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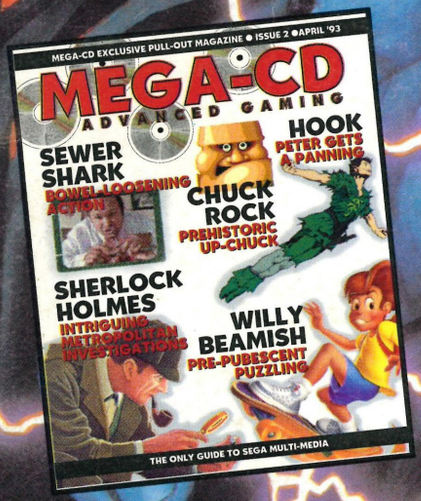

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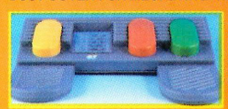

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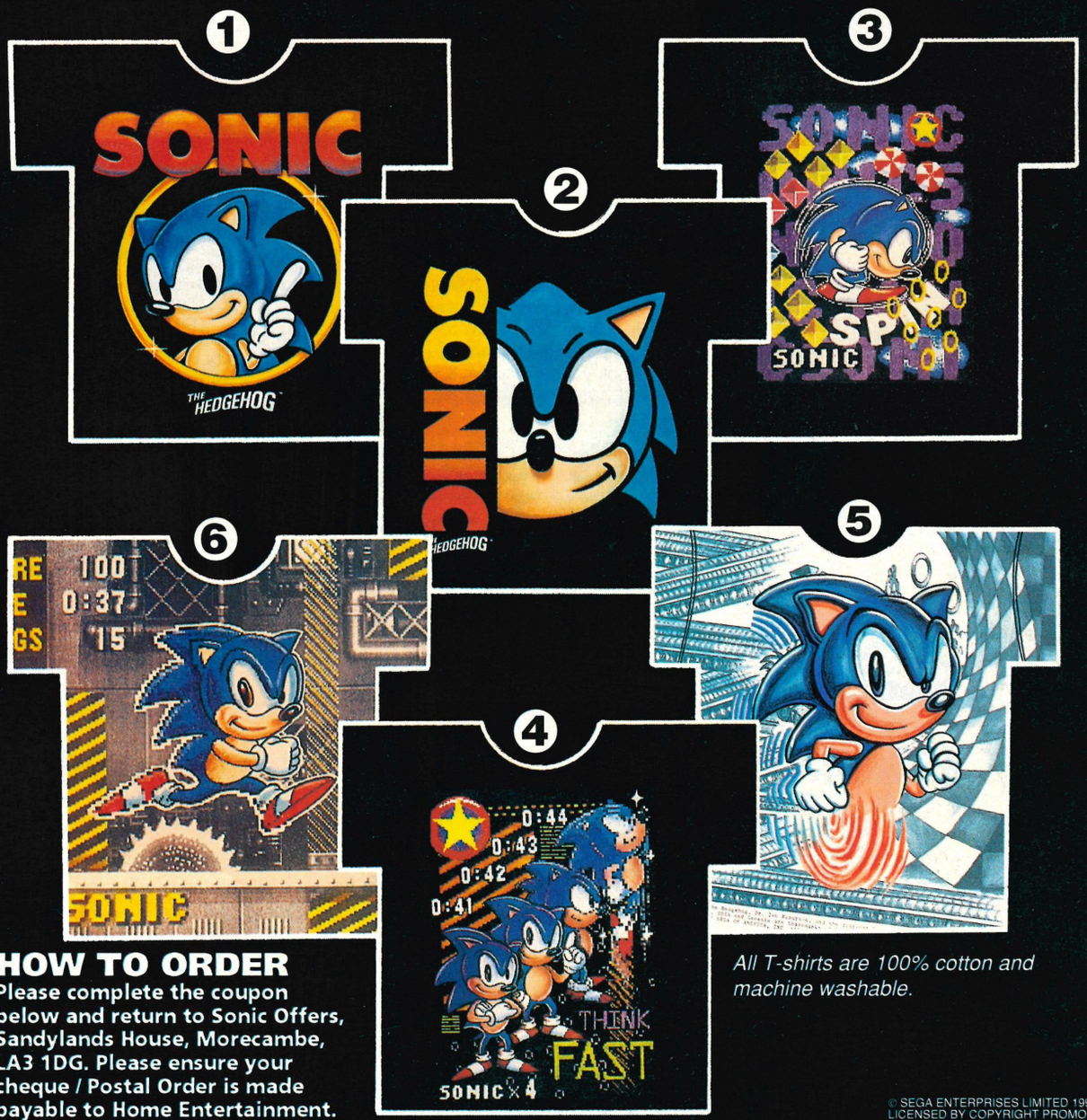

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CONTENTS

ISSUE EIGHT APRIL 1993

REGULARS

NEWS 6
This month we look at Super Star Wars, The Chaos Engine, the new Konami stuff as well as some interesting developments at Games Workshop.

DEVIL'S ADVOCATE 64
Are games-players really as sad and lonely as Jackie Brambles maintains? We pop down to the Virgin Megastore in Leeds to ask customers what they think.

SUBS 71
Why walk all the way down to the newsagents when you can have *MAG* delivered to your door? How can you possibly refuse?

MEGA FILE 88
Six pages of incey-wincey text that tells you about every game in the known universe. After a new game? Look here first.

MEGAPHONE 94
Three pages which do little to disprove that the British education system is in a shambles. This is where we try to make sense of the gobbledegook you write to us. It is also the page WHERE WE DON'T PRINT PICTURES OF SONIC!

CLASSIFIEDS 97
Need some extra dosh? Why not flog off any unpopular members of your family in our FREE classifieds section. You may also pick up some nice little bargains and then you can bore your friends with them.

STREETFIGHTER II

We check out how the game could look as well as how current Mega Drive games size up against the ultimate video game beat 'em-up.

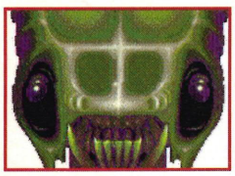
12

We investigate what Streetfighter II could be like when it finally arrives on the Mega Drive later this year.

How different will it look? Will it play in a dramatically different manner? How will the Mega Drive cope with all those massive sprites? Will it be a faster or slower game than the Super Nintendo version and will it be the full Championship Edition?

22 PAGE TIPS SECTION

CHAKAN 66
Sega's latest weird and wonderful fantasy platform game gets the full map treatment from dearest Davey-poos.



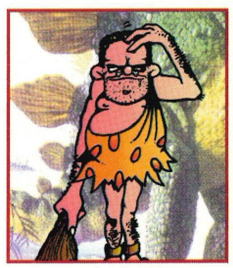
ECCO (PART 2).....82
Those of you that have been waiting with bated breath for the second part to our guide need fret no longer. How do you kill off the end-of-game guardian?

POWERMONGER.....80
Just how do you win every time at Powermonger? We give you all the tips you could ever want to attain world domination.

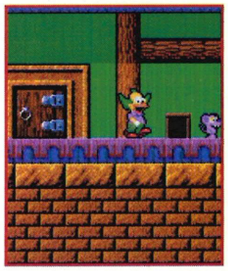
STREETS OF RAGE II.....74
The absolute no holds barred complete and utter stonker of a guide to the most popular beat'em-up on the Mega Drive.

TIPS.....72
If you need to cheat your way through a game (cause you're too sad to do it legit) these are the pages for you!

CAVEY DAVEY.....86
New! Write to our resident Neanderthal Tips-Meister for any deeply disturbing troubles you may be enduring. If he can't help you no one can. This month the prehistoric puzzle-solver struts his funky cave thang with Sonic II, Thunderforce IV, Lemmings and, erm, Sonic II again.



GAME GENIE CODES.... 87
New! Exclusive codes! With bucketloads of you out there with these lovely little devices you can now have you own page. Nowhere else will you find a page set aside solely for Game Genie codes. Remember, we get 'em first! Greendog, Krusty's, The Terminator and John Madden '93 are all here.



GAMES INSIDE

CAL RIPKIN JR BASEBALL 30
CHIKI CHIKI BOYS.....60
CHUCK ROCK.....54
FATAL FURY 36
FLASHBACK.....16
GADGET TWINS.....20
G-LOC 40
HOOK.....50
INTRODUCING THE HUMANS 22
MUTANT LEAGUE FOOTBALL.....34
OUTRUN 2019.....56
PIGSKIN FOOTBRAWL.....62
RAGNAROK.....32
SEWER SHARK.....48
SHERLOCK HOLMES: CONSULTING DETECTIVE.....52
SUPER KICK OFF 26
TMNT: THE HYPERSTONE HEIST.....58
WILLY BEAMISH 46

MEGA-CD

NEWS 44
Exclusive news on all the latest Mega-CD developments.

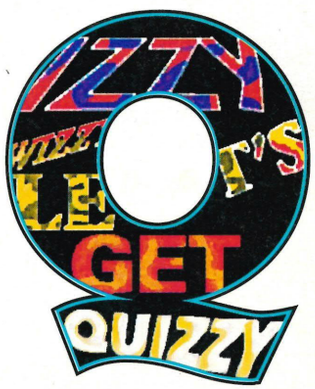
WILLY BEAMISH 46
Check out our preview of the first CD adventure from Dynamix/Sierra-On-Line.

SEWER SHARK 48
Utterly gob-smacking full motion video mayhem in this shoot'em-up from Sega.

HOOK 50
Lavish example of the Mega-CD or just a crap looking platform game?

SHERLOCK HOLMES 52
Try your hand at three of the master detective's cases in this full motion video extravaganza.

CHUCK ROCK 54
Does this take advantage of the Mega-CD's capabilities or is it just the same thing with a fancy soundtrack?



WIN !

Win an incredibly expensive looking Sonic 2 baseball jacket plus games in our completely wicked competition courtesy of the Game Plan Mega Drive club. Answer a simple question, write in and these goodies could be yours.

Fancy acrobatics with glowing laser weapons are the order of the day in the Tatooine wastelands

Shooting next door's budgie is much easier when you've got a powered up laser pistol

Pop off for a brief tour around the colourful Tatooine landscape in your '77 model sandspeeder

SUPER STAR WARS

Star Wars mania seems to be running rife again with everything from new merchandise in the shops, to pinball machines appearing in the arcades.

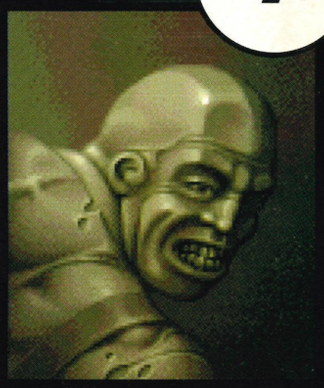
Those of you who keep your eye on the Super Nintendo games scene will doubtless be aware that Super Star Wars, the new release from JVC and LucasArts is causing quite a stir. Feeling jealous? Well, worry not, rumours have it that US Gold is set to release the Mega Drive version in the autumn!

Using key scenes from the film, the game takes you through loads of different levels beginning on the desert world of Tatooine where you face Sand People, Jawas, Banthas and the mighty Sarlacc.

Moving through the Mos Eisley Spaceport and the Cantina you then find yourself trapped in the passages of the mighty Death Star. After rescuing the princess and shutting down the tractor beam you pop off to the moons of Yavin where you take off for the final assault on the Death Star.

If the Mega Drive version is an exact conversion of the recently released Super Nintendo game (as we would hope!), the game will incorporate numerous styles of gameplay, including platform sections, shoot'em-up levels (that play a bit like Rolling Thunder 2), 3D driving/shoot'em-up sections where you pilot the sandspeeder and later a full 3D shoot'em-up in the Death Star trench.

Although nothing is officially confirmed as we go to press it seems pretty certain that the game will emerge around September. Watch out for more news next month.



THE CHAOS ENGINE

As exclusively revealed in issue four, the Bitmap Brothers is currently working on a Mega Drive version of its highly acclaimed Amiga game, The Chaos Engine. Our predictions for the release date will have to be revised though, because although the game will be finished in April it has yet to be signed up to anyone with a licence to release it.

Tom Watson, who's quite important in the rather confusing world of Renegade/Bitmap, told me that although they haven't actually signed with anyone there is "a lot of strong interest".

This means that either he's lying because no one's mentioned it in passing to him and he's starting to worry for his mortgage, or (more likely) there really is a lot of interest and he's just waiting to see who's going to give them the right kind of deal and lots of dosh.

NIGHTMARE HITS REALITY

We can however, reveal a few more details about the game. The basic gist is that some chap called Baron Fortescue has created something called the Chaos Engine that tends to mess with the whole fabric of the time/space continuum – like you do! Anyway it is up to you and a friend to battle your way through four huge levels and destroy the thing before it causes the end of the world.

Set in Victorian times you and your partner will be chosen from six different characters, each having their own style of play. For example, the mercenary will go racing around shooting everything in sight, while the gentleman will take things a bit more carefully.

It won't all be shooting and running though. Oh no, there is a heavy brain-busting puzzle side to the game as well – many of the bad guys need to be outwitted not just shot, and a lot of the objects won't have an obvious use.

Those with the Amiga version of the game are raving over it so that bodes well for the Mega Drive game. We should be able to bring you a preview within the next couple of issues.

There are keys to pick up and a ring of fire to ward off the nasty slimy thing to the left. The keys will probably open a door later in the level – that is if the ugly thing with the scales lets you past!

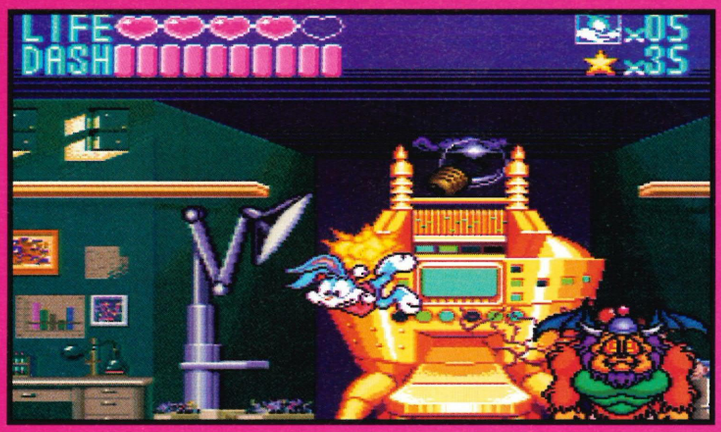
With more than a nod in the direction of Gibson and Sterling's, The Difference Engine, Renegade's latest game has a great Victorian feel to it

HARLEQUIN

Conversions of Amiga games seem to be hitting the Mega Drive on a regular basis. Gremlin's Harlequin is one such title expected later in the year. You play the role of a diamond clad Andy Pandy look-alike and your task is to collect the four pieces of a broken heart from the kingdom of Chimerica.

Looking a bit like the Mega Drive classic, Robocod, this is certainly going to have its work cut out competing against the numerous Mario-esque platform games that are knocking around. It was certainly a storming success on other formats, but will it stand up against Sonic and his chums?

Those of you who've played the Amiga original will be pleased to hear that the Mega Drive version will be considerably larger and graphically enhanced. Obviously intended as a response to console games when it was first released, the developers of Harlequin are really going to town on the console version proper.



KONAMI COMES IN

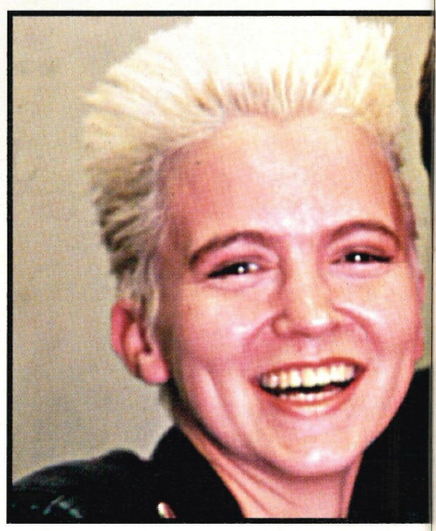
Konami has announced its first three titles for the Mega Drive after its huge success on Nintendo formats. Leading the assault in April will be Teenage Mutant Ninja Turtles – The Hyperstone Heist (reviewed on page 58), Tiny Toon Adventures and a conversion of a Konami coin-op, Sunset Riders. Konami plans to release up to six titles a year, but no details of further releases are available. There is also a Mega-CD title in development but that is being kept very hush hush.

Pete Stone, Konami's European deputy general manager commented, "It's wonderful news for us. Sega has been tremendously successful in Europe, especially in the UK and we're very, very pleased to be part of that."

BAD BREAKFAST

Ever so new and innovative breakfast TV station GMTV (I can't believe it's not TV-AM!) has commissioned Yorkshire TV, producer of Bad Influence!, to supply a weekly computer games slot.

Hotpant-wearer supreme and Bad Influence! co-presenter Violet Berlin is the lucky individual charged with getting up early on a regular basis to give all the lucky viewers a run-down on the video games scene. Obviously Andy Crane wasn't glamorous enough!

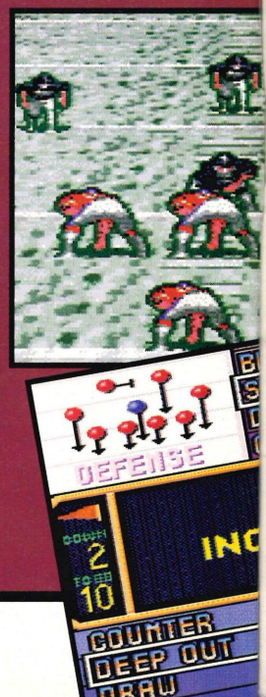


PRO QUARTER

American football games seem to be popping up all the time and every now and then one appears that looks damn impressive. Pro Quarterback from Tradewest (the peeps behind Battletoads among others) is one such game, and all being well we should be seeing it in the UK sometime this autumn.

Using a Madden-style viewpoint the game utilizes some excellent scaling effects as you hurtle along the pitch. All the usual features you'd expect are present – a monster of a playbook, loads of teams and tons of different tactics.

If you're tired of John Madden but fancy something a bit different this could be what you're looking for.



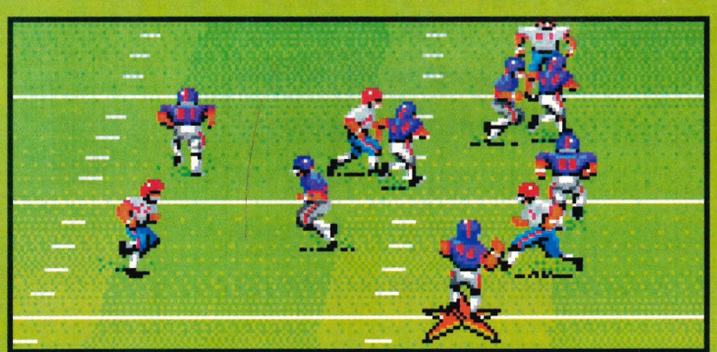
AMS MADDEN LEAGUE

Think you're a bit of a pro at John Madden Football? Well, AMS Electronic Games in Edgware is organizing a knock-out competition with the first prize being a holiday in Florida! Beginning on 15 April, the compo will be held at the AMS shop on Tuesdays, Thursdays and Sundays.

Once the competition has been whittled down to eight players a knock-out round will be played, the winner of which will receive the first prize of the holiday plus three of the latest Mega Drive games. Three runners up will also win games.

For more details send an SAE to AMS, John Madden Tournament (*MAG*), 145b Deans Lane, Edgware, Middlesex HA8 9NY. Your entry form must be returned by 31 March.

You may also be interested in joining the AMS Games Club which offers cheap games to members. It's £5.99 to join for which you'll receive regular newsletters, and for a limited period, two return flights to Paris plus two Euro Disney Passbooks if you order five games! Write to the above address or call AMS on 081 201 0535 for more info.



EURO SUCCESS

Quite how Virgin managed it we don't know, but it has flogged over 250,000 copies of the distinctly average Euro Club Soccer. The one thing the game has going for it is the fact that its only rival, World Cup Italia 90, is nearly three years old...and gameplay-wise comes a bad second! Ah well, roll on Super Kick Off.

COOL SPOT

More news on the Virgin front comes in the shape of its forthcoming platform game Cool Spot.

Based around the antics of the hip 'n' trendy 7-Up red blobby thing, the game is basically a Mario-esque collect'em-up. With gorgeous animation and some fantastic looking graphics this is certainly going to be a game to watch out for. Expect to see it released in May or June this year.

MIRACLE

Already a storming success on the PC and NES, the Miracle Piano Teaching System is a combination of some advanced software and a full size keyboard which plugs into your joystick port. Not only does the program show you what to play, but it also keeps track of what you play and will give advice.

Using a combination of simple exercises and music related games the system lets you learn how to play in a fun and light-hearted manner.

It's set to be released in the US about now and Mindscape is intending to release it in the UK before the summer.

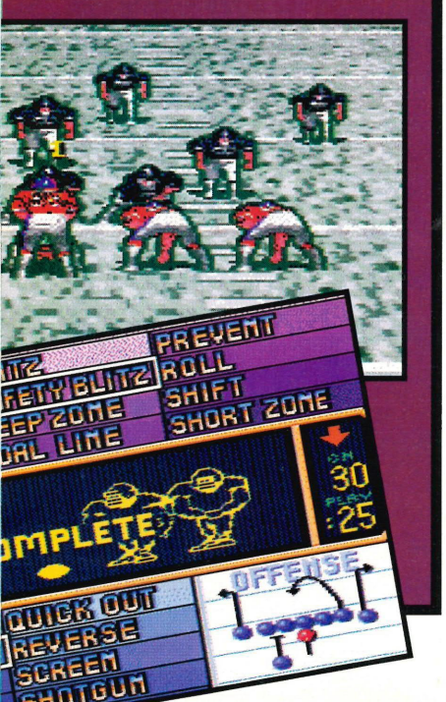
CHARTS

SUPPLIED BY GAME

★	1	Streets of Rage 2
➘	2	Road Rash 2
⬅	3	Ecco
★	4	Leaderboard
⬅	5	Desert Strike
⬅	6	Sonic 2
➘	7	Taz-Mania
★	8	Rolo to the Rescue
⬅	9	Super Thunderblade
✖	10	John Madden '93

New Entry ★ Non Mover ✖
Risen ➡ Re-entry ➘ Fallen ⬅

BACK



PIT FIGHTER

Prepare yourselves for the unthinkable because US software house Tengen is preparing itself to unleash Pit Fighter II (Arghhh!!!). Not satisfied with creating the worst beat'em-up in the history of the world, it would seem that the company is coming back to have another go. Shouldn't someone have had a quiet word with them!

Touted as "a vast improvement over the original" (It has to be really doesn't it? Things couldn't get worse!), the game is going to be much closer to the arcade original. Bet you can't wait!

The game is set for US release in the summer, but it'll be at least Christmas before the game is launched in the UK.

SPEED FREEKS

Exclusive news! Fans of Games Workshop fantasy games will soon be able to enjoy an action arcade game based around the characters of Warhammer.

Speed Freeks, which will be distributed through Electronic Arts, is a fast paced 3D racing game drawing ideas from Road Rash and Chase HQ.

Driving one of a variety of vehicles, from Battle Wagons to War Bikes, your main aim is simply to blow every other vehicle off the road with your selection of canons and other weaponry.

Games Workshop has been keen for some time to introduce an action based video game, and the violent and aggressive Orks from the Warhammer series are the perfect subject matter!

As yet, there is no firm release date although the lads and lasses at GW are keen to have the game out by the autumn.

Watch out for more news next month.

SPACE HULK

If you're after the definitive strategy/RPG for your Mega Drive, it could well be on the way with the help of a collaboration between industry giant Electronic Arts and RPG expert Games Workshop.

Space Hulk has been regarded as one of the best strategy/role-playing board-games for a while. Placing you in command of a team of five imperial space marines your job is to explore the labyrinths of the Space Hulks and eradicate the threat of the alien Genestealers.

Already available on the PC and the Amiga, this monster of a tactical role-player gives you 160 whopping missions to complete. Using a variety of truly meaty looking weapons you have to make sure that your lads get in there and blow the alien scum to kingdom come.

The crew at Games Workshop informs us that it's keeping a watchful eye over the development of the game to ensure that it's as accurate a version as possible.

As with Speed Freeks there is no firm release date set, although some-time in the autumn looks extremely likely.

TWO TRIBES

We've been waiting for Two Tribes to turn up on the Mega Drive for ages now. We received news of the games development yonks ago, but only now is it emerging through Virgin Games.

Hang on a minute...What's this Two Tribes lark? Apparently Virgin is under the impression that the name Populous II is distinctly unhip and passé. Presumably this means that any of you who bought the original Populous from EA are obviously so unhip that it's a wonder your bum doesn't fall off.

Anyway, just because the name has changed doesn't mean the game is any different. It takes the concept of the original game (that's the one with the proper name) and expands upon it.

You play God and get the chance to interfere with the lives of all your subjects as they scuttle around on the world beneath you. Their lives are in your hands as you help them to progress if you want to, or alternatively wipe 'em out with a fierce hurricane, volcanic eruption or tidal wave.

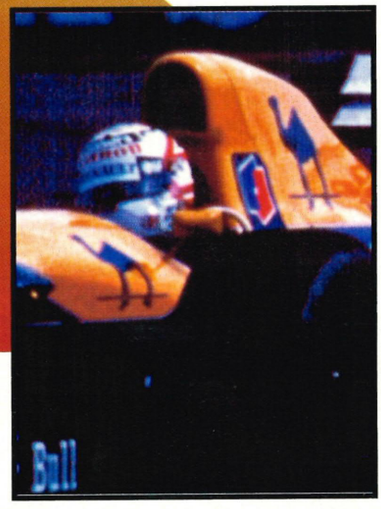
The game is icon driven throughout and if the Mega Drive game is the same as the PC or Amiga version of Populous II it should be dead easy to control. Expect to see the Two Tribes go to war in either June or July.

NIGEL MANSELL FORMULA ONE GRAND PRIX

After being translated to just about all of the major formats (including the Super Nintendo) this stonker of a 3D racing game is set to hit the Mega Drive by the summer, thanks to the team responsible for Lotus Turbo Challenge on the Mega Drive.

Although all other versions of Nige's racer are 3D 'from the cockpit' simulations (a bit like Super Monaco GP), the Mega Drive version is actually going to be very different. Viewed from behind the car (à la Lotus) the Sega conversion is much more of a racing 'game' than an accurate simulation of the world circuit.

At present it's not entirely clear as to who will be releasing this. There's a distinct possibility that Electronic Arts could well be handling the launch, although this has yet to be confirmed. Watch this space for more news.



STOP PRESS

SONIC LEVEL SKIP CHEAT

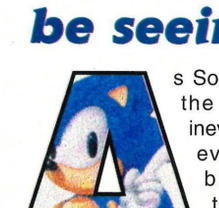
It's about time some decent tips for Sonic 2 started to emerge and you can't get any more wicked than these. First up there's a level select cheat...

To do this go to the options screen and select the following tunes on the sound test option – 19, 65, 09, 17. Once you've done this, wait for Sonic to emerge on the title screen and then press A and Start together. If all has gone well you should now be on a new options screen with all of the games levels listed! Neat, huh?

From this point you can add another cheat if you really want to. In the bottom right-hand corner of this screen you'll notice another sound test option. If you select tunes 04, 01, 02 and then 06 followed by a level you'll then be able to turn into Super Sonic every time you collect 50 rings.

SONIC HITS THE BOX

By the time you read this the first Sonic the Hedgehog cartoon will have been broadcast on American screens. Could we be seeing it soon?



As Sonic-mania sweeps the world it seems inevitable that we will eventually see the blue dude hitting the telly. By the spring of this year, Sonic fans in the States will find Sega's superhero in both an animated half hour TV special called 'Sonic the Hedgehog: Heads or Tails' (scheduled for March '93)

and a Sonic series, to be known as 'The Adventures of Sonic the Hedgehog', which will be in 65 half hour episodes.

The TV special will see Sonic up against Dr Robotnik (of course), his spineless sidekick Snively and a robotic chicken named Cluck. It would seem that Robotnik is set on ruling Sonic's home world of Mobius, and after constructing the huge city of Robotropolis the only thing that is between the Doctor and success is Sonic and his chums.

This one-off TV special is being developed by a chap named Len Jansen who has previously been responsible for successful animated series such as The Real Ghostbusters, Batman and The Smurfs. Pretty good pedigree eh?

FLYING NUTS

The series will take on a slightly different angle. Each episode will see Sonic as a fugitive running from the forces of Robotnik's SSSSS (super special Sonic search and smash squad). The squad comprises of a pair of robot twins – Scratch and Grounder who are joined by other mutant robot monstrosities.

Sonic is also pursued by an evil robot monkey called Coconuts who persists in throwing coconut shaped stink bombs. Each episode will reputedly carry a suitable environmental or moral message.

The TV series has been developed by Reed and Bruce Shelly whose previous efforts have included such classics as Teenage Mutant Hero Turtles, Captain Planet and the Police Academy animated series.

We are assured by sources from both Sega and DIC Enterprises (the children's TV production company responsible for Sonic) that the series is being syndicated throughout the world. All being well, this means that we should see Sonic on British network TV sometime this year. The way things usually work out is that six month lag exists between the US screening and the arrival on British shores of your average cartoon series. Mario made it to TV–AM so maybe Sonic could follow? We'll keep you posted just as soon as we hear when it will be broadcast and who will be airing it!

NOW IN CINEMASCOPE...

The 'letterbox' system works as follows. As the console has to update the screen some 50 times a second, it takes up a considerable amount of processor time. The smaller the screen size, the less time each update takes. This means that more time is left between these updates for the console to move the sprites and backgrounds. The end result is that the game moves more quickly because of the smaller screen.

Another advantage Streetfighter II has is the fact that no more than four or five sprites are ever on one screen at once. OK, two of them are very big but at least the processor doesn't have much to worry about.

STREETFIGH

– INVESTIGATION

FEATURE

It's being hailed already but can it live up to the hype? MAG talked to the programmers to see if the MD version will deliver the goods.

It will be released this year, on a 16Mbit cartridge, for the Sega Mega Drive. But development is top secret – no one is allowed to see it, although it is rumoured to be almost complete. We talked to Britain's top console developers and asked them how a Mega Drive version of Streetfighter II would look, sound and play. What would be in this version and what wouldn't? Would it be fast enough? Would it look as good as the arcade version? If anyone can tell us, these chaps can...

We talked to Renegade, Imagitec, Tiertex, Gremlin and Probe – some of the top console development talent in the UK – and got them to give us the low down.

The coin-op of Streetfighter II has 256 colours on screen at any one time, at a very high resolution which means there is little or no pixellation (this is where it is obvious the character is made up of little squares.)

The Mega Drive can handle 64 colours on screen (maybe 80 at a push) but not at such a high resolution. This means the graphic artists will have a lot less to work with when they try to make the game look as close to the original as possible.

We took three 256 colour screenshots of Streetfighter II and altered them to give a clue as to what the Mega Drive version would look like. As you'll see they still look very good – but they can never be as good as the arcade version.

It remains to be seen if the level of detail present in the coin-ops is carried over. Even with a 16Mbit cart the combination of the backgrounds and the background sprites may mean a simplification of the sprites to save memory.

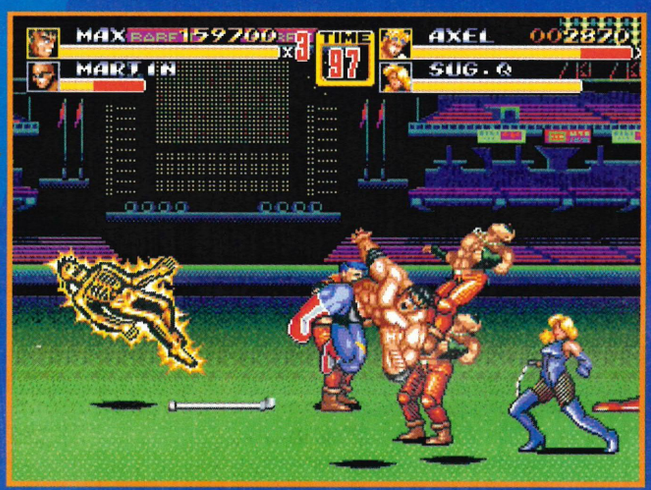
Opinion over this varied – some thought it essential to reduce the detail and size to keep the speed, but others reckoned it could go in, at the standard Mega Drive resolution, without a problem.

If changes are made to simplify the characters, the first casualty will probably be Zanghief's tattoos, a lot of the muscle definition on the characters and that kind of thing. They'll all be as instantly recognisable as before, but the most likely comparison will be to the style of the characters in Streets of Rage II.

One common programming trick suggested by our technical gurus is to reduce the amount of the screen used, speeding things up, to allow for really big sprites which slow things down. The

Capcom's ßtreetfighter II is one the most popular coin-ops in the country

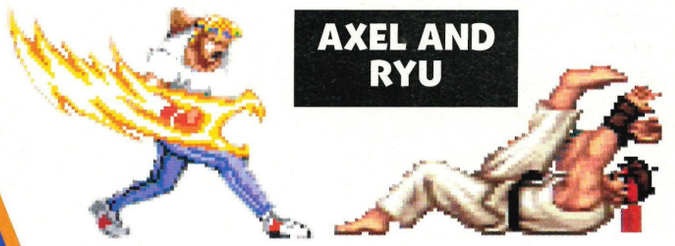
Streets of Rage II was heavily 'influenced' by the game, Streetfighter II and it's the closest the Mega Drive has come as yet, but it can do better



Ken and Ryu are one of the best-matched pairs in the game, both tof them having a fireball. Even with a three button joypad you could perform this

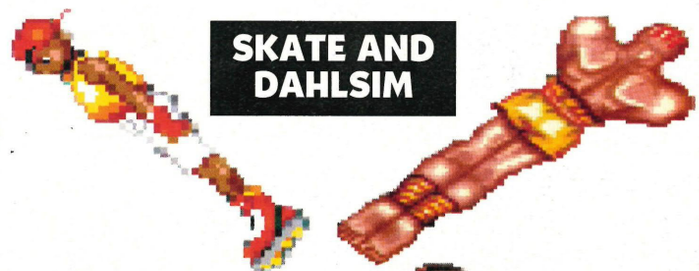
COMPARE AND CONTRAST

This is a direct comparison of the Streets of Rage II (left-hand side) characters and their inspiration from Streetfighter II (right-hand side). The Streetfighter II sprites are approximately 10 per cent larger but the majority of our technical experts feel it is possible to get sprites as big as the Streetfighter II characters on the Mega Drive



AXEL AND RYU

BLAZE AND CHUNLI



SKATE AND DAHLSIM

MAX AND ZANGHIEF

combination of the two gives a fast-moving game with big sprites. The Super Nintendo version of Streetfighter II doesn't use the full screen, opting for a 'letterbox' screen shape (similar to when old films are shown on TV with the black bars at top and bottom.)

If this was done on the Mega Drive it could mean some really big sprites, putting the biggest yet (Streets of Rage II) to shame.

As you can see from the comparisons between characters in Streetfighter II and Streets of Rage II, the SFII characters are approximately 10 per cent bigger, but SOR II uses a full screen display. Technical opinion differs but most think it possible for bigger sprites, especially if only 32 colours are used, and the 'letterbox' system.

All our panel agreed that audio effects of a similar standard to the Super Nintendo would be easy to reproduce on a 16Mbit cartridge. The impressive soundtracks from games like Streets of Rage II (over 20 gorgeous, pouting tunes and numerous thumps and smacks) prove that it is possible.

CONTINUED

At the top left is the original 256 colour screenshot, clockwise from there we have the 80 colour shot - a reduction in the number of colours of 68 per cent. Below that is a 64 colour shot – a reduction of 75 per cent. And finally in the bottom right is the 32 colour shot, a reduction of 87.5 per cent in the number of colours on screen. All the doctored shots have also had their resolution reduced to approximately that of a Mega Drive. Remarkably this straight conversion leaves most of the detail intact

This screen shot shows the original 256 colours

The most likely colour range we'll see is 64 colours

CONTINUED

But what of the gameplay? With Capcom's continuing policy of updating Streetfighter II in the arcades to make it more playable and to iron out the weak spots, it would be foolish of Sega not to take advantage of the latest innovations and introduce them in the cartridge version.

The latest coin-op version, the Black Belt, bestows Zanghief with some more accessible moves, and Guile now has new short-range attacks to make him a better fighter. Ryu and Ken have fireballs that can be angled up or down to give more chance of hitting the opponent.

The tricky thing will be coping with just three buttons. As exclusively revealed in issue six, Sega has a six button joystick ready for release in Japan, but as yet there are no games on release that can take advantage of all those lovely buttons – neither here nor in Japan. The favourite theory insists it has to be for Streetfighter II.

Hopefully when the game is released it will have an option allowing the player to use either a three-button or a six-button joystick. The three-button option will mean either that the characters will have a cut-down roster of moves, or the game could select them for you à la Streets of Rage II.

If the programmers fail to include an option which maximises the potential of a three button pad it will be a sad waste. The Amiga version released just prior to Christmas had to be designed to function effectively with a one-button joystick – not the easiest thing to do. The outcome was a loss in the number of moves, a merciless slash through the repertoires of the characters.

On the plus side however, our panel agrees that despite doubling the number of buttons it won't take much fancy programming to ensure that double the amount of input

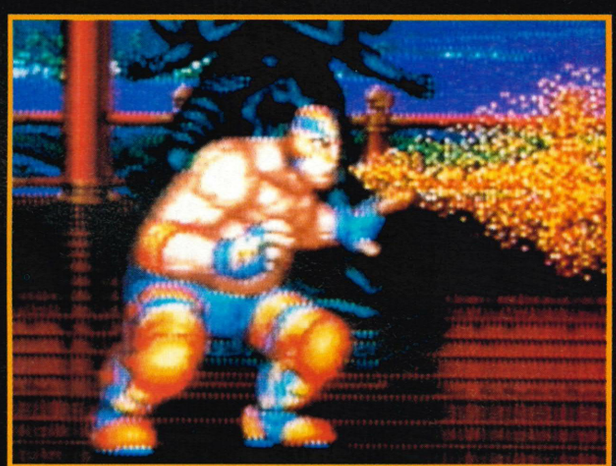
ES NO COLOUR...

80 colours are a possibility, but it is unlikely

32 colours are not bad, but we'd rather see 64

If Streetfighter II looks half as good as Fatal Fury (above) and retains its inherent playability we should be on to a winner

This Fatal Fury shot arrived just as we went to press and shows some very encouraging signs for the outcome of the Mega Drive version of SFII



Blanka, the large green thing on the right, is best at biting people's heads and electrocuting them (seen here).

from the buttons won't slow things down. All the moves and all the speed will be there.

If our technical experts' opinions are anything to go by, then things look promising for the forthcoming Mega Drive version. This prediction relies on the programmers of Streetfighter II being experts in their fields and the hope that Capcom will not compromise in producing a top class version. It's possible that it could become reality – let's just hope it happens.

JOOLS

(Left) Dhalsim's Yoga Fire is one of the easiest moves to perform but it has a spectacular and devastating effect. (Below) Ryu is just about to launch into the very tricky Hurricane Kick

Delphine, the company responsible for Another World, has teamed up with US Gold to create another graphical feast, Flashback.

FLASHBAC

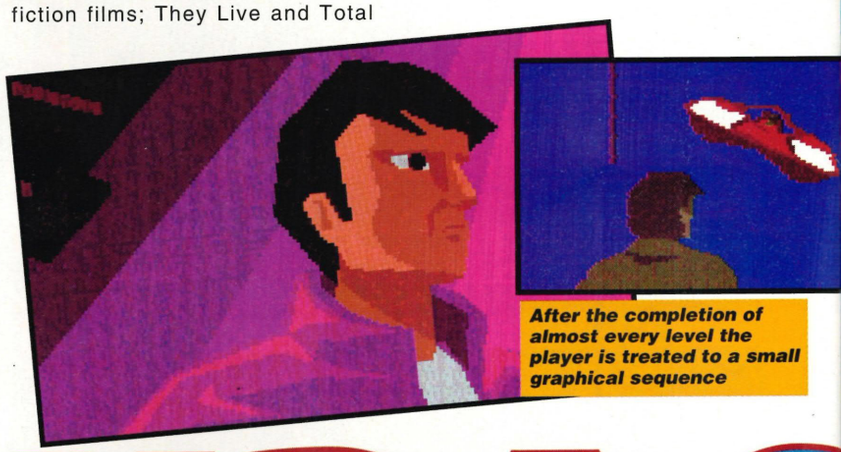
PREVIEW

Yet again those clever people from across the channel, Delphine, have bought us another classic cart for the Mega Drive, this time they worked together with US Gold. Due sometime this summer Flashback looks as though it could steal the crown from Another World as the best adventure game so far released on cartridge format.

The story behind the game has been borrowed from a few science fiction films; They Live and Total Recall to name the obvious two. The plot revolves around a scientist who has developed the coolest pair of shades in the history of the planet that enable the wearer to view the precise molecular breakdown of everything.

Big deal you might think. Well matey, let me tell you that this is the most important discovery since Dave found out about deodorant! Mr scientist has discovered the shocking fact that the people with all the power on Earth are aliens.

As a result he is abducted in a spacecraft, his memory erased and he is dumped on an alien moon



After the completion of almost every level the player is treated to a small graphical sequence

Spiralling downward into the deep dark void, can our hero survive? Is this the end? Will alien forces overrun the planet? Is that the time already, gosh I must be going

surrounded by lush green jungle and vicious monsters. Gulp!

Flashback has three difficulty levels to choose from and seven levels to complete. Each level has its own terrain, ranging from jungle to city, that are filled with the usual assortment of bad guys to destroy.

UP, UP AND AWAY

The gameplay is tough to say the least. Playing on easy level still presented me with major problems when trying to work out the solutions to puzzles and how to destroy aliens. The inclusion of a password system therefore is an absolute must. Without it the frustration element of trying to complete the game would certainly deter many would-be players.

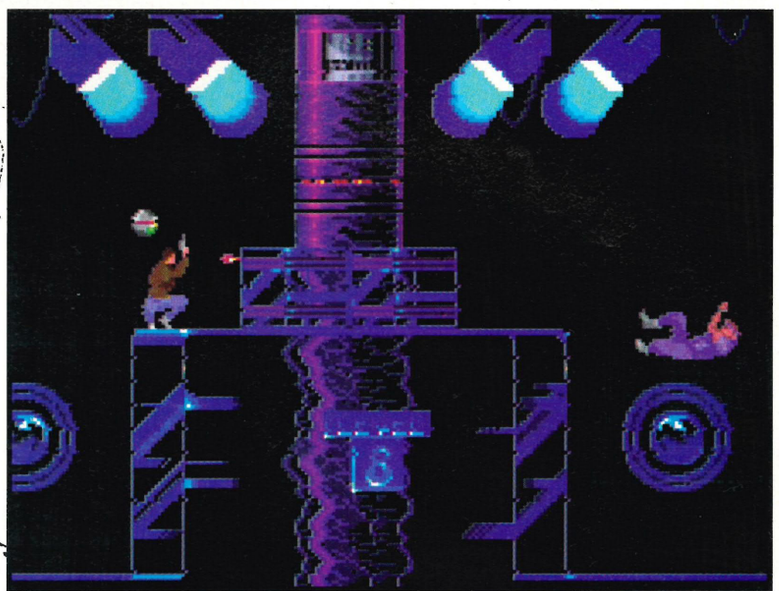
Flashback should appeal to a large and varied section of gamers. The 'shoot the alien' part requires the usual fast responses on the joy-pad, whereas very intricate movements have been incorporated into the animation resulting in all those platform skills coming in very handy. What might put off the casual player (non-RPG player) are the tough puzzles dotted all over the terrains and although not as difficult as the average D&D game they could still delay progress in the game for a few hours.

On each level certain items must be collected before any progression in the game is permitted. These items range from identification cards that enable our hero to pass through security doors, to fuses that can repair damaged electronics.

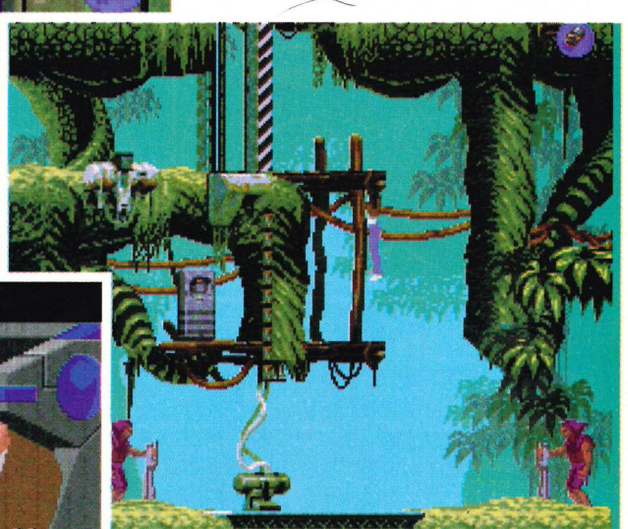
The second stage of the game is vital because it is here that our man meets his old friend Ian and has his memory restored. After this we venture onto a futuristic

CONTINUED

Another world (no pun intended) which is filled with the usual dangers. The trick is to blast away at anything that moves



All of my hard work has finally paid off, the son of a something or other has hit the dirt full of lead. I wanna go home!



You don't want to do that mate. Have a look down there, see the large nasty people wearing the purple PJs? Well, they want to kill you

NO ONE CAN HEAR YOU SCREAM!

Deary me, I'm having another one of those days

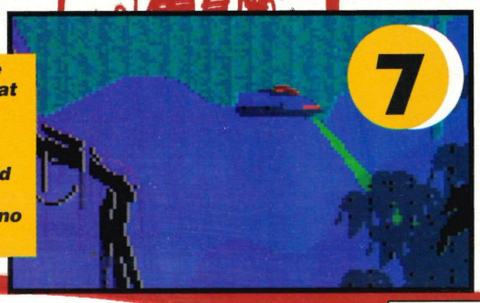
Mein Gott! Halt you Englander pig

Luckily for me the keys were still in the ignition

The advancement of technology eh readers! Flying motorcycles, what can I say?

The police have the advantage of having far superior vehicles compared to anything the criminals possess. The object bearing down on me at the moment is a prime example!

Only some fast manoeuvring can save me now. Are you watching this? Weeeeee to the right, to the left



7: Ouch, I've been hit. That was luck, sheer luck. There's no way he could aim that accurately, no way at all

Groan, where am I? Oh hold on I remember, the police last night, the bike! I think I'm going to be sick

CONTINUED

games show in order to win a trip to Earth. This is important because you can't afford the tickets! If you manage to win the first prize off we go Earthward to eradicate the evil alien politicians. Is this guy an anarchist or what?

LETHAL WEAPON

The cinematic graphics first seen in Another World are all here but the standard has been improved. The main character moves superbly, from drawing his gun to a spectacular roll around on the floor while avoiding alien laser fire. The techniques used to create the effect result in animation which rivals the cartoon sequences in Mega-CD titles such as Road Avenger.

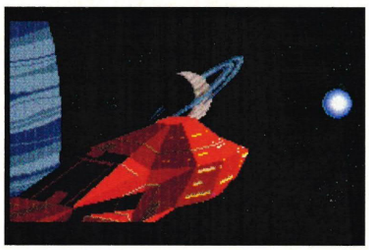
When creeping around trying to avoid the aliens the lead sprite is very reminiscent of Mel Gibson in the Lethal Weapon movies (one for all you ladies out there). This main sprite, although very well animated, moves a little too slow compared to his enemies.

The animation in Flashback is second to none. To make it so life–like, the developers first used video tape of actors as a basis for the sprites. Animation is actually at a speed of 24 frames a second

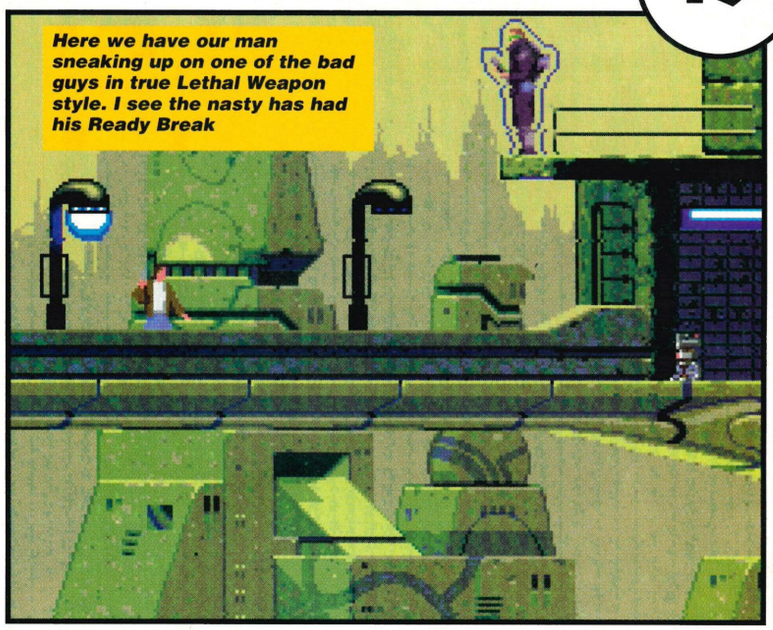
Every scene in the game was first sketched out by the team of artists. These scenes were then digitized and touched up using a video paint box system. The games characters (which are animated using a film style 'Rotoscope' technique) are then superimposed over the top

Ha! Not a chance. In true Flash Gordon style our man has an anti-gravity thingy in his back pocket, as you do on such occasions

Not all things will change for the better in the future and stupid games shows will still be knocking around. What next? Son of Beadle



And the prize is a free trip to planet Earth. Cor lummy guv, that's almost up to the same standard as a Blankety Blank cheque book and pen

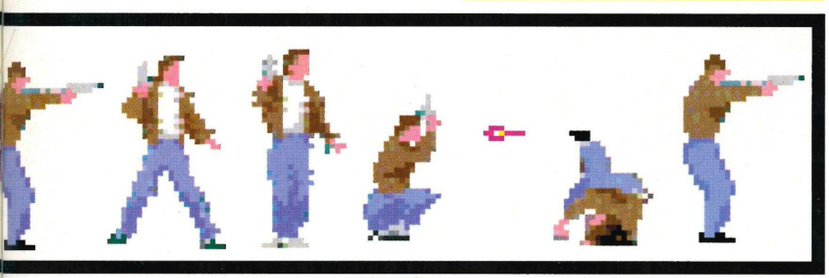


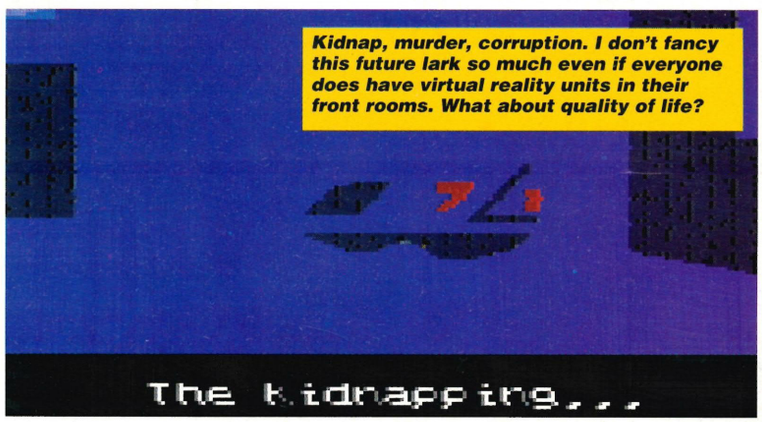
Here we have our man sneaking up on one of the bad guys in true Lethal Weapon style. I see the nasty has had his Ready Break

When finally released I'm quite sure Flashback will be compared on many occasions to Another World. True, they do look very similar and the animated story introductions can be compared, but to call Flashback a mere revamp of an older game would amount to a large smack in the gob for the group responsible for its existence.

This is not so much a sequel but a follow up to a game which sets new standards on the Mega Drive.

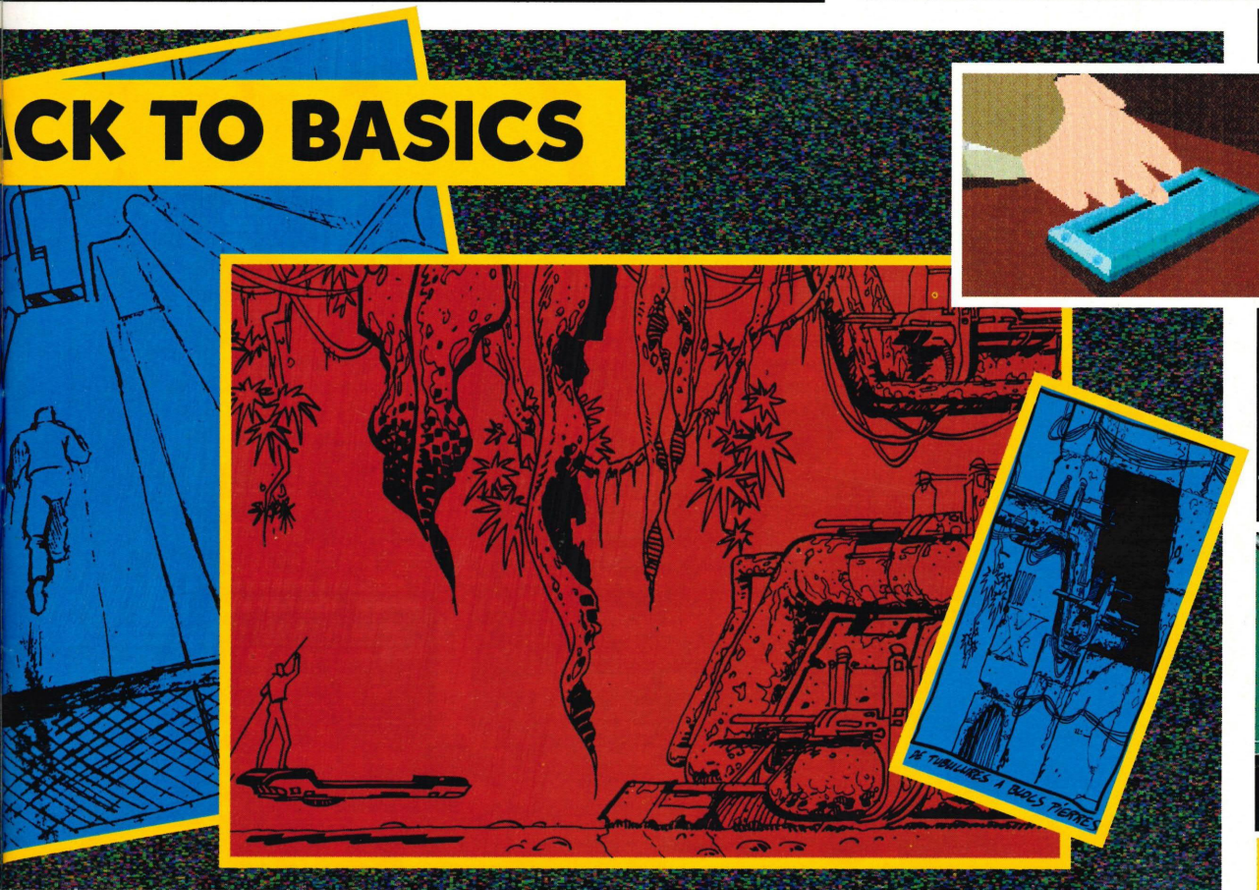
GERRY





Kidnap, murder, corruption. I don't fancy this future lark so much even if everyone does have virtual reality units in their front rooms. What about quality of life?

ACK TO BASICS



'Ello, 'ello, 'ello. What's all this then?

And a very good morning to you too on this fine day

Help! No, please show mercy...take it away. Take my money, my children, my wife. Not Gadget Twins.

Be careful of crabs because they can prove to be very nasty things, but then again so can the little plane things zooming around! A swift punch to the gob should take care of them

The story begins...

Thump steals the

The King sends for Bop and Bump.

Bop

REVIEW

One of the many thrilling things to be found in this undersea kingdom

GADG

Every thousand years or so, something of unspeakable horror pays a little visit to our sick twisted little minds. This entity is so appallingly terrible that it is rumoured great, brave men have turned and fled from the thought of the terror. The Black Plague, alcohol-free beer, Adolf Hitler, Margaret Thatcher, Dave Goodyear, Nintendo, and now the latest affliction to menace the planet...Gadget Twins. Superman – where are you in our hour of need?

The area of employment I'm fortunate enough to be in means that every so often I come across a game that is a pleasure to behold. However every silver lining has a cloud and this is most definitely a cloud of tropical rain storm proportions. The massive storm on the horizon in this instance is probably the most colossal accumulation of shit to have the audacity to ever enter the office, and that's the good news.

Quite why anyone would actually take some time out from their life to mess around and use up precious seconds designing a game such as this is quite beyond me. I actually feel for the family and relatives of the people who are responsible for this rubbish. There may be serious repercussions.

IMAGINATION OVERLOAD?!

Well, what exactly is all the fuss about (or lack of fuss)? Please have a seat and let me explain as best I can. Seemingly all is not well in Gadget Land. A criminal Gadget, who, coincidentally, looks like the cartoon planes in Jimbo Jet Set, has stolen the magic gem from the King's throne room. Quite what a talking cartoon looking plane would want with a magic gem is eluding me, but who am I to question such wisdom? But nevertheless there you have it. Send for Ben and Bump, Gadget heroes supreme, to retrieve the lost gem.

WHAT A WIMP

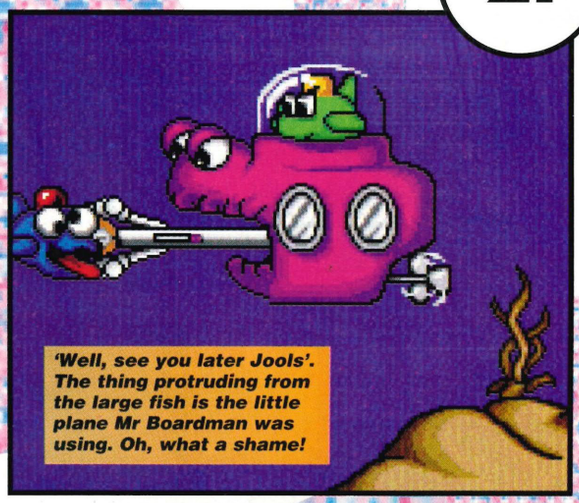
It is now that all the fun can take place. In a one or two-player adventure it is now up to you either alone or with a friend to fight through the differing levels against all sorts of villains such as crabs, sharks with false teeth, and hot air balloons.

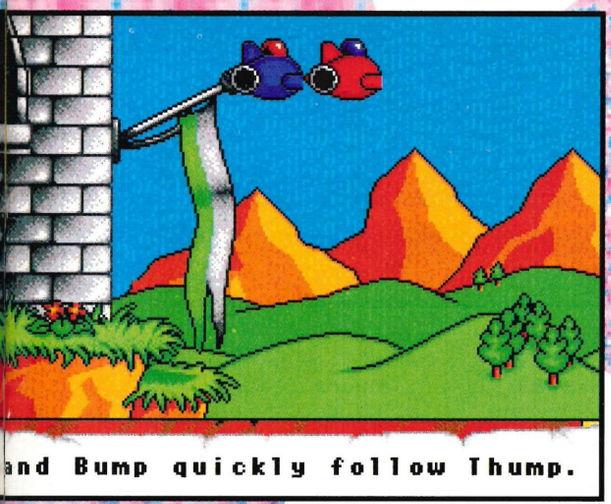
The two little planes come complete with 'cute' little boxing gloves which biff anything above, below or at the sides of them.

Punching the living daylights from various objects and animals results in them turning into gold coins which must be collected. After collecting a suitably large amount of currency the little planes can enter a shop and buy more powerful weapons.

Each level has a pathetic guardian to destroy before entry to the next stage can be permitted. Get the general idea? Thought you might. Fight your way through and win back the magic gem etc, etc...

Just what is so bad about this compared to other games in the overcrowded market? Where should I start – the graphics are substandard, the backgrounds look like something Geoffrey, Bungle, George and Zippy have knocked together

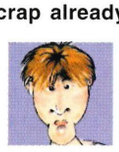




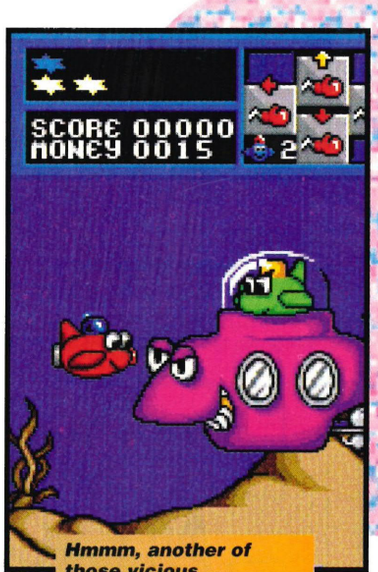
GET TWINS

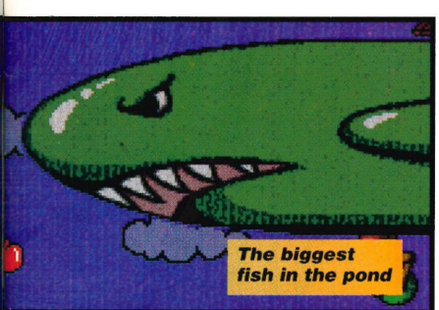
in their lunch hour, the sprites move about as fast as the M-25.

Need I say more? I've wasted enough time on this crap already, please, please, please someone get this thing away from me. I'm not having a good week.



GERRY





MEGA PANEL

SCORES OUT OF 10

FLYING

GADGET TWINS

one/two PLAYER

OVERALL SCORE

15%

GRAPHICS	2
SOUND	1
PLAYABILITY	1
DURABILITY	1

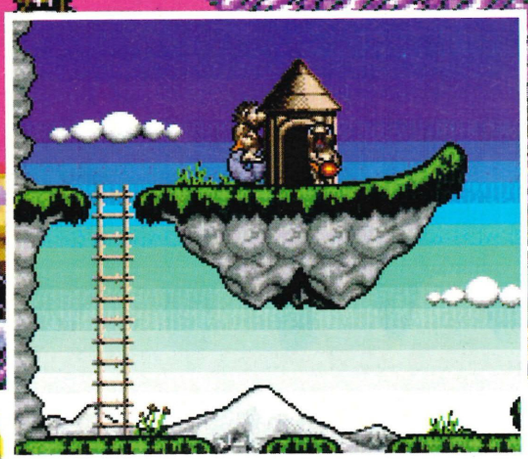
UPPERS

- None whatsoever

DOWNERS

- You name it it's a downer

Despite the slightly gauche sky colour, our cavemen friends can still concentrate enough to find a torch, but not enough to realise they're going to need four of them to get the spear from that elevated ledge. Then they have to get back to that red switch at the top right to complete the level



Great fun can be had with a wheel, especially when you run over someone's foot

REVIEW

Cavemen, with that 'rich' odour of dried-on sweat, rotting mammoth meat between their teeth and a propensity for dragging nubile young women back to their caves, give us cause to wonder why we ever bothered evolving. I mean wage-slave or caveman, which would you rather be? (Actually Dave seems to have made a good compromise!)

Still, despite my particular dislike for the hustle and bustle of modern day life, you aren't going to get very far in this game if you don't help the boys find the items they need and then use them properly.

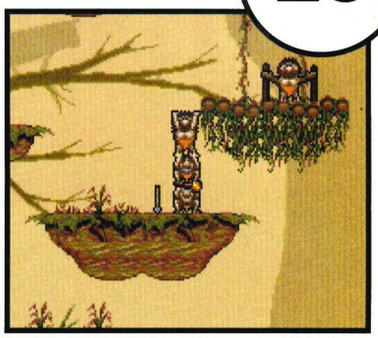
Four items are there to be discovered and used by your tribe of humans; the wheel, fire and rope, not forgetting the spear that is discovered on the very first level. Not only can this be used for throwing and poking but it can be used for jumping.

How do you jump with a spear, then? You stick it in the ground and do

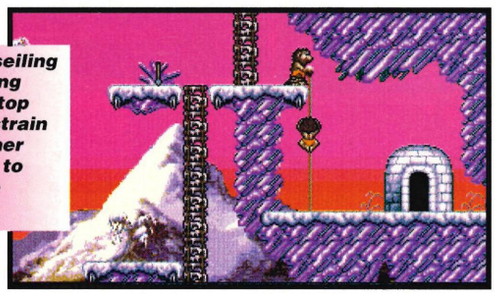
HUMA

The Human Acrobatic Troupe performs its daring 'build a tower to discover the spear' trick

The chap tethered to the pole can be rescued and used to swell the number in your tribe



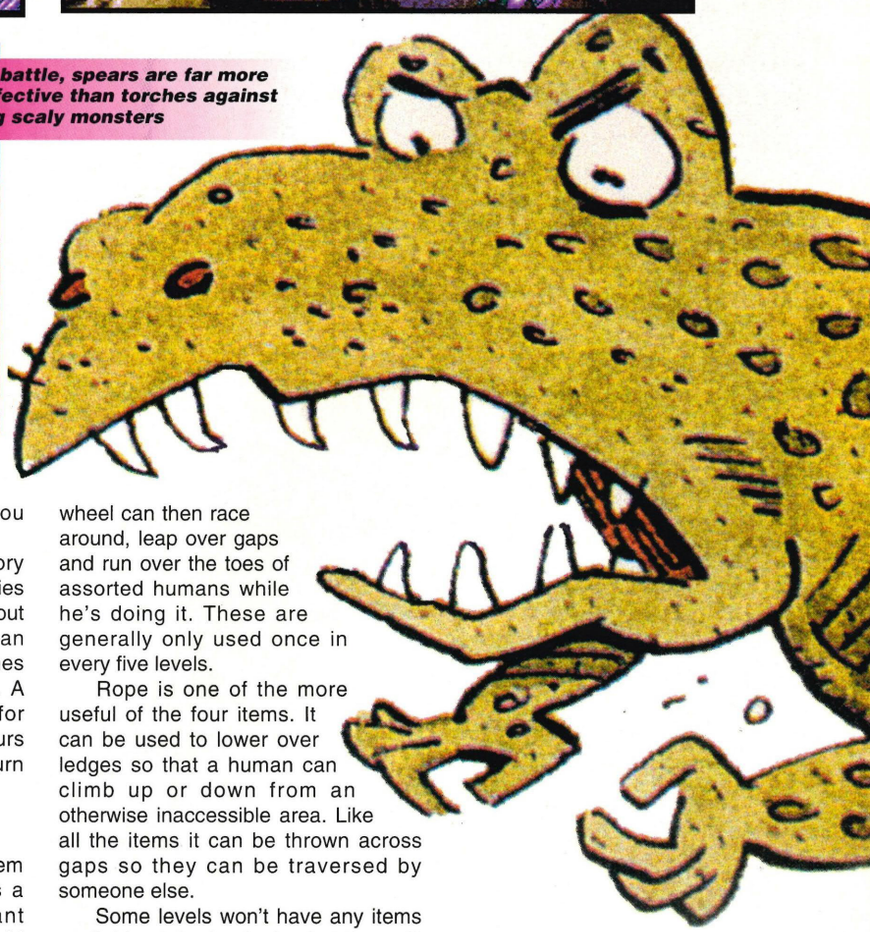
Disaster! There aren't enough people to build a tower and rescue the prisoner



A bit of abseiling as the strong one at the top takes the strain and the other goes down to pick up the goodies

These bushes get in the way of things but all you have to do is use the torch to burn them down

In battle, spears are far more effective than torches against big scaly monsters



a bit of a pole-vault to get over a gap. Dead easy!

The distance you jump can be controlled very accurately and this is crucial because one of the major obstacles which appears by the seventh level is a pterodactyl. You use this creature to cross gaps, but be careful, because miss its back and it is death for one of the humans. These spears are also extremely useful for killing dinosaurs that would otherwise eat you.

A death isn't always that worrying though. You have a tribe of 12 cavemen to play with and no more than seven or eight are usually needed to show their faces to get the job done. If you lose too many however, you may not be able to continue.

Fire, while going down in history as one of the all-time great discoveries (and wouldn't it have been cold without it) doesn't do much else other than burn bushes. However, these bushes can't be negotiated any other way. A burning stick is also quite good for poking the aforementioned dinosaurs in the eyes and getting them to turn around.

TRIBAL CHAOS

The wheel is an interesting little item and once found can be used as a unicycle, not unlike that brilliant cartoon strip BC. The owner of said wheel can then race around, leap over gaps and run over the toes of assorted humans while he's doing it. These are generally only used once in every five levels.

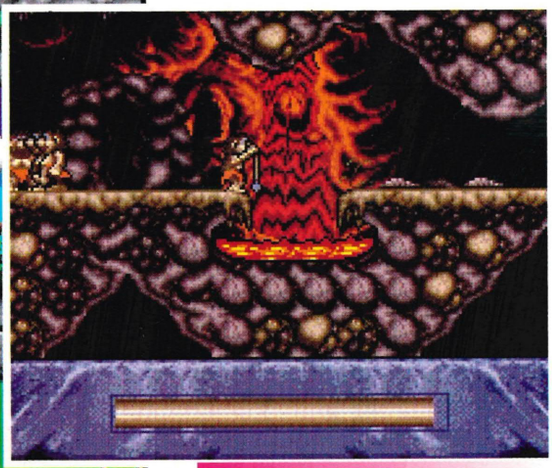
Rope is one of the more useful of the four items. It can be used to lower over ledges so that a human can climb up or down from an otherwise inaccessible area. Like all the items it can be thrown across gaps so they can be traversed by someone else.

Some levels won't have any items available at the beginning but they will

ANS

The evolution of the species is in your control at a very hands-on level. Make the wrong jump and the apes will take control!

These pterodactyls seem to be the moving elevators of prehistoric platform games



When pole-vaulting, the distance of your jump is governed by this gold-coloured moving meter

CONTINUED

feature a magician who has a bigger head than the rest of them. He can transform one of the humans into any one of the four items – which one depends on what you feel is needed at the time.

ON YOUR MARKS...

Another characteristic these humans show is a distinct inclination towards acrobatics. They will build a human tower so the top chap can leap off onto a higher platform. If he's got a rope then he can pull the others up.

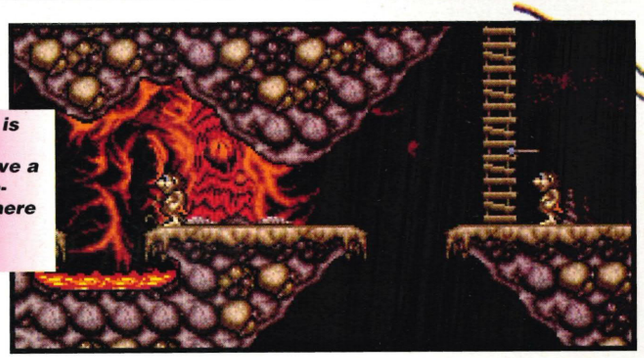
The levels are all timed which means that there isn't a lot of room for error. One of the biggest mistakes is leaving someone stranded behind a gap as you and some others wander on ahead with the only spear. By the time you realise your mistake there could be only 30 seconds left and not enough time to go back and get him.

Another common problem is finding a method to say, get a torch from one part of the level to another. The vast majority of the levels are constructed like this with the problems getting more complex as you progress through the 80 levels.

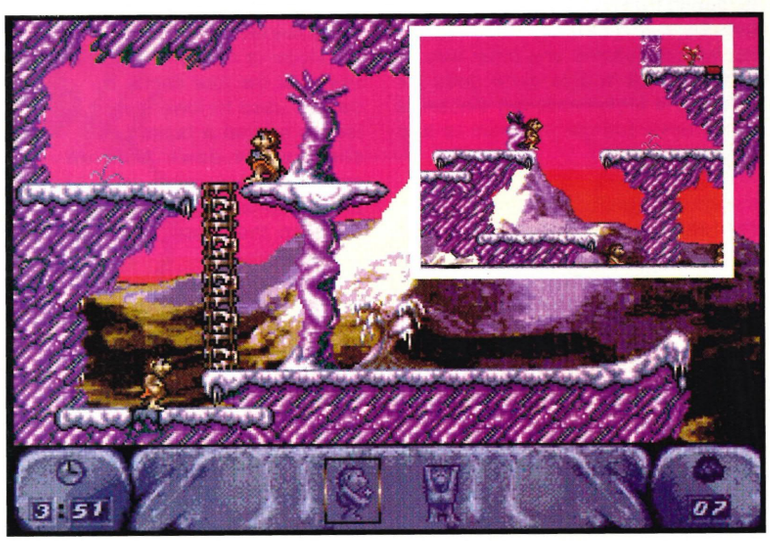
It is addictive yet extremely frustrating on many occasions with a lot of the operations being repetitive and very time-consuming, like getting four guys over a gap with one spear. To see it all go wrong and have to restart the level is such a pain.

The problem is that you have to control each man individually, which is time consuming and pretty boring, and the only way to switch between them is to cycle through the cavemen by pressing A. You're in trouble if the one you want to use is about five humans away in the cycle and you've only got 30 seconds to get there and do what he wants.

Humans' problem is that too much of it involves performing tedious repetitive bits of wandering about and not enough genuine problem solving is involved. For example on occasions you'll have to traipse one little sod all the way round the level to pick something up and then come all the way back again to use it. When the problems do get tricky you still have to do a lot of all the annoying bits.



A real pain is when four humans have a gap to pole-vault but there is only one spear



In this puzzle, just by standing on the switch in the bottom left of the screen the wall (inset) will be removed. Clever, eh?!

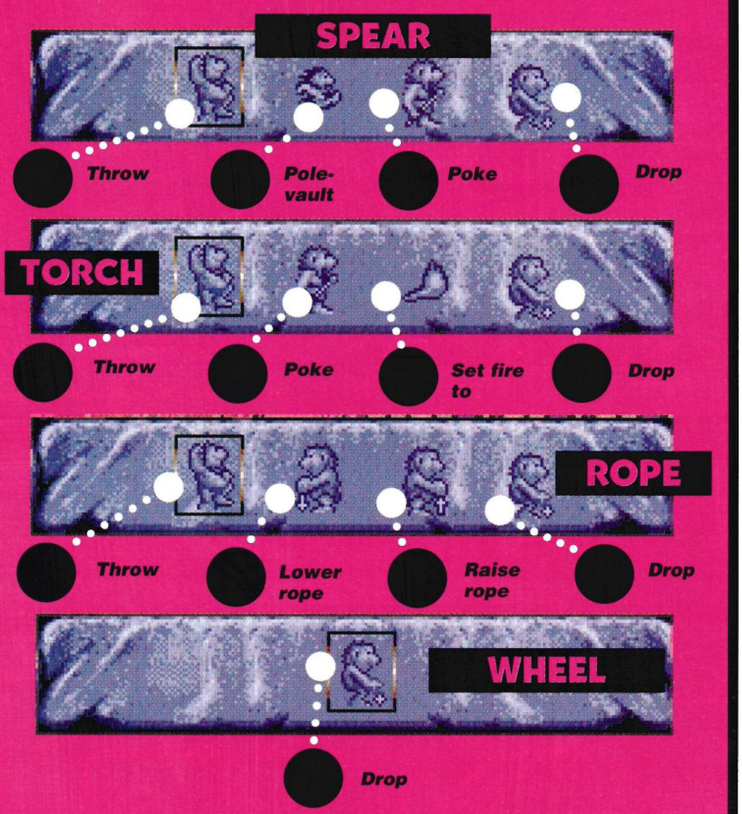
Ultimately it has to be compared with games like Krusty's Fun House and Lemmings. Lemmings' bonus is that you aren't in such direct control of them, you can let them do their thing while you solve the problem. With Humans and Krusty's everything has to be done for them, you can't just set them a task and let them get on with it. Imagine if you had to make a lemming bridge builder lay every block?

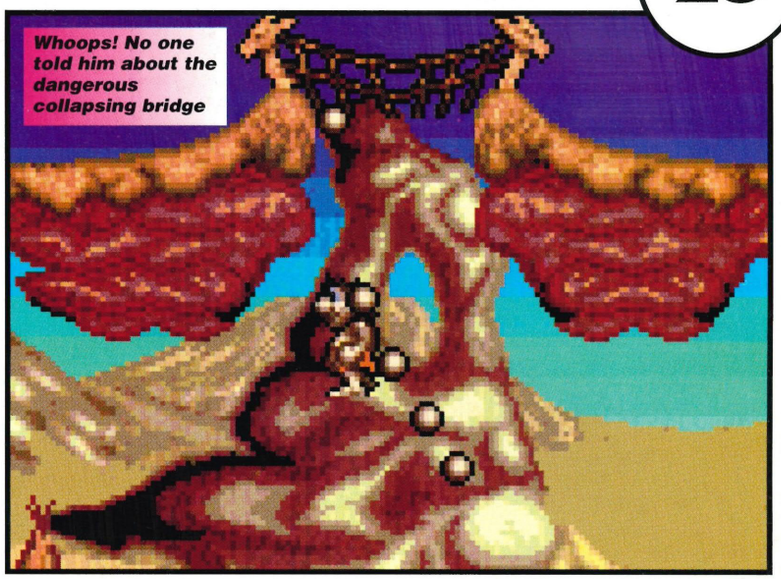
OK, Humans isn't that bad but it can make you feel as though you want to perform acts of mindless violence on the nearest inanimate object because the game winds you up that much. However, in short bursts or for determined puzzlers this is a very good example of its genre.

JOOLS

Get one of the humans to this red switch and the level is complete

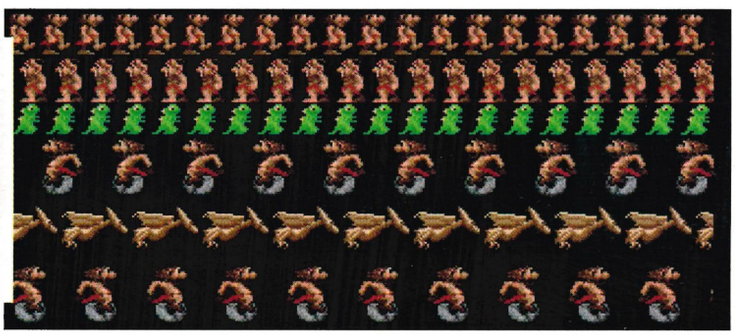
ARCHAIC ANTICS



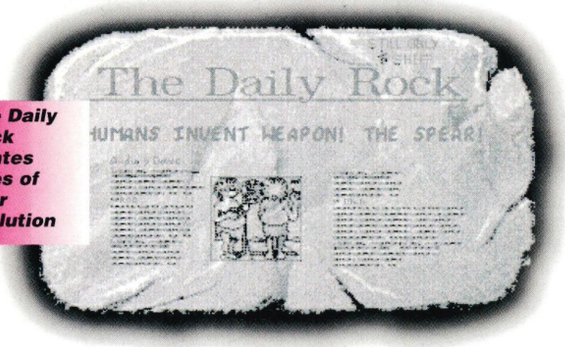


Whoops! No one told him about the dangerous collapsing bridge

He can't pole-vault that far, but he may not be able to throw the fire safely and it is needed over to the right. Decisions, decisions!



The sophistication depicted in these early cave-paintings is truly remarkable. Experts believe the repetiton represents the dull uniformity of caveman life



The Daily Rock relates tales of your evolution

MEGA PANEL

SCORES OUT OF 10

PUZZLE

HUMANS

ONE PLAYER

OVERALL SCORE 80%

GRAPHICS	8
SOUND	7
PLAYABILITY	7
DURABILITY	7

UPPERS

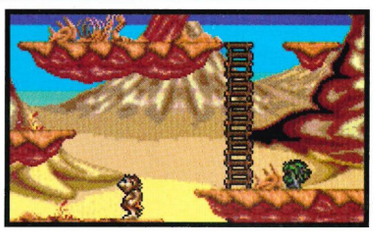
- The humans have an endearing look to them
- 80 levels to explore

DOWNERS

- Frequently repetitive
- You have to do everything which can be tedious and frustrating

Be warned that if you fail in your quest for evolution, the chimps will evolve past the humans

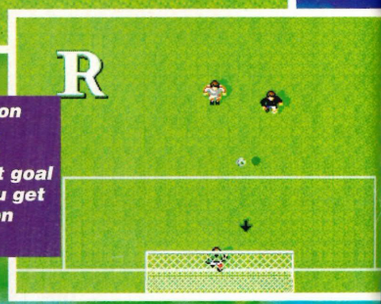
There is absolutely no way he can get off that platform and he really is needed to complete the level



Yes! The dinosaur is now an ex-dinosaur. Also now the torch and the wheel are both easily accessible

England Vs Scotland. Gerry's lads kick some butt as they storm up the field laying the boot into any poor unsuspecting English player

Taking a penalty couldn't be easier. Get the timing right on the moving arrow and you'll score every time



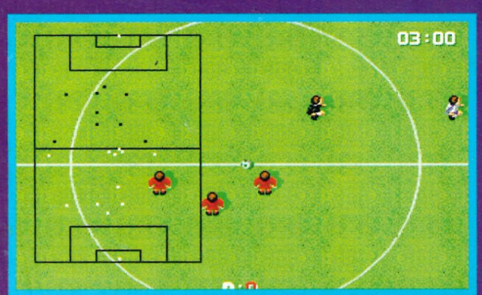
It's just like on telly this bit. Every time a really decent goal is scored you get a slow motion play back

SUPER KICK OFF

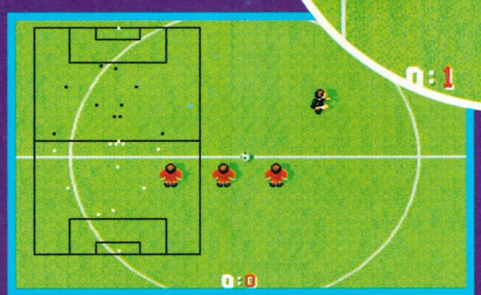
Could we finally have a decent soccer game on the Mega Drive? Kick Off is acknowledged as the best game on other formats, so is this version up to scratch?

You can stop the game at any point and order your men to use some different tactics – especially if they're playing bobbins!

IT'S A MUD BATH



You can choose to kick off on a nice clean carpet-like artificial pitch...



Or a real pitch with actual mud, grass and weeds and stuff

REVIEW

The Mega Drive is blessed with a multitude of games in all genres bar one – the soccer game. The few that have been released are abysmal and none cater for the fanatical British longing for an accurate and playable football sim.

Super Kick Off is an advanced consolized version of the Amiga and Atari ST original. All of the advanced tactics and features remain, but the presentation has been snazzed up somewhat with larger sprites and pleb-proof menus and options screens.

THE REAL THING?

If you're one of the people who have been crying out for a decent footie game you'll be pleased to know that about every important aspect of the game is included in this cart.

For those of you who've never actually come across one of the numerous incarnations of Kick Off here is a quick description of the way in which it is presented.

The pitch is simulated to be full size and is viewed from above by means of a window that scrolls around following the ball. In the top left-hand corner of the screen you have the option of viewing a radar that shows where all of your, and your opponent's players are, along with the position of the ball. This means that wherever the ball is, you always know where you are in relation to both the ball, and the greatest threat.

I'm assuming you know all there is to know about the ins and outs of soccer so I won't go over the boring technicalities! The game can be played at a variety of levels from national to international and you can choose to play your way through four different styles of tournament – or friendly games if you just want to play one-off matches. There are FA Cup, League Cup, European Cup and even mini World Cup style tournaments for you to try your hand at.

You have the opportunity to play the matches with any team you like and also the option of modifying the team's attributes to give it that extra special personal touch.

You have the chance to either play a match within a tournament sequence or, if you're feeling a bit lazy, accept a randomized result in order to speed up the season. This way you can sit back and only go up against the opponents you think you can beat!

To make things really interesting for enthusiasts the game includes screen after screen of player and team statistics that can be viewed while changing your line-up.

Each player from every team has a set of statistics including pace, stamina and resilience, along with shooting and tackling ability. These effect that individual's playing skill when he is on the pitch. All of these values are constant, but you do have the opportunity to change some of the players' more cosmetic attributes.

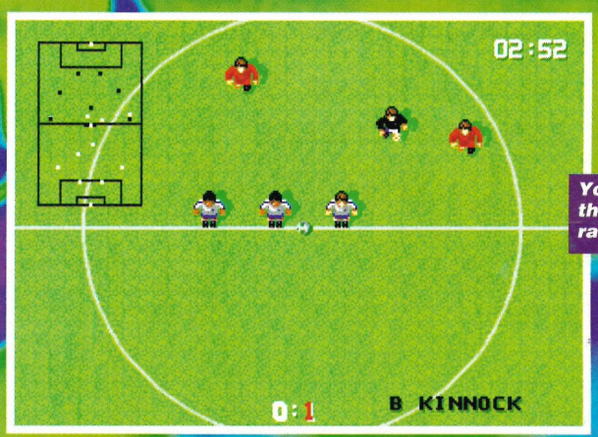
First up, you can change the players' names, so if you're the sort of sad little fan who wants to make up a team of all your favourite players then you can. Secondly you can change the colour of the players' skin and hair.

TEAM TRAINING

On a team level you can edit both the names of the teams and the colour of the kit in which they play. If you want blue shirts with green sleeves, orange shorts and yellow socks you can save this out to the cartridge and make a fashion statement every time you play.

CONTINUED

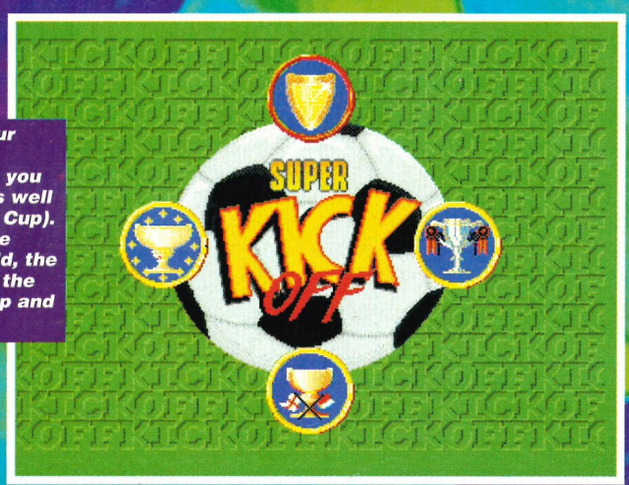
Choose your international team. Hmm, who shall I be?



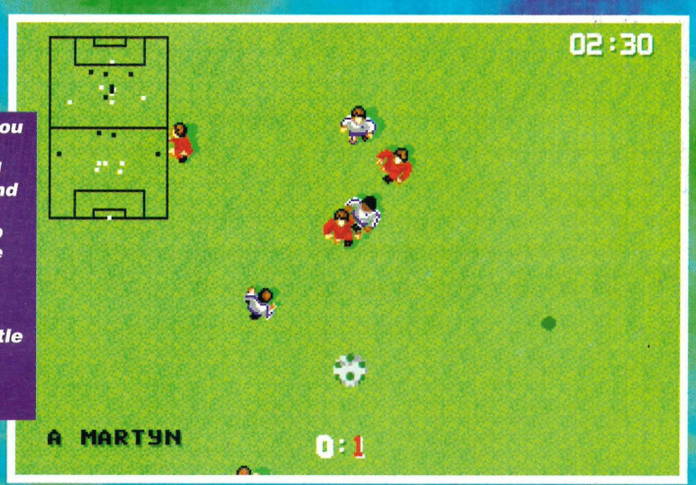
You can shrink the size of the radar if you like

© SKY SPORTS

There are loads of options and features which can be edited. These include player tactics and positions

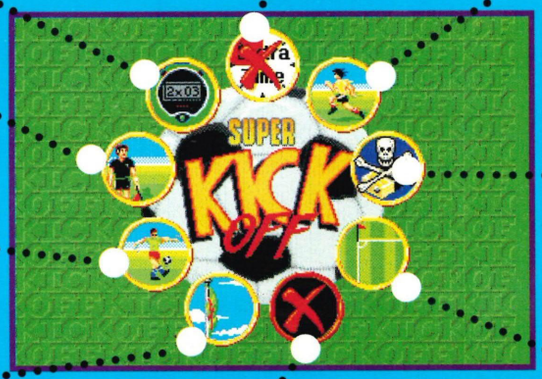


There are four different tournaments you can enter (as well as the World Cup). These are the Charity Shield, the League Cup, the European Cup and the FA Cup



When you whack the ball good and hard it sails up into the air and uses a rather nifty little sprite scaling effect

DWEEB PROOF MENUS



The time for each half can be selected here

Do you want extra time or not?

The little man shows you how fast the game will play. Fast, medium or slow?

Do you want the off-side rule or not?

Skill level. Do you want a hard match or an easy one?

The eraser with the skull and cross bones destroys everything on the cart's memory

Weather sir? If the flag is flying then it could piss down

This quits out of the options section

Do you want real grass or Astroturf?

The coin toss. Who's going up and who's going down?

CONTINUED

To give you even more choice than just one or two-player matches, you also get the chance to brush up on a bit of fancy footwork.

Entering the training mode lets you place the ball anywhere on the pitch and practice shots, passes, corners, free-kicks and penalties without the hindrance of anyone controlling the opposing team. For getting used to the game's controls this is absolutely ideal, and it will also help to finely hone the skills of even the most seasoned video-football pro.

If you want to check out any team's fashion sense you can have a peek at their kit before you start a match

CHECKERS OR STRIPES?

Graphically it all looks very nice indeed and the presentation more than adequately portrays the various features of the game.

For example, in wet conditions the stripy grass field will gradually become more and more damaged around the goal area as the game progresses. It's not a terrifically important feature, but it's this sort of detailed attention that sets Super Kick Off apart from the competition.

This is a slick and neat looking product that has been well thought out. The matches are easy to concentrate on, the scrolling of the pitch is smooth and the sprites are well animated.

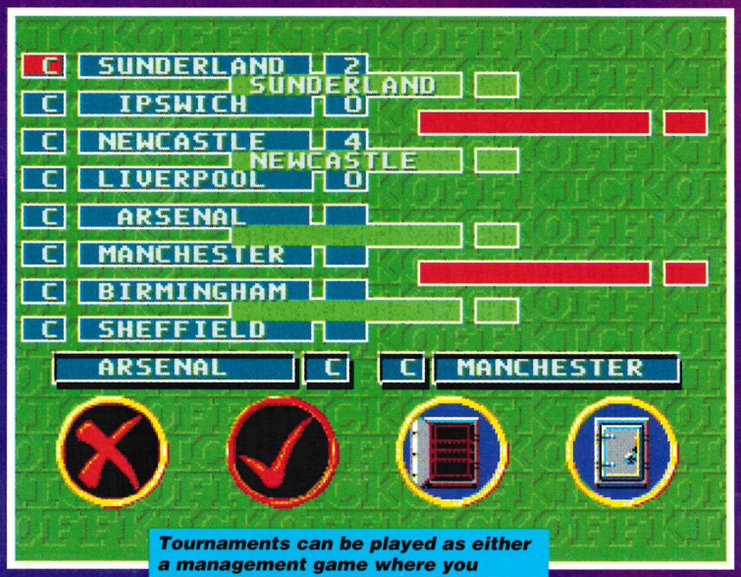
On the menu side of things, all of the icons are clear and appropriate for their function and you should be able to breeze through the layers of options screens without too much trouble.

On the whole, Super Kick Off more than lives up to its pedigree. It is a fast and playable game that has enough in it to satisfy the casual player who fancies the odd game or the fanatical statistic freak who wants an accurate simulation of an entire season. If you've been waiting for a decent footie game, I think it's finally arrived!

JOHN

If you want to create a thoroughly gross kit then you can. Check out the colour clash. Ace or what?

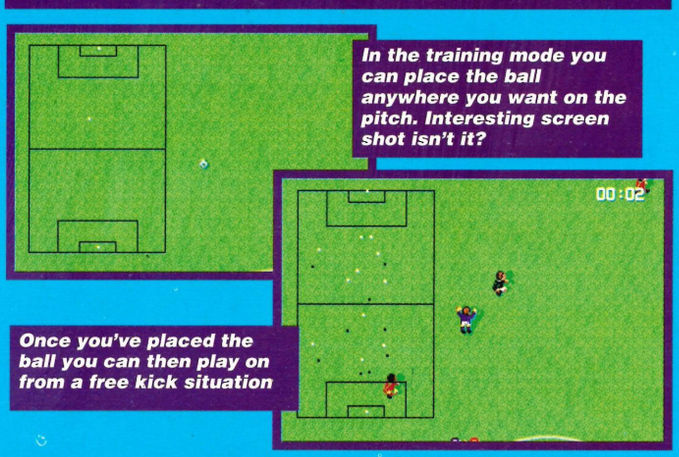
The area around the goal deteriorates throughout the game when you have some dodgy weather. Just like the real thing



Tournaments can be played as either a management game where you accept randomly generated scores, or you can play every single game. Your best bet is a combination

There are loads of menus filled with stats and tactics so you can pretend that you're really clever and knowledgeable about the game. "I don't just watch it on telly you know"

SORT YOURSELF OUT



In the training mode you can place the ball anywhere you want on the pitch. Interesting screen shot isn't it?

Once you've placed the ball you can then play on from a free kick situation

MORE PLEB PROOF OPTIONS

This is a nice big shiny cup. You can play in one of four tournaments if you take this option

A friendly game. See, people holding hands...That's very friendly!

Training with a little man and some cones. There are no cones in the game, but it looks good here

Two flags show you that this is the international game option

The editor is a bit of a difficult one 'cause this has lots of clever sub-menus where you can tinker about with team names and stuff

The options are clearly represented by the word 'options' and a nifty little question mark. Clever huh?

© SKY SPORTS

MEGA PANEL

SCORES OUT OF 10

SPORTS SIM	OVERALL SCORE	
SUPER KICK OFF	88%	GRAPHICS 8
ONE/TWO PLAYER		SOUND 7
		PLAYABILITY 8
		DURABILITY 8

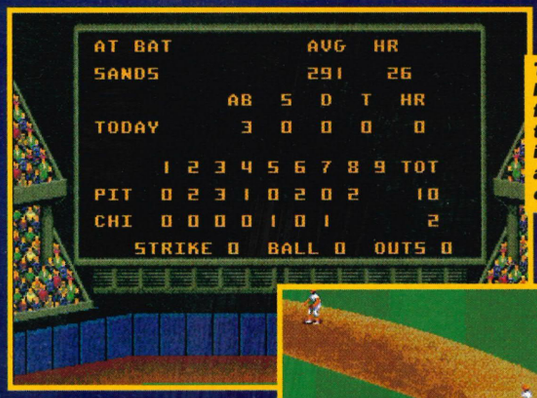
UPPERS

- Very well presented
- Good use of icon system
- The best footie game so far

DOWNERS

- Maybe they went a little over the top on the stats?

The trick is to wait until the ball is vaguely near the bat before swinging



Things aren't looking too good for the away team with two innings to go and a lot to catch up

You'rrrre Outtt! Looks like the ball made it to first base before you did. Unlucky

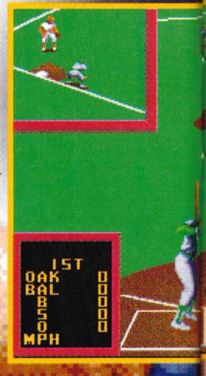
CAL RIPKEN BASEBALL

With the official release of the much loved RBI 4 just around the corner can this imported pretender steal the baseball crown?

This is the marvellous Mr Ripken himself. Gee, what a famous man he is!

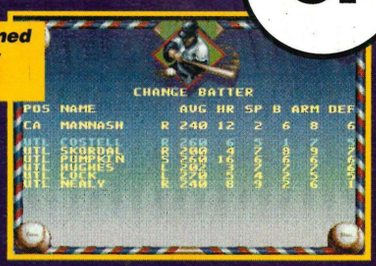
Pick which team is going to beat you today from this map of the US of A

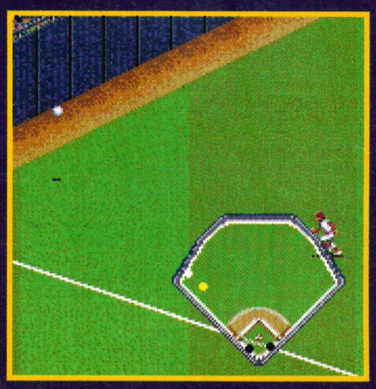
It's a bunt, it's a cop-out but sometimes it works to get the boys home



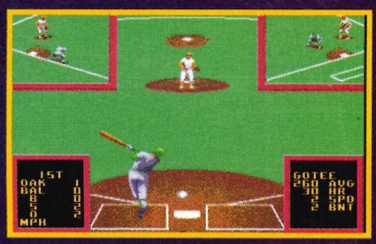
The git! He's scored a home run so now he gets to charge around the pitch being smug

If you're not overly charmed by your batsman's ability then change him





There he goes again. Fortunately this time he fell just short of another home run



That's it pal, you've had two strikes and that one you just missed was you're third. Outtt!

CNR

REVIEW

Cal Ripken Jnr is possibly the least famous person to grace a game with his presence. I mean I had just about heard of Mike Ditka, had a passing knowledge of John Madden, and knew Joe Montana was the one with the limp. I'd even heard of some of the chaps from Team USA Basketball. But Cal Ripken Jnr? Who is he?

I mean the photo on the box is so badly focused that even if you knew his face you wouldn't recognise it here and there's no team name in evidence. In fact I think even Columbo would be stuck for clues.

WHO ON EARTH?!

Baseball is what this is all about and a pretty tough little cookie it is. In a rather dull and predictable manner the game follows the rules of the game precisely; nine innings, three strikes, one pitcher and all that sort of stuff.

The presentation is very similar to the formula of RBI 4. The view is from behind the batter so that second base can be seen, and if anyone is on the other bases windows appear in the corners to show if they're trying to steal a base.

The animation of the batsman and the pitcher on this close-up screen is of a very good quality, but this quality doesn't continue onto the pitch overview.

Once the ball has been hit the view changes to the pitch overview that shows the diamond, the outfield and the crowd. Obviously, the players here look small and indistinct in comparison to the earlier stuff.

This feeling is heightened when one of the animations appears. If a situation arises where a player slides to a base or is caught trying to steal one then a really good graphical sequence will run.

The gameplay is a lot trickier than RBI 4 and given half a chance the opposing computer controlled team will quite happily walk all over you, even in easy mode. It is much harder to hit the ball effectively without being caught out and it is also really hard to find a pitch that will beat the batter.

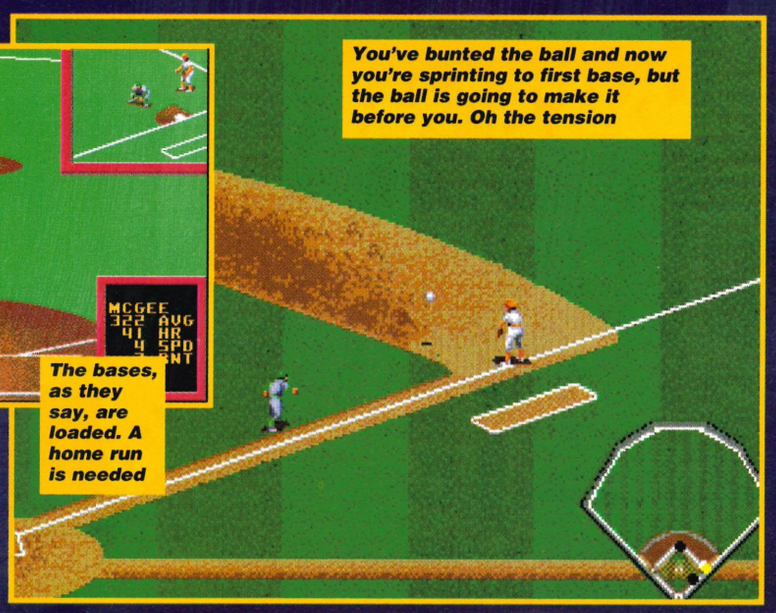
Perhaps the best part of the game is the sound. The speech is nearly worth the money alone. There is a classic "Steeeerikkke threee! You'rrrrre outttt!" in there as well as a few other nice bits. The crowd doesn't sound like an elongated hiss either which is often the case with this type of game.

TOUGH COOKIE

The options in the game don't allow for much in the way of freedom. There is a league and you can play exhibition matches, but there doesn't seem to be a lot of difference between the teams. Each one you play seems to perform just as well as the previous one and in an equally proficient manner to the next one.

Cal Ripken's Baseball has one thing going for it, its difficulty. Beyond that and the presentation which is excellent in certain places it hasn't got much else. Unfortunately, it just doesn't have the excitement or thrill of RBI 4.

JOOLS



You've bunted the ball and now you're sprinting to first base, but the ball is going to make it before you. Oh the tension

The bases, as they say, are loaded. A home run is needed

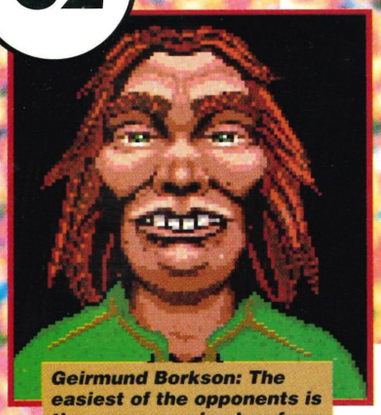
MEGA PANEL

SCORES OUT OF 10

SPORT	OVERALL SCORE	
CAL RIPKEN JR	73%	GRAPHICS 8
ONE PLAYER		SOUND 8
		PLAYABILITY 7
		DURABILITY 6

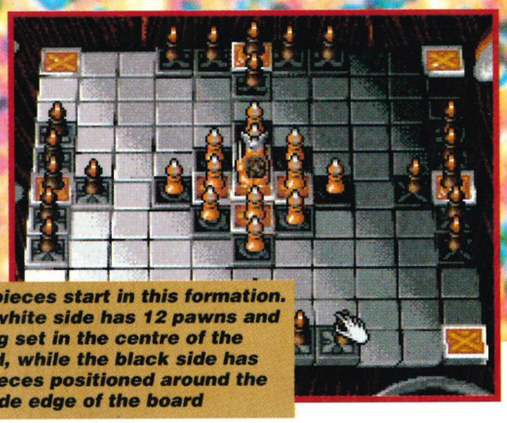
UPPERS	DOWNERS
● Quality presentation	● Nothing much happens
● Some great speech	● The teams all play the same
● Not a pushover	

Thanks to Bits & Pieces. Tel: 0625 501810.

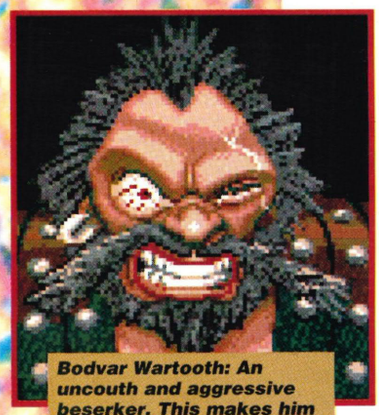


Geirmund Borkson: The easiest of the opponents is the young serving boy from the local tavern

King's Table is centuries older than chess and no written rules have ever been found. However, this game is as accurate as the 'experts' can manage.



The pieces start in this formation. The white side has 12 pawns and a king set in the centre of the board, while the black side has 24 pieces positioned around the outside edge of the board



Bodvar Wartooth: An uncouth and aggressive beserker. This makes him a yobbo, even by Viking standards

PREVIEW

RAG

Ragnarok is actually two different games in one. First there's the traditional and ancient game of King's Table, and second there is the modified game of Ragnarok. The new version applies the same rules as the Viking classic, but employs some new little twists revolving around Norse mythology.

The game of King's Table is very simple and although initially it looks complicated, the rules are far easier to learn than those of chess.

The board is divided into 121 squares (11 along each side) and there are two opposing sides; the blacks and the whites. The white side has 12 pawns and a king set up in the centre of the board, while the black side has 24 pieces positioned around the outside edge of the board.

All the pieces move in a very similar fashion to the rook piece in chess – either horizontally or vertically through any number of unblocked squares.

Unlike chess each side has a different task to perform. The whites have to try and get the king into one of the four corners and the blacks have to capture the king. Pieces can be 'taken' by surrounding them on opposing sides. The king however, must be surrounded on all four sides.

KING OF THE TABLES

The presentation of Ragnarok is the familiar computer chess style of approach. You are given a 3D view of the board as though you were looking down on a table. There are even half eaten bits of food and heaps of junk lying around!

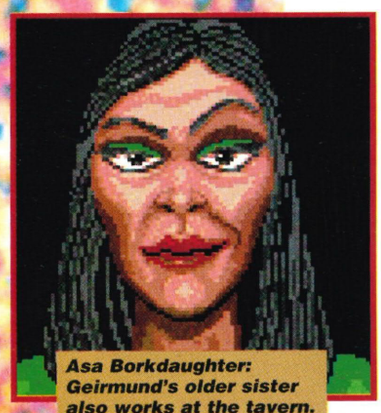
You move pieces by simply controlling a small hand icon and picking up whichever piece you want to move. It's all very simple stuff and it makes the game very accessible.

A nice touch is the combat sequence (mercilessly nicked out of Battle Chess) where you zoom in on a fight between two pieces when an aggressive taking move is made. Although not implemented in this early preview copy of the game, the combat sequence could well include some player interaction.

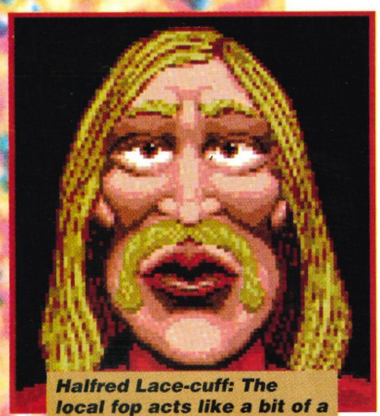
When you begin the game you're presented with a number of options including playing practice games, two-player games and a tournament where you must beat all of the game's characters.

When playing in a tournament you have to beat each of your opponents twice, once as the white side and once as the blacks.

Throughout any game against the computer controlled characters you are persistently harangued and hassled by your opponent after every move has been made. Fortunately, this option can be switched off, but it



Asa Borkdaughter: Geirmund's older sister also works at the tavern. She's a good player, but gets aggressive when she's losing



Halfred Lace-cuff: The local fop acts like a bit of a girl, but he's a cunning player

OPTIONAL EXTRAS

Take back the last move. This is a bit of a cheat really!

Let the game suggest a good tactical move. More cheating again

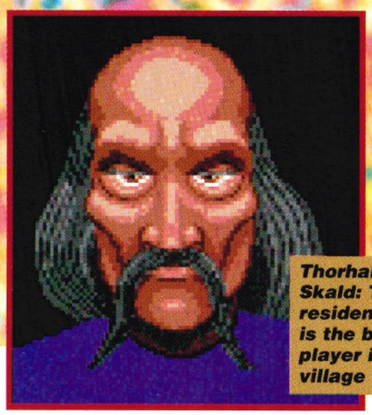
Surrender this game because you're too chicken to follow it through to the end

This lets you knock out the music

This lets you toggle your opponent's sarcastic comments on or off

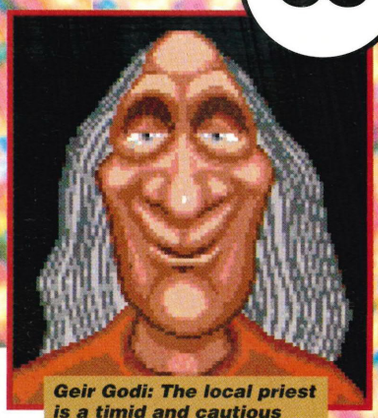
Do you want arcade-style combat sequences or not?

The Old Hag: The name really sums her up. She's an exceptional player though



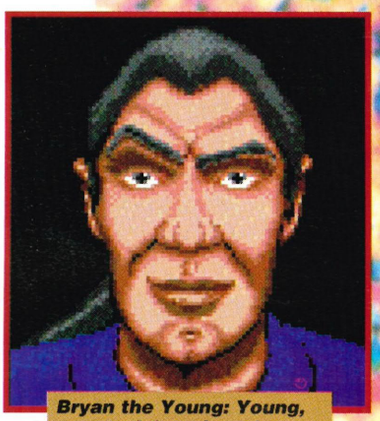
Thorhald the Skald: The resident bard is the best player in the village

Sigrid Sheildmaiden: Another cautious player who presents herself as a good example of a 'boiler'



Geir Godi: The local priest is a timid and cautious player who claims to be a bit of a tactician

NAROK



Bryan the Young: Young, suave, debonair and ultimately boring

does add a little fun to the otherwise serious proceedings.

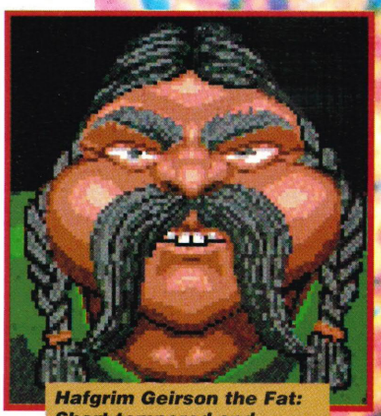
For those of you who are looking for something a little out of the ordinary this could well be the sort of thing you're after. No UK release date has been confirmed as yet, although Imagitec is eager to release the game around the summer.

It's likely that the game will be out first in the States, so if you can't wait, keep an eye on the importers from May onwards.

JOHN

The game allows you to play either the traditional Nordic game of King's Table or the snazzed up game of Ragnarok with its fancy pieces and different moves

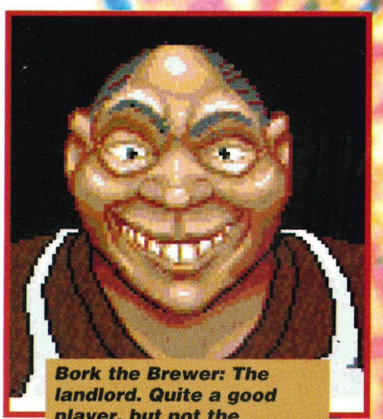
Your opponent will take every opportunity to insult you. Fortunately, if this starts to get on your nerves, you can switch it off!



Hafgrim Geirson the Fat: Short-tempered and aggressive old lard ball

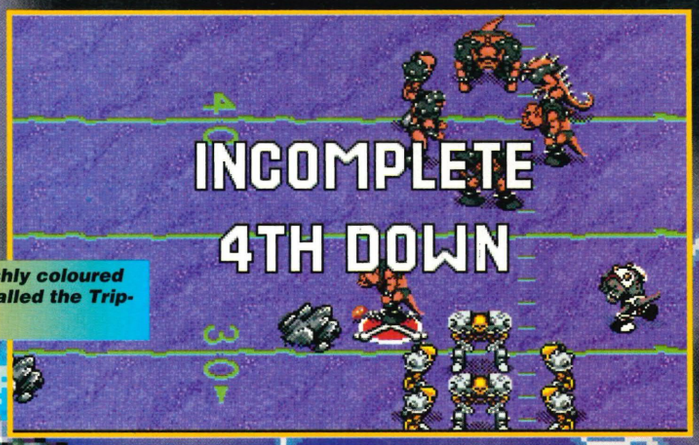
The game begins with a fairly lengthy and moody intro that gives some background to the myth that surrounds the game of Ragnarok

Before starting a game of Ragnarok you have some control over the style of pieces that you can use. There are many characters from Norse mythology to choose from, but you can only use four in any single game



Bork the Brewer: The landlord. Quite a good player, but not the brightest chap you'll ever meet

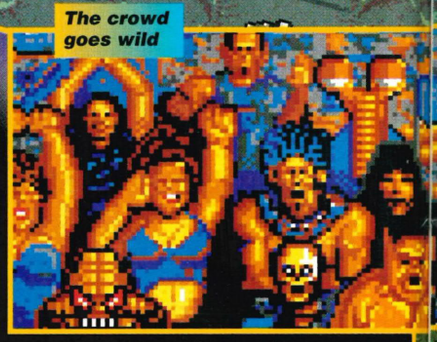
Trouble on the 30 yard line, but where's the ball? Does anyone care?



This garishly coloured pitch is called the Trip-Out Zone

American football... in space... with assorted disfigured aliens! Gee, what fun this could be.

Like Madden, pass screens come up so you can choose the clearest receiver to throw to



The crowd goes wild

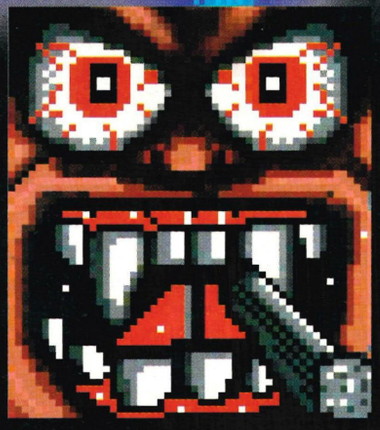
PREVIEW

It's typical of American arrogance to assume that if there were to be an interplanetary sport then it would be American football. Quite why it couldn't be curling, cricket or even kabaddi (When will the computer version of that turn up?) is never mentioned.

So it would seem we are to be offered a futuristic American football game from Electronic Arts in a couple of months, kind of a Madden 2525, if you will.

MUTANTS IN SPACE

In space no one hears the ref, in fact rules have pretty much gone by the board. The technical stuff is still there; four downs to get 10 yards,



offsides, six points for a touch down and so on.

Out of bounds is easily enforced, given that most of pitches float through space and it's a long way to the next planet if you fall off! Essentially violence reigns, especially when some of the players are covered in spikes and instead of running they roll over other players.

The actual plays will be familiar to Madden fans although they now have new names, like Blud Blitz and Blud 'N' Guts. The standard special plays will all be in attendance; punt return, punt block and field goal attempt.

For the offence there will be a new tactic which isn't allowed in present day American football. Following a touch down a field goal attempt will be awarded, but you will be able to go for a fake field goal and score another touch down. Crafty, eh readers?

DEATH COUNT

To give it that super violent appeal the game has a death index. This index has five levels. Level one is the least violent while level five has all sorts of mutilated body parts, pools of blood and assorted internal organs scattered over the pitch within about three minutes.

The game will feature 19 pitches, all with their own hazards. These will include anti-personnel mines, holes and cracks that lead directly to the infinite depth of the galaxy, not to mention exploding balls.

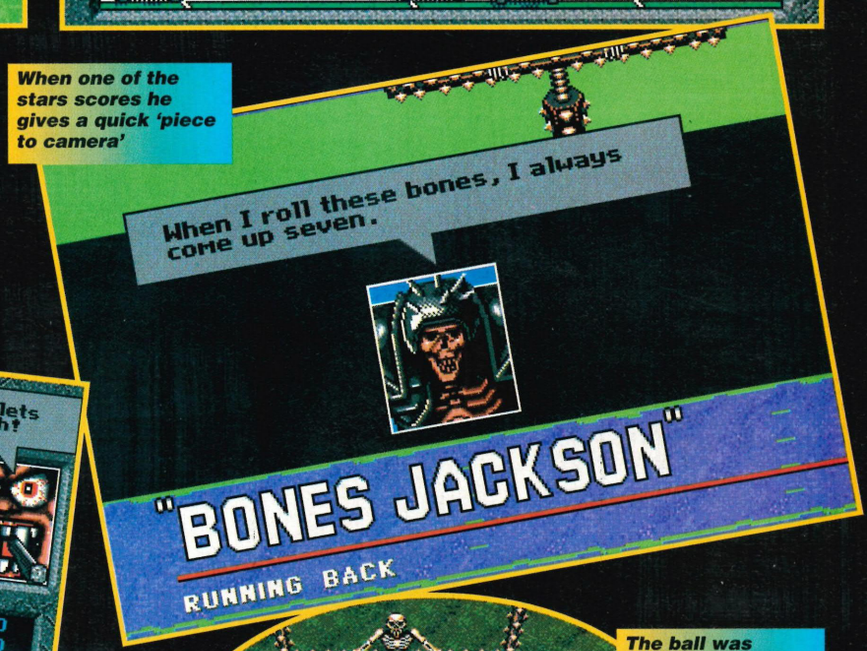
There's also a large number of teams to choose from, each with their own strengths and weaknesses, giving players a wide scope of opponents to maximize the challenge. You can choose to be a crap team against a good one to make it really tricky, or pick an excellent team against the division four no-hopers to increse that ego

MUTANT LEAG

This close to the goal-line, but on your fourth down. You have to go for a field goal

The player celebrates a touch down by dancing around and nearly falling of the edge of the pitch

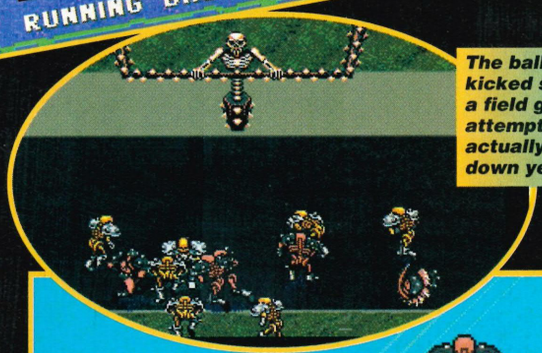
When one of the stars scores he gives a quick 'piece to camera'



Managers give fairly useless, but occasionally amusing advice when you choose your play

The line of scrimmage with both teams ready for a play

The ball was kicked so high for a field goal attempt it hasn't actually come down yet



Choosing which team to play is all-important if you don't want to get your arse kicked

These scuffles can get really rough, depending on how high the death index is

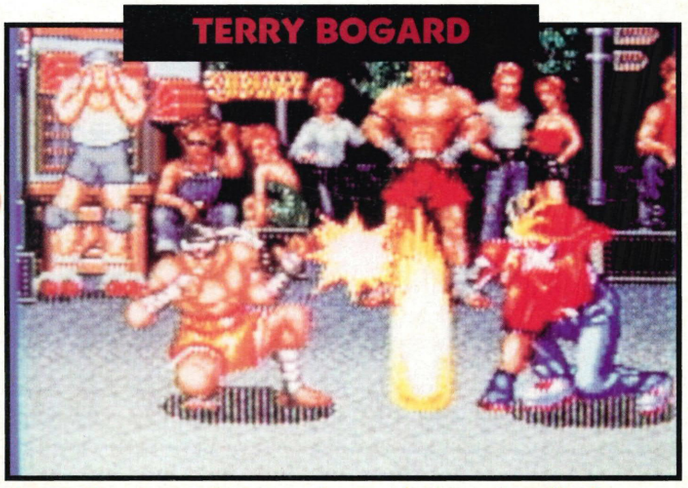
boosting 72–nil thumping. It promises to be a bit of fun on its release, but whether it will be worth buying remains to be seen. You'll just have to wait for our review to see if it delivers the goods.

GUE FOOTBALL

FIGHT TIME!

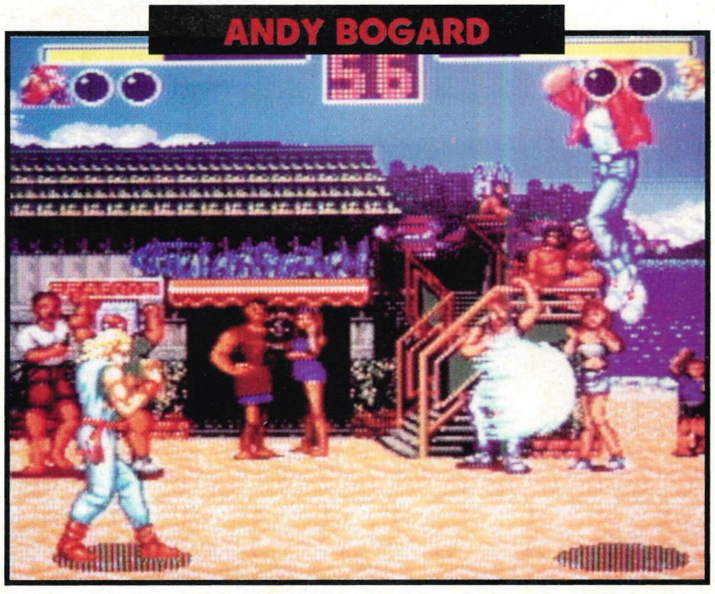
Date of birth:
15 March 1971
Height: 182cm
Weight: 72kg
Bood type: O

TERRY BOGARD



Among Terry's amazing array of moves is this rather nifty floor punch. By whacking his fist into the ground he can create a momentary wall of flame

ANDY BOGARD

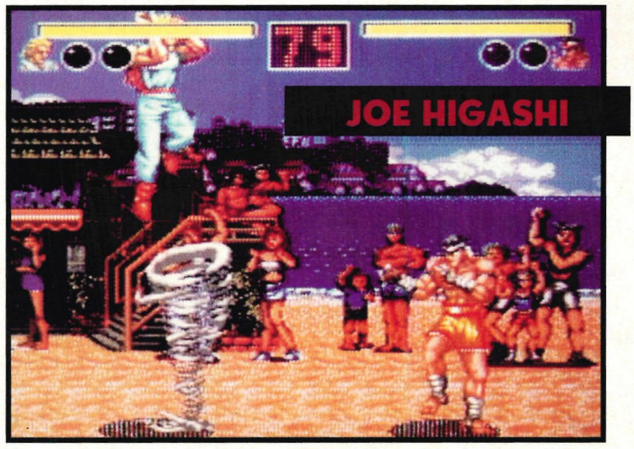


Andy's a bit like Ryu in Streetfighter II. By concentrating his karma he can create a huge fireball with which to singe his opponents

Date of birth:
16 August 1972
Height: 170cm
Weight: 67kg
Blood type: A

Date of birth:
29 March 1972
Height: 180cm
Weight: 72kg
Blood type: AB

JOE HIGASHI



Joe's whirlwind punch is a difficult move to master, but is an extremely effective long range attack

As the world awaits the MD version of Streetfighter II everyone's gagging for a decent beat 'em-up. Does Fatal Fury pose a threat?

FA

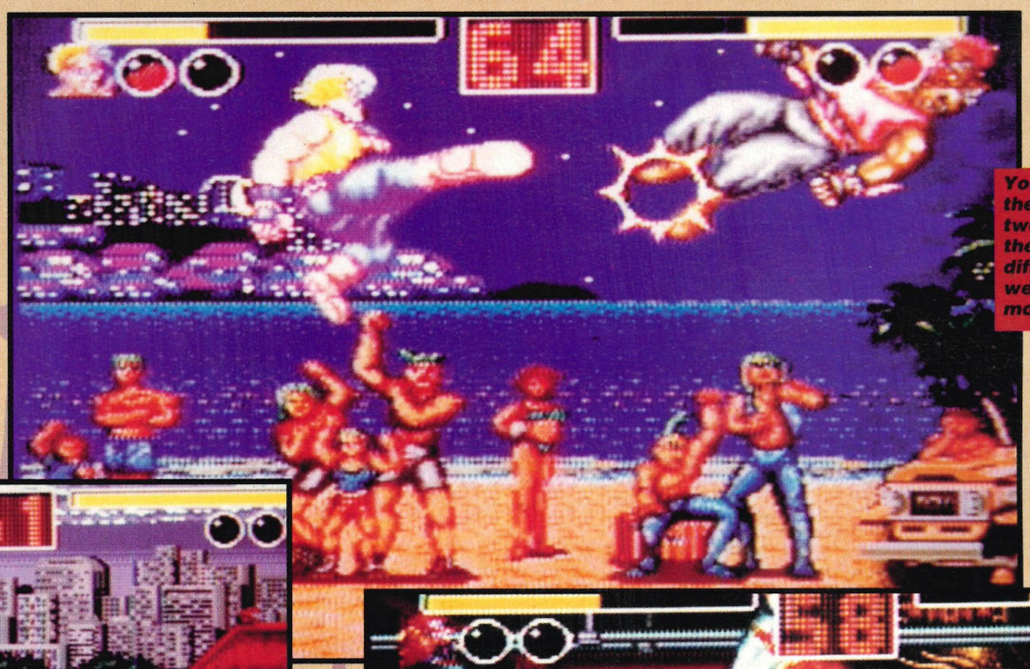
REVIEW

It seems odd that Sega is set to release a game that is possibly the biggest threat to Streetfighter II only a couple of months before it's due for release. Converted from the Neo Geo original, Fatal Fury is an accurate translation of a very successful arcade game.

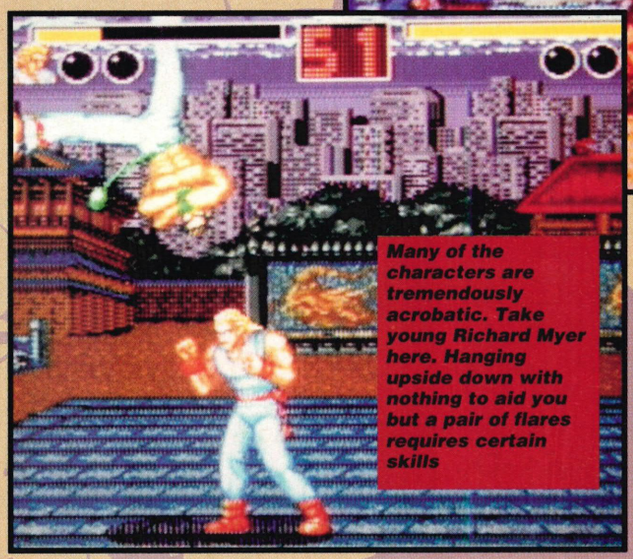
Very similar in style to SFII, Fatal Fury places you in a one-on-one combat situation against a multitude of fighters, all of which have dramatically different strengths and weaknesses.

Choosing one of three different fighters, your eventual aim is to destroy the evil gangland lord – Geese Howard. Playing the part of

Raiden here is actually quite a big chap. Weighing in at a stonking 210kg he seems to be suffering from a decidedly unpleasant bad breath problem



You can play as any of the characters in the two-player game. All of the fighters have different attributes as well some killer special moves



Many of the characters are tremendously acrobatic. Take young Richard Myer here. Hanging upside down with nothing to aid you but a pair of flares requires certain skills

The exceptionally hard Richard Myer lays the boot into Terry's head at the Pao Pao Cafe (Richard's the one with the daft looking slacks)

TAL FURY

either one of the Bogard brothers, Andy and Terry, or Joe Higashi you must enter the street fighting arenas in order to work your way up to the big boss man.

JUST FOR YOU

As with Streetfighter II, each fighter has three basic moves – either a punch, a throw or a kick – that can be used in combination with various acrobatic moves to build up a veritable barrage of destruction.

Each player will act differently according to how close he is to his opponent and will be able to perform various different throws or specialized moves. As with all good beat'em-ups these days, if you're a bit nimble on the old joypad you'll be able to activate a special attack which changes from character to character.

Andy and his brother Terry are both your typical American long haired cool-dude street warriors who have the stunning ability to summon up different kinds of fireballs with which to destroy their enemies.

Joe on the other hand is more of your brooding Jackie Chan type who prefers to summon up various meteor-ological effects with which to crush the bad guys. Using either whirlwind punches or lightning kicks he can mangle Howard's minions with little effort. Pretty neat for a daft looking sod with gold-coloured shorts eh?

Unlike the forth-coming Streetfighter II conversion, Fatal Fury does not require loads of different joypad

CONTINUED

As with the more recent versions of Streetfighter II, Fatal Fury enables you to play any of the characters against themselves. here we have Terry beating the crap out of his alter ego

buttons to help initiate the ludicrous number of special attacks. There are three basic moves so you only need three buttons – simple!

CONTINUED

You have none of this pratting about with different levels of attack in Fatal Fury, you just go in for the kill and go in hard! The only problem you may encounter is that some of the more 'special' moves require some nimble twiddlings of the joypad.

Position number 117 – I'll just dangle here from the light fittings while you bend over backwards

THIRD TIME LUCKY

Fatal Fury was originally developed for the Neo Geo home/arcade system as a retaliation to Street-fighter II. By using the same style graphics and a similar scenario it seems that SNK (the chaps behind the Neo Geo) were hoping to steel some of Capcom's thunder.

Unfortunately, due to the fact that it was released so late it lost out a bit in the popularity stakes. The same situation also occurred on the SNES. Nintendo released Streetfighter II last year and Fatal Fury has only seen the light of day in the past couple of months.

The Mega Drive market would seem to be a little different though. For a good six months or so, Sega owners have had it rammed down their throats that "you can't get SFII for the Mega Drive – nah nah na nah nah". To be honest, there isn't really a decent beat'em-up on the Mega Drive, Streets of Rage II is a decent game, but it's a different sort of thing. Fatal Fury is actually scheduled to be released in mid-March, a good month before the proposed release of SFII.

This unusual state of affairs could result in one of two different things. Either Fatal Fury will steal an almighty chunk of Street-fighter's thunder or (the more likely situation) it'll get ignored a mere month after it's released. If the latter came to pass it would be a horrendous injustice as Fatal Fury is actually an exceptional game.

The Mega Drive version has been developed by Takara, the same team that developed the Neo Geo and SNES versions of the game. In terms of presentation it's quite surprising just how close this version is to the original.

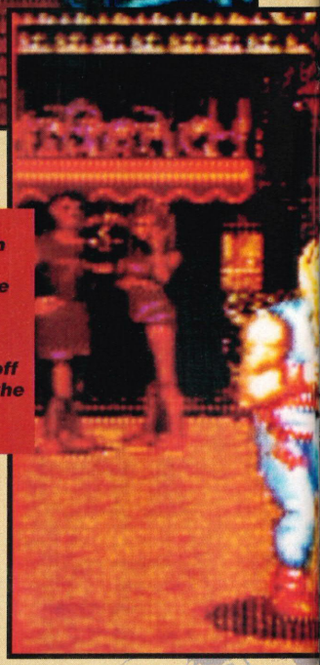
Obviously the number of colours used is somewhat limited, but to be honest it's not that obvious. The sprites are the same size, and the speed of the game has not been compromised at all! It could be argued that on the technical side, the Mega Drive version is actually the most impressive.

PLEASE RELEASE ME, LET ME GO

Fatal Fury is currently confirmed as being part of Sega's 'big push' for the spring. Alongside the launch of the Mega-CD and other high profile titles such as G-LOC and X-Men, it is hoped that this will satisfy players who are new to the Mega Drive after buying a machine this Christmas.

On the whole, if you're after a decent beat'em-up but can't wait a few months this is definitely worth getting hold of.

JOHN

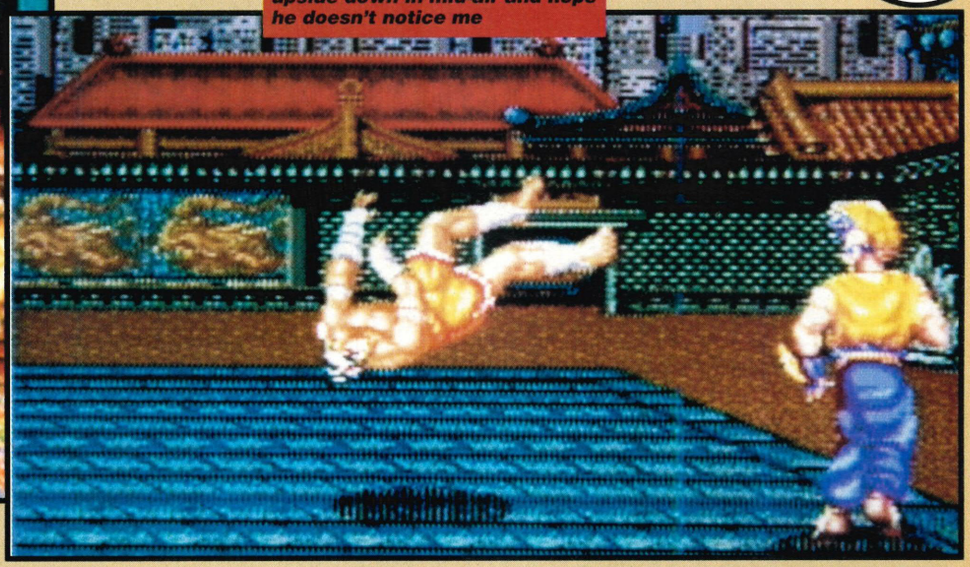


Down on the beach Joe and Andy have a bit of a punch up before popping off down to the bar for a quick 'un

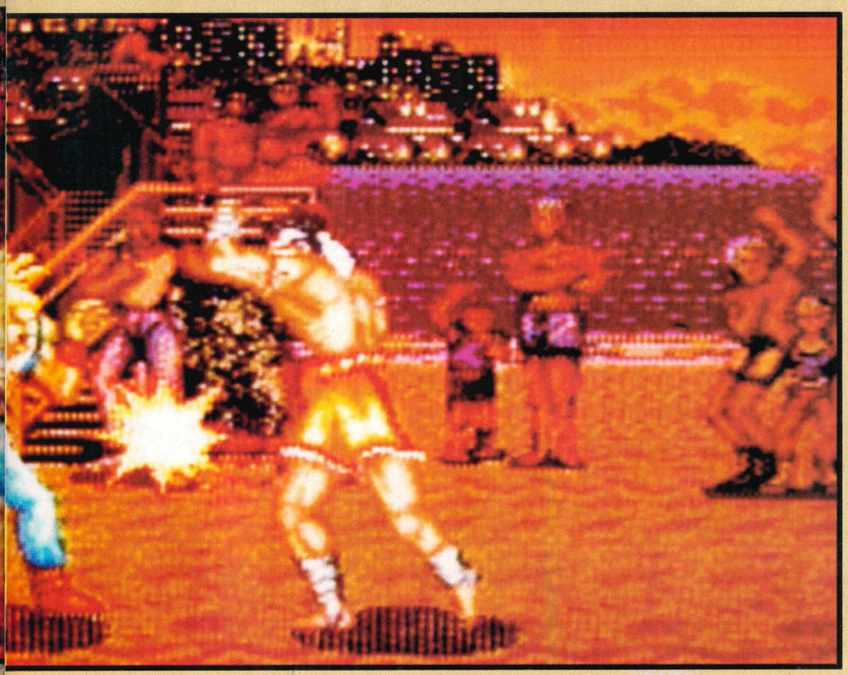
Helicopter punches are a good trick if you can do 'em. Old man Tung Fu Rue seems to have got the knack judging by the way he's clobbering poor old Andy here

Take that you old fossil! Andy finally gets his own back on the old man as he lays in a terrific elbow to the jaw

Would you look at the thickness of the pile on that carpet? Andy seems to be getting a bit of a kicking here

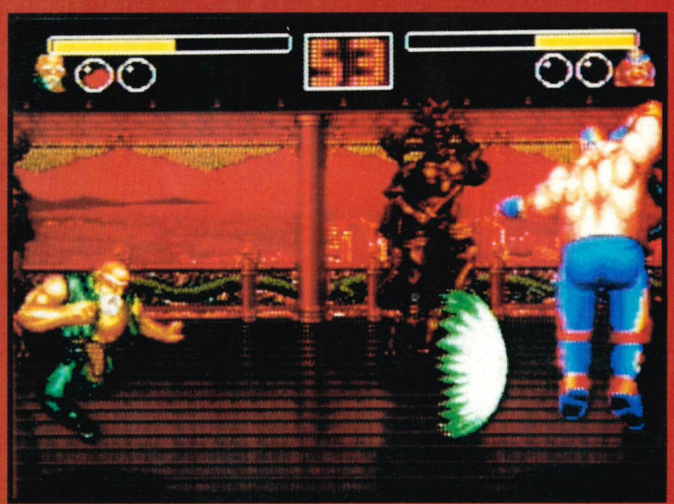


I know, I'll just hang here upside down in mid-air and hope he doesn't notice me



TUNG FU RUE

Many of the game's characters can actually change as you lay into them. Take Tung Fu Rue for example, he begins as a tiny and frail looking old man...



But after some time he mutates into a muscular and aggressive warrior who has the ability to throw fireballs in any direction

MEGA PANEL

SCORES OUT OF 10

BEAT'EM-UP

FATAL FURY

ONE/TWO PLAYER

OVERALL SCORE **92%**

GRAPHICS	9
SOUND	8
PLAYABILITY	8
DURABILITY	8

UPPERS

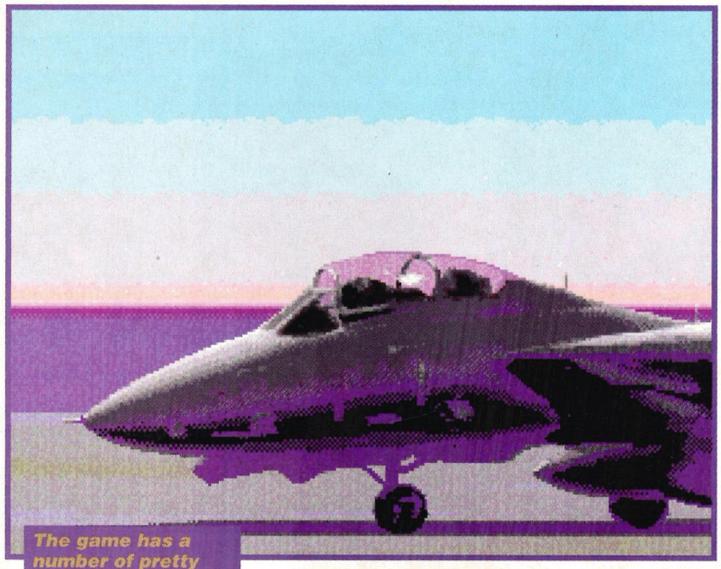
- Superb graphics
- Large, well animated sprites
- Loads of enemies, bags of special moves

DOWNERS

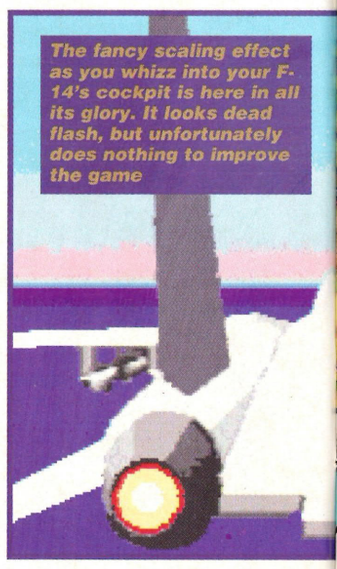
- Some of the special moves hard to access

Thanks to Takara USA Corp for assisting us in putting this review together.

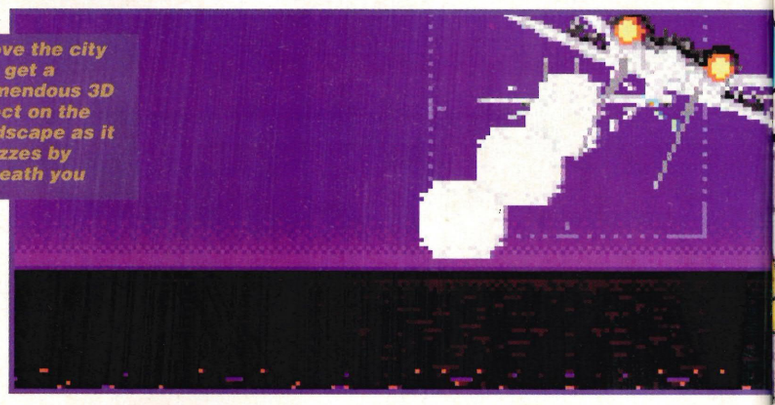
Last month we had Afterburner III on Mega-CD, this month we have the cartridge version – G-LOC. Is this a reasonable conversion of the arcade machine or yet another complete cop-out?



The game has a number of pretty piccies throughout which do nothing more than tart it up a bit

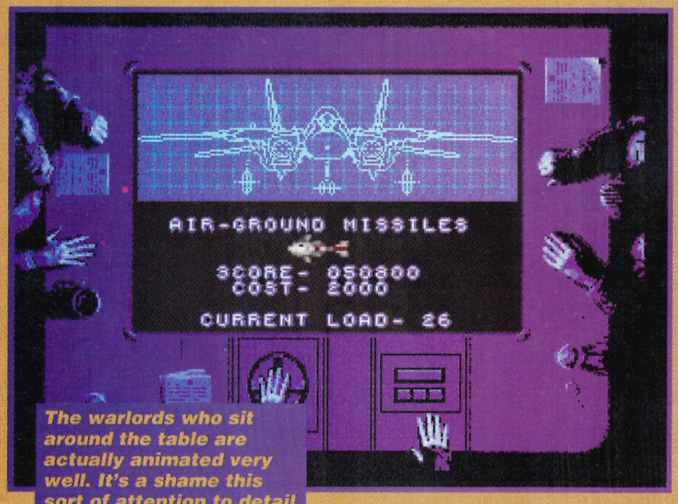


The fancy scaling effect as you whizz into your F-14's cockpit is here in all its glory. It looks dead flash, but unfortunately does nothing to improve the game



Above the city you get a tremendous 3D effect on the landscape as it whizzes by beneath you

BLACKOUT IN THE BLUE ROOM



The warlords who sit around the table are actually animated very well. It's a shame this sort of attention to detail isn't used elsewhere

Scanning the mission map in the war room you get a rough idea of the sort of terrain you'll be crossing

G-LO

REVIEW

Conversions of the Afterburner arcade machines are not renowned for their exceptional quality really are they? So far, all three we've seen have been absolute pap and G-LOC doesn't really look like it's going to be much better.

I'm sure you all know what G-LOC is all about. You're an F-14 pilot who must fly over enemy territory blowing the crap out of anything that gets in your way.

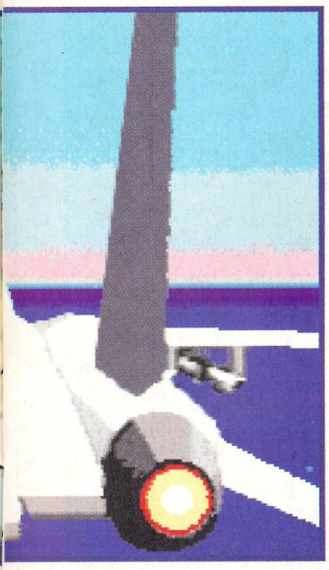
You begin the mission on board an aircraft carrier and after completing a series of both air and ground attacks you've then got to land back on the carrier at the other end. It's a doddle!

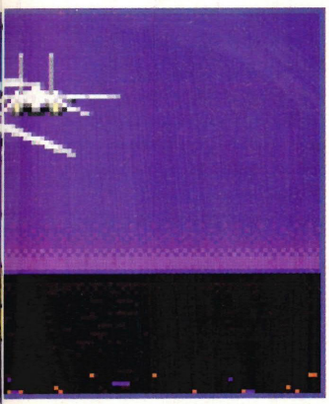
GARGANTUAN – LUMP OF CRAP?

To be kind, it has to be said that G-LOC on cartridge is considerably better than Afterburner III on CD. Surprised? We were! Bearing in mind that this is only an 8Mbit cart it's quite astounding to find that just about everything is better than the CD version apart from the sound. Unfortunately though, this doesn't really matter as the game still has a number of fundamental flaws.

The first and most obvious of these flaws is the distinctly shoddy gameplay. For some reason the excitement of the arcade original is nowhere in sight and what we end up with is a plodding 3D shoot'em-up with a rather temperamental control system and some so-so graphics.

As far as aesthetics go, this is a





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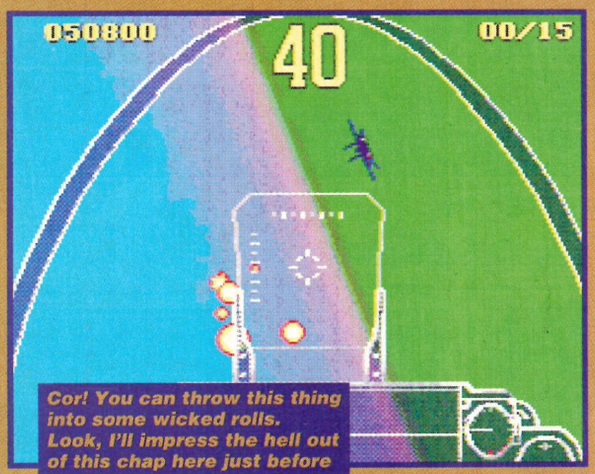
TRAINEE TOP GUN

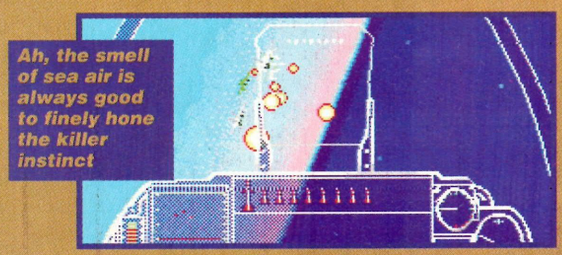


Cor! You can throw this thing into some wicked rolls. Look, I'll impress the hell out of this chap here just before I blow him up

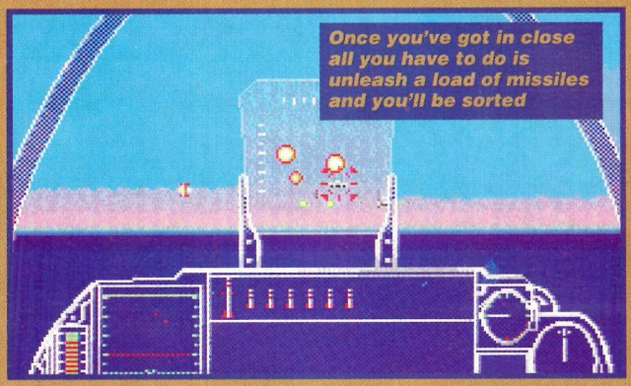
Ooh, I think I'm going to be sick. Never mind, if I do I suppose it'll add a little substance to the transparent cockpit panel

Oh no, my brand-new ultra slim digital watch has broken! Don't you just hate it when that happens?

Right then, here we go. Right up behind the awkward sod and then unleash a missile right up his bottom



Ah, the smell of sea air is always good to finely hone the killer instinct



Once you've got in close all you have to do is unleash a load of missiles and you'll be sorted

reasonably close conversion of the original. You get the zooming in and out of the cockpit, and also the unfeasibly huge number of missiles with which to annihilate the bad guys.

Unfortunately, the responsive controls of the arcade machine have not been successfully mimicked here. When inside the cockpit the game is fine, but for some unknown reason while you're flying from 'behind the plane' your F-14 suddenly develops a tendency for spinning around in a tight roll. Why? I certainly don't know.

MINE'S BETTER THAN YOURS

To be brutally honest, the graphics here are actually much better than previous incarnations. Although not consistent throughout, the ground detail is quite superb in places. When flying over the more populated areas of the battle zone there is a decidedly SNES-like scaling effect that gives a believable 3D effect to these levels. Unfortunately, elsewhere you get a plain slab of green or blue that looks absolutely dreadful and decidedly old-fashioned.

When it comes down to it 'decidedly old-fashioned' is a comment that sums G-LOC up quite well. The arcade machine itself is getting on a bit as it is, and this doesn't really come close to that.

Overall, I reckon you'll only really want to lay your hands on a copy of this if you're an absolute die-hard fan of the original. If you're the sort of person who adores the arcade machine and wants a passable imitation at home then this is the game for you.

However, if you like your games to be truly gob-smacking visually and awe inspiring in terms of gameplay spend your £40 more wisely.

JOHN

MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP

G-LOC

ONE PLAYER

OVERALL SCORE 56%

GRAPHICS	6
SOUND	5
PLAYABILITY	6
DURABILITY	5

UPPERS

- It's better than the naff CD version
- There's the occasional impressive bit

DOWNERS

- The controls go a bit wonky in places
- It's too old-fashioned

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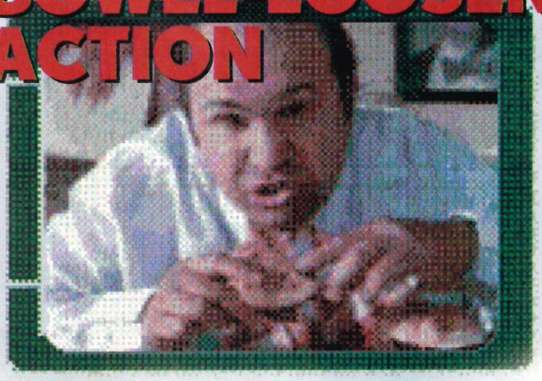

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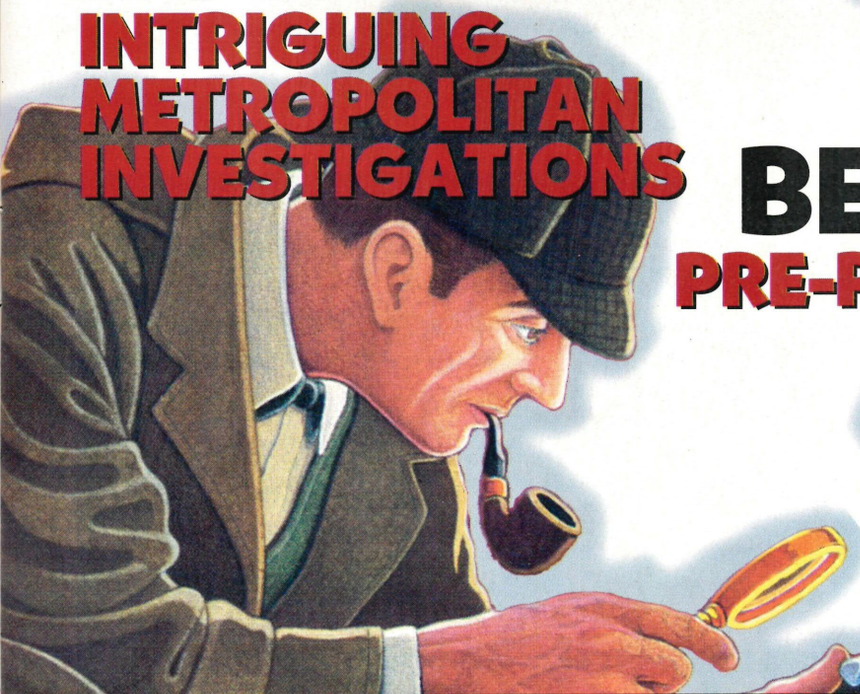

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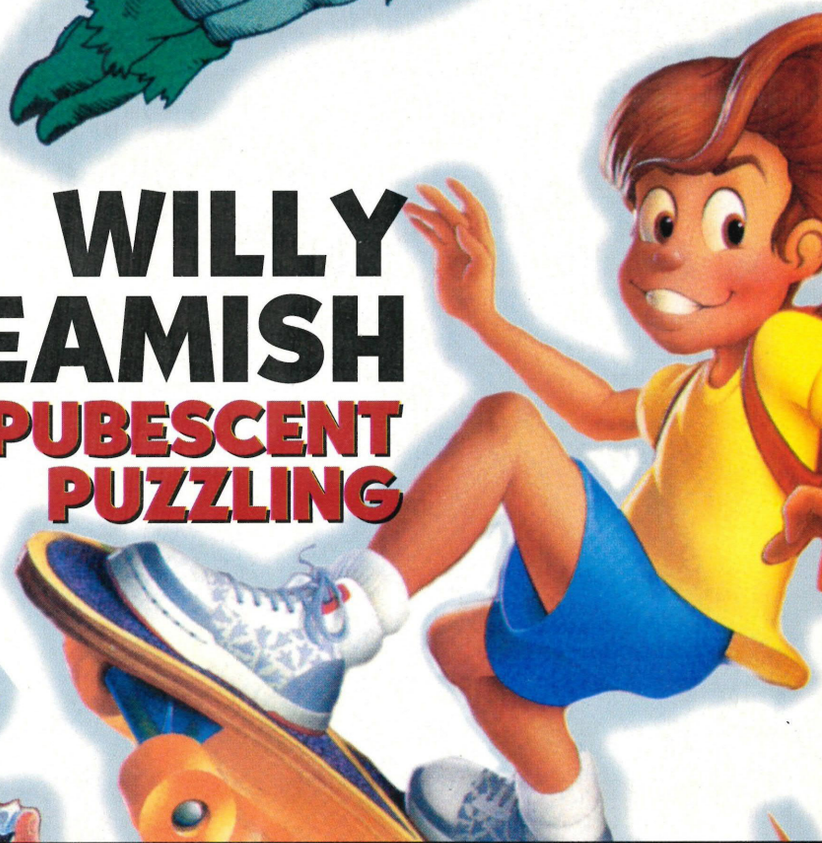
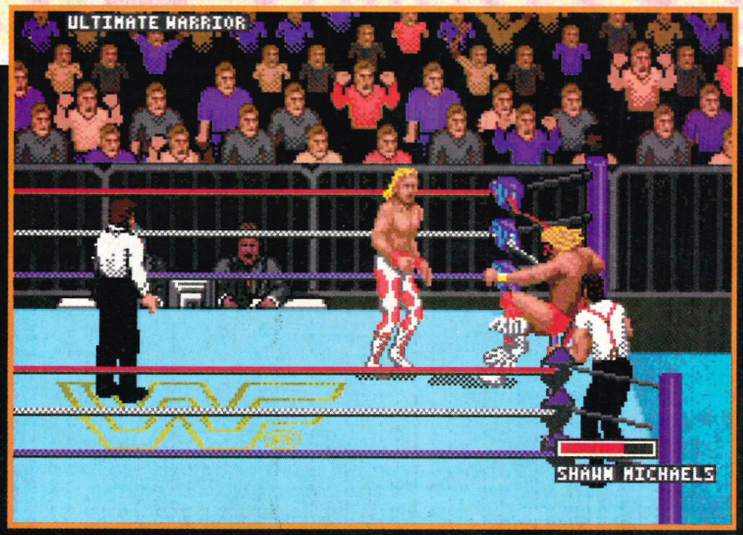
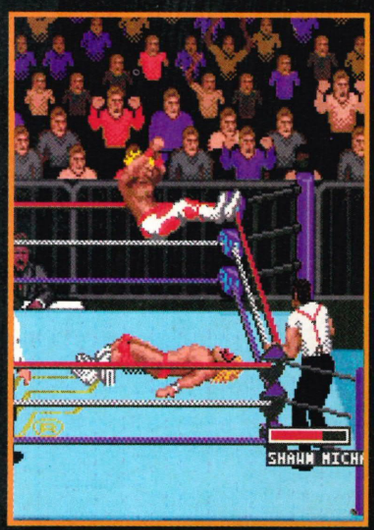


THE ONLY GUIDE TO SEGA MULTI-MEDIA

MEGA-CD NEWS

Sales of the Mega-CD in the US topped 250,000 between November and January. It hardly comes as a surprise therefore, that several new releases can be expected very shortly.





WWF WRESTLEMANIA

Hot on the heels of the Genesis release of WWF Wrestlemania comes the summer release of the CD version. This will be endorsed by Flying Edge, the company responsible for WWF's Mega Drive version.

The CD game promises improved animation and a new digitally recorded soundtrack making full use of the Mega-CD's sound facilities.

The referee, the opponents and the audience will now consist of digitized photographs as opposed to the cardboard cut-out efforts witnessed on the Genesis. Also the players will now stride around screaming obscenities at anyone who will listen!

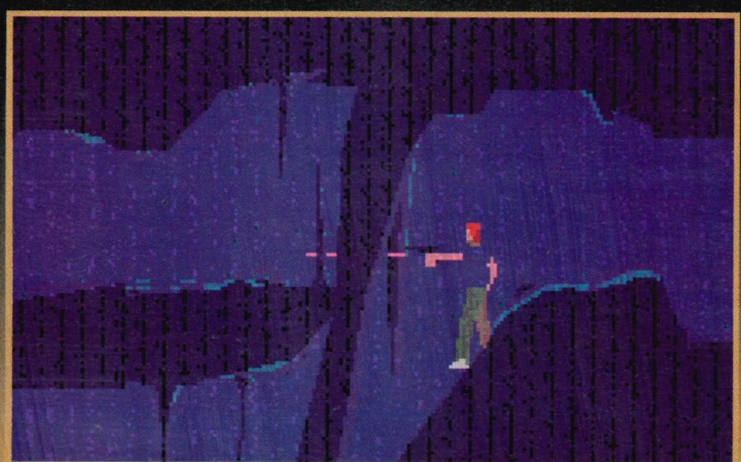
Expect this game to appear during the spring of 1993.

TERMINATOR

A totally redesigned Terminator game from the Mega Drive cart we all know and love has recently surfaced on Mega-CD format in the States. Programmed by Virgin Games, The Terminator is an all-new platform excursion.

Our contact in the US informs us that most of the game is set in the wrecked city of LA after the holocaust, where John Connor and his band of human survivors...Well, if you don't know the story by now forget it!

The word is that Terminator is looking good and it is expected to have a gob-smacking soundtrack when it is released this spring.



ANOTHER WORLD

Virgin is to release Another World on Mega-CD format – you may already know this as the American game Out Of This World. The Mega Drive version of the game looks great as you'll know if you saw last month's review, and the CD adaptation takes the graphics one step further. Gameplay remains identical to that on other formats with many of the puzzles remaining. Longer and more detailed digitized cinematic sequences will also accompany the new CD version.

The game will have larger levels than its Mega Drive counterpart and we are promised stunning graphical intros.

It's due for release early in the spring '93.

SHOOTING ALL OVER THE PLACE

Albuquerque-based American Laser Games is at the forefront of CD development with four new-ish titles in the offing. All billed as action games, one or two should be recognizsable to many people.

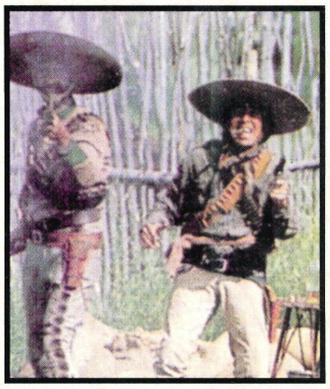
Due for release this summer is **Mad Dog McCree**. Yes, it's that old arcade classic where some old codger insults you and is promptly killed – if you're fast on the draw that is!

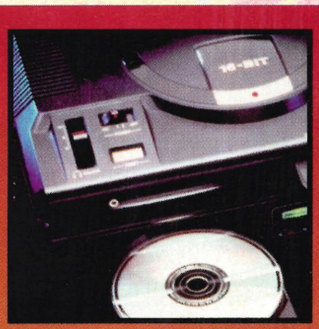
Also scheduled for a summer release is another 'do it to him before he does it to you' shooting sim called **Space Pirates**. The same rules as McCree apply in this one with the difference being that the play is set in deep space as opposed to the Old West.

Both these games have been immensely popular in the arcades and American Laser Games is obviously hoping to cash in on this success. The fact both games can be used with the Sega Menacer light gun should add to the realism.

Due for autumn exposure are two more shooty games. The first is **Gallagher's Shooting Gallery** which is to some degree a bog-standard, albeit good fun, 'blow things away' game.

The second game, **Who Shot Johnny Rock?** is another old arcade classic. Some of you out there may recall the time when it was featured on Games Master, with the ego battle between Dominik Diamond and Tony Slattery! As with the other games mentioned, Johnny Rock and Gallagher's can be used with the Menacer.





MEGA-CD UK RELEASE

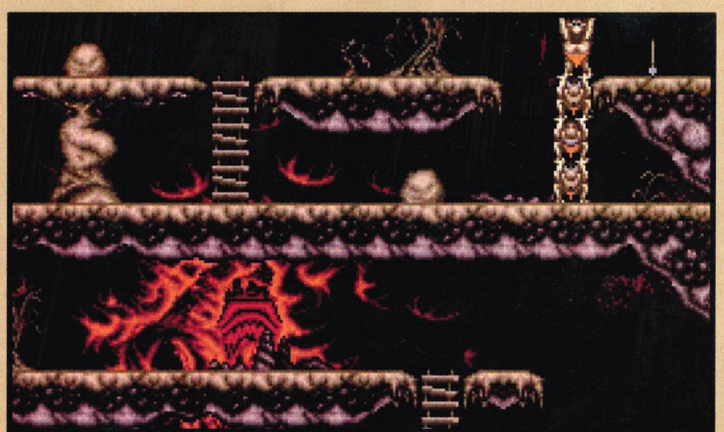
The Mega-CD UK launch date is now confirmed as being the first week in April and the machine will be priced at a staggering £279.99!

Although bundled with three CDs (Sol-Feace, a five-in-one disc and Cobra Command) there will also be five other discs launched on the same date. Expect to see Sewer Shark, Road Avenger and Night Trap among these.

HUMANS

Humans, from Gametek, is also set to hit the Mega-CD. The basic idea behind the game has undergone no major changes and apart from the new mind-blowing soundtrack, the most prominent change is the size of the game.

The levels have doubled from 80 in the original Genesis cart to somewhere around 160 in the new CD version. There is as yet no word on the actual gameplay, however in order to complete the new levels loads of new puzzles and tasks will be included. Watch out for Humans some time next autumn



SILPHEED

Silpheed looks to be the definitive shoot'em-up. Each of the levels makes extensive use of the CD's scale and rotate functions, and all the animation is 24 frames a second, cartoon quality.

Watch for an official UK release in the autumn.

SWITCH

Switch is Sega's debut title on its 'gagamation' label. Apparently it's a sort of build your own cartoon.

Sega Europe seems keen to get this title out in time for the launch of the Mega-CD.

SIMEARTH

This is the next stage up from the classic computer game, Sim City, where you get the chance to build cities, divert rivers and generally cause mayhem across the globe.

SimEarth is being developed by Maxis, the chaps who've done every other Sim... game and should be out soon after the UK release of the CD.

SLAPFIGHT

Slapfight is one of those games that rings bells in the minds of any games player who's been around for a few years. It's due out on Mega-CD – and cart – in the not too distant future and it involves shooting lots of aliens with a big gun. Sounds original!

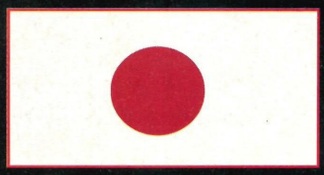
3x3 EYES

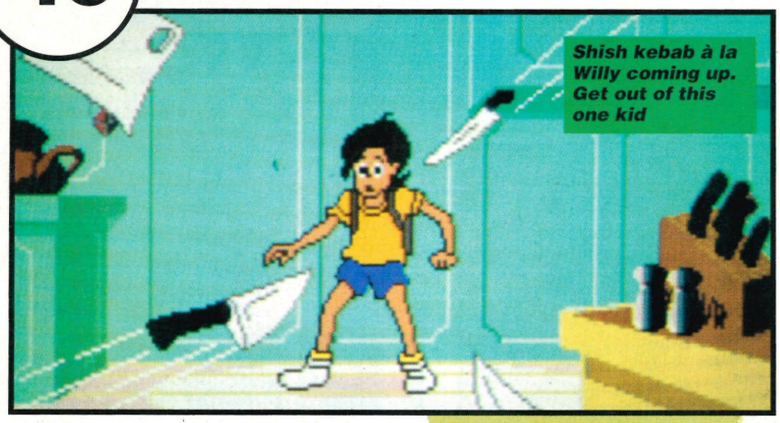
This is going to be THE big adventure game of 1993. Set in a typical fantasy adventure-type situation you have to meander around acres and acres of land solving puzzles, chatting to barmaids and beating up monsters. Expect to see this one around June or July.

A-RANK THUNDER

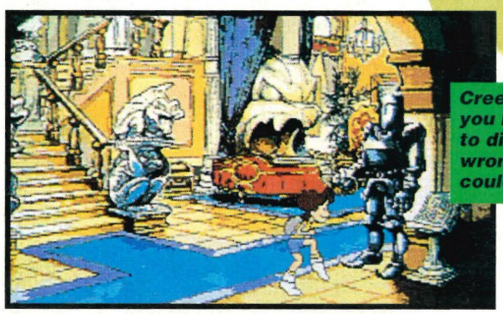
A-Rank Thunder is set in the future in a world full of big robots. Using all the decent effects that the CD unit offers, we can expect to see lip-synched speech, and some sexy scaling and rotation effects on the main images.

The Japanese release is imminent, but it's unclear as to whether it'll appear in Europe.





Shish kebab à la Willy coming up. Get out of this one kid



Creeping around on tip-toe you have to be careful not to disturb anything. One wrong move and anything could happen

Horny the whacky frog introduces himself to you. Handsome chap isn't he?

WILLY BEAMI

Willy Beamish is the first of Sierra/ Dynamix's adventure game releases on the new Sega format. Playing the part of a wise-cracking schoolboy you must survive the busiest summer holiday of your life.

PREVIEW

Beginning on Willy's last day at school before the summer vacation, you control all of his actions as he skives off to get home and prepare for the summer video game championship.

Unfortunately, things are stacked up against young Will and due to his appalling grades and bad behaviour this term his parents refuse to pay for him to reach his goal. How is a nine-year-old to cope? Well, if he can just get his pet frog to win the long jump competition at the local park he can use the prize money for his bus ticket...

Computer owners will be more than familiar with the style of gameplay employed in Willy Beamish. The player is presented with numerous scenes in which a number of actions are possible.

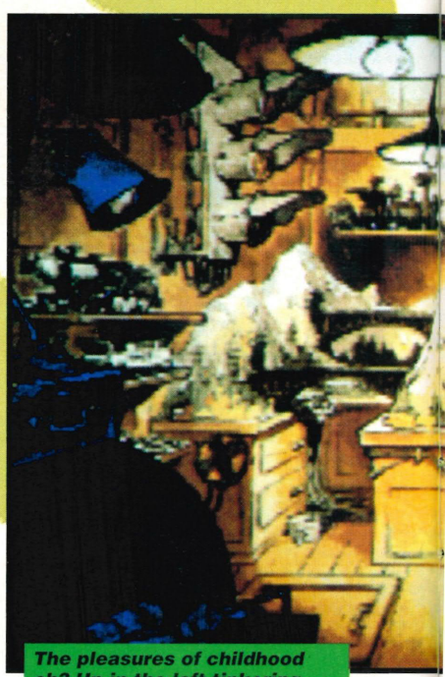
TOUCH AND GO

By passing your pointer across the screen you can move your character around and manipulate various objects. If other characters are present it is possible to interact with them and in this case you have the opportunity to treat your peers in a variety of ways.

If you're feeling cheeky you can abuse and insult other characters to get into lots of trouble or you can act very mature and sensible in order to suck up to your elders and betters.

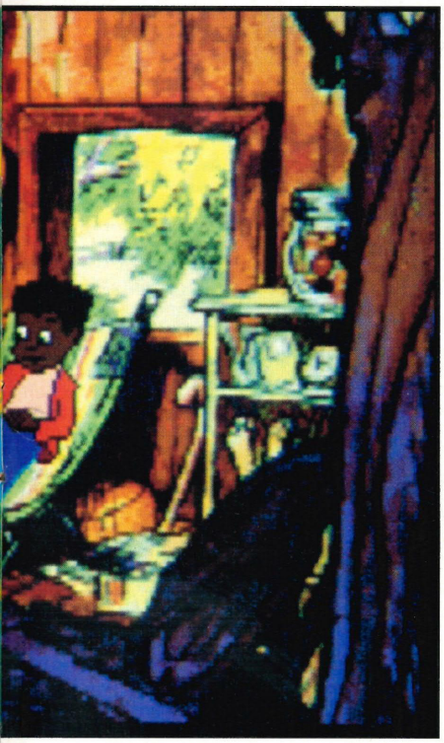
The game contains a plethora of puzzles including catching vampire babysitters in vacuum cleaners, escaping from school bullies in the pizza house toilets, running away from your younger sister and working out a way of making your pet frog Horny jump further!

Everything is presented as though it were in a cartoon and there is speech and 'real' music to accompany every scene. Rather than your average boring sythesized soundtrack Willy Beamish contains numerous tunes that have been recorded by a live rock band. If you've ever heard the music to the Teenage Mutant Hero Turtles on telly you'll have a good idea of what the tunes are like.



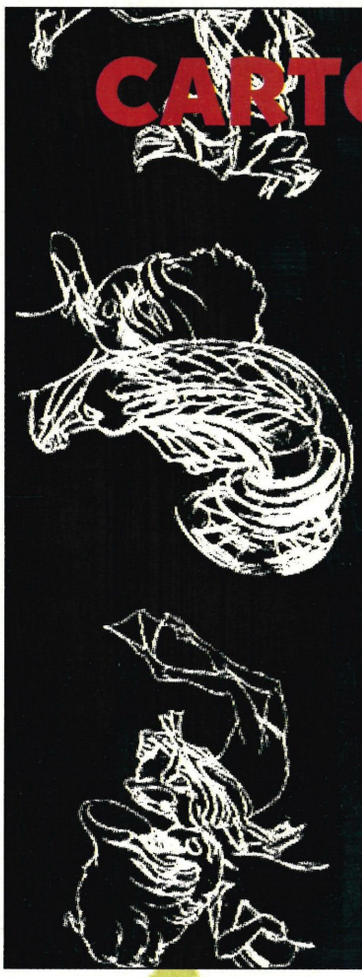
The pleasures of childhood eh? Up in the loft tinkering around with the train-set has no apparent use apart from annoying your Dad when you crash the trains

Although the subject matter of the game is a young boy, the game is aimed to appeal to all ages. Younger players can simply enjoy the childish



SH

CARTOON CREATION



Willy Beamish began life as the brainchild of Jeff Tunnell, a game designer who wanted to create a fully interactive cartoon on a computer.

Working with Disney artist Sheri Wheeler the pair worked for months trying to create a cheeky schoolboy image in the style of Bart Simpson, Calvin and Dennis the Menace. Once Willy's basic image had been developed it was up to Dynamix's team of animators and artists to bring him to life.

The process began with Tony and Merle Perutz (who had previously worked with various US TV networks) writing the basic storyline.

Working with game designers they incorporated puzzles, dialogue and characters into a workable framework for the game. Once this had been completed, the project was passed onto the graphic artists who proceeded to storyboard every single scene.

After creating the storyboard and subsequent gameplay backdrops, the artist's next goal was to draw individual black and white animation cells for each move within the game.

Cells had to be drawn for every single move of every character before they were passed on to the programmers to be digitized and coloured ready to be called up in the relevant scenes.

Due to the nature of the CD format the sound is equally as important as the graphics so the developers decided to bring Willy Beamish to life with digitized voices (lip-synched to the animation) and music.

All 42 of the games characters were played by different voice actors and hundreds of hours were spent in recording studios creating the perfect accompaniment to Willy's antics.

In all, the Sega CD version of Willy Beamish took more than 50 people a year of hard work to create.

The title screen is as good an example as any to demonstrate the quality of the cartoon-like graphics in Willy Beamish

humour and crazy antics of Willy and his pals, whereas as older players can tackle situations they won't have encountered since childhood. Ever wanted to go back to when you were really young knowing what you know now? Well now you get the chance.

The intention would seem to be that Willy Beamish will be released as one of the 20 plus games that are intended to be launched with the Mega-CD unit in Europe. All being well, you should be able to get your hands on an official version by Easter. If you're one of the lucky ones who has bought a US Sega CD unit you can but this on import now. Watch out for a review in a future issue.

JOHN

The toxic sewer network of the future is your home for a long time, until you manage to get out. If you ever manage to get out...

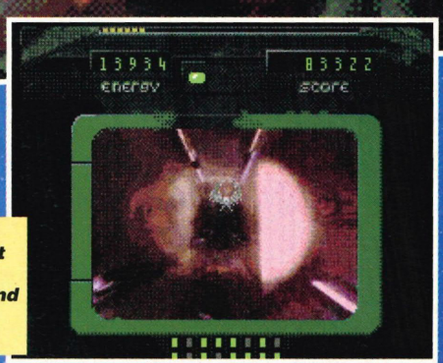
Ghost will continually offer you bits of 'advice' during the quieter moments of the game. This is clearly a man on the brink of insanity

You fat swine! Commissioner Stenchler suns it up with his 'assistant' in Solar City while you have to ride the tubes

SEWER SHA

Solar City is the place you have to get to, if you don't want to go out of your mind

A ratigator, one of the most common sewer creatures, gets skewered by the all-murdering Gatling gun on the front of your shark



Known as the 'crazy looking thing' you might be able to find it in the prohibited Sector 19, and it may just lead you to Solar City

REVIEW

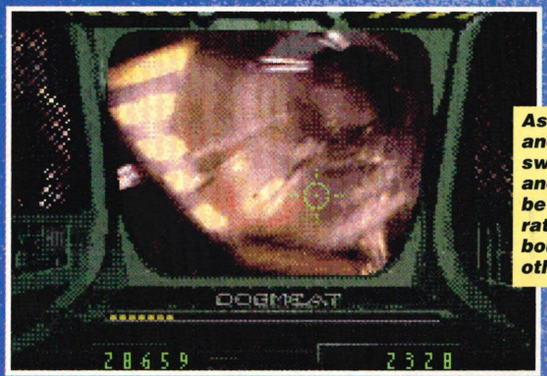
It's messy down here, but that is hardly surprising, considering the amount of toxic waste that has been pumped through this sewer in the last decade. What makes it worse is that it isn't any better up there – the surface is just a radioactive nightmare. There's only one place on Earth which isn't toxic: Solar City. But getting there is a bit tricky. I've got to bag me a million pounds (in weight) of vermin to get a one-way ticket to the sun, sea and sand in Solar City.

But these sewers are filled with some nasty stuff. The bats and the Ratigators aren't too much of a problem, but the Moles and the Zerks really give me the creeps. Flying through a tube at some ridiculous speed, trying to shoot anything that moves, is not my idea of a good way to earn a living. But then, Solar City needs me. Here we go again.

Sewer Jockeys are a rare breed, and now you've got the chance to be one of them – courtesy of Sega on the Mega-CD. Sewer Jockeys pilot the Sewer Sharks, the fast-moving heavily armed vehicles which patrol the slimy sewers and eliminate all the vermin before it gets above ground – in theory.

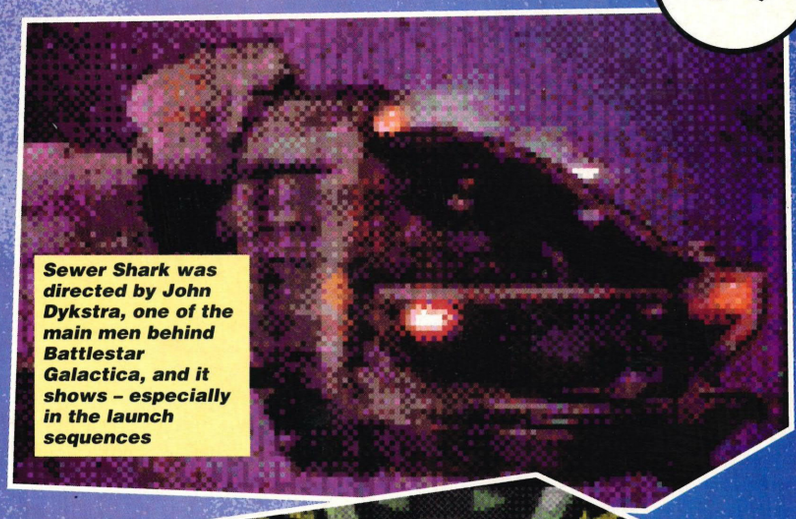
The main graphics of the game, as you race through the tunnels at pant-filling speeds, are in digitized full-motion, whizzing you through and is realistic enough to draw you right into the feel of the challenge within a few minutes. I say realistic – I don't really know, but it looks like a sewer might look at 100 mph. On top of the digitized sewer the game overlays the crosshair of your Gatling gun and the different creatures which you have been sent down there to kill.

The toxicity of the sewers has created some gruesome and dangerous mutations. The early reaches of the tube don't hold



As you make a jump to another tube you'll sweep dramatically in another direction, but be ready to waste the ratigators which are bound to be on the other side

Ghost has an attitude you might describe as 'in your face'



Sewer Shark was directed by John Dykstra, one of the main men behind Battlestar Galactica, and it shows – especially in the launch sequences

RK

MEGA-CD

anything much more dangerous than bats and ratigators (a cross between a mouse and a crocodile) but the further in you get the heavier the creatures get – the more poundage the better – but they also get more dangerous.

The scorpions are quite nasty but among the most dangerous are the moles. These were the robot drones used to clean the sewers before they introduced Sewer Sharks, unfortunately the chemicals have addled their processors a tad and they attack anything, including you. The nastiest of all though have to be the Zerks – these are mutant fireflies which are now nothing more than angry suckers and they will take great pleasure in sucking out your brains. At 50,000 pounds they will add a lot to your tally of poundage.

GASEOUS

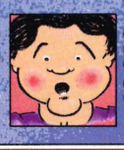
Shooting things is only part of the fun. You also have to steer the craft, following directions from your co-pilot Ghost. Your tactful colleague will bark out instructions to you – but only once. If you don't catch them that time, you're in trouble. Fortunately there are only certain places where you can steer – just prior to these points Ghost will shout something like "12, niner, niner" (up, left, left) and you'll have to make those turns at the next three intersections. If you make a wrong turn you may get back on course, but it is unlikely.

On top of shooting you have to worry about gas build-up. A red indicator will flash inside the cockpit – once this happens, you only have a few seconds to fire a flare ahead of you, detonating the harmless gas. The Sewer Shark has only finite energy resources on board – every now and then you will have pull into a recharge point and fill up. These recharge points have two entrances but at any one time only one of them will be operational. You have to pick the right one – so that means it is wise to charge up as often as possible.

GREASEBALL

Outside all the action, there's digitized live footage of actors playing different roles. One of the best is Commander Stenchler, your boss. He's a fat greaseball who spends most of his time insulting you while he sits 'administrating' in Solar City. You'll also see Ghost, your co-pilot, giving you subtle words of encouragement. Hell, you've got his life in your hands – he's not going to wind you up.

Sewer Shark isn't just a game, it is an experience. Nothing like this has been seen on Mega-CD before – either in Japan or in America – and the system needs games like this if Sega wants people to buy it. The digitized graphics and the excellent speech and sound effects are what CD games are all about. From the minute the intro starts, until you crash and burn in a ball of flame it is an all-absorbing package. Add this to the bowel-loosening gameplay and Sega is definitely on to a big hard winner.



JOOLS

Recharge bays never seems to turn up often enough, so make sure you use one whenever you find it

Falco's cryptic message may well draw you to a date with that skinny chap in the long black cloak with the scythe

MEGA PANEL

SCORES OUT OF 10

SHOOT'EM-UP

SEWER SHARK

ONE PLAYER

OVERALL SCORE 92%

GRAPHICS	9
SOUND	9
PLAYABILITY	9
DURABILITY	8

UPPERS

- So cyberpunk it's hardly feasible
- Sheer white-knuckle, in yer face entertainment
- Uses CD to the full

DOWNERS

- Erm, you need a Mega-CD

HOOK

You're 40 years old, never leave your mobile phone behind and neglect your kids. Then you discover you're Peter Pan, and your kids have been kidnapped by the evil Hook. What a day...

MEGA-CD

REVIEW

This green tights and Lincoln green tunic lark isn't for everyone you know. It takes a bloke who is very sure of his own manhood to leap about in a dress and tights on a regular basis. It is made worse when you've got this really camp guy in full pirate regalia, not to mention a hook, after your blood. I mean the whole thing could really throw you psychologically.

The game involves a fat executive (who used to be a DJ in Vietnam, or something) who's got to leap from platform to platform smiting foe after evil foe. There are 11 levels of it as well! I mean that is a long time to keep hold of your manhood and I should know.

These 11 levels occur in Neverland with the first seeing Pan fighting the Lost Boys to try and win them over. Once he defeats their leader, Rufio, they'll follow Pan.

Approximately every other level features one of Pan's adversaries from the movie who are never particularly strong but they are awkward to hit.

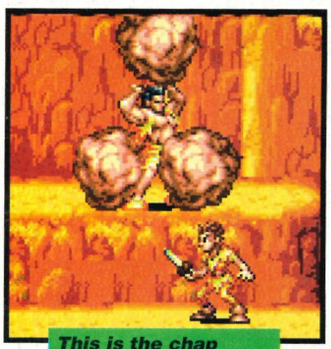
FLIGHT OF FANCY

Most of the time Hook will walk about, but if he gets fuelled up by Tinkerbell he can fly and hover. Once Tink's magic runs out however, he drops like a stone.

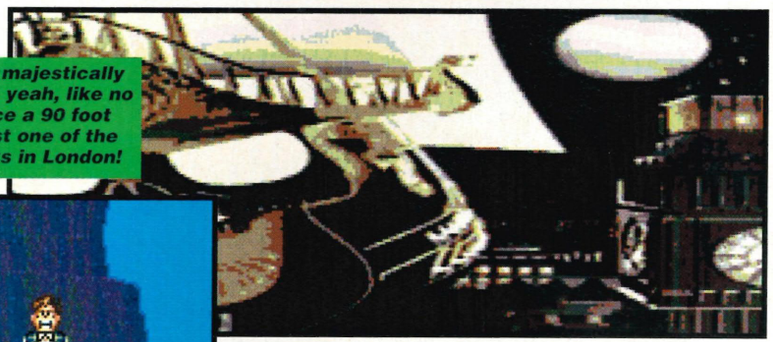
His weapon is a short sword, but if he's a good boy he can power up to the enchanted sword he used in his previous adventures. This, as well as being longer, also fires a plume of magic stuff so you don't have to get to close to the enemy.

This is all well and good you might

One of the classier moments of the game is when large boulders weighing in at around half a tonne actually roll up hill quicker that you can walk it



This is the chap responsible for the rocks that chase you up the hill and he's a pain in the arse

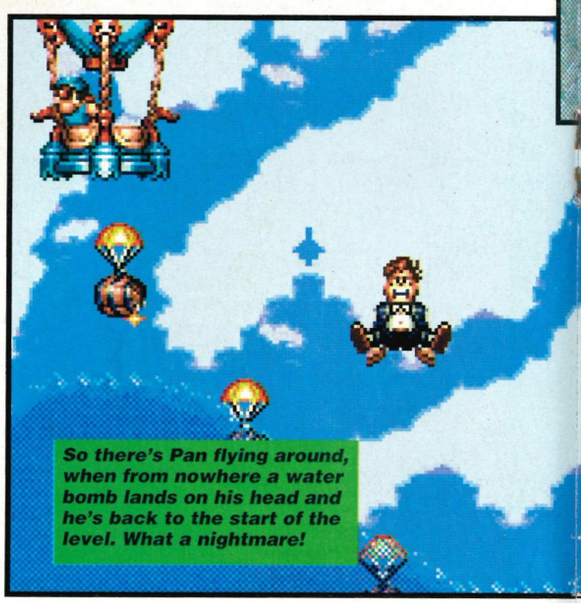


Hook's ship sails majestically past Big Ben. Oh, yeah, like no one's gonna notice a 90 foot galleon flying past one of the biggest landmarks in London!

When he runs out of hit points Pan returns to being fat, boring Peter Banning and falls off the screen

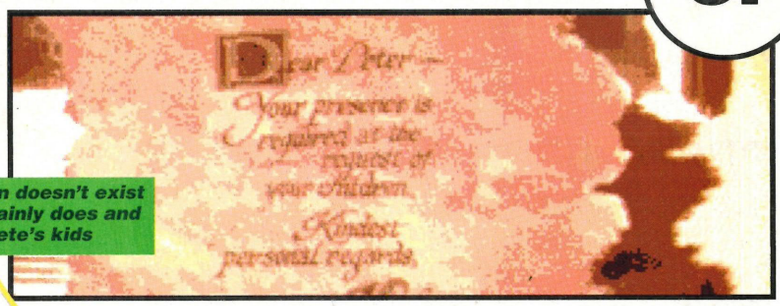
The third level happens in mid-air as Pan is bombarded by these nasty chaps in the balloons

When Pan appears he is still boring old Peter Banning



So there's Pan flying around, when from nowhere a water bomb lands on his head and he's back to the start of the level. What a nightmare!

As the game starts Peter Banning and kids look out over London discussing the fact that Peter Pan never existed



Well, if Pan doesn't exist Hook certainly does and he's got Pete's kids

think, but Hook suffers in one department: the gameplay. Never in three years of professional games playing, and many amateur ones before that, have I come across a game that is so damn annoying.

Never has one game caused me to get so wound up as Hook did. I mean it is supposed to be a platform game for God's sake, yet moving Pan around is like walking through a vat of treacle in a seven G environment. I'm not suggesting it should be as quick as Sonic, but let's have some fun here guys!

THE INVISIBLE PAN!

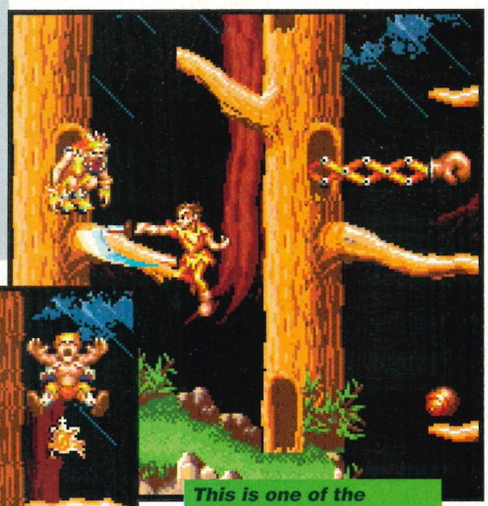
On top of all this the game can't decide when objects should hit Pan or not. Known in the trade as 'god-awful sprite collision' this causes immense frustration because it usually means that Pan gets hit when he looks to be miles from whatever attacked him.

The same things happen with the platforms, because when you think you've easily made the jump but for no obvious reason you haven't. Didn't someone playtest it for crying out loud?

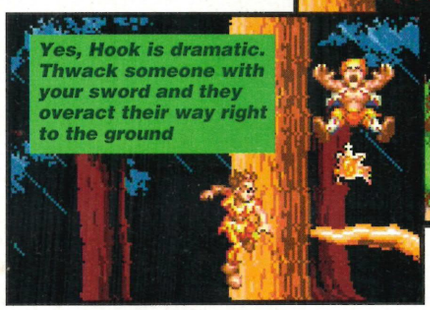
This is all a big shame. Hook looks reasonably good, and the soundtrack – lifted straight from the film – is what CD games are all about. The gameplay is just such a pain that I was perfectly willing to commit acts of gross violence on the next thing that annoyed me. Luckily it was only Cavey Davey. If you value your sanity then leave Hook well alone.

JOOLS

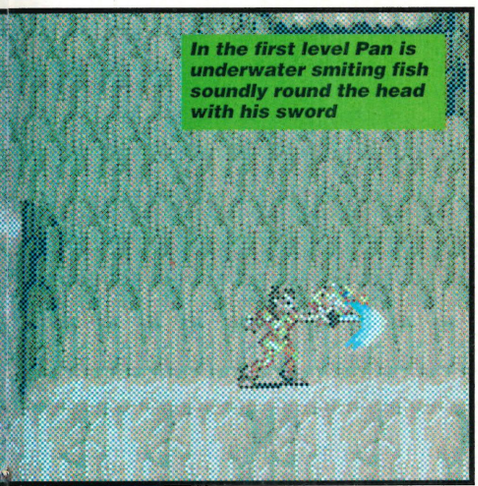
A blast of the tiger's breath will render you motionless and if it happens in mid-air you'll use up a lot of magic fuel



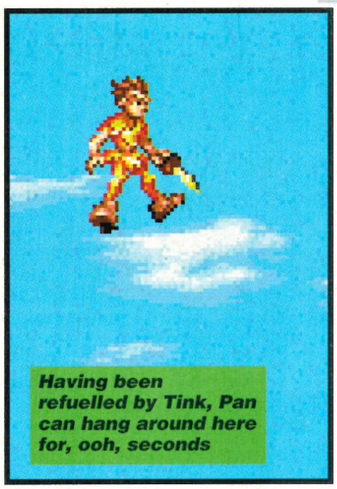
This is one of the guardians. He throws nuts at you and hides in the trees. What an idiot!



Yes, Hook is dramatic. Thwack someone with your sword and they overact their way right to the ground



In the first level Pan is underwater smiting fish soundly round the head with his sword



Having been refuelled by Tink, Pan can hang around here for, ooh, seconds

You'll remember him from the film. Yup, the fat kid who rolls down hills is up to his old tricks

MEGA PANEL

SCORES OUT OF 10

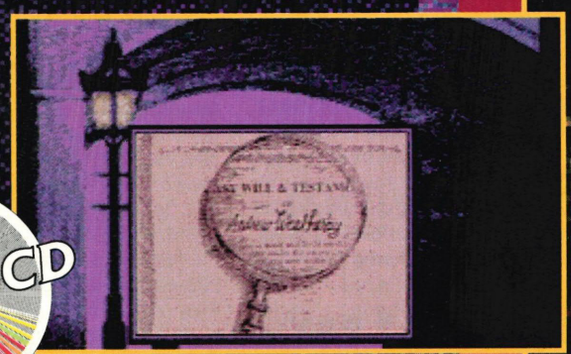
PLATFORM	OVERALL SCORE	
HOOK	45%	GRAPHICS 7
ONE PLAYER		SOUND 10
		PLAYABILITY 3
		DURABILITY 3

UPPERS	DOWNERS
● Excellent soundtrack	● Incredibly unplayable
● Reasonable graphics	● Personality-warping frustration build-up

SHERLOCK H

CONSULTING

The Mega-CD conjures up images of mind-blowing graphics and loud music (well, it does to me!), but as we all know, you should never judge a book by its cover.



MEGA-CD

REVIEW

I had to admit to a certain apprehension about tackling this game in the limited time span allocated for playing. The adventure is a very richly woven affair, needing considerable concentration and patience before the fullness of the game can be fully appreciated.

To simply slide it into the role-playing genre would be more than a little misleading because Sherlock Holmes is more of a text game, requiring the player to keep notes both mentally and on paper. The CD memory has a limited ability to carry out this function, but in certain circumstances, more information than just names in the on-screen notepad are called for.

ELEMENTARY?

Sherlock Holmes is an icon click and command mystery game. It requires the player to sift through the masses of evidence and clues which have accumulated around one of three devious deeds Holmes and Watson are to investigate. The three affairs are all murders, and in best Conan Doyle tradition no one can be ruled out until the last minute.

To assist the valiant duo in the search for the evil-doers, Holmes has built up a reliable network of contacts and informers. For the word on the street, Holmes will often use the Baker Street Irregulars, a motley crew of reformed criminals who have their fingers in many pies. To extract more society orientated information, Holmes can rely on such respected people as Henry Ellis, a prominent journalist for The Times.

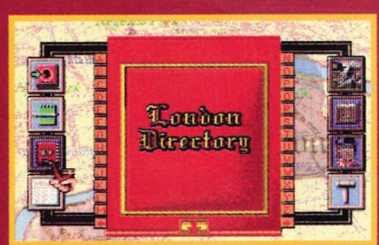
The command system is exceptionally user-friendly and it is possible to leap straight in at the deep-end without continually consulting the manual. This is a feature I'm sure will encourage many people to at least have a go at this type of game.

The gameplay is a simple concept. From the various names and addresses in the notebooks and journals carried by Holmes, you must read up on suspicious characters and decide who can provide the most informative material that will lead to the killer.

A copy of The Times is also

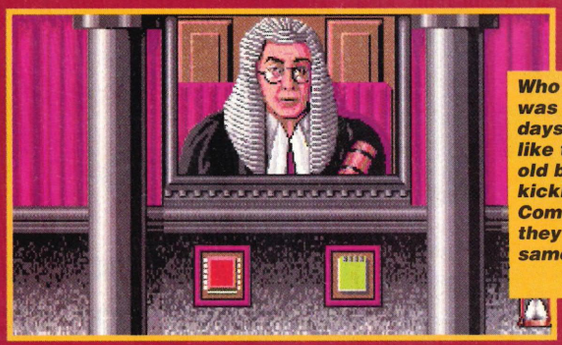
This screen displays all the different icons you are likely to come across. Simply click on anything here and the computer will explain its function. User-friendly or what!

This collection of war criminal types is known as the Baker Street Regulars. They all drink in The Globe (London joke for you lot out there)

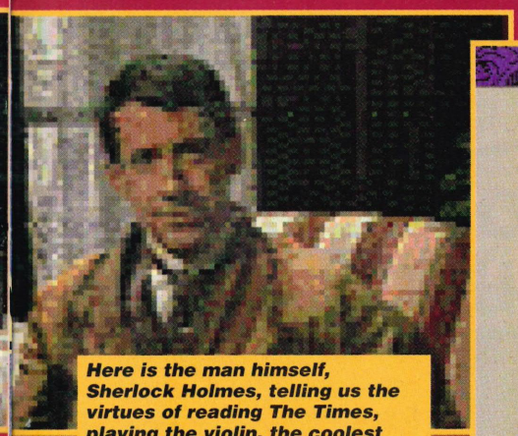


Ye Olde London A to Z

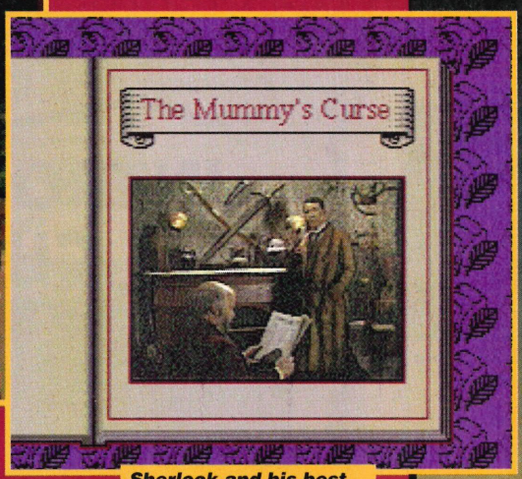
OLMES
DETECTIVE



Who said everything was better in the old days? The judges look like the same batty old blokes still kicking around today. Come to think on it, they probably are the same old blokes!

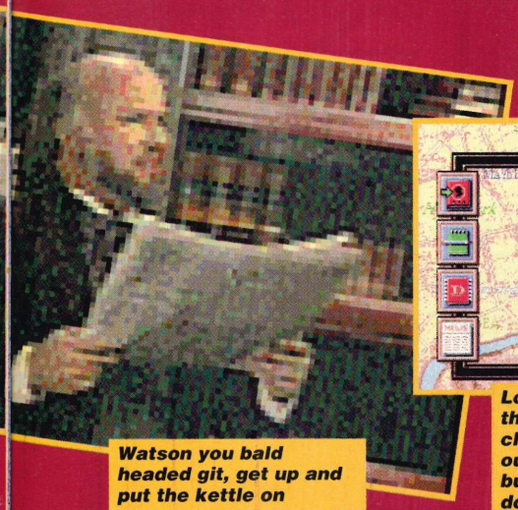


Here is the man himself, Sherlock Holmes, telling us the virtues of reading The Times, playing the violin, the coolest clubs in the West End and the best place to score opium

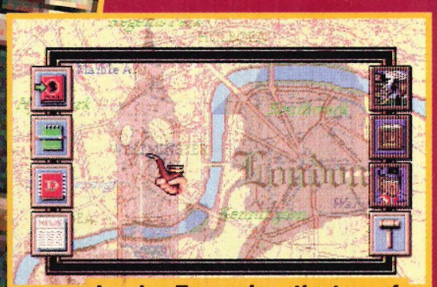


Sherlock and his best friend Holmes talk about boyish things. What's in the pipe?

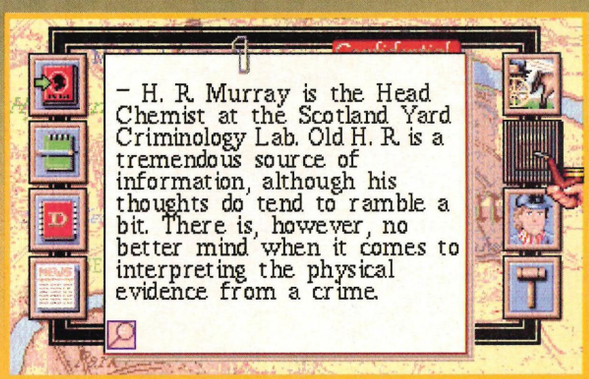
To find out all the latest gossip on anyone, simply highlight the name then click on the file icon. Hey presto! Lots of juicy gossip and stuff



Watson you bald headed git, get up and put the kettle on



London Town circa the turn of the century. If you look closely enough you can make out an American tourist buying Big Ben for the knock-down price of six shillings



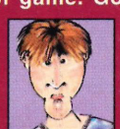
included in the pack. This must be thoroughly examined for announcements of events and trivia that might bring Holmes closer to the murderer.

GOTCHA!

When Holmes selects a person he feels can offer information, he will then visit them for a discussion and it's time to show off the capabilities of the Mega-CD. These scenes are wonderfully animated and are just what one would expect from the CD: good sound, great colours...well, have a look at the screen shots, they speak volumes.

To catch the killer, Holmes must appear before a judge and present his evidence. If in the judge's opinion enough has been accumulated, the accused will be found guilty. But if the judge does not feel Holmes has presented a solid case, he will free the culprit and it's up to you to pursue the case further or start looking for a new suspect.

The sad fact is this; without torrents of blood and loads of killing and maiming, Sherlock Holmes will probably never receive the respect it is due. The average Mega Drive owner has a tendency to ignore this type of game. God only knows how the new generation of CD owners will take to it. I'm keeping my fingers crossed.



GERRY

MEGA PANEL

SCORES OUT OF 10

TEXT ADVENTURE

SHERLOCK HOLMES

ONE PLAYER

OVERALL SCORE **85%**

GRAPHICS	7
SOUND	6
PLAYABILITY	7
DURABILITY	7

UPPERS

- Engrossing play
- Good for the old grey matter

DOWNERS

- Only three mysteries

CHUCK ROCK

REVIEW

Chuck Rock has been kicking around for ages and now he's made it onto the CD. Will his adventures be any different? Er...in a word, no!

The graphics haven't been changed at all with the animation and the baddies remaining the same

I'm having trouble coming to terms with why Sony Imagesoft has bothered to produce a CD version of Chuck Rock. The game has five levels (although there are a few extra screens within the levels), it's an average quality platform game and it's a damn good looking product. The trouble is, it was all these things on cartridge!

The only major difference I can really think of is the fact that the infamous 'Chuck Rock Boogie' that accompanies the (admittedly still quite funny) intro sequence has been recorded by a live rock band. No longer do we have the feeble Mega Drive impersonation of a rock band. No, now we have real guitars, drums and keyboards blaring away.

As far as graphics go, the only major difference is that the brief animated intro sequence explaining the abduction of Chuck's wife (present in the Amiga original) is now shown in all its glory complete with a truly abysmal voice-over! Apart from this the game is pretty much the same.

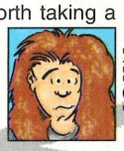
Gameplay-wise, Chuck Rock retains its charm. The levels are large and filled with mildly perplexing puzzles and the overall impression that the game gives is one of fun.

The idea of dashing around the levels lobbing chunks of rock at prehistoric creatures is quite entertaining. The meanies you encounter are just as daft to look at as ever before and you'll still have a bit of a chuckle the first few times you play.

The brief new bits in the CD version include some tactics not seen before, like stacking rocks

The biggest problem that Chuck Rock has is that it's a bit limited. With games like Sonic readily available you really need something new and different to warrant any attention.

If you don't own a cart version of Chuck Rock, and you have access to a CD unit this is well worth taking a look at. However, don't be fooled into thinking that this is a greatly enhanced version of the original – it isn't.

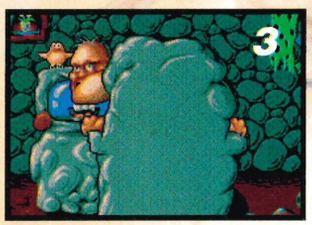


JOHN

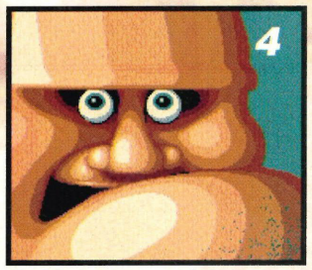
INTRODUCING CHUCK

Chuck sits (apparently naked if you follow the storyline) in front of his prehistoric TV, watching some kind of primitive ball game

From behind the bushes the anti-hero, Gary Gritter (pervert and part-time glam rocker) pops out as he eyes up Chuck's misses



Chuck becomes aware that there's some kind of depraved debauchery occurring outside and decides that maybe getting his lazy butt off the couch would be a good move



To his horror, our hero realises that chasing through the countryside butt-naked could get him arrested – so he has to find some clothes quickly!

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
CHUCK ROCK	72%	GRAPHICS 8
ONE PLAYER		SOUND 8
		PLAYABILITY 7
		DURABILITY 5

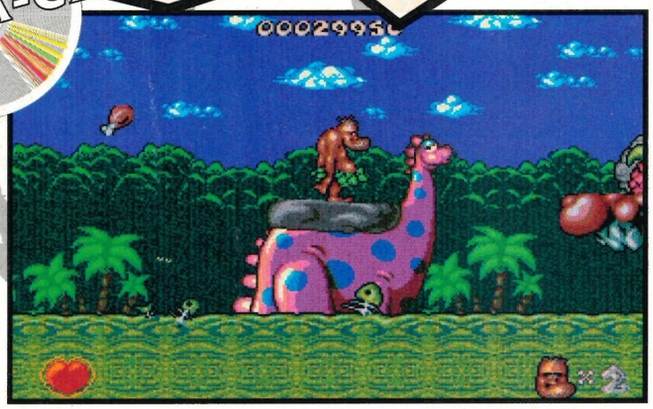
UPPERS

- Wonderful cartoon-style graphics
- Killer soundtrack and speech

DOWNERS

- Not a great improvement over the cart original

MEGA-CD



There are new dinosaurs to thumb lifts off in the CD version. Take this pink and blue spotty number for example

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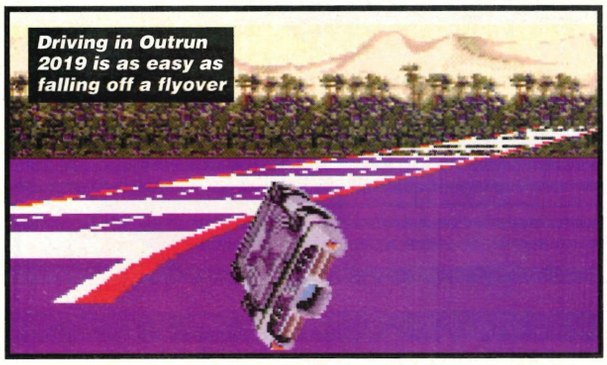
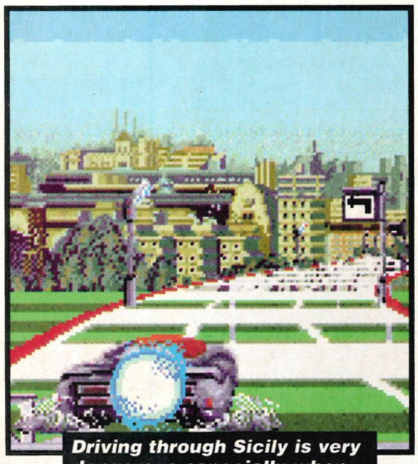
Pull on that breathing mask because this is the heavily polluted 21st century and you're contributing by driving very fast. Tut, tut!

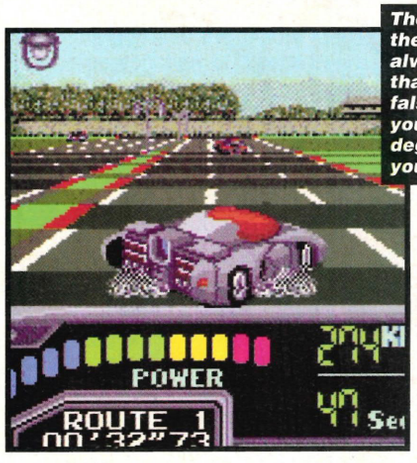
Occasionally the road splits giving you a choice of routes. Ah, the variety!



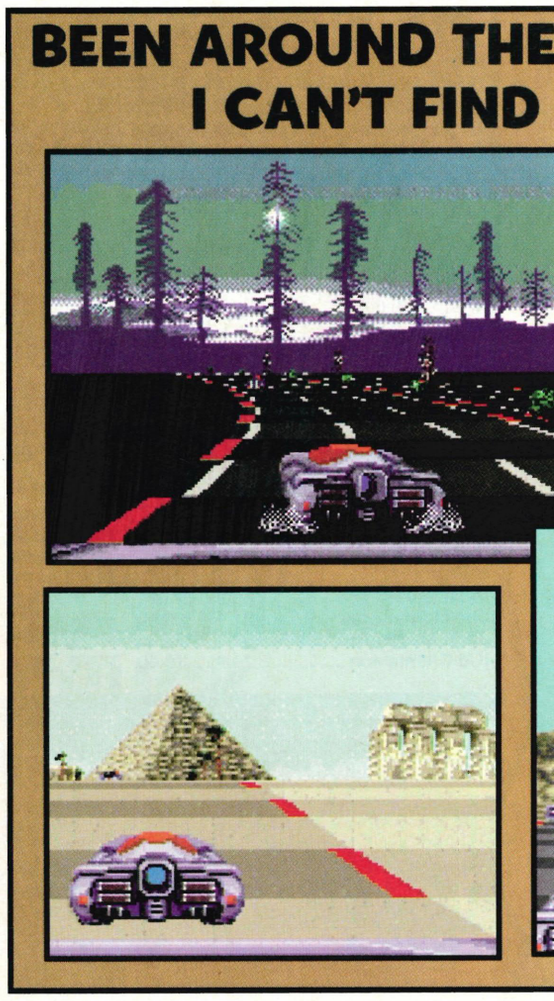
Driving in Outrun 2019 is as easy as falling off a flyover



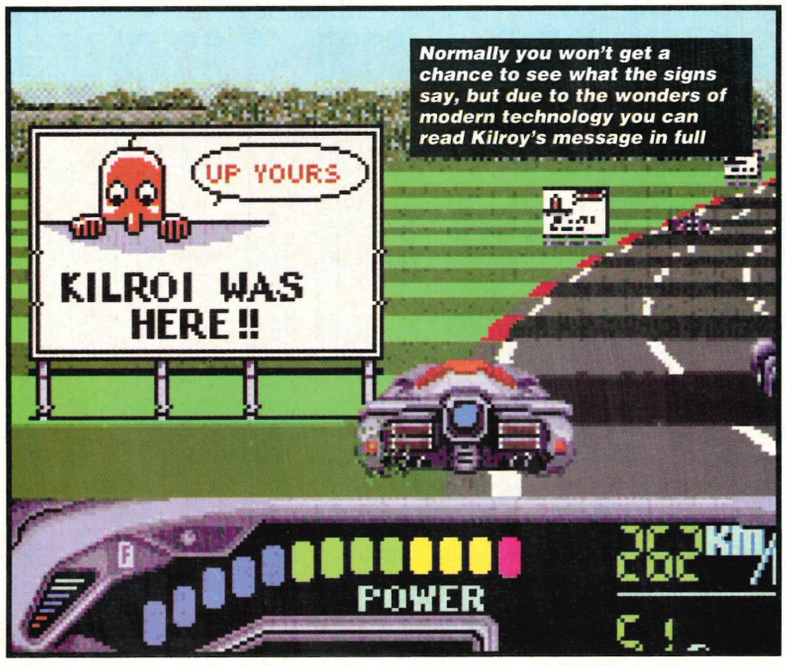
Driving through Sicily is very dangerous especially when you have to avoid the holes left by the Mafia's anti-establishment car bombs



The road-holding in the Outruns has always been less than brilliant. One false move and you're in a 360 degree spin before you can shout ABS



OUTRUN



Normally you won't get a chance to see what the signs say, but due to the wonders of modern technology you can read Kilroy's message in full

REVIEW

This game is called Junker's High in Japan, but the name has been changed for Europe and the States, presumably because it sounded too much like a German dive-bombing simulation. Either way it is now blessed with the oh-so-impressive Outrun tag – Sega's long-running, top-selling, but flawed series of racing games.

PURE SEX

First impressions suggest that Outrun 2019 may well be an improvement. The fact that it was programmed by someone other than Sega Japan is promise of some imagination at least!

The backgrounds are the first truly impressive bits of artwork seen in a racing game from Sega. The representations of world renowned landmarks such as the Pyramids and the Great Wall of China are really very good.

The driving feels a lot better than in some other games as well. For a start, when you hit max turbo the road shifts at a phenomenal speed and the tarmac just whizzes under you.

The car controls quite nicely and on corners it feels as though you were genuinely struggling to keep the thing on the road. The brakes are responsive enough to make them worth using – that is unusual in a driving game.

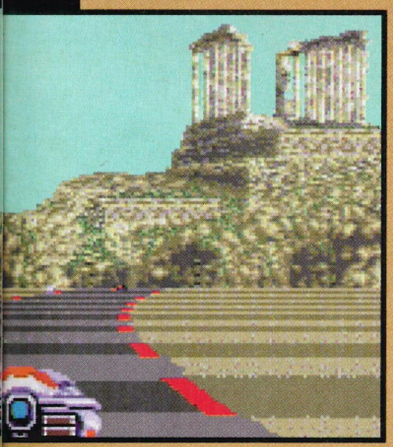
It is lacking however, in the number of awkward gits on the road. The guys you come across are easily dodged and if you do hit them it doesn't slow you down by any noticeable amount.

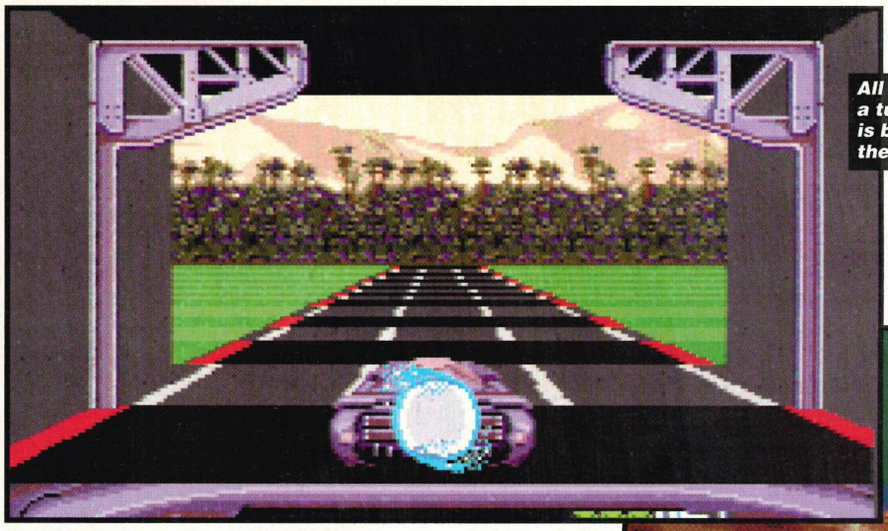
Something good hazard-wise are

WORLD....(AND MY BABY)

Surprisingly, the backgrounds are actually very good and worth enjoying to the full. Here we see the Parthenon in Athens, the Pyramids in Cairo and those tree things in Munich

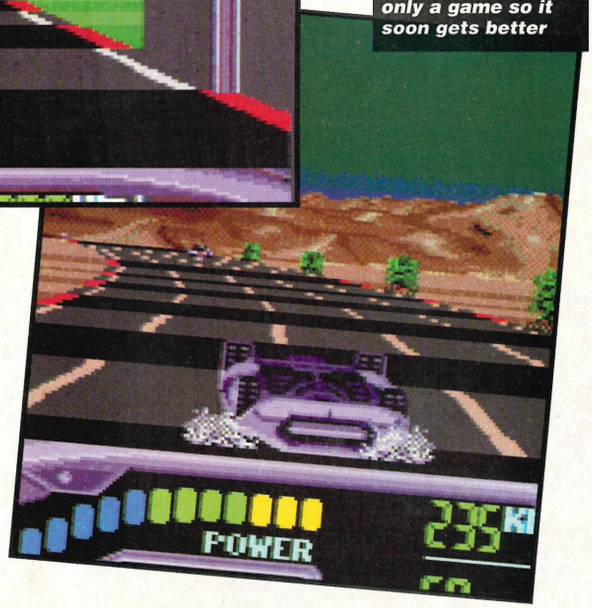
Late at night deep in a Bavarian forest, you're still driving the same car at the same speed

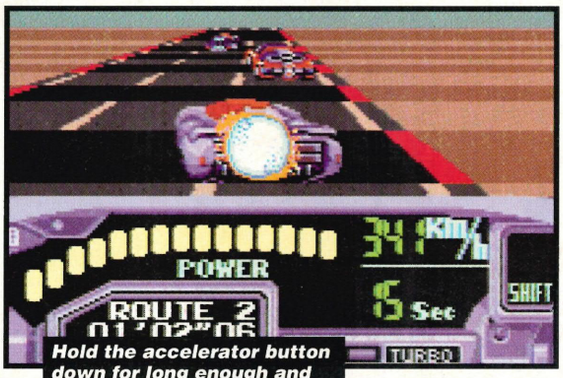




All the races start in a tunnel. Quite why is beyond me, but there you go

Occasionally things go terribly wrong and the car flips on its roof, but this is only a game so it soon gets better





Hold the accelerator button down for long enough and you'll hit super-duper turbo territory and you'll fly along at a murderous 350 km/h

OUTRUN 2019

MEGA PANEL

SCORES OUT OF 10

DRIVING	OVERALL SCORE	
OUTRUN 2019	65%	GRAPHICS 7
ONE PLAYER		SOUND 5
		PLAYABILITY 7
		DURABILITY 6

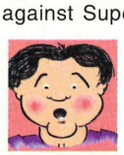
UPPERS	DOWNERS
• Best looking Outrun game yet	• It's another racing game
• Plays nicely	• Nothing different enough

the flyovers that don't have any crash barriers, making it oh-so easy to fall off the track. If you do career off the road your car is followed down until it lands on its roof. Simple, but effective as someone once said.

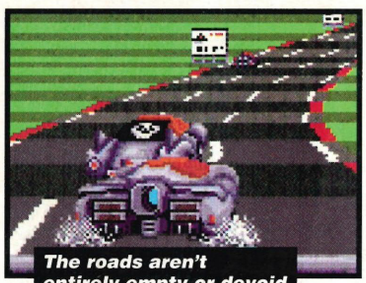
MAXIMUM TURBO

You get to choose routes at forks in the road. This choice however, is usually dictated by which side of the road you are on and whether you can make it across to the other side just to be different. It gives the game some much needed variety in the early stages meaning that the first few plays aren't always limited to the same piece of track.

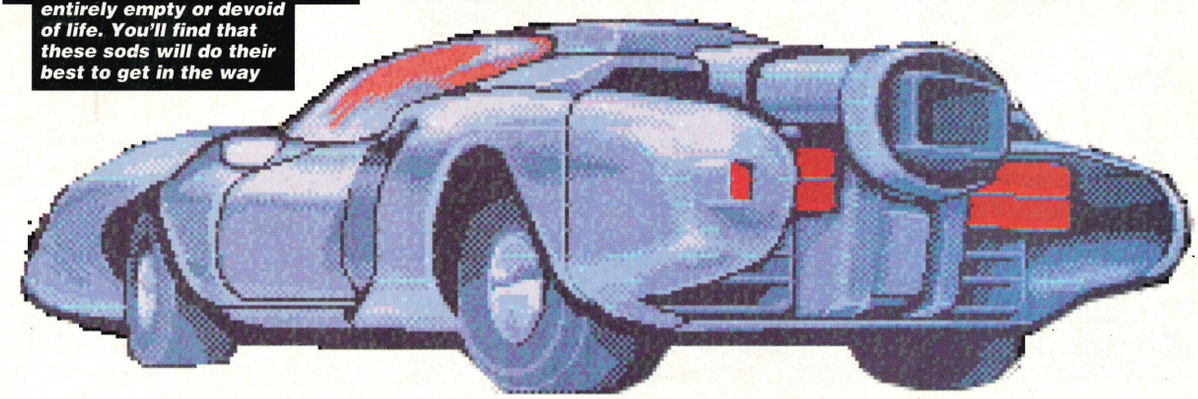
Outrun 2019 is the best in the Outrun series on the Mega Drive, but it will never stand up against Super Monaco GP2 or Lotus. It is merely a competent example of the racing genre but nothing new.



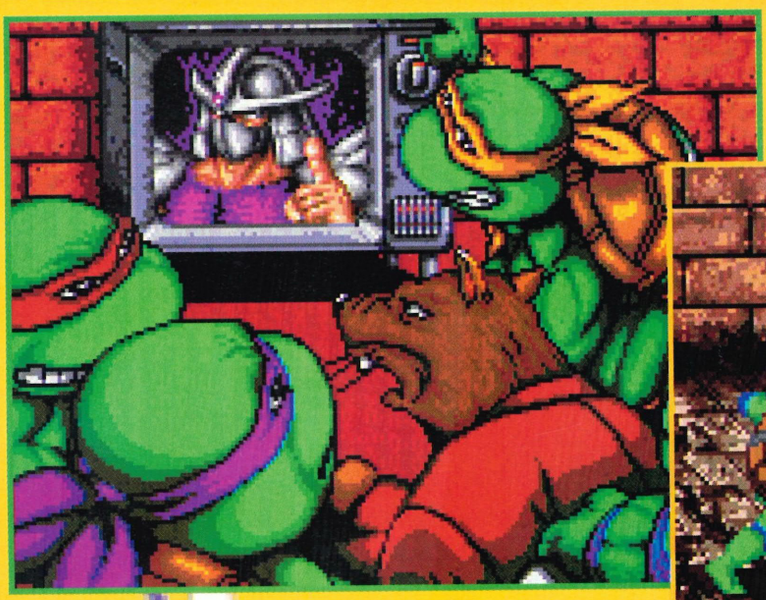
JOOLS



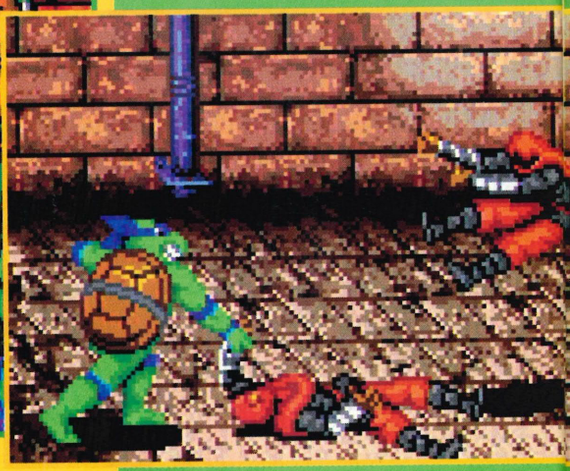
The roads aren't entirely empty or devoid of life. You'll find that these sods will do their best to get in the way



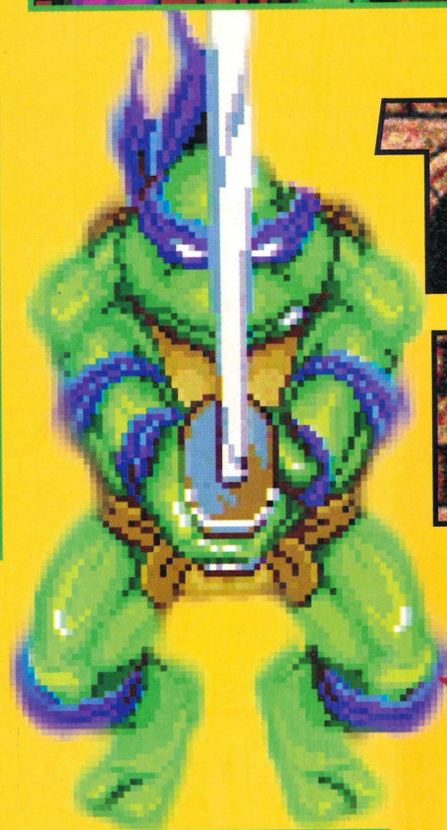
They're back! The large reptiles that live in the sewers of New York, devour pizza and use appalling English have made it to the Mega Drive.



(Below) A quick 'over the shoulder' routine should sort this one out. I'm not quite sure how to get the turtle to do this move but there's always time to learn...



This is the first level and can you believe these guys are the ones you'll see throughout the game? Oh, there will be the odd costume change! Their fighting ability also remains constant



TEENA NINJA

THE HYPER ST

REVIEW

(Below) Here are some more of those ninjas sneaking out from the back of a van. Excitement city!

What is the purpose of this 'almost-conversion' from SNES to Mega Drive? Well, use some imagination, what do you think? Yes, Shredder and Krang are at it again and now Mega Drive owners are being given a piece of the action.

This time Krang has stolen a magical stone from Dimension X which will enable him to take over the world by shrinking all the cities. Now those turtles have the unpleasant job of retrieving it from the villains and making the world a safer place for all and sundry.

TMNT can best be described as a sideways scrolling beat'em-up looking like, well, most other sideways scrolling fighting games which the Mega Drive seems to have its fair share of. From the options screen you choose which hero you want to control and then they leave to battle it out with the forces of evil.

FIGHT BACK

Five levels, with three stages per level, must be completed before your hero can have a go at Shredder and Krang. After the villains on each stage have been subjected to some ninja-type fighting one of Shredder's henchmen such as Leatherhead the Crocodile or Rocksteady the Rhino step up to have a dig at the turtles.

Dotted all over the sewers and streets are pizza power-ups which give extra strength bonuses. Also scattered around are special power pizzas which enable the lads to

MEGA PANEL

SCORES OUT OF 10

BEAT'EM-UP

TMNT

ONE/TWO PLAYER

OVERALL SCORE 65%

GRAPHICS	6
SOUND	4
PLAYABILITY	5
DURABILITY	5

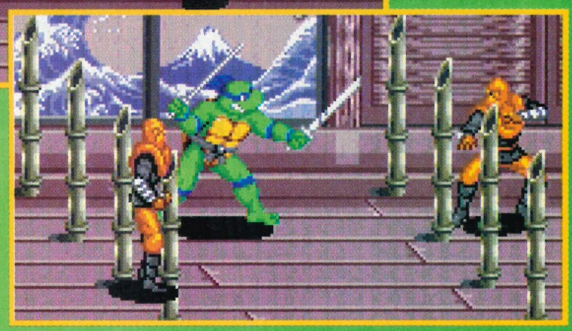
UPPERS

- Has a certain charm
- A bit of a giggle playing the turtles

DOWNERS

- No variety
- Tedious
- Seen it all before

More electronic objects. This time it is dogs. Yawwwn



These large bamboo shoots appear from the floor and can hurt when they spike your bottom

GE MUTANT TURTLES

TONE HEIST

After some pizza there's nothing the average turtle enjoys more than spinning around with a sword in his hand. Large deep pan for me, please!

carry out deadly attacks. When one of these is executed nothing and no one is safe!

The deadly attack is at its most effective when you're surrounded by masses of enemies, because the ninja turtle spins furiously round in a circle wielding his chosen weapon and taking out everything.

Each turtle has his own very effective special move. I found Michaelangelo the best all-rounder with those nunchukas – hmmm, very nice thank you!

The game has three levels of skill, and to be fair, apart from the hard level TMNT is not a difficult game to complete. When played in two-player mode it quickly turns into a competition to kill more nasties than your counterpart and becomes a tad on the tedious side.

GUTTER TALK

The graphical content of the game is nothing to write home about even though the choice of comic book colour or animation colour is available. The later stages which take place in Shredder's base look like every other space villain's HQ.

However, on the plus side TMNT does have a certain charm which I can't quite put my finger on. Perhaps it is the idea of playing one of the turtles themselves, or the fact that I got an ego boost because it was so easy. Despite the nice things which surround the game its faults far out-weigh the pluses.

Each level is packed with the same old bad guys with very little variety. The thugs don't seem to ever learn anything and by the time you reach the final stages it still only takes a couple of kicks before it's goodnight. Like the Turtles themselves the game is a little out of date. Is it time to hang those shells up perhaps?

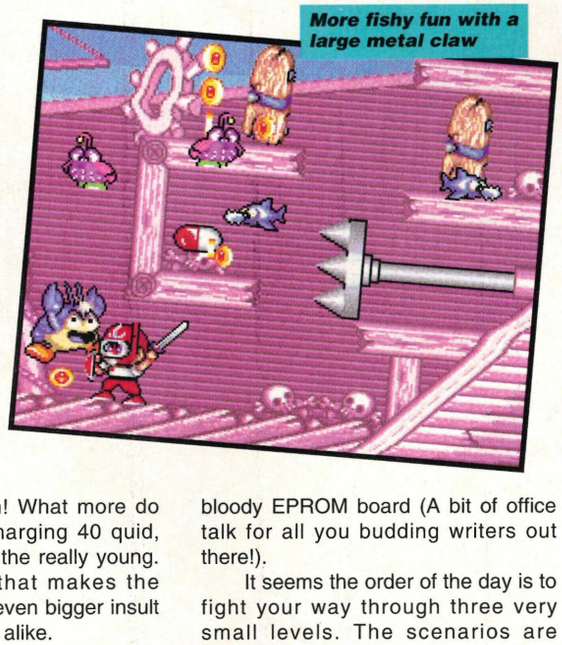
GERRY

Any time you fancy matey-bobs!

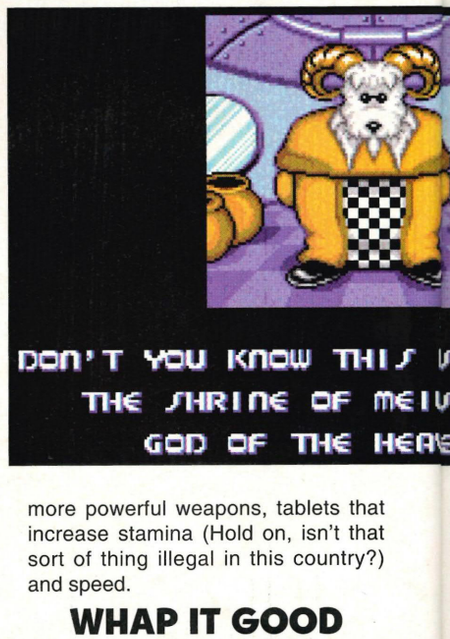
Here we are again. More games for the under fives. Actually, let's hope Capcom has designed Chiki Chiki Boys for the very young or it is in deep, deep trouble!

It's time to decide which exciting level your brave young warrior will reclaim first. Being a straight type of guy I'll go for world one first

CHIKI CHIK



More fishy fun with a large metal claw



REVIEW

This game could be a good laugh if you ever invited a selection of Capcom executives round for dinner. Casually bring the conversation round to games and without a shadow of a doubt they will be foaming at the mouth over Streetfighter 2. Time the moment right and then mention Chiki Chiki Boys and watch those Capcom boys gag on that cheap red wine. Ah...we can but dream!

All that nonsense aside I am assuming this is a game for youngsters. If it is, well, it could be judged as very average. The sad fact of the matter however, is that I'm incredibly vindictive and therefore it's going to get the slagging it so richly deserves.

Unlucky Capcom! What more do you really expect charging 40 quid, even if it is aimed at the really young. Hold on a minute that makes the outrageous price an even bigger insult to children and adults alike.

SHORT, SHARP AND POINTY!

To begin with Chiki Chiki Boys is a side scrolling platform affair which for the vast majority the time has dull, completely uninspired flat 2D graphics. I can see no comparison to the 'bright and cheerful' visuals mentioned in the press release.

One of the main characters happens to be a short-arsed little thing wielding a sword, and the other main sprite is another short-arsed thing swinging a sword, but wearing a helmet. I love a little variety, don't you?

If you can contain yourself to read on I'll explain what is the object of the game. Well, what I think is the object of the game! Again no manual has been included just more chips for the bloody EPROM board (A bit of office talk for all you budding writers out there!).

It seems the order of the day is to fight your way through three very small levels. The scenarios are underground, underwater and flying in the sky battling numerous angels among other things. In this last level you actually get to meet the big man, God himself.

Stop press: John has just handed me some important looking scraps of paper. What's this? Oh, the plot. Monsters once conquered the land of the Chiki Chiki boys, now they are out to reclaim it. Well, now we know. Back to the review!

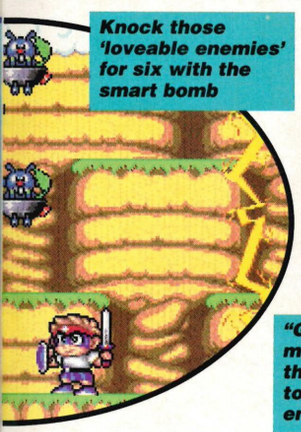
Right where was I? When battling through this hostile environment money and special bonus power-ups must be collected. Some of the power-ups can be used in a smart bomb effect, which means that you can destroy all enemies on screen.

The money comes in very handy when, well, buying things! Such as more powerful weapons, tablets that increase stamina (Hold on, isn't that sort of thing illegal in this country?) and speed.

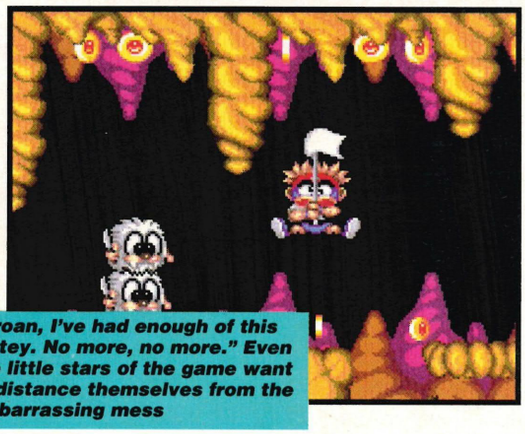
WHAP IT GOOD AND HARD

Apart from this there isn't really a lot more to say about this game. It's just the usual 'wander around and hit

The final level takes place under the sea exploring a pirate ship. Spanish doubloons, pieces of eight...



Knock those 'loveable enemies' for six with the smart bomb



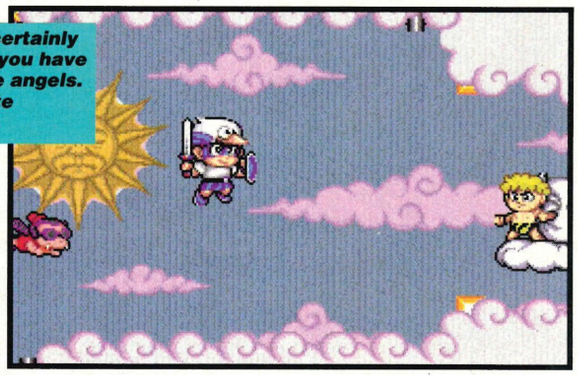
"Groan, I've had enough of this matey. No more, no more." Even the little stars of the game want to distance themselves from the embarrassing mess

Those tablets on the left provide energy. Is Capcom sure this game is aimed at children?

One of the end-of-level guardians. I think it looks very similar to the devil in Time Bandits. Well maybe not! It is red though, so that's a start

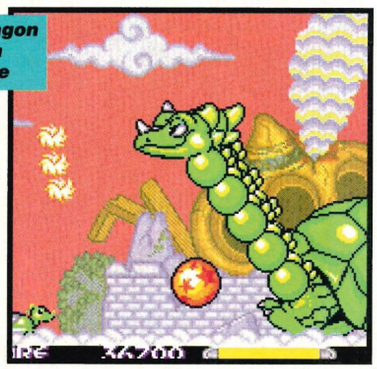
KI BOYS

Right this is it! I'm really confused. Let's get this straight. Buy drugs, beat up sweet little angels, meet God, who has the head of a goat. Surely that's the Dev...oh forget it



This game is certainly twisted. Here you have to duff up little angels. What next, vote Conservative?

Erm, what can I say. Fancy a long hot shower, darling?

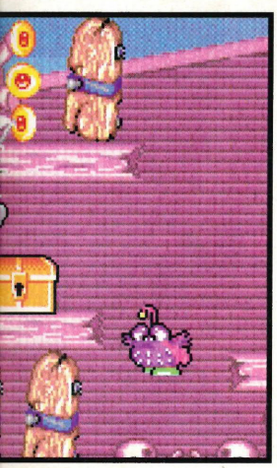


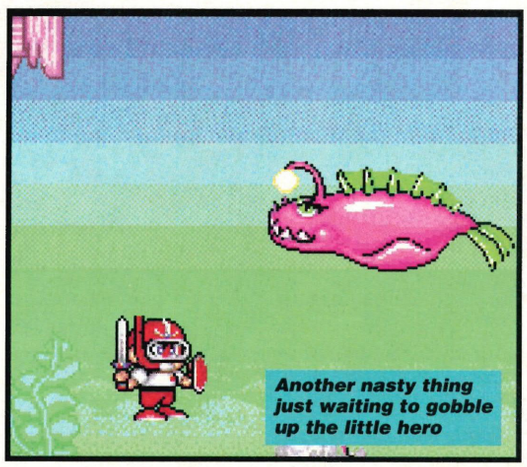
The obligatory dragon pops up to make a cameo appearance

things with swords' scenario. It's very small and unbelievably easy. There are no exciting features just a large blank expanse of background.

If Capcom wants younger players to buy this shouldn't it have a special price tag to match. Mums and dads beware, someone wants your cash.

GERRY





Another nasty thing just waiting to gobble up the little hero

MEGA PANEL

SCORES OUT OF 10

PLATFORM	OVERALL SCORE	
CHIKI CHIKI BOYS	28%	GRAPHICS 3
ONE PLAYER		SOUND 2
		PLAYABILITY 2
		DURABILITY 1

UPPERS

- If the price was right it would be an ideal game for small children

DOWNERS

- It costs £40

Touch down! It is a bit on the easy side and scores of 130–150 are not uncommon in a 12 minute match

A massive scrap breaks out on the pitch, but the guy controlled by player one is off the screen

The indoor pitch is no less cluttered than the outdoor arena, but the trap doors make it a little more interesting

PIGSKIN FOOTBRAWL

REVIEW

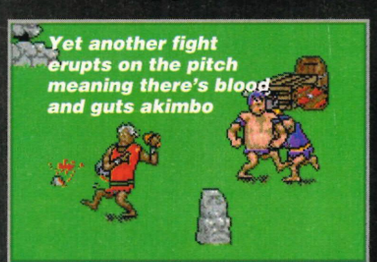
Replacing 'ball' with 'brawl' usually means a crap, yet violent version of the original game. Will this be different?

Yet again it seems that the Americans have decided that if a strange race of creatures in the future was going to play a ball game it would have to be American football!

In Pigskin Footbrawl there are two styles of pitch; indoor and outdoor. The outdoor resembles a ramshackle battlefield and the indoor is a banqueting hall after one of those weeklong feasts that the Vikings used to have. This is quite a coincidence, given that most of the players have that Vikingesque feel about them. You know, stupid names and helmets with horns in them!

Pigskin Footbrawl is a two-joke game. The first is that you can hit people and the second is that the pitch is littered with obstacles. The 'very close-up' view of the pitch (if it is 100 yards long the screen shows 20 yards) means that the 'comedic potential' of bumping into things is exploited to the full. For 'comedic potential' read 'great idea for 10 minutes but doesn't it get bloody annoying soon after that'!

The real downer though is that you only control the captain. This means that you spend half your time trying to lead him back onto the screen without bumping into said obstacles. This fact really takes all the fun out of the fighting, in that you only have direct contact with about 20 per cent of it.



Yet another fight erupts on the pitch meaning there's blood and guts akimbo

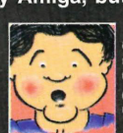
A pre-match pep talk from the boss, but will it make any difference?

DAGGERS DRAWN!

The fighting is allegedly enhanced a tad by the addition of weapons. Assorted spears, daggers, axes and nooses are scattered in a very laissez-faire manner across the pitch for the teams to pick up. The harder the weapon, the longer the guy you hit with it stays down. Gee, what fun!

You can't however, really control any of this. What you can change is what attitude the team has, although I couldn't perceive any noticeable difference between the four different styles of play.

On the plus side you get some very good speech and sound effects, top quality grunts and groans, but you don't get much else. I'd be delighted if I got Pigskin Footbrawl on PD for my Amiga, but I wouldn't pay this amount for it. The game is good fun for 10 minutes, apart from that forget it.



JOOLS

MEGA PANEL

SCORES OUT OF 10

SPORTS	
PIGSKIN FOOTBRAWL	
ONE/TWO PLAYER	
OVERALL SCORE	45%
GRAPHICS	7
SOUND	8
PLAYABILITY	4
DURABILITY	4

UPPERS

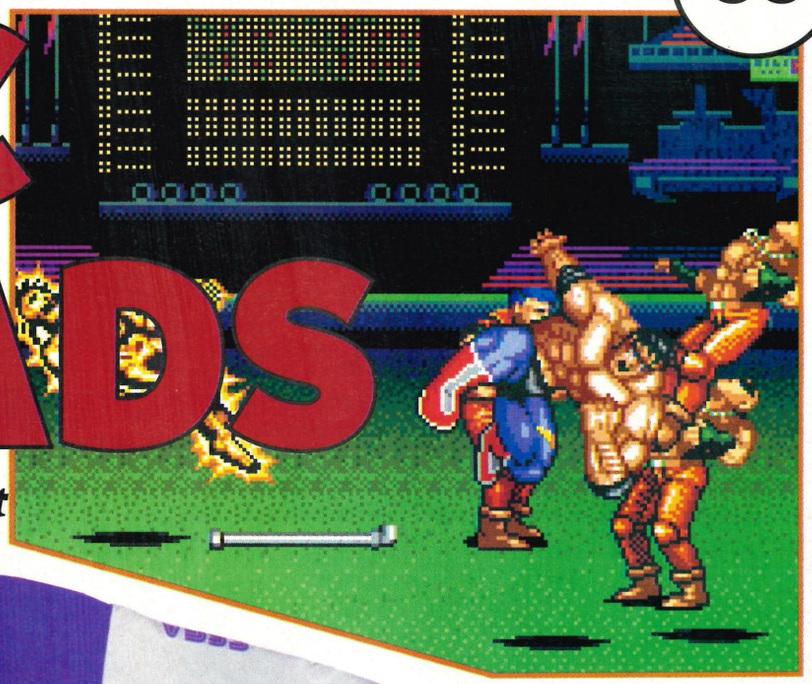
- Initially raises a chuckle
- Great sound

DOWNERS

- Not enough gameplay
- Irritates quickly

Thanks to Console Plus. Tel: 0532 500445.

SONIC THREADS



Win! Exclusive Sonic 2 jacket plus a selection of the very latest games.

Knock your mates for six with a super cool Sonic 2 jacket

Game Plan

THE BEST GAMES BY MAIL

Game Plan is a members-only cart club which provides its members with official Sega products. There are no membership fees, but once you've joined you are offered a number of savings on games, with your first game being 25 per cent off the recommended retail price. Members are also entered into free prize draws to win brand-new releases.

If you're interested in joining the club call 0459 123999 for full details This number is charged at local rates 24 hours a day.

HOME-RUN

Thanks to Game Plan we have the chance to offer a stunning Sonic 2 baseball jacket worth £80, plus a free game of your choice to the first prize winner. Three runners-up will win any game of their choice.

All you have to do is answer the following question...

Question: If Game Plan can provide the first game which you order from it at a 25 per cent discount how much would this be if the game cost £39.99 to start with?

Would it be:

A: About £34.99

B: About £26.99

C: About £29.99

Don't forget to include both your choice of free game along with your jacket size (small, medium, large, extra large) when you enter.

Send your answers to:

Sonic Threads
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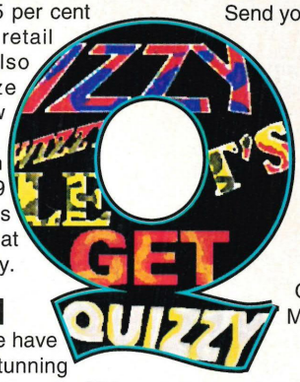
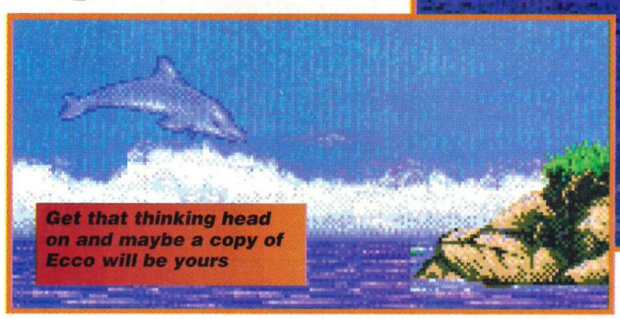
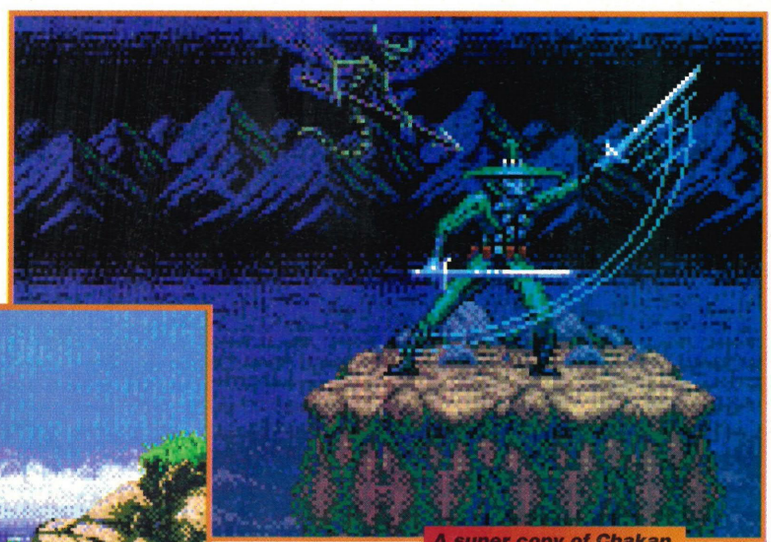
Get your entries in by 31 March '93.





Get that thinking head on and maybe a copy of Ecco will be yours



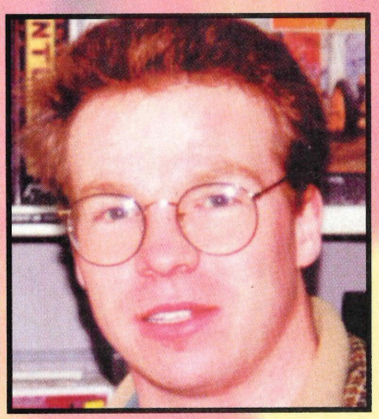
A super copy of Chakan could be added to your collection

"Sad and lonely" says Jackie. Are you all really that bad? We try to find out.

DEVIL'S

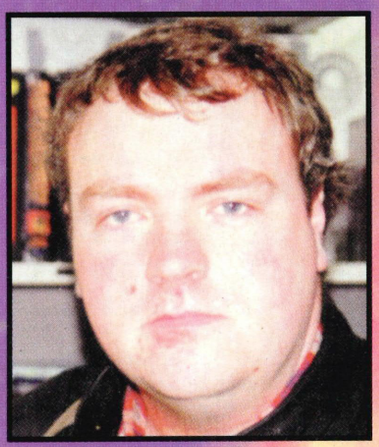
The evils of game playing, especially video games, has attracted more than its fair share of media attention recently. With new and shocking revelations appearing in the national press almost every day we decided to ask the people at who all this abuse is directed what they thought of their current media standing.

Are we going back the witch-hunt of the early '80s when several influential pressure groups mounted a campaign to have all Dungeons and Dragons products completely banned, claiming they were "The Devils Toys?" or is it just another publicity stunt by the British press hungry for more hype now the royal family are out of vogue.



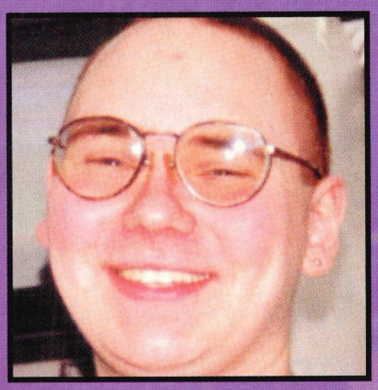
RICHARD HEARTLAND

GD: Do you feel the recent harassment of games players in the press is justified?
RH: Generally, I would say it's unfavourable, but it has probably improved a bit, I don't usually pay much too much attention to the media. I think certainly fantasy games such as Dungeons and Dragons get a very bad press, at university many people subscribe to this view, they do tend to stereotype. Some of the people do not help themselves, they get involved and that type of thing and, well, the rest is history.
GD: Could you ever envisage yourself being addicted to a game or games?
RH: Well, if we're talking about non-computer games then, no. A lot of games are good fun but the bottom line is if you complete it you get bored with it and then you want to go off and play another game. I think the closest thing to an addictive board-game would be Dungeons and Dragons because there has so many different connotations one can get from it, it is such a good game.
GD: How do you feel about certain quarters cultivating the idea that games players are, for the best part, social outcasts?
RH: Well role-playing games are the complete opposite. To play a the game correctly you need a circle of people, how can this be unsociable? Most people I know do not belong to any particular gaming sphere, we all have fairly varied social life that do not involve games.



STEVEN REA

GD: What is your response to the media typecast of people who enjoy games being spotty adolescent kids locked away in their bedrooms?
SR: Well, there are those type of games players and there are those who go for the more involved genre of games. You know, the type of game that can last a long time and fill in those long boring rainy evenings.
GD: Do you feel that this coverage is totally unjustified?
SR: For the most part, yes, I find it insulting.
GD: What type of game do you prefer, board or video?
SR: I enjoy most games, but I'm not an addict before you ask...or accuse! Any game that will give me a few hours of enjoyment on any format suits my needs.
GD: You speak of being addicted, any views?
SR: Ha, I suppose it is easy to become addicted but I have other interests besides games, my bike for one, the TV also comes in thereabouts.



ADY

GD: What do you think of all the scaremongering press video games are getting at the moment, especially the 'addictive' debate?
Ady: I think most of it is probably true. I watched a documentary some time ago primarily about how people can become addicted and it surprised me how fast people can become hooked to video games. I suppose it all depends on how well the person in question takes to things, they could just as easily become addicted to sport. I enjoy games, but I'm not addicted.
GD: What are your thoughts on the stereotype image of a games player?
Ady: Well it's certainly not true of myself, do I look like a train-spotter? I think the on the whole the console does not suffer from this image it's more the role-playing types who suffer from this bad press, but at the end of the day they are all games of one description or another. Personally I can't see the difference between jumping from platform to platform or sitting around with friends slaying dragons.

CHRIS WHITE

GD: So are you one of these unsociable games players that we

ADVOCATE

often hear and read about?
CW: Well, perhaps some video games players deserve the tag, locking themselves in rooms for weeks on end. I personally don't play video games, more of a game of Risk with some friends after a good night on the beer, I'd hardly call that unsociable behaviour
GD: You obviously think that the potential to become addicted to video games is higher than that for board-games?
CW: Well, it tends to be children who become more addicted to video games, young and easily influenced, the type of games I play seem to attract older player who tend to have other things on their minds other than non-stop game playing.

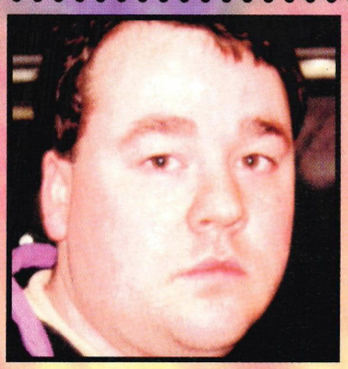
LEE CROMWELL

GD: The recent image conjured up in the popular press of the average gamer is generation of social lepers, playing games, emerging only to eat or go to the loo. How do you feel about this generalization?
LC: This is very unfair. Most people have this picture painted in their heads that if anyone plays D&D they must be a leather clad, devil worshipping, heavy metal fan. A lot more people, especially adults now enjoy games.
GD: What about the accusations of games being childish?
LC: More rubbish! Playing games is no more childish than any other hobby or pastime. Being an RPG fan I often construct and paint my own accessories. In my book this is artistic not childish.
GD: Have you ever dabbled into the world of video games?
LC: Yes, I've played on the Sega Mega Drive quite often.
GD: Did you find this addictive?
LC: No, not addictive. Video games, in my experience, sharpen the reflexes and keep you more alert. I'm not the biggest fan of them, but from what I've played I think they're worth the money.

The self-confessed games addict:

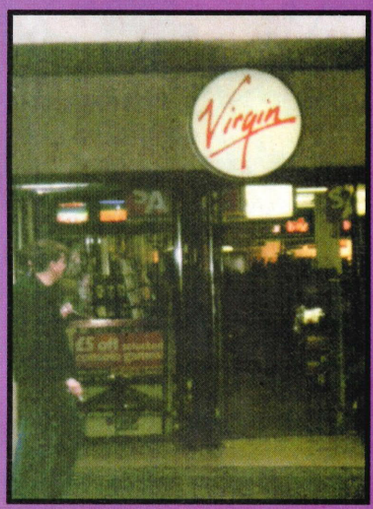
IAN WHIRLEY

GD: So Ian you play quite a bit then?
IW: Yes, I play almost anything I can get my hands on.
GD: On average how much time in one day is spent playing?
IW: About five or six hours on average, not on the same game, I have so many I often swap around.
GD: So would say you were addicted?
IW: Yes, I think that's a fair comment.
GD: Do you see your particular addiction as anything different from someone who is a keen sports fan?
IW: No, video games are on their own, it's so easy to become stuck on them.
GD: What do your parents have to say about this?
IW: Well, my mother hates it, me having a console that is, but she can't really do anything about it I just lock myself in my bedroom for hours on end.
GD: What do think about people such as Jackie Brambles slagging off people like you and calling you a sad individual?
IW: I think that she knows nothing about it, pretending she's all grown up and it's a thing little kids do. What would an ancient Radio 1 presenter know about games, the fact that she presents a daytime Radio 1 show shows her how out of touch and sad she is.
GD: Do you feel it is a kid's thing or is it spread across the whole spectrum.
IW: No, it's not a children's-only thing, you have to be over 18 to enter an arcade anyway. Most games are aimed at 13 and over, not just for little kids.
GD: How much money do you spend on average a week as regards to games?
IW: At the moment I'm unemployed so I've only spent £60 on Super Star Wars for the SNES this week.
GD: Apart from a SNES do you own any other consoles or computers?
W: Well, I sold my Mega Drive to buy the SNES but most of my friends own some type of machine, Amigas and the like. I had all the smaller computers over the years.
GD: How long have you been playing for?
IW: Since I was about 10 it's gradually progressed, going to arcades and the like, about eight years in all.
GD: Ever thought of seeking any help?
IW: No, I'm having too much of a good time.
GD: What about damage to your health?
IW: I'd rather play games than drink or smoke. Surely that's a worse addiction.

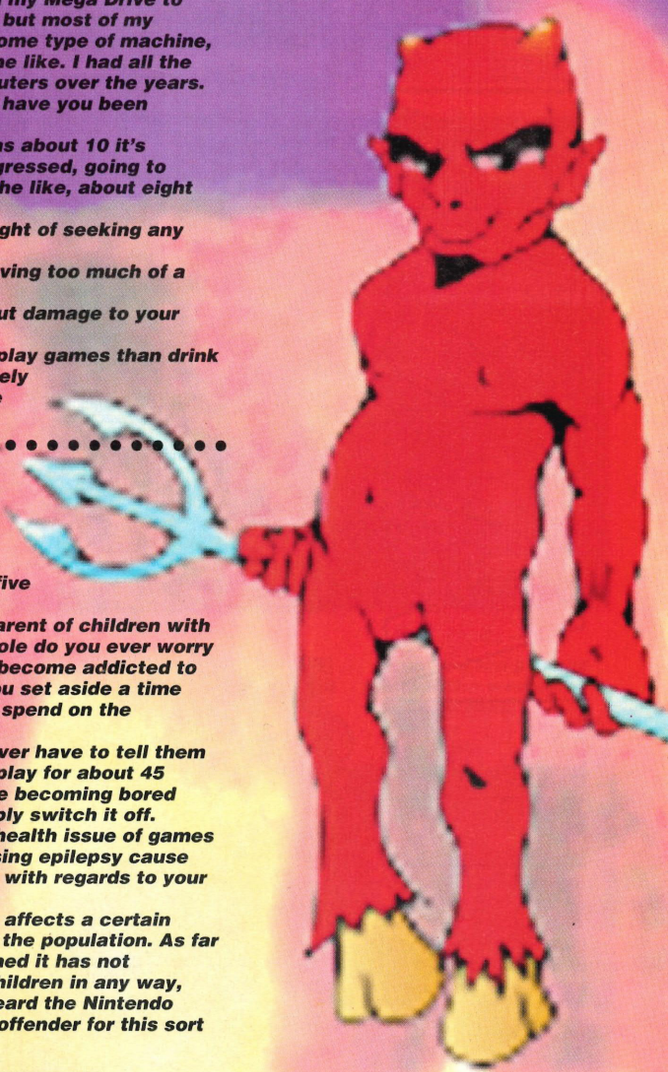


STEVE CALLAN

GD: What is your reaction to Jackie Brambles from Radio 1 saying that most gamers are sad people with no other forms of social outlet?
SC: I totally disagree with that, it's a load of rubbish. I have a very good social life and because I enjoy playing games doesn't mean I'm some sort of outcast. I think they are aimed at children but that doesn't stop me from playing up to five hours a day.
GD: Being a parent of children with a games console do you ever worry that they will become addicted to them. Have you set aside a time limit they can spend on the console?
SC: No, we never have to tell them to stop. They play for about 45 minutes before becoming bored then they simply switch it off.
GD: Does the health issue of games allegedly causing epilepsy cause you any worry with regards to your children?
SC: No, it only affects a certain percentage of the population. As far as I'm concerned it has not affected my children in any way, anyway I've heard the Nintendo was the main offender for this sort of thing.



Thanks to all the staff and customers of the Virgin Mega Store, Leeds for their co-operation in this feature.



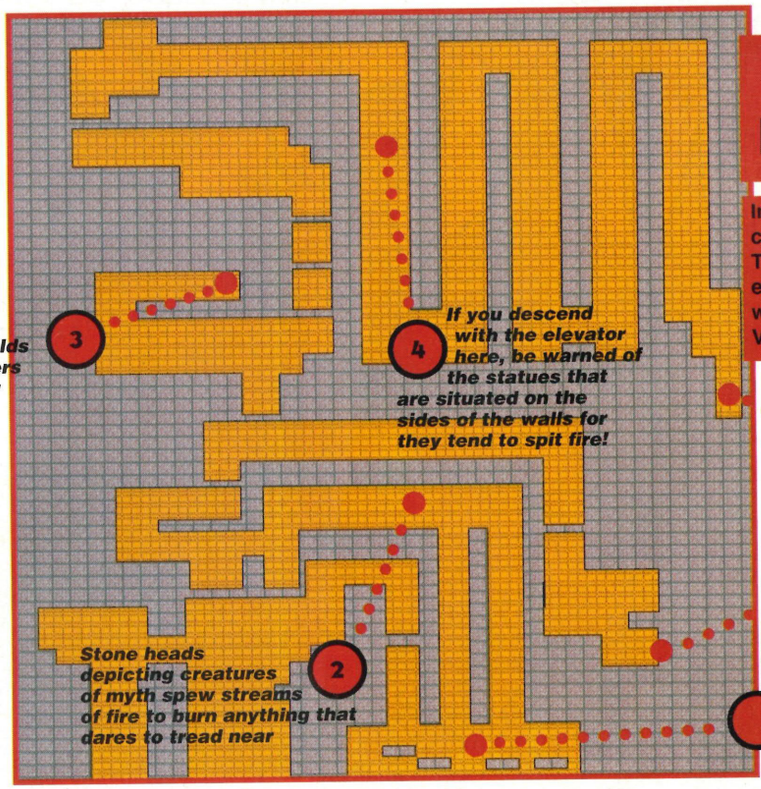
CHAKAN

We'll guide you through the oncoming horrors and show you the location of all the important items.

DAVE

FIRE LEVEL PHASE ONE

Inside the intense heat of the castle of fire lies the scythe. This is the only piece of equipment which can slash its way through spider webs. Very useful in the earth levels!



3 A potion which holds the powers of the air

4 If you descend with the elevator here, be warned of the statues that are situated on the sides of the walls for they tend to spit fire!

5 The scythe is so happy to see you!

5 A red potion lies on this plinth

2 Stone heads depicting creatures of myth spew streams of fire to burn anything that dares to tread near

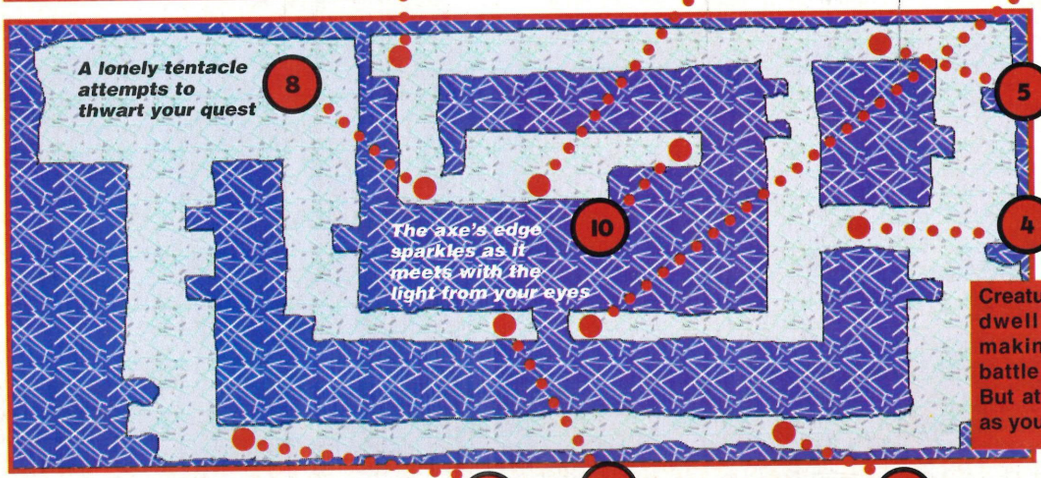
Upon reaching this location you'll need to have a good sense of timing to jump onto the elevators

EARTH LEVEL PHASE ONE

7 Behind the spider web is a clear potion

9 A spider of titanic proportions attacks without warning. Be extra careful because it's extremely tough

6 Down this heavily infested tunnel is a green potion. Probably more trouble then what it's worth. Like women really!



8 A lonely tentacle attempts to thwart your quest

5 Two more tentacles have to be slashed to pass

10 The axe's edge sparkles as it meets with the light from your eyes

4 More tentacles that impede your mission

Creatures of supreme power dwell in the dark cavern making your quest for the battle axe near impossible. But at least this map will act as your guiding light

2 Be wary of the tentacles which fall from the roof of the caverns. To pass, hit them once, wait for them to retract and then roll past

1 A blue potion is left abandoned down this small tunnel

3 Spiders infest and scuttle around this passageway. Razor-sharp reactions will guarantee your safety

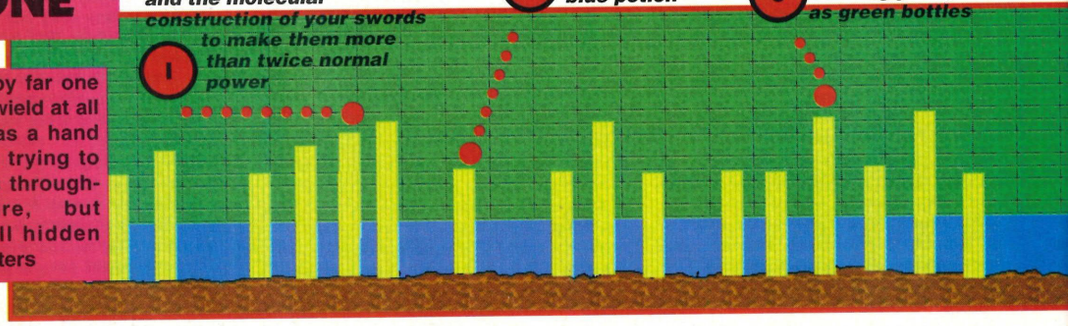
WATER LEVEL PHASE ONE

The grappling hook is by far one of the best weapons to wield at all times. It also doubles as a hand extension when you're trying to reach higher platforms throughout your adventure, but unfortunately it's well hidden amongst the rippling waters

1 Frothing inside this flask are minute water elementals that will affect the adrenaline in your veins and the molecular construction of your swords to make them more than twice normal power

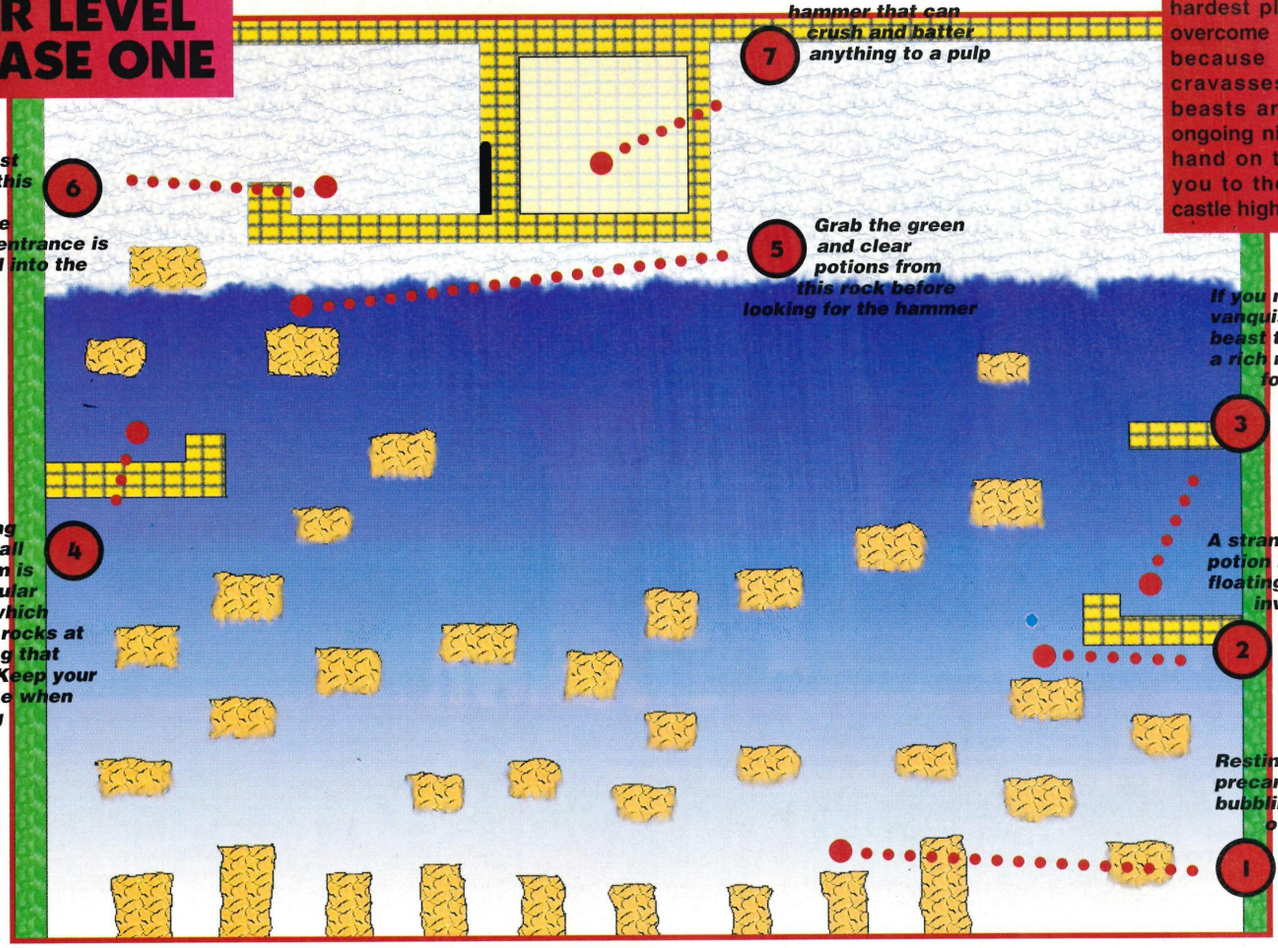
2 After describing the former potion I'll settle to say it's another blue potion

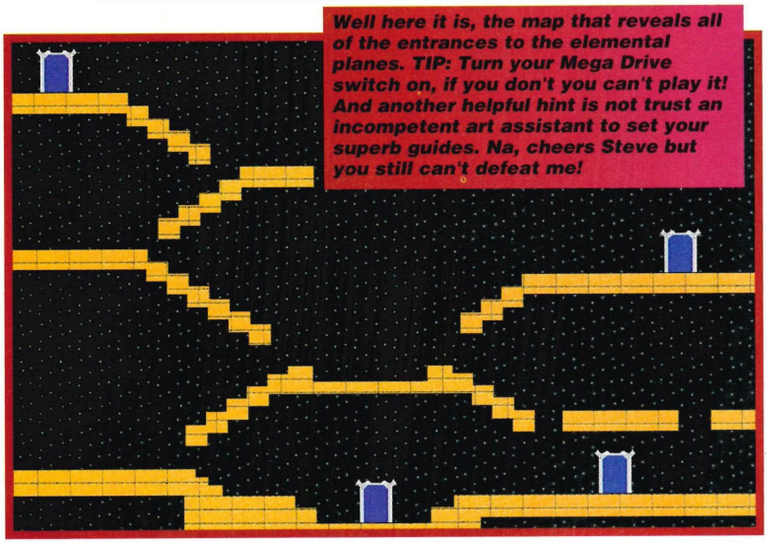
3 The earth potion is full of nature's miracles, but keep a careful eye out for them because they're cunningly disguised as green bottles



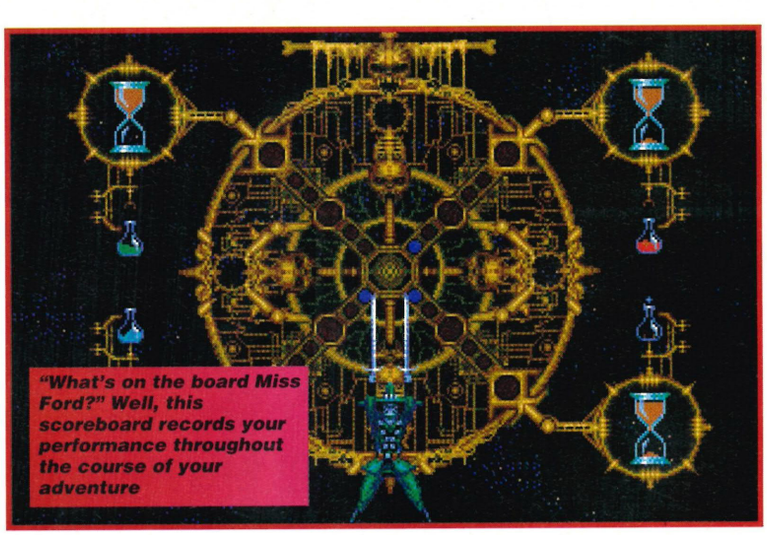
AIR LEVEL PHASE ONE

Perhaps the hardest planes to overcome are the air zones because bottomless cravasses and powerful beasts are found in this ongoing nightmare. A stout hand on the pad will see you to the insides of the castle high in the clouds.

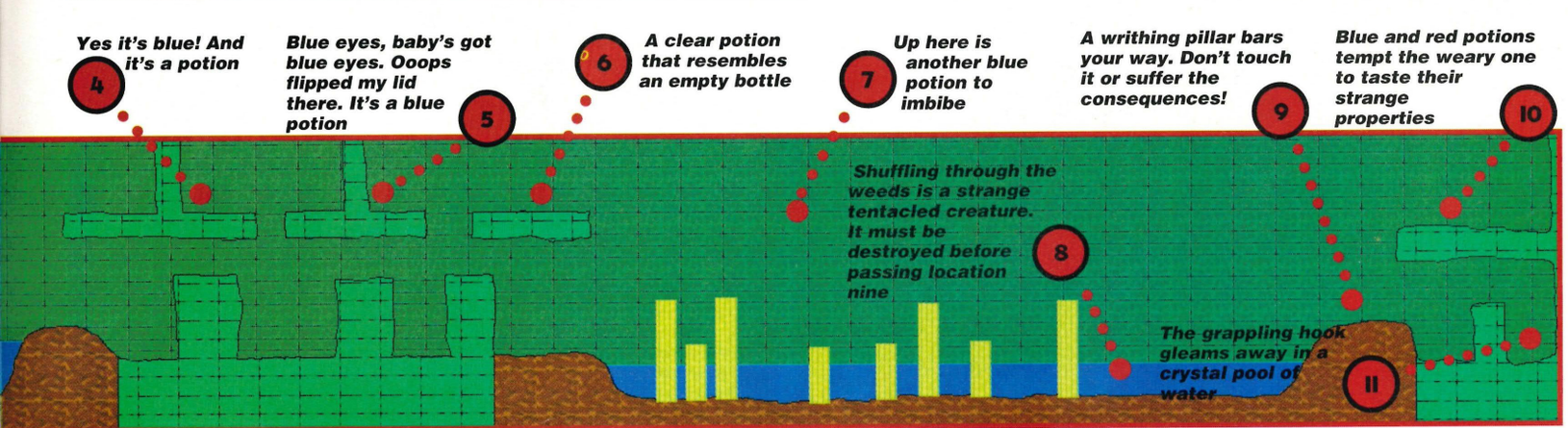


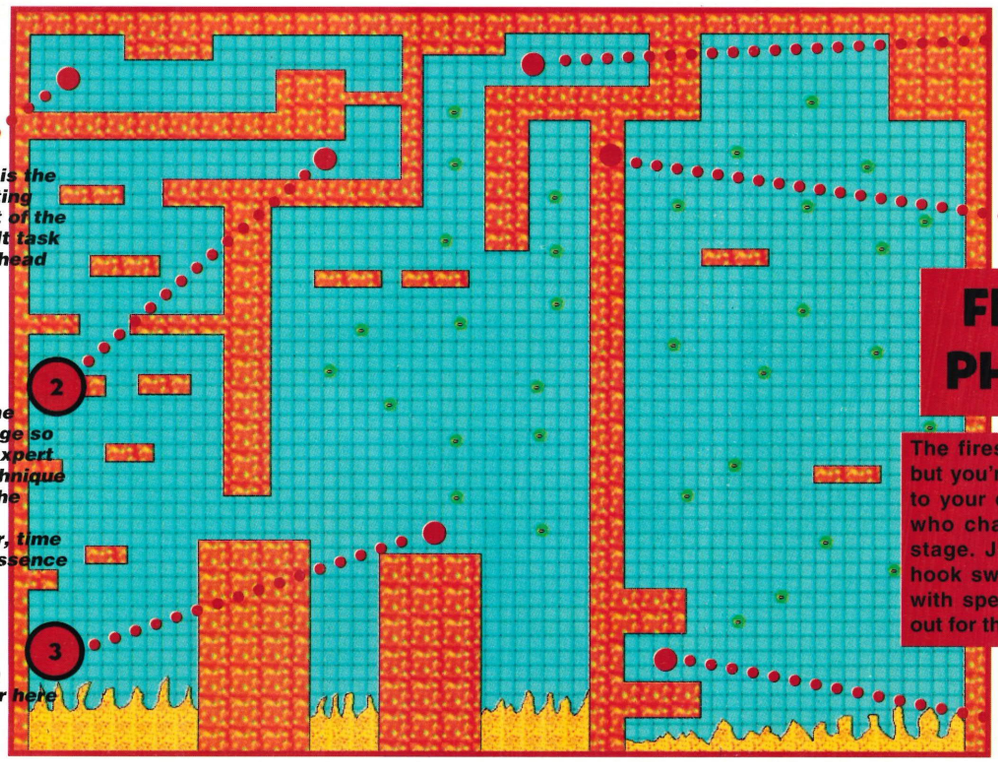


Well here it is, the map that reveals all of the entrances to the elemental planes. TIP: Turn your Mega Drive switch on, if you don't you can't play it! And another helpful hint is not trust an incompetent art assistant to set your superb guides. Na, cheers Steve but you still can't defeat me!



"What's on the board Miss Ford?" Well, this scoreboard records your performance throughout the course of your adventure





1 This is the starting point of the difficult task that lies ahead

2 Fire-breathing statues line this passage so use your expert rolling technique to get to the other end. Remember, time is of the essence

3 A red hot potion is awaiting a new owner here

4 Exploration of this room reveals nothing more than a collection of statues that scorch intruders to death

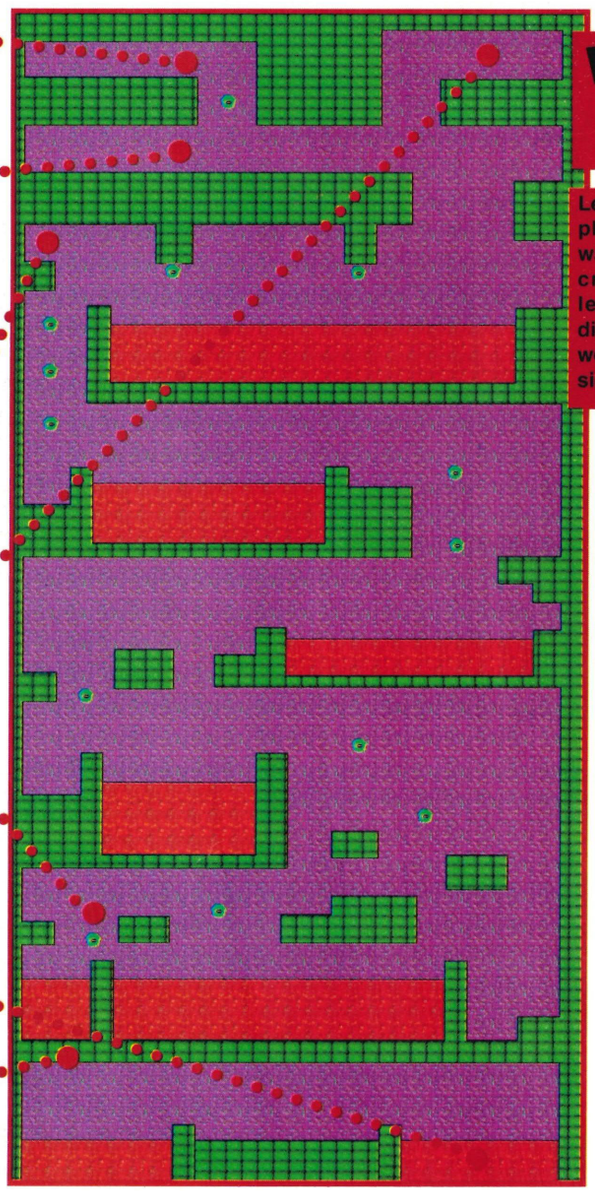
5 This wall hides the entrance to the next hall of terror

6 This shimmering exit is your main objective

FIRE LEVEL PHASE TWO

The fires are now getting hotter, but you're a resilient chap. To add to your doom there's death lords who chase you throughout this stage. Just keep your grappling hook swinging around and move with speed to the exit, but watch out for the statues that spew fire!

5 Blue clouds escape through the walls in an attempt pollute the lungs of Chakan



7 Another two water beasts must be killed with the grappling hook to complete this stage

6 The tentacled warrior makes a return to stop you advancing through this level. Use the same tactics as in the previous encounter

4 Hiding in this alcove is a jewel that resembles a fish eye. This must be collected to gain access to the next phase

5 A green potion and a red one are here for the taking

3 Dotted along most passages are these statues. Use them in conjunction with your grappling hook to reach higher places

1 Here lie the skulls of lost souls that have failed in their quests. Unfortunately they tend to bear a grudge against anything that has life and as a result try to feast upon their flesh

2 You must imbibe a super jump potion and then leap through this invisible gap to the next platform

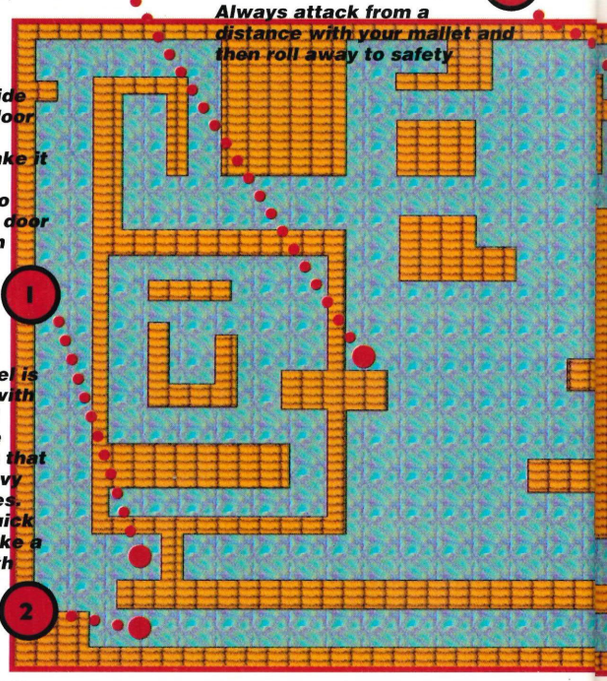
WATER LEVEL PHASE TWO

Leaving the icy waters of death we plunge on into the citadel of the water lords. Expect to meet tough creatures when exploring this level, so learn to keep your distance, especially because your weapons cannot harm them in any significant way.

The fire guardian proves to be a handful as she can leap from side to side while launching an array of missiles at you

4 Another door that leads to a room of death!

6 Pacing up and down this walkway is an air guardian. This is a very tough cookie if I ever saw one! Always attack from a distance with your mallet and then roll away to safety

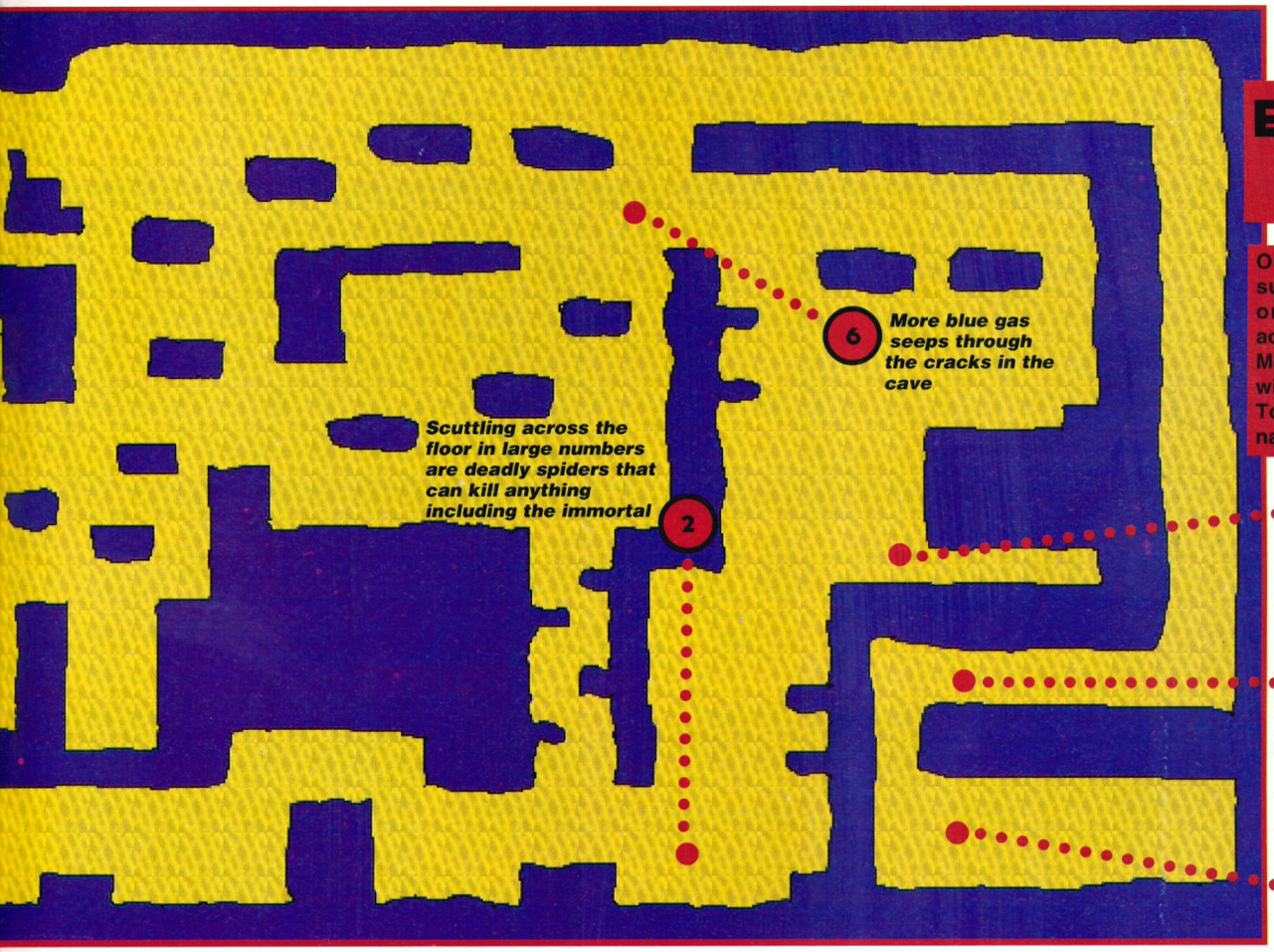


1 Just outside this oak door lies a red potion. Take it and then proceed to break the door down with your axe

2 This tunnel is teaming with traps and worm-like creatures that wield heavy battle axes. Keep a quick weapon like a sword with you at all times

EARTH LEVEL PHASE TWO

Once the axe has been successfully retrieved from level one you're ready for the next adventure in this terrestrial plane. Many spiders and gas explosions will see that you do not succeed. To make things harder there's a nasty surprise waiting for you!



6 More blue gas seeps through the cracks in the cave

Scuttling across the floor in large numbers are deadly spiders that can kill anything including the immortal

2

1 At the end of this passage is an obstacle that needs to be destroyed with your swords before you enter the rest of this cave

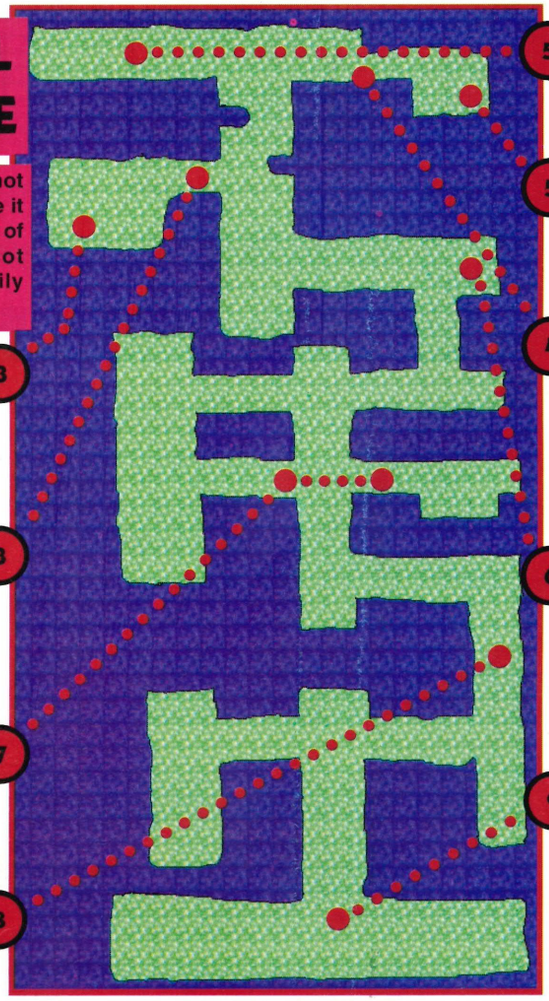
3 Hanging from the ceiling of these caverns are poisonous tentacles. They've been encountered before so you should have no difficulty passing them

4 Time for a quick session of attack and roll as you come face to face with one of earth's deadly fiends. Try using the scythe to the head for best results

Chakan pauses for breath as the naga taunts him

EARTH LEVEL PHASE THREE

This is a small level, but it's not going to be a walk-over because it is packed with traps and beasts of supernatural power – not forgetting a lady who's heavily involved with spiders!



5 A writhing tentacle probes the dark, looking for more prey to feed upon

5 Another air potion for you to pick up

4 Another web to destroy

3 A clear potion glints in the corner of this cavern

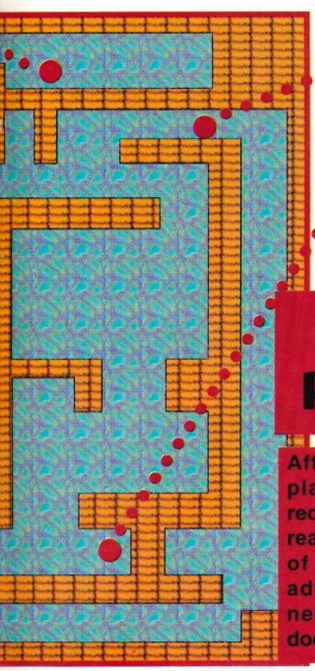
3 Use your scythe to destroy the steel-like web in order to pass

7 A collection of tentacles lives within this passage

8 Hmmm! This cave is full of these damned webs

6 A potion that boasts the full powers of the earth

9 The Queen of the spiders is outraged when she lays eyes on Chakan. Take the scythe to her legs and keep an eye out for the globes of energy she throws about



5 A green potion balances on the edge of this passage

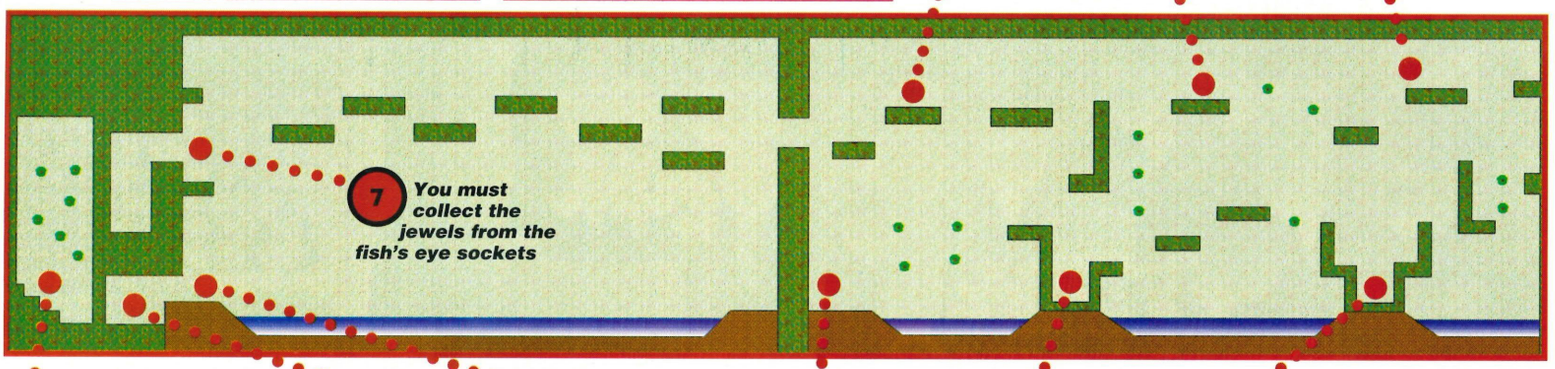
3 A transparent vial holds the very essence of air. Think of it as a strange gift for your quest

AIR LEVEL PHASE TWO

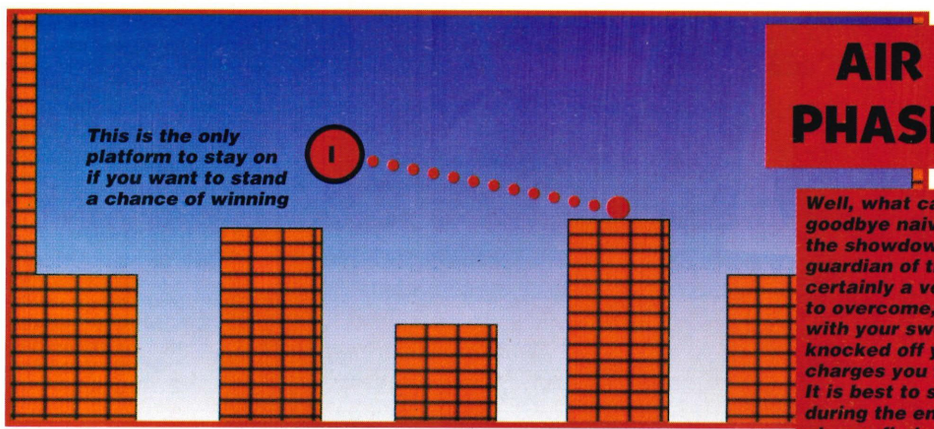
After the epic battle that took place in the castle of air you received the mallet. Now you're ready for the oncoming horrors of the inner sanctum, but to advance into this level you'll need the axe to break down doors that are firmly locked.

WATER LEVEL PHASE THREE

The water terrestrial world is nearly at an end. The water naga is the only creature left to destroy. The task will not be an easy one and you'll need to rely on your grappling hook – watch out for those mutant dragonflies!



AIR LEVEL PHASE THREE

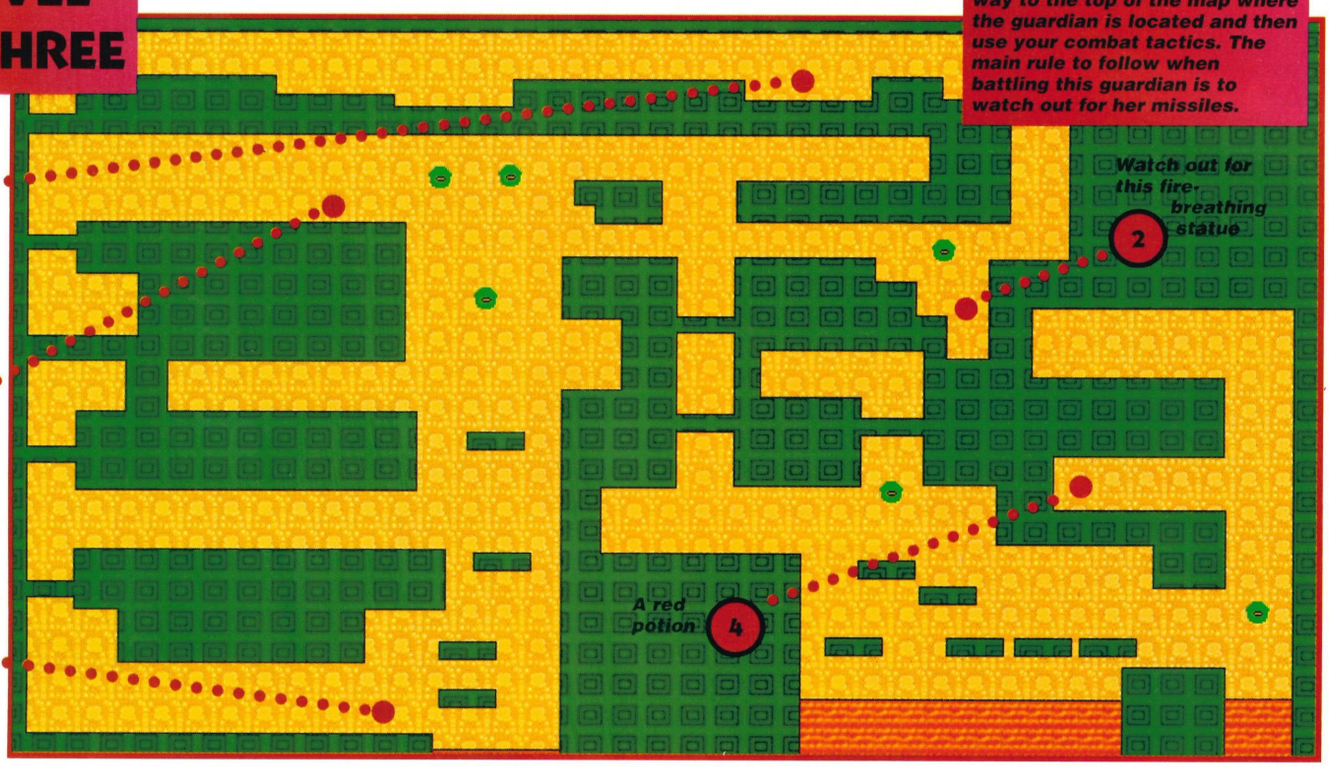


Well, what can I say? Apart from goodbye naive player! It's time for the showdown with the final guardian of the air phase. It's certainly a very tough opponent to overcome, so stay on guard with your swords and don't get knocked off your feet as it charges you from alternate sides. It is best to stay on one platform during the encounter as the beast always finds you, but be careful of the lesser demons that irritate you through the combat!

The final air lord is indeed a formidable opponent. Rather than kill you outright it'll try to knock you off your feet and down into the chasms that never end!

FIRE LEVEL PHASE THREE

The last level of this plane is really simple. Just make your way to the top of the map where the guardian is located and then use your combat tactics. The main rule to follow when battling this guardian is to watch out for her missiles.



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MARCH '93

TIPS OOT FOR THE READERS

You must be wearing asbestos gloves if you're about to handle the following pages as these tips are excruciatingly hot...(Dave, just get on with it – John).

SHADOW OF THE BEAST

Time for a golden oldie cheat! Start off by getting onto the high score table. The best way to achieve this is to move left on the beginning stages and find a strong hold to hide from the monsters that attack you. When you're on the high score table enter the following letters: ZQX. When you're back on the title screen press A, B, C together and then press Start. If done correctly you should be invincible throughout the next game you play, so there's no excuse for you not finishing!

BLACK HOLE ASSAULT

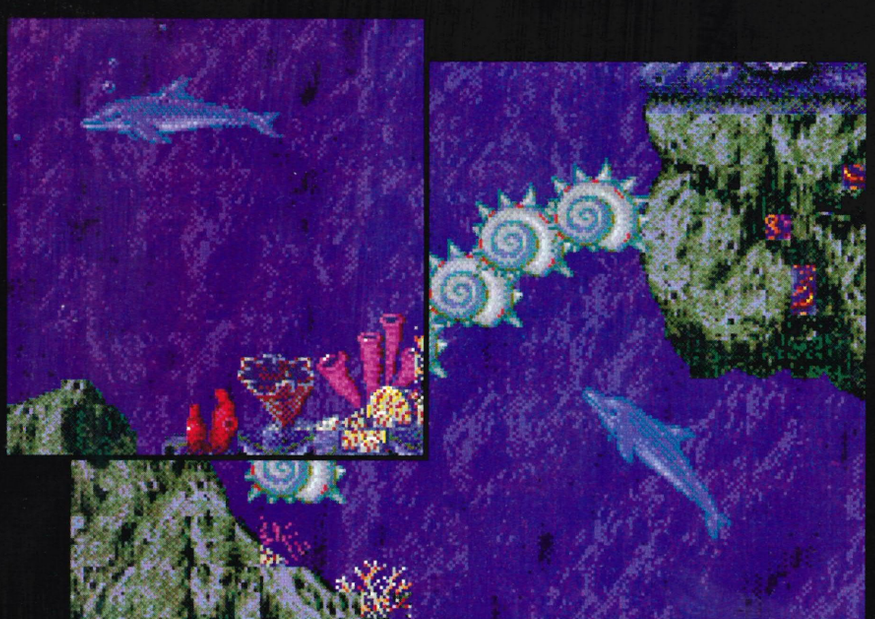
Having trouble defeating all of the opponents? Then fear not because here's a cheat that will render you invincible. Start by going to the naming screen and enter BIGNET, then as the game starts pick up pad two and press Start. This will kill the enemy in one fell swoop. Remember the quicker you press the button the higher your kill bonus will be! Good luck!

ECCO THE DOLPHIN

Fed up with drowning and being killed by a shrimp with a nasty streak a mile wide? Then lo and behold here's an impressive Replay code to stop all of this nonsense and provide you with infinite energy: FFB6350038!

If that's not good enough then feast your eyes on this little collection of codes!

The Undercaves:	BRNAINCC	Deep City:	LLJQQQLM
The Vents:	CUGEINCD	City of Forever:	XNPBRQLS
The Lagoon:	YHTQBMJK	Jurassic Beach:	DZMBUNLH
Ridge Water:	QZOPLYMN	Pterandon Pond:	WOGFUNLN
Open Ocean:	BJUAMYMA	Origin Beach:	HCBJUNLL
Ice Zone:	KNXPOYMH	Trilobite Circle:	IEUMUNLK
Hard Water:	WLEMOYMV	Dark Water:	HHNQUNLJ
Cold Water:	ZPFFRQLQ	City of Forever part two:	SWEJGPLH
Island Zone:	ZSQIOQLE	The Tube:	GZLFKMLC
Deep Water:	FADQOQLN	The Machine:	UFTBKMLA
The Marble Sea:	TQBUQQLV	The Final Fight:	KECNLMLL
The Library:	OYUXQQLU		

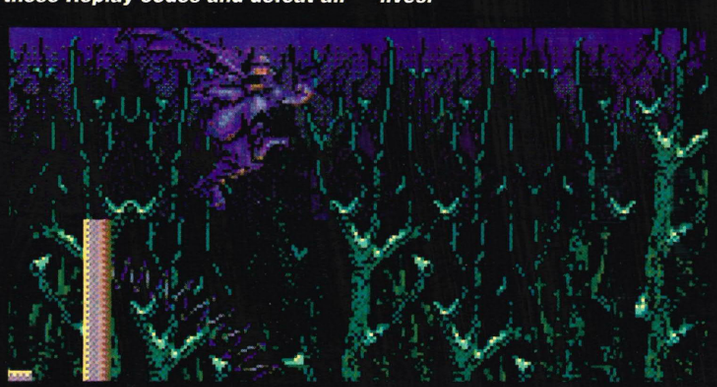


BATMAN RETURNS

To assume the role of the Dark Lord and then to fail is not acceptable, so use these Replay codes and defeat all the evil ones.

FFFE31002C: Infinite energy

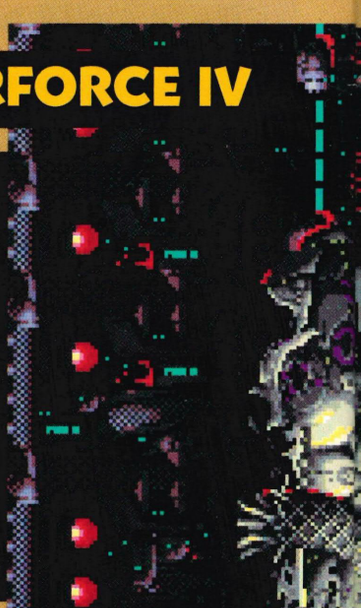
FFFE210003: Large amount of lives.



THUNDERFORCE IV

To power up your craft to astronomical proportions enter this cheat.

First go to the options screen by pressing button A and Start together when the Sega logo first appears. Then select zero ships and start the game as normal. During the game pause and enter this combination: Up, Right, A, Down, Right, A, C, Left, Up, B and Up. Now you should have infinite lives and all the weapons apart from the claw. To get this claw press Right and B together!



MICKEY AND DONALD'S WORLD OF ILLUSION

In case there is anyone reading this who is having endless difficulties with this magic romp then fear not here's some stunning Replay codes for you to use;
FFFD530003: Infinite lives (one-player only)
FFA0380005: Infinite energy (one-player only).

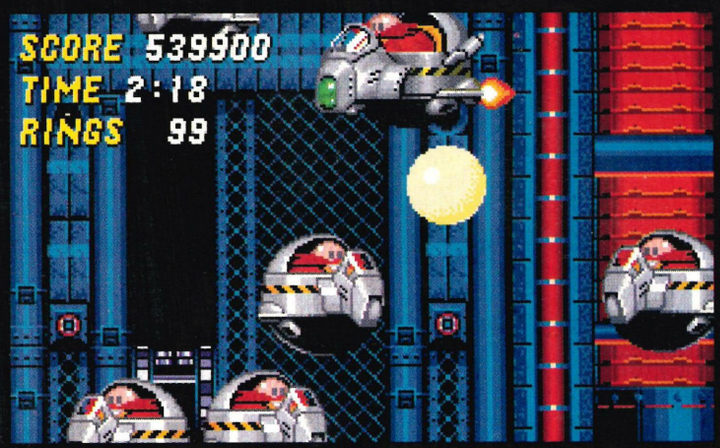
CAPTAIN AMERICA AND THE AVENGERS

Isn't it annoying when you reach the high point of a game and your hero dies for the last time? Well, use this tip to win.

Just before your character dies insert the joypad into port two and start as normal. Thus you'll have infinite continues!

SONIC THE HEDGEHOG 2

GAME GENIE CODES



For those of you who have been wise enough to purchase a Game Genie then here's some top treats for you for Sonic 2. These will make the game much easier for you to complete.

EXTRA RINGS

SAST DJ1A: Each ring worth two rings
SAST DN1A: Each ring worth three rings
SAST DT1A: Each ring worth four rings
SAST DY1A: Each ring worth five rings
SAST D21A: Each ring worth six rings
SAST D61A: Each ring worth seven rings
SAST DA1A: Each ring worth eight rings

EXTRA LIVES

AE8A AAD2: Start with one life
AY8A AAD2: Start with five lives
A68A AAD2: Start with seven lives
BE8A AAD2: Start with nine lives
DE8A AAD2: Start with 25 lives
GJ8A AAD2: Start with 50 lives
KN8A AAD2: Start with 75 lives
NN8A AAD2: Start with 99 lives
JW3A CA4J: Infinite lives!

The following list of codes is to be used for two-player games...

JUMPS

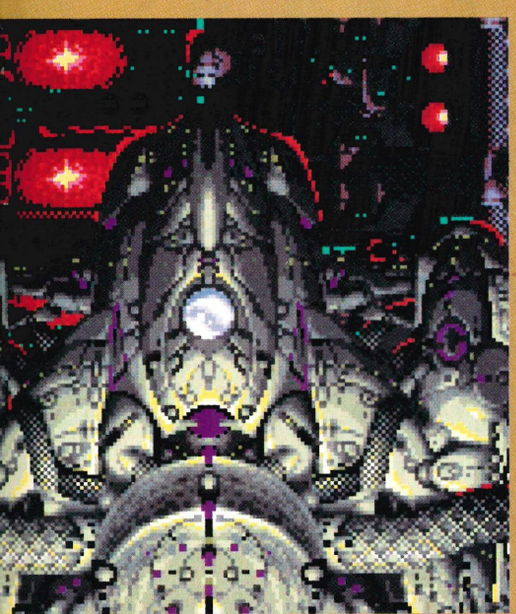
KBVT CAE2: Smaller jump than normal
FVVT CAE2: Jump slightly higher
EBVT CAE2: Jump nearly twice as high
CBVT CAE2: For a Super Sonic jump!

NOT FORGETTING...

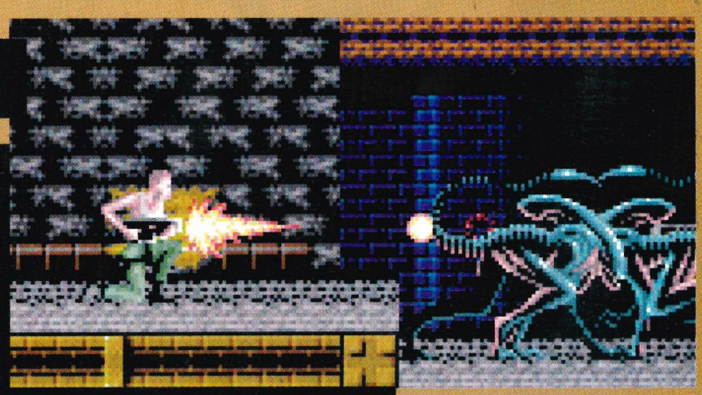
982T CAF8: Sonic stays invincible longer after hit

ATTT CA4W: Sonic doesn't lose rings after hit
ATTT CA5G: ...and neither does Tails!

Hmm, they were lots of fun to type out! Oh well!



ALIEN 3



GAME GENIE CODES

AACT CA6J: Game clock has been frozen
CTBT AAEY: Start at final fight of game
AJNA EA3R: Infinite ammo for the machine-gun
AJMA EA7C: Infinite fuel for the flame-thrower
AJJT EA2J: Infinite ammo for the grenade launcher
RG2T C6W4: First-aid box recharges energy to full capacity
AMDA CA4J: Long falls do not reduce energy
AJFT AA66: Never lose power for the radar
A2EA AA8R: Infinite lives
YDXA D93N: Ripley jumps much higher

REMEMBER TO EARN A PRIZE THEY'VE GOT TO BE ORIGINAL CHEATS!

STREETS OF RAGE II

Wow! What a game that was...Oh hello reader! This month I've decided to reveal everything about Streets of Rage II, so let's learn about the secret moves and bosses!

AXEL

The vertical kick is also a great move when the action is high in the air. Use it with caution though! To activate this press C and then closely followed by B

One of Axel's favourite moves is the grand upper. This punch starts from the ground and works its way up to head-height while being enveloped in the forces of the Dragon.

It's great for killing multiple baddies in one move and it doesn't require any life-force! To activate this move push the direction pad twice towards the enemy, and then press B

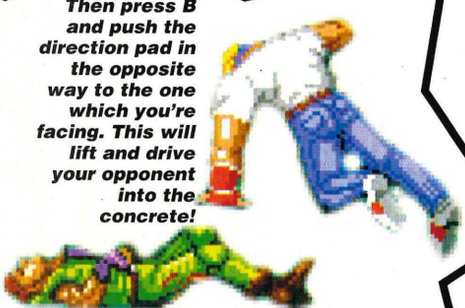
The ferocity of the Dragon may be called upon using the dragon wing punch. This is great for clearing space around you, but your life-force will be affected by this strenuous move! Activate this by pressing A

If Axel has the chance to grab an opponent he will. This is ideal if there aren't many people around, but if it's crowded you will have to pay the consequences!

Press B twice for a double knee-butt – and plenty of injuries!

Then while the enemy is dazed press C and leap over his shoulders and land behind him

Then press B and push the direction pad in the opposite way to the one which you're facing. This will lift and drive your opponent into the concrete!



The last move to master is the backhand punch. This is great for those little geeks who try to move in from behind. To carry out this move press and hold B followed by C

MAX

Max's most effective move can be the super hammer punch. Not many people get to talk about what it felt like! All you have to do is press C followed by B

Why not try Max's knuckle bomb? Clasping his hands and swinging with all his might, he can perform a shield that's impervious to most attacks, but which takes some recovering from! To perform this, press A alone

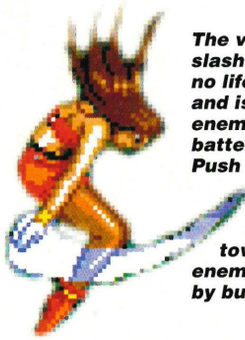
The thunder tackle is by far his most effective move. Push the direction pad towards the enemy while pressing A

BLAZE

Don't let Blaze's good looks fool you because she has a number of devastating moves. The first of these is the legendary kikousho,which takes a large toll on your life-force! To use this press A and the direction where the enemy is situated

Another special move she possesses is the embukyaku. This move allows her to whip her leg in a huge arc while performing a cartwheel! Anything caught in this will know about it, and so will your life gauge! To perform this move press A

Blaze can leap into the air from a standing jump and unleash a powerful kick. To perform this press C followed by B



The vertical slash requires no life-force and is a nice enemy-battering move. Push the direction pad twice towards the enemy followed by button B

If you're lucky enough to grab and hold an opponent try to use the following combination. Start by knee-butting them twice...

...Then push the direction pad in the opposite direction and press B to throw the enemy high into the air and onto his friends

SKATE

Ever since Skate was a kid he's been jivin 'n' funkin to music with his personalised roller boots. Through this time he's acquired unique fighting skills such as this double spin kick which knocks people off their feet. You have to press the A button alone

Another special move he's got is the super dash dynamite head-butt. Push the direction pad towards the enemy and press B

Another unusual move can be used to cause severe damage to enemies and this takes the form of the corkscrew kick. It's very useful against large enemies! Press A and push the pad in the direction of the enemy

When grappling with opponents Skate can land a couple of good head-butts before making another bone-breaking move

Like Axel and Blaze, Skate can leap over the enemy and ready himself for some more damaging moves

While pushing the pad towards the enemy and pressing B, Skate will jump onto their shoulders and start pummelling their skulls until they cry or drop dead!

Max can also power slide his way through large crowds of angry opponents. Push the direction pad twice towards the enemy and press B to carry this out

Max is great for grappling with puny humanoids such as this drug dealer. Just walk straight up the enemy and hold him firmly

After Max has grabbed his opponent, Press C followed closely by B

Alternatively Max can use this combination for pleasing results. Start by knee-butting twice with button B

He can now use the brain buster! Push the direction pad in the opposite direction while pressing button B

LEVEL ONE

Somewhere downtown among the gangs of punks is a nasty knife-wielding leader called Jack. Before facing him, try to rid yourself of all the enemies who have been following you. When fighting Jack when he doesn't have a knife, keep close, grab him and then execute your special moves such as this combo

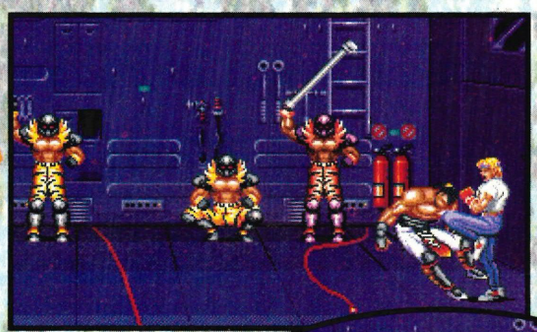
It is preferable to use Axel here and to start using your most damaging combo such as this dragon smash

Before the final blow is struck, make sure you collect the turkey from behind the top sign to replenish you energy

After you trash Barbon's bar he's not very pleased to see your ugly mug and will attack without mercy. Use your standard fighting technique by tapping B or using the dragon wing

LEVEL TWO

After battling with the gangs of bikers you'll end up in their favourite bar. Once you're inside, their best fighter will step forward to challenge you. Defeat this idiot by getting close and using your throwing tactics



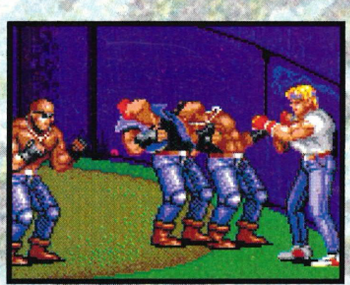
That's it, kick him in the face, make him bleed, make him beg for your compassion-ate mercy, make him...Oh, er, sorry I was getting carried away!

A quick power slam will see his demise!

LEVEL FOUR

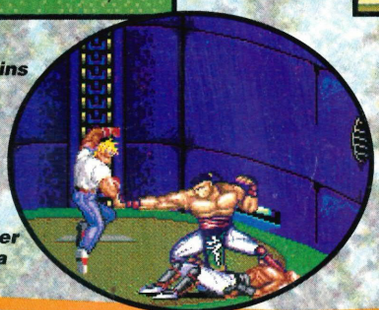
Just when you thought you'd scored with a gorgeous chick, she decides to reveal an electrical whip. Oooh, kinky!

Running around in the centre of the pitch is a flabby guy by the name of Big Ben. The only thing to watch for is his fiery breath and his back hand slap



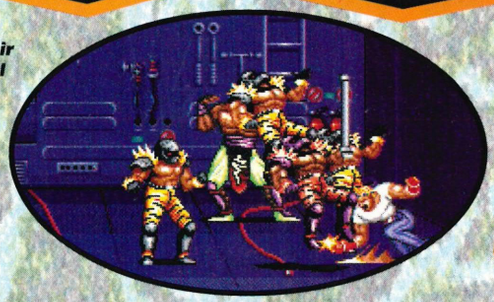
After the defeat of Big Ben you realise you're standing on an elevator. Then you hear the shouts of thugs and prepare for battle!

Hakoyo joins the fray with teams of his best men. Extensive use of the grand upper would be a good idea



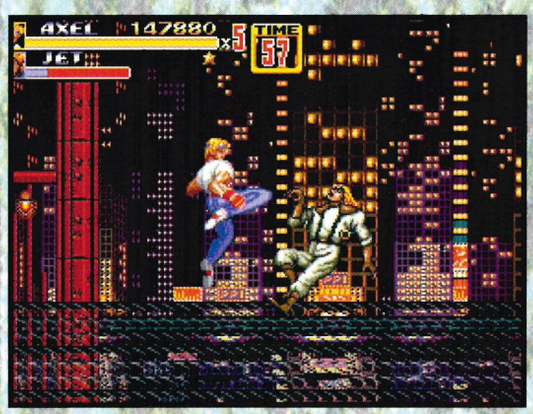
The lift stops to reveal an underground arena. Fearing no man you step into the ring and face whatever comes at you. Time for the use of the dragon wing as well I think!

Standard fighting is a good option, but only if you're brave enough



After seeing their beloved hero fall the bikers will try to out-number you. Quickly retreat into the corner, wait and then use that famous upper cut

Waiting on the last bridge is Jet. He will fly at you and try to knock you off your feet



A standing jumping kick will knock that smug grin off his face!

LEVEL THREE

A similar man to the one in the bar on level two will announce his presence and introduce himself as Suzaka. Bigger and harder than the last he may prove to be a handful, so use the same tactics as before in the bar

Once aboard the pirate ship you'll be attacked by a new form of fighter – the ninja! This is an opponent not to be taken light-heartedly

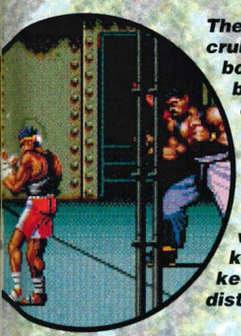
However pretty the alien house looks, be extra cautious of the bonus eggs because once they've been broken they'll explode!

The alien isn't much of an opponent once you've learnt its attack waves. Stand near to the middle and use the grand upper until it's defeated

It's too slippery to grapple and too fast to fight normally, so wait at the top of the screen and when it decides to charge at you, use a standing jump kick

If you're good enough with the special moves then use the grand upper to inflict hideous damage

LEVEL FIVE

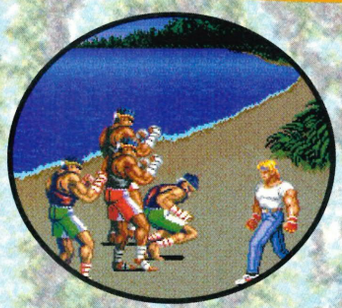


There's no easy cruising on this boat! Once on board you'll encounter all sorts of nasty people. One of the worst is Raven who's a top kickboxer so keep your distance!

Things get worse as you run into Jet's friend, Mach. Even he's not alone so concentrate on the crew before dealing with the fliers

A Mr Bear awaits your arrival. Don't let his appearance fool you into an easy victory because he's lethal. Use the grand upper as much as possible

LEVEL SIX

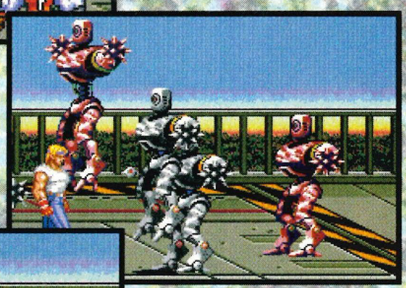


As tranquil as the island may seem, it also hides many dangers. Your warm welcome includes a horde of kickboxers who attempt to thwart your plans. Retreat into a corner and attack while trying to stop them from getting behind you

What a combination of foes! Stealth, Jet and the man with the claws! Start on the flying fiend first and then teach that whirling bladed geek not to mess with the best

LEVEL SEVEN

Things turn from bad to worse as you run into Suicho and friends at the munitions plant. The main key to survival through this encounter is the grand upper. I wouldn't bother grappling if I were you



Where humans have failed machinery is programmed to have a go against your perfect fighting skills

Plenty of jump kicks and grand uppers will be needed to battle these metal chunks. Oh, by the way, don't get too close or you'll get a nasty shock!

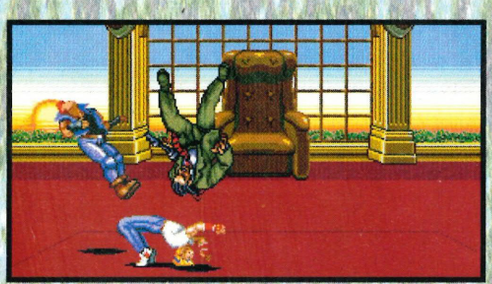
LEVEL EIGHT

Inside the luxury lift of the syndicate stronghold you'll meet an incredibly hard bartender, Vulture. He can be vanquished by using the former tactics used on Barbon

A fluorescent pink barbarian call Z Kusano will try to injure you in some way. Distant attacks may work best while battling with this muscular giant

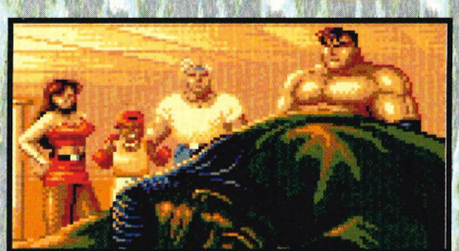
Shiva is only second to one when it comes to fighting. Use your jaw-breaking grand upper as your main offensive move

Try to time your moves before engaging him. Otherwise you'll end up with a faceful of machine-gun



With a back-breaking suplex, Mr X gets his just desserts. Well done that man!

FINAL LEVEL

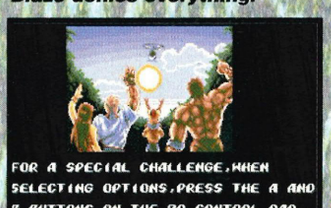


The four heroes gaze upon the dead body of Mr X while thinking "Let's go and grab a burger or two"

Axel helps the injured and Skate is so pleased to see his dad! Ahhh!

Max thinks it's about time to announce Blaze's pregnancy. Blaze denies everything!

The magnificent four stand in awe at the helicopter above. Why?!



Another offer for a greater challenge. Do you accept? And what is Blaze up to?

PRIZE TIME

Greetings all you minions out there in reader land. This is the moment many young hopefuls have been waiting for, all that holding the breath thing is over. Yes, it's time to announce some winners.

Are you a loser, a winner or just a complete nobody? Read on dear person to find out the secrets... (Oh shut up). Erm, sorry about that, back to the Menacer light guns compo.

We asked who was the young hero of Terminator 2, you all answered John Connor and walked straight into our trap. The answer is in fact John Connor Jnr so unlucky, no one has won anything. I'm keeping them to myself... simpletons!

Oh, go on the winners are: Dave Powell, Holloway, London (loved the postcard); Miss R Flaxman, Enfield; Keith Hunter, Tyne and Wear; Darrell Owen, Birmingham.

IT'S PRIZE TIME FOLKS!

Gosh, here we have more lucky competition winners. This time it dates from way back to December when we ran the 'It's only a game' compo.

All we wanted you lot to do was send us in what you thought were the best games released before October 31 1992. Easy, no problem! Nope, even some of you managed to mess this up. If anyone bothered reading the rules they would have realised we wanted official releases only with no imports. What a lot of deadheads.

Anyway some readers actually managed to do their homework correctly and we proudly present the lucky winners.

First prize of the top 10 games in November go to Richard Siddce from Bournemouth. Well done that man.

Runners-up prizes of a Competition Pro Joypad go the following: Lisa Wasik of Royston; Michael Jardine from Coatbridge; Andrew McGill, Gwent; Adam Edwards from sunny Hornchurch; Essex and Christopher Wilson from Burnley. Prizes on the way folks.

The third place prize of the complete collection of Sega Pro Master Books will be received by the following: Robert Johnson from Chapel St Leonards and Mark Harper from Co Down, Northern Ireland.

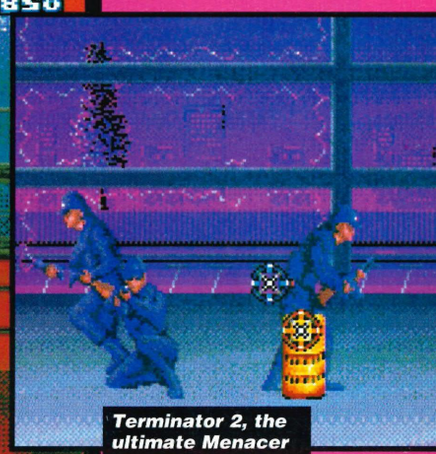
Thanks to everyone who entered and if you didn't win better luck next time!

Taz proved to be a firm favourite with of you ugly mob

GERRY'S GUIDE TO WINNING

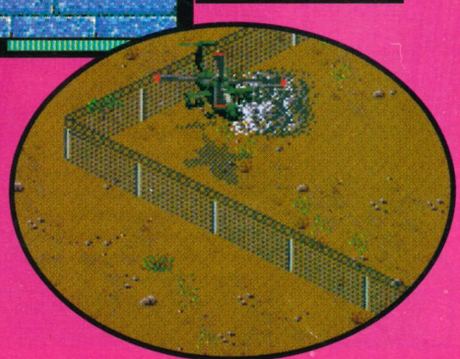
1: I am easily corruptible so send me bribes. Ideally it should be a monetary bribe, but sexual favours (from the female population) cannot be ruled out!
2: Crawling letters are dispatched instantly to the bin.
3: Amusing comments about the other MAG staff always raise a smile. I want to hear about how much more talented than the others I am.
4: Last, but not least, is alcohol. I love the stuff, send me gallons of booze – any kind will do!

Follow these simple rules and you stand a very good chance of scooping one of the prizes.



Terminator 2, the ultimate Menacer compatible game

Just think what fun our lucky winners will have menacing things



POWERMONGER

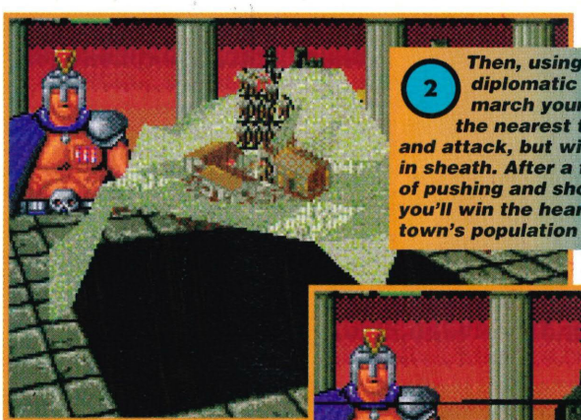
After my boastful comment on the review of this unusual strategy game, I was promptly challenged with yet another guide. Well here it is – and I hope you'll benefit from my superior skills

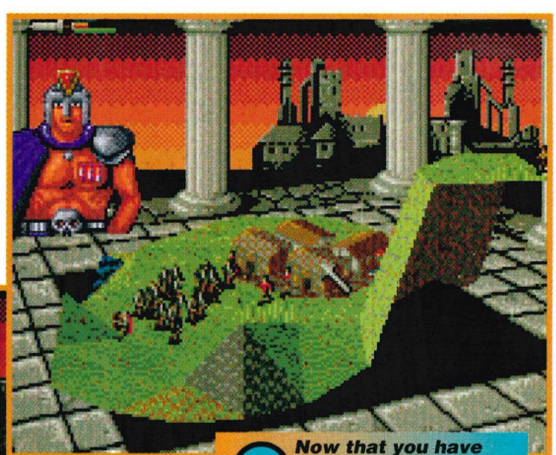
DAVE

Well to start with, we'll study the persuasiveness of good military tactics. You're not there to kill every villager who opposes you! Also we'll look at problems like food shortages and opposing armies. So by the time you've read this guide you'll be one of the best Generals ever. Unless your name's Jill that is!

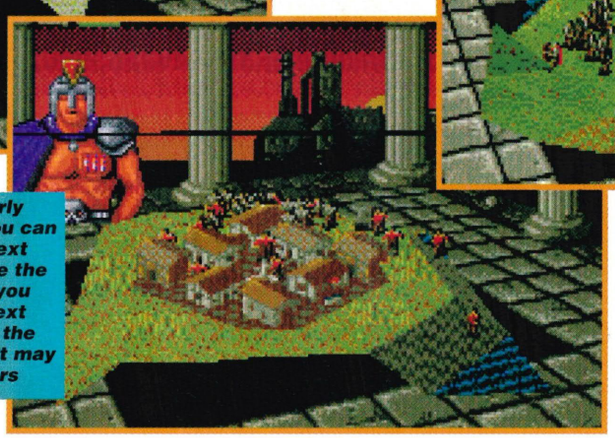
1 *The main things to look out for first are the nearest and weakest towns. Before marching boldly across to the one of your choice, make sure you've taken all the food from your own castle*

2 *Then, using your diplomatic skills, march your army into the nearest territory and attack, but with swords in sheath. After a few bouts of pushing and shoving, you'll win the hearts of the town's population*





3 *Now that you have the populace in the palm of your mighty hand, start taking their entire stock of food. Then, after you've replenished your supplies, start recruiting more men to fight your worthy cause. Then move on to the next weakest town to improve your stability on the island*

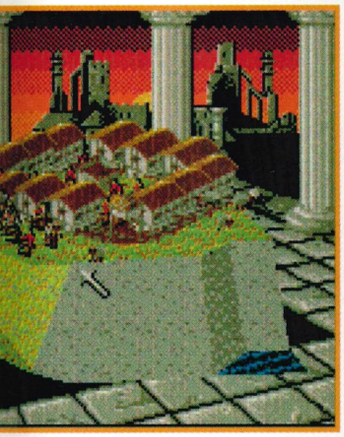


4 *You've amassed a fairly large army so now you can concentrate on the next largest settlement. Use the same tactics as before, but you may have to restart to the next form of aggressiveness with the stubborn people, otherwise it may just cost you valuable soldiers*

5 *Most islands have a serious shortage of food so actions need to be swift. As soon as you've taken all that you can find for your ever-increasing army, take them straight to the last and biggest town. For the last fight just switch your men to slaughter mode. It doesn't matter about lives at this point because if you win this fight then you've conquered this island and are now ready for the next!*

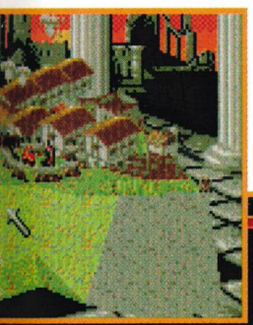
6 *The scales have tipped in your favour – well done! But can you do it with the next island?*

7 *And this is your reward for winning the most glorious battle since Harrogate beat Bath with 12 sore bottoms to 1 in a flower arranging competition*

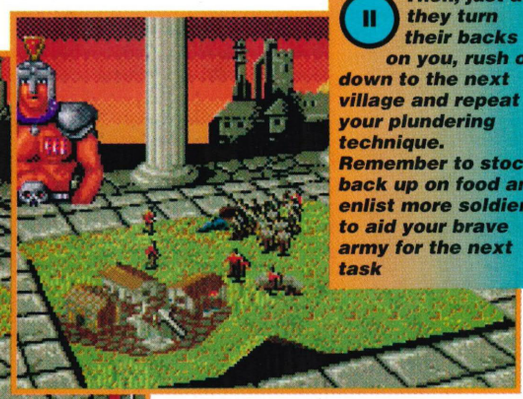


8 At some points in the game you're gonna end up with a map that will look something like this one. Although it looks near impossible to win it's not! Start off by collecting your provisions from your main castle

9 After conquering the first village to the right of your starting point, equip the boats resting on the nearby shore. There'll be more about this a little bit later



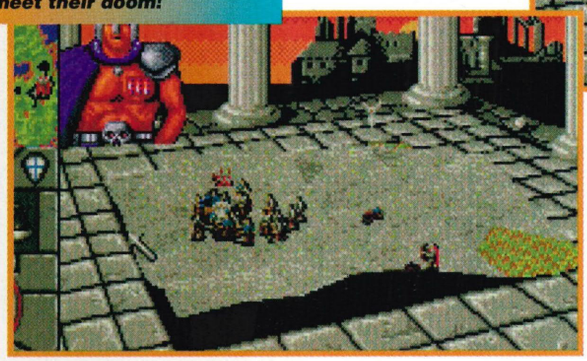
10 Attacking this town next would be a rather rash decision so we take a very subtle move around this problem. To do this we approach the enemy, swords in sheath, and ask them to be our allies. Although they'll turn down your offer, they won't attack your small army

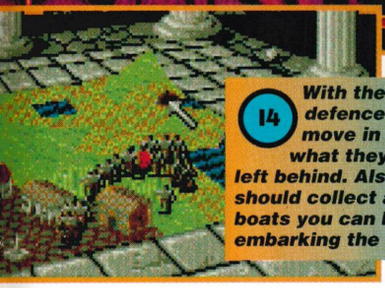


11 Then, just as they turn their backs on you, rush on down to the next village and repeat your plundering technique. Remember to stock back up on food and enlist more soldiers to aid your brave army for the next task

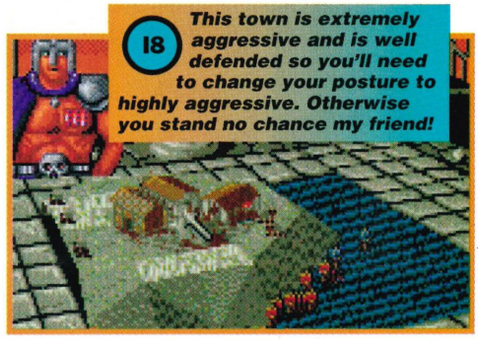
13 Not long after you've increased your army size, the inhabitants of the larger town on this island realise they've made a fatal error by letting you pass unharmed. So they rush to attack you only to meet their doom!

12 Don't forget that sheep can be very good for food supplies. And remember that sheep are very dangerous against 40 hungry soldiers armed to their teeth, so select berserk mode!

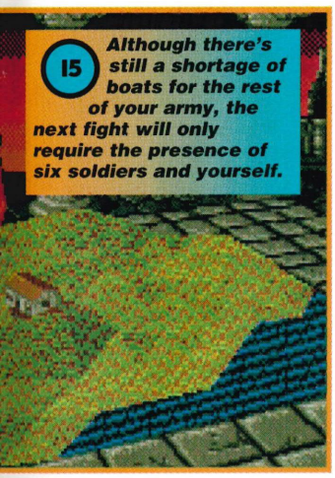




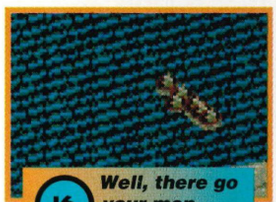
14 With their town defenceless, you move in to recover what they may have left behind. Also you should collect all the boats you can before embarking the next fight



18 This town is extremely aggressive and is well defended so you'll need to change your posture to highly aggressive. Otherwise you stand no chance my friend!



15 Although there's still a shortage of boats for the rest of your army, the next fight will only require the presence of six soldiers and yourself.



16 Well, there go your men sailing across the bottomless sea singing merry melodies. What a jolly bunch eh?

17 Just two more houses to conquer and you're almost the rightful ruler of these beautiful lands!

19 Well, there you have it. A fight that didn't quite go to plan so it looks like it's back to the drawing board for me! Although I didn't really want that town anyway!

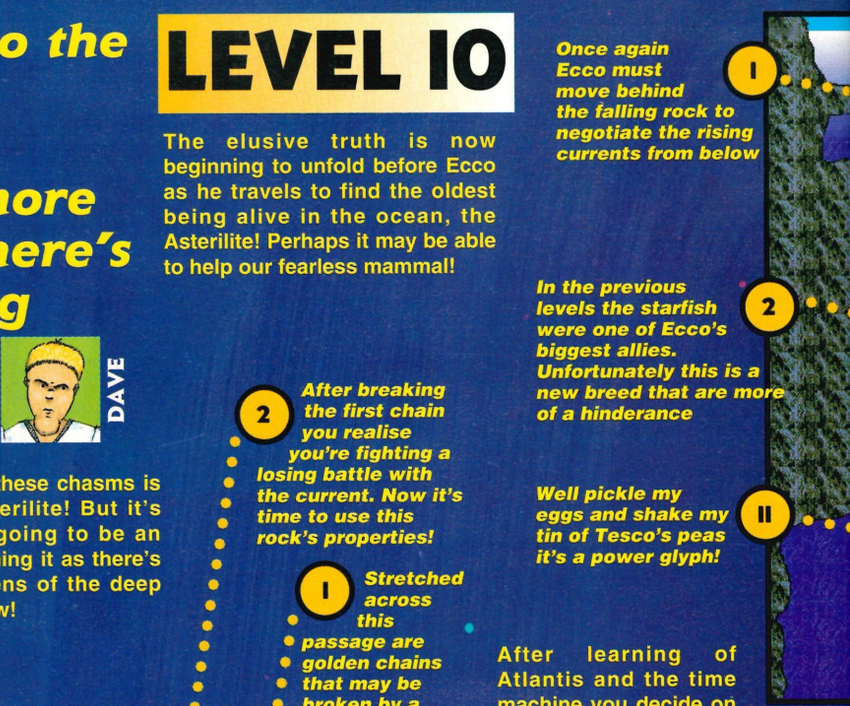
ECCO THE DOLPHIN

MEGA DRIVE ADVANCED GAMING • ADVANCED GAMING

Welcome back to the aquarium! If you've been longing for more information here's the concluding part of our Ecco guide.

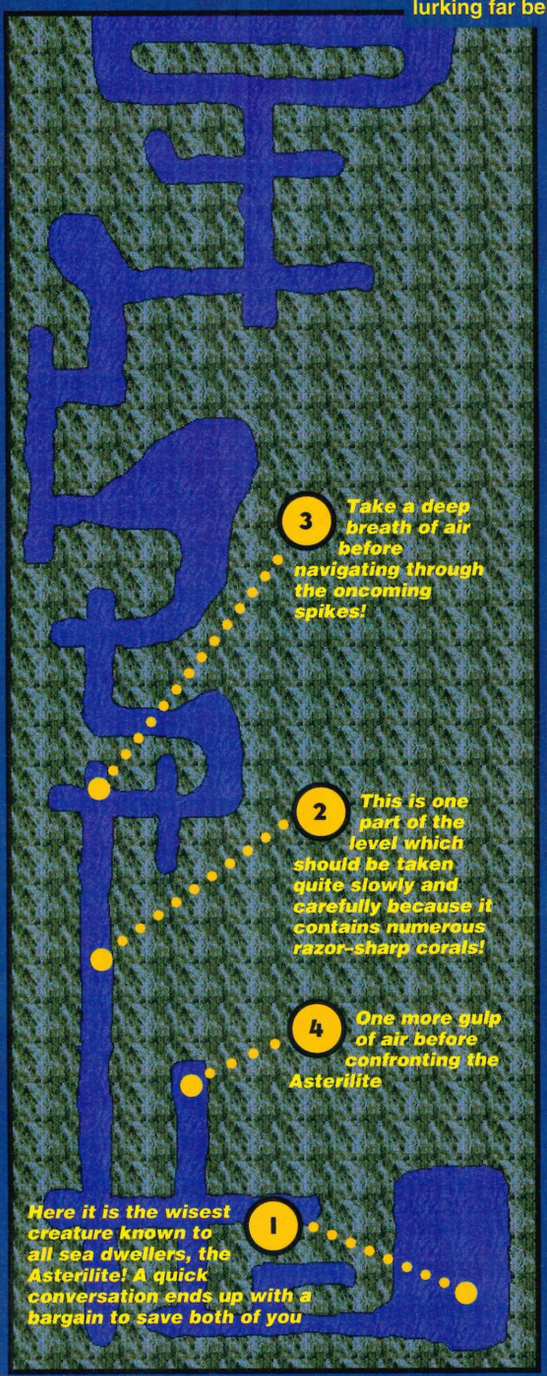
LEVEL 10

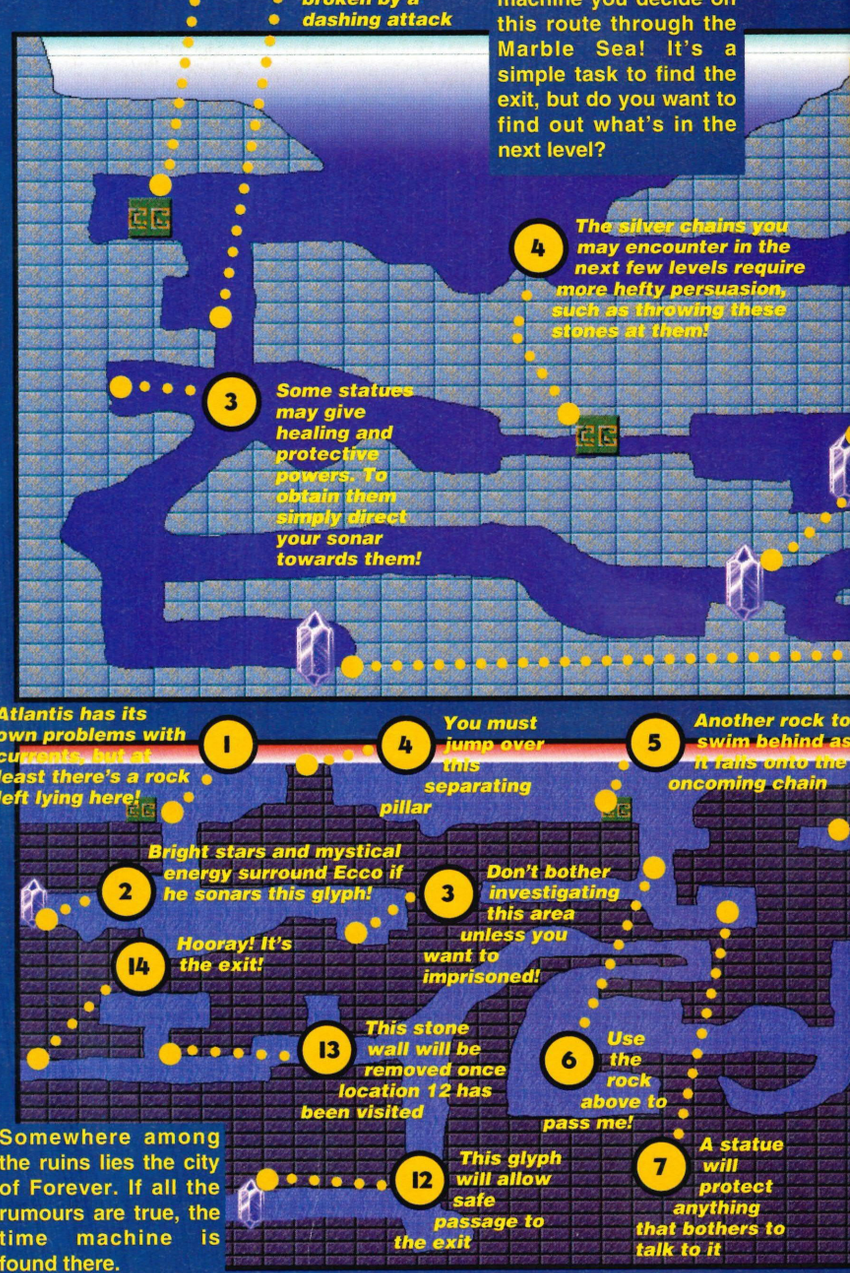
The elusive truth is now beginning to unfold before Ecco as he travels to find the oldest being alive in the ocean, the Asterilite! Perhaps it may be able to help our fearless mammal!



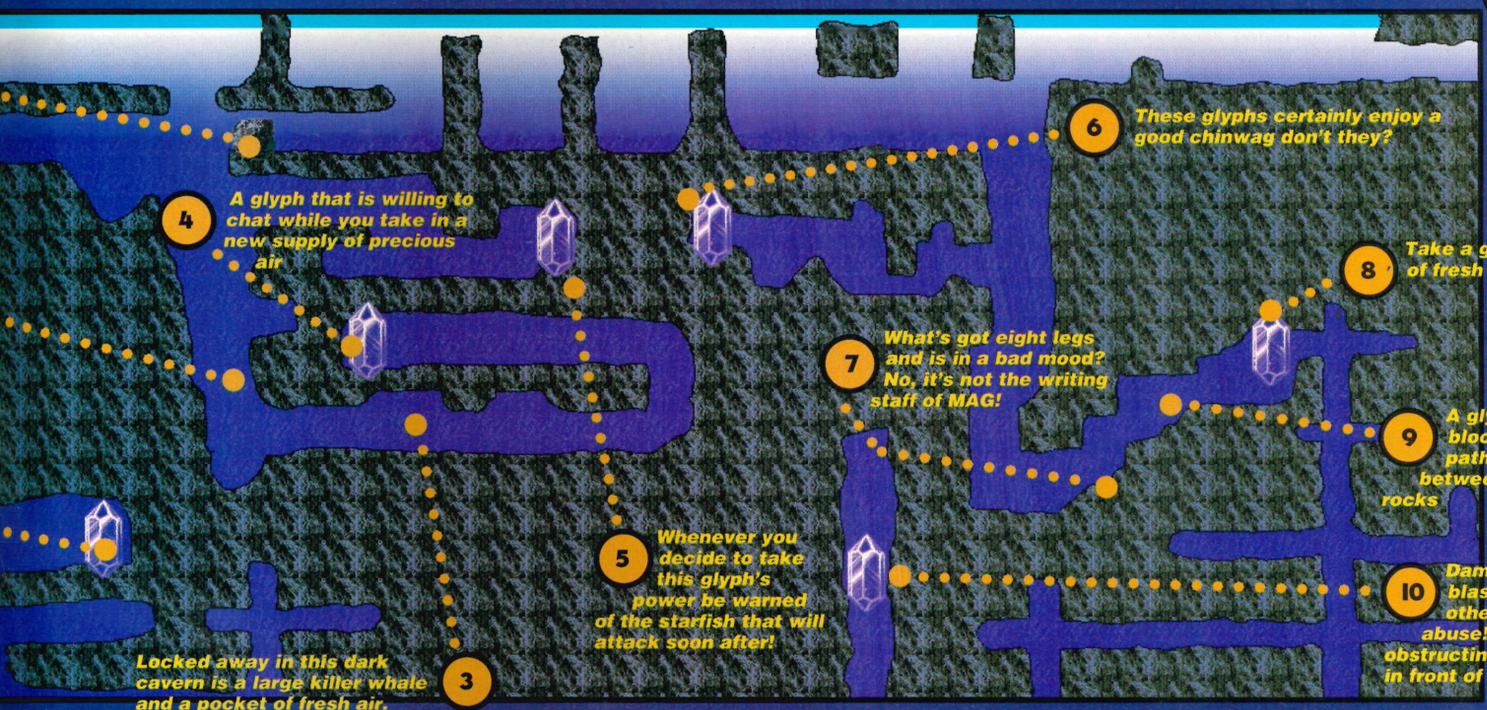
LEVEL 11

Somewhere in these chasms is the fabled Asterilite! But it's certainly not going to be an easy task reaching it as there's strange denizens of the deep lurking far below!

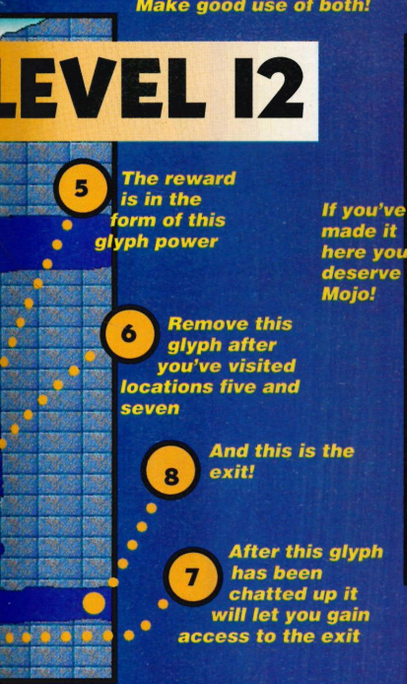




Somewhere among the ruins lies the city of Forever. If all the rumours are true, the time machine is found there.



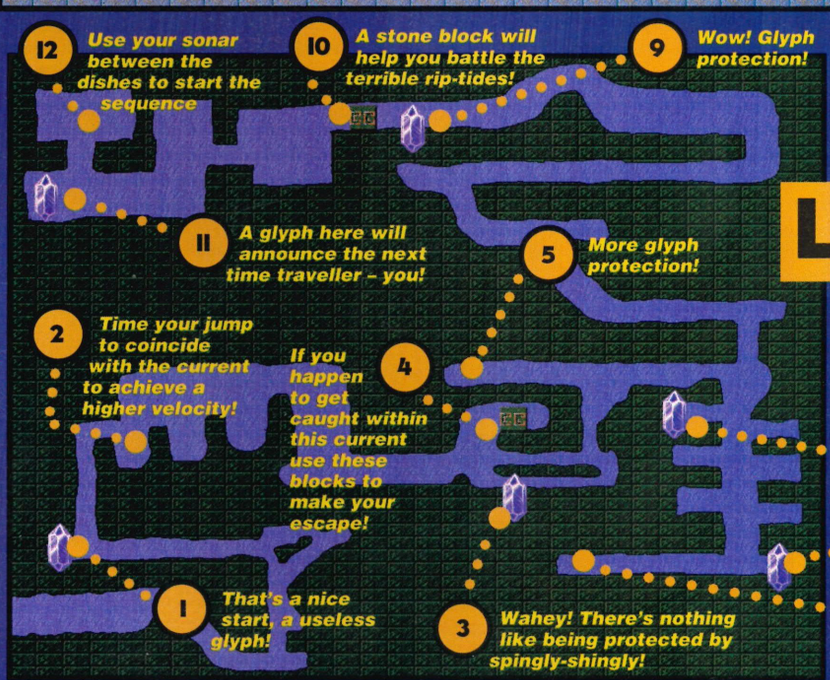
LEVEL 12



LEVEL 13

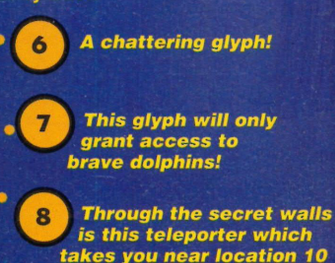
Once inside the library you'll encounter many glyphs that reveal the origin of Atlantis and give an insight into the storms.

LEVEL 14



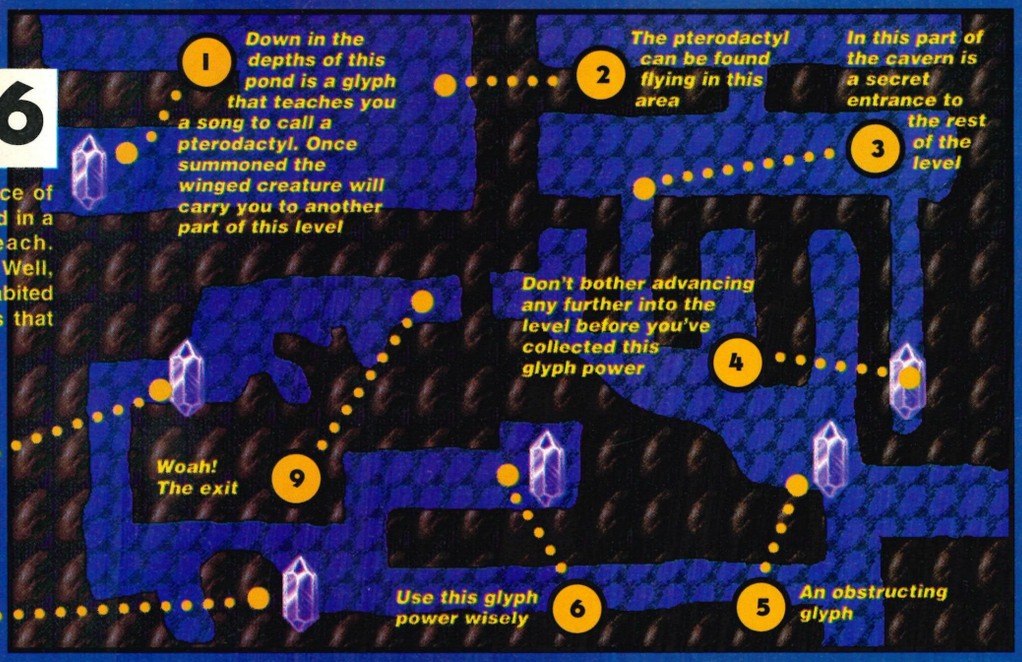
LEVEL 15

In the heart of the city of Forever is the lost time machine. This is Ecco's only hope of restoring the Asterilite's power thus gaining his family back

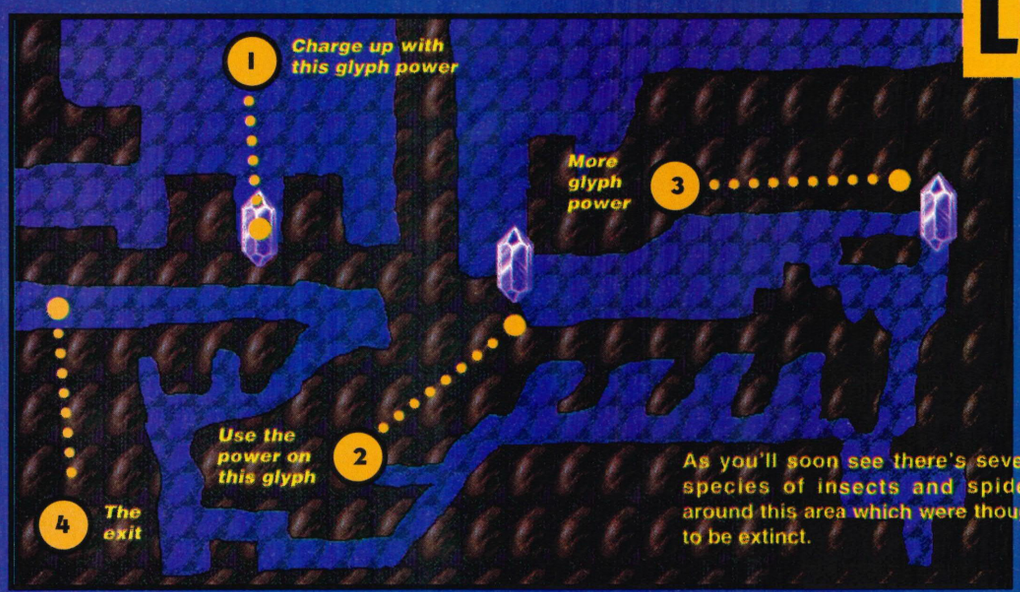


LEVEL 16

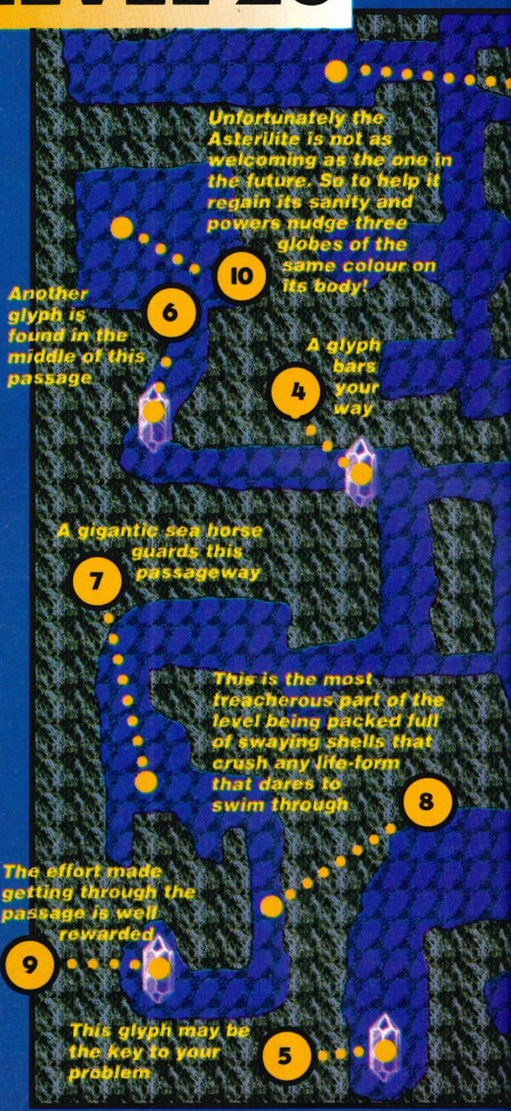
After the harrowing experience of travelling through time we land in a place called Jurassic beach. Sounds pleasant doesn't it? Well, be warned, the waters are inhabited by some grotesque creatures that don't believe in reasoning!



LEVEL 18

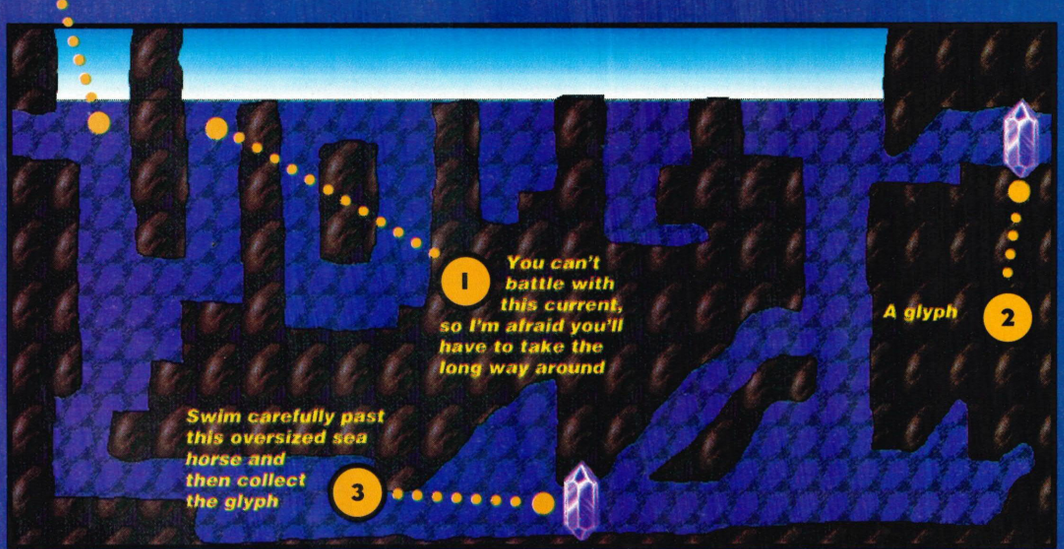


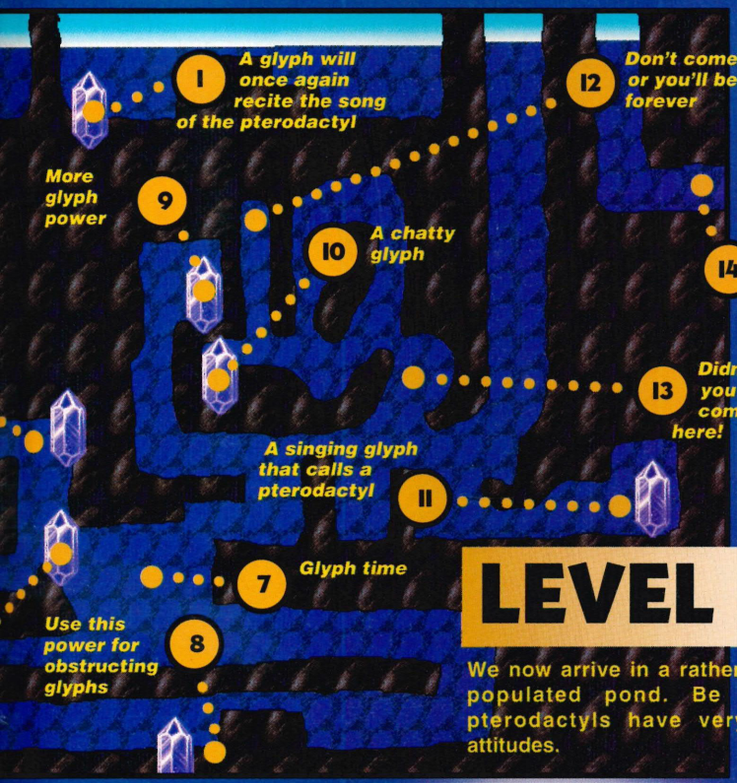
LEVEL 20



LEVEL 19

Dark waters hold terrible dangers in the form of shelled creatures. Just follow the map and take note of the captions!



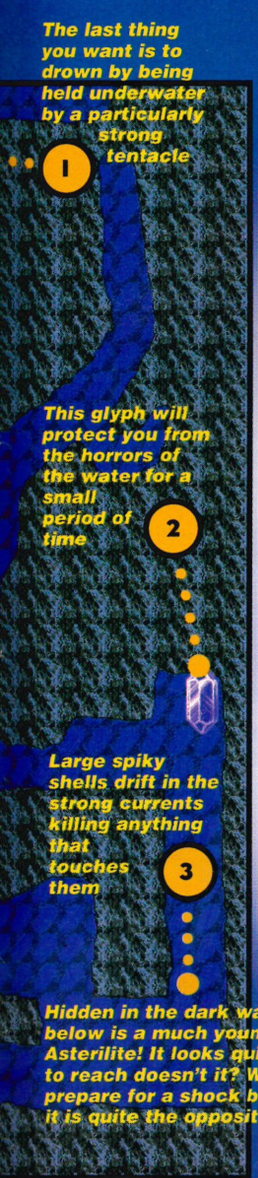


LEVEL 17

We now arrive in a rather heavily populated pond. Be warned pterodactyls have very nasty attitudes.

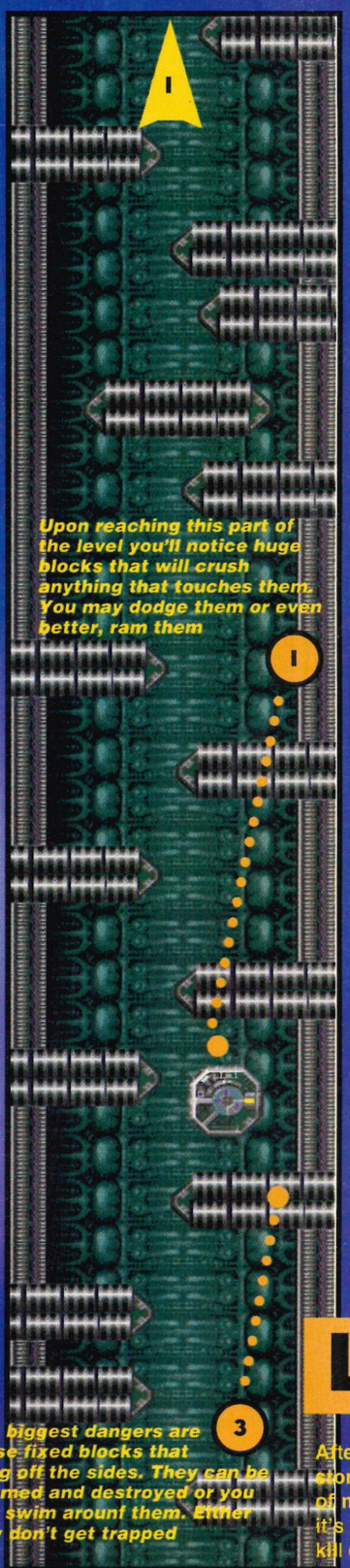
LEVEL 21

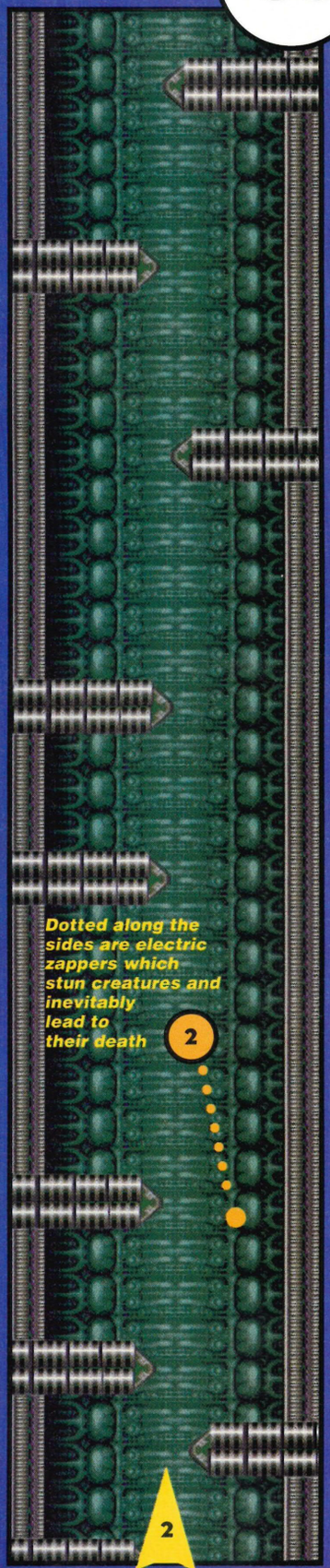
After zipping back in time you arrive at level 11 again. Once you make contact with the Asterilite it'll reward you with new and amazing powers. Then it will send you back to the city of Forever at level 15. Once there you'll time travel to the beginning of the storm.



LEVEL 23

Once the tube has been conquered you now face an even greater danger. This is in the form a machine which is quite easy to overcome as long as you're good with a dolphin! Then it's on to meet the last boss!

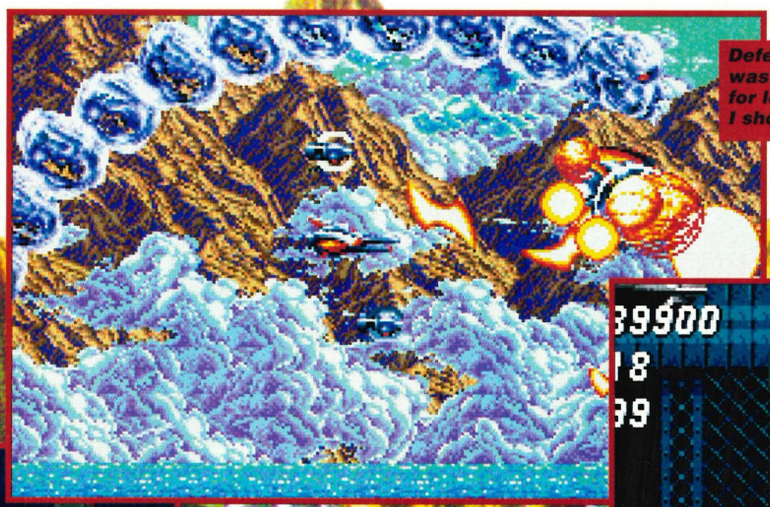




LEVEL 22

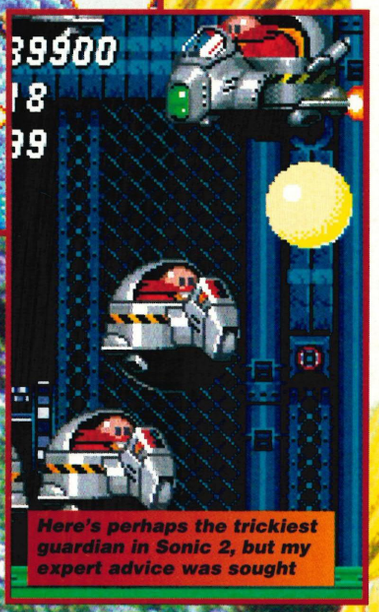
After experiencing the horrors of the storm you find yourself in some sort of metallic tube. The bad news is that it's filled with all sorts of devices that kill everything that passes through.

HIEROGLYPHIC HILARITY



Defeating guardians was always a problem for lesser players, until I showed them how!

The lemmings' existance was an undecided one until Dave the Rave shed divine light to the confused!



Here's perhaps the trickiest guardian in Sonic 2, but my expert advice was sought

Cavey Davey is here to solve your intimate gaming problems. Ooh!

FANTASY BOOTS

I have recently purchased Sonic II. I have, through my expert games playing abilities, managed to reach the Metropolis Zone! But I have a problem! Please will you enlighten me of the whereabouts of the Athletic Footware Emporium and also, once there how do I make the correct choice of boots?

Christopher Evans, Birkenhead, Merseyside.

DAVE: The Athletic Footwear Emporium was nothing more than an idea that we had when trying to depict what Sonic 2 would be like. When this feature was published absolutely no details on the game had been announced, so it was all pure fantasy!

As far as decent boots go in the game though, there are of course the speed-up boots and they're at the top. So stop worrying yourself about a myth!

US SPEAK

Dear Dave,

The codes that you published for Lemmings (issue 6 page 79) don't seem to work on my Mega Drive! I purchased the game from one of Virgin's Megastores so it's definitely a British cart. Also my Mega Drive is most certainly a standard UK machine, which I may add, has been in my possession for a couple of years now! So what went wrong?

Jo Parkin, Beverley, N Humb.

DAVE: Aaah! Ermm! How can I put this? We stated that the codes we printed were SUNSOFT codes! This means that it's an American version! Sorry, next time I'll put it in bigger letters.

MY TORMENTED SOUL!

You're my last resort and salvation! Please help me before I'm committed to some sort of institute where they keep David Icke! I'm having serious trouble with Robotnik in the Metropolis Zone. I beg you to tell me how to defeat him so I may rest in eternal peace.

Oh yeah, my dad says that you're incredibly wonderful and so good at games. Whilst my older sister (19 next week!) and her friends say that you're so good looking and sophisticated. So do we deserve games and T-shirts and blah...blah...etc.

Yours sadly,

Stephen Lindley, Macclesfield (land of no hope!).

DAVE: Oh, you poor soul. Please put away your hanky and listen up. When battling Robotnik in the Metropolis, stand and wait in the centre of the screen. If you pause the game quickly you can time your jumps and miss the circling spherical objects that surround his craft. I'll finish by saying your dad's right and your sister can feel free to ring any time. Oh, no you can't have any free goodies!

Once again Sonic faces the evil doc and uses his incredible spin attack!

PANTS AT PILOTING SPACECRAFT

Dear Dave,

My life is balanced on the edge of insanity! I just can't seem to kill the final guardian in Thunderforce IV. Try as hard as I can, I just can't cut the mustard very well!

So I write to you to seek guidance from your infinite wisdom and your highly sarcastic words. Do I get a free game, a kick in the...(Ooh!) or a punch in the teeth for being so annoying?

Yours lovingly and in admiration,

Irma Nibber, London.

DAVE: I can't believe I'm hearing this! Where have you been? Three issues ago we printed the whole solution to this top shoot'em-up, but if you missed it through no fault of your own then I'll reveal the answer to you.

Start by blasting the sides of the guardian with your most powerful weapon, then when it decides to release a large collection of silver globes shoot them.

Also concentrate on the object that rotates around the main part of the ship. Eventually if you use all of these tactics the ol' doc will explode.

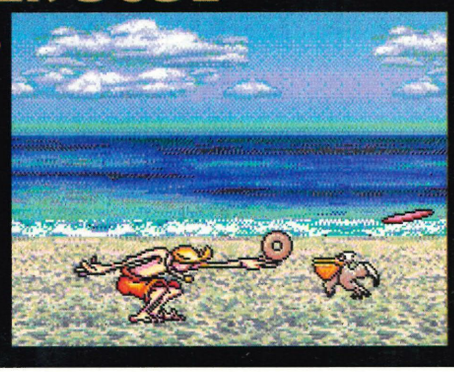
GAME GENIE CODES

ATTENTION! If you have a Game Genie and you don't know many codes then feast your eyes on this large selection of top cheats!

KRUSTY'S SUPER FUN HOUSE

Tired of hearing that maniacal laugh from Krusty every time you fail at this lemming-style romp? If you are, then scan through these codes:
1: AWBT AA44: Let's start off with everyone's favourite, infinite lives.
2: ABFA AA6J & 93FA AAEL: Magic blocks always reveal hooters.
3: ABFA AA6J & 93FA AEEL: Magic blocks turn into superballs.
4: 8A9T AACT: Take your time in the bonus rooms with 70 seconds.
5: CVGT AAEY: Raise your superball limit to 20.
6: D3FT AABY: Pie magic blocks add up to 30 units.
7: NVFA AAG0: Any food consumed will restore energy to full capacity.
8: RJ4T AA9L: Start anywhere you want in the game.

GREENDOG: THE BEACHED SURFER DUDE



If you own this game then shame on you! If you still can't complete it then scope out this lot of goodies!
1: ATNT AA4E: Give the surfin' hero unlimited lives.
2: ABYA CAAN: Spikes don't tend to hurt you.
3: CYNA BE5Y: Start on the final skateboarding level.
4: GACA CAC4: Cola cans restore energy to full.
5: AD8A AACL: Fish can no longer nibble our character's toes.
6: AC6A AABG: Renders the birds' attacks useless.

THE TERMINATOR

If your Kyle Reese is finding it too difficult to be rid of the heartless T-800 then cheat a little with these codes:
1: AW9T 8A78: Infinite time bombs once one has been obtained.
2: EC2A 8AH2: Each energy capsule that you may find has double its rejuvenating power.

QUACKSHOT

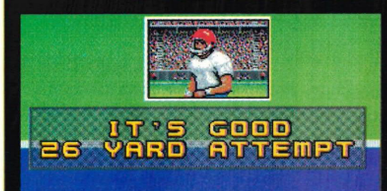
Have you ever had a nervous breakdown because you can't locate the elusive Duck Treasure? Then with the help of these codes and your Game Genie we'll set about completing the game! If the first code doesn't work then use the later one.
1: BBJA AAD0 or BBJT AAAA: Start the game with maximum power.
2: BBEA AABW or BBEA AAEG: Retain maximum power after the loss of one life.
3: AKSA AA24 or AKSA AA9J: Infinite power although the final boss' sword will still harm you.
4: AVEA AA28 or AVEA AA5W: Yeah! Infinite Donalds.
5: AKJT AA2J or AKJT AA6W: Infinite popcorn – you have to pick some up first.

REVENGE OF SHINOBI

Over time many ninjas have strayed from the ancient art of invisibility. So as your sensei I will guide you through the wonders of being ninja, the shadow!

Once again use the later codes if the former one fails to work.
1: ACCT BA4Y or ACRT BA32: This will enrich you with infinite lives – except when utilizing the art of Jitsu or Mijin.
2: BMVT GA6L or BMTT GA4L: A never-ending supply of shurikens.
3: BXVA GA9E or BXTA GA7E: This will bestow your ninja with endless life energy.
4: AC5A BA46 or AC3A BA44: Infinite energy even when practising Jistu or Mijin.
5: BGKA AAH4 or BGHA AAG0: Nine continues for the player.
6: C8KT AAAA or C8HA AAG6: Start your adventure in district eight, level three.

JOHN MADDEN '93



Just in case there's any champion players like Jools or Gerry who tend to pick up games and then play them like they know what they're doing. NOT! Then here's some more codes:
1: CCDA CA2L: No time limit for each and every game.
2: AMJA AA22: Always achieve first down and always keep possession on the downs.
3: 8DLT AADR: 30 yards are now needed for a first down.
4: GDKT BA1A: Every touch down is the equivalent of eight points.
5: BDKA BE40: Each extra point scored during a game is worth eight points.
6: BDKA BE5G: Field goals can now rack up a further eight points.
7: GDLA BAXW: Any safety that has been played is worth eight points.

DRAGON'S FURY

Let's dish out a selection of pinball codes!
1: NTCT BA3W: Will ensure you have a large stock of balls – 100 to be precise!
2: RE0A A6WR: Enables you to have more balls than the supply merchant for Wimbledon!
3: NNCT AAEN: How's about a 9,900 starting bonus?
4: BECT AAE0: Sets your bonus multiplier at nine.
5: AVPA AA8L: Stops your bonus points resetting when another bonus has been collected.
6: AVPA AA8Y: Bonus multiplier doesn't alter when another appropriate bonus is found.

THE COMPLE

It's been updated making it even bigger than before! There are so many games listed in the next six pages that it is hardly feasible! Remember, read it before you buy.

1943 (IMPORT) £30
Run-of-the-mill WWII shoot'em-up. Yes, it has pretty graphics and loads of enemies, but so do an awful lot of other games. **56%**
▲ *Good fun for NF dinner parties*
▼ *Where's the originality?*

688 ATTACK SUB (SEGA) £39.99
Submarine sim with some pleasantly effective arcade sequences. Good if you're patient. **68%**
▲ *Some wicked speech*
▼ *Takes a while to get going*

AERO BLASTERS (IMPORT) £29.99 **60%**

AFTERBURNER (SEGA) £34.99
Conversion of classic 3D air combat arcade machine. Very fast 3D graphics and blasting action. **61%**
▲ *Fast and furious*
▼ *Too easy – no lasting appeal*

AIR DIVER (IMPORT) £29.99
3D perspective shoot'em-up jobby with big naff looking baddies and stunningly boring gameplay. **58%**
▲ *3D concept is not often seen on the Mega Drive*
▼ *Looks naff and has as much appeal as an old sock*

ALEX KIDD IN THE ENCHANTED CASTLE (SEGA) £29.99 **59%**

ALIEN 3 (FLYING EDGE) £34.99
Average platform shooty game that has little (if anything!) to do with the film. Dash through 15 levels'blowing the crap out of the aliens with a variety of weapons. **62%**
▲ *Very good graphics and sampled sounds*
▼ *Sluggish controls and totally unoriginal gameplay*

ALIEN STORM (SEGA) £34.99
High-tech version of Golden Axe. Left/right scrolling beat'em-up with lots of baddies. Arcade original was crap, so there's little hope. **46%**
▲ *Some very speedy scrolling, colourful graphics*
▼ *Far too easy – ultimately boring*

ALISIA DRAGOON (SEGA) £34.99
Surprisingly playable platform shooter. A girl and her pet dragon take on the world in this novel and quite huge game. **83%**
▲ *Some very good graphics and very challenging gameplay*
▼ *Stinginess in dishing out continues hinders progress*

ALTERED BEAST (SEGA) £29.99
Originally the 'in-pack' game with the MD this is a classic example of how not to show the machine's abilities. Scrolling beat'em-ups don't come worse than this. **47%**
▲ *Er...none really*
▼ *Naff graphics, poor quality sound. Very poor conversion of arcade original*

AMBITION OF CAESAR (IMPORT) £34.99
Average war game based on all things Roman and war like. A good challenge for varying abilities. A good intro to war gaming. **72%**
▲ *One of the more easily accessible war games*
▼ *Looks a bit duff*

ANOTHER WORLD (VIRGIN GAMES) £39.99
Wander round an alien planet with a mutant friend in a vain attempt to find your way back to Earth. Stunning visuals, great gameplay. The best thing to come from France since cheap red wine. Treat yourself to a bottle now. **89%**
▲ *Clever and teasing*
▼ *Not recommended for posh dinner parties*

AQUATIC GAMES, THE (EA) £39.99
James Pond returns for a bit of pre-match training in a spoof Olympic joypad basher. **78%**
▲ *Quite funny, nice presentation*
▼ *Too much finger work*

ARCH RIVALS (FLYING EDGE) £39.99
Basketball game with a difference. Cartoon-style graphics with some interesting interpretations of the rules of basketball. Want to beat up your opponent? Go on... **69%**
▲ *Some very good cartoon-style graphics*
▼ *Nice ideas – shame about the game. It's far too boring*

ARIEL, THE LITTLE MERMAID (SEGA) £39.99
Well presented if unchallenging underwater-type game. Roam around a maze and sing songs to vanquish your foes or, if it takes your fancy, incinerate them. Aimed at the younger end of the market. **61%**
▲ *Ariel gets her kit off*
▼ *Tad on the easy side*

ARNOLD PALMER TOURNAMENT GOLF (SEGA) £34.99
One of the first 3D golf games on the Mega Drive. Some very impressive courses, with a very easy to suss user interface. **84%**
▲ *One of the originals on the MD and still one of the best*
▼ *Can get a little dull once you've mastered it*

ARROW FLASH (IMPORT) £24.99
Yet another horizontal scrolling blaster with fancy backdrops and big end-of-level guardians. Yawn yawn, yawn. You can turn into a robot though (coo!). **52%**
▲ *Graphics are very good in places*
▼ *Offers nothing new*

ATOMIC ROBOKID (IMPORT) £24.99 **56%**

ATOMIC RUNNER (SEGA) £34.99
Fixed scroll run and shoot'em-up with impressive graphics, but not much else. **40%**
▲ *Looks good*
▼ *Boring and controls are a pain*

AXIS (IMPORT) £29.99
Naff looking scrolly blaster with distinctly cack gameplay. Absolutely nothing going for it. **8%**
▲ *None really*
▼ *It was released*

BACK TO THE FUTURE 3 (SEGA) £34.99
Recently re-released film licence. Take Marty and Doc back to the 19th Century in a variety of playing styles. Not brilliant. **25%**
▲ *Reasonable presentation*
▼ *Too few stages, unchallenging*

BART Vs THE SPACE MUTANTS (FLYING EDGE) £39.99
Scrolling platform game with naff sprites and excruciatingly dull gameplay. Just cos Bart is in it doesn't mean it's any good! **67%**
▲ *Some good Bart-style humour*
▼ *Sprites are too small and the game is boring*

BATMAN (SEGA) £35
Platform/beat'em-up and scrolling shoot'em-up sections. Looks pretty, but plays like poop. **59%**
▲ *Some very moody looking graphics*
▼ *Another wasted film licence*

BATTLE GOLFER (IMPORT) £29.99
Arcade adventure based around golf. Knock your ball from hole to hole to move through the different locations. Weirdsville. **42%**
▲ *Definitely an original concept*
▼ *Japanese import means all the text is unreadable*

BATTLE SQUADRON (EA) £39.99
Classy and smooth vertical scroller with loads of bolt-on extras and big, bad meanies. **68%**
▲ *Challenging gameplay and good graphics*
▼ *Unusual quirks in some of the levels make progress difficult*

BIMINI RUN (IMPORT) £29.99
3D speedboat shoot'em-up. Looks like the arcade game Hydra. Nice graphics, shame it's so crap. **42%**
▲ *Pleasant looking graphics*
▼ *Absolutely nothing special about the gameplay*

BIO-HAZARD BATTLE (SEGA) £39.99
Good-looking and testing shoot'em-up that doesn't really offer anything new. **78%**
▲ *Attractive and difficult*
▼ *Seen it all before*

BONANZA BROTHERS (SEGA) £34.99
One or two-player platform game. Raid locations and pinch the loot while avoiding the cops. Brilliant as a two-player game. **65%**
▲ *Good fun to play. Excellent presentation*
▼ *Not enough levels*

BUCK ROGERS (EA) £49.99
Expensive role-playing game in space. Very deep gameplay and battery back-up save option. **80%**
▲ *Incredibly involved gameplay*
▼ *Some graphics look a bit dull*

BUDOKAN (EA) £39.99
The original beat'em-up on the Mega Drive for one or two players. Numerous ninjitsu-type events with some novel twists. **58%**
▲ *Superb presentation*
▼ *Far too many moves to be remembered by a mere mortal*

BULLS Vs LAKERS (EA) £39.99
Another EA basketball game, but this one features the more famous players' signature moves. **64%**
▲ *Looks good plays well in two-player mode*
▼ *Boring in one-player mode*

BURNING FORCE (SEGA) £34.95
This game looks a bit like Space Harrier with different graphics. Gameplay is far too uninspired. It also suffers from naff collision detection. **38%**
▲ *Looks nice...*
▼ *...Until you see it moving*

CADASH (IMPORT) £34.99
Good attempt at mixing platform-style beat'em-up with a role-playing game with loads of levels. Neat two-player option. Too fiddly and far too sluggish. **78%**
▲ *New approach. Close conversion of arcade original*
▼ *Graphics look a bit poor. Gameplay is not involved enough*

CALIFORNIA GAMES (SEGA) £39.99
Ancient multi-event game. Roller-skating, BMX riding, foot-bag, skateboarding and surfing. **62%**
▲ *Looks quite nice. Good variety of sports*
▼ *Fairly old and tired concept. How thrilling can foot-bag be?*

CAPTAIN AMERICA (IMPORT) £35
A superhero and his mates try and save the world in the most boring way possible. **62%**
▲ *Good for feeding those fantasies*
▼ *Graphics, sound, gameplay*

CASTLE OF ILLUSION (SEGA) £34.99
Mickey Mouse's first Mega Drive game was (and still is) one of the best platform games around. **89%**
▲ *Super graphics and great gameplay*
▼ *Er...none really*

CENTURION (ELECTRONIC ARTS) £39.99
A Roman strategy game where you control your legions as they attempt to take over the world. **63%**
▲ *Thoroughly involved gameplay*
▼ *There is not very much action*

TE MEGA FILE

for arcade fans

CHAKAN: THE FOREVER MAN (SEGA) £39.99
Evil, brooding and excellent. Chakan takes on all sorts of denizens of the dark with his twin blades in this cross between Shinobi and Hell. **88%**
▲ *Brilliant gameplay and atmosphere*
▼ *A bit short*

CHAMPIONSHIP PRO-AM (IMPORT) £39.99
Slightly above average driving sim. Looks rather like Super Off Road with racing circuits as opposed to dirt tracks. Racing fans only need apply. **74%**
▲ *Chaotic at times*
▼ *Becomes dull after a time*

CHUCK ROCK (VIRGIN) £39.99
Neat prehistoric platform game starring Chuck Rock. Belly-butt your way through loads of gorgeous looking levels. **79%**
▲ *Excellent graphics and superb sampled sound*
▼ *Gameplay is a little shallow in places*

COLUMNS (SEGA) £29.99
Pretty version of Tetris. Drop the coloured blocks into the pit and make up lines. Seen it before, done it before...It's still brilliant! **79%**
▲ *Thoroughly enjoyable*
▼ *Quite expensive for such a simple game*

CORPORATION (VIRGIN) £39.99
Big 'roam around the office block knocking off mutants'-type RPG. Lovely 3D perspective graphics make this a visual feast. **75%**
▲ *Massive levels and great presentation*
▼ *Very hard to get to grips with. Roaming around often seems pointless*

CURSE (IMPORT) £24.99
Utterly abysmal horizontal shoot'em-up. Looks naff, sounds awful and has about as much appeal as a rutting skunk. **4%**
▲ *Absolutely none whatsoever*
▼ *The programmers are probably still out there*

CRACK DOWN (SEGA) £34.99
A cross between Gauntlet and Smash TV with an exploration element. **72%**
▲ *Nice presentation and loads of features*
▼ *Can get a bit 'samey'*

CRUE BALL (EA) £39.99
Reasonable 'heavy metal' pinball game with the full Motley Crue licence. Gameplay is slow. **63%**
▲ *Passes the time fairly painlessly*
▼ *Zzzzzzzzzzz*

CYBERBALL (SEGA) £29.99
21st century American football Speedball II without the good bits. Just buy Speedball II. **27%**
▲ *Accurate conversion of arcade machine*
▼ *Said machine was crap*

DANGEROUS SEED (IMPORT) £29.99
Tired old vertical shooter with everything you would expect from a game of this type. Confusing to look at and dull to play. **50%**
▲ *It's cheaper than most imported blasters*
▼ *Far too painful on the eye*

DARIUS 2 (IMPORT) £34.99
Enormous stonker of a horizontal scrolling shooter. Massive levels with loads of aliens. If you can find it check it out. **65%**
▲ *HUGE game; 26 massive levels*
▼ *Fairly ordinary gameplay*

DARK CASTLE (ELECTRONIC ARTS) £34.99
Platform/puzzle/adventure combination with lots of levels. Possibly the worst game EA has ever released. Looks awful and is very frustrating to play. **38%**
▲ *Interesting idea...*
▼ *...Shame it doesn't really work*

DARWIN 4081 (IMPORT) £34.99 64%

DAVID ROBINSON SUPREME COURT BASKETBALL (SEGA) £34.99
Slick and smooth basketball game with wicked gameplay. Has unusual screen flip between each end of court that cocks things up. **77%**
▲ *Looks great and there are some really neat sound effects*
▼ *The screen flip does your head in after a while*

DEATH DUEL (IMPORT) £34.99
Overly simplistic shoot'em-up. Nice graphics, shame about the game. Move a cross-hair and shoot, that's about it really. **68%**
▲ *Nice graphics*
▼ *Limited gameplay*

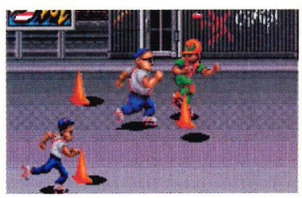
DECAP ATTACK (SEGA) £34.99
Weird platform game where you jump around lobbing your head at countless passers by. **78%**
▲ *Very funny and very playable*
▼ *A bit too easy in places*

DESERT STRIKE (EA) £39.99
Still one of THE best games on the Mega Drive. A completely wondrous multi-directional scrolling strategy/shoot'em-up. Loads of missions, loads of fun. **90%**
▲ *Looks great and plays even better*
▼ *Can get a bit too hard*

DEVILISH (IMPORT) £34.99
Snazzed up Breakout with one of the most stupid storylines ever. An evil wizard turns a prince and princess into a pair of paddles...Very credible. **38%**
▲ *It's certainly a change from rehashed shoot'em-ups!*
▼ *It's a bit crap actually*

DICK TRACY (SEGA) £39.99
Grossly overpriced, cocked up film licence. Platform/shoot'em-ups don't come much worse. **39%**
▲ *At least Madonna isn't in it*
▼ *It's horribly dull*

DJ BOY (SEGA) £34.99
A sideways scrolling beat'em-up on roller-skates. Whoever is responsible should be strung up and have terrible things done to them! **27%**
▲ *Useful as a doorstop*
▼ *It's so crap it's insulting*



DOUBLE DRAGON (BALLISTIC) £29.99
Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. **40%**
▲ *The graphics are identical to the arcade machine*
▼ *It's just a pity that the gameplay is as well*

DRAGON'S FURY (DOMARK) £39.99
Destined to be a classic this one. A wonderful fantasy pinball experience with loads of sub levels and clever little fiddly bits. **87%**
▲ *One of the best console pinball games around. Superb presentation*
▼ *There's only one table*

DYNA BROTHERS (IMPORT) £35
Flawed attempt to copy Populous with dinosaurs. Good fun, but gets too difficult too fast. **79%**
▲ *Cute graphics and simple, but involving gameplay*
▼ *Where is that difficulty curve?*

DYNAMITE DUKE (SEGA) £34.99
Rather naff Op Wolf clone with some truly rubbish visuals. Blast the bad guys as they jump out from behind Jeeps and barrels while collecting big guns. Boring! **42%**
▲ *If you like Op Wolf this is as close as you'll get at the moment*
▼ *It looks terrible and is sluggish*

EA HOCKEY (EA) £39.99
It's one of the most enjoyable sports games, especially in two-player mode. **88%**
▲ *Amazingly playable*
▼ *Erm...There aren't any naked women in it*

ECCO THE DOLPHIN (SEGA) £39.99
Environmentally friendly game featuring great graphics, large areas to explore, brilliant gameplay and a cute dolphin trying to save his friends. **94%**
▲ *Good all round*
▼ *Give me Flipper any day*

ELEMENTAL MASTER (IMPORT) £24.99
Vertically scrolling shooty shooty job with loads of rotten greebos lobbing rocks at you. **70%**
▲ *Absolutely superb graphics*
▼ *Gameplay has little depth*

EMPIRE OF STEEL (FLYING EDGE) £34.99
This is a rather unusually presented horizontal scroller which places you in the unenviable position of piloting either a light plane or an airship! To tell the truth it's quite a nifty game really. **84%**
▲ *Original visuals*
▼ *The gameplay doesn't match the presentation in terms of quality*

ESWAT (SEGA) £34.99
Jools has a soft spot for this mediocre platform/shoot'em-up. I'm not entirely sure why. It looks poor and plays like any other game. There's nothing wrong with it – just nothing right either. **73%**
▲ *Plays OK, looks OK*
▼ *See above*

EUROPEAN CLUB SOCCER (VIRGIN) £34.99
The only decent soccer game. Sideways scrolling jobby. Too easy in one-player mode, but great in two-player. Crucifies World Cup Italia '90. **62%**
▲ *Very good presentation. Neat password system for leagues*
▼ *Boring in one-player mode*

EVANDER HOLYFIELD'S REAL DEAL BOXING
Fab looking Fight Night Special with no consistency in the opponents and limited gameplay. **57%**
▲ *Some really nice blood spurts!*
▼ *A real sucker punch for the purchaser*

FAERY TALE ADVENTURE (EA) £39.99
Whopping big role-playing adventure. Ideal for less experienced RPGers. **65%**
▲ *Quite simple quests. Easy to use features*
▼ *Too basic for some*

FANTASIA (SEGA) £29.99
Stunning looking platform game based on the Disney flick. **46%**
▲ *It looks gob-smackingly good*
▼ *Far too difficult to play*

FATAL LABYRINTH (SEGA) £34.99
Simple yet effective top-down RPG affair. Roam around collecting the goodies and bashing the monsters. Easy life! **65%**
▲ *Nice presentation*
▼ *Too much of a walk in the park*

FATAL REWIND (ELECTRONIC ARTS) £39.99
A superb conversion of the Amiga title Killing Game Show. Excellent presentation and novel 'rewind' feature lets you skip back through your game after dying. **85%**
▲ *Platform shoot'em-ups don't come much better than this!*
▼ *Slows down too much*

FERRARI GRAND PRIX CHALLENGE (FLYING EDGE) £34.99
Awful racing game that should never have got out of development. Contains novelty value for being shite. **23%**
▲ *Useful for that wobbly table*
▼ *It's crap*

FIRE MUSTANG (IMPORT) £34.99
Distinctly unpleasant horizontal scroller. Quite horrible to play and distinctly average to look at. **22%**
▲ *None whatsoever*
▼ *Everything about the game including the box*

FIRE SHARK (IMPORT) £29.99
Loose interpretation of the ancient scrolling blaster 1942. Pilot your bi-plane up through the levels blowing away the enemy. **68%**
▲ *Very playable indeed*
▼ *Hardly challenging*

FLAMING DODGEBALL KID, THE (IMPORT) £35
One or two-player ball throwing game. Tournament and league

CONTINUED

option, but the Jap text is an obstacle. **82%**

▲ *Addictive, colourful and entertaining*
▼ *Could take years to suss out what's going on*

FLICKY (SEGA) £19.99
28%

FORGOTTEN WORLDS (SEGA) £34.99
Rather smashing two-player shoot'em-up with some superb background graphics. **75%**

▲ *Very playable, superb graphics*
▼ *Infinite lives in two-player mode*

F-22 INTERCEPTOR (SEGA) £39.99
The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**

▲ *Fast polygon graphics*
▼ *Not much of a sim really*

GAIN GROUND (SEGA) £34.99
A strategy shoot'em-up. You have to choose the right soldiers to do the right job as you move through the flick screen scenery. Slow, thoughtful pace and a decent two-player mode. **75%**

▲ *Big, fun and varied*
▼ *A bit deliberate for some*

GALAXY FORCE 2 (SEGA) £39.95
Painfully tedious and tacky conversion of the coin-op. 'Into the screen' 3D viewpoint as you shoot aliens wears thin very fast. **30%**

▲ *Very colourful*
▼ *Yaaaawn!*

GALAHAD (EA) £39.99
Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**

▲ *Good use of the MD. Excellent graphics*
▼ *Sound a bit on the iffy side*

GAMES WINTER CHALLENGE ,THE (SEGA) £39.99
Eight events based on the pistes, bobsleigh runs and snow covered plains. Play with friends for that 'You bastard!' feeling in full. **66%**

▲ *Looks good and plays great*
▼ *Not so good for one player*

GEMFIRE (IMPORT) £34.99
Travel back to mediaeval England and conquer the place. A strategy game that takes some time to get used to, but worth the effort. **76%**

▲ *Absorbing and interesting*
▼ *Won't get the heart rate going*

GHOSTBUSTERS (SEGA) £34.99
Platform nonsense straight from the film. Attractive sprites but frustrating gameplay. **48%**

▲ *Cute and chirpy*
▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99
Excellent (but expensive) conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat sound. **86%**

▲ *Unlimited lives, testing gameplay...*
▼ *...That may be too testing*

GLEY LANCER
Mistranslated Japanese shoot'em-up with some novel power-ups and nice baddies. Plays well. **89%**

▲ *Great graphics and gameplay*
▼ *Screen clutters up at times*

GREENDOG (SEGA) £34.99
A cool dude searching for the Surfboard of the Ancients. Good looking game that suffers from lack of any real challenge. **70%**

▲ *Very well presented*
▼ *You'll finish it in a day*

GODS (IMPORT) £35
Become a god and leap round righting wrongs, destroying evil and protecting the weak. Brilliant platform game. **91%**

▲ *Real challenge. Good sound and graphics*
▼ *Not for beginners*

GOLDEN AXE (SEGA) £34.99
A tale of a man, a woman and a dwarf hacking their way through extras from Jason and the Argonauts. In two-player you can even hack each other. **86%**

▲ *Great fun especially for two*
▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99
Hardly a great leap forward but just as good as first. Don't bother getting both though. **65%**

▲ *It worked once*
▼ *So why not do it again?*

GRANADA (IMPORT) £35
Four levels of multi-directional shoot'em-up in an attempt to blow up nuclear power stations. **71%**

▲ *Pretty graphics and very playable*
▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35
Unplayable dross where hitting the ball has nothing to do with getting the racket in the way. Ignore. **38%**

▲ *The female sprites wiggle a lot*
▼ *Poorly implemented tat*

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99
Kiddies educational adventure. Explore five levels and attempt to find the lost scrolls and the one and only Waldo himself. Stricty for the under eights or the deranged. **63%**

▲ *Vaguely thought provoking*
▼ *Monotonous*

GYNOUG (SEGA) £39.99
A scrolling shoot'em-up with loadsa weapons, weird enemies, and the hero's got wings! **88%**

▲ *Spiffing fun for all the family*
▼ *Goes on a bit, but so does my mum*

HARD BALL (SEGA) £39.99
Well, it's baseball really, but jolly good fun all the same. **72%**

▲ *Slick interpretation of the game*
▼ *Doesn't have that edge to make it great*

HARD DRIVIN' (TENGEN) £35
The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**

▲ *A pic of a Ferrari on the box*
▼ *Graphics, sound, gameplay*

HEAVY UNIT (IMPORT) £30
27%

HELLFIRE (SEGA) £34.99
A top class horizontal shoot'em-up with well designed gameplay and attractive graphics. Tense but not too tricky. Excellent fun. **72%**

▲ *Very playable*
▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99
You have a range of armoured units to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. Unusual but fascinating. **85%**

▲ *Lots of depth and never slows down*
▼ *A lot to worry about and initially inaccessible*

HOME ALONE (SEGA) £34.99
God-awful licence where you get to be Macauley Culkin. On top of that it's crap as well **35%**

▲ *Novelty of weapon building*
▼ *Painful gameplay*

INDIANA JONES AND THE LAST CRUSADE (US GOLD) £39.99
Good film conversion that sticks to the plot very closely and ends up as a platform game Nice soundtrack and it's better looking than other versions. **82%**

▲ *Action and puzzles*
▼ *Only five levels*

IMMORTAL, THE (EA) £39.99
Top-notch arcade adventure with gloriously gory graphics and nicely weighted gameplay. Loads of magic, monsters and hordes of gold and goblins. **80%**

▲ *Big play area, loads of atmosphere and action*
▼ *The wizard looks like a ponce*

INSECTOR X (IMPORT) £35
Quality gameplay as you bug-spray your way through levels of insects. The backgrounds are superb and the sound's not bad either. **80%**

▲ *Marvellous gameplay and it looks great*
▼ *Some levels are too big*

ISHIDO: THE WAY OF THE STONES (IMPORT) £35
Oriental board-game where you have to match up shapes and colours of stones randomly pulled from a bag. Something of an acquired taste. **72%**

▲ *Pretty and a good version of a tile game*
▼ *Not one for the bloodthirsty*

JAMES BOND THE DUEL (DOMARK) £39.99
Take on the role of 007 in this fun platform shoot'em-up. Good for a while but rather small and too easy. Enjoyable. **75%**

▲ *Good fun, nice animation of the main sprite.*
▼ *No real challenge*

JAMES 'BUSTER' DOUGLAS BOXING (SEGA) £34.99
This has to be seen to be believed. It is so crap it is worth renting just to see how awful it is. **12%**

▲ *Quality crowd noises*
▼ *Its mere existence*

JAMES POND (EA) £39.99
The first instalment in the ever popular James Pond saga. Cute as hell platformer where you swim around collecting things. Great fun, but drags after a while. **79%**

▲ *Cute, cuddly and full of fun*
▼ *Lacks variety in the gameplay*

JAMES POND 2: ROBOCOD (EA) £39.99
The second instalment sees a half metal Pond trying to stop Dr Maybe from taking over Santa's toy factory. Better than the original. **87%**

▲ *Superb levels designs and wacky graphics*
▼ *Might elicit the odd 'joypad through the window' moment*

JEWEL MASTER (SEGA) £34.99
Some nonsensical platform beat'em-up where you switch rings to use different weapons. **40%**

▲ *Intro music's quite nice*
▼ *Essentially useless in the great scheme of things*

JOE MONTANA FOOTBALL (SEGA) £34.99
It had to match up to John Madden to compete and frankly it didn't. Fewer plays, poorer graphics and an absolute cinch. **52%**

▲ *Diverting for two players*
▼ *Never a match for Madden*

JOE MONTANA 2 (SEGA) £34.99
Someone didn't learn their lesson because this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**

▲ *Attractive and playable*
▼ *Speech is eventually repeated*

JOE MONTANA 3 (IMPORT) £35
New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**

▲ *Good fun for a while*
▼ *Too similar I'm afraid*

JOHN MADDEN FOOTBALL (EA) £39.99
What a corker. Unputdownable, excellent control system and a bundle of plays. **75%**

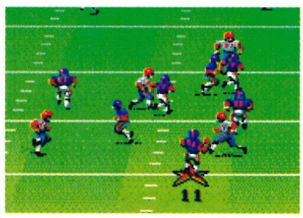
▲ *Time flies when playing*
▼ *Find the right couple of plays and you'll beat nearly very team*

JOHN MADDEN 2 (EA) £39.99
New pitch textures, new plays and new formations and it is better than the original. **85%**

▲ *Job-threatening stuff as you call in sick for three days running*
▼ *An update not a sequel*

JOHN MADDEN '93 (EA) £39.99
Another update of the nauseatingly successful Madden series. New stats, new presentation. **88%**

▲ *Just as good as before*
▼ *Awful speech*



JORDAN Vs BIRD (EA) £34.99
Good looking but very boring one-on-one basketball. If you've ever yawned when they play this in the movies you'll snore playing this. **40%**

▲ *Pass*
▼ *Akin to being starved to death*

JUNCTION (IMPORT) £30
One of those marble trap thingies based on an obscure coin-op. Slide grooved blocks to make a path for the marble to roll down. **64%**

▲ *It is addictive and incredibly simple*
▼ *You'll loathe the intro tune*

KAGEKI (IMPORT) £30
Unplayable, but it looks and sounds really great. Standard beat'em-up fare which offers nothing new. **20%**

▲ *There are a number of comical graphics*
▼ *You'll need amphetamines to stay awake through this one*

KID CHAMELEON (SEGA) £39.99
As platforms go it's hard to beat this one on size if not playability. A kid races around wearing different helmets to give him different powers. Difficult as well. **81%**

▲ *Size and variety of levels*
▼ *Too hard for some gamesters*

KING'S BOUNTY (EA) £39.99
Visually drab and aurally underwhelming but there's a stonking great RPG in there as well. Not for the casual RPGer. **50%**

▲ *Massive with lots of RPG fun*
▼ *Hardly a work of art*

KLAX (TENGEN) £34.99
Catch the coloured tiles to make matching lines. Not as good as Columns or Tetris but alright. **74%**

▲ *That falling tile gameplay which never fails to amuse*
▼ *Never gets a sweat going*

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99
The murderous clown from Springfield has to trap rats in a cross between Lemmings and mah-jong. **80%**
▲ *The size and the graphics*
▼ *You really could throttle the little bastard sometimes*

LAKERS Vs CELTIC (IMPORT) £35
From EA in the US this was its first full basketball game and jolly good fun it is in two-player mode where it catches the end to end atmosphere perfectly. One-player is dull. **65%**
▲ *Great with a friend and some top graphics*
▼ *It all gets a bit boring*

LAST BATTLE (SEGA) £34.99
Ninja kung-fu karate drivel that irritates immediately. **40%**
▲ *Shows how not to program*
▼ *People bought it*

LEMMINGS (SEGA) £39.99
Fun, fun, fun. Save the lemmings from death, build bridges, destroy anything that gets in the way throughout the 180 levels. The most original and addictive game for a long time. Simply brilliant. **92%**
▲ *Password system, massive game, good graphics, lots of fun*
▼ *Slight screen flicker in two-player mode*

LHX ATTACK CHOPPER (EA) £39.99
Reasonable flight sim that puts the player in charge of a powerful helicopter. 3D polygon graphics and a 'create mission' option add up to a thumbs up. **84%**
▲ *Varied gameplay, good graphics*
▼ *Lack of wide appeal*

LOTUS TURBO CHALLENGE (EA) £39.99
Nifty little driving sim that was one of the first MD games to feature two-player split screen. Drags a bit in one player. **91%**
▲ *Fast action, great graphics*
▼ *A little tedious.*

MARVEL LAND (IMPORT) £40
The fast moving Wonderboy gameplay combined with grade A graphics, not to mention more pick-ups than you care to name. **80%**
▲ *Hours of play in gorgeous environment*
▼ *Well, the sound's not brilliant*

MI-ABRAMS BATTLE TANK (SEGA) £39.99
Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. Loads of missions make this one of the best. **68%**
▲ *Easy to get into, but not too simple*
▼ *Scenery is a bit quiet*

MAGICAL TALURUT (IMPORT) £35
Totally weird walking shoot and punch outing featuring a midget wizard. Clearly programmed by someone with a history of hallucinogenic drug abuse. **77%**
▲ *Novel ideas, pretty graphics*
▼ *Short and gets hard too soon*

MARBLE MADNESS (EA) £39.99
The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. Two-player is a real giggle. **69%**
▲ *Frantic yet basic action*
▼ *It gets frustrating eventually*

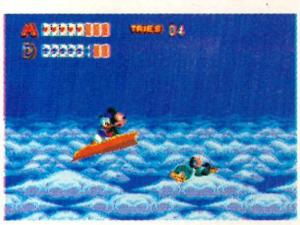
MARIO LEMIEUX HOCKEY (SEGA) £39.99
Stands well on its own as a side-on ice hockey game, but when it's up against EA Hockey then it can only ever come second. **79%**
▲ *Excellent tournament mode*
▼ *Lacks atmosphere*

MEGA-lo-MANIA (VIRGIN) £39.99
If playing at god tickles your fancy then this is the game for you. Take charge of a small band of desparadoes and help them on the way to become rulers of the planet. Work up from the Stone Age to the nuclear nineties. As recommended by Graeme Souness. **94%**
▲ *It exists*
▼ *You'll become a hermit*

MEGAPANEL (IMPORT) £30 **49%**

MERCS (SEGA) £39.99
Hmm, I'm afraid this is dull formularized shoot'em-up stuff that really shouldn't be done anymore. Ah well. **13%**
▲ *Mindless violence*
▼ *It's shit*

MICKEY AND DONALD (SEGA) £39.99
Disney's two faves help each other out in this sumptous platform game. A bit easy but you can't fail to love it. **86%**
▲ *Looks and plays really well*
▼ *Too easy*



MIDNIGHT RESISTANCE (IMPORT) £38
A conversion with dodgy graphics as you fire loads of weapons at loads of things with loads of weapons. **60%**
▲ *More mindless violence*
▼ *Tricky controls*

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99
McDonalds has a go at upping its street cred with this save the world from pollution effort. Good looking platform romp with two racially aware kids and loads of messy gunge. **83%**
▲ *Plays well*
▼ *Not enough depth*

MICRO MACHINES (CODEMASTERS) £34.99
Yawn, another racing game which Jools seems to like. Race all over objects such as the bath and a pool table in miniaturized cars, boats, so on and so forth. One for all you loonies out there. **89%**
▲ *Side splitting two-player mode*
▼ *Some uninspiring tracks (Or kitchen tables!)*

MIGHT AND MAGIC: GATEWAY (EA) £49.99
Expensive but huge RPG. The graphics are naff, the encounters controls are a bit duff and as for the sound...Despite all this you could practically drown in it. **64%**
▲ *Bloody massive*
▼ *Doesn't anyone think RPGs need graphics?*

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95
Who the hell is Mike Ditka and didn't he realise if you can't better John Madden. You might as well forget it. **30%**
▲ *Two-player saves the day*
▼ *He's got a silly name*

MONDU'S FIGHT PALACE (IMPORT) £35
Mondu's Shite Palace more like. Incredibly awful karate-wrestling thing that should never have seen the light of day. **32%**
▲ *Erm, novelty value?*
▼ *Gives the MD a bad name*

MOONWALKER (SEGA) £34.99
Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well animated platform game. **64%**
▲ *Brilliant fun and very playable*
▼ *More variety needed*

MUSHA ALESTE (IMPORT) £30
Average vertical shoot'em-up with nothing to make it stand out. **52%**
▲ *Fairly easy*
▼ *Why bother?*

MYSTIC DEFENDER (SEGA) £34.99
The beat'em-up with atmosphere is probably the best description. Not overly playable, but OK. **52%**
▲ *Interesting visuals*
▼ *Wears thin after a while*

NEW ZEALAND STORY (IMPORT) £35
Fabulous coin-op conversion that is one of the best platform games around. Cute enough to make even the hardest stomach turn. **84%**
▲ *You'll never put it down*
▼ *And thus ruin your life*

NHLPA '93 (EA) £39.99
Updated version of EA Hockey, fast, furious and loads of fun. Playing in two-player a must, so get yourself a copy now. **86%**
▲ *The complete game*
▼ *Erm...none really*

ONSLAUGHT (BALLISTIC) £39.99
Formulaic blasty thingy with so-so graphics and repetitive aliens. **42%**
▲ *Mildly diverting for small children*
▼ *Largely a waste of money*

OLYMPIC GOLD (US GOLD) £39.99
Spending £40 on a device for breaking your joypad never struck me as a good idea. It's all over fairly soon, but there's an unusual array of events. **78%**
▲ *It'll raise a sweat with anyone*
▼ *Sore fingers, too small, sore fingers, swimming's a nightmare, sore fingers*

OUTLANDER (IMPORT) £39.99
Poor attempt to cash in on Road Rash and Mad Max. Drive across Austalia eliminating bike gangs before fighting the evil boss Dusty. Seen it all before. **42%**
▲ *Nice Scrolling*
▼ *Death by boredom*

OUTRUN (SEGA) £34.99
Racing game that has seen better days, in this case about 1986 when the coin-op – very average – appeared. **24%**
▲ *Funny when the car flips*
▼ *Insomniacs sign here*

PAC-MANIA (DOMARK) £34.99
3D version of the old fave with all the ghosts and power pills of the original. **64%**
▲ *A good giggle for a quiet night*
▼ *Seen it all before really*

PAPERBOY (DOMARK) £34.99
Ride your BMX through surburban America, or was it Beirut? One of those classic coin-ops **52%**
▲ *Arcade perfect*
▼ *That's part of the problem*

PGA TOUR GOLF (EA) £39.99
Don't waste your time reading this, just get out and buy it. Was the definitive golf game on the MD. **81%**
▲ *Incredibly playable*
▼ *Some ropy intro graphics*

PHANTASY SOLDIER 3 (IMPORT) £35
Sort of a hack and shoot-type affair very Strideresque, but this just has the edge. Nice between level sequences as well. **62%**
▲ *Looks good and plays better*
▼ *Tricky...tricky...*

PHANTASY STAR 2
A huge battery backed-up RPG that set the standard for others. **81%**
▲ *You'll be there for weeks*
▼ *Bloody hard*

PHANTASY STAR 3
Bigger and better than number two, difficult to believe, I know. It's got really good graphics! **82%**
▲ *Good looking very playable*
▼ *Daunting at first*

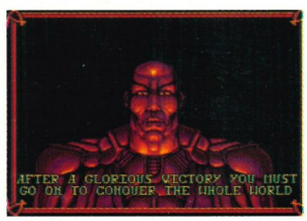
PHELIOS (SEGA) £34.99
Mundane little vertical shoot'em-up that shoots its load too early by giving a level select option. **71%**
▲ *Nice gameplay touches*
▼ *It's all over so quick*

PIT-FIGHTER (DOMARK) £39.99
Two-player option saves this reasonable one-on-three beat'em-up from obscurity. Digitized graphics don't quite work. **30%**
▲ *You can't beat smashing a chair over a mate*
▼ *Dead boring on your own*

POPULOUS (EA) £39.99
You are God, the Man, the Big Cheese. **90%**
▲ *Very addictive*
▼ *The power can go to your head*

POWERBALL (IMPORT) £35
Tragically duff Speedball clone that loses all the good bits in an attempt to be different. Just buy Speedball 2. **48%**
▲ *Makes SB2 look even better*
▼ *How long have I got?*

POWERMONGER (EA) £39.99
Massive strategy and war game. Build up your army, attack, defend, use diplomacy, manage farms. Everything for the novice or the expert is here. **87%**
▲ *Hours of engrossing play.*
▼ *Not enough variety or fighting*



PREDATOR 2 (ARENA) £34.99
Very average shoot'em-up. Rather small and too easy. Predator ship stage is the only challenge. **65%**
▲ *Addictive*
▼ *Far too small. Lack of challenge*

QUACKSHOT (SEGA) £39.99
This is a brilliant everything'em-up with Donald Duck in the driving seat. You have to run, shoot and quack through some great levels. **87%**
▲ *Does everything marvellously*
▼ *Again no naked women. Cuh!*

RAIDEN TRAD (IMPORT) £40
Graphically impressive vertical blaster with phenomenal power-ups, all sorts of enemies, a great challenge and very playable as well. **81%**
▲ *Includes excellent presentation*
▼ *Gameplay is a little limiting*

RAINBOW ISLANDS (IMPORT) £39.99
Sickeningly cute platform

CONTINUED

game. Lob rainbows at the bad guys as you jump up through layers of meanie filled platforms. **83%**
▲ *Incredibly playable*
▼ *It's a bit pukey*

RAMBO 3 (SEGA) £29.99
Overhead multi-directional scrolly shoot'em-up starring Rambo and a variety of large guns. Adequate gameplay, an average blast. **47%**
▲ *Better than average sound*
▼ *Game style is a bit old hat*

RASTAN SAGA 2 (SEGA) £29.99
Hack 'n' slash barbarian basher. **48%**
▲ *Beat'em-up junkies will love it*
▼ *... A good job, no one else will*

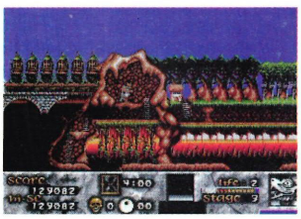
RBI BASEBALL 4 (TENGEN) £34.99
Brilliant conversion that knocks all other baseball sims for six. Good animation and nifty features. **87%**
▲ *Good gameplay, nice graphics*
▼ *Takes forever to reach the World Series*

REVENGE OF SHINOBI (SEGA) £34.99
Sequel to the brilliant Shinobi with some fabbo graphics and sound. **81%**
▲ *Fantastic presentation and excellent gameplay*
▼ *Erm, none really*

RINGSIDE ANGEL (IMPORT) £34.99
Wrestling game involving scantily clad girlies beating the crap out of each other. Awful gameplay, but a wonderful subject matter. **45%**
▲ *Hmm, half-naked women!*
▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99
Unfortunately this is a distinctly poor RPG with a very bad control system. **51%**
▲ *Quests are quite interesting*
▼ *Graphics are jerky, controls are bad and the game is too dear*

RISKY WOODS (EA) £39.99
You're a knight walking through averag levels firing average weapons at average enemies. **55%**
▲ *It looks quite good*
▼ *Shallow gameplay*



ROAD RASH (EA) £39.99
3D motorcycle racing game with some rather novel ideas! Beat the crap out of your opponents. **78%**
▲ *Superb animation and fun gameplay*
▼ *No two-player option*

ROAD RASH 2 (EA) £39.99
Brilliant follow up to the original. Play at hooligans on motorcycles. All done in the best possible taste. Good two player. **84%**
▲ *Great fun*
▼ *Little variety*

ROLLING THUNDER 2 (IMPORT) £39.99
Huge scrolling platform game based on the ancient Atari coin-op. Play a spy as you try to knock out the evil henchmen. **82%**
▲ *The gameplay is addictive*
▼ *The graphics are awful*

ROLO TO THE RESCUE (EA) £39.99
An elephant has to rescue his friends from the evil ringmaster. Big, but it goes on a bit. **66%**
▲ *Big and you can control different characters*
▼ *Too long*

SAINT SWORD (IMPORT) £34.99
Multi-directional scrolling hack 'n' slash job. **37%**
▲ *Seven decent sized levels*
▼ *It's bobbins*

SHADOW BLASTERS (IMPORT) £29.99
Distinctly poor scrolling beat'em-up. Looks crap and it is crap. **34%**
▲ *None*
▼ *As appealing as cold sick*

SHADOW DANCER (SEGA) £34.99
Wicked ninja game based on the hit arcade machine. One man and his dog take on the evil hordes in this scrolling beat'em-up. **84%**
▲ *Brilliant graphics and terrific gameplay*
▼ *I don't like dogs*

SHADOW OF THE BEAST (EA) £39.99
Visually awesome game converted from the Amiga classic. It's crap, but it's a nifty way of showing off the Mega Drive's abilities. **62%**
▲ *Looks gob-smackingly good*
▼ *Plays gob-smackingly badly*

SHADOW OF THE BEAST II (EA) £39.99
Incredible graphics, impressive sound, but excuse me can I have a more of a game please? **88%**
▲ *Excellent presentation*
▼ *Too hard and it's tiny*

SIDE POCKET (IMPORT) £34.99
Dreadful attempt to bring pool to the MD. **30%**
▲ *Females on the intro screen*
▼ *The complete game*

SHINING IN THE DARKNESS (SEGA) £44.99
Stonking RPG with brilliant graphics and truly deep gameplay. One of the best games of this type. **72%**
▲ *Fantastic graphics and superb puzzles*
▼ *Too much aimless wandering*

SONIC THE HEDGEHOG (SEGA) £34.99
Obscure scrolling platform game starring a blue hedgehog. Apparently it sold quite well. **85%**
▲ *Great graphics and sound*
▼ *Levels are far too easy*

SONIC THE HEDGEHOG 2 (SEGA) £39.99
The sequel to a really obscure platform romp. Sonic is joined by Miles in this bigger, speedier game. **93%**
▲ *Miles is one wicked dude*
▼ *It's not a significant improvement over the first game*

SPACE HARRIER 2 (SEGA) £34.99
Good conversion of the 3D arcade blaster. **48%**
▲ *Fast 3D graphics*
▼ *Gameplay is a little thin*

SPACE INVADERS '90 (IMPORT) £29.99
Graphically enhanced version of the original shoot'em-up. Space Invaders with frills. **64%**
▲ *A good conversion*
▼ *Only the graphics have been brought up to date*

SPEEDBALL 2 (VIRGIN) £39.99
Futuristic sports sim with bags of violence. Look and plays great, particularly in two-player. **78%**
▲ *Fantastic graphics and superb sampled sound*
▼ *You really need two players*

SPIDERMAN (SEGA) £29.99
Mediocre platform game that offers nothing new. Reasonable fun, but you'll soon tire of it. **64%**
▲ *Wickedly moody soundtrack*
▼ *Very little lasting appeal*

SPLATTERHOUSE 2 (IMPORT) £39.99
Gory scrolling beat'em-up. Once you've got over the novelty of chopping up babies with a chainsaw you'll hate it. **72%**
▲ *Novel gory graphics*
▼ *Very weak gameplay*

STAR CONTROL (BALLISTIC) £39.99
Huge strategy game that has been squeezed onto an 8 meg cart. Ideal for those who like a bit of strategy without too much brain drain. **68%**
▲ *Neat graphics and fun gameplay*
▼ *Blend of arcade and strategy alienates fans of both styles*

STAR CRUISER (IMPORT) £34.99
Vertical shooter with Q & A section between levels. Utterly unplayable unless you speak Japanese. **47%**
▲ *None whatsoever*
▼ *It's bloomin' foreign innit?*

STARFLIGHT (EA) £39.99
An interesting blend of trading, adventure and blasting that spans a massive virtual universe. Far too big for its own good. **56%**
▲ *Great idea...*
▼ *...Shame about the implementation*

STEEL TALONS (IMPORT) £35
Slow, turgid, depressing helicopter sim that Domark will be releasing officially this year. **55%**
▲ *Faithful arcade conversion*
▼ *You could make tea in between screen updates*

STORMLORD (IMPORT) £34.99
Very good looking platform game from British developer 21st Century. Looks and plays a bit like Ghosts and Goblins. **75%**
▲ *Superb presentation*
▼ *Inconsistent difficulty levels*

STREET SMART (IMPORT) £29.99 **36%**

STREETS OF RAGE (SEGA) £34.99
The definitive Mega Drive beat'em-up in the style of Double Dragon. Looks great and has brilliant moves. **79%**
▲ *Wonderful presentation*
▼ *A bit too easy*

STREETS OF RAGE II (SEGA) £44.99
Brilliant sequel to a quality original. Bigger graphics, much bigger levels. Superb. **91%**
▲ *Excellent presentation and gameplay*
▼ *Best as two-player*

STRIDER (SEGA) £44.99
Horrendously expensive multi-directional scrolling beat'em-up. Lovely graphics and top sound. **78%**
▲ *Excellent arcade conversion. Looks superb*
▼ *Too bloody expensive!*

SUPER AIRWOLF (IMPORT) £34.99
Absolutely nothing to do with Airwolf. Pilot your chopper through the jungle blowing everything up. **65%**
▲ *Surprisingly playable*
▼ *The presentation is awful*

SUPER BATTLETANK (IMPORT) £44.99
Climb aboard the latest in American killing technology to defeat those irritating Iraqis. Slow paced tank sim that looks better than it plays. Stick with Desert Storm. **50%**
▲ *Easy to master controls*
▼ *Yawn*

SUPER FANTASY ZONE (IMPORT) £35
Very odd this one. You play a spaceship who has to avenge its father's death by shooting vegetables. **86%**
▲ *Lots of lovely pastel graphics*
▼ *Very rare in this country*

SUPER HANG ON (SEGA) £34.99
Excellent conversion of the 3D arcade Bike Racer. Great graphics and boostin' sound. **72%**
▲ *Presentation is quite superb*
▼ *Gameplay is a little lacking*

SUPER HIGH IMPACT (IMPORT) £34.99
Interesting American football sim ideal for beginners. No way near up to John Madden standards. **68%**
▲ *Ideal for beginners*
▼ *Not enough plays*

SUPER HQ (IMPORT) £34.99
This is a new version of an old theme, three different vehicles in which to chase the criminals who can actually shoot back. Wears thin very quickly. **40%**
▲ *Fun for about 15 minutes*
▼ *Tedious for longer*

SUPER HYDLIDE (SEGA) £29.99
Fantasy role-playing game with drab graphics and dim plot. Puzzles are involved so adventure buffs'll love it. **65%**
▲ *Very involved gameplay*
▼ *Only RPG nut-jobs will like it*

SUPER LEAGUE BASEBALL (SEGA) £34.99
An adequate baseball sim that doesn't quite make the mark. It is no way near as good as RBI 4. **48%**
▲ *Reasonably playable*
▼ *Has no ZING!*

SUPER MONACO GP (SEGA) £34.99
Good quality coin-op conversion. Adequate graphics and reasonable joypad response. **68%**
▲ *Reasonable graphics*
▼ *Beginning to show its age a bit*

SUPER MONACO GP 2 (SEGA) £39.99
Updated game, but this time it's got Ayrton Senna's name on it. It is slightly better. **73%**
▲ *Some nice digitized piccies*
▼ *Joypad response is a bit sluggish*

SUPER OFF ROAD (BALLISTIC) £34.99
Old fashioned 'round and round'-type racing game with teeny-weenie graphics. Very playable! **68%**
▲ *Very playable indeed*
▼ *Graphics are too small*

SUPER REAL BASKETBALL (SEGA) £34.99
Playable basketball game with some wicked close ups of your shots. **64%**
▲ *Corking graphics*
▼ *You really need two players*

SUPER REAL VOLLEYBALL (SEGA) £34.99
2D graphics are pap and gameplay is drab. Yah-boo sucks. **65%**
▲ *The only volleyball game*
▼ *Looks crap and plays worse*

SUPER SMASH TV (FLYING EDGE) £34.99
Dreadful conversion of the old arcade classic. Blow away thugs and mutants to win prizes. **33%**

▲ *Two-player game amusing*
▼ *Incredibly boring and dull*

SUPER SHINOBI II (SEGA) £39.99
Bloody fabulous ninja game that has to be in everyone's collection. New moves and new magic. Buy it! **93%**
▲ *Huge amount of moves, great to play*
▼ *Some moves are a bit fiddly*

SUPER THUNDERBLADE (SEGA) £34.99
An adequate version of the arcade hit. Pilot your chopper through the cities blowing up bad guys. **59%**
▲ *Graphics are quite nice*
▼ *Gameplay is a bit poor*

SWORD OF SODAN (EA) £39.99
Amiga conversion that failed. Epic beat'em-up that's boring. Good graphics but that's it. **40%**
▲ *Looks nice*
▼ *Pity it doesn't play very well*

SWORD OF VERMILLION (SEGA) £49.99
One of the better RPG. Looks nice, big maps, plays well. **67%**
▲ *One of the best*
▼ *It costs nearly £50!*

TASK FORCE HARRIER-EX (IMPORT) £35 **30%**

TAZ-MANIA (SEGA) £39.99
Wonderful looking platform game. Great graphic, sound, animation and backgrounds. **85%**
▲ *Looks ace*
▼ *Not enough to gameplay*

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. Attempt to win a Gold medal at the Olympics. **62%**
▲ *Two-player game good laugh, nice graphics*
▼ *No variety. Too easy*

TECHNOCOP (IMPORT) £29.99
Impossible Mission-type platform game with drivey bits. An ambitious project that hasn't paid off. **63%**
▲ *Great idea...*
▼ *Bad presentation*

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. **10%**
▲ *The captain can catch fire(?)*
▼ *Induces suicidal tendencies*

TERMINATOR (VIRGIN) £34.99
Great presentation, but under all the frills it's nothing more than a weak platform shoot'em-up. **63%**
▲ *Stunning visuals*
▼ *The game is far, far too easy*

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot'em-up based on the arcade machine. Great fun, good atmosphere and the best Menacer game about. **85%**
▲ *Fast moving action*
▼ *Needs Menacer for full potential*

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. **68%**
▲ *Some wicked cars*
▼ *Screen update can't keep up*

THUNDER FORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight way scrolling job. Plays great! **82%**
▲ *Very playable*
▼ *Graphics are a bit poor*

THUNDER FORCE III (SEGA) £39.99
Horizontal scroller with some WICKED graphics. A classic. **85%**
▲ *Amazing graphics*
▼ *Very hard levels*

THUNDER FORCE IV (SEGA) £39.99
What? Another one? The pick of the bunch this one. Amazing graphics and wicked gameplay. **94%**
▲ *Gob-smacking graphics*
▼ *Again, no topless totty*

TIGER HELI (IMPORT) £34.99
Vertically scrolling chopper blaster (oo-er!). Good visuals, great gameplay. Try it! **78%**
▲ *Looks nice, plays well*
▼ *A bit hard to get hold of*

TOEJAM AND EARL (SEGA) £39.99
Scrolling adventure where you control the two dudes as they try to rebuild their spaceship. Neat game – crap visuals **72%**
▲ *Lots of humour in there!*
▼ *The graphics are poo*

TOKI (SEGA) £34.99
Wicked platform game. Guide your ape through loadsa levels. **69%**
▲ *Great graphics. Massive levels*
▼ *Gameplay is a tad dull*

TORA! TORA! (IMPORT) £34.99 **53%**

TOXIC CRUSADER (IMPORT) £35
Crap beat'em-up featuring this chap with the worst skin problem since the Singing Detective. **43%**
▲ *He uses a mop*
▼ *Bloody dull*

TURBO OUTRUN (SEGA) £34.99
Race around California in your open top Ferrari. Awful. **12%**
▲ *Nope*
▼ *You name it, it's got it*

TRAMPOLINE TERROR (IMPORT) £29.99
Overhead scrolly puzzler-type thing. Addictive gameplay. **41%**
▲ *Nice graphics, nice gameplay*
▼ *It's nothing more than nice*

TROUBLE SHOOTER (IMPORT) £39.99
Very slick shoot'em-up starring two babes. **61%**
▲ *Fantastic visuals*
▼ *Girlies don't get their kit off*

TRUXTON (SEGA) £34.99
Vertical shooting and lots of guns. Dated but very playable. **78%**
▲ *Bold graphics*
▼ *Not awfully original*

TWIN COBRA (IMPORT) £29.99
Vertically scrolling shoot'em-up with helicopters. **39%**
▲ *Reasonably playable*
▼ *Gets very boring after a while*

TWIN HAWK (SEGA) £34.99
If I see another scrolling shooter I think I'll scream... ARGHHH! **41%**
▲ *You pilot three planes at once*
▼ *So boring it's untrue!*

TWINKLE TAIL (IMPORT) £35
Walking shoot'em-up with loads of different weapons. Good, but not that good. **78%**
▲ *Well balanced difficulty and as good as a lot of others*
▼ *Never truly original*

TWO CRUDE DUDES (SEGA) £34.99
Tough opposition in this one-on-one beat'em-up. Enough challenge for the experienced player **86%**
▲ *Grotesque graphics*
▼ *Iffy sound effects*

UNDEADLINE (IMPORT) £35
Vertical walking blaster stuff full of weapons and power-ups. **86%**
▲ *Some gruesome guardians*
▼ *Not exactly original*

UNIVERSAL SOLDIER (BALLISTIC) £34.99
An old Amiga platform/shooty classic gets renamed to cash in on the Muscles from Brussles success. **60%**
▲ *Interesting weapons*
▼ *Game shows its age*

ULTIMATE TIGER (IMPORT) £37.99
Scrolling shoot'em-up which yet again offers nothing new. **32%**
▲ *Nuffink*
▼ *Uninspired*

VALIS 3 (IMPORT) £30
Vertically scrolling slash'em game – at least you don't shoot anything! Stunning visuals and corking sound. **48%**
▲ *Wicked presentation*
▼ *A bit too hard in places*

VERYTEX (IMPORT) £35 **53%**

VOLFIED (IMPORT) £24.99
Paint the screen by drawing lines and filling in the gaps. **72%**
▲ *Wicked gameplay*
▼ *Crap presentation*

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op with the most garish graphics ever seen. Weird! **79%**
▲ *Mildly addictive*
▼ *Migraine inducing graphics*

WARDNER (IMPORT) £34.99
Alex Kidd-type platform game with very twee presentation. **48%**
▲ *Looks OK*
▼ *No originality*

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. Nothing to do with the above game. **53%**
▲ *Arcade quality visuals*
▼ *Longevity score is a bit weak*

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. **74%**
▲ *Easy to get into*
▼ *Not for experienced players*

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting D&D RPG. Rated by aficionados, but no one else! **65%**
▲ *Good variety*
▼ *Long periods of nothing*

WHERE IN TIME IS CARMEN SANDIEGO (EA) £49.99
Educational detective game that teaches history. You even get an encyclopaedia with it! **74%**
▲ *Very good fun indeed*
▼ *Presentation is a bit weak. It's also expensive*

WHERE IN THE WORLD IS CARMEN SANDIEGO (EA) £49.99
Same as above but with geography and trivia-type general knowledge. You get a wicked World Almanac in the package! **85%**
▲ *Good fun. Very educational*
▼ *A bit 'samey'*

WHIPRUSH (IMPORT) £19.99
Pleasant little average type shoot'em-up thingy. **61%**
▲ *Looks OK*
▼ *It's yet another shooter*

WONDERBOY 3 (SEGA) £34.99
Scrolling collect'em-up. Totally completely and utterly dire. **27%**
▲ *None*
▼ *C'mon Sega, we're not stupid*

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the Mega Drive. Smashing graphics, wicked speech and brilliant courses make it a must! **82%**
▲ *The best golf game yet!*
▼ *You've got to like golf*

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. One of the worst we've seen. Slightly more average than Euro Club Soccer but you should really wait for Super Kick Off. **55%**
▲ *None really*
▼ *It's crap*

WRESTLE WAR (SEGA) £34.99
A poor attempt at cashing in on the WWF craze. **59%**
▲ *Not a bad beat'em-up*
▼ *Not a good beat'em-up*

WWF (FLYING EDGE) £39.99
Nearly very good wrestling game with all your favourite stars. Fortunately Slam Jam isn't part of the soundtrack. **69%**
▲ *Great graphics*
▼ *Fights are too short*

XENON 2 (VIRGIN) £39.99
The once classic Amiga vertical shooter gets ported across to the Mega. Brilliant conversion of excellent looking game. **72%**
▲ *Fantastic presentation*
▼ *Gameplay is a bit weak*

XDR (IMPORT) £34.99
Horizontal scrolling shooter. Gaudy graphics, boring blasting. Will somebody please ban crap shoot'em-ups! **43%**
▲ *Erm....Nope*
▼ *It's another crap shoot'em-up*

ZANY GOLF (EA) £39.99
It'd probably be good if you're on drugs, but crazy golf does with hamburgers, windmills and sausages does nowt for me. **35%**
▲ *It's an original idea I suppose*
▼ *But it doesn't quite work*

ZERO WING (SEGA) £39.95
Polished horizontal blaster. Looks great and plays well, but unless you have lot of will power you'll finish it quickly. **72%**
▲ *One of the best shooters*
▼ *Infinite continues a pain*

ZOOM (SEGA) £29.99
Mediocre puzzle based on Painter, the arcade game. Drag a brush and collect bonuses. **43%**
▲ *Fun for a few minutes*
▼ *...Then it gets boring*

MEGA PHONE

It's time for you to have your say. Ah, it would be nice to get an intelligent letter! Write to MAG, Maverick Magazines, Waters Green House, Waters Green, Macclesfield, Cheshire SK11 6LF.

PLEASE HELP

Dear Mega Phone,
With regard to your recent Sonic 2 players' guide, and more specifically the special stages, how do you get into them without Miles? I have tried everything to leave the little sod behind but he always gets in and causes me to lose loads of rings. Please help and quickly.
J Wheel, Peterborough.

Dave: *Well unfortunately to leave Tails behind on the special stages you'll have to start the game without him! Otherwise the little "sod" as you put it will follow you to the end of the world.*

SEX GODS?!

Dear MAG
Before I begin this literary masterpiece I'd like to make one thing clear, I'm not gonna try and lick your ugly arses for a freebie or anything but if you could back off from taking the piss for one minute I'd like to ask you something! If Streetfighter 2 is (maybe) coming out for the Mega Drive, and me being one of the sad human beings on this planet prepared to pay for this mind boggling electronic wizardry, I would simply like to know how much this stuff is going to cost me – not only the cart but the six button joypad required to play the swine. Right that's it, you may now rip the piss out of my letter and it's child like spelling and grammer (sic). But, then I can sit at home with the piece of mind that if you look like your pictures then I need not worry about abuse from a bunch of sorry looking people such as yourselves.
Andrew Meakin, Stockport.

Jools: *I'd just like to point out that we are all in fact extremely good-looking people who have preposterous amounts of members of the opposite sex draped across us at all times. The pictures are cleverly doctored so that we don't intimidate the aesthetically challenged reader. Except for Dave's picture which was altered to make him look better, apparently in a previous life he was John Merrick's stunt double. As for the question: Streetfighter 2 should weigh in somewhere between 40 and 50 pounds, I certainly wouldn't expect it for less than that. As for the six button joypad, if it ever arrives it will probably cost over 30 quid. But remember these are only educated guesses as no official information is available at the moment.*

LOADS OF IT AROUND

Below are some nice little snippets from one of the usual crap letters we receive from time to time.

Dear MAG,
I am writing with extreme annoyance etc, etc. I sent you lot a cheat for Sonic 2 and it was used but I received no prize, this is disgraceful etc, etc. By the way, you state in the mag that you would never use an Action Replay cart, this is crap as it is so obvious you have used one on the Sonic 2 guide as you always have 99 rings (which in my opinion shows how crap you really are). "Coincidence" you say, well you can't have Super Sonic and have 99 rings blah, blah, blah...
Iain Murray, Watford.

Gerry: *Right, first things first. The cheat you sent us for Sonic 2 was also sent in by about another 200 readers, so what makes you think it was so fantastic and great? We do appreciate the fact that you did take the time to post it to us but that factor on its own is no excuse for the pathetic, arrogant letter we received from you. Anyone who sends us an ORIGINAL cheat will receive a prize of some description. The same applies to anyone who sends us maps of games. We realise they take time to illustrate and colour but if we cannot use them it's just the way the cookie crumbles. Nor can we undertake to return them.*

Dave: *Oh no! My life is ruined! Despite the fact that I'm the official Sonic 2 champion on Gamesmaster and you're a small-time nobody I feel it's necessary to use Replay carts from time to time. Especially as we've got a duty to bring you the full maps and solutions*

FOOTIE DILEMMA

Dear John,
I would like to ask you a few questions about some games. Will there be a follow up to Mega Games, if so please let me know? Also what game should I buy, Techno Soccer or European Club Soccer? Thanks for your advice but please, please could you send me a Turbo Touch 360 because I'm really getting cramp in my hand after playing for hours, my controller's crap, I expect you know this as you are an expert games player. Sorry I can't buy one as I blew all my cash on Sonic 2. Thanks.
Stuart Kennedy, Helston, Cornwall.

PS Can you give me any cheats for Sonic 2? I don't get the time to complete it because of my stupid homework.

Gerry: *Sorry John can't be here, he's off saving the world somewhere. On no accounts buy Techno Soccer, this has be the worst game in the history of the Mega Drive. European Club Soccer is the best footy game on the Mega Drive but that doesn't mean it's worth spending your cash on. If you are as*

strapped for cash as you make out save your pennies and wait for Super Kick Off which is expected in early summer. There's no word as yet on Mega Games 2. Sorry no freebie Turbo touch, we're skint as well. If you take a glance through the mag you'll find it's full of Sonic 2 cheats.

ADDICTED

Dear Megaphone,

I have just finished reading your latest issue, and am quite impressed. Since buying a Mega Drive recently I have tried out every single Sega mag around to see which are worth buying. Unfortunately the general standard is so high that I seem to end up buying them all each month.

A particular topic for current debate is the problem of kids becoming 'addicted' to their home consoles, and I hope you can appreciate my thoughts on the matter.

Perhaps the biggest growth industry in entertainment today is the home games console. The forerunners in this market are obviously Sega and Nintendo who constantly battle for the lion's share of the profits

Picture the scenario: A young person gets a new game for their console. He or she has been sold a high quality product that is designed to give maximum enjoyment for his money, so obviously they are not going to stop playing until the 'boredom factor' has been reached, every game has one. Is this kid addicted?

The *Collins English Dictionary* describes 'addiction' as "the condition of being abnormally dependent on some habit". Now to my mind, a kid who is getting enjoyment out of playing a game is not an addict, he or she is a kid! People all round the world play games, from Mah Jong and Chess, to Monopoly and Snakes and Ladders. When a child is given any of these games to play for the first time, the chances are that if it is any good the child will want to play all the time with anyone else who is prepared to join in, or even on their own. Do the moral majority wish to help the poor Monopoly addicts that are created each Christmas? No? So why pick on video games?

In these people's minds there are certain places that are just not the type of environment one would wish to spend one's time. These include public houses, casinos, nightclubs and amusement arcades. Of course pubs, casinos and nightclubs will not let children in (legally) so they converge in arcades to play games while dreaming of galactic domination.

As arcades are seen as breeding pits for the scum of the earth, it is natural that some misguided people are going to blame the games themselves, and they will be offended when their homes are invaded by TV-friendly versions. All they are able to see is their little pride and joy (next to the car) with his face glued to the television set for a few hours. If he was sitting down to an evening's television it would be different. But as he is exercising his brain and sharpening his reaction it is seen as addiction.

It is commonly said you can't teach an old dog new tricks, and maybe this is why so many adults cannot see the real attraction in the fantasy world of the video game. Perhaps if we could show them the reality of it they could obtain as much enjoyment out of video games as their children and learn a lesson in the process. Ah well, only a dream.

One more point before I sign off, the letters page. To be quite frank many of the letters are somewhat dull, perhaps if you included a section with prizes for best letter, drawings etc this might encourage a higher standard of letter. However the witty replies do compensate somewhat (Crawling swine – Gerry).

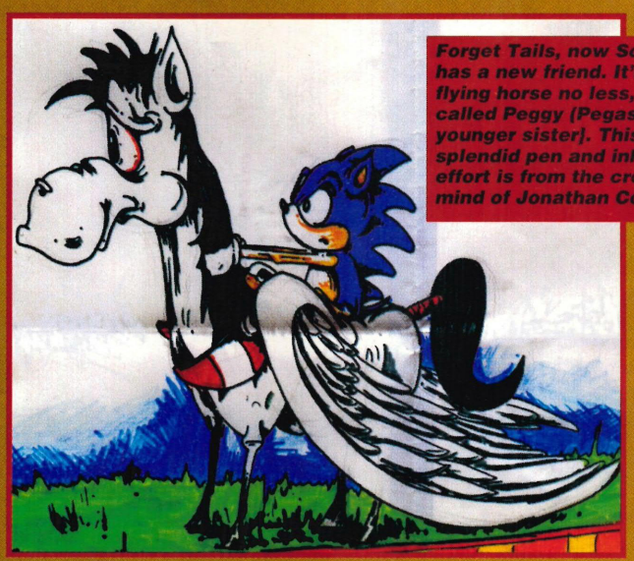
Alan Holloway, Bristol.

Gerry: *Phew, what a long letter! First, I have to say I agree with 90 per cent of what you are saying here. The topics raised are well argued and carefully thought about particularly the section dealing with 'kids being kids' and enjoying a game no matter what it is.*

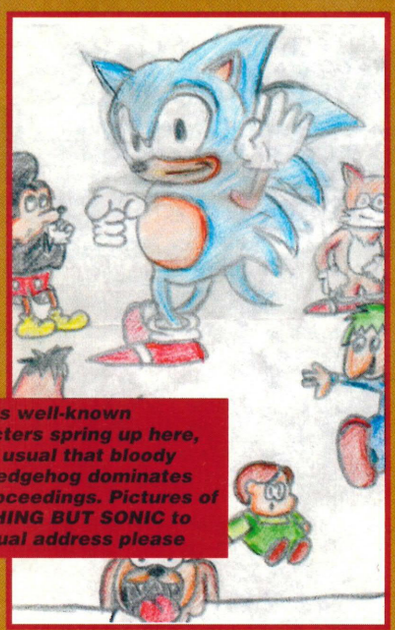
The points raised about our letters page are a little insulting. The letters we receive are almost all from fellow players asking for some help with a problem they are encountering with certain games, and if this game is not to your personal taste then it is bound to be a tad on the "uninteresting side" I'm sure many readers will understand. By the way, prizes are up for grabs for the best artwork and letters.

Jools*: Only the weak-willed and essentially boring individual is going to get sucked into the world of video games at the expense of all else, and every interest has those kind of idiots. They're no better than train-spotters!*

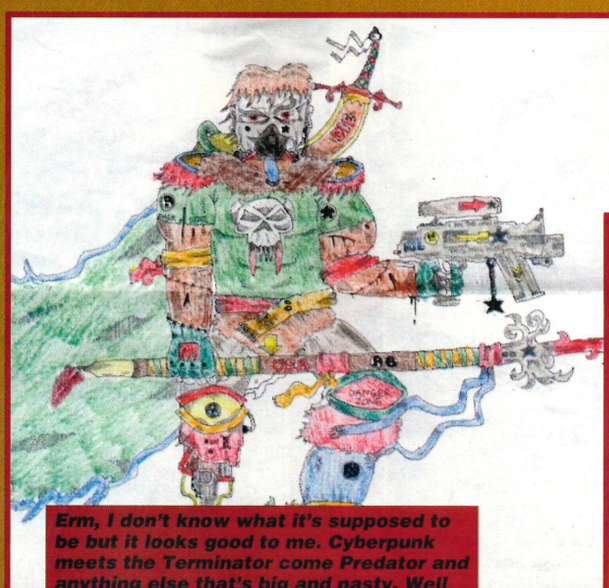
THE ARTY BIT



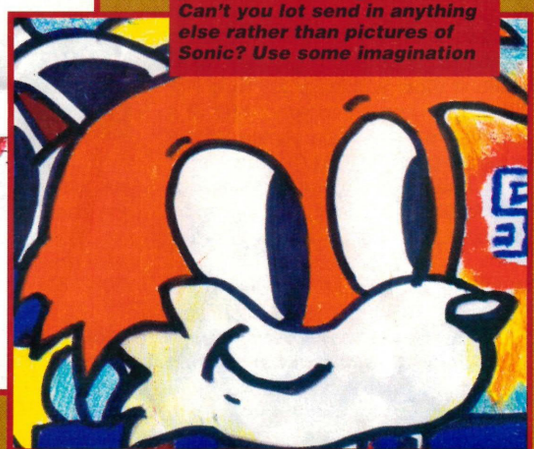
Forget Tails, now Sonic has a new friend. It's a flying horse no less, called Peggy (Pegasus' younger sister). This splendid pen and ink effort is from the creative mind of Jonathan Colley



Various well-known characters spring up here, but as usual that bloody blue hedgehog dominates the proceedings. Pictures of ANYTHING BUT SONIC to the usual address please



Erm, I don't know what it's supposed to be but it looks good to me. Cyberpunk meets the Terminator come Predator and anything else that's big and nasty. Well done Max Robinson from Emsworth, Hants. Yes I'm bored with Sonic too



Now this makes a pleasant change. Fed up with his blue mate stealing all the glory David Bond from St Helens has decided it's time Tails had his picture in. Thank goodness. Can't you lot send in anything else rather than pictures of Sonic? Use some imagination

HELP!

Dear Megaphone,

Having just bought my kids a Mega Drive for Christmas, I am a bit worried about various news reports saying that consoles can cause fits in children. My older child who is 10 years old has been around my Amiga for years with no ill effects, so why should consoles cause all this concern. Can you throw some expert light on the subject and perhaps give a little advice to a lot of worried parents?

Steve Richards, Barnsley.

Gerry: *Steve, I take it the articles you refer to appear in the 'popular press?' That sums this complete fiasco up. These people are bored with the Royal family and as computer and console games are in the spotlight at the moment the newspapers will stop at nothing for a sniff of sensationalist scaremongering.*

If you want a little advice here it is, apply a little common sense and indulge moderately. Boring, corny, clichéd, but true.

John: *You only have real cause for concern if your child suffers from any form of epilepsy, however mild. Prolonged exposure to the flickering of a TV or monitor screen could trigger off a fit, but it is no more likely than the same child sitting in front of kiddies' telly for an afternoon. The games themselves are not a problem so you have nothing to fear here!*

It's an unfortunate situation, but seeing as the video game market has such a high profile at the moment, the press are bound to want to print anything they can. As Gerry says, it's mostly just sensationalist tosh.

If you are worried though, for more advice call the British Epilepsy Association Helpline on 0345 089599 (special booklets on Photo-Sensitive Epilepsy are also available).

IMPORT CRAZY

Dear Sir (flattery will get you everywhere – Gerry),

I am normally a fairly placid person, however I'm gradually going crazy (steady on now). I have seen reviews about various import games such as Rainbow Islands, New Zealand Story and Magical Flying Hat Turbo but can I find any? NO. It's unbearable. Can these games still be bought? If so WHERE? Please help me – I beg of you, grovel, grovel, kiss your feet (please).

Debbie Lucas (Mrs), Andover.

Gerry: *Magical Flying Hat Turbo in good old Blighty is better known as Decap Attack. If you are having trouble picking up any of the games you're after I suggest you contact a specialized mail order company which deals exclusively with import carts. A swift flick through the mag should give you the number of quite a few.*

GIRLS, GIRLS, GIRLS

Dear MAG,

I have recently discovered your great mag and now I am hooked.

I was interested to note that on page 66 of Feb issue you gave seven lucky people that you found at the Games Master show the chance to appear in the mag. All seven of them were BOYS! I think this is utterly sexist. You could have made the effort to find one, maybe even two girls to interview. It may surpass you to hear this, but girls play computer games too! Bear that in mind for the future!

Right I've had my little dig at you, I'll ask you a question. Could you tell me where I can rent games from? People always say "rent before buying", but where from? I live in Sussex so any places here would be useful.

Caroline Scott (A GIRL!), Sussex.

PS: Do the team of writers look as ugly in real life as they do in the pictures?

Gerry: *Well done Caroline for writing to us. The sad fact of life seems to be that 85 per cent of games players do tend to be male. If any other girls are reading this out there do not hesitate in writing to us – in fact please do! We are very interested in hearing the opinion of female game players, very few ever write (sob, sob).*

I was the person interviewing at the Games Master show and I can say in all honesty that blatant ignoring of the girls present just did not happen. Most of the people who would actually talk to me were male. Sorry but it's just the way it was. On past occasions in our Oop Your Way feature many females have spoken to us. Anyway good point and we'll try harder in the future.

On the subject of renting games, we have no official list of rental stores but in sunny Macclesfield most video rental shops tend to have games for hire. Perhaps this is your best option.

John: *Just so we know, if there are any girls reading this who think they get a rough deal – write to us and let us now how you feel. We know that you're out there, you just seem to be a bit quieter than the lads.*

By the way Caroline, the little pictures are only cartoon pictures... They're not real, just pretend.

WE ARE NOT SEGA

Dear Sir/Madam,

My sons are aged 11 and 13 and are Mega Drive mad. I have bought them lots of different games to play, plus this Christmas they got a Game Gear and more games. Well, this comes to a lot of money. I am not complaining about the prices, but my boys also read your mag and what do they read inside? THAT YOU SAY the Python 3, which was just something else I had bought is crap.

When I asked the man in Toys R Us what joypads he would recommend he told me the Python and The Maverick 3. Yet your mag has the cheek to call them crap, but you will still sell it to children who spend a lot of money on these things and Sega consoles.

I had to write and tell you I think it is a bloody cheek when I think of all the money I spent on these items for my sons at Christmas.

Mrs Tina Wells, an unhappy Mum, Islington, London.

Gerry: *Just hold a minute Mrs Wells. Firstly the articles you refer to appeared in the September issue of the mag, this should have served as warning to you before buying. The sole purpose of reviewing these things is to stop people such as yourself from wasting money on these expensive items.*

A review is a personal opinion and the reader can take it or leave it, because we don't like a particular thing doesn't mean absolutely everyone will hold the same view. The person who played with the Python in the office happened to think it was "crap". So perhaps the kids read the mag and not you but that is out of our hands a little don't you think? I think it's the person in Toys R Us you should be complaining to for recommending the joysticks to you.

Secondly you accuse us of making money from selling consoles and peripherals to children. We are in no way connected with Sega and make no money from any sales of the items mentioned by you, if this was the case I certainly wouldn't be living in Macclesfield, something like the British Virgin Islands would suit me.

MORE ART

Oh no, more Lemmings. The budding arty-type behind this masterpiece is a certain Andrea Walker from Dearham, Maryport

Art staff beware, Kelly (a boy) Nkwocha from Peckham, London has put in a bid to design our front cover. Rossi, your days are numbered

MAG CLASSIFIEDS

WANTED

Rabid Wolverine suffering from severe lack of Streets of Rage 2 in system. Will pay cash ! Swap for NHLPA Hockey, Ghouls 'N' Ghosts, Spiderman, WWF Wrestling or more. Gnash, snarl, growl. Please save me. **Mike Smith, 18 Carroll Ave, Merrow, Guilford, Surrey GU1 2QJ.**

Wanted: A good set of Mega Drive games eg Outrun, Road Rash, Sonic, Batman, Hockey etc. Willing to pay between £10 and £17.50 per game. **Gareth Dimmock, 7 Pattenhill Gardens, Bridgend, Perth PH2 7EB, Scotland. Tel: 0738 36169.**

Wanted: Indiana Jones and the Last Crusade, Universal Soldier, Alien 3 or Terminator. Swap for Spiderman in excellent condition. **Alexander McKenzie, 37 Warwick Gardens, BL3 3SP. Tel: 0204 665674.**

Wanted Mega Drive games, any considered at reasonable price. Especially want Populous. **D Odera, 131 Limetree Ave, Wymondham, Norfolk NF18 OEJ.**

Wanted: Sega Mega Drive with good games or games separately. Will pay £12 to £20 for games. **Steve Bridgewater, 7 Church Lane, Bromsgrove, Worcs B6 8RA.**

FOR SALE

Atari Lynx 2 with seven top games and adaptor in excellent condition. Boxed and instructions. Games Toki, California Games, Awesome Golf, Pacland, Blue Lightning, Slime World and Road Blasters. Worth £350 sell for £150 or swap for game gear and games. **Darren Price, 43 Waverley Crescent, Rossett, Wrexham, Clwyd, North Wales LL12 OEG. Tel: 0244 571360.**

Attention: Arrow Flash goes for £10 and an Acorn Electron computer with over 25 games. Good quality all only for £30 and Quackshot joystick (Mega Drive) for £15. **Mark Ledain, 46 Bullwell Cres, Cheshunt, Herts ENG 9HG. Tel: 0992 20296.**

Attention: Sega Mega Drive (Jap) in excellent condition and two great games. Sonic I and Darwin 4081. Cheats and tips included for each game. Two control pads both in good condition. £30. **Scott Wardle, 166 Stridingedge, Blackfell, Washington, Tyne and Wear NE37 IHN. Tel: 415 7839.**

Commodore Amiga 500+, 1 meg, 2 Joysticks, speakers, second drive, mouse, dust cover, 12 games, still boxed £350. Super NES with 2 joy pads, 2 games, Streetfighter 2 and Super Wrestle Mania £200. Evander Holyfield Boxing for the Mega Drive £15. **Stephen Walker, 3 Taunton Place, Ashton-Under-Lyne, Lancs OL7 9JF.**

For Sale: Master System with 2 control pads, Light Phaser, 3 built-in games plus Wonder Boy boxed as new. Excellent condition £75 ono **Jonathan Bate, 11 Melrose Ave, Bedworth, Nuneaton, Warks CV12 OES. Tel: 0203 362485 – before 6.30 pm.**

For sale: Mega Drive games. Golden Axe 2, Michael Jackson's Moonwalker. £20 each. **James Hall, 12 Heron Way, Kempshot, Basingstoke, Hants RG22 SQT. Tel: 0256 52478 after 3.30.**

For sale: Pit Fighter, Golden Axe 2 and Truxton. Will swap for PGA Tour Golf, Desert Strike or Euro Club Soccer. **Billy Greig, 22/4 John Street, Hamilton, Strathclyde, Scotland ML3 73U. Tel: 041 281458.**

For sale Suzuki TS 185 ER. T+T. Good condition £295 ono. Yamaha RD 125 LC MK1. T+T £395 ono. Vauxhall Astra 1200s. Y reg, 7800 miles T+T £759 ono. Wanted Technics CD player or other good make, must be cheap. **Robert Mercer, 126 Dowry Street, Accrington, Lancs BB5 IAW. Tel: 0254 390487.**

Mega Drive games for sale: Robocod £22.50, Sonic 2 £25, DJ Boy £12.50. If interested contact **Graeme O'Donnell, 141 Sandy Road, Renfrew, Glasgow PA4 OBX. Tel: 041 8867445.**

Mega Drive for sale, five months old, joypad plus five games. Euro Club Soccer, John Madden '92, Kings Bounty, Populous, Sonic 1. All in good condition. £190. **Mr M Lynch, 17 Dempsy Close, Stirling Estate, Hereford HR2 6HU.**

Mega Drive games for sale. Alien 3 £20, Golden Axe (Jap) £15, Quackshot £14, Two control pads £7 each. Jap converter £5. Prices negotiable. **Mark Jaetkel, 17 D'Abernon Drive, Stoke, D'Abernon, Cobham, Surrey KY11 3JE.**

NES for sale with Super Mario Brothers. Immac condition only £45 plus 4 NES games. Turtles, Rad Racer, World Cup, Punch. Out only £20 each or £75 for all four. **Mike Axon, 23 Alexandra Road, Sale, Cheshire M33 3BF.**

SNES for sale including QJ propad and official controller. 3 games including Super WWF, Street Fighter 2, Hook and games converter. 3 months old £225 or swap for Neo Geo, must be around the Norfolk area. **Jonathan Looker, Threshing Barn, Hall Farm, Reymerston, Norwich,**

SWAP

Norfolk NR9 4QY. Tel: 0362 850903. For swap James Pond 1 and Strider for Terminator and Forgotten Worlds. Any other good games considered. **Shaun Dare, 3 The Goldings Bishops Stortford, Herts CM23 5EH. Tel: 0279 758510.**

I will swap my Batman Returns for your NHLPA '93, Speedball 2 or Super off Road. **Paul Smith, 445 Newtondale, Sutton Park, Humberside HU7 4BLU. Tel: 0482 823080.**

Swap my Xenon 2, Sonic 1, Mega Games 1 or Fantasia for The Immortal, Streets of Rage, Taz-mania, Road Rash or Lemmings. Carlisle and district unless you can collect. **Tony Carr, 24 Wesbster Crescent, Currock, Carlisle CA2 4DA. Tel: 0228 34078.**

Mega Drive gámes for swap. Gynoug, Thunder Force 3, Hellfire, Ghouls 'n' Ghosts, Golden Axe, Splatter House 2, Taz-mania. All in excellent condition plus many more. It only costs £4 to swap (WHAT, YOU WANT MONEY TO SWAP, WHAT ARE YOU? SOME KIND OF SCROOGE – Gerry) **Steven Sharkey, Flat B, Central Buildings, Corn Market, Penrith, Cumbria CA11 7HT. Tel: 0768 899773.**

Swap my Immortal for Shining in the Darkness, Galahad, Sword of Vermillion or Warriors of the Eternal Sun. Also swap my Bonanza Bros for Alisia Dragoon or Stormlord. All carts must be very good condition and UK or US only. **Jon Lee, 28 Newbridge Street, Exeter, Devon.**

Swap Sonic or Golden Axe II for good MD games eg Speedball II, Ecco, NHLPA '93. Must be good condition. **Kerry Haigh, 9 Chestnut St, Grimethorpe, Barnsley, S Yorks S72 7LG.**

PENPALS

Like to talk about your fave game? Want to contact someone the same? Then Gamer-Link is the answer for you, with contacts and free swaps and a club fanzine too? The pen pal club for gamers. Details from, **S White, 28 Churchfield, Ware, Herts, SG12 OEP.** (Send *MAG* a copy of the fanzine please. Cheers – Gerry).

Hi girls, I'm a 13 year old boy who is looking for female contacts. If interested write to me. Please enclose a recent photo. **Matthew James Fulford, 25 Norton Street, Winson Green, Birmingham B18 5RH.**

Please write very clearly and legibly if you want your ad to be used.

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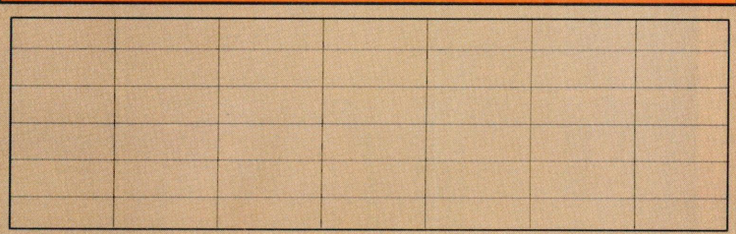

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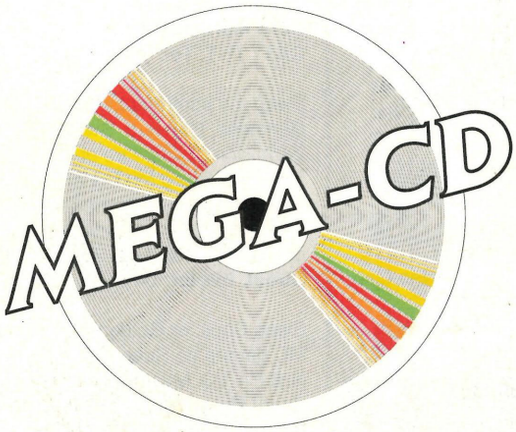
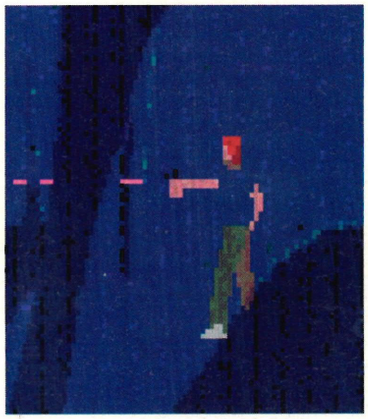


Just as the Mega-CD is ready to be launched, we'll be continuing our unrivalled Mega-CD coverage. All the CD titles will be introduced into the Complete Mega File so you'll have all the information you need when it comes to buying any game, be it import or official.

We'll also be previewing Jungle Strike, EA's very promising sequel to the excellent Desert Strike. It features multiple vehicles as opposed to just one, and Electronic Arts claims it's going to be more fun than Desert Strike. We'll see...

Next month in Mega-CD Advanced Gaming we'll be reviewing Kriss Kross: Make My Video. This is the first truly interactive multi-media product on the Mega-CD and the first in a series of different artists. INXS, Prince C + C Music Factory, to name but a few, are also to follow.

Naturally we'll have 20 game busting pages of guides, tips and codes, which all being well should include Another World, Sol Feace and Rolling Thunder 2. Just remember, no other magazine does the tips and guides as well as we do!



As well as all this we'll be examining the games bundled with the UK Mega-CD. Is this good stuff or a pile of tosh?

THE PEOPLE WE JOLLY WELL DIDN'T OUGHT TO FORGET

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Thanks to:

Console Plus, Megacom, Takara, Bits 'n' Pieces for the super-duper games. Jill Boulton for buying Dave so many drinks and Hugh for the smashing mail rota!

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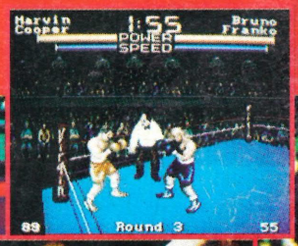

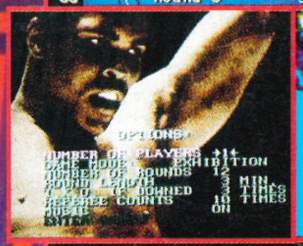

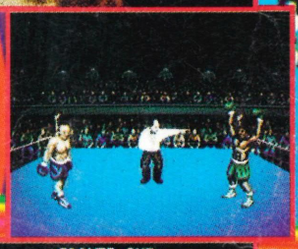

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