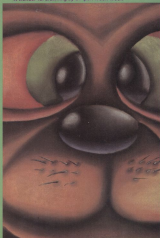
SPIN THAT CHIN!

Dear YOB
 I am an angry Game Gear owner. I read on Channel 4's internet computer page that an adaptor is being developed by the Manchester company Ultra that

allows Atari Lynx owners to play Game Gear games. Please tell if this true as, surely, Sega are being ripped off!

Glenn Graham, Carrickfergus, Co Antrim, N Ireland
YOB: Sounds like a veritable rotating facial appendage of a news story to me. If it existed, we would have written about it.

A wonderful drawing by J. Payer, Woot's Woot!



MEAN YOB!

ZZZZZ

Dear YOB

How on earth do you expect to get away with charging £2.20 for MEAN MACHINES (a price increase of 25.7%). And I thought that the Chancellor had inflation locked. It isn't as if the mag has got bigger either. Also, the material of late has been getting a bit thin, giving way to more adverts. May I suggest that you keep your free gifts and put the price back to £1.76 in line with your competitors. I am sure that many readers feel this way. So what do you say MEAN MACHINES? Unless something is done now I am sure that your sales will suffer in the long run. There are too many good competitors around for total customer loyalty. Just a bit of advice from an unbiased reader. *BM Unbiased Reader*

YOB: Well, take that advice and stuff it up your rectum, you skinflint.

PILLOCK ON THE HILLOCK

Dear YOB

I would like the Game Gear but have no chance of winning it because I have no life and therefore no money to bid. My idea of a good time is sitting in front of my portable, black and white TV watching Wheel of Fortune whilst consuming the contents of a rhino's bowel. My apparently worthless existence does boost



▲ The oddly-named Matt #2 sent in this offer.

the Neighborhood wedding collection video compilation. I haven't got a console, so the only reason I buy your mag is so I can wish I was as rich as a bloke as Gary Harnod. Please make my buying MEAN MACHINES worthwhile - include double page spreads of the man Harnod, interviews, fashion tips and such. He's my idol. As I won't win the Game Gear, please send me an 8 page pin-up of Gary Harnod. What we are on the subject, please, please give me a life, if not the Game Gear. If not, I'll write for some xenopods. I haven't

▼ Prehistoric shambling courtesy of Adam Newark.



solidly expired for several months now and it's getting quite painful. *M Milky, Thornwood, Essex*
YOB: What a shining bit you are. Or should that be whining s... (mpj Jac).

BORING! BORING! BORING!

Dear YOB

I recently borrowed a copy of MEAN MACHINES from a friend. I flicked through it and, as a PC lover, my eyes quickly rested on a letter from another one of my kind. Unfortunately, I didn't agree with any of it.

The whole point about IBM compatible machines is that they are more powerful, better, larger and, of course, built for power. They run software and games that are exponentially larger and better than Megadrive games. There is, however, a price to pay. I have worked out that to buy a PC with approximately the same speed as a SHES would cost £300. The SHES as we know costs £150.

Many megadrives, and indeed people, consider IBMs to be no more than advanced games machines which they can also use to do a bit of word processing on. This is offensive. PC's were made to write letters, create presentations and control stock on - games were a secondary use.

If PC manufacturers want to launch the IBM as a games machine the price needs to fall drastically. Until then, I'll stick to my PC for homework and huge roleplays and my Megadrive for a good shoot 'em up once in a while.

The other interesting point about PCs and consoles is literature. MEAN MACHINES and MEGATECH all fall into the "tabloid" or "popular press" area of computer journalism. Whereas PC Plus, PC User and PC direct are all rather more bulky, often cheaper and don't litter their articles with words like "awesome" and "flor". Why is this? Again, it is because the kind of people who spend £2.00 on MEAN MACHINES are not the kind of people who own an Essex XR01, work in the city and go to a yoga class on a Wednesday evening. It all boils down to this. Adults are interested in computers (and buy PC User) and kids are interested in consoles (and buy MEAN MACHINE S).

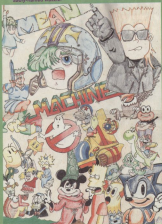
I read PC Plus, PC Format and MEAN MACHINES. Out of these three I think the best is PC PLUS simply because it is larger, more interesting, more frequently grammatically correct and talks about the things that people who own a PC should be interested in. *Gregory Marsa, London*
YOB: Now by telling me that PC owners aren't the most boring people in the world.



▲ A fan-tastic yet anonymous

YOB

More montagery, this time from the early-gamed wizard.



CAPTAIN CLUELESS

Dear YOB

I am writing concerning your five page review of *Silver Fighter II* in issue 22. I think the review is great, giving all the attention to the SNES, but what about all us Megadrive owners? There have been several games that are equally as good. John Madden '92 for instance, this never got a five page review. I also think that you were generous in giving it 90%.

Even though I enjoy playing the game I could send in a lot of alterations to the game to make it more of a competition. If your overall percentage is correct I can't wait to see your reviews in two years time when the games improve - 100% maybe? Chris S Harper, Liverpool
YOB: Yearly Review percentages are all relative. Ten years ago a VCS game that got 90% wouldn't get that mark now,

would it? As games age, their value drops - a 90% game reviewed two years ago would be unlikely to score that nowadays. We judge games in the here and now. How else could we review games you stupid git?

DAS SAD ADS

Dear YOB

I'm not Mary Whitehouse but what on earth has happened to software ads? First there is the blasted Bert Simpson copy, just with a bigger nose and a different hairstyle. Then, just as you thought it was safe to read MEAN MACHINES again, there was an advert for the 3floppound converter with two beribes in underwear and Mario T-shirts. It's not just Nintendo either, Sega have been at it as well - using a revolutionary new font that looks like a Game Gear.

This surely is the effect of the adverts on the video gaming world, and as if dirty old men are

going to buy a games system! Daniel Miller, Wood Green, London
YOB: First of all, the adverts aren't anything to do with the editorial team - the perpetrated ad team got them. As I've already said, I thought they were well out of order, and I don't think you'll be seeing them again.



The Invisible Spartan, as drawn by Tom Perrotta, Shropshire

A POET HE AIN'T

Dear YOBGBU

Here is a little poem I made up whilst sitting in the loo.

When YOB used to live in Leeds
he ate a packet of seeds
in half an hour
his head was a flower
and his bum was covered in weeds.

There, I bet you want to insult me now, go on, I dare you.
Mohammed Marjan, Stratford, Manchester

YOB: What's the point, you non-entity.

▶ A desperate vision from Jason Steel.



Mat's brother, Darryl 92, sent in this parody.

CHIEF OF ALL THE STUPIDS

Dear YOB

What aren't there a load of old smuggy pants out there in that manic, hyper-active, games-playing world? Speaking as someone who doesn't know her PAL, how far GOART, or an entry code from a password, I would just like to stand up for all the thick gamblers who don't know what they're doing but have a really good time doing it. I would also like to say that all the intellectual, technically-astute, arsehole-shrouded brilliant bastards who write to you had better start looking over their shoulders because there is a big band of thickies behind you and it's getting larger all the time (and just for all you Yorkshire people out there, I don't mean a brass band).
Karen A Bennett, Christy, South Humberside
YOB: Why don't you elect yourself as Chief of this vast thickie army. You're obviously the most well qualified to lead them all.

HAVE YOU GOT WHAT IT TAKES TO HIT A MOVING TARGET FROM A DISTANCE?

Sight Tube and Front Sight.

To aim, align the centre of the front sight over your target whilst looking through the sight tube.

Cancel Button.

While the game is paused, press the **Cancel** button twice whilst holding the **Cancel** button, to reset the game back to the title screen.

Fire Button.

This button activates the infra-red laser, which fires with pinpoint accuracy (to 1 TV pixel.)

LazerBlazer™



1 Intercept enemy missiles as they race towards their targets.



2 Engage enemy fighters in a high-speed, high-altitude dogfight.



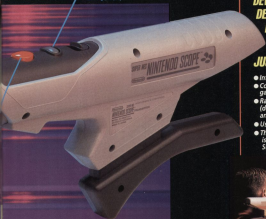
3 Combust enemy bombers as they attempt to land.

Blastis™



TAKES TO DESTROY RANGE OF 5 METRES?

Pause Button.
Press once to pause game play, press twice to resume game play.



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REVOLUTIONARY
SUPER NINTENDO
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INFRA-RED FIRING
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- Use with left or right hand.
- The Super Nintendo Scope is only available for the Super NES.



NINTENDO HAS.

1. Free an hour's playing time by pausing to fix those red cubed lines in Tetris II.



2. In Mario II, taking enemy coin medals for and match up with cubes of the same colour.



3. A view of your character like millions have moved into funny and modern systems. It's time for Mike Patrol™.

SUPER NINTENDO ACTION PACK



SUPER NINTENDO ACTION PACK

Includes:

- Super Nintendo Scope with 6 games on one Game Pak.
- Super NES Controls.
- Hi-tech Controller.

SUPER NINTENDO
GAME PAKS AND CONTROLS



Way-heh-heh! It's that questions and answering time of the month when once again Jazza dons his special answering motorcycle helmet and comes up with the solutions to your conundrums. If you've got anything you need to know, write in to: **JAZZA'S MOST EXCELLENT Q&A WITH FIRESLADE COLOURS QUESTIONS AND ANSWERS, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU.**

WHEEEEE

Dear Jazza,
Please could you answer the following questions:

1. When is Star Wars appearing officially on the SNES?
 2. Why are MEAN MACHINES screen shots better than C+V's when they're both by the same company?
 3. Who is Desayne Milton?
 4. What did John Madden's '80 look like at the CES show?
- James Pederson, Denver
JAZ: 1. Around about Easter 1993. 2. We use photographs

while C+V use screen grabs. 3. You don't want to know. 4. It wasn't on display - but we'll be having an exclusive preview later on this year as soon as it's ready.

WHOOOOOO

Dear Jazza
Could you please answer my intellectually stimulating questions:

1. Which is the best golf game on the SNES out of Hole In One, Jack Nicklaus Golf, PGA Golf Tour, RCM Skins Game, Pebble Beach Golf and Augusta Open Golf?
2. When will the Jap Panasonic CD system be available on import?
3. Will Sega's Menacer light gun be compatible with Mega CD games?
4. I was a little confused after reading your CES special report. Would I be correct in saying that there will be another Batman game on the Megadrive by Sunsoft, and that Batman Returns will also appear on the MD by Sega, and that Batman: Joker's Revenge will be by Sunsoft and Sega? Russell Roberts, Salford, Manchester
JAZ: 1. Difficult to say really. I don't think any of them are particularly outstanding. The Iron Skins game is about the



AAAAAAHH

Dear Jaz:
I recently purchased a SNES and would like to know:
1. When will Top Gear and Super Contra be released for the British SNES?
2. Is Turbo IV any good?
When will it be out in the UK?
3. I am thinking of using a mail order service, please recommend one I can trust.
Charlie Mosehow, London
JAZ: 1. September. 2. Yes. Later this year. 3. Check out the names of our import game suppliers.



most promising I've played so far, but that was unfinished. 2. As soon as it's released late this year. 3. Yes. 4. The Sunsoft game is Batman: Joker's Revenge and is based on the comic books. Sega's game is based on the new Batman film.

BLAAAAAAAAAA

Dear Jaz:
I've got some questions for you.
1. In last month's CES special you said the Terminator was coming out for the SNES. Is it like the Sega or PC version or is it an original game?
2. Will Total Carnage ever come out on the SNES?
3. Is Total Carnage any good on the SNES? Is it a best 'em up or a platform game?
4. Will there ever be a Flat Dwell (the TV series) game?
Jerry 'Johnny' James, The big old World
JAZ: 1. It's currently under review - it could well be an original game by the time it's finished. 2. Yes - next year. 3. Programming has only just started - there's nothing to see yet. 4. No.

AAAIIEEEE

Dear Jaz:
I've just bought a copy of Street Fighter 2 for my SNES and there was a leaflet in the box, on the leaflet was an ad for a game called Breath Of Fire. Have you seen the game and, if so, is it any good? It also showed a picture of the Capcom Power Stick Fighter, when will this be available? Mark Webson, Baccanbridge, Lincoln
JAZ: The game isn't out yet, but as soon as it is, we'll be reviewing it.



MMMMUUAAAA AAH

Jaz Man
You couldn't do us a favour and answer a few questions could you?
1. What do you think of Fighter and Blades Of Steel on the Gameboy?

OOOYAHHHH

Dear Jazzy

I have only one measly question to ask you but please answer it.

1. When the Super Scope bundle package comes out at Xmas, will it still have two controllers and Mario TV bundled with it?

Clark Mjeman, Bandy JAZ: Nintendo keep changing their minds - as soon as the final bundle is announced, we'll fill you in on its contents.



EEEEOOOIII

Dear Jazzy!!

I would be pleased if you answer these questions for me.

1. When you push the D-Pad up in Splatterhouse II, why does it look like Rick is taking a look?

2. How can Sega justify the price of £45 per CD game? I know they reckon it's because of all the programming and stuff, but look at the price of music CD's. Music companies spend millions on



recording studios and equipment etc. yet their finished items cost less than half the price of CD games.

3. What's the point of bringing out a game on CD anyway? I mean, they play the same as cartridges except for a few snazzy intros which don't alter the gameplay whatsoever. Rob Robinson, Rotherham, South Yorks

JAZ: 1. Cos he is. 2. There's loads more cash investment in a CD game than there is in CD



music. The prices reflect that difference in cost. 3. You obviously haven't seen some of the latest CD games...

GNNNNNNN

Dearest Jaz

Please could you answer my questions so that I can make my mind up about whether I buy a SNES or not.

1. There is a rumour that there will be a Super Final Fight where you can play all the characters and has all the levels of the arcade. Is this true and when is it coming out?

2. I am told that the SCART SNES is faster than PAL ones. Is this true? Is there any way I can convert a UK PAL SNES into a SCART one, if so how?

David Chiswell, Sarningtondale, Berkshire

JAZ: 1. No. 2. Yes and no.

EEAAA00000G

Dear Jaz

Could you please provide me with the answers to the following humble questions?

1. Is anyone planning to convert Bubble Bobble and Parasol Stars to the Megadrive to complete the trilogy?

2. Why are all Megadrive WIZ's set in medieval times? Why can't we have games like Monkey Island or Leisure Suit Larry?

3. Remember that 3-in-1 coin-op Three Wonders? Will it be converted and, if so, to which machine?

4. Is there any more news on the Battersea centre? read about

in C+M?

5. You're going about John Madden '93 aren't you?

6. What is your dream car? (2 answers, North London)

JAZ: 1. No. 2. They're coming out on the Mega-CD. 3. I don't think so, but if it ever was, it would appear on the Super NES.

4. No, which is a shame because it's totally mega. 5. No. 6. Dooos. Probably either a Ferrari GTD or maybe a rare-prepared Ford GT40 (classic car's very highly powered racing car). They both cost millions.

AAAAAAA000 OOW

Dear Jaz

You're a clever guy to answer me this.

When you reviewed Street Fighter 2 it looked arcade perfect but in N-Force the graphics were all red and bloody. Why was this and what is the official release date of this "good graphics" version?

Jon Dixon, Ratham, Essex

DEEEEEAAAAA H

Dear Jazzy

Please answer these questions.

1. Is it true that Streets of Rage 2 is going to be a 16-meg cartridge on the Megadrive?

2. Is the Megadrive capable of an arcade perfect version of Street Fighter 2? If not, what about the Mega CD?

3. What do you think is the best current Megadrive game?

Challenge be coming out?

That's all, thanks. Matthew Jovett, Bradford, West Yorks

JAZ: 1. Yep. 2. Possibly - although it would be pushed to its limits. 3. Dooos. Probably Top Rank. 4. Dooos.

2. Is there any news of the colour Gameboy? I've heard that it is going to be solar powered instead of batteries. Will it be the same size?

3. What Gameboy game has the biggest Meg size?

Stuart Hughes, Florida, Md Wales

JAZ: 1. Bad and good. 2. There



is no news on the colour Gameboy. 3. There are loads of two-meg games - that's the biggest size so far.



FWOOOOOO

Dear Jac

I would be very grateful if you would answer the following questions:

1. Is it true that the Master System is going out?
2. If it is, will its games be reduced in price?
3. Will Moonwalker, EA Hockey or WWF Superstars ever come out on the Game Gear? If so, when?
4. What is the best game on the Master System?
William Richards, Hollyn, Clwyd
JAZ: 1. Going out when? Down the shops? 2. Probably, 3. No. 4. Wonderboy III I suppose.



YOOOOOOAAAA AAR

Dear Jac

I own a Megadrive and seeing as your mag is the best in the business and that you're so cool, I thought I'd ask you a few questions.

1. I was wondering if Rainbow Islands or New Zealand Story are ever going to be "officially" released for the Megadrive? I've tried several mail order

companies, but seeing as I live in Australia it's a real problem - there is not one shop I know of that imports Japanese Megadrive carts, so they are considered real collectors items over here. So please answer my question, and if they are not going to be released officially, then why?

Dean Wiley, Townsville, Australia

JAZ: I doubt whether either will ever be officially released - Sega have loads of other, newer, better games to "officially" release.

HOOOOOOO AA AR

Dear Jac

I was on the verge of buying a UK SNES when I noticed in MEGAN MAGAZINE that they now cost around £50 in America. This made me rethink immediately. There are just three questions I'm still not sure of.

1. Will an American SNES (SCART) work on a British TV with a 3-CART socket?
2. Can you get an adaptor that will allow you to play 3 English games on the American SNES?
3. Will Street Fighter II be available in the UK soon and at an affordable price?

Oliver Gray, Fleet, Hampshire
JAZ: 1. No. 2. No. 3. You'll have to wait until November. The price has yet to be sorted.

BMMMMMMOOO

Dear Jac me old Billy Jack
Please answer these questions for me as I am a desperate man.

1. If the CPU on a SNES is a lot slower than a Megadrive's, how does it manage to run Street Fighter 2 at arcade speed?
2. How do you perform the spinning kick with Zangief?
3. How come some graphics on some mediocre Megadrive games are total crap, like Fantasy One. Whilst others such as Genesis have brilliant, eye-popping, arcade-style graphics?
4. Is Assaulters on the Megadrive just the same as the arcade?
Lee Derbyshire, Wigton
JAZ: 1. Clever programming. 2. A full 360 degree cycled movement followed by punch. 3. It depends on the graphic artist - some are good and some are bad. 4. It's fairly similar.

GOOOOOOOOO OGH

Dear Jac

I have recently purchased Street Fighter II and have some questions for you as I only have the Japanese version and cannot understand the instructions.

1. How do you do the Dragon Punch?
2. How do you do Guile's Sonic Boom?
3. How do you do Honda's Sumo Torpedo?

Leslie, my sister (aged 16)



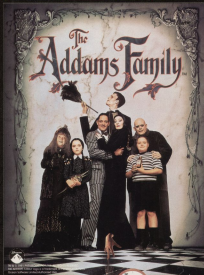
wants to know why everyone is so cruel to Raul because she fancies him something rotten
Matthew Gail, Mickleson, Derbyshire

JAZ: Contrary to what it has said in other, lesser console magazines, a dragon punch is done right, down, right and then punch (if you're facing right). The sonic boom and torpedo are both done by a quick left, right, punch movement (facing right).





CREEPY, KOOKY, OOKY, SPOOKY!



They've got the creepiest house in town!

But not now that they've been evicted! Morticia, Lurch, Gomez, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



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But watch out for Tully - he plays mean. Tully is the treacherous lawyer intent on stealing the family fortune and who has many a dirty trick up his sleeve.



They dance a wacky dance!

And you'll be shakin', rattlin' and rollin' when the spiders, monsters and ghosts see the last one for you! If you solve the puzzles and follow the clues you might just save the Addams Family so that they can...

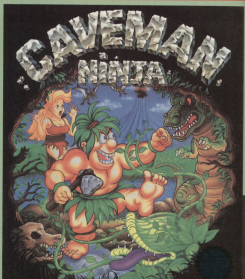
SUPER NES
Nintendo
MULTIPLAYER
GAME BOY

ocean

Want like a good family should!

TIPS

YES! Indeed! Here we are again with this month's collection of all the best from Console Tiptop. Examine the following pages for tons of interesting cheats 'n' tactics on all the top games! Groovy eh? Well, if you think that you can do better, send in only your very best tips to **MEAN MACHINES TIPS**, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember that we have £150.00 worth of top software waiting for your console - so get to it!



According to Andy Chapman of Doncaster, there is a secret race track in the topster race racer. First of all, select the T887 or PRACTICE sounds and start to race as normal. Find a series of right-angle wall recesses adjacent to the track along the water-side section. This is in the lower left part of the track map. Hit the third right-angle along in the exact corner and do it as quickly as you can. You should break straight through and start travelling across water! Head SSW to find the hidden arena!

Mr Chapman also sent in some top tips for people just starting their Grand Prix season! Hire your first winnings, buy extra grip for your F1 spoilerbar. Then buy a large diffuser, high selection front

and rear wings. Next, go for the top engine and better transmission. According to Andy, you can have the unbeatable Williams-esque car complete by the end of the first season - and that isn't bad!

F1 EXH





We've had an onslaught of Street Fighter II enquires over the phone this month, most of which "revolve" around the Zangief's spinning pleader attack - the deadliest move in the entire game.

Well, here's how to do it. Walk up to your opponent as Zangief and rotate the D-pad through 360 degrees! Now press the high-power punch button and you should successfully accomplish the move. It is very hard to learn, but it DOES work, so don't ring us up if you can't do it. We can't solve your lack of dexterity over the phone!

The second most popular call we get involves the end-game sequences. Some people have completed the game, but get no congratulations screen! Well, you MUST have your difficulty level set to at least 3 before you get the screens.

Sometimes over the next few months, MEAN MACHINES is going to bring you the definitive Street Fighter II guide! Watch out for it, it's going to be mega!

STREET FIGHTER II



According to the man known as Steven Shaples from Phoenix, there are a couple of hidden levels in this desert cave up convention.

First of all, in level eight, there is a red egg in the middle of the stage. Roll all of the small dinosaurs before you reach the egg and you are flown to a special bonus stage where you can power-up your weapons. A key can also be collected, enabling you to get to the blue side on the map. Also, you might like to know that in level nine, there is another of those strange red eggs. Crack this and you are taken to another bonus level. Cool!

Steven also has another tip for Joe and Mai. This enables you to get back into the end sequence if you die. When you die, you are asked to continue. Select YES and you are shown on the map in the last continue spot. Go to the next stage and when you are there, pause the game and press SELECT. Hurry!

EXHAUST HEAT





TIPS

F-ZERO

There's an extra difficulty setting in this top road racer! Complete the King League on EXPERT level and the titles come up. Then a new MASTER difficulty setting appears. It's rock hard and only completely skillful players like us will get anywhere on it.



Cool! Last month we shocked the world by exclusively revealing the complete list of titles slated for the magazine version of this stuff game. Try these out for the Super NES game.

LEVEL ONE: HI KIDS
LEVEL TWO: BARTMAN
LEVEL THREE: SMITHERS
LEVEL FOUR: SNOWBALL
LEVEL FIVE: JEBEDIAH

KRUSTY'S FUNHOUSE



Here's a cunning tip for this "top" racing game. It enables you to stand a far better chance of reaching the coveted number one position! All you have to do is select a two-player game, but DON'T have anyone controlling the second car! This stops the pretty good computer driver taking over, making it slightly easier to come first! Heed, huh?

However, there is a downside to this activity. The absent player's car remains in the center of the road near the starting line, making it very easy to smash into. However, if you dodge the car after the first lap, the other computer cars pile straight into it! Good one eh?

TOP RACER



NOTHING ELSE COMES CLOSE

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TRAILBLAZER



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DUALIST



QUEST

TWO CRUDE DUDES

TIPS



Well... what have we here? Could it be a great guide to Two Crude Dudes? Could be! These tips enable you to take on most of the enemies in the game! This is just half of Neil Cowan's exhaustive (certainly exhausting to read - there are no full stops!) guide. More follows next month (if I don't lose his letter).

PUNKS

Easy! Use a flying kick or throw them!

GREASE MONKEYS

Use a throw or flying kick. Remember though, if there's a lot of them, pick one up and chuck live at the rest!

HUNCHBACKS

These guys are dangerous. Use flying kicks on them, or throw them just after they have jumped. Remember that if they get you, you must hit all the buttons in rapid succession to shake them off.

ARMOUR DILLO

Use any weapon you have and stand on the centre platform. Wait for him to slow down then drop down, pick him up and throw him! Repeat the process.

PYROMANIAC

Use flying kicks and move away from this guy after each to avoid being booted. If he fires at the ground, move up or down to another level and continue the attack when the fire runs out.

DISC CUTTER

BOOASSSSSS!!! Duck down until he has fired his disc, then roll over to him and throw him before the disc returns.

RABID HOUNDS

Use flying kicks and if one gets to you, again press all buttons.

COMMANDERS

Use flying kicks and avoid them if they are on a wall. Wait until they



are down again to attack. If you're in two-player mode, it's a good idea to pick up your partner, jump high and throw him!

MAD BOMBER

Watch out for the bombs these guys throw. The easiest way to kill them is to jump over the bombs and then throw them.

HAND SHIPER

Just flying kick him as he approaches. Then repeat the move as he stops flinching - indicating he's vulnerable to attack. Jump again if he raises his arm.

CYBORG D

Use flying kicks on him when this dude is in his human form. DON'T use the pole until he is in his cyborg form. Stay on the higher platforms and hit with the pole and this guy is history!

CYBORG D2

Use flying kicks until the human transforms into his robot form. Make sure you perfect the technique of rolling when the machine attacks. Don't pick him up, or it's curtains! Roll towards him, punch and roll back. Repeat that process.

SANTA CLAUS!

Keep the pole until he appears, then just hit him with it. If you've lost the pole, jump over the bombs and use flying kicks on him. Then wait until he's thrown another bomb. Jump over the bomb, kick him and keep repeating the procedure until he's kicked the bucket.

BLACK GILL

Use a flying kick. When he stops, jump over him and then throw him! Easy!





ASTERIX

It's one of the best Master System games reviewed of late! Asterix got a great review in MEAN MACHINES and ranks as another topper platform game up there with the likes of Donald Duck and Mickey Mouse! Matthew Burton, a keen Asterix player, has sent in the complete solution! Cor!

LEVEL 1-1, LEVEL 1-2

CHARACTER: ASTERIX

The first two levels are painfully easy and require no real skill. However, there are secret rooms on both levels and these are accessed by knocking the bricks off the wall and climbing inside. The first boss is easily defeated by jumping on him three times. The next boss is simpler still. Just stand between the holes in the floor and hit the three men that jump out.

LEVEL 2-1

CHARACTER: OBELEX

Choose Obelix for this level. When you come to the pools of water, strike it a rock and jump on that. Now you can smash the obstructing bricks and progress! There are also two secret rooms packed with goodies to find. A hole in the ground near the first goal leads to the first. The other is through a hidden passage in the underwater cavern in the bottom of the right-hand half. To kill the boss, run from the left side of the screen and jump on his head then stay in the bottom right to avoid the bees. Every time he jumps to the right, punish him. He dies after three hits.



LEVEL 2-2

CHARACTER: ASTERIX

This level is a real race against time! You need to use an explosion potter to smash the rocks and thus complete the level.





ERIX

LEVEL 2-3

CHARACTER: ASTERIX

When you get inside the building use the green potion to make platforms on the lava so you can walk across. When you get to the top of the building, you can jump off the left side of the roof if you want to find a secret room, or carry on off the right side to complete the level.

LEVEL 3-1

CHARACTER: ASTERIX

Dodge the snowballs and kill the snowmen and when you have dodged the second lot of snowballs, an extra life appears a few steps away. Jump to it, as there's an invisible hole in the wall! Then fall down the hole, move left and the wave carries you to the exit.

LEVEL 3-2

CHARACTER: OBELIX

Jump onto the ice cubes, dodge the birds and kill the snowmen. But watch out because the ice is slippery. When you go through the exit, you have to find the fire potion which is hidden in a pot to the far right to melt the ice. Continue and you should come to two pots. Hit the first pot to get some bonuses. The key is in the second.

LEVEL 3-3

CHARACTER: ASTERIX

You are now inside a building. You have to work your way through using the moving platforms until you get to a door. When through the door slide under the small gap to the right and then go through the next door after you've completed a potion to the right. You will soon come to another

small gap. Slide through this for an extra life. The boss jumps from left to right and causes snowballs to fall. Stay to the right side then jump on his head.

LEVEL 4-1

CHARACTER: OBELIX

To find the key, enter the secret room via the first blue pot. When you come out, sink in the mud and you enter a room which takes you to the exit. By the way, there is an extra life by the door in the mud.

LEVEL 4-2

CHARACTER: ASTERIX

On this level there are some huge cannons on the floor. Get inside one and drop an explosive potion to shoot yourself off. The vertical cannon fires you to the key in the cloud, making it simplicity itself to complete the level.

LEVEL 4-3

CHARACTER: ASTERIX

Slide under the gap and into the pot. Now if you jump on one of the stones, the other life, so jump on the flat one then onto the other and then jump on top of the

scenery to find several secret rooms. When you come to a wall with a moving platform in front, throw potions and they demolish the wall (don't stand on the platform or it collapses). Then dodge the falling rocks and when you reach the top, go left and fight the boss.

LEVEL 5-1

CHARACTER: ASTERIX

Go to the far right and jump up to the door on the roof and collect the explosive potion, then go underground. When you emerge, you are springboarded to the roof. Kill the bird and collect the key and then find the door.

LEVEL 5-2

CHARACTER: OBELIX

Use the bubbles to cross the door on the roof and collect the spikes then go underground. First go left to collect a potion so you can cross the harmful mud, then go right and use the potion to collect the key. Spring back out of the cave and go left to find the exit.

LEVEL 5-3

CHARACTER: ASTERIX

Dodge the falling walls and weights and when you come to the one-way doors, let the weights fall and move them, then dodge the guillotines. In the next room jump from platform to platform taking care to miss the spiders in their webs.

LEVEL 6-1

CHARACTER: ASTERIX

Swim between the stars until you come to the pink monster, which sucks you inside! Walk through the inside of the monster and then use a potion to open the door. When you come out, swim to the top of the screen and out of the water to collect the key. Keep moving right and at the end throw a potion into the water. Stand on the resulting platform and jump over to the right to find another secret room!



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LEVEL 6-2 CHARACTER: OBELIX

Climb up the ship using the anchor and then grab half of the pole the bird is carrying (after you've gone to the left and collected a life). Dodge the obstacles and jump to the right when the bird falls away onto a spring which takes you to a secret room to the right. Find a green potion, then use it to make platforms on the water. Walk across using this bridge to make it across.

LEVEL 6-3 CHARACTER: ASTERIX

In the first room keep running and jump to get to the top of the screen before the ever-rising level catches up with you. In the next room, move the pad LEFT when the log is at the bottom and RIGHT at the top to dodge the spikes. Jump off when you see a pot because this is the key, then jump back on.

LEVEL 7-1 CHARACTER: OBELIX

The whirlwind takes you underground. Kill the fire jugglers with potions but watch out, because it's slippery. When you come out, punch the brick to let the water come out. The cactus grows and you can jump left to collect the key. The door is to the right.

LEVEL 7-2 CHARACTER: OBELIX

After you jump past the fire-spitting sphinx climb inside the wall and jump past the mummies and go down the last well, collecting the key from the left pot. However,



there is no way out, so commit suicide! Then repeat this level solution, but jump through the hole in the ceiling where you knocked the bricks away to get to the door.

LEVEL 7-3 CHARACTER: OBELIX

The first room is very hard. You have to jump onto the first platform, do a small jump onto the next and two big jumps to reach the side. Jump past the cogs. In the next room you have to follow a platform all the way up to the top, just like in level 3-3. In the next room, jump on the first platform then a next is lowered, so leap atop the next and keep running along. On the other side, pick the middle door, collect the key and exit.



LEVEL 8-1 CHARACTER: ASTERIX

The last level! You're prancing through the streets of Rome on a horse. Jump to avoid the spoilers on the floor and duck to dodge the spears above. This is all pretty easy, as it shouldn't be long before you're watching the end-game sequence. Hooray!





Kid Chameleon is a massive platform game, boasting loads of levels full of danger and excitement. Although for the most part it is quite an easy game, you may have problems with certain levels. These tips, supplied by someone who didn't attach their name to their tips (sorry, should help you through. The guide also helps you locate some of the many secret rooms and warps in the game.



SPECIAL WARPS

SKIP FIRST TWO LEVELS: Finish Blue Lake Woods I in twenty seconds or less, but leave every price deflated, and don't even get hit by anything! Now finish High Water Pass in less than 60 seconds and High Water Pass II in less than 27 seconds. Take the teleporter to skip the rest of the levels.

WARP TO BLACK PEARL II: Find the Cyclone Helmet in one of the



KID CHAMELEON

structures above and take the teleporter to Under Skull Mountain I. Here you'll find a room under the inclines on the right hand side. Only using the Cyclone Helmet can you fly into this bonus room and get all of the blocks giving you 10,000 points. If your score is above 100,000 a warp appears that takes you to Black Pearl II.





TIPS

TWO MORE HIDDEN WARPS: Check out these levels for some hidden transporters: Isle of the Lion Lord and Hoverboard Beach.

ENEMY PATTERNS

Every alien has its own behaviour pattern. The only trick is to remember how each reacts to your movements and counter attack. Remember that many enemies are dead pretty quickly after you've disposed of them, so don't purposely back-track or hang around too much. Some enemies can be pushed over edges, but others hold firm. Find out how each alien acts.



MASK-A-TRON

There are many different masks in the game that transform Kid Phantasm, giving him with many different abilities. Here's the complete list, along with strengths and weaknesses where appropriate.

CHASIS MASK: Makes Kid very speedy, enabling him to charge through solid concrete walls.



SPACE HELMET: This also makes him a highly powerful laser gun. Very good indeed, but extremely rare in the game.



SAMURAI HELMET: Endows Kid with Samurai powers and a massive chopper. The downward thrust is excellent, well worth getting the hang of.



ARMOUR HELMET: Very good for surveying the terrain. This mask gives Kid a better jump and allows him to climb walls - essential on some levels.



HOCKEY GUARD: This lets Kid freeze axes and even boots his jumping prowess. Very good against firing enemies.



SUPER HELMET: Excellent! This helm endows Kid with super speed and gives him massive jumps that take out enemies in the process!



SUPER SKULL: This is pretty groovy. Kid is changed into a miniskunk that fires explosive skulls.



SKYCUTTER HELMET: Puts you on a skateboard. There's not much more to say about it, really.



DIFFICULT LEVELS

Here are some mini-tips that identify some of the nastier levels of the game. There are also some pointers that let you avoid the level.

WARRIOR PASS, THE PINNACLE: This level is ten screens high, entailing lots of climbing. Avoid the teleporter in Dragon Spike to get away from this.

BLACK PERIL, FORCED ENTRY: This one is another forced scroll effort - a real race against time. You can skip this difficult level by taking the teleporter in The Woods of Despair II.

BLACK PERIL, BLOODY SWAMP: Another forced scrolling stage. Avoid this level by not taking the teleporter in Blooded Mountain.

CHASIS MASK: This one is REALLY tough! The best tip is to try and locate a Space Helmet and put those diamonds to good use!



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TURTLES II THE ARCADE GAME

Here's a little cheat that Nintendo Turtle players could really benefit from. It lets you to start the game with TEN (yes, ten!) turtles and also opens up a level select! Thanks to John Smith from Macclesfield for this tip.

When the title screen pops up, press **B, A, B, A, UP, DOWN, B, A, LEFT, RIGHT**, and hold down **B, A**, and **START!** You'll get your ten turtles and the level select should make itself know. Excellent.



TOTALLY RAD

Thanks to homby, we've got hold of some great Game Game codes for this new MEG release. Remember that you can pick 'N' mix up to those of the codes listed below!

ESZSEYXVK - INFINITE LIVES

EAUZKTZA - START WITH ONE LIFE

DIUZKTZA - START WITH SIX LIVES

CAUZKTZE - START WITH NINE LIVES

CSVYNTKON - LOSE NO ENERGY

EOXXAPKSN - INFINITE MAGIC

CAOQAYGAO - SUPER JUMP

TYOQAYGAO - MEGA JUMP!

STEEONALA - HALF LIFE OR MAGIC

GIVES FULL LIFE OR MAGIC

ESZYAYMG - IMMUNE TO FIRE OR WATER



MEGADRIVE

BULLS VS LAKERS

Saul Neighbor of Hitchin sent in loads of codes for this accomplished basketball simulation! Check the title list out!

FIRST ROUND

71vbcbcb3 = LAKERS 1-0 SUNS

71vbcbbt = LAKERS 2-0 SUNS

71vbcbcy3 = LAKERS 3-0 SUNS

71zbbbbbq = LAKERS 4-0 SUNS

NBA QUARTERFINALS

71zbbgbn = LAKERS 1-0
TRAILBLAZERS

71zbbdbd = LAKERS 2-0
TRAILBLAZERS

71zbbjbj = LAKERS 3-0
TRAILBLAZERS

71xbbbbm = LAKERS 4-0
TRAILBLAZERS

NBA SEMIFINALS

71xbbvbl = LAKERS 1-0 JAZZ

71xbbbln = LAKERS 2-0 JAZZ

71xbbjbp = LAKERS 3-0 JAZZ

71obbbbp = LAKERS 4-0 JAZZ

KID CHAMELEON

An individual known to the world as Dean Warner from Bush Green near Romford (which is where I was born, fact fans - Rick!) sent in this little cheat for the wild 'N' wacky platform game.

On Blue Lovers Woods II (the second level), go to the end of the level and instead of busting the flag as normal, jump onto the prize block above. Now press these in quick succession: **UP, DOWN, A, B** and **C** all at the same time. You should be beamed to the last level!





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SLIDER

Wow! Davina Thompson from Cardiff has been quite busy of late with the game Slider! Check out this list of passwords! A complete list was sent to us, but we just haven't the room to print them all... oh well!

LEVEL 10: ACAC
LEVEL 15: JCJE
LEVEL 20: AAEE
LEVEL 25: JAPI
LEVEL 30: ACGG
LEVEL 35: JCPK

PIPEDREAM

Wow! Here is a complete list of codes for that wonderful dream world, Pipedream! Many thanks go to Clavin Pomeroy of Marky Tey, Goldwater for these tips.

LEVEL 5: HAHHA
LEVEL 8: GRIN
LEVEL 13: REAP
LEVEL 17: SEED
LEVEL 21: GROW
LEVEL 25: TALL
LEVEL 29: YALI

GODZILLA

Excitement! Plenty of codes for this digitized interpretation of the notorious rubber monster's amazing exploits! Who have we to thank for all these codes? A certain Robert Davis of Bedford, MA is who.

GL6T
C477
7-5Q
77QG
71CL
JHJ/
1XPK
8W3H
G7#2
MXRT
-65-
7KGG

GAMEBOY

BATTLETOADS

Here is an interesting tale to do the extra lives variety. To start the game with FIVE extra lives, on the title screen hold down A, B and DOWN. Then press START. You should now start the game as normal but with a surplus of extra lives for your disposal!

BEETLEJUICE

Here is an interesting tale to from Oliver Rice of Hedge Brod. On the second to top platform, stand as close to the black hole to the left (as you possibly can) and press UP and A together until you are eventually on the roof. Now you can skip level two. Amazing! Sort of...

SNOW BROS JR

I've got loads of cheats for different consoles," writes Steven Sharpley of Preston. Among them are a couple of starting tips for Snow Bros Jr!

To become invincible on the "cool" game that's Clavin's joke, not mine), press and hold down LEFT, DOWN, A and B and then press START.

To get hold of a copper map (which, on the title screen hold down UP, SELECT, B and START. And there you have it! Cool, eh?



LEVEL 40: AEAE
LEVEL 45: JELI
LEVEL 50: AGAG
LEVEL 55: JGLK
LEVEL 60: AEEI
LEVEL 65: JEPM

LEVEL 70: APED
LEVEL 75: JGPO
LEVEL 80: EAEE
LEVEL 85: NALI
LEVEL 90: ECAQ
LEVEL 95: NCLK
LEVEL 99: PCJK

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Then there are people who play Nintendo.



FINAL FIGHT



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DINOSAURS

Kids who leave their chums to live out wild and wacky adventures and might as well as they get up to all sorts of no good. For starters, it's a first-person, on-line and maze of a platform-walking game. You inhabit the role of a paleo-archaeologist, and have a lot of fun back to the plate of level design. The plot isn't separated from these mechanics, so you'll find out how you found the bones, and the dinosaur machine that you're handling. You'll see the dinosaur's creator (a biologist) come forward.

Look for the first, they have a chance to be a dinosaur, and it's a very fun and interesting game. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur.

However, should our chums have a good idea of what they're doing, they'll find out how to control the dinosaur. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur.



▲ Ride the platform to terror



▲ It's that scary platform again.

MOUNTING DINO SORES

Each of the two maddening bits to use, each with its own set of controls. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur. You'll find out how to control the dinosaur, and you'll find out how to control the dinosaur.



▲ Mind the giant dinosaurs, Master!



▲ The groovy roller coaster of a track



▲ Foreground priority absolute here

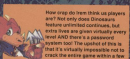


▲ Beware the nebulae near planets!

NOT JUST PLATFORMS

Dinosaurus is more than a standard platform game. Often the creator of the levels takes from the vast platform genre, adding levels for challenge, and sets up a level wheel, turning through levels, with only eight small, revealing pictures between you and the platform death. Other levels populate your stretches of levels, or even on the head of a Dinosaurus, where all the more entertaining levels, however, are those that do a complete roller coaster job, where the fun is less from how to traverse the levels, but more from the fun.

COMMENT



How crap do I mean think us players are? Not only does Dinosaurus feature unlimited continues, but extra lives are given virtually every level AND there is a password system too! The upshot of this is that it's virtually impossible not to crack the entire game within a few hours. Well it's a shame, really, because Dinosaurus is packed full of neat ideas and features some great screens. Okay, so the game slows down occasionally, but it doesn't mar the fun and enjoyment. What does do that is the lack of challenge. It's all over before you know it. Without all the player help and with a little more challenge, Dinosaurus could have been brill. As it is, only beginners and children will get anything out of it.

JULIAN



▲ An action-packed scene representative of the excitement to be found in Dinosaurus.



BY: IREM

PRICE: £39.99

RELEASE DATE: IMPORT

GAME DIFFICULTY: EASY/MEDIUM

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 2

RESPONSIVENESS: GREAT



PRESENTATION 92%

Stuffed full of options and presentation sequences.

GRAPHICS 93%

Care, detailed and colorful sprites, some stunning backdrops and pretty good animation.

SOUND 81%

Decent enough tunes and no shortage of effects to feed the ears.

PLAYABILITY 89%

Some pretty neat slowdown probes on a couple of levels mar things a little, but it is still great fun.

LASTABILITY 58%

The unlimited continues and zillions of extra lives AND a password system means this is a doddle to complete.

OVERALL 78%

An innovative addition to the ever-growing SNES platform range, but don't expect it to keep you challenged.

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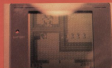
SEGA™

TOP 10 CHARTS

ALL FORMATS

GAMEBOY

Isn't it funny how the oldest game in the Gameboy chart also happens to be the cart at the number one slot? Yes indeed. Super Mario Land still rules the roost. Choplifter II makes a welcome change for the top slot, with Adventure Island and Hook vying for that same position.



▲ Some Gauntlet Gameboy action.



▲ And some more!



GAMEBOY

- 1 ◀ SUPER MARIO LAND
- 2 ▲ CHOPLIFTER II
- 3 ▼ DUCK TALES
- 4 ▲ GAUNTLET II
- 5 NE ADVENTURE ISLAND
- 6 NE HOOK
- 7 NE TURTLES
- 8 ◀ SIMPSONS
- 9 ◀ DR MARIO
- 10 NE TRAX

After ages at the top of the chart last year these pesky Turtles have somehow rematerialised in the top three, selling more copies than its sequel Brangé... Other than that, a rather pedestrian chart, with the top two games remaining static. A couple of new entries arrive, namely Hook and Adventure Island II. Wimbledon mania somehow gets the atrocious Four Player Tennis into the chart.



▲ More plumbing nips from Mario.



▲ Green shelled gits infer the WEG chart.



NINTENDO

- 1 ◀ RESCUE RANGERS
- 2 ◀ MARIO III
- 3 ◀ TURTLES
- 4 NE HOOK
- 5 ▼ TURTLES II
- 6 ▲ HYPER SOCCER
- 7 ▼ SIMPSONS
- 8 NE ADVENTURE ISLAND II
- 9 ▼ RAINBOW ISLANDS
- 10 NE FOUR PLAYER TENNIS



SEGA

1	▲	WIMBLEDON TENNIS
2	▼	CHAMPIONS OF EUROPE
3	◀	SUPER MONACO GP II
4	NE	OLYMPIC GOLD
5	◀	ASTERIX
6	NE	NINJA GAIDEN
7	▼	SAGAIA
8	◀	BEAST
9	▲	GHOULS 'N' GHOSTS
10	▼	G-LOC

SEGA

As predicted last month (though a printing error mysteriously deleted all our predictions) Wimbledon Tennis, takes the coveted number one position, Hursh! Champions of Europe slips a place, and Super Monaco II stays at number three. Watch out for Olympic Gold...



▲ Asterix holds steady at five.



▲ Ninja Gaiden beats its way in to the chart.



▲ The ghost of Arthur at nine.



▲ Aerial action at ten with G-LOC.



MEGADRIVE

1	▲	TAZMANIA
2	▲	SUPER MONACO GP II
3	◀	DESERT STRIKE
4	NE	OLYMPIC GOLD
5	▼	KID CHAMELEON
6	▲	TOKI
7	▼	SUPREME BASKETBALL
8	▼	ALISIA DRAGON
9	NE	DJ BOY
10	NE	TURBO OUTRUN

MEGADRIVE

The graphically amazing Tasmania zooms straight up the charts, knocking the previous number one game, Desert Strike, all the way down to number three. Olympic Gold arrives at number four!



▲ Devilish fun at the top with Tas!



▲ The highway code is tested again in Outrun.



▲ Olympic madness hits the Megadrive.



▲ Geki goes on in the middle of the chart.

PREDICTIONS

MEGADRIVE: TAZMANIA, MASTER SYSTEM: OLYMPIC GOLD, NINTENDO: RESCUE RANGER, GAMEBOY: MARIO (OF COURSE)



Darius was once a planet much like Earth... until it suffered a massive laser bombardment from an evil race of destruction-hungry aliens! However, some lucky Darians managed to make it to their space ships and escape into the cosmos, rebuilding their lives on new planets. Some of the Darians even returned to restore their home world generations later.

Enter two young Darians, Prozo Junior (son of the legendary (?) Go Prozo) and Tat Young. There they were, happily indulging their penchant for certain biological "experiments" aboard their spaceship, when they heard a distress call from the New Darians. Clambering into their combat suits and taking off, Prozo and Tat prepare themselves for the worst.

That's just as well really, because the aliens have returned to continue their mysterious onslaught on Darius. Our heroes' job is remarkably simple - just travel through the horizontally-scrolling levels of the solar system, shooting any evil aliens that cross their path. On the way, they can pick up several power-up pods to aid them on their blasting odyssey. These may provide the ship with a shield, boost score, or add a fire rate weapon to the arsenal.

Unfortunately, the aliens haven't left much to chance, piling in massive fleets of battleships and incited by large end-of-level guardians! Can you guide Prozo or Tat into battle and save Darius from photon-sled slapping at the hands of the masterful alien menace?

SAGAI A ORIGINS

Sagai A converted from a vaguely successful Taito coin-op, noteworthy only for its bizarre cabinet. It was one of Taito's pinball games, using two screens to portray the blasting action. This conversion retains just about all of the arcade's features (apart from the two screens and dual-player mode). The game also appears in a far superior form on the Megadrive, only this version is called Darius II.



▲ The vessels of Prozo Jr and Tat Young.



▲ And you thought asteroids were evil!

COMMENT



This packs all the features of the original arcade game, but suffers terribly from flickery sprites and slowdown when things get busy. There's certainly plenty of action and the game is challenging too, but to be honest the very poor graphics and screen flicker put me off after a few sessions. It gets really annoying, especially when you get hit by a bullet or battle that's been all but invincible due to mega flicker! If you're after a blaster, check out R-Type or Powerstrike before even thinking about buying this - they both offer more challenge and better visuals.

JULIAN



LOOK AT MY ARSENAL

There are a fair few weapons to bolt on to your ship in Sagai A for extra destruction-causing ability. The game gives you bombs and lasers from the beginning, but collection of power-up pods lets you boost their effectiveness. For example, power-up your bombing bays and you're allowed to fire off not one, but two at once. The ship's lasers can be boosted too, allowing for double power and even vertically blasting attachment! For the defence-conscious pilot, attacks are also available that absorb around five hits before being vapourised.

SAGAI A



▲ Proco and Tait's state of doom.



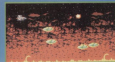
▲ More fish-related fooliness.



▲ It's the zone selection zone!

CHOOSE YOUR ROUTE

Once you've defeated one of the end-of-level guardians in *Sagaia*, the map screen appears. This enables you to choose your next destination. Some levels are a lot harder than others, so choose carefully!



▲ There's a respite ahead for our lot...



▲ You've had it up to fish level!



A STEAMING SACK OF SHIP

The original version of *Sagaia* enabled two players to take to the controls simultaneously. This feature is not available in the Master System edition, but you are allowed to choose between the ships of Proco Junior and Tait. Being such a hard man, Proco decided that he doesn't really need many weapons of all, whereas Tait has stocked up his ship with just about every power-up going! Tait retains all his original weapons even after death, making his ship far better for beginners. Only real blasting divas should attempt the mission with Proco's weapon.

COMMENT



RICH

console game. The sound, as you might expect, is of a similar low quality. Luckily, the game itself plays fairly well. The action is plenty fast and there are loads of things to shoot (if you can see them through the unforfeitable flicker). As an arcade conversion, *Sagaia* scores pretty highly too. Just about all of the features from the arcade original have made it into the game, including the many bonuses and all the power-up weapons. The game is pretty tough too, making it quite a challenge to get through. The flickering graphics really do take a lot of the enjoyment out of the game, though. Sometimes an enemy collides with you, and since you can't see many of the sprites very well, it seems very unfair. Shoot 'em up fanatics might enjoy this, but R-Type is still miles better than this effort.

SEGA

REVIEW



牛奇集

SAGAI

FROM SEGA'S MASTER SYSTEM

TAITO

REF: 100

BY: TAITO

PRICE: £32.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 5

SKILL LEVELS: 2

RESPONSIVENESS: OKAY



PRESENTATION 73%

There's a choice of ship, difficulty level and auto-fire option.

GRAPHICS 45%

Small, wobbly sprites, test-tube graphics and eye-strain inducing flicker.

SOUND 58%

The blarney fan's not really successfully captured with these lacking sound effects.

PLAYABILITY 67%

If you can get over the flicker, *Sagaia* does have some fairly good blasting antics on offer.

LASTABILITY 73%

Loads of worlds to conquer, most of them pretty hard to crack.

OVERALL 67%

A fairly good blaster ruined by awful graphics and some stodgy programming.



Every High School here in the US dreams of playing in one of the big teams of the NBA and leaving the trophy in the biggest basketball tournament in the world. This means rubbing shoulders with the likes of Michael "Air" Jordan, "Magic" Johnson and being paid vast amounts for wearing ludicrously expensive trainers.

Now Electronic Arts have recreated the most American of sports in a new sports simulation for the Megadrive. Every effort has been made to include all the rules of the official game like fouls, substitutions and suspensions.

The game offers a variety of play options. You have the choice of one player, two-players, head-to-head and two players working as a team against a computer opponent.

As well as the 5-on-5 on-court action, the package includes a seriously large vast of options and stats for you to study and tweak. Players have the option to choose two teams from a list of 16 to play either a single game or to enter the NBA tournaments. You can also alter the length of the periods and practice at small town level before playing showtime basketball. At any time you are able to call up a detailed analysis of each player's performance, and make those heart-breaking decisions when someone needs dropping from the team. But then, it's tough at the top so... let's play ball.

BULLS



BASKET CASES

For those kept through not to know the basic rules of basketball, it's all very simple. The game consists of two parts - offence and defence. Each team alternates between these two roles. The team which has possession of the ball is the offence, and its object is to score a basket at the other team's end (worth two points). The defence's job is to prevent this and gain possession. The game is split into four periods, and each team has the option to call additional "time-outs" if it has possession. There are other rules governing play, if you break them your heading for one of the following violations:



HOTSHOTS

Practice hard at Bulls vs Lakers and you might be able to pull off some of the special "marquee" shots that are the trademarks of the best players. The stars perform these aerial miracles if they take a shot within a specific zone of the court. Timing and positioning is vital to execute Karl Malone's "In Your Face" Jam, or Mr Kipling's "Windmill Finger Roll."



COMMENT

I was fortunate enough to be in Chicago last year when the Bulls and Lakers were playing the series this game is based on, and since then have been waiting for this, with anticipation. It's certainly been a long time coming, but I'm glad to say the wait has been worth it. EA have produced the most in-depth and involved Basketball game yet seen on the Megadrive. It takes quite a while to get the hang of



JULIAN

things, but once mastered you can steal, intercept, pass and slam dunk your way to victory. There are loads of options to tweak, and the variety of two-player modes keeps interest high. The graphics and sound aren't exactly brilliant, but the gameplay is good enough to more than make up for their deficiencies. If you're a basketball fan, this is a must!



▲ Stats, stats, get your stats.

I LIKE BOUNCING, BOING, BOING, BOING

Bulls vs Lakers gives you two ways to score. Press the A or C button outside the penalty box and you attempt a jump shot. The odds are slim, but if you score you get 3 points as a reward. Otherwise, use the A button to take close shots or special "Marques" shots when you're in the zone. If you have possession, the B button is used for passing. But if you're defending its function is to select the nearest player to the ball.



▲ Go on, let 'em jump to it.



▲ Spot the ball, NBA style.



▲ The bench - purgatory for all dirty players.



▲ The teams join up for some folk dancing.

VS

LAKERS



THE BIG ONE

Single games are only a preparation for the ultimate challenge of the NBA tournament. If you enter this you face some awesome competition from the best team players in basketball. The eighteen teams taking part compete in two leagues, the Western and Eastern conferences, and each league fields one team for the final. You can follow your progress on a massive scrolling tournament board. The tournament starts as each played over the best of 7 games, with each team playing home and away. The computer records all the performance stats for each of your players as you progress. Thankfully a password facility has been included for you to start from where you left off.



DUNKIN' DO-NOTS

TRAVELLING: You are penalised if your player tries to dribble again after stopping.

TIME: After gaining possession you only have 24 seconds to attempt a shot. You also must move up to the opponent's half within 10 seconds.

BACK COURT: Once you have left your own half with the ball you can't pass it back to a player there.

CHARGING: The worst of all. A good ref does not tolerate any physical contact. But then again, he isn't always looking.

If any violations occur on the court a freeze is given to the other team. However, if they happen near the baskets two penalty shots are awarded. When a penalty is awarded all the players move up to the end, and the penalty taker stands in front of the baselines. Then, in the screen's top right corner you will see two strings - one horizontal, one vertical, and a dot moving from end to end inside each. To score a penalty you have to stop the dot, by pressing the A button, stop bang in the centre of each string. But for all that skill you are only awarded with one point, right?



REVIEW

▼ One of the most tense moments in any game... the dreaded penalty shoot.



COMMENT



GUS

The look of this game is fairly put me off - it isn't the greatest basketball game there is. To make things worse, the control system takes time to master with multiple functions for

each button. After all that I found it was quite a playable simulation after all, but I still have some serious reservations about it. Any basketball game worth its salt should allow lots of stealing and interception, but in Bulls vs Lakers it's very hard to steal and you can't intercept a pass, which seriously limits the gameplay. Also, the amount of stats crammed into the game may impress you, but they are not really use when you can't distinguish the players on the court. The big omission, though, is any form of game strategy - not even the option of selecting different defence formations. Despite this, and the rather cramped feel of the court area, there's a sports fan to be had here, especially if two players team up against the negative. But, personally speaking, I'd rather stick to good ol' Super Real Basketball.



DUNKS, DROPS AND VIDEO TAPES

One novel feature of Bulls vs Lakers is the instant replay mode. You use this when the game is paused and see yourself deftly outwitting a broken defence (or not). The joyed works like a VCR with freeze-frame and fast forward/backward.



BY: EA

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: N/A

CONTINUES: N/A

SKILL LEVELS: 3

RESPONSIVENESS: OKAY



PRESENTATION 93%

Lots of options and stats to look at and reuse. In-game presentation is good too.

GRAPHICS 74%

The action sometimes gets cluttered, and the sprites look as if they could do with a good feed.

SOUND 80%

Muddier-sque music on the title screen and the excellent speech create just the right atmosphere.

PLAYABILITY 83%

The controls are tricky at first, but the game pace is quite fast.

LASTABILITY 80%

...and with tonnes of options and challenging gameplay, this isn't a game which'll be mastered overnight.

OVERALL 83%

An involved simulation which should definitely appeal to serious basketball fans. Arcade players might find it a bit too much, though.



REVIEW

ROBOCOOP

2

If you're stupid enough to be into drugs then you might be interested in Nuke, the new designer narcotic to hit the streets of Old Detroit. But on the other hand, there are a few things that might just put you off.

First, it's instantly addictive, second it's quite lethal, third Robocop has a nasty habit of shooting people found in possession of Nuke and fourth it gives you spots. None of this has stopped Cain the loony from building up a huge market for the stuff in Old Detroit, a market which you, as Robocop, must destroy. As everyone knows the best way to do this is to raid all the safehouses and factories which supply and produce Nuke and shoot everyone except the people in charge, whom it's handy to arrest. Oh, and seize all of the drugs too. This is Robo's new mission in life, one which you must help him carry out.

Robocop 2 is another horizontally scrolling platform Master from Ocean. It's more or less a conversion of their home computer titles starring you as the running, jumping and shooting cyborg on a mission of doom. There are several levels to conquer before the final showdown with Cain, who is now transformed into the deadly Robocop 2.



SEIZING DRUGS FOR FUN AND PROFIT

5000 NUKES DESTROYED
27% OF THE NUKES
1000 NUKES INVESTED
80% OF THE TARGET KILLINGS

During each mission, Robo arrests a certain proportion of major criminals and seizes a set amount of drugs before he progresses to the next level. These levels are quite tough, and often a secret room must be found in order to complete the level. For instance, in level one there is a secret underground sewerage way in which most of the Nuke is stored. If Robo doesn't go down here he doesn't accumulate enough drugs to pass through to level two.



▲ Hang on to these baby...



COMMENT

NES owners aren't exactly having a lot of luck with their Robocop games. The original Robocop was pretty bad, and this one is not a lot better. The problem lies in Robo's inertia, which makes him all but uncontrollable. You tend to find yourself sliding all over the place rather than your doom as you plummet over the edge of a platform to certain death. The other major downer of the game is the

RAD

difficulty level. The quotas for completion of each level are so tight that missing just one ghial of Nuke bars your way to the next level, and the firing range is high-on impossible to boot. This is really a shame as the graphics and sound are much improved over Robocop and the game itself would be quite a laugh if it wasn't so difficult.



TOP



COMMENT

Although it's a frustratingly difficult game, I actually enjoyed playing *Robotcop 2*. Granted, the inertia makes the going tough and there are some parts of the game which are incredibly tricky to get through, but the high quality of the graphics and sound made me persevere with it and eventually get through. There are plenty of well-touchees to keep you

JULIAN interested and loads of secret screens to discover, so there are never any dull bits. If experienced platform players should love *Robotcop 2*, but those who lack patience or ability might well find themselves tearing their hair out with frustration after a few sessions. My advice is to give it a go before buying.



▲ *Fly, fly you fool!*



▲ *Robotcop displays his shiny helmet and bionic (if not downright illegal) "surgical probe".*

CAIN-RELATED SPANKING



Easily the most impressive part of *Robo 2* is his showdown with the robotic Cain. This giant beast is almost a full screen tall and is armed with all manner of offensive weaponry, including spread-fire machine guns, Vulcan cannons and a giant dual missile launcher! Not only this, but he regularly takes great pleasure in charging across the screen at our poor hero and squashing him against the walls, just like his 1001 Giant Haystacks!



REVIEW



▲ Shoot! Shoot! now! KAT! KAT!



▲ Not even innocent window-cleaners are safe from RoboCop.

HOME ON THE RANGE



Should RoboCop fail to meet his quota the first time he attempts a level, he is given one last chance before being sent back to hospital. Robo is taken to a firing range to re-calibrate his sights. A number of out-of-targets appear in windows or peek out from behind obstacles, and Robo wastes as many as possible to advance to the next stage. This is all made a smidge more difficult by his limited ammo supply and the ever-decreasing timer. Not to mention the "innocents" which sometimes appear and must not be shot. \$48, 95 for Game Boy; there are the extra time and ammo costs which drift down the screen. Shoot these and Robo's chances of passing are greatly increased.

IT'S NO-NO,
SMALL ROBOT
YOU KNOW

RoboCop 2 should even now be winging its way to a Gameboy near you. Ocean's Game Boy conversion is fairly similar to the NES version, although the merits isn't quite so severe and the game is a little easier. If you're a Game Boy owner it's one to look out for.

ROBOCOP
2

BY: OCEAN
PRICE: £TBA

RELEASE DATE: TBA
GAME DIFFICULTY: HARD
LIVES: 3
CONTROLS: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: POOR



PRESENTATION 73%

A few options, nice title, intermission and game over screens.

GRAPHICS 82%

Chunky sprites animate themselves quite well over colourful backgrounds.

SOUND 81%

The tunes are quite good and the sound effects are suitably meaty.

PLAYABILITY 73%

The high inertia and tough difficulty level makes this a very tricky game to get into.

LASTABILITY 71%

Experienced players will find plenty to keep them busy, but novices might find this going too tough to be worth persevering with.

OVERALL 72%

A tough and demanding game which should appeal to experienced platform fans, but not to beginners. Try before you buy.



GALAHAD

The traditional eighteenth birthday party tends to involve a lot of noise, booze, and general debauchery. Princess Ludena's birthday bash was no exception following this formula until Thanatos, an evil dragon, arrived on the scene. Thanatos had been imprisoned a thousand years ago, and after his escape he vowed to take his revenge. So before you escape he vowed to take his revenge. So before you can say, "It's time to come across such an original plot", Ludena is whisked away to Thanatos' lair. The



only hope for the princess is Galahad, a young guard in her service. The king has given him the duty of finding her and rescuing the Kingdom from eternal darkness.

Megadrive owners are in for quite a journey, as Galahad traverses three increasingly deadly worlds, each infused with assorted mutants, traps, and sticky puzzles. Galahad begins his journey carrying only his trusty sword for assistance. It soon becomes obvious what with the endless bloodshed, that the brave knight needs special armour and weapons. Fortunately Galahad has the chance to rob coins from dead enemies and get on a spending spree in one of the many shops that cross his path.

On each level Galahad is given a task that involves finding an object and on occasions defeating a boss in the process. Once you reach the end of each level managed this, you'll be to find the portal to make a through to the next level. So down the list of those pain points and challenges that drop! Between the better and the better, Galahad's looking in a pretty fancy being from.

AR-SE-NAL! AR-SE-NAL!

As well as armour to improve on there are plenty of weapons for Galahad to get his mitts on. Like the armour the strength of these weapons vary. Galahad starts with a short flaring sword capable of inflicting one hit point to enemies. This does okay for the first few levels, but as enemies get tougher, Galahad's weapons need to do the same. The dagger and long sword give one and two damage points respectively. The Tempest Blade inflicts two hit points and increases Galahad's speed and jumping abilities. The lion blade is the strongest sword damaging your enemies to the tune of five points. Besides swords there are rare bombs and a suicide weapon which delivers 20 hit points to any enemy on screen in exchange for one of Galahad's lives. Like the armour, the best weapons are the most expensive.



AHAD

MEGADRIVE

REVIEW



手打集

WINDOW SHOPPING

The equipment that Galahad sets off with is rather feeble and while it does its job satisfactorily on the first few levels, it starts to become obvious that his weapons and armour are outclassed. Fortunately for Galahad there are shops situated at various points throughout the game, where he has the chance to improve his equipment. The downer is that he has to pay for the privilege. The only way to get hold of ready cash is to slice open chests and knock off enemies. Feel free to go after cash with the ferocity of Gordon Gekko, but don't die in the process because this halves the number of coins in your wallet.



CHARGE IT UP!

The eagle-eyed amongst you may have noticed that there is a bar across the bottom of the screen. This is the energy indicator bar and it comes into action when using certain weapons. Before the Lion blade and the Suicide weapon can be activated, this bar needs a full charge. This is done by holding down the fire button, and then releasing it to engage the weapon. Increasing the power of the Tempest blade is optional, but on some stages in the game it proves essential.



Galahad comes face to face with Tyson, a particularly aggressive guard dog, and fires up his blade.



▲ Lots of fun up there involving a big chest and a long snake :D.



SAFE FROM HARM

Any knight could tell you that it's pretty damn important to wear armour before rushing off into battle. The initial strength of Galahad's armour depends on the game's difficulty setting. In normal mode he starts with blue armour, allowing him to sustain three hit points. Purple is the weakest armour which is capable of taking one hit only. Then comes green with two damage points. Silver armour enables Galahad to sustain four hits and gold armour five. The strongest armour is black, and Galahad can handle six attacks wearing this. Quite naturally, the better the armour, the higher the cost.



▲ This black armour is the strongest that money

COMMENT



I haven't played the Amiga version of Galahad so I can't comment on whether or not it is a good conversion. What I can say is that it's the most absorbing arcade adventure I've played for quite a while. It sort of reminds me of Shadow of the Beast with its excellent graphics (yes, I do think they are actually quite smart, contrary to what I've thought), but the gameplay has been radically improved, with a greater choice of direction and more interesting puzzles. However, it does have its faults. There are some situations where you seem doomed to lose energy no matter what you do. Also, a lot of the backgrounds seem to do you harm even when you least expect it. For example, just touching the back of a snake loses you energy (and there was me thinking that only a serpent's fangs could poison you!). Other than that though, Galahad is a large, solid-state arcade adventure well worth taking a look at.

RICH



REVIEW



COMMENT



ROB

I didn't know quite what to make of this game when I first played it. I wasn't overly impressed with the graphics, which lack the detail of other EA games. The series' cardboard movements meant the animation failed to raise any eyebrows either. As far as platform games go this does it come close to *Hollowed*. But then, *Galaxian 2* is a standard platform game anyway. It makes up for lack of visuals with some very involved gameplay. Having to buy weapons and armour gave the game a challenge beyond the set task, and it meant I had to take educated risks concerning what to buy, and whether to go hunting for more goodies. *Galaxian 2* actually plays quite well - the controls are responsive and it is easy to direct jumps and attacks. Now and then the collision detection causes a frown but not enough to really affect the gameplay. *Galaxian 2* would make a pretty dull game, but it saves itself by replacing the unoriginality in the platform action with some diverting and involved challenges. Not an EA classic, but entertaining all the same.

THROUGH THE PORTAL

While *Galaxian 2* has accomplished the task set for him at the beginning of the level, he has to find his way to the teleport in order to make it to the next level. The teleport doesn't become operational until *Galaxian 2* has completed the task set. It is often worth hunting down the teleport first, because this saves time searching later on, when *Galaxian 2*'s power is likely to be low.



▲ *Stealy the horse brings Galaxian 2's hero to a host of...*



BY: EA

PRICE: £39.99

RELEASE DATE: AUGUST

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUOUS: 1

SKILL LEVELS: 1

RESPONSIVENESS: OK



PRESENTATION 91%

Nice intro sequence. Loads of options like difficulty settings and pad configurations.

GRAPHICS 86%

On the whole, decent enough, with smooth scrolling, great sprites and good backdrops.

SOUND 90%

Some excellent 8000 State-esque tunes, although not wholly appropriate. The sound effects aren't bad either.

PLAYABILITY 84%

The controls are pretty smooth and response is fine, but there is some dodgy collision detection on occasions.

LASTABILITY 90%

There are 20 levels, making for months of tough, addictive play.

OVERALL 86%

An excellent arcade adventure, marred only by a slight lack of originality.

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HEAVY ARMOUR

The Apache holds four weapon systems and the LHX carries three. Each has a specific combat rate in each mission.

CANNON: Standard on both choppers is the 20mm chain gun. The armour piercing shells are excellent at close range and auto-targeted by the navigation computer. You have 1000 rounds to dispose of.

SIDEWINDERS: The Sidewinder missile is devastating as an air-to-air attack weapon or for use on light ground targets. It is infra-red targeted.

HELLFIRES: The Hellfire is a heat seeking air-to-ground missile designed for taking out tanks and other heavy armry. It has a seven kilometre range.

ROCKETS: Folding Fin Aerial Rockets (FFAR) are fitted to the Apache only. They have a very short range (1400 metres maximum) but are useful for low flying attack runs on enemy installations.

CHESS

Two objectives for you here. First drop medical supplies for a crew stranded in the desert. Then, on your way back rescue the party that are lost on their way to rescue the first lot!



RAINBOW VEIL

An excellent mission. Intelligence reports that the Libyans have three hostages in one of their horrible 're-education' camps. All three have been told to wait near the camp boundaries where you are to rendezvous. Waste that hot hole by all means, but watch where you're firing.



Everyone in the West has been rejoicing in the new world peace that has come after the end of the Cold War. But even though the Russians have become our allies, we can't let ourselves be caught with our guts down by the many enemies of freedom that still hold out around the world. Take Libya for example...

This is the stern warning for those who come to fly the LHX Attack Chopper in Electronic Arts' new flight sim. This conversion of the PC hit takes you into some modern day combat zones in order to create some serious disorder. You have over 30 missions to fly, covering a wide variety of tasks, including dropping supplies and talking out bunkers with the latest in weapon technology. As your disposal is either the AH-64 Apache or the untested LHX Stealth Chopper.

Between you and your objectives lies a vast range of enemy hardware that demands some precision flying. The Dictator is to avoid or destroy the Dictator's assembled an end-in-a-kind of DASH systems, GAMMA missile launchers and HIND helicopters to all against you - and you alone.

**LHX
ATTACK CHOPPER**



HANDLING YOUR CHOPPER

Using a combination of buttons on one joystick, you are able to access all the functions of your chosen



helicopter. However, LHX Attack Chopper also has the facility to use another joystick plugged into port two for selecting and firing weapons. Unless you're an ambidextrous type you'll probably find this is best used as a co-player option, effectively making it a two-player game!

DESERT STRIKE

The LHX is selectable to complete any one of over thirty missions, which increase in difficulty as you progress. The campaign game starts off in the Libyan desert and missions usually involve flying large distances over barren enemy territory to reach the object. At the start of each mission you are given an intelligence report that outlines your task, followed by a weather report and a password code. The code is entered on the start screen enabling the player to return to the start of that mission at any future point. There are a variety of mission-types, not all of which involve blasting the living daylights out of the countryside. Here is a sample of just four missions:

MAJESTIC TWELVE

An easy mission to start you off. There's a Libyan armoured group assembling near the front line. Your job is to intercept them and wreak havoc before they get a chance to cause any trouble.



IP LHX

WEAP Apache

LEFT Decrease difficulty

KNOW YOUR ENEMY

You won't know everything that the Libyans have until they start throwing it in your direction, but we have some briefing notes on weaponry they are believed to have stockpiled.



▲ The LHX zooms close by to one of its exploding victims.

SA-7 GROUND TO AIR MISSILE

The portable, hand-launched SA-7s are a major headache for Allied pilots. The infra red tracking and wide range makes you vulnerable to them in the clear desert skies.



ZSU-57 AA SYSTEM

Fast, mobile anti-aircraft gun. These are dotted around each of the mission areas in LHX Attack Chopper. Watch out - these are deadly!



MI-24 HIND HELI

The HINDs you'll face are probably modified versions of the anti-tank original. They are certainly fast, but the LHX is faster and more manoeuvrable.



SA-9 GASKIN MISSILE SYSTEM

This baby carries the Gaskin missile - three kilograms of high explosive in your face at Mach 1.5. We think this is at the bottom end of their missile specification...



PHOENIX

This mission presents particular problems because you don't have a precise location for the enemy. The target is a convoy of confiscated currency that the Libyans are trying to move under the cover of night, initially since only has the departure and destination points, so a little reconnaissance is required.



INSTRUMENTAL
BREAKDOWN

The cockpit layouts of both choppers are completely different. The Apache has most of the conventional instrumentation you'd expect, but the LHX has the latest computer-driven flight system. Both choppers use the same navigation computer that provides full information on target distance and bearing, and a one-mile radar scan system. The navigation computer (navcom) is linked to the target computer which locks your missiles and cannon onto an enemy. It gives you status of the target and provides a close-up picture.

COMMENT



Once I'd worked out all of the controls, I had no trouble getting into LHX Attack Chopper. What's more I found it to be a whole lot better than F-32 Interceptor.

RICH

Whereas the latter concentrated on fast, dogfighting action, LHX is a lot more of a tactical game. Each mission requires a good deal of thought and examination of maps in order to progress. Just flying straight in leads to a lead-related death! That's not to say that LHX is devoid of action. Some of the missions are very intense, calling on all your chopper-related abilities in order to escape it one piece.

Graphically the game isn't very detailed, but the 3D update is respectable and depicts the action very well. The sound is similarly functional with decent blasting noises and a good chopper effect (the speech sounds a bit suspect though). Electronic Arts hold all the aces when it comes to flight sims. F-32 is perfect for action fans, LHX Attack Chopper comes into its own in terms of realism and depth. Personally, I prefer the latter - a great game for serious Megadrive players.

COMMENT



GUS

I must admit it took me a bit of time to get into LHX Attack Chopper. At first it looked like F-32 with the best bits cut out, but with a little perseverance I had to change my mind. The control system is a little tricky, with all the functions so close together and it was inevitable that some of the features of the PC version would be left out. What remains, though, is a damn fine combat game, made all the better for the varied and well thought out missions it offers. My favourite involves rescuing POWs from a remote camp with the ack-ack fire coming from all sides. The challenge of all five skill levels is massive. The idea of altering the viewpoint, which was a bit of a gimmick in F-32 is enhanced considerably here. With a bit of practice you'll soon be seeing yourself straddling a gun emplacement from above and watching it explode from close-range. It takes out F-32 in some ways, for example the dogfights aren't as ace, but it more than makes up for it in the strategy department. The bottom line is that this is a game which is bound to reward from a little patience and attention. Take a look and see.



BY: EA

PRICE: £39.99

RELEASE DATE: SEPTEMBER

GAME DIFFICULTY: MEDIUM

LIVES: 1

CONTINUES: PASSWORDS

SKILL LEVELS: 5

RESPONSIVENESS: FAIR



PRESENTATION 88%

Plenty of options to wade through and some pleasant static presentation screens.

GRAPHICS 83%

The shaded vector graphics move reasonably fast and the cockpit layout is smart.

SOUND 66%

The effects and speech are atmospheric but sparse.

PLAYABILITY 85%

The complex control system may prove infuriating for beginners but the compensation to get into the game is high.

LASTABILITY 90%

Persevere and you'll discover a game with plenty of depth and excitement.

OVERALL 89%

A REAL air-combat simulation, LHX Attack Chopper is highly recommended to anyone after a good, lastable game.

Hook

It's a fact of life that, sooner or later, all boys become men. Well most do, except a special few who never grew up - the Lost Boys. These goblins and their leader Peter Pan pursued their adolescent antics on the secluded island of Never-Never Land and enjoyed life to the full... until one day when the evil Captain Hook arrived to press-gang them all as galleys slaves and turn the island into a pirate's paradise.

Now, since the UVF is occupied elsewhere, it is up to Peter Pan to liberate his homeland alone. Landing on the south shore, Pan follows a route through many sections teeming with Hook's minions. His destination - Hook's ship, where he meets his nemesis for the final showdown.

To get there our hero is required to jump around the platform environments of the island, ready to jab Hook's spunky henchies with his trusty, rusty cutlass in the quest for liberation and eternal youth!



HOOKING WITH GAS

At the end of most stages lurks a Hook minion, encased in a variety of contraptions. On level two Peter faces a gorilla who has filled the trees with spring-loaded boxing gloves. Guestwork is required to hit him as he zooms out of one of the tree trunks. On a later level the boss launches bombs carried by balloons at our hero, who must drop them on the pond.



REVIEW



PICK 'EM UP DIP

Scattered around the bells-rim of Never-Never land are artifacts for our sporty hero to collect. Here are some of the prizes he could be taking home tonight.

JEWELLERY

Various points bonus are yours if you collect these handy trinkets.



FRUIT

These provide much-needed energy. Cherries replace a unit, Apples fill per up. Slurp!

FIG LEAF

Biblical underwear for some but a vital energy restoring tonic for our lad.

PANS

Extra Lives mean extra tries when the boy Pan collects these icons.

SWORD

Powers up your attack and increases that all-important air factor. Doyah!



TOTAL CONTROL

Pan moves in standard platform fashion, with jump and stab controlled by B and Y buttons respectively. Holding Y allows Pan to fly around faster. But first Timberbell and store up the fly energy the endless you wish and the next time you jump, another press of the B button gives you levitation. Holding Down Y in flight turns Pety into a fully-fledged flyer, allowing you to create some beautiful air ballet. Cool!



Stringy-type deaths are a common problem here.



Search by arctic roof awaits our hero.



Pan discovers the rare "snork tiger".



Something large pops out to bite you.



to be victorious. Help is also at hand occasionally. When Pan braves the brim on stage four, a chirpy mermaid pops up to stop him (and a clowny sort of death), and an evil sight is a deadly wandering flame is useful at lighting the gloomy underground corridors filled with pit traps. If the flame goes off screen the lights go out.

COMMENT

Quality graphics and sound this most certainly has. Challenging gameplay it hasn't. It's just all too easy, and the lack of new things and inventive features means that anyone

who's played a couple of platform games before will breeze through this with ease. Given some more interesting bosses, a bit more oomph in the combat department and a few more challenging landscapes to test your leaping skills, this could have been a winner. It's not, though, and only younger players and beginners will find themselves getting anything out of it.

The enemy summons on level one.

An armored balloon carrier launches a projectile.



COMMENT

To be frank, Hook is not an original product. Platform games for the SNES are backlogging at a frightening rate, and, although fun for a while, this hasn't got any features which lift it out of

GUS
the crowd. To top it all, it's not really a man's game at all - progress is too rapid. You could find yourself twiddling your thumbs after completing it in not too many days. The bosses would especially be much more entertaining if they were a bit more robust. Most of all, it seems to be severely lacking in the gameplay department. It's a shame to have to say all this, because Hook looks and sounds very nice in places and plays pleasantly. But if it's thrills you're after, leave this as the choice of a younger generation

THANKS TO...

Thanks to the guys at Console Concepts for sending us this game so promptly. If you desire information about this, or any other game, why not give them a call on 0782 710797?

Plan deals with the "skytank" in end-of-level capture.



BY: EPIC

PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: EASY
LIVES: 3
CONTINUOUS: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: GOOD



PRESENTATION 80%

Your bog standard one-player, one skill level platform game.

GRAPHICS 85%

Cuddly, cutesy and well drawn but nothing eye-opening.

SOUND 83%

There's a fair mix of features and abilities which warble on during the game.

PLAYABILITY 78%

The gameplay never really gets past puberty...

LASTABILITY 70%

...and sadly never-never win. There's simply not enough here to keep you going for more than a few hours.

OVERALL 72%

Graphically and sonically impressive, but the lack of challenge means that the "delights" of Hook are best suited for the young.



INJA GAIDEN

Being a Dragon Ninja, Ryu Hayabusa is naturally a man of honor. Imagine his horror and disgust when, after he receives a message telling of a massacre at the Dragon village where he lives. Rushing home he finds his family and friends reduced to skeletons! To rub salt into the wide variety of wounds, the sacred Bushido scroll has been stolen. The gang who have should have had the opportunity to turn its immense power to evil ends - and conquer the world!

Realizing there is no time to lose, Ryu has thrown on his all-in-one black pyjamas and headed straight for the forest to begin the first leg of his journey. Armed with his Dragon sword, Ryu must make his way through eight stages, tackling gnomes, gop furys, birds, bats, and even level guardians. Fortunately for Ryu, there are weapons to collect along the way, like the Shuriken and Super Shuriken, enabling him to kill enemies from a distance. There are even fireballs which home in on the nasties leaving Ryu's hands clean. However, in order to use these weapons, plenty of combat points are essential. To gain access to control points and weapons, Ryu has to put down scrolls which litter the eight stages. These are bonus points, health restorers, and time bonuses to collect, as well.

For Ryu to ensure a triumphant conclusion to Ninja Gaiden, he must master the many weapons as he dispatches foes, how to scale walls, and bow the Bushido back to the evil hands that hold it. Vengeance satisfied and honor restored, Ryu can get out of his all-in-one pyjamas in the hope of gaining himself the reputation as a walking fashion disaster!



IT'S WEAPONS HOUR!

As well as his trusty Dragon sword, there are five different weapons for Ryu to choose. Ryu only has the ability to carry one weapon at a time, but experience dictates what weapon should be used where. The more powerful the weapon is the more combat points it uses up.

FOUR-WAY WHIRLWIND

Certainly a weapon you don't see used on the streets of New York! Four mini-tornadoes fire up, down, left and right. This means Ryu is able to reach scrolls otherwise unattainable, but this pleasure costs Ryu 20 combat points every time.



FIREBALLS

Great balls of fire! This is handy! Four flaming fireballs are thrown which home in on anything on the screen that threatens Ryu. This weapon proves invaluable in clearing a route of bombs and other objects that could lead to certain death. The privilege costs 40 combat points though.



SHURIKEN

These throwing stars reach any enemy on-screen. Ryu throws them horizontally. Being the weakest weapon it only uses five combat points per star.



SUPER SHURIKEN

This is basically a more powerful version of the ordinary Shuriken, enabling it to inflict more damage. Because of this it uses up ten combat points per star.



DRAGONFIRE

This is the most powerful weapon Ryu can use. The Dragonfire surrounds him with a spinning fireball, making him invulnerable for a short time, and destroying any enemies that get in the way. It is most effective in places where you might otherwise lose a lot of life. Use sparingly though because it eats up 50 combat points.



▲ Ryu stares in horror at psycho weight watcher!



▲ The Samurai shows how to make BUNRAI players with a sword!



COMMENT



ROB

Recent platform games have been a bit scarce on the Master System recently. Apart from Prince of Persia, there has been little else. Fortunately, Ninja Garden more than makes up for the shortage. It boasts excellent graphics, full of colour, with a detailed attention to backgrounds. It was also impressed by the animation which, like Prince of Persia, manages to fulfil its potential. The controls are responsive (perhaps a little too responsive at times) making the gameplay easy to get into, and largely free of frustration. On occasions my suspicions were aroused about the collision detection, but it barely enough to be hardly noticeable, and doesn't really effect your enjoyment of the game. The range of weapons and moves give the game a variety that keeps it interesting, and I kept coming back to experiment with new weapons to find out which worked best, and where. This addictive quality is aided by the large size of the game which means it won't be a one day push over. While Ninja Garden doesn't have much in the way of new ideas, it does prove very successful with the old ones, and it's a big feat that makes it a game well worth a look.

KABEKERI
CAPERS

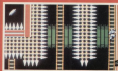
▲ Ryo likes to regret his penchant for sticky bars.



▲ Loads of potential prizes await

Before confusion sets in, the 'Kabekeri' is an ancient Ninja technique which enables a warrior to scale walls! While the ghostly figure of Jimmy Hat might be appearing, it is worth mentioning that Ryo needs two walls facing each other to achieve this feat. Springing quickly from one to the other sends him upwards. But don't hesitate when it's mid swing because Ryo falls, and the whole process must be repeated.

富礼沙



ADVICE SHOP

Ryu's search for Bushido takes him through eight stages of increasing difficulty. At the end of each he comes face to face with one of the game's bosses. Here's where the special weapons come in particularly handy. The fireballs tend to do the best job. By getting in a few early blows without suffering any hits, Ryu has an immediate advantage. Before going into a boss make sure you've got plenty of combat points though! It is worth learning a technique using the sword as well because Ryu tends run out of combat points before the battle is up.



▲ "Kussei Grant? Never heard of you father!"

COMMENT



RICH

I must admit that there haven't been many games of late that have caused me to power up the old Master System for a quick play. Don't ask a Prince of Persia as one exception, and this game is the other. *Ninja Gaiden* has loads of appeal. The graphics are consistent (sometimes rivalling *Megaverse* visuals, believe it or not) and the scrolling is super-smooth. The speed of the game is also quite remarkable, it really moves at a fast and hectic pace, making for some great play. Perhaps the game is a little easy in places, but it's just so good to play that even after you've completed it, you'll be coming back for more. The selection of weapons adds even more variety to the proceedings. *Ninja Gaiden* is a great classic 'em up, essential for Master System owners.



▲ Ryu prepares for an assault on a secret house.

忍者外伝

NINJA GAIDEN™

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REPRODUCED BY SEGA LTD. SEGA

BY: SEGA

PRICE: £32.99

RELEASE DATE: OUT NOW

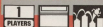
GAME DIFFICULTY: MEDIUM

LINES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 78%

The heart-rendering story starts the game, but there are no options to speak of.

GRAPHICS 87%

Some excellent graphics, with well drawn and animated sprites and detailed backdrops.

SOUND 60%

Sound effects are a bit weedy. The oriental sing-along starts to grate after a while.

PLAYABILITY 80%

The controls are responsive and the in-game logic is good. Floor collision detection on occasions.

LASTABILITY 86%

The size of the game and the variety of weapons and moves mean there is plenty of challenge.

OVERALL 83%

Not particularly original, but wholly enjoyable game which succeeds in all aspects of the genre.

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Darwin's theory of evolution expresses the belief that pre-historic man was a bi-ped capable of using his hands to carve intricate hunting tools. Unfortunately Dr. Charlie was completely wrong, as it made plainly obvious by the existence of Fred Flintstone. While Fred doesn't have a neck, he does have a job, a car, a wife, a bowling partner and a house in the suburbs of Bedrock.

But the pleasant mayhem of the Flintstones' existence is raised when a certain Dr Butler appears in a time machine. After explaining he is a 30th Century zoo keeper, he whips away Dino and Hoppy, the beloved family pets. Gazon, Fred's alien buddy, is just about to rev up his time machine in pursuit when Dr Butler destroys it, scattering the parts all over Bedrock county.

Sad isn't it? Well before you start slubbing over your NES, there is hope. Fred has been assigned the job of hunting for the scattered parts of the time machine. With the aid of his trusty club and the Flintstones clan, Fred has to make his way through jungles, past pangars, and across waterways to hunt down the valuable sprocket. He even has to challenge villains to basketball matches on his quest! But when Dino and Hoppy are safely back in suburban Bedrock, the family that laughed in the face of Dr Darwin, can laugh even louder in the face of Dr Butler. YABBAHABADOO!



HANG ON IN THERE

As you might expect of a prehistoric man, Fred is fighting fit. Not only can he leap and run, he can also hang. If Fred wants to reach a platform above him he is able to crawl up using his chunky arms. The same principle follows when the athletic apeman can't make a jump. Rather than fall to his death, by grabbing the edge of the platform Fred scrambles to safety!



A. Gazon reconstructs the time machine.

NEAR MACHINES

COMMENT

I can't really say that *The Flintstones* is one of my favorite cartoons, but this NES interpretation of Fred's various antics isn't bad at all. The background and

RICH

sprites are in quality reminiscent of the Hanna Barbera cartoon series, and the various creatures and large dinosaurs are as faithful as you'll get. Gameplay-wise, the *Flintstones* is pretty standard fare. It's yet another platform game and I couldn't really find anything new or outstanding in it that really makes the game feel fresh or exciting. Having said that, *The Flintstones* isn't an awful example of the genre and will appeal to younger players and fans of the cartoon series. However, if it's platform action you're after, you're better off getting *Super Mario III*, *Shadow Runners*, *Kakemono* or *Rescue Rangers*. All offer far more in the way of playability than this effort.



TOOLS OF THE TRADE

Although Fred's leopard skin all-in-one doesn't frighten off enemies, some of his fighting tools do. The trusty club stays with Fred at all times. It is particularly good at bashing enemies coming head on for a straight fight. Some are more cunning however, and shoot at Fred with their pop guns. For fees such as these, Fred needs to get his hands on the catapult. With his impeccable aiming abilities, Fred can hit baddies out from a distance. For those that assault from above Fred needs the bow. This travels in an arc and is also good at killing enemies at a distance.



A. Fred forgets to feed the family pet.



THE FLINTSTONES

THE RESCUE OF DINO & HOPPY



BARREL OF FUN

During his journeys Fred comes across many barrels. Should he sell about one with his club it opens up revealing a useful item. Standard prehistoric grub like burgers and popcorn helps to raise his life gauge. A heart brings Fred back to full life, and the axe and catapult prove handy in disposing of enemies.



▲ Basketball with big mouth big cat.

COMMENT

During my mis-spent youth, I was an avid fan of The Flintstones. It is to this game's credit that it succeeded in bring the memories flooding back. The animation and graphics certainly evoke the "modern stone age family", what with dinosaurs, bones, prehistoric landscapes, and the familiar heroes and villains. Unfortunately the

ROB

gameplay comes straight from the stone age as well. The controls are sometimes slow to respond getting you into some tricky situations, and the game suffers from quite a lot of sprite flicker. These problems in themselves need not let the game down, but the lack of originality here, relegates it to its ever growing pile. The Flintstones is also quite an easy game, and no real challenge to platform fans. Despite my gripes, although I quite enjoyed playing The Flintstones, I'm afraid you won't get a "Yabba-dabba-doo!" out of me!



▲ Barney and Wilma greet Fred's stone age nuts.

GREEN AND FRIENDLY

Despite having his spaceship destroyed by the evil Dr Butler, Gazoo is still ready to lend Fred a hand at various stages in the game. When Fred wants to get to some barrels but can't jump high enough, he has the chance to call on the friendly little alien by pressing start. Gazoo pops up and gives Fred a couple of options. There are other situations in which he manages to save theacking of brains so don't forget he's there!

ADVICE CORNER

When Fred has almost managed to complete a stage, one of his friends suddenly appears. They give Fred some useful advice about a boss he is approaching. They may even give on a weapon that helps him to beat the boss. Flintstones fans will notice that for some strange reason Barney has dyed his hair brown!



BY: TAITO

PRICE: £34.99

RELEASE DATE: SEPTEMBER

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: NOT BAD



PRESENTATION 77%

Title screens tell the tale and set the scene. There is a continue option for those who need it.

GRAPHICS 79%

Characters look just like those in the cartoon, and the animation reinforces this style of approach.

SOUND 54%

The Flintstones tune is there, but it sounds like it's being strangled. Not many sound effects.

PLAYABILITY 73%

The controls are a bit slow to respond at times, and collision detection is dodgy on occasions.

LASTABILITY 70%

There are quite a few stages, and plenty to look for but the gameplay isn't challenging enough.

OVERALL 74%

A pretty good example of the NES platform game (as most of them are), but let down largely by a lack of originality and challenge.

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REVIEW

It's a tragic tale but true. That lovable dolphin, Flipper, star of the much-loved series TV series, has gone barking mad. Baring fangs in the Pacific for a Christmas special edition of the show, he begins to suffer horrendous 'vibrant backaches'. These traumatic dislocations give him to a decision: he must go back to Twisted Flipper, the player guides the 'cynical' dolphin on a return mission deep into enemy territory. Only by saving the Pawns will find an escape plan, shall Flipper be cured of the disease leaving his mind.

On the other hand, that could all be complete rubbish, fabricated to carry out a cheap pun on the game's title. Twisted Flipper is in fact a pinball game! The flippers in this game have nothing to do with sea-faring mammals. Instead players fire up a silver ball and use a mixture of skill and intuition to amass as many points as possible.

Twisted Flipper manages to fill a vast pinball table into the cramped confines of the Megadrive. There are three sets of flippers to work with, but falling through the lowest will lose the ball. Mutant skulls and runaway brains do their best to make proceedings more hazardous, and diverting tasks present new ways to get at the points. All good pinball games have a two-player option, but Twisted Flipper actually takes it a step further and has a four-player option, something which is bound to lead to plenty of cursing, boating and sulking. And don't expect any dolphins, either.

DEEPLY FLIPPY

As has already been mentioned, there are three sets of flippers to work with in this game. Here's a quick summary of what to expect from each area of the table.



▲ Mind the Mutant Skulls, Marlon.



▲ All centipede silver must die!



MIDDLE FLIPPERS

In the table's middle section, skulls in green wigs, wearing sandals, waddle around the screen. Statue figureroths also appear, and when broken their brains escape and go walkabout. The coppers to the left and right of the flippers shoot lightning when the ball bounces against them enough times. It is the middle section that holds the key to gaining access to the upper flippers. The cards that appear displaying words like HEAD and BRAIN (?) must all be knocked down. Only then does the block preventing the ball from getting to the upper flippers, de-activate. Pleasant.

POINTY! POINTY!

In pinball points are the name of the game, and Twisted Flipper naturally includes some bonus features giving the player a chance to score extra points. The most common is the Jump Ramp, although there are other less accessible bonus screens. With the Jump Ramp, players have to carry out a sequence of tasks involving destroying blocks, lighting the diamond, and knocking down all the letters in the words 'Jump Ramp'. Then the ramp appears and the next task is to launch the ball over it successfully. The silver ball flies off the table and into space and finally settles on a bonus screen. Good at

TWISTED FLIPPER



BASE FLIPPERS

These flippers are the last protection on the table. If the ball falls through these, it is lost forever. A jump is therefore the wish! Most of the action takes place in this area though, and it is here that you'll find the Jump Ramp bonus level. Look out for coppers that will wiggle across the screen as well.

UPPER FLIPPERS

This is a much smaller area of the table, and thus more frantic with the ball rebounding ferociously in the confined space. The head of a soft rock band here starts to twinkle above the flippers. His bands (correct name and shades are no doubt designed to put players off, but those who are able to withstand the flashes bravely stanning them in the face have to try and break down the gate to its protecting.



▲ Out of its usual



▲ Never tried a flipper!



▲ The word "lead".



ROB

For those of you contemplating buying a pinball sim, the thing you probably want to know is whether or not this is better than Dragon's Fury. In the playability department things are pretty even. The inertia of the ball is very realistic, and

there are no quirks in the game logic that cause the ball to rebound at strange angles. The sound, too, matches the classic rock opera of Dragon's Fury with wild guitar solo's aplenty. But I'm afraid it's at this point that Dragon's Fury leaves its rival behind. Basically Twisted Flipper lacks the variety necessary to make a pinball sim interesting - there just isn't enough going on. While a few sprites move about the screen, most of the graphics are static and short on detail. Bonus screens, which work wonders in Dragon's Fury, are few and far between in this game. While the Jump Ramp bonus level is an impressive idea it is generally the only extra level that turns up regularly. The four-player mode opens up the door for some multi-player fun, but the actual pinball action is just too dull to keep anyone interested for long. So in answer to the opening question, I'd say that although Twisted Flipper has some okay pinball action, it's beaten hands down by Dragon's Fury.

COMMENT



JULIAN

Being a keen pinball fan, I really wanted to enjoy this game. But try as I might, the more I played, the more I got bored. The problem is that the challenge level is too low - the collision detection on the flippers is too forgiving and it's a bit too easy to keep the ball in play. Consequently it doesn't take long to get to a level where games go on for ages at a time, and it all becomes a matter of routine. This is compounded by the fact that there's not enough happening on the table to keep your interest going between bonus screens - the amount of drop targets and trick shots is actually very limited. The graphics and sound are very slick, and the ball movement is fairly realistic (although I found its movement a bit too "heavy", as if the table was tilted forward too far), but my vote goes for Dragon's Fury - it has more variety and is more challenging.



▲ Target-related combat.

COMMENT



BY: EA

PRICE: £44.95

RELEASE DATE: SEPTEMBER

GAME DIFFICULTY: EASY

LIVES: 4

CONTINUES: NONE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



PRESENTATION 75%

Two, three, and even four-player action, but little else besides. Bad title screen as well.

GRAPHICS 72%

Some nicely drawn and animated sprites, but not enough of them.

SOUND 85%

Some air punching, soft rock riffs and decent bing-bong pinball sound effects.

PLAYABILITY 86%

The pinball "feel" is convincingly reproduced, which means its only to get one.

LASTABILITY 70%

The absence of enough bonus screens means monetary soon starts to eat in.

OVERALL 74%

A realistic pinball sim that doesn't offer enough challenge or variety. Dragon's Fury is a better alternative.

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REVIEW

So here it is, Thunderforce IV! All of these souls are bubbling for more after completing the final episode in this on-going galactic saga (an at least three away from release) and get back to combat-ready shoot'em' up action. It is two years since the pioneering sequel of Thunderforce III and the Gen Empire are set the move again, plotting the extinction of all humans (i.e. Saotome) here it's down to the over-ambitious Thunderforce people to save the world, the universal and everything.

There are quite a few differences between the new edition and its predecessor. Where III and II were four megacorporate Thunderforce III is eight. This means there are more levels and more weapons. The particle scaling has also increased, making even the shoot'em' up fun going higher and deeper than the screen itself. Following in the best traditions of the genre, there are no end of world alien spacecraft to destroy, no end of bosses to be killed, and no end of power ups to collect! Get up and blast off! Here we go!



THUNDER FORCE IV



● An end-of-level boss makes things tough for the player.

WEAPON HEAVEN

That's what everyone loves about a shoot'em' up: GUNS! LOADS OF THEM! BRIGHTERS! Fortunately, TaitoSoft have maintained this tradition, and Thunderforce IV has plenty of power ups for you to collect. Some are pretty much the same as those in Thunderforce III, but most are modified versions. And here they are:



▲ A psychotic KB comes under attack.

FREE WAY

When things are a start getting congested it's time to use the Free Way. Missiles fire diagonally up or down, and straight ahead, and in both horizontal directions to clear a route for the ship. Collectively the missiles make a formidable weapon.



CLAW

One of the most useful items is pick up, the claw revolves around the ship and multiplies the amount of firing ports, allowing the ship to enter further realms of alien dueling!



HUNTER

An old favourite, and very handy to boot! The Hunter weapons are heat seekers that are drawn to on-screen enemies. They're not the most powerful of weapons but are excellent when the ship is taking attacks from all sides.



SNAKE

This weapon slots as it slays and snakes along the roof and base of the screen destroying static canons and bombs, which chemises tend to cause extreme havoc and confusion.



REVIEW



COMMENT

I know what you're thinking! Is it better than *Thunderforce III*? Well, to put your worries at rest, it is. The real question is how much better? Here the answer is less definite. The graphics and state of the art, with plenty of exquisitely detailed sprites, some breathtaking backdrops, and stunning weapon presentation. The animation is fast and smooth, and there is so much of it, what with herds of attacking sprites and weapons, that the game suffers from slow down of times. Despite this, the game still plays as well as its predecessors, and the method of control is just as easy to get into. The most impressive feature though was the vertical scrolling, which succeeds in evoking a sense of

ROB

business. As well as that, it is the only complete departure from *Thunderforce III*, and that prompts my only criticism of the game, originally, or rather the lack of it. In spite of its superb graphics and gameplay, there is nothing especially unique in this game. While it is visually a new experience, conceptually it is an L. I suppose you could call it a *Thunderforce III* re-spray. Obviously for those who haven't got the third one, this is the best you'll get on the Megadrive currently. But for those who have, I can't help thinking they ought to wait for something a bit different before they part with their cash.

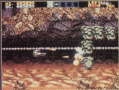


▲ The pallid pilots lack a mechanical jet weapon.



THE BIG SCREEN

In *Thunderforce III* there is loads of scrolling fun to enjoy, because the space in which the Flyrax moves isn't restricted to the top and bottom of the screen. The game scrolls up and down to reveal a massive playfield, packed full of enemies. Remember when power-ups are though, because they won't always be visible on the screen.



▲ Some serious fire power on the Run level.



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RAILGUN

Basically this is a really thick laser, and thus proves very powerful. Like the Back Shot, it fires from the rear, and quickly does away with enemies smothering up from behind.

BLADE

This weapon looks a lot like a sword boomerang, although fortunately it doesn't come back at you! Not short in the power department, but it only fires at enemies coming head-on.

BACK SHOT

Again this is a weapon familiar to all three *Thunderforce* games. As its name so obviously suggests, this power-up covers the ship's back as well as the front. Like the Twin Shot it is okay for starters, but becomes less effective with the bigger fish.

TWIN SHOT

This is the standard firing weapon that the ship starts with, and is common to all of the *Thunderforce* games. You might get by on it at first, but it soon becomes about as useful as a barber shop on the steps of the guillotine when things start getting ugly!

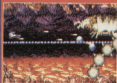




REVEL IN LEVELS



▲ The Rynox utilizes its Fire-Way missiles.



▲ "I say, this chap looks rather misfit!"



▲ Juggling can be fun, kids!



▲ Snake missiles go a shivering.

Because Thunderforce IV is eight megabits rather than four, there are more levels to tackle. The first four stages (Centa, Anvil, Dross River) are selectable as starting points, but after this every stage must be tackled, and that means making sure you've got plenty of lives, cover-ups and most of all, plenty of coin!



COMMENT



Brilliant and challenging though it is, I found the lack of originality in Thunderforce IV a disappointment. Apart from the wider playfield, this is very much

JULIAN a traditional horizontally scrolling blaster where you simply shoot the badies, pick up the power-ups and take out the end-of-level bosses. Even the weapons offer nothing new. Admittedly, the graphics and sounds are excellent, but the game basically boils down to being the same old shoot 'em up format taken to its extreme. I certainly enjoyed playing it, but because there wasn't anything new there I found that once I'd seen all the levels I didn't want to play it again. Thunderforce IV is definitely one of the most challenging and visually appealing blasters yet seen on the Megadrive, but to be honest I'd only buy it if I didn't have many horizontally scrolling shoot 'em ups in my collection.



BY: TECHNOSOFT

PRICE: £39.99

RELEASE DATE: IMPORT
GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 5

SKILL LEVELS: 3

RESPONSIVENESS: GOOD



PRESENTATION 87%

Nice title screen here and most of the regular options. No password system though.

GRAPHICS 93%

Superb state-of-the-art graphics, brilliantly drawn and coloured. No complaints with the animation either.

SOUND 86%

The blast effects are cool, but the jolly tunes, while good, aren't wholly appropriate!

PLAYABILITY 90%

Really easy to get into. The game is responsive but, as it needs to be.

LASTABILITY 82%

The level of challenge and the number of levels means it is certainly no pushover.

OVERALL 87%

The best shoot 'em up you'll get on the Megadrive, but suffers from a complete lack of originality. This is the game taken to its extreme.

HOT CONSOLE GAMES COMING SOON...HOT CONSOLE GAMES COMING SOON...

ATOMIC RUNNER

Coming soon, to charge around Megadrives everywhere will be Atomic Runner, also Chechno, from Data East.

You play Chechno, the son of an incredible scientist, who finds himself launched into the realms of a nightmare, battling against an alien invasion. Unfortunately your father is killed in the mines, but before he croaks he describes to you the awful truth that is your only hope. Apparently this manning force had been to Earth thousands of years ago and could be traced back to before even the dawn of mankind.

However, being an all-round hero, you're able to combat the alien menace across many levels of scorching blast 'em up phases. From what we've seen already Atomic Runner has some of the best graphics yet seen on the Megadrive with pulse-racingly superb music to match. Look out for Atomic Runner in your favourite games emporium and check out MEAN MACHINES for the full review!

Just when you thought the last punch had been thrown on the Super NES, Culture Brain release Golden Fighter. It's a twelve megabit cart containing plenty of fat frivolity. There's the chance to enter one-on-one competitions, where players can either fight each other or the computer, or alternatively play in a Double Dragon style beat 'em' up with all of the diversions it entails.

In the one-on-one mode there are a whole series of moves to master, and a challenging tournament to enter. Players choose from a variety of combat forms like karate, boxing, Thai boxing, wrestling and

GOLDEN FIGHTER



street fighting. Each opponent has a standard set of moves as well as some specialist individual ones. Golden Fighter looks pretty good, but things are a tad shaky in the playability department. Read the full review in an up-coming edition of the all-new NINTENDO MAGAZINE SYSTEM.



MEGADRIVE



SUPER NES



You've got to feel sorry for Dirk the Daring. Every time he rescues his girlfriend from the clutches of the Dragon King she's snatched straight back again. Wouldn't it just be easier all round if he just dumped her?

Super NES Dragon's Lair, Dirk's third Nintendo outing, once more pits Dirk against his scaled adversary in a sprawling platform quest. As usual special attention has been paid to the graphics, and as a result the sprites are big and well animated, the backgrounds are stuffed with parallax and detail and there's a codex of colour all round. The sound is great too, with the tunes being of the soothing variety and top quality. However, how will it fare when it gets down to gameplay?

Dragon's Lair doesn't really have much of a reputation

DRAGON



STAR TREK

Trekkies rejoice! Your favourite sci-fi television series is about to warp its way to a NES near you. Ultra Games have managed to include all of the style and intrigue of the hit series in a game based around the adventures of the crew aboard the Starship Enterprise. Star Trek is an action-adventure game which requires the player, as Kirk, to command the Enterprise through four different missions, all of which form part of the main goal which is to repair a hole in space. Funny enough, this was caused when our hapless hero, Kirk, accidentally created during an experiment in warp travel. If all this seems too simple, bear in mind that the Enterprise was damaged by the ensuing blast when the hole was created and has thrown the ship into the depths of uncharted space. Sounds cool eh? Well, rest assured. We'll be reviewing the game fully in the next few months.



NINTENDO



YOSHI

And today on World of the Inevitable, we preview the latest Mario spin-off - Yoshi. The lovable fire-breathing dragon makes his first solo outing in this Tetris-inspired puzzle game, so starring none other than Mario himself!

For some reason, a number of Koopa clan allies are falling from the skies onto an arrangement of four holes. Every time two creatures the same land on top of each other, they disappear. It is up to Mario to stop the hays of evil crashing the top of the screen by switching the plates around.

Now, enter Yoshi. Every so often, a half egg will fall. Should it be the bottom half it will rest on top of the pile. The object now is to catch as many of Bowser's minions as possible between the and the top half of the egg which falls later. Once the egg is formed it hatches into a little Yoshi! The more enemies captured the bigger and more powerful Yoshi is, and the more bonus points awarded. This actually seems quite a diverting game, but those seeking full review treatment, especially concerning its lasting appeal, should await a future issue of our fab new Nintendo Mag. NINTENDO MAGAZINE SYSTEM



NINTENDO



N'S LAIR



for quality, with only the Gameboy version ever achieving any sort of praise out of all the other versions, coin-op included! Rest assured the full breakdown will be revealed in an issue of NINTENDO MAGAZINE SYSTEM coming soon!

SUPER NES



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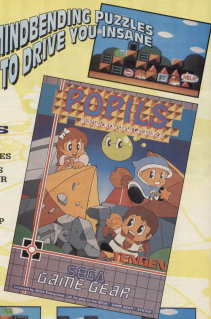
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