

THE COMPLETE GUIDE TO

DISPLAY UNTIL
JULY 26

SEGA

SEGA MASTER SYSTEM
MEGADRIVE GAME GEAR **£2.95**

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AND
MASTER
SYSTEM
GAME
AVAILABLE!

14 MEGA
PAGES OF
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'castle
of illusion'
starring
mickey
mouse



both
games
are coming soon for
the 8 BIT and 16 BIT



dick tracy

Screen shots shown
are from the Sega CD BIT



"DO ME A FAVOUR...
PLUG ME
INTO A



SEGA



SEGA**8 16
BIT BIT**

CONTENT

Welcome to the **COMPLETE GUIDE TO SEGA** - a one-off special magazine brought to you by the people who do **MEAN MACHINES** and **C+VG** magazine. It's packed with everything a Sega owner could possibly ask for - news, reviews, previews, tips and more! We hope you enjoy it - if you do, why not write to us and let us know?

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SPECIAL THANKS

To PC ENGINE SUPPLIES of Stoke for sending us all the import Megadrive games. For more details of any import games, give them a ring on 0782 213993.



EVEN MORE THANKS

To Colour Connection for putting out all the steps for the colour, as well as Co, Yvette and Margaret for making it with extra layout when things were looking grim.

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 A big thank to all the BERN MACHINES and C&EG guys - they all worked really hard to produce this magazine, which was slotted into a very busy Easter schedule and caused more than a few holidays to be cancelled. A very special thanks to Gar for working all hours and more besides...

ALL THE HOTTEST SEGA FACTS

SEGA
8 16
BIT BIT

NEWS

MICHAEL JACKSON IN NEW PLASTIC SHOCK!

Sega have announced a new promotional pack for both the 8-bit and 16-bit machines. They've thrown in a Michael Jackson game and the video of the film at no extra cost, making both systems even more attractive. Whether this indicates anything about the success of the movie is debatable.

The Megadrive version still comes with *Altered Beast* at a price of £199.99, and the Master System Plus, with *Mary On* and *Satan Hunt* for £99.99. So if you were undecided about buying one of the consoles, this helps to increase the value!



RULE THE UNIVERSE

Coming soon on the Megadrive from Acclaim is *Star Control*, a "huge" space game in which arcade action and strategy are combined as you, the super-duper all-round nice guy, the Alliance of Free Stars, take on the evil Ur-Quan race.

Boasting in-depth gameplay, great graphics and plenty of scope for long-term play, *Star Control* is certainly an original and unusual console game which we're looking forward to seeing. It's released in the states during Easter, and should be available in this country shortly afterwards. We'll keep you posted.



CHAIR-TASTIC!

If you're a fan of those coin-operated machines that you climb into and get thrown up around while you play, you might well be interested in these two items that were featured recently at the CES show in America. Las Vegas which sort of does a similar thing.

They're both seats which sit and move you around while you play games on your Nintendo or Megadrive. First is the *Hot Seat*, which is basically controlled by your own body movements, sitting as you sit and so on.

The second is the all-travel constructed *Simulator 1 Action Chair* in which the player has to lean left, right, backwards and forwards to actually control the action on-screen.

They're both pretty interesting concepts, and no doubt as the console market expands, we can expect to see many more things like these appearing in shops up and down the UK.



SONIC THE HEDGEHOG



PRICKS AT THE SPEED OF SOUND

The game that everyone seemed to be talking about after the recent CES show in Las Vegas, America was *Sonic the Hedgehog* on the MegaDrive. Bearing Sonic as Hedgehog in case you couldn't guess from the title, it's a platform game which features some amazing graphics and loads of original elements.

We're absolutely dying to see the game, and rest assured that as soon as we get hold of it, we'll stick loads of pictures of it in the magazine.



What sort of game do you think could feature vulcan shot, lasers and homing missiles? Could it be a shoot 'em up. Surely not! Yes, indeed it is. And it's on the MegaDrive! *Zero Wing* is a conversion of the almost unheard-of coin-op in which you guide a high-powered fighter craft over a series of horizontally scrolling levels packed with hordes of invading alien ships and end-of-level guardians. The graphics are identical to the arcade game, but then the coin-op was pretty poor. We'll be seeing whether the MegaDrive conversion has got any new features or tweaks to make it a little more exciting than the original machine when we review it later on this year.

MULTI-PLAY MEGAPLAY

One of those strange "time saving" widgets that the console industry throws up every now and then is the Mega-play, a device that lets you have ten games plugged into the MegaDrive simultaneously so that you can select one at a time at the touch of a button.

This isn't a new concept - similar models were available for the Atari VCS system

over ten years ago - but if you're lazy, it means you don't have to worry about opening and closing boxes.

The machine has only just appeared in the UK, so expect importers to get there soon!



TERMINATE YOUR SEGA



Appearing on your Master System screens later on this year will be a game based on the superb Terminator movie, which stars Arnold Schwarzenegger as a ruthless android sent back through time to murder an important woman.

The movie is action packed, and would make an ideal console game. Hopefully programmers Sega will be able to pull it off!

VAPOUR TRAIL

Oh no - it's another Mega-drive shoot 'em up! Yes indeed folks, it's an up-the-screen Master, but with a few twists in the tail - it's got simultaneous two-player action as you and a chum blast your way across a variety of hazard-packed terrains, destroying all and sundry. It's out in June, so keep your eye out for it if you haven't already had your fill of shooting games.



CYBORG LASER LAFFS

One of the better Amiga games to appear last year was Turmoil, a huge arcade adventure in which you guide a laser-packing cyborg around a massive (and we mean MASSIVE) multi-levelled facility, so to speak.

So what's it got to do with comics? Well, you ask that. Again, it's approximately following the game is the Megaverse, and pretty good it looks too, combining all the trials and tribulations of the Amiga version.

The only bad news is that the game won't appear until the holidays until late autumn - so we've got a while to agonise before we can play the game. Oh well.

STORMIN' IN

Coming soon to the Mega-drive under the auspices of Razor Bolt is Stormlord, a conversion of the fairly successful game that was released on a variety of computer formats by the now-defunct Hewson in the UK about 18 months ago.

The game casts you as a grizzled knight, off to rescue captured fairies and thus free the world from an evil golem. It's certainly good fun, and the graphics and 8-channel stereo sound are excellent - more news as and when we have it.



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SEGA 16-BIT MEGADRIVE PROFILE

Sega's Megadrive was launched in Japan early in 1988, to a public that was still reeling from the almost accidental quality graphics and sound of NEC's PC Engine. While the PC Engine's game-playing power is more than adequate, the Megadrive has even greater graphics capabilities, 10-channel stereo sound, and a 16 bit central processor, potentially twice as powerful as the PC Engine's.

This potential attracted the interest of the game-buying public in Britain where the PC Engine was already selling strongly on import. It wasn't long before importers caught on and began bringing the Megadrive into the country too.



In the summer of 1990, the American version of the Megadrive (the "Genesis") was released. That September Virgin, Sega's European distributor, finally released the official British machine, priced at £149.99.

By this time, the Megadrive had already achieved incredible popularity (considering it's limited availability) amongst British games players. Such excellent arcade conversions as Ghouls and Ghosts, Super Hang-On, Afterburner II, Forgotten Worlds and Golden Axe had made it the machine to save up for.

Now it was sitting in the High Street, the official Megadrive became an instant hit, and there are now over 65,000 Megadrive owners in the UK. Amazingly, at this time, Sega's European distributor, finally released the official British machine, priced at £149.99. At this time, the Megadrive's price has been cut down to just under £150.00, and retailers are now selling various packs, one containing a copy of Mickey Mouse, one with Michael Jackson's Moonwalker and one with World Cup Italia '90.

However, importers continue to sell converted Japanese machines at competitive prices. They also sell Japanese cartridges which are not scheduled for UK releases for some months. However, because of the shape of the cartridges these games will not fit in unmodified British Megadrives without some kind of adaptor.

The official machine plugs it straight into a TV, or with the appropriate cable, a SCART monitor. Also in the box are an excellent three-button joystick, (though the Megadrive has two joystick sockets allowing you to play some games against a friend).



SEGA DATA

OFFICIAL PRICE: £149.99

GRAPHICS: UP TO 84 SPRITES ON SCREEN SIMULTANEOUSLY, IN ANY OF 64 COLOURS CHOSEN FROM A PALETTE OF 512.

SOUND: TEN CHANNEL DIGITAL SOUND IN STEREO

PERIPHERALS: POWER STICK, POWER BASE CONVERTER (ALLOWS YOU TO RUN MASTER SYSTEM GAMES), CD-ROM SYSTEM DUE LATE 1991.



MEGADRIVE

PROFILE

**SEGA
16-BIT**

SEGA GAMES

**HERE ARE THE GREATEST GAMES
ON THE MEGADRIVE.**

**BEST SHOOT 'EM UP
HELLFIRE**

The Megadrive certainly isn't short of excellent shoot 'em ups, but this one (not yet available officially) is the most challenging and enjoyable so far.



**BEST BEAT 'EM UP
GOLDEN AXE**

More than arcade-perfect (it has extra levels which weren't in the coin-op) this two-player fantasy beat 'em up provides more sword-wielding thrills than any other on the road to Death Adder's palace.



**BEST DRIVING GAME
SUPER MONACO GP**

Like Golden Axe, this conversion has even more in it than the arcade game. Experience the speed of the Super Monaco track, then take part in tournaments around the world. Super Monaco feels very realistic and is therefore the most playable Megadrive race game.



**BEST ARCADE ADVENTURE
MICKEY MOUSE**

Superb graphics and sounds make this arcade adventure a treat. Blaming Mickey Mouse, the game's objective is to travel over the scrolling landscape, dodging cartoonish badies, destroying end-of-level guardians and finally confronting an evil witch who is molesting Minnie Mouse.



**BEST PUZZLE GAME
COLUMNS**

There aren't many puzzle games available on the Megadrive, but in the absence of Tetris, this one takes the title. One or two players match up sets of coloured jewels to the sound of haunting organ music, which helps make playing a strangely hypnotic experience.



**BEST PLATFORM GAME
RAINBOW ISLANDS**

Another arcade conversion from not one but two Taiko coin-ops, Rainbow Islands and Super Rainbow Islands (both versions are on one cartridge). One player reclaim the Rainbow Islands from hordes of cute little monsters by leaping up from level to level, zapping the badies with huge rainbows. Great fun.



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SUPER FAMICOM PILOTS

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THE HEDGEHOG!!
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SEGA MASTER SYSTEM 8-BIT PROFILE

MASTER

The Master System made its UK debut in 1987 and was launched at almost the same time as the Nintendo Entertainment System (NES) with which it's been plugging it out ever since.

At the time consoles were just a memory from the early 80s, and games players were plugged into their cheap and cheerful Spectrums and Commodore 64s. Not surprisingly, the idea of a similar computer that simply played games costing at least £20 each didn't exactly change the market over night.

However, the Master System proved to be what marketing people would call a "stealer" - it didn't sell in vast quantities, but slowly built up a faithful following. The size of the Master System's user base quickly outstripped that of the NES, probably because of the attraction of Sega's conversions of their own extremely popular coin-ops, namely Out Run and Afterburner.

In 1989, support for the Spectrum and Commodore 64 seemed to be dying out, and new, cheap and powerful consoles such as the Megadrive and the PC Engine were appearing. Consequently the public's interest in consoles suddenly picked up, and the Master System (at the cheaper end of the market) did quite well out of it, becoming recognised as Europe's biggest selling console. Virgin (Sega's UK distributors) even began selling their older titles at £9.99 - something which Nintendo were not willing to match.

There are now enough Master Systems in the UK to get British software companies such as US Gold and Nintendo interested in producing cartridges for this comparatively high-risk market. In fact the latest British Master System is amongst the best that has ever been seen on the machine.

We are now at the Master System's peak, but it won't be long before it heads into a slow decline. More powerful machines are becoming cheaper and cheaper, and the Master System may well take a price cut very soon. In America, where Nintendo rules and the Master System never made it, a new version of the Nintendo NES just been launched at the equivalent of £20.00. Whether that will make it to Europe is unknown, but even if it doesn't, there are enough new titles coming out to sustain the interest of Sega players for some years to come.



R SYSTEM

SEGA GAMES

HERE ARE THE 'GREATEST GAMES ON THE MASTER-SYSTEM:

BEST BEAT 'EM UP GOLDEN AXE

Two extremely compelling adventures that take you on a furious head-to-head con-op. Lots of moves, a choice of weapons and a slumping great action. Keep you on your toes as you fight the armies of the evil Death King in 3D mode and magic.

BEST DRIVING GAME SUPER MONACO GP

Not strictly a racing game, but a high speed road race featuring a speedometer and two player screen which gives you a real endurance gameplay.

BEST ARCADE ADVENTURE WONDERBOY III

The hero of a dragon in this vast adventure which starts with Wonderboy being changed into Lizardboy! You'll have to fight 250 and monsters to slay, and the level re-creation of the game guarantees you'll be playing for hours.

BEST PLATFORM GAME IMPOSSIBLE MISSION

US Gold's re-creation of the excellent secret agent platform game. You'll climb, crawl, as in the ground tactics in order to get to each level, which often'll make the robot-bosses and other missions very hard, impossible, but it's well worth a try.

BEST SPORTS GAME CALIFORNIA GAMES

Another standard sports game, California games is packed in with 16 Best Game computer games, such as football, BMXing, Procter-Snooping and roller-skating. The variety in the events, the great graphics and all the fast action make this a game you will be going back to time and again.

MASTER SYSTEM

PROFILE

SEGA
8-BIT

SEGA DATA

PRICE: £79.99 (BASIC PACK) £99.99 (LIGHT GUN PACK)

GRAPHICS: 16 COLOURS ON SCREEN FROM A PALETTE OF 128
SOUND: LIMITED THREE CHANNEL MONO

PERIPHERALS: AUTOFIRE JOYPAD, RAPID FIRE UNIT, CONTROL STICK, STEERING YOKE, 3D GLASSES AND LIGHT GUN.



BEST PUZZLE GAME COLUMNS

This is a simplified version of the Megadrive game of the same name, but it's just as playable and almost as hypnotic. Not unlike Tetris, it requires the player to match coloured tiles/fruit/gems/dice together to score points.

BEST ROLE PLAYING GAME Y'S

A vast adventure set across several worlds, which requires the player to recover the lost books of Y'S. This is an expensive cartridge because it has extra memory chips inside it, as well as a battery which lets you save positions, but it's very engrossing.

SEGA
8-BIT**GAME GEAR****PROFILE**

After Nintendo revolutionised the hand-held games machine with their mono-screened Game Boy (and made a pocket doing so) Sega decided to go one better and release a hand-held machine with a colour screen.

Rumours of the machine arose late in 1990, and pundits hoped the machine would be a pocket Megadrive, and duly dubbed it "The Microdrive". However their hopes were to be dashed, because the Game Gear turned out to be the portable equivalent of the lovely Master System, and most of the games were converted Master System titles.

Even so, all this speculation had already aroused the interest of European gamers, and hence, importers. With no European Game Gear release in sight, unofficial machines were being sold for over £200.00 before Christmas.

Sega's UK distributors, Virgin Mastertronic, were quick to announce that the Game Gear would be officially released very soon at a price of around £100. At this price, it could compete favourably with the Game Boy (which had already been officially released at £59.99) and the other, more powerful, colour hand-held, the Atari Lynx (which was selling slowly at £179.99).

As Christmas approached, Atari unexpectedly slashed the price of the Lynx to £129.99, and immediately sold stacks. The Game Gear release date was announced as Spring of 1991, but the prospect of it being able to compete with the much more impressive Lynx which cost only £30 more made a £79.99 launch price more likely.

At the moment, the selection of games is small, and the games themselves aren't too impressive. The first releases are Columns (which is exactly the same as the Master System version), Super Monaco GP (almost the same as the Master System version, but without the split screen) and Pengo (a conversion of an ancient and outdated arcade game). Other games we've seen are Mickey Mouse (an exact conversion of the superb Master System game which is probably the best Game Gear title around), Woody Pop (a neat, but hardly inspiring version

GAME

PORTABLE FULL-COLOUR



of Asteroid) and Pop Breaker (a strange puzzle game). Like other colour hand-helds, the Game Gear's colour screen makes it expensive to run if you want to play on the move. In fact, the machine drains the power from six Walker-size batteries in just three hours, but a mains adaptor is available (though whether it will be included in the package with the official machine is unknown).

For multi-player games, the Game Gear has a socket built into the case which allows the player to connect his machine with a friend using a special cable. Of course, the other player needs a copy of the same game to play.

Probably the most exciting Game Gear development is the optional TV tuner. This plugs into the cartridge slot, and displays TV signals on the Game Gear screen, just like a miniature portable television. At what price this will cost is something Virgin haven't quite decided on at time of writing, but this is the one feature that the Game Gear holds over its competitors. In the meantime, do not buy any imported TV tuners, as they will not receive signals produced by the British TV system.

E GEAR

PORTABLE AND-HOLD GAME SYSTEM



SEGA DATA

OFFICIAL PRICE: UNKNOWN -
PROBABLY £79.99

GRAPHICS: VIRTUALLY THE SAME
AS THE MASTER SYSTEM,
DISPLAYED ON A COLOUR LCD
SCREEN.

SOUND: FOUR CHANNEL SOUND
PRODUCED THROUGH SPEAKER IN
CASE OR STEREO HEADPHONES.

PERIPHERALS: LINK CABLE ALLOWS
TWO PLAYERS TO CONNECT GAME
GEARS TOGETHER FOR
MULTI-PLAYER GAMES, TV TUNER
TURNS MACHINE INTO MINI TV SET.

GAME GEAR

PROFILE

SEGA

8-BIT



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SEGA

MASTER SYSTEM

8-BIT

REVIEW

So Arthur feels like a bit of a fool. There he was, "enjoying the company" of his royal girlfriend (which explains why he was only wearing his boxer shorts at the time) when out of unknown bits of time and space arrives Lucifer, intent on making the luscious royal beauty his own true love!

Rather frustrated at being caught with his trousers down, Arthur sets out on a mission to rescue the woman of his dreams - who just happens to be at the end of several levels' worth of horizontally scrolling platform action. But the demons of Lucifer are abroad and as Arthur progresses through each level these foul monsters attempt to rob our hero of his life!

Arthur has a wealth of weapons and selectable magic at his immediate disposal and no monster can withstand an all-out attack! There's also treasure chests to be opened, some of which send Arthur to a celestial shop where he can buy extra shoes and helmets to boost his running, jumping and damage-absorbing abilities!

At the end of each level, Arthur faces up to one of Lucifer's partners-in-sin - a massive epitome of foulness which requires many hits before it returns to Hades!



GHOULS

DAIMONJIN

大魔

COMMENT

Reading the instruction booklet of *Ghouls 'n' Ghosts* really builds up your expectations - it seems as if the game's producers have actually bettered the coin-op by incorporating extra features! These extra features (five extra weapons, magic and power-ups) do indeed enhance the action, but this version lacks the additive nature of the arcade original. Also, the graphics and sound aren't going to be winning any prestigious awards for their excellence. However, this isn't to say that this is a bad game - far from it. The levels are sometimes larger than their arcade counterparts and you are getting quite a bit of game for your money. All of the rounds and massive bosses have been incorporated and the only thing missing is Arthur's power-up golden armour (though the different magic more than makes up for this). *Ghouls 'n' Ghosts* isn't exactly in the realm of the classic Sega carts, but it's a pretty playable conversion of a great arcade machine that coin-op fans will enjoy a great deal. Have a look.



▲ ▲
Ghouls 'n' Ghosts isn't the best looking game in the world, but it's incredibly playable and is challenge-packed.

GRAPHICS	78%
SOUND	66%
PLAYABILITY	84%
LASTABILITY	80%
OVERALL	79%

'N' GHOSTS

TANIMURA



SEGA
8-BIT

MASTER SYSTEM REVIEW

So, you bought the appropriately named "Bad" album, went to the concerts, watched the Moonwalker video (and probably regretted it), read the book and wore the T-shirt. Now, with this new Sega cart, you can actually take control of a digital version of your favourite pop star!

Based closely on the movie, this cart involves the kid-rescuing antics of the smooth criminal himself, as he darts around the four-way scrolling platform map dishing out copious quantities of Michael magic to the crazed armies of the evil drug baron and tantric-lover, Mr Big!

But Mr Big hasn't made the task particularly easy for the star with the choir-boy voice. Each of the kids have been secreted behind the doors, gravestones and bushes of five worlds - each with three sub-levels. But Michael is an athletic sort of kid-loving multi-millionaire, and can come up with all kinds of fancy dancing (including the inevitable moonwalking) and high-kicking in order to dispose of any one who dares attack him (though his buff, brain-dead bodyguards haven't made it into the conversion).

Michael also has a magical flying hat that can be used to blow up his foes, along with a whole host of dancing moves that cause his enemies to spontaneously join in before being blasted into oblivion! Mr Big makes an appearance at the end of each level to goad our hero into anger before he unleashes more of his copies on our hero. After that, Michael reverts into the next level where more kiddie-rescuing awaits.

There's also five of Jackson's most recognisable tunes incorporated into the game. Expect a veritable explosion of Jackson sound (coming from the TV) when you can get down to the likes of Smooth Criminal, Bad, Another Part of Me and Billie Jean!

MOONWALKER

COMMENT

Let's make no bones about it, the movie must rank as being one of the most vile films produced, with a hideous "plot" and laughably limp acting on all quarters. Thankfully, this Sega cart is a damn sight better. The graphics are excellent, with detailed backdrops and sprites that even rival the graphical four-de-force that was the Megacities version. The game plays well too, with loads of enemy crushing and plenty of Jackson-esque moves thrown in for good measure. There's only a couple of slight problems. There game is far too repetitive for its own good, and the task of rescuing "the kids" gets a bit boring after world two. The second gripe is the music. Even Jackson addicts will find the Sega rendition of his greatest hits a bit on the irritating side. Still, Jackson fans'll get a kick out of this - a bit like the enemy sprites in the game!



▲ ▲
An enjoyable and entertaining game which will appeal to Jackson and platform fans alike - check it out.

GRAPHICS	90%
SOUND	58%
PLAYABILITY	85%
LASTABILITY	70%
OVERALL	80%

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REVIEW



Things are going badly, and only one man can save us. And he's not even a proper man - he's a cyborg. What's that, you may well wonder: it's a cybnetic organism, or in English a mixture of man and machine.

Oddly enough, this strange being is also an expert in the martial arts. He can jump, kick, and slash foes with his sword. He also has access to throwing stars and other special weapons. Best of all is the Ninja magical attack - not quite what you'd expect from a robot, but devastating in its effect on the enemy.

Early levels are set in factories and warehouses, with wooden crates and rising platforms to negotiate as well as ladders to zig. Then the action moves to the Day Area, the Plain, the jungle and the waterfall.

The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final boss, a huge EDDIE-like robot with an extendible pinset.

Tokens are liberally scattered throughout the game, giving the metallic black belt extra life, shuriken, bullets and magic, as well as powering his sword up to greater heights of deadliness.



CYBER SHINOBI

▲ ▲
Could have been very good, but isn't. Jerky graphics and dull game play make Cyber Shinobi one to miss.

GRAPHICS 64%
SOUND 61%
PLAYABILITY 56%
LASTABILITY 47%
OVERALL 54%



COMMENT

Graphically, Cyber Shinobi isn't bad - or at least it wouldn't be were it not for the horrendously jerky scrolling and wobbly animation. However, the gameplay is poor. It's a very annoying game which is played screen-by-screen; unusual for a horizontal scroller! The game keeps stopping when the baddies appear, and you've got to kill whatever's there before you can progress. It's not a difficult game, but you play it for so little time that the difficulty setting is unimportant. If you want a fast-moving, challenging beat 'em up, wait until anything better than Cyber Shinobi is released.





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REVIEW



The aliens are coming, the aliens are coming! Yet again, Earth is threatened by aliens. They are attacking our lovely planet one area at a time, and there's only one way to stop them - taking over the surface little by little and there's no room left for the extraterrestrial scum!

Similar to the arcade game Qix, Wolfie is set in a rectangular playing area, and the spaceship travels around the edges making quick forays into the middle to carve out smaller rectangles. The trips have to be fast because there are loads of obstacles inside waiting for the chance to blow the ship to smithereens.

These nasties come in a variety of shapes and sizes, some of which move slowly while others zip across the screen at an alarming rate. Most of the big nasties have a habit of following the craft around and firing missiles in random directions. It's worth studying the movement patterns before trying to grab some points!

Luckily there are also some goodies to grab in the playing area. These include bonus points, rooms that freeze the baddies, extra lives and increased speed for the ship. The final percentage of area "repossessed" determines the bonus points, and there are 16 rounds in total, each with its own number of individual games.



▲ These evil-of-level guardians threaten your ship...



▲ Drawing boxes claims an area of the screen, and the old backdrop is gradually replaced by a new one. Good eh?



COMMENT

This is a polished enhancement of an arcade classic that was inevitably going to find its way onto the Megadrive. The challenge is an addictive one, as getting past the latest bunch of aliens becomes obsessive. However the game is slightly spoiled by two factors; the control is on the rinky side, sending the ship hurtling into death, and the lack of a password system means you have to wade through all the earlier levels to get to where you left off. Also it's hard to justify the price for such a limited game. Still worth a look for fans of the original machine, though.

▲ ▲
A great enhancement of the classic Qix arcade machine marred slightly by an over-fiddly control method.

GRAPHICS	78%
SOUND	86%
PLAYABILITY	74%
LASTABILITY	78%
OVERALL	80%

REVIEW



The horizontally scrolling undersea blaster spread across six oceanic levels calls upon all your strengths as an undersea warrior, dealing death and destruction to the minions of the Meta Creature. These include enemy subs, mine-layers, attack choppers and an assortment of sea creatures, all suitably topped up and determined to stop you dead in your tracks - literally.

Not that you're exactly a gilding duck; you begin with missiles and torpedoes, and have the opportunity to increase your weaponry by collecting power-ups left behind by enemy vessels.

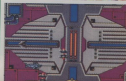
COMMENT

Sega's shoot 'em ups got better and better, and Submarine Attack carries on this tradition with a vengeance. It's not a revolutionary concept by any means, but it looks terrific, with highly colourful, almost flicker-free graphics and sounds which rank alongside the best heard on the Master System. Play-wise, we can't fault Submarine Attack; the player is eased into the game with a quite simple first level, gradually getting trickier the further you progress. You gasp at the pretty pictures, marvel at the music and are instantly hooked by the addictive gameplay! One of the best shoot 'em ups to hit the Master System - make sure it's right at the top of your shopping list.



▲ ▲
Six levels of superb scrolling action make Submarine Attack one of the best blasters on the Sega.

GRAPHICS	92%
SOUND	81%
PLAYABILITY	91%
LASTABILITY	87%
OVERALL	92%





How could they be so cruel? Whilst out for a ride on their purple flying things, Wonderboy and his girlfriend were abducted by a gang of marauding nasties from the Monster Lair, who kidnapped the girl and took her to their horrible abode. Oh dear, it's rescue time again.

So sets the scene for the third in the Wonderboy series, and the first time the nappy-clad, sword-wielding kid has appeared on the Megadrive. Monster Lair is made up of ten wildly differing levels, ranging from forests to towns and both above and below ground. Armed from the off with a single shot magic dagger, Wonderboy's task is to slay through the waves of monsters, kill each one with a special attack, retrieve the girl from the clutches of the enemy.

Along the way new weapons can be collected, which last for limited periods of time, and pieces of fruit which add to the youngster's score-and-energy bar.

Each level is split into two sections - the first sees Wonderboy hanging on his armhole on foot, whilst section two involves riding on the back of a winged creature, shooting down the oncoming nasties.



WONDER BOY III

100% COMPLETE



▲ ▲
Too easy to be worth buying, Wonderboy III is a cart best left for the kids.

GRAPHICS	80%
SOUND	68%
PLAYABILITY	73%
LASTABILITY	61%
OVERALL	64%



COMMENT

The coin-op version of Wonderboy III is great, but unfortunately this conversion isn't. The big problem is not the graphics - they're quite good, with chunky, colourful sprites and pleasant, parallax scrolling backgrounds. Sound is fairly flat, but unobtrusive. No, the trouble with Wonderboy III is that it's just not challenging enough. It's possible to progress to at least level eight at the first sitting, and considering there are only ten stages to the game, that's quite a major problem. Wonderboy III - Monster Lair is probably best suited to younger players who don't crave for such trivialities as a challenge.

SEGA
16-BIT

MEGADRIVE REVIEW

The overall objective of *Super Volleyball* is remarkably simple. Set on a playfield rather like a tennis court, it's your team's job to keep the ball in the air and return it to the opposing team on the other side of the net. The first team to let the ball make contact with the floor loses the point. If they served the ball, then they only lose the right to serve. If they didn't serve it then the opposing team get a point. The first team to fifteen points is the winner.

Rather unusually, the volleying action is displayed on a side-on 2D display (as opposed to the more common pseudo-3D view) which scrolls in both horizontal directions to keep up with the ball's progress. Your players are capable of pulling off the vast majority of Volleyball moves in the rule book (including the almost infamous bump, set and spike). Should you attempt to make a return that's a bit beyond your player's reach, they even dive at the ball in an attempt to keep it in play!

This Megadrive game provides would-be Volleyball champions with plenty of options - the most important being the choice between a one and two-player game. There's also the option to choose the team you wish to play as from a set of Japanese teams to the international Volleyball ones (it's preferable to choose the latter as these are displayed in English).



近日発売予定

SUPER Volleyball

スーパーバレー



COMMENT

Volleyball is one of the most popular beach sports in the world, which makes the developers' choice of a graphically dull indoor court rather bizarre. However, whilst the backdrop is dull, the sprites themselves are exceptionally well-animated and pretty athletic, meaning that the simple gameplay is brought alive by some pretty complex (and graphically appealing) action. However, this graphical excellence is an effect that doesn't save the game from the shortcomings of its design. Every single play follows the same pattern. The player at the back digs the ball back into the air, another automatically places it for the shot - and that's where you come in with a choice of four plays. However, against the computer, two of these plays are suicidal (as the console instantly responds) and the other two have a 100% success rate! This isn't quite the case in two-player mode, but the limited gameplay makes this one that will be relegated to the cupboard pretty soon.



Nice sprites and easy-to-get-into action make this initially attractive, but the limited gameplay results in boredom

GRAPHICS	75%
SOUND	77%
PLAYABILITY	79%
LASTABILITY	47%
OVERALL	57%



対戦レ-

ききょうから エースアタ-



発売価格未定



SEGA
16-BIT

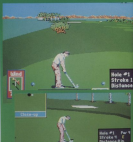
MEGADRIVE

REVIEW

Time to dust down that silly hat, bright yellow woolly jumper and outrageous golfing trousers and hokey on down to four of the most skill-testing golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple. Just get that damned little white ball from your starting position down the fairway and onto the green, where it's your express purpose to put the little white item into the hole. Easy, eh?

Well, matters are further complicated when more than one player takes to the course. This game enables up to four players to take each other on and any player can be controlled either by a human or by your trusty Megadrive.

PGA Tour Golf was originally a PC game, which came complete with a wealth of options to make your round of golf that more rewarding. Megadrive owning golf fanatics will be pleased to know that all of these options have been crammed into this cart - and with the aid of a battery back-up, your best golfers can be saved off to tee off another day.



PGA TOUR



REVIEW

COMMENT

PGA Tour Golf is one of the best games of its kind on ANY machine, never mind the Megadrive - simple to learn, yet deceptively difficult to master. You'll be amazed at the graphics - from the panning camera views of each hole before you tackle it, to the brilliant action replay of particularly spectacular shots. Playing PGA Tour is a relaxing experience, with birds twittering in the trees, the wind whistling around the course and, more often than not, the unlucky golfer attempting to dig his way out of a particularly nasty bunker. We'd recommend PGA Tour Golf to anyone! It's a terrific way of winding down after a hard day at school or the office, and a pleasant change from the plethora of shoot 'em ups and bash-ya-brains-out sports sims seen lately.



Art
Ulfrado Aguilar
Julie Gast
Audio
Rob Hubbard

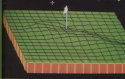


Design / Pro
Lee B
Dennis
Profs
Ben Tr
Jim B
Assistant
Happy
Jon B



GOLF

The ball is 8 in. above the cup, 11 yds. away



Simple to play, difficult to win, PGA Tour Golf is the most therapeutic game to be had on the Megadrive.

GRAPHICS	91%
SOUND	82%
PLAYABILITY	94%
LASTABILITY	94%
OVERALL	93%

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EXTENSIVE
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THE GREAT GUN	WOLF AMBUSHING	SAFARI	BRIDGE	JOY STICKS	ENHANCED KEYS
THE GREAT GUN	R TYPE	TWIN BAYNES	CRIMINAL MIND	JOYPADS	DISK DRIVES
THE GREAT GUN	SPACEMAN	ARCADE	MONO SIMULATOR	POWERLEDS	LANC
THE GREAT GUN	BATMAN	16 TITANS	SPACE HAWKERS	POWER SUPPLIES	ARM H.E.S.
THE GREAT GUN	ROBOCOP	800 FURY	ROBO	JOY STICK	COMPTON TO
THE GREAT GUN	DRAGONS LAIR	HELL ON WHEELS	LEGS FRAMES	JOY STICK	SCOTT LEADS
THE GREAT GUN	WHEELS OF STEEL	ON SCAPING	CONQUEST	CONQUEST	CONQUEST
THE GREAT GUN	PARADISE	FLYING HOLE	3 BRANCH	3 BRANCH	3 BRANCH
THE GREAT GUN	WHEELS OF STEEL	ACT BATTLE	JAPAN WARRIORS	JAPAN WARRIORS	JAPAN WARRIORS
THE GREAT GUN	LOOPY	STARS	BLAZER VILLAGE	BLAZER VILLAGE	BLAZER VILLAGE
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SEGA
16-BIT

MEGADRIVE
REVIEW

■大規模基板パック
T-41 (20pins)



■大規模基板パック
T-17 (7 pins)



■カーバーソフト
アプフォーワード



■機体ヘリ
0000



このたびは、トレコのメガドライブカートリッジ「究極タイガー」をお買い上げいただき、誠にありがとうございました。ゲームを始める前にこの取扱説明書をよくお読みください。なお、この取扱説明書は大切に保管してください。

究極 TIGER



Times have changed since the days of the infamous Apache helicopter. Once the guardian of the skies, it's been reduced to so much scrap metal by a despotic enemy force intent on taking over the Earth and stripping it of its natural resources. Something needs to be done - and quickly.

Which is where the Tiger battle-shopper comes in. A revolution in helicopter technology, the Tiger matches speed and maneuverability with a deadly array of weapons systems. What really makes the Tiger stand out from the crowd though, is its unique ability to incorporate enemy armaments into its structure. And with the vast

squadrons of this tyrannical force readying itself for the final push, you're in a death-or-glory situation...

So take to the skies in a vertically scrolling shoot 'em up of immense proportions and even greater danger. Enemy tanks, helicopters and goodness-knows-what-else have been alerted to your presence, and are ready and willing to take you on head-to-head. You begin with a rather ineffective cannon and a limited supply of bombs - however, you can build up your arsenal by destroying certain enemy vehicles and picking up their discarded weapons systems. Think you're up to the challenge of saving the world one more time?

COMMENT

This appeared on the PC Engine months ago, and was an instant hit in these parts, what with its superb graphics and sound, but moreover the die-hard action and sense of achievement you gained from getting that little bit further each time you played. Thankfully, some of those features have been lost in the transition from Engine to Megadrive - on the contrary, the game has been improved in almost every department! Well-defined sprites combine with colourful, effective backdrops, and the aesthetic side of the game is made all the better by the pounding blast and effects. This Megadrive version of ultimate Tiger is, if anything, more difficult than its Engine counterpart, and that was no easy nut to crack! The Megadrive isn't exactly starved of good blasters, and Ultimate Tiger fits snugly into that category.



▲ A tricky, but rewarding blaster recommended to blasting fans after a tough and long-lasting challenge.

GRAPHICS	92%
SOUND	90%
PLAYABILITY	80%
LASTABILITY	90%
OVERALL	88%

SEGA
8-BIT

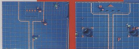
MASTER SYSTEM REVIEW

Welcome to the future! Here, you'll find that quite a lot has been changed as far as leisure goes. Football, Rugby and all other forms of ball-related excitement (bar one) have been abolished and replaced by a new game - Speedball. Taking a look at the rules, it's easy to see why it becomes so popular - there are none! The idea of the game is to score goals in your opponent's net, but this isn't to be achieved with any combination of violence, cunning, and ruthless dirty tricks. The only skills needed are a smidgen of team work and a nice line in binary and hexadecimal (especially when it comes to dealing with the net).

The red field excitement is spiced up by the inclusion of icons dotted around the pitch, which appear every few seconds. These are either money (after the match, these are used to buy extra skills, stamina, power, or even decrease the same attributes on your opposing team) or of feet icons. These offer even more wild excitement, allowing you to boost your stamina and skills more inevitably or even reverse your opponent's joystick control!

Speedball players have three options while playing. Planning (pretty essential when you think about it), being and getting in the opposition in order to claim the ball as your own) and throwing the ball (holding down the button changes the power and height of the throw).

It's not the taking part that's important in Speedball - it's the winning (preferably fatally maiming as many of the opposition's players as possible).



BULL	
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10



BULL	
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10



HORROR	
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10



VILL	
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10



NANO	
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10
Stamina	10
Power	10
Skill	10



HOLE REFLECTOR

Super glassed hemispherical, bounce down 2 ft in diameter

REVIEW

SEGA BALL



GUSTO
Name: GUSTO
Manufacturer: Sega
Release Date: 1985
Genre: Sports
Players: 1-2
Rating: G

GUSTO
Name: GUSTO
Manufacturer: Sega
Release Date: 1985
Genre: Sports
Players: 1-2
Rating: G

GUSTO
Name: GUSTO
Manufacturer: Sega
Release Date: 1985
Genre: Sports
Players: 1-2
Rating: G

GUSTO
Name: GUSTO
Manufacturer: Sega
Release Date: 1985
Genre: Sports
Players: 1-2
Rating: G



POWERGLOVE
Leather glove with reinforced knuckle guard and 1 1/2" steel spikes.



GUSTO
Name: GUSTO
Manufacturer: Sega
Release Date: 1985
Genre: Sports
Players: 1-2
Rating: G

COMMENT

Speedball is a strong first release from Mirrosoft. The game's mixture of ball-control, team skills and lashings of gratuitous violence combine to make a future sport that is very satisfying to play. If the prospect of being able to collectively bundle the opposition's goalie and then coolly plant the ball in the goal appeals to you, then this game is for you! offering far more testability and excitement in two-player mode (why don't you switch ends at half-time, though? Player one has all the advantage of playing up the screen and it does make a difference), Speedball is a fine Sega cart. The graphics, though a tad blocky more than serve the purpose, though the scrolling is a tad on the jerky side. The sound is a bit limp, though - the white-noise effects and strange music don't exactly combine to create the powerful atmosphere required. All in all, a decent game, the like of which just hasn't been released on the Master System.



A good looking, entertaining and challenging sports game which is fun with one player, but is brilliant in two-player

GRAPHICS 79%
SOUND 69%
PLAYABILITY 83%
LASTABILITY 80%
OVERALL 81%

100%



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TOTAL	_____

BATMAN

The dark knight has the megahits in his back, but he's certainly got the megahits in his hands. This is the most fun of the Batman games, and it's the only one that's not a port of the original. It's the only one that's not a port of the original. It's the only one that's not a port of the original.

The action here is a mix of the best of the best. It's the only one that's not a port of the original. It's the only one that's not a port of the original. It's the only one that's not a port of the original.

The graphics and sound are top-notch. The graphics are top-notch. The graphics are top-notch. The graphics are top-notch. The graphics are top-notch. The graphics are top-notch. The graphics are top-notch. The graphics are top-notch.



GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	85%

BUDOKAN

Effectively a "training" game, it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.



The idea is to practice, without the usual "game" elements. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.

It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.



GRAPHICS	10%
SOUND	10%
PLAYABILITY	90%
LASTABILITY	90%
OVERALL	85%

BURNING FORCE

Very much in the Space Harrier mold, this is a very good game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.



It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	76%

MEGADRIVE GUIDE



COLUMNS

Sega's answer to Tetris, this isn't your typical Tetris game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

The graphics are simple, but effective. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	88%

CURSE

An arcade game, this is a very good game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.



GRAPHICS	10%
SOUND	85%
PLAYABILITY	10%
LASTABILITY	85%
OVERALL	76%

CYBERBALL

Basically a port of the original Cyberball, this is a very good game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

Cyberball is a very good game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.



It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.

GRAPHICS	10%
SOUND	85%
PLAYABILITY	10%
LASTABILITY	10%
OVERALL	88%

DARWIN 4081

A comparison of the other players, this is a very good game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.

GRAPHICS	85%
SOUND	76%
PLAYABILITY	76%
LASTABILITY	85%
OVERALL	76%

DJ KID

Only your chance to take to the streets in the city of New York. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game. It's a more complex game.

It's a very good game, but it's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game. It's not a real game.

GRAPHICS	85%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	76%

SEGA
16-BIT

MEGADRIVE GUIDE

SUPER MONACO GP

Can you imagine taking the wheel of a large automobile (and looking at it sideways)? One that can go sideways, really fast? Well, Super Monaco GP makes driving of this sort of thing a legitimate and fun experience, which lets you race five circuits around eight or different layout circuits.

In the game mode it's a straight concept of the arcade machine where you race around the famous Monaco circuit. First you race a qualifying lap then race against/with other drivers. If you come in first five times, you get the chance to race again. Only the best in real conditions.

In the classic Grand Prix you race on a single circuit against other racers in an attempt to win the Grand Prix. Eighteen circuits and several possibilities with the racing teams and the level packs.

Super Monaco GP is a pretty fast game, with fast and efficient AI and great graphics. It's impressive and fun, and has the look of racing on a track with a powerful engine to let you have an amazing Grand Prix experience. It could've turned out worse than you got it.

GRAPHICS	80%
SOUND	78%
PLAYABILITY	90%
LASTABILITY	81%
OVERALL	84%

SUPER THUNDERBLADE

Take to the skies this combat chopper and fly out against an entire army of jets in this 2D open up shooter. Combating with the superior and fast flying enemy planes, there are plenty of items and power-ups to give you an edge. You'll be flying around the world, but you'll get your fix.

This was one of the first ever Megadrive games, and a year ago it looked pretty good. However, Super Thunderblade is still flying around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

GRAPHICS	70%
SOUND	67%
PLAYABILITY	77%
LASTABILITY	80%
OVERALL	69%

SUPER SHINORI

Known in the UK and America as Revenge of Shinobi, this is an excellent super-stacking, great sounding and in 2D/3D platform game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

Shinobi arrived with a couple of years, a bright and colorful presentation, and a lot of fun. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

With a lot of fun and an amazing music. Super Shinobi is a really fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

Just a huge, sword-jawed (if offered) and very fast and fast, making for a challenging drive to the most skilled of players. If you're a platform game fan, this is an excellent purchase.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	84%



THUNDERFORCE II

Overhauled by its successor, Jet Force, this is a really fast and fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.



There are plenty of platform games, but this is a really fast and fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

It's a tough game, and you'll need a good platform game to the background. It's a really fast and fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	87%

THUNDERFORCE III

The Thunderforce series is based on a platform game. It's a really fast and fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

To make the game more fun, you'll need a good platform game to the background. It's a really fast and fun game. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.

The graphics are truly impressive with a great sound and some great music. It's a game that's still around the world with other offerings. The party still and it's a great experience. It's a game that's still around the world. Fans of this original version will get plenty of fun, but anyone else will be in a better position.



GRAPHICS	80%
SOUND	80%
PLAYABILITY	87%
LASTABILITY	80%
OVERALL	80%



AMERICAN PRO FOOTBALL

Featuring superb presentation, smooth action and a beautifully balanced and enjoyable American Pro football is the finest interpretation of the sport ever to hit television.

The graphics are phenomenal, and there's great action feedback on each play. There's also realistic action.



A system of bonuses and penalties are used and these offer an amazing array of moves. There is very simple to operate, and a coach can get straight into the action, but there's enough variety in the available moves to keep you entertained on the sidelines.



GRAPHICS	95%
SOUND	81%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	93%

ASSAULT CITY

Try your hand in the Operation Intel mode. The exciting game mode that is based on variety of enemy tactics will give you a real test of your tactical skills. You'll also receive a variety of information on enemy tactics.

Although it really is a bit on the slow side, the exciting game mode that is based on variety of enemy tactics will give you a real test of your tactical skills. You'll also receive a variety of information on enemy tactics.



GRAPHICS	70%
SOUND	68%
PLAYABILITY	70%
LASTABILITY	69%
OVERALL	70%

ASTRO WARRIOR/PITOT

Highly free with the Sega, and well suitable if you're not too clever.

Not a classic, this cartridge features two games, only the first is good.

After a lesson in just about everything there is, you'll find yourself attacking the main boss up the side windows and through them in the end of level battles. It's simple, but it's great fun and a good introduction to the game.

There is a very original game for others (mostly platform), it wouldn't be a great value for its cost, but combined with Astro-Warrior it's a great second game.

If you can't find the cartridge for a cheap price, this is well worth getting.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	75%
OVERALL	75%

AZTEC ADVENTURE

Aztec Adventure is an excellent action game with excellent non-playing characters in a state just full of enemies, but very quickly becoming empty. It's not so much as you make your way around the game (although it's a good idea to try to find the treasure and avoid the traps).

GRAPHICS	68%
SOUND	65%
PLAYABILITY	65%
LASTABILITY	65%
OVERALL	65%

The graphics and sound are both good, and the highly addictive game mode in the end is a real test of your skills. It's a real test of your skills.

GRAPHICS	95%
SOUND	81%
PLAYABILITY	95%
LASTABILITY	95%
OVERALL	93%



BANK PANIC

This great arcade conversion tests your reflexes and hand-eye coordination as you attempt to steal bank notes as they emerge from behind closed doors and avoid shooting any unwelcome bystanders. If they happen to enter the action.

It's not simple, but it's quite good fun and tests your reflexes and hand-eye coordination as you attempt to steal bank notes as they emerge from behind closed doors and avoid shooting any unwelcome bystanders. If they happen to enter the action.

The exciting action is limited by the game's controls and the fact that it's a one-player game and not worth having a look at.

GRAPHICS	75%
SOUND	65%
PLAYABILITY	85%
LASTABILITY	85%
OVERALL	78%

BASKETBALL NIGHTMARE

Featuring very impressive, beautifully animated in-game action, this basketball game is a real test of your skills. It's a real test of your skills.



It's a real test of your skills.

It's a real test of your skills.

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

It's a real test of your skills.

BATTLE OUT RUN

This is the highlight in this Sega 8-bit game (see Driving game) and it's a real test of your skills. It's a real test of your skills.



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

It's a real test of your skills.

It's a real test of your skills.

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

BLACK BELT

This control of action is a real test of your skills. It's a real test of your skills.

It's a real test of your skills.

It's a real test of your skills.

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

BLADE EAGLE 3D

One of those rare 3D games, and it's a real test of your skills. It's a real test of your skills.

It's a real test of your skills.

SEGA
8-BIT**MASTER SYSTEM****GUIDE**

the 8000's brilliant and the gameplay gets better than ever.

If you're desperate for a 3D game, try this old-fashioned-looking title at Super Master 3D or 3D Out Man.

GRAPHICS	87%
SOUND	98%
PLAYABILITY	93%
LASTABILITY	14%
OVERALL	97%

BOMBER RAID

Bomber Raid is a virtually anything about set-up in which you fly a fighter over enemy territory and

the intent of causing as much damage as possible.

The enemy forces' reaction tends to give insight of their air-steps, so susceptibility of explosion. There are five levels that, each-paced with power-up weapons and sporting a great quantity at the end of each.

It's a pretty good fun, but the game isn't difficult to beat, so although you need to play it a lot at first, it doesn't take long before you finish and become bored.

GRAPHICS	74%
SOUND	87%
PLAYABILITY	76%
LASTABILITY	87%
OVERALL	77%

CALIFORNIA GAMES

This ready sports are fun as events such as, foot race, surfing, water skiing, rock climbing and tennis.

From the start you get an option to play in solo, all or some events, or with another player. Once you've heard that you'll finish your Sega, no so easy that you'll finish that or at all.

The graphics on all are pretty impressive, the animation smooth, but for the competitive element that makes this a winner, whenever you play it the better computer, I used for your Sega.



GRAPHICS	97%
SOUND	97%
PLAYABILITY	97%
LASTABILITY	97%
OVERALL	94%

**CAPTAIN SILVER**

Aspen's Super sniper Captain Silver sports a horizontal, scrolling landscape and each and every way at the variety of cunning battles that are ready to attack.

The graphics are truly rubbish, and the gameplay is dull, but instead of just giving the manufactured sound effects, the dialogue and good in the badly drawn sprites. Unless a few goals is getting passed and a score becomes as boring as our life.

The real originality goes up, so it's some as no surprise that it can easily become boring to play.

GRAPHICS	46%
SOUND	34%
PLAYABILITY	56%
LASTABILITY	44%
OVERALL	47%

CHASE HQ

Chase HQ is these sorts, and the operations are using turbo-charged sports come to suit the standard Turbo Blast era style. It's based on the previous, the previous development that got you and your partner up on the Chase Squad, and what you get with it right from the start. What you can keep up at the moment, the outside land makes the girls in the same time.

You get ten minutes to score, and each corner, one minute to run the car, then a turbo-80-sec. race to get into the goal. If you run out of time, the animal escapes outside the girl's house and the pursuit is halted.

The graphics is as exciting as it was in the 80s, and what you've never played the car up, the high speed three-DPS conversion, that's a real winner.

CLOUD MASTER

This game is what it is a horizontally scrolling shoot 'em up in which you fly a blue ship against a host of evil alien creatures, including a boss.

Although I have no problem with some points to collect, of course, and all of the graphics are the whole lot.

The graphics are simple and not

impressive, and the action is very simple, making this an easy one to play, but which becomes dull after a few levels.



SEGA
8-BIT

MASTER SYSTEM GUIDE

down player situation able to finish the game/level quickly.

GRAPHICS	87%
SOUND	88%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	88%

F1& FIGHTER

This looks pretty impressive, but unfortunately suffers from very limited playability. Aside by the appearance of it, F1& is beyond the realm of entry and an absolute must-own to keep in the game.

The graphics and sound are average and the game play is just plain lousy.

GRAPHICS	88%
SOUND	82%
PLAYABILITY	82%
LASTABILITY	88%
OVERALL	86%

FANTASY ZONE

This really fun and colorful scrolling shoot 'em up has the widest, most colorful graphics ever seen. The speed is also in the top category and best of all, the music is so good that it has made the whole world love it. Once you're in, you'll never want to leave.



As you can see, the graphics are very colorful, but the sound is really great and you'll love the play of it. The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

GRAPHICS	88%
SOUND	87%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	87%

FANTASY ZONE II

A sequel that isn't so bad, but suffers from being too similar to the original. If you haven't already, get Fantasy Zone, but the one listed.

GRAPHICS	89%
SOUND	89%
PLAYABILITY	90%
LASTABILITY	89%
OVERALL	88%

FANTASY ZONE III

Not a scrolling shoot 'em up, but it's interesting. The first in the Fantasy Zone series, this is the game to watch if you're into the most colorful and colorful graphics and sounds to see the best.

The game is a mix of fun and, although the graphics are average, there's a plenty to that makes it a real fun and colorful shoot 'em up.

GRAPHICS	79%
SOUND	73%
PLAYABILITY	83%
LASTABILITY	79%
OVERALL	81%

FIRE AND FORGET

A collection of all-world leaders in being fast in the city of Megaopolis and the outcome of the future event could be very good. The graphics are a real fun and colorful shoot 'em up, and the sound is really good. The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

There's a real fun and colorful shoot 'em up, and the sound is really good. The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

Fire and Forget is a real fun and colorful shoot 'em up, and the sound is really good. The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

GRAPHICS	88%
SOUND	87%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	86%

GANGSTER TOWN

The old, rather dull game features no color graphics and sound, but there's a real fun and colorful shoot 'em up, and the sound is really good.

GRAPHICS	85%
SOUND	88%
PLAYABILITY	88%
LASTABILITY	87%
OVERALL	85%

GAUNTLET

This game was a success when it came out in 1985, and the version has all the features of the original machine. Each level has three different levels of difficulty, and the graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.



The game is played in a maze-like, and the graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

all the other, but the sound is really good. The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

GRAPHICS	85%
SOUND	88%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	86%

GHOSTBUSTERS

This is a collection of the most successful computer games of the time. The first version of which is a collection of the Ghostbusters. It has a real fun and colorful shoot 'em up, and the sound is really good.

The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

GRAPHICS	88%
SOUND	88%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	88%

GHOST HOUSE

Originally called 'The Hunt', and more, it's a real fun and colorful shoot 'em up, and the sound is really good.

The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

GALAXY FORCE II

One of the most colorful and colorful shoot 'em up, and the sound is really good.

The graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.

The game is played in a maze-like, and the graphics are really colorful, and there's a plenty to that makes it a real fun and colorful shoot 'em up.



GRAPHICS	87%
SOUND	78%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	81%

SEGA
8-BIT

MASTER SYSTEM

GUIDE

There are a few niggling points, though. The hand-drawn graphics, but the gameplay is a total success. *Double Dragon* isn't only 3D in a few moves, and although the enemies are numerous, they're not absolutely tough, allowing you to get quite a few more games very quickly. If you're a fan of the series, *Age of Empires* is a great follow-up, but it's a challenge for you for 800.

GRAPHICS	80%
SOUND	87%
PLAYABILITY	70%
LASTABILITY	87%
OVERALL	77%

KENSEIEN

Here's a game for Sega masters who like to use their brains. It's a proper 3D action game that's using advanced software to reflect onto itself around the landscape, getting up close and using traps to defeat evil.

Action is part of the ground, but what do you require from a role-playing game? Some of the best graphics are truly superb, and there's a plenty of brain-bending puzzles in the game's story, a nice playing field ready for masters to end!

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	80%

KUNG-FU KID

Gradually similar in style to *Street Fighter*, the platform game with kung-fu characters requires your guide to learn around the traditional kung-fu techniques of the art and many more. The art style and of level obstacles is impressive - all kung-fuists should be fast fans for a while.

It's all off top, but there's often something you learn quickly and more challenges, take a look at *Street Fighter* before parting with your coin.

GRAPHICS	80%
SOUND	80%
PLAYABILITY	70%
LASTABILITY	80%
OVERALL	70%

LORD OF THE SWORD

The game's story need head on in the role-playing game with a wide range of characters. *Lord of the Sword* is a sequel to your travel around the land, super adventures to solve the adventure. Characters are also given going use your influence to temporarily search for a few more of equipment.



A nice idea in principle, *Lord of the Sword* doesn't quite make a case to the other sword action, and the fact that the role-playing bits are quite weak means it's a shame you can't enjoy some of the best of both worlds.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	74%

MAZE HUNTER 3D

Can your old 3D shades and enter the world in this entertaining game of maze and more mazes.

The 3D effect is pretty good, and while the action isn't an absolute you to forget about setting for a while, there's a nice variety of levels to enjoy the good bits. For an excellent purchase in any means, but if you're after something to get with your 3D game, this is a nice refreshing one.

GRAPHICS	70%
SOUND	80%
PLAYABILITY	70%
LASTABILITY	70%
OVERALL	74%

MIRACLE WARRIOR

Combining plenty of the classic game with a new twist and some nice, but not quite as good as some of the other titles, you can see a reason to change your favorite's choice.

It's a pretty tough game, and you certainly have to get your hands-together to get the best out of it.

Miracle Warrior is an enjoyable game, and is recommended to anyone who's into a bit of adventure-style gaming.

GRAPHICS	80%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	81%

MISSILE DEFENCE

Can your 3D glasses and warm up your fingers for the shoot 'em up with plenty more 3D graphics.

It's not absolutely original, but the action is fast and furious and great in especially arcade habits.

Missile Defence is a bit of a weak one, but it's a nice change of pace if you're after something to use with your 3D game. This is worth having a look at.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	70%
LASTABILITY	70%
OVERALL	70%

MONOPOLY

Sega's rendition of the world famous board game takes the form of the original and looks more colorful. Graphics. The trouble is that it's slow

to play. It's a shame that this is the case, since the game's good fun, but you can't see the fun in the game if you're not playing. It's a shame that this is the case, since the game's good fun, but you can't see the fun in the game if you're not playing. It's a shame that this is the case, since the game's good fun, but you can't see the fun in the game if you're not playing.

GRAPHICS	87%
SOUND	87%
PLAYABILITY	70%
LASTABILITY	87%
OVERALL	80%

MY HERO

The other odd-looking, odd last bit of strange combination, why not add a bit of action to the game? It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.



The game is a pretty good one, and it's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

The game is a pretty good one, and it's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	70%
LASTABILITY	70%
OVERALL	74%

NINJA

Recently released, it's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.



It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	70%
OVERALL	80%

OPERATION WOLF

Take the role of a super tough hero, and use your skills to defeat the most powerful of enemies. It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

It's a nice change of pace, and it's a nice change of pace, and it's a nice change of pace.

GRAPHICS	80%
SOUND	70%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	80%

**SEGA
8-BIT****MASTER SYSTEM****GUIDE**

Sega Master System. Rated on a scale of 100% (100 points) for:

GRAPHICS	87%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	91%
OVERALL	83%

QUARTET

Sega's highly imaginative take on an early reality-biaser is the most impressive of Sega's 8-bit titles of yesteryear. It's a four-player action, however, the effort takes our heroes across non-sequentially jumping platform scenarios where they defeat any others who dare to cross their path.

Of course, in the Sega version, they are not joined by four others, but they are simultaneously the other's hell on wheels of the game (which is in actual death) and choose their fates from the control bar.

Quartet is a very tedious, but the graphics and sound are both comparable. However, the thought really into the game is in the complex task of events between each level. If you're bored, you can't even get it.

GRAPHICS	87%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	91%
OVERALL	84%

RC GRAND PRIX

Up to four players can participate in the thrilling race from goal to goal in the same time where the going is often around the track and fast things often compete-controlled tracks. Once you're seen, you're awarded points of victory which you can spend on an arena. Right now, there's a lot for the player to do.

RC Grand Prix is a very playable game which offers a lot of high scores. The graphics aren't pretty, but not the game, and there's hardly any sense of direction whatsoever (except, although there's a few few tracks, there's no sense of direction to complete them and after that there's not very much to keep you coming back to more. Recommended to younger Sega users.

GRAPHICS	70%
SOUND	70%
PLAYABILITY	70%
LASTABILITY	80%
OVERALL	70%

RAMBO III

Just the best thing happened, this was the only Operation Wolf-type game on the field. You play the commando mascot around the world in a mission to rescue your old pal Colonel Taskman from terrorist forces in disguise. He plays in your own gun and get things at the end of the game. It's a very old and old game, and the graphics and sound are both comparable which is a lot better than the other.

Great graphics and steady play on your steady game, this is one of the best Light Phaser games.

R-TYPE

Take your 8-bit fighter out into space for one of the most exciting space battles where the outer space universe about you the most out of the 8-bit universe. With an excellent sound and a very impressive playability. The game is a very interesting one, and the graphics are both comparable. However, the thought really into the game is in the complex task of events between each level. If you're bored, you can't even get it.

R-Type is the 8-bit's best, with its excellent graphics and sound. It's got a great feel to it, and the graphics are both comparable. However, the thought really into the game is in the complex task of events between each level. If you're bored, you can't even get it.

GRAPHICS	87%
SOUND	80%
PLAYABILITY	80%
LASTABILITY	91%
OVERALL	87%



It's if you're a Light Phaser game, this is the best thing happened, this was the only Operation Wolf-type game on the field. You play the commando mascot around the world in a mission to rescue your old pal Colonel Taskman from terrorist forces in disguise. He plays in your own gun and get things at the end of the game. It's a very old and old game, and the graphics and sound are both comparable which is a lot better than the other.

GRAPHICS	88%
SOUND	78%
PLAYABILITY	87%
LASTABILITY	84%
OVERALL	89%

RASTAN

Take control of the beautiful sorcerer of the East - Rastan. Unfortunately, he's not the happy one you'd think, because many foreigners have

robbed him of his kingdom. Playing only to collect the most beautiful women, Rastan sets out on a huge voyage, killing any enemy who dares get in his way across the multi-directional world.

The Sega version of Rastan isn't a bad thing to see, and it's a very interesting one. The graphics are both comparable, but the sound is a bit better. The game is a very interesting one, and the graphics are both comparable. However, the thought really into the game is in the complex task of events between each level. If you're bored, you can't even get it.

GRAPHICS	72%
SOUND	88%
PLAYABILITY	80%
LASTABILITY	77%
OVERALL	79%

RESCUE MISSION

Just when your trusty Sega Light Phaser and ready control for a real saving game of target shooting. The game is a very interesting one, and the graphics are both comparable. However, the thought really into the game is in the complex task of events between each level. If you're bored, you can't even get it.



RAMPAGE

Inside the streets of New York as a beltingly high machine, and you must smash through to reach the top of the city (or just). Three monsters and a sub-robot named King Kong, Godzilla is a giant mutant, and he can't stop at his own destruction at the same time! But the humans aren't very happy with your rampaging ways and have developed a special anti-gravitational device to lead you into the ground. Luckily, hungry monsters can eat all of their things, and by eating them!



Overall Team: Various mapping that allowed the screen and it's more or less easy with the golden time. It's possible to just keep moving them.

Visuals: Mission comes highly compressed, containing graphical elements with relatively simple graphics. The action is fast and fun and should keep you playing away to get to the end of the game.

GRAPHICS	85%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	80%
OVERALL	82%

ROCKY

Overall Team: Belvedere Ballgame made a better experience of the game. Screen plays like a ball, including some. There are three levels of difficulty, and you can see the scoring system. You can use the control to make some moves and some other things.

The graphics in this one are quite simple for a Sega, but when the game lets down at the bottom, there's three opponents and enough to make you frustrated for some time, and especially as the screen comes more and more ready to become very good in the game very quickly, it's a bit more fun for who makes the ball have been a constant. In the end, you just don't feel the full of the game.

GRAPHICS	87%
SOUND	88%
PLAYABILITY	87%
LASTABILITY	88%
OVERALL	82%

SCRAMBLE SPIRITS

Take your skills to the next level and see machine-playing your way through exciting brain-busting and party the ball to battle with the great moments of the game. It's a bit more fun for who makes the ball have been a constant. In the end, you just don't feel the full of the game.



Overall Team: Shanghai is a great game in the arcade, mainly because it was so fun to play the ball game for a change. At the end of the mission, there is an excellent with great graphics to look. Highly recommended.

GRAPHICS	85%
SOUND	88%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	85%

SLAP SHOT

Take control of a whole ice hockey team and score your amazing goals. You can use the controls to get into some goals that are hard to reach. When it's done, you can see the scoring system and the controls are very simple to use. It's a great game to play on the Sega.



MASTER SYSTEM GUIDE

SEGA
8-BIT

SHANGHAI

Overall Team: Shanghai is one of those games that doesn't look very impressive, but when you start playing, you'll see that it's a great game. It's really fun to play, and it's a great way to see how your team does when they're in a game.

GRAPHICS	80%
SOUND	75%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	85%

SHANGHAI

Another one of those classic arcade games, Shanghai is a sports game that's not too hard to play. There's a high level of difficulty, and you'll get to see some of the best of the game. It's a great game to play on the Sega, and it's a great way to see how your team does when they're in a game.

Shanghai is one of those games that doesn't look very impressive, but when you start playing, you'll see that it's a great game. It's really fun to play, and it's a great way to see how your team does when they're in a game.



GRAPHICS	75%
SOUND	75%
PLAYABILITY	88%
LASTABILITY	87%
OVERALL	86%

Both are action player options are available in this game, and generally speaking, you'll find that it's a great game to play on the Sega.



The graphics may not be very impressive, and the sound is not too good, but in the game mode, the game is a great game. It's a great way to see how your team does when they're in a game.



GRAPHICS	75%
SOUND	75%
PLAYABILITY	87%
LASTABILITY	87%
OVERALL	82%

GUIDE

The term can be used to refer to a person who is working in the field of the imagination, but the author's use of it here was a result of the fact that the Sega computer magazine is intended for the computer graphics audience, and the author's use of it on the Sega computer magazine is a result of the fact that the magazine is intended for the computer graphics audience.



GRAPHICS	71%
SOUND	88%
PLAYABILITY	78%
LASTABILITY	85%
OVERALL	77%

WANTED

Some of the most interesting characters in the world are those who are wanted. In the world of the Sega computer magazine, the characters who are wanted are those who are wanted for their actions in the game. The characters who are wanted are those who are wanted for their actions in the game.

The characters who are wanted are those who are wanted for their actions in the game. The characters who are wanted are those who are wanted for their actions in the game.

GRAPHICS	74%
SOUND	76%
PLAYABILITY	71%
LASTABILITY	87%
OVERALL	76%

WONDERBOY

The first of the four games in the series, Wonderboy is a platform game that is set in a medieval setting. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.



GRAPHICS	88%
SOUND	78%
PLAYABILITY	88%
LASTABILITY	78%
OVERALL	88%

WONDERBOY IN MONSTERLAND

The second in the series, Wonderboy in Monsterland is a platform game that is set in a medieval setting. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

GRAPHICS	87%
SOUND	79%
PLAYABILITY	87%
LASTABILITY	84%
OVERALL	87%

WONDERBOY III

The third in the series, Wonderboy III is a platform game that is set in a medieval setting. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

GRAPHICS	84%
SOUND	87%
PLAYABILITY	87%
LASTABILITY	88%
OVERALL	86%

ITALIA '90

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

ing in the past, and the movement is often controlled and the sound is great.

It is the only one that is good in the series, but if you want to get a good game, get the one that is the best. The one that is the best is the one that is the best.

GRAPHICS	88%
SOUND	88%
PLAYABILITY	87%
LASTABILITY	89%
OVERALL	88%



The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

GRAPHICS	87%
SOUND	78%
PLAYABILITY	88%
LASTABILITY	88%
OVERALL	87%

WORLD GRAND PRIX

All you need to know about this game is that it is the best. The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

The game is set in a medieval setting and features a variety of enemies and power-ups. The player controls a young hero who must defeat a series of enemies in order to save the world.

GRAPHICS	78%
SOUND	77%
PLAYABILITY	85%
LASTABILITY	79%
OVERALL	81%



DEFINITIVE

TIPS

SEGA **8** BIT **16** BIT

ALTERED BEAST

★★★★★



獣王記

On the title screen of this flexible game, press **B** and the **START** buttons to access the options screen where you can select the difficulty, start level and the kind of beast you want to play as.



Mega Drive Cartridge 48K/16

1993-04-30

THUNDER FORCE III



Drat! Lawson of Birmingham, Sheffield has a handy little topper for this cheat: turn up. At the start of level two immediately fly down and forward into the rocks in order to get a **CLAW** power-up.



CYBERBALL™

FOOTBALL
IN THE
21st CENTURY

Can't be bothered to walk your way through the game? Well, K. Mosaic or Phoenix, Lem's has a useful little tip. Enter this code: 8580 843 SFX. It will take you to the SuperDuel match, and if you win you'll be treated to an end of game sequence!



CYBERBALL™

FOOTBALL
IN THE
21st CENTURY



MEGADRIVE

TIPS

SEGA
16-BIT



SUPER HANG-ON™

SEGA MEGADRIVE

Lee Westwood, who lives in Dagenham, Essex has a cruelty of cheat for all you bike freaks out there. On the title screen hold down A, B, C, and start, and a menu appears allowing you to choose the level, time, awards, and the text to English. If an unimpaired machine. To complete the game in original mode enter this code: 8FF9F545F3556F1F05L-FFFFJ09455.

SEGA MEGADRIVE



TONGUE OF THE FATMAN

If you're having trouble beating this strange beast, turn up, then use these cheats supplied by Ian Wilson of South Shields. Press the buttons indicated on the title screen, and you'll become the character shown!

BONAPARTE

A, Up, C

EDWINA

Left, B and C together, C

ROBOCHIC

Right, Up, Down

STUMP

A and C together, Right, C

RAMESSES

Right, Left, A

WEBRA

A and C together, Right, C

GUANO

Up, Right, A and B together

WEEZL

Down, Right, Up

MC FIRE

Down, C, Right

SKINNY

Right, Down, Right

SHEBA

B and C together, B, B

BRANIC

Right, Right, C

BUFF

Left, C, B

EL TORO

B and C together, A, Up

SPORA

A, Down, B

MANDU

A and B together, Down, Left

SEGA
16-BIT

MEGADRIVE TIPS

GOLDEN AXE



It's possible to begin this fine level 'em up with nine continues - that's 30 lives in total! Simply select a one-player game, choose arcade mode, then press and hold the bottom-left corner of the control pad, making the warrior spin continuously. Next press A and C simultaneously; then let go of everything and press start. This one definitely works, and many thanks to Bill Sly of Holloway, London for this great cheat.



LAST BATTLE

If you're having difficulty on this very easy and pretty rubbish boss 'em up, when you die you can restart on the same level by pressing A, B, C and START.

What a horrible little game! This is, well, if you've got it and want to get a little bit more out of it, after completing the first chapter, lose all

your energy and die. Then press A, B, and C simultaneously and hold them down, pressing start several times. You should now be able to choose your starting point!

POPULOUS

If you want to tackle some of the seemingly impossibly higher levels, try out this cheat from USA's number

For unlimited shurikens, go to the option screen and put the number of shurikens to zero. Keep on pressing the start button very fast for a while and an infinity sign is going. When figure 0 will appear to replace the zero. When you start the game you'll have infinite shurikens. And that makes life a little bit easier...

On the bonus stage of this slash 'em up, avoid killing any of the enemy ninjas, and at the end of the stage you'll be awarded with an extra life. Thanks to David Jeffrey of Rochester, Mass, for that helpful tip.

one games-playing dude, Don Hauzer of American magazine, Computer Games and Video Entertainment. Select a new level, and when it asks you to put in a password, keep the B button pressed and you'll be able to enter numbers instead of letters. It's a bit of a trial and error thing - 1898 for example is level 389.



THUNDER FORCE II

If you haven't found this yet, you're a bit of a spaz. Press buttons A and START on the title page to access the options screen.

GHOST BUSTERS

Lee Westwood also has a cheat for this film game. Enter D11 as your initials and then the following code: 315879632.

MICKEY MOUSE



Dragon Gary of Levels has sent in his tips on how to defeat the evil of level bosses in this brilliant platform game. Here goes:

LEVEL ONE

Stay at the bottom left-hand side of the screen, and when the log comes, jump up and over it. The log will then fall to the tree and some apples will fall. Avoid these and either fire at or jump on the log. Repeat this and you'll eventually kill the wooden wanderer.



Byak Hiku (the signature is a bit blurry, so we think that's his name) always put your name in block capitals just in case we can't read your writing if London Kid has a great chest to get rid of the

**LEVEL TWO**

Having plenty of balls is an advantage for this task, so collect as many as possible on the previous level. Duck when the clown's arm is extended, then leap up and fire a ball at its head after the springs have landed. If you run out of apples, use the clown's leg on the springs to leap on the clown's head.

LEVEL THREE

Use balls to kill the gramin. When the skull status moves up, position Mickey about three quarters of the way across the screen. Little ones tute jump down from the top of the statue and bounce around. And throw a ball at each one and get rid of them all to finish the screen. It's ever so easy, so you

and-of-level guardians. Press B to create a skull arm and instantly pause the game so that the skull is frozen in place. Leave the game for ten seconds or so, and when you restart, the action the guardian will be completely decimated.



avoid a flame and many problems.

**LEVEL FOUR**

To kill the Para's Dragon lookalike, stay on the middle platform, as this is the safest one to operate from. When the dragon appears, lob a ball at its head. If you run out of balls, leap high into the air, go into bottom bomb mode and land on its head. It takes a bit of practice doing it this way, but it's possible to kill it using this method.

**LEVEL FIVE**

Killing this man isn't easy. Walk up to him and get your finger ready on the jump button. When he grins his teeth you can either jump away from him and throw a can-ble at him, or jump towards him and bottom bomb his head. He turns red and redds each time you hit him, and when he's bright red, one more bottom bomb will kill him.

LAST LEVEL

The evil witch Moverated herself! When all the ghosts have been fired at you, go to the top right hand and wait on the left hand side of the platform. Wait for the witch to appear below you and dodge the ghosts she fires at you. Then quickly bottom bomb her head. If she appears on the right of the screen, jump to the bottom left hand corner of the screen and return to



your previous position as soon as the ghosts have been fired. If she appears on the left hand side of the screen, go to the far right middle platform, and dodge the ghosts before returning to the previous position. It's a case of being patient here - but only bottom bomb when she's below you. Cook at it and you'll defeat her and rescue Minnie...



SEGA
16-BIT

MEGADRIVE TIPS

In two-player mode, let one player collect all the coins so that he buys all the best equipment in the shop. At the end of the level, make sure the prior player dies, and he will appear just after the start of the next level with all the equipment of the 6th player! Cheers and all that to Dungeon Bray of St Albans, Hants.



FORGOTTEN WORLDS



STRIDER

スライダ



At the beginning of the game, while the Master is laughing, press the crystal down, then press buttons A, C, B, C, and A; you should now be able to start where you died, with full energy. Thanks to Daniel Bertozzi of St Basilour in Jersey for that.



Super Monaco GP

★★★★



It isn't exactly a cheat, but it causes much movement for those who like to have a good laugh every now and then. If you want to see yourself looking up your head instead of the winner's cap, press and hold down the A and it bounces after you've crossed the finish line in wet conditions. Thanks to granster Tim Williams of Farnham, Surrey for that.



Arnold Golf



Matthew Baker of Farnham has sent in a password that allows you to join Madonna's team for the races:

0000 NB00 E100
0000 060H 00HC
3435 E889 TAB0
FG90 0000 0001
0000 0000 A200
1900.

MEGADRIVE

TIPS

SEGA
16-BIT

SPACE HARRIER II



When you start off in the space ship at the start of the game, press A, B and C together and move the joystick left or right to select a level.



ARNOLD GOLF

To access a secret game of Fantasy Zone, start a new game, and take 100 strokes on any hole (without sinking the ball). The words Game Over will appear; press Up, Up, Down, Down, Left, Right, Left, Right, and Button A. Now you're in Fantasy Zone! What a whopper, eh?



SEGA MASTER SYSTEM 8-BIT TIPS

To get an extra credit, wait until the game over screen then press the joystick diagonally up and left. Thanks to Gianni Chaudry of Southampton, London for that one.



GOLDEN AXE

ALTERED BEAST



When the words "Sega Master System" appear, since the directional pad and respectively press button 1. You should then have five lives instead of three. Supplied by Michael Long of St Helens, Merseyside.



To continue the second time press the lower left diagonal D button and both buttons. To continue the third time press the lower right diagonal and both buttons. The fourth and final continue can be achieved by pressing the upper right diagonal and both buttons.

MASTER SYSTEM

TIPS

SEGA
8-BIT

KENSEIDEN

Time to go! Buddha and push up for a secret screen!! If you want to access the round select feature, turn off the Sega, press and hold button I and II, then turn the system back on and continue to hold buttons I and II down until the title screen with the figure appears. Release buttons I and II and press the top left hand corner of the directional pad and button I. Round select followed by a number will appear. You can select the level with the directional pad and push either button I or II to start the game.

The game offers training sessions (rounds 2-6, 8 etc.). Use these sessions before you begin to battle the levels. If you are able to get through these training sessions, you will not only be ready to fight the vehicles, but you'll receive lots of energy and possibly even an additional life! There's a hidden item on

round four - take the stairs in this round all the way up four levels. On the very top level in the upper right corner on a platform is a Kensei (wooden dart). This will give you one additional life.

GHOSTHOUSE



Push the light bulbs to freeze all the characters on screen. This works three times a level only.

POWER STRIKE

To begin the game with ten lives, push joystick DOWN, RIGHT, DOWN, UP, LEFT, RIGHT, UP, RIGHT and button 1 twice.

POSEIDON WARS

To continue a game, just push the joystick, down, down, down, down, right, right, right, up, up and left. To access the sound test, push the joystick, up, left, down, down, down, right, right, right, and right.



PSYCHO FOX

At the top of the tower of spring boards is a word.

Choose a tube and as you descend you appear on a certain level. Suggested by Gavin and Shay of Dungiven N Ireland.

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the mine section are yellow. Shooting them five times reveals a box worth 200 GPs.

ACTION FIGHTER

Try these passwords:
DOKI-PEN
HANG-ON
GP-WORLD
SPECIAL

THUNDER BLADE



When approaching the end of level fortress, move up to strike big corner and hover there. The fortress should now blow up without you touching it.

In the second half of stage one (the city) you can dodge the cakes' missiles by moving in an anti-clockwise square around the edge of the screen. An M Afterburner, however, keep long for three valuable hit-counts!



SEGA MASTER SYSTEM
8-BIT TIPS

RASTAN



For unlimited continues, switch on the machine (and when the Sega logo appears, hold down buttons 1 and 2 and push the control diagonally down-left.

On the fourth level, jump up and down 30 times and you'll become invincible. Cheers to Calvin Hobbes again for that.



DOUBLE DRAGON

AFTERBURNER

As many of you Afterburner pilots have noticed, you can get from levels 1 to 12 without getting hit by holding the joystick in a diagonal position (but keep firing off everything you've got and dock with the tanker for those hit-counts - you should be able to get an extra life by stage 10).

From stage 12 onwards, however, this method doesn't work. Instead, at the beginning of stage 12 climb as high as possible, and as soon as you see the first missiles launched towards you, dive as low as possible. You can cut fire and out-dock the missiles, which disappear off the top of the screen. Then stay down until the next lot of missiles appear and repeat as before - except climb hard. If a missile does manage to follow you, dodge it by going up or down, and then in the opposite direction as it gets close to you. You may find yourself going continually up and down, but it works!



TIPS

SHINOBI



James Earl Rayhammond of Handwerks, Birmingham has said it is useful way to select any stage of the game. On the title screen press Down and button 2, and you'll be able to start wherever you like!

GOLVELLIUS

For a real crazy cheat, by entering the following code

0000 0000
0000 0000
0000 0000
0000 0000



MY HERO

When you come to fight the end of screen job, only use kicks to the head and don't get trapped in the corner of the screen. Using the keys to the head you will beat him faster, and the faster you beat him the more lives you collect.

When you fight Michlean, use the punch or the high kick only, and afterwards you'll get an extra life as well as the one you get normally.



RAMPAGE

Whenever you can, pick up a woman from a window and just hold her. If you don't eat her your score will be boosted. Don't eat bombs or punch trains, as these drain your energy.

When jumping off a building, keep the up button depressed and you will climb the building nearest. When a tank fires shells at you, jump into them and you won't get knocked out.

TENNIS ACE



Choked off of having to play all the matches in this tennis game? Fear no more, because Paul Travis of Planet Hampshire has got a password which takes you to the very last game. What is it? Well, it's

MKDF VWL
LQGS FCKK



SEGA MASTER SYSTEM
8-BIT TIPS

SPACE HARRIER



To get the continue mode, move the joystick up, up, down, down, left, right, left, right, down, up, down and up. If you watch about five demo games, the Space Harriers

appear - all of the characters in the game are displayed, and the whole thing is quite a laugh. Call up sound test and select tunes 7, 4, 3, 7, 4, 8 and 1.

Now a screen pops up which allows you to change parameters. Want to get a 10,000,000 point bonus? Well, on the bonus screens shoot five

trees only. A space port rooms across the screen near the end of the level, and if you manage to blast it, all those lovely points are yours.

TRANSBOT

Here's a quick one from Paul Elmore of Aylesbury in Buckinghamshire for this rather chippy little shoot 'em up. The easiest way to kill the final monster is to use Fire-god's A for normal fire, and Firepower B for laser.

When you reach the first city, three devils appear called Hilons. If they've blasted with weapon system D, the mission will then continue on the underground level.

VIGILANTE

ENDURO RACER

If you want to jump levels, on the title screen press RESET, then UP, DOWN, LEFT, RIGHT on control pad 1. You can now choose the round you want to play.

To get to any level, push the joystick top left, and push Buttons 1 and 2 at the same time. Tony Danvers from Belfast sent that one in.



NINJA



FIRST SCROLL

Can be located in screen 1. Kill wandering ninjas and the scroll will appear.

SECOND SCROLL

Can be located in screen 4. Shoot the dog statue at the far left hand side five times and the scroll will appear.

THIRD SCROLL

Can be located in screen 4. The scroll is located in the first Samurai house run, founded by a mist on the left hand side of the screen.

Cross the footbridge and to the top-right corner. Shoot the corner (a) the left of the

MAZE ROUND

When you first enter the maze move left. Make the first right. Shoot and disappear a lot, then, allow them to chase you. Be sure to watch your back. Stay along the right all the first possible opening. Go right in between the middle pillars, there will be eight on each side. Then get ready to fight the main boss.

booth) and the scroll will appear. Get the scroll and cross over the footbridge.

FOURTH SCROLL

Can be located in screen 4. Go through the empty way into the open field. Shoot at the feet but towards the back wall and the scroll will appear.

FIFTH SCROLL

Can be located in screen 6. Climb up the wall (disappearing really helps) staying on the right side as you make your way up. When you reach the falling rocks you can stop them from falling by shooting the rock hole at the far right side 48 times. However, it is not necessary to do so to obtain the scroll. Go up past the rock holes and start fighting the main boss of the round, but do not kill him. Leave him and go to the far right side of the screen (on the same hallway the main boss is an alcove) above the far right rock holes and the scroll will appear. Now, go back and finish off the boss.

SCREEN TEN

Walk along the middle of the stone grey hallway to the stars. This will place you on another hallway. There will be bushes on your right and bushes with round grey statues on your left. Go up to the last grey statue and punch it three times and then disappear three times. A message will appear and you will move on to the maze round.

EXTRA SCROLL

Along your journey you will come across red and blue scrolls. The blue scrolls enable you to move faster, the red scrolls give you stars and weapons.

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SEGA

MASTER SYSTEM

8-BIT

TIPS

WONDERBOY

When the screen shows the round and area numbers, press button I twice, button 2 twice, hold them both down and use your other hand to move the directional pad. When moving the pad you will be able to select your area and round desired.

During the game title Sega signs appear. Collect every one you see. This will make the fruit you collect worth 500 points.

Yes, there really is a tenth round in Wonderboy! You need 26 dolls. Collect the dolls from area 1 - round 1 all the way to area 9 - round 4. Only then will you be able to play in this tenth round. Remember to collect the dolls as well. These can be found just about everywhere, in the dolls and other items to uncover the hidden dolls. Remember, Tanya is waiting for you to rescue her!





When you have finally lost all your lives, the "Game Over" screen will appear with the options "Continue" and "Restart". To begin where you left off, use the directional pad to select "Continue" and press either button. To start from the beginning, use the directional pad to select "Restart" and press either button.



On title screen press button I, then press button I again twice, and then button II twice. Hold both buttons down at the same time, and press the O-Button up for a higher round.

In Wonderboy you need to collect a total of 26 dolls (one each round). On area nine, round four the doll is actually found in a fire. If you have all 26 dolls after killing the monster at the end of Area 9 you go onto round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

WONDERBOY

II

Calvin Hollbrook (or something like that - the writing's difficult to read) of *Shank's* has found that if you plug a controller into port two, start the game and press the A button on controller two you'll bring up the status screen. Do this 48 times and you'll get 48 gold coins. DO this as many times as you like to get millions of coins.

WONDERBOY

III

Andrew Strange of *Mattford*, Haris has found a quick way to finish this utterly brilliant game.

First of all, choose continue and type in WEST DNE 0000 000 on the password screen to get loads of money and a complete armory.

The game starts in the town, so walk left until you reach the jump block, jump up to the left. Walk past the door and keep walking left until you reach another door. This is a hospital. Get cured and exit. Walk right and enter the first door you come to (this should be the screen with the jump block in it). Go through the door and jump on the jump block. Land on the platform and go through the

door. You are now outside a building.

Jump right and land on the platform. Stand on the first two blocks on the left and press up. A door appears - enter it. You are now in a room with a door in it. Go through the door to find yourself in a room with the Vampire Dragon. Kill the dragon (it's quite easy) and all back and watch the ending sequence. By the way, make sure you've got the *board* (what you're not to damage the Vampire Dragon).



To instantly control all you alter eggs, with loads of cash and a complete armory, type in WEST DNE 0000 000 on the password screen.



TIPS



CHOPFLIFTER

On the second stage, fly behind the battle ship, fire and up comes Jaws! On level 3, travel backwards past the lava pit. Shoot the first enemy rocket base several times, and after a while Superman appears. The prisoners will now run twice as fast. Wheel!

Here's a jolly wheeze from Andrew Dunn of Sandhurst, Canterbury. On level one, shoot out the ground emplacements and proceed to rescue the hostages. Do the same for level two. On level three travel backwards past the lava pit. To select a level press up, down, left, right and button two. Then do it again.

CAPTAIN SILVER

The game is a right load of fun. However, if you're frustrated with it and want to continue after you've died, press up and both buttons at the same time and you can restart. Hokey! Oh yiss. Last Rescued of Dagenham, Essex was the kind soul who supplied this. To utilize the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

QUARTET

To begin the game with wider shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donovan from Leicester were the kind lutes who posted that one to us. Push **PAUSE** four times on the title screen and any button on joystick two for sound test. **S** Allan has discovered that you can get a wider shot by

pressing the pause button 14 times on the title screen before starting the game.

DEAD ANGLE

Paul Pizzetti of Wapping, London has a good one for players of this Operation Wolf style game. Plug in two joysticks and turn on the machine. When the title screen appears, move both sticks left and right until you hear a noise effect, then press any

button on joystick one. Now you should be on a later stage!

FREE GAME

This is an oddie, but some new Sega owners might not be aware that there's a free game actually built into the machine. Turn on the machine while simultaneously pushing the control pad buttons and pushing upward - a music game scrolls from the right and you can play away...

SEGA
16-BIT

MEGADRIVE

REVIEW

In a completely unexpected military gambit, aliens have suddenly invaded (again) from another dimension! Of course, the authorities at Megadrive Control besieged by the amount of alien invasions they have to cope with (about three a month) send a single ship up against the alien menace (again), making sure that a scout ship leaves behind the necessary power-up weaponry, so our heroic savior has the tools to carry out the alien massacres.

If you hadn't guessed yet, *Dangerous Seed* is yet another vertically scrolling Megadrive shoot 'em up (a bit like *Teen Hawk*, *MUSHA Akete*, *Traxton*, *Fire Shark*, *Elemental Master*... the list is endless) with the usual dollops of parallax scrolling, end-of-level guardians and impressive graphical effects.

The aim of *Dangerous Seed* is simply to collect bombs and power-up goodies during the level and then use them all up on the end-of-level boss. Each completed level endows your craft with some *Slingshot* style extra bits (up to a maximum of three) which enable your craft to transform into up to three different ships which all fire in different directions (sounds a bit like *Havoc* to us).

The mission takes our battle-wary ship up into space (with a quick detour to Mars to investigate the alien colony they've cunningly built without anyone noticing) and through various graphically interesting sections until the head of the *Dangerous Seed* is located. He's a bit on the large side, so your job is to blow his armor apart, then dispose of him from the inside. At once inside you'll face the terrifying prospect of depressing all of the previous end-of-level bosses that have been (probably) squeezed inside. With three demons annihilated (again) you meet the head of the *Dangerous Seed* for the final, exciting confrontation...



End of level guardians ship!



Menacing Minors.



Get lost crab face.

Dangerous Seed

デンジャラスード

大和ドラゴンゲーム

MEGADRIVE

REVIEW

SEGA

16-BIT



Cover, this one's a bopper!



Bosses get bigger throughout the game!

COMMENT

Another vertically scrolling shoot 'em up is exactly what the Megadrive does not need - especially with the likes of *Traitor* and *Elemental Master* stitching up the scene quite nicely. *Dangerous Seed* ranks as one of the most unoriginal games we've ever seen. If every single aspect of the game has appeared in one shoot 'em up or another, and *Dangerous Seed* adds nothing new of interest to the genre, the graphics are pathetic with miniscule sprites and awful explosions. Some fancy graphical effects are present in the later levels - all of them shamelessly pilfered from *MUSHA Akiel*! Given the parallel scrolling is jerky - even though the Megadrive has custom chips to deal with it! The sound consists of unexciting, warbling tunes and insipid effects. But what really seals this game's doom is the difficulty level. Completing the whole game is about as challenging as putting on a hat and just as exciting. Seriously, you're only likely to get about half an hour's worth of enjoyment from this cart and at over £30 it's ridiculously overpriced. The one redeeming feature this has is that the ship is quite responsive - but this fact alone doesn't make this any more interesting. That being the case, we simply cannot recommend this cart as anything more than a complete waste of money.



DANGEROUS SEED

 or FORMATION
 SEGA

 SEGA
 SEGA

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 SEGA
 SEGA

A completely unoriginal and unexciting mish-mash not worth its salt at a quarter of the price.

GRAPHICS 55%
 SOUND 49%
 PLAYABILITY 43%
 LASTABILITY 19%
OVERALL 29%

SEGA

MEGADRIVE

16-BIT

REVIEW

Slam dunk those hoops! Basketball makes another appearance on the Megadrive, this time starring the famous Los Angeles Lakers and Boston Celtics, although ten other teams are represented. Arcade mode provides speedy players who don't tire and refs who ignore fouls, while Simulation play has team members who get exhausted and officials who tend to notice when a player punches another. The play level - pre-season, regular season and Showtime - determines the abilities of the players on both sides.

Dribbling the ball is automatic, but when the man shoots, takes or tries to pass, he stops. If that player attempts to move again, he incurs a foul. The B button passes the ball to the nearest player facing the thrower. The directional pad can also be used to choose a receiver.

The A button controls shooting, but the likelihood of a player scoring depends on his skills, whether he's guarded, and how long the button is held. The shot-clock gives each team only 24 seconds to get in a shot before a foul is called.

Defence is the art of controlling the player with back shoes. Button B switches control to the player nearest the ball, and C attempts a steal. Lastly, button A makes the player jump up to block a shot.



LAKE

VERS

CELTI

A N D



NBA PL



ERS S S HE PLAYOFFS



MEGADRIVE

REVIEW

SEGA

16-BIT

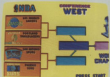
COMMENT

Lakers Vs Celtics is another high-quality game from Electronic Arts. Although it's superficially similar to Super Real Basketball, the range of stats and subs put this in a different league! It is much more of a simulation, so some people may be discouraged by its relative difficulty. Still, it isn't without its faults: getting control of the correct player is really tricky. The sprites are excellent, although the players' legs don't seem to quite run properly! A good game that is a true rival for Sega's own basketball game.



An excellent basketball simulation with plenty of stats and a comprehensive array of game options.

- GRAPHICS 89%
- SOUND 82%
- PLAYABILITY 84%
- LASTABILITY 79%
- OVERALL 83%**



SEGA
16-BIT

MEGADRIVE

REVIEW



Your once-beautiful land has been ravaged by the Elemental Master, a cruel wizard who derives pleasure from making innocent people suffer. He's left a burnt and battered wasteland in his wake, and there's only one thing to do - seek revenge, and slay the Elemental Master before he destroys the whole planet.

Roam across the four kingdoms, which make up the land in a vertically-scrolling, traditional shoot 'em up in a style reminiscent of Dragon Spirit. Wreak havoc in the enemy camp as you struggle to liberate your kingdom

from the clutches of the Elemental Master and his minions - a mix of weird but not exactly wonderful beings that boast an array of devastating weaponry. Luckily their weapons, or at least those of certain creatures, can be picked up on their owners' demise and used against them. Delight in killing your opponents with fireballs, laser blasts and intricate photon beams, as you move ever closer to reloading your aim - destroying the Elemental Master and restoring peace and stability back to your kingdom.



ここに、新たな

アーケードシューティング

ELEMENTAL MASTER

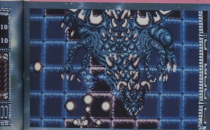
エレメンタルマスター



COMMENT

What can be said about Elemental Master that hasn't been said a thousand times before about a multitude of similar shoot 'em ups? Not a lot, come to think of it: above average graphics, especially the intro screens (some animated, most simply stills, all with unintelligible Japanese text on the version we played), although some of the sprites are on the small side - they're animated well though, and move

around quickly, which is a boon in a game such as this. Sound is not bad at all, with well-timed tunes and fitting effects adding that little extra something to the proceedings. Elemental Master holds few, if any surprises as far as gameplay is concerned, but it's by no means a poor game, just a very hackneyed idea. To a large extent, the overall challenge negates the unoriginality of the thing, difficult without being overly frustrating, and at the end of the day, that's all a shoot 'em up fan is looking for, isn't it?



Not the most original of games, but a hard and fast shoot 'em up which will doubtless have fans drooling.

GRAPHICS	82%
SOUND	84%
PLAYABILITY	85%
LASTABILITY	80%
OVERALL	82%

な説がはじまる

SEGA
16-BIT

MEGADRIVE

REVIEW

RINGSIDE ANGEL

enters a gogo! The somewhat bizarre sport of female wrestling, with all its clinches, bodychecks and grunts, is the subject of this game. One or two players take part in contests to decide the toughest girl in the ring.

Knock-out mode is as straightforward as it sounds, and defeat means dropping out of the contest. The league option pits the player against every Girl in the league (although this is basically another knock-out competition). Once the first batch of females has been beaten, another group of tougher ladies turn up trying to make mincemeat of the upstart challenger.

Choosing a player is simple enough, and the players also decide on a specialty move for their female fighters. Then perform bone-crunching moves (such as grabbing the opponent, holding her by the wrists and bending her back repeatedly until she can't take any more).



A fun-filled female wrestling game with great graphics and plenty of perviness. Sports fans should love it.

GRAPHICS 88%
SOUND 86%
PLAYABILITY 80%
LASTABILITY 64%
OVERALL 77%



COMMENT

This is a novel and amusing approach to what is a very odd sport in the first place. The whole presentation is tongue-in-cheek, with the crowd cheering all the violent moves and impossible holds. Graphically this is a delight, and the facial expressions of the women are wonderful. The sound effects have to be heard to be believed - pervy is definitely the word! This is a great two-player game, but the game will be played less and less as the novelty wears off. So it's a good game for a while, but not really one that delivers value for money over the months to come.



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SEGA
16-BIT

MEGADRIVE

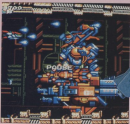
REVIEW

HEAVY

Heavy Unit appeared on the PC Engine some time ago and basically involved flying around, kicking seven kinds of anal waste product out of a whole host of less-than-friendly alien types. Perhaps not surprisingly, the idea's the same on this Megadrive conversion.

Five stages of arcade blasting are what you'll have to contend with, each stage built up of four levels, and each level is absolutely jam-packed with the type of nasties you'd only expect to find... err... somewhere very, VERY nasty indeed! You won't have to put up with the horrible jet-shooter laser given at the start of the game for ever, though - power-ups are situated at various points, offering speed-ups, ultra-wicked blasters and even a clever piece of kit allowing the player to change from a spaceship to a huge robot warrior.

But the baddies you meet aren't exactly in the staidy-donkey woman category. Android archers firing bolts of laser fire, whipligs which appear from nowhere, usually right on top of you, and the hardest, ugliest alien critters seen this side of a hard, ugly crater factory. Be warned - anyone who attempts this challenge isn't going to find it a walkover!



MEGADRIVE

REVIEW

SEGA
16-BIT

UNIT



COMMENT

We rather slugged off Heavy Unit on the PC Engine, primarily because it was just too damned hard. The Megadrive version, on the other hand, has had it's difficulty setting tweaked so that it's only ultra-rocky-rippler-difficult, as opposed to impossible. The graphics are better than those of the Engine game too, featuring bigger sprites and more detailed backdrops - especially it's no wet blanket either. However, we would still say that Heavy Unit is perhaps a tad too hard, our biggest gripe being that, after picking up a ton of weapons and cutting a swathe through a stage or two, on losing a life it's back to the crappy laser and a thankless task to try and get further into the game. Recommended only to hardened shoot 'em up addicts who don't get frustrated quickly.



Looks good, sounds good and, to begin with, plays well but losing your weapons makes Heavy Unit an uphill struggle.

GRAPHICS	88%
SOUND	85%
PLAYABILITY	79%
LASTABILITY	77%
OVERALL	82%

SEGA
8-BIT

MASTER SYSTEM

REVIEW

AERIAL ASSAULT

EL's belted bad put, but that's the name of the most destructive weapon ever created - EL. Designed by the terrorist organisation N.A.C, the huge laser emitter is capable of destroying the Earth's ozone layer, which would allow the sun's deadly ultra-violet rays to penetrate the atmosphere, spelling doom for the entire planet.

The Earth would be in dire straits were it not for mysterious Freedom Fighter. No country accepted responsibility for him, but all of them owed their very existence to the shadowy figure and his daring raids into N.A.C territory. But he'd strayed into danger once too often - N.A.C had ready an immense offensive force and were on the brink of an all-out strike which would mean the end of civilisation as known.

You control the Freedom Fighter in a one-man fight for survival against a wall of land, sea and air attacks. Spread across four levels, with a huge enemy guardian lurking at the end of each mission, your work will be cut out from the word go. And if you survive all that N.A.C can throw at you - a thankless task in itself - you'll still have the terrifying EL laser to contend with. Not a very nice prospect at all.

A reasonable-looking shoot 'em up, but suffers from lack of difficulty and too-low levels.

GRAPHICS	78%
SOUND	72%
PLAYABILITY	75%
LASTABILITY	63%
OVERALL	69%



COMMENT

First impressions of Air Assault are decidedly iffy - the graphics are blocky and colour is rather bland. Soon, though, your mind turns to the action and you begin to enjoy the game. The trouble is, it's too easy, even on the highest difficulty setting and, with only four rounds, it's not going to take even the most keen shoot 'em upper very long to complete the game. Had Aerial Assault been tougher, it would have been a very appealing game - the graphics get a lot better once you reach level two, where you're greeted with a beautiful sunset and some effective parallax scrolling. If you crave for a demanding shoot 'em up, spend your round, golden bits of metal on the likes of Submarine Attack - Aerial Assault is best left to the beginners.

SEGA
16-BIT

MEGADRIVE

REVIEW

The evil demons of *Guns* have risen to give the heavenly a bit of a bad time (plenty of fire and brimstone, eternal darkness and the like), so it's time for a shining angel (named Wor) to pick up his wings and his finger-mounted death cannons and give those god-forsaken Devil-spawn something to think about.

In this all-action horizontally scrolling shoot 'em up, our angelic hero travels six stages of blasting action, doing out divine retribution to the damned with a variety of extra weapons. But caution must be exercised! Two barons of darkness have been placed in each stage - one midway and one at the end of the level, and they're not very happy with your aggressive antics to say the least...



Guns



GYMNOG

MEGADRIVE

REVIEW

SEGA
16-BIT



COMMENT

There are some very nice touches to *Gymnog*, the amazing parallax scrolling being just one. The main sprite is a tad on the small side, as are some of the enemies. But generally speaking, the graphics are of a high quality, and full of colour. There's also a host of ugly guardians too - just take a look at the first one you encounter, which looks like a horse's skull balanced on top of a turtle's shell! *Gymnog* isn't a game that will tax your mind, but it certainly calls on all your reflexes and alien-tapping skills and test them to their upper limits. It's not as good as *Aerobuster*, but it's not far off, and should certainly be topping the list of must-buys.



▲
▲
A highly playable blaster with lovely graphics and brilliant little touches. Grab it quickly.

GRAPHICS 88%

SOUND 89%

PLAYABILITY 90%

LASTABILITY 83%

OVERALL 88%

SEGA MASTER SYSTEM 8-BIT REVIEW

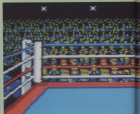
The thrill of the ring, the feel of the canvas under the feet, and massive punch in the face - it's all found in the latest sports sim released by Sega. Starring James "Buster" Douglas, the former World Champion, this is a one or two-player game with the aim being to knock seven belts out of the opponent.

In one-player mode, Buster fights five boxers, each successively tougher. The pugilists have four statistics: Power, which determines the strength of punch; Recovery, which shows the speed of damage reduction between rounds; Footwork, the quickness of the boxer's movement; and Super Punch, the number of mega-blow available.

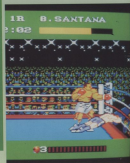
The buttons control the left and right punches, and the joystick adds further options - for example, pushing down-right while punching makes a head blow. Holding down both buttons builds up a Super Punch, which can smash the opponent right across the ring (unless he's sensitive enough to get out of the way!).

Victory comes through a knockout, a technical knockout, or a Judge's Decision, in other words on points. So put on the gloves, step through the ropes and put in the mouth guard - seven rounds can be a long time.

B. SANTANA



HEAVY CHAMP



MASTER SYSTEM

SEGA

REVIEW

8-BIT



HEAVYWEIGHT CHAMPIONSHIP BOXING

COMMENT

Heavyweight Championship Boxing had all the potential to be brilliant - the excellent control method, fast action and nicely animated graphics all give a great first impression. However, when you get into the game and discover that there's only five boxers to challenge you, it soon becomes very dull. Even the two-player mode is marred because you always have to fight with the same boxers, and one is much better than the other. If you're really keen on boxing, try Rocky - it's just as good and is much cheaper. This, sadly, hasn't got the long-term appeal or challenge to make it worth its rather heavyweight price tag.



J. DOUGLAS 1R 0. SANTANA

0:48C



J. DOUGLAS 1R

0:20C



A potentially good boxing game ruined by a complete lack of long-term challenge and a very limited two-player.

GRAPHICS	78%
SOUND	62%
PLAYABILITY	74%
LASTABILITY	39%
OVERALL	51%

SEGA
8-BIT

MASTER SYSTEM

REVIEW

Everyone knows how popular Mickey and Minnie Mouse are, don't they? Well they've been knocking around for around 60 years now and everyone loves them - apart from one person. The evil witch, Mizrabel, despises these friendly rodents more than her own warped and grotesque features. She especially hates poor old Minnie, so in a fit of maniacal ruthlessness the cunning witch decides to kidnap her! To add insult to injury, Mizrabel locks her away in the Castle of Illusion - the most dangerous castle in the known universe!

Obviously, Mickey Mouse isn't too enthralled by Mizrabel's antics and sets out on the inevitable rescue mission. This is where the player comes in. You must use your jockey skills to guide our hero through six multi-directionally scrolling platform levels, dealing with diabolical and/or lethal bosses on the way. Each boss holds a rainbow jewel and these are used to transport Mickey to the final confrontation with the twisted Mizrabel herself!

Mickey has only two weapons in his attack repertoire. First off, he can pick up boulders or blocks littered around the city and these can be thrown at enemy sprites in order to effectively despatch them into oblivion! Mickey's bottom is either more immediate weapon (and he hasn't touched any kind of curry either). Whilst jumping he can produce a mega-destructive bottom bounce which crushes anything unlucky enough to be underneath (thank God cartoon characters don't suffer from flatulence, eh?).

Tasty bits of cake can be discovered that replenish Mickey's energy bar and there's even some special cake that increases the amount of damage Mickey can take! In this game of nasty surprises and platform-cunning, he's going to need it...

NICKEE MOUSE



MASTER SYSTEM

SEGA

8-BIT

REVIEW

COMMENT

Every single aspect of Mickey Mouse is almost perfect. The graphics are superb, with a brilliant range of enemy sprites, end-of-level guardians and boss-drops. The Mickey sprite himself is a graphical feast with real character and loads of animation. The sound too, isn't bad either with some nice tunes that are annoyingly funnereal! But it's gameplay that counts and Mickey Mouse has it in abundance! The six levels are all extremely challenging in their own ways, with plenty of platform strategies to be learnt before you can progress! There's also more than one way to complete each level, which means there's plenty of scope for lastability and plenty of secret rooms to discover and treasure chambers to loot! If you're going to buy one Sega platform game, then look no further - this cart fits every requirement!



POWER



POWER

TRIES

SCORE

TIM



With its great graphics, sound and playability, this is easily one of the finest Sega games money can buy.

GRAPHICS	95%
SOUND	88%
PLAYABILITY	94%
LASTABILITY	93%
OVERALL	93%

SEGA

MASTER SYSTEM

8-BIT

REVIEW



The evil Death Adder has returned - but this time he's so mean, bad, and deadly that he's changed his name to Black Adder! And he's got a cunning plan (courtesy of Baldric and Percy, no doubt) and has robbed the kingdom of the nine jewels of power! He is also deposed the good King Finewood (777) into the bargain.

As a true warrior (and long-time admirer of King Finewood, you aren't particularly impressed by Death Adder's murderous antics) and evil majesty. You've seen how control of the nine crystals has mercilessly repressed the kingdom, and you don't like it. So what you going to do about it? Well, you're going to pick up your sword and shield and do something about it - just like in Golden Axe.

Well, actually you're not - because Golden Axe Warrior is in fact an RPG - nothing at all like the coin conversion of the Golden Axe coin-op! This means you've got to go around the flip-screen landscape duffing up monsters, picking up items, conversing with people, carrying out mini-quests and the like.

Shops are visited during your quest, and here you buy goods with the local currency - horns (a pocketful of change must indeed be a sight to behold). Extra weapons, magic spells, and special items are all to uncovered in this game. Up against the evil might of Death Adder - you'll certainly need them.

GOLDEN AXE WARRIOR

COMMENT

So, you're expecting a best 'em up sequel to Golden Axe (particularly with the suitably hard "Warrior" subtitle added to the title). Well, you're not going to get it here! Golden Axe Warrior is in fact, an incredibly dull RPG that has all the entertainment value of a 29-hour German opera. The character interaction is simply a case of walking into people and listening to their mind-numbingly lame line of conversation, and the exciting combat action comes down to a collection of small, malfunctioned sprites clattering up a banal play area. The backgrounds are extremely blocky and the sprites suffer from a graphical version of rigor mortis. The sound isn't bad - the tunes are sometimes reminiscent of the coin-op original in their style. Admittedly, you are getting a big adventure here for your money (with battery back up/save options) - but as the saying goes: "size isn't everything" and with the extreme lack of moving action you'll get bored with this very quickly indeed. Don't even consider purchase if you value money like ordinary people do.



This has absolutely nothing to do with the Golden Axe coin-op conversion. It's a dull RPG.

GRAPHICS	32%
SOUND	58%
PLAYABILITY	41%
LASTABILITY	59%
OVERALL	42%

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SEGA

MEGADRIVE

16-BIT

REVIEW

The world is in danger! Six elite terrorist groups are threatening to reduce the world to a barren, featureless planet. At times like this when danger is near and deeds must be done, the Aeroblaster "Trouble Specialty" Raid Unit are dispatched to save the day.

Two fighter pilots, Holly and Mike (in sixties here, although from the looks of their portraits, Holly could easily pummel Mike in a one-on-one fist fight) are sent in aboard their trusty Buster-class planes. The object is very straightforward. The screen scrolls horizontally and your task as either Holly or Mike is to keep your finger jammed down on that trigger and blast everything hostile that pops in your path.

At the end of each of the six levels, the terrorists have left a little surprise for our airborne heroes. A whole host of very large (and very deadly) end-of-level guardians await before the reign of terror can be brought to an end and our heroes can be home in time for tea.



MEGADRIVE

REVIEW

SEGA

16-BIT

OVERVIEW

To get straight to the point, Aeroblaster is one of the best horizontally scrolling shoot 'em ups to be had on the Megadrive - it's also one of the toughest. Graphically, Aeroblaster is a treat to behold, colour, colour everywhere and great parallax scrolling. Then there's the music and sound effects - heaven to your ears. But it's the sheer pace of the gameplay which stuns you; for instance, on level two the action switches from blasting tons of aliens to blasting tons of aliens AND negotiating a series of tunnels at blistering speed. The Megadrive gets back to doing what it does best with Aeroblaster - a cracking shoot 'em up, no more, no less.



One of the best horizontally scrolling shoot 'em ups you'll see on the Megadrive. Or anywhere, for that matter.

GRAPHICS	93%
SOUND	89%
PLAYABILITY	94%
LASTABILITY	87%
OVERALL	90%

SEGA
16-BIT

MEGADRIVE REVIEW

In this game, the player adopts the mantle of an intergalactic soldier whose mission in life involves annihilating hostile alien races. The inhabitants of the Garius system know of your heroic antics and have consequently massed the largest battle fleets in the entire history of the universe and distributed them around 26 horizontally scrolling sectors - each named after a letter from the alphabet.



DADIICT

Your job is to simply annihilate a large portion of the enemy fleet, thus crippling their war machine. You start out your annihilating antics at stage A. After this has been destroyed, you can choose between visiting Zone B or C. All of the levels branch out (just like selecting your route on the coin-op version of Out Run) - which means you only have to take out seven sectors in order to finish the game!

There's plenty of power up weaponry available during the game including better forward-firing lasers, diagonal proton beams and highly explosive bombs that are best suited for ground attacks on enemy positions. This sort of awesome destructive potential comes in handy for the massive battleships that hang out at the end of each level.



MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

Okay, so *Darius 2* is yet another horizontally scrolling shooter with the usual legions of sprites to blow away, the usual end-of-level bosses to annihilate and the same old graphical effects. Despite all of these downsides, it's still remarkably good to play. The ship dances around the screen at a fair old lick dishing out gargantuan amounts of very enjoyable murderous mayhem! The sprites are very small, but there's loads of them on-screen at once making for some fast and rather furious gameplay. The graphics are pretty good (there's a distinct lack of variety in the backdrops though) and the raucous sound enhances the atmosphere no end. The gameplay may be rather enjoyable, but the digital Armageddon simply isn't in the same class as other *Hellfire* or *Gynoug*. *Darius 2* is bigger though with so many different levels to conquer. When you've completed the game there's also a number of different endings to enjoy dependant on the route you took through the game - thus enhancing replayability no-end! Shoot 'em up fans should at least have a look at this cart. It offers simple, good, clean fun!

▲ ▲
Loads of levels and variety make *Darius 2* an enjoyable blaster that isn't quite in the league of *Hellfire* and *Gynoug*.

GRAPHICS	81%
SOUND	87%
PLAYABILITY	83%
LASTABILITY	89%
OVERALL	83%

SEGA
16-BIT

MEGADRIVE REVIEW

Big Dick's in town! Sworn to eradicate crime, the vigilante Private Investigator has decided to mow down the environs in search of mendicants, peddlars, and buskers. Well no, he's actually after Big Boy, Flattop, Ichy, and other procs with silly names in order to clear the city of their evil presence (and appalling body odour).

A horizontally scrolling game, Dick Tracy is set over 18 levels of action, starting outside the police station and progressing to the underground HQ at the end of the game. Dick walks along, and is able to punch or shoot the villains in his path, as well as spray bullets from his tommy gun at those foes in the distance. Other levels have our hero standing on the running board of a car, trying to survive the hail of lead coming in his direction.

Bonus stages appear from time to time, where Dick shoots pop-up targets for extra points - providing he doesn't hit too many good guys! This also gives a welcome break during the eighteen levels.

Although he has unlimited bullets in his revolver, Dick only has up to three magazines for the tommy gun. So accurate shooting is needed if the man in the yellow rain is going to triumph over the forces of evil.



DICK TRACY



MEGADRIVE

REVIEW

SEGA

16-BIT



COMMENT

It'll come as no great surprise to discover that Dick Tracy is a shoot 'em up - and a good one at that! The programmers have managed to capture a lot of the character's feel, and he certainly looks the part - big, bold and brash with a flowing, yellow mac and wide-brimmed hat. He's also a dab hand when it comes to dispatching baddies, be it with a pistol, machine-gun and, if all else fails, an honest-to-goodness smack in the teeth! It was a little disappointing to hear that the tunes weren't taken from Madonna's "I'm Breathless" soundtrack, but even so, the music that is there is fitting enough. Probably the best part of the game, and the one which makes Dick Tracy quite an enjoyable cartridge as opposed to a mediocre licence, is the machine-gun with which you can shoot out windows, car windscreens and even fire hydrants as well as the patrol-packing bad guys across the street! Not really an essential purchase, but if you crave for a taste of action, give Dick a whirl.



DICK TRACY



There are better games around, but you'll not be disappointed if you're a fan of Dick.

GRAPHICS	84%
SOUND	80%
PLAYABILITY	82%
LASTABILITY	76%
OVERALL	80%

SEGA
16-BIT

MEGADRIVE

REVIEW



The kingdom has been rent asunder by an evil dictator who has filled the fair and pleasant Arabian lands with the minions of darkness. It's a good thing that there's a hero around who armed with his turbo-powered magical hat (and a plentiful supply of Quacalls to keep it going) has decided to rid the kingdom of the murderous minion.

The action takes place over an eight-way scrolling platform environment, with our cute Arabian hero running around dispensing lethal justice to anything evil-looking. The object of each level is simply to negotiate all the platform puzzles and reach the goal at the end of the level. Then it's on to the next stage where more of the same awaits - only this time it's even harder! So there you go.



MAGICAL FLYING HAT TURBO ADVENTURE



MEGADRIVE

REVIEW

SEGA
16-BIT

COMMENT

Magical Flying Hat Turbo Adventure is virtually an identical copy of the Master System classic - Psycho Fox. The only changes are purely cosmetic. Better graphics and sonics and another gameplay put this a few paces above the Sega game and that was pretty special to begin with! The platform-based gameplay is highly addictive with a number of routes through each level and loads of secret bonuses to pick up on your way through. The graphics have some excellent comic touches throughout - the faces your hero makes when he dies are pretty amusing, and all of the backdrops and sprites echo those humorous qualities. The sound is pretty good too, with appropriate effects and suitably Arabian music giving the game an excellent atmosphere. Be warned though, Flying Hat gets a tad frustrating at times - especially when you're doing well and suddenly you're sent back to the beginning of the level! Still, this is probably the only downside to what ranks as one of the best entry-platform games on the Megadrive market.

Great comic graphics, superlative playability and loads of levels make this one to check out - pronto!

GRAPHICS	88%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	90%
OVERALL	90%

SEGA

16-BIT

MEGADRIVE

REVIEW



The evil Cyber Zeed empire have once again re-surfaced, having recovered from the good lucking they received in Shinobi and Revenge of Shinobi. They're threatening the world with an evil programme involving death, mutilation, and slavery. They don't like dogs too much either, and instigate a special campaign involving the mass genocide of every species of canine left on the planet.

Joe Musashi doesn't exactly go a-bursh for the first three terms in the Zeed's agenda - and his faithful mutt doesn't really like the fourth result. Together, they decide to rid the world of the Zeed (again). This boils down to our hero and his four-legged friend traversing five multi-directional scrolling platform levels, dishing out lethal justice to an members of the Zeed they find en route.

Our two heroes can dispense three forms of horrific death onto their assailants. Joe's skillful shuriken-throwing is just the ticket for disposing of Zeed at a distance, whilst he whip out his enormous chopper to deal with any enemies that get too close. The third form of attack involves Joe's canine chum. He can unleash his well-tipped tail on his enemies at will, and this is used to disable any enemies that can't be reached by either sword or shuriken. This leaves the way clear for Joe to attack unhindered by any form of tribulation.

This daunting task is made far more difficult by the fact that the mission takes place in an annihilated city, so there's loads of potential death traps to be found in the platform scenery (bottomless holes and collapsing ledges, for instance). Here, Joe's amazing ninjitsu jumping and leaping skills come in handy.

The evil Zeed have also deposited very large and very vicious end-of-level bosses at regular intervals during the game. They require loads of hits before their eventual demise, but the rewards come in the form of the subsequent bonus games. These generally take the form of our hero (minus psychotic dog) falling down a large pipe, living shuriken at his foes for bonus points!

The game also has an option screen where the difficulty level and number of lives and credits can be altered. There's even an option that takes away Joe's death star lobbing abilities - meaning that the player has to take on the might of the Zeed with only his ever-sided meat cleaver and revenge-crazed pooch for assistance!

SHADO

DAN



MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

Shadow Dancer is decidedly average on all counts. The graphics, though well-defined, seem to maintain the same colour schemes throughout and the sprites are pretty dull and uninteresting. The mediocre music adds some vestige of atmosphere to the proceedings, but the sound effects are pretty dire. But it's the playability that makes or breaks a game, and in this case it's the latter. The main sprite is more difficult to control than his *Revenge of Shinobi* counterpart, and the only real progression from the aforementioned classic is the inclusion of Joe's dog. Unfortunately, he proves to be about as deadly as your Gran's ten-year-old poodle and whilst he's being powered-up for action, you're completely defenseless. Comparisons with *Revenge of Shinobi* are inevitable and it's this that really seals Shadow Dancer's doom. The music, sound effects, visuals, variety and playability are all markedly inferior to *Revenge* - so if you've got that, don't get *Shadow Dancer*. If you haven't, get *Revenge* then go for that, and leave this limp product on the shelves.



Add better graphics, superior sonics and greater playability and you've got *Revenge of Shinobi*

GRAPHICS	65%
SOUND	58%
PLAYABILITY	70%
LASTABILITY	60%
OVERALL	62%



SEGA
16-BIT

MEGADRIVE REVIEW

The situation is critical. The evil Doctor K has created an army of deranged robots in order to take over the world, and only two men can stop him - Andy Atacker and Ben Breaker (where do they get these names? - Jazz), the top soldiers of the CIA's special Crackdown force.

Each is armed with a machine gun, several super bombs, a set of explosives and their wits, and the two super-soldiers must negotiate their way through a series of multidirectionally scrolling levels of progressively more numerous and nasty enemy forces, planting explosives at certain points marked with a large red "X". Once all the charges are set, they must exit the level before the bombs go off.

If Ben and Andy finally make it through to Doctor K's lair, the good doc has a final surprise for them - a giant, planet-eating goat-headed demon, ready to be unleashed upon the world...



CRACKDOWN



COMMENT

Crackdown was never a major league coin-op. The graphics and sound just weren't spectacular enough to grab the attention of arcadesters drawn to the lines of Operation Wolf and Afterburner. This is quite a shame because Crackdown is a playable little number, and though it may not be a graphical extravaganza it has something that makes it stand out from the plethora of shoot 'em ups, beat 'em ups and mow 'em downs common in the arcades. This game oozes atmosphere. The graphics, though small, are well-defined and well-animated and the sound is perfect with Mission Impossible-esque tunes. Played with two-players the game really comes into its own. It's a team game, and this offers loads of scope in the gameplay stakes. For instance, one of you could be supplying covering fire while the other deposits the bombs. Obviously, a lot of this enjoyment is lost in one-player mode (along with half of the screen - which remains unused) - but for some annoying reason, the game moves a whole lot faster when you're playing solo. Crackdown is a must for two-player teams, but if you're considering playing this on your own, then the money is best spent elsewhere.

A decent enough conversion of an atmospheric two-player coin-op. If you've got a mate willing to play, it's a must.

GRAPHICS	77%
SOUND	85%
PLAYABILITY	85%
LASTABILITY	79%
OVERALL	83%

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★ ★ JAPAN SOUNDS ★ ★

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PRO WRESTLING
987,100 Tim Gasser, Victoria,
Australia

QUARTET
1,170,000 Gareth Williams, Bristol

RAMBO II
91,900 David Barnes, Sawston,
Cambridge

RAMPAGE
891,800 David Barnes, Norwich

RASTAN
1,467,190 David Buckland, Bristol

RESCUE MISSION
570,300 Christopher Hale, Farnham

R-YEYS
7,870,900 Scott McGrath, Swindon, Wiltshire

SAFARI HUNT
9,344,500 Sandeep Singh, Peterborough

SECRET COMMAND
3,318,000 Julian Lloyd, Leamington Spa, Warwickshire

SHOGGI
1,300,100 Mark Polovodskis, Australia

SPACE HARRIER
45,144,180 Matthew White, Okehampton, Devon

SPACE HARRIER 3D
22,108,110 Gareth Potts, Tiers, N Yorks

THUNDERBLADE
2,781,000 Alexandre Thiery, Belgium

VOLANTE
18,700 Stephen Pope, Chorley, Lancashire

WONDERBOY (MONSTER-LAND)
10,800,990 William Hoag, W Stockport, Cheshire

WONDERBOY II
998,898 Andrew Bowley, Leicester

WORLD SOCCER
41-3 Neil Clark, Cleveland

ILLION II
1,023,000 J Cunningham, Swanscombe, Kent

MEGADRIVE

AFTERBURNER
27,691,500 Daniel Sullivan, Coventry

ALTERED BEAST
2,499,600 Paul Whalley, Kent

BATMAN
481,700 David Park, Gateshead

COLUMBUS
44,000,000 Julian Rignall,

MEAN MACHINES
DJ BOY
9,595,700 Jonathan Titbrook, Sheffield

FINAL BLOW
3,189,500 Shegal Mistry, Aylesbury

FORGOTTEN WORLDS
1,945,200 Robert Golden, Lymington, Hampshire

GHOSTBUSTERS
16,827,300 Neil Jewell (signature), South Berkeleys

GRANDS AND GHOSTS
972,300 Daniel Sullivan, Coventry

GOLDEN AXE
271.3 Glen Matthews, Londen

MOONWALKER
22,870 Peter Allport, Surrey

NEW ISLAND STORY
522,500 Nigel Weston, Wiltshire, Cheshire

RAMBO II
1,277,300 Jason Weir, Wiltshire, Canada

SPACE HARRIER II
27,283,600 Lee Royle, Reading



SUPER HANG-ON
Beginner: 95,452,580 Anthony Mous, Somersham

Junior: 59,988,800 Matthew Adams, Amersham

Senior: 76,198,400 Matthew Adams, Amersham

Expert: 82,712,840 Simon Compton, Kilkham, Lancashire

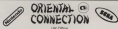
SUPER MONACO GP
4,781 Julian Rignall, MEAN MACHINES

SUPER BRIDGE
2,899,900 Daniel Sullivan, Coventry

THUNDERFORCE II
2,080,000 Paul Griston, Girth, Kent

THUNDERFORCE III
6,871,600 (Mania level) Martin Treweek, Taunton, Somerset

ZOOH
309,430 Andrew Croft, Daresbury, West Yorkshire



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MEGADRIVE

REVIEW

SEGA

16-BIT

Forget football, juggy, 200m sprints and badger-baiting. In the year 1990, the dawn of the day is Gain Ground, the fabulous high platform in which bewitching beings take on androids in the most massive maze-like structure of the Blockade Stadium, pitting their skills as puzzle and mobile against the deadly robot enemies.

But robots are dominated by computers, and computers aren't infallible. The tactical match was operated by the grand-wire's going wild. Unfortunately, so did the Mother Computer. Sparks flew, androids went crazy and panicked as the spectators fled the stadium. Those who escaped were lucky; the rest found themselves trapped inside the stadium - their only hope being three Gain Ground fighters, stuck in the stadium with them, and whose task it would be to free the fans and close down the Mother Computer.

Gain Ground consists of five levels of ten stages per level. Your objective, as a trapped competitor, is to get out by finding the exit to each stage or destroying all the robots. There's also a secondary task, that of rescuing the spectators who are trapped inside the maze. The more you rescue, the better your chances of success in each rescued person. Jeopardy is higher than the next level rewards. Your ultimate goal is to reach and destroy the Mother Computer, the source of all your strife. Good luck - she lives of many people that in your hands!

By David Mead



COMMENT

Although Gain Ground provides plenty of blasting for the shoot 'em up junkies out there, the main core of the game is the puzzle aspect which requires the player to choose the most effective characters to complete each individual stage. The first round of ten levels isn't difficult, but after that Gain Ground becomes very tricky indeed - some may even say irritating. Graphically it fails to impress; sprites are on the blocky side, although they're quite well animated, and backdrops are best described as bland. But it's the gameplay which is most important, and to tell the truth it's not too bad. We recommend you grab a joystick and give it a whirl first before parting with your cash, though, as Gain Ground won't be to everyone's taste.



▲

Quite an addictive blend of arcade action and puzzle-solving, which may not appeal to everyone.

GRAPHICS 70%
SOUND 73%
PLAYABILITY 79%
LASTABILITY 74%
OVERALL 76%

SEGA

MASTER SYSTEM

8-BIT

REVIEW

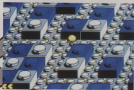
Wacka-wacka! PacMan is back yet again - but returns to PacWorld to find everything's gone 3D on him! Unperturbed by this, our yellow spherical hero with the voracious appetite goes on yet another marching spree, out to clear the various levels (Block Town, Coin World - an all-new bonus level, PacMan Park, Sanctuary Land and the Jungly Steps) of video pills.

As you'd expect, those pesky ghosts are back, but busy. Pinky, Blinky and Clyde have been joined by two new recruits - Sue and Finky, and all six are out to make PacMan's life just as much of a misery as before. The tables can be turned, however, by munching on a power pill, giving PacMan the ability to flip back! If the going gets too tough, however, and PacMan finds himself trapped, he can now bounce over the ghosts' heads to escape!



COMMENT

Sega Pacmania is a stunning conversion, and packs all the fun and features of the original coin-op and even manages to include a few of its own, including a whole new world to munch around. The graphics and sound are great, with colourful, smooth-scrolling backgrounds and some great ditties which compliment the frantic action perfectly. Although the Pacman concept is simple, it's a classic one and offers plenty of enjoyment for those who haven't played this type of game much before. Give it a go.



WHAT'S
HAPPENING!!

A very good coin-op conversion that offers simple, addictive gameplay for any fan of Pac-Man games.

GRAPHICS	85%
SOUND	82%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	84%

TOP SECRET

PREVIEW

SEGA

8
BIT

16
BIT

MEGADRIVE RELEASES

Please note: these release dates are for Japanese Megadrive games only. NOT for British games, and are subject to change.

MARCH

GHOST HUNTER YOKO VALIS III
SHINING AND THE DARKNESS



SUPER AIR WOLF

The TV shopper takes to the skies in yet another horizontally scrolling shoot 'em up. The graphics look brilliant!

MIDNIGHT RESISTANCE

Massive 8-meg conversion of the arcade machine which promises to be a winner all the way.



APRIL

VERYTEX KEGEKI

A conversion of the rather obscure arcade beat 'em up with cartoon style graphics. Could be excellent.



RANGLISSER DINGLAND

A small extravaganza with loads of secret screens.

ARCUS ODYSSEY



ZERO WING

An up-the-screen blaster with loads of extra weapons.

WARDNER

An enhanced version of the superb coin-op - should be a platform fan's dream.



MONSTER WORLD III

MAY

ADVANCED WARFARE



FIRE MUSTANG



BLUE ALMANAC

Huge role-playing game - watch out, though, as all the text will be in Japanese and the game will therefore be unplayable unless you speak the lingo. Wait for the LGJUK version.



THE FASTEST ONE BONGANZA BROS

Sega's stunning out two-player rob 'em up coin-op should convert very well. Watch out for this one, we think it'll be massive!



JUNE

MARVEL LAND TASK FORCE HARRIER

USHIWAKA-MARU STORY

ALISA DRAGON



NINJA BURAI JEWEL MASTER

ALIEN STORM

Another conversion of a great Sega coin-op. This one has you battling vile aliens from outer space!



RENTAL HERO

JULY

SONIC THE HEDGEHOG

With amazing graphics and superlative gameplay, this could be the finest Megadrive game yet! Guide Sonic around the landscape at high speed and crook the badies in spectacular fashion! Watch out for it!



MASTER OF MONSTERS Y'S III

Another stunning, sprawling RPG best avoided until the English language version is released over here or in the USA.

TENKA

NO RELEASE
DATES YET

MASTER OF WEAPON
COUGAR
F-1 CONSTRUCTORS
VAZAM
WRESTLE WAR
**BUSINESSMAN OF
THE YEAR**
MOON DANCER
WALL OF BERLIN
**SUPER FANTASY
ZONE**

The Sega Master System classic gets enhanced graphics and sound and turns onto the Mega-drive. If you liked the original, you'll absolutely adore that.

GALAXY FORCE

An ambitious project, but judging by the Master System version of this game, this 3D shoot 'em up could be an absolute corker.

POWER DRIFT

Delayed, delayed and delayed again, this racing game should be pretty good when it's released. Well, it better be considering how long it's been in production.

TURBO OUTFRIM

Leap into the seat of your Ferrari and race across the states in this excellent race game.

LAST SURVIVOR**DYNAMITE DUX**

Wild, wacky and extremely addictive. A blast 'em up with ducts! Watch out for this one.

NINJA WARRIORS

A conversion of the successful Tale 'em up. It's looking good!

FIRE PRO WRESTLING

Take to the ring and waste your way to the top!

SLAP FIGHT

A rather old and not very good vertically scrolling shoot 'em up conversion. Nothing to get excited about.

THUNDER FOX**CHIBI-MARUKO****SOCERERAL****KINGDOM****TEENAGE MUTANT****NINJA TURTLES**

The coin-op conversion hits the Megadrive in style. The problem is, it won't be out before this Christmas.

MASTER
SYSTEMCOMING
SOON -
NO RELEASE
DATES YETHEROES OF THE
LANCE

A massive 4-meg RPG with an a-side overtones. Was very successful on computer formats and should go well on the Sega.

**LEADERBOARD**

The all-time most successful coin puter golf game arrives on the Sega, and it looks pretty flippin' good.

**OUTRUN EUROPA**

An interesting-looking game involving racing a variety of vehicles.

**BACK TO THE
FUTURE II**

The Sega version of the rather poor computer game - by before you buy.

**XENON II**

This vertically scrolling blast is looking very good indeed, with great graphics and loads of extra weapons.

**TERMINATOR****POPIOUS**

Play God and battle evil in this game of deities. Watch out for it.

**SHADOW OF THE
BEAST**

Not out until late this year, this tweaked version of the underappreciated successful Amiga game should be one to go for.

GAME GEAR

Please note: These release dates are for Japanese Megadrive games only. NOT for British games, and are subject to change.

MARCH

KINETIC CONNECTION**CHASE HQ**

Almost identical to the Sega game, this race 'n' chase game should be good.

HEAD BUSTER**MICKEY MOUSE**

The superb Master System game makes it to the Game Gear and retains all the graphics and playability that made it a stunner. A must!

DEVILISH

APRIL

GEAR STADIUM

Game Gear Baseball. Take it or leave it.

SHINDBI

Joe Musashi gets miniaturised and goes for it on the Game Gear. A must for best 'em up fans.

SUPER GOLF

Golf - what else do you want to know? Oh, it's pretty darn good.

RYUKU

MAY

WALL OF BERLIN

The Sega classic is back in mini-form. A must for fans of the original.

JUNE

MAGIC PUZZLE**POPIOUS****PAT AND PATTER****GO!****GOLVACHEV****GRIFON****BREAD MAN**

JULY

MILLENNIUM**WAGAN LAND****SPACE HARRIER III**

It's back! This conversion of the classic Sega coin-op could be quite a real little hit!

OUT RUN

Final fan 'n' critics guaranteed as you carve up the freeway. A must for speed-loving Game Gear freaks.

FROGGER

Guide your frog across hazard-packed roads and ponds in this conversion of the 1976 coin-op classic.

NO RELEASE
DATES**KUNG-FU****TENNIS****ALIEN STORM**

Alien blasting fun in the palm of your hand. Could be an all-time great.

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ACE

■ AMIGA ■ ST ■ PC ■
MEGADRIVE ■ GAMEBOY
■ LYNX ■ SUPER FAMICOM ■

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Doors



MARIO

An Analysis of
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the Plans

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**OUT
NOW**

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HOCKEY • HILL STREET BLUES • MOONSHINE RACERS •
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