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AND
MEGA-CD**

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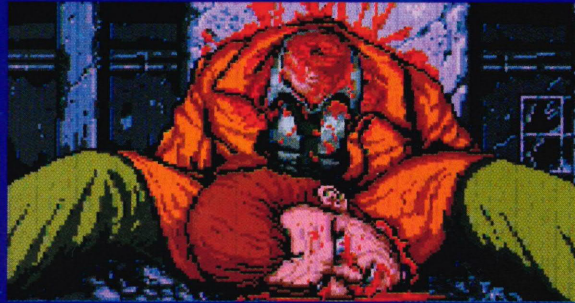
• FANTASTIC GUIDE SPECIAL INSIDE •

ISSUE **37**

COMING
MAY
1995

CYBERPUNK

04 SNATCHER CD



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MEGATECH

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THIS MONTH'S TOP TIPS

1. Always enter Virtua Racing
championships because you
never know, you might just
win. You see, I did!

2. Always read MEGA. It is by
far the greatest Mega Drive
magazine around, and this
month they review Cosmic
Carnage. An independant
exclusive!

MEGATECH

MEGA-CD REVIEW



BY KONAMI



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.

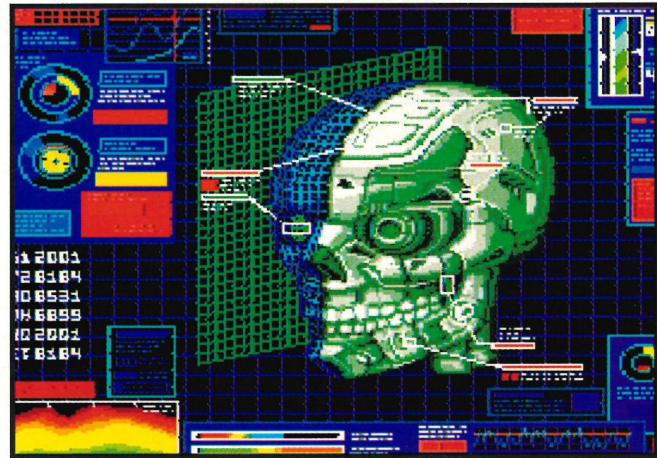
These Snatchers are robots that kill people and then take their place in society. They do this so well that it is impossible to tell a snatcher from the person it replaced.



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

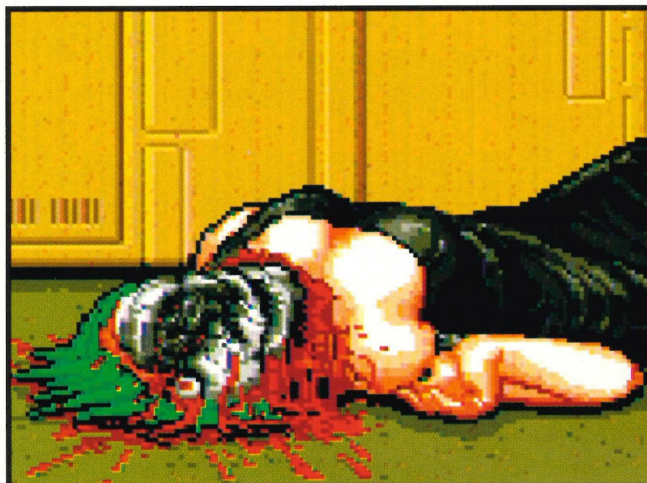
▲ Barker is the doorman to the local night-spot, but what is he hiding beneath his mask?



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.



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



▲ Big Gun or just strange perspective?



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



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



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



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



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



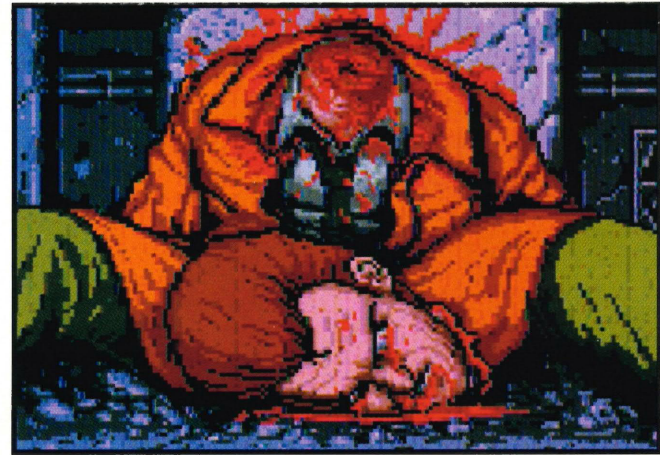
▲ **This is your wife. You don't remember her of course, but you might later on.**

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?**



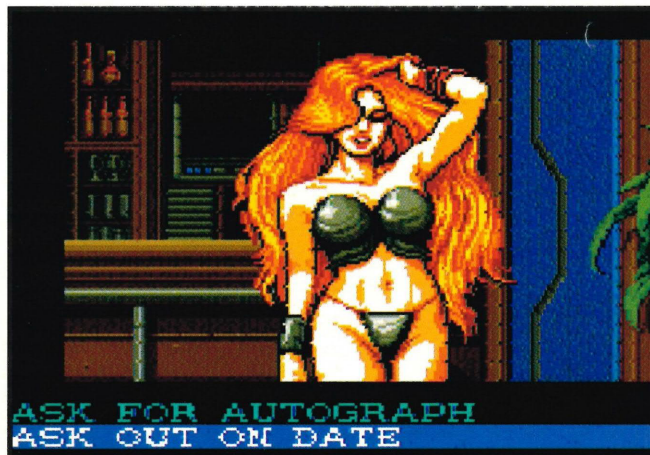
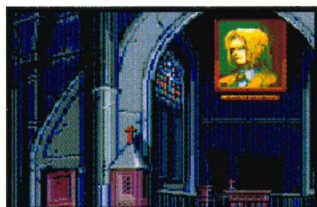
▼ **Woof! Woof! Down Boy! Down!**

◀ **Terminator Two anyone?**

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.



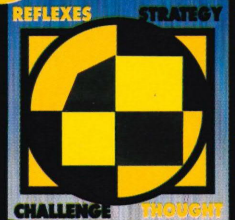
THE SECOND OPINION

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



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

84%

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

91%

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

85%

SHORT TERM PLAY
VERY DIFFICULT TO GET
INTO DUE TO THE MENU
SYSTEM BUT EVENTUALLY...

76%

LONG TERM PLAY
GRIPPING, YOU'LL STAY
PLAYING UNTIL YOU FINISH.
A COMPLETE PLAY-
THROUGH TAKES 7 HOURS!

89%

OVERALL

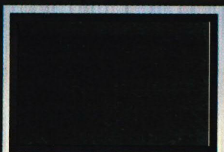
91

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

MEGA-CD REVIEW



BY: LUCASARTS



CD-ROM

STYLE



ADVENTURE



PRICE IMPORT



PLAYERS 1



SKILL SETTINGS 1

RELEASE DATE

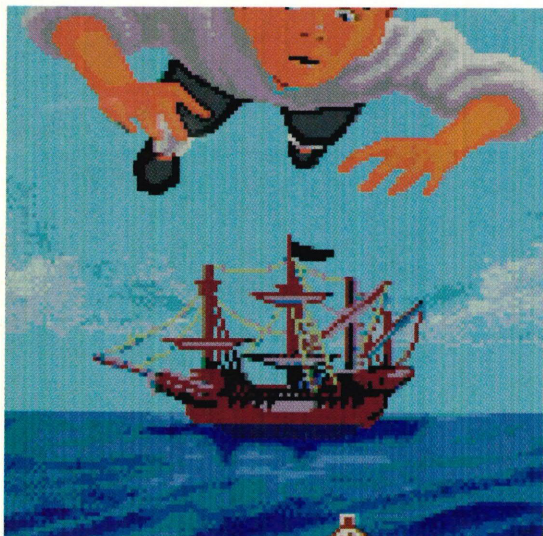
OUT

NOW

IMPORTANT WARNING!

The version of the game used in this review was an American import and may not work on an official UK MegaDrive

▼ **Maybe climbing in to the cannon wasn't such a good idea!**



Sit still awhile youngsters, let The Crimson Reviewer, Cap'n PAUL GLANCEY, tell 'ee a tale of piracy on the high software seas. Ahharrrr!

THE SECRET

Guybrush Threepwood – now there's a name to conjure with. Unfortunately, this Guybrush Threepwood doesn't want to be a conjurer, he wants to be a pirate. "Oh to be a pirate!" he often thinks to himself, "A swashbuckler, a bearded buccaneer who fears no man as he plunders the swollen holds of gold-laden galleons that dare to sail the straits of the Caribbean!" But breaking into the pirate business when you've nary a cutlass to your name nor a bristle to your chin is not at all easy, particularly around Melee Island, where our story starts. The local pirates have decided to lay low for a while, ever since they spotted a sinister ghost ship sailing their waters. Word has it that the spectral sailors are led by the terrible ghost pirate LeChuck who it's said is operating out of Monkey Island.

ROMANCE!

If Guybrush is to establish himself in the midst of The Great Melee Piracy Recession he's first going to have to get himself accepted into the Guild of Pirates. Then he must find a ship and a couple of mugs who would be prepared to join his crew.

While he's doing this, Guybrush runs across Governor Marley, the attractive lady leader of Melee Island's populace and, when their eyes meet, sparks fly and make little scorch marks on the rug. But just before he can tell her how nice her dress would look on his bedroom carpet, she's kidnapped by none other than LeChuck, who announces his intention to marry her! Guybrush vows to put a stop to this unholy union and, with new resolve, sallies forth to find that crew, that ship and that Monkey Island where LeChuck is most likely having his wicked way already!

ADVENTURE

But what Guybrush doesn't know is that he's merely the lead character in a graphical adventure game, and actually has very little control over his actions. Most of that is down to you and your joypad. There he stands in the middle of the lavishly-drawn scenery, then, one swish of the D-button later, he's walking to wherever you placed the cursor. Likewise, if you want him to pick up a chest, just point your cross-hair at it until 'CHEST' appears in the command area, then click on the button that says 'PICK UP'. Once you've highlighted an object the game suggests a command you might care to use on it, so in the chest example, the suggested verb might be 'OPEN'. This doesn't really give you any clues, but it saves you the trouble of moving the cursor over to the command buttons.

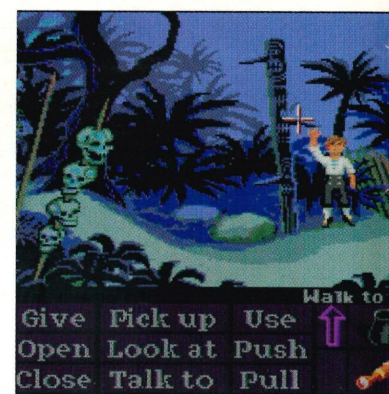
The system is also helpful if you're looking for something interesting but don't know what exactly. Sweep the cursor about the scenery, and when it hits something that brings up a name at the foot of the screen, you know you've found something that's worth investigating.



▲ Now this is what you call a 'birds eye view! Just think of all the girls tops you could look down from up here



▶ Shiver me timbers – it's be a pirate



Could I interest you in... I'm selling this... Want to see a new... Swill THIS, creep

OF MONKEY ISLAND



LAUGHS!

But enough of the base mechanics, what of the game? Well, number one, it's hilariously funny. The dweebish Guybrush is a highly unlikely hero for a pirate yarn, just as most of the other characters are as unlikely for a pirate yarn. Most of the situations are also unlikely for a pirate yarn and most of the puzzles... well, they're pretty unlikely too. But when they all come together the gags run thick and fast.

Take the sword-fighting, for example. Here it's revealed that success in fencing isn't down to agility and strength - it's purely a result of rapier wit and being able to come up with the sort of off-the-cuff insults which send your opponents running home to mummy. And so, in the midst of every battle you find yourself looking for the right put-down from the multiple choice list on the screen. When your opponent strikes back you must have learned the correct riposte or risk a dose of steel to the ribs.



PUZZLES!

The same brand of crazy humour is invested in the puzzles, though not at the expense of logic. In fact, the puzzles, although rating an 'Above Average' on the difficulty-ometer, are genuinely clever. If you just think about what needs to be done and what's in your inventory that might fit the bill, you'll get there in the end and then think, "Wow! That puzzle was genuinely clever!"

You can't fault this game for content, because it's huge. There are a ton of things to do on Melee Island before you even get to part two of the game. When you do eventually get to Monkey Island you then have to deal with all sorts of bizarre obstructions including vegetarian cannibals and insane castaways to find Lechuck, before returning to Melee Island again for the conclusion of the game. It took me a good couple of months of playing every other night to get to the end of the adventure, and I enjoyed every minute of it, right up to the superb climax.

SLOW DISK ACCESS

The only potential downside to this game is the slow disc access. It's not as long-winded as in Dynamix's Adventures of Willy Beamish, which paused at every command, but when you restart an old game (using numerical passwords rather than battery-saved positions for some reason) the screen blanks for over a minute while you're waiting for the disc to sort itself out. Also, there are some very odd occasions when the action pauses for no apparent reason and the music takes a break while something loads in.

Luckily your attention is drawn away from any such examples of shoddy programming by the spectacularly good game design, which definitely makes this a game that even adventure-haters should invest in (so long as they can run US discs on their Mega-CD that is).

◀ Oo, oo, oo! I wanna be like you- oo-oo...



THE SECOND OPINION



ALLIE WEST

It is surprising why it has taken so long for a LucasArts game to surface on the Mega-CD or indeed the Mega Drive. Having been an avid fan of LucasArts since the days of Maniac Mansion I have waited with anticipation for this release. Although Monkey Island is one of LucasArts older adventures it still manages to stand the test of time. It is a thorough, complex and highly entertaining piece of programming and I absolutely love it - I was captivated for days. Its only downfall is the awful disk access speeds, but I will excuse it just this once.

RATINGS



REFLEXES STRATEGY CHALLENGE THOUGHT

PRESENTATION
Great, apart from the slightly dodgy disc-accessing times.

90%

GRAPHICS
Spectacular, from start to finish.

92%

SOUND
A smattering of sampled sound effects. Jolly calypso music from the CD.

90%

SHORT TERM PLAY
Clever game design, wallpapers over the cracks in the disc-accessing.

93%

LONG TERM PLAY
Loads of adventuring to get through, and it's all brilliant fun.

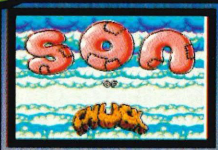
93%

OVERALL

93

A superb adventure from LucasArts. Let's hope they get the disc-handling sorted out for Monkey Island 2!

MEGA-CD REVIEW



BY: CORE DESIGN



STYLE



PLATFORM

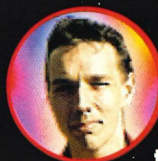
PRICE £44.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

FEB 94



Ever had the feeling you've been somewhere before? STEVE MERRETT has, but undaunted he returns to Core's answer to Jurassic Park.

CHUCK ROCK

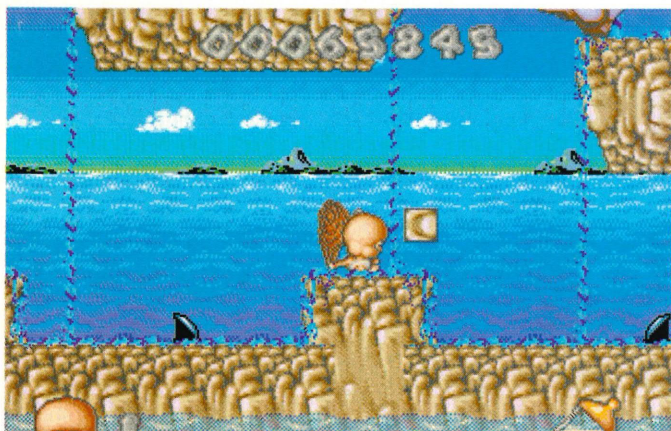
Yeah, yeah, yeah... We know you've seen this one before, but it's slightly different this time. Honest. As the Mega-CD's software base starts to grow, Core are back with another title they hope will blow the competition away. Thus, for a machine surprisingly devoid of much in the way of platform entertainment, Core has taken Chuck II: Son Of Chuck and given it the CD treatment - ie. a smart, cartoon-like intro to set the scene and the odd new level. The basic mixture of club-wielding and platform-based action remains the same as Chuck jnr battles to free his Pa from the clutches of Brick Jagger, but... well, there are a few extra bells and whistles to appreciate and a few rotational effects here and there. But for those of you who have been in a time warp for the last year, this lot's in it too...

ROCK AROUND THE CLOCK

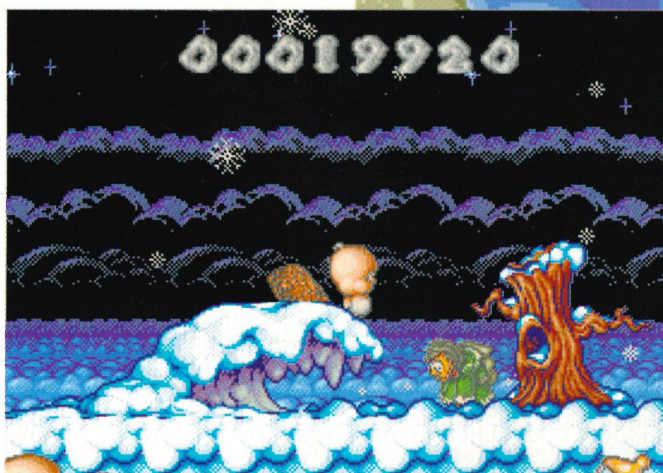
In terms of gameplay, Chuck II is identical to its cartridge-based cousin. All the usual dino-related japes are there, as are the odd assortment of bosses and the motley collection of Neanderthal nasties. However, when the game is played in 'Hard' mode, further additions are revealed. Several new levels have been added to the game to slightly extend its lasting appeal and add a little more value for money to the CD. However, it seems rather daft that the levels aren't introduced straight away and then interspersed throughout the game, as the casual viewer will think that nowt new has been added when the additions aren't immediately visible.

CHILD'S PLAY

In addition to the platform-related fun, Chuck II also features a series of between stage sub-games which offer huge bonuses within a limited amount of time. For instance, one of the sub-games is set next to a huge apple tree, under which a rabid dog is running from left to right. The only way to appease this vicious brute is to knock the fruit from the tree to feed it. Luckily, there's just enough apples on the tree to satiate the beast, but the higher ones require Chuck jnr to leap on to the animal's back in order to reach them. Similarly, further bonuses are awarded for making a statue of your dad out of a piece of rock or by entering a boat race.



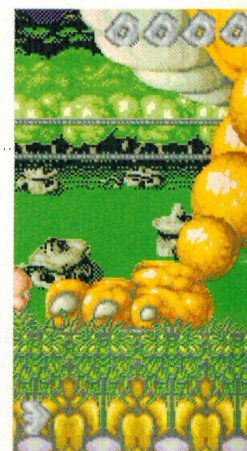
▲ Hmph! If... I... ju more... I'll... leave a in my... nappy... for



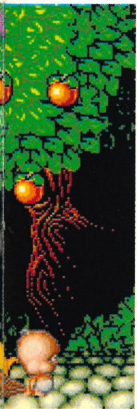
▲ My, my. Is that rather large, wooden, club-like protrusion something phallic or is it simply pleased to see that tree?

SPOT THE DIFFERENCE

As with the cart version Chuck II is an enjoyable if a little repetitive platformer. Its range of bosses and humorous dino-related sight gags raise it above the likes of Bubsy and its kin, but it really must be said that the addition of the - admittedly excellent - intro and a mere handful of new levels doesn't warrant its foray into the world of CD. We know that Mega-CD owners are a bit strapped for decent stuff at the moment, but 'Stars On 45' remixes like this aren't the solution. It's by no means a duff release, just a rather pointless one.



R II SON OF CHUCK - CD



◀ Gobble, gobble, toil and trouble! Hey, don't you know that it's naughty to steal apples from a tree. What kind of impression are you setting to the youngster?

SETTING THE SCENE...

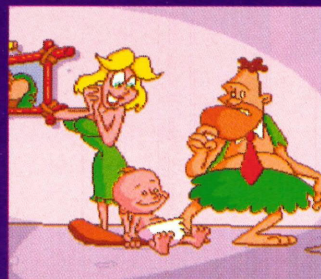
No sooner is the Chuck disc in the Mega-CD, then a cartoon intro fills the player in on the scenario. An American voice-over tells of how, after defeating Gary Gritter at the end of the first game, life is good for Chuck Rock and his family. But not for long. This is their story.



1. We join Chuck snr as he is in the process of seeing off arch-enemy Gary Gritter's pet Tyrannosaurus and ensuring the freedom of his beloved wife, Orphelia, in the process.



2. With Gritter out of the way, Chuck discovers a penchant for building cars, and creates a veritable motor industry boom in the process. The cash rolls in, and life is good...



3. However, despite his new-found riches, Chuck has yet to produce a successor. Several attempts later, Orphelia gives birth to Chuck jnr and the family line is continued.

4. Meanwhile in a distant factory, a nasty-looking car manufacturer - one Brick Jagger - isn't having quite so much luck with his vehicles so decides to make life easier by getting Chuck out of the way. Two goons are summoned and a kidnap plan is under way.



... strain ... a little bit...
... really... nice... pressie
... mummy... HEAVE!



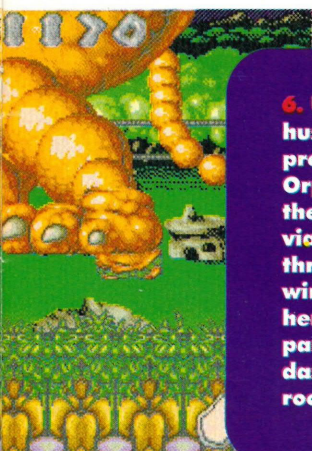
5. Lounging by his luxurious swimming pool, a shadow descends upon Chuck and the two burly thugs dive in, rough him up, and drag him away.



6. Unaware of her husband's predicament, Orphelia receives the ransom note via a brick through the window. Keeping her head, she panics and starts to dash around the room screaming.



7. All is not lost, though, as Chuck jnr grabs his trusty club and smashes his play pen to escape its confines. With his mother still whizzing around the room, only one person can save Chuck - his son. The journey begins...



% RATINGS



94% **PRESENTATION**
A simply stunning intro sets the scene - complete with an American voice-over!

88% **GRAPHICS**
Drab coloured sprites and backdrops. Plenty of variety and visual gags.

89% **SOUND**
Improved from cart version. Better tunes and sound effects enhance the action.

87% **SHORT TERM PLAY**
Familiar stuff, but fun and easy to get into.

80% **LONG TERM PLAY**
A toughie, but the repetitive gameplay will get to you after a while.

OVERALL
86
Aside from the intro and the odd bell and whistle, there's no point on putting this on CD at all. Nice, but pointless.

MEGA-CD REVIEW



Anyone up for a few hours worth of might, magic and monsters? Oh, well, I suppose one out of three isn't bad as far as RICH LLOYD is concerned.



WORKING DESIGNS™

BY: WORKING DESIGNS



CD-ROM

STYLE



ROLE-PLAYING GAME

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

IMP ORT

RPGs on the Mega Drive are few and far between. Some people say that Landstalker is one but in actual fact it just looks like one. The only decent RPG that I can think of is Lunar the Silver Star, and what a fine game it was too. Now we have Vay, a game that looks and feels very similar to Lunar and bears more than a passing resemblance to the Final Fantasy series on the Nintendo, which isn't a bad thing.

THE STORY SO FAR

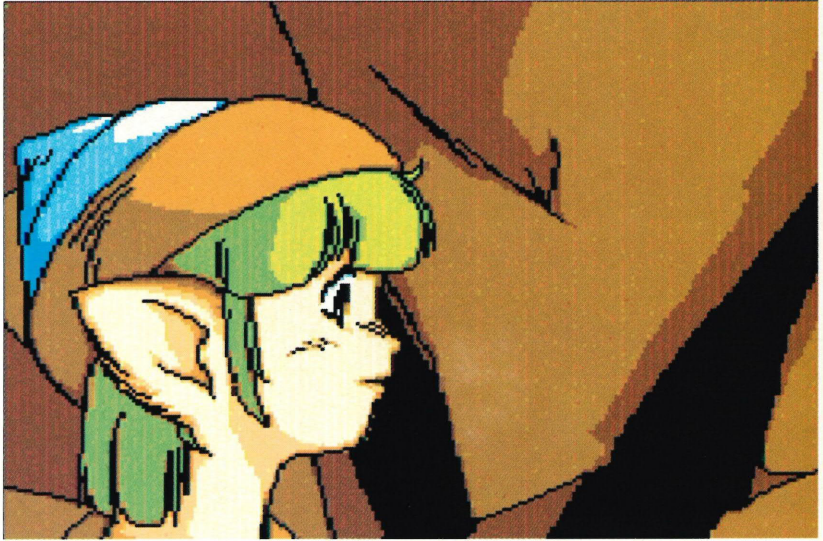
Usually games like this have an odd story behind them, and they don't get any stranger than this. Apparently before any recorded moment in history there was a massive scrap in outer space between two opposing armies consisting of mechanised suits of armour. At the end of it all there was only one suit remaining which was programmed to destroy everything in its path. It flew through space for thousands of years until it got to a populated world where the people had no weapons, and so it kicked their arses to hell and back again, causing destruction the likes of which had never been seen before.

Now the people who lived there weren't very happy about this, which isn't surprising really, and so five of their most powerful magicians got together and combined their powers to seal the armour away using five orbs. Once this was done the orbs were hidden away at a secret location so that no one could break the spell.

Millions of years later Price Sandor was walking up the isle with his beloved when the bloodthirsty Danek Empire attacked in their war machines, knocking Sandor unconscious and kidnapping the lovely Lady Elin. The Danek army was too powerful to resist and in a series of events slightly less predictable than Beverly Hills Cop 3 it came to light that the only way to overthrow these aggressors was to find the Armour and become the most powerful fighting machine in history. This sounds easy but in order to do it not only must Sandor find where the armour is hidden, he also has to find the orbs. So, Sandor set off into the unknown...



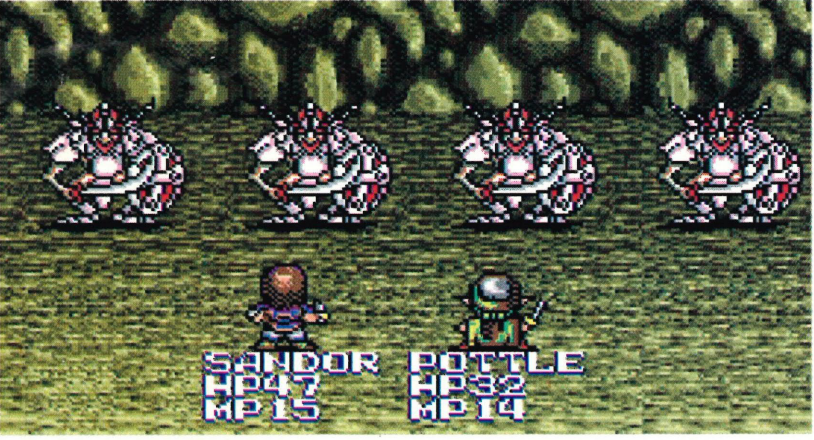
▲ The quest has just started and poor old Sandor is still on his own



▲ The little boy is Pottle, and although he is just a kid for a long time he is your only mate!



▲ An RPG isn't an RPG unless there are loads of stats and options



▲ Two against four? The odds sound about right to me!



▲ I guess Jag has been eating those beans again. I warned only him about it yesterday as well...

AY CD



MANGA MAYHEM

Like Lunar this is a CD-based game. What this means is that there is a horrendous amount of memory available to fit the game into meaning the resulting quest is massive and takes ages to finish. Any space left on the disk has been filled with some atmospheric music and animated cut scenes.

The game was originally developed in Japan and later translated and improved by the Americans, but you can see the Japanese influence straight away. The Vay armour looks remarkably

like the Guyver unit from the popular Manga series but unfortunately the animation doesn't even come close and looks a little bit shoddy. The intro doesn't really demonstrate how good the game actually is, and lets the overall presentation down a bit. As well as the intro other cut scenes appear during the game when something important happens, like when you meet a new character who wants to join you, or when you discover some vital information.

THE GOOD, THE BAD AND THE BRAIN CELL



Help! Yet more monsters relentlessly attack

The enemies can use magic as well, as Sandor has just found out



Surprise an enemy and you get an advantage, allowing you to get twice as many hits in

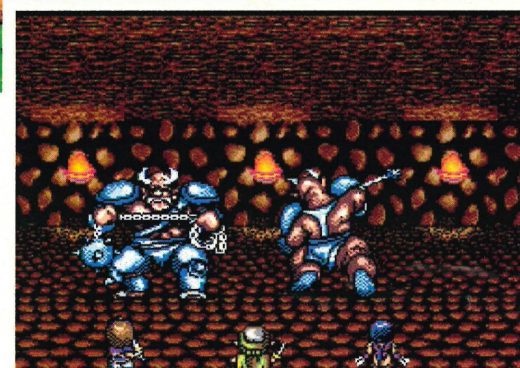


After fighting lots of weaker characters like this you will soon gain levels and become as awesome as me



Is this a clue? If it is it's too subtle for me. When's the next fight?

The enemies just get bigger and bigger, and there are more of them too!



There's a party in my mouth and everyone's invited



What a babe. All the characters in the game fancy her as well

FIGHT FOR YOUR RIGHT TO PARTY

As usual the game is split into two sections. Most of the time everything is viewed from above as you guide your team around the land going through villages and towns. In the towns are inns, hotels, shops and houses, all of which should be visited to collect clues or buy useful items.

The other part of the game takes place when the team gets attacked by monsters. Here you get a choice of options as to what to do, be it attack, run, use magic or use an item. Every character including the enemy has to wait their turn before making a move and blows are exchanged and hit points gained or lost all over the place.



◀ Sirufa is a wind fairy who can propel people over large distances by using certain bodily functions! Needless to say, if you don't have a gas mask the stink will kill you



◀ Oh dear. The rock just showed its true colours

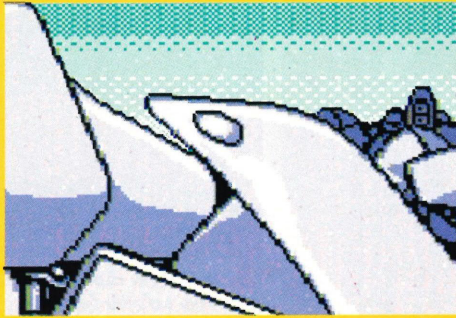


▲ I'm sorry, I'm afraid we only speak English around here. Did you say you were American?

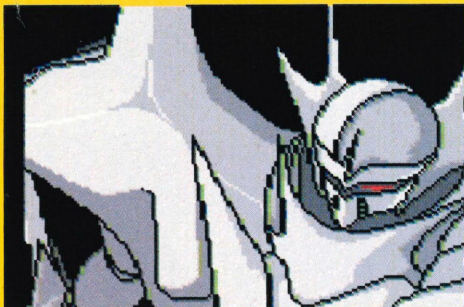
CARTOON TIME



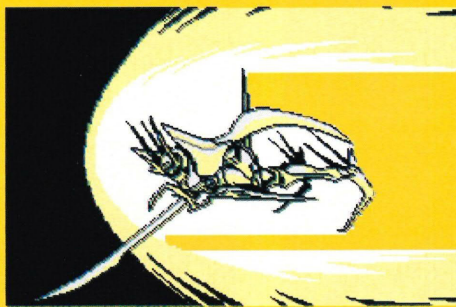
▲ The Beautiful Elin gets spirited away from Sandor, her true love, just before her wedding. Aah



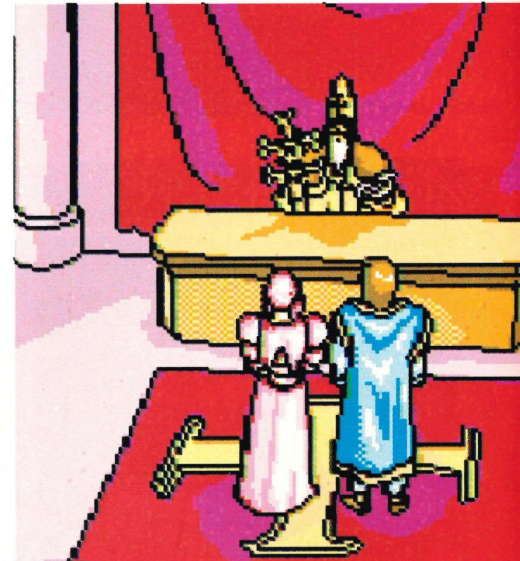
▲ After the largest battle known in the universe the armour sped through space looking for more people to kill



▲ Look mum, it's one of those enormous killing machines again



▲ It's cartoon time again as hundreds of robots attack during the intro. Rolf Harris would have a heart attack



▲ It is the day of the wedding and all is quiet

WHAT DO POINTS MAKE?

After winning a fight all of the people in your team gain experience. When their experience reaches a certain point they gain a level which means that their hit points and magic points increase, and some more spells are learned. After fighting a few weak monsters and gaining a couple of levels the monsters get quite hard to beat and I must confess I had great trouble when some bloke set his pet scorpion on me.

It is possible to let the computer take over in these fight situations and make all the decisions but in important fights like this it is best to do things manually, making sure there is a constant supply of health herbs at hand!



▲ Press start to call up this map. This goes to show how large the game actually is



▲ I think that says it all really

BRAINS AND BRAWN

I always feel sorry for people who instantly dismiss games like this as boring because they don't know what they are missing. Admittedly it does take quite a while to get the hang of the combat system and to work out how to get started on the quest, but there is a phenomenal challenge here and finishing a game like this is much more satisfying than finishing a platform game that takes only a day to complete.

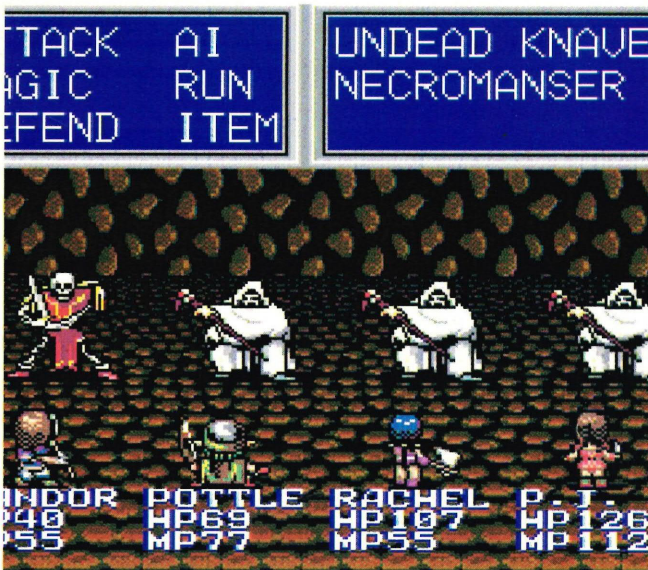
The difficulty level is pitched just right so that when you think that your people are completely awesome and you have such powerful weapons that you can cut most monsters to ribbons with a flick of the wrist along comes a horde of enemies tougher than old boots that give you a good kicking.

At the end of the day Vay is a very involving game that will appeal to those people who want to get a bit more from their Mega-CDs. The graphics aren't fantastic but the speech and music are OK, and more importantly is it quite compelling to play. If you are fed up with the recent spate of platformers and beat'em-ups you could do a lot worse than go for this one.

...t. If only they knew...



▲ Chin up, Pottle! This is no time to have forty winks you cad!



◀ See that monster on the left? That's Pam after a night out, that is...in her best dress.

% RATINGS

REFLEXES STRATEGY



CHALLENGE THOUGHT

PRESENTATION

75% It doesn't look too hot at first, but a map shows how large the game is

GRAPHICS

69% Oh dear. Surely the CD can pull off better animation than this?

SOUND

88% This is a bit better. Lots of speech and decent music

SHORT TERM PLAY

74% It takes a while to get going and develop the characters

LONG TERM PLAY

85% This will keep you going for a very long time

OVERALL

84 A jolly good little romp, and is a type of game that suits the Mega-CD perfectly.

THE SECOND OPINION



ALLIE WEST

Wa-hay, a smart RPG on the Mega Drive at long last. Vay is most definitely one of the best games for the Mega-CD, with loads of locations which will take weeks to explore.

Initially it proves a bit tedious, but persevere and the game blooms into a fabulous RPG which is as good, if not better than Lunar. Graphically don't expect too much - The background and maps are colourful although the sprites are small and fairly unimpressive. The sound's pretty cool though, with atmospheric music accompanying the array of spot sound effects. However, it's heaps of gameplay that make this different from the rest, and one worth keeping an eye out for.

MEGA-CD REVIEW



BY: SEGA



CD-ROM

STYLE



ADVENTURE

PRICE IMPORT

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT

NOW

THANKS TO DREAM MACHINES 2 (TEL: 0429 869459) FOR THE LOAN OF THIS IMPORT CD



Not one of the world's feeble women, ALLIE WEST is ready to do battle with the forces of evil, half the male population and a few dinosaurs.

JURASSIC



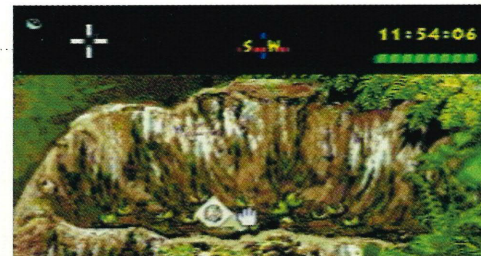
It would seem that software houses have a real problem releasing a licensed game at the same time the film is in the public eye - Jurassic Park CD is one such game. Delving deep in to your memory banks you may recall that the film came out way back in the summer of '93, the cartridge game succeeded in hitting the shelves only a few months later but why are we only just seeing the CD game now? Bare in mind also that this version is American so God knows when we'll see an official adaptation. So struggling to remember what the film was about (after all it was so darn long ago!) I sit back in a comfy chair, whack up the volume on my rather funky and incredibly expensive Hi-Fi and delve in to a 'Tru-Video' adventure...



PREHISTORIC GAMEPLAY?

As with both the Mega Drive cartridge and the Super Nintendo version of Jurassic Park, this CD adaptation of perhaps THE biggest movie of the decade fails to mimic the film's plot. Yeah okay so the game's situated in Jurassic Park itself but the gamer isn't faced with an 'escape from the clutches of the park's dinosaurs and ultimately, off the island with you knickers still unsoiled' type affair. Instead, you are thrust into a scientific adventure whereby you are burdened with a hefty mission to escape from the island with egg samples from each of the park's prehistoric species before one of the dinosaurs succumbs to its hunger pangs.

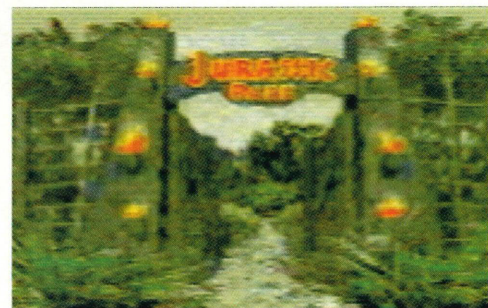
The game takes on a first person player perspective allowing the gamer to wander through the park's various locations hunting for the egg samples with considerable realism. It is up to the player to find all of the eggs required within a twelve hour time limit which incidentally, ticks steadily down in real-time. At first I was quite dubious as to how many hours of gameplay Sega were advertising here, after paying nearly 50 smackers you'd expect something a little more than a pathetic 12 hours of potential playing time. However, as you envelop yourself with the unfolding adventure it soon becomes apparent that you will need more than one attempt at JP before you will manage to finish this within the allotted time.



▲ If you move the cursor over an object that can be picked up the cursor will change in to this hand icon



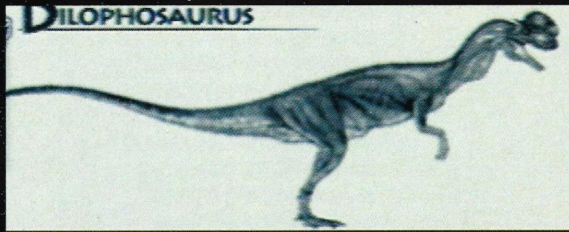
▲ Jeep for sale: One not so careful lady owner - some scratch marks, could do with a respray



◀ Hello, you're through to the pet problem help line. How can I help you...
 ▲ Thankyou for staying at Jurassic Park. Please ensure that you have all your limbs with you and try not to drop entrails on the carpet



PARK CD



MAJOR TOM TO GROUND CONTROL

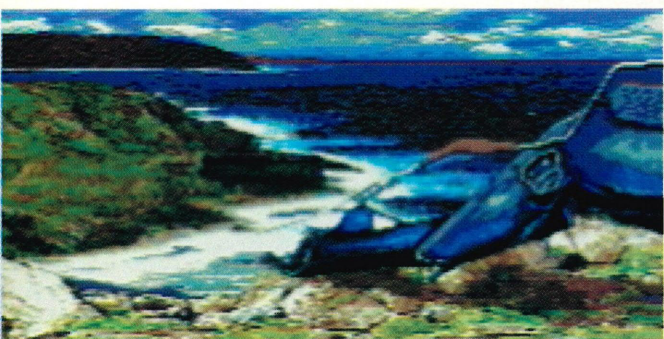
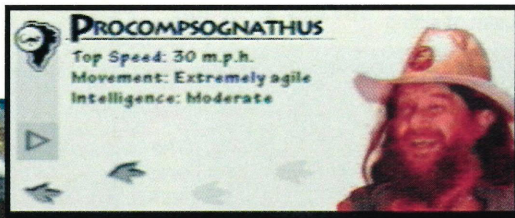
The control system is reminiscent of a LucasArts adventure with simple cursor commands governing movements and object utilisation - this feature makes the game instantly accessible. You can interact with the dinosaurs (no, not discussing Einstein's theory of relativity over tea and crumpets you nit-wit, but by shooting at them with various weapons picked up from around the park!) but as far as dialogue goes the game is devoid of intimate character interaction and therefore speech commands are absent from the play screen.

There are numerous 'main' destinations that can be visited such as the Visitor Centre, the Tyrannosaurus pen and the beach, each of which is linked by roads and narrow tracks. When scanning the cursor across the screen it will change to a small arrow if a route or new location is available. Likewise, the cursor also metamorphosis's in to a magnifying glass if an object can be examined, a hand if something can be picked up, and a small green cross-hair to indicate that another item is needed to activate this object.

The inclusion of such a friendly control mechanism makes JP easy to play. You are saved from enduring masses of faffing around with menus and control panels, instead you simply decide to do something and then carry it through using one of the joystick's three buttons.

YOU SPIN ME RIGHT ROUND BABY...

Because you view the game through a first person perspective you can examine the surrounding area by rotating your character through 360 degrees. On the sections where digitised graphics hasn't been used the screen smoothly scrolls left or right until you make a full circle. However, on the sections where digitised footage is evident more often than not the screens flick from one to the other to save memory - the update is quite slow though. But on one or two occasions there are some excellently realistic sequences that allow the player to wander around the digitised locations with surprising speed and fluidity.



▲ Hello my name's Crystal and I want to travel, help children and old people



▲ It is important to find a gun as early in the game as possible - you'll need it to protect yourself from the dinos

CUE SOUND

All the audio effects in JP bursts forth from the heaving bosom of the inimitable Q-Sound. In this, the sound quality really can't be faulted - the speech is clear, the music haunting and the effects are as real as they come (apart from the dinosaur roars for obvious reasons!)

But that's where it sadly ends. Although the game is intuitive and relatively absorbing the continual repetition of the gameplay becomes about as boring as a Radio 4 DJ. There are no real puzzles to solve as such and the mindless wandering between locations gave me brain ache.

THE SECOND OPINION



JULIAN CONNOLLY

I'm not one of those people like Allie who find most adventure games instantly accessible. Even Monkey Island failed to grip me by any tender parts, so trying to get on with JP CD was a real pain. There's nothing that captivates you and after about an hour I was bored to tears. The graphics are excellent in places though and the 360 degree player rotation speeds up the play a little. This definitely won't go down in history as one of the most memorable adventure games!

THE MTV AWARDS

Graphically, and considering this is a CD game, there's not much that would get you as excited as an afternoon with Miss Whiplash. Although the digitised locations are superb, the majority of the graphics are relatively grainy, while the representations of some dinosaurs and laughably poor. Throughout the game there are also various Full Motion Video (FMV) sequences that kick in to force namely when you move between locations and when you call up one of the park's dino information terminals. Some

eccentric paleontologist with a family of ferrets stuck to his face consequently rambles on about the various dino's and their redeeming features, with surprising clarity in both the graphics and the speech.



PRESENTATION
 The lack of an intro and better in-game play screen is sloppy

GRAPHICS
 Most screens are flat and grainy. FMV and digitised footage is excellent

SOUND
 The Q-Sound is atmospheric and sound effects are true to life

SHORT TERM PLAY
 Instantly accessible with intuitive control system

LONG TERM PLAY
 Too repetitive. Lacks any real involvement

OVERALL
 Enjoyable with great FMV effects but lacks real depth

79

MEGA-CD REVIEW



SONY IMAGESOFT



STYLE



SHOOT'EM-UP

PRICE ETBA

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW



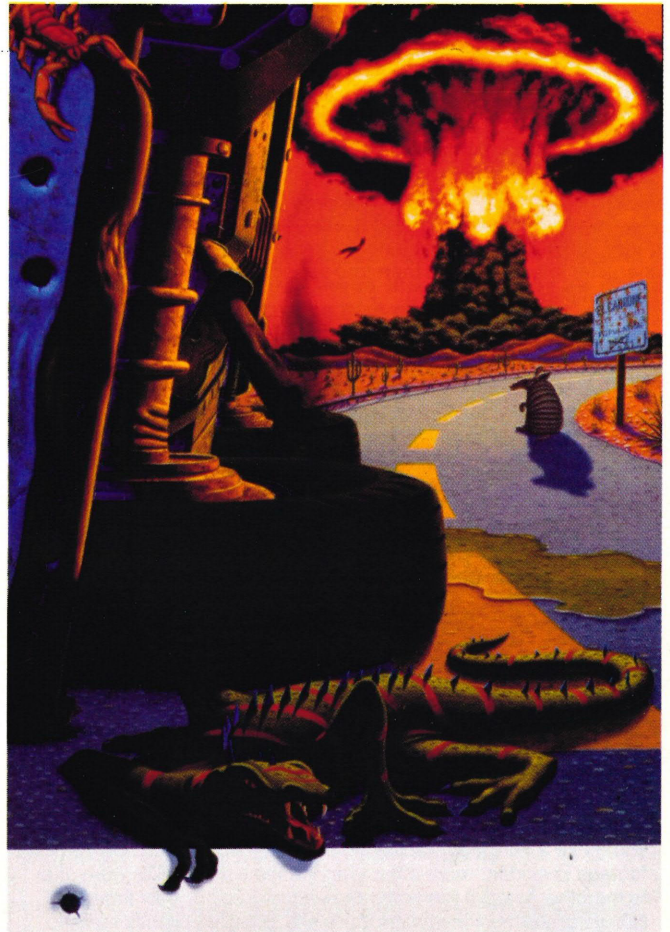
An ancient Chinese curse was to hope that someone "lived in interesting times". JULIAN CONNOLLY, always a spectator when things get exciting, endured some "interesting times" in Texas

GROUND ZERO

Things aren't quite what they seem in a sleepy town on the Texas/Mexico border. Men, women, whole families are disappearing without trace. Other citizens are beginning to act strangely, out of character. The government has sussed what is going on - very perceptive for the Clinton administration - and set in an undercover team to monitor events. It transpires that an alien invasion force are using this town as their beach head. As soon as this emerges you are sent to the town to man the Attackcams and destroy the alien force before the government has to nuke the town to protect the rest of the country. Its all right mate, no pressure, its just down to you to save the world that's all.

THEY'RE HERE!

Science fiction eh? Don't you just love it! Well if you don't the Americans do, and they consume the stuff in spades from Star Wars to Star Trek: The Next Generation and its five or so clones. On the networks over there sci-fi is big news. And where better to act out a few paranoid sci-fi fantasies than on the cutting edge of home CD-ROM gamesplaying equipment, the Mega CD. With a \$3million budget, location shoots in Venezuela and a cast of, ooh, at least fifty, this two CD game is the most ambitious project yet from Digital Pictures and certainly the closest a console game has come to the notion of an Interactive movie. Set in this fictional small town on the Texan border with Mexico, Ground Zero Texas is all about shooting things. People at first then aliens later on. The guns are mounted at four fixed locations within the town. Called Attackcams they are actually remote controlled surveillance devices with weapons attached. You sit in a central control room switching between cameras as they detect activity. Once there your pad controls the cross hair and it is a case of sitting and waiting until some chap with a gun pops up from behind whatever cover there is in front of you. If he is surrounded by a white target box then he is a legitimate target, if that box goes red you have a guaranteed bullsseye, if you are quick enough.



ROOM WITH A VIEW

The view from these cameras is always of the same area of town but can be in one of three categories of action. For the most part the view is fixed with the only movement being that of the attacking aliens. Or you may be summoned to witness a little bit of story-telling - usually accompanied by some cheesy dialogue - aliens striding through the main street, that kind of thing. The third and probably most intriguing is where a little scene

of ordinary town life is played out in front of you. There are six or seven different ones on level one, and every time each is played all is the same as before, except the ending. One of the characters will turn out to be an alien but the first hint you'll get of this when he/she turns around, starts to fire their gun and the target box

appears around them. The presence of this target box is immaterial as you have something less than a second to get your cross-hair onto the right guy and shoot him. At four points in the first level failure to shoot the right guy will mean that you don't collect a pendant from an alien. These four pendants together give the code to successfully complete level 2.



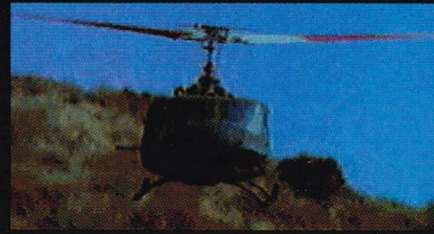
▲ Right on target



▲ The target box shows you where to shoot



ERO TEXAS



IT IS ALL QUIET SO FAR...

Level 1 is pretty simple and things in the town are still reasonably calm, all you have to do is sit around and wait for the aliens, cunningly disguised as civilians to come to you at one of the four camera points. Level two is different all together. Three locations - identified as possible alien forward bases - have been targeted outside town. You have to search all of them and find which one is the genuine base. Once inside it is a close fought battle with about 8 gruesome pink aliens ready and waiting to be shot. This is where you need to use the code to gain access the central bunker, get the code wrong and the whole town disintegrates due to some sort of booby trap. Get it right and for the final two levels the Attackcams are armed with the alien's weapons meaning that you can actually kill them.



OH MY GAWD THERE'S HUNDREDS

Of course killing is a very necessary part of levels 3 and 4. Level 3 puts you back to switching between the four camera locations, but you will have to wipe out approximately 200 of the alien invasion force if you hope to continue. The invasion force are very well armed and apparently well trained, they now how to make the most of what cover is available and certainly don't make things easy for you. You will need to be one hell of a good shot to survive this level. Then it is down to the last stand, defending each Attackcam in turn from a very determined and devious elite assault team. This is where things get exceptionally difficult, but you find yourself saying things like "I owe it to the townspeople to keep going" because by now you've become drawn into the alternative reality of this small Texan town.

▲ **Hmmm, the town may need re-decorating after this little episode**



▲ **They were quietly playing poker when one of them just pulled out a gun, officer**



▲ **Inside the alien base on level 2, you've got to shoot about six before you can move on**

WHAT HAPPEN'S IF I PULL THIS KNOB?

The main view form the Attackcam

The cross hair

The number of aliens killed

Lose more than two cameras and it is game over

The number of shots you've fired

Any code pendant collected are stored here above the clock

Damage gauge for each of the cameras





▲ Got you, you horrible rubberised alien thing. That huge alien gun just isn't any match for my sharpshooting

DIE ALIEN SCUM DIE

The shooting is frantic and frenetic, you'll need to be very good, very quick and bloody accurate with the cross hairs to stand a chance of getting anywhere in the game. Fortunately the cross hair moves very well, which makes your task a lot easier, and after a while you'll get to know where the aliens will appear from, even if you don't know when. Each location probably has around seven or eight places where an alien can pop up from so you get used to the best places to leave the cursor between shots to give yourself a good chance of getting anywhere on the screen in time to be effective. They can appear from any one of these places at any time so it never becomes predictable. OK it isn't anything more than a lot of shooting but you'll have great fun while you're doing it and you do get a real sense of achievement when you manage to hone your reflexes to such a point that nothing can get past you. Of course this arrogance can soon disappear when you accidentally waste a civilian and get sent packing with hardly a Game Over to keep you company.

CUM ON FEEL THE NOYZ

Perhaps the best thing of all about this twin disc game is the whole cinematic feel of it. The further you get into the game the more you are rewarded with increasingly dramatic narrative sequences full of huge explosions, loads of aliens soldiers being flung around, buildings being destroyed and all the sorts of things you could want from any real action movie. Right from the opening shot of the menacing alien mother ship in orbit around Earth through the helicopters zooming in and the frantic activity of a people with so much to do in so little time Ground Zero Texas establishes the fear and terror that grip this town, and you become acutely aware that only you can help these people. Maybe it is because they use real actors but I felt determined not to let these people down. I also felt compelled to keep on going through the game to make sure I saw every second of the live action sequences. As the intensity of drama unfolding around you increases you don't want to miss out on the next installment.



▲ Too late, he's got in a shot. Ouch!



▲ Aaaagh! Two at once! Help!

▼ Level 4: Shoot 150 or so and you'll be finished



NERVES ON EDGE

Ground Zero Texas certainly can't hold any claims to being complex, all you do is shoot things after all, but the intensity of shooting ensures that your reflexes have to be honed if you intend to get anywhere in the game. This intensity coupled with the reams of atmosphere building narrative sequences provide a damn good piece of entertainment. The problem is it is so engrossing that you will finish it within a few days solid play, hardly value for money and the lack of an option to alter the difficulty leaves this with something of a gap in the longevity department. But if you can afford it this is well worth having in your collection, and your mates will love it.



WHAM, BAM, EXPLOSIVE ACTION OR WHAT?



Ground Zero Texas is full of big explosions, here the supermarket goes for a burton



Brilliant, first the supermarket and now the corner shop! Will they ever stop?



Have they no respect, they've just torched the city hall. The mayor won't be happy about this



First the city hall and now the mayor's car. By god he really will be upset now



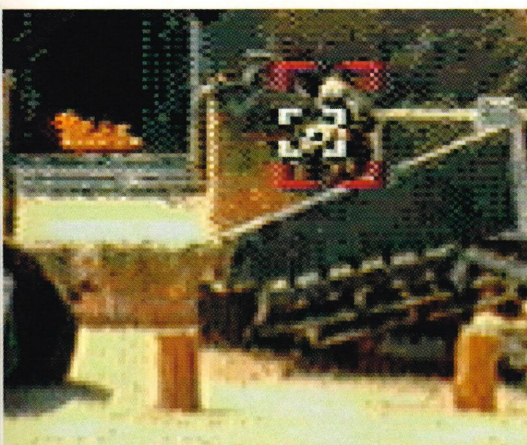
Transporting big yellow cauliflowers is a big part of life in this part of Texas



300 dead and still they keep on blowing up every building taller than they are



The bar! They've blown up the bar! How the hell am I going to get a drink now?



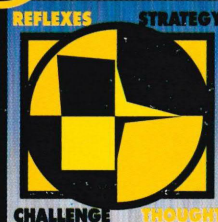
THE SECOND OPINION



JOHNNY "JAG" MCALLEICE

Wow, Ground Zero Texas. Massive budget, interactive movie what more can we expect! How about a game that can keep your undivided attention for more than two hours. Initially this game grabs you by the balls and squeezes hard but the locations soon become all too familiar and the FMV simply boring. How many times can we watch the same sequence over and over again. Far too many small faults spoil what should be the ultimate game in this well worn genre.

RATINGS



- 92%** **PRESENTATION**
Fabulous atmosphere created right from the word go
- 85%** **GRAPHICS**
Despite limitations of Mega CD everything is clear and striking, especially FMV
- 86%** **SOUND**
Very clear speech, nice laser noises and tense music
- 88%** **SHORT TERM PLAY**
Intense shooting gets you sucked in right from the word go
- 83%** **LONG TERM PLAY**
You have to keep going to make sure you see all the FMV, and it gets harder

OVERALL
85
Great atmosphere, heavy shooting and lovely feel make this a real cracker of a game



BY: RAEDY SOFT



STYLE



ADVENTURE

PRICE £44.95

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

OUT NOW

IMPORTANT WARNING!

The version of the game used in this review was an American Import and may not work on an official UK MegaDrive



JOHNNY is very fed up with people telling him this game is best thing since Lou Macari's move to Celtic. In his opinion Dirk should have retired way back in 1985.

DRAGONS

Even if these new fangled computer games are not "Your little thing" I'm sure you will have heard of this game. Dragons Lair has been kicking around since the dawn of time and was infact one of Adams all time favourite arcade games. Okay it's not all that old but it was certainly around in 1984 making it at least ten years old and at the time a quickie on Dragon's Lair would have cost the rather extravagant fee of 50p. In those that would have bought you a can of breaker and would have left change for a bag of crisps. This thing used what at the time was the latest in technology, the laser disc and amazed all and sundry with it's rendition of cartoon graphics. Oh I remember with much fondness waiting patiently in line, money in hand for a go on this much talked over machine. Still that was then and this is now. These days I think on those arcade games much in the same way I do my favourite childhood TV programmes such as Space 1999, great at the time but a little on the dated side now and not really worth watching except for nostalgia value and Dragon's Lair is no exception to this rule, great way back then but very average now.

AND I SAY AGAIN.....

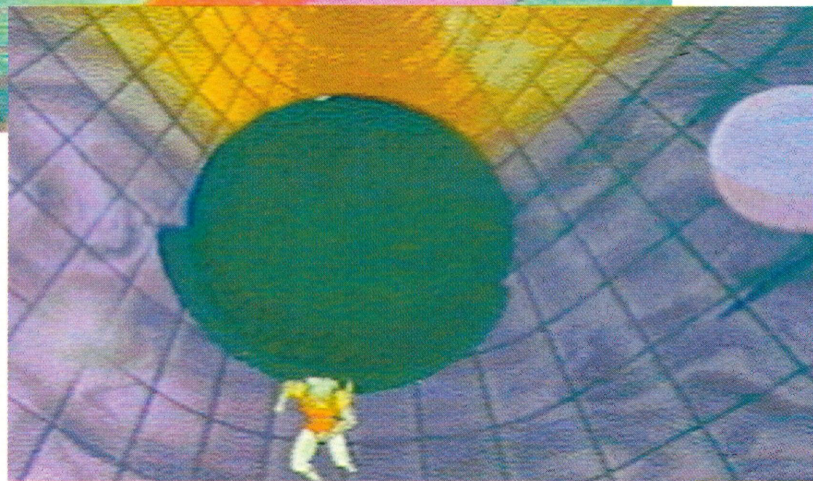
All you lovely readers out there will no doubt be looking open jawed at all those great screen shots of Dragon's Lair and thinking how great they look. True, true and true yet again, The one thing this game does have going for it is the splendid looking visuals. The game is one long, flowing cartoon. From the great intro screens were we see a glimpse the delightful princess and the evil dragon, Singe we know we are in for something very special. Our hero Dirk saunters along, bandy legged trying his best to pull an evil



▲ Would you battle evil demons, confront huge dragons and venture in a spooky castle for this? It all depends how grateful she was prepared to be.....



◀ Any vegans out there might want to close their eyes at this moment



▲ Bloody hell what next. These evil dragons don't mess around do they..



▶ It's your self looking mad, mental and a bit on the mean side...

.....AND TWICE

The game contains many of the best graphics yet seen on the Sega CD and a massive 152MB of RAM was needed to get the thing on screen.

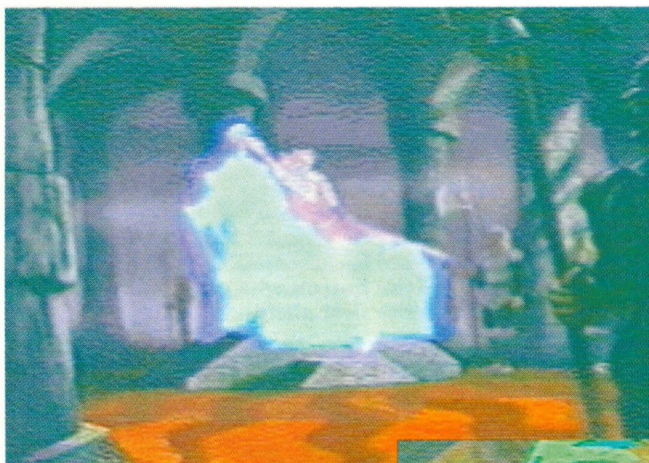
Perhaps the only complaint that can be directed towards the images seen in Dragon's Lair is the lack of colour we can see on screen, anyone familiar with the Sega

LAIR



FUR COAT, NO KNICKERS

Yet again my psychic powers have come to the forefront and I know what you are thinking, that this must be one of the best games around. Getting to direct and having complete control over your very own fantasy cartoon must be great fun. Very true. If this were the case then I'm sure it would be great fun but..... sadly: despite the good looking screens Dragon's Lair turns out to be one of the shallowest games I have ever played. All that is really involved in terms of gameplay is the occasional pushing of the D-pad and the tapping of the B button, not a lot else really goes on. When faced with a collapsing floor or an evil concoction squirming along the floor we can control the direction of Dirk's jump, or when confronted with an equally nasty living, breathing organism a quick tap on the B button will force him to draw his sword. After this nothing. Not my idea of what a real interactive game is all about.



▶ Argh it's the dark rider and his murky mare. No hope of escape now

MAKE THAT NO FUR COAT

The other almost absurd downer of this game is the control system. Make that lack of control system. As soon as the floor begins crumbling or a monster shows it's face what would be the first move of your average games player? I can't speak for everyone but in my case I would leap to safety with the falling floor and draw my sword to kill the monster, not in Dragon's Lair I'm afraid. No we can only perform such tasks when, and only when the game decides it's good and proper. This is often seconds after you have reacted. The result, one dead Dirk and the loss of a life. Despite having infinite continues and easily reached restart points this became incredibly infuriating and turned what had the potential to be one of the best games of the year into an annoying, complete waste of time. Yet again the CD proves it can deliver graphics without the game. Ignore the rantings other people may make about this. It's one big con.



▲ Oh dear this thing don't appear to be too friend. A quick chop of the sword should sort all that out

THE SECOND OPINION



ALLIE WEST

More of the same from Mr CD. You know, lots of pretty graphics and sound, but zero gameplay. Mind you, Dragon's Lair was just the same in the arcade wasn't it? Only a bit bigger, and more expensive of course. Graphically, it really can't be faulted thanks to the original Don Bluth animations, but just like the arcade original the gameplay has drowned in a sea of nice-looking cartoon drawings. You'd think that a price rise from 50p a go to £50 would entitle you to some slight improvement over a game that was unplayable ten years ago, wouldn't you?

◀ Gosh it's that big dragon, Singe, in all his evil glory. Quick run for your very life

ALTERNATIVELY



Road Avenger FX
By Sega
£49.99

Road Avenger is a sort of Dragon's Lair on wheels. Both rely on graphics and you have very little control over what goes on in the game.

Thanks to: Dream Machine 2
TEL: 0429 369459

A helpful little shop in Harlepool. Give them a ring or call in. They will be pleased to see you and your money

RATINGS



REFLEXES STRATEGY
CHALLENGE THOUGHT

PRESENTATION

Great intro. This is CD after all. But who really cares about that?

80%

GRAPHICS

What can I say, simply brilliant but never judge a book by the cover.

85%

SOUND

Again everything not related to the gameplay is good.

80%

SHORT TERM PLAY

Yes I admit it, at first you'll love it.....

78%

LONG TERM PLAY

.....But then windows will be smashed and Sega CD's will be smashed

50%

OVERALL

67

Another CD that looks great but falls down on the gameplay front. The grave becomes another few feet deeper.

MEGA-CD REVIEW



BY: AMERICAN LASER GAMES



STYLE



Shoot-em-up

PRICE £44.99

PLAYERS 1-2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW

IMPORTANT WARNING!

The version of the game used in this review was an AMERICAN IMPORT and may not work on an official UK MegaDrive

▼ **Gunfight at the corral. The last man to go falls in a crumpled heap into the hay**



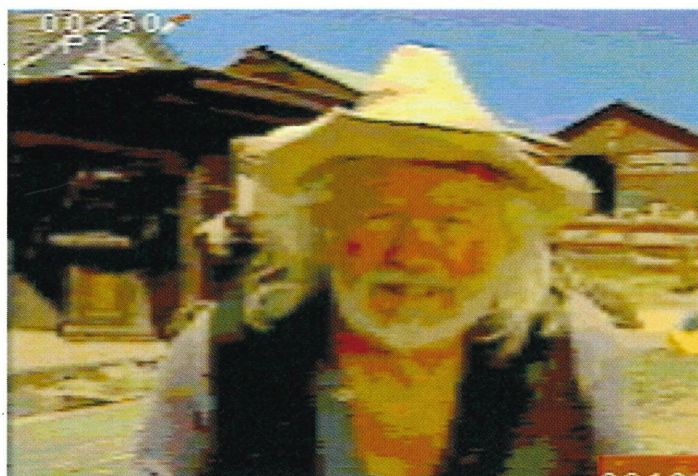
After the nightmare of Lethal Enforcers the mad **JOHNNY JAG McALLEICES** had just about enough of playing with guns. That was until Mad Dog McCree turned up at the office.....

MAD DOG

Mad Dog McCree, we've all hung around the local arcade and had a good blast on this haven't we? Friday night will never be the same without the "Old timer" egging me on to have a go at Mad Dog and his gang. I never was very bright when I were a lad. Now American Laser Games have given us the chance to relive all those childhood memories from the comfort of our own front room/lounge mates house so on and so forth with their release of old Mad Dog onto the Sega CD. Get those guns at the ready.

BORN IN THE USA

American laser who? American Laser games that's who. These care the chaps who have been at the forefront of this killing technology for a long time now. Mad Dog McCree was a joint development between American Laser Games and the Atari corporation of America and it soon became one the most popular and successful arcade games ever. American Laser games have also added to this ever popular format with the release of five other games. Who shot Johnny Rock, a blasting adventure where the bad guys are Al Capone clones armed with Tommy guns, the



▲ **Oh drone.....The best thing to do with this old bloke is put a slug between his eyes. This is the person who gets you into all the trouble in the first place**



▲ **Yeah that's right mate. Start the trouble then do one. Don't worry I'll stay and sort it out**



▲ **This is what this game is really all about, killing people and here is one I killed not a second ago. See the graceful move as he tumbles from the roof**

PURPLE HAZE

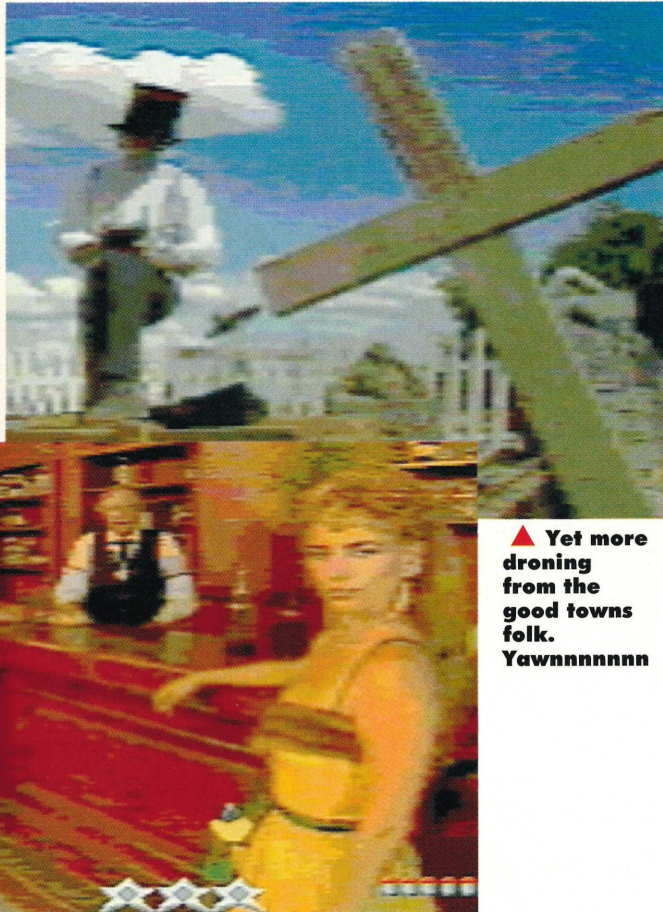
Mad Dog is a full live action game that uses real actors and locations to give it that sense of realism never quite captured by the likes of Nightrap or the awful Make My Video series. While this all sounds great on paper the reality is somewhat different. Due to the lack of colouring available to the CD the live actors all resemble monsters from a horrific accident involving stupid amounts of hallucinogenic drugs. The faces are distorted beyond recognition as the colours (The purple and the reds actually) mix and mingle, spread from the cheeks of the actors and leave a rather queasy felling in the pit of the stomach. These poor graphics only add weight to a sinking ship as the scramble to shoot down the rouge cowboys takes an unseen twist as you desperately attempt to



▲ **Oh dear not another deceased person. This town seems to be full of them**

distinguish bad guy from background scenery. Alas it would seem the developers have spotted this niggling little fault and attempted to rectify it by placing little white squares over the heads of the better camouflaged baddies. The faster on the draw players out there will storm it easily though. the less experienced will have trouble in the bank and the Corral.

MCCREE



▲ Yet more droning from the good towns folk. Yawnnnnnnnn

▲ Now this is a bit more like it. Why waste FMV on men dressed as cowboys when we can have this

HIGH PLAINS DRIFTER

The old American West, it would appear, was a pretty rough place to grow up in. Bad men roamed the towns and there were Injun's in them there hills waiting to pounce when your guard was down. One day you, the stranger, happen into a small frontier town. Small faceless and dirty much like any other town of the day. A pretty young girl chats to you and explains she is the mayors daughter but she is scared as the feared Mad Dog McCree and his henchmen are heading into town for their annual orgy of destruction and chaos. Later you bang into an old timer who screams at you to take care as Mad Dog and his gang have taken over, locked the Sheriff in his own jail, robbed the bank, caused chaos in the town stables and are fighting in the saloon. As if this were not enough they have kidnapped the mayor and his pretty daughter and taken them to Mad Dog's secret hideout in the hills. Enough is enough and you decide to help out the God fearing folks and rescue the mayor and his daughter.

We start off with a little spot of practise shooting, blowing bottles from fences. As the old timer explains "You'll need some practise stranger" After this we head into town and bang into 2 of Mad Dog's gang in the street. After dealing with these two we are presented with the choice of 4 locations in which to confront Mad Dogs henchmen. First of all we must face the punks in the saloon. When the smoke clears we can retrieve the keys to the town jail and then set free the sheriff from his cell. After this we restore order to the Corral and the bank. After this we head into the country and can choose where we wish to make our next stand. The first place you should visit is the old mine where a map of the route to Mad Dogs hideout can be found. Now it's on to Mad Dogs hideout to kill the gang a set the mayor and his daughter free and onto the final showdown with Mad Dog himself. With infinite continues available this should take about an hour. The Menacer, D-Pad, Sega Mouse or Justifier are fully compatible with this game.

ALTERNATIVELY

Lethal Enforcers
Kenami
£49.99

For starters you get a free gun which is superior to the Menacer and it's a lot more difficult than Mad Dog. Lethal Enforcers is also a lot more violent and you get the choice of more than one weapon.

.....NOW FOR THE SAD PART

The old American West, it would appear, was a pretty rough place to grow up in. Bad men roamed the towns and there were Injun's in them there hills waiting to pounce when your guard was down. One day you, the stranger, happen into a small frontier town. Small faceless and dirty much like any other town of the day. A pretty young girl chats to you and explains she is the mayors daughter but she is scared as the feared Mad Dog McCree and his henchmen are heading into town for their annual orgy of destruction and chaos. Later you bang into an old timer who screams at you to take care as Mad Dog and his gang have taken over, locked the Sheriff in his own jail, robbed the bank, caused chaos in the town stables and are fighting in the saloon. As if this were not enough they have kidnapped the mayor and his pretty daughter and taken them to Mad Dog's secret hideout in the hills. Enough is enough and you decide to help out the God fearing folks and rescue the mayor and his daughter.

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THE SECOND OPINION



LLOYD HOWES

Mad Dog was a great game in the arcades. For £1 you could wave a plastic gun around for five minutes shooting the bad guys and then spend the rest of the night up the pub, or generally having a good time. Now you can spend 50 quid and play it as much as you like, but the question is, is it worth it? Sadly not. The graphics look very poor but to give American Laser Games credit they have done one hell of a conversion. Joypad control is a bit iffy but on a Menacer it is pretty good. Save your cash and play it a few times in the arcade instead

THANKS TO: The adorable Gail at American Laser Games for supplying us with this copy of Mad Dog. If you really want a copy my advice is to try your local import shop call American Laser Games direct on (0101) 505 880 1718

RATINGS

REFLEXES STRATEGY

CHALLENGE THOUGHT

PRESENTATION
Flashy box intro screens plus the arcade recommendations

60%

GRAPHICS
Terrible blending, colouring Difficult to distinguish the bad guys

40%

SOUND
Realistic gun shots and great speech. The only decent thing about the game

70%

SHORT TERM PLAY
Is all Mad Dog really has. A quick go for old times sake is all it's worth

80%

LONG TERM PLAY
Not in the least. You'll have it completed in about an hour

67%

OVERALL

61

Some people will undoubtedly enjoy this but I think it's simply overrated, expensive rubbish.

MEGA-CD REVIEW



BY GAMETEK



CD ROM

STYLE



FIGHTING

PRICE £39.99

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

SEPTEMBER



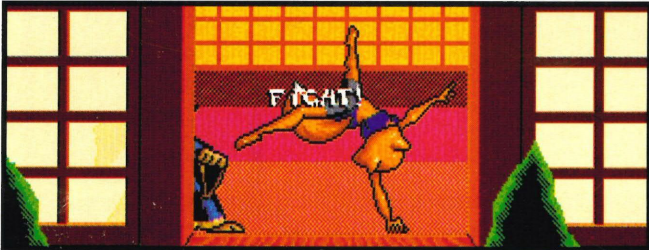
Cartoon characters are nice, right? Even Hong Kong Phooey was a nice bloke even though he was good at fighting, so what's with the 'toons with attitude? RICH LLOYD investigates...

BRUTAL

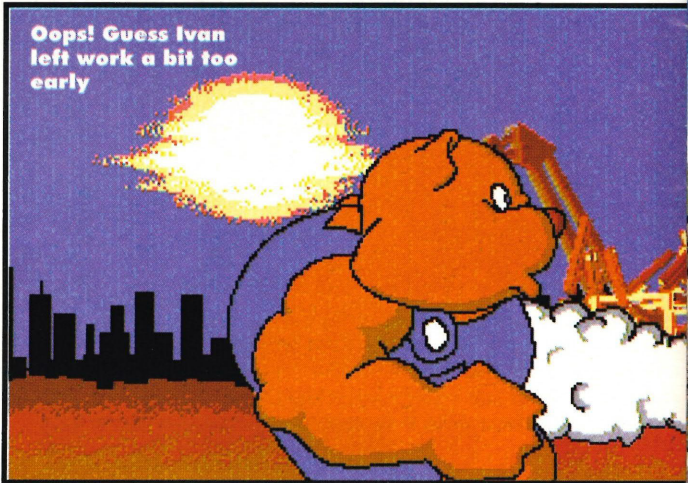
We all know that when a beat'em-up is released it inevitably gets compared to Street Fighter and Mortal Kombat. This doesn't really come as a surprise as both games are superb, but then along comes something that is a little bit different, like Brutal. This is the second one-on-one fighting game on the CD to date, with the only other one being the disappointing Mortal Kombat CD where long pauses during each session any atmosphere was destroyed. In this game atmosphere is what it is all about and the overall effect really is surprising.

RELIGIOUS RIOTS

Brutal boasts one of the most impressive intro sequences that I have seen on the CD. It doesn't use FMV, but instead a full screen cartoon shows all of the game's 10 characters going through the motions before the scene cuts to the middle of the ocean. Two Silicon Graphic dolphins suddenly jump out of the water and start swimming towards a desert island. On the island is a castle and the camera zooms around it before approaching the main gate. On top of the castle stands the Dali Lama with the wind blowing through his hair as he waits in anticipation for the tournament to begin. The overall effect is simply stunning.



At the beginning of the game invitations are sent out across the world



Oops! Guess Ivan left work a bit too early

REVENGE OF WILE E

Every four years the Dali Lama searches the world for the greatest fighters and invites them to his island to compete for the Belt of Heaven. The entrants are all chosen because of the path that they follow and not just their martial arts skills. For example, Kung Fu

Bunny follows the path of understanding and fights so that he can become at one with himself. Kendo Coyote on the other hand follows the path of resolve which means that he has a massive ego and that nothing can stop him. All of the other fighters including Tai Cheetah (groan), Foxy Roxy, Rhei Rat, Prince Leon, Ivan the Bear, The Pantha, and Karate Croc all have their own philosophies as well, giving the game a subtle moral message.

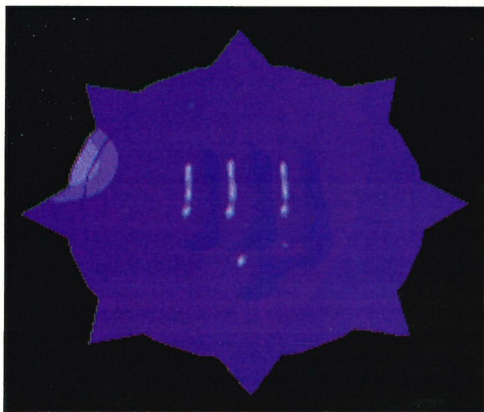
◀ The Pantha looks like a monk but fights like a good-un. It looks like Hong Kong Phooey in one of his many disguises



▲ Usually games like this have token female character for good measure. Well, this is the token girlie fox character



▲ This is the Dali Lama. And there was me thinking he was supposed to be God incarnate too



-PAWS OF FURY



GET A GRIP

Graphically this is unlike any other game that I have seen before. The cartoon intro sequences can only be described as jaw dropping, and the animation in the actual game is just as good. Even though the characters are cartoons the fighting styles that they represent like Karate or Muay Thai Boxing have all been accurately represented. If you've played Street Fighter then you will automatically be able to play this as the control system is identical for both three and six button pads. This was done deliberately so that any SFII fan could immediately get into this too.

THE SECOND OPINION



ALLIE

Brutal is a breath of fresh air. For a start we haven't seen a decent beat'em-up on the CD as yet and secondly, we've yet to see anything even remotely playable either.

Fortunately Brutal is the exception to the rule and as a result you are left with a really humorous, entertaining, playable and graphically superb product. Downers? A bit of a bugger if you're sick of beat'em-ups!

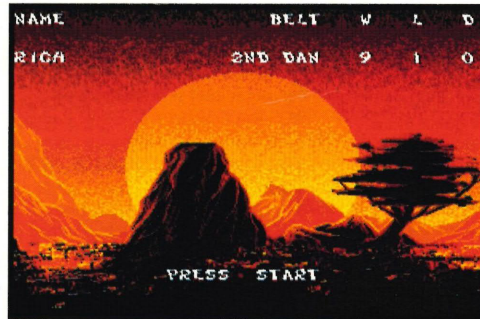


▲ There are eight different characters to choose from at the start of each game

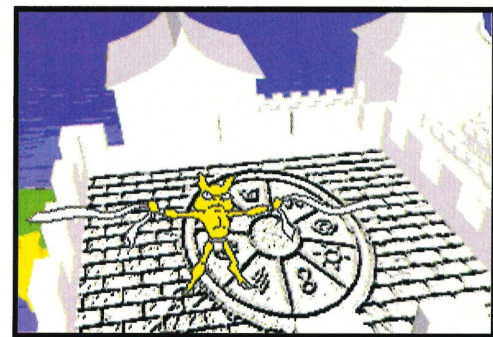


▲ Believe it or not, this is one of Pantha's special moves! To gain extra energy taunt your opponent by flashing your pants at them

On this stage if a player falls off the platform they plummet to their doom and die instantly



▲ By practising and developing the character soon you too might reach this level



▲ Come and have a go if you think you're hard enough!



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, blowing 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-ophiles.

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



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

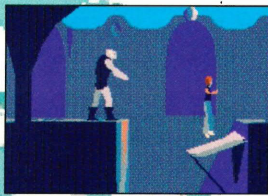
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.

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 lovey 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 his 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 Prince 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

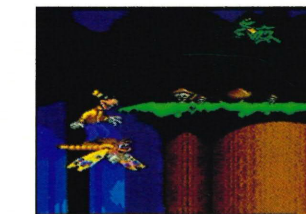
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spookings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music.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

GYNOUNG

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-16-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 Mizrabel 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

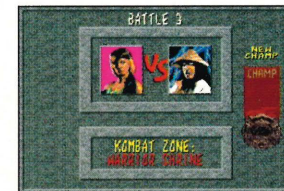
BY: ACCLAIM

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

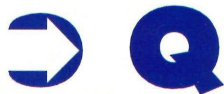
PRICE: £39.99
 REVIEWED: MT 14
 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious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

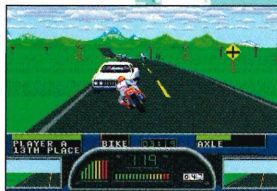
common herd of shooters.
MT RATING: 94%

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%

ROBOCOD

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%

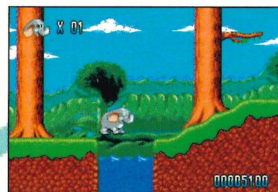
ROBOCOP VS TERMINATOR

BY: VIRGIN
 PRICE: TBA
 REVIEWED: MT 24
 Loads of weapons, loads of shooting and 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%



ROLO 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

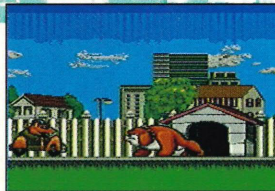
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.
MT RATING: 94%

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%

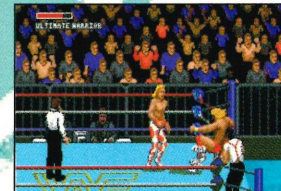
WORLD OF ILLUSION

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%



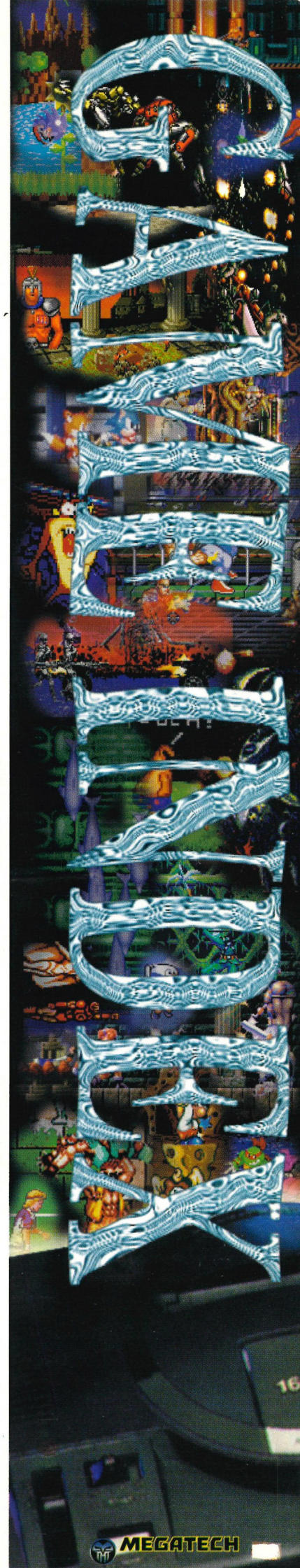
WWF WRESTLEMANIA

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%



HOW TO START RACING: JUNIOR KARTING PLUS THE £2,000 FORMULA FORD SEASON

RACE TECH

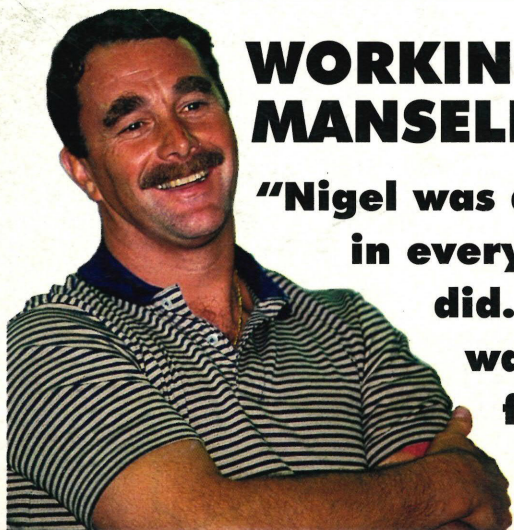
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