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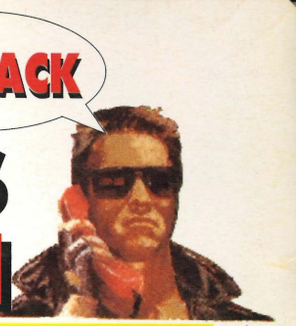

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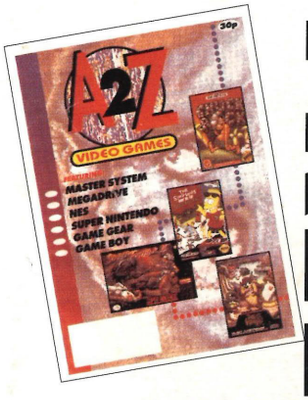

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Armed only with a pile of chips (with salt and vinegar), her loaded dice and some cards for sharking, AMAYA LOPEZ hit the LAS VEGAS CONSUMER ELECTRONICS SHOW. To see if this gamble paid off, turn to page 46.

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If the real world is too much for you, escape into Mickey and Donald's adventure with our exclusive complete solution.

Sega Zone Advertising
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Sega Zone

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We've had Watergate, Dianagate, Camillagate, Cow And Gate, but you, the public, are forever hungry for more scandal, wild accusations and titillation. For more scoops than you get out of a litre tub of Haagen Dazs, more revelations than the Bible and more goss than Bros' Matt and Luke, read it all here in your soaraway *Sega Zone News* – absolutely free with every issue of *Sega Zone*!

To avoid the risk of a seizure:-

- Sit at least two and a half metres away from the TV screen
- Never have the brightness on maximum
- Play games on a screen measuring 14 inches or less and on a TV screen with a high flicker rate
- If you know you are prone to photosensitive epilepsy, then play games with a patch over one eye as seizures can only occur if both eyes see the image

Contact the British Epilepsy Association helpline on 0345 089599 for more information.

Streetfighter II, It's Official!

Didn't they all gloat and weren't you as green with envy as Blanka that your SNES-owning pals could play *Streetfighter II* on their machines and you couldn't. Well, even as you read this rumour has it that Capcom will be shipping Mega Drive *Streetfighter II* from America and it should be available mid-April. Unlike SNES owners (he, he, chortle, chortle) you won't have to pay over the odds – it's likely to cost the same as a normal cart or at any rate only a little more. In addition Sega is currently developing a six button joystick in time for the game's launch. *Sonic 2* and *Streetfighter II*. Now who's king of the consoles?

Streetfighter II from Capcom will be kicking and screaming its way onto a Mega Drive near you in April, price £TBA.

Mega-CDelight

After much procrastination, humming and ha-ing, deliberation, delaying and putting off, there is a strong possibility that perhaps Sega is hopefully, really and truly, almost definitely going to release the Mega-CD in April. Those lucky Yanks have had the machine, bundled with *Streets Of Rage, Revenge Of Shinobi, Golden Axe, Rock & Roll Hits* and *CD+G Hit Music Sampler*, since November, yet we in Europe are still waiting with our breaths bated. There's no news as to what it will be packaged with (sigh!) but it's almost certainly not going to be the same as the American bundle. We live in hope of further announcements...

Sega's Mega-CD will more than likely be available in April, price £TBA.

Mig-29

Gulf War sims continue to roll onto our consoles and the latest to take out the Mega Drive is *Mig-29*.

Set in the 'fictional' middle-eastern state of Arzaria, despotic General Hasouz has been expanding his military might over the last five years and has invaded the oil rich principality of Sautaron. This means he has control of 25% of the world's oil and the humongous gold reserves of the Sautarian royal family. All this is worrying enough but worst of all he's now about to attack Yabal, which is the controlling interest in this part of the world.

Never ones to avoid a conflict when great piles of dosh are at stake, the Commonwealth of Soviet States and NATO are poised to take punitive measures against Azaria...

With the wind beneath the wings of your *Mig-29*, your mission, if you care to accept, is to fly six different missions.

Mig-29 from Domark will be touching down on your Mega Drive in April, price £TBA.

Game Gear chart

1	Sonic 2	Sega
2	Lemmings	Sunsoft
3	Streets of Rage	Sega
4	Super Off Road	Electronic Arts
5	Alien 3	Acclaim
6	Terminator	Virgin
7	Super Kick Off	US Gold
8	Prince of Persia	Domark
9	Mickey Mouse	Sega
10	Simpsons	Acclaim

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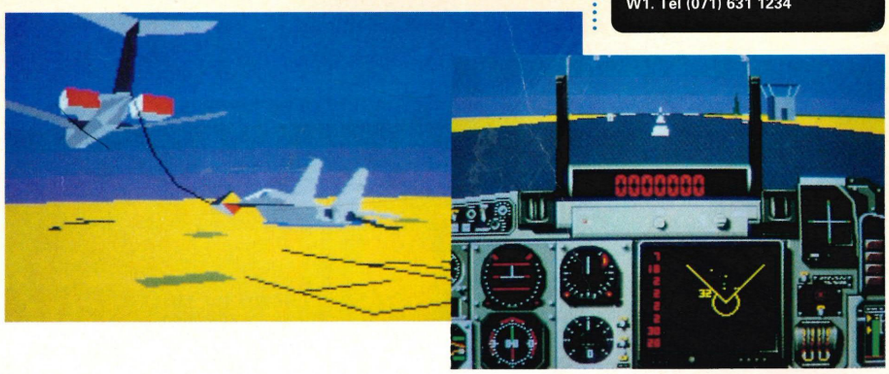
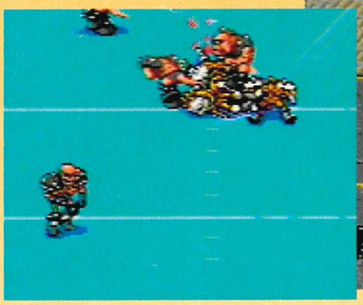


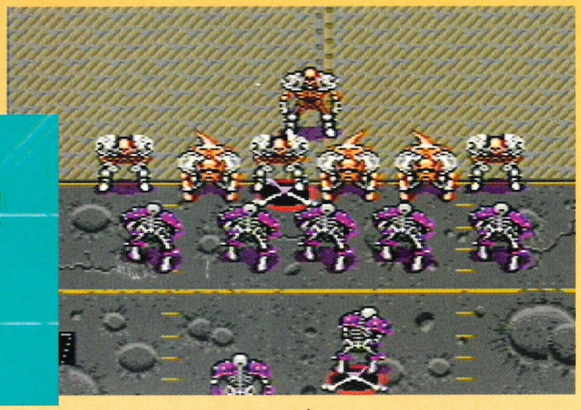
EA Mutant Football

If you're of the opinion that American football is a noncey game, played by yellow-bellied softies, then you'll be chuffed to know that EA is currently working on the evil twin of its most excellent yank footie game, *John Madden '93*. It's got all the same plays and the two-player option, but the new game, to be called *Mutant League Football*, also lets you do stuff like bribing the ref and killing your opponents.

There are 16 different teams, plus three all-star teams, each with a different mix of mutant players (trolls, aliens, skeleton, and robots). You can play at any of 19 different stadiums where your sportsmen can fall prey to a variety of hazards such as potholes, thin ice, mines, boobytraps, and groin strains.

Available from Electronic Arts at the end of April, price £39.99.





James Bond The Duel/Domark

Who's this dapper looking chap, larking about in a DJ in Domark's latest platform caper? Surely this can't be their long awaited *Head Waiter* sim featuring scores of irate diners, and a collander-wielding chef? No, course it isn't dopey, it's the latest James Bond game, *The Duel*. In this one the digitised George Lazenby sprite has to explore an exotic Caribbean island in search of a kidnapped girlie, and Q invents a device which leaves M gasping for breath and covered in blancmange. *(Well OK that last bit's a fib. Ed)*. Oddjob, and Jaws, Skeletor and Elma Fudd, yes all Bond's old adversaries are here, as well as an army of security guards.

Released from Domark in Nov '92 on the Mega Drive, price £39.99. A Master System version released in April will retail at £32.99, and a Game Gear one in May priced £24.99.

Andre Agassi tennis

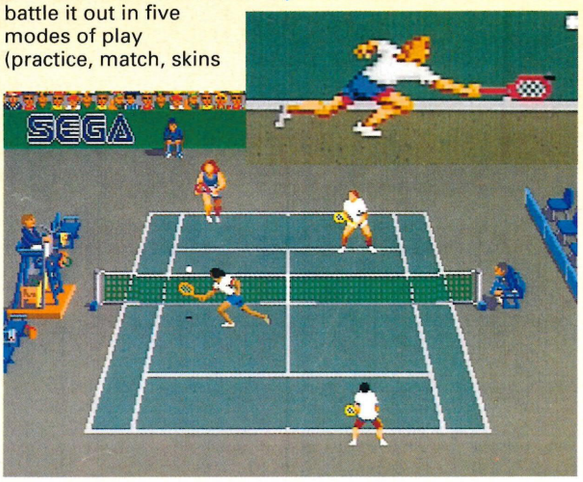
The man with the golden racket and the sexy spandex shorts is in training for his toughest match yet for the trophy of console domination on the Mega Drive. *Andre Agassi Tennis* promises true tennis strategy with an emphasis on maximum playability.

Eight players, each with their own abilities, strategies, animation and rock music themes (!) can battle it out in five modes of play (practice, match, skins match, tournament and skins tournament) and on four choices of court (grass, hard, clay and American indoor).

The unique skins feature allows you to play for dollars as the stakes double with each return.

It's a one or two player game and Tecmagik assure us that the players drink good old Wimbledon drinks like barley water and cola and are not force-fed coffee.

Andre Agassi Tennis will be bouncing onto your Mega Drive (£39.99) and Master System (£TBA) in May/June.



Master System chart

1	Sonic 2	Sega
2	Lemmings	Sunsoft
3	Tazmania	Sega
4	Transbot	Sega
5	Mickey Mouse	Sega
6	Ninja	Sega
7	Action Fighters	Sega
8	Leaderboard	US Gold
9	Ghost House	Sega
10	Asterix	Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

Ever feel alone when you're cloistered away in your room, struggling with the latest Mega Drive game? Well, bear this in mind next time you're feeling lonesome; with the Christmas surge of Mega Drive sales there are now 1,215,000 Mega Drives in the UK – that's not far off one and a quarter million - so there are at least 1,214,999 other Mega Drive gamers. Makes you feel positively claustrophobic, doesn't it?

Mega Drive chart

1	Sonic 2	Sega
2	Ecco	Sega
3	Mickey and Donald	Sega
4	John Madden '93	Electronic Arts
5	WWF Wrestlemania	Acclaim
6	Terminator 2	Acclaim
7	Desert Strike	Electronic Arts
8	Speedball II	Virgin
9	Lotus Turbo Challenge	Electronic Arts
10	Tazmania	Sega

Shipping chart supplied by Virgin Computer Games Shop, Virgin Megastore, Oxford St, London W1. Tel (071) 631 1234

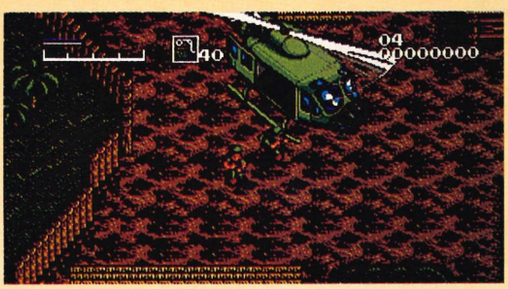
Jap in a box

Why are the Bay City Rollers big in Japan? Is *Final Fight* CD better than *Streetfighter 2*? Can you afford to ignore the asciiPad SG? Who are the Bay City Rollers anyway? Roving reporters MASAKI OJI and RIK HAYNES are on the scene before it even has a chance to happen. Join them now on their journey of exotic Far Eastern discovery...

Games, publishers and release dates refer to the Japanese market and may be subject to change in the UK.

Calypso crazy

Fancy a mindless blast on your Mega Drive? *CAL. 50* from Visco was originally going to be released about a year ago but the designers decided they wanted to tweak the graphics and patterns of enemy attack. It's sort of like the *Ikari Warriors* coin-op from SNK where the player stalks through the jungle gunning down unidentifiable enemy soldiers. In other words, fans of the bloodthirsty *Rambo* and *Terminator* movies will love it. Heaps of troops, tanks and traps lay in wait. Being Japanese, there are even a few kamikaze soldiers with bombs strapped to their backs. They suddenly explode when they're close enough to the player's alter ego. It's possible to pick up machine guns, flame throwers and grenades to kill more efficiently. Definitely not a good choice for the peace corp. charity auction!



CAL. 50 • Visco • Mega Drive • 8 Mbit • ¥8,300

Joypad joy!

There comes a time for every Mega Drive gamester when their thoughts turn to spring, love and the delight of owning a spanking new joypad. The asciiPad SG is such a beast. It's got an ergonomic design. It's got a longer lead. It's got independent turbo and auto fire control. It's got a slow motion option. It's available now. *(Okay, I guess it's smart! Ed.)*

Sega's speedy Sonic

Sonic is the fastest video game character in the world, eh? Wrong. That heady accolade will soon be passed onto the bigger and brighter CD *Sonic the Hedgehog*. Developed by Sega Japan, the enhanced Mega-CD version of *Sonic the Hedgehog* is a blend of the first two adventures with a totally new story and map. This time, our spiky blue hero must rescue Emmy from the dirty clutches of Dr. Eggman. If Sonic runs at top speed at special points in the game, he can travel to the past or future! Apparently, there are far more stages compared to the two cartridge games but the new backdrops look more like those seen in the original. That's probably because *Sonic 2* was produced by Sega in the USA. It's also got some neat cartoon sequences between each stage. CD *Sonic the Hedgehog 'Time Attack'* should go on sale in March 1993.

No price has been announced as yet. *Sega Zone* hopes to preview next month... provided we can catch up with our ultrafast friend in Sega's top secret software labs.

DEAR SEGA ZONE

I enclose a picture of Bubsy, so PRINT OR DIE! I've got it, if you don't print the picture I'll write lots of ***poor quality*** letters until your brain melts, then I can truly rule the world. HA, HA, HA, HA, HA etc.

I hope that works. No? Okay, how about the crawling approach? Try this for size; go on, print it, I know you want to. Your mag's ace, you're all lovely, I'm a reader since Issue 1, etc, etc, etc.

Tom Percival, Shropshire.

This month's featured Erogenous Zone is the hirsute Willie Rushton, rent-a-celeb and sex god. What price a frolic in that face fuzz, girls?!

Dear Am

The moment I saw Violet Berlin, I knew I was in love. She is a stunning woman. Let's see more of Violet in these pages. Why didn't you ask her about her other TV programme called *Wildbunch*? Talk about *not very good*, the only thing which saves it from the dungeons of doom is Violet. Here's a poem wot I wrote:

Roses are Red
Violet's are blue (well, Peroxide Blonde)

Your co-presenter is a *man called Andy Crane*

But I still love you. What do you think, should I send it to her? Oh why, oh why is no one as sensitive as me?

Scott Warren (aged 20), Suffolk.

My advice to you, Scott, is to forget it. Ms Berlin is a wonderful, vibrant TV star, and you, my sad friend, are but a humble 20-year-old peasant who'd probably have trouble pulling a muscle, let alone a media icon of the '90s. I prescribe a course of bromide, lots of brisk walks in the country and plenty of cold showers. Oh, and your poetry stinks, too. **Ed.**

DEAR SEGA ZONE

I and many of my friends (or should I say mad wild animals, and a Welsh sheep) are writing a letter of complaint. We were flicking through Issue 2 when slam, bang, thank you mam, we spotted the most beautiful sight in the world, yes of course – Michael Horsham. We all had to be tied down and flogged with rubber truncheons in case we hurt anyone.

Next day we told our doctor to rush down to the newsagent's and order us the next issue. But were there any pictures of Michael? No!! So we strongly advise you to have a pull-out of Michael, wearing a tassled cricket box, or else we will escape and pay all the *Sega Zone* staff a nice friendly visit with blunt heavy objects.

Killer Kell, The Molester, Nev the Welsh Sheep, Neil the Drill and all the other inmates in Broadmoor, H.M.P. Broadmoor.

It's quite sweet really; with his rough 'n' ready good looks Michael does seem to be turning into the lifers' sweetheart. But unfortunately for all you old lags in chokey, his strict Presbyterian upbringing and prudish nature apparently prevent the 21-year-old stunna from being a pin-up boy, so you'll have to look elsewhere. Ever thought about that Julian 'Jazza' Rignall? **Ed.**

DEAR SEGA ZONE

I can compete with your Rampant Robot! My dad has been working on a mechanical ant. He built it to see how aggressive leaf cutting ants are. The ant is 1cm wide and 1m tall (drawing is in envelope). The name of the ant is Gi-Ant. Please could you give me a Rampant Robot for my eighth birthday. I've been buying *Sega Zone* ever since it started so please can I have one.

John, Plaistow.

I don't know. It's want, want, want with you lot. After it appeared in Japanese News in Issue 2, loads of people contacted us, trying to get hold of a Psychoroid Robot (a tiny remote control wrestling toy). One woman even sent a cheque in for 30 doughnuts, sorry 10 pounds – like we're the Argos catalogue or something! But the thing is we haven't got any of these highly desirable toys, honest. Cheer up, though, for according to Rik Haynes they'll probably arrive in these shores shortly, so keep 'em peeled. Anyway, why on earth is your dad building a mechanical leaf cutter ant (drawing is in bin)? Tell him to get a job. **Ed.**

Brown Nosing Letter Of The Month

DEAR SEGA ZONE

We at TALC decided to put pen to paper for two reasons. Firstly, just who the hell does that Rob Callaghan think he is to imply the Ed is a schizo (Erogenous Zone, Issue 3)?

Anyone with an IQ over one can see this quick-witted, intelligent etc, etc woman is in full control of her faculties, so there! ***(Not bad, some good use of flattery, but you'll have to get really obsequious if you want to win the Brown-Nosing Letter of the Month T-Shirt. Ed.)***

Secondly, Nev Martin complains about the lack of Jane Goldman piccies. Big fat hairy deal. In our opinion Amaya Lopez should be featured more than anyone else and deservedly so. ***(Come on you're not really trying. Ed.)*** We would gladly give up all our possessions and lay down our lives but for a lock of her hair or the contents of her hankie.

The Amaya Lopez Club, Manchester.

Yes not bad. After a shaky start it was good to see some total abasement in the third paragraph, though it's not really until the final line before all remnants of self respect have completely gone. Anyway, I was going to send you the Brown-Nosing T-shirt but, to show I'm not deaf to your whinging pleas, I've decided to make your life complete and send you the contents of my hankie. Enjoy. **Ed.**

Next month's punctuation mark is the colon, which should provide ample material for plenty of, ahem, 'innuendo', as it were.

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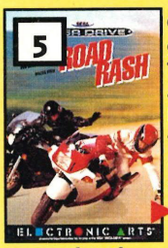

Road Rash
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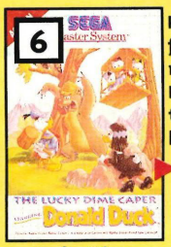

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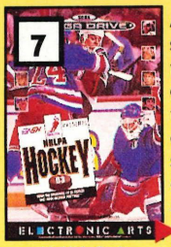

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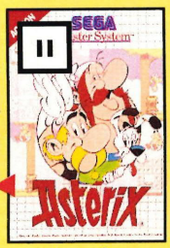

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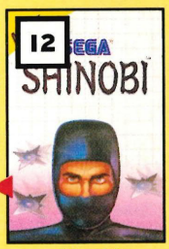

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Platform jumping fun. Stop the mad professor from nuking the World.
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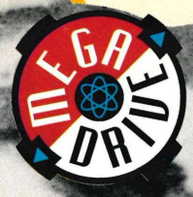


the highest accolade

If the overall score of a game equals or exceeds the magical figure of 90, then it's automatically awarded the Mega Zone accolade. This is another way of saying "buy it".

the lowest accolade

The Zone Groan is automatically awarded to any game scoring below 30. For a game to score such a pathetic amount, it's got to be seriously crap. And this is how we celebrate.

Love, love, love – all you need is love... bzzztsk... Love is in the air, everywhere you... bzzkkkzzz... To all ze girls I've loved before... zzzzkkkkt (click). No matter what station you're tuned to everyone's on about Valentines and love. Makes you sick. Even the world's leading authorities on games, gaming and gameplay—the *Sega Zone* Joypad Jury. Check out their journeys into the land of schnookiness...

AMAYA LOPEZ

How would the most Hispanic games reviewer in the world spend Valentine's? "Well, my boyfriend, Juan Dos Tres and I take part in the old Spanish shepherd's traditional celebration *Muchos Bonko Binko*," Amaya explained feistily. "We place strongly-spiced tortilla chips under our armpits, eat huge clusters of beans, sing a song about a mountain and then eat more beans and say 'Olé!' twice. The night, alas, we spend alone. Due to the beans." Do you then not send each other cards? "No, we send beans," she answered. And what do you send each other for Christmas? "Beans – wrapped up this time".

After a week in Vegas, Amaya's lost all her savings and Danny Pemberton playing **Black Jack.**

VIVIENNE NAGY

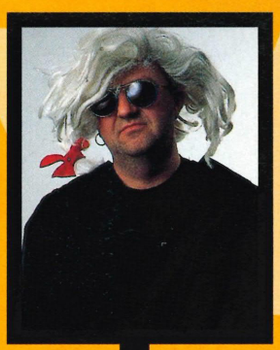
"My co-habitor and I," the most Nineties games reviewer in the world said, "do not believe in the commercialised pagan ritual of St. Valentine's Day. So, it's just a normal day for Cameron and myself." Cameron? "Yes, Cameron." CAM-ER-RON? "Yes! Cameron, my non-genital man 'friend'," she said. "We spend the morning milking our cows and contemplating the design of their teats. Then we sip our lichen-soya tea whilst championing unknown Bangladeshi film directors. The evening is spent reworking Arthurian legends to make them less patri-archal. Then we bonk."

Vivienne's wrapped her legs in Bacofoil and has been playing **Ariel** in the fish tank.

MARTIN POND

February 14 is a grey day for Martin 'He's Sharkin' Pond. He spends the morning pretending to be excited as he opens the cards from his mother. She has signed them 'love from ?' but in the same felt tip. Poor Martin. The afternoon is spent waiting for the second post. When that only brings a Dateline rejection slip, Martin combs the small ads of *The Times* for a message from his 'Nookie Lamb'. Only to find a few lines blatantly from his mum, saying "You will always be my little boy". (But at 6 o'clock the doorbell rings. Who could it be? It's lovely buxom Sam Fox, Martin's 38-24-36 girlfriend! - except this bit's a dream sequence.)

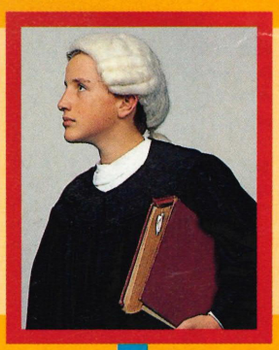
Having finally finished **Titanic Blinky**, Martin's decided to quit games playing while he's ahead.



PATRICK MACARTHY

The funniest games reviewer in the world will spend 'lovers day' being pithy, witty and scathingly cynical, about 'love' and 'Valentine's'. His key words on this day are 'quintessential' and 'quasi-orgasmic'. Between the hours of 12 and 2 he will be funnier than Angus Deayton, and between 8 and 9, Angus Deayton and Ian Hislop. After 10 his wit will transcend the funniness of all the others *and* Paul Merton together. His main joke for this pink day will be: "Did you know that Dominik Diamond is the son of Neil Diamond, famous religious singer song-writer". Hah. hah. h. a. h.

Britain's buried treasure has been hard at it with **Outlander.**



DANIEL PEMBERTON

Alas for pre-pubescent Danny, the youngest games reviewer in the world - nay, the universe – Valentine's is a bewildering experience. For, you see, Daniel has not yet discovered girls. For him, the birds and the bees are still just things you pull the wings off and Coitus Interruptus is the new band from Seattle. "What are these cards people keep sending to each other and this 'love' thing you keep talking about?" he asks naively. "And why do you keep talking about schnooky?" Ah *(fatherly tone)* you'll find out some Danny me boy.

Daniels been fighting in the paper-weight class against **George Foreman.**

END ZONE

Graphics

Sound

Addictiveness

Playability

From this blurb judgement is passed. Is it love or hate at first play?

OVERALL 90

Out: Feb 14 **Price:** £❤❤.99
Publisher: LuurrveMachine

score zone

Want an explanation of our scoring system? Of course you don't, because it's blindingly obvious to all but amoeboids. Still, maybe you are an amoeba, so here goes anyway...

Graphics: This score is out of ten and tells you whether the graphics are (a) good, or (b) crap. Rather than separate animation and stills, this score represents an amalgamation of both. If the stills are brilliant but the animation is crap the score will end up being somewhere about the five mark. (If you want it more in-depth then READ THE FLIPPING REVIEW).

Sound: So obvious, we can't be bothered to say any more.

Overall: The overall score isn't necessarily an average of the other four, but it's generally pretty near. However, this overall score is out of 100 rather than ten. This is simply because we want to confuse you.

Playability: A bit more complicated – some games are so simple that they're instantly playable, while others become very playable once you've mastered them. Make sense – good.

MIKE HORSHAM

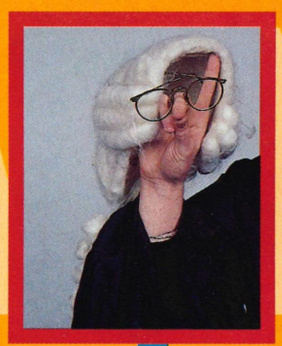
As usual, Michael 'The Pop Star' Horsham will spend the day 'in the studio', 'laying down some tracks, man' for his new self-parodying album, *Horsham – Isn't That A Village In Norfolk Vol II*. So, Mikey (if we can call you that) how many cards do you get then eh? "Oh man, I often receive sack loads of mail from screaming girls," the Adonis of Rock explained, showing us a letter with just 'Aaaaaaaaahhhh Eeeeeeeeehhh OOOeeeehehe' written across it. "And then I spend the evening amusing myself with three groupies and a pail of fish. Great Fun." We're sure it is.

The high brow freelancer's been unable to put Defender's of Oasis down since he first saw it.

DAVID MCCANDLESS

What could the most violent games reviewer in the world have planned for the international day of Love And Dangly Bits? "I'll be sending special presents to my girlfriends," he said. "They live in the world's most violent hotspots. Angelica – she's a mercenary in Beirut. Gordanska is a fighter pilot in the flak ridden skies of Bosnia. And Sarah works in Elephant and Castle tube station." Oh... what are you sending them? Flowers? "Semtex mainly," Macca replied. "and hydrogen and six inch nails. You gotta keep them on their toes." Yes. Quite.

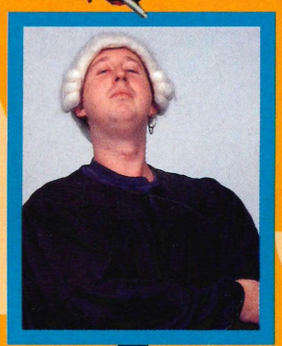
David's spent the month pressing flowers and playing Battletank.



NICK GRIFFITHS

The only true celebrant of the Valentine's spirit is Nick Griffiths, the schnookiest games reviewer on the team. He'll be spending the day phoning his girlfriend, talking to her in a silly baby voice, and calling her his 'little nudge-bucket'. When he's not phoning his 'princess-iness' he's phoning InterFlora to order heaps of flowers. And when he's not phoning InterFlora, he's ringing InterChoccy to order heaps of Dairy Milk. Once home, Nick and 'shnooky-lamb' will spend hours giving each other little love pecks and licking each others noses. "I'm in love!" cries Nick on 14 February! A real ponce you're being about it too.

Nick's been dribbling with excitement over the Gadget Twins. Unlucky boys.



DUNCAN MACDONALD

What could dippy Duncan the decidedly dopiest dickheaded dipstick games reviewer in Denmark possibly misinterpret or misunderstand about Valentine's day? Well might you ask. We had a little *Family Fortune's*-style sweepstake in the office and this is what we came up with: Thinks it's Christmas, sends wrong cards 10-1; sends a real cow's heart to his girlfriend 5-1; sends a card to a male servant he knows, thinking its *Vale*tines day 2-1; or is just a complete git all day, not understanding anything and doing lots of git things - EVENS.

Duncan's been playing Eskimo ear pull with his friend Nanook.

RIK HAYNES

Lock up your daughters, your mothers and the dead bodies of your grandmothers! February, biorhythmically speaking, is when Rik 'The Dick' is on heat.The early part of the day Rik spends with his fourteen piece geisha girl harem (they were hand delivered to him by Sega for giving *Sonic II* such a good write up). The latter part of 'Love Day' Rik spends amusing specific members of the fifteen piece Geisha girl harem Nintendo gave him for writing an astonishingly nice review of *Super Mario Kart (Who's he? Ed)*. And then he wakes up.

Go on guess what he's been playing. Clue: rhymes with Handstalker.

Dracula

The whole world's gone bonkers for BRAM STOKER'S DRACULA, not 'arf missus; Coppola's doing the film for Columbia pictures, Psygnosis is developing the Mega-CD game for Sony Imagesoft and Ladybird is working on the pop-up book. Never one to miss out on a bandwagon, *Sega Zone* let MARTIN POND work himself up into a frenzy examining the hype.

A lot of people ring us here at *Sega Zone* and say: "Tell me *Sega Zone* who was this Bram Stoker geezer" and we tell them; we say: "Well he wrote the original *Dracula* book didn't he, you thickie". Yes, way back in 1897, Stoker took a bunch of Romanian legends and created a character who so appeals to our need to be scared that (along with his pal Wolfman, the Mummy and Lionel Blair) he remains a cultural icon even today. It's remarkable really, not a decade has gone by since the invention of film, that hasn't been graced by a Drac flick. Granted, most of these have been tack affairs starring Peter Cushing and the like, so that, for me, the only movie that comes close to Stoker's vision of the Prince of Darkness has to be *Abbott And Costello Meet Frankenstein*. However things could soon change with the release of *Bram Stoker's Dracula*, Francis Ford Coppola's new film which promises to stay faithful to the book. So how does this latest Count differ from the one off of Sesame Street, say?

where's christopher lee?

Look at him with his gorgeous itsy-bitsy beard. Coppola's Dracula is certainly a very dapper and well groomed vampire (especially considering the man's got no reflection in a mirror). Amazing when you think about it, 500 years old, up partying all night and he still looks as fresh as a daisy. However, as you all know that youthful appearance is nothing to do with clean living and Oil of Ulay, it's all thanks to a daily pint of rhesus positive. Nasty, eh? And believe you me, you donate to the Prince of Darkness and you can forget about your badge and cup of tea too.

For you movie trivia fans, Gary Oldman (Drac) needed 12 foam latex appliances to turn him all old and wrinkly and he had to have plaster of paris casts made of his eyeballs to create the special hard 'scleral' contact lenses for that yellowy-bloodshot look. Why they didn't just get Keith Richards is anyone's guess.

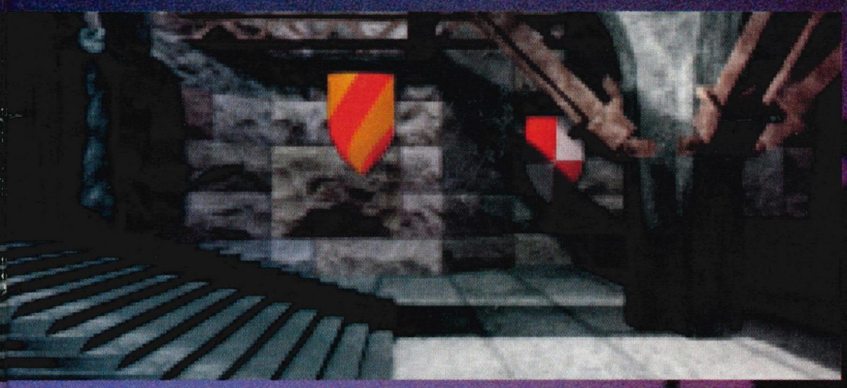
the mega-cd gets spotty and goes through puberty

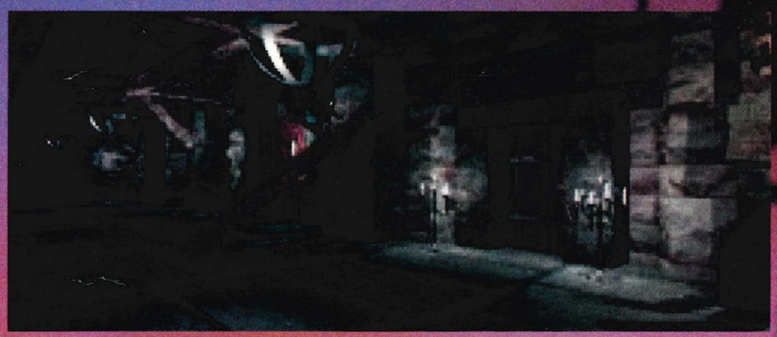
We spend many long evenings here at *Sega Zone*, gnashing our teeth, tearing our hair and generally bemoaning the dreadful quality of games available for the Mega-CD. Of course we were pleased as punch when we heard that

a whole new generation of software was on its way from big players such as Electronic Arts and US Gold. However Psygnosis seem to be at the vanguard here; after investing over three years and a wad of cash in developing for the Mega CD, *Dracula* is close to completion. So just how have they pulled this one off?

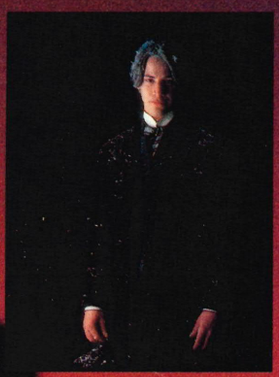
Well, first thing they did was to visit Columbia Pictures for some background material; they swiped film footage, script material, Coppola's rough book, Oldman's dental records, and items of Winona's underwear, anything in fact that could add authenticity to the game. Then striving for the look and feel of an interactive movie this is what they did:

Fourteen minutes of digitised film footage was used to create the cinematic plot links and then some digitised soundtrack was slapped on to create digital-quality eerie atmosphere.





Drac can't want me – I'm anaemic!



Harker would rather have a can of John Smith's in the shower and dandruff.

Helsing makes exceedingly good cakes.

A £25,000 Silicon Graphics workstation was used to create 'photo-realistic' graphics and backgrounds. Computer-generated replicas were made of the original sets, which allow for oh-so-camera-like zooming in and out, and changes of point-of-view.

Each of the character sprites comprises a digitised image that can run, jump, crouch and fight just like a real person (and not just like a real person who's pooped his pants either). To achieve this the guys and gals from Psygnosis dressed up in full costume and videoed one another doing all the actions (running, falling over, being savaged by a wolf etc). This footage was then somehow turned into animated sprites, probably on a computer or something.

the game

The game features practically all the main characters from the original book, so here's our who's who guide to Stoker's twisted and sicky imagination.

Jonathon Harker Young English estate agent who meets Drac when he visits his south-facing, 50 room des-res in Transylvania. Harker is played in the film by *Bill & Ted*'s star Keannu Reeves who gets to say stuff like "Look, blood!... Bogus!" in a poorly disguised American accent. In the game he's played by you.

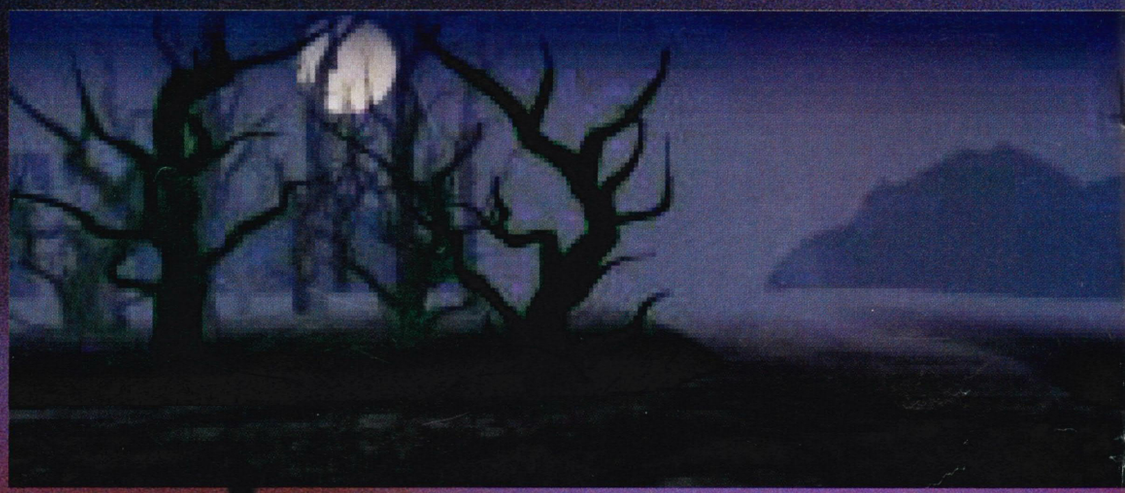
Dracula 500-year-old nobleman from eastern Europe. A penchant for drinking the blood of young virgins puts him in a high risk group for hepatitis and explains why he puts the fear of God into Cliff Richard. If only poor Dracula could kick the blood habit and wean himself onto Black Pudding and scabs or something, maybe he wouldn't have such an image problem; However, as things stand, a fear of a chomp to the neck means that his only chums are other members of the undead community and cricketer Gladstone Small.

Dr Van Helsing Dutch Doctor who was struck off for prescribing the same course of therapy for every ailment; plenty of rest and a stake through the heart. Luckily he comes into his own in the field of vampire killing though.

Mina Harker's fiancée, played in the film by pale and interesting Winona Ryder. Unluckily for Mina she reminds Drac of a girl he met at a party once, about three centuries ago, hence his fatal attraction. Still the Count is loaded and he does have the titchiest of tiny beards, I mean a girl could do far worse...

Renfield Drac's dopey hunchbacked side-kick who chows down on cockroaches. Renfield is the Benny to the Count's Miss Diane. Not only does he act as his butler, minder, and orthodontist, but he also the one who gets to clear up all the bat droppings. Lucky him.

Above is the sequence where Harker confronts an anatomically correct demon, and you're treated to a scrummy cinematic plot link. In the last frame Harker is seen waving a clove of garlic at the baddie. Note the cinematic wavy 'smell lines' which emanate from all pungent root vegetables.



Will Psygnosis come up with a totally new concept game for Dracula or will it be just another *Shadow Of The Breast?*

Available from Sony Imagesoft from April, price £TBA.

the live-in girl friends of dracula

Who's this spooky trio, is it the Ken Russell film version of *Birds Of A Feather*? No, it's the Brides Of Dracula - cool aren't they, in a net-curtainy sort of way. Still you know what these Romanian vampire chicks are like – 200 years down the line and they've got a figure like Demis Roussos and a top lip like Saddam Hussein. (*Where's my gelding irons? Ed.*) Anyway the brides are all in the game and they're just itching to give Harker a hickey he'll never forget.

looks good, but how does it play?

To save Mina from an eternity of kipping in a coffin with old plasma-breath you have to complete seven levels of arcade action, starting in the monster's castle and ending in 19th century London. Each level starts during the day when the Count's having his lie-in (for as you know, Dracula can't go out in sunlight, even wearing a factor 20 – hence his complexion, which is as lardy-white as Anne Frank's). Players can use the daylight hours to collect the weapons (guns, hammer and stake, dynamite, garlic bread supreme) required to take on Drac at night, which is the next stage. You'll have to watch out though, sometimes when he does appear it's as a bat, a wolf, an eerie mist or even, if he's feeling particularly contrary, just as a sort of bad cabbagey smell. As if that wasn't enough you also have to fight off attacks from spiders, snakes, bats, scorpions and rats, all the creatures of the night in fact bar marmosets and bush babies.

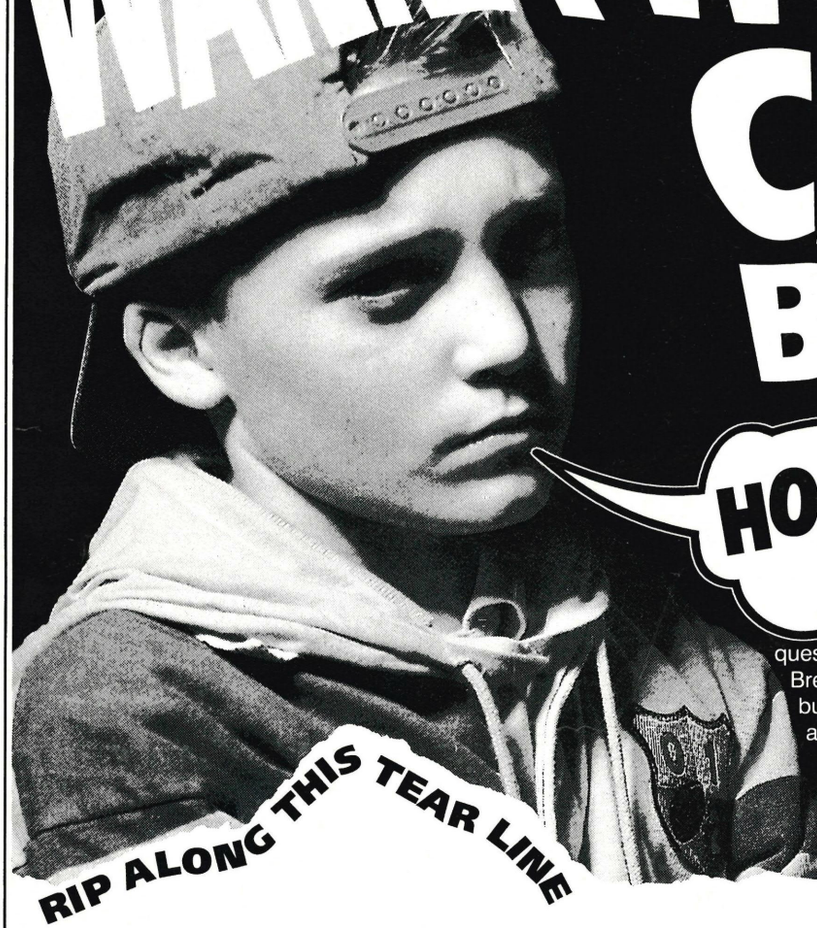
Gameplay-wise *Dracula* is apparently to be an arcade adventure in the style of *Prince Of Persia* or *Another World*. As well as running along and fighting there are traps to avoid and various puzzles to solve. Depending on how you use various items you can sometimes alter the whole course of the game (although you'd never guess anything had changed because of the nippy download speed of the CD). Here's a segment of one of Psygnosis's original storyboards to give you an idea of how it will all work.

So there you have it, it looks ace, doesn't it? If you're currently feeling like a deprived child and struggling to get by without a Mega-CD then you'll be glad to know that *Dracula* is also being released on virtually all other formats.

Obviously without the memory and speed of the CD they'll bear little relation to the game you see here, but then what do you want, blood?

Dixons Dixons Dixons Dixons

WANNA WIN YER CASH BACK?



HOW?

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BUY ANY SEGA, NINTENDO OR ATARI GAME CARTRIDGE BEFORE 27th FEBRUARY '93 AND YOU COULD WIN YOUR MONEY BACK! Simply answer the questions in the Entry Form below, then complete the Tie Breaker. Rip out the Entry Form, fill in the details when you buy your next game cartridge at Dixons and post to the competition address below. The 100 lucky winners will be notified by post. Good Luck!

RIP ALONG THIS TEAR LINE

Ecco, Edmond Honda, Mr W and Tails are all characters in video games. Which video games are they from?

Ecco .....

Edmond Honda.....

Mr W .....

Tails .....

That was easy wasn't it? Now complete the **Tie Breaker** in 10 words or less.

If I won my money back I would .....

.....

.....

What games system do you own? .....

If you're under 16, get your Parents or Guardian to sign 'ere .....

What's your name?.....

How old are you?.....

What's your address?.....

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Postcode.....

What's your phone number? .....

Get the store to fill in this bit:

Title of Game Cartridge .....

How much it cost.....

When you bought it .....

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Competition Rules: The contest instructions form part of the Rules. Only UK residents unconnected with DIxons Stores Group and their servants or agents are eligible for entry. All parts of the Entry Form must be correctly completed. The money-back prize will be awarded to the first 100 entrants with correct forms who, in the opinion of an independent panel of judges, provide the most apt and original completion of the Tie Breaker. The judges' decision is final and no correspondence will be entered into. Competition closes 27th February 1993. The winners will be notified by 1st April 1993. Dixons reserve the right to request proof of purchase from any winner. A list of winners will be available after 1st April by sending a stamped addressed envelope to the competition promoter. PROMOTER, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

Post your stamped entry form to: Home Electronics Marketing, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

SZ

Dixons – No 1 FOR GAMES SOFTWARE

Shinobi II

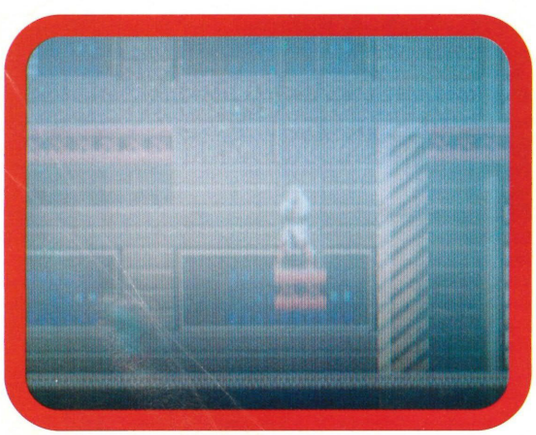
The Silent

"Groovus maximus, *Shinobi II* on import. That means I can make a really bad joke about Obi Wan Shinobi, doesn't it?" said the rather sad ANDY STOUT. "No you flipping can't," said the Ed, "and give me my blaster back."

The Educational Bit

In line with recent government white paper reports pertaining to the concern that home video game entertainment gratification is producing a nation of cabbages, we at *Sega Zone* are happy, nay glowing, to introduce a new reader service. In the future, as well as absolutely spiffing reviews, we shall also insert the odd educational fact to increase the general depth of human knowledge. Ready? Here goes.

The origins of the word Ninja are obscure, but according to our researchers it is actually Japanese for hard thug. (Look, we tried, okay. But the closest we could find to Ninja in the Encyclopaedia was Ningxia, an autonomous province of NW China. Sorry about that.)



Aah yes, that's Morris waiting for his dancers.

The Ninjas

So how do you become a Ninja? You can't exactly pop down to Ninjas-R-Us can you? Can't turn up at the audition and say your name's something like Wolf and you look dead cool in a leotard (slaphead). No, you've got to train bloody hard at the Oboro School, that's what. Then you can end up like one of these.

The Red Ninja

Element: None

Weapon: Katana, the long sword

Ninjutsu Magic: Ability to teleport without the aid of fat Scots starship engineers.

Hobbies: N-scale model railway building.

The Blue Ninja

Element: Air

Weapon: Chain and dagger

Ninjutsu Magic: Spinning through the air, tornado fashion. Can be rather useful.

Favourite TV Show: Beverly Hills 90210

The Yellow Ninja

Element: Water

Weapon: Medium range large shuriken (pretty damn vicious).

Ninjutsu Magic: Lightning bolt which surrounds and protects him. "You cannot harm me, my wings are like a shield of solid steel" etc.

Special Technique: Walks on water bit like Chris Kiwomya *(Spot the sad Ipswich Town supporter. Ed.).*

Nickname: Ol' Jaundice Face

Do you realise that if it wasn't for the Japanese we'd never have had *Tenko*? Never had the all-whistling, flag-waving glory of *Bridge On The River Kwai.* Never have been able to take the piss out of the Yanks for Pearl Harbour ("What, you mean you put all your ships in the one place and you didn't *know* they were coming?"), Ayrton Senna would never have been crowned King Of The Ramraiders, and we'd certainly never have had the pulsating, throbbing joy of seeing Ninja warriors hacking bits off each other on the Game Gear. Yeah, all right, I suppose we'd never have had the Game Gear either come to that.

Nope, none of that. Big fat zipporoony in fact. But then if it had been left to this country, a nation whose only significant contribution to the martial arts is gentlemen slapping each other round the face with wet hankies on a Sunday afternoon, this game would probably have been called Morris Dancer II, Hey Nonny No Fury.

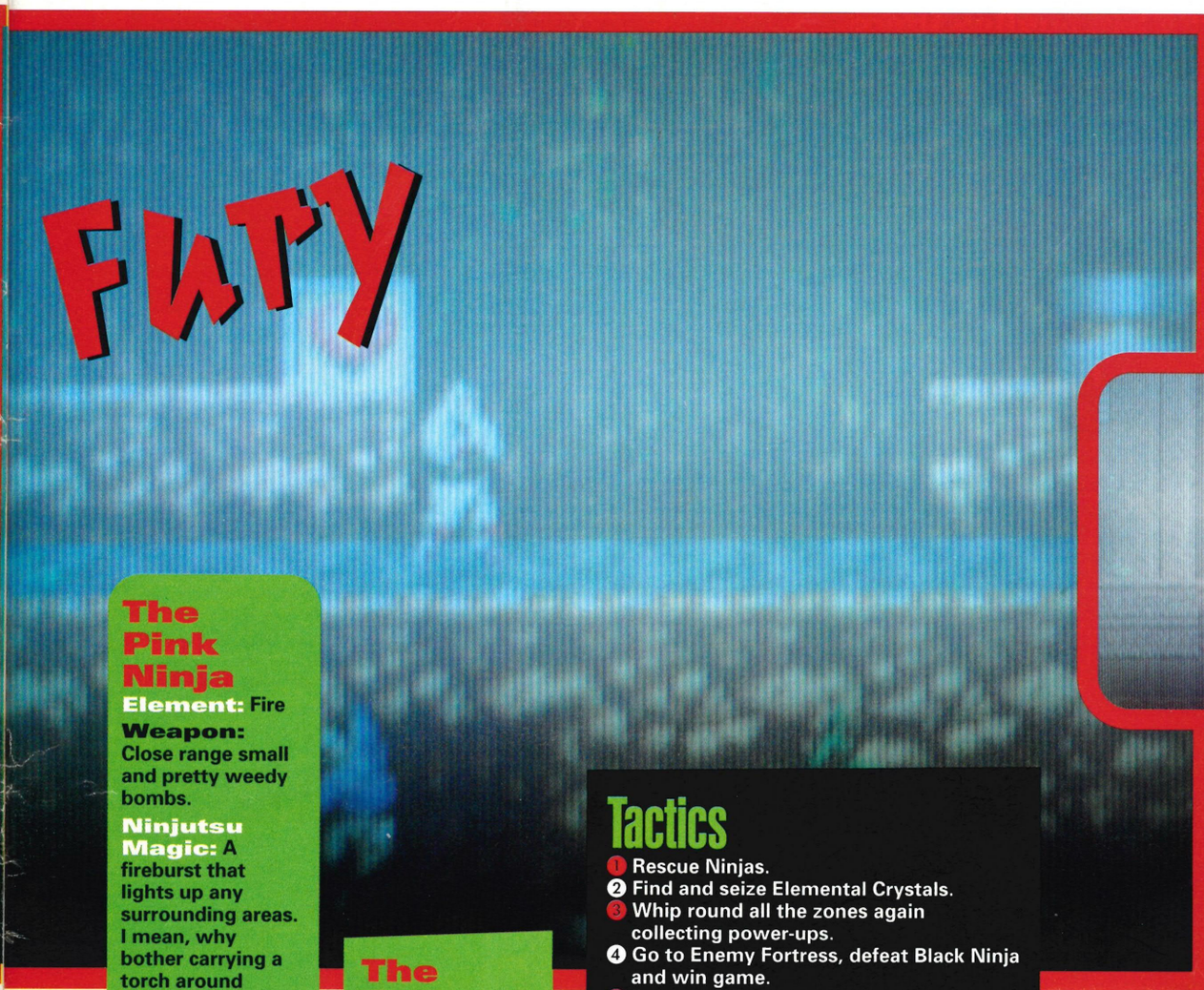
Not that we want to cast slurs on Morris Dancing you understand. Some of the SZ staff have even known people whose third cousin has, well y'know, *indulged* shall we say. Nothing wrong with it. Nothing wrong at all. Consenting adults 'n' all that. Mine's a pint of Old Badgerhumper, honest barkeep. Well, slap my thigh.

Lucky enough though, Joe Musashi was born in Japan (otherwise he'd be called something typically English like Matsuko Smith), is a Red Ninja, and is far harder than Grant and Phil Mitchell put together. In fact, even if Phil, Grant and the entire Queen Vic were put on a course of elephant's thyroid glands for a month, Joe would stomp all over them. He's *that* hard.

Crystal Tips

Lummee, the evil, nasty and generally pretty despicable Techno-Warriors are threatening the peace and harmony of Neo-City. Enlisting the help of the Black Ninja (sure those were made

FUTY



The Pink Ninja

Element: Fire

Weapon: Close range small and pretty weedy bombs.

Ninjutsu Magic: A fireburst that lights up any surrounding areas. I mean, why bother carrying a torch around when you've got a magic Jap on hand.

Special Technique: Walking upside-down on things. Complete lack of web-power though.

Name Of Pet Poodle: Fufu

The Green Ninja

Element: Earth

Weapon: Long distance shuriken

Ninjutsu Magic: Earth shattering Hammer Quake

Special Technique: Jumps higher than the rest. Like, wow.

Role Model: Rimmer from Red Dwarf

Tactics

1. Rescue Ninjas.
2. Find and seize Elemental Crystals.
3. Whip round all the zones again collecting power-ups.
4. Go to Enemy Fortress, defeat Black Ninja and win game.
5. Put on 350lbs.
6. Become a sumo wrestler.

by Cadbury's) they nick the four elemental crystals, and imprison the four Ninja warriors who were guarding them in different zones. Your mission is to totally ignore all of this and do something else completely. Nope, only joking, you've got to rescue the Ninjas, get the crystals and defeat the Black Ninja. No problem.

Here follows the only drawback with *Shinobi II*; it's all a bit easy when it comes down to it. Once you've rescued a Ninja, he joins you on your quest, and you can flick between them taking full advantage of their special abilities which can get a bit tactical in places (don't bother with the green one though, he's crap). Every time you get offed you also get a password, so that you don't have to go back and spend another hour trying to slaughter the boss in the Building zone (not that I did you understand, I was just taking my time).

For the rest, it's definitely a worthy follow-up to the original *Shinobi*; stalking round the various zones, dispatching the Techo-Warriors with gusto, leaping to a watery doom, scrabbling desperately to find Ninjutsu magic points, and screaming "Die vermin" at your Game Gear. Rather good fun actually, and awfully nicely animated, but I must go. Got to sew some bells onto the bottom of my trousers. E

Morris meets for an intergalactic dance contest.

I don't understand this one. Where's Morris gone?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 83

Out: Now **Price:** £29.99
Publisher: Sega

MEGA DRIVE IMPORT

In the Seychelles there is a 200-year-old giant tortoise by the name of Esmerelda, whose wrinkly skin is kept moisturised with liberal applications of Pledge furniture polish. He (that's right, it's a boy) is a distant relative of Konami's Teenage Mutant Ninja Turtles. THE HYPERSTONE HEIST is yet another foray for the amphibious foursome to get stuck into. MICHAEL HORSHAM is our man with the Pledge, the death wish and an irrational fear of pizza.

TEENAGE MUTANT NINJA TURTLES THE HYPERSTONE HEIST

Here's the plot, then. NYC, that's Noo Yawk City, bub, or The Big Apple, has fallen prey to that bleedin' Shredder again, who is busy vapourising such national landmarks as the Statue of Liberty and, um, others, too, like the whole of Manhattan for instance. Now, all this has to do with the fabled Hyperstone, a lump of ignious limestone with certain properties which will ensure that its owner has the power of life and death over all the things which moveth and creepeth over the surface of the earth.

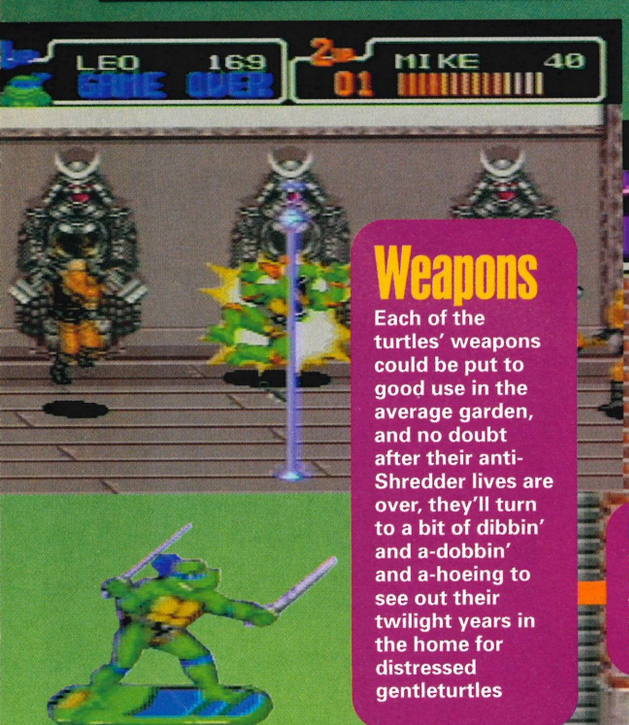
Naturally enough, when the city is turning to rubble, who do you turn to to save the day? The security services? The armed forces? Not a bit of it! Instead sane-minded New Yorkers call upon four mutated turtles named after great artists and skilled in the ways of the Ninja – stands to reason, dunnit?

Some of the best things about this Mega Drive game are the little touches on the animation front which serve to entertain and enlighten. For instance, the game makes it very clear that should four purple-suited, fire-breathing Ninja foes surround you and breathe fire onto your head, you are extremely likely to end up slightly sooty and fire-blackened from the shoulders up. Likewise, surf into one of those logs with lots of pointy things poking out of it and you get "Ooh my toes" on the sample and a lot of hopping up and down and clutching of the foot, indicating the painful nature of such a collision.

This versh owes a deal to its SNES predecessor in terms of plot and motivation and even the drawings have a certain similarity, but *Turtles In Time* had all

power ups

Power-ups are provided by means of the ubiquitous pizza, which doesn't seem to come in many varieties save for pizza flavour. Or, for special occasions, there's one with a bomb on the front which, when eaten, activates 'pizza power' where any of the turtles is transformed, briefly, into something of a whirling dervish. This has a suitably debilitating effect on the enemy.



Weapons

Each of the turtles' weapons could be put to good use in the average garden, and no doubt after their anti-Shredder lives are over, they'll turn to a bit of dibbin' and a-dobbin' and a-hoeing to see out their twilight years in the home for distressed gentleturtles

Donatello's stick could be used for the training of runner beans in their nursery days.

Leonardo's super-sharp sword would be handy for clearing that nasty bit of knotweed and ragwort prior to building the rockery.

The Hard Shell

Donatello

Is a mean mutha of a turtle as we all know, and his wielding of that stick thing is truly awesome.

★★★★

Leonardo

Less of an intellectual than his namesake, it has to be said. You won't find this samurai-sword wielding Leo squaring circles or working out systems of proportion. No way! He's much more likely to stab you in the eyes.

★★★

Special Moves

Special moves are a feature here as you would expect of the turtles. But beware. Employ your doubly-effective special move too many times and you might diminish your energy to the extent where you no longer have enough strength to fight. Ordinary moves are the standard leaping, accompanied by a couple of kicks and then generally flailing about wildly with whatever weapon your turtle has at hand.

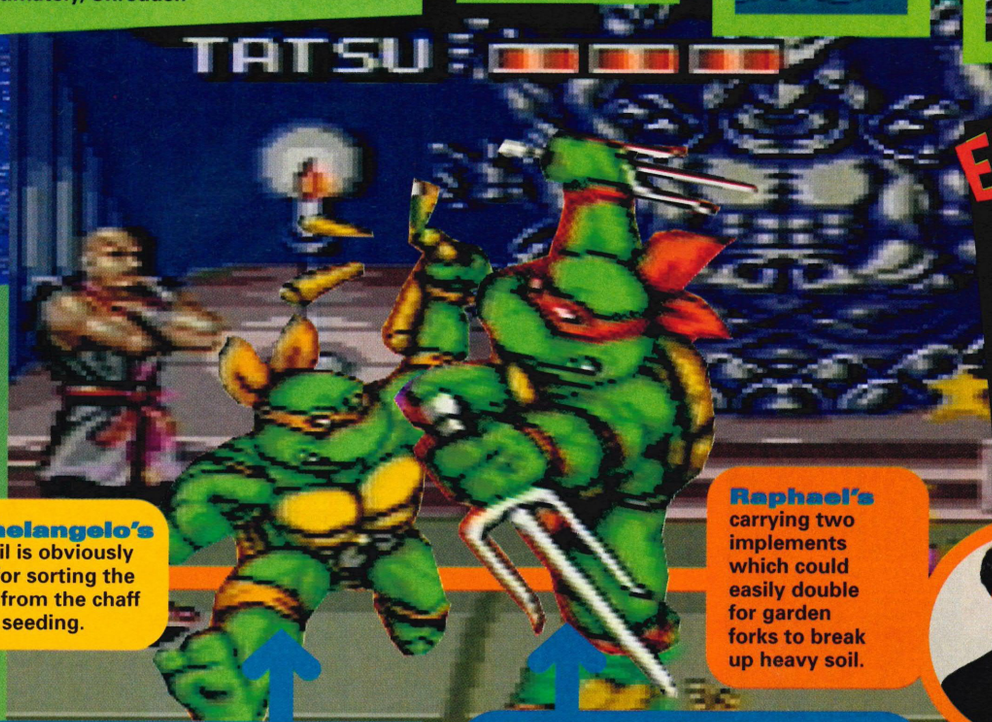
those spiffy sub-levels and games which this version lacks. Having said that, this is alright. It's difficult enough to keep you going, especially when it's set on 'hard', but if I have one teensy-weensy itsy-bitsy complaint it's that the whole thing becomes a little repetitive. That is, you get to beat up the same villains over and over again, with just a few snidey surpise guests in there to keep you on the balls of your feet. Overall, entertaining and amusing as it is, I'm not sure that there's enough there to keep you coming back for more.

If you've got a little friend, you could do worse than lure them up to your room for a spot of 'doubles' (Quiet at the back, Finbarr). Nothing draws people closer together than a spot of adversity. Try it.

The sub-baddies, who are really nothing more than the minions of the aforementioned end-of-level guardians, are a motley crew indeed, but there's a blimmin' lot of them. Replete as they are with the full range of Ninja skills, swords, stars and fire-breathing properties, though, the humanoid assaillants nevertheless can be despatched with three or four blows of your trusty weapon. E

Fearsome foes

The baddies who try to stop the turtles laying their paws (claws? feet? hooves?) on the Hyperstone are a nasty bunch indeed, ranging from a bruising crocodile going by the name of L.Head, a rhino mutoid called Rocksteady, a mad-eyed git called Tatsu, and a small embryo-like apparition in a hovering thing called Stockman, who sends his 'little mousers' after the brave turts and, ultimately, Shredder.



Michelangelo's rice flail is obviously really for sorting the wheat from the chaff before seeding.

Raphael's carrying two implements which could easily double for garden forks to break up heavy soil.

Michelangelo

He's a big, shell-backed sockeroo, so he is, and his whole persona is based on that kind of 'fight me' schtick that makes chucking-out time so entertaining round our way. Oh and he packs that rice-flail thingy.

★★★

Raphael

The Raphael from whom this turtle takes his name died at the age of 27 after establishing himself as one of the greatest painters of his time. This Raphael, on the other hand, likes being violent a lot, using his double Ninja forks to inflict maximum damage.

★★★

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 82

Out now, Price: £39.99
Publisher: Konami
Supplier: Advanced Console Entertainment 071 439 1185

With the agility and athletic prowess of a young Norman Wisdom, MARTIN POND wasn't exactly our first choice to review *STRIDER II*, US Gold's platform caper cum tumbling act. Still, he is remarkably cheap.

Strider II

As guffy useless plots go, *Strider II's* is right up there with the Gold Blend advert. Doubtless it's one from the bargain bucket at Plot-U-Like, the discount scenario wholesalers. We don't even remember all the details to be honest, it was something to do with a princess, an evil Grand Master, a career plan involving World Domination and a bevy of tobacconists in Welsh national dress, you know the sort of thing.

Anyway you play Hirju the youngest and most fertile of the Striders, a gang of acrobatic warriors who make the Chinese State Circus look like the *Keystone Cops*. But all you really need to know is that there are five levels of platform mayhem ahead, and all you've got to counteract it with is a plasma sword and some shuriken you picked up at your local ninja outfitters.

Don't Try This At Home

One of the big draws of the original *Strider* in the arcades was all the actions the hero could perform. If you were a complete arcade-bum in the advanced stages of muscle wastage and barely continent after years stood at a *Donkey Kong* cabinet, then you too would be mesmerised by all the athletic leaping about and fancy moves. This version has all the moves but rendered in stunning 8-bit-o-vision. So what can he do?

somer-sault

Look, Strider's tumbling through the air doing his Geronimo Clapton work-out. Not a good idea after a heavy lunch and a can of Fanta, but dead handy.

climb ropes

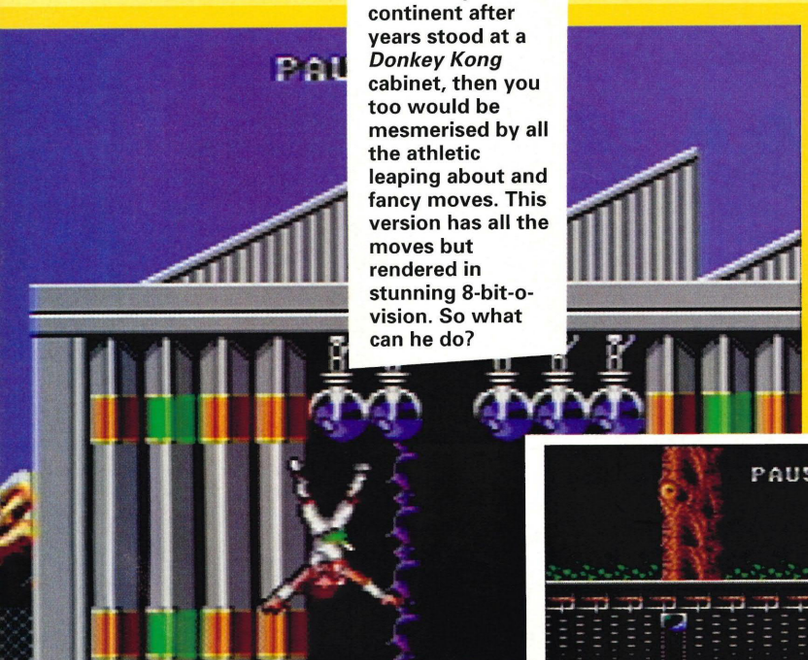
Feels kinda good doesn't it? And apart from the chaffing, a fab way of going up or down too.

slide

Looks really flash but it takes all the skin off your buttocks leaving open sores which weep into your trousers. This sliding technique is smart for dodging bullets and getting under the door of a toilet cubicle in a hurry.

hang from walls

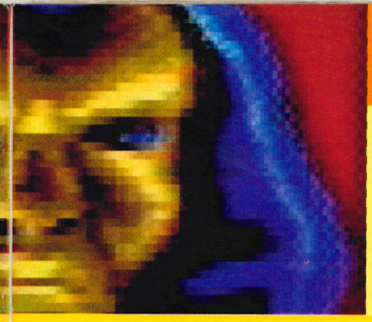
Startle your guests with this attractive and unusal *Strider* wall hanging! How he stays up on such a smooth surface is anyone's guess – he's like a gecko wearing a couple of little pairs of Totes Toasties, isn't he readers?



Not to be done after a nosh-up at the local curry house.

striding through the elghties

Back in the mid-Eighties, the original *Strider* had a Russian theme not quite in keeping with today's New World Order. The enemy were portrayed as evil Commies who lived off turnips and puppy-dogs and were hell-bent on ravishing the sister of the free man in the West. These days a hero who'd kick Boris Yeltsin in the 'new potatoes' before you can say Glasnost, is *persona non grata* I'm afraid. So anyway, in this version the villain of the piece has been transformed into a generic, Happy Shopper sort of evil empire. Still, if you find it hard to work up any bile against enemies like these you can always pretend it's the council.



Ooh Take Them Away, They're Scaring Me

That Strider, he's so brave! Check out all these horrid baddies he faces without even batting an eyelid (is he a divvy or what?).

birds

Horrid swoopy attacks from these beak-wielding monsters can seriously impede Strider's progress and removing guano from the shoulders of his jacket isn't a barrel of laughs either.

mech-anical emu-things

These guard robots seem to resemble those things from *Empire Strikes Back* and Rod Hull's Emu. Stick a shuriken where the sun don't shine and they're putty in your hands.

pull levers

This one's not really a move. Strider probably wouldn't have spent that much of his training practising this one, not like that somersaulting move for instance. It does let you open locked doors, something no amount of rope climbing can do.

hang from the ceiling

Handy if the carpets have just been shampooed, or if you're moving about a changing room without your verruca sock on.

mutant plant

You wouldn't want to encourage these genetically advanced shrubs in your herbaceous border even if you didn't suffer from hayfever; inhaling steel-plated explosive pollen would wreak havoc with almost anyone's sinuses.

mutant soldier

This mindless automaton of the evil empire is a nightmare. You can't befriend him, you can't goose him, you can't even rub him down with hot fat – all you can do is shoot him. Talk about uptight.

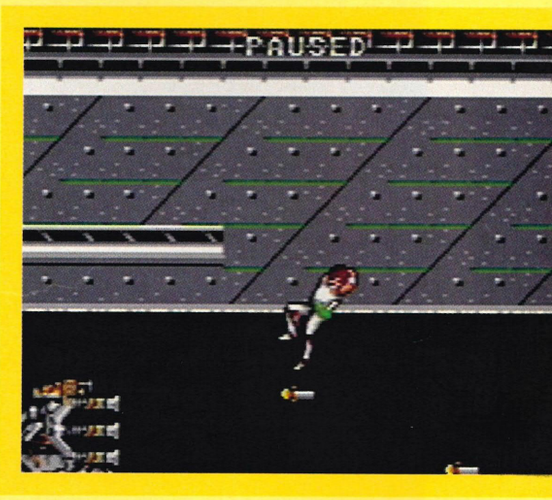
Rotun Energy Pods

Rotun energy pods are scattered willy-nilly throughout each level in the most unexpected places, so check down the backs of all the sofas. If you collect all four you get a handy extra continue, which should be incentive enough, but they also form a dizzying spinny force-field when you face the guardian at the end of that level.

My first reaction to this game was "Strewth this game's so hard it's even testing my legendary platform skills to the limit". Progress is painfully slow and things can get quite frustrating. After a few hours unable to leave the first level I was tired, irritable, I'd even given up my will to drink tea. So if you're not red hot on platforms and you don't have the patience of a saint, then you'd probably do best to give it a miss (you loser).

It's very varied though, what with all the armloads of adversaries and mid-level baddies to deal with and the amazing number of moves you can perform. In fact there are so many moves that to save memory space they've obviously had to scrimp on the animation for some of them. When Hirju whips his plasma sword out for instance all you see is a blur, his arm doesn't move or anything. It's not on, do you hear?

E



Will balance win the day or will Strider lose his footing?

END ZONE

Graphics

Sound

Addictiveness

Playability

OVERALL 79

Out: Now **Price:** £29.99
Publisher: US Gold

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GOT IT

Defenders of Oasis

As DEFENDERS OF OASIS contains genies and monsters we thought we would give it to TYLER MARTIN as he's a genie-us (groan) and monstrously crap at telling jokes. *(Too flippin' right. Ed.)*

MEGA ZONE

The Game Gear is moving up in the world these days, as it's just been promoted to regional manager of Boots. That's a bit of a lie actually (as if you hadn't guessed) but it has in reality moved up a notch or two in the world of consoles. How has it done this I hear you ask. Bribed the notch-keepers perhaps? Of course not, the Game Gear is an honest fellow. What has actually happened is that Sega has very kindly given it an all new RPG cartridge, one to be proud of. What's so special about this cart? Well for a start, its size has increased from the usual 2M-Bit to a whopping great 4M-Bit. Whoo! The other rather special thing is that it's got a really scary box.

Hello kiddies, this is Uncle Tyler here and I want to tell you a story. Are you sitting comfortably? Then I'll begin my story.

Once upon a time, many years ago, there were constant battles between light and dark and the land was terrorised by the rather ugly Ahriman, wizard of darkness. Then one day a young man called Jamseed (wonder what he'd taste like on a bit of toast?) appeared from nowhere carrying three magical rings given to him by the Wizard Of Light. With these he defeated Ahriman and imprisoned him for eternity. But the evil wiz had one last trick up his sleeve, he sent his servant the snake king, Zahhark, who destroyed Jamseed and his city Shanadar. For 1000 years afterwards, darkness ruled until a warrior called Fallidoon did away with Zahhark and returned peace to the land. But now a new threat has emerged in the form of Eflaat, and Shanader must once again fight for peace and all-round happiness in the land.

Middle Eastern Malarkies Abound

You join the story from there and take control of the prince of Shanadar or Jamidoon, or something like that, who's unaware of the situation until the princess of a neighbouring town is kidnapped and his father killed. Enraged with grief he decides to rescue the princess and avenge his father's death by doing away with who or what is the driving force behind Eflaat. Your journey takes you to five different lands and fills up five chapters. You start off in your home town of Shanadar with the princess of Mahamood about to arrive by boat and that's when the adventure really starts happening. Kidnappings, invasions, boat trips, ancient temples, you even get a lift from a Roc (a large mythical bird for all you non-RPG buffs) later on in the game. It could all have popped out of the Arabian Nights. *Defenders Of Oasis* offers so much and delivers with huge amounts of quality. The graphics are really good and enhance the all-over Arabian feel of the game. The in-game characters are all cutified and amazingly detailed for their size, even the evil traitor in the king's court. Everything changes though, when you get on to the fight screens; the numerous denizens of the lands become gruesomely real and the complete opposite of the cutified sprites seen earlier, but they still maintain the detail and quality that is maintained throughout. My favourite graphics appear in the between chapter intermissions which show the head of the Eflaat forces keeping an imprisoned Ahriman (yes, he's still alive, but not very kicking,

But where are you preparing to take it? For a walk?

To the right 2, 3, 4, bend 2, 3, 4, lift and stretch.

Run like hell!

...about to jump on my head.

well for most of the game anyway) informed of what's been happening. So scary it could send shivers down the spine of Nelson's Column. The music is equally enthralling. The GG outdoes itself, creating the type of tunes you would expect to hear coming from a snake charmer's pipe in a Middle Eastern bazaar. The effects are really good, and there is even some sampled speech for the genie's travel magic.

Gameplay-wise, *Defenders* stumbles a bit. I'm not saying a major fall that would result in a cut knee or anything. It's just it's not quite as polished as the sound or graphics. I think this is because of the fighting method used. For a start you can't see the monsters as you're walking about and they just pop up out of nowhere at random, which can get very monotonous at times, and secondly, because the battle method is the boring old bash-the-buttons-and-hope-you-win technique, although this is a slightly improved version as each character you control has at least one other option to that of attack. The gameplay does have a redeeming feature though and that is the auto save option included, which means there is none of that find-a-church-to-save-your-game waste of time crap. Just switch the machine off whenever you like and then return to exactly where you left off when you continue. Absolute bliss for us lazy basts. This feature makes the game pretty addictive and playable. My only other fear is that experienced RPG fans might find that the challenge is not stupendously high, but it should still keep most people occupied for quite some time. E

He's on my side.

Join The Cause

Three other people eventually join the prince's battle against the Eflaat empire. Here's who and why.

Agmar: A thief you find in Eflaat's dungeons and he joins your party because he fancies a couple of pints of beer and a slice of cake but then realises it's not that sort of party, but joins anyway. Has the uncanny knack of being able to hide in a battle.

Genie: Powerful magic user who joined your gang because he didn't have much choice; you pick up his lamp from the treasury (at least you're supposed to).

Saleem: You find him on the boat and he joins you because his daddy told him to. He has the strange ability to do the Dance Of Death.

The sight seeing trip is in full swing.

Your Highness

Groovy walls they have in Shanidar.

Lads, just a minute. I'm all for a good fight but my lumbago. Honestly...

END ZONE

Graphics

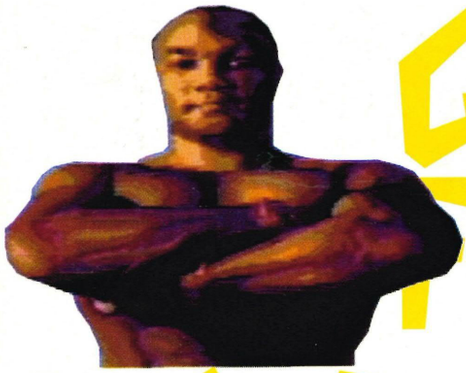
Sound

Addictiveness

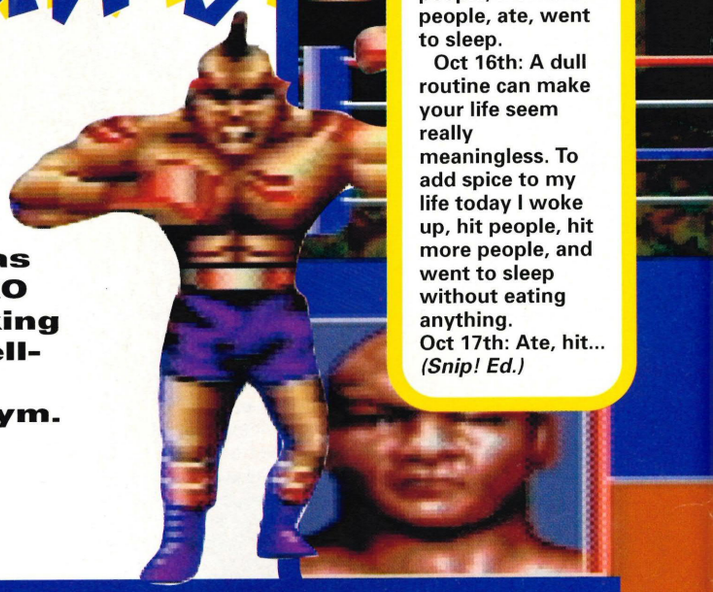
Playability

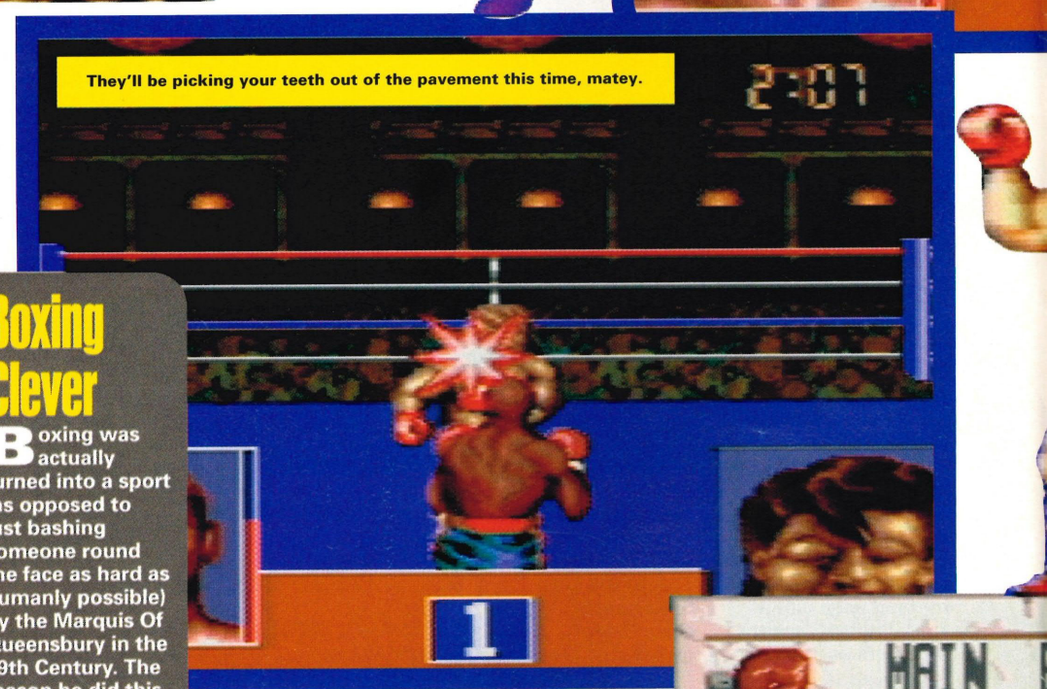
OVERALL 90

Out: Now **Price:** £34.99
Publisher: Sega



George Foreman's KO Boxing





When we told ANDY STOUT he was reviewing GEORGE FOREMAN'S KO BOXING, we had to drag him kicking and screaming from oiling his well-developed, straining pecs as he pumped iron mercilessly in the gym. *(Who are you trying to kid? Ed.)*

"You want me to review what? *George Formby's KO Boxing*? Like, wow," I said. I instantly dropped what I was doing (on the cat, who screeched and sunk its claws into my leg) and hot-footed it up to London in a high state of emotional excitement.

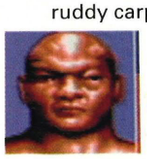
"Eek!" I thought, as my leg dribbled blood all the way round the Circle Line. "How much fun can hitting people under the guise of being a chirpy, ukulele-playing northerner with a ridiculously high voice be? More fun than *Norman Wisdom's Insensible Soccer*, I'd wager. Deep joy, and no mistakin'."

"Hmm," they said at the office. "Do you really have kangaroos bouncing round in the top paddock? The guy's name is Foreman, he's a boxer you nonce."

"What? You mean there's no rip-snorting ukulele riffs in stunning monochrome? No cheeky northern capers? No good old pre-war wholesome antics?"

"No there flippin' well are not," said the office bods, suddenly getting all stroppy. "It's all about hitting people as hard as possible with maximum prejudice. Has someone been pouring cement into your ears or something? And why the hell are all you reviewers such prima-donnas? Just get over there now and start playing. And stop bleeding all over the place, can't you see you'll ruin the ruddy carpet?"

Don't you just hate it when that happens?



george who?

George's dad was called George Threeman, and his son will be George Fiveman *(Thank God for that, I was sure he was going to mention foreskin in there somewhere. Ed.)*. But we did all this biog stuff back in Issue 3, so look it up and stop being so lazy.

so where's frank, larry?

Dunno, probably doing panto somewhere.

A Boxer's Diary

Oct 14th: Woke up, hit people, ate, hit more people, went to sleep.

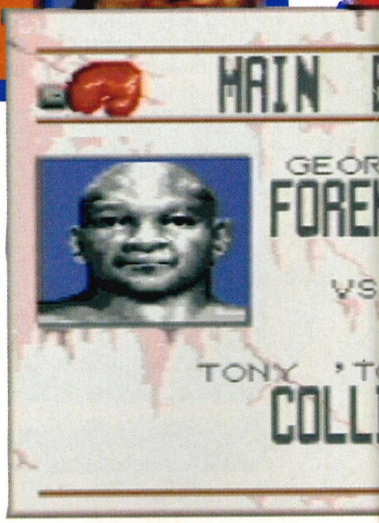
Oct 15th: Fancied a bit of variety today. Woke up, hit people, hit more people, ate, went to sleep.

Oct 16th: A dull routine can make your life seem really meaningless. To add spice to my life today I woke up, hit people, hit more people, and went to sleep without eating anything.

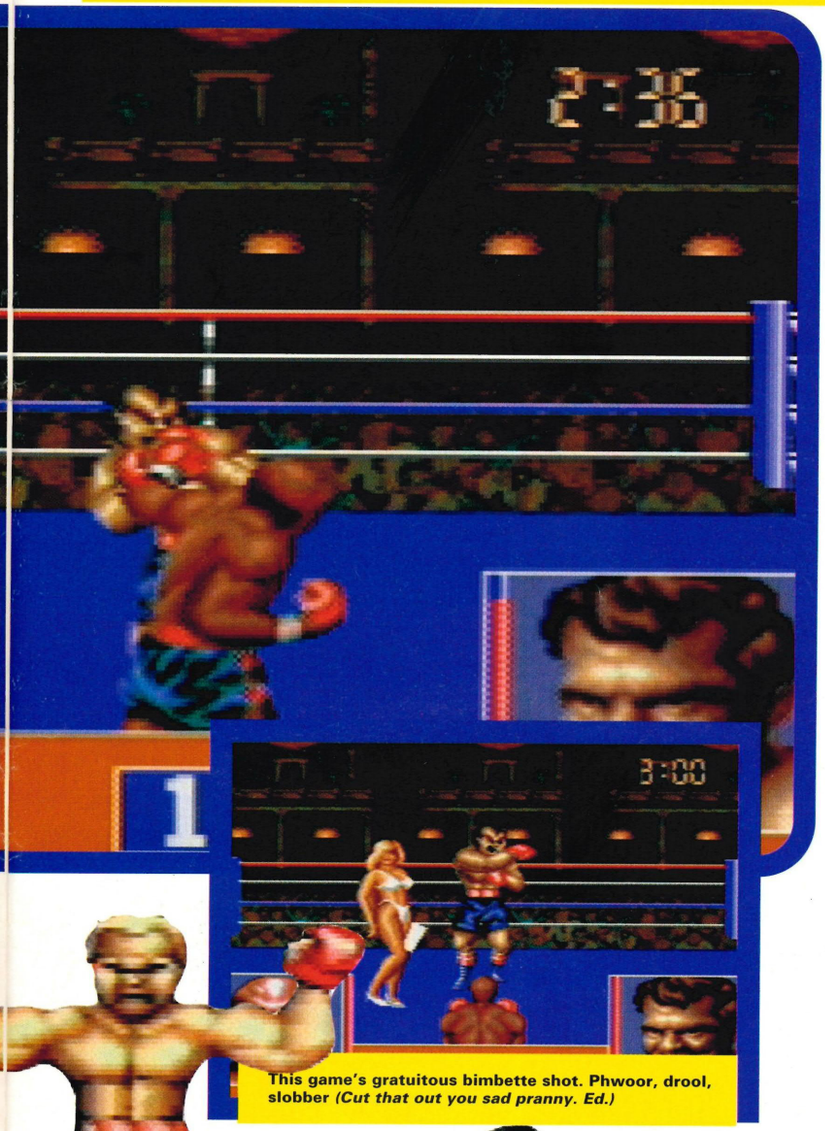
Oct 17th: Ate, hit... *(Snip! Ed.)*

Boxing Clever

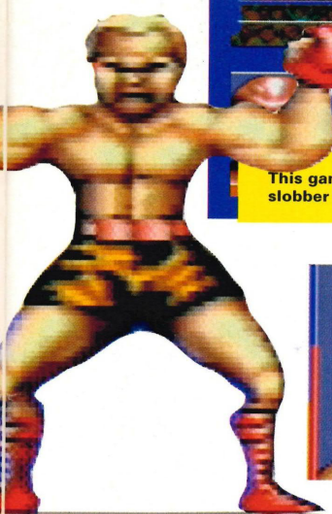
Boxing was actually turned into a sport (as opposed to just bashing someone round the face as hard as humanly possible) by the Marquis Of Queensbury in the 19th Century. The reason he did this was because people kept coming up to him and going, "Queensbury, that's a bit of a nancy name isn't it?" Since then, it's been known as the noble art, but still involves bashing people round the face quite a lot.



'Beautiful' Bobby Crane gets one in the kisser and his face spontaneously explodes.



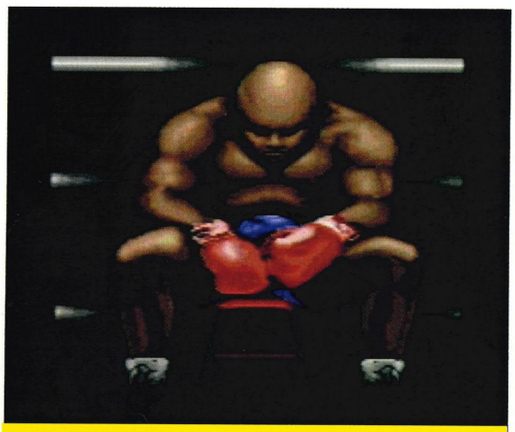
This game's gratuitous bimbette shot. Phwoor, drool, slobber *(Cut that out you sad pranny. Ed.)*



Punch and Judy

After 43 years on this planet, you're capable of five (yes, five) separate punches; right and left jabs, right and left hooks, and your own special superpunch. Sounds pretty good, huh? You can also move left and (wait for it), right as well. Gadzooks, is there no end to your talents?

Knock your opponent down four times in the three, three-minute rounds and you've won; knock him down three times in one round, and you've won, too. If you fail to knock your opponent down, you can still beat him on points. Problem is you're a wimp. Your superpunch knocks about a sixth of his energy bar into oblivion, while his superpunch has your head meeting the canvas with extremely sickening force. Sorry, don't know who Judy is. Maybe she went out with George Formby once.



In defeat, George takes solace in his award-winning imitation of the Buddha.

I'm back and I'm bad

Anyway, after a 10-year lay off, the 250lb monolith with the gleaming and well-oiled dome is back and gunning for the world title. Unfortunately, there are 15 opponents standing in the way of him winning the belt.

You'd think that George's experience would help him to pound his opponents into jello. So he enjoys the odd cheeseburger or 17, but you'd put your tuck money on him being able to pull more than 5 different punches out of the bag, wouldn't you? Olympic gold, God-botherer par excellence, yet all he can muster is a quick right hook followed by a left-jab. This bodes badly. Bet George Formby's more agile.

The unpalatable truth is that the Master System version was far better. There you could upgrade all your boxer's important bits, watch George merrily eat cheeseburgers, and not be lumbered with a gnat's ringpiece view looking over the great man's head. E

END ZONE

Graphics

Sound

Addictiveness

Playability

Foreman vs Formby

Formby

Age: 43
From: Texas
Weight: Heavyweight
Wins: 71
Losses: 3
Ukulele skills: None

Age: dead
From: oop north somewhere
Weight: Not much (due to being dead)
Wins: not exactly Oscar material
Losses: well, life really
Ukulele skills: Godlike. The Eddie Van Halen of his generation, so to speak

Forman

George Formby's BO Boxing more like.

OVERALL 47

Out: Now **Price:** £39.99
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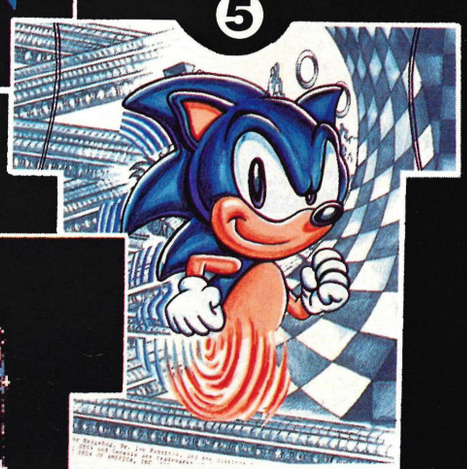

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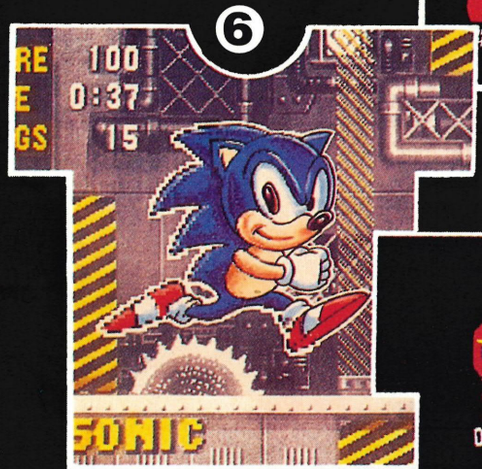

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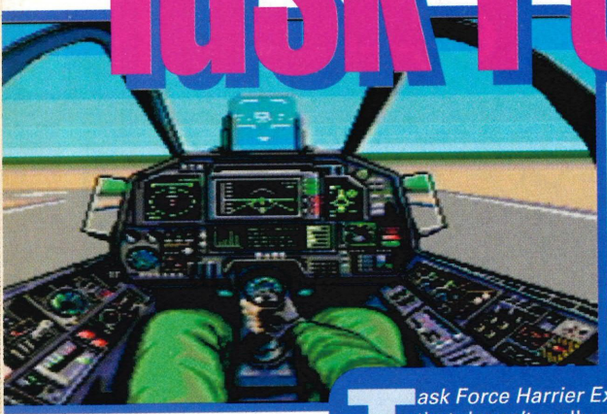


Task Force Harrier Ex puts you in charge of a Harrier. Or at least it's shaped like a Harrier. But to all intents and purposes you really ought to think of it as 'a futuristic shoot 'em up type plane thingy' seeing as its firepower comes from somewhere in the latter part of the 21st century.

Put this way, the whole point of a real Harrier is that it can perform vertical take offs, vertical landings and can only carry limited ammunition. The *Task Force Harrier* Harrier, can only go forwards (seeing as it's in an upwards scroller) and what's more it has an **infinite** supply of ammunition. (Unless you count the smart bombs of course loaded in groups of three or five in these 'chip shoppy' games.)

Task Force Harrier Ex is the kind of game that doesn't really require much in the way of an explanation, other than upwards scrolling shoot 'em up. So what, I wonder, does the outside of the packaging have to say on the subject?

DUNCAN MACDONALD has one pile of games which he brings out to impress his non Sega owning friends with. Having reviewed TASK FORCE HARRIER EX at length, he decided to put it in his 'other' pile...

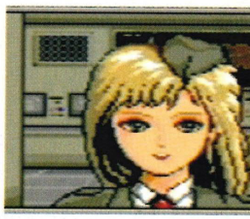
MEGA DRIVE IMPORT

Packaging blurb: Rip through unfriendly territory! Duck and roll in a deadly round of air tag with a hungry squadron of enemy choppers...
***Sega Zone* translation:** Move left and right and up and down and keep your thumb on the B button...

Packaging blurb: Obliterate these guys and eventually come face to face with the big guns!
***Sega Zone* translation:** Move left and right and up and down, keep your thumb on the B button and occasionally press button C for a smart bomb...

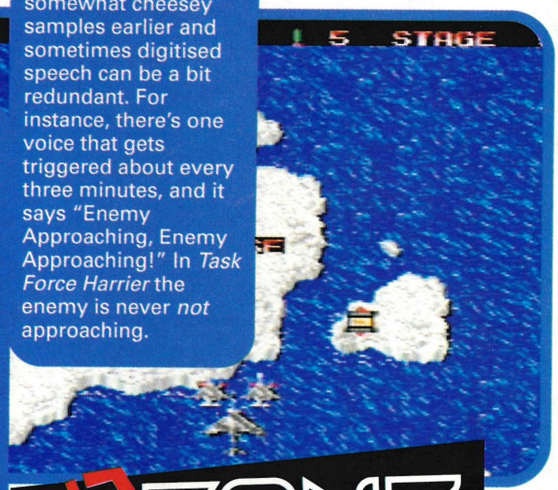
Packaging blurb: Strap in, power up, and blast off on an incredible 8 meg mission to gun down the bad guys...
***Sega Zone* translation:** Wince at the two or three megs worth of incredibly cheesey digitised speech and wonder that it warranted an 8 meg sticker on the front.

Packaging blurb: This is full blown, kick-butt action – think and you're history...
***Sega Zone* translation:** You don't need a brain to play this game – which is handy, because if you **are** playing it you obviously **haven't** *got* a brain.



Can you think of anything positive to say?

No. I really can't. And I can't really give any 'constructive' critiscism either, because... well... Have you got a spare couple of years? *Task Force Harrier Ex* is a throwback from a bygone age... an age when *1942* was thought of as state of the art. But the graphics are worse. And the sound? I mentioned the somewhat cheesey samples earlier and sometimes digitised speech can be a bit redundant. For instance, there's one voice that gets triggered about every three minutes, and it says "Enemy Approaching, Enemy Approaching!" In *Task Force Harrier* the enemy is never *not* approaching.



What sets *Task Force Harrier Ex* apart from the crowd?

Nothing sets it apart. In fact it's worse than that, because *Task Force Harrier Ex* **does** stand out slightly in as much as the graphics are appalling.

But surely there are power-ups?

Oh yes, power-ups aplenty. In fact if the Harrier in *Task Force Harrier Ex* was a person's bottom, and the missiles, rockets and bombs were 'stools', the person in question would have been out for a massive curry the previous evening and washed it down with 800 pints of mega-carbonated triple strength lager. There are weapons upgrades galore and they come pouring down the screen in such a torrent that they're occasionally harder to avoid than the enemy's bullets.

Power-ups and how they can enhance your life...

Increase Rocket Fire: Your Harrier starts life with the ability to launch a couple of rockets at a time, but eventually you'll see several billion spurting out of its nosecone simultaneously. (Well, four anyway.)

Extra Super Bomb: Start with three and at any time you can be carrying a maximum of five. A super bomb will blow just about everything off the screen. (Apart from the crap graphics.)

Cluster Bombs: As well as shooting things in the air, you're also meant to be destroying things on the ground – and that's where these come in. They're multiple short range bombs and they plop continuously out of your underbelly (ie. at quite a high rate).

Dispenser: Like the cluster bombs this is several bombs. All in a line, up the screen and in front of you. Not such a high fire rate as the clusters, but ideal for out of reach targets. (Not that there are many.)

Impact: The beauty of this bomb is its impact radius: very wide. It can eliminate multiple targets if they're huddled close together.

Vulcan Escort Blue: You're not alone. Pick up one of these icons and you'll be joined by an escort of two planes. This blue escort fires high density bullets. Button A toggles the positioning of your two escort planes (there are four rather pathetic formations).

Vulcan Escort Yellow: More fighters sign on for escort duty, and in this case they carry homing missiles.

Vulcan Escort Red: Like the last lot, these fighters pack missiles too. So what's the point? Well, these missiles are harder, obviously.

END ZONE

Graphics

Sound

Addictiveness

Playability

A throwback from a bygone age of 'chip shoppy' games.

OVERALL 40

Out: Now on import
Price: £35.99
Publisher: Treco
Supplier: Shekhana
081 889 9412

competition GENIE

Pure Turbo-Charged Genie-us

WIN

5 Game Genies And 10 Turbo Touch 360 Joypads

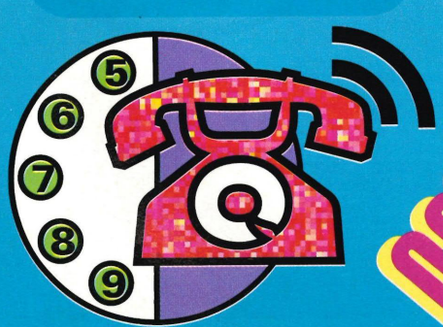
enhance your gaming

How does the sound of the Game Genie game enhancer grab you? There you were playing your fave Mega Drive game. You've been together for a while yet sadly the sparkle is beginning to go out of your relationship. You love it dearly and you still want to spend lots of time together, but it's getting just that bit too familiar. Wouldn't it be fab if you could change it slightly to put that spark back into your games-playing? Well, that's exactly what you can do with the Game Genie.

The game's too easy? Game Genie can reverse the controls to make it harder. Game's too hard? Pure Game Genieus will give you level selects, infy lives, or even slow down the timer. Game too familiar? Then give the graphics a new lease of life with a spook new look. Courtesy of the lovely people at Hornby Hobbies, we've got five of these amazing gadgets for the Mega Drive to give away.

thumb-thumpingly good

At last, a joypad to end all joypads. The Turbo Touch 360™ is a revolution. The old-fashioned rocker switches in your bog-standard joystick are replaced by a touch sensitive system which detects the pressure of the thumb using spooky magical electronic sensors. And guess what? Hornby Hobbies has given us ten of these babies to give to you.



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how to win

Just ring the hotline and answer these easy peasy questions.

1) How do you get a wish-granting genie to appear?
a) By rubbing a Brillo pad on the dangly bit at the back of your throat
b) By rubbing a ring or a lamp
c) By doing a brass rubbing

2) Which of these pantos has a genie in it?
a) Aladdin
b) Cinderella
c) Jack And The Beanstalk

3) Whose touch turned everything to gold?
a) Henry Kelly from *Going For Gold*
b) King Midas
c) Gerald Ratner

Dial the big number to the left, and a disembodied voice will take your call. Leave the answers together with your name, address and telephone number.

the law

- Calls cost 36p per min[illegible] rate and 48p per min at all other expensive times.
- Don't forget to ask the permission of the honcho who pays the bill as we can't be there to defend you if they get a bit stroppy.
- The Ed's decision is final.
- The compo is not open to emplyees of either Hornby Hobbies or Dennis Publishing.
- The closing date for the compo is 10 March 1993.

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He was a lonely kid, was TYLER 'ONLY CHILD' MARTIN and always wanted a twin brother. Just like *Surprise, Surprise*, we played the part of the Fairy Godmother and, after a twitch of a wand over two stag beetles, a bat dropping and a dormouse, hey presto, the GADGET TWINS appeared.

the gadget

The Gadget Twins! Oh goody, my plumbing needs fixing and my electrics wiring, not forgetting the decorating and loft conversion. Hang on one darn minute, these twins don't seem to be human, they're sort of aeroplane thingies, with wings an' everything. That's right folks, the Gadget Twins are actually from a race of living jumbo jets and their names are Bop and Bump.

Everything in Gadgetland was tranquillity personified, that is...(there's always a 'that is' or a 'but' isn't there? Why can't they make a game where everyone is nice to each other. Pah!) (*Probably because no one would buy it, now stop being so stupid and get on with it! Ed.*) ...that is until the all-evil Thump came along and had the notion of stealing the King's most precious jewel. So off he goes at the dead of night and swipes it. Tut, tut, what would his mother say?

The next morning Kingy catches onto naughty Thump's game and decides to send – da, da darumpupum – the Gadget Twins. Big surprise, huh. So Bop and Bump set off, that's you and a friend, to try to retrieve the missing jewel and give Thump a good old telling off while they're at it.

The game is set over six terrains, ranging from air battles against numerous flying hazards in Zeppelin Attack to freezing cold skirmishes in the snowy wastelands of Crystal Lake. To help you on your way you have a tiny and rather puny boxing glove which you can fire in four directions to smack the hordes of despicable nasties. When you kill one of these enemy sprites it leaves behind a coin, as in Fantasy Zone. These coins come in two different sizes, miniscule and ginormous, each with its own denomination. Collect as many of these as you can because several times within range a shop will pop up; nip inside and you will find a whole range of armaments to blow your filthy lucre on (see Shop Till You Drop). There are also numerous chests and pots to smash open along the way, each containing some sort of bonus item (see Smash And Grab).

Smash And Grab

Loads of bonus goodies can be found within chests and pots – so get breaking and you will find:

Arrows

Depending on which direction they are pointing they will either make you break the sound barrier or go slower than a tortoise with no legs.

Bonus

Allows entrance to the fab bonus game at the end of a level.

Golden Ship

This is just a disguise for a 1-Up so grab as many as poss.

E

Not something dodgy that makes Bop and Bump's eyes dilate, but a wholesome energy refill.

Shop Till You Drop
Scattered through the levels are shops, selling not any of this food and drink essential stuff, but weapons. Here's a small selection:

Metal Jaws
Can go to the top or bottom of your plane and nibble your foes to death.

Flying Bombs
Bit weedy, but good against bosses as they hover about allowing bosses to walk into them numerous times (dumb or what).

Hoovers Of Doom
My personal fave. The evil minions of Gadgetland are a thoroughly dirty bunch – so clean them up into their graves. A powerful 'put anywhere' weapon.

Weights
Put these in the bottom of your plane and let rip with a torrent of heavy metal (no they haven't just had a curry) to squish anything to a pulp.

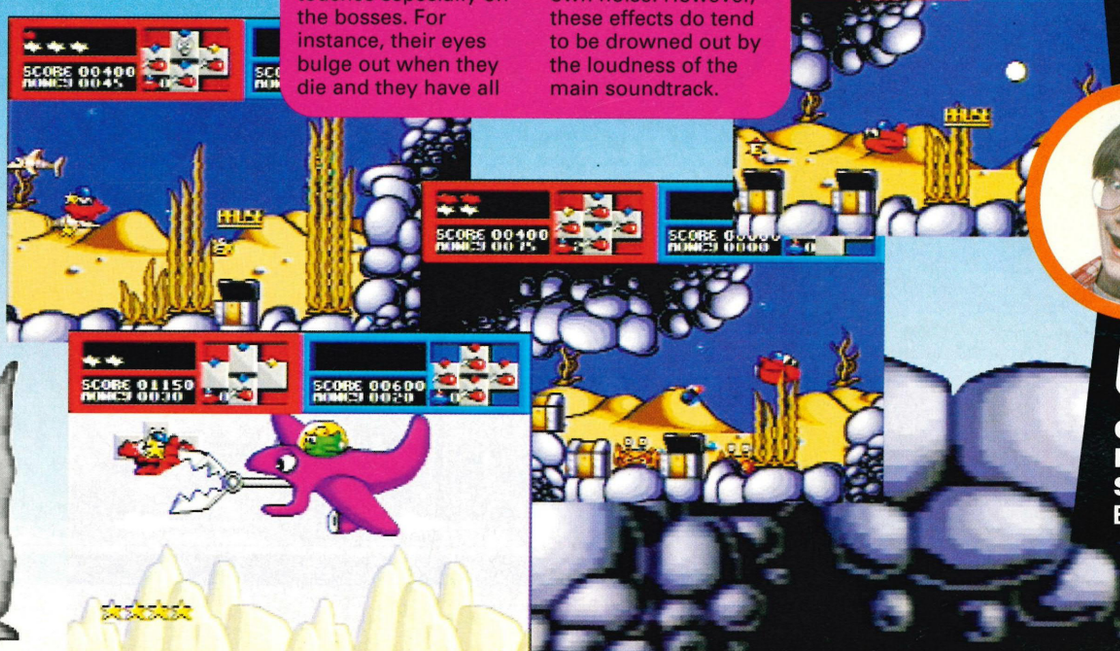
TWINS

So what's the game actually like? Well to begin with, it all looks a bit crappola and you think "there's 40 quid down the drain". But the more you play it, the better and better it gets. The game's graphics give it that initial feeling of a 'bin job' because they look amazingly simplistic and 8-Bit. But they're actually quite good, although they're disgustingly cute and stupendously bright, and suit the game really well. There are some great comic touches especially on the bosses. For instance, their eyes bulge out when they die and they have all sorts of quirky attack patterns. The animation is spot on and flows very smoothly. The sound consists of brilliant, cutesy-wutesy rock tunes that are decent enough to sway to, and not the namby pamby lullaby things that usually go with this type of game. Plus they have the added bonus of annoying the hell out of anyone who isn't playing the game. Sound effects are also good with each weapon having its own noise. However, these effects do tend to be drowned out by the loudness of the main soundtrack.

Playability is up there with the best – there's just so much to do. With waves of strange creatures to maim and two bosses per level to obliterate, as well as the weapons to try and coins to collect, it all gets very frantic at times. All of the levels have secret rooms to find and explore and there's always more than one route to try. In the end of level bonus game you must find the exit while collecting as many coins as possible within a time limit. All this goes to make the *Gadget Twins* more addictive than addictiveness itself.

The two-player mode is the icing on the cake and you can choose to play as friends (soppy mode) or as mortal enemies (rock 'ard), and beat the waste products out of each other.

There is one problem, though – it's just too easy. Each boss has its own pattern that is easy to work out and the levels, even though they are extremely large, are fairly predictable. It's a real shame because if the game had been harder it would have been a classic. As it is, it's still a very enjoyable game and should be bought either by those who are not too good at games and enjoy a bit of originality or by those who like good two-player games.



END ZONE

Graphics

Sound

Addictiveness

Playability

A good original game that suffers from the age-old problem of easiness.

OVERALL 81

Out: Now **Price:** £39.99
Publisher: Gametek
Supplier: Advanced Console Entertainment 071 439 1185

Batman

"From where?" said ANDY STOUT. "Has he been on holiday? Lucky bast. You'd think he wouldn't have the time, what with fighting off arch-villains an' all that. He'll be after maternity leave next."

Meanwhile, over in Gotham City (twinned with Romford), trouble is brewing rapidly. Unconfirmed tales run rife that a man is springing up in public, whipping out a used leather catsuit, sniffing it deeply, and performing acts of a lewd and outrageous nature. The Penguin is waddling around shouting that everyone preferred him in *Taxi*. The Joker's gone completely crazy, reprised one of his former roles and is cruising around on a Harley screaming out naff old *Steppenwolf* songs. And Batman himself was seen only last night saying, "Look, I know how the darn thing's pronounced, but it should be spelt Beltuguese."

Suddenly, a hole appears in the fabric of nothingness, and Batman appears in the City centre. "Hurray," shout the multitude gathered there, "it's the Caped Crusader. But who's that with him in the green tights?"

Glurk! Holy colostomy bags! It *is* Batman, but do our eyes deceive us or is it something we ate? Are our brains being scrambled by a death ray pointed at us by CIA agents on the moon? Is that be Robin beside him? Jumping temporal dislocations, has the '60s Batman surfaced in Gotham city in the 1990s. Gasp!

Where The Review Gets To The Point

(And about bloomin' time too. Ed.)

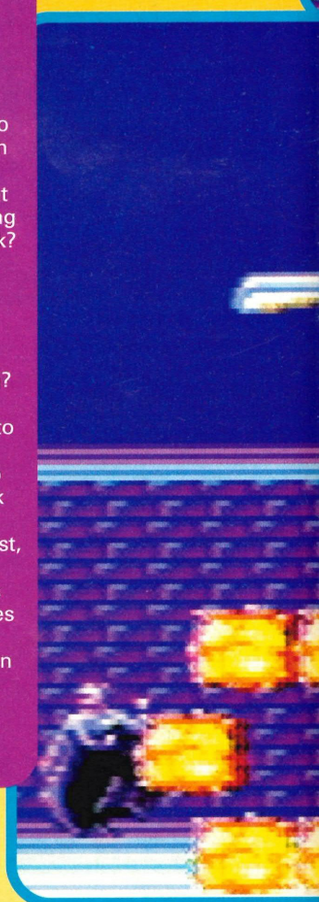
Right then, drop the TV show *Batman* into Tim Burton's film of *Batman Returns*, and what would you have? Something completely different that looked a bit whiffy when it comes down to it. Now, drop the Master System's *Batman Returns* into the Mega Drive game of the same name, and what do you have? Well, some rather sharp software for a start, but also something that looks entirely unlike absolutely anything to do with *Batman Returns*. Be unconfused, brethren, this game has about as much to do with *Batman Returns* as the average episode of *Emmerdale* (apart from having a rather large bat wandering round in it that is).

Bat Facts

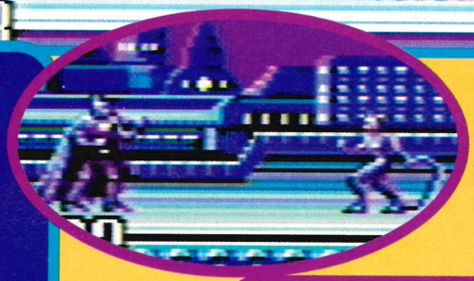
1. A bat is any placental mammal of the order Chiroptera, being a nocturnal mouse-like animal flying with a pair of membranous wings.
2. Hatstand rocker Ozzy Osbourne once bit the head off a bat live onstage (and had several very painful rabies shots afterwards).
3. Bats are either of the fruitbat variety or the insectivorous one.
4. People play cricket with bats. The people usually win.
5. Bat rhymes with prat. (*You said it. Ed.*)

He Swings, He Glides, He, Erm, Walks About A Bit

Your average 8-bit, bat-related superhero comes equipped with one weapon; the Batarang. (As in what do you call a Batarang that won't come back? A Batstick.) Not only does the Batarang smite his enemies with one blow, but it also opens item boxes. Versatile, huh? However, it's pretty crap when it comes to climbing up things, and for that our hero has a grappling hook which also helps swing him across vast, yawning chasms. Even more groovy is the cape that captures the air as he plummets to a certain and gory death to glide him out of the path of his pursuers. Rather tasty.



returns



This is meant to be Catwoman? What can we say? No levering on of the figure-hugging leather over the shining skin dusted with the finest French talcum powder, moisty moisty? Cobblers. I'll have to get the film out on video again.

The Batmans Speak

Batman 1: Look, it's not on, y'know. What's all this going round scowling at people all the time. You're their hero. You should make them laugh, crack a joke or two.
Batman 2: Grunt.
Batman 1: And the costume! We didn't need all that ribbed plastic in my day. That was our own stomach musculature that was. What's the matter, don't you do any exercise?
Batman 2: Grunt.
Batman 1: What about making noises when you hit people then? I'll tell you something for nothing, young fella m'lad, a proper villain doesn't know he's been hit until you go KAPOW! BIFF! WALLOP!
Batman 2: Grunt.
Batman 1: As for the Batmobile, I just don't know how you get it insured. What's the matter? Don't you know what they say about men with big cars...
Batman 2 : Grunt.
Batman 1: Catwoman's a bit tasty though.
Batman 2: Grunt, grunt.

Item Boxes A Go-Go

Okay, so you've got your Batarang, your grapple hook's carving the air asunder, but when it comes down to it you're still verging slightly on the loser side. What you need then is power-ups, cunningly hidden all over the shop. Well, pretty obviously strewn all over the place to be honest. You're a bat, and there are these bat-shaped symbols (the technical term is Bat Marker apparently) so it's not too hard to put things together, is it?

The Yellow Item

Increases Batman's speed. This is not only rather useful in defeating the opposition, but also helps in keeping you awake.

The Orange Item

An extra life. Very handy, very unrealistic. I don't remember anything in the film about Batman being able to spring back into existence after receiving a good drubbing from someone. There and again, I don't remember him being an inch high and composed of pixels either.

The Grey Item

Increases the Batarang's strength and distance. Okay, you'll be able to throw the thing further and faster, but it's not very exciting really is it? Maybe that's why they gave it such a vibrant colour (unless it's a savage, ironical swipe at John Major's economic policies of course).

Go West Young Man

Thoughtfully, the routes that the Bat-like one can take are split into Route 1, the bit where lots of the enemy throw themselves onto the gleaming flanges of your Batarang with abandon, and Route 2, which involves a hell of a lot more technical jumping, death-defying swinging, etc. To be honest though, none of it is particularly riveting. Roughly as absorbing as watching reruns of *Blankety Blank*, but a bit less challenging (*Blankety Blank* marathons requiring stamina by the bucketload), *Batman Returns* is far more in the spirit of the old Adam West shows when it comes down to it. And if anyone can tell us why one of the levels should be set in Egypt in a convincing manner, we'll let you snog the *SZ* writer of your choice. It's does have one thing in common with the film though, it's a bit on the slow side.

END ZONE

Graphics

Sound

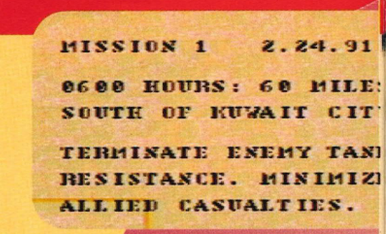
Addictiveness

Playability

Duff conversion with no Michelle Pfeiffer.

OVERALL 61

Out: Now **Price:** £34.99
Publisher: Sega

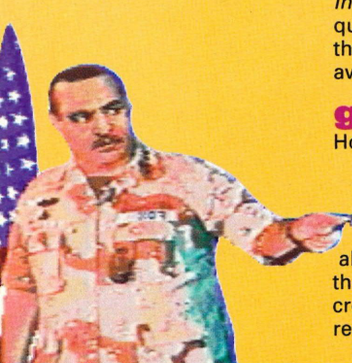


Gary Kitchen's Super Battletank

War In The Gulf

"GARY'S KITCHEN? I can't review a game on women's work," sneered ANDY 'WHAT'S A NEW MAN?' BUTCHER. We gave him a choice: do tea duty for a year wearing a pinny or get no freelance for a year.

My first impressions of *Battletank* were not promising. Games with the name of the programmer in the title are nearly always crap. Just why this should be is unclear – is there some strange compulsion that acts on software company executives when releasing a bad game, making them believe that the name of some guy that no one's heard of will sell the game? Or is it because they couldn't afford to pay some well-known star to endorse it, and so figure that if they can't call it 'Norman Schwartzkopf's Super Battletank '93' then *Gary Kitchen's Super Battletank – War In The Gulf* will do just as well? These are the questions that keep me awake at night. Actually that's a lie. It's night-time ITV that keeps me awake at nights really.



IMPORT

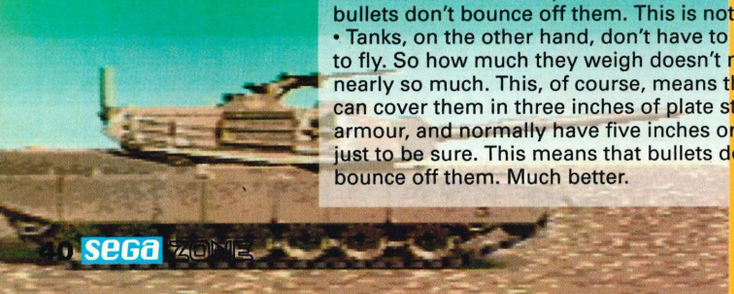
great expectations

However, *Battletank* is a game about tanks, and I have to admit that I've always been fond of tanks. They appeal in a way that only 60 tons of hardened steel capable of over 40 mph and carrying an absolutely monstrous gun can. It must be said that I've always been fond of Haagen Dazs ice cream as well, but for completely different reasons.

So, as *Battletank* involves tanks I thought it might not be that bad. You see, tanks have many advantages over the aircraft more commonly used in games...

advantage one – armour

• Aircraft have to be able to fly, and so have to be relatively low in weight. This means you can't cover them with three inches of plate steel armour, which is heavy. This in turn means that bullets don't bounce off them. This is not good.
• Tanks, on the other hand, don't have to be able to fly. So how much they weigh doesn't matter nearly so much. This, of course, means that you can cover them in three inches of plate steel armour, and normally have five inches or so, just to be sure. This means that bullets do bounce off them. Much better.



advantage two – collisions

• Aircraft, being light, are not very good at hitting things – other aircraft, the ground, even birds can seriously damage them, while leaving the other party relatively unscathed (except for birds: they get pretty mashed up).
• Tanks, are much heavier and stronger. So although they might only be going at about 40 mph, they tend to stay doing 40 mph, regardless of what gets in the way – bushes, enemy troops, and London taxi cabs included. Momentum is a wonderful thing.

advantage three – guns

• Aircraft tend to have noncey little guns in the 20mm range, which try to make up for being small by firing very fast, but fail.
• Tanks have guns that are very, very large, verging on huge. These are the kind of guns that don't need to fire very fast, as one or two hits normally reduce any target to a fine puree.

advantage four – turrets

• Furthermore, aircraft have guns that only fire forward. This means that if the enemy happens to be behind them they can find themselves in some difficulty (ie dead).
• Tanks, of course, have turrets. So if the enemy is behind you, no problem. Just spin the turret around, shout "Eat hot 120mm High Explosive Armour Piercing Discarding Sabot, scum!" and blast the sucker. Thumbs up.

Unfortunately *Battletank* doesn't really let you experience any of these delights of tank-hood, as it is crap after all. Oh well.

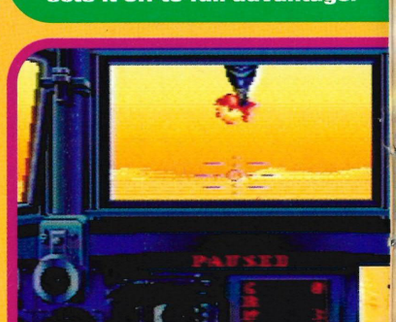
the battle begins

Battletank is deceptive. The game starts with an animated intro that is very impressive. The title screen music is also good, being moody and dramatic and slightly militaristic all at the same time. "Smart!" you think. Then the main title screen appears, looking like something from a bad Commodore 64 game, and the doubts set in.

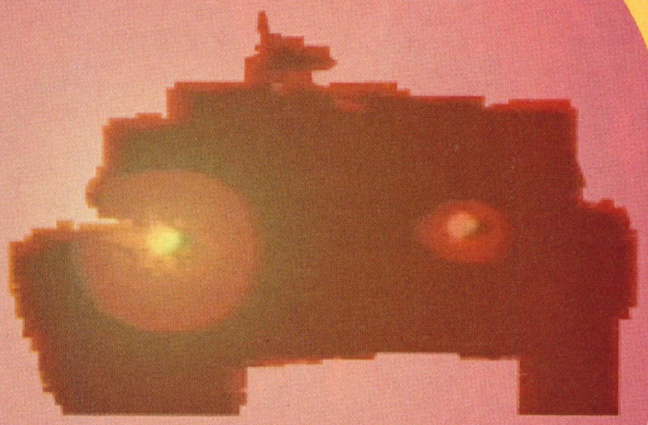
The briefing, featuring a very life-like (fat) American Colonel or General or something is okay, if distressingly gung-ho. The little revolving pictures of the enemy tank and helicopter are very nice, all digitised and lovely. It goes downhill from there.

This is a rather pretty desert scene. Shame the tank gets in way of the landscape.

What a simply stunning sky an that whirring alien food blende sets it off to full advantage.



Something's happening here. I not sure what but something's happening.



the smoke clears

Battletank is a sad case of missed opportunity. Don't be fooled by the pretty pictures – the jerkily-moving reality is much less impressive. Yes, the sound is okay, with the aforementioned tune and some moderate samples for the guns and stuff, and the game holds the attention for a few minutes but then it's into a long list of problems territory...

the turret

First off, you can't turn the turret on the tank. To shoot something you have to drive right at it. You can raise and lower the guns, but this makes absolutely no difference to whether you hit the target, regardless of range. The only exception is when machine-gunning a helicopter.

the armour

Your tank can take five hits. On the sixth it's destroyed. That's five hits from anything – it makes no difference what hits you.

the enemy

There are only two enemy vehicles that fire at you – one type of tank and one type of helicopter. And both of them do the same thing – head straight at you, firing inaccurately and then turning around, and running away. Apart from the bases at the end of each level which are mind-numbingly easy to kill, everything else just sits there doing nothing until you blow it to bits.

the battlefield

The terrain is perfectly flat and featureless.

There are no roads (even when they're marked on the map), hills, buildings, trees, bushes, walls, rivers, nothing. Nothing to hide behind, drive through or collide with. You can't even run into an enemy tank.

the levels

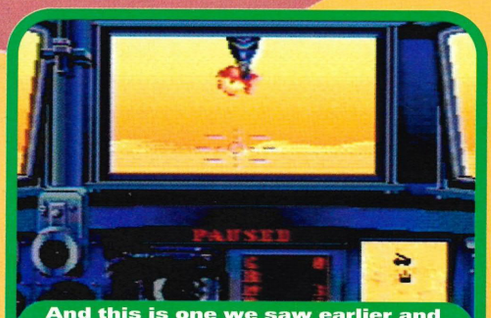
There are 10 levels. Unfortunately they're all exactly the same, with just more and more enemies, except for the enemy bases, which have different graphics but all act exactly the same.

the gameplay

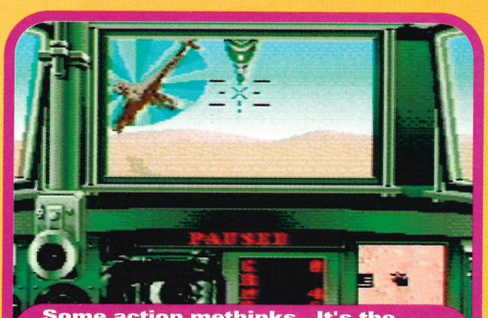
There's no tactical or strategic element. You just trundle along, killing everything you find. The only way to dispatch an enemy vehicle is to head straight at it, firing like mad. There's no way to avoid enemy shots – they either hit you or not. With no terrain features there's no manoeuvering, no dodging from cover to cover. The enemies are stupid and leave vulnerable targets open to attack. And with only two types of vehicle there's no variation, no different ways to kill different enemies.

the war ends

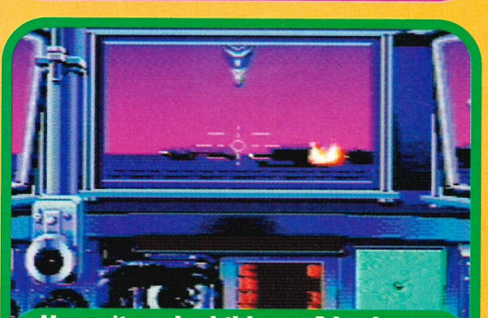
I could go on, but why bother? On top of all this, *Battletank* is also incredibly easy. I would probably have finished the game on the first attempt, had my flatmates not come back from the Indian and wanted to watch Inspector Morse, saving me from my fate. As it is, with a supreme effort of willpower I managed to finish the first nine levels on my second go, without losing a single credit, and then gave up from boredom. My advice is don't buy this game. Watch Inspector Morse instead – it's infinitely better. E



And this is one we saw earlier and we'll probably see it again later so don't spend too much time over it.

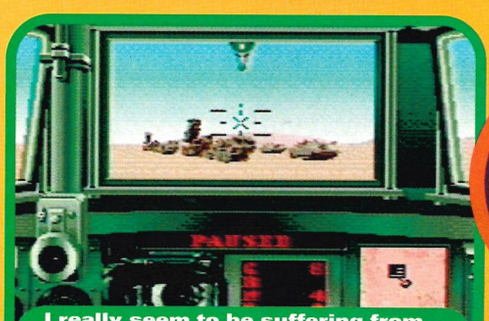


Some action methinks. It's the desert that does it for me though. No camels, no oases, so desolate.

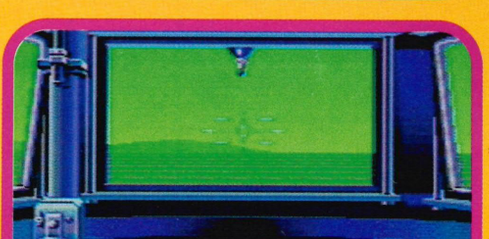


Haven't we had this one? Look someone's lit a fire. Wonder if they're toasting marshmallows.

Here we have an aerial view of some tanks, some 'copters, some tanks. Oh and look - more tanks.



I really seem to be suffering from an onslaught of deja vu this afternoon. Can't think why?



END ZONE

Graphics

Sound

Addictiveness

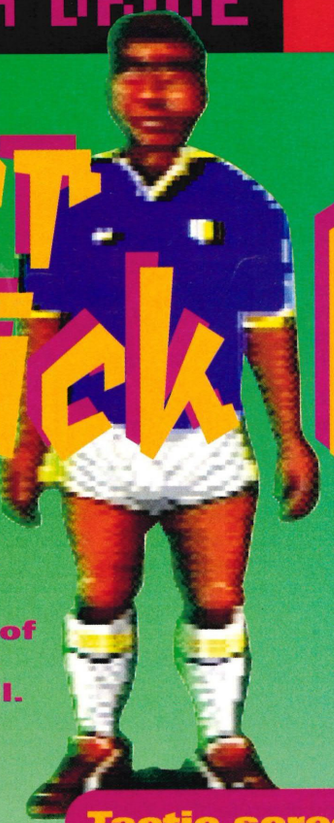
Playability

Crass American ideology, crap American game. Thumbs down.

OVERALL 40

Out: Now on import
Publisher: Absolute Entertainment

Super Kick Off



"It's a game of two halves," said DAVID MCCANDLESS of SUPER KICK OFF "and yep, the boy done well. 110%. It was a great leveller. Sick as a parrot are you? Me? Well, you know, I'm over the moon. Right, that's most of the football cliches out of the way before we start. (If you can think of any more, send them on the back of Ian St. John's head to the normal address.)"

Tactic screen

It looks complicated, because it is complicated. Here you can devise astounding tactics (such as Wingers, FortKnox and SuperTriac) for your team in the spheres of defensive or attack or sort of defensy-attacky.

The first half

Super Kick Off is a view from above, action-packed soccer sim. It's packed with millions of teams (national and international), millions of players, real and quite obviously made up (try the Swedish forward Karl Von Vurd Der Vjurdsteinsson). It's also packed with tournaments and competitions – World Cups, FA Cups, Eurovision Cups – and gallons of options, selection screens and decision tables, and tactic plans and... and... too many things really. You can't stab the Mega Drive with the cart and five minutes later be in the World Cup semis. You have to churn through loads of bumf before you even start to hack down Milan's centre forwards. Bumf like this:

Fab footie fact no.1

It is a little known fact that Vinnie Jones, psychotic defender for Wimbledon FC, is father and patriarch of the young angelic choir boy, Aled Jones.

Cup

Are Macca Utd good enough to tackle the world's most prestigious cups – The World Cup, The FA Cup, The European Cup and the Amersham Scouts Five-A-Side Akela 'We Will Do Our Best' Cup

Play match

You may start a match by shaking hands, but believe me, you'll soon be in the communal bath, sweating and singing songs about cockles and mussels (loudly).

Training

A bit of physical education and skills training for the boys of Macca Utd. But the question remains: why is 'dribbling' called dribbling? *(Who cares? Ed.)*

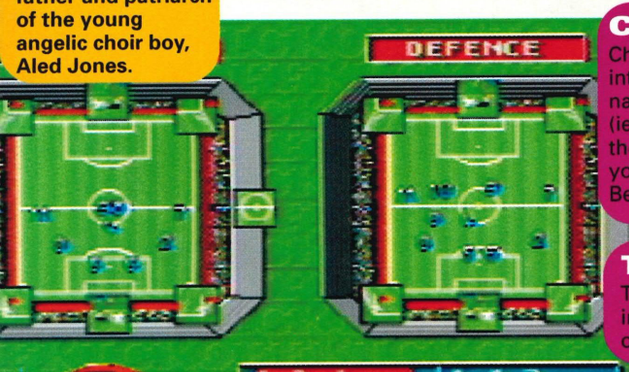
Main screen

Options

A maze of different 'decisions' to make. Too many, really, for your average football players whose daily decisions consist of a) shall I get the back of my hair permed and the top spiked? or b) have a tan and play Luther Vandross tapes all day.

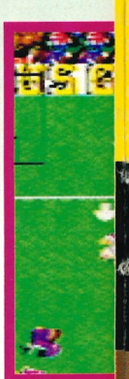
Countries

Choose your intended nationality here (ie. not Welsh) and the nationality of your opponent (eg. Belgium).



Team edit

This is where you can custom manicure your team either into a) lean mean fouling machines (eg. Wimbledon FC or b) poncing noncing wusses (ie. Swindon Town).



Half length
Select the length of your cruise to victory (hem): two minutes, five, ten or a gruelling (and some might say, boring) twenty.

Suspense factor
Dare you turn sudden death extra time on and run the risk of your players bursting into tears (and then releasing records).

Offside
Indecipherable 'Oi Ref! Whatchu talking about?' rules or run all the way from one goal mouth to another and walk the ball in – 'Goal!' rules.

Lightfeet
Set the swiftness of your players: Slow, Medium or Catchyuz Later.

Option screen

Death's head
Looks scary doesn't it, but it's just the default settings.

Divisions
Choose the stratified skill ratio *(You mean division? Ed.)* of your opponents to be.

Grass type
Straight, mottled, or permed at the bottom and spiked on top, sir?

Wind
Wind or not to wind, basically, for those special 'only-tap-it-but-it-goes-bloomin'-miles' kicks.

X (cross)
This'll flip you back a screen.

And, it's all over!!!!
Super Kick Off has finally made it on the 'Drive. The words 'seminal' and 'wow!' used to be packaged around this game, but nowadays "aged" and "over-complicated" are associated with it. The beauty of SKO was its simplicity: it was Subbuteo, but in real time, without crap green baize and flicking. It had small sprites. It had speed. It had a large proportion of the pitch on screen so you could see what was going on. Unfortunately, because the Americans (who, with all due respect, are crap at football) don't like small sprites, this hallmark of *Kick Off* has gone. Now we have big walnut size players, who shrink the playing area. This makes you rely more on the radar, which is more or less useless in a frenzied free for all in the centre circle and makes long passes impossible.

But, the sound's good and the atmosphere in the stadium can be 'electrifying'. The game bit is damn playable if you can bare not knowing where everyone else is. But add the playing area pain to the option screen overload and you've got a sim that the patient gamer will love, but your everyday action-orientated ninja will find tasking. So, that boy ain't done quite so good this time. Not 110%, nearer...

Fab footie face no.2
If you popped all the footballs in the world, tied all the resulting bits of squidgy leather together, you could make a very large tent.

Start game
Good choice here. Play exhibition match with the Megadrive Utd v. Megadrive Wednesday. Play the 'Drive yourself. Play a chum. Or, and this is the best one, you and a chum together against the 'Drive.

Game screen
The controls are dodgy at first but come with practice. Button B traps the ball to stop a pass or to change direction on a run. Button A smacks it straight along the ground, while C gives it a bit more airborne welly. Aftertouch is available for clever-clevers by flipping the joypad direction a millisecond after kicking.

Saint and Greavsie on Super Kick Off
Saint: Here we are Greavsie. He-he. Another weekend. Another computer game – *Super Kick Off.*
Greavsie: It's a funny old game?
Saint: (*hysterics*) He-he-he-he. No, no, Greavsie. A computer game.
Greavsie: Still... it's a funny old game.
Saint: Er, no. Greavsie. More of a computer simulation of the game, on the Sega Mega Drive.
Greavsie: So, it's a funny old game then?
Saint: No, no, Greavsie. He-he. You got it all wrong. He-he. (*To himself*) And if you say it's a 'funny old game' once more I'll stab you.
Greavsie: Well, it's a game and it's funny and it's old so it's...
Saint: ... a funny old game perchance? (*stab*)
Greavsie: (*phonetically*) Arrgheeee!

END ZONE

Graphics

Sound

Addictiveness

Playability

Not quite as 'Super' as they'd like.

OVERALL 72

Out: April **Price:** TBA
Publisher: US Gold

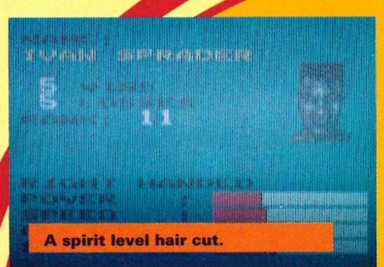
Evander Holyfield's

Real Deal Boxing

"EVANDER HOLYFIELD'S REAL DEAL BOXING on the Game Gear, anyone?" "Oh, alright then," said MICHAEL HORSHAM dancing about, gloves aloft in something of a noncey fashion.

Ooh! That hurt

One of the most disconcerting things about *Evander Holyfield Boxing*, apart from his name, is that one of the options allows you to appear as a sort of David McCallum pair of gloves: invisible except for those big red bags of leather on the end of each of your arms. It means you get a good view of your opponent as he picks you off with bone-crunching precision, but to be honest it looks a bit spooky.



A spirit level hair cut.

Don't hit me!

Tactics are a bit strange really. When I'm fighting, which seems to happen less and less often these days, my tactical approach consists of me windmilling out of the corner shouting things like "You beast, you beast!" and more often than not the conflict ends with me in floods of tears clutching a mug of cocoa and an ice pack to the bruised parts. I tried it with Evander and guess what? It doesn't work. It seems that it's a much better bet to bide your time and flail as little as possible because flailing uses up energy and energy keeps you standing up.

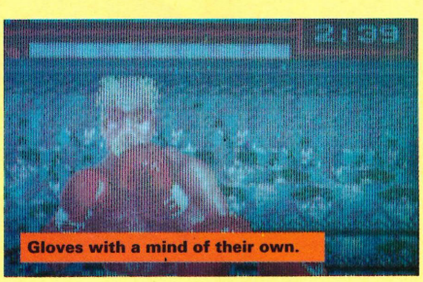
The winner!

What d'you mean you're not wearing gloves?

The main menu offers the chance to create your own boxer from a range of attributes which include skin colour, hair colour and trunk colour, mental attitude, including the level of killer instinct and the balance between speed, power, recovery and stamina and the chance to be right handed or a southpaw. As you add attributes others diminish in proportion so creating a balance in the neat little bar graph at the bottom of the screen.

101 uses for a boxing glove

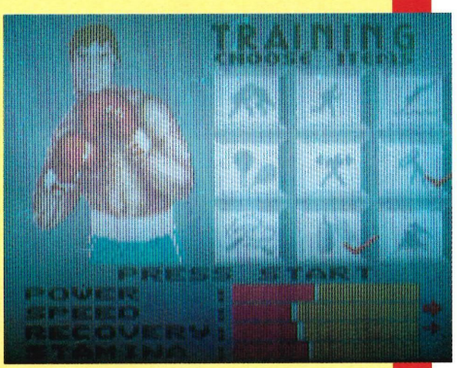
As is normal in this kind of thing, the object when playing in tournament mode is to fight your way through the groupings to finally get a stab at Evander himself. To that end training programmes are built in between bouts which allow you to build certain attributes. If you fancy biffing away at Evander (and who doesn't?) simply select Exhibition from the menu and get seven kinds of kak knocked out of you.



Gloves with a mind of their own.

Sweaty bodies and thumping men

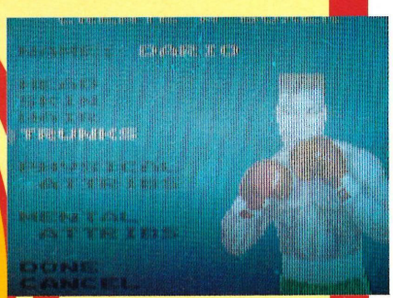
A nice touch are the stats screens which appear between the rounds. There are two of them which can be toggled between to reveal the number of punches thrown, the number of hits and knock-downs. The second screen gives the points awarded by the three judges on both a round by round and a continuous basis and as all bouts last three rounds it often goes to a decider, which is reasonably exciting.



Build up your attributes. *(Oo-er. Ed.)*

I'll thump you

The graphics are about the best thing on Evander's game. All the boxers are big with good muscle definition, so if big pecs and abs are your bag you won't go far wrong. What's more, the sprites are 'satisfyingly large' all round. Animation is crisp, too and it manages to convey the atmosphere, if not the feel, of a crunchy beating by shaking the screen about and filling it with big gloves. Sounds are less great and are more reminiscent of different sorts of snare drum than hard punches landing on soft skin.



Can I have the Flintstones on my trunks?

Kna wa a meen???

Evander Holyfield has a lots to offer for a Game Gear cart. Constructing the boxers and the range of stats is welcome, as is the opportunity to check out the make-up of the more successful opponents to plan your training. But sadly the whole thing is let down by woolly gameplay. It's not obvious where you're aiming with your phantom boxing gloves and it's even less precise in 'reverse mode' which is why you end up throwing 267 punches to your opponents' 34. As I said, flailing about like that just wears you out.

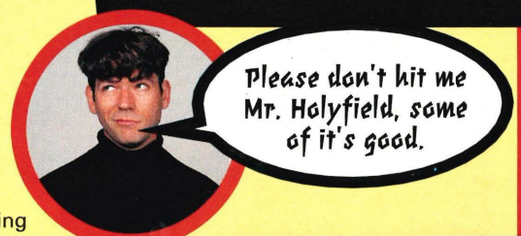
END ZONE

Graphics

Sound

Addictiveness

Playability



OVERALL 66

Out: Now **Price:** £29.99
Publisher: Sega

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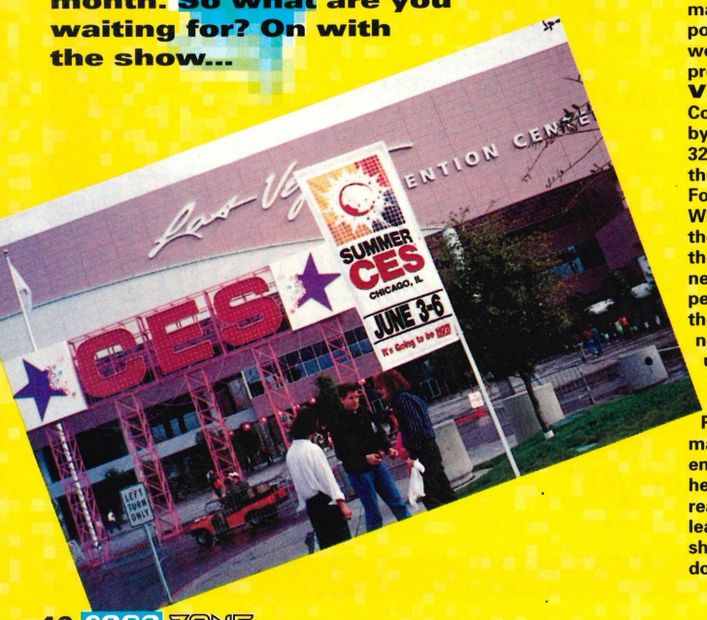
(D1)

Viva Las Vegas!

Wedding chapels, all-night poker and 24 hour eateries – that's Las Vegas. Polygamist, flat broke and 20 stone – that's AMAYA LOPEZ *after* her trip to the Winter Consumer Electronics Show.

Ah, Las Vegas. A niche of kitsch in the American desert. Possibly the tackiest and most bizarre place in the world. Immortalised by Elvis in song and home to billions of casinos, mad hotels, glitzy shows and pink neon. Could there be a better venue for the annual Winter Consumer Electronics Show? I should coco. There were so many new games, joysticks, add-ons, accessories and celebs that we've decided to bring you an in-depth report in two parts, with the second instalment running next ish. We'll kick off with Sega and the first batch of third parties this month. So what are you waiting for? On with the show...



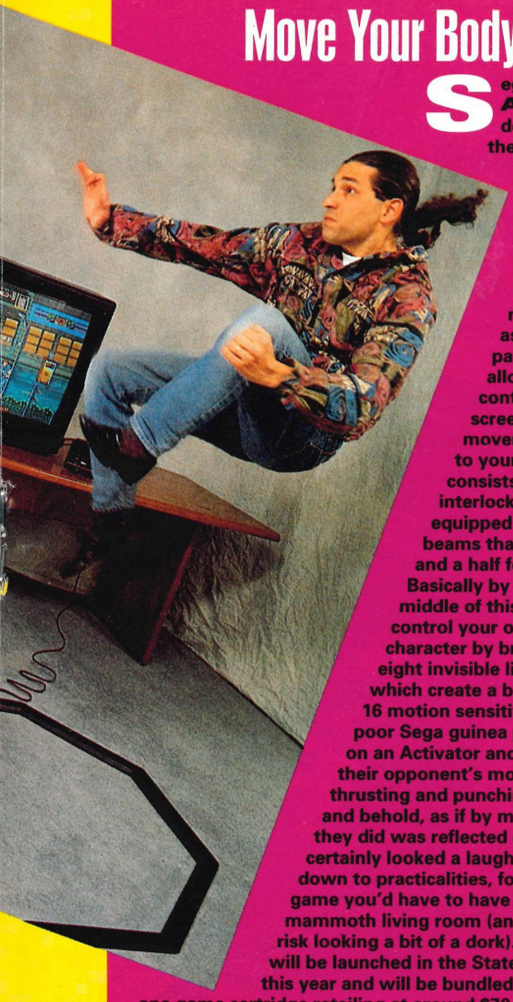
Sega

Not to be daunted by the mammoth Nintendo tent across the way, housing the exclusive "Yoshi stickers only" coffee bar, Sega was displaying all available titles in force in its "Sega Village" (apart from the elusive "shipping in three weeks" *Streetfighter 2*). No doubt it was lurking in some shady hotel, access gained only by sporting the limited edition *Sonic* knuckledusters. Taking pride of place was a stage showing the merits of Sega's new **Activator**, complete with compere and two short straw Sega America employees who had to manoeuvre themselves into positions the Kama Sutra would baulk at. Also prominent was the **Sega Virtua Racing** machine. Constantly mobbed by bystanders, the impressive 3D, 32-bit arcade racing game is the closest thing to real Formula 1 driving I've seen. Which leads me nicely onto the fact that next Christmas the company is to launch a new full colour virtual reality peripheral for the Mega Drive – the **Virtua Sega**. This new baby has been developed using technology which was previously only available to NASA and the military. Plans are to release the machine, probably as an embarrassing piece of headgear, with one virtual reality software game and at least four more titles featuring shooting, driving, flying and a dose of fantasy action.

In addition Sega announced that it'll be providing technical know-how along with NEC Electronics for Pioneer Electronic's development of the world's first **LaserActive** player to be launched next Summer. This new hi-tech machine will house a combination of Laserdisc (compact disc main unit) and three optional control packs. It'll be compatible with a wealth of software including a new Mega LD pack developed in conjunction with Sega. This pack will have the whizzo ability to play LaserActive Mega LD discs, Sega CDs, Genesis ROM cartridges and standard CD + G discs. Phew. The **LaserKaraoke** pack will be compatible with over 200 available LaserKaraoke titles – that 's an awful lot of singing.

What was clearly in evidence was the huge push Sega is making with its Mega-CD: you couldn't turn a corner without witnessing yet another new CD title (or the machine's "Welcome To The Next Level" slogan). It was refreshing to see some quality products for Sega's new baby including **Night Trap**, **Sewer Shark** (a Sony Imagesoft release), **Spiderman Vs Kingpin**, **Final Fight** and JVC's **Monkey Island** (sigh). There was also the interesting new line

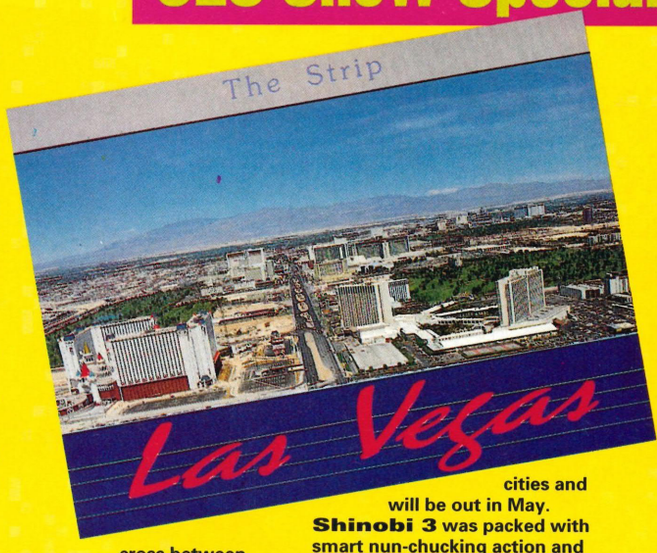
Move Your Body



Sega's new **Activator** was demonstrated at the show. Described as the "ultimate new peripheral for the Genesis", it's actually a hexagonal thing made up of 8 self-assembly floor panels which allows you to control the action on screen through body movements. It links up to your Mega Drive and consists of eight interlocking modules equipped with infra-red beams that form a three and a half foot circle. Basically by standing in the middle of this circle, you can control your on-screen character by breaking through eight invisible light beams which create a bi-level ring with 16 motion sensitive panels. Two poor Sega guinea pigs each stood on an Activator and responded to their opponent's moves by kicking, thrusting and punching the air. Lo and behold, as if by magic, everything they did was reflected on screen. It certainly looked a laugh but when it gets down to practicalities, for a two player game you'd have to have a rather mammoth living room (and be prepared to risk looking a bit of a dork). The Activator will be launched in the States in September this year and will be bundled with a two in one game cartridge retailing at around $70-80 (around 45-55 quid). Great for controlling that AC/DC sim and justifying the old 'air guitar' embarrassment.

The Sky's The Limit

Another new Sega venture is to introduce seat-back Mega Drive gaming on planes outside Japan. Sega has teamed up with Matsushita Electric Industrial to manufacture these game systems for in-flight fun. It'll certainly beat being subjected to *Sister Act* for the tenth time on long haul journeys, I can tell you. Watch out for the "fly the video games skies" campaign this year. Question is, will there be a ban on flight sims?



of the **Make My Video** series; one of the CDs developed in conjunction with Sony features **Kriss Kross**, (perhaps not the most appealing choice – but think of the fun you can have sabotaging their dance steps). Both **Marky Mark** and **INXS** have signed up with Sega to release *Make My Video* CD titles, which allow the player to cut, edit and basically create a whole new piece of film (man). There was also another Sega-Sony collaboration featuring **C + C Music Factory**. Other games planned for CD release include the fab **Ecco The Dolphin** which will be available in the Autumn and the classic **Prince Of Persia**.

Launched in America last November, Sega claims the Mega-CD was a complete sell-out, having shifted 200,000 machines. It was great to see that more complex, PC-style games will be available on this machine rather than some of the run of the mill console fare we've been seeing lately. One to look forward to is **Joe Montana's NFL Football**. Available in April, the game will include a 3D playing field, real motion video and coaching tips from the man himself.

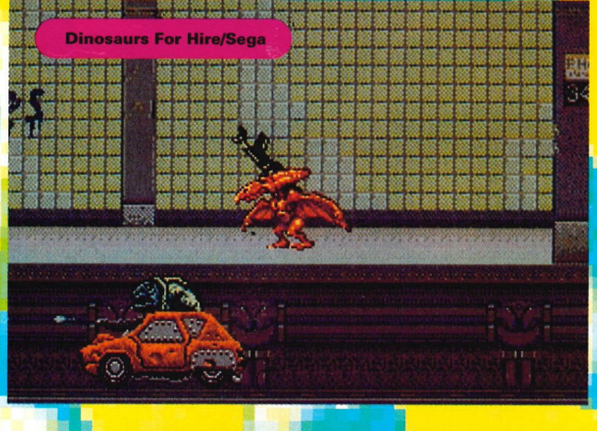
Sega also had on show a new line of software for the Mega-CD, elaborately entitled **Virtual VCR**. Essentially these comprise short films or documentaries stored onto CD. On display was **Prince**, the purple dwarf himself, performing the latest singles from his *Diamonds And Pearls* album along with some juicy behind-the-scenes footage of the man and his band. On a more educational note, there was also the **March Of Time**, *Time* magazine's series of short newsreels which used to be shown in picture houses. Both these titles will be available in February. Future Virtual VCR plans include titles with Peter Gabriel and U2. Oh dear.

Enough about the Mega-CD for the time being as it won't be hitting our shores until Easter – and onto the other formats. Unfortunately the Master System has died a death in America so there were no titles for the machine on display but there were plenty of smart Mega Drive and Game Gear titles. *Sonic 2* of course was there in full glory along with a new **Sonic comic**, shockingly bringing the spikey one's secret lady friend to the fore. Princess Sally looks like a cross between Bambi and Audrey Hepburn, but each to his own. In the Spring Americans will be treated to a *Sonic* cartoon which'll be broadcast daily on ABC-TV in the Autumn.

Sega claims that **Sonic 2** sold more than a mammoth 400,000 units in its first week. Apart from a host of other titles we've already seen over here including *Streets Of Rage 2, Mickey And Donald* and *Ecco*, **X-Men** looked very neat bringing Marvel Comic's famous mutant heroes to life. It should hit the States in April. **Cyborg Justice**, a futustic battle game, is due for a March release as is **Outrun 2019** a manic high speed death race. **Dinosaurs For Hire**, taken from the comic book series, stars four of the prehistoric reptiles rampaging through the world's largest cities and will be out in May. **Shinobi 3** was packed with smart nun-chucking action and scheduled for a May release. Flight sim fans will be pleased to hear that **G-Loc** will be out by February.

On the Game Gear, again *Sonic 2* was basking in full view but there were some other very good looking games on display. The handheld version of **Chakan – The Forever Man** looked neat and is already available in the States. **Land Of Illusion Starring Mickey Mouse** is set to be another corker but won't be around until May. **Vampire – Master Of Darkness** boasted suitably eerie graphics for the duel in Transylvannia with the Count himself. This spooky little number is sheduled for a June release. Mini sports games included **The Majors: Pro Baseball** with finely detailed pitch and players and a burst of American footie in **Joe Montana's Football**, both of which are already on sale.

With so many new announcements and ventures, it's no small wonder the Nintendo tent was quaking in its pegs.



Fun And Games

After the opening of the Metropolis centre at Hamleys in London and the Sega World one-day theme park in Japan in November, the company is to open a huge centre in Bournemouth next May, presumably to cater for all those bored old dears in retirement homes. It'll be packed with laser games, Sega merchandise, eateries boasting *Sonic* sarnie specials and also have an educational area illuminating video games technology. In addition Sega Japan is to open 50 theme parks over the next five years, specialising in virtual reality – hoping to provide the definitive fun-filled family day out.

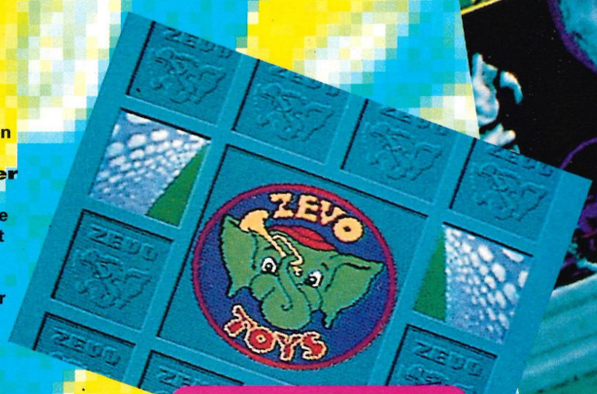
Third Parties

Crash Dummies/Acclaim

Mortal Combat/Acclaim

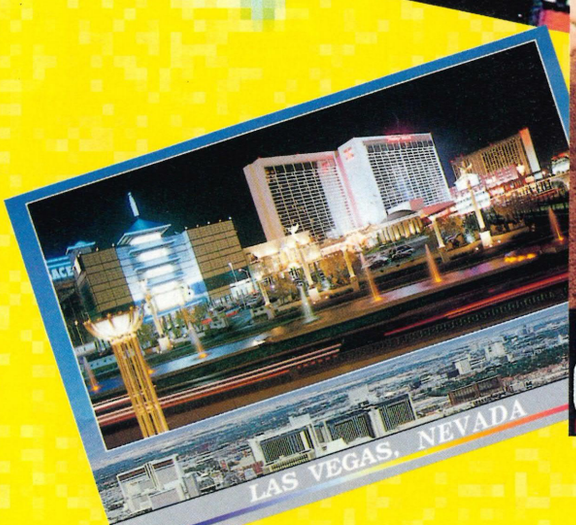
Absolute Entertainment

There were three new Mega Drive offerings on the Absolute stand: namely **David Crane's Amazing Tennis, Super Battletank** (reviewed in this ish on page 40) and **Toys**, the game of the rather bizarre film. *Tennis* is out in the States already whilst *Toys* will be ready in March. On the Game Gear, a rather slick little racing game **R.C. Grand Prix** is due for release after the show.



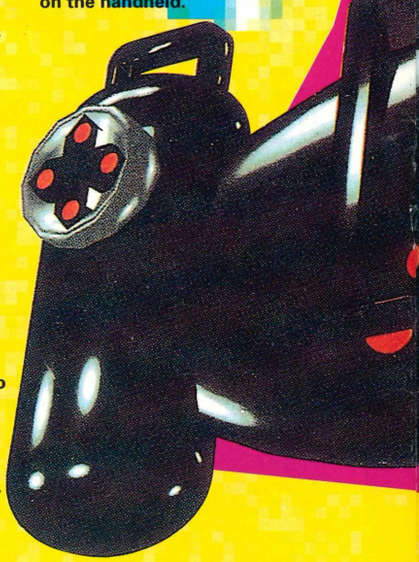
Toys/Absolute Entertainment

RC Grand Prix/Absolute Entertainment



Acclaim

The huge Acclaim stand was displaying a plethora of titles, most of which have already hit the UK including *Alien 3* and *Terminator 2*. Sadly most of the new titles are quite far off, including a beefy Mega-CD version of **WWF**. Acclaim's biggie is likely to be the conversion of the Midway martial arts arcade smash, **Mortal Kombat** – which raised an outcry amongst worried parents in the States for its graphic violence. As nothing sells quite as well as severed heads lolling about the screen, the Mega Drive, CD and Game Gear versions are set to be surefire hits. There were a few screens of impressive sprite animation on display boasting *Prince Of Persia*-style fluidity but Acclaim will have to tone the game down in order to have it approved (boo hiss). Neither game will appear before next Summer. Also planned for the Mega-CD is **Alien**, the game of er, all three films actually, rolled into one. On the Mega Drive yet another Simpsons game, **Bart's Nightmare**, is to emerge next Summer as well as the company's first Sega footie game, **World Cup Soccer**, featuring 32 national teams and 352 perms. Other sports games already out on the Genesis are **Super High Impact Football** and **Roger Clemens' MVP Baseball**. **NBA All-Star Challenge** will be out in the Spring and Acclaim's answer to Madden, **NFL Quarterback Club**, will hit the streets some time in the Autumn. In full-colour mini-vision we're promised **Terminator 2** on the Game Gear in time for the Summer, and **Spiderman: Return Of The Sinister Six**, **WWF Wrestlemania**, **Krusty's Fun House** and **Bart Vs The World** by the Spring. In addition **The Incredible Crash Dummies** starring those lovable Volvo ad robots will also be making an appearance on the handheld.



Accolade

Drawing loads of attention on the stand was Bubsy, judging by the press pack blurb Accolade's answer to Mel Gibson. (Could have fooled me, I would have plumped for Sonic but beauty is in the eye of the beholder, as they say.) Only the SNES version was on display but the Mega Drive game will be a direct port of the SNES. The game oozes playability – **Bubsy Bobcat in Claws Encounters Of The Furred Kind** has already had rave reviews in the American press. The plot revolves around Bubsy, evidently an obsessive knitter, who is trying to save his yarnball collection from the grasp of alien "Woolie" invaders. In addition to the digitised speech, Bubsy has 40 different types of animation which include numerous cartoon-style ways of dying – such as deflating or being steamrollered into a pancake.

Bubsy/Accolade

Active Enterprises

On a huge stand with an impressive rooftop café, Active was showing its newest product, **Action 52** for the Mega Drive, the first 16-bit '52 games in one' cart. All the games are original titles and even if 50 were to prove duffers, it's still pretty good value for money. All different styles of games have been included – from arcade adventures to sports and space games. *Action 52* will be available in the States in February. However, what could prove far more revolutionary, is the fact that the company is launching its very own, portable 16-bit console in the latter part of the year. Apart from its light weight portability, 3.2 inch colour LCD, TV tuner and car adaptor, what's particularly interesting about the **Action Gamemaster** is the fact that it'll be compatible with Mega Drive, SNES and NES cartridges as well as having a CD Rom player adaptor. Should go down a storm with Sega and Nintendo.

Blackhole/Bignet

Watch out for it around April. Also on display were Mega Drive versions of **Jack Nicklaus' Power Challenge Golf** and **Hardball III**, both due out in February and a version of **Summer Challenge** complete with eight different events including kayaking and pole vaulting. This should also be out some time in April or May.

Bignet USA

The company's new Mega-CD game, **Blackhole Assault**, a futuristic combat action game and sequel to the rather naff **Heavy Nova** was taking pride of place and on the Mega Drive, **Warrior Of Rome II**, was also on show. Both have already been released in the States.

American Games

The launch of the Mega-CD has spurned a whole new host of CD titles, not least the offerings from American games which include the conversions of the fun off-beat arcade titles **Mad Dog McCree, Space Pirates, Who Shot Johnny Rock** and **Gallagher's Shooting Gallery** – but we'll have to wait at least until the Summer to see them here.

Breach/American Sammy

American Sammy

Already developing for the SNES, Sammy is to release three Mega Drive products for the first time this year. Two will be RPGs entitled **Breach** and **Sorceror's Kingdom**.

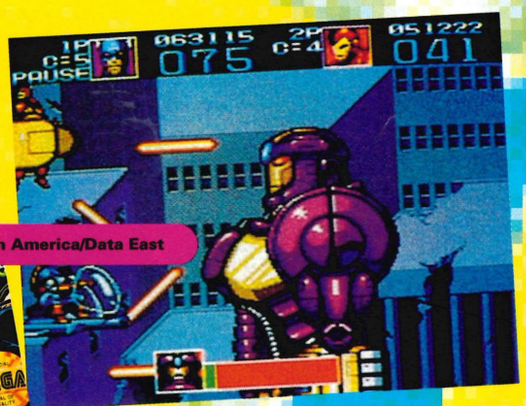
Camerical/ Codemasters

Despite their forthcoming court case with Sega owing to the manufacture of their own cartridges, the Codies were cheerfully displaying the Mega Drive version of **Fantastic Adventures Of Dizzy** which they hope will hit the shelves by Easter. Also planned for later this year is a Game Gear version of the fab *Micro Machines*. In addition, they've also come up with a new cutesy character, **Linus Spacehead** who will debut in his *Cosmic Crusade* on both Sega and Nintendo formats at the end of the year.

Capcom

Firmly entrenched in the Nintendo tent, Capcom was keeping stumm about the long-awaited Mega Drive version of **Streetfighter 2**, despite the fact that Sega Europe assures us that it'll be shipping in three weeks. Is someone telling porkies or does Sega feel Nintendo's Christmas push will sell copies of the Mega Drive version without any further need for promotion? Ho hum.

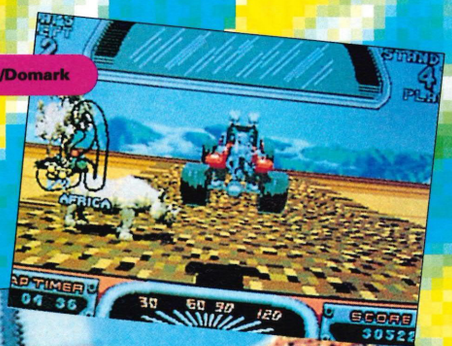
CES Show Special



Captain America/Data East

Data East

On display for Mega Drive owners was the rather sad **Captain America** (reviewed last ish) and a new game for the Spring whose title, hopefully, is not as damming as it sounds – **Dashing Desperadoes**.

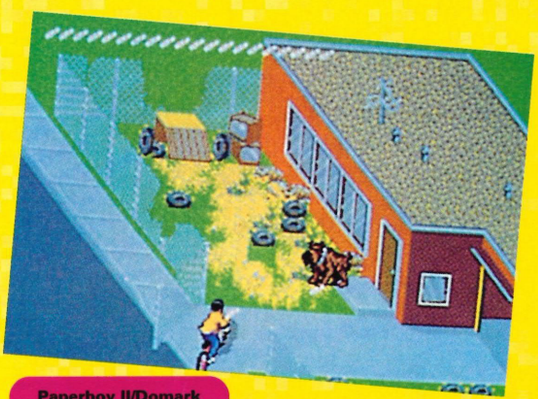


Road Riot/Domark

Race Drivin'/Domark

Domark

Sharing Tengen's stand, Domark announced many new releases including that old classic **Paperboy 2** on Mega Drive and Game Gear, and two Mega Drive racing games: the conversion of the 4-wheel drive coin-op, **Road Riot** and **Race Drivin'** featuring the "corkscrew loop" stunt track. All these titles will be available in the Spring. Whilst the Genesis version of **Steel Talons** (reviewed last ish) was a far cry from the coin-op, Domark assures us that the European version will be better. Whist we're on the subject of flight sims, **MiG-29 Fulcrum** will be out by the Summer.



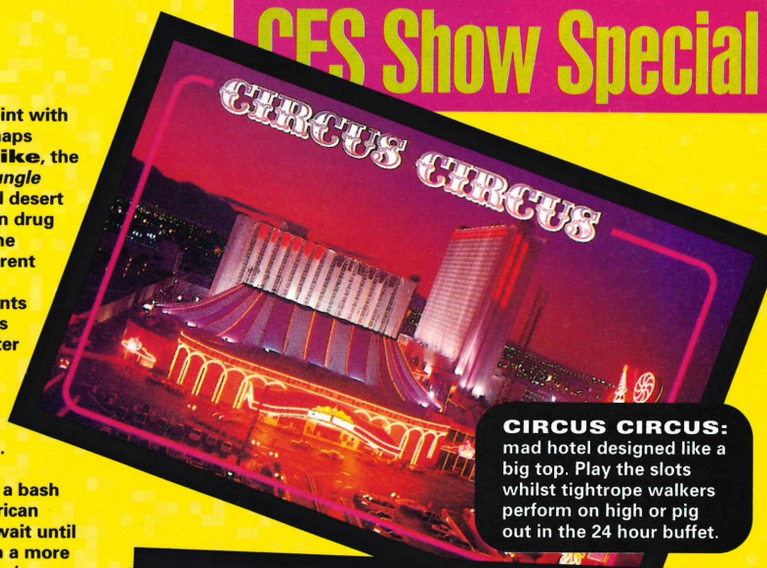
Paperboy II/Domark

3DO Sho

Without doubt the most talked about show announcement was the 3DO Interactive Multiplayer console that Electronic Arts has been secretly developing for. Stealing the thunder somewhat from new Sega and Nintendo products, the machine was launched at a glitzy press conference before taking up residence at the Panasonic stand (the company has manufactured the first machine). 3DO is a multimedia platform boasting a breakthrough graphics and animation technology which allows images to be processed at 50 times the speed of video games and conventional PCs. This means that designers will have the facility to create truly realistic 3D graphics and animation with millions of colours as opposed to the standard 256 currently available. The machine will be able to play music CDs, photo CDs and video CDs. Revolutionary is the fact that 3DO has been designed to be a worldwide standard like VHS with software catering for both leisure and educational markets. Software publishers and hardware manufacturers can sign up to become 3DO licensees for free (paying a small royalties fee for every unit sold) – and many big names have already committed themselves including Virgin, Ocean and Psygnosis. EA is the largest shareholder in the 3DO company and is currently busy developing product. On display were impressive extracts of an interactive movie game of *Jurassic Park* as well as some from forthcoming golf and flight sims. The States will see the machine in the Autumn so it'll be a while before it hits the UK. Hmm, I feel a new mag coming on, how about 3D0 Zone? *(You're fired. Ed.)*

Electronic Arts

The biggest third party publisher did not disappoint with its display of forthcoming Mega Drive titles. Perhaps drawing the most attention was **Jungle Strike**, the sequel to the widely acclaimed *Desert Strike*. *Jungle Strike* sees you fighting the son of the deceased desert tyrant who enlists the help of a South American drug baron (presumably in a bid to get away from the dodgy Gulf War scenario). They'll be nine different campaigns (as opposed to the four in *Desert Strike*) on this 16 meg cart and your movements won't be limited to a helicopter either; there's also a motorbike, hovercraft and stealthfighter to negotiate. The coked out drug baron is trying to blow up Washington D.C. and all the Washington buildings have been incorporated into the game using 15 frames of rotation (the prequel only had 9). In addition there'll be faster scrolling and cinematic sequences to egg you on. I had a bash at the night mission over the South American jungle which was fab. But we'll have to wait until at least May before it hits our shores. On a more cutesy note, **Operation Starfish** (or *James Pond 3*) was on show with our fishy hero currently looking faster than Sonic. *(Blasphemy. Ed.)* Revolving around Dr Maybe's heinous plan to corner the world's dairy products, *Starfish* will have over 100 levels and is due for a May release. EA's first 16 meg cart, a rather spooky number, entitled **Haunting Starring Polterguy** casts you in the role of a teenage ghost complete with leather jackets and "hate the world" haircut. As Polterguy, it's your job to chase the evil Sardini family out of their mansion by spooking them out. Graphically, *Haunting* looked great and was spiced with schoolboy comical touches like the son who wets his pants when you scare him. Expect to see this one in June. As for sports sims, **Tony La Russa Baseball** was on show, but sadly for all UK baseball fans, there aren't any plans to release it over here. EA is also taking a futursitic slant to its already famed sports games: **Mutant League Football**, which uses the *John Madden* engine, is basically a free-for-all game of Am footie, no holds barred with much bigger sprites and far more violence. This is due for release March/April time and if it proves a success, then it'll most certainly spawn a set of clones such as *Mutant League Hockey* and *Baseball* for the not so serious sports fan.



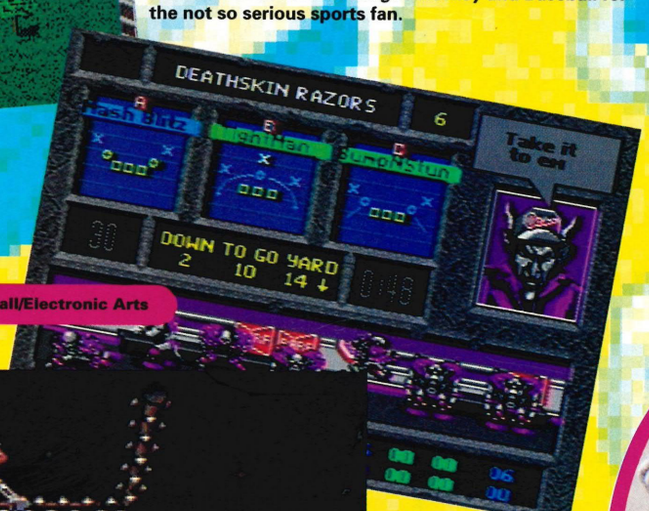
CIRCUS CIRCUS: mad hotel designed like a big top. Play the slots whilst tightrope walkers perform on high or pig out in the 24 hour buffet.

Hotel, Motel, Holiday Innnnnnn...

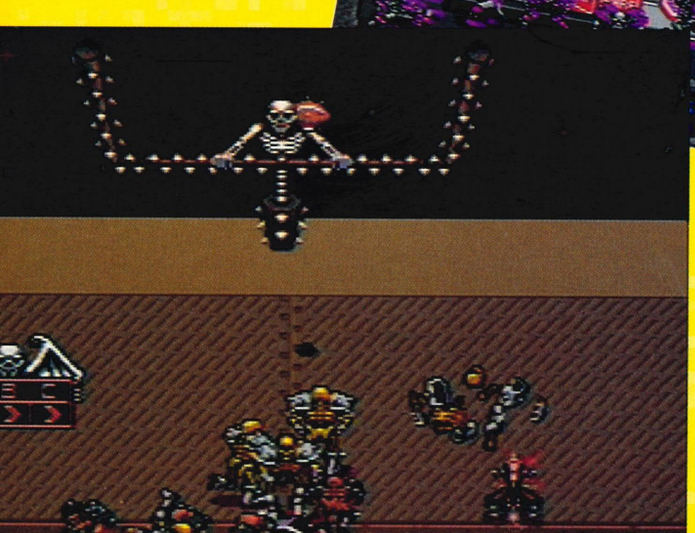
THE MIRAGE: absurd hotel housing white bengali tigers and an artificial volcano which explodes in a frothing lava mass every 15 minutes.

Jungle Strike/Electronic Arts

EXCALIBUR: totally insane hotel with token moat and drawbridge. Medieval staff address guests as "M' Lord or Lady".



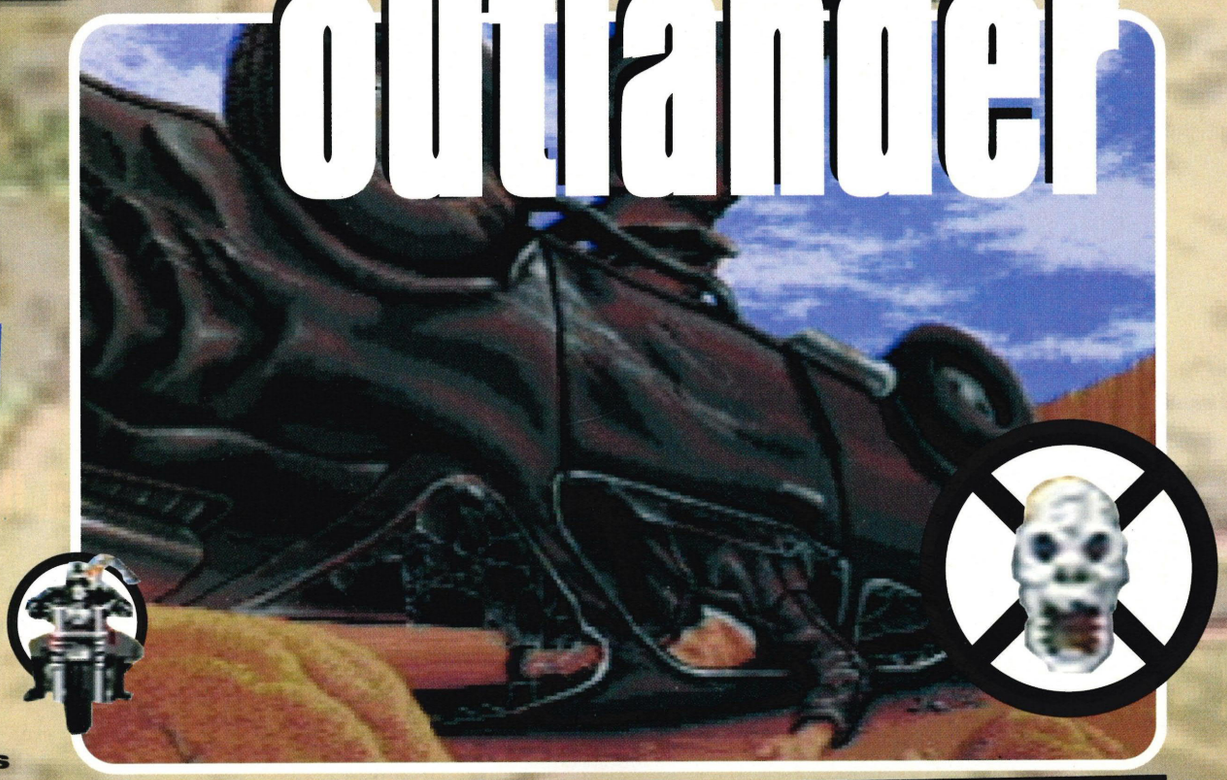
Mutant League Football/Electronic Arts



Darlings - I wouldn't miss Part 2 of our hot Vegas news next month for the biggest rhinestone in the world.

outlander

MEGA DRIVE IMPORT



Leather jacket...check. Sawn-off shotgun...check. Always Ultra (with wings)...check. (Those seats are darned hard). PATRICK McCARTHY tucks everything away that might get hurt before screeching into the purple and green sunset in a Mel Gibson wig. (Oh all right, it's a poodle).

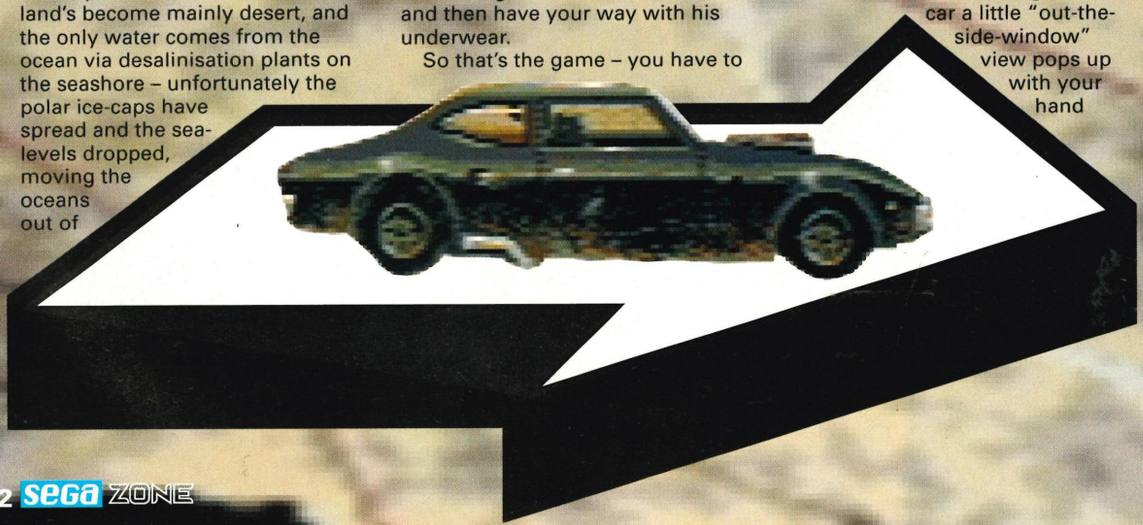
Our hero demonsrates his Leslie Crowther-like approach to road safety.

Let's get one or two things straight before we start: *Outlander* is (1) nothing to do with tithe-farming in the Middle Ages, and (2) nothing to do with the life of an immigrant in Germany. It's a driving game. Or rather, it's only a driving game in the sense that *Streets Of Rage* is a shopping game.

It's set in post-nuclear Australia. Those lovable scamps, the human race, have finally managed to destroy the planet in a nuclear war. Bye-bye trees, bye-bye lakes, bye-bye fluffy bunny rabbits, bye-bye salt-beef sandwiches, bye-bye - *(Yes, yes. Get on with it. Ed.)* The land's become mainly desert, and the only water comes from the ocean via desalinisation plants on the seashore – unfortunately the polar ice-caps have spread and the sea-levels dropped, moving the oceans out of reach of the desalinisation plants. Fortunately a scientist, Doctor Beaumont, has invented a method for producing synthetic water. Hurrah, whoop-de-doo, etc. Unfortunately, he's been shot down in a plane over Oz and held to ransom. But is the world down-hearted? Nooooo. They've hired you, the hardest thing to hit the streets since Charles and Eddie, to find him, get his secret formula, and then have your way with his underwear.

So that's the game – you have to hurtle across Australia, fighting off hordes of mutant biker basts and save the good doc. It alternates between driving-into-the-screen-killing-everything sections and walking-sideways-killing-everything sections.

There's a massive map of the desert to make your way across (although you somewhat oddly end up travelling along a regular two-lane blacktop) and you can stop at any point to wander about and shoot people. This version differs from the Amiga and SNES versions in that it's viewed from inside the car, as opposed to from behind. There are other views too: when vehicles draw alongside the car a little "out-the-side-window" view pops up with your hand holding a sawn-off shotgun. At that point the fire button switches from operating your car-cannons to firing the shotgun, and if you time it right the biker you're shooting rides along without a head for a while.



It scrolls reasonably smoothly for an MD game, and the sprite-scaling's quite good, but once I noticed a jeep disappear for a split second and then reappear, which can be disconcerting when you're trying to shoot something.

The main problem I found was with the town and roadside sections. It's pretty slow, the people coming after you are incredibly thick and there's also only two different sprites – one looks like a half-naked Buster Bloodvessel and the other looks like Sonia with a pump action shotgun – which only adds to the repetitiveness of it all. It's too easy to over-run the towns, too, and once you're past them you can't go back, so you miss out on power-ups, continues and points and considerably lessen your chances of success.

There have been other games that have tried to do cars-and-violence stuff and they've always been unsuccessful, like the infamously poor *Technocop*, and the hugely crap *Roadblasters*. If, like me, you've been waiting for something like *Road Rash* but with shooting in it, you'll be disappointed with this, as it rapidly becomes samey. It's better than its current competitors, but that's not exactly high praise. And I didn't even mention Mad Max. Damn.

the towns

Although you can stop at any point on the road to try to pick up ammunition and supplies, the best place to do this is in the towns. Admittedly they look less like Australian post-holocaust shanty-towns than a set from 'Little House on the Prairie,' but the inhabitants soon make up for this, having the "shoot first, shoot again later," approach to interpersonal skills. Michael Landon would be horrified. Lucky he's dead, eh?

driving skills for the modern sales rep

Irritated with being surrounded by less-important people whenever you leave the house? Tired of having to share *your* roads with other, less skilful drivers? Forget driving right up the bumper of the car in front, flashing your headlights and beeping your horn, and try our new driving tips – they make driving fun again:

- Presumptious fellow road-users alongside your car, cutting off your overtaking options? Laugh aloud as their heads fly off when you give them a friendly blast in the face with your sawn-off shotgun.
- Slowcoaches loitering in front of you, pootling along at sub ton-up speeds and preventing you from getting back to the office in time for the afternoon tea-trolley? Try machine gunning them with your handy bonnet-mounted cannons. Laugh aloud at the surprised look on their faces as their vehicle explodes.
- Irritating flying-eye helicopters trying to provide traffic information to local radio stations, and spoiling your reception of Radio 2? Send a quick SAM missile up their bottom. Laugh aloud as they crash to their death in a ball of flames.
- Used up all your weapons on that traffic warden back in town? Simply run people off the road (or better still, into each other) and laugh as they explode in a ball of flames. Or slam on your brakes, so that they crash into the back of your car and their vehicles explode in a ball of flames. Share a joke as they fly over the front of your car and bounce on your bonnet. Then run them over.

the roads

One of the things I like about this game is the fact that although everyone's pretending to be rough, tough hombres who live life on the edge and spit in the eye of the law, they all drive neatly along the road. Come to think of it, just why is there a nice tarmac road in the middle of a post-nuclear desert? And who the heck is responsible for putting all those road traffic signs out? I suspect the evil, obsessive hand of some kind of holocaust-surviving council worker.

the enigma of the sheep

Despite the fact that almost all the animals have supposedly been wiped out, an awful lot of sheep seem to have survived the holocaust. Perhaps they have a recessive strain of cockroach in them somewhere. They also seem to like hanging about at the side of the road pulling faces at the armed maniacs thundering past in their reinforced vehicles. The manual urges you to "riddle sheep with gunfire for added points." Blimey. They don't take much riddling actually – one hit makes them explode, leading me to suspect that either they're mechanical lookalikes, or they all suffer from chronic wind.

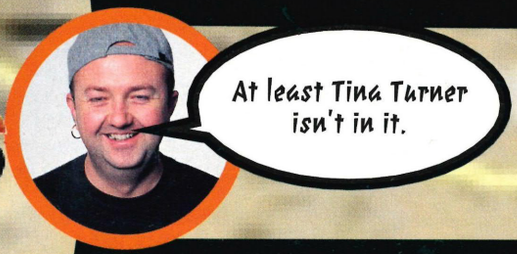
END ZONE

Graphics

Sound

Addictiveness

Playability



OVERALL 78

Out: Now on import **Price:**TBA
Publisher: Mindscape

You obviously weren't listening as I told you not to smoke on your motorbike.

WING CARRIER FIGHTER
F-14 TOMCAT

AFTERBURNER

MEGA CD DRIVE

IMPORT

Hard with a capital aitch, MICHAEL 'MACHO MAN' HORSHAM has the stomach for anything. After ten pints of XXXX, a meat vindaloo, a kebab and a plateful of sweetcorn and boiled cabbage we sat him down in front of AFTERBURNER III for that real afterburning experience...

Afterburner III follows on from I and II with you the gamer at the controls of an F-14 Tomcat. As you'd expect, the job includes dealing in death and destruction in foreign lands and contributing to the local black economy in terms of stolen missiles, the odd F-14 set of tyres and hooky flying helmets. Such is the life of the professional airman in these days of peace and global harmony.

still life

Now where did I put that wobbly office chair? Those of you who've partaken of the dubious delights of the arcade cabinet will have been hefted all over the shop in the equivalent of a Gladiator's Atlasphere. This CD version of *Afterburner* uses fast 'n' speedy arcade-style graphics, and, er, that's it really. In the absence of being thrown about, it has to be said that *Afterburner III* on the Mega-CD makes the most of its superior sound capabilities, but visually it's familiarly dull.

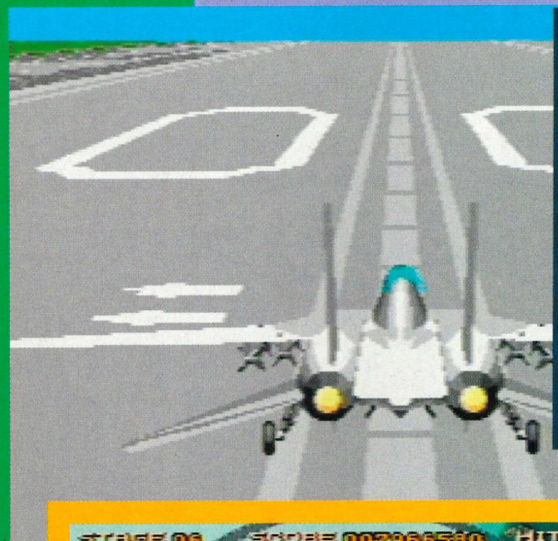
a foreign affair

Because the CD can store oodles of digital information, the speech samples are excellent and crisp. Sadly, on the version we saw the intro was rendered entirely in Japanese so we couldn't understand what he was rabbiting on about. However, we assumed it to be something like: "F-14... awesome firepower... only the bravest... debt of gratitude... forgive and forget... atom bomb... August 1945... vaporised... look at the state of the US economy now... triumph of Japanese technological imperialism... long live the Emperor."

The graphics are very ordinary if rather fast. In fact, the information shoots across the screen at such a rate that the TV couldn't cope. The missiles didn't look like missiles, the explosions were tame and all of that flipping, flopping and flying that made the arcade version a joy has been abandoned for the home version. So it sounds good, but it looks a bit odd.

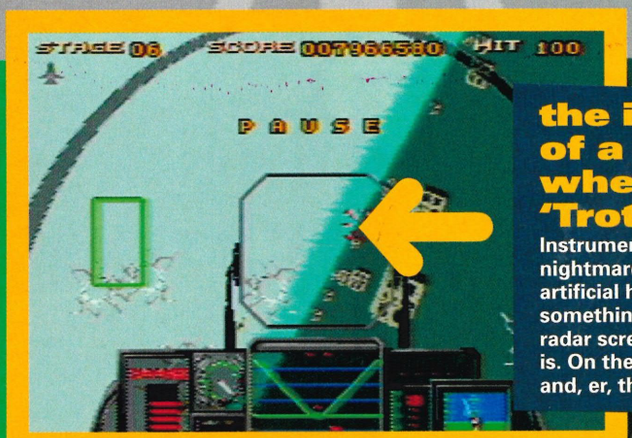
target for tonight

Targets are fairly run-of-the-mill. You know the sort of thing, up in the sky there are other planes and on the ground tanks, radar towers and installations of varying kinds – all awaiting your friendly bombs.



what does 'friendly fire' mean exactly?

All the while you're flying about indiscriminately dispensing friendly fire and 100% nasty fire to family and foe alike, there's a selection of 'now-that's-what-I-call-inappropriate' music playing. Titles range from the appalling *Funky Bomb* – a kind of sub-George Benson work out, to an Adamski-inspired offering called *Lunar Ground* which quickly deteriorates into a dodgy piano riff à la Bobby Crush. It's like, sure, we reckon all the pilots in the Gulf War had musak piped directly into their headphones to help to create that extra special flying experience.



the instrumentation of a yellow three-wheeler with 'Trotter' on the side

Instrumentation in this fly-by-wire nightmare is, shall we say, sparse. An artificial horizon is augmented by something that looks and behaves like a radar screen, mainly because that's what it is. On the other side there's an altimeter, and, er, that's it. Exciting, huh?

TER
TER III

how to play

Every so often the warning sirens flash, the words 'On your tail' come over the speakers, and lo! The view changes from inside the cockpit to outside in the traditional *Afterburner* style and suddenly you're high-tailing it outside the plane with one of the enemy's best fighters worrying away at your tailpipe, and we all know how disconcerting that can be.

how to play II

A good way to keep the game going is to make sure that straight, slow, level flight plays no part in your tactics, and by nudging away at the afterburn button. By varying your airspeed, the enemy missiles have less of a chance to lock onto you and blow your pulsating jet fighter into smithereens. Also, fire a missile every time your sight locks onto an enemy plane and Bob's your uncle (or maybe he isn't).

keep your options open

The options set-up allows you to flip through a few variations on what is, it must be said, the rather limited theme of *Afterburner III*. You can listen to all the frequency modulated and pulse code modulated sounds, choose whatever inappropriate background music you want and also choose the layout and function of the control panel. Now, this last bit's quite important because you can decide whether or not your Vulcan machine gun should be pumping its deadly wares into thin air all the time, or whether you have control of it. Bizarrely, it seemed to work better, death-wise, when the Vulcan was stuttering its staccato message of death all of its own accord.

A CD-cynic says...

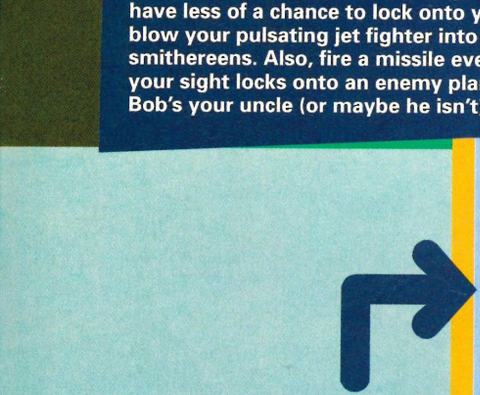
Those impatient little nerds who bought import Mega-CDs were hoping *Afterburner III* would justify their rather rash buy. Sega was praying this would be 'The Game Of Games' and maybe a likely package for their UK launch. And of course, early '80s arcade freaks were dreaming of recreating that *Afterburner* 'experience' on the telly.

Afterburner III – the coin-op – only worked because you were tossed around like a week's laundry, puking a morning's breakfast while *Top Gun* samples and 500 decibel jet engine recordings were funnelled directly into your eardrums. Nobody could tell if it was a good game because everyone who survived the cabinet was too brain damaged to remember. Take it from us – it was a crap game.

So the fault really lies with the game, rather than the Mega-CD. Although the Mega can in no way handle the visual effects of the coin-op, it makes a few disappointing attempts at scaling and rotating, and is, I'm afraid, very, very boring.

el verdicto

Without the benefit of the G-forces which made the arcade version so invigorating, *Afterburner III* really comes across as a bit of a cop out, which is sad, particularly when many were expecting quite a lot from this newer bit of technology. Still, the complex music, fast pitching rolling graphics and the afterburn button are a bit of a blast. E



END ZONE

Graphics

Sound

Addictiveness

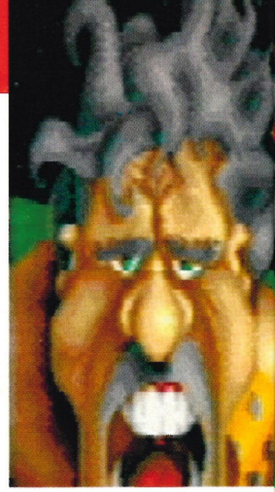
Playability

Doesn't really cut the mustard in terms of either flight sim or shoot 'em up.

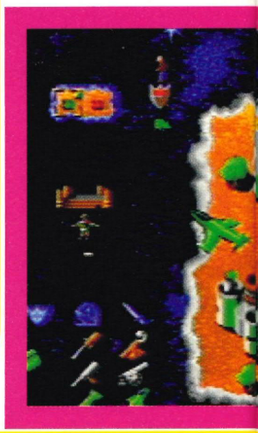
OVERALL 67

Out: Now **Price:** £44.99
Publisher: Sega/CRI

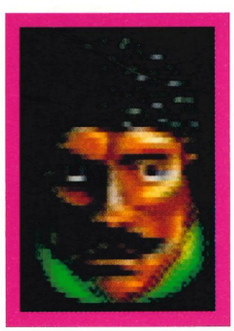
Megalomania

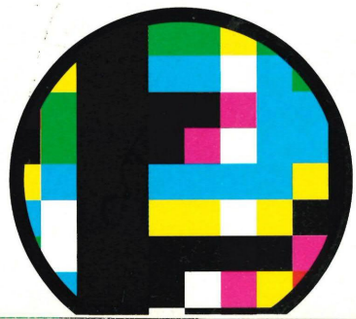


Ever since MARTIN POND changed his job title from 'staff writer' to 'Senior Staff Writer, His Royal Loveliness, Emperor of the Heaven and Earth' he's been a might uppish. So once he'd made us all tea we kindly let him review Virgin's game of naked ambition, MEGALOMANIA.



Yes, Sensible Software's whiskery old God-sim is coming to the Mega Drive. In it you have to nurture and guide your people as they go island hopping and duffing up anyone that seems a bit different, à la Oswald Mosley. It's basically an arms race against up to three other tribes; you have to build settlements and amass resources in order to develop new weapons (from sticks and stones, through catapults and boiling oil, and on to biplanes, jets and eventually nukes). For you doves, there's the option of making alliances with other parties, but for us real blokes there's the 'take no prisoners' ploy of tooling up your boot-boys and unleashing them on the enemy.



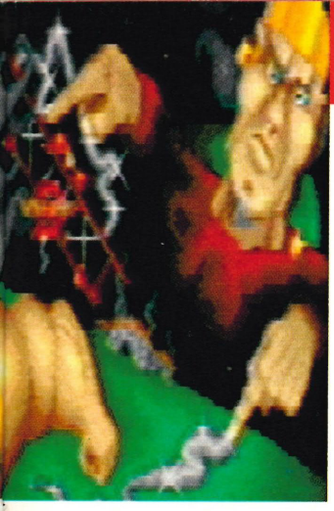


mad

Each of the computer opponents has a character and playing style of its own. Sadly none of them come across as being shy and retiring. Instead they all display the kind of personality disorders that clinical psychologists class as being 'woofing mad'.

a cheesey pause

We love verbal communication here at *Sega Zone*. We tried semaphore for a while but it just wasn't the same – especially when you were on the phone. Hence our deep hatred of Marcel Marceau, and our fond affection for Sensible Software, speech fans to a man. True to form *Megalomania* is alive with the sound of digitised discourse. They've used real actors throughout, effecting a number of amusing regional accents and speech impediments. A dour northerner tells you when you're running out of elements, Magnus Pike tells you when a new invention is 'ergonomically correct' and the Philadelphia girl even says "Putting you on hold" when you pause the game. 'Smarvellous.



food for...

"Invention is 1% inspiration and 99% perspiration" said Edison, American inventor of the light bulb and the deodorant. And he was right too – you can put 30 of the best minds into inventing the stick and it still takes them yonks to come up with a prototype. But double the number in your think-tank, and you'll half the time. Hurrah, hurrah, research grants all round!

Megalomaniacs

Who'd have thought Virgin would try another game highlighting a psychological disorder, especially after the poor response to Klept-O-Mania, their disappointing use of the Richard and Judy licence. Still these things should be brought out into the open for all to ponder at.

If you're worried you may be a Megalomaniac why not try our Cosmo style self-analysis test. Give yourself one point for each of the following statements which you feel may apply to you, and then compare the total to the psychological profiles listed below.

questions

* **I enjoy stomping around my bedroom and barking orders to my mother, while dressed as Napoleon.**
* **I've adopted a fictitious military rank and decided to award myself more decorations than Idi Amin's cub scout outfit.**
* **During my school's election for milk monitor, I bribed the sixth form, blackmailed the governors and arranged a freak 'potato printing' accident for the other candidate.**
* **I am a traffic warden.**

how you scored

1 You have all the ruthless ambition of Mavis from *Coronation Street*. You must try harder if you are to achieve total world domination by the time you're 30.

2-3 No uniform yet but you still display the paranoia and power hungry delusions of a Ross Perot or Ian Beale.

More than 4: Puts you in the Stalin/'Mad-Dog' Gadaffi league! You probably enjoy making long speeches while foaming at the mouth and carrying out punishment shootings amongst your chums. Try a long holiday on Elba or hanging yourself by piano wire from a lamp post.

miners

Every sector on the map has different mineral deposits, providing spook elements with names like Bullshitium. If you run short of raw materials, you have to set up a settlement in another area and build a mine ASAP. And once again, the rate of increase of your resources is directly proportional to the number of orphans you send down to work in the pit.

fruitful

By checking the blueprints screen you get an overview of the fruit of your intellectual loins. Each invention shown has a list of ingredients required in its manufacture. You can then adjust your mining operations to allow you to construct the maximum number of units. Later on in the game, when things get really techy, you also have to organise a production run at your factory. The manufacture time is proportional to the number of units and inversely proportional to the dimensions of your work-force. Understand? It's all very Harvey-Jones *Troubleshooter*, but I suppose it's a good laugh if numbers give you a chubby.

What an enormously fun game this is: collecting a huge army, arming it with vicious-looking baguettes and throwing it against the laser-toting flying saucers of your neighbour. The graphics are very attractive and the speech is hondootedly the best in any Sega game at the moment – there's *loads* of it, and it's used to humourous effect throughout. However I did find the gameplay itself lacked a certain something; you're not so much planning strategies as balancing the resources and juggling manpower.

Granted, it's all very realistic, the premises about man-hours and manufacturing times are all sufficiently logical to appeal to the anal retentive in all of us. In fact a couple of games of *Megalomania* is probably equivalent to a two-year industrial training course in production engineering. Don't let that put you off though, the whole thing is so user-friendly as to be verging on the syco-phantic. You get these smart flow diagrams showing at a glance what's going on in each settlement and everything is under icon control, it's fab. All in all an excellent introduction to the God-sim. E

END ZONE

Graphics

Sound

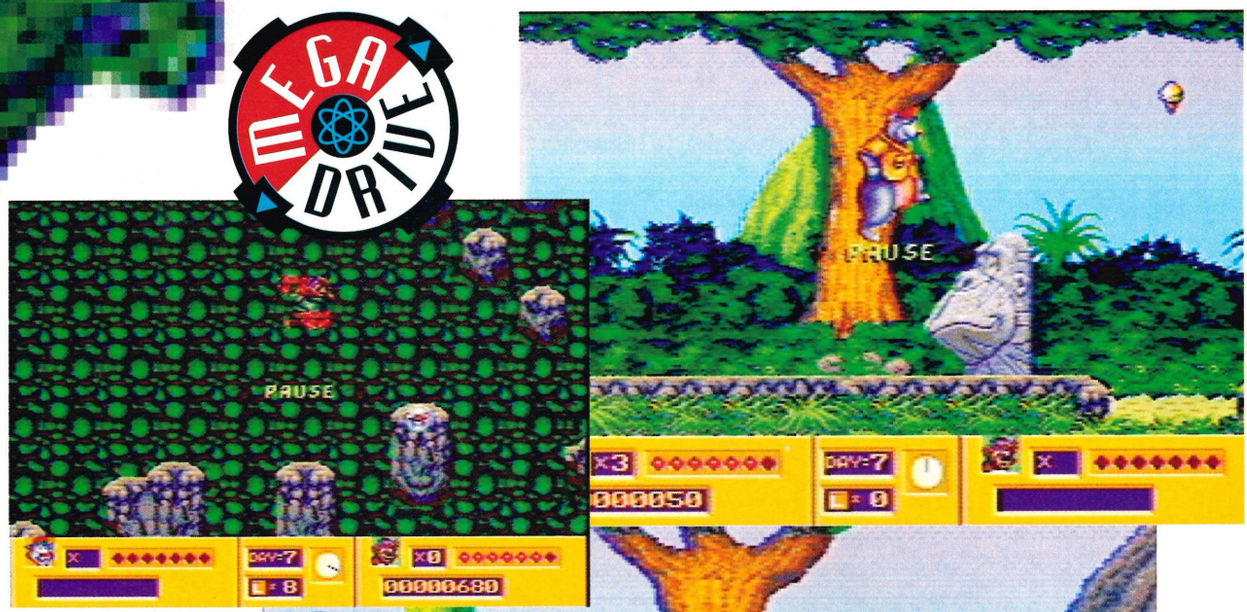
Addictiveness

Playability

Hurrah, a game with digitised verbal diarrhoea.

OVERALL 89

Out: Now Price: £34.99
Publisher: Virgin

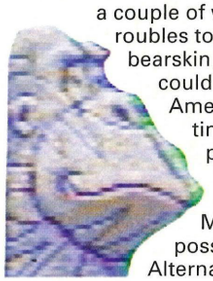


Talespin

They're cute, they're cuddly, they're bears and they're out and about searching for cargo. ANDY STOUT isn't a bear, isn't cuddly, and could never be called cute, but he had a look at it anyway.

Blimey, would you believe it? A spin-off. Now there's a rarity. Haven't seen any of them around for a while. Yes folks, it's multi-media time again; the computer game of the kids' TV series, of the books, of the videos, of the edible cherry-flavoured underwear (*Are you sure about that? Ed.*). No wonder Eastern Europe threw off the shackles of communist dictatorship so that they could dip a moist, quivering toe into the glorious waters of consumer frenzy. Phwoor, missus.

And what that means, all you budding little import/exporters out there, is that if you got hold of a copy of *Talespin* and whipped over the Russian border, you could sell it for a couple of wheelbarrows full of roubles to a dodgy man in a bearskin hat called Boris. Then you could convert all that to American dollars and buy a timeshare in the limp, sickly piece of gherkin you find at the top of a double cheeseburger at McDonald's Moskva. The possibilities are endless. Alternatively, just play the game.



The plot, after a fashion.

Now, for those of you that don't spend your afternoons with your eyeballs Sellotaped to kids' TV, you'd think that a game called something evocative like *Talespin* might involve screaming out of a 4g inverted loop on the tail of an Iraqi fighter before wiping them out of the sky with a couple of well-placed missiles up the jacksy.

On the other hand, maybe not. What you do have, instead of several hundred thousand dollars of hi-tech, gleaming steel whanger extension, are these two cute bears. That's alright, we're all New Men here,

Kids' TV shows that should be made into Sega games.

1. Mr Benn vs Sonic
Superfast hedgehog in death-defying duel with man whose knees refuse to bend.
2. Speedball 3 Bagpuss Deluxe
Moth-eaten cloth cat's owner dies leaving him to fend for himself in the Speedball arena.
3. Fingerbobs PGA Tour
Follow Yoffi into the sandbunker with Fingermouse (not forgetting Flash the Tortoise).
4. Shadow Of The Clangers (Spot The Difference)
Searchlng for revenge in a large asteroid against someone who's turned you from a get-ahead Young Conservative to an annoying little dweeb with an irritating voice.
5. Penfold Of Persia
Bumbling hamster side-kick tries to rescue kidknapped cuddly toy. And fails.

and we always thought that Tom Cruise was a bit of a nonce anyway. One of these cuddlesome little furballs is called Kit (cute and short) and the other one (less cute, less short, and with an athletic build obviously modelled on the late, and greatly missed, Robert Maxwell) is called Baloo, both of whom own an air transport firm called Higher For Hire (like, chortle, man). There's a lucrative cargo contract up for grabs which arch-rival and slime-ball baddie Shere Khan is also gunning for. Your task is to collect 10 boxes of cargo from seven exotic locations throughout the world, avoid the nasty, icky things out to top you and get that contract, all within a measly seven days.

However, and this is the really cunning bit, the boxes are hidden. Yikes, calamity! So, you wander through the jungle, wrestling your crates from the mouths of all sorts of critters trying to bite holes in you, only to arrive at customs to find that Shere Khan has positioned a rather nasty terrorist just inside that bleepy machine. The terrorist has lots of huge, throbbing, evil weapons. You have a slingshot or a paddle-ball. Whopee. And so it goes on, seven times.

Do real bears do this sort of thing?

Of course they don't. Real bears sit around, eat large animals, pick fleas out of their fur, hibernate a lot, and hope that their agent can get them a walk-on bit-part in *Northern Exposure*.

Still, it's a Disney game...

Well, yes it is, and since Uncle Walt has got more lawyers than you can shake a very decently sized stick at, let's just take a moment of quiet reflection to contemplate the many-faceted wonderful aspects of this game ... Well, that was a bit quick.

To be fair to *Talespin*, though, as far as platformy-type games go this isn't too bad. Unfortunately, it's not too good either. Collect the box off that monster, grab that power-up, hunt down that secret room. A dud version of *Donald Duck's Lucky Dime Caper*. Hmm, excitement city we think not.

This looks and smells (and believe us, computer games do smell. Just whip that cart out of its plastic box, plonk your nasal passages onto its shiny exterior, and have a really good whiff. See.) to high heaven like something just slapped together that won't sell on its own merits but on the back of the cartoon series. The sprites, to tell you the truth, are pretty blob-like and all the thrill-inducing action comes blessed with animation that's as smooth as something pretty damn unsmooth when it comes down to it (Nick Griffiths' chat-up lines come to mind for some reason).

Hey, is Shere Khan any relation to Imran Khan?

Absolutely not. Shere favours slow leg-spin around the wicket and has a weakness for mistimed cover drives.

Actually, even the slowest cricket match is a paradise of raptured excitement compared to this. In fact, cunningly linking up the end piece with the opening metaphor of the first two paragraphs, Boris probably wouldn't even give you a couple of wheelbarrows of roubles for *Talespin* (especially if he's been subjected to the music – so dire, you couldn't fit a drum track to it), but he might lend you his hat for a few minutes if you ask really nicely.

Fact: platform games are called platform games because 90% of them are dreamed up by trainspotters standing at the end of platforms.

END ZONE

Graphics

Sound

Addictiveness

Playability

Aimed at kids – but no excuse for being tedious.

OVERALL 54

Out: Now Price: £34.99
Publisher: Sega

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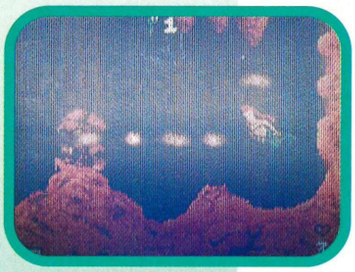
Ariel, The Little Mermaid

"Stop screeching and get down off that rock!" bawled the Ed. "And stop combing your hair! You've been doing it for three hours now. I'm fed up with fishing it out of my tea!" Rather sheepishly, a somewhat balding VIVIENNE NAGY started to review ARIEL, THE LITTLE MERMAID.



I wonder what shampoo she uses.

They tell me that this Ariel comes from the Disney *Little Mermaid*, which has a happy ending! The real Little Mermaid trades in her beautiful voice and tail for some legs and every step is like treading on knives. The prince marries another and, broken-hearted, the Real Little Mermaid becomes flotsam on the waves (and after being ingested by a plankton ends up, via food chain to supermarket chain, in a Sainsbury's Ocean Pie – but that's another story). A true heroine.

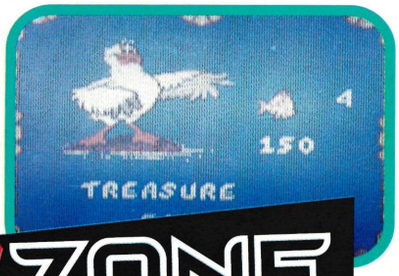
The graphics are lovely as you'd expect from a Disney licence. Atlantis is my fave level; golden

The buried treasure isn't very buried.

Cupids shoot their arrows and Discus the muscleman statue throws his discuses, and there's also the reef, sunken ship and the sea caves.

The music is suitably Disney fairytale-like, but the game plays like a wet fish. As Ariel you set out to rescue your dad Triton (or vice versa) and to free the merpeople. Ursula has bewitched the sea-creatures which damage your power if you get too close. But it's sooo easy.

In EASY, when you've rescued all the merpeople you go straight to the boss, in NORMAL you use the map to find the exit to the boss and in CHALLENGING, you find it all on your tod. As it gets harder you start with less money to spend on helpful friends and power-ups in Scuttle The Seagull's shop. The rest remains the same.



Ms Ariel orange-head takes a dive.

How do the Little Mermaids compare?

Real Little Mermaid

Voice Exchanges tongue for a pair of legs.
Motto Silence is golden.
Friends Leaves them to save the man she loves.
Objective Constantly challenges a modern mermaid's role. At first she sings alluringly to lure sailors to their deaths. She throws off the shackles of this traditional role when she falls in love with the prince she plucks from the shipwreck and goes in for painful surgery in order to make him love her. Then as flotsam... well, can froth have an objective?
Heroine rating 10/10 for depth of emotion, pathos and an appreciation of the true meaning of tragedy.

Ariel: Ms Washes Whiter

Voice A musical note is her normal weapon
Motto Ariel washes whiter.
Friends Flounder pushes obstacles out of the way. Sebastian, a crustacean, scares off the baddies. Digger Fish uncovers buried treasure.
Objective Rescue Triton and free the merpeople who have been turned into polyps (Didn't Ronald Reagan have those up his hooter? Yucchh!).
Heroine rating 6/10. Fights sharks, Ursula, Methusa and a leave monster to rescue the merpeople, yet doesn't know the meaning of true suffering. And she's an imposter – do you know any mermaids with red hair?

END ZONE

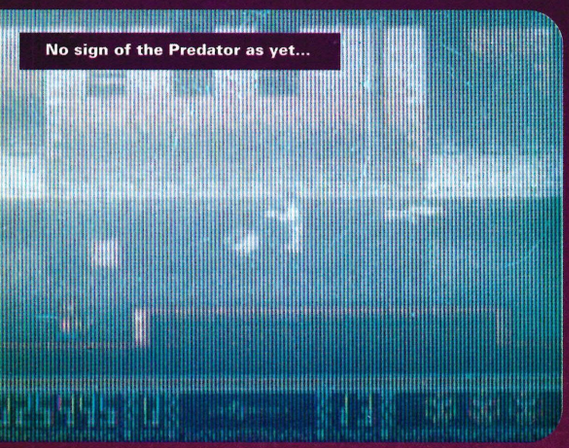
Graphics
Sound
Addictiveness
Playability

Okay for novices but little to appeal to more seasoned gamers.

OVERALL 65

Out: Now **Price:** £29.99
Publisher: Sega

Predator 2


No sign of the Predator as yet...

It's ugly, it smells, has lousy dress sense and is a crap actor. But we let ANDY STOUT review PREDATOR 2 on the Game Gear anyway.

I met the Predator once. Honest. There I was, happily flicking though a copy of *Just 17* on the bus (for the problems you understand, especially the ones involving farm animals) when this shimmering thing sat down.

"Sssscusse meee," said this sibilant hissing sound and suddenly there it was next to me, dripping blood.

"No I won't," I said. "You should see a speech-therapist. I'd get some dental work done while I was there as well."

"I'm lossst," it said mournfully, flicking an offal-encrusted bogey across the bus. "Do you know the way to Losss Angeleesss."

"No problem. Get the Picadilly line to Heathrow, avoid the British Airways people telling you their planes get there in 35 minutes, and get a 747."

"Thhankyouuu, and mayyy I borrow your copy of *Jusst 17*. I like the bits about au pairs and shhhheeep."

Well, as it was now slimed with gloopy slithers of human kidney, I let him have it and he disappeared. Always wondered what happened to him.

The Premish Is Thish

Los Angeles 1997 and there's an alien trogging around killing people. (Fact: in LA this is considered normal behaviour.) Columbian and Jamaican drug gangs have grabbed police officer hostages to boot and are running riot. You are Lieutenant Michael P. Harrigan, you are slightly insane and you've got to clean up the entire city on your own with no back-up. Wow, cutback city. Bet the West Midlands Serious Crime Squad never had to put up with this. *(Nope, they were too busy inventing confessions. Ed.)*

Still, it's not all bad. You get to blow away fun, naff stereotypes like the Jamaican Rasta Voodoo Posse (bit like having the British Bowler-Hat Wearing Fog-Loving Dumpling Eaters) and actually see the Predator's laser scanning device. Yup, there's precious little actual Predator in evidence, but if you can see the target sights you just know he's around somewhere (like permanently off screen until the very end probably, ho hum).

Aardvark Tennis

Okay, you're saying to yourself, the film was pretty dud, the Master System game was frankly appalling (with apologies to Frank Lee A. Paul Ng who lives in Scunthorpe and makes the best prawn crackers this side of Hong Kong), so can the Game Gear version be any good? Nah, course it can't.

You start off on the streets, head up to the rooftops, go back to the streets, down to the underground and then back to the streets again. Don't know where you go from there, care even less, but it might just have something to do with the streets, you never know. Watching two aardvarks playing tennis in a vat of lumpy custard would be more exciting than this. Give me the *Just 17* problem page any day.

END ZONE

Graphics

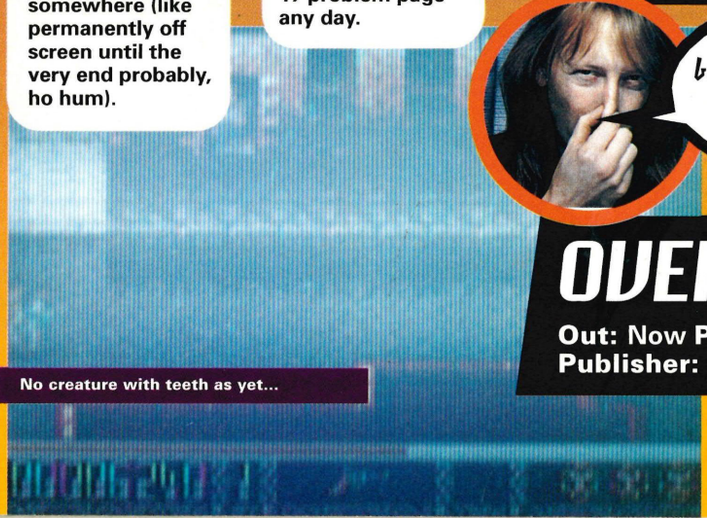
Sound

Addictiveness

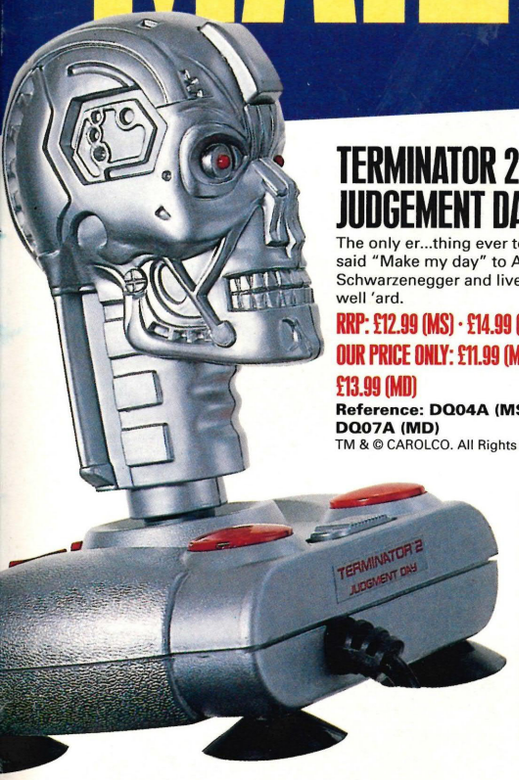
Playability

OVERALL 44

Out: Now **Price:** £29.99
Publisher: Acclaim


No creature with teeth as yet...

MAIL ZONE



TERMINATOR 2 JUDGEMENT DAY

The only er...thing ever to have said "Make my day" to Arnold Schwarzenegger and lived; he's well 'ard.

RRP: £12.99 (MS) · £14.99 (MD)
OUR PRICE ONLY: £11.99 (MS) · £13.99 (MD)
Reference: DQ04A (MS) and DQ07A (MD)

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Now send this form (or a photocopy) and your payment to: DENNIS DIRECT, PO BOX 2505, ALCESTER B50 4JU.

◯ **Please tick here if you don't want to receive news of other offers through the post. 18-93-02**

SKILL ZONE

What do you get if you mix some rather top tips, cheats, solutions and guides with DANIEL PEMBERTON? Skill Zone, that's what. But of course it wouldn't be anything without you, the reader. So send us all your maps, tips, cheats, guides and signed photos of The Krankies to:

SKILL ZONE,
Sega Zone,
19 Bolsover Street, London W1P 7HJ.

And remember, there's a whopping £50 on offer for the best contribution of the month, whether it be a map, a guide or a solution. So get writing immediately!! (But please take note of the things said in the Boring Zone.)

Predator

Passwords a plenty for this film that was so scary it gave staff writer **Martin Pond** nightmares for two weeks! Anyway, anybody having any probs should consult the following codes pronto:

Level 1 No code
Level 2 KILLERS
Level 3 CAMOUFLAGE
Level 4 LOS ANGELES
Level 5 SUB TERROR
Level 6 TOTAL BODY

Streets Of Rage

Rather suspect this one, but worth a try anyway. **Donald Greegs** reckons that if you fancy the chance to up your lives and get a level select you should try the following. First off make sure you have two controllers plugged in, or you won't be able to do this very well. Now press START on the title screen. Now highlight OPTIONS. Then with the second controller press and hold down RIGHT, then hold down A and then hold down B, and then C. (So you have RIGHT, A, B and C held.) Then with all these held press START on the first controller. Lives and a level select should now be yours.

Universal Soldier

Hurrah! Here are all the level codes to *Universal Soldier*, courtesy of the generous individual many call **Chester Greenridge**! There are also some rather handy codes to make life easier for you at the bottom. Double hurrah!

Level	Code
2	CHSGM
3	MKSNS
4	SGGBY
5	JLGPH
6	JDRSD
7	PKSND
8	CWBPN
9	SFTNP
10	CMVDG
11	BYTCM

Also, if total invincibility sounds rather nice, enter PWRZS as a code. You can also reveal all the hidden power-up boxes throughout the game if you enter SHBXZ.

The Boring Zone

There are some jolly boring things in life. For instance, being married to **David Icke**, or perhaps the classified ads section in *Stamp And Coin* monthly. But nothing can compare to the yawnworthyness of rules, especially the ones you have to abide by when you send in your letters. So where are these oh so snorey rules? Well they're right here. Spooook!

- Always enclose your FULL name (no noncey abbreviations) and address.
- Use readable writing and layout.
- Always enclose the name of the game and the machine it's for.
- Make sure it has nothing to do with he of the long sideburns, *Alex Kidd*. If I get one more letter or cheat about him, I'll scream!

World Of Illusion

How odd, we thought, upon opening **Brian Meenan**'s letter. Some dolt has sent us their top tips for bridge, the dull card game played by ladies of a certain age and fading film stars. But we were wrong. Very wrong. Well done, Bry. (Turn to page 68 for our fab complete solution).

Key:
S: Spades
H: Hearts
D: Diamonds
C: Clubs

Stage 1

Mickey	QS KH QH KS
Donald	KH QS QH KC
Both	KH KD KS KC

Stage 2

Mickey	KC QH KH KD
Donald	KS KD KC QS
Both	KS KH QS KC

Stage 3

Mickey	KH KS KD QS
Donald	KC KH QH KS
Both	KD QS KH QH

Stage 4

Mickey	QH KD KS KC
Donald	QD KD KH KS
Both	QS QH KC KS

Stage 5

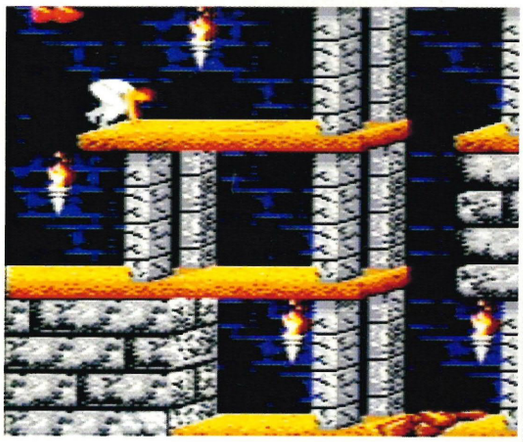
Mickey	KD KC KH KS
Donald	KS KH KC KD
Both	KC KD KS KH

Legend Of Galahad

Another **Thomas Edwards** cheat here. He suggests that you enter the code LTUS and then press START repeatedly to skip levels. You'll also rather handily become invincible!

Prince Of Persia

According to **Arlene Stenhouse-Don** it is impossible to jump across one chasm on level 2 (password RGNJGJ) without losing a life. So go to the top of the tower where the gate is and you'll see that above this gate is a pad. Stand on this pad and walk through the wall to the other side. On the other side, jump high into the chasm and then a platform appears leading to level 12. Hurrah! If you can't be bothered with all that simply enter UIMLIR as a code. Also try UHIKHK for level 13, or JFNIEX, PIQMIR and PIQKHO. Any relation to Stenhouse-muir, Arlene?

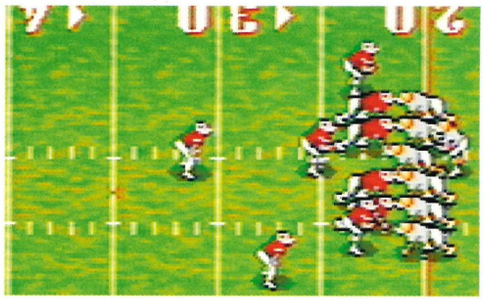


Mario Lemieux Hockey

Apparantly, well according to a personage by the name of **Sarah Durren**, you should enter XXXX XXXX XXXX as a password. You should then go to cancel and press button A. The selection screen should appear. You'd be wise to choose a tournament game because when one team's statistics appear you can alter them to whatever you want! Cue the aggro!

Powerball

On the team selection screen **Vishal Varsani** suggests that you press down BBCBBC then DOWN for a cheat. This could mean that you hold down BBCBBC, or you press DOWN first. It's not made clear but do experiment.



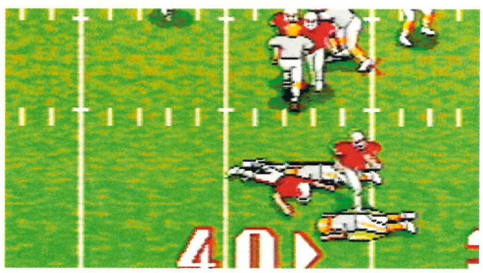
Play stops while everyone hunts for OJ Simpson's contact lens

Joe Montana '93

To get to the Superbowl, says **Wayne Haller** from Doncaster, simply type the letters beside the team you wish to be, followed by this code: BYNTSKBC.

So for example, if you wanted to be in the Superbowl as the LA Raiders you would enter QDBYNTSKBC, or as the Greenbay Packers LLBYNTSKBC. Anyway, here are the codes in their entirety:

BL – Falcons
DL – Bears
FL – Bengals
KL – Lions
LL – Packers
RL – Rams
TL – Vikings
VL – Saints
ZL – Eagles
0L – Cardinals
3L – Seahawks
4L – 49-ers
6L – Redskins
CD – Bills
GD – Browns
JD – Broncos
MD – Colts
ND – Chiefs
PD – Oilers
QD – Raiders
SD – Dolphins
YD – Jets
1D – Steelers
2D – Chargers
5H – Buccaneers
XT – Giants
HC – Cowboys



The Raiders try a new defensive play: the sleeping policemen

Home Alone

Thanks to **Matthew Barnes**, who thankfully has nothing to do whatsoever with young scamp McLaurery whateverhisnameis, we now can print a rather handy guide to *Home Alone,* which tells you how to make every weapon, including 'The Sonic Wave Gun.' Woooo!

Weapon	Platform	Operator	Ammo
Hot coal rifle	Crossbow	Wire	Coal
Hot coal	Scoop	Wire	Coal
Hot coal morter	Can	Wire	Coal
Snowball bazooka	Hairdryer	Rubber bands	Snowballs
Snowball launcher	Scoop	Rubber bands	Snowballs
Snowball mortar	Can	Rubber bands	Snowballs
Pepper Rifle	Crossbow	Balloons	Pepper
Pepper Bazooka	Hairdryer	Balloons	Pepper
Pepper launcher	Scoop	Balloons	Pepper
Pepper mortar	Can	Balloons	Pepper
Glue rifle	Crossbow	Balloons	Glue
Glue bazooka	Hair dryer	Balloons	Glue
Glue launcher	Scoop	Balloons	Glue
Glue mortar	Can	Balloons	Glue
Superball launcher	Scoop	Rubber bands	Ball
Superball mortar	Can	Rubber bands	Ball
Electric grenade	Can	Wire	Magnet

The following is for expert play only. Oooo!

Rope rifle	Crossbow	Rubber bands	Rope
Rope launcher	Scoop	Rubber bands	Rope
Rope mortar	Can	Rubber bands	Rope
Flashbulb shotgun	Camera	Wire	Flash bulb
Sonic wavegun	CD Player	Wire	Battery

WIN £50 ZONE

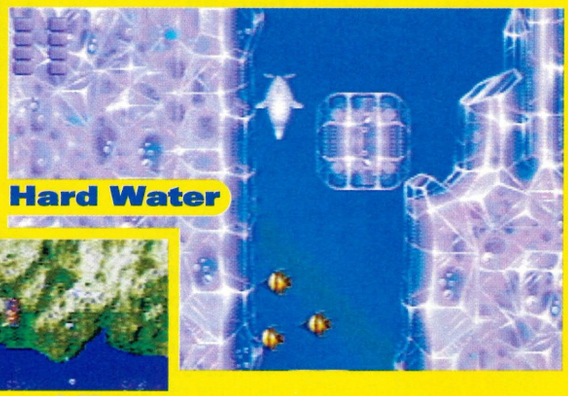
Ecco

You would not believe the number of miserable individuals who have rung in desperate for some help in getting them through this fiendish dolphin adventure. If you're currently losing sleep over the lovable aquanaut and feel the best place for him is a drift net, then try these codes sent in by **Andy Stone** of Bristol and **Trevor Jennings** of Dartford, who, as he sent us nigh on 20 codes, wins himself 50 crispy bits of paper bearing the Queen's head.

The Undercaves	YPNAINCX
The Vents	BQDPXJDS
The Lagoon	JNSBRIKY
Ridge Water	NTSBZTKB
Open Ocean	EZYMZTKP
Ice Zone	HZIFZBMF
Hard Water	LRFJRQLI
Cold Water	UYNFRQLC
Island Zone	LYTIOQLZ
Deep Water	MNOPOQLR
Marble Sea	RJNTQQLX
Library	RTGXQQLE
Deep City	DDXPQQLJ
City of Forever	MSDBRQLA
Jurassic Beach	IYCBUNLB
Pterendon Pond	DMXEUNLI
Origin Beach	EGRIUNLB
Trilobite Circle	IELMUNLB
Dark Water	RKEQUNLN

Dark Water

Deep City


Hard Water

Island Zone

Jurassic Beach

Marble Sea

Open Ocean

Origin Beach

The Lagoons

Castle Of Illusion.

To get extra points and lives, writes **P. Middlemass** (PLEASE use your full names!!!), on levels 4 and 5, don't pick up the gem until you've killed the end of level guardian. Short, but to point, kind of.

Putt And Putter Golf

If anyone is having problems with this rather fabbo golf game, then they'd better thank the man they call **Adam Long** for his selection of passwords which, rather spookily, follow...

Beginner Codes

Stage 4	JKOJK
Stage 7	FKGKM
Stage 10	YATAY
Stage 13	HKMKP
Stage 16	MAZEZ
Game Cleared	PUTT

Master Codes

Stage 4	UBNAT
Stage 7	KBQAL
Stage 10	UBTAN
Stage 13	KBWAN
Stage 16	OBZAM

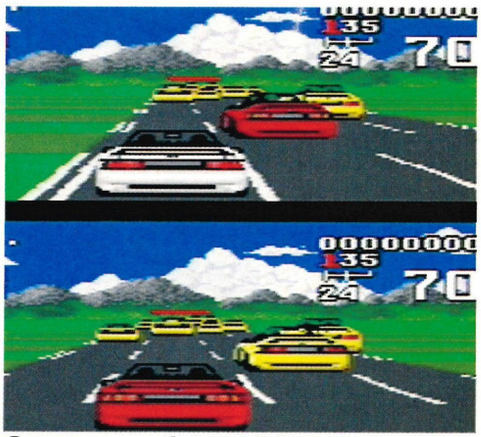
Taz-Mania

"First put in the second controller," says **Arlene Stenhouse-Don**, telling us about a level select cheat for *Taz-Mania*, "and on the title screen, both people press quickly and continuously A, B, C and START together. A map will come up of the route Taz takes. The more you press, the further the route goes across the map to the level you want to try."

Lotus Turbo Challenge

Blimey! Lots of passwords. Unfortunately the foolish sender of them has forgotten to include their name. Durr! Anyway here they all are:

Level	Password
NIGHT	SLEEPERS
FOG	HERBERT
SNOW	BUSINESS
DESERT	APPLEPIE
MOTORWAY	STANDISH
MARSH	MALLOW
STORM	TEA CUP



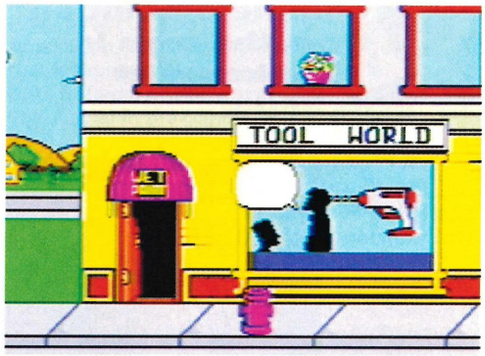
Can you negotiate rush hour on the M25

Bart Vs Space Mutants

Oh dear, **Verna Grimmett** is rather annoyed. Why? Well she's stuck on the last level of this game. Anyway, she seems rather desperate to find the access codes to each level, so here they are, I think! (I'm not 100% sure on these, so if they don't work and you know the proper codes then write to me at the usual address). Oh yeah, and Maggie will give you the 16th power rod.

Floor	Code
1	14
2	32
3	11
4	41
5	21

Also **P. Middlemass** says that if you want to avoid the entire skateboard section in the first level, buy a key from the hardware shop and use it in the door to the right of the phonebox. You'll be transported to outside the OAPs home!



"Sorry son, the biggest speculum we sell is the 12-incher."

Sonic The Hedgehog 2

Actually I've been quite surprised by the lack of *Sonic 2* cheats and guides – I've only been sent a couple. Anyway, firstly we have one from **James Wallis**, who tells us that you actually get a continue when you finish an act with a bonus of over 10,000 points, yet the instruction book says that it's 100,000!

"Most of the end of act bonuses come from rings, not time," murmurs James, "so if you're after finishing the game, you'll need to start each act slowly and carefully, not taking any risks, grabbing every ring you can and ignoring the special stages (which eat rings like there's no tomorrow).

"Once you've got over 100 rings, go off to the end of the stage and you'll collect a meaty 10,000+ points and a continue! This then makes the game even easier! (Not that it needs to be.)"

The next tippette comes from **Andrew Prescott**, who says that you should collect the first three chaos emeralds (which is quite easy really) and then purposely die on the fourth special stage and reset the game. When you restart you will already have the first three chaos emeralds, so you can easily get the rest.

Our next cheat comes from **David Choung Ee Yee** from Malasyia, who sent in a big guide to all the bosses. Unfortunately, most of it was pretty obvious really, but here's David's wise words on how to defeat the boss of Death Egg Zone:

"Here is a list of his attacks, and remember that when he's standing, attack his head."

1) Roll
2) Roll
3) Speeding
4) Speeding
5) Roll then jump
6) Roll
7) Roll
8) Roll then jump then release spears
9) Speeding
10) Speeding

The final tip is all my very own and I suggest that you try finishing the first level in under 30 seconds if you want to gain a big juicy 50,000 points bonus!

Wonderdog

Ooo! Lots of nice passwords courtesy of **Thomas Edwards**! Try entering the following:

Dogsville – MYSTIC
Scrapyard – ANKLES
Loony Moon – LEDZEP
Planet Weird – REEVES
Planet Foggia – PIXIES
Planet Kninus – WOOPIE

SKILL ZONE World

Starring Mickey Mouse

Got stuck in World Of Illusion and your 'friends' told you to try these hints 'n' tips? So you've worn the Mickey Mouse ears and sung the Mouseketeers anthem backwards, you've half-gurgled, half-squawked "Oh boy, oh boy, oh boy, oh boy!" while flapping your wings and stuck a few feathers out the back of your trousers for that all-original DA, but it's still not getting you anywhere. For some more reliable tips, try this complete solution from the men in the know at Sega.

Part one

Mickey's Adventure

Stage 1: Enchanted Forest

Go to the far right. Jump on the teeter totters to boost yourself up to the high ledges. Continue right, walk into the hollow tree and you will drop down to the lower section of this level. Jump onto the flowers to make magic steps appear. Keep heading right to the next area.

Cave area: Go to the right, jumping from spider web to spider web. Do not stand on the webs for too long or else they'll break and you will fall. Keep going right and you'll see a spider that leaves a spider web trail when he walks. Follow the spider, walking along the web trail until you reach a teeter totter. Use the teeter totter to bounce up to the upper right. There you will find another spider that leaves a web trail for you to walk on. Follow the spider all the way right and you'll find the exit.

Boss: Spider

Hit the spider when it is on the front of the web.

Stage 2: Among The Clouds

Password: K♣ Q♥ K♥ K♦

Carpet ride: Walk to the edge of the cliff and use your Alaakazam Magic to make the flying carpet appear. Jump onto the carpet and fly all the way to the upper right to find the exit.

Cliff area: Go right, avoiding the fire enemies. Stand on the rising columns to get up on the high ledges. Continue right all the way to the top of the cliff. At the upper right you will find the exit to the next area.

Falling ceiling: Run under the boulder. Continue to run all the way right to the exit before the wall crushes you!

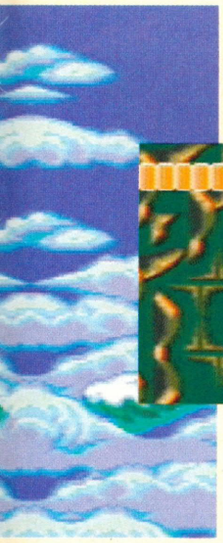
Falling blocks: Go to the edge of the cliff and jump to the row of blocks on the right side

# of Illusion

And Donald Duck

of the screen. The row of blocks will then spread out. Work your way to the bottom block before the blocks break. Once they break you will start to fall, and you'll have to land on a single block that's suspended in mid-air. when you land on this block you will be in the next area.

Cloud area: Jump from cloud to cloud towards the right. The clouds with the faces will move, so be careful. Keep heading right until you can go no further. Go up and right to the musical keyboard cloud. Once past the keyboard cloud, drop down to the left and you'll see another keyboard cloud. Go right past the keyboard cloud to the exit.



Boss: Dragon Blocks

Stay on the left or right side of the screen. Wait for the block to drop and turn into a dragon. The dragon will jump to the opposite side of the screen that you are standing on. The dragon will then spit a fireball at you. Jump over the fireball. Then the dragon will jump to the middle of the screen. When it jumps, jump and hit it to defeat it. Repeat this pattern until all the blocks are gone.

Stage 3: Underwater Adventure

Password: K♥ K♠ K♦ Q♠

Underwater Caves:

Go to the lower right corner. Make your way through the underwater caves to the upper right corner to get past the bubbles. Float next to the bubbles, then turn round and a clam will swim towards you and stop the bubbles. Continue right to the next part.

Blue And Pink Castle:

Head right to the exit.

Sunken Pirate Ship.

Watch out for the holes in the floor (they look like cracks, but when you step on them a hole appears). It is best to run through this area. Avoid the tridents that fall from the ceiling. Run past the rushing water or else you will drown. Watch out for the sawfish that pop out of the floor. Keep heading right past the sawfish to find the exit door.

Boss: Shark

Hit the shark when it is trying to bite you. Once you hit it, quickly jump twice to avoid it. Now wait for it to jump up from under the floorboards and hit the shark when it's in the air. Repeat this pattern until defeated. After you defeat the shark, you will be outside the sunken ship. Swim left and you will be sucked up to the next area.

Stage 4: The Library

Password: Q♥ K♦ K♠ K♣

Giant House:

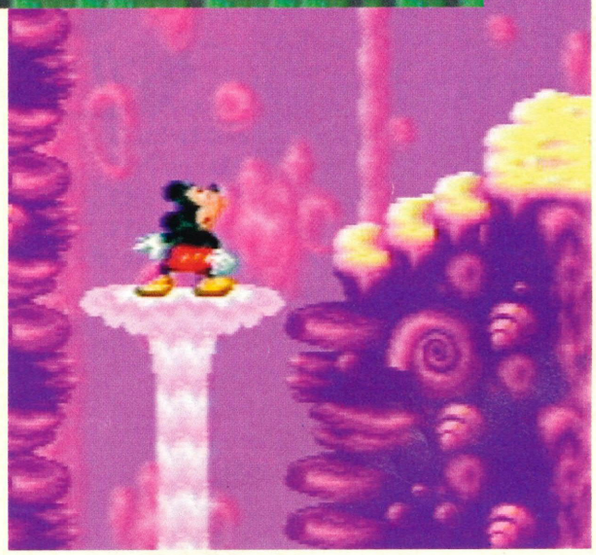
Go through the library looking for magic boxes (they have curtains covering them). Use your Alaakazam Magic to teleport you through the magic boxes. Make your way to the far upper right to find a cookie box. Jump in the box and you will be in the Candy Land area.

Candy Land:

Go right, jump on the swan and float to the right. Continue right to another swan and head to the far left. Use the marshmallow clouds to get to the high areas. When you get to the very top of this section, go right. Continue right to the champagne bottle. Jump onto the cork and it will shoot up into a bonus area. When the cork drops back down, walk right to the jello and fall through it. Drop down through two more moulds of jello to reach the boss.

Boss: Witch

Jump up and hit the witch. Avoid the lightning and fireballs that she shoots down at you.



PART TWO

Donald's Adventure

Stage 1: Enchanted Forest

Same as Mickey's adventure except that at the far right of the level there is a flower which you jump into to boost you to a higher ledge.

Giant Flowers:

After you use the flower to boost yourself up into the vines, head right jumping from leaf to leaf or stay on the ground until you reach the exit.

Cave area: Same as Mickey's adventure

Boss: Spider

Same as Mickey's adventure

Stage 2: Among The Clouds

Password: K♠ K♦ K♣ Q♠

Carpet Ride

Same as Mickey's adventure.

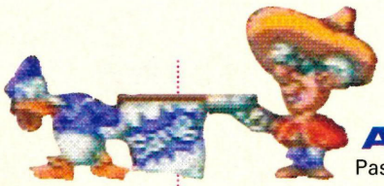
Leaf ride: Stay on the leaf and jump over the blocks. Duck under the flames and continue to ride the leaf until you reach the area with the blocks that form a long platform. Jump onto the blocks and run to the left. Jump onto the leaf that you see above you. Run and jump over the next platform (this is the hardest part of this area and takes practice). Ride the leaf to the right, ducking and jumping over the flames to the next area.

Cloud Area:

Same as Mickey's adventure.

Boss: Dragon

Same as Mickey's adventure.



Stage 3: Underwater Adventure

Password: K♣ K♥ Q♥ K♠

Underwater Caves:

Same as Mickey's adventure.

Pink And Blue Castle:

When you reach the area where there are blue and pink blocks, head back to the left and swim up out of the water.

Raft's Area:

Go right, jumping from raft to raft. Don't stand on the rafts for too long, or they will sink. To get the items in the palm trees, wait for the water to boost the raft up, then jump and land on the palm tree. When you reach the far right, use your Alaakazam Magic to conjure up a bubble. Jump in the bubble and swim to the sunken ship.

Sunken Ship

Same as Mickey's adventure.

Boss: Shark

Same as Mickey's adventure.

Stage 4: The Library

Password: Q♥ K♦ K♥ K♠

Giant House

Same as Mickey's adventure.

Inside Book

Head right to the drawbridge. To open the bridge, step on the switch just to the left of the bridge. Continue to the far right. After you reach the exit, continue through the maze to the exit.

Stage 5: THe Magic Box

Password: K♦ K♣ K♥ K♠

Card Gardens:

Head right. When you reach the areas with one card in front of an obstacle (usually a high ledge or long gap), use your Alaakazam Magic to form stairs or a bridge out of the cards. Keep heading right and jump on the bells that hang from the trees to get up the cliff. When you get to the dice, jump on them to open the door (the one that opens the door is random).

Pink Dining Room:

Run towards the right while jumping over the holes on the ground. Avoid the floating candlesticks and the plates. Continue to run right to the exit.

Magic Palace:

Head right, jumping over the holes on the ground that the little witch is creating. At the far right there are some stairs. Climb up the stairs and stop in front of the spikes. Wait a couple of seconds for a chariot to appear. Jump on the chariot and ride it to the right. Continue right to a platform that is suspended by a chain. Jump on the platform and it will drop. As the platform is dropping, jump and push to the right to land on a ledge. Continue right and you will find the last boss.

Final Boss: Pete

Stand between the second and third pillars (you will not fall into the smoke if you are standing there) and jump and hit the boss in the face while avoiding the two ghosts.

Candy Land:
Same as Mickey's adventure.

Boss: Witch
Same as Mickey's adventure.

Stage 5: The Magic Box
Password: K♠ K♥ K♣ K♦

Card Garden
Same as Mickey's adventure.

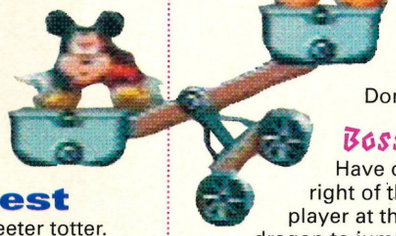
Bush Maze:
On entering go right and head up the stairs. Continue right and go up the next set of stairs. Keep heading right and this time go down the next set of stairs. Then go down a further set of stairs. You will now be in an area with a saw bird. Hit the saw bird and it will saw a hole. Then jump into the hole and walk right and up the stairs. Go all the way to the stairs at the far left of the screen. Go up the stairs and walk all the way to the far right of the screen to another set of stairs. Hit the spring clown to make a platform appear. Jump on the platform and it will take you to another area. Walk along to the left and hit another saw bird. Jump onto the hole that it makes. Then, head left and climb up the first set of stairs you come to. Now walk right to another spring clown. After taking another platform, turn left and up the stairs to another saw bird. Jump in the hole and walk right towards the exit.

Magic Palace:
Same as Mickey's adventure.

Boss: Pete
Same as Mickey's adventure.

PART THREE

Mickey And Donald's Adventure



Stage 1: Enchanted Forest
You will need to go right to the teeter totter. Jump on it and then have the other player jump on the opposite side to boost them up to the next ledge. Help your friend up by standing on the ledge and pressing Button A which will lower a rope. Repeat this all the way to the upper right. Once at the top go right into the hole in the tree.

Cave Area:
You then have to turn to the right and have Mickey crawl through the small opening. Then have Mickey pull Donald through the small opening. You do this by standing next to the opening and pressing Button A. Continue to the bottom right until you see a push car. Jump onto either side of the car. Then, take turns pushing down on the control pad to make the car move. Ride the push car all the way right to the exit.

Spider Cave Area:
Same as Mickey's and Donald's adventures.

Boss: Spider
Same as Mickey's and Donald's adventures.

Stage 2: Among The Clouds
Password: Q♠ K♥ K♠ K♦

Carpet Ride:
Go right, using your Alakazaam Magic to conjure the flying carpet. Jump onto the carpet and fly all the way to the upper right. Whoever jumps on the carpet first will have control.

Cliff Area:
To get up onto the high ledges, jump on top of your friend so that you can jump up off them. This will enable you to jump higher. Pull your friend up by standing at the ledge and pressing Button A to lower a rope. Jump onto the pillars to make them drop. One of the pillars will take you to the exit.

Cloud Area:
Same as Mickey's and Donald's adventures.

Boss: Dragon Blocks
Have one player stand at the far right of the screen and the other player at the far left. Wait for the dragon to jump next to one of the players, then hit the dragon (this is a very easy pattern).

Stage 3: Underwater Adventure
Password: K♠ Q♥ Q♠ K♦

Underwater Caves:
Same as Mickey's and Donald's adventures.

Pink And Blue Castle:
First crawl through the small opening. Have Mickey pull Donald through the opening. Continue right to a shell cart. Jump on the cart and ride it to the far right. Once you are off the cart, run to the right to avoid the falling ceiling.

Sunken Pirate Ship:
Same as Mickey's and Donald's adventures.

Boss: Shark
Same as Mickey's and Donald's adventures.

Stage 4: The Library

Giant House:
Same as Mickey's and Donald's adventures.

Christmas Area:
Head right, climb up on the Christmas ornaments and continue right to an area with balloons.

Candy Land:
Same as Mickey's and Donald's adventures.

Boss: Witch
Same as Mickey's and Donald's adventures.

Stage 5: The Magic Box

Card Garden:
Same as Mickey's and Donald's adventures.

The 6 Doors:
Put both Mickey and Donald in front of the same door and press up to open the door. Go through ALL six doors to enter the last area.

Magic Palace:
Same as Mickey's and Donald's adventures.

Last Boss: Pete
Same as Mickey's and Donald's adventures.

LANDSTALKER

MEGA DRIVE

Welcome to Sega's sexiest fantasy RPG ever. It's a rollicking 16-megabit romp with some of the grooviest graphics since psychedelic lampshades appeared in the swinging Sixties. What's the downside? It's entirely in Japanese!

That's why trickster tipster twosome MASAKI OJI and RIK HAYNES are back with more heavenly hints to crack this corking cart...

part 2

the story so far...

Dashing treasure hunter Ryle and his devilish little friend Friday are trying to recover the lost treasure of old King Nole on Mercator Island. The demanding role of Ryle is played by you, while Friday does her own thang. Once they've killed enough monsters and found a few useful items like the lifesaving Fruit of Eke Eke, the daring duo are invited to a swanky party at the duke's pad.

Holy hors d'oeuvre!

There was a right royal rave in the palace last night and no mistake. *(Okay, who threw up in the bath and set fire to the piano? Ed.)* Unluckily, Ryle fell asleep in his room and now two rival adventurers have already left to destroy the evil wizard Mill and claim a reward from Mercator's mysterious duke. Ryle will have to forget breakfast and hurry back into town before it's too late.

It seems Ryle needs a special amulet to break the magic barrier protecting the doorway to Mill's hideaway. This essential object is hidden in a series of creepy catacombs hidden beneath the town. The secret entrance to these catacombs is located in the floor of a building next to the church. As Ryle approaches, a crowd of curious people are standing nearby to see what's going on. Do they expect a punch-up? Perhaps a bolt of lightning from the skies above? Just ignore these pesky townsfolk and boldly step down into the darkness below.

These catacombs aren't like the other dungeons in *Landstalker*. They're simply built. They're not a maze. However, they're very tricky to conquer. Ryle must go into each chamber and solve a variety of not-so-obvious puzzles. Here's how you do it...

The Room With No Name

Sure, the spooky music playing in the background is ominous, but there's nothing important in the first room. A ghost appears and explains exactly what you have to do. *(That's just dandy, provided you've got a degree in Japanese! Ed.)*

Darryl Newton's Tomb

There's a sign that reads: 'Yellow is after red. Red is after white. He realised that there's meaning in what's falling from above...!' When Ryle has finished reading this message, three slime creatures will drop from the ceiling. Guess which one he has to destroy first? That's right, kiddies! Immediately hack the white blob to bits, then the red baby and leave the yellow drip till last. If Ryle gets it wrong, walk out of the room and try again.

Ruby Silent

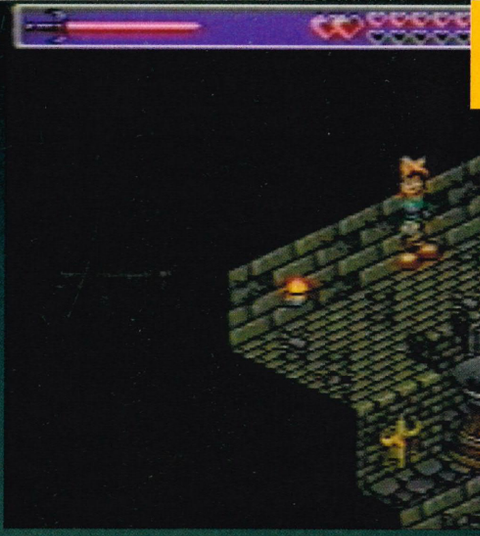
After Ryle takes a look at the sign, two slime monsters muscle in. Don't attack them. Don't make a noise. *(Don't feed them after midnight? Ed.)* Wait for a couple of seconds and they will disappear. Leave the room once you've heard the chime ring out in recognition of another task well done.

Jack Skywalker

"Jack the warrior in the sky, used to like exploring in the sky," explains the sign. Nothing actually happens in this room. There are transparent stairs somewhere inside, though. Ryle must climb to the top of them to collect his merit badge and, erm, complete the mission.

Mary Hysteria

'Is jealous Mary still throwing things at her husband in heaven?' These signs are getting really silly now. Anyway, Ryle can't hurt this room's monster with his sword. Instead, pick up that rock lying on the floor and throw it against the wee beastie. This tricky manoeuvre requires a bit of skill. It's best to jump up high and let the troll have it. And remember to keep your weapon safely tucked away at all times. Oo-er!



Kahn Knight

There's a secret door somewhere in this room. Use the box to climb up and watch Ryle perform his amazing party trick of walking through walls!

Aside the Shadow

'What you see is illusion. Beside it there is the truth with pain,' says the last sign inside this catacomb. A mummy attacks you. Thing is, the real monster is invisible and standing beside it. Ryle must lash out with his sword and find the real target.

Gym Light

A switch falls from above. Ryle needs to grab it and shove the thing beside one of the torches in a suitable location to read something close to it. Then he has to jump on the switch to turn it on. If he gets it wrong, Ryle is in for a rather unpleasant surprise!

Killer the Black

When the four skeletal soldiers drop in, Ryle must only kill the black one. Hmmm... quite tiresome.

With eight puzzles under his belt, Ryle can stroll by the raft, talk to the mummy and take a ride over to the other side of this gloomy catacomb.

Phew! You've done it. Even that mummy on the raft thinks Ryle is something special. "Great luck is with you," it whispers. Now is the perfect time to save the current game and take a break.

Dirty Mol

Who does this room belong to? An infamous thief, of course! He stole a lot of things and was punished by the big boss upstairs. Once Ryle has discovered this fascinating bit of gossip, four tempting treasure chests materialise. Don't open them. Wait patiently and you will be suitably rewarded. Take the dark side and you will have to face the consequences, i.e Master Landstalker.

Dead and End

Barbo, one of Ryle's rivals says: "You caught up with me! S**t! I am not going to lose!" Barbo tries to open the door and a fireball suddenly burns him to death. How can you survive? Stand in front of the door and quickly step back. Don't move even if Ryle is scorched by the fireball. Eventually this flaming tornado will open the door.

Thanks to the magical amulet, Ryle can enter this tower and confront the wizard. Now that, as your parents probably used to say at bedtime, is another story...

WHAT WOULD YOU GIVE FOR A MAGAZINE WITH:

No mindless shoot 'em ups
Not a single rad hedgehog
Absolutely no ninja amphibians
No chance of a little fat git with a mustache
Nary a pirouetting street fighter in sight

PC ZONE

A new kind of magazine for the
serious PC games player -

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+ Features + Competitions +

FIRST ISSUE ON SALE MARCH 4th - DON'T MISS IT!

the Cart Show

Welcome to The Cart Show, your at-a-glance guide to what's on offer for your Mega Drive, Master System or Game Gear. All the carts are listed in alphabetical order, with a score and a brief summary for each one to help make your 'which cart' decision that much easier.

6 page pull-out game guide!

MEGA ZONE Games so good that we dare not gauge their greatness get one of these – Mega Zone

✪✪✪✪✪ Greatest show in town
✪✪✪✪ Better than average
✪✪✪ Hmmm... not bad...
✪✪ Zzzzzzzzzzzzzzzzzzzz
✪ Less fun than washing up a three-week-old grill pan with a toothbrush

ABRAMS TANK
Sega/£39.99 ✱ Nothing to do with ex-smart pop guru Colonel Abrahams, this is a tank battle sim that, despite a rubbery feeling to the controls, tries to do something new (but only half succeeds). ✪✪✪

AFTER BURNER 2
Sega/£34.99 ✱ Classic arcade coin-op transfer that does not suffer in the transition to the Mega Drive. Fast, slick and deadly. ✪✪✪✪

ALIEN STORM
Sega/£34.99 ✱ *Golden Axe* meets *Buck Rogers* with a tad of *Operation Wolf* thrown in. Great fun in two-player mode, with deliciously slimy sprites. Good fun, but not very original. ✪✪✪

ALIEN 3
Acclaim/£39.99 ✱ Mindless violence a-go go in this gory and challenging shoot 'em up film licence. ✪✪✪✪✪

ALISIA DRAGOON
Sega/£44.99 ✱ Magical platform game in which smart graphics are overshadowed by almost unplayable difficulty level. ✪✪✪

ALTERED BEAST
Sega/£34.99 ✱ Until recently, bundled with your Mega Drive, which always seemed odd since it was crap. Dull beat 'em up. ✪✪

AQUATICS
Electronic Arts/£34.99 ✱ Everybody's favourite underwater agent, James Pond, returns as host of the 'Aquatic Games', a series of eight alternative watersports events. Colourful, fun and very competitive, for up to four players. ✪✪✪✪✪

ARCH RIVALS
Acclaim/£37.99 ✱ Basketball crossed with a beat 'em up which looks (and plays) a little flatly. Nice idea that fails to get off the ground. ✪✪✪

ARCUS ODYSSEY
Renovation/£44.99 ✱ An original and highly addictive graphic adventure. Varied enough to ensure that, even in the unlikely event of you finishing the whole thing, each time you play, a different adventure will unfold. ✪✪✪✪✪

ARNOLD PALMER GOLF
Sega/£34.99 ✱ Fine golf simulator, which may not be high on action (not that golf itself is exactly high on action), but it's certainly well animated and realistic. Fairly nifty if you fancy a more laid-back sports sim. ✪✪✪✪

ART ALIVE
Sega/£29.99 ✱ Sega's pathetic attempt to produce an art package totally misses the point. A completely useless range of colours and brushes means you're better off splashing your cash around somewhere else. ✪

688 ATTACK SUB
Sega/£39.99 ✱ You can play either a Russian or American sub commander in a range of missions. Complex gameplay, nifty graphics and a whole load of sampled speech make this a rewarding game. ✪✪✪

AYRTON SENNA GP
Sega/£34.99 ✱ Fairly good race game starring everyone's most hated driver, Ayrton Senna. All together now, there's only only Nigel Mansell, one Nigel Mansell ... (*Actually, Ayrton's a very nice lad. Ayrton's mum.*) ✪✪✪

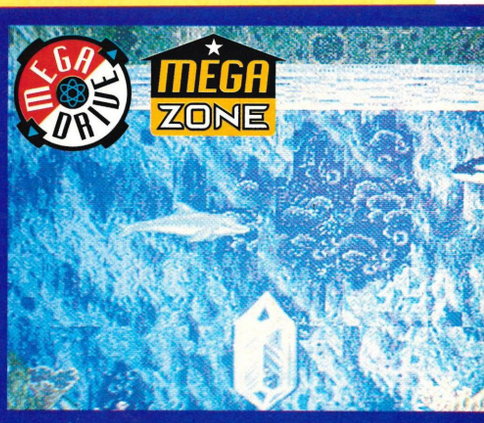
BACK TO THE FUTURE II
Sega/£39.99 ✱ Poor and unimaginative console version of the poor and unimaginative film. Not at the 'best game ever made in the history of the world' end of the scale, more in the 'Why?' department, really. ✪

BAD OMEN
Hot B/£35.99 ✱ A pretty funky *Breakout* clone with a bit of pinball thrown in for good measure. ✪✪✪✪✪

BART VS THE SPACE MUTANTS
Flying Edge/£39.99 ✱ Interesting mixture of arcade platform game with a few puzzles thrown in for good measure. It's a good use of the licence, but it's pitched very hard and there's something stilted about the animation. For serious Bart fans only. ✪✪✪

NEW ENTRY

ECCO
Sega/£39.99 ✱ Spooky, off-the-wall dolphin sim and puzzle game. Totally original and fab, thanks mainly to the excellent animation and fiendish conundrums.



NEW ENTRY

PGA TOUR SHOW
Electronic Arts/£39.99 ✱ The latest version of this sporting classic now has seven courses and new improved digitised golfing slacks.

BATMAN
Sega/£39.99 ✱ The Lycra-clad lovely with the collection of 'toys' to make Inspector Gadget and James Bond green with envy, dons his utility belt and anti-gravity boots for an adventure on the Mega Drive. Okay beat 'em up that follows the film quite closely, yet has no special features to make this game outstanding. ✪✪✪

NEW ENTRY

BATMAN RETURNS
Sega/£39.99 ✱ Very playable platform beat 'em up with bags of gothic atmosphere. A variety of gadgets and weapons makes for laffs galore. ✪✪✪✪

BATTLE SQUADRON
Sega/£39.99 ✱ Run of the mill shoot 'em up. Nothing special. ✪✪

BONANZA BROTHERS
Sega/£34.99 ✱ Okay puzzle cum-arcade-adventure game. ✪✪✪

BUCK ROGERS
Electronic Arts/£49.99 ✱ Based on the old Buster Crabbe movies. This is a smart, if complex, RPG game. From picking your adventuring companions to doing battle against the evil space monster, you roleplay and game for all you're worth. Good combat, good animation, good stuff.

BULLS V LAKERS
Sega/£39.99 ✱ A very high quality sports sim. This time it's basketball and it comes packed with animation and sound of a very high standard. Great, addictive stuff. ✪✪✪✪

CALIFORNIA GAMES
Sega/£29.99 ✱ "Everybody's gone surfin', Cal-i-for-ny-ay." Shorts, surf, sun and sex (*There's no sex in it, is there? Ed.*) all on your Mega Drive. Okay fun, okay conversion. ✪✪✪

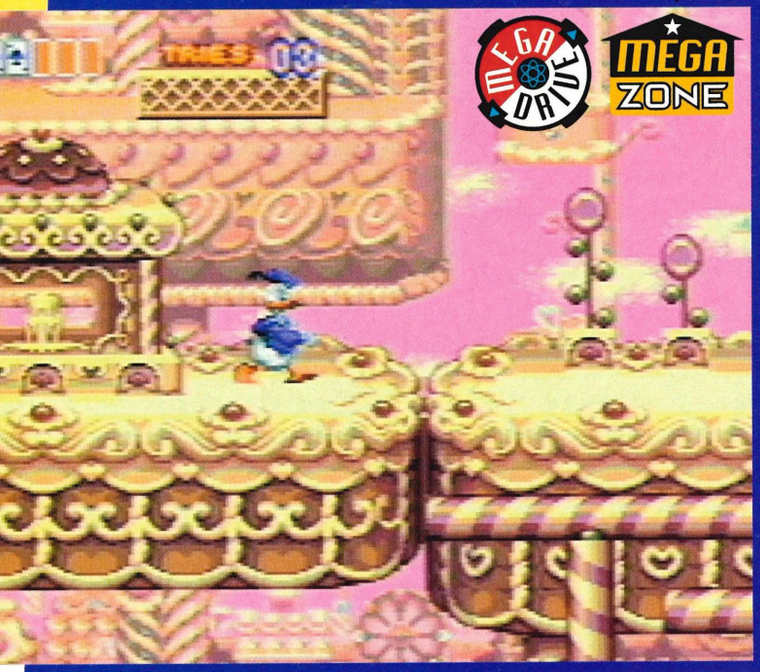
CENTURION
Electronic Arts/£39.99 ✱ As the title suggests, this is a strategy shoot 'em up which requires a large amount of thought, guile and planning to be able to achieve the ultimate goal: complete and utter world domination. ✪✪✪✪

NEW ENTRY

CHAKAN
Sega/£39.99 ✱ Scary platform slash 'em up with an unpleasant looking hero and a big dollop of sword and sorcery. An usual plot and some nice backgrounds all add to the game's atmosphere. ✪✪✪✪

CHIKI CHIKI BOYS
Capcom/Sega/£39.99 ✱ A cutesy shoot 'em up with an icky sweet name and graphics. Really only suitable for kids. ✪✪✪✪

the Cart Show



NEW ENTRY

MICKEY AND DONALD WORLD OF ILLUSION

Flying Edge/£39.99 ✱ Adorable platform romp, mercifully free of any nasty violence. An excellent two-player simultaneous action feature allows Mickey and Donald to interact with one another in a way that would leave Minnie feeling all hurt and rejected if she ever found out.

CHUCK ROCK

Virgin/£39.99 ✱ Much better version than on the Master System, but still rather flat, especially when compared to something like *Mickey Mouse In The Castle Of Illusion.*
✪✪✪✪

COLUMNS

Sega/£29.99 ✱ Cheap cart, but it's a pretty simple game. Made famous on the Game Gear and Master System, *Columns* is an addictive enough puzzler. ✪✪✪

CORPORATION

Virgin/£39.99 ✱ In-depth and slightly frustrating space age RPG that tips more than a passing nod to *Blade Runner.* Good fun for the serious RPG-er. ✪✪✪✪

CYBERBALL

Sega/£34.99 ✱ Space age American footie game. Nice graphics, but if you want a real football game, look elsewhere. ✪✪

D.ROBINSON'S COURT

Telnet/£39.99 ✱ Like most basketball games on the MD, it's not really that good, but it's not that bad either. ✪✪✪

DECAP ATTACK

Sega/£34.99 ✱ Massive and complex graphic adventure. *Decap* is highly addictive and very well put together. Nice one, Sega.
✪✪✪✪

DESERT STRIKE

Electronic Arts/£39.99 The Gulf War makes it on to the Mega Drive. Fast and furious chopper action (oo-er) in the desert. You must rescue as many Americans (the good guys, who believe in truth, freedom and Pepsi) from the Arabs (the bad guys, who eat babies and smell). Simple and very addictive.

DJ BOY

Sega/£34.99 ✱ Long awaited but ultimately very disappointing beat 'em up with a poorly set learning curve that results in a near-impossible playability factor. ✪

DOUBLE DRAGON

Ballistic/£29.99 ✱ Cartoony graphics and predictable gameplay leave you feeling a bit limp. The whole shebang looks a little tired and old now, and despite the low cover price you're left thinking "Big, fat, hairy deal." ✪✪✪

DOUBLE DRAGON 3

Acclaim/£39.99 ✱ Very lame two-player beat 'em up, with some pretty backgrounds. ✪

DYNAMITE DUKE

Sega/£34.99 ✱ Below par, into-the-screen shoot 'em up, which was originally a big hit in the pubs. This conversion on to the Mega Drive looks very weak. ✪✪

EA HOCKEY

Electronic Arts/£39.99 ✱ Electronic Arts' *Ice Hockey* is amazing. Ultra-smooth animation and some amazingly detailed graphics, coupled with the highly addictive game of ice hockey make this a Mega Drive 'must have'.

EVANDER HOLYFIELD BOXING

Sega/£49.99 ✱ Yet another appaling boxing sim – don't bother (especially since Evander isn't World Champ no more). ✪✪

EMPIRE OF STEEL

Flying Edge/£34.99 ✱ Graphically highly original shoot 'em up that mixes space-age ships with Victorian designs. Unfortunately, the playability doesn't quite live up to the graphics. It's a case of nice to look at, real bummer to play. ✪✪

ESWAT

Sega/£34.99 ✱ Highly unoriginal, dated-looking beat 'em up. No plot, just a fair workout if your brain is in your trigger finger. ✪

EUROPEAN CUP SOCCER

Tecmagik/£34.99 ✱ Very good footie game based on the Manchester United games on the Amiga. Closer to *Super Soccer* than *Kick Off* in looks and animation, but not as fast and hampered by a slightly strange control system. Still quite smart, though. ✪✪✪✪

F-22 INTERCEPTOR

Electronic Arts/£39.99 ✱ Yet another classic Mega Drive game from EA. Loads of action keeps interest alive without sacrificing the graphical quality. It's got more balls than the entire English rugby team. Simply brill-o.

THE FAERY TALE ADVENTURE

Electronic Arts/£39.99 ✱ Once upon a time, a long time ago, there was a game called *Faery Tale Adventure*... Graphic-cum-movement-cum-combat game, *Faery Tale* is a brave stab at a conversion, but if you want a fantasy game grab *The Immortal.* ✪✪✪

FANTASIA

Infogrames/£39.99 ✱ Mickey Mouse. We all know the alternative use of the word. This game isn't quite that – it looks really sweet, yet the gameplay stinks. Awful collision detection and a learning curve which resembles Mount Everest. Great to look at, crap to play. ✪✪

FATAL LABYRINTH

Sega/£29.99 ✱ Famous old game that still pulls in the players. A bit of a classic. ✪✪✪✪

FATAL REWIND

Electronic Arts/£39.99 ✱ This one's an original and clever platform blow 'em-away. It includes some nice touches, including an instant replay of your recent destruction which you can take over and play at any point, thus changing your own destiny. This makes for a superior game.
✪✪✪✪✪

FERRARI GP CHALLENGE

Acclaim/£39.99 ✱ Get your thinking caps on... Now let's see if you can guess what this game's about. I'll give you a wee hint – there's a strong vein of *Formula One* in it. ✪✪

FIRE SHARK

Sega/£34.99 ✱ Rip-off cart based on *1943.* Nothing special. In fact, if truth be told, just something rather crap. ✪

FORGOTTEN WORLDS

Sega/£34.99 ✱ Mindless blaster cart that offers a good pump of the trigger finger. ✪✪

GALAHAD

Electronic Arts/£39.99 ✱ Passable arcade adventure with a slight puzzley aspect. Not much to set it apart from all its fellow platform romps, though, except a femme-boy hero.
✪✪✪

GHOULS 'N' GHOSTS

Sega/£44.99 ✱ Nowhere near as good as the Super NES version. Once again you are out to rescue a chick from the local evil wizard (yawn). ✪✪✪

GOLDEN AXE

Sega/£34.99 ✱ Highly faithful coin-op conversion of an arcade classic. Now looking old and dated. Pathetically easy. ✪✪

GRANADA

Ubi Soft/£34.99 ✱ Travel through the world of *Coronation Street,* drinking milk stout and gossiping with old people. Nah, just kidding. *Granada* is a plain old shoot 'em up (unfortunately), with enough challenge and originality to make it worth a look. (Just.)
✪✪✪

GRANDSLAM TENNIS

Telnet/£34.99 ✱ Not bad at all, even though this is just a blatant copy of *Super Tennis* on another format. ✪✪✪✪

GYNOUG

Sega/£39.99 ✱ Original shoot 'em up that finds you flying round as a dude with wings fighting strange creatures and ancient forces.
✪✪✪

HELL FIRE

Sega/£34.99 ✱ Average arcade shoot 'em up. Nothing new. ✪✪

HERZOG ZWEI

Sega/£34.99 ✱ Not unlike *Risk,* this is an odd cart that attempts to mix both arcade and strategy action. Not sure it works. ✪✪

HOME ALONE

Sega/£39.99 ✱ The dirt says hot, the label says not (which means that it doesn't live up to the hype). Between conception and playing, a tinge of mediocrity has crept into the gameplay. Rather slow and two-dimensional. ✪✪

THE IMMORTAL

Electronic Arts/£39.99 ✱ Despite the fair hefty price tag, *The Immortal* is a stonker of a game and worth every penny. The best graphic adventure available on the market – incredibly violent and gory. A true classic. Worth it just for the goblin with the exploding head. I kid you not – save your pennies and buy this game. It really is the dog's.

NEW ENTRY

INDIANA JONES AND THE LAST CRUSADE

US Gold/£39.99 ✱ Quite polished but uninspired platform beat 'em up. Sadly, not that much better than the excellent Game Gear version despite the eight more bits. ✪✪✪

IT CAME FROM THE DESERT

Sega/£39.99 ✱ Based on an old 1950s B-movie about giant ants and just as crap. ✪

JAMES BOND: THE DUEL

Domark/£39.99 ✱ Good graphics and beautifully animated, but nothing whatsoever to do with duelling. Locations include an oil tanker, jungle, volcanic cavern and a space shuttle before the final confrontation with Bond's arch-rival wotsisname. The gameplay becomes increasingly more challenging as you progress. Pretty smart all in all. ✪✪✪✪✪

JAMES POND

Electronic Arts/£39.99 ✱ Not to be confused with James Bond, who is very smooth and not a fish. This is the first outing for the aquatic-based super-spy. Pond is licensed to gill and must save as many trapped lobsters as possible from their doom in this eco-adventure. Not as good as its sequel. ✪✪✪

JAMES POND II: ROBOCOD

Electronic Arts/£39.99 ✱ James Pond, Bubble 07, is back in an adventure so festive that it has everything but fairy lights hanging from it. Silky smooth graphics and animation, as well as an oh-so-sweet storyline. A Mega Drive cart that's well up to the usual EA standard.

JENNIFER CAPRIATI TENNIS

Shekhana/£39.99 ✱ Fairly competent tennis game, which could perhaps have benefited from being fine-tuned and speeded up. Lots of young ladies in skimpy sportswear, though.
✪✪✪✪

JEWEL MASTER

Sega/£34.99 ✱ A rather standard fighting fantasy game in which you collect rings to give you extra special powers. Nothing original, pretty pictures and okay muzak. ✪✪✪

JOE MONTANA FOOTBALL

Sega/£34.99 ✱ Original Mega Drive American footie game that now looks a little dated.
✪✪✪

JOE MONTANA II

Sega/£39.99 ✱ Smart sequel to *JM1.* Boasting more sampled speech than any other game, and with a much improved play system, some rate it higher than *John Madden,* the original. ✪✪✪✪✪

JOHN MADDEN FOOTBALL

Electronic Arts/£39.99 ✱ If you're into American football, this is a must. Even if you aren't, it's worth learning the rules just so you can play. Amazingly smooth graphics, great sound and intelligent gameplay make this a game not to be missed. ✪✪✪✪✪

JOHN MADDEN '92

Electronic Arts/£39.99 ✱ Take all the best bits from the original *John Madden* game (in other words, take it all). Improve upon that and you've got *JM '92.* If you already have the original then the high cover price might put you off lashing out the major league cash. If, however, you have yet to get a US footie game for your Mega Drive, then you'd be advised to go for this one above any other. This really is excellent stuff.

JOHN MADDEN '93

Electronic Arts/£44.99 ✱ With the teams brought up to date and the programme debugged, *John Madden '93* has inherited the title of best American Football game from its predecessor. Lots of digitised *bon mots* from Mr Madden, too.

KID CHAMELEON

Sega/£34.99 ✱ This is an original kinda platform game in which, instead of collecting loads of different shaped guns to blow the bad guys away, you collect different shaped helmets. (It's true – I kid you not.) ✪✪✪✪

KING'S BOUNTY

Electronic Arts/£34.99 ✱ A graphic adventure kinda game where you build armies with fantasy creatures and explore continents. Suffice to say it's very good. ✪✪✪✪

KLAX

Domark/£34.99 ✱ *Klax* must have been out on more formats than any other game. Okay if you like arranging fast-moving coloured blocks into ever-more-complex patterns. ✪✪✪

KRUSTY'S SUPER FUN HOUSE

Acclaim/£39.99 ✱ An excellent puzzle game with lots of platform frolics. Would have been equally good without the occasional cameo by Bart and his clan, but still a must if you're into thinky games. ✪✪✪✪

LANDSTALKER

Climax Ent./Sega/£47 ✱ Marvellous isometrically viewed arcade adventure. The doyen of the Japanese games press.

LEADERBOARD

US Gold/£39.99 ✱ Disappointing and dated golf game. Lacks the atmosphere and feel of real golf *(Eh? Ed.),* and doesn't really push the Mega Drive, either. Go for *PGA* if you feel the need for virtual putting. ✪✪✪

LHX ATTACK CHOPPER

Electronic Arts/£39.99 ✱ Excellent helicopter simulation that sets a new benchmark standard for Mega Drive flight sims. The best way to learn how to handle your chopper!

LOTUS TURBO CHALLENGE

Electronic Arts/£39.99 ✱ Not technically the best Mega Drive driving game, but it still manages to breathe some life back into the genre. If you like your games graphically brilliant, this won't disappoint you. ✪✪✪

MARBLE MADNESS

Electronic Arts/£39.99 ✱ A rather excellent conversion of the old arcade classic. Simple but effective, you guide your marble around six increasingly difficult courses. ✪✪✪✪

MARIO LEMIEUX HOCKEY

Sega/£39.99 ✱ No, no, no, not *that* Mario. Mario Lemieux is a Yankie ice hockey star who plays for the bizarrely named Penguins. The game's okay, except you find yourself remembering how good *EA Hockey* is. ✪✪✪

SUPER KICK OFF

US Gold/£29.99 ✱

The grand-daddy of all footie games makes a long-awaited appearance on the Master System. Yer, so the MS is a bit slower than, say, the Amiga but the sheer playability of *Kick Off* itself shines through.

MERCS
Sega/£39.99 ✱ Superior coin-op conversion that has you playing the part of the only mercenary on the block who can save the free world. Lots of violence, combined with an over-the-shoulder viewpoint, makes for a pretty addictive shoot 'n' splat game. ✪ ✪ ✪

MICKEY MOUSE
MEGA ZONE

Sega/£39.99 ✱ Out to rescue Minnie Mouse from an assortment of fluffy woodland creatures (who, unlike other fluffy woodland creatures, aren't altogether friendly), Mickey must journey through a variety of terrains to a final conflict with the witch Mizrabel. Animation is of the highest standard, as you would expect from anything bearing the Disney name, with fairly nifty sound, too. All in all, this is an outstanding Mega Drive game.

NEW ENTRY

MICRO MACHINES
Codemasters/£39.99 ✱ This spooky old race game puts you in control of these diddy little cars, boats, and helicopters charging around kitchen table tops, green houses and the like. Very unusual, and very lovely. ✪ ✪ ✪ ✪ ✪

MIDNIGHT RESISTANCE
Sega/£39.99 ✱ Smart(ish) undercover spy shoot 'em up. Nothing original plot-wise, but nice graphics. ✪ ✪ ✪

MIGHT AND MAGIC
Sega/£49.99 ✱ A menu-driven adventure of the first class. *Might And Magic* is especially nice for the bearded games players who are into dex points. ✪ ✪ ✪

MIKE DITKA POWER FOOTBALL
Accolade/£34.99 ✱ Difficult to get into, but once there a worthwhile play. Not as good as *John Madden*, but let's face it, will anything be as good as *John Madden*? ✪ ✪ ✪ ✪

MOONWALKER
Sega/£34.99 ✱ A straightforward conversion of the coin-op. With the sugar-coated presence of Michael Jackson as the hero, the rather twee gameplay is saved by excellent graphics and sound. ✪ ✪ ✪ ✪

MYSTIC DEFENDER
Sega/£34.99 ✱ *Ghouls 'N' Ghosts* rip off that totally fails to deliver. ✪

NINJA GAIDEN
Sega/£39.99 ✱ Classic beat 'em up that appeared on the Mega Drive after appearing on every other machine. Especially good for those who like breakin' head. ✪ ✪

NFL SPORTSTALK FOOTBALL – STARRING JOE MONTANA
Sega/£39.99 ✱ Better than *Joe Montana 2* in most respects, yet you still feel let down by the controls when trying to switch between players in a hurry. It's a very good game, but in the kingdom of American football the *John Madden* games still wear the crown. ✪ ✪ ✪ ✪

NHPLA HOCKEY
MEGA ZONE

Electronic Arts/£39.99 ✱ Basically *EA Hockey 2*, but featuring teams from the North American NHL League and loads of additional animation (including even better fighting sequences). Absolutely faaaaaaaab!

OLYMPIC
Sega/£39.99 ✱ Guess what this is about. Yup, that's right. It's about flower arranging. (Poor joke, poor game.) ✪ ✪

OLYMPIC GOLD
US Gold/£34.99 ✱ Okay *Track And Field* restyle that, while fun in multi-player mode, in one-player mode leaves you thinking that it really is time to wake up and smell the cutlery. ✪ ✪ ✪

PACMANIA
Domark/£34.99 ✱ Classic arcade game. Our old friend, the little yellow blob, runs round eating pills and avoiding ghosties. Great graphics and sound, and enough of an update to keep interest alive. *Pac* for the '90s. ✪ ✪ ✪

PHANTASY STAR 2
Sega/£59.99 ✱ Despite the hefty price tag, this graphic adventure is worth every penny. A massive playing area offers all kinds of possibilities that can be explored for ages. ✪ ✪ ✪ ✪

PHANTASY STAR 3
Sega/£49.99 ✱ This is almost the spitting image of *Phantasy Star 2*. Rather too expensive for a sequel that is so like the original. ✪ ✪ ✪

PHELIOS
Sega/£34.99 ✱ Horizontally scrolling shoot 'em up that has little new to offer any serious gameplayer. ✪ ✪

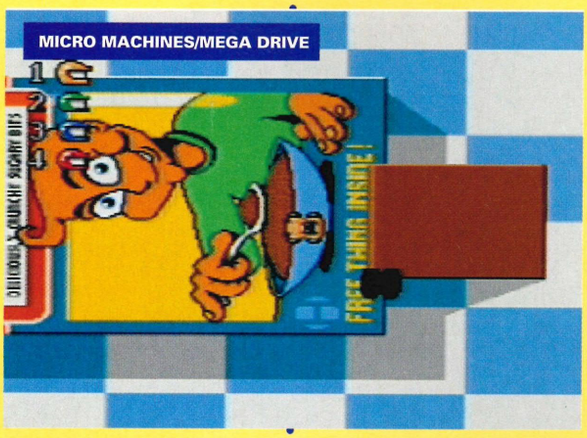
PITFIGHTER
Tengen/Domark/£39.99 ✱ Bare-knuckle fighting is violent, illegal and very dangerous. It's also a stonking Mega Drive game. Almost the same as the real thing (not that we'd know). One of the best single location beat 'em ups around. ✪ ✪ ✪ ✪ ✪

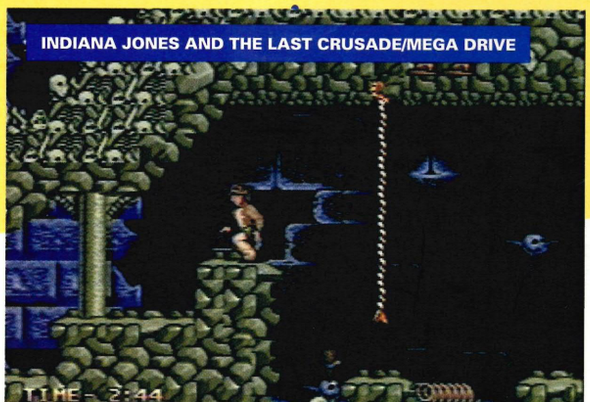
POPULOUS
Electronic Arts/£39.99 ✱ Here, not unlike the plot of *Sim City*, you get to play God. But unlike *Sim City* you get to develop a race of people in competition with another race. A classic game and a must for egomaniacs. ✪ ✪ ✪ ✪ ✪

POWERMONGER
MEGA ZONE

Electronic Arts/£39.99 ✱ Absorbing icon-driven strategy game in which you control up to five armies in a 3D battle environment. It all happens in real time, it's quite involved and it's definitely not for the hard of thinking.

QUACKSHOT
Sega/£39.99 ✱ Similar to other Sega/Disney tie-ins, *Quackshot* is another scrolling platform adventure game starring one of the fave Disney characters (in this case Donald Duck). Superb graphically but slightly too slow to make it a classic. ✪ ✪ ✪





GODS
MEGA DRIVE MEGA ZONE

Mindscape US/£39.99 ✱ **Even faster than the computer original, this excellent arcade adventure has lots of levers to pull, secrets to discover and baddies to kill. However, it's not available in this country so you'll have to get it on import.**

RAIDEN TRAD
Ubi Soft/£34.99 ✱ A sadly sluggish shoot 'em up that really has nothing new to offer. Oh dear. ✪ ✪

RAMBO III
Sega/£29.99 ✱ Crap film, crap actor, crap game. Nuff said? ✪ ✪

REVENGE OF SHINOBI
Supervision/£40 ✱ Leaps and bounds ahead of pretty much anything on either console or computer, this little baby is one of the best games of its type (ie Ninja-type thing with flying pointy silver bits and so on). ✪ ✪ ✪ ✪ ✪

RINGS OF POWER
Electronic Arts/£49.99 ✱ Odd little RPG game from EA. Either you love it or hate it. Most have hated it. Poor graphics, poor gameplay – bit of a poor game all round, really ✪ ✪

RISKY WOODS
MEGA ZONE

Electronic Arts/£39.99 *Ghouls 'N' Ghosts* meets classic TV prog in which contestants name tunes, *Name That Tune*. Rohan the brave young adventurer sets out to free a load of monks who have been turned into stone cladding by the evil Draxos. Collect tags and keys to throw at the gatekeeper who only lets you pass once you've repeated his little tune.

ROAD RASH
MEGA ZONE

Electronic Arts/£39.99 ✱ Not an unpleasant skin complaint contracted from too many hours spent in the saddle, but a rather nifty motorbike racing game. Far superior to just about anything around right now, *Road Rash* is a true 'must buy'.

ROAD RASH 2
MEGA ZONE

Electronic Arts/ £39.99 ✱ Excellent update of *Road Rash* with a split-screen, two player option and a new chain to hit people with.

ROLO
Electronic Arts/£34.99 ✱ Cutesy-puzzley elephant sim from the people who brought you *James Pond*. ✪ ✪ ✪ ✪ ✪

SHADOW DANCER
Sega/£34.99 ✱ An arcade conversion that owes a lot to *Super Shinobi*, but doesn't stand up in comparison. Both graphics and sound are fine, but *Super Shinobi* inevitably wins hands down. ✪ ✪ ✪

SHADOW OF THE BEAST
Electronic Arts/£45 ✱ Trog around the inside of a really large tree in search of revenge for your mutation from a mild-mannered homeboy to a green slimy thing. Classic game with stunning graphics, let down somewhat by disappointing gameplay. ✪ ✪ ✪ ✪

SHADOW OF THE BEAST 2
Electronic Arts/£39.99 ✱ More of an update on the original *Shadow Of The Beast* than a sequel. Okay if you have a few years to spend on it. ✪ ✪ ✪

SHINING IN THE DARKNESS
Sega/£49.99 ✱ An okay kinda graphic adventure, but not a patch on *The Immortal*. The only way it scores over its better EA partner is that you can save your position within the game. ✪ ✪ ✪

SIDE POCKET
Sega/£39.99 ✱ Not very good. Addictive in a funny sort of way, with the promise of fantasy friends (ie half-clad girls to perv over) on title screens, but a lack of control over the cue angle makes it frustrating not fun. ✪ ✪

SONIC THE HEDGEHOG
MEGA ZONE

Sega/£34.99 ✱ One of the best, if not *the* best, games around, *Sonic* is destined to become as famous as *Pac-Man*. Amazing graphics and sound combined with some of the smoothest and fastest animation ever. The gameplay is so addictive, it keeps you gripped for hour after hour. *Sonic The Hedgehog* is a console classic.

SONIC 2
MEGA ZONE

Sega/£39.99 Faster and bigger than the first *Sonic*, but otherwise not radically different. Still, they're both must-haves for your cart library, and the sequel also has the added bonus of two different types of two-player simultaneous action. Buy, buy, buy.

SPEEDBALL 2
Virgin/£39.99 ✱ Classic game that falls down a bit in conversion, but still manages to stay up there with the best of the new crop. ✪ ✪ ✪ ✪ ✪

SPIDERMAN
Sega/£39.99 ✱ An initially cumbersome control system could put you off at first, but it's worth plugging away. Once mastered, Spiderman jumps, rolls and fights baddies with the agility of a Russian athlete. Lovely animation and sound with a fair splash of humour make this one of the best Spidey licences. ✪ ✪ ✪ ✪ ✪

STAR CONTROL
Ballistic/£39.99 ✱ Stonkingly playable and great fun, especially in two-player mode. Great reworking of an old-fashioned kinda game. It's a little bit pricey, though, but hell – it's worth it. ✪ ✪ ✪ ✪

STARFLIGHT
Electronic Arts/£49.99 ✱ One of those games that tries to mix a little bit of shoot 'em up with a little bit of strategy with a little bit of graphic adventure. Usually these kind of games fall flat on their faces, but EA has saved *Starflight* from being too boring. ✪ ✪ ✪

STREETS OF RAGE 2
MEGA ZONE

Sega/£44.99 ✱ Sega's answer to *Streetfighter II*. Fab two-player head-to-head option and a plethora of smart moves make this a bit of a star among beat 'em ups.

STRIDER
Sega/£44.99 ✱ Above-average adventure. Good graphics and ear-bending sound make this a treat. ✪ ✪ ✪ ✪ ✪

SUPER HANG ON
Sega/£34.99 ✱ Sega's attempt to duplicate the success of *Road Rash*. Not very well, unfortunately. ✪ ✪

SUPER HYDLIDE
Sega/£39.99 ✱ Crap arcade adventure, with awful graphics and a playability that kills any interest quicker than a short sword between the shoulder blades. ✪

SUPER LEAGUE BASEBALL
Sega/£34.99 ✱ Baseball game that isn't as super as the title might suggest. ✪ ✪

SUPER MONACO GRAND PRIX
Sega/£36 ✱ Fab Grand Prix simulator. Compete in all 16 rounds of the World Championship, pre-qualifying in each for a grid position. The control system takes some getting used to, but you'll be able to race with the best of them when you do. ✪ ✪ ✪ ✪ ✪

SUPER MONACO II
Sega/£49.99 ✱ Improves on the original only in cosmetic ways. Not worth shelling out for if you own *SMI*. ✪ ✪ ✪ ✪

SUPER OFF ROAD
Accolade/£29.99 ✱ For 'arcade classic' read 'cheap licence'. Cynic? Never. Not a bad version of the off-road racing game, but it does all look a tad old now. ✪ ✪

SUPER REAL BASKETBALL
Sega/£34.99 ✱ No it ain't. ✪

SUPER THUNDERBLADE
Sega/£34.99 ✱ Ancient game with loads of really blocky 3D graphics. Sadly, it's looking its considerable age. ✪

SWORD OF VERMILLION
Sega/£49.99 ✱ Very expensive, but very good. One of the best RPG games available for the Mega Drive, if not *the* best. Easy to use, with loads of action and a high rate of play, means that you never get bored. A game for everyone, not just for the seriously bearded. ✪ ✪ ✪ ✪ ✪

TAZ-MANIA
MEGA ZONE

Sega/£39.99 ✱ Classic cartoon game featuring the tearaway Tasmanian marsupial of TV fame. Top class action and animation – quite simply, a top class game.

the Cart Show

TECMO WORLD CUP
Tecmo/£34.99 ✱ A sorry excuse for a football game. In a game of two halves, this sad effort doesn't make it to half time. Total rubbish. ✪

TERMINATOR
Virgin/£34.99 ✱ Well it all looks very nice, but it's about as shallow as a kiddies' paddling pool. Low on variety and low on challenge. Not one to keep you up all night. ✪ ✪

TERMINATOR 2
Acclaim/£39.99 ✱ Just like the arcade version, with a high Arnie count and the chance for some fab simultaneous two-player action. An excellent reason for getting a Menacer light gun for your Mega Drive. ✪ ✪ ✪ ✪ ✪

THE DUEL: TEST DRIVE II
Accolade/£39.99 ✱ Unimpressive and dated driving game in which you avoid police and Sunday drivers as you hurtle about in a sports car. No two-player option, very few roadside sprites and precious little playability. ✪ ✪

THUNDER FORCE 2
Techno Soft/£34.99 ✱ Fast and smooth scrolling shoot 'em up crammed with excellent sound and graphics – one of the ultimate shoot 'em ups. ✪ ✪ ✪ ✪ ✪

THUNDERFORCE 3
Techno Soft/£35.99 ✱ Kersplat, pow, spagoo! This is the real thing – a shoot 'em up to end all shoot 'em ups. Amazingly fast and smooth, with great chunks of graphics flying all over the screen. This is the Chilli Dog of computer games. Pretty far out – and really rather hot with a piquant sauce. ✪ ✪ ✪ ✪ ✪

TOEJAM AND EARL
MEGA ZONE

Sega/£39.99 ✱ The much vaunted *Toe Jam And Earl* is like a *Sonic* House mix. So laid-back it's horizontal. Funky tunes, spaced-out graphics and rad sampled speech. A graphic adventure in which the kickin' brothers wander around collecting things in a side-splitting manner. Cooler than cool, this not-so-dynamic duo expose Sonic and Mario to be the '70s throwbacks they always were.

TOKI
Sega/£34.99 ✱ Monkey spit, eh? It's dreadful to clean off your clothes.The coin-op and 16-Bit versions were great – even the Lynx remix was ace – so why, oh why has Sega changed pretty much the whole game? ✪ ✪ ✪

TRUXTON
Sega/£34.99 ✱ A straightforward arcade conversion of the well known shoot 'em up. Very good arcade conversion with sound and graphics to match the original. ✪ ✪ ✪ ✪

TURBO OUT RUN
Sega/£39.99 ✱ Oh dearie, dearie me. A very poor and very dated game (from an arcade game that is, itself, very dated). You'll probably have a lot more fun playing with the cardboard box it comes in. ✪

TURRICAN
Ballistic/£39.99 ✱ *Turrican* is truly vast and really rather brill. A conversion that stands up to the original. In fact, it does more than just stand up to the original, it goes right up to it, gives it the two-finger salute and then saunters off into the nearest bar to start a fight. It's that cool. ✪ ✪ ✪ ✪ ✪

TWIN HAWK
Sega/£39.99 ✱ The same as every other Mega Drive shoot 'em up before it, except this came last and thus isn't as original as the shoot 'em ups used to be. If you get our drift. ✪ ✪ ✪

UNIVERSAL SOLDIER
Accolade/£34.99 ✱ Good game with fast-paced action and a billion nasties. It has an excellent mix of power-ups, tortuous mazey bits and hidden blocks. However, we can exclusively reveal that it's really *Turrican 2* in disguise with a very convincing wig. ✪ ✪ ✪ ✪

WHERE IS CARMEN SANDIEGO?
Electronic Arts/£49.99 ✱ This one is otherwise known as *Where In The Game Is Carmen Playability*? Jolly historical japes as EA try to get all serious and educational in this time-jumping detective game. Hmmm. ✪ ✪

WINTER CHALLENGE
MEGA ZONE

Ballistic/£34.99 ✱ Superb winter sports sim that lets you try your hand at the luge, speed skating, bobsled, giant slalom, biathalon, downhill, cross country and ski-jump without having to embark on a bone-crunching Thompson's winter holiday. A sim so real you can see the peaks, feel the snow, even hear the cow bells. One of the best reasons to buy a Mega Drive.

WONDERBOY 3: MONSTER LAIR
Sega/£39.99 ✱ Typical platform game with Wonderboy once again having to rescue his hapless and helpless girlfriend. Neat puzzles, good graphics and sound keep this from being simply just another *Wonderboy* game. ✪ ✪ ✪ ✪

WRESTLE WAR
Sega/£34.99 ✱ One of the best wrestling games currently available for the Mega Drive. Large graphics and sprites result in a very playable game. ✪ ✪ ✪ ✪

WWF
Acclaim/£37.99 ✱ Marvellous wrestling game with all your bikini-clad WWF favourites and zillions of moves. Learning all the various keypress combinations is a bit of a nightmare, though, and not for the cack-handed. ✪ ✪ ✪ ✪ ✪

XENON II
Sega/£39.99 ✱ Unfortunately this is not as good as the Amiga version, but it's still a merry little blast 'em up jaunt through deep hyperspace. Keep them lasers blazing. ✪ ✪ ✪

ZANY GOLF
Electronic Arts/£19.99 ✱ Despite the low cover price, which is possibly the only good thing about it, this is still a real pile of steaming brown and smelly stuff. ✪

ZERO WING
Sega/£39.99 ✱ Tough shoot 'em up that scores with impressive graphics. One of the best. ✪ ✪ ✪ ✪

ZOOM
Sega/£29.99 ✱ Small scale arcadey puzzle game, which is not unlike *Qiz*. Makes you squint a bit 'cos it's so titchy, so don't bother if you're a goggly four-eyes. ✪ ✪ ✪

MASTER SYSTEM

ACTION FIGHTER
Sega/£12.99 ✱ Cheap and tacky. Full of, er... action and fighting. ✪ ✪

AERIAL ASSAULT
Sega/£29.99 ✱ Very unimaginative shoot 'em up. A case of holding down the fire button and tuning your brain to the 'vacant' frequency. ✪ ✪ ✪

AFTER BURNER
Sega/£29.99 ✱ The classic arcade game makes a disappointing appearance on the 8-Bit. ✪ ✪

ALEX KIDD IN HIGH TECH WORLD
Sega/£29.99 ✱ Standard *Alex Kidd* fare with loads of puzzles in this arcade platform adventure. ✪ ✪ ✪

ALEX KIDD IN LOST STARS
Sega/£29.99 ✱ Yet another adventure for the Kidd. For AK fans only. ✪ ✪

ALEX KIDD IN SHINOBI WORLD
Sega/£29.99 ✱ Ninja-style graphic adventure in which the puzzles play as important a part as the blood-letting. Smooth scrolling, however little variation makes this rather dull. ✪ ✪ ✪

ALIEN STORM
Sega/£29.99 ✱ Absolutely awful game. Poor conversion of the Mega Drive original. Avoid like the plague. Shame on you Sega ✪

ALIEN SYNDROME
Sega/£29.99 ✱ Shoot 'em up, beat 'em up kinda thing. Rather uneventful. ✪

ALTERED BEAST
Sega/£29.99 ✱ One of the oldest games around. Rather a crap fighting fantasy beat 'em up. Very poor. Avoid ✪

AMERICAN BASEBALL
Sega/£14.99 ✱ One- or two-player mode available. Standard sports management programme plus active play sequences gives you enormous control over your team. ✪ ✪ ✪ ✪

AMERICAN PRO FOOTBALL
Sega/£29.99 ✱ Not just American football, not just American good football, but *American Pro Football*. Says it all, really. ✪ ✪ ✪

ASTERIX
Sega/£29.99 ✱ Smart version of Goscinny and Uderzo's original comic books. Graphics and animation are absolutely brill. Rather disappointing sound and FX, but more than made up for by great playability. Great game. ✪ ✪ ✪ ✪ ✪

AYRTON SENNA'S GRAND PRIX
Sega/£29.99 ✱ Kind of like the original, but with enough new twists and effects to make it a pretty good game. ✪ ✪ ✪ ✪

AZTEC ADVENTURE
Sega/£12.99 ✱ Everything to do with arcade adventures in Brazil, and nothing to do with trying to see Roddy Frame in concert. ✪ ✪ ✪

BACK TO THE FUTURE III
Acclaim/£32.99 ✱ How long is a piece of string? Can't say, can you? Equally, you can't tell how long a console game should be. One, two or three levels? But there certainly aren't enough in *BTTF III*. As a graphic adventure kinda game, *BTTF III* is fine – it just doesn't go very far. Three levels ain't value for money. ✪ ✪

BANK PANIC
Sega/£12.99 ✱ Otherwise known as the 'I don't get paid enough, why is my overdraft so bloody big?' sim. Uneventful bank job jaunt. ✪ ✪

BART VS THE SPACE MUTANTS
Flying Edge/£29.99 ✱ Pretty smart conversion of the old NES game once again finds the young dude with the yellow skin trying to fend off an alien invasion single-handed. ✪ ✪ ✪

BASKETBALL NIGHTMARE
Virgin/£29.99 ✱ Standard basketball game with the twist of playing against various mythical and fantasy creatures. Rather like playing against the England basketball team. ✪ ✪ ✪ ✪

BLACK BELT
Sega/£12.99 ✱ Cheap, but unoriginal, beat 'em up. ✪ ✪

BLADE EAGLE 3D
Sega/£9.99 ✱ Stonkingly cheap and cheerful, but also stonkingly crap. ✪

BOMBER RAID
Sega/£29.99 ✱ Take that, Jerry Hun-trousers! Standard 'jolly japes in this RAF kinda shoot 'em up. ✪ ✪

BONANZA BROTHERS
Sega/£29.99 ✱ Smart multi-layered arcade action puzzle game. With traps to overcome and swag to be half-inched. ✪ ✪ ✪ ✪ ✪

BUBBLE BOBBLE
Taito/£29.99 ✱ Cute, bubble-blowing brontos, monsters and over 100 platforms. Great gameplay should make this more than a challenge for most games players. ✪ ✪ ✪

CALIFORNIA GAMES
Sega/£29.99 ✱ Surf's up on the Master System. A classic game but a poor conversion. ✪ ✪

CAPTAIN SILVER
Sega/£29.99 ✱ Follow the adventures of Captain Silver as he rights wrongs, does good and generally gads about being heroic ✪ ✪ ✪

CASINO GAMES
Sega/£29.99 ✱ Roulette, blackjack, poker and craps, to name but a few in this pointless gambling sim. ✪ ✪

CHASE HQ
Sega/£29.99 ✱ Various vehicular chase and destroy missions keep interest alive and help to maintain the game's high level of addictiveness. ✪ ✪ ✪ ✪

CHASE HQ II: SCI
Sega/£32.99 ✱ Good-guy cop game with loads of bad guys to be blown away and cars to be skidded. Humm... okay, I suppose. ✪ ✪

CHESS
Sega/£34.99 ✱ What can you say? Chess is chess is chess. Okay kinda cart with some nice graphics. ✪ ✪ ✪

CHOPLIFTER
Sega/£24.99 ✱ Classic horizontally viewed shoot 'em up that, despite being as old as the hills, is still pretty damn playable. ✪ ✪ ✪ ✪

CHUCK ROCK
Virgin/£34.99 ✱ Moderate platform game that, despite looking great, plays a bit sluggishly. All rather samey, especially after a little playing time. ✪ ✪ ✪

COLUMNS
Sega/£24.99 ✱ Sega's answer to *Tetris* finds you directing multi-coloured columns of gems so that they match and disappear. Very simple and very addictive. ✪ ✪ ✪ ✪

CYBER SHINOBI
Sega/£29.99 ✱ *Shinobi* goes electronic but retains the same old beat 'em up formula. ✪ ✪ ✪

CYBORG HUNTER
Sega/£29.99 ✱ Earth-bound shoot 'em up that really has little new or exciting to offer you. ✪ ✪

DARIUS II
Sega/£32.99 ✱ *Darius II* makes a welcome appearance on the Master System. Good quality shoot 'em up. ✪ ✪ ✪ ✪

DICK TRACY
Sega/£29.99 ✱ Despite – perhaps in spite of – Warren Beatty and Madonna, the film was a pretty hopeless turkey. Surprise, surprise, the Master System game lives up, or rather, down to it nicely. ✪

DONALD DUCK
Sega/£32.99 ✱ Absolutely brill graphics and really sweet animation as you play our guy Donald. Loads of platforms to jump on and baddies to bash. All a bit easy, though. ✪ ✪ ✪ ✪

DOUBLE DRAGON
Sega/£29.99 ✱ Pretty poor beat 'em up. It's not really worth shelling out 30 notes for this. ✪ ✪

DRAGON CRYSTAL
Sega/£29.99 ✱ Sword and sorcery malarkey, not bad, not good. *Dragon Crystal* has Mr Average knocking at his door. ✪ ✪

ENDURO RACER
Sega/£9.99 ✱ Cheap price. Crap game. This is real blockovision stuff. ✪

ESWAT
Sega/£29.99 ✱ A classic beat 'em up kinda thang in which you are out to rescue some poor sap who's gone and got himself kidnapped. Serves him right. Bog standard. ✪ ✪ ✪

F-16 FIGHTER
Sega/£17.99 ✱ If this is a flight sim, I'm a cabbage. I'm not and it ain't. ✪

FANTASY ZONE
Sega/£12.99 ✱ Not as good as the Mega Drive version, but not bad for all that. Opa Opa must save his planet by blowing everything he sees up. Weird, druggy shoot 'em up. ✪ ✪ ✪ ✪

FIRE AND FORGET
Sega/£29.99 ✱ Bog standard fighting fantasy fare, full of buxom maids and mad wizards. ✪ ✪ ✪

GAIN GROUND
Sega/£29.99 ✱ Not unlike that old arcade chestnut *Qix*, where the object of the game is to section off large areas of a given space. Plays better than it sounds. ✪ ✪ ✪

GALAXY FORCE 2
Sega/£29.99 ✱ Sega's massive coin-op has been converted on to the Master System. The 3D scrolling is just as crisp and sharp, with great arcade-quality sound. ✪ ✪ ✪ ✪ ✪

MASTER SYSTEM MEGA ZONE

LEMMINGS
Sega/£24.99 ✱ Classic puzzle game in which you save suicidal lemmings who are two Scotch eggs short of a picnic. Impressive 8-bit version, to boot.

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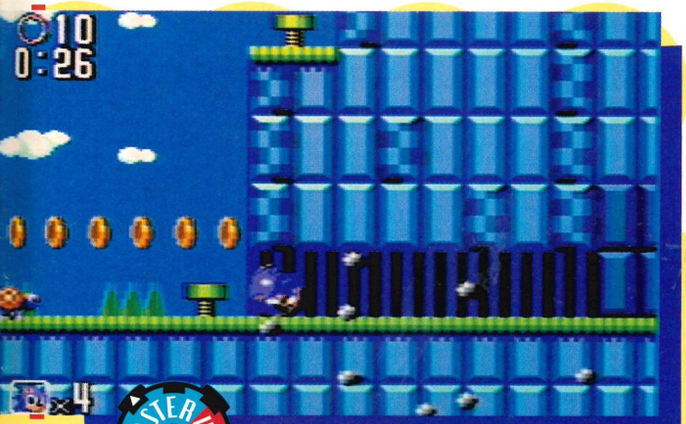


SONIC THE HEDGEHOG 2

Sega/£29.99 ✱ Sonic and his new found bosom pal, Tails, in more fun and frolics with the evil Dr Robotnik. Immensely playable, frighteningly addictive and a fabulous reason for giving up your social life and waiting for your skin to go very pale.

GANGSTER TOWN
Sega/£24.99 ✱ Poor *Oppo Wolf*-style shoot 'em up. Not worth it. ✪

G-LOC
Sega/£29.99 ✱ Sad graphics and sound, saved by a rather high level of gameplay. Beats *Top Gun* on the NES into the ground. Mind you, that isn't hard. ✪ ✪ ✪

GAUNTLET
US Gold/£29.99 ✱ Faithful conversion that retains all the playability of the original. Two-player mode brings the game to life. Still a good buy, despite its age. ✪ ✪ ✪ ✪

GEORGE FOREMAN'S KO BOXING
Acclaim/£29.99 ✱ None too interesting, viewed-from-the-side boxing game. It's got some nice ideas with stats and super punches, but it's just not very playable. ✪ ✪

GHOSTBUSTERS
Sega/£29.99 ✱ Not nearly as good as it could have been. Only for hardened fans of the movie/cartoon series. If there are any of you left. ✪ ✪

GHOULS 'N' GHOSTS
Sega/£29.99 ✱ Loads of monsters to splat and power-ups to collect. ✪ ✪ ✪

GLOBAL DEFENCE
Sega/£12.99 ✱ Slow, uneventful and downright dull shoot 'em up. ✪ ✪

GOLDEN AXE
Sega/£29.99 ✱ An okay version of Sega's prize beat 'em up, but suffering from the same easiness that marred the Mega Drive version. Looks nice, though. ✪ ✪ ✪

GOLDEN AXE WARRIOR
Sega/£32.99 ✱ Take *Golden Axe*, stick 'Warrior' on the end and you've got *Golden Axe Warrior*. (*Inspired. Ed.*) ✪ ✪

GOLFMANIA
Sega/£32.99 ✱ Have you a mania for golf? If so, this is the one for you. Golfmania, maniagolf, geddit? (*Things are getting worse. Ed.*) ✪ ✪ ✪

GREAT FOOTBALL
Sega/£24.99 ✱ Very poor, not at all great, etc. Maybe *Crap Football* would have been a better title. ✪ ✪

GREAT VOLLEYBALL
Sega/£9.99 ✱ There's only one 'great' thing about this steamin' pile of jobs –and that's the price. ✪

HANG ON
Sega/£9.99 ✱ Brave attempt at a Master System bike racing game that just suffers from the 8-Bit's lack of memory. Too slow, too blocky, too bad. ✪ ✪

HEAVY WEIGHT CHAMP
Sega/£24.99 ✱ Pricey boxing sim that fails to deliver fairly dramatically. Large sprites chug around the screen like a couple of heavy goods vehicles. ✪

HEROES OF THE LANCE
US Gold/£29.99 ✱ Play an assortment of eight characters, one at a time, who together must quest through deep, dark, very unpleasant dungeons. Standard plot, but very well executed. ✪ ✪ ✪ ✪

IMPOSSIBLE MISSION
Sega/£29.99 ✱ Arcade platform adventure, with one of the biggest dollops of puzzle-solving you are ever likely to come across. Terrific non-blasting action. ✪ ✪ ✪ ✪ ✪

INDIANA JONES/LAST CRUSADE
US Gold/£29.99 ✱ A standard platform adventure with the added attraction of Indiana Jones, who's after the Holy Grail and who owns a jolly nice piece of headgear. US Gold has managed to produce a bit of a corker. ✪ ✪ ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£29.99 ✱ Yankie footie sim, bit blocky and a bit slow. Not that hot, but probably the best you're gonna get on the Master System. ✪ ✪ ✪

JUNGLE FIGHTER
Sega/£29.99 ✱ If you fancy a bit of fighting in the jungle then this is for you. If you're more of a 'fighting in the greengrocers' kinda guy, I'd look elsewhere. ✪ ✪

KLAX
Sega/£32.99 ✱ Classic arcade puzzle game that suffers not at all in its conversion to the Master System. ✪ ✪ ✪ ✪ ✪

KUNG FU KID
Sega/£12.99 ✱ Loads of flying backflip death-chops in this average, under age beat 'em up. ✪ ✪ ✪

LASER GHOST
Sega/£29.99 ✱ Brill graphic arcade adventure thang, in which you attempt to save Katerine's stolen soul. (She's already got her funk back.) Worth a look. ✪ ✪ ✪ ✪

LINE OF FIRE
Sega/£29.99 ✱ Very poor arcade conversion with little to challenge even the most inexperienced gamesplayer. Average graphics, sound and gameplay do nothing at all to lift this game in any way whatsoever. ✪

LORD OF THE SWORD
Sega/£29.99 ✱ Yet more leather-bound sword and sorcery adventure. Only for the serious grebo. ✪ ✪

MARBLE MADNESS
Domark/£29.99 ✱ Arcade classic that works well on the Master System. Guide your marble down a series of increasingly difficult and tortuous paths. Mind you, if you've seen one version of *Marble Madness* you've seen them all. ✪ ✪ ✪

MAZE HUNTER 3D
Sega/£9.99 ✱ Into the screen version of the wrinkly old classic *Pac-Man*. Big, fat, hairy deal. ✪

MERCS
Sega/£32.99 ✱ Bit flicky and a bit blocky but, having said all that, not a bad little shoot 'em up. ✪ ✪ ✪

MISSILE DEFENCE 3D
Sega/£9.99 ✱ Naff version of an ancient game, with the added crappo-schlappo factor of you having to wear a ridiculous pair of 3D glasses. ✪

MONOPOLY
Sega/£29.99 ✱ The board game that only ever makes an appearance on Boxing Day can now be found on the Master System. Great, if you like that kinda thing. ✪ ✪

MOONWALKER
Sega/£29.99 ✱ The man with the chimp makes a console appearance and is just as poncey as he was on the big screen. Okay, but all rather sweet and sickly. ✪ ✪ ✪

NEW ZEALAND STORY
Tecmagik/£34.99 ✱ Excellent conversion of the cutesy platform arcade classic. ✪ ✪ ✪ ✪ ✪

NINJA
Sega/£9.99 ✱ We're not even gonna think about telling you what this is about, 'cos it's so blindingly obvious. It's also crap, but that's another story. ✪

NINJA GAIDEN
Sega/£32.99 ✱ This does not take place in a garden. Smart ninja bash – high on action, high on gameplay. ✪ ✪ ✪ ✪

OLYMPIC GOLD
US Gold/£34.99 ✱ Okay version of the disappointing Mega Drive game. Once again, seven sports to compete in against either the computer or a pal (if you have one). Average. ✪ ✪ ✪

OLYMPICS
Sega/£34.99 ✱ Bloody expensive *Track And Field* sim that is as uneventful as it is expensive. Not a very good outing at all. ✪ ✪

OUT RUN
Sega/£29.99 ✱ Slow, blocky and about as much fun as a kick in the groin with a large hob-nailed boot. ✪

OUT RUN 3D
Sega/£9.99 ✱ Almost the same as *Out Run* but – you guessed it – the whole thing's in 3D. ✪

OUTRUN EUROPA
US Gold/£29.99 ✱ *Out Run* but with a subtle difference. You play an international spy who has had his car stolen. Not the most obvious reason to dash across Europe, except for the top secret files that were left on the parcel shelf. So off you dash in a car, on a bike, speedboat and anything you can get your mitts on. Gripping stuff. ✪ ✪ ✪ ✪

PHANTASY STAR
Sega/£39.99 ✱ Classic arcade adventure game with more quests to go on than I've had hot dinners. ✪ ✪ ✪ ✪

PITFIGHTER
Domark/£32.99 ✱ Noncey, snorey one- or two-player beat 'em up with dodgy controls and minuscule sprites. A chore to play and only slightly better than having to compete in the real thing. ✪ ✪

POPULOUS
Tecmagik/£34.99 ✱ Fancy meddling in the affairs of mortal men? With *Populous* you can meddle to your heart's content. This near-legendary game shapes up well on the Master System. Potter around 5,000 worlds and act in a generally Godly manner. A superior game

POWER STRIKE
Sega/£12.99 ✱ Shoot 'em up galore. Loads of things that go bang, but not much here for the high of brow. ✪ ✪

PREDATOR 2
Acclaim/£29.99 ✱ Run of the mill shoot 'em up, remarkable for the seeming absence of the eponymous villain. ✪ ✪

PRINCE OF PERSIA
Domark/£24.99 ✱ Outstanding conversion of an outstanding game. A brilliant fence 'em-up (opponents clash in true cut-and-thrust sword-fight fashion) which has you as the Prince, frantically racing through the corridors and dungeons of the Grand Vizier's palace in an attempt to rescue your beloved Princess against a tight time limit. Lavish sprite movement, excellent graphics and hugely addictive gameplay make this a triple must with knobs on.

PRO WRESTLING
Sega/£24.99 ✱ Sorry kinda cart, with loads of block-o-vision sprites and little playability. Brave attempt, but… ✪ ✪

PUTT AND PUTTER GOLF
Sega/£29.99 ✱ Crazy golf game that is fun for a little while, but soon begins to wane in the interest department. Fine if you're into Kiss Me Quick hats. ✪ ✪

R-TYPE
Sega/£29.99 ✱ Fine version of the old shoot 'em up classic. Fast, fun and full of juicy bits. A bit easy, but worth checking out just 'cos it looks nice. ✪ ✪ ✪ ✪

RAMBO III
Sega/£29.99 ✱ Pretty damn poor version of the awful 'blood and guts, Gawd bless you America' Sylvester Stallone film. Real *Oppo Wolf* territory. ✪ ✪ ✪

RAMPAGE
Sega/£29.99 ✱ The old corker in which you play an old hirsute B-movie monster (ie King Kong) and proceed to knock down the whole of New York. Nice animation and a dash of classic action make this a stonker. ✪ ✪ ✪ ✪

RASTAN
Sega/£29.99 ✱ Seriously average game which is not worth the relatively high cover price. ✪ ✪

RC GRAND PRIX
Sega/£29.99 ✱ Don your go-faster stripes for a motor racing game with a difference. Not a Porsche or Ferrari in sight – you dash round in a remote-controlled car. Not bad for all its bizarreness. ✪ ✪ ✪

RUNNING BATTLE
Sega/£29.99 ✱ Very, very poor. Awful sound, graphics and flick animation. Use it to prop up a wobbly table. ✪

SHADOW DANCER
Sega/£32.99 ✱ One man and his dog. Above average ninja beat 'em up, but, let's face it – if you've seen one ninja 'em up, you've seen 'em all. ✪ ✪ ✪

SHADOW OF THE BEAST
Sega/£34.99 ✱ Huge, classic graphic adventure, where you play the mutated homeboy in the fetching blue underpants. Despite looking amazing this plays rather less well. Shame. ✪ ✪ ✪

SHINOBI
Sega/£29.99 ✱ Yer, yer, yer. Been there, seen that, bought the T-shirt, washed it on a boil wash, too small, so flushed it down the toilet. Yawnsville, Arizona. Yes it's all very pretty, but also all very old. ✪ ✪

SLAP SHOT
Sega/£29.99 ✱ Above average hockey game that has the Master System fair steaming with all the supreme effort of moving those sprites about. ✪ ✪ ✪

SMASH TV
Acclaim/£tba ✱ Crap conversion of a fab game, with laughable graphics and awful sound effects. Avoid. ✪

SONIC THE HEDGEHOG
Sega/£29.99 ✱ Sonic the punk hog is back and he's even better on the Master System in some respects than the Mega Drive original. Much easier and slightly slower, but with a better playability factor over a larger playing area. Sonic will make a lot of Master System owners very happy and a lot of Mega Drive owners very jealous – a first. This is a classic conversion. Classic game. In fact, classic full stop.

SONIC THE HEDGEHOG
Sega/£29.99 ✱ What can you say about *Sonic*? More classic than a very classic thing. *Sonic* is brill on every format. Some even go as far as to say this is the best version yet. *Sonic's* a star. Real minty.

SPACE HARRIER
Sega/£29.99 ✱ Yawn, yawn. Wake me up when it's all over. Into the screen shoot 'em up balls up. ✪

SPACE HARRIER 3D
Sega/£9.99 ✱ Sad, sad, sad. ✪

SPEEDBALL
Mirrorsoft/£29.99 ✱ Not unlike the excellent film *Rollerball*, this is a highly violent cross between hockey and volleyball. It's the two-player option that makes the game. Both graphics and sound are a little disappointing, but if you're a budding Jonathan E, this is the game for you. ✪ ✪ ✪ ✪

SPELLCASTER
Virgin/£29.99 ✱ Animated sword and sorcery action adventure, set in Japan. With ultra-smooth graphics and sound, *Spellcaster* is one of the best games available on the Master System. ✪ ✪ ✪ ✪ ✪

SPIDERMAN
Sega/£29.99 ✱ Pretty nifty version of the old web-slinger's merry jaunts over the skyline of New York. Smart animation and graphics really make this one to watch out for. ✪ ✪ ✪ ✪ ✪

SPY VS SPY
Sega/£17.99 ✱ Weak game, with little humour and playability. Not really worth the time or the money. ✪ ✪

STRIDER
Sega/£29.99 ✱ Classic space-age beat 'em up, with every kind of bad guy to be overcome and disposed of. Good stuff. ✪ ✪ ✪ ✪

SUBMARINE ATTACK
Sega/£29.99 ✱ Underwater shoot 'em up. Okay, but nothing to write home about. Dive, dive, dive for the nearest better game instead. ✪ ✪ ✪

SUMMER GAMES
Sega/£29.99 ✱ *Track And Field* clone that is, frankly, disappointing. Not really worth it – go for *Olympic Gold* instead. ✪ ✪

SUPER MONACO GRAND PRIX
Sega/£29.99 ✱ Forget baked bean tins and a plate. *(Sorry, I didn't realise I'd even remembered them. Ed.)* Much more arcade-bound version of the Mega Drive hit that's worth a look if you fancy a bit of armchair racing. ✪ ✪ ✪

SUPER SPACE INVADERS
Domark/£29.99 ✱ Fun kinda game, which, surprise, surprise is based on the ancient grand-daddy of all computer games. New meanies and end of level monsters make for a playable game. ✪ ✪ ✪ ✪

SUPER TENNIS
Sega/£9.99 ✱ Not so sure about the 'Super' bit. And certainly no relation of the Super NES game of the same name. In fact, this game could more accurately be called 'Not So Super Tennis'. ✪

TAZ-MANIA
Sega/£29.99 ✱ Let's twist again… the demonic whirling dervish spins on to the Master System. Unfortunately it'd be better if he just buzzed off, 'cos this is a disappointingly limp game that gives the Master System a bad name – Peregrine, for example, or maybe Jeremy Beadle. ✪ ✪

NEW ENTRY

TECMO WORLD CUP '93
Flying Edge/£29.99 ✱ Recognisably football with functional controls, but bugged to jiggery. Shame. ✪

TEDDY BOY
Sega/£9.99 ✱ Nothing to do with wearing drapes and giving Mods a kicking, but everything to do with your cuddly teddy bear. Aaaaaaahh! Retch. ✪ ✪

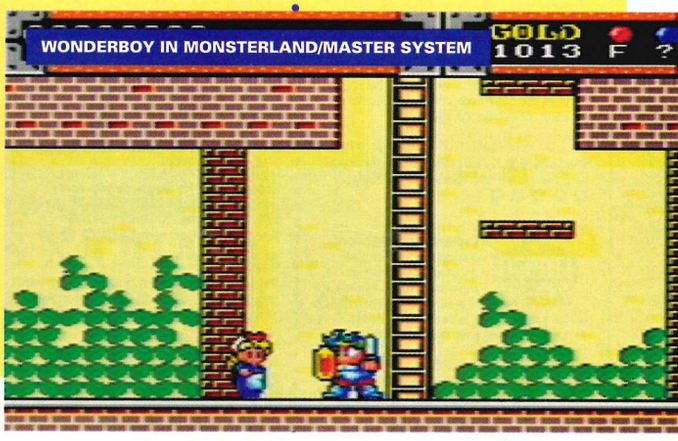
TENNIS ACE
Sega/£29.99 ✱ Ironically, slightly better than *Super Tennis*. But not much. ✪ ✪

THUNDER BLADE
Sega/£29.99 ✱ Fast and furious chopper action. (*Please! Ed.*) Standard *Air Wolf*-style shoot 'em up. ✪ ✪

TRIVIAL PURSUIT
Domark/£32.99 ✱ A good effort at converting the popular board game. Advantages include a one-player option for lonely fact fans, a choice of languages (handy if you're playing people from other countries) and a score screen that charts everyone's rating in the various categories. Disadvantages include the extremely slow pace and irritating humour. ✪ ✪

ULTIMA 4
Sega/£39.99 ✱ Role-playing game in the vein of *Dungeons & Dragons*. You roam the countryside earning money, partaking in jolly japes, meeting people with silly names, etc. Very freeform game that allows a great deal of variety. ✪ ✪ ✪ ✪

VIGILANTE
Virgin/£29.99 ✱ Ninja-inspired, multi-screen, beat 'em up. Good visually, plenty of action and screens. Plenty of fun, but just how many more ninja games can we take? ✪ ✪ ✪ ✪



WIMBLEDON
Sega/£29.99 ✱ With all the usual choices of hard, lawn or clay courts, tournament or single matchplay, this is an initially difficult, but an ultimately rewarding tennis game. First Wimbledon, next the cardboard-acted coffee ad. ✪ ✪ ✪ ✪

WONDERBOY
Virgin/£24.99 ✱ The original outing for Wonderboy now looks a little dated, but there is still a bit of a stonking game hiding away in here. ✪ ✪ ✪

NEW ENTRY
WONDER BOY IN MONSTERLAND
Sega/£29.99 ✱ Massive, cutesy platform game with a small element of RPG. Not hugely difficult to complete, mind, so the rock hard among you may feel you haven't got your money's worth (you whinging tight wads). ✪ ✪ ✪ ✪

WONDERBOY III
Virgin/£29.99 ✱ Yet another Wonderboy game. Again, the same old formula rears its ugly head. It's nothing amazingly new, but quite well put together. ✪ ✪

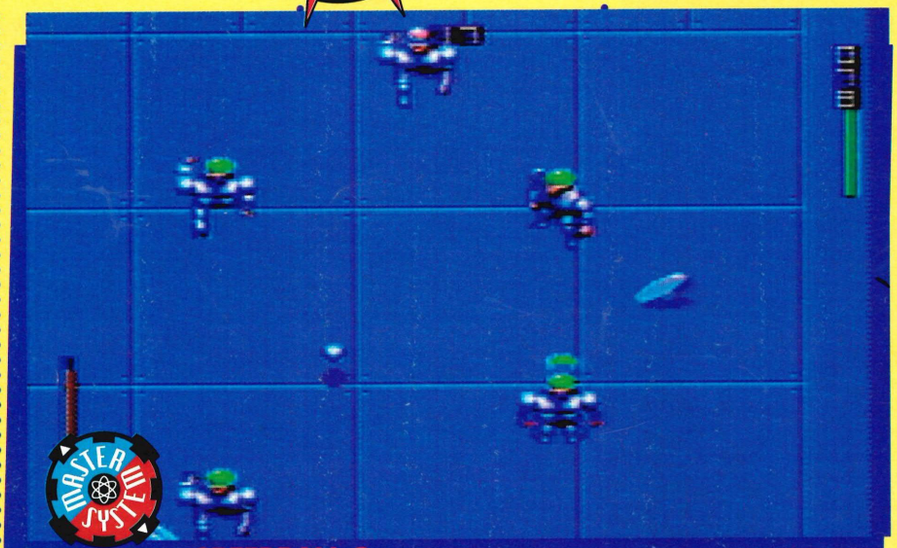
WORLD CLASS LEADERBOARD
US Gold/£29.99 ✱ A reworked version of *Leaderboard* with an increased playing area and better graphics by far. Up to four players can compete over 18 holes. ✪ ✪ ✪ ✪

WORLD CUP ITALIA 9'0
Sega/£24.99 ✱ Awful, brown and smelly game. Really one of the crappiest footie sims around. ✪

WORLD GAMES
Sega/£24.99 ✱ Yet another *Track And Field*-type game with very little in the way of new elements to offer. ✪ ✪

XENON II
Image Works/£29.99 ✱ Potentially a game of greatness, let down by some very ropey collision detection. But, for all that, there are some very nifty graphics and sound. ✪ ✪ ✪ ✪

YS
Sega/£32.99 ✱ Bit pricey, but for all that a pretty smart game. Worth a look for all those serious adventure players who want to quest for the unknown. ✪ ✪ ✪ ✪



MASTER SYSTEM

MEGA ZONE

SPEEDBALL 2
Virgin/£29.99 ✱ Yet another excellent version of Renegade's stylish but violent game of the future. Quite sedate compared to the 16-Bit versions, but marvellously playable anyway. *The* two-player sports sim for the Master System.

SUPER OFF ROAD
MEGA ZONE

Virgin/£27.99 ✱ Speedy four-wheel buggy driving game in glorious microscope-o-vision. Dabble with your specifications (oo-er!) after each race and collect turbo nitro power-ups and bags of cash en route.

SUPER SPACE INVADERS
Domark/£27.99 ✱ A lot more fun than you'd expect. Many nifty new touches with numerous configurations of aliens that do weird things like bisect or grow when shot, dazzlingish backgrounds and a dramatic cattle mutation round!! ✪ ✪ ✪ ✪

TERMINATOR
Virgin/£25.99 ✱ With smart graphics and blasting sound, you'll need lightning reflexes and a brain tuned into your trigger-finger for this five-level fightorama. As tough as Arnie himself, except it doesn't hug babies. ✪ ✪ ✪ ✪ ✪

SUPER MONACO GP
Sega/£19.99 ✱ One of the few Grand Prix games available for any handheld, and also one of the most disappointing. Best you stick to the real thing (if you can afford the car, that is). ✪ ✪

SUPER WONDERBOY
Sega/£19.99 ✱ Cute and detailed with nice graphics, *Super Wonderboy* is highly playable. Should keep even the most cynical gamer involved for hours. ✪ ✪ ✪ ✪

WORLD CLASS LEADERBOARD
Sega/£24.99 ✱ *The* classic golf game. The animation is super smooth, sexy and functional. In a well-supplied genre, truly one of the better golf handheld games around. ✪ ✪ ✪ ✪

TECMO WORLD CUP '93/MASTER SYSTEM

GAME GEAR

ALIEN SYNDROME
Sega/£24.99 ✱ Quite addictive plan-view shoot 'em-up, with lots of weapons, killer gametes hunting you down, and a maze of rooms containing people to rescue. A kiddies' version of *Alien 3*, really. ✪ ✪ ✪

AX BATTLER
Sega/£29.99 ✱ Lots of battling with axes. Simple, huh? Uneventful hack and slash job. ✪ ✪

CHASE HQ
Taito/£25 ✱ Standard race and shoot game that makes *Outrun* look truly ancient. Unfortunately it's all a bit easy. ✪ ✪ ✪

CHESSMASTER
Sega/£19.99 ✱ What a stonker of a game. Although chess is chess is chess, if you want to play it on your Game Gear, this is the only cart for you. ✪ ✪ ✪ ✪ ✪

CHUCK ROCK
Sega/£24.99 ✱ *Chuck Rock* is an instantly playable platform game with lots of humorous touches like belly-butts and cool caricature graphics. Great fun. ✪ ✪ ✪ ✪

CRYSTAL WARRIORS
Sega/£24.99 ✱ A *Zelda* clone if ever there was one, and it's a pretty funksome one at that. ✪ ✪ ✪ ✪ ✪

DEVILISH
MEGA ZONE

Genki/£20 ✱ Somewhere between pinball and an excellent shoot 'em up, *Devilish* puts you in charge of a *Block Out*-style paddle which you must use to destroy nightmare versions of graveyards. A spooky little gem.

DONALD DUCK/DIME CAPER
Sega/£29.99 ✱ Smart graphic adventure with loads of platforms and bad guys to do away with. It may be all a bit easy, but who cares – it still looks very nice. ✪ ✪ ✪ ✪

DRAGON CRYSTAL
Sega/£24.99 ✱ 'In days of old…' Fire-breathing action, but with no sign of Puff. Nothing special. ✪ ✪ ✪

FACTORY PANIC
Sega/£24.99 ✱ Odd little puzzle game, but worth a look if puzzles are your particular thing. ✪ ✪ ✪

FANTASY ZONE GEAR
Sega/£24.99 ✱ Flawed handheld version of *Fantasy Zone*. Not good. ✪

G-LOC
Sega/£24.99 ✱ Conversion of a far from brill game. Relatively smooth graphics give the flight sim feeling, but after a couple of plays interest wanes. ✪ ✪

GEORGE FOREMAN
Flying Edge/£28.99 ✱ Okay-ish boxing game that fails to hit the spot. (*Groan. Ed.*) Better than some, but not as good as others. ✪ ✪

HALLEY WARS
Sega/£24.99 ✱ Not a bad little shoot 'em up, with loads of little triangles zooming all over the place. Not bad for what it is, which is loads of zooming triangles. ✪ ✪ ✪ ✪

INDIANA JONES AND THE LAST CRUSADE
US Gold/£29.99 ✱ The graphics are rather sparkly; Indy himself has a rather smart, swaggering way of walking and the backgrounds are varied and atmospheric. The difficulty is pitched about right, too. It's a (whip) cracker! ✪ ✪ ✪ ✪

JOE MONTANA FOOTBALL
Sega/£24.99 ✱ Hup, hup handheld. Loadsa Yankie footie action, surprisingly easy to see and with a fair dollop of playability. *Joe Montana* ain't bad. ✪ ✪ ✪

KLAX
Domark/£29.99 ✱ Classic game that makes a welcome appearance on the GG. ✪ ✪ ✪ ✪

MARBLE MADNESS
Domark/£27.99 ✱ Identical to the Master System version, but smaller. ✪ ✪ ✪

MICKEY MOUSE
Sega/£24.99 ✱ Scaled-down version of the excellent Mega Drive game. Retains the high standard of graphics and animation, with ear-curling sound effects. ✪ ✪ ✪ ✪

NINJA GAIDEN
Sega/£24.99 ✱ Nothing to do with hardy perennials and everything to do with kicking people in the teeth. One of those near legendary beat 'em ups. ✪ ✪ ✪ ✪

OUTRUN
Sega/£24.99 ✱ Naff conversion of the ancient pub-bound coin-op with little of any interest to offer. ✪ ✪

OUTRUN EUROPA
US Gold/£24.99 ✱ A technically adept game that combines the best bits from other driving games. Lots of different vehicles and the ability to ram, shoot and punch other traffic help sustain interest. ✪ ✪ ✪ ✪

PENGO
Sega/£19.99 ✱ Version of the much used and extremely dated *Pac-Man* gameplay. Unfortunately, *Pengo* shows its age – give this game a bus pass and a zimmer frame, someone. ✪ ✪ ✪

PSYCHIC WORLD
Sega/£19.99 ✱ Mind-bending action – well worth looking at, partly for the low price and partly for the puzzley, arcadey action. ✪ ✪ ✪ ✪

PUTT & PUTTER
Sega/£19.99 ✱ The putting green, peace, order and well cut lawns. Except here it's gone mad. All twisted and turned, complete with hills, traps and bouncy bollards. You need to bounce as well as putt to get a hole-in-one in this game. ✪ ✪

SHINOBI
Sega/£24.99 ✱ The classic slash 'n' dash over four levels survives the transition to the Game Gear well. Ultra-smooth graphics combine handsomely with a varied gameplay. ✪ ✪ ✪ ✪

SLIDER
Sega/£24.99 ✱ Dull and uneventful puzzle game that owes more than a passing nod to *Pac-Man*. Very poor. ✪ ✪

SMASH TV
Acclaim/£29.99 ✱ Excellent arcade game that has sadly been reduced to a frustrating chore through conversion to the Game Gear. Squinty graphics and a dodgy control system are the villains of the piece. ✪

SOLITAIRE POKER
Sega/£24.99 ✱ More like *Patience* than *Poker*, but still a well-executed little cart. This will definitely be your bag if you're into hair-tearing puzzle games. ✪ ✪ ✪

SPACE HARRIER
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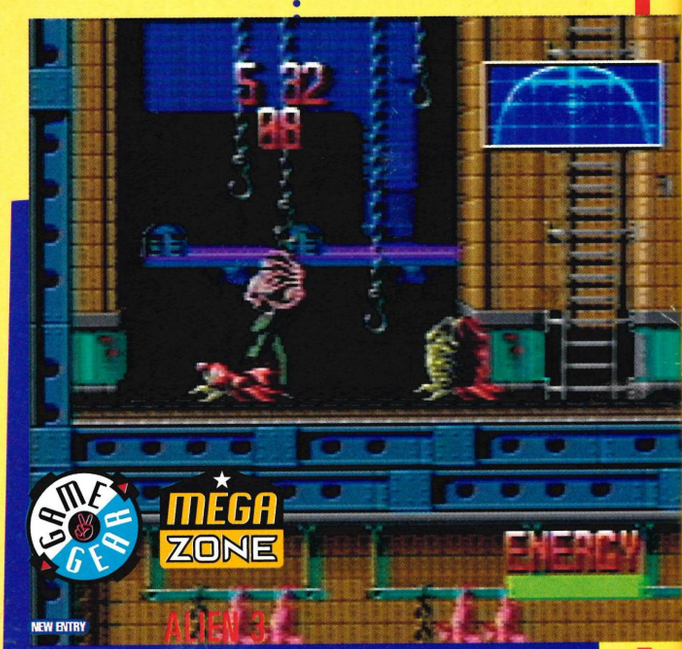

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* **I would like to sell** six games on the C64 for only £14. Wow! Buy it. Ask for David York on 081 348 9423.
* **Mega Drive** games for sale £12 to £30. *Shining In The Darkness, Warriors Of The Eternal Sun, Devilish Corporation, Faery Tale, Sword Of Vermillion.* Phone 0932 565079 after 5pm.
* **Game Gear** games for sale. *Sonic* £13, *Ninja Gaiden* £10, *Shinabi* £10, *Castle Of Illusion* £10, *Pengo* £5, *Columns* £5, car adaptor £7 and carry case £10. Call Alexis on 0740 20878.
* **Amiga and Atari games** from £8 to £30, posted to your house. *Streetfighter II, WWF* etc. Call Bobby on 0788 569350.
* **Spectrum games** for sale. Sell for £5 each. Games include *WWF, Viz, Chase HQ 2,* etc. Or swap two games for one Game Gear game. Phone 03398 81518 after 4pm. Ask for Donald.
* **Mega Drive games** for sale. *EA Hockey, John Madden '92, Joe Montana 2,* £24 ono each. All boxed with instructions. A1 condition. Phone 0603 737583 after 5.15pm.
* Mega Drive games for sale or swap. UK and Jap. *Strider, Castle Of Illusion, Ghouls and Ghosts* and more. Phone Michael on 0222 811019.

want ZONE

* **Cheap games.** *Fantasia, Revenge Of Shinobi, Flicky, Truxton* all £25. All games brand new. Send want lists to Jon Kelly, 18 Adcombe Rd Taunton, Somerset, TA2 8EH. Phone 0823 278149. Thanks.
* **Master System games** wanted, especially *Sonic* or *Asterix.* Good condition. Phone Tim 0603 34317.
* **Master System and Mega Drive games** wanted. Will give good prices. If interested, phone Daniel between half past three and six o'clock on 0408 633220.
* **SNES or Mega Drive** wanted with games and joypad for around £80/£100. Phone after two o'clock 0480 63442.
* **Game Gear** with some games wanted for £80/£100. Will pay cash. Phone Shankar on 0933 663239.
* **Atari CX2600 carts** wanted. Send details to: Simon Kinns, 36 Duncombe Street, Kempston, Bedford MK42 8ED.
* **Mega Drive** wanted with games for under £100. Please ring 07084 52631 and ask for Nick.
* **Master System games** wanted. I'll pay up to £20 each. *Psycho Fox, Tom And Jerry* and *Wonderboy III* preferred. Phone Anthony on 061 681 0518 after 4.30pm.
* **Master System platform games wanted.** Pay up to £15 at the most. Any of the following, if poss.

Donald Duck, Sonic 1, Asterix, Mickey Mouse, Prince Of Persia, Contact Russell 0543 677416.

* Wanted: **Sega Master System** games, one player only, not sport. Offers to M. Figgs, Flat 5, 122 Dorchester Road, Weymouth, Dorset, DT4 7LG.
* Wanted. **Any games for Game Gear** bought for good prices. Call 0634 843441 after 4pm and ask for Brendon. Call now.
* Wanted: **Master System and Mega Drive** games to buy for disabled player. Telephone 0203 302623.
* Wanted! Either ***European Club Soccer*** or ***World Cup Italia '90*** for the Mega Drive. Will pay good prices for each game. Please write to: James Bewers, 96 Seaview Drive, Great Wakering, Essex, SS3 ODT.
* Wanted: **Two games for Sega Master System.** Will pay between £5-£15. Write to Chris Delamare, 79 Essella Rd, Ashford, Kent or ring 0233 626154 and ask for Chris after 6pm Thursdays.
* Wanted **Mega Drive** and ***Sonic,*** must be VGC. Will swap for VGC Karaoke machine, boxed, worth £130, might sell. Call 0634 843441 ask for Brendon after 4pm.
* Wanted: **Game Gear** (mint condition) with at least one game and mains adaptor. Willing to pay up to £80. Tel 0634 271075.

swap ZONE

* I will swap **Sega Mega Drive,** 11 games, US/Jap converter, Sigma Ray joystick control pad totalling over £550 (all boxed) for Amiga minus games. Am I kind or what? Write to Danny Bray, 18 Glenroy Avenue, Colne, Lancs.
* **Master System games;** will swop *Dead Angel, California Games* or *Scramble Spritis* for *Populous, Chuck Rock, Pro Wrestle, Slap Shot.* Phone Robert on 0422 248439.
* I will swap my **five Master System** games *Spiderman, Alex Kid, World GP IV, Afterburner etc* for a Mega Drive power base converter and *Sonic 1 and 2, Universal Soldier, Terminator* and *Tazmania.* Phone Tom on 081 977 0253.
* I will swap my **Big Technic Lego** car and more for *Sonic 2* and *Shenobi* for Game Gear. telephone Jack on 0379 870197.
* **Sega Game Gear** with *Sonic 2, Psychic World,* Master Gear converter, carry case and AC adaptor. £120 or will swap for Mega Drive with two games. Call 0752 880798 and ask for Adrian.
* **Master System** games. I will swap my Acorn Electron with intro tape and some games for any good Master System game(s). Call Patrick on 0900 816433.
* I will swap my **Powerstike** or **Vigilante** for your *Sonic The Hedgehog* on the MS. Call 0977 612182.
* **Mega Drive, UK model.** Seven games, two control pads, all leads. Boxed. Swap for Amiga 500 or sell £260. 0223 243434.
* **Master System II.** Swap my control stick for one game or control pad for the Master System II. If interested call Matthew on 0446 794850.
* **Nintendo (NES)** with *Mario 1 + 3* and *Punchout* to swap for Game Gear with one game or AC adaptor. If interested phone 0908 313860 and ask for Mark.
* ***EA Ice Hockey*** for ***Baseball*** or any up-to-date game for the Mega Drive. Phone Carol on 0784 469925 after 5pm.
* Swap **Master System II** with two games *After Burner* and *Action Fighter* for NES with one game or selling Master System for £60 with games. Phone 071 252 4723 and ask for Junior.
* I will swap my **Mega Drive** for a Game Gear with mains adaptor and games. I have four games *JP2, Sonic, Sonic 2, PGA Golf Tour* or I'll swap for a SNES with games. Call Paul Robinson on 0245 466806.
* Swap my **Lynx 2** with *Awesome Golf, Xenophobe, Ms Pacman, Hard Drivin'* for either £60 and four great Mega Drive games or sell for £120. Tel Nick on 0602 663171.
* I want to swap my **NES with four games** for a Mega Drive with one or two English games. Ring Ricky on 0332 824248 after 5pm.
* **Mega Drive** game swap. *Tazmania* for *Desert Strike* or *Sonic 2.* Clayton Tanner, 48 Lime Road, Ashton, Bristol B53 1LT.
* I will swap my ***ToeJam And Earl*** for *Bulls Versus Lakers, Splatterhouse 2, Pitfighter, Speedball 2 , Super Monaco 2, Capriati Tennis or Lemmings.* English versions only. Phone Michael 0825 722883.
* I will swap my **Nintendo** five games and £10 for a Super Nintendo with one game. If interested call Stephen on 0542 32935 after 4pm.

pal ZONE

* Lonely 18-year-old male looking for a girl aged between 16-20. Likes music. If interested write, including photo, to David Roberts, 18 Barnstead Avenue, Withington, Manchester M20 9UL. Write quickly!
* **Hi!** I would love a pen pal aged 9-11. Must be into Sega especially the Mega Drive. Write to Carl Holding, 13 Collins Terrace, Grasslot, Maryport, Cumbria, CA15 8DL.
* **Insane male** metal fan wants male/female for computer/metal/anything-related conversation. Aged 14 to 18, no big-headed Amiga owners please. Dave Skillin, 49a Malling Road, Snodland, Kent.
* **Yo!** I own a Master System 2 and I want a pen pal. Send photo, name address etc. to Glyn Moran, 71 Morningside Close, Shelton Lock, Derby, DE24 9JQ.
* **15-year-old boy** seeks penpal aged 12 to 14. Boy or girl, must have Game Gear and like sport. Write to Ian Martin, 104 Woodberry Drive, Sittingbourne, Kent ME10 3AX.
* **We're in need of a penpal(s)** with a Mega Drive. Write to Michael and Martin, 111 Kingsmill, Elgin, Morayshire IV30 2BX.
* **Oi!** Want to write to someone who's into Sega gear? Great! Then write to me, S White, at: 28 Churchfield, Ware, Herts SG12 OEO.
* **Pretty 13-year-old girl** seeks male 13-15 years who has a great sense of humour. If interested, send letter and recent photo to Emma, 45 Paston Ridings, Paston, Peterborough PE4 7UR.
* **Gavin Gallimore** needs a penpal aged 10, 11 or 12 years. Must have a Game Gear or a Master System. Please write to 64 Bishopdale Close, Wittlehall, Warrington, Cheshire WA5 3DF.
* **Mark,** 15, would like exciting Sega players (mainly girls) to write to. No photo needed. Please hurry!! Write to Mark Johnson, 8 Glebe Avenue, Kenton, Harrow, Middx HA3 9LE.
* **14-year-old** boy wants girl/boy penpal. Must have Game Gear and enjoy most music. Write to 59 Braemar Avenue, Dunblane, Perthshire, FK15 9EB.
* **14-year-old** male seeks females around same age. Interests: UFOs, Mega Drives, send recent picture. Write to: Anthony Armstead, 5 Largill Close, Davenport, Stockport, Cheshire, SK3 8UR. 100% reply okay? **Ciao.**

fan ZONE

* **I'm in love with** Violet Berlin. She is such a stunner. I want to marry her. From Scott (aged 20). Address – I'm not telling.

thing ZONE

* Wanted – anything on **Michael Jackson** but mainly *Dangerous Tour* merchandise and VHS videos. Contact Lisa on 0473 747976 after 4pm.
* **Falcon Racer Bike** for sale. Ten gears, good condition, hardly used. Will sell for £50 ono. Call John on 051 336 4894.

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Wtf

Five months in, and still nobody's guessed what the initials NFI stand for - we've had some pretty close calls, but that's about it. But anyway, guessing what NFI stands for isn't the main reason we're here - indeed no. The real reason for the existence of these pages (in case you're a new reader and don't know already) is to see what kind of games designers you lot would make... and you only need to possess four things to make yourself eligible for inclusion:

1. **A brain.**
2. **A dash of imagination/inventiveness.**
3. **Some bits of paper.**
4. **Some coloured pens.**

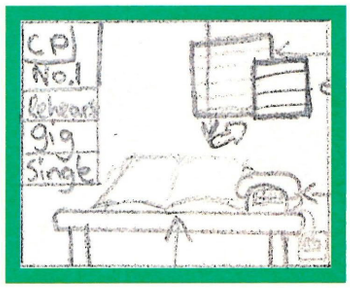
So you see, it's not that difficult... although numbers 1 and 4 seem to have stumped a few of you. Still, we won't harp on about that. However, what we will harp on about is this: It doesn't matter if you're crap at drawing! Okay? Got it? Comprendo? We don't even give a toss if you're as crap at art as Rolf Harris - the main thing is that you give it your best shot... and at the end of the day it's the idea that counts. Just one final note: Please don't just use pencil as (a) pencils in the upper 'H' ranges don't reproduce very well, and (b) we don't want NFI looking boring and drab.

in short

This section is devoted to your naff game titles, bad ideas, verbal diarrhoea and general uselessness. In fact, we'd better face it right now - the IN SHORT section is probably your best chance of getting your name in print. No, no. Forget this probably nonsense. Definitely, for sure, dead cert...

Dear NFI

In my game *Robotmania* there are seven robots and they all come at you in different rows (it looks a bit like *Klax*, but instead of blocks you get the robots). Your job is to shoot the robots away from your fuel, which is at the bottom of the screen, using the Light Phaser. You have to time exactly when



you shoot the robots, but remember – the robots don't die, they just go back to the beginning and try again. Over to you.

Christopher Gilks, Colchester, Essex.

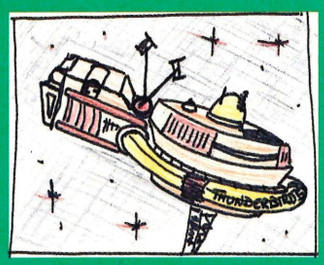
So, er, this Robotmania game never actually ends, then?

Fab

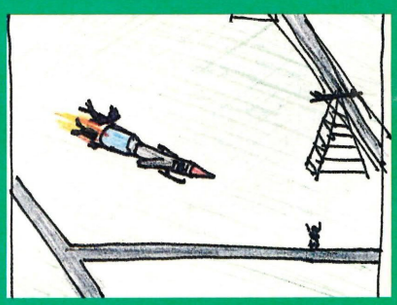
by Jon Weeks of South Glamorgan

Here's my *Thunderbirds* game, which has already got some good things going for it: Firstly it's got a pre-written (and very catchy) music track, and secondly, there's the possibility of linking the game into some of the *Thunderbird* videos, so you can watch the film then do your stuff.

"Control to Thunderbird One, Two, Three!" (Whichever craft is contacted, the relevant picture is highlighted and contact is made with the pilot (Virgil, Gordon, etc). Mr Tracy then fills you in on the mission.



"Mayday! Mayday! Calling International Rescue! Calling International Rescue!" This is the start of a mission – could it be that Lady P's in the thick of it? *(Heaven forbid. Ed.)*



Graphics and gameplay are of a similar format to *Desert Strike* – which will allow detail to be included at a small enough size to give the atmosphere of the cartoon characters.

Life

by Catherine Ruddick of Belfast

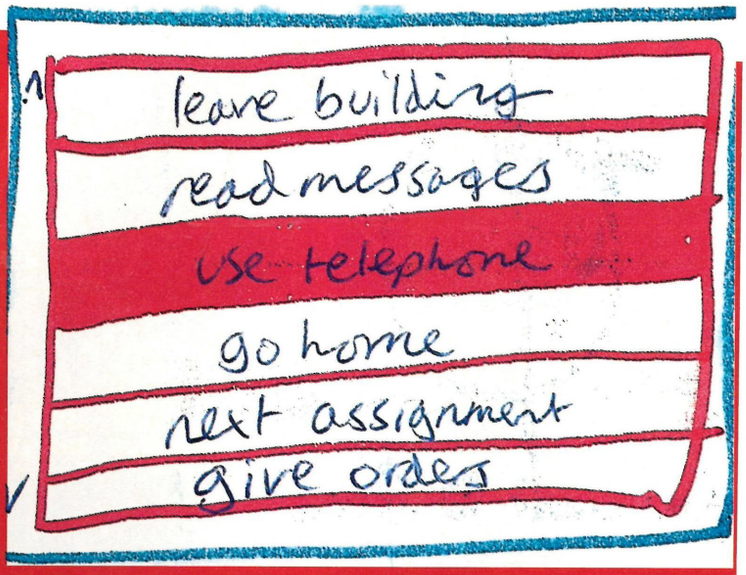
I think the perfect game would be one all about life. You could see the whole world through your character's eyes, choosing a job at the start such as a lawyer, detective, teacher, hotel manager etc. You would then have to try to run the business so well that you get promoted by the head of the company. You could employ people, have a budget, give orders, complete missions and assignments and tell people what to do. To give orders you would just have to press (for example) button B and questions would come up on screen. For example:

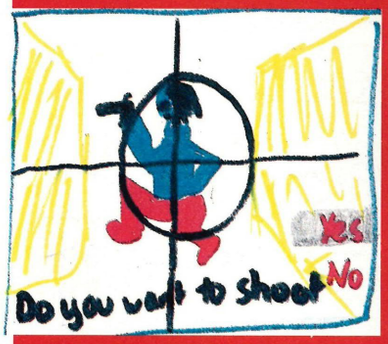
"Do you want to use the telephone?"

"Do you want to give orders?"

"Do you want the next assignment?"

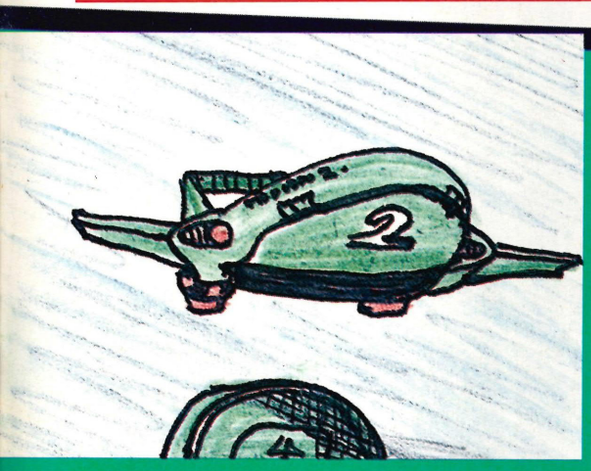
To choose one of these you move a bar up and down the screen and select the one you want by pressing button B again. After that, more detailed questions come up. You could also leave work and walk into a shop or down a street or go back home. As you enter a shop, a products screen comes up with things on it – and you choose what, and how many items you want.



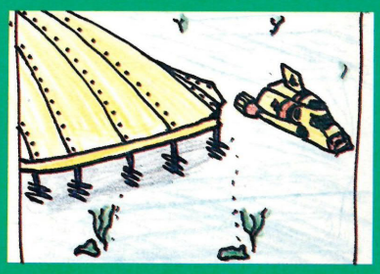


An NFI spokesperson says...

"Yes, and all the programmers have to do is work out how to squeeze the entire contents of life itself onto a 16 meg cartridge. What could be easier?"



When using TB2 with the pod deployed, TB2 is parked and control passes to TB4 (or the Land Tractor or Mole, if on land). Or maybe there could be a two-player mode instead.



Same animation as for flying, but it's underwater.

Final thoughts: The missions map and information would be accessed via TB5. Brains may also be accessed for technical information. And, of course, if you don't act fast enough it could be curtains for Lady Penelope, Parker and the watermelon.

An NFI spokesperson says:

"Your idea of using the *Desert Strike* perspective would work brilliantly in a Thunderbirds game. And the Brains/TB5/Mr Tracy information screens are a nice touch, too, as is the two-player mode. Hmmm, not bad. Not bad at all."

Dear NFI

My game is called *No.1 Hit*. You are a struggling musician who wants to make it to the very top of the music business, but you've got a long way to go. You first have to decide whether to form a band or go solo. Then you have to choose from 13 types of music, from heavy metal to indie. Then you go shopping for instruments. Once you've done this you need to name your band and rehearse until you're note perfect. Then you're ready to do some gigs and release a single. If it's any good you might get a number one hit. This is when the money starts rolling in, and you can move to bigger and better gigs, release an album and get loads of birds.

Barry Wells, Witham, Essex

Why not cut out the instruments, rehearsing and live gigs bit, let someone else choose your band's name and call the whole thing *The Stock, Aitkin and Waterman Short Cut To Fame And Fortune*? Simple, huh?

Toboggan Torment

by Colin Innes of Essex

As a keen tobogganist I have always thought that it would be a good idea to have a toboggan sim on a console. You could choose from six toboggans, each with different assets. One might have smooth runners *(not jagged ones then? Ed.)*, another might be good at cornering, and so on. There are 20 different courses as well as a course design option. There are several different features in the game, like moguls, trees, bushes, tunnels, jumps, icy patches and rocks. There are three different difficulty settings – novice, amateur and professional. There is also a two-player mode so a friend could take control of the other tobogganist. There would be about 15 tobogganists in each race who you can barge into trees and rocks. You would have to come in the top three to qualify for the next race. I think the game should be called *Toboggan Torment*, and I have enclosed two screenshots and the control method for the Mega Drive version.

An NFI spokesperson says:

"The trouble with this sort of game is that it walks or falls almost entirely on the standard of the graphics and animation – so I can't really say whether your game would end up being rather good or very crap. Oh, and it must be quite depressing being a keen tobogganist in Essex."

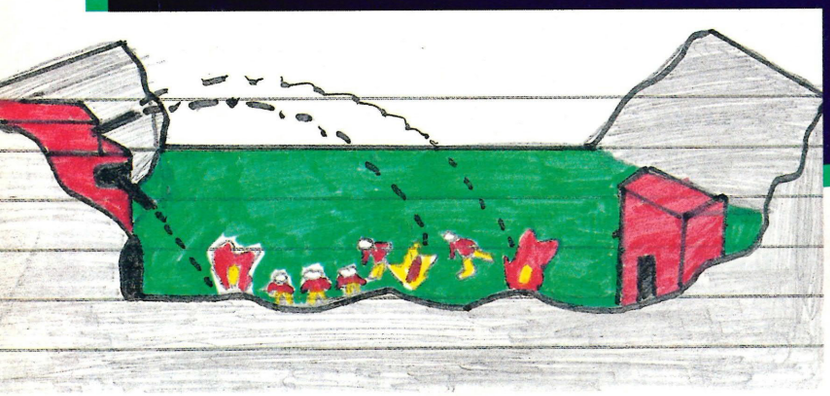
Mountain Massacre

by Paul Doody of Limerick

I really like war games, so this is my idea of one. It's set in a mountain range so I called it *Mountain Massacre*. You are the general of an army and 100 of your men are trapped in a cave under an enemy base. The plot of the game is to get your men across to your base on the other side of the screen. You can take out five to ten men at a time. The enemy fires mortars at the men as they run across. There are also mines scattered around the place so it will mean a few certain deaths. When all your men are either dead or at their base, you gather them all together *(Even if they're all dead? Ed.)* and attack the enemy army which is advancing towards your base. You have five tanks to attack with. You can either kill all the enemy or capture some of them. You can choose to question them. If you do so, the graphics change and all of a sudden you are a large sprite in a room where all the prisoners are lined up. One by one you question them by going to the question sheet which has all the necessary questions. If they do not answer, you shoot them with your gun.

An NFI spokesperson says:

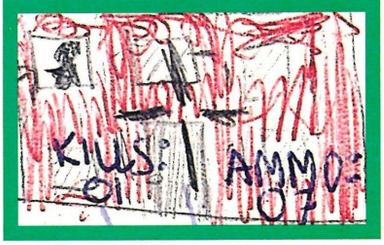
"Have you ever thought about joining the Gestapo?"



Screen Shot Of The Month

From level three of **Urgent Rescue**, *a game designed and illustrated by* **William Peacock of Ely, Cambs.**

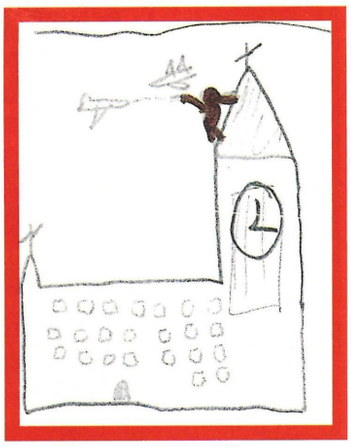
Level Three: You're hidden behind a wall by the old factory. The more people you can shoot inside the building, the easier the next level will be. You have limited time and limited ammo...



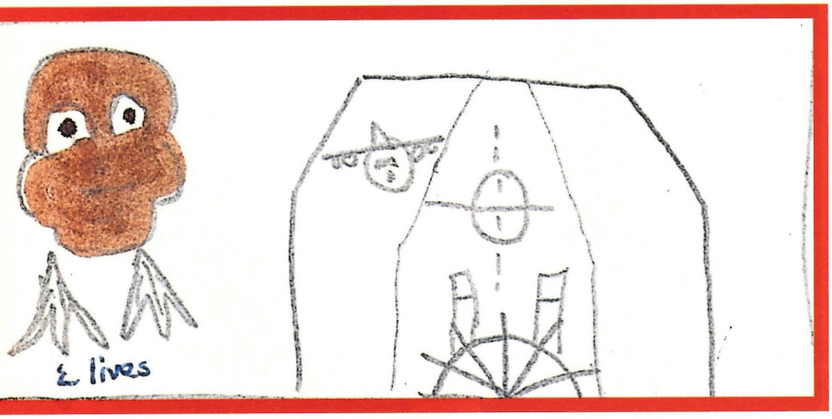
Dear NFI

I have a good idea for a Mega Drive game, *King Kong*. On the first level you, King Kong, would have to try to capture a woman in her van, but you must first do over her boyfriend, who is equally big. Level two would be set in downtown London, where you must climb up Big Ben and kill MPs with your banana gun. Level three is the top of Big Ben, and you must knock the planes out of the sky. Level four is on a boat, heading to Hong Kong – and you must kill the crew by jumping on them. Level five is the final level in which you must sail the ship to shore and use your gun to shoot down the incoming planes. If successful you end up on an island where you live happily ever after with She Kong.

Tim Weston, London



Yes, but what happened to the woman you captured from the van?



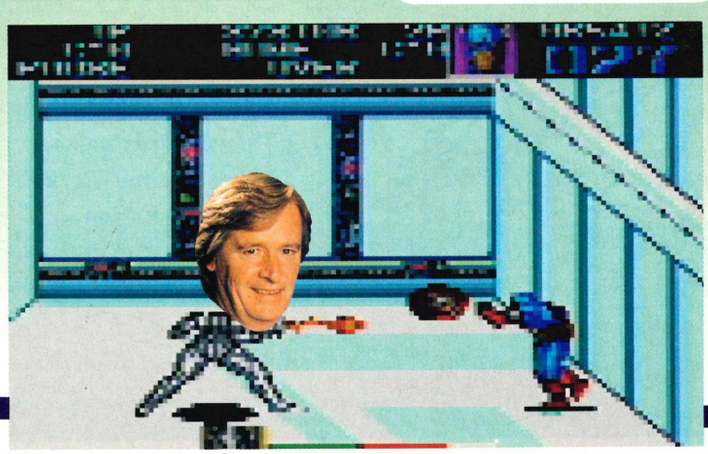
Beat Whoever You Like Up

by Edward Davis of Somerset

Firstly, NFI clearly stands for No F*****g Ideas. *(Wrong. Ed.)*. Secondly, I think that the game missing from the market in these troubled times is a beat 'em-up, incorporating a sprite designer and a serious options screen. Why? Well, what about being able to change your opponent's face with, maybe, some pre-set options like some politician (imagine being in the ring against John Major) or inserting your own drawing of your boss's/teacher's mug. Also a body option could be good: Give yourself Arnie's bod and give the other guy (or gal) the body of a complete waster (with the face of whoever you like). With these options you could devise your own plot after a 'bad day at the office' or whatever, and you could relieve yourself of some stress.

An NFI spokesperson says:

"And here's a little something the art staff knocked up earlier, to make sure everyone has got the idea."



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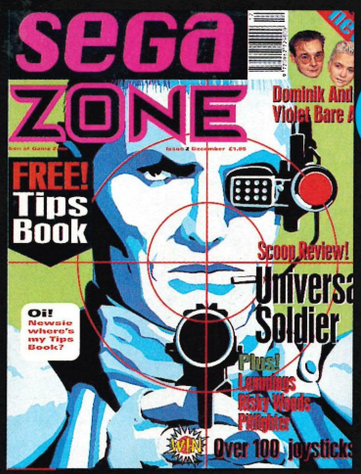

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(What you're basically trying to say is that you don't have a clue what's going to be in the next issue because you couldn't organise a liqueur-tasting session in a Benedictine monastery. A.Reader.)

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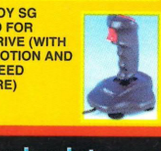

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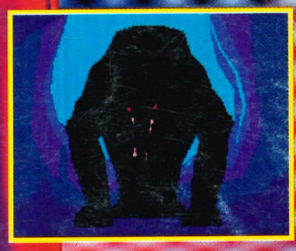

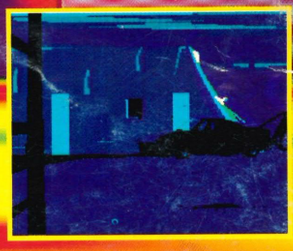

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