

SEGA

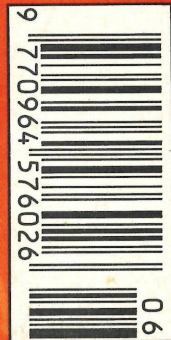
ISSUE 42 JUNE 1995

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MEGADRIVE  
AND  
MEGA-CD

# MEGATECH



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**MYSTERY MANSION**  
**AND MANY MORE...**

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**MEGATECH**

*Rampage*  
PRODUCTIONS

HELLO TO:

(Alphabetically)

Alex

Debbie x 2

Emma

Gill

Lindsay

Lucy

Nicole

Rachel

Virginia

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 **MEGATECH**

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# MEGA-CD REVIEW



SEGA



CD-ROM

## STYLE



SHOOT'EM-UP

**PRICE** £44.99

**PLAYERS** 1

**SKILL SETTINGS** 3

**RELEASE DATE**

**IMPORT**



It's cold outside, but the office is warm and so is this nice cup of coffee by my side as I write. Now, what have we here? Oh dear, Racing Aces CD. Pass the alcohol someone, this looks **BAD**.

**S**ometimes a game comes along that is so cack it actually smells when you take it out of the box. There have been a few such games reviewed in past issues, but none compare to the smell of rancid poo that emitted from the CD case containing Racing Aces CD. Put simply, this racing/flying/shoot'em-up is the plankton in the food chain of entertainment software, a floater in the mighty cesspit of poor-quality CD games, a yellow-head on th...(yes, we get the message Steve - John).

### MOULDY GREENY CRUST

How about this for a good game idea then? You get 30 pilots and give them a choice of aircraft. Each aircraft has a basic arsenal that can be added to, providing you can afford it. To win money you must take part in races against your 29 opponents, over a course mapped out by a coloured line that blazes a trail across the hills and valleys of the earth below. To win you must use all means necessary, fair means or foul, which means using missiles, machine-guns, rockets and mines - all of which hide in large balloons and float around the landscape. Repairs and shields also dwell aboard the blimps, but you must remember that there isn't just yourself on the lookout for the power-ups - everyone else is looking for the same thing.

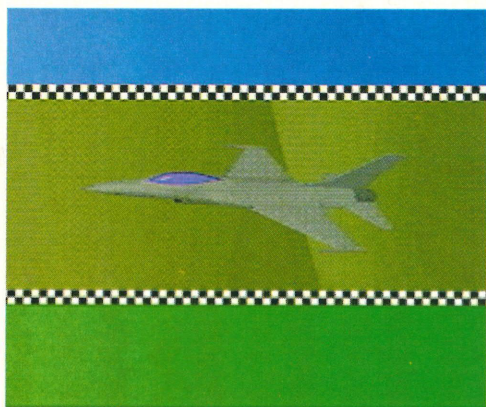
# RACING

## DROP THE PILOT

30 individual pilots can be chosen from. It would have been far too dull to list them all, so here's a few of the more comical ones, including Mr Steve Skegger. I don't know about you, but where I come from 'Skeggy' is the term used to describe a right scruffy git. Strange...



▶ Here's a bit of FMV to remind you that it's a Mega-CD game



### FESTERING HAIRY MOLE

Anyway, you win a race and get some prize money, then you twaddle off to the shop and buy a few extra weapons or maybe another plane and the whole thing starts again until you're the champion. Throw in a few obligatory FMV intro sequences, a large selection of good options and (of course) some very professional sounding CD music and you've got a winner on your hands!

Great idea eh? Of course. But as is the case nowadays, great ideas suffer at the hands of software houses and lazy programmers. Racing Aces is no exception - it really does have all the ingredients that make classic games and the fact it is on CD should have at least meant it would resemble something half decent, but it doesn't. The whole game is graced occasionally with some very nice hi-res options screens, but with the mere press of the button they are replaced by an absolute abortion of a caricature, backdrop or sprite. Then you play the game itself...

▼ Approaching a repair balloon...or at least I was until I disappeared off the screen



◀ That's me at the top as I parachute (and not for the first time) from my blazing plane. 'Killer' was the offending enemy and his parting comment says it all. Git

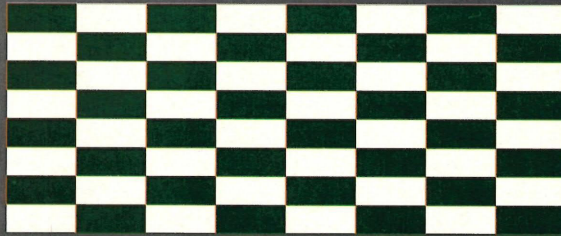
▶ Smashing. I turn a corner in glorious 'crap-o-vision'



▼ Doesn't it look absolutely marvellous?



# ACES

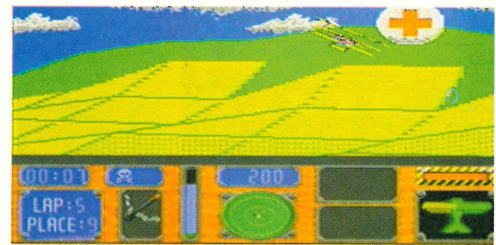


## LARGE SACK OF HORSE POO

With the view of the action taking place behind one of three airplanes you chose before the game, there's plenty to see and unfortunately plenty for the Mega Drive to move around. This is where Racing Aces takes the biscuit gameplay-wise. Shoddy is too kind a word to describe the scaling effect...ramshackle, dilapidated maybe. Everything moves so unconvincingly, whether it's moving towards, left, right or away from the player. A feather-like touch of the D-pad will either throw you into an insane roll or do nothing at all, and it would seem that the game decides which to do on your behalf.

The computer pilots are, as you'd expect, Top Gun trained 747 pilots. They whiz off at the start line, only returning to zoom past you seven laps in front or blow you out of the sky with some expertly aimed missiles. Should you be fortunate enough to get one in your sights for long enough, you can return the complement. The words 'easier', 'said' and 'done' spring to mind.

▼ A number of people in the office fainted with sheer excitement when I performed this tricky manoeuvre



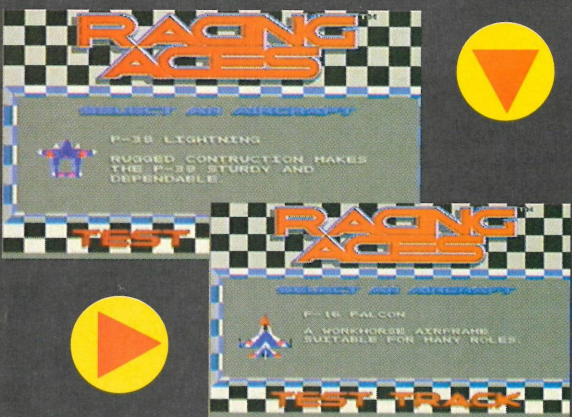
► The left view is only available on a six-button pad. It's useless, but it wouldn't be Mega-CD if it wasn't



## BOSS! THE PLANE!



To begin with you get three basic choices of aircraft, each with their differing strengths and weaknesses



## SEEPING PUSS-FILLED BOIL

The scope of available options is exemplary on paper, but in reality are badly implemented, pointless or just limited and serving no real purpose. The pitch and roll control can be toggled although it didn't actually make any difference in my opinion, there is a practice and friendly mode of flight, shopping for weapons both legally or on the black market, and the chance to fly a variety of aeroplanes against your mix-match of friendly and unfriendly opponents (very Road Rash).

There is more, but the game is that bad and the compulsion to leave it and do something else (usually after your first go) is so strong, that all the options under the sun would fail to rescue anything worthwhile from the whole sorry affair. This game is so bad in fact, that I'm going to wrap this review up here and now, and go and do something better...like counting the hairs on Howe's head.

## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

20% Lots of pointless options, with still screens drawn by a dog. Usual FMV

### GRAPHICS

15% A joke. An absolute disgrace during flight and overall an insult to the Mega-CD

### SOUND

17% Basically what you'd expect - flash, dull, bland, stupid, stupid, stupid

### SHORT TERM PLAY

3% 'Three' being an approximation of the number of minutes you'll play

### LONG TERM PLAY

0% Before you die of terror

### OVERALL

8% The worst Mega-CD game I have ever, ever played. A shambles

## THE SECOND OPINION



'JAG'

This game has to be the worst that I have ever had the misfortune to play. To me it seems that the majority of software developers think that if they slap a crap game in a nice-looking box with a pretty illustration on the front, bung in a few minutes of so-called FMV and a semi-decent theme tune, then we the unsuspecting punters will buy it. Whatever happened to gameplay, good graphics and most of all originality? Do not waste your money on this product it sucks big time!

# MEGA-CD REVIEW



SEGA



CD ROM

## STYLE



FMV SHOOT'EM-UP

**PRICE** £44.99

**PLAYERS** 1

**SKILL SETTINGS** 3

## RELEASE DATE

IMP

ORT



So air force blokes get all the breaks. They certainly don't make the best games, and neither does FMV and a few Airfix model kits, as Dave Renton found out...



**T**he quality of Sega's 'TruVideo' FMV games seems to vary from the totally and utterly crap to the mildly amusing.

OK, things have been getting better over the past year - but to tell the truth things are never really likely to get much better than either Sewer Shark or Night Trap. Yes, the graphics look impressive (if you squint a bit) and yes the acting is dead cheesy... but the gameplay always seems to be the last thing that was thought about with these things. Tom Cat Alley is something which Sega seems to be very chuffed about though, so is it any good?



## THE WAY TO THE STARS

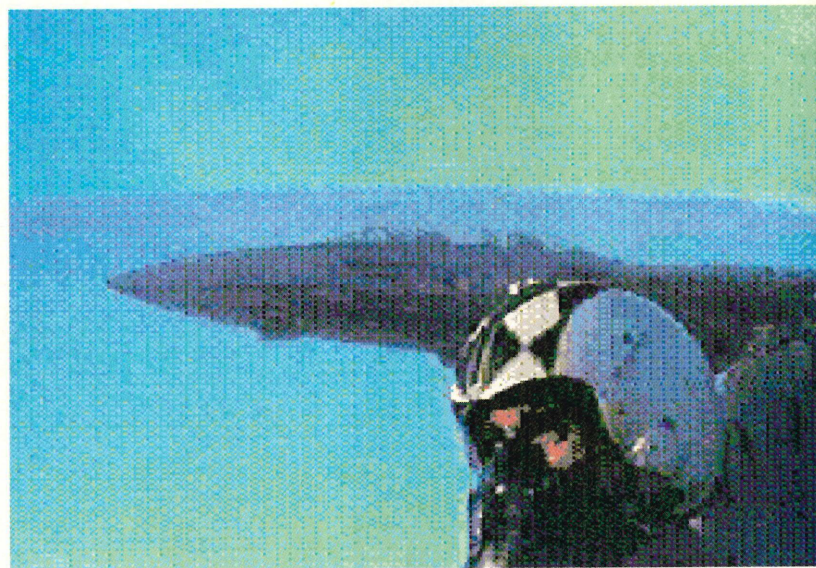
Despite all the high-tech, sleek and sexy planes, the concept behind Tomcat Alley is one area that has been well trodden. All the full-screen interactive film footage and the live acting cannot disguise the fact that all the game really is about is moving a cursor around a screen and pressing the fire button. True, many other games amount to nothing more than this simple formula, but the hype behind this game suggested that the developers had really learned their lessons after past disasters.

Remember Sewer Shark? Well, this is very similar. In Sewer Shark we roamed the sewers in search of the enemy (mutant alligators), using waypoints and acting on the advice of our co-pilot. Tomcat Alley is the same as the above game, but with MiGs as the enemy. OK, we're not in the sewers but the general idea is there.

# TOM CAT ALLEY



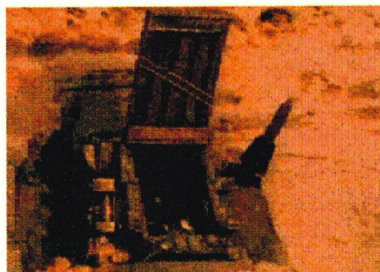
▲ The rogue Soviet MiG catches a sidewinder full on. The resulting fireball is nothing less than spectacular



▲ The most important person in the sky - my wingperson. I'll look out for him and vice versa



▲ What a dashing and handsome chap this one is! Nice catch



▲ One static SAM site. Preparing to fire...

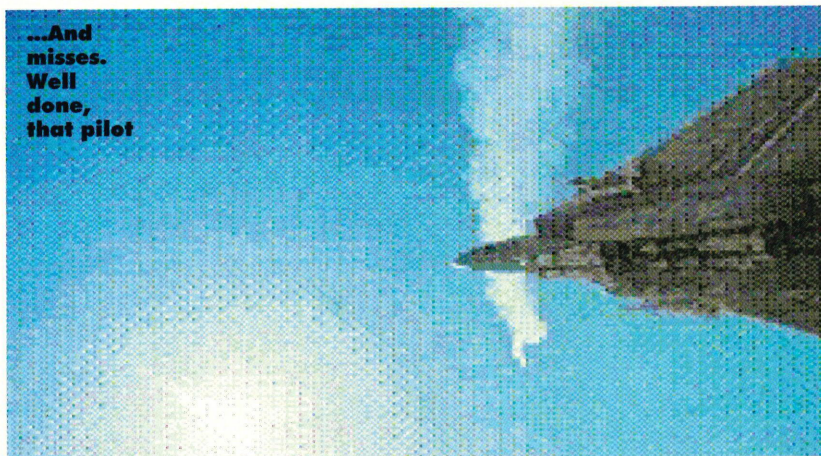


## GOD BLESS...

Early missions mainly involve seek and destroy operations. Enemy planes violating friendly airspace are observed on radar from your very high-tech airbase. One scramble later and you're up there being vectored to the target. It's not all shooting though - we also have to answer our radio when the wingman asks for conformation of anything, be it a waypoint location or an enemy observation confirmation. Failure to reply can result in the mission being aborted, while choosing the incorrect waypoint could mean you finding yourself slap-bang in the centre of a swarm of hostile planes!

From the relative ease of the early dogfight scenarios, the mission objectives are then switched to ground bombing missions in which your primary objective is a bridge which is of paramount to the plans of the mad Soviets. Here the player flies through SAM-infested enemy territory, changing weapon status from air-to-ground and drops those bombs.

Success in the first three missions will move you up the ladder and soon you can expect to be flying in support missions, covering the back of rescue helicopters who have flown onto enemy territory to pick up two downed pilots.



...And misses. Well done, that pilot

# LEY CD

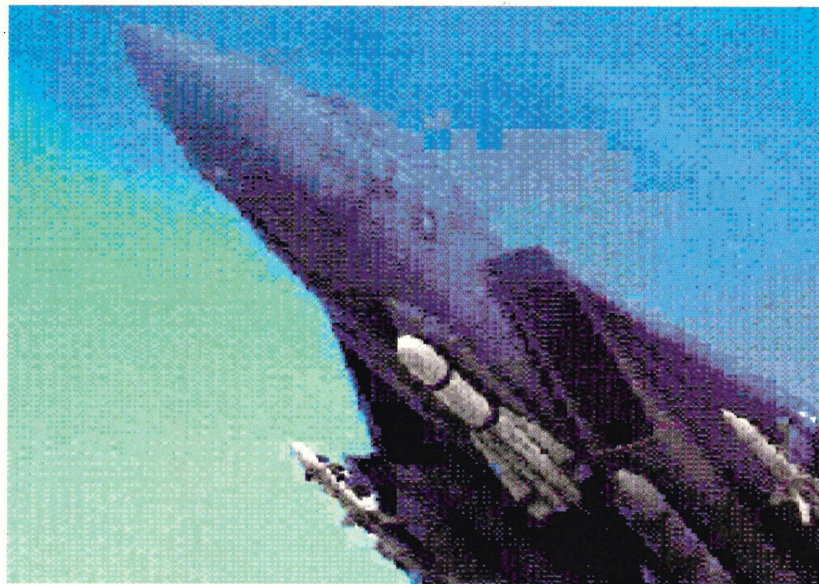


## MUSTANG SALLY

Of course all this flying around and showing off is all well and good, but the real test is when we actually come face to face with the enemy. Your Tomcat comes armed with two basic air-to-air missiles. The infamous Sidewinder is a heat-seeking missile that locks-in on the heat emission from the opposing aircraft, which is ideal for dogfighting and probably the perfect weapon for acquiring a fast lock and destroy. The second of the air-to-air missiles is the Phoenix 'fire and forget' radar-guided missile – a lethal weapon to have in your arsenal. It has limited abilities in close-quarter dogfighting, however for long-range destruction it is second to none.

Once the desired weapon has been chosen, the target cross-hair is placed over the enemy aircraft and the targeting computer will register a lock. It is then time to hit the fire button and pray the computer has had adequate time to lock on – second chances are few and far between.

In the course of the game the enemy will turn the tables and fire of a few 'inbounds' in your direction. The Tomcat comes with limited defensive capabilities, namely chaff and flares, which will confuse the enemy missiles giving you valuable seconds in which to change course. If you're quick enough, the waypoint of your plane can be changed just in time to avoid an impact.



▲ Erm, great FMV, eh readers!

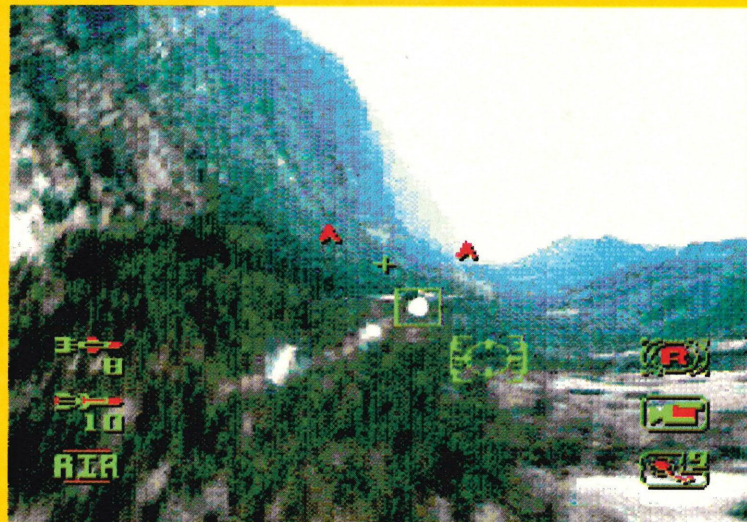


▲ The mission briefing is over. Time for some action or sightseeing or whatever



▼ Erm, sometimes it's the bad guys who win. My \$16 million plane disintegrates. Luckily I managed to eject

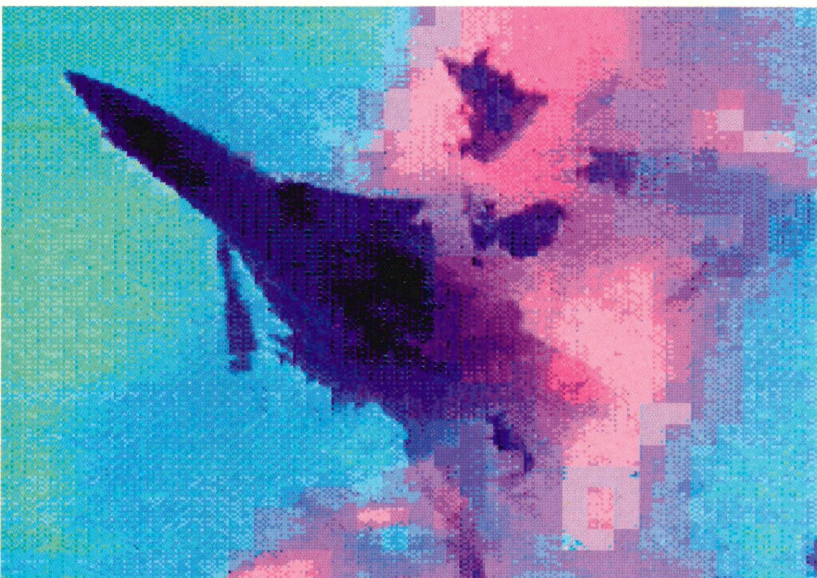
## ROGER AND OUT...



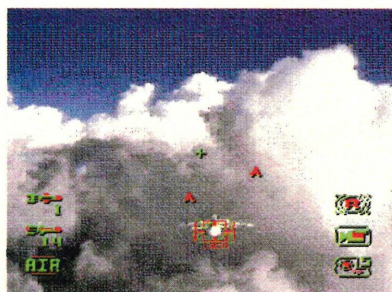
▲ The MiG is ducking and diving. It's only a matter of time before my targeting computer gets a lock



◀ Target locked. Missile launched. Scratch one enemy bogey. Ha! Stitch that



▲ A splendid view of the enemy. A Soviet MiG 29 poses for the camera



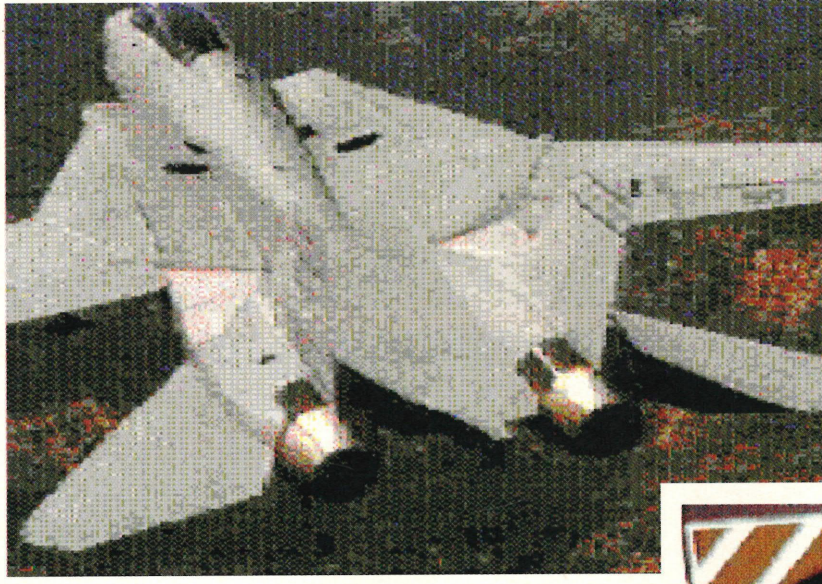
▲ The plane in front won't be in the air for much longer. That's a lock I have



## BETTER RED THAN..

So what's the story-line tenuously linking all of the missions together then? Well, a barmy old ex-Soviet, Col Alexi Povich has decided to put the old motherland back on the map and has hijacked the best part of the old Soviet air force, complete with its top pilots and a motley collection of bombers, SAM batteries and a few dreaded chemical weapons. With every major city in the United States within striking distance, you better believe the USAF are going to do something about it! In you shall go, my friend, to seek out the enemy planes and bombers and to face the ultimate test – the destruction of the Soviets' chemical weapons stockpile before they are used to hold the US to ransom. A likely tale or what?

► **The Tomcat resplendent in all its well 'ard glory**



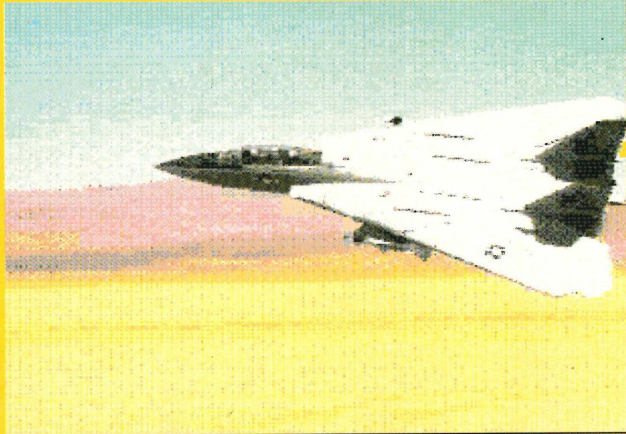
**The downed crew praise the lord as the rescue teams arrive. Time for a spot of air cover**



## ACES HIGH

**Mission objective: destroy bridge over which the enemy are moving large stockpiles of chemical weapons. Hit it with whatever you've got and hit it good and hard**

► **The enemy defensive screen is soon taken care of. Many were shot down but this plane is fleeing rather than fighting. Chicken**



▲ **The launch button. Twist, turn, lock on and hit the button**



▲ **An enemy SAM has vectored my plane and locked on. Time for evasive action**



▲ **Pulling up sharply, I dropped my Paveway laser-guided bombs at the last minute. The**



**The end result justifies the loss of two planes. One wrecked bridge**

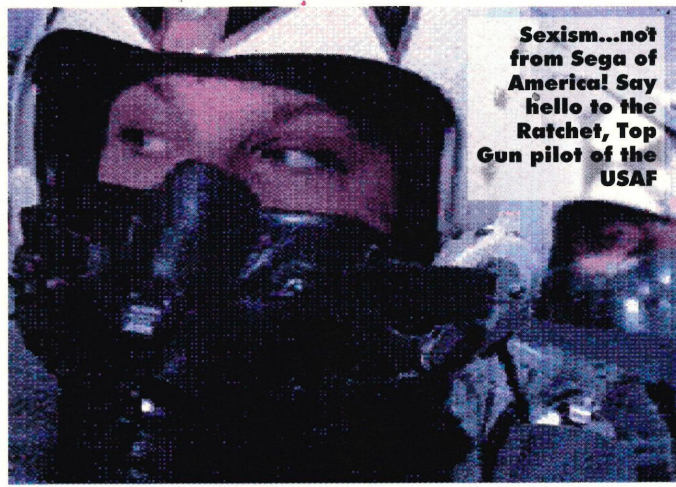
## STICKY FINGERS

Despite being packed with above-average FMV, this is not a great game. It is not a load of rubbish by any means, but it is never destined to be classed as value for money. The gameplay, although initially intriguing, is very shallow and the novelty soon wears off – loads of full-colour live film of F-14 Tomcats zooming around the desert à la Top Gun does not necessarily produce a good long-lasting game. I challenge anyone to play this for more than an hour and not come away yawning or even laughing at the cheap plastic model kits suspended by strings, that double as doomed enemy planes.

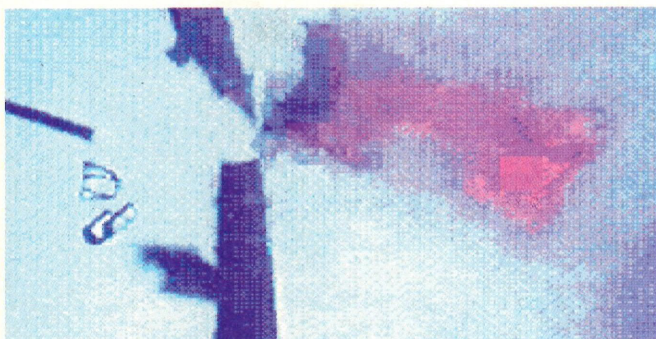




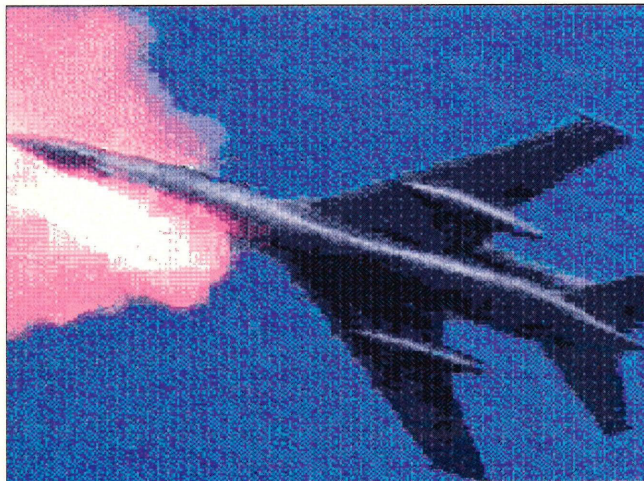
Two of the USAF's finest take to the skies to protect the American way of life



Sexism...not from Sega of America! Say hello to the Ratchet, Top Gun pilot of the USAF



▲ Ho, ho. A smashing picture of an Airfix model kit (fiendishly disguised as a Soviet Fishbed fighter)



◀ The dirty Russians tried to bomb our cities, however pictures just sent back by our valiant pilots show one of the scum falling to the ground in flames



▲ Da boss man. Bosley, last seen in 1970's detective series Charlie's Angels, has now joined the air force. Good luck to him



### BUT IT HAS TO BE SAID

I'm beginning to get a little tired of reviewing substandard Mega-CD games and Tomcat Alley did nothing to redress the balance. However, many of you young pretenders out there may love the game – even this cynical old reviewer has to admit to gaining a certain pleasure from plugging in the headphones, turning the lights down and plugging in Tomcat Alley.

At first I did have fun playing this game, however on my second go I managed to make it as far as mission six (of seven missions) and this was on the medium setting. It may look great and be fun for half an hour, but at the end of the day it's really just not worth the forty-five pound price tag. Even the most inexperienced of players will have the game completed within hours of switching it on. Some players may complete it first time around on the easy setting (the CD back-up means you can have instant access to wherever you left off), but once each mission is completed the desire to play the same scenario over again is virtually nil. The flight visuals may be state-of-the-art, but not so the gameplay, so I'm afraid I can't really recommend this game. We're still waiting for a respectable Truvideo game to arrive.

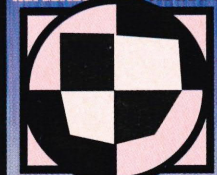
### THE SECOND OPINION



This game features what is probably the most visually impressive full-screen FMV yet to grace the Mega-CD, but the underlying gameplay is annoyingly shallow. As with the rest of the TruVideo productions, the film seems to run along in the background while you have very limited participation through the overlaid graphics. The game is simply a matter of locking onto targets with a cursor and shooting with the correct type of missile – hardly ground-breaking or challenging stuff! To further add to the despair there is not enough FMV, and to hide this fact many pieces are repeated over and over. My last gripe is that the planes are not disguised enough from their obvious plastic kit roots. Overall, rather disappointing.

### RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

#### PRESENTATION

All very corny. Packed with terrible American actors and B-movie acting

65%

#### GRAPHICS

None as such. The FMV is as good as the CD can handle but Top Gun it ain't

80%

#### SOUND

I played the game with headphones on and I thought it sounded great

85%

#### SHORT TERM PLAY

The main strength of the game. Easily accessed and fun at first...

90%

#### LONG TERM PLAY

...But the FMV becomes very repetitive and a bit boring after a while

59%

#### OVERALL

72

Perhaps a brave attempt but as per usual they forgot to include any real gameplay. Yet more gloss – scratch the surface and it soon becomes apparent we've seen it all before



Ever seen 7th Guest on the PC? Impressive stuff eh? RICH LLOYD hoped that this would be just as good. How wrong he was...

# MANSION



BY: SEGA



**STYLE**



ADVENTURE

**PRICE** £44.95

**PLAYERS** 1

**SKILL SETTINGS** 1

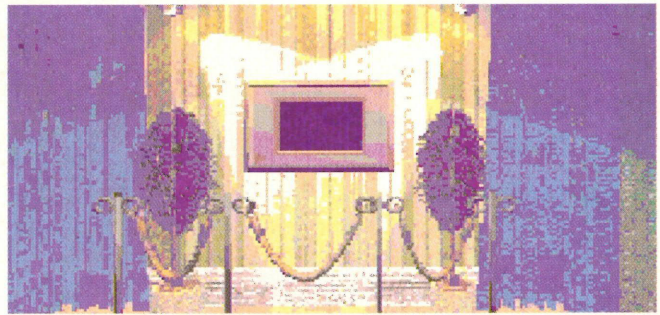
**RELEASE DATE**

IMP ORT

**M**ansion of Hidden Souls is a very strange game indeed. While walking along in a secret forest, you and your little sister skipped merrily into a field to look at all the pretty flowers and found a lovely beautiful little butterfly. Naturally because sis stared at the butterfly for too long, she got transformed into one herself by a nasty evil tree spirit. Don't you just hate it when that happens?! If that wasn't bad enough, she was whisked away to a large nearby mansion that for some reason nobody had ever noticed was there before. Naturally Mummy and Daddy would be very cross if you went home without the sprog so it is up to you to venture into the house on your lonesome and get the brat back again.

## MANIAC MANSION

The entire game is set in a house which is divided into seven or eight main rooms, with a couple of secret rooms and alcoves hidden in various places. By walking around the rooms and exploring everything carefully you will soon come across some puzzles that have to be solved before your sister can be found. In each room there is a butterfly that will waffle on and maybe even reveal the odd clue or two. Most of the time they just say how it is impossible to escape from the mansion and how nice it is being free of their human bodies.



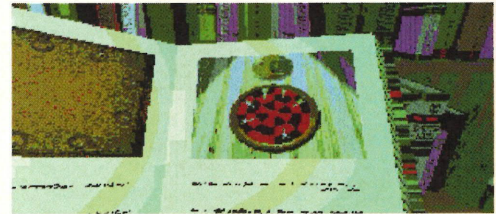
▲ What is this mysterious black painting? Why is it guarded? Why does it tell you the solution to the whole game, therefore defeating the object of playing it? Who knows...



▶ Meet your sister (minus her body), wearing a couple of wings



▲ Inspect the wardrobe closely and a key will be revealed. Could it be used on the locked door in the next room perhaps? My powers of deduction are simply stunning, aren't they?

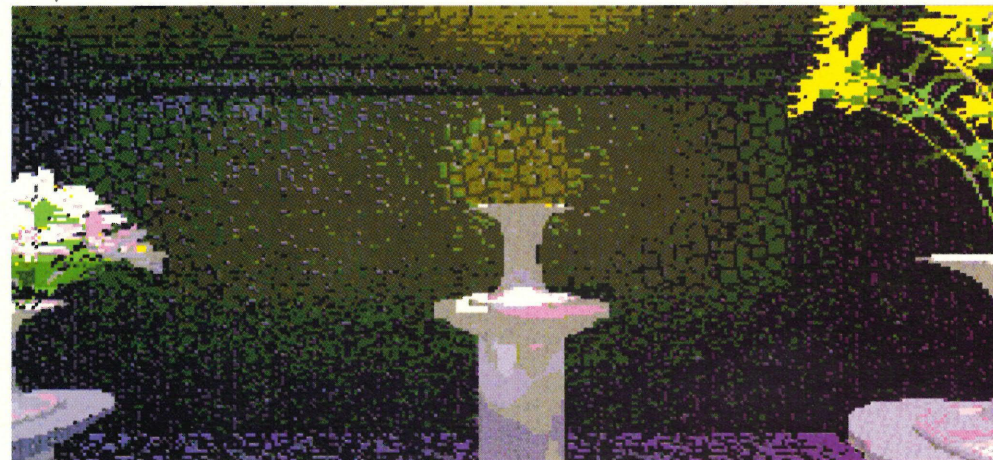


▲ Ooh, a book that gives away the solution to the hardest puzzle in the whole game. Do they think we can't use our brains or something?

▼ Super, smashin', great, you get nothing in this game for two in a bed

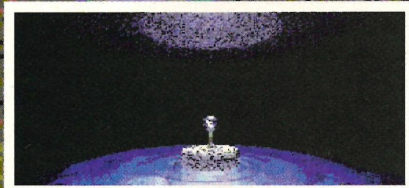


▶ An empty vase! But wait a minute, I've just found a flower. What do I do now? It's like being in the crystal maze it's so hard



▲ This is a hard puzzle. There are eight candles and by blowing one of them out a door will open. Gordon Burns would be proud of that one

# OF HIDDEN SOULS



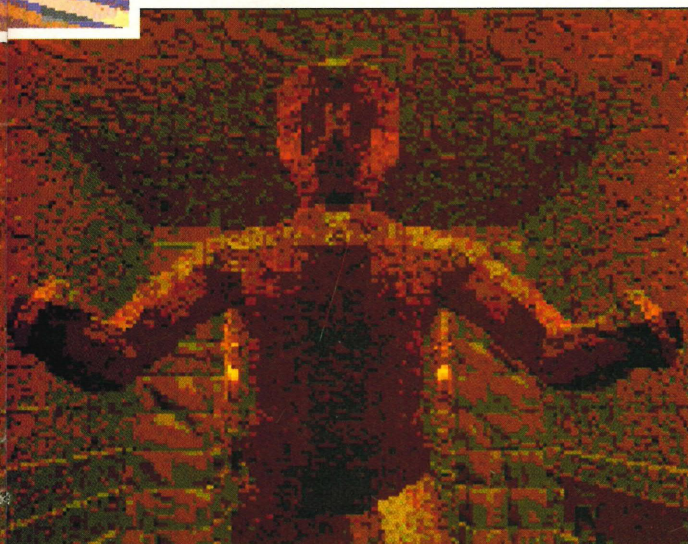
▲ The rippling water in this room is fatal and this is one of the few places that you can actually die



▼ It's too late - you've run out of both time and bodily fluids



◀ Fancy a game of pool anyone? This is the games room, where quite surprisingly you can't play any games at all



▲ Did you spill my pint?

## SAM 'N' MAX

The idea behind this is a good one, but unfortunately there just isn't enough to the game to make it any good. The whole thing has to be done in a specific order so there is no variation between games, therefore when you have completed it once there will be no reason for you to ever play it again, apart from showing your mates some of the nicer FMV scenes.

If at any point you get stuck, there is a black picture in one of the rooms upstairs that when examined shows where the next item needed is to be found. This results in many trips upstairs and subsequent trips to get the items, therefore involving very little exploration which is what the game is supposedly about. Mansion of Hidden Souls could have been so much better if lots of decent puzzles had been incorporated into the gameplay, making the game more challenging.

## DAY OF THE TENTACLE

The most striking thing about the game is that the whole house has been pre-rendered using a 3D modelling system. In layman's terms this means that every viewpoint has been worked out beforehand using a computer model of the house and all the objects inside, so you can effectively walk around and examine every room in the mansion. Admittedly the whole effect is nearly ruined by the inevitable grainy effects produced by the Mega-CD, but that can be forgiven if the game is a decent one...which unfortunately this isn't.

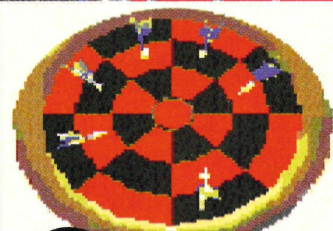
At first glance this is very similar to 7th Guest which involved the solving of eight or nine very complex puzzles. These required a lot of thought and it was very satisfying when a task was eventually completed. However this title has only three or four main puzzles and all are very simple. Most of the time inspecting an object reveals a key which must be used to unlock a door or cupboard nearby. I'm the first to confess that I'm not the brainiest guy around, but there were only two places in the game where I was even remotely stuck. One typical puzzle involves a room containing lots of vases, all but one of which are filled with flowers. In the next room there is a flower lying on the floor. Now what do you have to do in this part I wonder?!

## THE SECOND OPINION



**ALLIE**

Another Mega-CD game comes in and with baited breath we load it up, and yet again it proves to be a major disappointment. There is no disputing that the graphics are nice, although there are some colour flaws. There is also a great deal of excellent speech and some great sound effects, but there is no gameplay to support it. The action is entirely linear and far too easy - in fact we finished the game in under an hour. Had the game been 10 times larger and a little faster with more player involvement it could have been a winner. As it is though, it is another testament to the kind of poor-quality rubbish we have come to expect from the Mega-CD.



## RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

The intro is too nice by far

75%

### GRAPHICS

Lots of FMV but it all looks a bit dodgy

76%

### SOUND

There is lots of sampled speech but it sounds a bit crackly

88%

### SHORT TERM PLAY

Won't take long to finish

64%

### LONG TERM PLAY

Won't take long to finish!

54%

### OVERALL

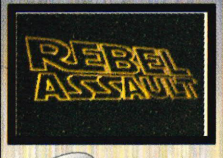
65

A well-presented game that is too simple by far

# MEGA-CD REVIEW



BY: JVC



CD-ROM

## STYLE



SHOOT'EM-UP

**PRICE** £44.99

**PLAYERS** 1

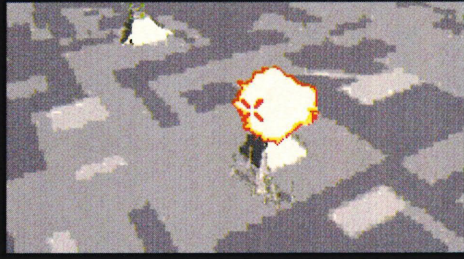
**SKILL SETTINGS** 3

## RELEASE DATE

SEPT '94



**ALLIE WEST** is cleared for take-off as she buckles up and prays that just for today, the Force is with her!



# REBEL

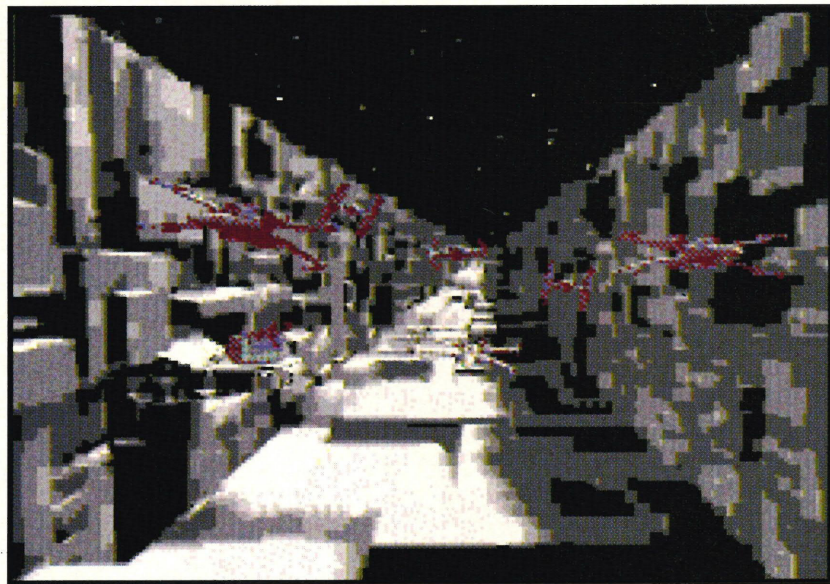
**Star Wars, the name is so powerful little else has to be said. It conjures up torrents of warm childhood memories of dashing off to the cinema with your pitiful pocket money to catch one of the films for the 23rd time. Or how about all those brilliant little figurines that you simply HAD to get before your mates, and the overwhelming feeling of satisfaction when you took your Millennium Falcon in to school and watched their faces go green with envy. It seemed so long ago but thanks to strategic marketing we are experiencing a major Star Wars revival, and a new generation is being initiated in to the ways of the Force.**

## MAY THE FORCE BE WITH YOU

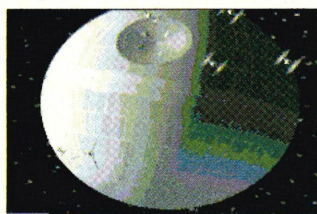
It is a common-held opinion that the Mega-CD is a useless piece of equipment that offers very little in the way of graphical excellence or enthralling gameplay. Unfair? Well we haven't exactly seen much to prove this theory wrong, bar a few outstanding games like Ecco, Thunderhawk and Jaguar XJ220 perhaps. The success rate isn't really all that successful, is it?

So what can developers do when the machine they're writing for is about as helpful as a hedgehog in a rubber dinky? For a start they could try porting pre-written games over to Sega's dogged format and hope to God that the machine will be able to cope. That's what has happened here.

Originally a PC title, Rebel Assault has been developed by LucasArts Entertainment in the States and is being distributed by JVC. It has been converted in full but if anything, LucasArts has injected more gameplay in to the Mega-CD version by way of heightening the game's responses to player movements and actions.



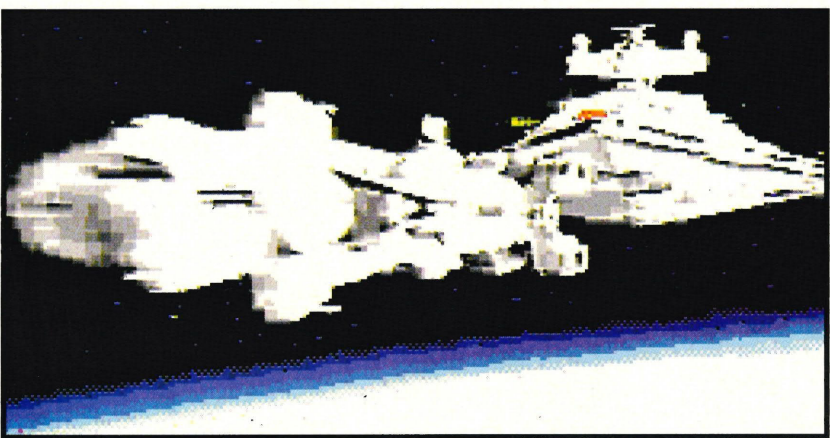
▲ The X-Wing fighters regroup before the final assault



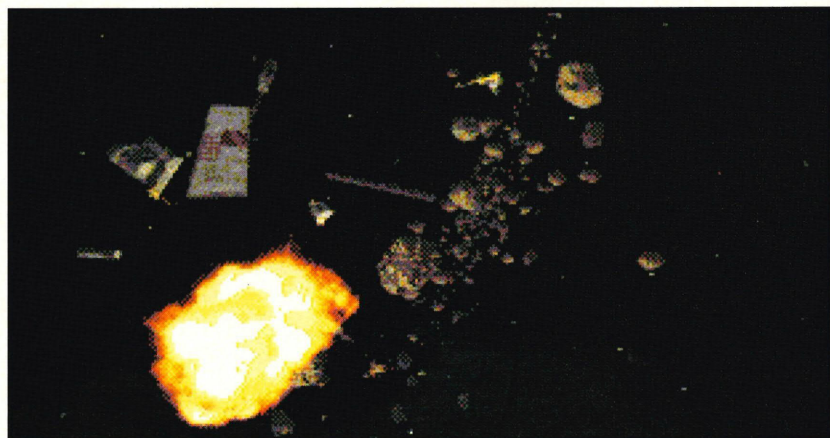
▲ An example of the between stages footage. Here we see TIE Fighters orbiting the Death Star



▲ We have our work cut out here. Armed with only a small hand gun it's up to you to take on a rather large force of Stormtroopers

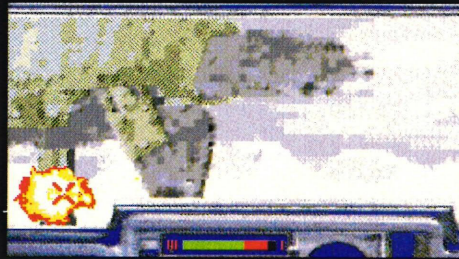


▲ Old Darth Vader has finally caught up with the Princess by the looks of things



▲ That X-Wing didn't really want to do that now, did it?

# EL ASSAULT



## DO NOT RESIST THIS IS YOUR DESTINY

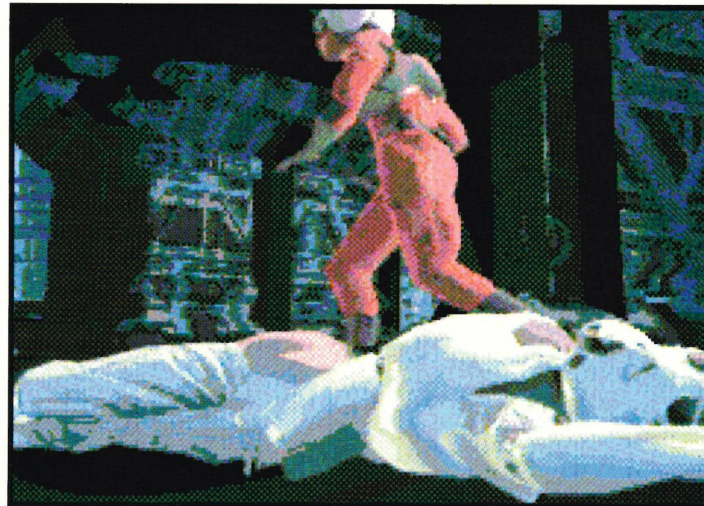
It is an easily believed misconception that Rebel Assault is a flight sim, where in fact it is in an arcade-style shoot'em-up for the extremely trigger-happy. You don't take the role of Luke Skywalker or any other familiar name from the films (Darth Vader is the only character that has been featured), instead you play the part of a rookie pilot who has recently joined the Rebel Alliance.

As a result you must undertake a couple of training sequences that hone your flying and targeting skills before you embark on the main game. These training missions help you adapt to the game's controls (which can be toggled between pad or standard flight-sim controls) but the execution of each one is quite painful. Your view is from behind the craft, which is awkward enough in itself as you can't easily see out in front, but the backgrounds are horrendously blocky thanks

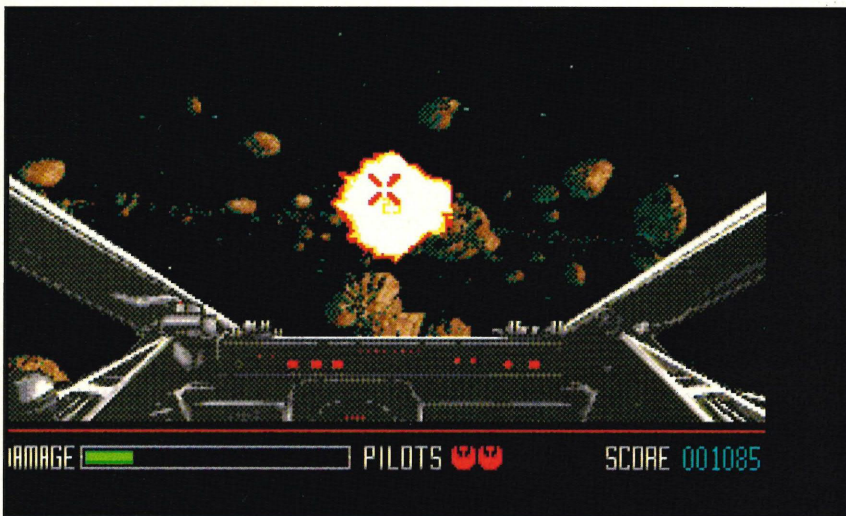
to the lack of colour. As a result your sprite gets lost in the mush and it is difficult to pilot through the canyons or identify targets.

Also, there is a strange 'drag' or G-force effect on the craft which causes the sprite to veer off uncontrollably into the walls of the canyon for added realism (nothing flies in a straight line). I don't know about the realism but it makes you extremely frustrated as it is hard to avoid certain death if you don't correct the movement quick enough.

If you survive it's then on to the main game where you find yourself thrust into raging dogfights against legions of TIE Fighters which finally leads on to an assault on the Death Star. The whole game follows the theme of the films excellently capturing both the sounds and visuals we're familiar with – the overall effect is bordering on 'interactive movie'.



▲ And here's two I killed earlier



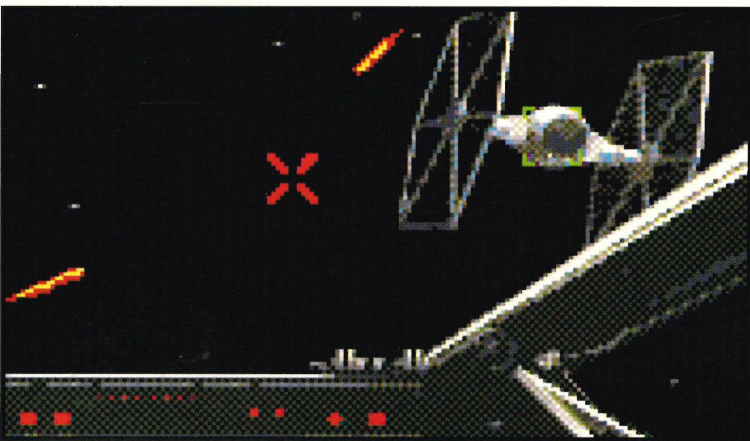
▲ This asteroid was a little too close, a blast of laser fire should sort it out though



▲ Nothing a little spot of laser fire can't handle



▶ And we make good our escape, in an X-Wing no less



▲ Another close shave with one of Darth's finest

## THESE ARE NOT THE DROIDS YOU ARE LOOKING FOR

One thing that sadly happens especially when games are converted from superior formats like the PC is that the ports suffer miserably. This isn't because of bad programming on the developer's behalf, the problem is that the machine can't usually handle the graphics or the gameplay that was originally created. As a result the game drastically loses out as certain aspects of the game have to be forfeited to compensate for the failings of the machine. Unfortunately this is what has happened here, and it is most evident on the graphical side of things.

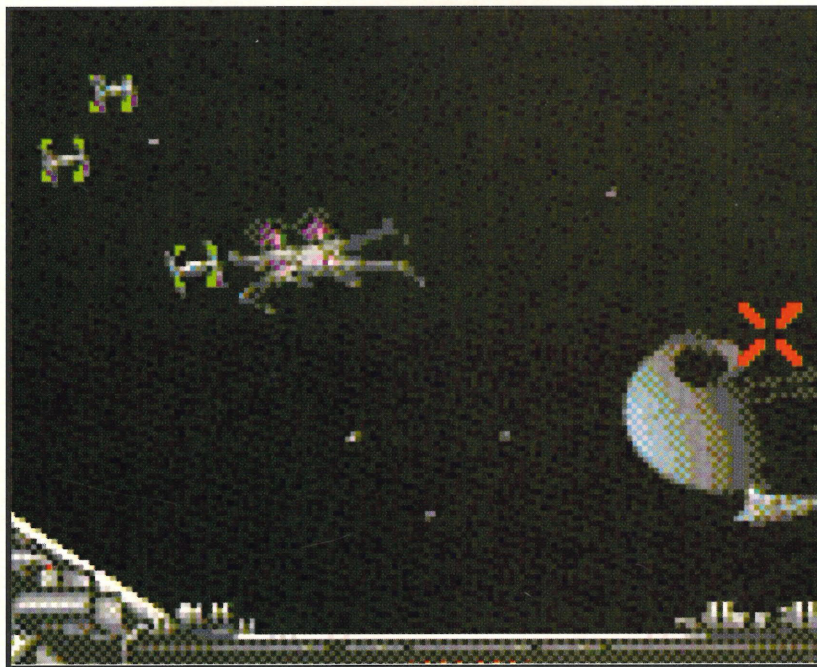
Having said that though the gameplay isn't all that hot in places either! Again, the machine is the culprit with the action literally grinding to a halt for a couple of seconds while it struggles to update the data.

## YOU SCRUFFY-LOOKING NERF-HERDER

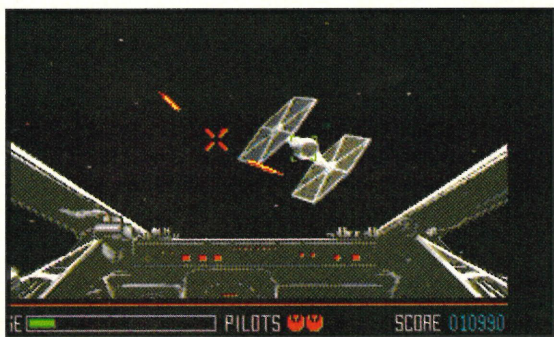
As you would expect you are treated to FMV taken from the films, which creates the game's intro sequence thus setting the plot. The problem is that the Mega-CD can only handle 64 colours and as usual you are 'treated' to a somewhat grainy image with an extremely limited use of colour – the definition isn't all that outstanding.

On the other hand though, there are some really nice rendered Silicon Graphics sequences that, despite the limited colour palette (remember that this version has been converted from 256 colours down to a measly 64), are extremely effective and well defined. In particular, there is a really impressive free-rolling sequence where your Snowspeeder flies across the surface of Hoth and encounters an AT-AT at close range – the effect is quite gob-smacking.

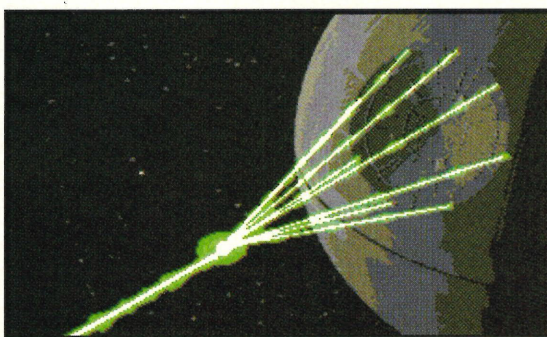
Perhaps one of the most impressive sections of the game in terms of retained quality, is a Lethal Enforcers style shoot-out section which boasts fully rendered Storm Trooper sprites and one of yourself, a Rebel pilot. In between the one-on-one combat sections you then get an impressively smooth rendered sprite running through corridors in an attempt to escape from the Imperial troops.



◀ All the time we close in on the Death Star and destiny. This Star Wars is really going to my head!



▲ A fine close up of a TIE Fighter at point-blank range

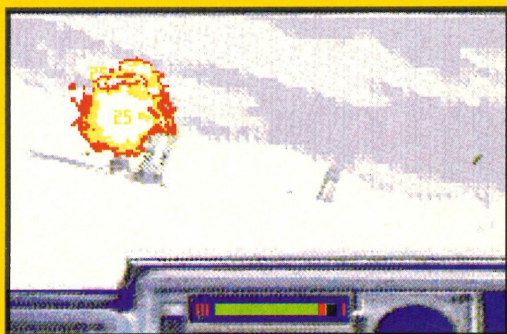


▲ Nasty! One planet down as the Death Star demonstrates its party piece



▲ A tad on the blocky side these training missions. Seemingly this will train us up for the Death Star attack – I see no trees firing back!

## THE EMPIRE DOES WHAT?

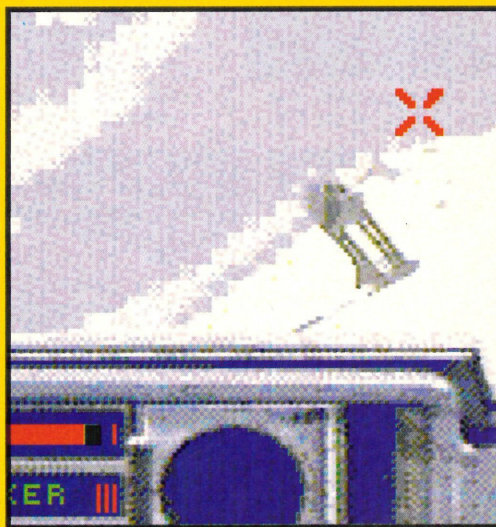


▲ Sitting ducks. Slow, cumbersome and undergunned – The Imperial Walker. Not the best in military hardware

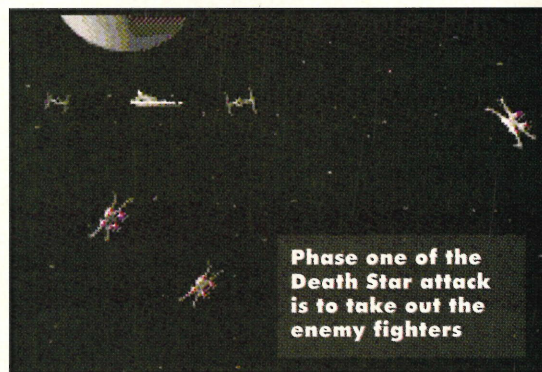


▲ Another direct hit on the Walker...time is running out

Lifted straight from the Empire Strikes Back film is a battle on the planet Hoth. Using small Snowspeeders you must attack and destroy the Walkers of the Imperial Empire. Ah it brings back many a memory



▲ The Rebel forces regroup after the first attack run. Second wave coming in



Phase one of the Death Star attack is to take out the enemy fighters



## DO NOT TO UNDERESTIMATE MY POWERS

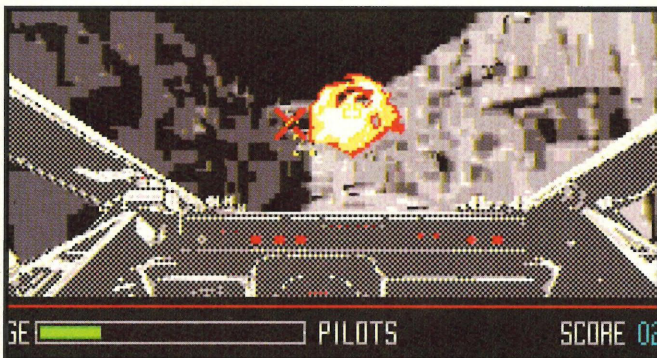
Rebel Assault is more of a nostalgia trip than a great game, offering players the chance to experience the real hands-on thrill of shooting down TIE Fighters and coming face to face with Storm Troopers first hand, with all the sounds swirling around to create a charged atmosphere. However, there are great sequences such as the dogfights, the trench run and the AT-AT Walker assault but the quality of graphics leaves the sections frustrating especially on the Hard setting.

When playing on the Easy level targets are sighted using small green cross-hairs making identification a doddle. However, on the Hard setting you're not given any help and it is almost impossible in some instances to distinguish the targets from the background mush. This is most noticeable when flying down the trench, making an assault over the Death Star's surface or knocking out AT-ST Walkers on Hoth – you basically take pot luck at the gun emplacements or the Walkers on the horizon.

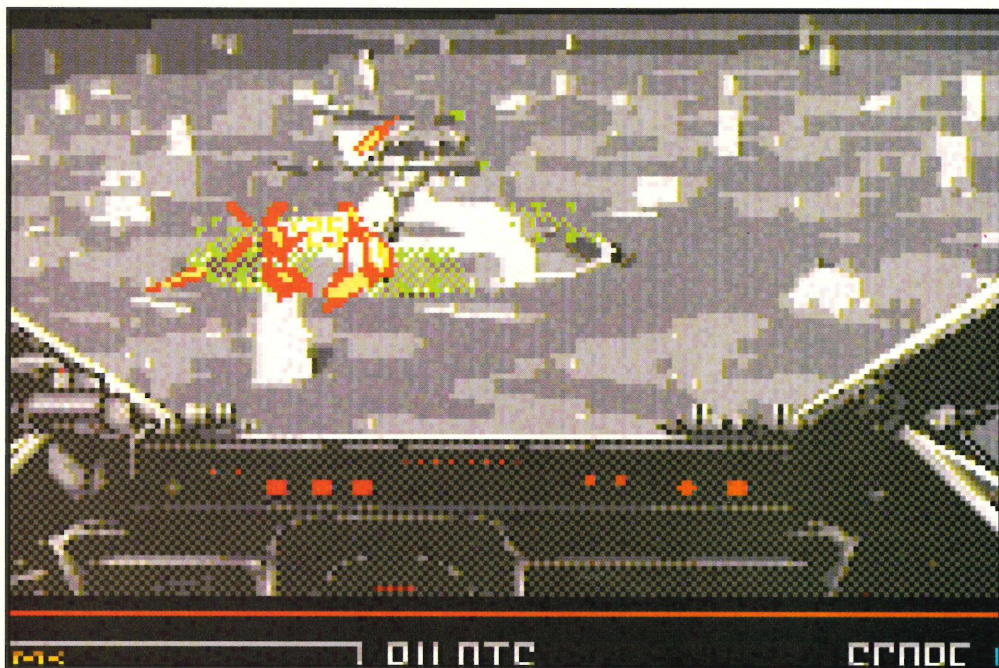
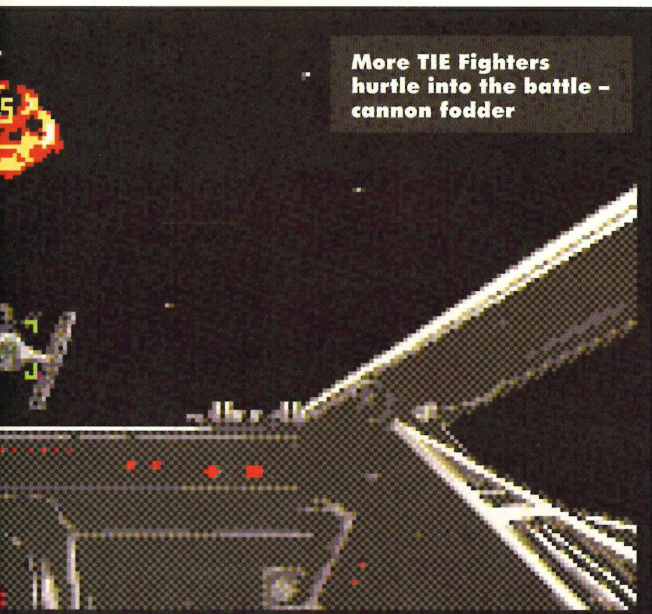
On the whole this is still quite enjoyable and even though we have already completed the game on Easy (it helped that we played the game to death on the PC) we have all been having a go at the Hard setting – we are determined not to let the graphics get the better of us! There could have been more involved gameplay (this was a fault also noted on the PC version) but as it stands this is a fine game for the Mega-CD.

If, as criticised by some PC magazines, Rebel Assault had been more of a flight sim than arcade shoot'em-up it would not have suited a console platform mainly because it would have been too laborious. However, the shoot'em-up theme works extremely well and now the Mega-CD has an entertaining blast-fest to its name which just happens to be coupled with Star Wars imagery.

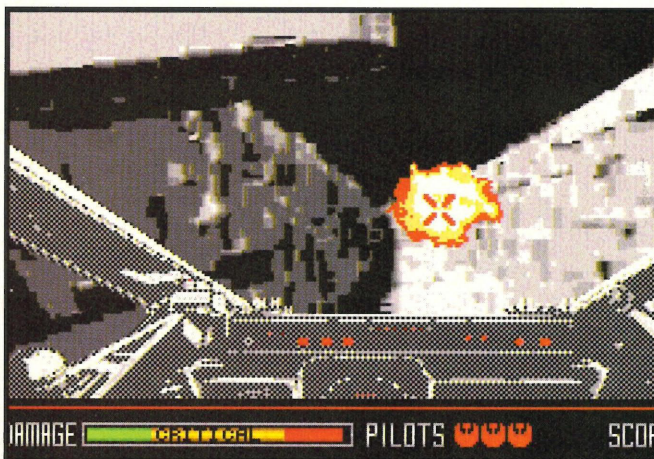
**Rebel Assault™ and © 1993 Lucas Arts Entertainment Company. Used Under Authorisation. All Rights Reserved. Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered service mark of Lucas Arts Entertainment Company.**



▲ Into the trench and a murderous hail of fire greets us from both sides



▲ Laser fire everywhere, death beckons and the Death Star has a mere minutes of a working life left in it



▲ Another gun turret explodes, temporarily blinding my weapons system



## THE SECOND OPINION



**THE JAG**

I played this game to death on CD-ROM and found it disappointing and I feared the worst for the Mega-CD. Rebel Assault is a bit of a mixed bag really, due mainly to the very sluggish control system certain sections of the game are, in short, appalling. These contrast strongly however with some excellent scenarios, particularly taking on the TIE Fighters which protect the Death Star. If the Star Wars novelty factor was missing this could be confined to the bin. Personally, I think you should invest in a PC and get TIE Fighter instead.

## % RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

### PRESENTATION

It's Star Wars and that's all that matters!

94%

### GRAPHICS

Most of the graphics are too grainy, but it's the fault of the machine not the game

74%

### SOUND

All the familiar sound effects and music, and it's dripping with digitised speech

97%

### SHORT TERM PLAY

The novelty factor is phenomenal after all, you're flying an X-Wing

91%

### LONG TERM PLAY

There's little of substance under the gloss

72%

### OVERALL

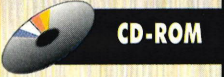
81

It will sell by the bucketload simply on the name, but the gameplay is severely lacking in places

# MEGA-CD REVIEW



BY: EA



CD-ROM

## STYLE



STRATEGY



What we need is someone to take charge and rule our army so we can take over the world. Any volunteers? Only RICH LLOYD eh? Perhaps we should stay home and play a game of soldiers instead.

# POWERMONGER

**M**any moons ago a game came out called Populous written by a company called Bullfrog, which was a runaway success on every format. Bullfrog's next big release was Powermonger. Although the two games looked similar, the gameplay was very different - in Populous you played a god and spent your time striking people down with bolts of lightning, whereas in Powermonger you played a humble captain in charge of a few troops with ambitions to conquer the world. The game was completely fab and sold well, resulting in it being successfully converted to the MD over a year ago. Now EA has revamped the game, releasing it on CD at a cheaper price than the original. Sounds good? Read on!

## WAR HAS NEVER BEEN SO SHITE

I'm not sure if you've noticed, but the world is a big place. A very big place in fact, and contains quite a lot of people. It feels pretty good when someone does what you tell them to do, so imagine what it would be like to rule the entire world. The most major hurdle you'll encounter however, is actually getting put in charge in the first place, and that is what this game is all about.

In Powermonger the whole world is in disarray and it is about time someone took charge and sorted everything out. You have been made a captain and have just over 20 people in your army, with your objective being to conquer the world! Not an easy task, I can tell you!

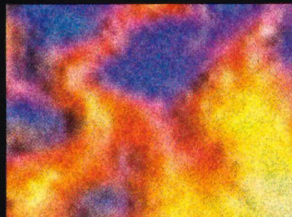


It's raining, it's pouring, the old man is snoring...blah blah blah. Weather plays a big part in this game. If it's sunny, people are happy, but if they're up to their necks in snow they won't be too pleased!

This bit is new as well. At the start of each level a camera zooms around a computer-generated landscape. Lovely

# LET THE GAMES

This new version of the game has an all-new animated intro. A captain bursts into the castle and heads off down the corridor to talk to the king, who is outraged by the bad news he hears. This means war! Right lads, get ready to lay your lives down for yet another futile battle over a small piece of grass...





# MONGER



▲ Hoorah for me! I've won, I'm the best, praise be to me!

## KILL HIM WITH YOUR GUN

To get more men on your side you have to conquer small villages by either just charging in and slaughtering everyone in the whole town, or by killing a few people and terrorising the rest so that they acknowledge you as their leader. A short recruitment drive later will see you in charge of more men. If one of the people you recruit is an enemy captain, he joins your side and takes his place next to you at the table and you can allocate some men to him so you effectively have more than one army. You can have up to six captains at any one time which means eventually it is possible to pull off some amazing strategic attacks if everything is planned properly.

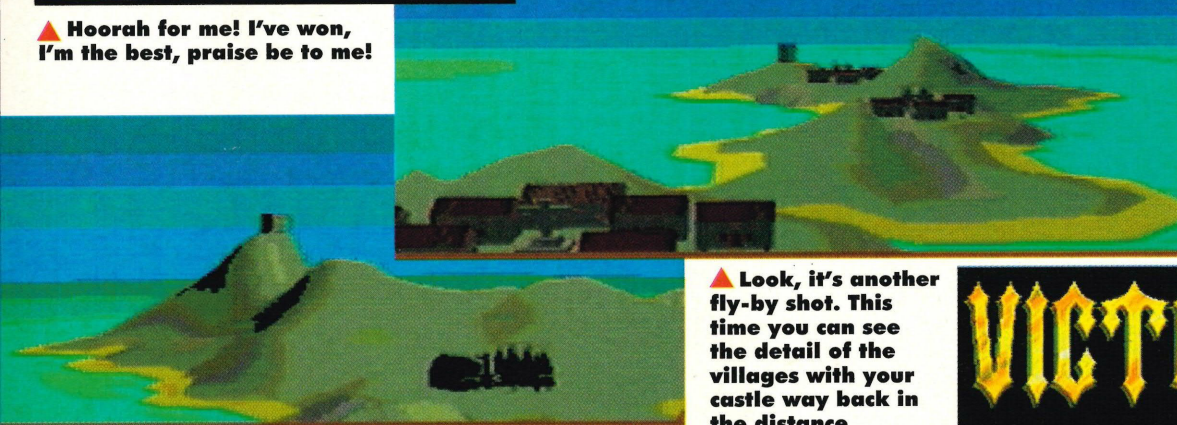
When issuing orders there is sometimes a delay, depending on how far away the troops being ordered are. This is because all orders are sent by carrier pigeon and take some time to get there. This must be catered for when making battle plans, so a lot of thought must be put into the proceedings.



▲ Oops! I think something went a bit wrong somewhere along the line

## GO TO YOUR BROTHER

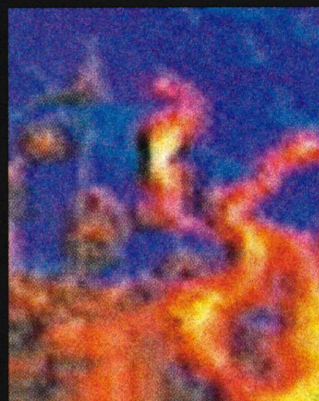
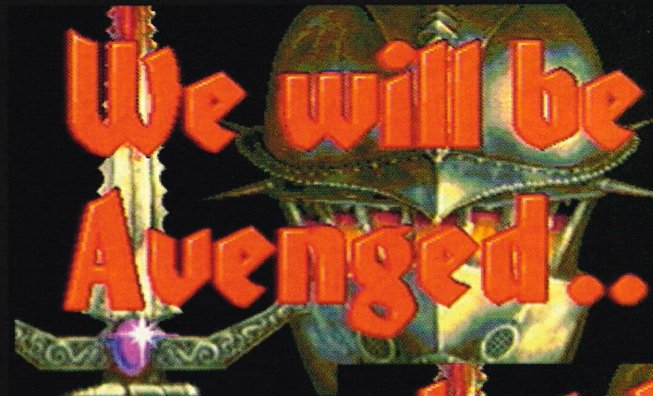
The main screen displays a picture of your captain (ie you) standing alongside his allies if he has made any, looking down onto the main playing area like army generals would when viewing their battle plans on a table (see the screen shots). The view screen shows a three-dimensional isometric scrolling landscape on which you and your men run around. Some of the landscapes are very hilly which means that sometimes part of the play area gets obscured. It is for this reason that you can zoom in and out of the action and rotate everything in order to have a look at any part of the land from any angle.



▲ Look, it's another fly-by shot. This time you can see the detail of the villages with your castle way back in the distance



# BEGIN!



## HE'S LYING IN HIS UNIFORM

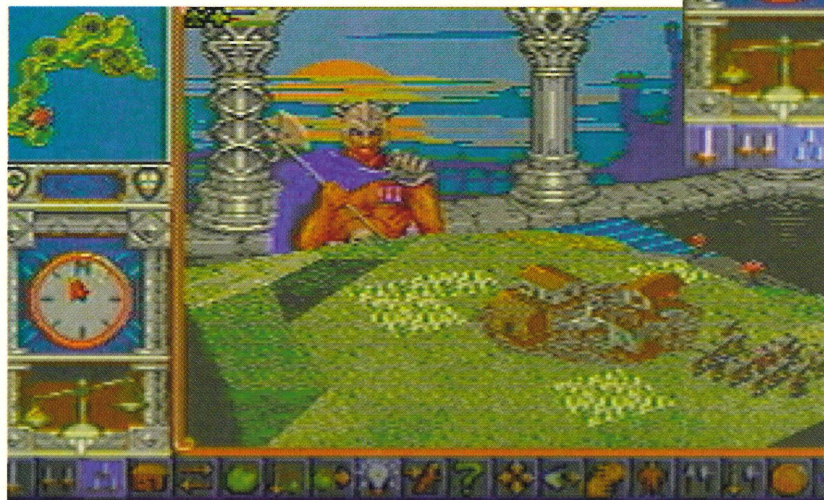
The main question that springs to mind is – is this game any better than the cartridge version? Well, the price is better for a start, but there are other differences as well. The basic game is still the same but now the play area is a lot bigger and the action is a bit faster. The main flaw with the cartridge version was the control system – all the computer versions were controlled using a mouse but the Mega Drive didn't have one then, and even now it is unlikely that anyone has actually bought one of the damn things. The joystick control system has now been made a lot friendlier, making it easier to move around the game environment. At the touch of a button a big map can be called up showing where all the food and buildings are, making it easier to plan your conquests.



▲ All the icons at the bottom of the screen are confusing if you are of limited intelligence like me. What a good job there is this help option

## DYING IN THE SUN

The other main differences between the CD and cart versions are in the presentation. As usual EA has pulled out all the stops and there are animated sequences shown at every opportunity. The intro shows a king raging furiously as war breaks out, and the end sequences show you either staggering around and collapsing in a Pythonesque death scene or show you pondering your next onslaught. The most noticeable difference is at the beginning of each level – all of the landscapes have been pre-rendered and are displayed in fly-by sequences. The camera zooms in and out of the hills and valleys, and you can see all of the castles and villages down below. The colour scheme may leave a lot to be desired but it is a neat addition all the same.



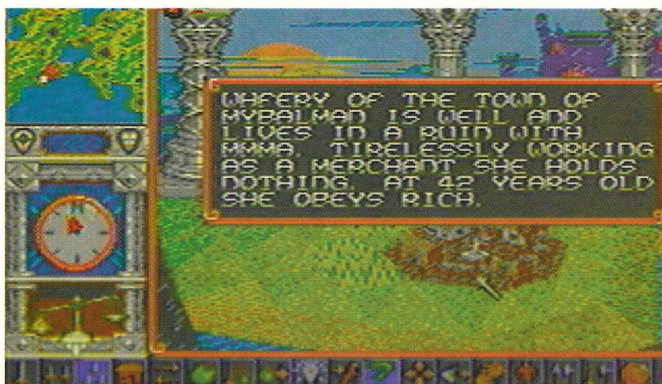
▲ CHARGE! Captain Rich guides his massive army into an unsuspecting sleepy village

## THE SECOND OPINION

### THE JAG



Wars, pillaging, blood, large gatherings around sheep...yes, this is definitely my idea of fun. The gameplay of Powermonger CD, in my mind anyway, is basically identical to that of the cart, which is certainly no bad thing – this is not a game which has to rely on any CD gimmicks. EA is barking up the right tree with this great game, but why anyone would pay £40 for a Mega-CD version identical to the cart version is mystifying, especially considering that the cart game can be picked up on the Telstar two-on-one label for about £30 (for this you get the original game plus another game).



◀ There are hundreds of characters in the game and each of them has their own background which can be called up at any time

# THE INS AND OUTS OF IT



One good feature about this game is the ability to change the viewpoints. In the close-up screen not much is going on...



...But from a long way away you can see that a battle is raging and people are being brutally slaughtered left, right and centre

## COR BLIMEY, IT'S COLD

On all computer formats Powermonger was a great game and this Mega-CD version is no exception. It may not be instantly accessible because unlike most games nowadays you'll actually have to read the instructions (something most people don't do) before you can actually get anywhere. Persistence pays off and soon you will find yourself knee-deep in dead bodies, scavenging about for food to satisfy your starving and weary troops. It all gets very involving and there are thousands of different landscapes, each of which is different. This is one tough game that will take ages to complete and will keep anyone with more than half a brain happy for a long, long time.



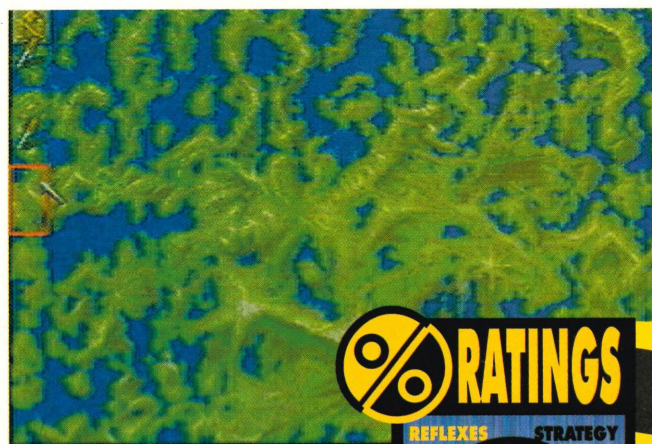
◀ This is it - the final attack. Victory here will swing the balance of fate in my favour



◀ Those with plans for world domination should find their heart's desire in this game. Watch in graphic detail as your well laid plans fail and you return to book-keeping!

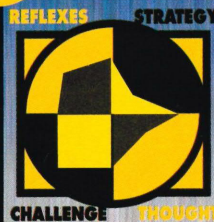


▲ Capture an enemy leader and he will join you on your quest



▲ This is a third of the overall map. The red square shows the next land I'm about to play for. From this you can tell the sheer size of the whole game!

## RATINGS



REFLEXES STRATEGY CHALLENGE THOUGHT

### PRESENTATION

Superb. Lots of nice graphic bits enhance the gameplay

93%

### GRAPHICS

Game window is now bigger. Graphics same as on cart

86%

### SOUND

Could be better seeing as it's on a CD

84%

### SHORT TERM PLAY

A lot to learn, so tough to get into the game initially

79%

### LONG TERM PLAY

How deep can one game be? Very challenging indeed

90%

### OVERALL

88

A great game, even if it is getting on a bit



# MEGA-CD REVIEW



BY: CORE



## STYLE



SHOOT'EM-UP

**PRICE** £39.99

**PLAYERS** 1

**SKILL SETTINGS** 3

## RELEASE DATE

JULY '94



With a major intergalactic corporate war going on, would you get RICH LLOYD to defend your planet single-handed? No, neither would I...

# BATTLECORP

In the future, when corporations get so big that the only way to defend against industrial espionage is to hire your own private army, slight conference-room disagreements might end up as full-scale wars. The year is 2096 and scientists have managed to develop a nuclear fission system using a rare element called Meridium which was discovered by the Interplanetary Mining Corporation (IMC) on a planet eight million light years away from Earth.

Now that's a long way, but it is worth it because Mandlebrot's world and its three moons currently possess the only material that can be used to make miniature portable reactors that can be used to make devastating weapons. IMC don't want any rivals getting a piece of their action but BioMechanical Incorporated (BioMech) want in on it and are prepared to do anything to get their way. Boardroom negotiations mean nothing and the last resort is to take the planet system by force using Insectar strike craft. The IMC defence squad is the Battlecorps, a troop of elite combat veterans in Bipedal Attack Machines (BAMs) and you're in charge!

## GUNHED

Anime fans will immediately know what a BAM is, but if you aren't into that sort of thing let me tell you that it is a two-legged vehicle that the pilot sits in and the BAM moves as he does. If he tries walking forwards the machine goes forwards, and so on. It is from the cockpit that the game is viewed with all the action taking place from a first-person perspective.

The good thing about using a BAM is that the head of the machine is separate from the legs and so you don't have to be facing in the direction of travel. What this means is that when you discover there are a large amount of enemies hidden around the next corner, you can simply charge forwards while firing sideways and generally strafe the hell out of everything before they have any idea what's hit them!



▲ It's time to suit up and get on out into the action



▲ This is Calgary, your boss. Don't ask me what happened to his body, just do as he says

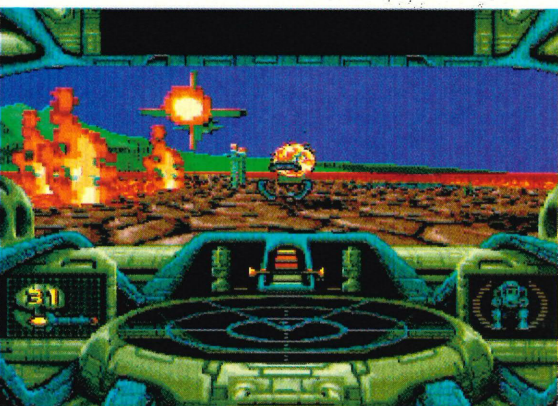
## MAKE MINE A LARGE ONE

All the levels take place on the three moons orbiting around Mandlebrot's world. Vegra is a small volcanic moon with seas of lava and some mining archipelagos which have been invaded by

Insectars and your character must destroy them all while trying not to overheat in the lava pools. Cygni has a swampy surface that makes it difficult to mine. It also has some indigenous life-forms that may accidentally tumble their way into your fire fights and be senselessly killed. Drako has the most hostile environment with violent volcanic activity and high surface winds. It is because of the extreme danger on the surface that all mining takes places in underground complexes.

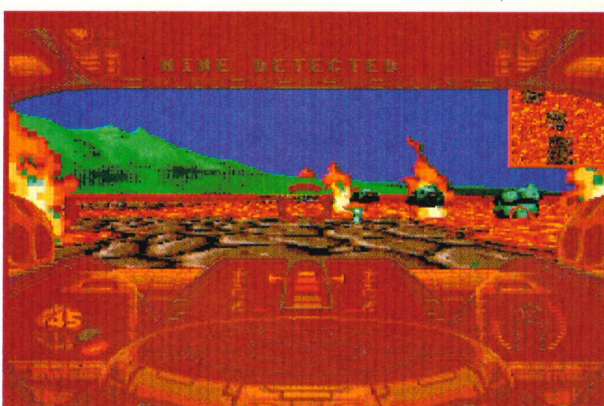
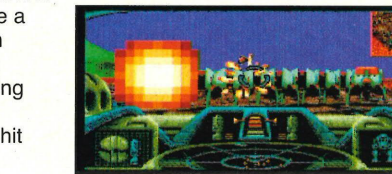


▲ The old shield can get a bit low, so just pop into here for a refill



◀ There's nothing like a bit of wanton violence to sort the men out from the boys!

▶ I like the colour red. Reminds me of nice things like tulips, roses, red-hot lava and blood...



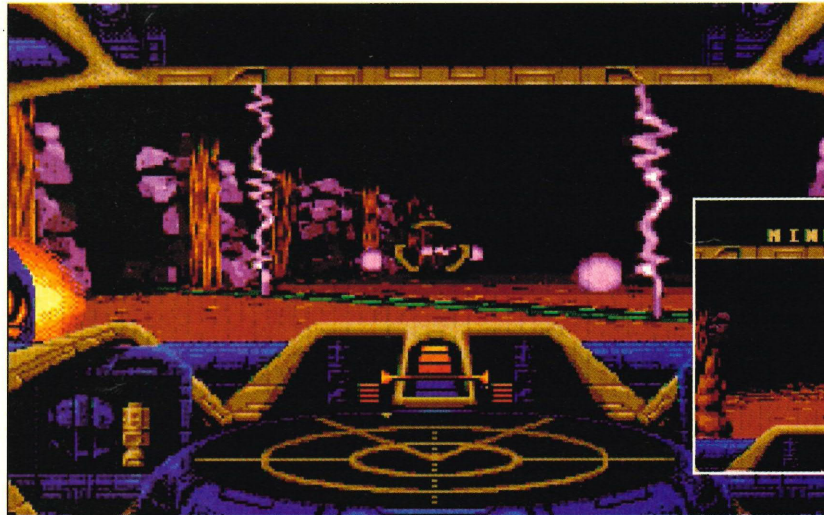
# PS CD



## PEBBLES AND BAM BAM

There are three BAMs to pilot and each one comes with its own Gunjock (pilot to you and me). No one BAM is significantly better than another, but some excel in certain departments which could be useful on some missions. For example there is one mission where a space satellite shoots at you with a high-powered laser beam if you stay in the same place for too long, so obviously you will want a machine that can move quickly. The fastest one is piloted by Becky Ojo, but it doesn't have any heavy armour or large supplies of ammunition. Alternatively some missions put you in a position where you are constantly bombarded from all sides, so heavy armour at the expense of speed is preferable.

The three BAMs are the Hawk piloted by Becky, the Panther piloted by Jack Cutter which is the best one all round and finally the Armordillo, piloted by Dika 'A' Jang, which is heavily armoured, has tons of heavy artillery, but is as slow as a snail.

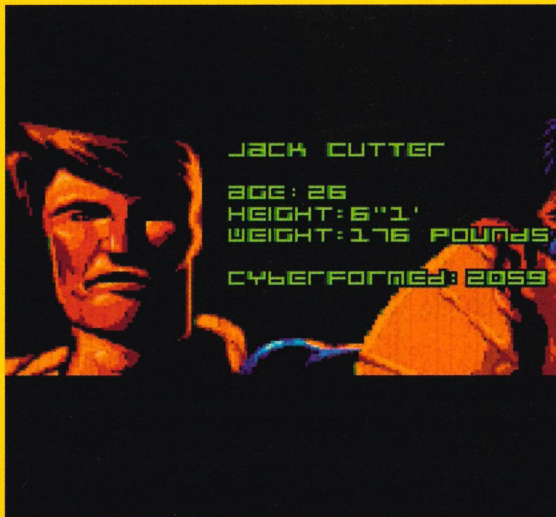


◀ Some areas of the game are protected by a force field. You can't shoot through a force field, but the enemies behind it can!



## JOCKS 'N' SOCKS

The heroes of the day are the Gunjocks. These are the guys that pilot the Bipedal Assault Machines. Jack Cutter and Dika 'A' Jang are just two of these nutters, who even though their heart is in the right place, have sadly lost it in the brain department



JACK CUTTER  
AGE: 26  
HEIGHT: 6'1"  
WEIGHT: 176 POUNDS  
CYBERFORMED: 2059



DIKA 'A' JANG  
AGE: UNKNOWN  
HEIGHT: 6'5"  
WEIGHT: 212 POUNDS  
CYBERFORMED: 2061



▲ Hurrah for violence! Three cheers for destruction! Corrupt? Not me. I'm just a loony



▲ The mortar is useful but the triple mortar is even better!



▲ Alas, poor Becky Ojo, I didn't know her very well at all really. Lucky for her



▲ Underwater, and things just don't let up. Just try not to kill any innocent fish!



▲ Some things just don't know when to stop. Blast the head off some of the monsters and the legs will carry on attacking!

## FRED AND WILMA

All of the vehicles have basically the same weapons although the amount of ammo that can be carried varies greatly. All of them have twin cannons which have unlimited shots and can be powered up by collecting icons during a fight. Mortars, flame-throwers, stun grenades and plasma guns are also available depending on the mission being undertaken. The most effective weapon is the guided missile, but unfortunately these are in very limited supply.

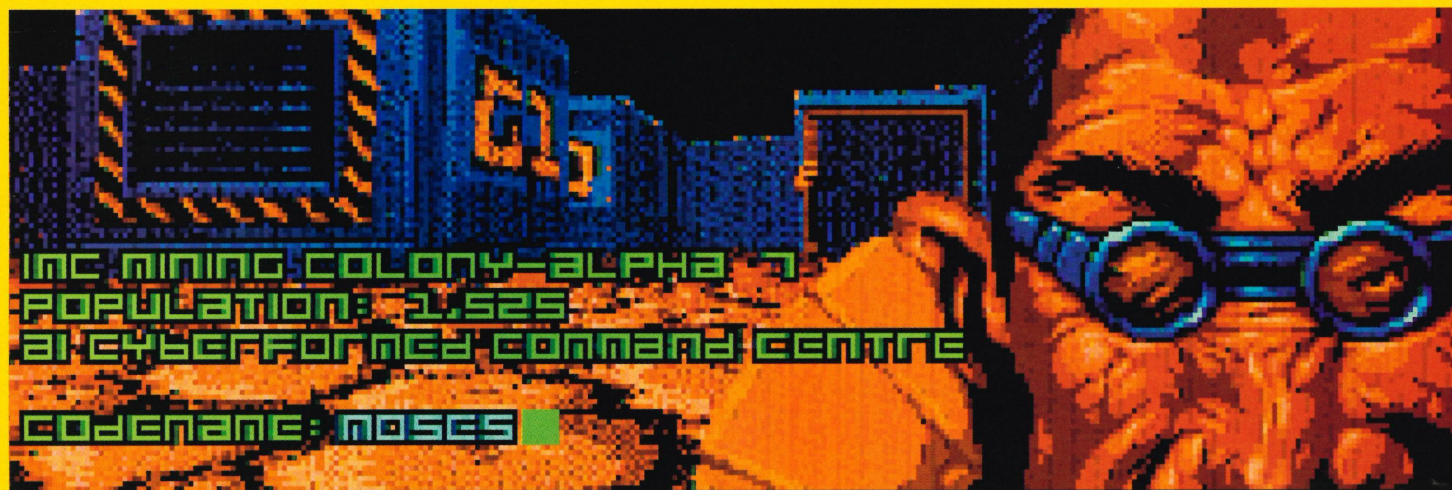
Having lots of weapons is great but would be ultimately pointless if there was nothing to use them against, and the good news is that there are hundreds of different bad guys to blow up and they all give as good as they get!



The first few levels only have simple Insectars to fight against, but a few stages into the game and things begin to get mighty rough. For example, on one of the underwater levels there are not one but four end-of-level guardians, all of which attack simultaneously! No one said this game would be easy, did they?

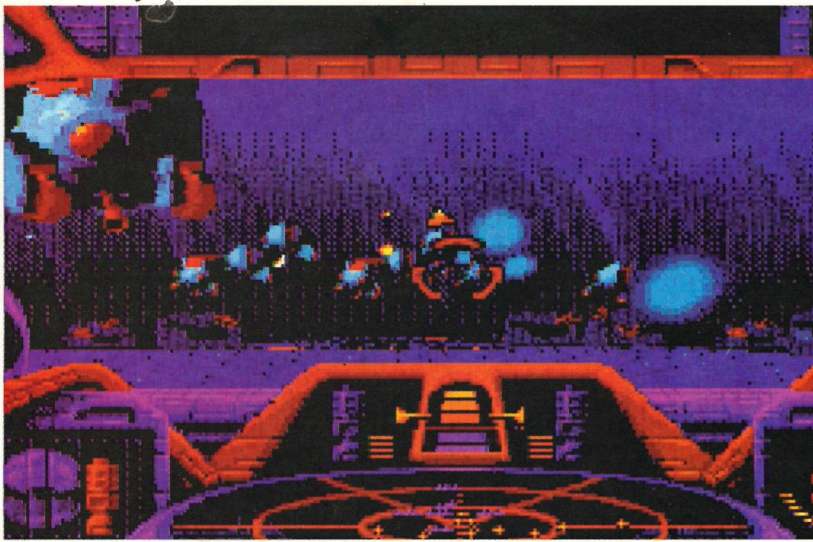
◀ Fried fish tonight indeed!

# A TASTE OF THINGS TO COME...

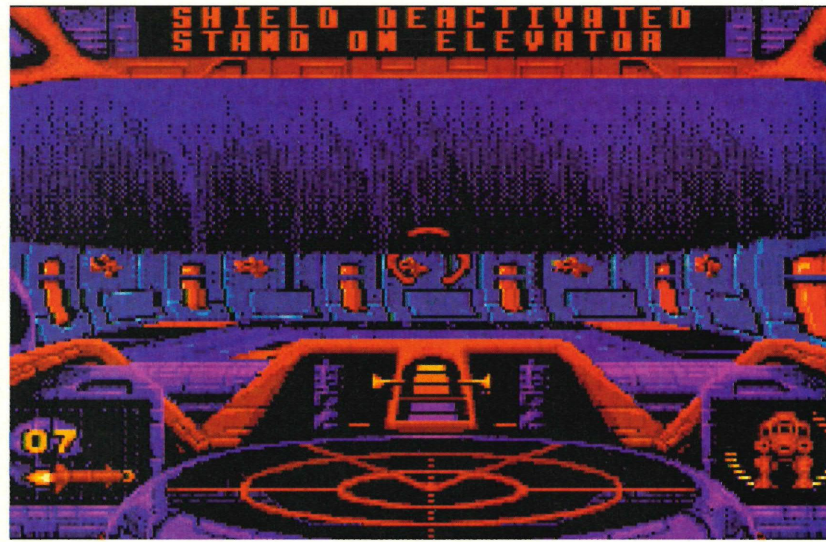


Like most CD games of this high standard, the first part you will look at is the intro. As usual this game boasts some smart Silicon Graphics showing how Mandelbrot's world was invaded by the evil Insectars





▲ Think this boss looks hard? Well, he is, but you have to fight four of them at once!



▲ Jump onto the elevator after killing the boss to go on to the next stage



On the ice stage there is a bridge but the control system has frozen up. Get the old flame-thrower out and thaw it big-time



◀ At the end of the game is this geezer. He goes by the name of Moses, but holy he most certainly ain't...



## I'D BUY THAT FOR A DOLLAR

I'm not sure why violent games like this and Thunderhawk are so much fun to play, but they are. There is something appealing about running around, mindlessly slaughtering anything that gets in the way under the pretence that it is helping to accomplish some mission. Either that or I'm just a complete psycho. Anyway, when I first started playing this I was a bit dubious as to how good it would be, but a few hours later I was hooked. It may look a bit like Thunderhawk but a lot more strategy is called for as the BAMS move fairly slowly and the enemy gunners are more accurate and deadly. This makes the game fairly hard, especially on the later levels. No one can say there is ever a dull moment in this game! In all this is a great game with a long-lasting challenge and superb presentation that is slightly let down by some bland colour palettes and blocky graphics.

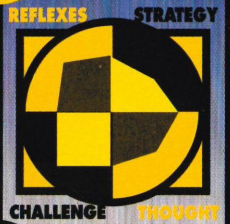
## THE SECOND OPINION



### THE JAG

When I first saw this I wasn't really sure what to make of it - I think I was probably expecting something a bit more like Thunderhawk. Still, the fact that the gameplay of Battlecorps is much slower doesn't detract from the fact that it's a superb game. The graphics are incredibly smooth and there are some really ambitious visuals which have been pulled off very well. If Thunderhawk was the definitive Mega-CD game then Battlecorps is a more than worthy follow-up.

## RATINGS



**85%** **PRESENTATION**  
Looks very slick right from the first moment

**78%** **GRAPHICS**  
Everything moves fast and smoothly

**91%** **SOUND**  
Top SFX, music and digitised speech

**82%** **SHORT TERM PLAY**  
The controls take a while to get used to

**80%** **LONG TERM PLAY**  
The 13 long levels will take weeks to beat

**OVERALL**  
**90** A well-polished game that deserves to do well



BY KONAMI



CD-ROM

**STYLE**



ADVENTURE

**PRICE** £39.99

**PLAYERS** 1

**SKILL SETTINGS** N/A

**RELEASE DATE**

**OUT NOW**



Rich Lloyd might think he's dead hard, but if he came up against a Snatcher he'd be dog food pure and simple. And not that nice Pedigree Chum stuff either. Oh no, he'd be shop's own brand crap, like 'Mum's dog food' or something.

# SNATCHER



Gillian Seed isn't having a very nice time. His marriage has gone a bit flat due to the fact that he and his wife are both mysteriously suffering from amnesia and can't remember anything about themselves, let alone each other. On top of this he is also nervous about starting his new job in Neo Kobe. Neo Kobe is an isolated city in Japan which has a major problem - Snatchers.

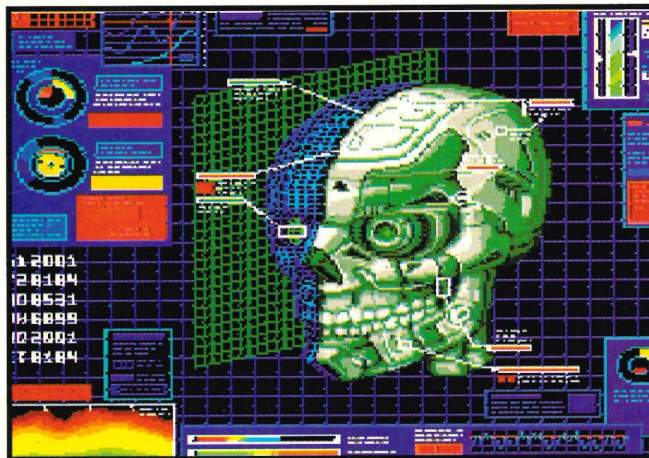
These Snatchers are robots that kill people and then take their place in society. They do this so well that it is impossible to tell a snatcher from the person it replaced.



## SNATCH SOME SNATCH

Fighting against them are the Junkers, a small troop of well trained agents. Gillian Seed has just become the fifth member of the Junker team which currently consists of Mika, the beautiful receptionist, Chief Benson Cunningham, Harry the engineer and Jean Gibson. Jean is a 'runner' which basically means that it is he that does the footwork and kills the snatchers.

The player takes the role of Gillian on his first day. By using a series of menus the player can tell Gillian what to do and which questions to ask. As it is his first day it is vital for him to meet his team mates and learn the ropes. Exploration of the Junker base soon results in Gillian acquiring a powerful blaster, learning about Jordan the computer who has records on everyone in the city, and meeting his robot partner, Metal Gear. 'Metal' as he is affectionately referred to allows Seed to save the game, record



▲ The word 'Terminator' springs to mind. Any takers?



BARKER  
POSTER  
SIGN  
AREA

▲ Barker is the doorman to the local night-spot, but what is he hiding beneath his mask?



## METAL HEAD

any information gained, and talk to other people via a vidphone.

Gillian's mission is simple. Seek and destroy any Snatchers. Straight after meeting Metal the alarm bells sound as Gibson phones in an emergency call for backup. He's found a male snatcher and trapped him in an abandoned warehouse.



▲ Big Gun or just strange perspective?



▲ "I'll tell you what, if you let me go, I'll promise not to kill you, Deal?"

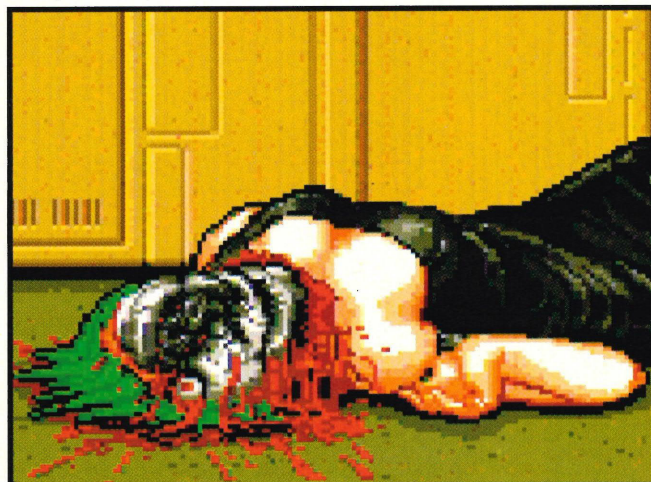


Barkster  
Joemon  
Mr. Ueda  
Ontra  
Astlavania pair

▲ The bar contains several Konami regulars, although they're ignorant.

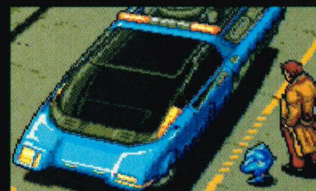
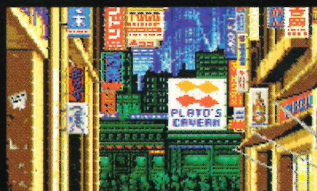


▲ I think pulling you trigger would be a good move now.



▲ 18 certificate? Pah! How is this scene going to turn a small child into homicidal mad-man? EH? EHH?

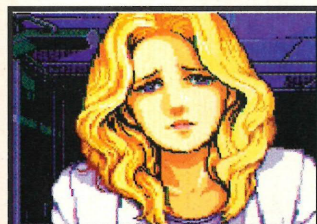




▲ **Metal Gear is your best pal in the game. Sad git.**



▲ **Your underworld contact is Napoleon. Don't ask about his name.**



▲ **This is your wife. You don't remember her of course, but you might later on.**

## OH JUST BUGGER OFF, OKAY?

Lets face it, if there was an interactive version of Blade Runner then this is it! With its cyberpunk setting, futuristic storyline, sexual overtones and violent imagery the similarities are more than coincidental.

To be honest, Snatcher is one of the most engrossing games I've played in a long, long while. The start of the game is pretty slow, having to wade through option after option learning about the backgrounds of the characters involved but it soon hots up and doesn't cool down. The problem is you are never actually in control. If you enter a room that has to be searched the exit option probably won't appear until you've found everything necessary. The game is totally linear, i.e. the same every time, it means that some of the actions have to be repeated many times until you have correctly investigated every nook and cranny in the area. This also means that once the game is finished there is absolutely no reason to finish it again, which is such a shame as it is totally captivating right up to the end.

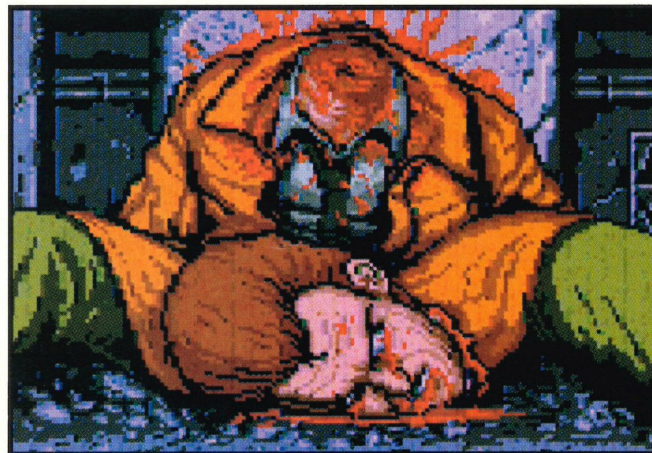


## HEADS OFF! HO HO!

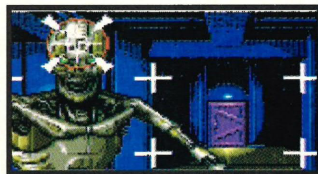
Arriving at the scene Seed and Metal found they were too late. Gibson was dead, his head twisted completely off. From here on in Seed finds himself caught up in a web of intrigue, not knowing who to trust. He is also desperate for female attention, and thinks nothing of asking people out for a date after just telling them that their relatives have died! As if you can't tell from this brief introduction, Snatcher isn't your run of the mill game. This is more of an interactive story with arcade sections. There are some points where you have to sit for minutes at a time listening to the characters converse as the intricate story unfolds. If you could imagine a film where the player makes the crucial decisions and has to solve the problems then this is the result.



▲ **A little over the top don't you think Gillian?**

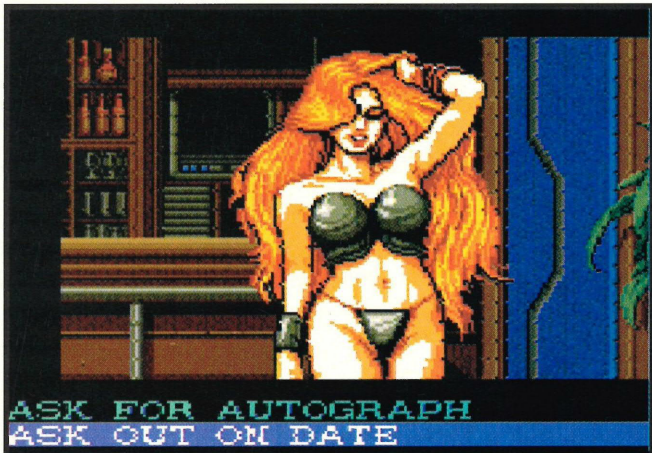


▲ **Alright then, perhaps a 15 certificate. This is all getting pretty gruesome isn't it?**



▼ **Woof! Woof! Down Boy! Down!**

◀ **Terminator Two anyone?**



### THE SECOND OPINION

JOHNNY 'THE JAG' McALLEICE

I like this game a lot. It is really good. (Come on Jag, make an effort -Rich). Okay then, I'm not really a fan of this Cyberpunk crap that everyone is always including in games nowadays, but I did enjoy playing Syndicate and Shadow Run, so perhaps there is something to be said for them (go on, sit on that fence then! - Rich). Anyway, it is really good, and I would recommend you go out and buy it, if you're 18 of course.

### RATINGS

REFLEXES STRATEGY CHALLENGE THOUGHT PRESENTATION

84% SUPERB CUT-SCREENS THROUGHOUT THE GAME, EXCELLENT QUALITY SPEECH, AND GOOD CONTROLS

91% ALTHOUGH LITTLE IS ANIMATED, THE STATIC SCREENS ARE WELL DRAWN, AND QUICK TOO

85% EXCELLENT CD MUSIC THROUGHOUT THE GAME, AND SOME GOOD SPEECH TOO

76% VERY DIFFICULT TO GET INTO DUE TO THE MENU SYSTEM BUT EVENTUALLY...

89% GRIPPING. YOU'LL STAY PLAYING UNTIL YOU FINISH. A COMPLETE PLAY-THROUGH TAKES 7 HOURS!

OVERALL 91

A 'CYBERPUNK' MASTERPIECE. THE FIRST 18 CERTIFICATE MEGA-CD GAME, AND IT DESERVES IT. A GREAT GAME, BUT PERHAPS TOO LINEAR FOR SOME.

# GAME INDEX



## MEGA-CD GAMES



### BATMAN RETURNS

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 19  
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!  
**MT RATING: 94%**

### BATTLECORPS

BY CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT32  
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.  
**MT RATING: 90%**

### CHUCK ROCK II: SON OF CHUCK

BY CORE  
PRICE: £44.99  
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

### MT RATING: 86% DOUBLE SWITCH

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 27  
Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

**MT RATING: 74%**

### DRACULA UNLEASHED

BY VIACOM  
PRICE: £44.99  
REVIEWED: MT 27  
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.  
**MT RATING: 62%**

### DRAGON'S LAIR

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.  
**MT RATINGS: 85%**

### DUNE

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 23  
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.  
**MT RATING: 73%**

### ECCO CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21  
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.  
**MT RATING: 92%**

### FINAL FIGHT CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 17  
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

**MT RATING: 94%**

### GROUND ZERO TEXAS

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 26  
Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

**MT RATING: 85%**

### HOOK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.  
**MT RATING: 80%**

### JAGUAR XJ220

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.  
**MT RATING: 87%**

### JURASSIC PARK CD

BY SEGA  
PRICE: £39.95  
REVIEWED: MT 26  
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.  
**MT RATING: 79%**

### KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16  
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).  
**MT RATING: 80%**

### LETHAL ENFORCERS

BY KONAMI  
PRICE: £74.99 (WITH ONE GUN)  
REVIEWED: MT 22  
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both toolled-up with the special Konami plastic hand guns.  
**MT RATING: 80%**

### LUNAR THE SILVER STAR

BY WORKING DESIGNS  
PRICE: £39.95  
REVIEWED: MT 27  
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

**MT RATING: 82%**

### MAD DOG McCREE

BY AMERICAN LASER GAMES  
PRICE: £44.99  
REVIEWED: MT 26  
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.  
**MT RATING 61%**

### MICROCOSM

BY PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 25  
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.  
**MT RATING: 60%**

### MORTAL KOMBAT

BY ACCLAIM  
PRICE: £39.99  
REVIEWED: MT31  
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.  
**MT RATING: 69%**

### MY PAINT

BY SADDLEBACK GRAPHICS  
PRICE: £39.99  
REVIEWED: MT32  
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.  
**MT RATING: 2%**

### MYSTERY MANSION

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.  
**MT RATING: 65%**

### NHLPA HOCKEY '94 CD

BY EA  
PRICE: £39.99  
REVIEWED: MT 27  
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.  
**MT RATING: 91%**

### NIGHT TRAP

BY SONY IMAGESOFT  
PRICE: £44.99

REVIEWED: MT 17  
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.  
**MT RATING: 79%**

### PRINCE OF PERSIA

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 10  
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.  
**MT RATING: 70%**

### PRIZE FIGHTER

BY DIGITAL PICTURES  
PRICE: £49.99  
REVIEWED: MT 28  
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.  
**MT RATING: 62%**

### RISE OF THE DRAGON

BY DYNAMICS  
PRICE: IMPORT  
REVIEWED: MT 29  
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.  
**MT RATING: 88%**

### SECRET OF MONKEY ISLAND

BY LUCASARTS  
PRICE: £TBA  
REVIEWED: MT 26  
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.  
**MT RATING: 93%**

### SENSIBLE SOCCER CD

BY PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT30  
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.  
**MT RATING: 96%**

### SEWER SHARK

BY SONY IMAGESOFT  
PRICE: £44.99  
REVIEWED: MT 16

In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blasting away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.

**MT RATING: 87%**

### SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 16

Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.

**MT RATING: 79%**

### SHERLOCK HOLMES II

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 21

Same format as the first one, but the three cases are longer and the game comes on two CDs.

**MT RATING: 84%**

### SILPHEED

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21

Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.

**MT RATING: 94%**

### SONIC CD

BY SEGA  
PRICE: £44.99  
REVIEWED: MT 21

More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.

**MT RATING: 94%**

### SPIDERMAN VS KINGPIN

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 24

Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.

**MT RATING: 84%**

### TERMINATOR CD

BY VIRGIN  
PRICE: £49.99  
REVIEWED: MT 26

The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.

**MT RATING: 69%**

### THUNDERHAWK

BY CORE DESIGN  
PRICE: £44.99

REVIEWED: MT 22  
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.

**MT RATING: 91%**

### TOMCAT ALLEY

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.

**MT RATING: 72%**

### WOLFCHILD

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 16  
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.

**MT RATING: 82%**

### WONDER DOG

BY JVC  
PRICE: £39.99  
REVIEWED: MT 12  
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.

**MT RATING: 82%**

### WWF RAGE IN THE CAGE

BY ACCLAIM  
PRICE: £44.99  
REVIEWED: MT 26  
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.

**MT RATING: 72%**



## MEGA DRIVE

**A**

### AEROBIZ

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 21  
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!

**MT RATING: 90%**

### ALADDIN

BY SEGA

PRICE: £44.99  
REVIEWED: MT 23  
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

**MT RATING: 90%**

### ALIEN 3

BY ARENA  
PRICE: £39.99  
REVIEWED: MT 9  
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.

**MT RATING: 94%**



### ANOTHER WORLD

BY VIRGIN  
PRICE: £39.99  
REVIEWED: MT 14  
A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.

**MT RATING: 86%**

### AYRTON SENNA'S SUPER MONACO GP 2

BY SEGA  
PRICE: £49.99  
REVIEWED: MT 6  
Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.

**MT RATING: 90%**



### BARE KNUCKLE III

BY SEGA  
PRICE: IMPORT  
REVIEWED: MT 29  
Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.

**MT RATING: 90%**

### BARKLEY: SHUT UP AND JAM

BY ACCOLADE  
PRICE: £44.99  
REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.

**MT RATING: 70%**

### BATMAN RETURNS

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.

**MT RATING: 76%**



### BELLE'S QUEST

BY ACCLAIM  
PRICE: £39.95  
REVIEWED: MT 26  
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovely dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.

**MT RATING: 78%**

### BIO-HAZARD BATTLE

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 11  
Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.

**MT RATING: 88%**

### BLOCK OUT

BY ELECTRONIC ARTS  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.

**MT RATING: 91%**

### BUBBA 'N' STIX

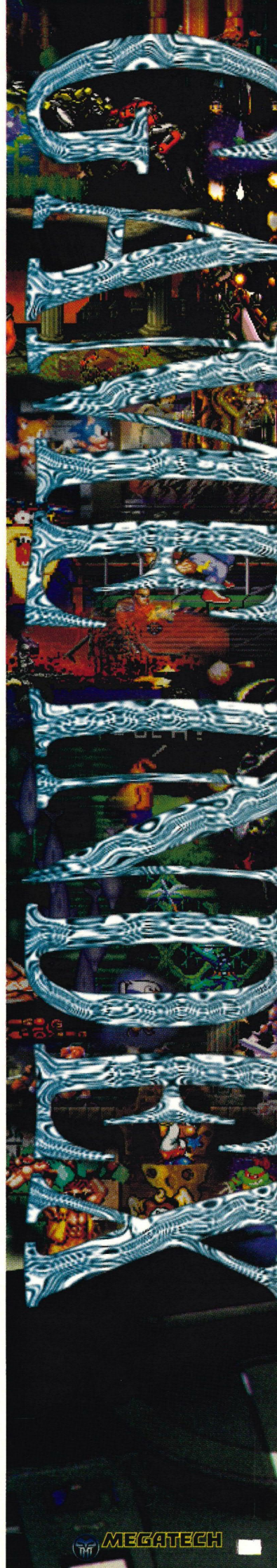
BY CORE DESIGN  
PRICE: £39.99  
REVIEWED: MT 27  
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.

**MT RATING: 83%**



### CASTLEVANIA

BY KONAMI  
PRICE: £44.99  
REVIEWED: MT 26  
The popular Nintendo series



makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

#### CHAKAN

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 15  
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

**MT RATING: 73%**

#### CHUCK ROCK II

BY: CORE  
PRICE: £39.99  
REVIEWED: MT 21  
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

**MT RATING: 86%**

#### COMBAT CARS

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT 32  
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.

**MT RATING: 62%**

#### CORPORATION

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 4  
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

**MT RATING: 87%**

## D

#### DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

**MT RATING: 83%**

#### DAVIS CUP TENNIS

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19  
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

**MT RATING: 90%**

#### DESERT STRIKE

BY ELECTRONIC ARTS  
PRICE: £39.99

REVIEWED: MT 3  
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

**MT RATING: 93%**

#### DRAGON

BY: VIRGIN  
PRICE: £39.99  
REVIEWED: MT 32  
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.

**MT RATING: 85%**

#### DRAGONBALL Z

BY: BANDAI  
PRICE: £39.99  
REVIEWED: MT 31  
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

**MT RATING: 75%**

#### DRAGON'S FURY

BY TENGEN  
PRICE: £39.99  
REVIEWED: MT 1  
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

**MT RATING: 91%**

## E

#### ECCO THE DOLPHIN

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 13  
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

**MT RATING: 94%**

#### ETERNAL CHAMPIONS

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 25  
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

**MT RATING: 82%**

#### EX-MUTANTS

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy.

**MT RATING: 89%**

## F

#### F1 WORLD CHAMPIONSHIP

BY: DOMARK  
PRICE: £44.99  
REVIEWED: MT 20  
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

**MT RATING: 94%**

#### F-15 STRIKE EAGLE II

BY: MICROPROSE  
PRICE: £44.99  
REVIEWED: MT 31  
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

**MT RATING: 69%**

#### FATAL FURY 2

BY: TAKARA  
PRICE: IMPORT  
REVIEWED: MT 30  
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie.

**MT RATING: 67%**

#### FIDO DIDO

BY: KANEKO  
PRICE: £39.99  
REVIEWED: MT 26  
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

**MT RATING: 82%**

#### FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS  
PRICE: £44.99  
REVIEWED: MT 24  
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

**MT RATING: 92%**

#### FLASHBACK

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 18  
Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

**MT RATING: 94%**

## G

#### GAUNTLET 4

BY: TENGEN  
PRICE: £39.99  
REVIEWED: MT 22  
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

**MT RATING: 94%**

#### GHOSTBUSTERS

BY: SEGA  
PRICE: £34.99  
REVIEWED: PRE-MEGATECH  
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

**MT RATING: 86%**

#### GHOULS 'N' GHOSTS

BY: SEGA  
PRICE: £44.99  
REVIEWED: PRE-MEGATECH  
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

**MT RATING: 93%**

#### GODS

BY: MINDSCAPE  
PRICE: IMPORT  
REVIEWED: MT 11  
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

**MT RATING: 89%**



#### GUNSTAR HEROES

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 21  
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

**MT RATING: 95%**

#### GYNOUG

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

**MT RATING: 91%**

## H

#### HARDBALL '94

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: MT 32  
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

**MT RATING: 74%**

## I

#### THE INCREDIBLE HULK

BY: US Gold  
PRICE: £TBA  
REVIEWED: MT 32  
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.

**MT RATING: 82%**

#### INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK  
PRICE: £39.99  
REVIEWED: MT 19  
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

**MT RATING: 75%**

## J

#### J-LEAGUE PRO-STRIKER

BY: SEGA  
PRICE: IMPORT  
REVIEWED: MT 19  
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

**MT RATING: 93%**

#### JEOPARDY

BY: GAMETEK  
PRICE: IMPORT  
REVIEWED: MT 30  
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

**MT RATING: 55%**

### JOHN MADDEN '92

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

**MT RATING: 95%**

### JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

**MT RATING: 88%**

### JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

**MT RATING: 84%**

### JUNGLE BOOK

BY: VIRGIN

PRICE: £44.99

REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

**MT RATING: 83%**

### K

### KING OF THE MONSTERS 2

BY: TAKARA

PRICE: £39.99

REVIEWED: MT 31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

**MT RATING: 69%**

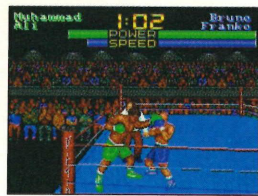
### KLAX

BY: TENGEN

PRICE: £34.99

**REVIEWED: PRE-MEGATECH**  
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

**MT RATING: 85%**



### L

### LANDSTALKER

BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff - basically it's excellent.

**MT RATING: 93%**



### LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

**MT RATING: 92%**

### LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

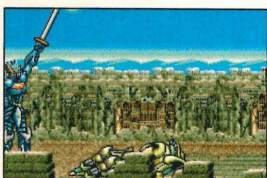
PRICE: £39.99

REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

**MT RATING: 85%**

### M



### MARIO ANDRETTI

BY: EA

PRICE: £39.99

REVIEWED: MT 32

A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

**MT RATING: 40%**

### MARKO'S MAGIC FOOTBALL

BY: DOMARK

PRICE: £39.99

REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

**MT RATING: 73%**

### MAZIN WAR

BY: SEGA

PRICE: £39.99

REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

**MT RATING: 90%**

### MEGA-LO-MANIA

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

**MT RATING: 92%**

### MEGA TURRICAN

BY: DATA EAST

PRICE: IMPORT

REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

**MT RATING: 70%**

### MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

**MT RATING: 81%**

### MICKY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizabel in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

**MT RATING: 84%**

### MICRO MACHINES

BY: CODEMASTERS

PRICE: £34.99

REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

**MT RATING: 92%**

### MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99

REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat-'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

**MT RATING: 90%**

### MUHAMMAD ALI BOXING

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

**MT RATING: 92%**

### MUTANT LEAGUE HOCKEY

BY: EA

PRICE: £44.99

REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

**MT RATING: 78%**

### N

### NBA JAM

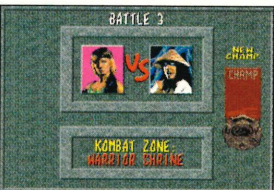
BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

**MT RATING: 86%**



### NHLPA HOCKEY '93

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 10  
 Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.  
**MT RATING: 89%**

### NHL HOCKEY '94

BY: ELECTRONIC ARTS  
 PRICE: £44.99  
 REVIEWED: MT 22  
 Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.  
**MT RATING: 90%**



### PETE SAMPRAS TENNIS

BY: CODEMASTERS  
 PRICE: £39.99  
 REVIEWED: MT 30  
 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.  
**MT RATING: 79%**

### PGA EUROPEAN TOUR GOLF

BY: EA  
 PRICE: £44.99  
 REVIEWED: MT 27  
 The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.  
**MT RATING: 90%**

### PGA TOUR GOLF 2

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 13  
 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.  
**MT RATING: 94%**

### PHANTASY STAR III

BY: SEGA  
 PRICE: £49.99  
 REVIEWED: PRE-MEGATECH  
 Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.  
**MT RATING: 89%**

### POWERMONGER

BY: ELECTRONIC ARTS

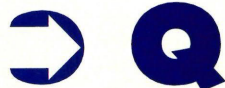
PRICE: £39.99  
 REVIEWED: MT 14  
 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.  
**MT RATING: 81%**

### PRINCE OF PERSIA

BY: DOMARK  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.  
**MT RATING: 82%**

### PUGGSY

BY: PSYGNOSIS  
 PRICE: £39.99  
 REVIEWED: MT 21  
 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.  
**MT RATING: 90%**



### QUACKSHOT

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 1  
 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.  
**MT RATING: 82%**



### RANGER X

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 19  
 A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.  
**MT RATING: 94%**

### RAMPART

BY: TENGEN  
 PRICE: IMPORT  
 REVIEWED: MT 13  
 Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.  
**MT RATING: 90%**

### RBI BASEBALL 4

BY: TENGEN  
 PRICE: £39.99  
 REVIEWED: MT 31  
 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.  
**MT RATING: 77%**



### ROAD RASH 2

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 12  
 More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.  
**MT RATING: 89%**

### ROBODOD

BY: ELECTRONIC ARTS  
 PRICE: £39.99  
 REVIEWED: MT 1  
 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.  
**MT RATING: 85%**

### ROBOCOP VS TERMINATOR

BY: VIRGIN  
 PRICE: TBA  
 REVIEWED: MT 24  
 Loads of weapons, loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.  
**MT RATING: 90%**

### ROCKET KNIGHT ADVENTURES

BY: KONAMI  
 PRICE: £39.99  
 REVIEWED: MT 20  
 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.  
**MT RATING: 85%**



### ROJO TO THE RESCUE

BY: ELECTRONIC ARTS  
 PRICE: £34.99  
 REVIEWED: MT 14  
 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.  
**MT RATING: 89%**

### ROLLING THUNDER 2

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 17  
 This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.  
**MT RATING: 89%**

### RYAN GIGGS SOCCER

BY: ACCLAIM  
 PRICE: £39.99  
 REVIEWED: MT 32  
 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.  
**MT RATING: 25%**



### SENSIBLE SOCCER

BY: SONY  
 PRICE: £39.99  
 REVIEWED: MT 24  
 This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.  
**MT RATING: 80%**

### SENSIBLE SOCCER INTERNATIONAL EDITION

BY: SONY IMAGESOFT  
 PRICE: £39.99  
 REVIEWED: MT 31  
 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.  
**MT RATING: 95%**

### SHADOWRUN

BY SEGA  
 PRICE: IMPORT  
 REVIEWED: MT 29  
 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.  
**MT RATING: 95%**

### SHINOBI III

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 21  
 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.  
**MT RATING: 93%**

### SKITCHIN'

BY: EA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.  
**MT RATING: 83%**

### SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE  
 PRICE: £39.99  
 REVIEWED: MT 28  
 Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.  
**MT RATING: 92%**

### SONIC THE HEDGEHOG

BY: SEGA  
 PRICE: £34.99  
 REVIEWED: PRE-MEGATECH  
 If you don't know about this already, WAKE UP!!!  
**MT RATING: 83%**

### SONIC 2

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 11  
 Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as easy as the first game.  
**MT RATING: 95%**



### SONIC 3

BY: SEGA  
 PRICE: £39.99  
 REVIEWED: MT 27  
 Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.  
**MT RATING: 93%**

### SONIC SPINBALL

BY: SEGA  
 PRICE: £49.99  
 REVIEWED: MT 24  
 Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.

**MT RATING: 86%**

### SPIDERMAN

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.  
**MT RATING: 91%**

### STAR CONTROL

BY: ACCOLADE  
PRICE: £39.99  
REVIEWED: PRE MEGATECH  
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.  
**MT RATING: 90%**



### STREET FIGHTER II SCE

BY: SEGA  
PRICE: £59.99  
REVIEWED: MT 23  
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.  
**MT RATING: 90%**

### STREETS OF RAGE 2

BY: SEGA  
PRICE: £44.99  
REVIEWED: MT 13  
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.  
**MT RATING: 94%**

### SUBTERRANIA

BY SEGA  
PRICE: £39.99  
REVIEWED: MT 29  
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.  
**MT RATING: 90%**

### SUNSET RIDERS

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.  
**MT RATING: 87%**

### SUPER KICK OFF

BY: US GOLD  
PRICE: £44.99  
REVIEWED: MT 15  
Loads of options for different footy tournaments, various weather conditions, strip colours - the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.  
**MT RATING: 75%**

### SUPER STREET FIGHTER II

BY: CAPCOM  
PRICE: £TBA  
REVIEWED: MT32  
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.  
**MT RATING: 96%**



### TAZ-MANIA

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 6  
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.  
**MT RATING: 82%**

### TMNT: THE HYPERSTONE HEIST

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 16  
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.  
**MT RATING: 87%**

### TERMINATOR 2

BY: ACCLAIM  
PRICE: £39.99  
REVIEWED: MT 13  
Based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.  
**MT RATING: 86%**

### THIRD WORLD WAR

BY EXTREME ENTERTAINMENT  
PRICE: IMPORT  
REVIEWED: MT 29  
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.  
**MT RATING: 83%**

### THUNDERFORCE IV

BY: SEGA

PRICE: £39.99

REVIEWED: MT 9  
More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.  
**MT RATING: 94%**

### TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

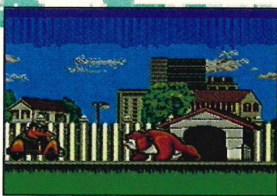
BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 17  
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.  
**MT RATING: 94%**

### TOEJAM AND EARL

BY: SEGA  
PRICE: £39.99  
REVIEWED: PRE-MEGATECH  
ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.  
**MT RATING: 82%**

### TOEJAM AND EARL 2

BY: SEGA  
PRICE: £49.99  
REVIEWED: MT 25  
ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.  
**MT RATING: 91%**



### TWO CRUDE DUDES

BY: SEGA  
PRICE: £34.99  
REVIEWED: MT 5  
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action with great graphics, great fun, but dead easy.  
**MT RATING: 84%**



### VIRTUA RACING

BY SEGA  
PRICE: £69.99  
REVIEWED: MT 29  
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least!  
Great fun, addictive but very pricey.  
**MT RATING: 93%**



### WIZ 'N' LIZ

BY: PSYGNOSIS  
PRICE: £39.99  
REVIEWED: MT 22  
Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay.  
**MT RATING: 86%**

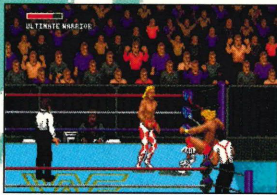
### WORLD OF ILLUSION

BY: SEGA  
PRICE: £39.99  
REVIEWED: MT 12  
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.  
**MT RATING: 90%**



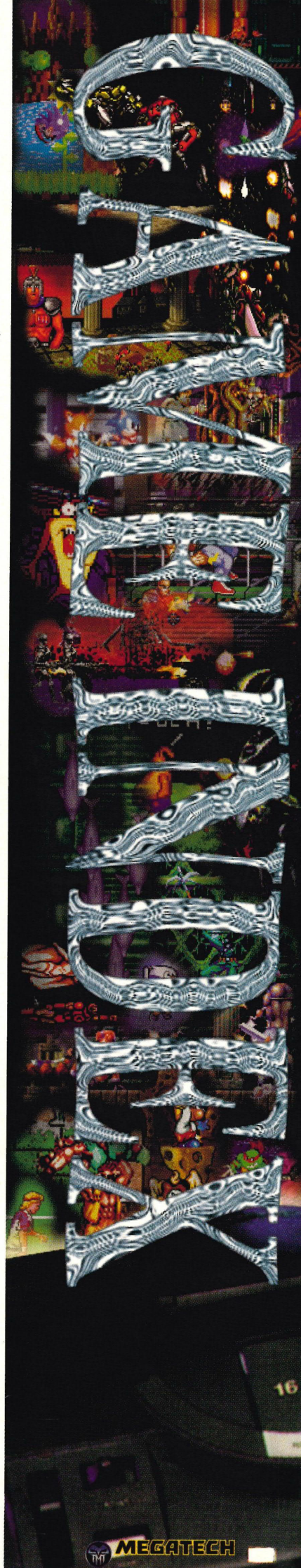
### WWF WRESTLEMANIA

BY: FLYING EDGE  
PRICE: £39.99  
REVIEWED: MT 13  
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.  
**MT RATING: 84%**



### ZOMBIES

BY: KONAMI  
PRICE: £39.99  
REVIEWED: MT 22  
Eek! Assorted B-movie baddies are running amok and surprise, surprise - it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.  
**MT RATING: 90%**

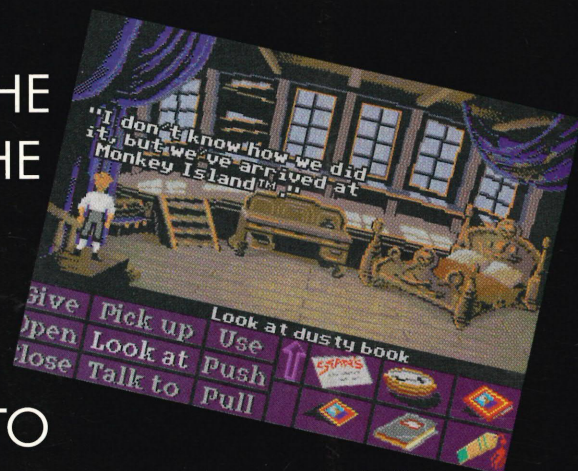
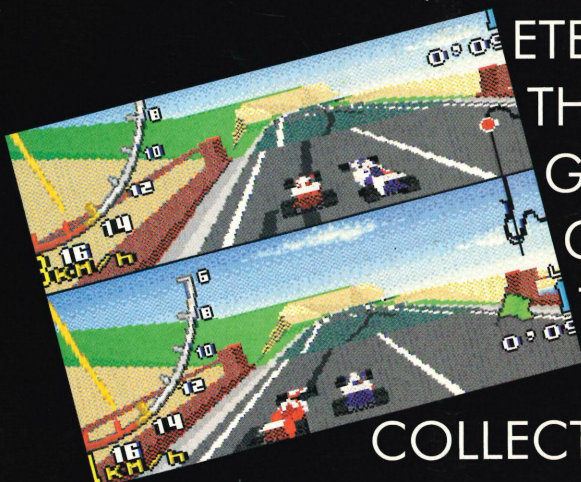


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# GUIDE SPECIAL

WANT TO INCREASE YOUR HIGHEST SCORES ON THE BEST GAMES? NEXT MONTH WE'LL BE BRINGING YOU GUIDES TO SOME OF THE HARDEST GAMES ON THE MEGA DRIVE, WITH TIPS AND CHEATS ON HOW TO BE THE GREATEST.

FROM VIRTUA RACING TO MONKEY ISLAND, STREETS OF RAGE 3 TO ETERNAL CHAMPIONS, THESE ARE SUPERB GUIDES TO CLASSIC GAMES THAT OUGHT TO BE IN EVERYONE'S



COLLECTION. BE HERE NEXT MONTH, YOUR LIFE MAY NEVER BE THE SAME AGAIN.

NEXT ISSUE  
ON SALE  
30th  
JUNE