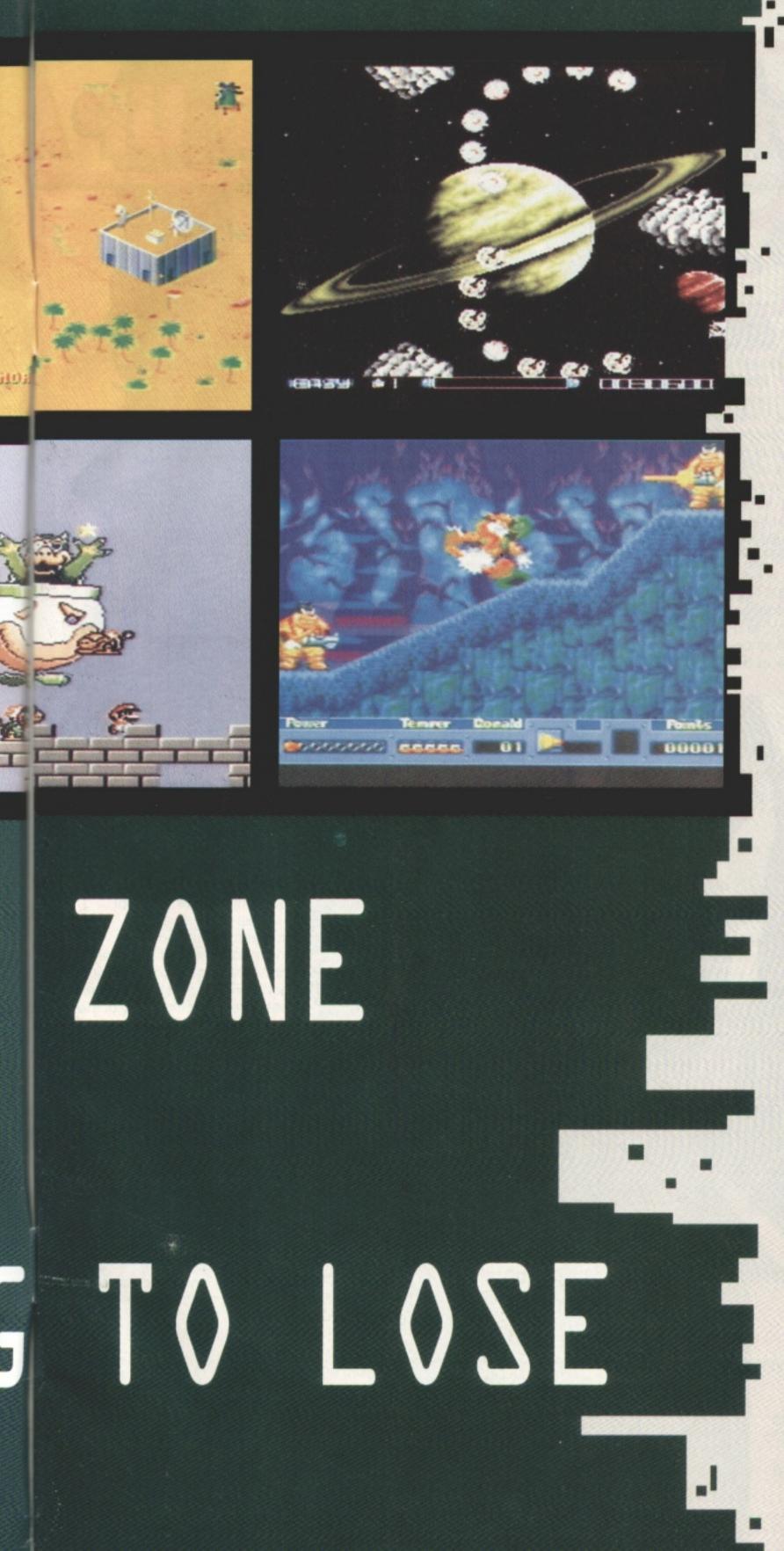




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Will you be blown to smithereens by your friendly neighbourhood Terminator?

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YOU KNOW WHERE TO COME.

NEW 34000

We've got ourselves a brand new SEGA FORCE **Deadhead! Known** to his friends as Paul Wooding, he hails from Brummie Land. Well, nobody's perfect. But he's a flickin' good gamesplayer and as soon as we finish getting him to make his mark in Game Freak Alley, it's down to some heavy

duty playtesting on the latest red-hot Sega stuff to hit the streets!

CHRIS 'WHAT'S IN YER SARNIE?' KNIGHT, Big Ed

I were right nervy on me first day down Game Freak Alley. Who were these people I was working with? And what did they have in their samies at lunchtime?

It didn't take me long to learn that a good, honest piece of cheese wasn't enough for this lot. Oh no! Marmite, Ardennes paté, anchovies... you name it, they had it. Still, when I started brandishing a few French sticks around, I soon had the situation under control, and we've never looked back since!

Fave Game of the Month: SONIC 2

ADRIAN 'NOBODY LOVES ME' PITT, Deputy Ed

My first day in Ludlow was spent sitting on my own by the River Teme. throwing egg mayonnaise sandwiches to the ducks. You see, being the new boy at the time, I didn't have a posse to 'hang around' with.

DISHING UP

I lodged here in bed and breakfast for a while. Boarding house? Should've been boarded up!

Now, being the longest serving member of the crew, I've made loadsa friends. There's Hughie, Lewie, Dewie, Donald and Daffy. Ducks are such good listeners, don't you think?!

Fave Game of the Month: LEMMINGS

WARREN 'WHERE'S THE KEYS?!' LAPWORTH, **Prod Ed**

My first day at Europress Impact was spent contemplating my navel and filing my nails (or was it the other way round?!) - we had no computers to work on!

When I began at the company's previous incarnation, Newsfield, I only had a cardboard computer to begin with! Honest! And when I had a real machine, one of the first reviews I wrote caused a row with a leading software house! Oops...

Fave Game of the Month: SONIC 2

Staff Writer Blinkin' flip! It seems like only yesterday that I was the new boy

MAT 'BACKSTAGE PASS' YEO

around here!

My first day was a wild and wacky Wednesday in April. I was just like young Paul: keen, eager and talented. Anyway, that didn't last for long, as you can see!

Don't worry, Paul, we'll soon knock you into shape! And if we don't, you could end up working for N-FORCE! Bad luck!

Fave Game Of the Month: SONIC 2 (MD)

easy — and getting here's even worse! When I finally arrived, I spent all day playing on the MS and trying to work out how to use the coffee machine! Now I've settled in you'd

PAUL 'WET BEHIND THE

What a day my first was! Finding

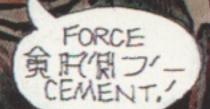
Game Freak Alley in the A To Z isn't

EARS' WOODING,

New Staff Writer

Fave Game of the Month: LEMMINGS

better watch out 'cos I mean



TREAT FOR DECEN

TOKYO 2 CREW

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The editor's decision is final in all competitions, so stitch that! Full rules available on request

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Wait for it! **SEGA FORCE** gives ya the full lowdown on SONIC 2! Right here, right now, on MD, MS and GG! Is it the best thing since pickled pomegranate? Find

out inside!





He's mean, he's mad and he's gonna have to go some to knock out his arch-

enemy, The Penguin! Send sparks flying down in Gotham City as BATMAN RETURNS!

GERONIMO!

The manic depressives of the animal kingdom hit the MS and GG. Reckon you can talk some sense into those LEMMINGS?

MEGA-MANIA

The Black Marshal's been out and about Stateside. What's he dug up? All the latest on the US Mega-CD front! Tuck in and get set for some stunning FX coming to a screen near you - soon!



STROLLIN' ALONG

Imagitec's HUMANS are close to seeing the light of day. Check their progress in the hot SEGA FORCE preview scene!

MAP-ATTACK!

Totally brilliant pull-out and keep SEGA FORCE Sonic 2 MD and MS maps!

EYES DOWN.

Are you gonna be a lucky bleeder this month? Get along to the XPRESS page and start matching the numbers!



Prince Of Persia.

MEGA DRIVE	
American Gladiators	10
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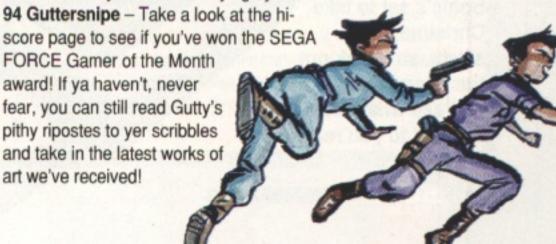
IMPRESSED?!

You should be! So if you like SEGA FORCE that much, why not subscribe, get a great gift and be sure to get your fave mag early every month!

REGULARS

6 Gutter Talk - What's happening to Mickey and Donald? Find out here — and win some great prizes while you're at it! 22 Charts - Win a fab game voucher and check out which hot new releases you've been buying by the ton!

score page to see if you've won the SEGA FORCE Gamer of the Month award! If ya haven't, never fear, you can still read Gutty's pithy ripostes to yer scribbles and take in the latest works of art we've received!





TAKING THE GKEY

ans of Quackshot and Castle Of Illusion are in for a treat! Mickey Mouse and Donald Duck have joined forces for a brand new platform game from Sega, entitled Mickey and Donald: World Of Illusion.

The Disney duo play the part of amateur conjurers, practising their act for a forthcoming show. However, one of the tricks goes horribly wrong. The pair are sucked into a magic box and transported to the World of Illusion.

Mick and Don must race through the weird and wonderful levels, locate the chief magician, oust him and find the way back to the real world.

Duckin' fantastic!

You can play Mickey and Donald alone, as either one of the characters, or in two-player mode, where the mates help each other out. If Donald can't climb a wall, Mickey drops a rope for him. When Donald gets stuck in narrow spaces, good old Mick pulls him through!

The game map differs depending on which mode of play you choose, so even if you finish



the whole caboodle, you can play again and find different areas and secret rooms.

We've a pre-production copy of Mickey and Donald here at Game Freak Alley. Before you rush out and buy Sonic 2, wait for a full review of M&D next issue 'cos this game's absolutely stunning, with some amazing animation, barnstorming graphics, well-kickin' tunes and sampled speech.

Mickey and Donald's set to ruffle a few feathers and blunt the odd blue spike or ten. We promise you'll be gobsmacked!





reviewed on all three official UK formats. Take a look through the review for your console and start drooling! If you haven't already saved the money to go out and grab a copy, just one look at the awesome gameplay on each version should convince you to start scraping that cash together now.

There ain't much longer to wait either, 'cos all three formats are still on schedule to ship out together on November 21.

What about the Mega-CD version? Looks like you'll have to hang on till the New Year for that one. On top of that, there's the prospect of Sonic 3 to look forward to, as well as the chance of a Tails outing!

Whatever, Sonic's set to take Christmas by storm, so check out the reviews inside this ish and see what you can look forward to you real soon!

NEW HANDHELD Quickshot have been around for some time in the old stick and joypad department, but the new Supervision's are a real LAUNCHED! departure. Not content with your normal One of the world's leading joystick manufacturers, run of the mill

Quickshot, have entered the the handheld computer games market with the launch of their latest product.

Supervision has been designed with a unique hinge movement, enabling the large 61mm screen to be tilted for gameplaying ease and greater clarity.

The console has a contrast and volume controls and a two-player link option. It comes complete with a complementary game. earphones and batteries.

You needn't worry about the availability of games -Quickshot promise 50 by the end of November, ranging in price from £9.99 to £14.99. A porky 18 are

already on the shelves.

Supervision has been taken on by a number of major distributors and is available in leading retail outlets shortly. The console costs £39.99. A snip!

For more Supervision information, give Quickshot a bell on (081) 365 1993.



LCD one-off,

Quickshot reck-

should see their

on this Christmas

handhelds give the

big guns a real run for

their money! We'll see!

AS GOOD AS GOLD

Plenty of records were broken during this year's Olympics in Barcelona. Back in Britain, **US Gold** were creating records of their own!

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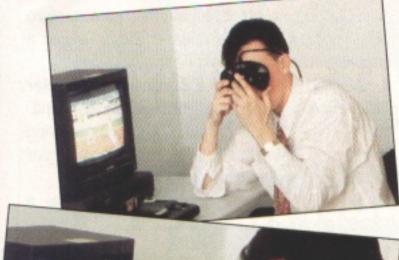
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Their bostin' sports sim, Olympic Gold, was the first **Sega** title to reach the elusive Number One position in the Gallup Charts on all three formats.

It also marked **Sega**'s first multi-format simultaneous worldwide release. Over a million units were shipped worldwide — the largest ever single ship-out of *any* **Sega** title. Plenty to be proud of.





Coca-Cola were pretty chuffed, too. Their branding and theme tune appear in the game.

Sega's UK Marketing Manager, Simon Morris, said, 'Olympic Gold has been one of the best-selling titles ever for Sega. With a game of such high quality and wide appeal, sales look set to continue at a record level well into 1993.'

How d'ya hold yours?

To celebrate the success of Olympic Gold, those bods at **US Gold** have come up with the weirdest idea yet for a competition. They want to know how you hold your joypad while playing the game!

Look at these pics of their games tester, Simon Hetherington. What book's he been reading? Looks like he knows a couple of wacky positions, madam!

To enter this comp, think up the zaniest way of holding your pad while engrossed in *Olympic Gold*, get someone to take a snapshot of you and send the piccy to us! The senders of the funniest pics each receive a load of **US Gold** goodies, pens, badges, T-shirts etc. So — get snapping!

Send your pics to: HOLD IT RIGHT THERE DEADHEAD, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW, to arrive no later than December 10. Anything pornographic will be immediately destroyed (honest!).



ADEY
BABE'S MOST
MEANINGFUL
NATTER BIT

Look, you

drongos! The

codes for Desert

Strike, printed in

Issue 10, were for use on the **GAME GENIE.** Flickin' heck, are you lot thick or what? They followed on from the news piece. The number of letters and phone calls I've had, you wouldn't believe! Get a life! EXTRA! **EXTRA! It seems** the launch of the Mega-CD has been put back. Initially due to hit the shelves in November, the future of gamesplaying looks likely to manifest some time in January. Poor Sega! Missed out on the Christmas rush there, lads! And finally, we welcome our new editorial fiend, Paul **Wooding. This** 19-year-old from **Great Barr** promises to be nothing like the last bloke with the same first name. This dude's already a star. He sings and plays guitar in his own band, Lysergic Dog Food (eh?!). **Available for** children's parties and barmitzvahs! Looks nothing like Skippy the Bush Kangaroo, might

I add!



STICKY SITUATION

Whatever will they think of next? Joysticks shaped like film and TV characters! Weird or what?

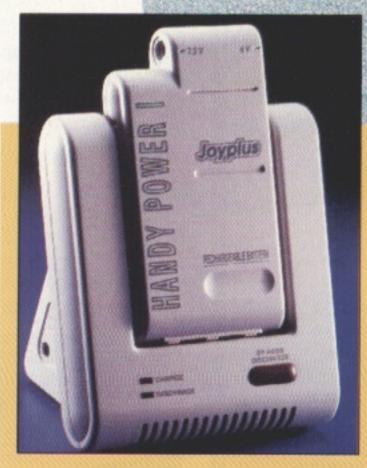
They're some of the best looking sticks around; tough, trendy and incredibly hard-wearing. Cheetah are the brains behind these aptly-named CharacteriSticks. You can get your hands on Batman, good old Bart Simpson, The Terminator and Alien 3 jobbies!

And, following last month's news item, Cheetah have five Alien 3 joysticks to give away exclusively to SEGA FORCE readers. Answer the easy-peasy question below and send your entry to: GRABBED BY THE ALIENS, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.

Who plays Lieutenant Ellen Ripley in the Alien films?

The first five correct answers outta the bag by **December 10** get the goodies. If you do NOT want to receive exciting gift promotions from other companies, please state so on your entry form.

While you're thinking about that, have a butcher's at Craig Charles, star of Red Dwarf, using his CharacteriStick to full effect! Nice suit, Craig! Who's the dolly bird?!



BOY! IT'S HANDY!

Gutter Talk

Sick and tired of buying batteries for your Game Gear? Weep no more! **Spectravideo** have a neat little device set to banish those battery blues.

The **Handy Boy Kit**'s part of their new **Joyplus** range. The package includes rechargeable batteries and charger unit.

It takes only an hour to reach full effect and gives a massive two hours play on your handheld. The kit also incorporates a thermo sensor for overcharge protection. The *Handy Boy Kit* costs a meagre £39.99.

For even longer continuous play, there's the *Handy Power II* pack. It works in conjunction with the *Handy Boy Kit* and gives a whacking four hours of Game Gear play. *Handy Power II*'s available now at £29.99.

For more information on both products, call Spectravideo now on their Sales Hotline, (081) 902 2211. You need never buy batteries again!

Gutter Talk

VIRGIN'S BEAR NECESSITIES!

News just in that Virgin Games are to follow Sega and branch out into the Disney games market. They now have the right to publish console versions of that animated classic, The Jungle Book. We don't know how the game'll look, but Virgin plan releases on various Sega machines. Mowgli, Baloo, Louie and Shear Khan are all set to make an appearance. More news when we get it.

Time to thank those generous peeps who've supplied games for this issue. Adrian at Telegames in Kilby Bridge Leicester for Super High Imapet, and all at Sega Europe — Wendy, Tony, Barry and Andy for — M&D and Sonic 2. Cheers, folks!

SCALES OF JUSTICE

The name's Pond, James Pond!

Did you know old fish face has his own top secret organisation? F.I.5.H are a group of agents behind Pondy, helping in his crusade against the evil Dr Maybe.

What's more, SEGA FORCE have been contacted by F.I.5.H and asked to call upon our readers to join this crack squad and

oust Maybe and his crooked cronies once and for all!

Think you're up to the job of secret agent? Your application's thoroughly scrutinised before top security clearance is given. Only the toughest of the tough make it!

If you get through the character assassination, Interpool (ha!) send you a secret agent's pack, which includes a membership card, briefing dossier, secret agent tools, codes, stickers and — like they say in all good adverts — much, much more!

To become a F.I.5.H secret agent, send a cheque or postal order for

£8.95, made payable to F.I.5.H Secret Service, to: F.I.5.H Head Quarters, Unit 3, Edison Road, St Ives, Huntingdon, Cambridgeshire PE17 4LF.

Free F.I.5.H membership here!

Win! Win

If you're a competition nut, you stand a chance of winning FREE membership to F.I.5.H!

Millennium, the guys and gals behind the organisation, are offering club membership and an Aquatic Games poster to the first ten game-freaks pulled outta the SEGA FORCE goldfish bowl.

All you have to do is choose the answer to the the following braintwister:

What do you call a secret agent who passes information to an enemy organisation? A FERRET, a MOLE or a HAMSTER?

Send your entry to us and state if you DON'T want to receive exciting gift promotions from other companies.

The address is: BLIMEY! I'VE GOT FISHY FINGERS, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. The closing date's December 10. Good luck!

DO-MARK... GET SET... GO!

trewth! It's time **Domark** had a little lie down. They're workaholics! It seems every month something new and exciting's happening down in Putney. As usual, our friends have loads of new games for '92/'93.

There's International Rugby on the Mega Drive, for one. First and foremost, make those all-important management decisions. Study and calculate each player's statistics, using your skill and expertise to pick a winning squad.

Take on 16 top international teams in the Triple Crown, Five Nations and World Cup tournaments. Experience try-scoring, conversions, kicking, shirt-pulling (what?!), shoving and barging!

International Rugby's scheduled for an April
'93 release and should retail at around £39.99

Space race

Taito's superb coin-op's launched on the Game Gear this November. Those of you old enough in 1979 will remember the Space Invader phe-



The MS version of Super Space Invaders scored 87% in Issue 2. The Game Gear version offers the same attack formations and power-ups.

nomenon which rocked the world — and every fish and chip shop this side of Birmingham! Well, the new, updated version's here!

There are masses of exciting features, power-ups, stunning graphics and a whole host of alien waves and attack formations. Already available on the Master System, GG Super Space Invaders will set ya back £27.99. There's a full review next issue.

And there's more...

Mig-29 Fulcrum looks pretty impressive. We've seen a development cart and it seems on schedule for its May '93 release.

Based on the finest air superiority fighter in the world, *Mig-29*'s a cracking new flight sim for the Mega Drive and one of the fastest of its kind.



Time we had more flight sims! This is Mig 29 on the Mega Drive. Still in the development stage, but the copy we've seen looks pretty slick.



Taking a break from football sims, Domark are planning *International* Rugby. It's fast and hopefully furious!

Plenty of thought's been given to gameplay, too. Flight sim fans are in for a real treat.

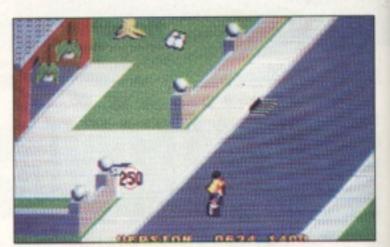
Speaking of which, in another joint venture with **Tengen**, **Domark** release *Steel Talons*, a helicopter simulation, next February.

We had a peek at the European Computer Trade Show. It offers an unbeatable combination of super-fast 3D graphics, an accurate flying model and devastating weaponry. Should give LHX Chopper a run for its money!

Steel Talons is a 4 Megabit cart and has a £39.99 price tag.

Paper play

The sequel to Paperboy's here... almost! Paperboy II (that's logical! —Ed) is set for release on all three Sega machines. Tricycles, grannies, muggers and a host of new enemies and obstacles look set to make this a winner.



There's an assault course and end-of-day BMX challenge.

The MD game's available next February at £39.99. The MS and GG games are due next May at £32.99 and £27.99 respectively.

Finally, one for racing buffs. Road Riot hits the streets next April. This is violence on wheels! Blast the hell outta your opponents in this offroad vehicle rally. Hot cars and powerful weapons compete in a race to the death. Road Riot's an 8 Megabit cart and retails at £39.99.

SEGA FORCE will be first with the lowdown on these barnstormers. Keep your eyes peeled for previews and reviews in future issues.







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Gadgets, gameshows and gladiators, **ADRIAN PITT's an** expert on 'em all! Just as well, 'cos he's about to take a sneaky peak at the forthcoming crop of releases being developed in the UK by Imagitec.

Previews!

he time has come for Imagitec to give other software boffins a run for their money! They're developing six corking releases for Christmas and the New Year.

First off is Gadget Twins. You take control of Bop or Bump (the heroes), a couple of cutesy aeroplanes with a mission.

A rogue gadget by the name of Thump has stolen one of the most prized possessions in the Gadget Kingdom — the king's gem. The twins are called to search the six areas of the domain, bash the hell outta Thump and retrieve the jewel.



Leaping ravines and dodging nasty basts in Viking Child on the Game Gear. This is the first in the Viking Prophecy series and Imagitec hope to release follow ups soon. In fact, two more games are already in the pipeline. A

Master System version of the game is promised. Viking Child's a 2 Mega Bit cart, with eight skill levels. A humorous platform romp that should keep GG freaks happy for many an hour.





En route, there are loads of bad guys to oust, two guardians per level to thwack, oodles of weapons to collect, secret rooms to find and warp zones to whizz through. Bash everything in sight with ya boxing gloves, or grab a mace, hammer, lead weight or man-trap.

You can play Gadget Twins with a friend, competing against each other or cooperating to make the job easier (a bit like Sesame Street, that!).

People and Things (sounds interesting!).

Wheel Of Fortune's something a little different for handheld fiends. The original touches alone should make this a hit.

The life of Brian!

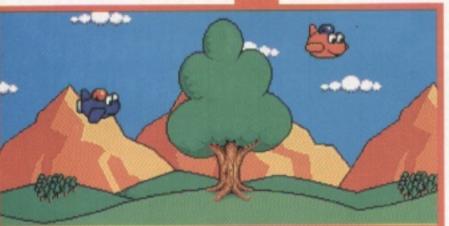
Birrova wimpy name for a Viking - Brian! I ask ya! But our lad's in for a shock. While out hunting for breakfast, Brian's village is sucked up by a humungous whirlwind.

To make matters worse, Odin, boss-cocky of all gods, pops up from nowhere to inform young Bri that he's the chosen one. He must enter the Halls of Valhalla and stamp on the God of Fire, Strife and Mischief. The route to Valhalla's not an easy one - Loki's evil henchmen are everywhere!

Yet again, Viking Child boasts colourful







Above: MD Gadget Twins. With a mixture of platform, aracde adventure and bash-'em-up elements, GT promises to be great fun. Watch the heroes get into all sorts of strife. The cartoony graphics and slick animation are elements Imagitec should be proud of. The programmers have gone way over the top with the cutesy feel!

Stunning graphics and lashings of colour are set to make Gadget Twins one of the cutest

November.

Wheel-y great! We previewed MD Wheel Of Fortune in Issue 7. Below: The glorious Vanna White in the The small screen version appears around Crimble time, as Game Gear owners get the top-rated game show Wheel of chance to win big cash prizes in what has to be one of the most popular TV gameshows in the Fortune. The Mega good old US of A (an MS version's also planned). Drive version's nearly upon us. This Contestants view a huge tiled screen, the 'Letter Wall', which hides a name, phrase or sayis the GG game. ing relating to a chosen category. The wheel's Speed boats, cars, holidays and big spun and, provided it lands on a cash value, the player asks if a certain letter's hidden behind any cash prizes are up

blocks. If they're right, all is revealed! Puzzles are chosen from over 4500 and categories include Places, Events, Before And After,

games on the Mega Drive. Watch out for it this

sprites and cute backdrops. This is platform

crags and crevices to leap and climb.

There are eight levels to race through, each with its own guardian. Take advantage of the shops, where you buy weapons and gain extra health points.

action to the full! Loads of lifts, moving ledges,

Viking Child should while a way the odd hour or 20. One for the Christmas stocking, methinks! GG owners can pick Viking Child up this autumn. A Master System release looks likely.









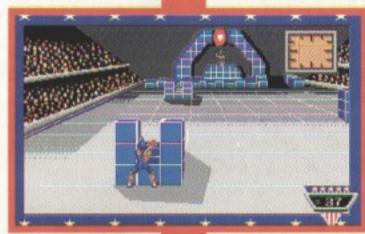
for grabs. Good for a giggle! Best played

after a few bevvies.

















Sick and tired of runof-the-mill sports sims? Why not have a fiddle with the American Gladiators. Based on the American TV show, you battle it out with up to 16 other beefcakes.

assault course.

In Powerball, you bash a ball into a small pod while fending off three muscular morons who try and mow you down.

Jousting tests your skill and reaction. You stand on a high platform, mashing the guts out of your opponent with a huge pole. Keeping your balance is all-important!

Think ya can climb the Gladiator stadium wall in the fastest time? Then take part in this section, which requires the expertise of a professional rock climber. Watch out - yet more gladiators are on ya tail!

American Gladiators recreates the tension of the TV show. The graphics are incredibly atmospheric and gameplay's fast, furious and flickin' fantastic. The game's set for an American release, so keep ya peepers on these hallowed pages for news of its European launch.

We're only human!

If lemmings weren't bad enough, the human race is about to cause you a whole heap of headaches. You're all set to help in the evolution of Man!

Controlling the humans on each level, you manipulate objects and your kith and kin to reach the goal at the end of each stage.

Each level's bound to make ya think a bit;

There was a time when all the gods got together to take part in a huge war. Chief god, Odin (what, again? - Prod Ed), gets a whiff that Ragnarok can only be a matter of days away. He designs a King's Table with pieces representing those taking part in the battle, takes the board game to Earth and uses human beings as guinea pigs.

Ragnarok's rather like chess. With a 3D board and animated sequences during play, you challenge the Mega Drive or a friend. Stunning battle sequences pop up from time to time, highlighting what effect each move would have in the real Ragnarok war.

Ragnarok's been converted from PC and is the first of its kind on the MD. Fans of strategy games will love it.



The power of your playing pieces is an important factor in Ragnarock. Surround the opposition and kick ass! This is the first chess orientated game on the Mega Drive. About time, too! Put ya thinking caps on this autumn.

Muscle in...

It's on your screens now! Ulrika Johnson and a gang of sweaty beefcakes fighting it out in some of the weirdest, toughest challenges seen this side of the Atlantic. (Ulrika doesn't fight, by the way, she just stands there looking like a Swede!).

American Gladiators is a multi-player sports sim. Up to 16 contestants can take part at any one time! There are six stages, including the Powerball section, jousting, wall climbing and



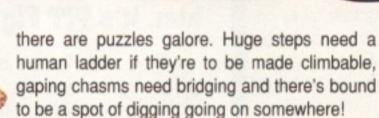












Humans has a hundred stages and numerous skill levels. The graphics are small yet incredibly detailed. Game Gear and Mega Drive freaks alike can delight in the antics of those Humans this autumn.

The end is nigh...

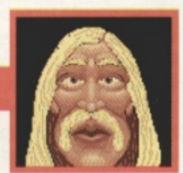
Any idea what Ragnarok is? Well, you'd certainly know about it if the damn thing came up and walloped ya round the face with a jellied eel! It's the end of the world, that's what!



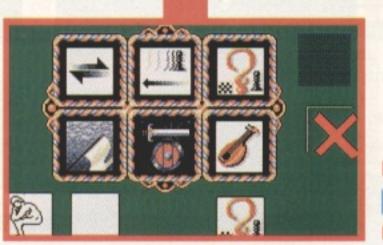


Ugly little critters aren't they? And to think, these likkle guys were our ancestors. There are puzzles galore in the Mega Drive and Game Gear versions of Humans. Like Lemmings, this looks as though it's gonna be seriously addictive! With one hundred levels, it's a tough cookie to crack. Imagitec are planning two sequels. Look out for a full review of Humans in a couple of issues time.









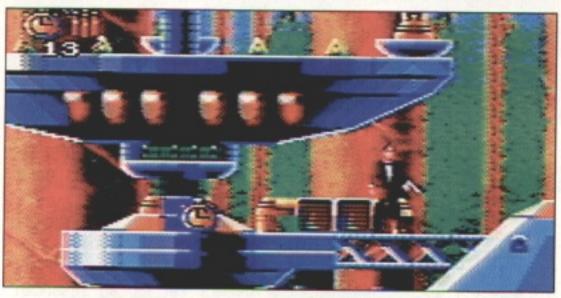
JAMES BOND: The Duel



'A 26 medium whipped, not stirred!' MAT YEO's

really suave when he orders a coffee from the drinks machine. Just the cool cucumber to tackle Domark's latest mission...

Previews!



You're loaded up and you've got the bomb. Now set it and get the hell outta there!



James Bond. Secret agent, womaniser, licensed to kill and drive a heavy goods vehicle! This latest platform action game from

Domark sees you taking the role of the world's most famous spy in four levels of frantic action.

The adventure takes place on an exotic island in the middle of nowhere. Bond's arch enemies have teamed up in an attempt to take over the world! It's up to you to rescue hostages,



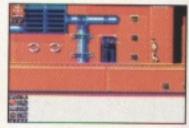
blow up enemy installations and get the hell out of there!

The game looks great so far. The movements of 007 were programmed by the same bloke who did the characters in Prince Of Persia - in other words, they're mega-smooth! Bond ducks into doorways, swaps gun from hand to hand and reloads when he's out of ammo.

Film villains like Jaws and Mayday (Grace Jones' character) are included to give Bond as much hassle as possible!

The Duel has real film appeal with over-thetop action, larger-than-life scenarios and exotic locations. The feeling of a film's been captured perfectly, for once, and the MD version's the tops. Watch out for a full review very soon!





INDIANA JONES AND THE LAST CRUSADE



We often catch MAT YEO admiring his profile in the mirror, quoting Shakespeare

and waving an Equity card. Now we know the truth — he's Sean Connery's lovechild!



We reviewed Game Gear Indy in Issue 7 and now the man with the hat's leapt onto the MD! The storyline's the same but the action's even better as Indy takes on the Nazis in a race against time to reach the Holy Grail!

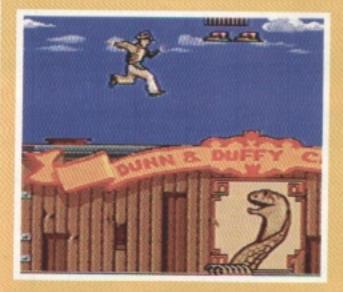
Along the way, Indy has to find his father and battle through level after level of film fun. Indy looks great. Decked out in his trademark hat, jacket and bullwhip, he's instantly recognisable.

The game starts with a young Indy (looking strangely like the older Indy!) searching for the Cross of Coronado. He travels through a maze of underground caverns while dodging falling spikes, boulders and thugs. The thugs can be dispatched with a punch or a quick crack of the whip!

Complete this section (after tons of practice) and Indy has to make his escape across the roof of a circus train. All the main scenes from the film are included.

The sprite movement's smooth and gameplay rushes along at breakneck speed as you race against the clock to complete each level!

Indy 3's out soon from US Gold. Keep it under your hat!







PIT FIGHTER



'You're joking!' MAT YEO cried. 'I've gotta fight tiny little

insects?!' No, we reassured him, it's PIT Fighter!



Pit Fighter's been around for what seems like donkeys' years! remember when I first played the coin-op version and was blown

away by the amazing graphics! The characters looked realistic and fought like maniacs!

It made the leap to consoles a while ago and some of you will have played the MD version. Now Domark have converted the whole damn thing for the MS.

All the characters are here for you to choose and the object of the game is still to thrash your opponents and become Pit Fighter champion. Unfortunately, this version has no two-player option, so it's up to you to take on all the opponents yourself!

The moves have been reduced so controls are a bit limited. As you can imagine, with only two buttons on the MS joypad, your attacks aren't as formidable.

The other gripe I have is that the sprites themselves are just too small. This is supposed to be Pit Fighter, not Pit Midget!

As the game's yet to be completed, it's hard to say how the finished version will turn out, but with a few nips and tucks MS Pit Fighter could be okay.

Keep your eyes peeled for a finished version soon!





Buzz, Ty and Kato are the three bruisers to choose from. They each have their special touches, though when the sprites are so small, it can be difficult working them out. Despite all that, you can still have a good dust up!





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SEGA FORCE SIVLASH

Reviewed!

A cult hero and Sega's official mascot,
Sonic's back in the biggest game of '92 — but is it the best? The SF team try not to get too excited as they power-up the cart...



Above: Oil Ocean Zone is a deadly level, packed with cunning traps and vicious creatures! The place was once a clear blue ocean until Dr. Robotnik poisoned it with chemicals and toxic waste. Sonic and Tails must put a stop to his polluting ways and shut down his operation!

fter what seems like years, the most famous hedgehog in the world is back... and this time he's brought a friend! As before, the action takes place in the weird and wonderful world Sonic and his friends inhabit. All was peaceful on this planet, after Sonic defeated the fiendish Dr Robotnik many months ago. Until recently, that is, when Sonic's animal friends started to mysteriously disappear.

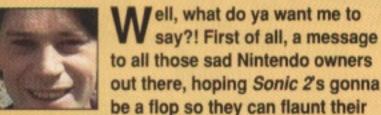
Sonic soon found out what was happening. The evil Robotnik wasn't beaten! The master of diabolical schemes was hatching his most deadly plan yet!

Sonic's friends have been forced to create the ultimate doomsday device, the Death Egg! With the egg, Robotnik will rule the world! None will be free!

Sonic sets out in search of the villain but finds himself being followed. He's chased by a young fox called Miles Prower, who's earned the nickname 'Tails' because of his two special tails. By spinning them at high speed, he can travel as fast as Sonic! Tails has idolised Sonic for years and hopes to be just like him one day!

And so, with his foxy companion by his side, Sonic

Chris bawls... 'TRULY AWESOME!'



plump Italian plumber in our faces: go piss in the wind, flunkies! This one's gonna blow you away!

'Bigger, better, faster!' That's what we SEGA FORCE deadheads said about *Sonic 2* in the preview — and that's exactly what it is. I'm not going to go on about the different playing modes 'cos Mat's filled you in on that, but even for a 16 Megabit game the choice of options is truly awesome.

Sega have stuck pretty much to the winning formula of the original, but so much more's been added and the gameplay so brilliantly tweaked you've gotta play it to believe it!

In one-player mode, the action's much faster, with a feast of new obstacles and mazes to work

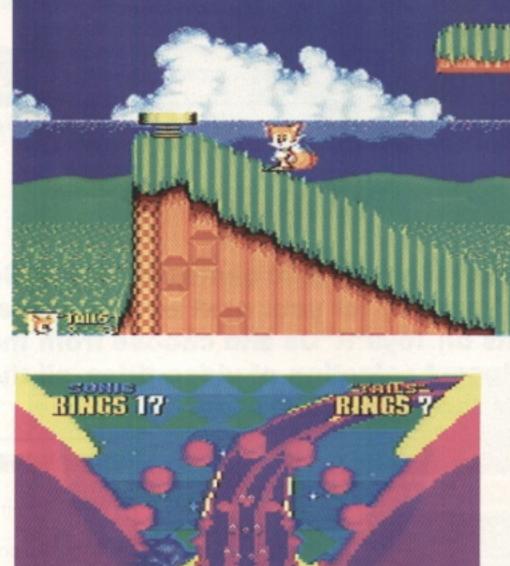
through. The sprites are bigger, the number of levels has been increased and the special stages are blindingly better than the original's.

Two-player mode looks a little odd to start off with, 'cos the graphics have been squeezed down to fit in the split-screen, but once you get into it, the competition is fearsome fun. When you consider how much else is on this cart optionswise, there's no way the two-player mode can be seen as a let-down!

In-game ditties are similar to the original, but with beefed up FX there's a whole new atmosphere to Sonic 2.

Brilliantly presented, with the kind of graphics and totally addictive gameplay most developers would kill for, *Sonic 2* more than lives up to all the hype and has got to be the biggest seller for Sega this Christmas.

Should you buy it? Are you kidding?! Start queueing now!! CHRIS 96%



Left: Guide the speedy pair through a maze of tubes on the bonus level! Collect the correct amount of rings every time and you get a chaos emerald.

In Sonic 2, there are more loops tha ever before! The latest obstacle is the fiendish Moebius strip. Dash along at full speed to avoid falling off. Grab the rings as you go!



Emerald Hill Zone 1:
Take control of either
Sonic or Tails in one
player mode. Race
along grassy plains,
through loops and over
log bridges. Find the
hidden extras and aim
for a time bonus.

prepares to free his friends and save the world.

It won't be easy, though! He must travel from the Emerald Hill Zone to the Mystic Caves, from the fiery Hill Top Zone to Dr Robotnik's Wing Fortress. Sonic and Tails will have to overcome unimaginable danger if they're to win!

And what of the legendary Chaos Emeralds hidden on Sonic's home island? If Robotnik ever got hold all seven, then all would be lost! Are you up 2 it?

ROVING ROBOTNIK

EMERALD HILL ZONE: Here's your first Robotnik to beat! The vehicle's a mole machine and helicopter in one.

CHEMICAL PLANT ZONE: The evil Doctor uses the polluted water to drown Sonic! Watch out for the moving floor too!

AQUATIC RUIN ZONE: Robotnik tries to hammer his message home! Use the statue's arrows to gain height.

CASINO NIGHT ZONE: This time, you have to use the pinball buffers and flippers to hit the machine at high speed!

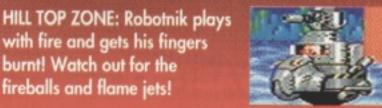
with fire and gets his fingers burnt! Watch out for the fireballs and flame jets!



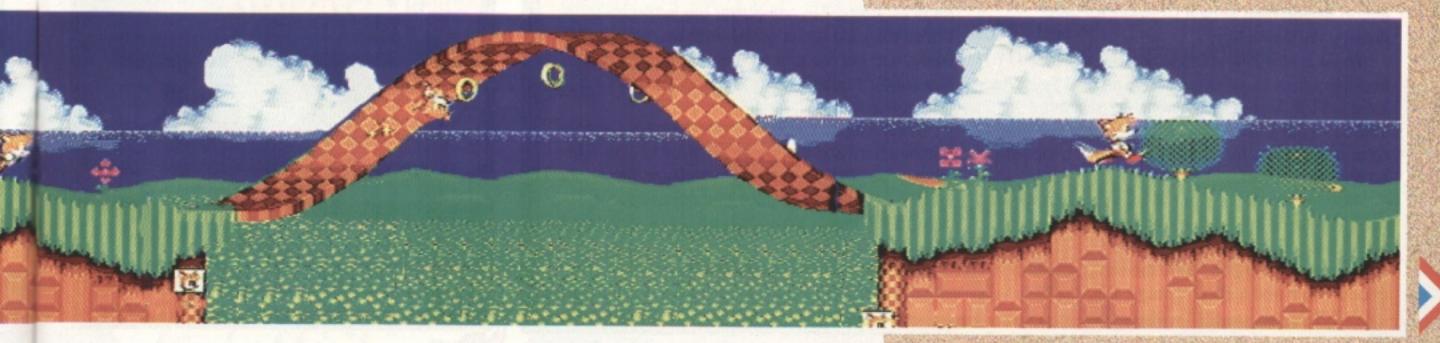
















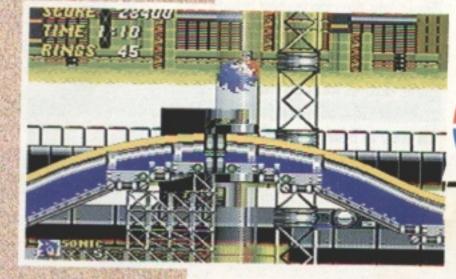
Above: In two-player mode, Sonic and Tails have to race against each other to see who gets the most rings and bonus items! There are also teleport devices dotted around the place, that enable the fast friends to swap places!

Right: Nothing stops this hedgehog! Bolt along the loops at top speed and press down to burrow through even the toughest rocks!

Below: Collect enough rings on the bonus level and Sonic gets one of the seven chaos emeralds.







Mat gasps... 'SPIKE A LIGHT! UNBELIEVABLY FAST!"



A ell folks, it's here at last. But is it any good? Yes... and no! Sonic 2's worth having just for the amount of options available! First off, it can be tackled in one-player

mode, with you controlling Sonic and Tails following. Shoot through ten levels of super-speed action as you race to beat Dr Robotnik and destroy the Death Egg!

While in one-player mode, it's possible for another player to use a joypad to control Tails. As Tails isn't as fast as Sonic here, he gets left behind - but soon reappears, using his tails as rotor blades! The foxy fella can't do a lot, though, so he's not much use!

Also in this mode, you can play on your own as either Sonic or Tails. It's trickier without back-up but a great challenge!

In two-player mode, there are three zones to choose from and a special stage. You can't

complete the game in this mode but it's a lot of fun anyway! Race through the levels collecting rings, bonus items and finishing as fast as possible.

As in the main one-player game, there's a special stage. This has to be seen to be believed! Sonic and Tails race down a huge tube collecting rings as they go. In one-player mode there's a Chaos Emerald up for grabs, with two players the object's to get more rings than your opponent. The action's unbelievably fast and the graphics will blow you away!

Sonic 2 looks similar to the original but special touches here and there make it great to play. The main gripe I have is that the two-player game looks a bit squashed. Once you get used to it, though, it's highly addictive and impossible to put down!

Best game of the year? Sure is!

MAT 98%

BOUNCING BONUSES

Super-speed Boots: As in the first Sonic game, grab these little booties and clock up some serious miles! Tails can't run as fast but he catches up.



Extra Life: Most of the extra life boxes are well hidden, so have a good look round! In two-player mode, Sonic and Tails can get lives for each other.



Invincibility: There aren't many of these in the game but they sure come in handy! Trample your enemies in a burst of light and speed!



10 Rings: Collecting rings is still an important part of the game and these beauties are just the ticket! Get rings to avoid losing a life.



Shield: As before, this device stores the amount of rings that you have. Get hit and you'll still have those rings. Only good for one hit.





 Superb opening sequence, one- and two-player options and character choice

 As before, the graphics are amazing, especially the special stage. Mindblowing stuff!

 Funky Sonic theme tune, some original sound FX and use of music

 Not as accessible as the original, 'cos of the two-player mode, but blindingly good fun anyway!

Even if you complete the one-player game, you can always try two-player or the other options

One of the best games of the year

and definitely worth the wait!

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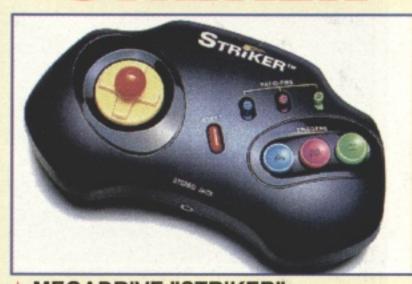
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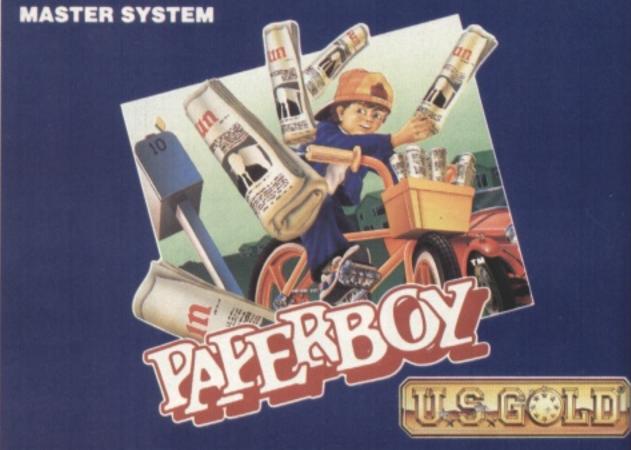


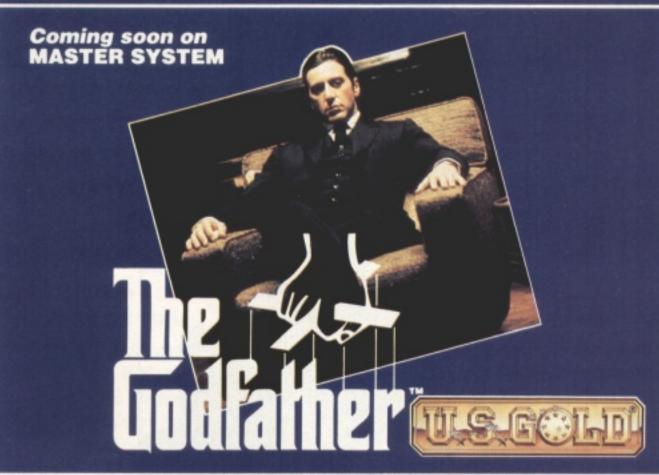
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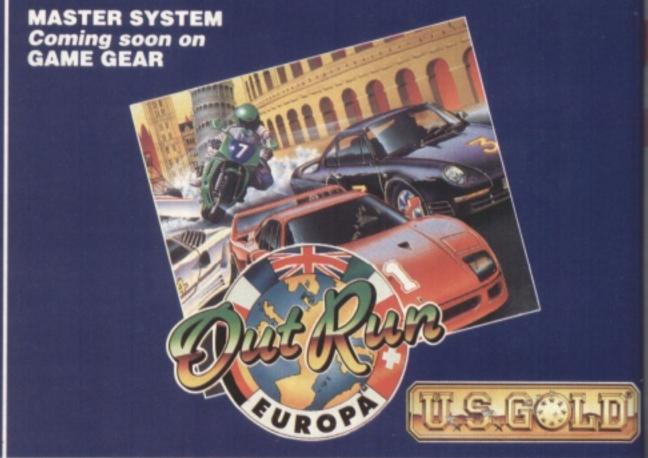
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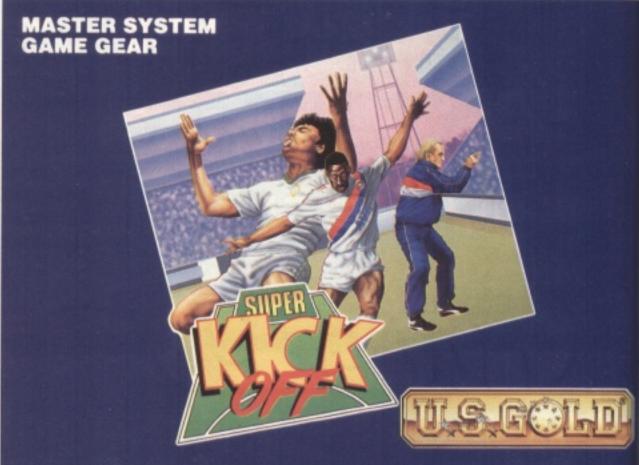




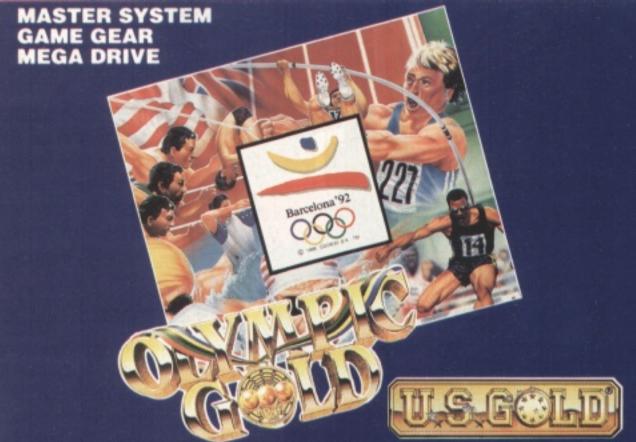


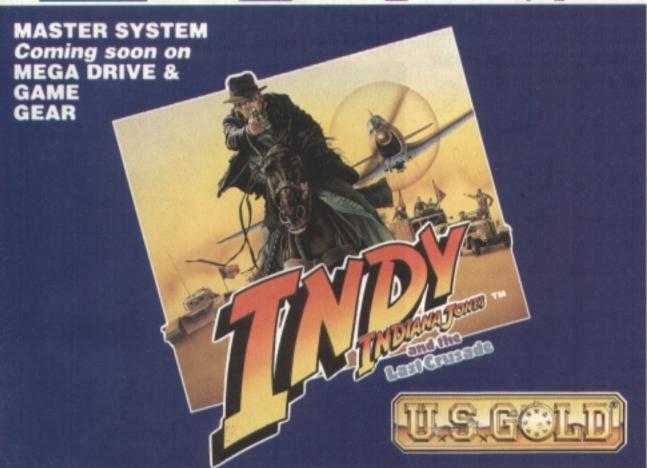




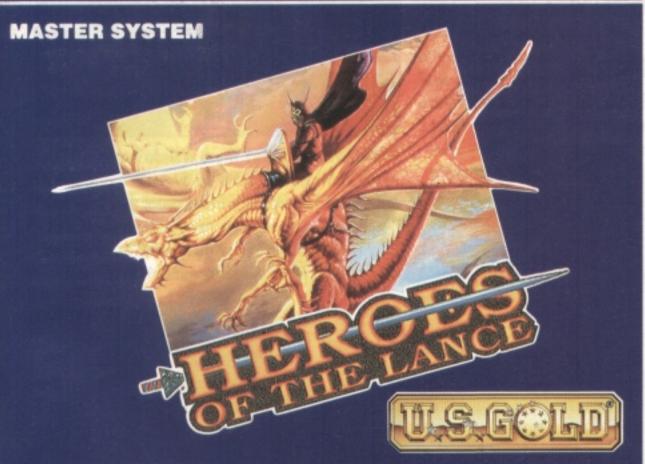


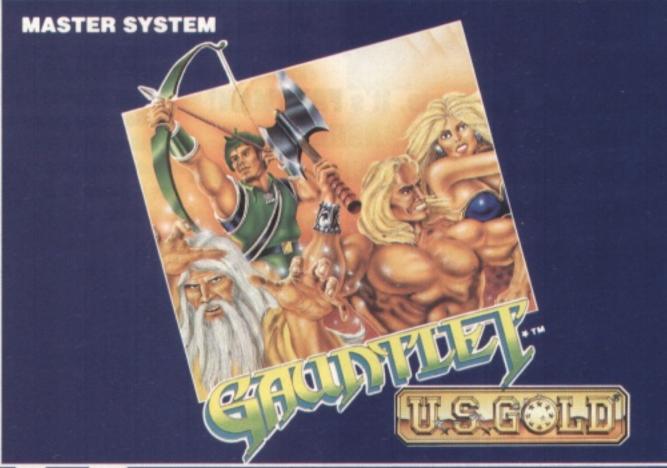












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It's Americana. It's crude. It's FARTMAN!

Do we mean the BLACK MARSHAL? Hell

no! But he seems to know quite a lot about
this flatulent fiend...

ou thought you'd seen it all.
Well, you ain't! Howard
Stern is a New York radio
personality, known for his off-thewall, sometimes gross and
crude humour. Not enough that
he's had a syndicated TV show
just as bizarre on the air for the
last two years, that's even took
viewers from Saturday Night
Live. Now the ultimate has happened — which could destroy all
life as we know it...

Stern has a movie contract to bring his character **Fartman** (this is not a misprint!) to the silver screen for the Spring '93. Fartman obviously fights crime using anal eructation — can't hurt that Stern is this huge 6' 5" guy with long black hair.

The character made his public debut at the recent MTV Music Video Awards show. Fartman flew (blew?) in on wires over the heads of an uneasy crowd, dressed in an outlandish outfit consisting of tights and cape, with built-in muscles, a flashing 'F' and his belly revealed, not

to mention another area I won't point out — but it's 'behind' us. Stern was a non-surprise hit — hey, it's the music industry after all.

I thought you should know, as I feel it's my duty to keep you informed of the important issues and events. And no, I do NOT expect a Fartman video game in the near future,

The Konami games kometh!

Nothing wins like success, or so the saying goes. In the video game business, that means the great god SALES, the bottom line that dictates which game console to produce for. So it looks like the MD is hitting the heights 'cause **Konami** have announced their entry into **Sega**'s third party licensing group.

These are the guys who make the big bucks with Mutant Turtles, Transylvania et al — and they don't jump 'cause they like the letter 'S.' Hey, we said it a long time ago: once Nintendo removed that exclusivity contract that forced a company to keep their game locked onto their box, that was it, babe!

Not that Konami are gonna leave their roots behind (they're releasing over 15 Nintendo titles this year) but there's some cool stuff for **Sega**. Two all-original games will be offered for the holiday season: Teenage Mutant Ninja Turtles — The Hyperstone Heist and Sunset Riders, based on the classic coin-op.

The next offering is *Tiny Toon Adventures*, planned for Spring '93. This features the affable characters from the Warner Bros/Steven Spielberg animated cartoon series, and consists of a 'Wacky Womp through Wackyland'.

Gears're cookin'!

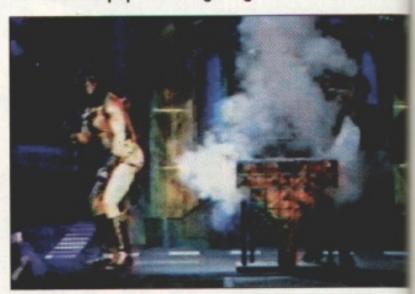
'WE'RE NEVER WRONG, BUT' Dept: Looks like Sega are gonna keep pushin' that Game Gear till it clicks or grinds back into sand. They lowered the price to under a hundred bucks, tossing in Sonic for another 30 as a package deal, and giving out headphones and stereo radios took them through a quiet summer.

> GAME GEAR

But the heat could be heavier than a simmer with the holidays starting up, mostly 'cause of the slew of games coming out before the end of the year. There are 8-bit versions of the big un's coming out: Sonic 2, Taz-Mania, Talespin, The Little Mermaid and Holyfield 'Real



Bare-faced cheek! New York radio star Howard
Stern doesn't care what people think of his
methane-pumping alter ego. What a stinker! His
audiences don't seem to mind, though —
Fartman's so popular he's getting his own movie!





Phew! What a belter! These weirdo American DJs really know how to store up the gas — and fire it out again! The top pic's living proof that they talk out their arse, though we're sure the audience at the MTV Music Video Awards would've preferred it if Fartman had kept his comments to himself!

Deal' Boxing, plus hot newcomers Wimbledon Tennis, Batman Returns and Home Alone.

It helps that these carts are about 30% cheaper than for the bigger box. It stretches the bucks, which might be **Sega**'s idea — though I think they're hoping to sell both 16/8-bit versions in quantity to the same player. Who knows? Most of the Gear owners have an MD anyway. A 'niche' market it ain't!



What does

this is, High

Marshal think

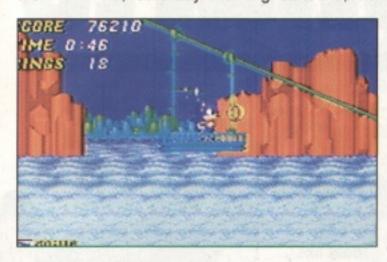
Noon?! Still, he

the 16-Bit Show.

was quite a hero at

Super Sonic sales pitch!

The big news is the \$10,000,000 advertising campaign overflowing the States for **Sonic** and his friend, **Tails**, hitting every place gamesplayers live: MTV, Saturday morning cartoons, sit-







coms, sci-fi shows, on and on, ad nauseam. Sega expect to get their investment back in spades — projecting sales of '2' hitting in excess of two mill in the States alone (at an average retail of \$55, that's some 110 million greenbacks for the MD cart).

The trick, as I see it, isn't Sonic 2's release

on all platforms simultaneously, but that the

blue buzzhead will be everywhere,

building up momentum with

What a hero! You've gotta admire Sonic's bravery and speed.
Sega obviously have confidence in him — \$10m's worth!

aren't that popular.

downhearted? Y ...

determined to win

the joypad war!

But are they

er, no, they're

teasers that salivate the gamers' glands until the arrival of the arrival of the gamers' glands until the

lives down and try to leave a store alive with a cart.

The date above is geared for the States direct, it ain't accidental. Just in time for all the schools to be off for the Thanksgiving belider.

'Sonic2sday' — Tuesday, November 24 — when

gamers from Tokyo to New York will lay their

direct, it ain't accidental. Just in time for all the schools to be off for the Thanksgiving holiday weekend, which just happens to be the weekend when the most \$\$\$ are spent.

But really cool — besides all the TV commercials, the special 'sneak looks' at carts brought surreptitiously into stores like leprechauns trapped in sacks, the commemorative comic books etc — is the star-studded launch event held in New York to celebrate Sonic's arrival to the world. Too much zowie for me, for sure.

Near-death experiences

We almost weren't able to tell you about this. Even video game companies are having trouble in today's recession — **ASCII Entertainment**'s parent company in Japan (ASCII Corp) came close to going under recently.

Would've been a shame, too, 'cause

they've a hot new controller worth getting your hands on. It's called the Asciipad SG, fits the hand well and has independent auto-turbo controls for each button (24 shots a second) plus a slo-mo system. Super heroes. What would video without be games these monkeys in their and bulging tights biceps? It'll interesting to see how well Sunsoft's Superman game does when it comes out next year, since the

Character being hyped will be dead!

Yep, you heard right. **DC Comics** are killing off the man himself in part 75 of Superman comics (probably out by the time this goes to print).

The guy doing the 'honours' is Doomsday, a mental case with cosmic powers. According to DC, it'll take a few months to sort out the aftermath of Supe's passing — purported to occur in the midst of the most horrific violence Metropolis has ever witnessed.

DC are making the most of this: the story will appear in four different comics, featuring differ-

ent covers plus goodies like an armband, mock stamp etc. Pre-ordering of the entire set has dropped lots of bucks into the retailers' hands these last two months — the package saves you almost 50% and includes a special T-shirt with a dripping black 'S' on it. Did I reserve a copy? Damn straight.

Tanked up

Super Battle Tank's coming to Sega and the MD version looks a sure-fire winner. Building on the strengths plotted for that 'other' system, Absolute are adding all-new, hard-hitting features to blast gamers' heads, like a 70mm cannon to rupture eardrums.

Briefings now include a chance to check out the chart the Commander-in-Chief uses to set up the mission, displaying vital info on the enemy's arsenal, offensive and defensive capabilities. A border's being added to the long-range radar map so the player can more accurately warp his M1-A1 tank around the screen, and any combination of tanks and helicopters can be seen through the cockpit and engaged at one time.





Tank games have changed a lot from the early days of gaming. The original, Battle Zone, used wire-frame vector graphics to portray high-tech vehicles patrolling a bleak planet's surface.

Nowadays, things can get too close for comfort, with realistic graphics and true-to-life situations.

More cool is a night-vision option now enables you to see clearly in the dark. Even though it's a one-shot, time-limited function, every bit of help's appreciated, especially when trying to engage the enemy on those pitch black nights!

One question: since MD games can have more 'implied' violence, does that mean the Battle Tank graphics will follow that route?

MARSHAL





Gart Gharts

Games sales are about the only thing beating the slump! Check out the hotshots here!









The Terminator didn't last long at the top! Look out for more footy action as Euro Club Soccer scorches to top slot!



ALIENS 3

TAZ-MANIA

THE TERMINATOR

DRAGON'S FURY

BULLS VS LAKERS

SUPER MONACO GP

EVANDER HOLYFIELD

DESERT STRIKE

SUPER HANG-ON 10

it of a shocker, that! We all thought Alien 3 was gonna storm it! Rather, than ol' Ripley, it's the nation's favourite sport that's defeated the acidblooded fiends. It just goes to show, you can't beat a bit of footy!



Storming in at number two, it's The Terminator. Old Arnie would be proud! But, hot on his heels is Prince of Persia from Domark. Check it out!

ENDURO RACER

THE TERMINATOR

PRINCE OF PERSIA

SONIC THE HEDGEHOG

ASTERIX

WORLD GRAND PRIX

NINJA GAIDEN

HANG-ON

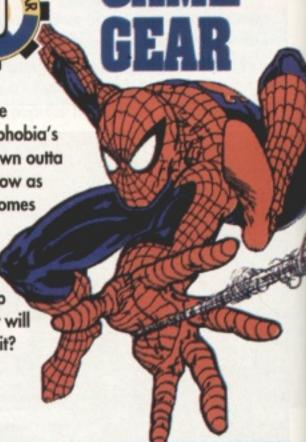
TRANSBOT

SIMPSONS

lenty of new action on the MS front, with loads of new entries creating excitement before the big release (Sonic 2, of course!). Psychotic robots, Arabian scimitar duels and high-speed driving - it's all happening on the MS!



Looks like arachnophobia's been blown outta the window as Spidey comes flying straight at the top spot! But will he keep it?



SPIDER-MAN

WIMBLEDON TENNIS

OLYMPIC GOLD

MARBLE MADNESS

SUPER KICK OFF

PAPERBOY

SUPER MONACO GP

MICKEY MOUSE

SONIC THE HEDGEHOG

WONDERBOY DT

onderboy's dual stint didn't last long! Not surprising with the host of new goodies around - webs and nets have caught a lot of punters this time around! Keep yer eyes peeled for more next month!

→ OLYMPIC GOLD

6 A CRYSTAL WARRIORS

2 → SUPER KICK OFF

→ SONIC THE HEDGEHOG

3 A WONDERBOY

8 A G-LOC

4 NE SPIDER-MAN

▼ DONALD DUCK

▼ MICKEY MOUSE 10 V SUPER MONACO GP

THE GAME FREAKS' CHART!

ere we go with a totally free Virgin Games cart voucher. This month's RED HOT TOP TEN award goes to Mark Iceton of Bishop Auckland, County Durham. His smart GG chart came closest to the average of all yer charts, so the voucher's all his. Well done, Mark! Wait for your voucher then spend it at any Virgin Games Centre or Megastore you like!

As for the rest of ya, take a look at the GG chart then get yer own flooding in for a chance at the winnings!

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TEN, SEGA

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What's flat, circular and shiny? Any of the greatest, biggest Sega games. With Mega-

Feature! CD speeding ahea BLACK MARSHAL

CD speeding ahead, sneaks a peek.

ame consoles are the future of fun. Ever-faster CPUs, graphic and video images manipulated as one; all the elements are coming together for a massive leap into hands-on pixelised high tech. And at prices we can afford.

The portals of technology are finally cracking wide open: the home CD-ROM units are finally here. With massive storage capabilities for graphics, game logic and sound both real and synthesised — CDs are the console medium.

You've read about Sega's Mega-CD, its graphic power, how it works. But it's not the box that makes things happen — it's the disks, spinning out digitised voices and pictures that create the excitement to drive this new medium to the forefront.

They'll start slowly, then build into a torrent of titles. So no pausing, let's do it. Here's a first, fast, hard look at what to expect from the leading producers. Lean into it and prepare to be blown away!

Stereo sound and multiple cinematic sequences combines with one-on-one combat action, eight levels and eight enemy war machines — each with individual powers and fighting characteristics and weapons — plus a tournament mode.

throughout the Solar System.

Planetary environment affects gameplay

Can't wait to get hold of your ultra-cool Menacer Light Gun? Neither can we! After seeing all the red hot stuff in development for it, like Terminator 2, and getting a sniff of the blaster in our preview (SEGA FORCE issue 8, page 28), this one's gotta be worth the asking price!

(such as lightning on Venus and ice on Mars) and there are over 50 (yes, 50) menacing moves to master as you strive to reach those lethal Enemy Bosses.

FLYING EDGE

You've seen the film and played the coin-op. Now bring it home with Terminator 2: The Arcade Game, a one-two punch that drives your nerves to the max.

All those CD sounds and stereo channels mean the music from the film can be piped right in — and the same goes for those loud, destructive effects. Massive storage means graphics a-plenty - and using the infra red Menacer lightgun means frightening, violent weaponry at your command. Are you up to the challenge of taking on the Terminator?

The roar of the crowd. The swish of the ropes. The THUD! of bodies being tossed to the mat! It can only be WWF Mega Wrestlemania.

Flying Edge take the World Wrestling Federation superstars and apply them with bone-crunching force to the Sega CD. See Hulk Hogan, 'Macho Man' Randy Savage and The Ultimate Warrior (among others) come to life as never before.

BIGNET

Earth, 2160 AD. Dwindling resources have forced you to take command of the lethal human-shaped weapon called C.A.M (Cybernetic Anthropomorphic Machine) and search the outer resources of space for desperately needed raw materials.

All probes sent out have disappeared. Could the deadly Akirovians be preparing to attack once more?

As featured last issue, Bignet's Black Hole Assault follows the C.A.M's quest to track down and destroy the enemy base, situated at the edge of a menacing black hole. The combat robot must battle hard to overcome increasingly destructive enemy machines strewn on planets and asteroids





True ringside sound effects accompany every leap, every kick to the stomach, every suplex or piledriver. Speciality moves for each wrestler ensure his fighting style triumphs over the foe. Go for it!

JVC MUSICAL INDUSTRIES:

First there was Alex Kidd, a refugee from the Master System. Then the infamous Sonic. Now comes *Wonder Dog*, perhaps the greatest ever animated hero for the Mega Drive.

A variety of animated effects tie in with

WonderDog wasn't always a canine superhero, y'know. Once he was just a cute little puppy... until he was separated from his loving owner. His story's told in an impressive cartoon intro that'll melt your heart.



his amazing abilities to outmanoeuvre enemies. He takes on those baddies with such super powers as flight and his amazing spindigging whirl — WD will show you how it's done. Take him through eight levels, with 400 foes attacking from every direction. Time to get manic.

Unpredictable enemies wandering murky labyrinths is what you'll find in *Dungeon Master: Skull Keep*. Experience the intricacy of Skull Keep's mysterious dungeons for adventure and excitement, combat with swords and intricate magic — all viewed in first-person perspective, served with spectacular new levels featuring animated graphics and stereo sound effects.

A 'point 'n' click' interface makes movement easy, though the choices for your party of adventurers aren't! Choosing direction is just an 'arrow to the left' away, and you can check vital signs, inventory and weapon status of the group at will.

Use their abilities to fight and create magic, as you strive to uncover the secrets hidden within the cold, dank walls. Sometimes backing off from a monster's a wise decision — if the thing'll let you! Beware the slime... and watch your back!

Your family murdered, your father kidnapped. Through potent genetic mutation you become an awesome psychic man-wolf — the Wolf Child. Seeking revenge takes you through many levels of heart-pounding danger, countless animated foes of evil and destruction barring your way.

But you're damn tough so make ample use of the wide variety of weapons found along the way — none of the evil creatures must prevent you from rescuing your father.

Highly detailed graphics combine with sound and graphic effects to make this the one to beat. Comic book-like viewing sequences add to the mix for a visual treat. Fast reflexes required.

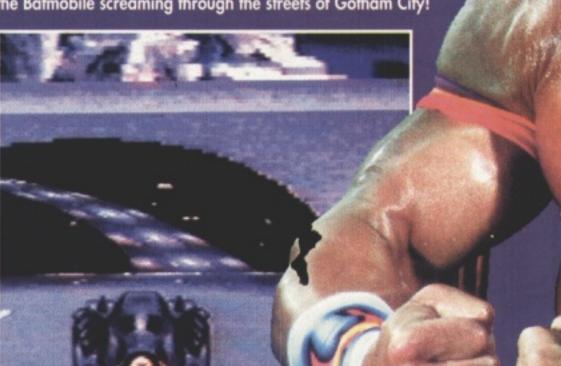
It ain't easy being a pirate, just ask young Guy Threeput.

The Barbary Coast is no place for honest folk but he wants to do more than just get along with the other cut-throats and scurvy knaves seeking treasure. He wants to become a great pirate in his own right — which means he must discover *The Secret Of Monkey Island*.

The highly entertaining LucasArts game comes to the Mega-CD with all the ease of the S.C.U.M point 'n' click interface, as well as the humour and mysteries. Solving the logical puzzles and having complex, meaningful conversations with the many inhabitants of the island is just the beginning of the adventure. There be secrets here!

All-new graphics have been added for close-ups and cutaways, plus stereo sound effects and a full musical score. The pace won't let up so you can't, either. It ain't easy being a pirate.

Here's something you won't see if you buy the common-orgarden cart-based Batman Returns (reviewed on page 34) — the Batmobile screaming through the streets of Gotham City!



SEGA

Batman Returns may be showing up on a lot of other game platforms but it'll be smokin' on Sega's CD. Action and arcade-driven scenes mix with digitised and computer graphics — all to the beat of sound effects and music derived from the blockbuster movie.

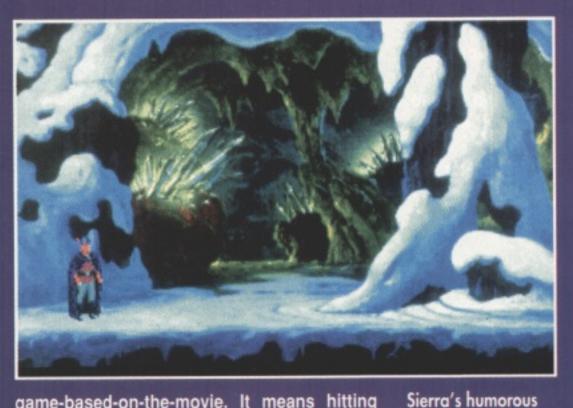
Drive the Batmobile through the mean and dark streets of Gotham City, with 3D rotation of street objects as you flame along. Massive graphics flash and disappear around you, moving at breakneck speed.

The huge storage capacity of the CD-ROM, coupled with the Mega-CD's extra processor, means more than just your average



Originally a PC game, Willy Beamish follows the adventures of an 'ordinary' American schoolboy. The background graphics are a joy — utilising a wide range of colours — and characters amusing.





game-based-on-the-movie. It means hitting the 'cutting edge' and pushing the Dark Knight for all he's worth.

SIERRA ON-LINE

It's tough bein' a kid, especially if your little sister's always tagging along, getting in your way. Having a set of parents in the flavours of 'frustrated' for Pop and 'neurotic yuppie' for Mom doesn't help. Nor does the fact that Grandpa's always hanging around — and he's DEAD!

In The Adventures Of Willie Beamish, you have to solve the kind of puzzles kids face every day, like getting through classes at school 'a bit' unprepared and finding neat things to do around the neighbourhood. 'Course, it doesn't help that strange things are going on — creepy stuff and mysteries to solve. Disney-style artwork and cool sound effects make Willie a hoot. But there's still that frog to check out.

The 3D adventures continue with Kings Quest V.

I've followed the exploits of King Graham and his brood, solving the puzzles and riddles along the way. But now the entire royal family is missing! This ain't good.

You'll have to dig out your trusty sword and backpack and rescue them, aided by a talking owl and an old wizard (they're never young, are they?).

What bizarre creatures will you discover, what mysteries will unfold? This is Sierra's

most cinemagraphic animated adventure ever.

Roger Wilco never wanted to be a hero. He'd prefer to be left alone to pursue his vices... er, interests. All right, he's saved humanity and assorted alien cultures in the past. Can't a fellow be left alone?

Space Quest IV sees Roger tiptce messily through time, in an attempt to avoid the Sequel Police, out to make sure there won't be any more of these Space Quest adventures!

Fortunately, Roger's aided by the Time Rippers and miscellaneous humorous scenes, so his head'll stay connected to his shoulders. Probably.

SONY IMAGESOFT

Make Your Own Videos should be a hoot to play with, partly because Imagesoft can draw on Sony's stable of musical talent as you select from a wide range of video images and special effects.



'Ha har, Jim-lad!'
Further graphic point
'n' click adventures
as Lucasfilm Games'
highly-acclaimed The
Secret Of Monkey
Island reaches the
Mega Drive. Laughs
abound as you slip
into the shoes of a
hapless would-be
pirate, Guy Threeput.

graphic adventures

continues with Space

Quest IV, above, the latest episode in a

famous PC saga,

improved with the

advent of CD ROM.

The 'game' mode puts the strain of realtime deadlines on your head, as you have to produce videos minutes before air-time. The 'Edit' mode will be easier, giving you time to fine-tune it just right.

Digitised images taken from today's hot artists and their latest videos will combine with CD sound and a host of features to make this the interactive video equivalent of sticking your face in a picture booth as it pops off four shots.

Pure arcade reflex fun, that's Sewer Shark. Your job is to fly through the underground subways and sewers of a post-nuclear future, delivering food to remnants of

humanity still holding on in the

Of course, there's plenty of junk, mutant and otherwise, that gets in the way. But speed and a quick, steady gun hand should see you through.

With animation running about twice as fast as cart-based games, expect to develop callouses on the controls. While the visuals are pounding away, digitised actors melding with computer graphics, there are CD-quality sounds, music and voice effects to back it up.

Can you handle the heat? If not, get out of the sewer!

TENGEN

Take one martial arts fighter. Add a strong man and kick-boxer, then mix liberally with bad-assed bikers, bruisers and street brawlers. The result could only be *Pit Fighter II*.

Digitised graphics and sound abound in a game where the only victory is in seeing your opponent smashed to the ground and the only prize is cold cash. And the more brutal you fight, the more cash you win.

Taking on the persona of Buzz (brawny but a bit empty-headed), Kato (third degree black belt) or Ty and whomp those opponents good! We're talking no rules here, just go for them with fist, sticks, barstools... whatever's lying around.

Stay away from the crowd, too. They may be cheering but they'll punch as well as toss you back if ya try and hide among 'em (with friends like these, who needs enemies?). If you can take on all-comers, the ultimate battle with the Masked Warrior awaits.

VIRGIN GAMES

As a scientist, you're used to dealing with the unknown. But being baked 'n' shaked by a particle accelerator gone wild don't do you any good. You come to in the weird domain of another world, filled with strange shapes, deadly traps and plenty of alien monsters who'd like you for lunch.

Get your bearings and find tools and weapons to use; learning the rules of this new environment is the name of the game here. Which is, by the way, *Out Of This World*.

Fluid animation combines with arcadestyle action and puzzle solving. Polygonderived shapes make this a visually unique treat, and there are additional levels and intense music in this CD-ROM version.

He's big, bad, metallic — and you gotta take him out! He's *The Terminator*, a robotic killing machine sent from the future to wipe out humanity's hope for salvation.

As Kyle Reese of the Human Resistance, you battle through many levels in an attempt to save all Mankind from destruction. Along the way, attack and be attacked by many mechanical foes.

This version's based on the 16-bit cart but adds five levels. Speech taken from the film is part of the mix, used for narration and cinematic cutaways.

Besides redoing all the digitised images, there are near-full motion sequences taken from film footage, plus sampled sound using the 16 available sound channels.

Can you stop the ultimate killing machine? ■ Sega CD screens may vary





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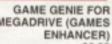
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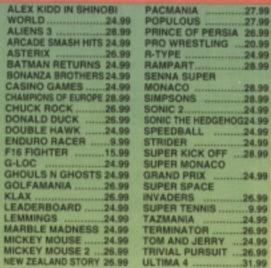


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FULL HUBBER

Probably the best reviewing system in the world!

hat happens when new games blast into Game Freak Alley?

First and foremost, us SEGA

FORCE bods sit and play 'em for hours. Then, we huddle together in a big group (rather like a rugby scrum!) and weigh-up the pros and cons. We've got the knack of knowing when a game's a Smash right from the start!

Our comments are both fair and accurate. Two reviewers give their personal opinion and percentage for each game. These are reflected in the final FORCE rating.

Unlike most magazines, you get to see what's what right from the start. All our review pages are labelled, no hunting around trying to fathom out which system the game's on.

The synopsis section's always in the same place and comment boxes are clearly defined, with a short, snappy comment.

Our ratings box is easy to read — no wishy-washy colours and text you can hardly read.

Look at our index below and find out why our reviewing system's the best in the world!

SONIC 230

MASTER OF DARKNESS74

Grab ya garlic and scare a vampire or two in this MS blast.

How does it compare to the MD? Handheld freaks take note...

BIO-HAZARD......80

Only MD fans can stop a biological disaster! Check this out!

SUPER HIGH IMPACT82

Big and beefy on the MD. It's time for American Football!

AQUATIC GAMES84

James Pond and friends go sporting crazy on the MD!

PRINCE OF PERSIA90

The MS game's wicked! Is this an improvement? Let's see...

CHUCK ROCK......92

Ugh! Ugh! Ugh! The cooky caveman gets the GG treatment!

Raling

PRESENTATION

 This one tells you how much effort's been put into the front end — how professional's the game

VISUALS

 What are the graphics like? Animation? Here's your at a glance guide to how the game looks

SONICS

 Ear blasting, atmospheric FX? Or a sad wimpout of bleeps? Find out here

PLAYABILITY

 Are the controls difficult? Is it original and fresh to get in to? Have a look here

LASTABILITY

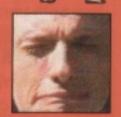
 Are you gonna complete the game in an hour or a year? Will it last to give true value for money

MORCE

• The overall SEGA FORCE opinion at a glance. Take it away!

EEEUUURGH!

These luv'ly boxes are usually used to show you any exciting bits and pieces you can pick up and use or those nasty end of level guardians. Looks like we've got a real mean mutha here!! Scriously though, take a look at the faces in the corner of the comment boxes. If the expression's happy, we like it. If not, we don't. It's as simple as that. Catch the Sumo too! If he's happy, like the one above, it means the game's gone down well in Game Freak Alley. You get the full lowdown here, y'know!

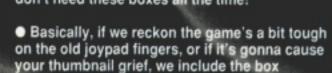


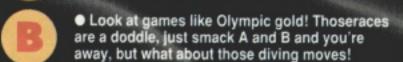




FORCE CONTROL

Face the facts! Some games are just too darned easy to control. Because of that, you don't need these boxes all the time!







 Then again, there're all those weapon selectors and changers nowadays. Strewth! If it's tough, we'll tell you what to do!

Reviewed!



Anyone remember Rings On Their Fingers with Martin Jarvis and Diane Keen? Wasn't it awful? Here Sonic's cloud-hopping to recreate that very sit-com! (Or is he?)

FORCE CONTROL



 Left and Right set Sonic sprinting in the appropriate direction. Hold Down for a spin attack and Up/Down to look in those directions.



 Tucking in his legs and head, Sonic flattens his spikes as he bounds upward, in which state he's invulnerable to most enemies.



 Sonic automatically completes the level, collecting all the rings, makes you a cup of tea, clears the national debt ... Er, the same as [1].

Ade drools... 'IMPRESSED!'



hose peeps at Sega are a clever little lot. They've produced a totally different version of Sonic 2 for the MS and I bet they're hoping all Mega

Drive owners who own a Master System will buy both versions!

As Paul says, the first couple of levels have a weird colour scheme, which initially put me off. In fact, my first feeling was 'Oh God! This is gonna look crap!' But after the 'are we expecting too much from this?' factor had worn off, I was suitably impressed.

There's a lot more to MS Sonic 2 than first meets the eye. Look very closely and you'll notice some of the scenery's different in places. Bash this and you find loads more secret rooms than there were in the original.

The main sprite hasn't changed, control's the same and he still moves like a good un'. Don't expect split-screen action and two-player mode here, folks; the set-up's the same as the first game.

Like Sonic, the sequel may prove to be a birrova doddle to hardened game-freaks, but the new elements (ie, hang-gliding etc) make for a more enjoyable game.

I only have two gripes: each stage is in need of a few more bad guys and the sound's a touch weak. Nothing too major!

Sega have done well with this follow-up. I'm sure the decision to go for a different look wasn't taken lightly but it works well. Sonic 2 has the edge over the original on gameplay rather than looks. Go get it!

ADE 93%

He's back! The blue streak spins and loops once again, defeating

evil and freeing the odd rabbit wherever he goes! The SF deadheads take his latest game for a spin!

f there's one thing you can say about Doc Robotnik, he's persistent! Yes, he's up to his old tricks again (world domination and overdue library tickets) but this time he's got a new crime... KIDNAPPING!

Sonic's loveable friend, Tails the Fox, has been cubnapped and is held captive in the Crystal Egg (isn't that a gameshow?). In the true spirit of friendship, good old Sonic's gonna free him. Or is he?

Sonic's got all his trusty abilities. He spins and jumps his way out of trouble, which is just as well 'cos this time Robotnik really means business. This is gonna be Sonic's toughest test! Rumbling mine carts and precarious precipices (say that when you're drunk!) make Sonic's life a right bitch!

Sonic has a few new talents to master. He must hangglide or fall faster than Eldorado's ratings! He'd better brush up (a Tails joke if ever I heard one! -Ed) on his front crawl, too, 'cos it's sink or swim time in the Aquatic Lake!

However, Sonic has a few tricks up his sleeve (do hedgehogs have sleeves?). He bounces across water, a bit like the famous bomb, when you repeatedly press the jump button! He can travel inside air bubbles and float around the levels!

The Chaos Emeralds still have to be found to progress to South Island, where the evil Doc must be defeated.

But before Sonic can even get near the island, he has to complete seven levels of frantic fun, kill each end-oflevel robot AND collect the seven emeralds from their hidden locations. PHEW!

Looks like Sonic has his work cut out for him. And all this for a fox!



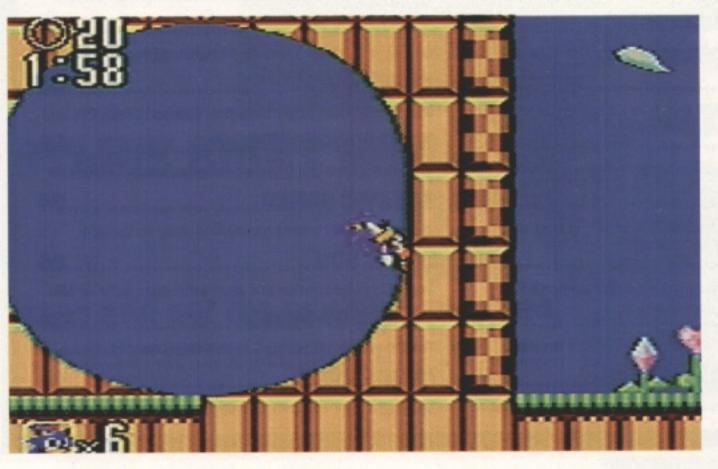




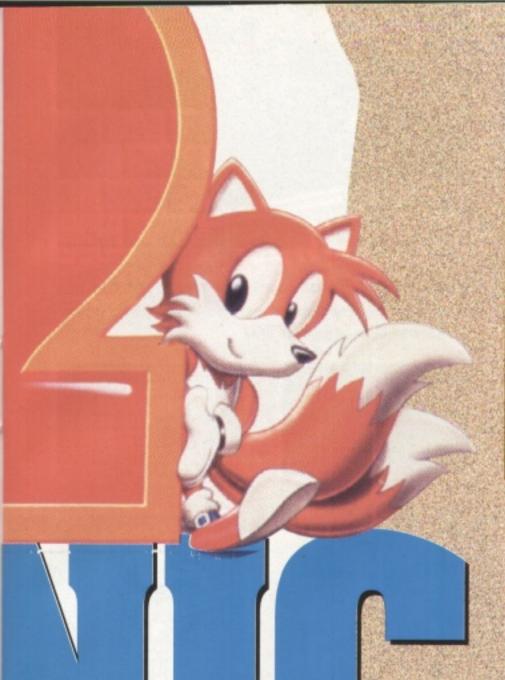




Above left: Robotnik's evil detainment ball! Having captured all the cute likkle furry animals, he stuffs as many of 'em as he can in these metal spheres — a somewhat extrême version of Sardines! Above right: A guided tour of a Victorian sewage system! Sonic curls into a ball and spins toward fresh air!



Ah, nostalgia! Those lazy days, listening to Radio 1 (no FM when we were lads), reading comics, drinking pop and throwing the emptys at next-door's cat. Drifting back to yesteryear, Sonic scales the east face of the loop, just like in the original Sonic The Hedgehog. He's put on some weight since then but with sufficient run-up he can still make it.







Paul croons... 'SEGA HAVE DELIVERED THE GOODS!'

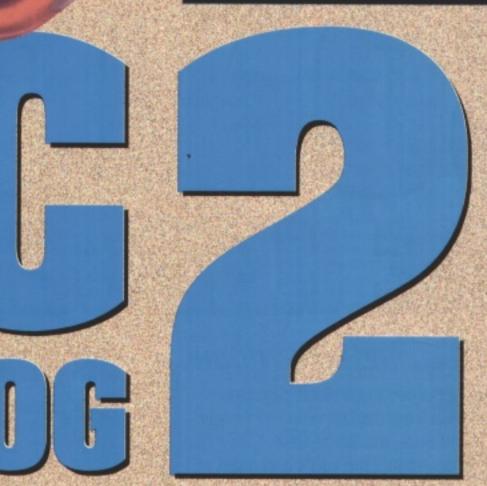


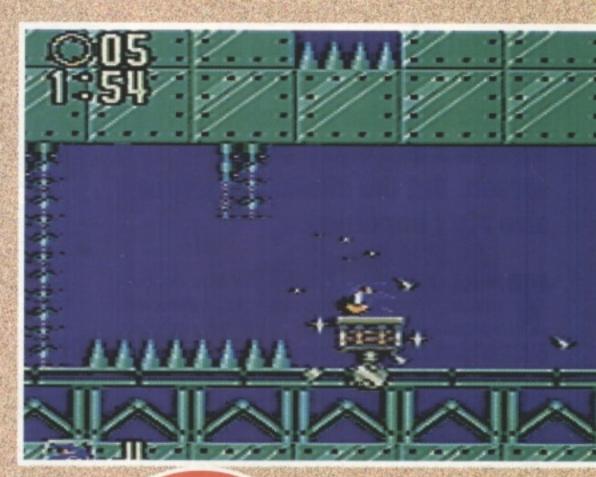
lever old Sega! Instead of trying to scale down the MD version. as they did with the original, they've opted for a totally different game and well good it is, too!

Sonic bounces around with real speed, jumping on clouds and splashing around in lakes! They haven't changed the controls and thus haven't altered the feel of the game. Great!

Presentation's good, though there are some bland colours on the first two levels (see TazMania for how MS graphics can be) and the sound isn't 'thumpingly good' (though check out the Aquatic Lake level — well nice!) but these aren't major complaints, just little niggles.

So Sega have delivered the goods a second time around! Sonic breathes again with new moves, new mates, seven levels of play, each with end-of-level meanies to bash, and those allimportant '£2.99 at Ratners' Chaos Emeralds to collect! OH BOY!! You're gonna be twice as busy with this hedgehog! **PAUL 89%**





GO GET 'EM, SONIC!



Underground Zone: Stand on the slope, time your jumps over the bouncing bombs and they destroy the creepy-crawly for ya.



Sky High Zone: Spin to destroy the chicks on the upper cloud, drop down and finish off the eggs below, then spin-jump on the bird.



Aqua Lake Zone: Wait for the seal to blow up the balloon and balance it on his nose. Now jump and spin onto the ball to knock out the seal.



Green Hill Zone: Watch out as this bugbear rolls into a ball. Wait until he stops then roll into him to finish the furry devil off.

Gimmick Mountain Zone: Look out for the beast on wheels! Jump over

it when it attacks then spin-jump to



kill it off. Wheel done! Scrambled Egg Zone: Meet up with your metallic counterpart with the spike! He flies as well as runs, so

spin-jump to the death!















It's Wheel Of Fortune! This spinning disc gives your jumps a much-needed boost.



'But Mummy, why are your hands so soft?' Sonic travels by bubble when underwater.



Miles Prower Esq, aka Tails, the baby-eyed chum Sonic must rescue by retrieving all seven Chaos Emeralds.



● Good static pics of Sonic and Tails between levels, no options, no continues

First couple of levels are bland, Aquatic Lake looks good. Good animation, slick scrolling

Jaunty theme tunes we've come to know and

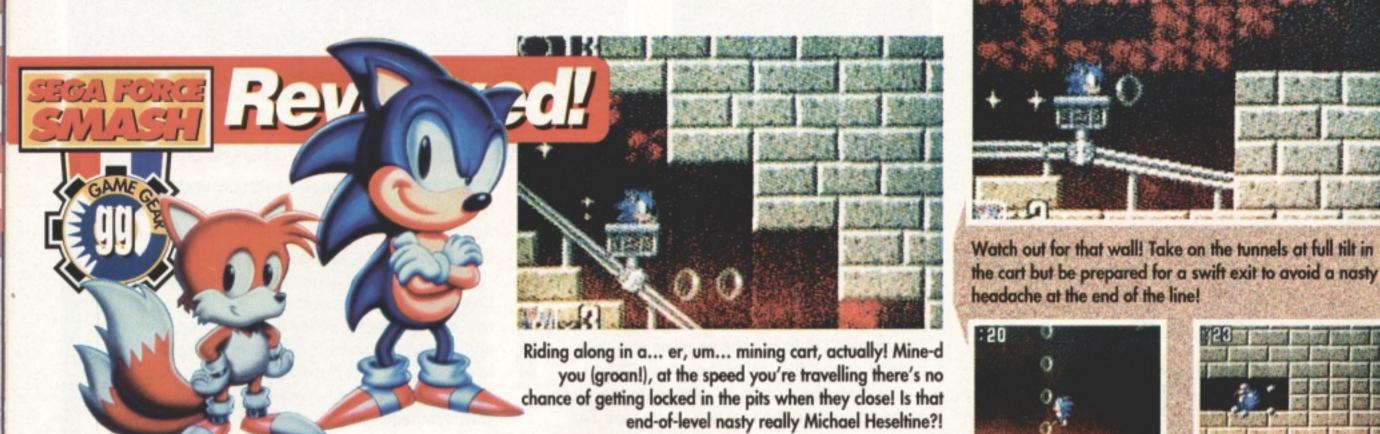
love. Nice sound FX The extra elements make for a more playable

game. Sonic's easy to control, responds well

Seven levels and final showdown. Not overly difficult but plenty of hidden areas to find

More tasks than the original. Doesn't

look as good but plays like a dream



As befitting his cheeky nature, youthful good looks and all-round cuteness, Sonic's latest adventure's also available on the 'compact and bijou' small screen. But the challenge proves size ain't important...

he evil Dr Robotnik's back with his most devious plan yet! The vile villain's constructed an awesome weapon: the Death Egg! With this weapon, Robotnik hopes to gain world domination!

Who can stop him? Why, the one and only Sonic The Hedgehog, back and faster than ever!

Take control of the blue spiky mammal and guide him through six levels of super-sonic speed to the showdown with Robotnik himself! Sonic has his work cut out for him as there are more traps and obstacles to avoid than ever before!Blimey!

Our speedy blue hero also gets to go mine cart racing, hang-gliding and water skimming! He must master all of these stunts if he's to complete the mission!

The hideous Doctor's also kidnapped Tails The Fox, one of Sonic's friends. To save him, you have to complete all of the levels and find all the fabled Chaos Emeralds. Do this and you race to the secret last level on Crystal Island!

The Game Gear version's almost identical to MS Sonic 2. The main difference is that the Sonic sprite's a lot larger here, making him easier to see and control.

There are animals to rescue, bad guys to beat and a planet to save! So get those super speed boots on and start running!

片门片门门片片门片片

Chris gasps... 'HELLISH TOUGH'



representation and provided and from the MS version? Forget it! Sure, the Game Gear scenario's the same and most of the levels follow exactly the

same route as the MS outing, but there's been some serious tweaking to the gameplay en route to the handheld scene. It doesn't take you long to realise you've got a whole new set of problems on your hands.

Where obstacles were fixed on the MS version, they're now random, making progress hellish tough! It's fast, furious and outrageously good fun.

Leaving that aside, the sprites are big, clear and move like a dream. The sounds are great, as you'd expect, and without further ado, I solemnly declare Sonic 2 a must for all Game Gear freaks out there! **CHRIS 93%**







 Great opening sequence, continue-plays when you get enough points

 Sonic himself looks bigger than before and there's some smooth movement

 Bouncy Sonic theme tune can get a bit annoying but sound FX are good

The toughest version of Sonic 2. Simple controls, practice needed on hang-gliding etc

Tough to complete; you'll need to play this

solidly to get far

 Not the best version of the game but the most challenging. A must-have!

PRODUCER: SEG

LAYERS: 1 • PRICE: £29.

Mat gasps... 'THE TOUGHEST VERSION YET!'



A ell what can I say? I thought Sonic on the GG was a tough little bugger but along comes the sequel and blows it away! It's faster, harder and even more

addictive! There might only be six levels to complete but there's no way you'll be finishing this in a week!

Each level's split into two main sections then a boss level. Beat Robotnik's hideous creatures at the end and free your imprisoned furry friends (Shame! —Rest of the World).

It's a good idea to explore each level

thoroughly before finishing it. Hidden passages are dotted around the place. Sonic rolls into a spiky ball and smashes into walls to find loads of hidden rings and extras!

Handy springs and buffers are dotted around the levels and enable Sonic to bounce and rebound at high speed. The hang-glider's a bit tricky to control, but with practice you'll be sailing through the air better then the Wright brothers (well, one of them at least!).

Sonic 2's finally here but he's gonna take some cracking!

MAT 92%

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more. Can Bruce Wayne triumph, or would John Wayne have done better? You've seen the film, read the book and ogled Michelle Pfeiffer. Now, thanks to Sega, you can play the game! They're an ungrateful lot in Gotham City! After saving them from The Joker, they're now charging good old Batman with murder! (Who'd be a superhero, eh? Nowt but trouble.) Mr Wayne smells a rat, particularly since The Penguin's been acting ever so neighbourly and friendly. He even saved the mayor's baby from a kidnanner! So trusting his hat-like instincts. Brucie sets

napper! So trusting his bat-like instincts, Brucie sets off as his rubber-suited alter ego, Batman, to clear his name and duff in The Penguin.

The action takes place over seven levels, animation sequences between levels showing crucial

tion sequences between levels showing crucial twists in the plot. Each level's decked out in post-modern and Gothic styles, jam-packed with baddies all waiting to splat the bat for good!

But good old Batman has a few tricks round his waist so he can give as good as he gets. The utility belt slung around his midriff's packed with everything from a swarm of bats to a heat-seeking Batarang!

At the end of each level, Batman has to defeat a boss villain. Catwoman makes life very difficult with her curvy body and lethal whip (kinky!), while The Penguin and his bombing brolly take some beating!

In the words of Pengy, 'You don't really think you'll win, do you?!'



Left: use the girders and elevators to move about in Shreck's Wonderland, but watch out for dwarf attacks out of the blue!

Right: time your jumps over the leaking pipes and drop down the air ducts to meet up with the Cog Men!



THE BAT PACK!

Extra Energy: This little beauty bumps your energy back up. It's vital that you use it only when you need to - and believe us, you'll need to!

Super Batarang: This is Batman's equivalent to the Sidewinder missile! Yep, it homes in on the nearest baddie and wallops 'em! Lovely!

Batarang: Batman's trusty bat-shaped boomerang. Select this icon then fire away at the baddies; use against those pesky gargoyles and clowns!

Extra Batarangs: This gives ten extra Batarangs for your crusade against The Penguin and his cronies. Don't waste them or you'll be sorry!

Bat Swarm: Lying smack bang in the middle of your utillity belt, this weapon unleashes a swarm of bats which cause serious damage. Yeah!

Side Grapple: Time to use your climbing grapple as a weapon! This is very effective against big baddies, like those on Level 3. Use sparingly!

Smoke Bombs: Use these to blind your opponents so you can give 'em a good kicking! They also kill some of the weaker nasties. Well wicked!









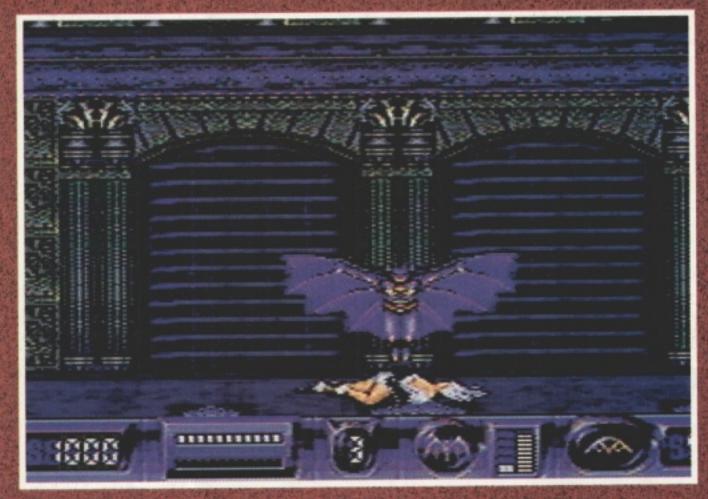














Beware the goblins! They may look like harmless chunks of stone but once they've come to life they come at you from all angles. Master the flying kick and take 'em out before they cause too many problems!





Meet the Ice Princess. Or rather, meet the ex-lce

Princess! Right at the start of the game, you

Penguin's dirty dealings

on the rooftops. Taken

tumble from a very great

how hard you try, Batty

hostage by the nasty brute, she takes a

height and no matter

just can't reach her in

Not to worry, this just

fuels his anger to get

utility belt and take on

one helluva tough battle!

even with the dirty beggar. Strap on yer

time.

get a taste of The

So you've made it to the top? It ain't over yet! Keep dodging those Penguin bombs or your energy points drop off in no time!

Ade flaps... 'DROVE ME BATTY'



The original Batman game from Sunsoft was a corker! Sadly, Sega's Batman Returns isn't cast in the same mould. I couldn't bring myself to play it

for long. Yep, you guessed it - the darn thing drove me batty!

To be fair, the visuals are pretty good. Each level's not an artistic masterpiece, but the backdrops look fairly sinister and suit the mood of the game.

Batman himself is well animated, though he doesn't look too good in mauve! For some strange reason, the hunky chap's kitted out in a luv'ly shade of purple! He's got a fine selection of weapons, I'll give him that, but swinging from building to building put me in mind of Spider-Man!

There are loads of sound FX and in-game tunes, but many of the ditties are just that ditties, not rocky, raunchy theme tunes more appropriate to the game.

Presentation's good, with some nicely animated Act Intermissions (as they're called in the instructions) between levels and an adequate supply of options.

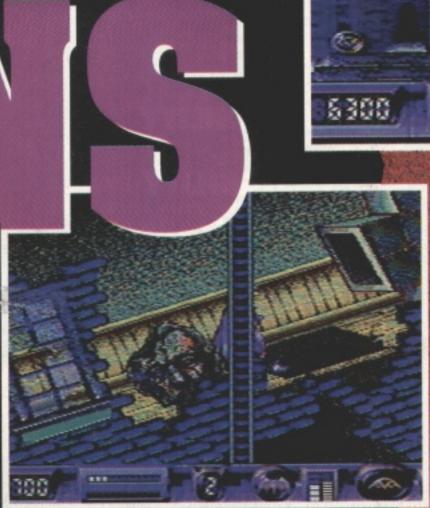
'So why did it drive ya batty, Ade?' Quite simply, the main sprite's a bugger to control! Activating the grappling hook in the splitsecond it takes to drop to your death is a nightmare. Jumping, flying, attacking etc soon become a chore and it wasn't long before I flung the joypad in a fit of rage, vowing never to play the game again!

Overall, a good looking blast which lacks that little something (like playability!).

ADE 68%

Get used to throwing up your rope and flitting about between levels. The quicker you move, the less vulnerable you are to attack without some protection!





FORCE CONTROL



 Left and Right move Batman, and also select special weapon. Up with [C] fires grappling hook. Down and [C] moves him down a platform.



 Whether it be homing or normal Batarang, flock of razor-winged bats or smoke bomb, this launches the currently selected special weapon.

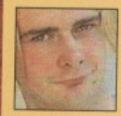


 Knuckle up and punch a bad guy! With Down, a hefty kick in the unmentionables! Hold [B] down to block knives and bullets.



Holy grasshoppers, Batman bounds! Use with [D]-pad to fire grappling hook. Press twice to control the gliding Batman in the air.

Paul sighs... 'PROMISES MUCH, DELIVERS LITTLE!'



The phrase 'wasted licence' springs to mind. In fact, for those of you who follow politics, Mr Lamont's VATman would've made for a more interesting game than

this incredibly bland offering!

Yet again, a game's produced which will sell well because of its name rather than its content. A bit strong, perhaps? Well, see for yourself — just be prepared to fork out 50 quid for the privilege!

Batman Returns promises much and delivers little. The presentation's good and the animation sequences are most impressive, but the game just

doesn't click. The main sprite moves slowly and the baddies give Batman quite a bat-tering (groan!) before our hero can fight back! In-game graphics are very dull, the sound is what headaches are made of and the difficulty level's much too high.

Any good points? It's quite a challenge to complete, though why anyone would want to God only knows. If you're a collector of Batman memorabilia you might be tempted, but there are too many bad points for me to recommend this to any except the terminally bored.

Sorry, Sega, but it's bat to the drawing bored!!

PAUL 69%

Left: uh-oh! Looks

like Batty's gonna

they hit you. If

ya fool!

you've run out of 'rangs, try a few well-timed punches or simply jump up and over the bikes that come straight for you. The ones from above? Duck,

have a headache in the morning! The daredevil motorcycle riders don't know the meaning of fear. Try to work out their sequence of attack and use 'rangs to pick 'em off before



Above: Hosiery, Men's Outfitting and a rather irate Penguin on Level 1. Going up! As soon as the elevator reaches the next platform, dive off to the left and dodge The Penguin's missile attacks. When he settles on ground level, let him have it wih some 'rangs then back off again while he attacks. Keep repeating this and you'll have him licked in no time!











Above left and right: think you've passed muster by finishing off the tough guy at the start of Shreck's Wonderland? Think again: there's a whole series of jester knife-thrower and rollerskating gladiator-filled mazes to complete before you see the light of day from this mutha! Keep collecting the power-ups!





Isn't it always the same? Get over an obstacle on the floor, like these spikes, and those nasty basts know just when to attack when you're off your guard! In the cathedral, the goblin strikes are hard to avoid, while the dwarves on the machine guns can do untold damage before you even realise they're there! Perhaps things could have been made a touch less tough by the developers in what's otherwise a superbly crafted game. It's a struggle but it's well worth the effort.



PRESENTATION

• Good intro and animated sequences, options

visuals

Visuals

 Average in-game graphics and backdrops but good main sprite

SONICS

• Plenty of sound FX, annoying in-game tune. Where's the Batman theme?

Boring, repetitive gameplay hindered by awkward controls

■ The seven levels present a challenge, if you can be bothered to play through them

MO FORCE

Should've improved on its predecessor Sadly, it's just another fly-by-night!

• PRODUCER: SEGA

• MEMORY: 1024K

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Reviewed

In days of old when knights were bold (though not as much as our Ed!), King Arthur sent Galahad adventuring! Strap on your sword and sally forth as SEGA FORCE buckles its swash!

t's surprising more games haven't been dredged from Arthurian legend. Even though this one doesn't appear in the original texts, the plot's got all the mystery of an original!

In the Eastern land of Kasako, the powerful wizard Miragorn Cimmerian has stolen various treasured artefacts from King Arthur in a brazen attempt to overthrow him. If that weren't enough, he's also nicked off with Princess Leandra of Psygnosia (wonder who developed this game?!). On a quest rivalled only by that for the Holy Grail, you, as Sir Galahad, set out to recover the artefacts, rescue the princess and put an end to the dirty devil of a sorcerer for good!

Set over three very different and very hazardous worlds, each with seven levels, *Galahad's* an arcade adventure which pits you against dragons, giant snakes, evil carrion birds, foul fish, elves and henchmen a-plenty.

Stop off at the Weapons Master's huts to build up your armoury, collect coins to buy more equipment and complete each task as you go to restore King Arthur's precious belongings.

The number of lives and worlds you can visit varies, depending on the difficulty level you choose. Training allows access to World One only. Progress to Normal and you get passwords for higher levels, though with fewer lives progress is tricky. For the toughest outing of all, Hard gives only the minimum of protective armour against extra-tough opposition.

Combined with the limited continues, Galahad's one tough outing. You won't complete it in a hurry but you're gonna keep trying till you do!



FORCE TIP

The dragon ducks forward a bit once, then much further straight afterward. Now close in for a few good slashes and jump back while he repeats his two forward movements. Good timing sees you through!



Always remember to look before you leap! Standing on a peaceful stretch of waterfront, those evil killerfish appear just when you thought it was safe! If you've

got the power sword, use it to

pick them off then move on!

trees becomes a way of life in World 2. Those snakes don't seem to do an awful lot, but jump onto their branches and you get a nasty peck you won't forget in a hurry! Remember, even though you seem to have a fair few hit points, they drop off very, very quickly!

Hopping between the





POTION PERILS

Potions: Grab these for a much needed boost to your enrgy points. There are quite a few lying around, but you need all you can get

Death: Potions, like the triangle slices, must be picked up quickly, otherwise they turn nasty and kill you without so much as a by your leave!





The only real complaint I have is the lack of continues. Once you've lost your lives, even if you're on the later levels, you must return to the beginning. Damn annoying!

sprites are well animated but move a bit too

sluggishly.

more of a pain than any real threat. They tend to sap your energy quickly but one smooth swish of your sword and they're history! The

Not a great game but one that grows on you over time.

MAT 80%

Chris sighs... 'THERE'S NO 'WOW!' FACTOR!'



can't quite make my mind up about this one! At first glance, the whole affair looks a touch simplistic. The main sprite's quite large and reasonably animated but

looks slightly cutesy, Japanesey, and when it comes to the jumps, lacks any fluidity.

As for the gameplay, again it starts off looking a touch easy. But once you get the hang of the controls, you soon find some very different settings and a real challenge on your hands!

There are some excellent touches, like using the horse and cart to reach higher cliffs and the weapon huts where you increase your fire power against the tough opposition. The problem with this is when you lose all your lives on higher stages and take a continue. When you lose those extra powers the bad guys are soooo much harder to take out!

Still, the difficulty level's about right and even though you get instructions at the beginning of each level, you've still got your work cut out to retrieve the lost artefact and make it back to the portal to the next world.

The in-game ditty won't drive you mad and the spot FX are nicely realistic, especially for the swordplay. One handy point to remember is you can damage nasties behind you as well, thanks to the wide swing of your sword!

All in all, there's not a great deal to fault about Galahad. The parallax scrolling's smooth, there's plenty of variety in the obstacles and baddies to overcome but, at the end of the day, there's no real 'WOW!' factor to give it the edge over other arcade adventures!

If you like swordplay and platform adventure you're gonna love this, but it's not the best game **CHRIS 81%** of its type.



Seasoned gamesters should know the solution to the swinging ball puzzle by now. Simply wait for the downswing and jump forward to dodge it. Repeat on the way back and it's a doddle!





THE WEAPON SHOP

Short Sword: Causes 1 hit point damage and costs a mere 250 coins. Not much cop, but at least it's cheap

Long Sword: With just one dagger it causes 1 hit point, plus one for the dagger. Costing 350 coins you could do worse

Long Sword: A much better bet is the two dagger option, costing 500 coins but causing an extra point of damage

Force Blade: Causes three hit points and pressing [A] with runes bombs causes havoc. A bit pricey though, at 1000 coins

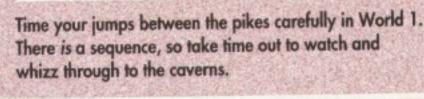
Light Armour: Only use this if you're desperate to save some money! It costs 200 coins but only stops one point of damage

Combat Armour: Protects against two hit points but still won't help you much against the big guys. Costs 250 coins















Battle Armour: Nice stuff, this. Protection from four hit points of damage helps you take out most

early big guys at 350 coins

Field Armour: Getting better! Saves

serve you well in the earlier worlds

three hit points of damage and

costs a mere 300 coins. Should

Mage Armour: Strut yer funky stuff in this cool outfit. Costs 400 coins but it's worth every penny for saving five hit points of damage





FORCE TIP

Left: If you've been able to buy the Force Blade, keep pressing [A] to power it up with the Rune Bombs and watch that energy shield shoot out and take out the nasty basts. Looking for the secret door to the temple? Get up to the top of the cliff and knock hell out of the centre totem pole.



 Good intro screens and difficulty levels. Password system helps prolonged play

 Clear sprites, good movement. Nothing to fault but nothing out of the ordinary

 The in-game tune won't drive you mad and spot FX are good

 Controls are straightforward and you get straight into the action

 Difficulty levels are about right but the game's a touch samey

A pretty smart arcade adventure but not the best of its type

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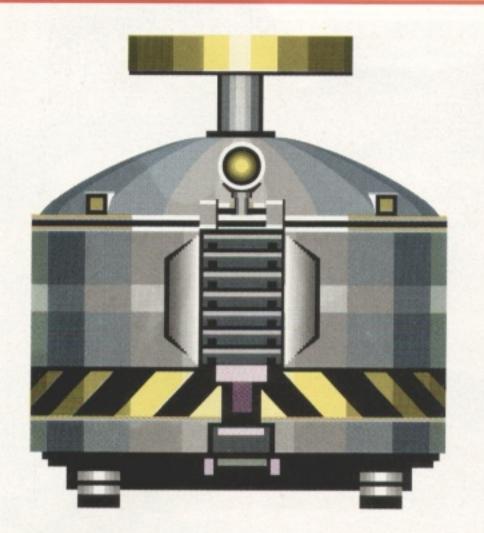
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The evil Dr Robotnik is as Mad As Hell, and he's imprisoned lots of innocent little furry creatures in this fiendishly cunning mechanoid honey trap. All you have to do to

At the start of Zone 1 you've got a choice of two routes — go straight on down the first set of rails, or use the platforms to get onto the higher level.

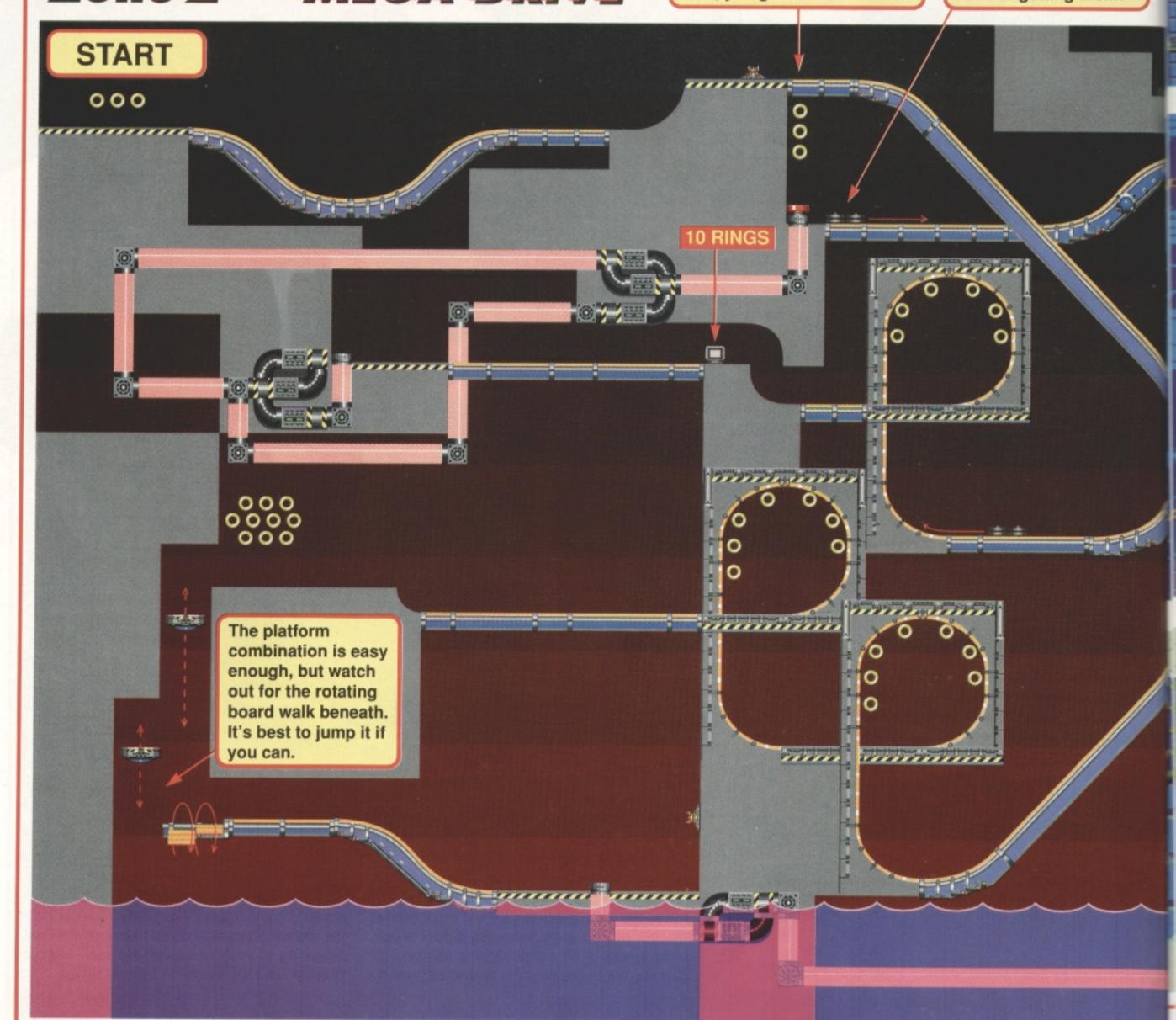
free them is beat him at his game. You've already got through the Emerald Hill Zone — now it's time to take him on in the ghastly environs of the Chemical Plant. Beware of knee-jerk reactions and watch out for the noxious toxic waste!

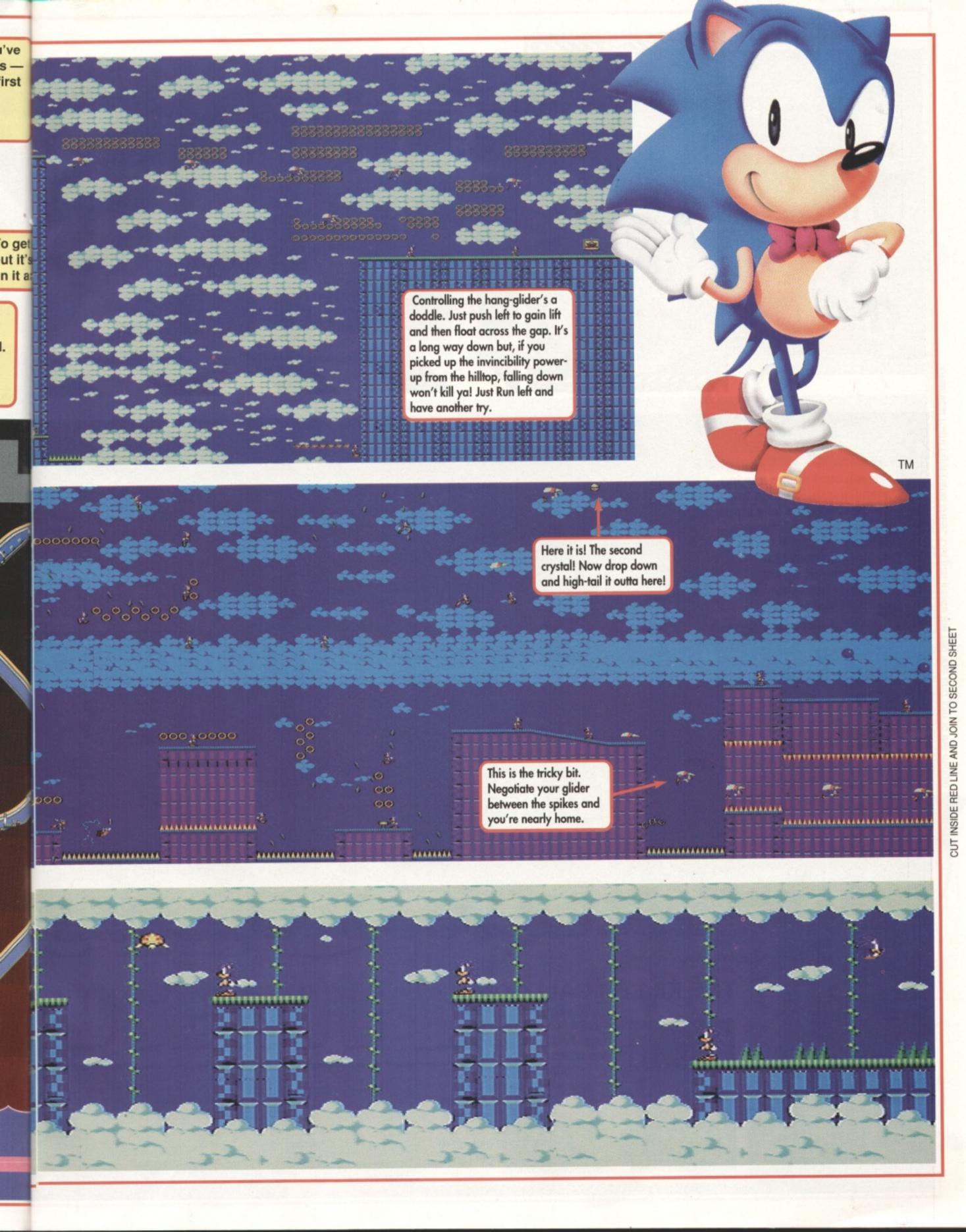
To get but it's on it a

Zone 2 — MEGA DRIVE

When you first see them as they whizz beneath you, don't worry about these rings — this zone's route is exceedingly complex, and in time, you get back to them!

There are ten rings at the end of a long run from this speed wheel. Just go like hell, it's the best chance you have of getting them!

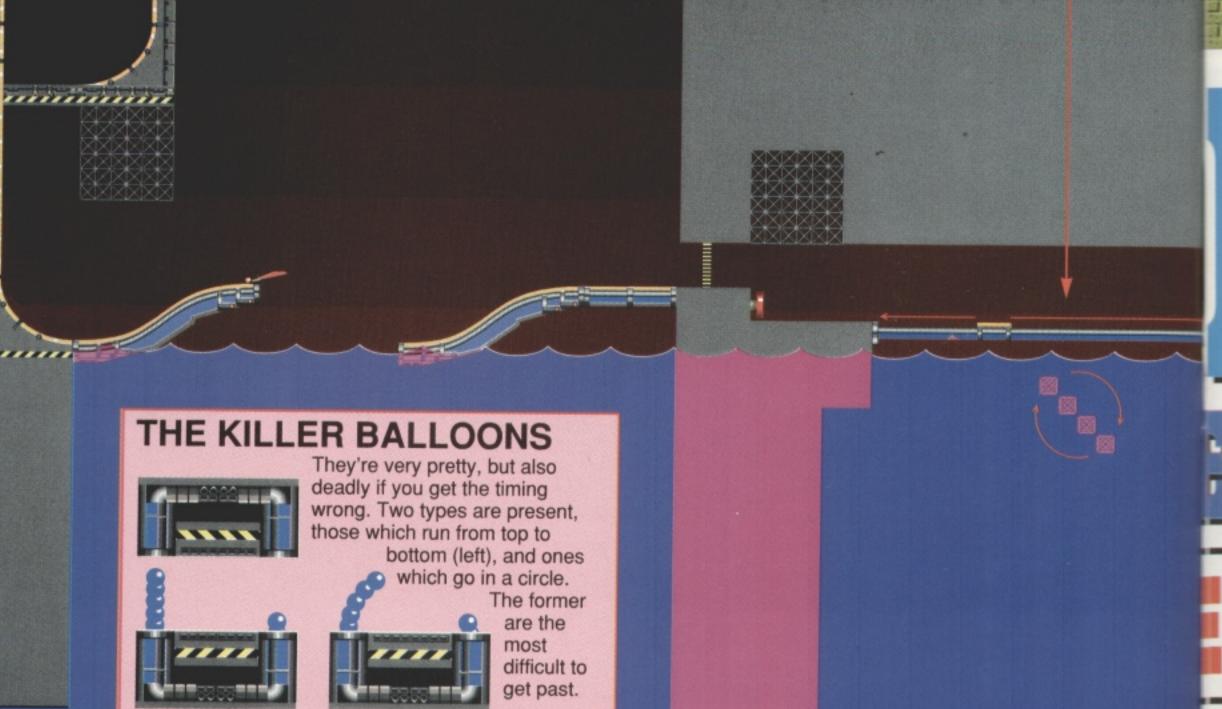


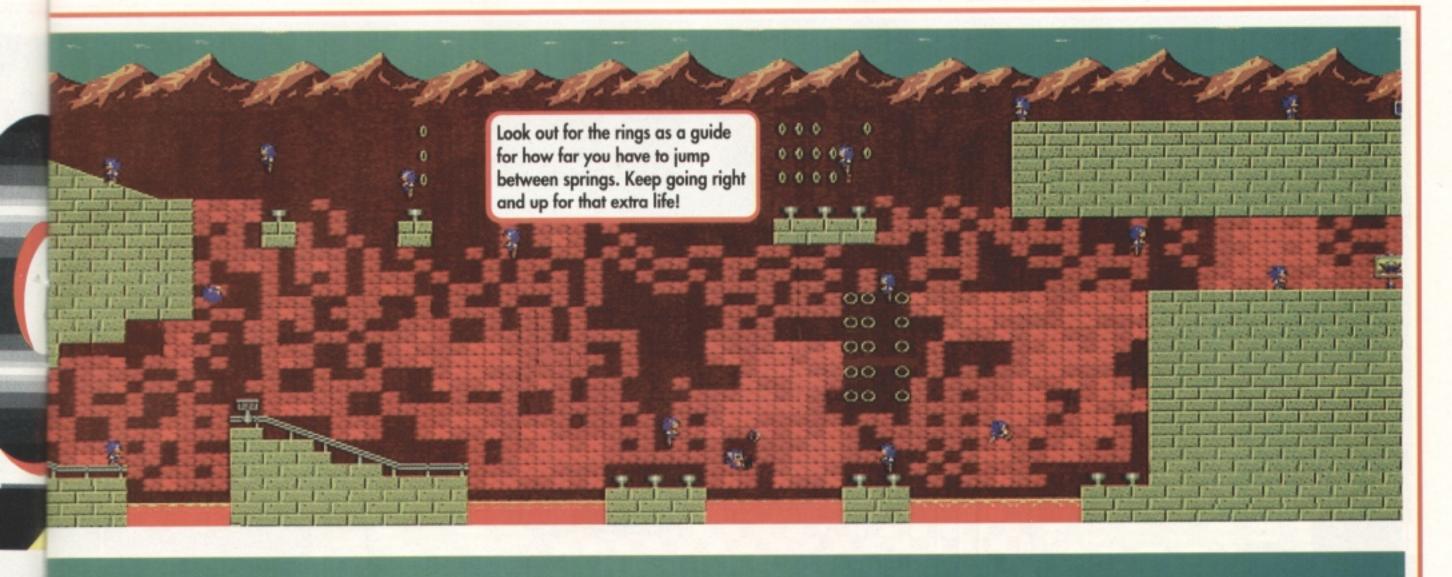


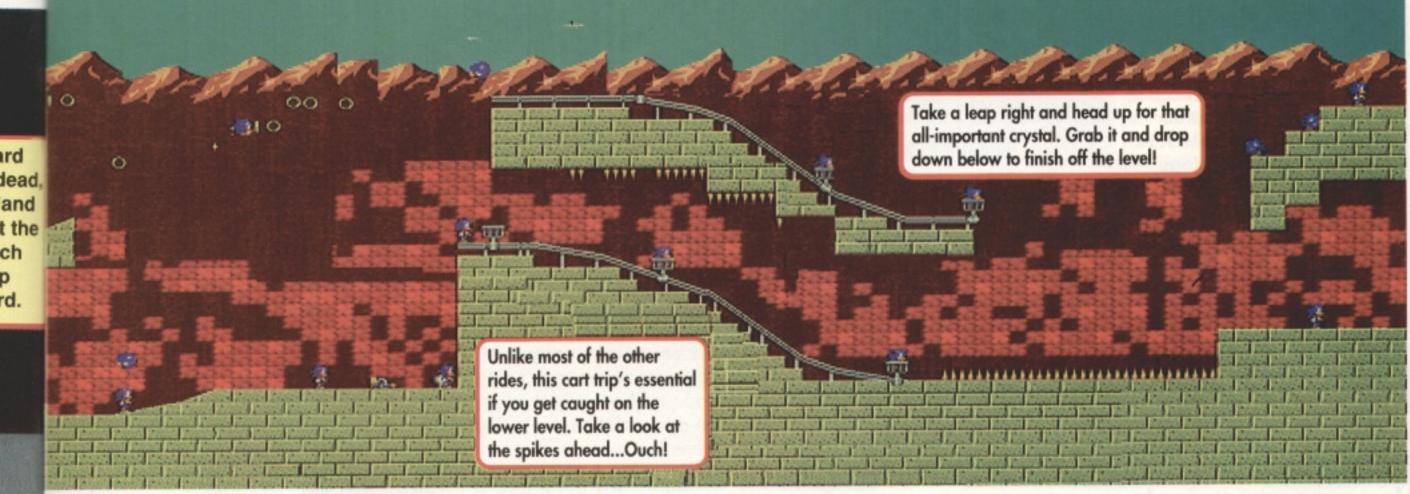


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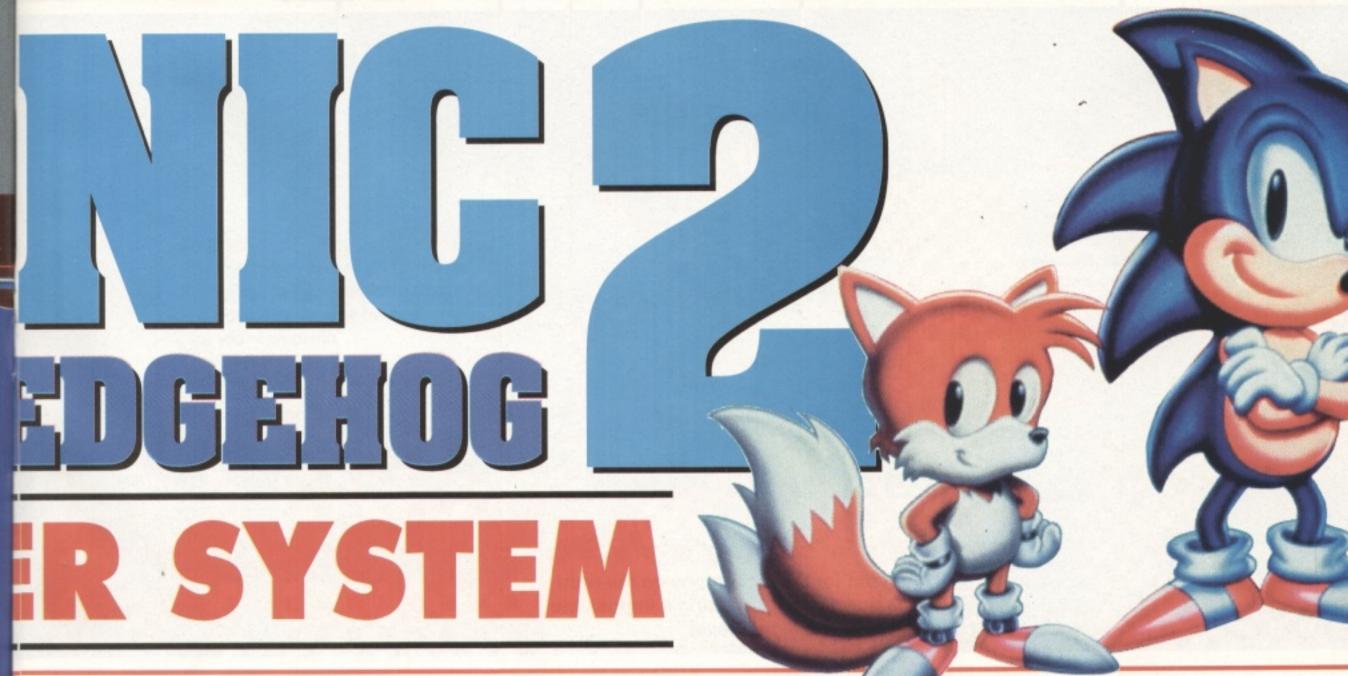


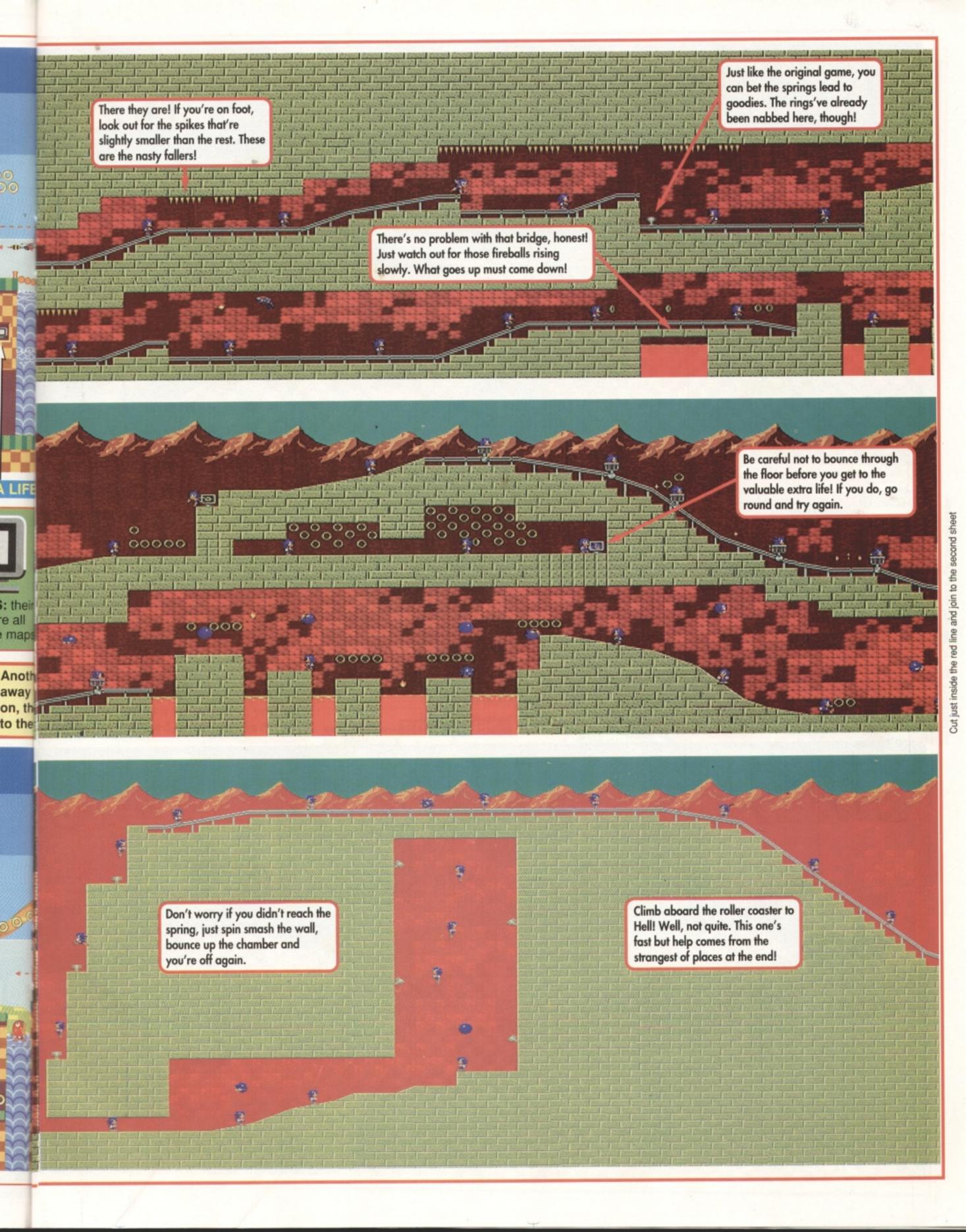
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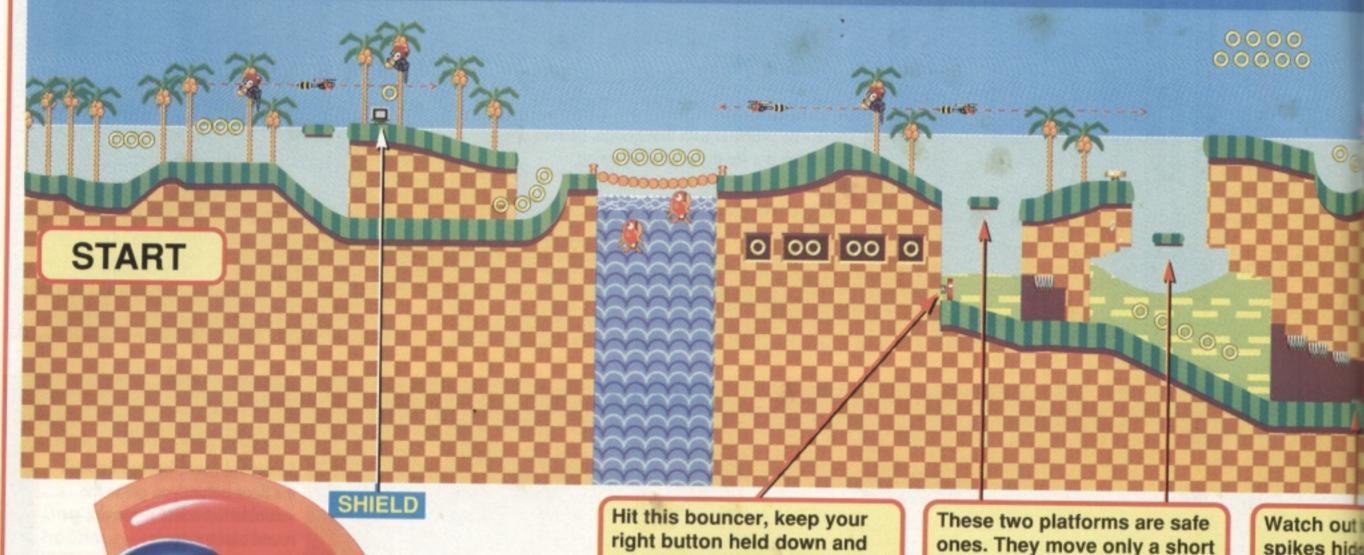
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Zone I — MEGA D



go like a bat out of hell through the cave and sail up onto the top level (marked A). ones. They move only a short distance and make life easier for getting up and down (left) and across (right).

Watch out spikes hide the cave flor that spring you use the one to the you're safet them.

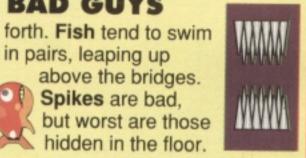


THE REALLY BAD GUYS

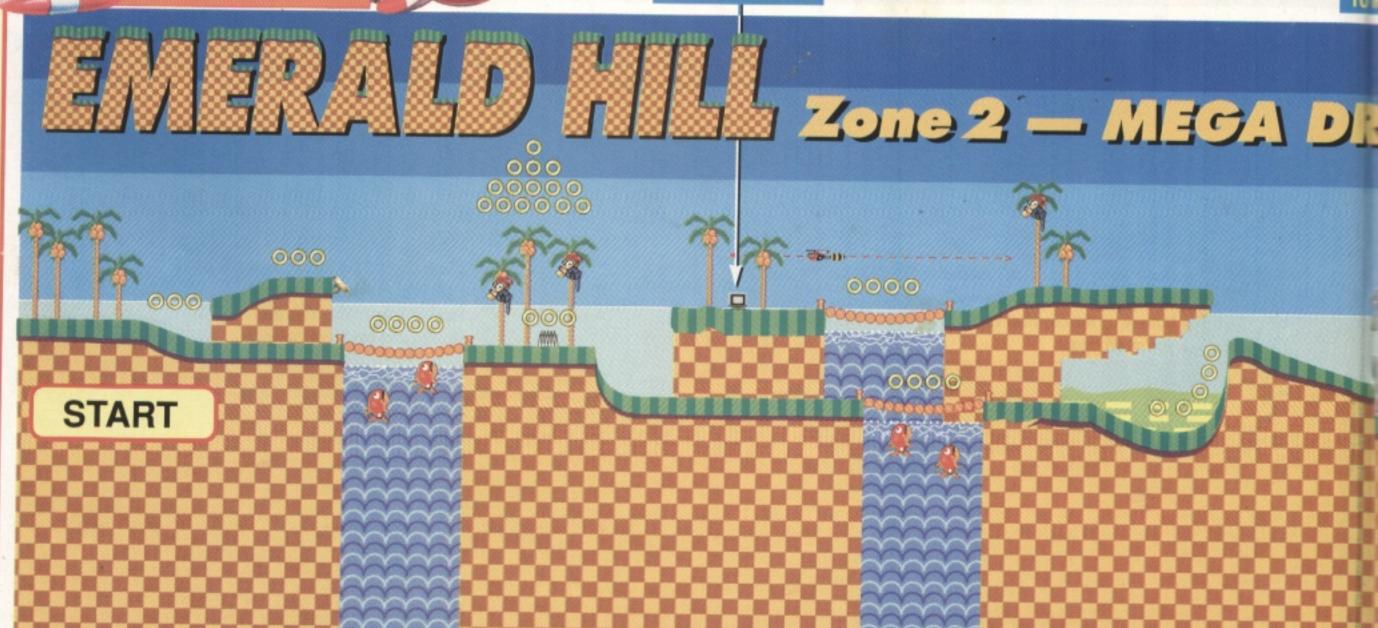
Monkeys clamber up and down palm trees and throw coconuts.

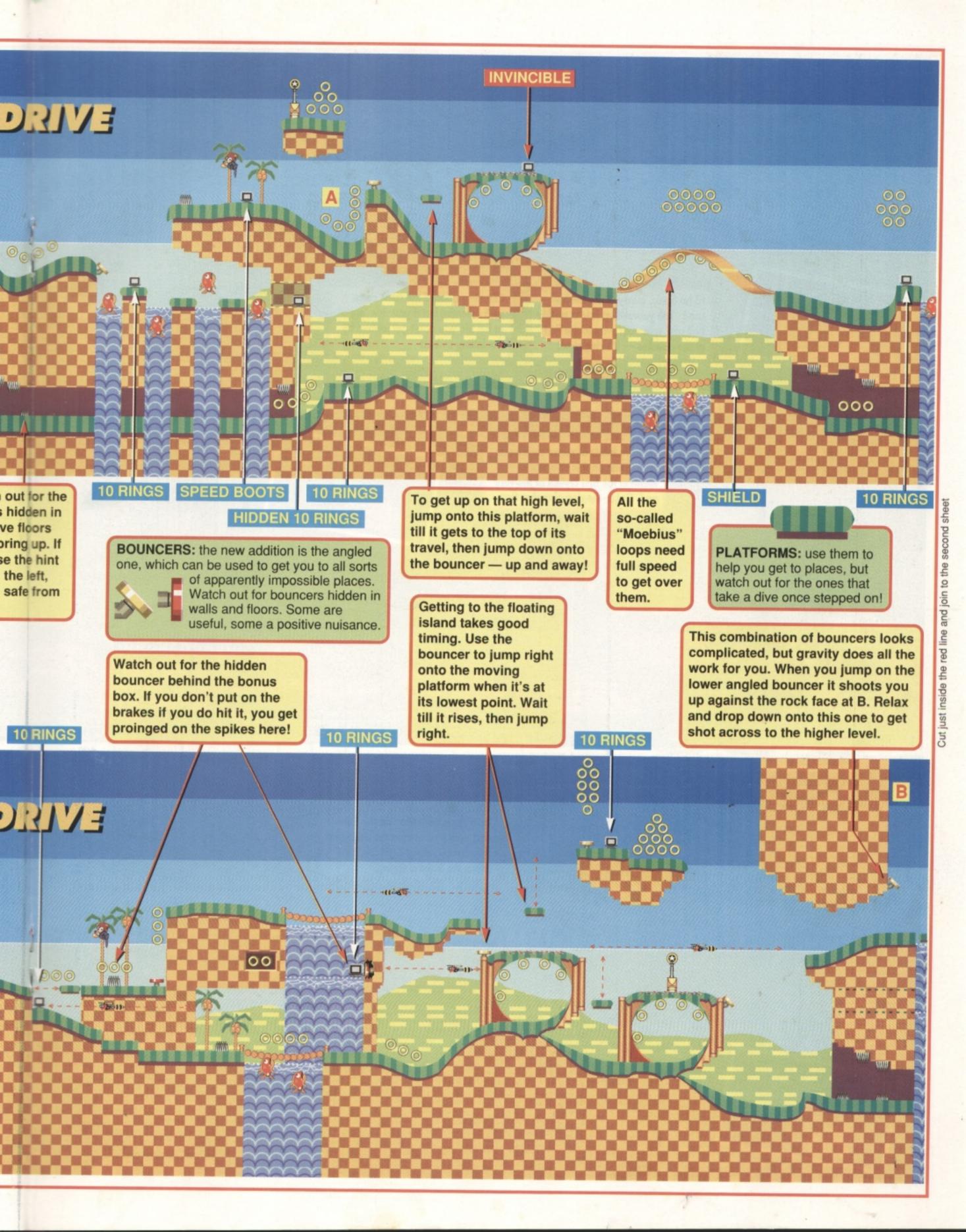
Wasps spit venom at you as they fly back and

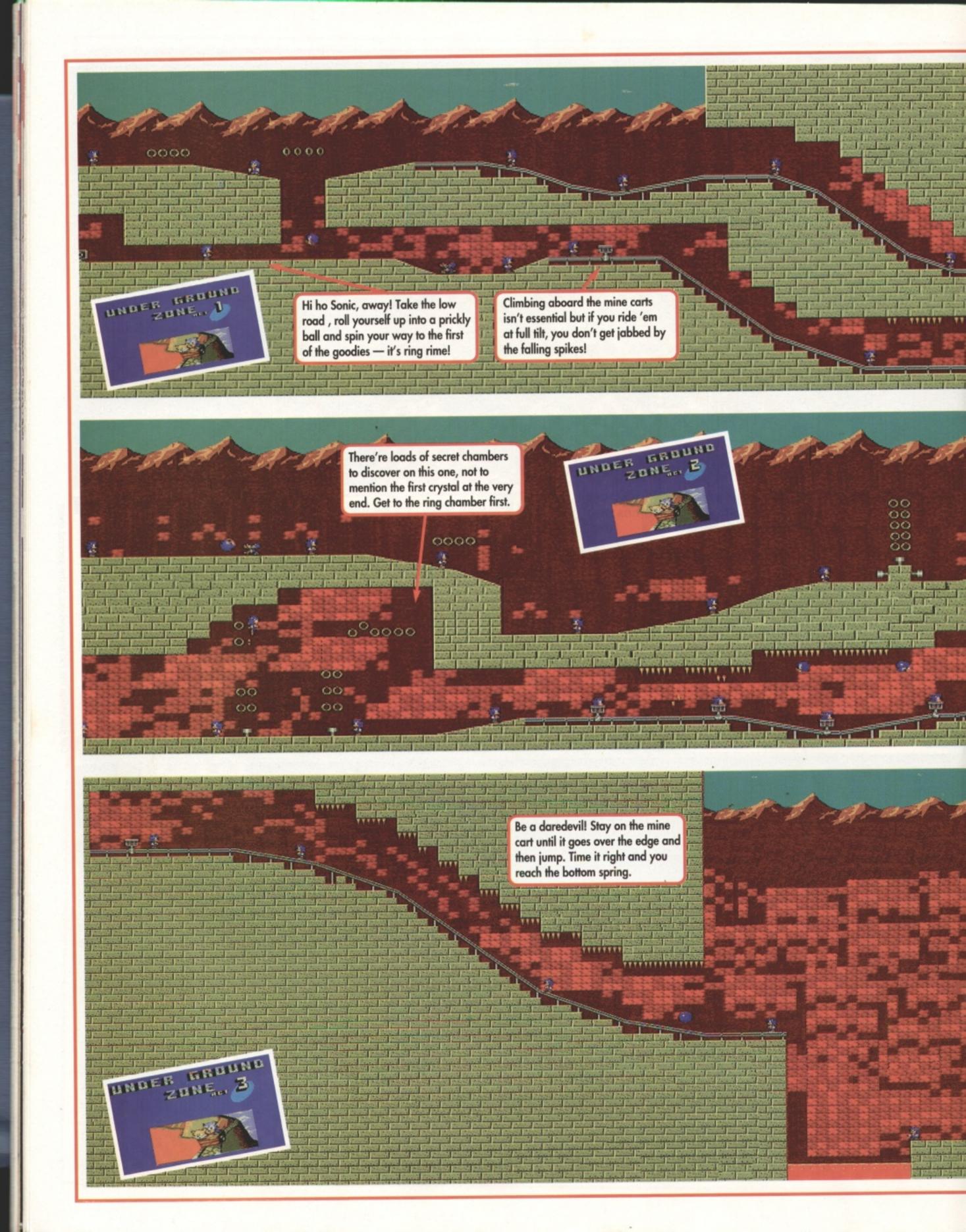
in pairs, leaping up above the bridges. Spikes are bad, but worst are those hidden in the floor.

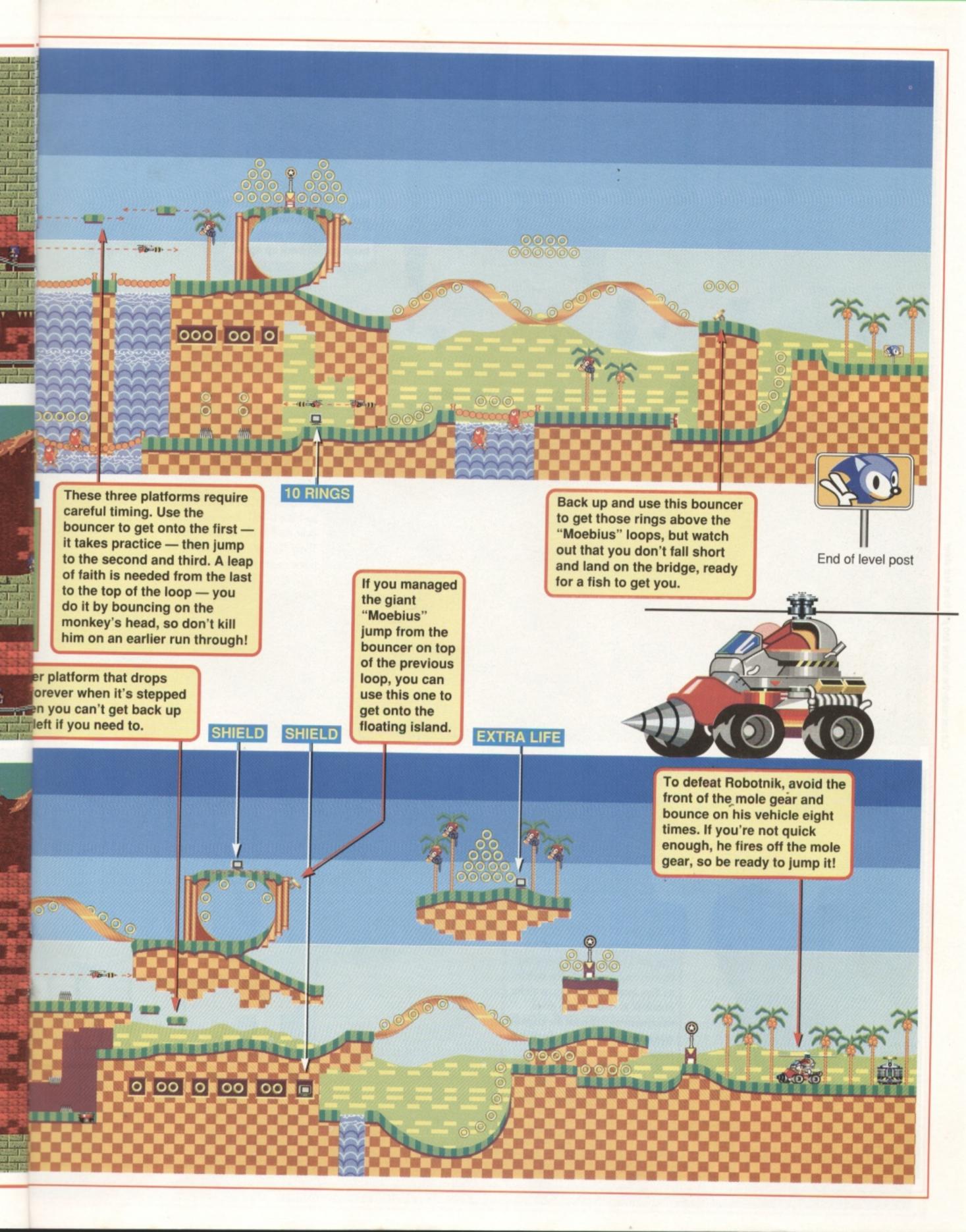


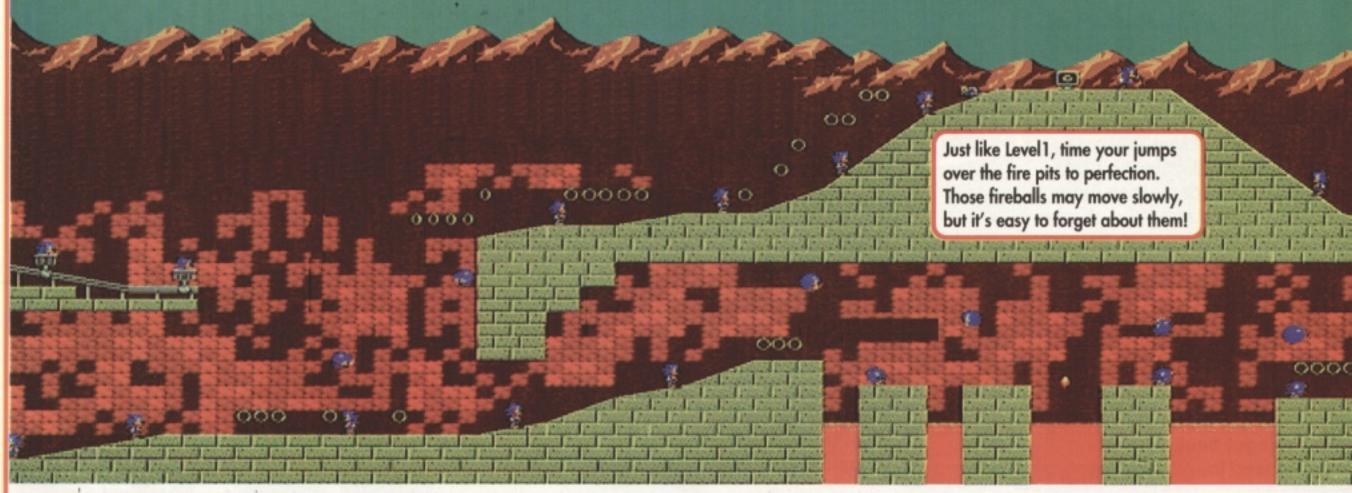
SPEED BOOTS

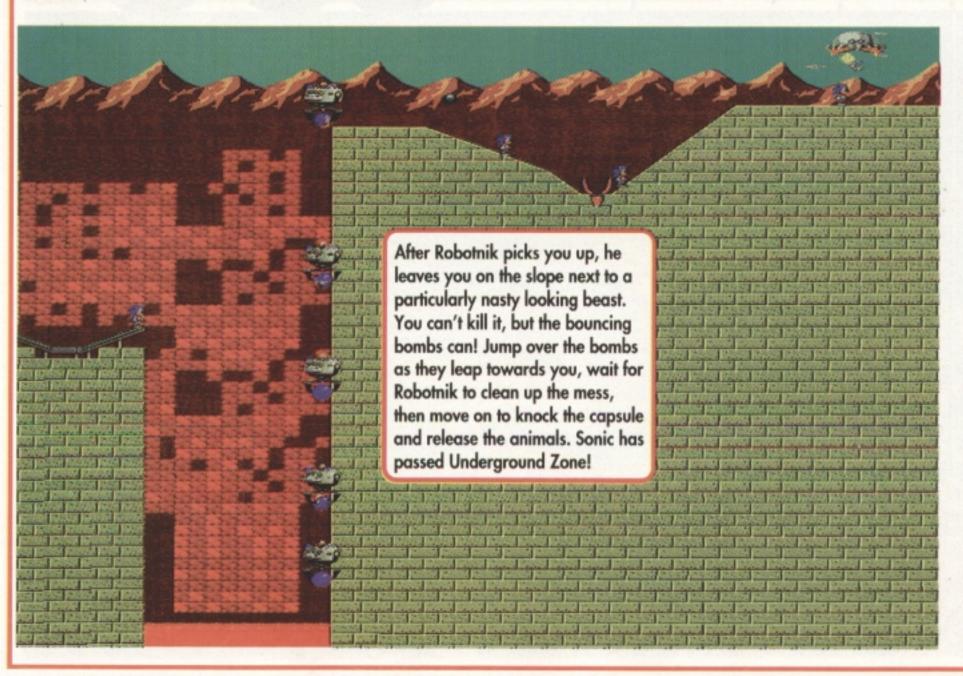






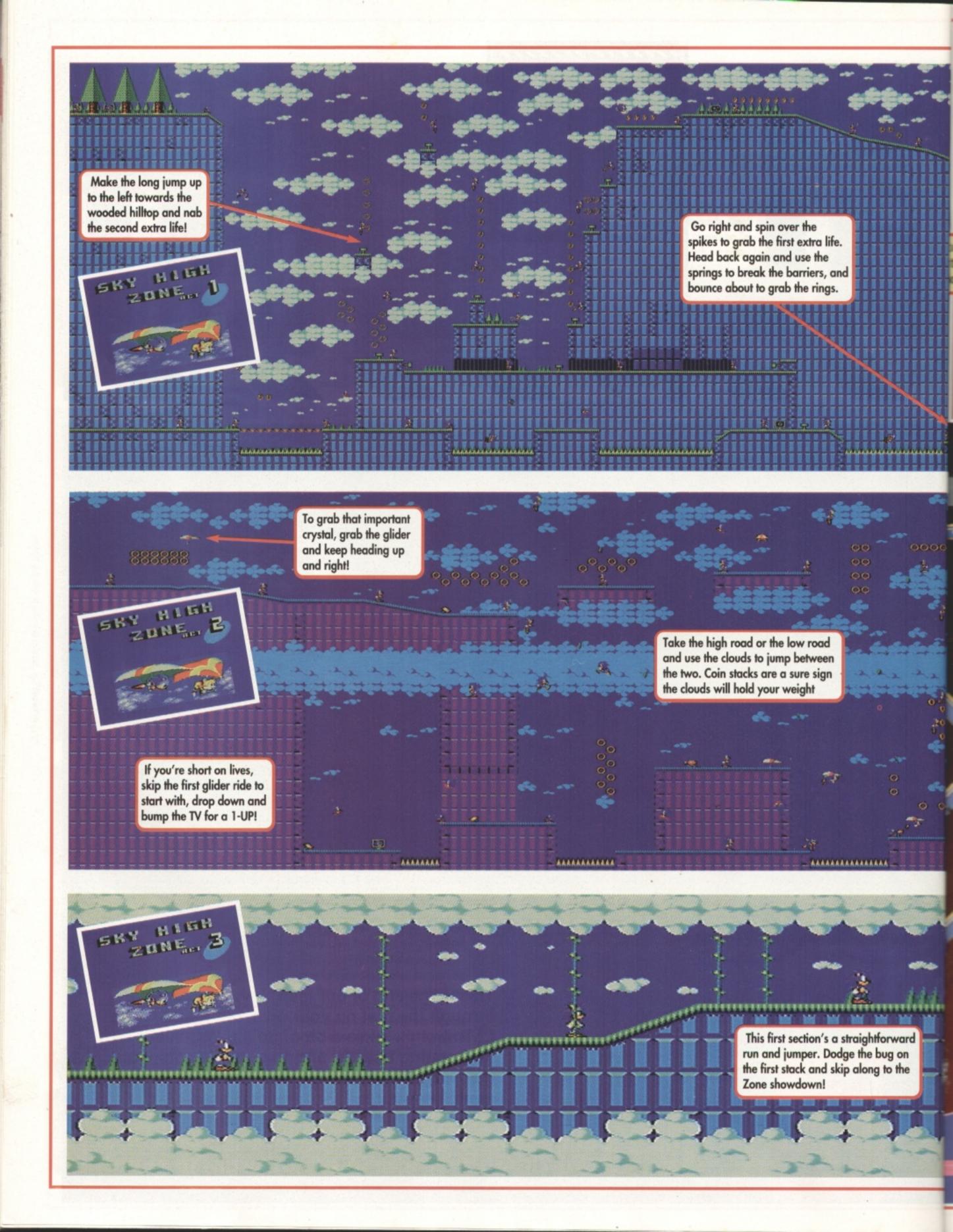






Cut just inside the red line and join to the first sheet





THE GOOD GUYS

INVINCIBILITY SHIELD

Well boys and girls, what can we tell you about this one? There aren't many of them in the game. Look hard! You're immune to bad guys and can fall on spikes. Drop down a ravine and you're dead, mate!



THE 10 RINGS TV SET

Your a few rings away from the 100 mark, but there 'ain't any left onscreen. So, what d'ya do? Have a hunt around for a 10 ring TV and bump up your booty bag. What does it do? Gives ya 10 rings, blimpo?!



LUBBLY JUBBLY EXTRA LIVES

Pretty damn important if you're on your last legs, don't ya think? As you can guess, these little beggars are few and far between. They're usually hidden in secret rooms and hard-to-reach places.



THE BAD GUYS

OLD CRABBY FEATURES

There are plenty of these little blighters dotted here, there and everywhere. Keep ya eyes peeled, 'cos they spurt fireballs at you. Roll into a ball and smash the shells off 'em. Easy to defeat.



FLYING BUG TROUBLE

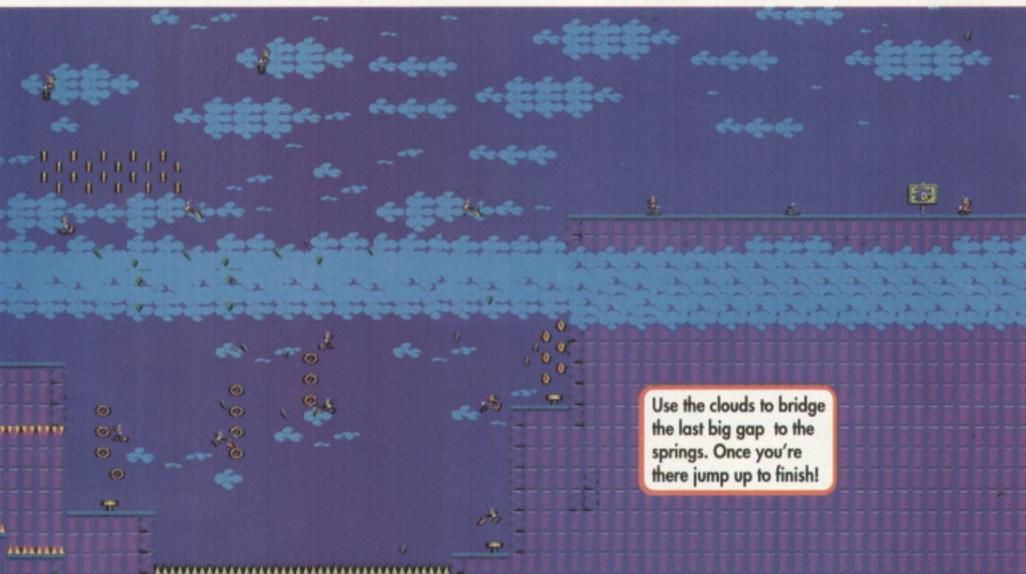
These ugly critters have a nasty habit of elevating, floating above your head and dropping their load right where it hurts. Harder to dodge. Watch for the fireballs, they set fire to ya blue perm.



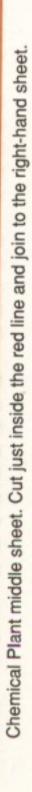
WASPY-TYPE THINGS

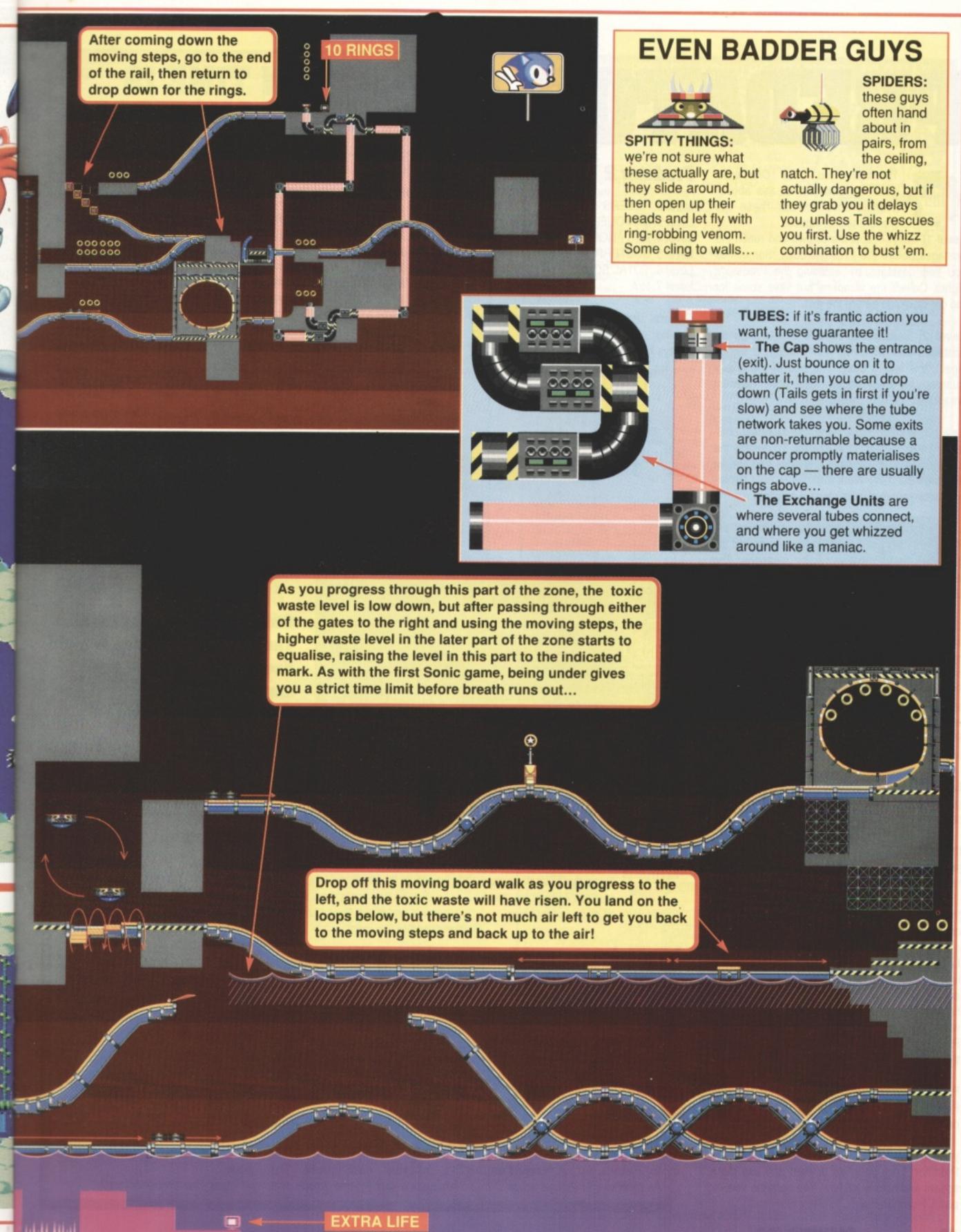
Float like a butterfly, sting like a bee. That just about sums up these likkle darlings. As with the flying bugs, keep your eyes to the heavens and run if you see them coming. Don't bother spinning 'em outta the air.













Thomas Giles from Chichester gives the lowdown on this aboveaverage shoot-'em-up. These tips are for the US version.

Level 1: Easy! Follow the arrows and reach the hostages before the Predator does. Sometimes you find hostages by watching the Predator's sights. Collect the weapons but save some for the car blockade before the exit.

Level 2: Search the corners of buildings for hostages and watch for the Predator's sights. Again, this level's easy. The end of the level's guarded by a helicopter. Use your heaviest weapons!

Level 3: Another easy stage, the toughest challenge being the end-of-level lorry. To destroy the truck, make sure you have grenades and aim for the three gunners. Work from left to right (otherwise lock your gun in an upward position).

Level 4: The main thing to watch for are Predators riding on trains. Ensure you collect the grenades and Predators' spear weapons. The level boss is a Predator, firing lasers and spears. Use spears and grenades to kill him quickly.

Level 5: Harder! Part of this level's a race against the Predator to get the hostage. Watch his sights carefully and use the ladders and ramps scattered about. When you come across Predators, be sure to use the net weapons, spears and disks against them. Pick up refills when you can. The end boss is another Predator. He's no problem if you use nets and spear weapons.

Level 6: The toughest yet. It's long, full of thugs, gunmen and cars. Don't be afraid to use your special weapons.

Be sure to destroy any car blockades as they normally guard medical packs and flak jackets. Keep moving and lock your weapon if necessary.

When you reach the end-of-level truck, use the same tactics as Level 3. Be ready to fight a couple of helicopters afterwards.

Level 7: The alien ship's the longest, toughest level, with 25 hostages to save. Follow the arrows until you see one pointing toward the floor. Move left and walk through the left-hand wall. You're under constant threat from Predators and laser gun emplacements so follow the arrows.

Keep moving. Lock your gun toward Predators and pick up their weapons. The armed Predators are most dangerous, so concentrate on them as you earn weapons.

At the end of the level, you enter a small level yielding power-ups, before facing the big, bad Predator! Lock your fire upward and use disks, spears and nets to kill him. You earn the duelling pistol. Harrigan makes for the exit himself.

Predator 2 Passwords

Level 2: KILLERS

Level 3: CAMOUFLAGE Level 4: LOS ANGELES Level 5: SUBTERROR

Level 6: TOTAL BODY

Level 7: N/A

General tips: On all levels, keep looking and moving! Fire backwards when chased and always keep ahead of the Predator's sights.

WHERE IN TIME IS **CARMEN SANDIEGO?**



Chris Moore from Wolverhampton's an ace time traveller. Long scarf, stupid little robotic pet, garden shed that's really big on the inside... the works. Following on from last ish, here are codes 41-77. Take it away, Chris!

41. XXLMXNF 42. XXXMMPP

43. XXXSNRP 44. XXXTPSF

45. XXXXRTF 46. BBBFWWF 47. BBDFBXP

48. **DBDFHFR** 49. NBDFTGR 50. RBDFBHG 51. XBDFJJG

52. XBGFMKG 53. XDGFNLR 54. XJGFPMR 55. XLGFRNR

56. XLGGSPG

57. XXGGTRG 58. XXLGFSR

68. RGBLDKS 59. XXXGRTR 69. RGFLHLS 60. XXXLSWR

70. RGPLTMS 61. XXXXXXX 62. DBBDDBS 71. RGPXWNS 63. DDBDFDH 72. XGPXGPH

64. DDBJGFH 73. XRPXHRH 65. DGBJHGH 74. XXPXJSH 75. XXRXLTH 66. NGBJTHH

67. RGBJBJS 76. XXXXSWH

JOHN MADDENS '93



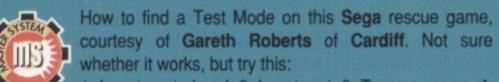
It's third down and you're sure your opponent's going for the big pass.

Take a chance and choose GOAL LINE-COVER-SAFETY BLITZ. This congests your opponent's safe-

ty line and gives you the opportunity to get a man through to sack his quarterback.

Thanks to Kerry and Brian of Kilmarnock.

UR RESERVE



1: Insert control pad, 2: Insert cart, 3: Turn power on, 4: Hold [1] and [2] all the time, 5: When intro starts, rotate pad clockwise until you hear a sound, 6: Release buttons, 7: Press [1] for Test Mode!

WIMBLEDON TENNIS



The following codes come courtesy of Christian Evans of Telford. Just add barley water, cream and crumbly old commentators to taste!

DHL DEQ JLA... Australia, first year JKH BBL FNI... Australia second year ELO DFQ JEA... France first year ORP DDE AHO... Wimbledon, first year ORR DEE AKO... America, second year (won) MNU FFS IKK... Australia, second year (won) RIM MIV NBC... France, second year (won) JIG IHH TRI... Wimbledon, second year (won)

Good grief! Is that the time? The end of the Pittstop is nigh! Keep sending in your tips, maps and pics of yourself and, who knows, you could be a £50 winner!



LEVEL I

right foot.

LEVEL 2

Thanks to Ben Bilsland of Newport, Essex for these tips. Attack strategies for each level, they

should work on all three machines.

The first thing to do is collect three

smart bombs. Wait for a second and

get six more to start you off on the

sides, duck, keep your finger on but-

On Level 2.1. take the rooftop route.

This saves time. Don't bother shoot-

ing the missiles, just run through them.

As soon as you shoot a police

ton [B] and press left or right.

If Terminators approach from both

man, run past him and get as far away as you can. He stands up and shoots you in the back.

As soon as you see a thug, run left a bit so his first bomb doesn't hit you. Start shooting like mad!

LEVEL 2.2

Keep killing the thugs and police. Later in the level you come to a ladder, use this and stay on the roof.

On the last roof, there's a ladder leading down. Don't take this. Instead, jump left off the edge of the roof. You land on a lower roof. This saves you a gunfight on the ground.

LEVEL 2.3

This is very easy. Duck The Terminator's bullets and knock him

down three times. When he flashes, run past and save Sarah.

LEVEL 3

Level 3's long and hard (a-hem! -Prod Ed). Kill the police and thugs as in Level 2.

The Terminator's harder on this level. He appears on one side and police and thugs on the other.

Once you get The Terminator don't wait around, he follows you all the way to Sarah.

LEVEL 4

This level's like the first.

Shoot The Terminator down only as a last resort. He could get you in a tricky position and you'll have to shoot your way out.

Always get The Terminator to follow you, then you can get him into the

Happy hunting, deadheads!

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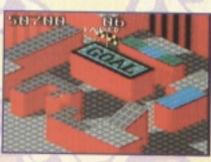
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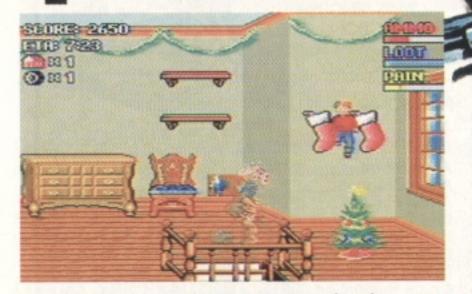
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Reviewed



We wish you a Merry Christmas! Kev's stuck in the stockings while the two thieves rob his house of all his prezzies! Quick waggle free and go and get 'em!



KEV'S COLLECTION

Ball. Use this with the scoop and elastic band to make Kevin a super ball launcher; one shot turns the burglars into big red balls!

Balloons. Use with the crossbow and glue or the hairdryer and pepper to give Kevin a glue or pepper bazooka. Not to be sneezed at eh?

Crossbow (see above). This is used as the main power behind some of Kevin's weapons. All weapons using the crossbow fire like a gun.

Elastic bands, my favourite weapon at school! Again, this provides the power needed to launch some of Kev's missiles (see above).

Glue. Kev makes burglars meet a sticky end by combining this with other objects to make a glue gun — just right to stick those pesky thieves!





Hairdryer — and no, Kev doesn't give himself a quick blow dry with it! He uses it as power for his weapons. Try it with snowballs for frosty fun!



Scoop. Two please, rasberry ripple with a flake! The scoop's adapted to make all the bazooka weapons Kev uses. Use with hot coals for hot, hot fun!



Magnet. Combine with different combinations of weapons. We could tell you which ones but that would be too easy, wouldn't it?!



GAME FREAK ALLEY is empty. There's a noise from the office. Burglars? Ghosts, perhaps? Ace detectives that they are, the SF crew return to find they're far from home alone!

his was a big, BIG hit in the cinemas (as if you didn't know!), starring ultra-rich school sensation, Mr Culkin, in the role of Kevin. Now Sega bring it to the Mega Drive.

Kevin's parents have gone on vacation and left him on his Jack Jones. Little does he know, two burglars plan to rob the entire neighbourhood of their possessions. It's up to you, as Kev, to stop them.

Traps are set in houses the burglars haven't yet visited and weapons made from various articles found lying around the house and under snowmen in people's gardens!

When you find a house with burglars in, make sure you've got weapons at the ready 'cos you're gonna have to slow 'em down until the cops arrive.

You hinder unwanted visitors by shooting or whacking them with your homemade arsenal; the more you hit them the more you hurt them. This sends their pain levels up until they surrender and disappear for a while. Last for a full 20 minutes and the boys in blue arrive to save the day.

Keep as many houses as you can from being flooded for a bigger score. If all the houses are robbed then the game's over and Kev's sent to bed with no tea.

Succeed and your parents are gonna be dead chuffed, probably let you stay up late and chuck an extra bob in your pocket money!







Top left: Kev's fried a thief, now to find the other one!

Top right: Lay traps in empty houses to give the thieves something to think about before you can reach them.

Above: Kev's in the ultra modern house, and here comes it's robot guardian to give him a shock.

HOME ALONe

Paul quips... 'LEAVE IT ALONE!'



thought Home Alone was a DIY film, so I didn't expect much of the game. When I found out what it's really about I got quite excited (down boy, down!).

Why did I bother? This game's about as enthralling as a Liberal conference! The options are comprehensive and the sound's quite jolly, but those are the only good things to say.

Home Alone suffers from average graphics and average gameplay. Inventing weapons is fun for the first few games and the idea of collecting objects from snowmen is original, but boredom sets in after about ten minutes.

When you've completed one house you have to do exactly the same in the next one, and the next house, and so on. The only fun part is the sledging.

Do yourself a favour: unless you're a diehard fan of the film and *must* have a copy of the *Home Alone* game, avoid at all costs!

PAUL 65%

© THE MOVIE CHANNEL

FORCE CONTROL



Steers your sledge around the gardens ('Brrrr! It's a bit nippy!). In houses, up and down moves you from floor to floor.



 Moves the sledge around the streets and gardens. When indoors, lays a tyre trap. Selects an item on blueprint and trap screens.



 Fires your current weapon — provided you've had the know-how to invent it! Alex Bell never had trouble with burglars...



spectacular.

 Jump over or on an item of furniture, just like when you were a kid — except your mum can't nag you. Also bounces on beds and cushions.

A ith the massive movie licence

expecting one cracking outing from

behind this one, I was

Home Alone. As it stands, it certainly won't set your pulse

racing. This is one of those games with lots of

The graphics are good, with some clean

different weapons, assembling them and using

them against the crooks is a fairly novel idea and

neat touches which never quite add up to anything

animation to the main sprite, Kevin. Picking up the

Mr Caulkin himself! The game ties in loosely with the film, but that won't help!



racing around on your sled between the five

There's loads to do to stop the crooks from flooding the neighbourhood but the main problem

is once you've secured the first house, that's all

To be fair, the gameplay's original and well

presented, but unless you're a fan of the movie,

the novelty factor just ain't enough to make this

the gameplay you get! Hard mode's a real

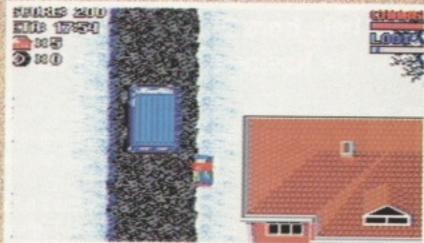
challenge, but even so, you're repeating

houses is fun, for a while!

everything you did earlier on.

one a winner!

MINE SING TUR 1/200 PHIN



That's the robbers van; you know what house they're at because you'll see the van on the drive. Stock up on ammo for you weapons then go in with all guns blazing!





Left: Kev's been caught! It looks like he's going to be spanked and sent to bed! Actually, when you're captured they stick you on a wall to keep you out of the way. Waggle free to get down and back into the action!

CHRIS 66%

Below left: The weapons screen.

Below right: Kev's on his sledge.



Can't you even take a pee in peace! Key had better move fast or else he'll be on the wall again, which means losing valuable time trying to stop the thieves.

 Nice title screen. Controller buttons can be changed to suit the player

Pleasant graphics, especially in the houses, but nothing spectacular

Different music for each house but you may reach for the volume switch on some tunes!

Sledge controls are slightly tricky but easily mastered. No problems in the houses

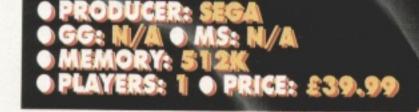
The game's major, major flaw: it gets tedious after only a few plays



by a very average game









Reviewed!

Bruce Forsyth's 'give us a twirl' girls have got nothing on this critter! Taz is back with a vengeance! He still hasn't got all his eggs in one basket, but with a little help from SEGA FORCE, we could be having omelette for tea!

ot content with wittering about cutesy kiwis, we pop to the Antipodes yet again and land with a thump in Tasmania, where, it seems, there's a birrova crisis!

In the good old days (when *Neighbours* was a twinkle in Reg Grundy's eye and Pippa wasn't going through her 'overnight transformation' phase in *Home and Away*), Tasmania was jam-packed full of giant prehistoric seabirds. Good news indeed for the little Tasmanian Devils who roam the island. They loved to munch the odd egg or 12. Free range, of course!

But alas, the birds are now extinct and the egg supply dried up. Rumour has it, over the hills and far away, there's a valley where the birds still tweet like good uns and lay by the basketful! On hearing this, our Taz is off like a shot in search of his lunch. Lo and behold, you play the part of Taz, scouring the five or so levels for the entrance to the lost valley. Run, leap and whizz whirlwind fashion through the plains, jungle, caverns and ruins of Tasmania.

There are loads of creatures to dodge and mash. Poisonous plants, malevolent mice and (how much more alliteration? —Ed), yep, you guessed it — slippery snakes! Plenty of power-ups are yours for the munching: extra lives, roast chickens, bombs and invincibility stars. Dare-devil antics a-plenty, folks! It's time to go to work on an egg!

Paul muses... 'TOO EASY!'



That old devil called 'ugh!', coming live from the land of cork hats and lager, looking like a badly shaven Alsatian! Taz-Mania hits the Master System!

To be honest, I was quite surprised. The graphics are top notch, very cartoony, incredibly crisp and clear. Sound's above average, with plenty of ditties, themes and FX. Presentation's not bad, though a little lacking in places.

So, it's a real shame the game's just too easy! I only played it once and completed it there and then! Although the ending's slick (quite steamy and suggestive!), it didn't make up for the lack of levels.

That annoying mine level from the Mega Drive's missing. If it had been included, *Taz-Mania* would've been a touch more challenging.

To sum up, a corker of a game for the young or inexperienced, but for the toughened, meaner game-freak, the lack of challenge and content spoil what could've been one hell of a game.

PAUL 75%

TAZ'S TROUBLES

Venom-spitting plant: Watch out for these little beggars! They look harmless but spit poison at you so approach them slowly!

Man-eating plant: These troublesome shrubs roam the land waiting for Tasmanian Devils to pop up! Take 'em out with a well-aimed spin!

Spear mice: They might look cute and cuddly but they sure ain't! Dodge the spears and spin through the mice quickly to avoid being hit!

Snakes: Slippery reptiles hoping to put Taz at the top of their dinner menu. Kill 'em quick or lose too much energy!

Skeletons: Make no bones about it, these guys are simple to beat! Spin over 'em without any hassle but don't let 'em touch you!

Bats: These flying mammals lurk in the caverns. They're hard to spot and avoid but one good whack gets 'em every time!

Ghosts: Found in the old ruins, these sad, sorry spectres are a pain in the neck 'cos they follow you around for no reason at all!

Mummies: 'Wrap' up the later levels by taking out these bandaged bleeders! Hit 'em hard and fast and don't stop to chat!







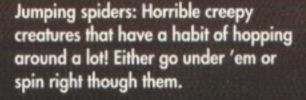


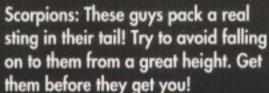


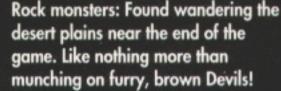




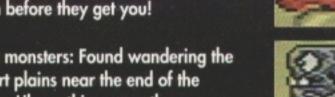
















Level 1: OK folks, this here is the start of the game. Taz begins in the jungle and has to spin his way through five levels of fast, furious, furry fun! There are two sections to each level and then an end-of-level guardian. With loads of extra lives and continues on offer, you should get far! On each level, there are loads of pesky creatures out to stop you. Take your time to get 'em for extra points. Also, search around each level for hidden rooms and bonus items. On top of that green hill is a tasty chicken. Pick it up and Taz's energy restored. They're handy later on!



Left: Ghostly goings-on in the abandoned ruins! Keep your eyes peeled for the tricky spooks and remember to jump over those spikes!

Below: BOOM! Whoops, Taz gets too greedy and eats a bomb! Not such a good idea 'cos it don't half hurt! Try to get more points by spinning over the bombs instead. It's trickier but healthier!



Looks tough? Nah, it's a doddle! Taz can cross over obstacles in various ways. Use springs, logs and platforms to get over tricky spots without losing energy or a life. The mud passed by jumping repeatedly.









Looking mean and moody, Taz gets ready to spin fast and kick some slimey snake ass!



PRESENTATION

 Short text intro, three lives, continues, text between levels

VISUAL

 Cartoony graphics, good sprite animation, plain backdrops, smooth scrolling

SONICS

Better than the usual annoying MS tinklings!
Good theme tunes, FX add a sense of occasion

PLAYABILITY

Easy to control, Taz is smooth and responsive.
 No bugbears in gameplay

LASTARILITY

Not for hard 'n' fast freaks! A touch easy.
 Beginners should enjoy this

FORCE • A decent game. Good looking and

playable, sadly even easier than the MD

- PRODUCER: SEGA
-) GG: DEC MS: DEC
- MEMORY: 256K
- PLAYERS: 1 A PRICE: \$34 C





Above: Hidden deep in the bowels of the caverns are various secret passages. Taz can spin through the brick wall to get the extra items on the other side.

Ade advises... 'QUALIFIED GAME-FREAKS — STEER CLEAR!'



A sked to list my Top Ten favourite Sega games, Mega Drive *Taz-Mania* would be up there with the best of 'em. Maybe a touch easy, but the superb cartoony

graphics and slick playability had me hooked from day dot.

So, being an inquisitive kinda guy, I was interested to see how Sega would convert *Taz* to the Master System. Visually, they've done a pretty fine job. Although the levels look ultra-different from those on the MD, the graphics have retained their cartoon feel. For an MS, they're well smart! Crisp and incredibly colourful.

The main sprite doesn't differ too much from his 16-bit counterpart. He still rubs his tum when he gobbles nosh and stamps his feet if you

hesitate. His 'whizz' isn't as effective but it's executed well. Sound, too, is great. Plenty of quirky theme tunes, fanfares and spot FX.

Master System *Taz-Mania*'s downfall is most definitely its lastability. It needs tweaking in the difficulty department. As Paul says, it just too flickin' easy. We don't mean to brag, but us bods finished it in about 20 minutes!

Once you remember where all the drops and spikes are, appeal's extremely limited. Continues are included but you only need to use 'em once or twice.

If you're an inexperienced gamester looking for a good platform romp to practice on, you can't go far wrong with *Taz-Mania*. Qualified game-freaks — steer clear.

ADE 73%







Above: Taz takes on a man-eating plant and wins! Spin down the grassy slopes in search of that elusive sea bird's egg! On the far right is a red star. Collect it and become invulnerable for a while. Use this time to get rid of enemies and search each area for other items!







Fat, furry and fleet of foot, Taz feels the need for speed and a damn good feed! No matter how fierce the enemies, how deep the pitfalls and tortuous the tracks, nothing can come between Taz and a giant boiled egg and soldiers!



Left: a giant fluorescent pink bat and a high-firing spring behind him, Taz adopts classic cartoon pose as he prepares to speed off once more

Zooming around Oceania like Wonder Woman with a hormone problem, Taz has been shrunk to more manageable proportions but he's still a handful!

t the bottom of the world is a tiny island near Australia. This is Tasmania, home to a race of large, furry, hungry creatures known as Tasmanian Devils. The biggest, ugliest Devil by far is Taz, always on the lookout for a good meal.

There's an ancient Tasmanian legend. It tells of a race of giant seabirds who once ruled the island. Once believed extinct, there are rumours that the giant birds still live deep in the jungle, hidden from prying eyes.

Always on the look out for a good time and a spot of adventuring, Taz sets off in search of the fabled seabirds and the giant eggs they might have. Eggs size could be a feast even for a hungry devil like Taz! After all, ya gotta keep him full of vitamins and minerals! (Sounds like a Winalot commercial!).

In this fast and furry-ious platform game, you control the cartoony Taz himself. Steer him through five levels of action and adventure to reach the seabirds' lair. Along the way you have to overcome various obstacles and enemies. It's fast, fun and now it's portable!



ne of the first games I played when I first arrived at Game Freak Alley was Taz-Mania on the MD. I was blown away by the amazing, colourful graphics

and superb gameplay.

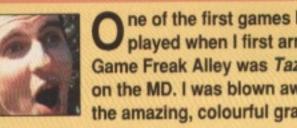
This version's virtually the same as the MS (except for a few tweaks here and there!). The five levels are quite long, each divided into two sections. Complete these and you have to defeat a guardian to get onto the next level.

This might not be as exciting as, say, Sonic on the GG, but it's fun anyway! The sprites are big enough for you to see what's going on and Taz has some great moves. Watch as he kicks items out of the way in a temper fit!

Unlike the MD version, you can't spin all the time. There's a meter in the top left-hand corner that shows how much spin power's being used. The longer you use it, the more you drain it. Simple, eh?!

The only problem I have is the same as I had with the MS version: I finished both flickin' games in one sitting! The levels aren't that easy, but once you've done 'em a few times **MAT 82%** they're no challenge.

Mat cries... 'GREAT MOVES!'





 Nice explanatory opening sequence but colourful piccies would've helped

Great graphics, smooth movement and fast

gameplay

As good as those on the MS version. Cartoony tune and sound FX

Dead easy to get into, Taz is easily controlled

and has some good moves

 If you're a reasonably good gamesplayer this won't keep you occupied for long

 A good conversion but should've been made tougher

• PLAYERS: 1 • PRICE: £29.99

Paul says... 'FAN-TAZ-TIC!'



'm not going to beat around the bush (little Aussie joke, there!): this is good. The graphics are stunning and the sonics are great. Admittedly, it's a straight copy of

the MS game reviewed this ish, so it suffers the same faults, but there are so many ways they could've made a balls-up of it. Instead, it's a miniature masterpiece! A joy to behold!

Taz whizzes along at great pace, spinning, jumping, and of course, scoffing! Even the most ardent sceptic of handheld machines would be hard-pressed to knock the graphics and gameplay.

However, it's easy to complete once you get used to the controls and at top speed it's a bit heavy going on the eyes.

It's about time the GG had a good quality horizontally-scrolling romp to do it proud - and it's arrived. More could've been made of the MS version but as a handheld game this is nearly **PAUL 87%** perfect.

NOTHING ELSE COMES CLOSE

The new Slick Sticks joysticks cannot be beaten...

SPEED • RESPONSE • ACCURACY

TRAILBLAZER

Multi-function joystick for the Super Nintendo.
Includes arcade buttons, slow motion, auto fire,
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VOYAGER

Control pad for the Mega Drive. Includes slow motion and turbo speed.

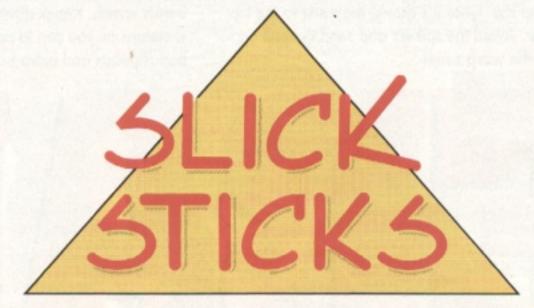
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Multi-function joystick for the Mega Drive.
Includes arcade buttons, slow motion, auto fire,
and turbo speed.

QUEST

Control pad for the Super Nintendo. Includes slow motion and turbo fire.

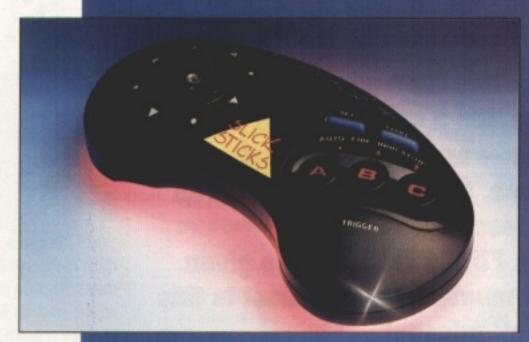
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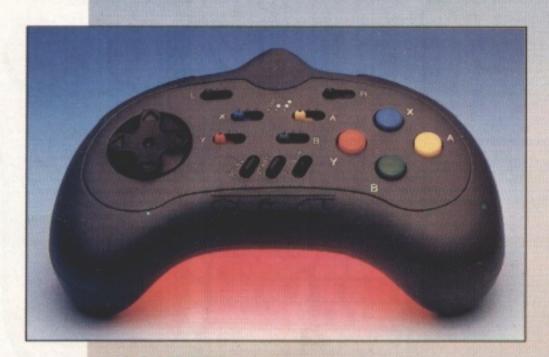
TRAILBLAZER



VOYAGER



DUALIST



QUEST



Nope, this ain't no spooky pool game, it's a computerised pinball game — and a heavy metal licence, to boot! Motley Crüe (an apt description of the SEGA FORCE team!) have given their monicker and mascot to this rockin' release!

oor old Craig. It's no fun being a heavy metal freak when you can't play your music at full volume! Instead he has to listen to it on boring old

headphones! Dull or what?!

While listening to the latest ear-blasting sounds, Craig likes nothing better than to play a good game of pinball. But this isn't just any old game of pinball 'cos this time Craig's playing to save heavy

metal music! For inside the game, the spirit of anti-metal, Mr Gore (from Depeche Mode? —Prod Ed), is out to destroy metal music forever!

Craig, for some strange reason, has been chosen to defend the world's loudest music. To do this he has to blast his way through nine levels of manic pinball!

Crüeball's set in a futuristic pinball machine. There are various bumpers, buffers and walls to bounce off and mega-points to be racked up.

Start with four balls and get an extra one every five million points. Bonus points are gained by knocking down various targets and destroying enemies. Crank up the volume and let's go!

Mat yawns... 'REPETITIVE GAMEPLAY!'



So, another pinball game, eh?
First we get *Dragon's Fury* from Domark, now *Crüeball* from Electronic Arts. Unfortunately, this game's a bit of a stinker!

When it starts, a weird bloke pops up, looks manic then nicks off (apparently, he's Motley Crüe's mascot). You can have up to four players at once, which makes things more interesting but still fails to save it from being deathly dull!

Whereas *Dragon's Fury* had loads of bonus levels that could be reached easily, *Crüeball* has very few and they are just too tough to get to. You

play it for half an hour and the yawns start pouring out! The movement of the ball's good but there isn't enough to keep your eyelids open.

As for the so-called 'heavy metal' music supplied by hot top pop band, Motley Crüe... it's crap! It groans along in the background, beeping and burping every so often, and that's about it!

I can see EA have tried to capitalise on the success of *Dragon's Fury* but somehow the whole thing doesn't seem to gel. Okay, the graphics are good, but with tinny sound, naff gameplay and slow speed, it falls short. Check out Domark's offering for real pinball action!

MAT 60%



Flatten the letters in the middle of the arena to lower the blocker at the top. Once it's down, the route to the top arena's clear. Avoid the spikers and send the ball up for a chance at the warp zone!



Craig's in a right old mess! Help him take on the anti-heavy metal fiends!



Shoot the ramp and you reach the bonus screen. Knock down as many skeletons as you can to earn mega bonus points and extra balls!



Try and avoid this little chappie like the plague!
Get past him to break down the gate at the top of the screen, then send the ball up and around the centrepiece to warp to the next level.

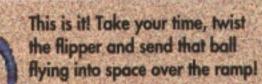
Stick the ball into the tubes. The left one drops you down to the middle level, while the right one sends you straight down to the bottom! Choose yer route and go for it!

Watch out for brains lurking in the shadows. If you see them coming, knock them out for very healthy bonus points! They appear out of the busts when you hit 'em, too.

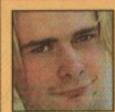
bust formations twice to make the blocker at the top of this arena sink into the ground. Once that's done you can move up to the top.

bars to raise the floor level and knock these flying for a chance at the bonus ramp. Light up the diamond, take out the ramp signs and you're away!

Take care when the ball slips down the side alleys. If you're skillful enough you can get a rebound up to the middle arena. If not, the ball's gone and you've gotta start the stage again.



Paul sighs... 'UNINTERESTING'



To quote Electronic Arts, if I may, 'This bad boy was created by people who make REAL pinball games.' Perhaps if EA had left the game to people

who make REAL MD games, this aberration might have turned out better!

With MD games at roughly £40 each, games have to be good. *Crüeball*'s competitor, *Dragon's Fury*, *is* good. This isn't. The graphics are very average (except for some half-decent still shots) and the sound's just a monotonous drone. Heavy metal?! More like soft aluminium, if you ask me!

Gameplay's also extremely average. Pinball machines aren't this boring! There are so few bumpers and ramps that half the time your ball's just bouncing around doing nowt (and there are nine levels of this mediocrity!). The special stages aren't (special, that is!).

Add a hero called Craig (very heavy metal, eh?) and a musical score of Motley Crüe songs (this explains why they haven't been in the charts for the last couple of years!) and you've got a below-par pinball game.

I'd rather stick a tenner in a real pinball machine than spend my hard-earned dosh on this uninteresting and unoriginal release. Avoid at all costs.

PAUL 57%



PRESENTATION

 Good opening sequence, up to four players, extra balls at five million points

VISUALS

 Graphics are good, with a high-tech metallic pinball playing area

SONICS

 Awful metal music supplied by Motley Crüe. (Nice one, lads!)

PLAYABILITY

 Flippers are dead easy to control, but getting through levels takes too long

LASTABILITY

Takes a long time to crack but boredom sets in long before that!

real interest factor, kids!

FORCE • Dire pinball simulation that lacks any

PRODUCER: ELECTRONIC ARTS

GG: N/A O MS: N/A

PLAYERS: 1-4 • PRICE: £39.99



emmings. These poor beggars don't have a lot going for them, do they? What's the point of living a clean, wholesome, furry existence then queueing up to jump off a 200-foot cliff? Unless they were just waiting for someone to run up and offer them a load of dosh for the rights to their life story for a computer game, of course!

brain-dead lemmings!

If that's the case, those lemmings certainly did us all a favour. Ported across all the major home computer formats, the suicidal little critters finally appear on the Master System.

Losing none of the original freshness, MS *Lemmings* has you helping hordes of the mindless critters to escape 120 levels of prime self-destruction opportunity!

As a puzzle/skill game of the highest order, there are four difficulty levels — Fun, Tricky, Taxing and Mayhem, each made up of 30 different stages. Fun introduces you nicely to the madness that lies ahead; if you try Mayhem, be prepared for some brain-boggling conundrums to solve.

Each level sees up to 20 lemmings launched into the playing arena. Your task is to select skills for them, allowing them to reach the exits unharmed. Note the percentage of lemmings you need to rescue on each level and steel yourself to being heartless. It's always best to sacrifice the few for the needs of the many!

Unlimited continues and the password system allow you to come back to tricky levels time and again. Go save some lemmings, but be warned — this is one of the most addictive games of all time!



Chris gloats... 'A WINNER'



Lemmings was easily one of the most addictive games on the home computer market and just one quick introduction to the MS version's enough to

convince you it's lost none of its hookability!

The sprites might appear a little on the small side but they're superbly animated for the MS. The backdrops are clean, clear and wouldn't look out of place on a 16-bit version. Combine that with the huge variety of tunes for the different levels, a spot of sampled speech and the kind of addictive gameplay some developers dream about and you can bet this one's a winner!

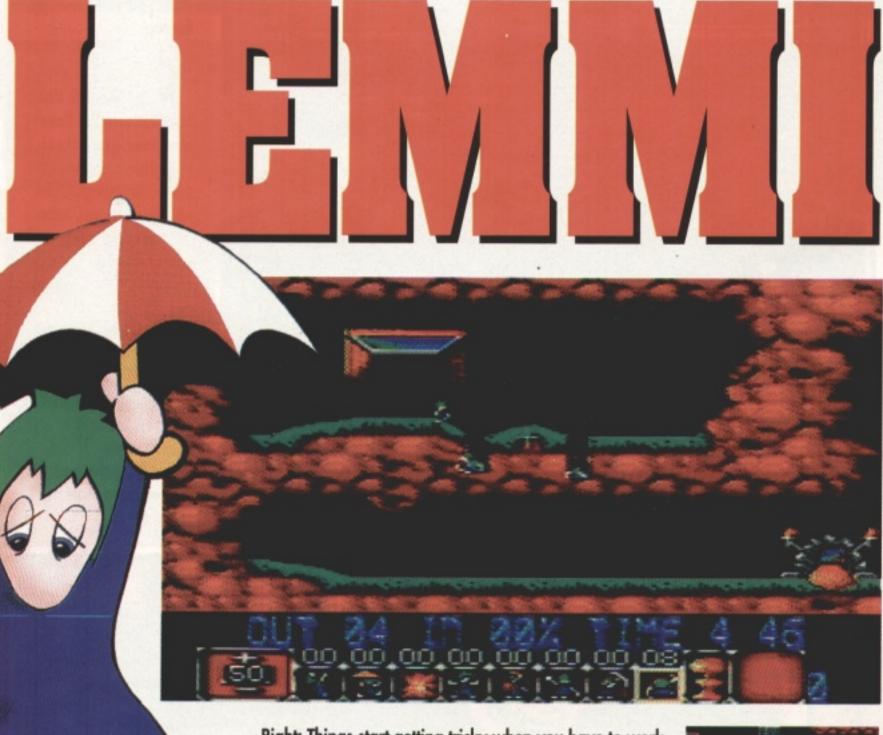
The four difficulty levels are smartly designed, giving novices a gentle introduction to gameplay with the 'Fun' setting, while the Mayhem stages are gonna push hardened puzzlers to the very limit!

Make sure you note down the passwords to each level 'cos you're gonn'a be coming back to this one again and again to get that little bit further.

The controls couldn't be easier to master.

Just pick the skill, highlight the lemming you want to use it on and just pray you chose right!

What more can I say; there's very little to fault in this cracking puzzle outing! Go save those lemmings! CHRIS 92%



Right: Things start getting tricky when you have to work out a series of icons to bring your flock to safety. Be careful when you use the Builders! They only have 12 bricks per bag, so don't panic and turn everybody into hod carriers when you reach pits and caverns!







HELPING HANDS

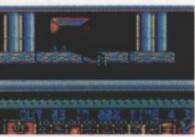
Blast: This might seem a bit cruel but there are times when a strategic detonation of a Lemming is needed to allow you to guide your flock home.

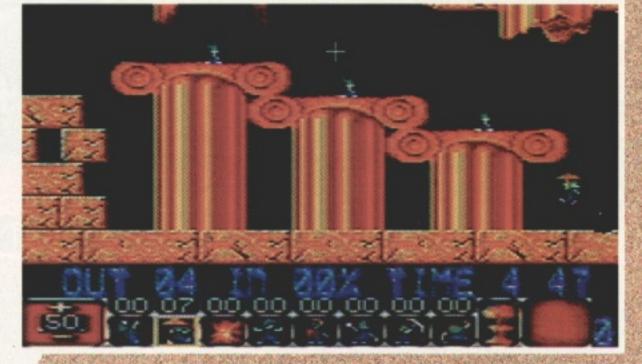
Blocker: Lemmings have that tendancy to find a nice steep drop then fall down it! Use this icon to stop your lemmings and turn them round

Builder: Mr Brunnell would have proud of these little blokes. Click this and your Lemming builds a bridge! Very handy for crossing chasms.

Climber: Click on this icon and the chosen Lemming grabs his pick and rope and starts climbing! Use to climb over or up steep rocks etc.

Pick: This icon enables you to dig straight down. Remember to check whats underneath you, a steep drop and its bye-bye lemming's!





The Columns Of Rome! The lemming's home is to the left and these four are well on their way to home and relative safety. Don't worry though 'cos there are plenty more Samaritan rejects that need to have their suicidal tendancies quashed! Just remember to be prepared for the next obstacle before it happens every time! OK, so this one only requires a brolly, but wait until the pace hots up! It's a nightmare!

Armageddon: When all is lost and things cannot be saved, this is the kindest thing to do (as the vet says!) Click this and watch the Lemmings pop!

Floater: These are ex-members of the Lemming parachute regiment! Click this and when a Lemming falls of a cliff a brolly pops out to glide him down!

Pickaxe: This is like the pick icon except the chosen Lemming digs diagonally down. Useful for when you need to dig down onto a steep drop.

Scoop: Click on this and your Lemmings act like JCBs. They dig sideways through hills. Perhaps these Lemmings were used to dig the Channel Tunnel!



FORCE CONTROL

 Helps you work out your strategy during level previews. Move around and work out what needs to be done. Picks out Lemmings in-game

 This one lets you preview levels after successfully finishing off tasks. Use it wisely to work out the puzzles

> Takes you on to the next level and allows you to select icons from the Helping Hands list before highlighting a Lemming to use it



Left: Down down deeper and down! This level is easy peesee! Just use the pick icon to dig straight down and let your Lemmings walk home.



This is a pick Axe job! A straight pick would have led to a nasty fall and certain death from the columns. Now, our fluffy friends are safe and sound. Aaah!

 Neat opening sequence, clean options and password system to start you offs

Sprites are a touch small but smoothly animated with great backdrops

Smart sampled speech and a seemingly endless list of well-known tunes

Easy to control, gentle to get into but a nightmare to complete on later stages

Totally addictive gameplay and a real challenge. You won't finish this in a hurry

 A superb MS puzzle/skill outing that more than lives up to its reputation

PRODUCER: SEGA

GG: NOV • MD: OUT NOW

MEMORY: 256K

● PLAYERS: 1 ● PRICE: £34.99

Ade screams... 'JUST SO BLOOMIN' ADDICTIVE!'



hen I first saw Lemmings, many moons ago on home computer, I couldn't quite understand why it drew such a big crowd round the TV screen.

The reason soon became apparent when I played it. This game is just so bloomin' addictive! If you haven't experienced the Lemmings invasion yet, it's time to think seriously about adding this to your collection.

But stop! Don't expect to plug in, turn on and be greeted by a graphical spectacular. That's not what Lemmings is all about. One of the few games I know where the visuals aren't a vital element.

Where Lemmings stands out is in the gameplay department. The tricks, traps, puzzles and ways of utilising the little critters will have you

hooked from the word go. No pulse beams, death rays or smart bombs 'ere, matey, just loads of cute little lemmings and loads of levels to turn your grey matter inside out.

The MS game doesn't look that different from other versions I've seen. The graphics are fairly basic, although each stage is colourful, well drawn and nicely laid out. Sound is excellent, loads of humorous ditties like How Much Is That Doggie In The Window? and a tinkling rendition of The Can-Can.

Knowing when to use climbers, diggers, builders, blockers, bashers, floaters etc takes hours of practise and, believe you me, you'll be burning the midnight oil playing Lemmings.

This is gonna be top of the MS charts soon — I'll stake my Pot Noodle on that! **ADE 89%**



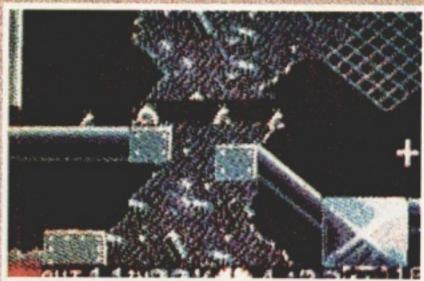
Us bods at SEGA FORCE have got our lemmings life-saving badge, but then we've read '1001 Things To Do At The Side Of A Cliff' by Eileen Dover. Makes for good bedtime reading, folks! You'll soon drop off!

ame Gear owners couldn't miss out on the action. Lemmings lands on the small screen this November and it's just as addictive as the other versions. No moaning that there ain't enough levels. You've 120 stages to plough through saving those greenhaired loonies. Blockers, bombers, builders, climbers, floaters — these lemmings have loads of hidden talents. Utilise up to 20 of the creatures at any one time.

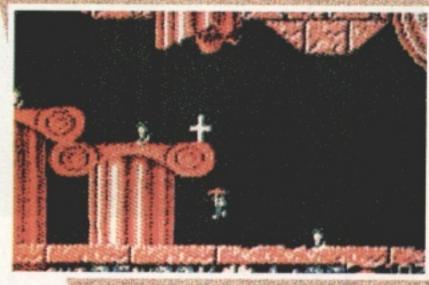
Each stage has several puzzles to crack, ranging from Fun and not too brain-boggling, to downright manic on Mayhem level. Save lemmings from shredders, cess pits, pools of lava, huge ravines and crevices. There's a time limit on each round and a set number of lemmings to rescue.

There's a password system which saves ploughing through the same puzzles time and time again and a Gear-to-Gear link option so a friend with suicidal tendencies can play, too!

So, sharpen your wits, hone your pad-prodding skills and prepare to save lemmings from their sworn enemy — their own mindless wandering!



Above: Sometimes, the walls and scenery get in the way! You have to dig your way through before time runs out.



Above: A touch of the old Mary Poppins! To break their fall, make sure you use floaters this time.

 Good intro sequence and title screen, options, passwords, Gear-to-Gear link

 The sprites may be small, but look closely and there's plenty of animation. Good backdrops

 There's sampled speech, loads of jaunty theme tunes and plenty of nice FX

 One of the most playable GG releases to date. Easy to control, loads of puzzles

 Unlike many GG games, this has plenty of levels and difficulty stages

If you're tired of shoot-'em-ups and maze games, get this. Play till ya drop!

● PRODUCER: PSYGNOSIS/SEGA ● MD: OUT ● MS: NOV

PLAYERS: 1-2 • PRICE: £29.99

Ade squeals... 'GAMEPLAY'S SUPERB!'



heer bliss! This is the type of game the GG was made for. I warn you now, get your household chores and homework out of the way 'cos you'll be playing

Lemmings into the early hours.

Nothing has suffered in this Game Gear conversion. The sprites are small and cute, the backdrops detailed and nicely shaded.

Gameplay's superb. In 'Fun' mode the puzzles are relatively straightforward — until Level 8 thwacked me in the face! Then my brain went

numb, I lost a few stone in weight and several hundred lemmings!

Sound's incredibly smart for the GG. There are loads of old-fashioned music hall tunes and nursery rhymes.

This is the best handheld game I've played in ages. 'Addictive' is the only word to describe Lemmings. Sega have hit upon a winner grabbing this Psygnosis classic. It'll be interesting to see how our green-haired chums fair against that spiky blue thing!

ADE 93%

Paul yells... 'POSSIBLY THE BEST YET!'



ell, hasn't this been a month of MS-to-GG conversions! And the good news is that the latest outing of these little suicidal rodents is possibly the best yet!

Was the GG purpose-built for Lemmings? It suits the arcade puzzler to a 'tee'! There's no frantic screen scrolling to damage your eyes but plenty of mayhem trying to stop the little blighters from reaching harp farm!

Sega really have excelled themselves this time.

The graphics are top notch and the sound's so jaunty and in mood with the game that I actually turned it up!

Gripes? I don't think there are any. The password system's intact, so are the difficulty levels — even the head-to-head.

This is the best GG release to date. End of argument! If you like Lemmings, this is a must. If you don't, it's time to convert yourself. Go on, rescue a lemming — you'll feel better for it!

PAUL 94%

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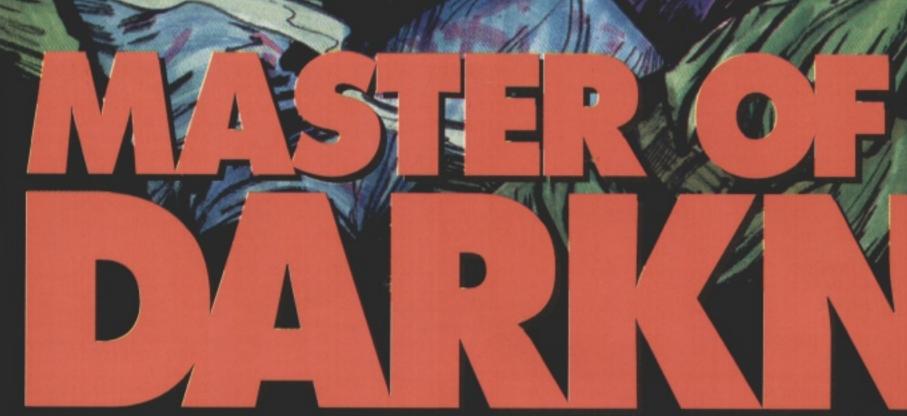
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Above: A tricky section, this one. Hidden under the platforms are bats. Once you're near them, they fly out and attack. On top of all this, the platforms give way, so keep moving!

Below: The streets of London are deadly at night! The only way to feel safe is to stock up on weapons, eat tons of garlic and sharpen up those pointy sticks!





Stocking up on garlic bread from the local Pizza Shed, whittling sticks and brandishing makeshift crucifixes, the SF crew finally feel brave enough to take this cart from its box.

he legend of the vampire stretches back centuries. There are tales of the terrifying creatures across Europe and beyond. But the ultimate of these creatures is the infamous Dracula!

The Prince Of Darkness has always been a symbol of evil and a few heroic champions have tried to kill him. None have succeeded so now it's up to you!

The game takes place in the foggy streets of 19th century London. The Lord Of The Vampires (how many pseudonyms has Drac got?! —Prod Ed) has travelled to England in search of new blood!

You take the role of Dr Social, a renowned paranormal investigator. One night, a message from your ouija board tells you evil's near and you're to travel to the river Thames immediately.

Setting off, you're shocked to hear a murder's taken place near your destination. Could this be the work of the fanged fiend himself?

On your way, you encounter hypnotised minions of Dracula — vampire bats, rabid dogs and zombies. Dotted around the streets are floating ghost heads that contain useful items. Collect guns, bombs, swords and axes to help you defeat evil!

So battle through five levels of chilling action as you race to find the Black Prince (argh! — Prod Ed) before he strikes again!

Mat screams... 'SPOOKY'



The lights are getting dimmer in Game Freak Alley. There are rumours of strange beings lurking in the shadows. With a cloak wrapped tightly round me,

garlic cloves round my neck and stake in hand, I ventured into the world of vampires!

Yes folks, this is your chance to do an excellent Hammer horror impersonation! Lots of scary moments, thrills, spills and buckets of blood are on offer in this MS game.

And quite a good little game it is, too! Not bad but not brilliant. There are five levels of platform action to tackle and loads of bad guys to kill.

Each level has three sections and a guardian to defeat at the end. Work your way through each section, destroying vampires, collecting useful items and finding your way out alive!

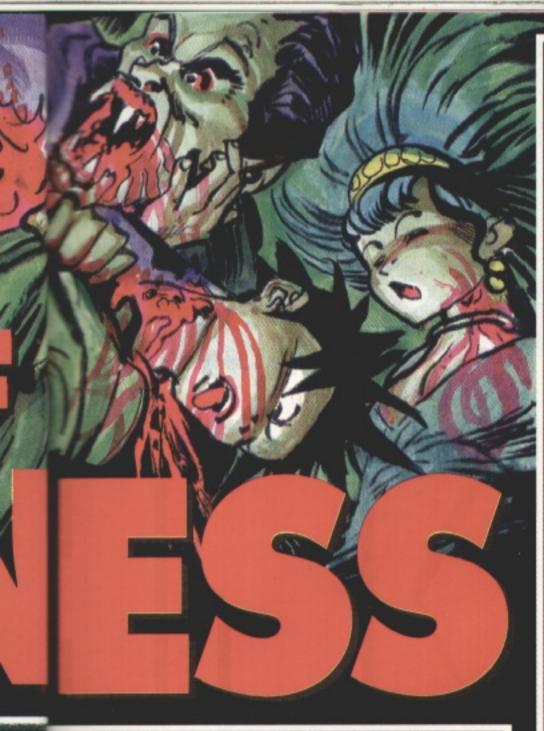
Bats swoop from the ceilings every so often so stay on your toes! Most of the enemies are easily defeated but some, like the dogs, are downright annoying!

The graphics are pretty good for the MS, except for a few sprite flickers. Each level has a spooky Gothic feel to it, as you wander through dark and damp London streets. A scary tune bounces along merrily in the background and creepy sound FX add to the appeal.

Get ready to sink your teeth into this one real soon! MAT 83%









Above: This is the first part of Level 1. Master Of Darkness takes place in the fogshrouded streets of London. Dracula and his minions have come to England in search of new blood. On their way, they've killed many and only one man can stop them. You are Dr Social and you must use the power of your ouija board to defeat the Prince Of Blackness! Along the way, you collect various weapons and items to help you in your mission. There are two parts to each level and then a deadly guardian that must be beaten. Beware...

ampires loose in London! And the only person who can save

us is Doctor Social! Well I'm sure

he's very flippin friendly but that

ain't gonna stop the Drac Pack!

At first glance, Master Of Darkness looks good.

The intro's well nice, overall presentation's good,

fairly easy to use. Problem is, it's a tad repetitive

.The first level's great, a good old platform romp

with an end-of-level baddy and the usual ability to

the sound's atmospheric and the controls are

change your weapon.

LOWER THE STAKES!

Axe: Get down to some serious hackin' an' slashin' with this monster of a weapon. One of the best weapons to have in battle!

Bomb: These can be thrown quite a distance for an explosive effect! Useful for tackling annoying enemies from a safe distance.

Garlic: Eaten in large amounts by the French and stinks a lot! Er... not very useful against your foes — but it does get you extra points.

Gun: Obtain this and pick off even the hardest bad guys with ease! Press up and fire to use your gun but keep an eye on your ammunition supply.

Hammer: At first glance, this might not seem the most useful item to have when faced with the forces of darkness but its long reach is useful.

Crystal: This very useful item is scarce, so use it wisely! Touching the crystal causes all enemies onscreen to be destroyed.

Knife: Bog-standard weapon that you start off with. Not very useful. If you have a good weapon, try not to pick this up again.

Potion: This restores your health if you've been hit. These are scattered all over the levels so you'll have to search for 'em.

Sabre: Another weapon with a long reach. Roughly as powerful as the hammer when fighting. Be careful when your waving that thing around!

Boomerang: A long distance weapon that really packs a punch! You only nave a limited amount of these so fling 'em wisely!



Paul wails... 'NOT TOO BAD, VLAD!' But the next level's virtually the same — and it gets blinkin' hard as well, flying chairs and knives coming from nowhere (it's like a row with my girlfriend!). I got really annoyed as I kept getting splatted by a dining table!

PLAYERS: 1 PRICE: £32.99

Master Of Darkness isn't bad, though. If you want a half-decent platform game it's definitely worth a peek. But like me, you might reach for the power switch and go and do something less boring instead.

Right, I'm going out for a quick bite! (Ha ha!) **PAUL 74%**

Not only are there fiendish foes to dispose of, there are also platforms to cross and platforms to jump over.



Extra weapons and items are hidden in the floating ghost heads. Hit the head and then collect the dropped items. Try to get better weapons every time; you can carry two.



 Long-winded intro sequence fills in the storyline: between-level sequences

VISUALS

 Detailed sprites move well and spooky backgrounds add atmosphere

 Ghostly tune and sound effects are put to good use

Controls are sometimes a little slow but patience gets you through most levels

Not too easy to complete

Only five levels to tackle but they're tough!



ARABIAN KNIGHTS

Anti Aircraft mobile. With a long range and radar tracking this needs to be knocked out. Use a Hellfire and splat it!

No, this isn't a tank in disguise, it's a camel and does no harm to you at all, but if you've got a spare missile...!

Enemy infantry carrier. This may have a portable SA-7 as its ground-to-air weapon, but it's still a sitting duck. Blast it!

A medium range, radar-guided SAM unit. Destroy it before it looses off a missile or you'll have to use counter-measures.

An aircraft hangar. Not very interesting except that close by there'll be anti-helicopter MIGs and HINDs. Double trouble!!

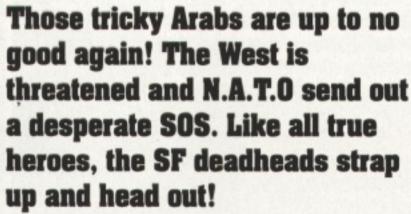
Like the SA-8, this is also a SAM. Its infra-red guided instead of radar, which means the rocket's more tricky to lose

Another infra-red guidance system, this weapon's range is only short, but the unit's highly mobile and difficult to find.

This charming little chap has a portable SAM slung around his neck! Missiles aren't much cop against him so use your gun.

HURRAH! An American tank! It has some of the latest weapons systems and toughest armour invented so don't blow it up!

BOOO! This is a Russiandesigned tank. Not quite as deadly as the M1 but still nasty. Be careful out there.



he Libyans and their cronies are causing a stink in the Middle East. Whaddya know? It turns into an international incident, the US get involved and hey

Choose from two choppers, the heavily armoured Apache or the lighter attack helicopter, the LHX.

The game starts with a pilot selection screen. Choose the preset pilot or enter a new one onto the roster. Select your chopper, choose the difficulty of the mission (how good the enemy are — half blind or extremely accurate!) and you're off!

and remember there are loads of objectives you can change, giving an almost limitless range of outings. Other variable factors are the weather and attack timings (US night time equipment is superior to the others - give it a

Maps can be brought up to show objectives, air bases and landing strips and, true to life, way points are used to

Both helicopters are authentically armed to the teeth with laser- and string-guided rockets, air-to-air missiles and nose-mounted chain guns on the menu just for starters. Complete a mission and you get points depending on how you did. Do well and you might even get a medal! Way to go!

presto - we've got ourselves an MD helicopter sim!

Read the briefing notes carefully before each mission

navigate the pilot to set targets.

FORCE CONTROL



3058 FT 1"

 Forward and reverse speeds. Left and right bank the chopper. With Start button depressed, up/down gain and decrease altitude



 Cycle through the weapons at your disposal. Change waypoint in nav mode with Start depressed



 Fires highlighted weapon. With Start button depressed, you can pick up and drop off supplies along the way



 Fires chain gun in normal mode. With Start, you can switch between combat and navigation

ATTACK

Paul drawls... 'A CLASSIC'



A nyone remember Apache
Gunship on the old 8-bits? What a glorious game that was - loads of fighting, loads of fingertip flying (loads of

crashing!). Now the MD's got something every bit as good!

Yep! EA have come up trumps with this one. LHX should appeal to anyone, from the bored shoot-'em-up freak to the dedicated armchair pilot. The helicopters are a doddle to control and pretty easy to crash, making LHX a dream for anyone who fancies something a bit different!

Having said that, everything's controlled from the joypad, so you've gotta act quick in the heat of the battle! I found myself losing height rapidly when I was in the process of melting a tank!

The graphics are stunning (check out the external views of the chopper) and the FX actually sound like battle and helicopter noises.

The in-game options are comprehensive. Watch the action from different angles and beef up your targetting with the second joypad!

This is the best chopper sim on the MD and looks set to become a classic. If you're not a sim freak, leave it alone, but if you fancy a blast which tests your nerves and noddle to the limit, go get LHX, it's one hell of a game!

PAUL 88%





Mat remarks... 'VERY CLEVER STUFF!'



A fter playing Desert Strike to death, the thought of yet another desert helicopter shoot-'em-up was almost too much to bear!

But hold on a minute, this isn't too bad! Don't be put off by the fact that it's a 'copter simulation — it works quite well.

Your main viewpoint's out through the cockpit window but this can be changed to an outside view of the craft, a target's viewpoint or even a view from a missile! Such a choice, and very clever stuff!

The 'copter moves well, though a touch sluggishly, and once you find a target the

computer locks on and the missiles let rip! He's history, Dude!

LHX or Apache helicopters come equipped with a smart selection of weapons like Hellfire missiles, sidewinders and your handy all-purpose 30mm chain gun!

Some of the graphics are superb! Explosions rocking the craft and targets whizzing by at high speed are truly atmospheric. You can almost taste the sand in your sarnies!

If you manage to survive the first mission, there are loads more to choose from with varying difficulty levels.

With a chopper this size, you won't go far wrong! Try it!

MAT 81%

Skimming along the desert sands we see a sitting duck! Actually it's an infantry carrier but it's still a really easy target to pick on! Just select a weapon (we've chosen the Hellfire) wait for the computer to aquire the target, listen for 'lock on' then let her Don't think it's that easy, though, 'cos there are some really mean muthas waiting to blast you out of the sky. You've been

warned!





Lots of in-game options, choice of helicopter.
 Adjustable difficulty levels

Good graphics on options screen. Excellent cockpit views, unbelievable external shots

Good FX throughout the game, never stunning but more than adequate

Adjustable difficulty levels. Easy to get into, hard to put down

 The game's biggest asset. Varied missions mean a long shelf life.

110 FORCE

Possibly the best 'copter outing the MD's ever come across



look good? No time to stand admiring, though - there are baddies to blast! Above right: Poor old pilot, you've selected the highest difficulty level! That means he's got his work cut out for him as the enemy are all elite forces. Hope he's took out life insurance! Left: The RSPCA are going to want to talk to if you lock onto that came!!!

Above left: An

external view of the

LHX and doesn't it



with the bad guys!

Mat says... 'A GOOD IDEA BUT DOESN'T SEEM TO WORK!"



treets Of Rage on the MD is probably the best fighting game available for the machine. The large characters, arcade-quality graphics and sound make it fun to play and

tough to crack.

And what's the GG version like? Good question! Unfortunately, Streets Of Rage doesn't translate that well to a handheld machine.

For a start, the figures are too small. This leads to a lot of confusion, especially during manic fight scenes! As you can't tell who's who, you tend to get your ass kicked a lot! Not nice for you - or your bottom!

With only two buttons, the range of moves is limited. The best move is to grab the bad guy, flip over his head then slam him into the floor ('Make 'em eat concrete!' as me old mum used to say!).

With loads of continues, you might think it'd be a doddle. Think again! Your enemies are constantly wiping the floor with you, giving little time to recover!

The programmers have tried to squeeze the MD version onto the GG, and had to leave out the squad car 'smart bomb' and reduce the graphics. If this doesn't bother you, stick with it, otherwise try and get your hands on the MD version to experience the real thing! **MAT 81%**

Trouble's broken out on the streets! There's panic at City Hall! The SF team brush up their martial arts and head into the mayhem!

n evil maniac, Mr Big, has taken control of the city. Politicians and cops have been corrupted and it's up to you to take on the bad lads as best you can. You choose between two characters, Axel Stone, a tough cop who's not that fast but packs a lethal punch, and Blaze Field, a lightning-fast female with a mean kick. Once you've decided who you want to be, it's into the action.

Each character can perform flying kicks, deadly throws and back-breaking somersaults. There are eight levels of fist-flying action and end-of-level baddies to duff in. A two-player option's available via the datalink socket. Get ragin'!

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Paul cautions... 'NOT BAD!'



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Carrents Of Rage on the Game Gear? Great! My fave beat-'em-up appears on my fave handheld! Great title screen, nice intro and... Oh. It's not like the

Mega Drive version. There's no special weapon and few large sprites. The graphics are a bit fuzzy and ill-defined (there there, don't cry!).

They've tried to fit the MD version on a GG. What a shame; if they'd just taken the best parts from the original this would be a corker. Sadly, it's only just above average.

What's wrong? Only having two buttons for all your moves, lack of fight variation and numerous other touches that made the original a classic.

Overall, not bad — but not the best.

PAUL 79%

6.00



Is that a candlestick you're holding? No actually it's a metal pipe and wrapped around a baddies head it does some serious damage! The first level is pretty easy, the thugs only take one or two hits.

- D PRODUCER: SEGA

- PLAYERS: 1-2 PRICE: £TBA





 Nice intro, options menu, two-player game with Gear-to-Gear link

- Good in places but some poorly defined baddies spoil it in others
- - Adequate effects and good tunes throughout

 Plenty of gratuitous violence but controls are confusing at times

Challenging to complete but can become

 Disappointing compared to the MD but a great mash 'n' bash in its own right



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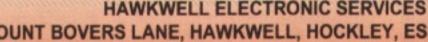


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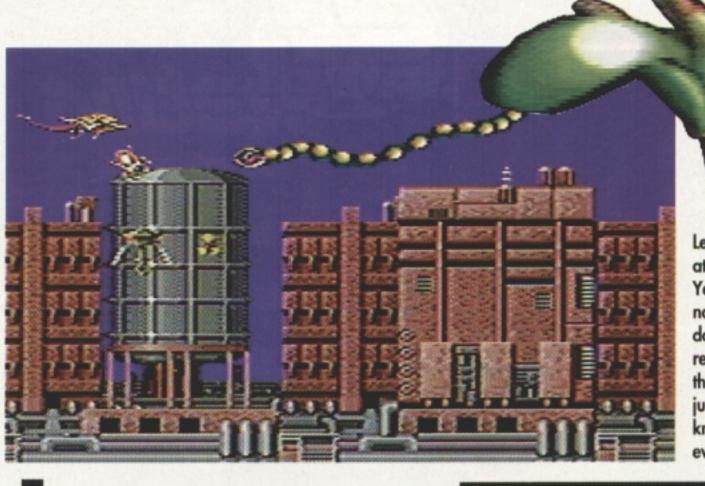
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Left: What's this? The attack of the killer sperm? Yes well, some of the nasty basts in this outing do bear a frightening resemblance to 'other' things! Never mind that, just get blasting and knock the hell out of everything you meet!

MOVERS...

Duck-bill: Each of the four playing choices has its unique strong points. This one's a cross between fish and bug



Stingray: The fish-like options are much better suited to underwater environments.
Weigh up the odds



Fly: This is the only true insect option. Much faster through the air, but slow in the water. The choice is yours



Manta Ray: Why not try a twoplayer blast and balance out your firepower for the best possible results



ORIVE

Reviewed!

Face to face with a ten-foot wasp in Doc Marten's and a dragonfly built like the Empire State Building, the SEGA FORCE crew only have a can of fly spray and a copy of the Sunday Sport between 'em. Hardly good swatting material!

kept well and truly under their hat. Yep, it's another shoot-'em-up, but the scenario's a bit different this time around! If ya wanna get on in this world, ya gotta be an insect, a crustacean, or anything the remotest bit slimy! Bio-Hazard's a unique showdown set in the animal kingdom. There's been a spot of genetic engineering going on by the look of things, 'cos all creepy crawlies, sea creatures and the like are now one hundred times their usual side. Anything with hairy legs and thousands of eyes (yes, that's you, Mr Yeo!) now has a killer instinct. The crawlies are coming!

This war's you against them. With orders from their leader to kill or be killed, it's your job to splat, thwack and blast these critters. Stop the universe from being overrun by creatures with the IQ of a pea pod!

You take the guise of one of four flying creatures. Choose from four difficulty levels and up to five players.

Level 1 sees you leaving your ship and falling through outer space (seems there *is* gravity up there after all!). You start with a basic weapon and a small pod which flies around, blasting creatures on your behalf. En route, there are loads of extra weapons to help in your task — lasers, heat-seeking missiles, beams, poisonous bubbles and three-way fire ammunition.

Shoot huge flying Triffids, centipedes, wasps, dragonflies, spawning toadstools and crab-like creatures. Zoom through the city, jungle and subterranean caverns. The critters loom from all corners so watch ya back and make sure you've a weapon that fires in all directions!

Oh, just a word of warning: we reckon the crane flies are on steroids!



FORCE CONTROL



 This one's a vertical- and horizontal-scroller, so be prepared for some quick changes in direction! Keep moving or die



 This is your main fiepower key, depending on the defaults you chose. Controls main firing, use of the power-ups and charged shots



 Depending on which control option you chose, one key is always redundant. We chose [B], though it's nothing personal



 Repeats what Button [A] does. Keep the button depressed to charge up the special weapons and take out those basts

Paul proclaims... 'IT LOOKS CLASSY FROM THE START!'



This game's 'orrible! Loads of worms, flies and disgusting-lookin' thingies! It's enough to make ya stomach churn!

Bio Hazard Battle's good. It looks classy right from the start and never loses that high-tech feel throughout its multitude of levels. The sound's just right — it adds to the gameplay and doesn't seem like it's been bolted on as an afterthought.

I've one gripe (I love a good gripe!): it's too

flickin' difficult! There's a lot going on at once, and though it never gets confusing, there are times when the sheer number of baddies swamps your ship and it's bye-bye Bio!

This is the best horizontal shoot-'em-up I've played in a long time. It offers a real long-term challenge (I defy you to complete this in an hour!) and is fun to play.

But be warned! People with delicate stomachs get ready with the sickbag!

PAUL 87%

Ade smiles... 'DAMN SMART'



hadn't realised Sega were releasing this. Perhaps shoot-'em-ups aren't anything to brag about in this day and age? Well, believe it or not, Bio-

Hazard's pretty damn smart! It runs along the same lines as Gynoug. One minute you're involved in a horizontally-scrolling affair, then, without a word of warning, the screen scrolls vertically.

Graphically, BH is up there with the best of 'em. The sprites are colourful, beautifully detailed and move around the screen at quite a pace. Scrolling's smooth and the game doesn't slow down when there are loads of bad guys onscreen. The backdrops are good, fairly atmospheric and have a nice 3D perspective on some levels.

Bio-Hazard's tough, even in Practice mode. You start the game with up to five lives; extra lives are few and far between en route. Fortunately there are plenty of continues to keep the keen gamester happy and the difficulty level's set just right.

The controls are quite responsive and I like the idea of the super weapon if you keep your finger pressed on a button for long enough.

Sound's pretty funky — the usual racy theme tunes and hardcore blasting noises.

Bio-Hazard has a novel plot, it's challenging and looks superb. What more do you need?

ADE 84%



Left: The caterpillars are pretty difficult to nail down. If you've managed to pick up the homing laser power-up, just keep dodging and firing. If not, life gets pretty hairy as they float idly across the screen.

If you get caught out, just try and watch the sequence.

This way you can thread your way past the hazard and on to even bigger and badder things! Reckon you can handle it? You're gonna have to be good!



The outrigger moves around you clockwise as you move the [D] pad. Just keep moving for all-round firepower!



Watch out for the seed pods as they rise from the ocean floors. They may look harmless enough, but they soon spell trouble when they open out!

 Choice of four characters, options, continues, demo, two-player mode

World 2 sees you dodging in and out of the steel

blasts and move around until your outrider

lines up with the nasty beggars!

structures. When the mounted cannons appear, dodge the

 Some cracking sprites. Huge in-game baddies and end adversaries. Slick animation

Thumping theme tunes make full use of MD.

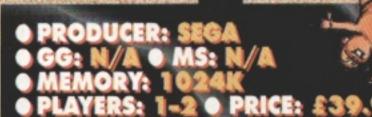
sonic capabilities. Nice loud sound FX

No rapid fire, continual pressing gets

monotonous. Doesn't slow when a lot's going on

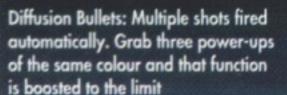
The first level's easy, but even on Practice mode other stages offer a great challenge

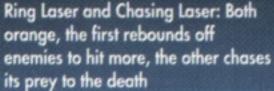
 Novel scenario and super graphics make this stand out from the crowd



...AND GROOVERS!

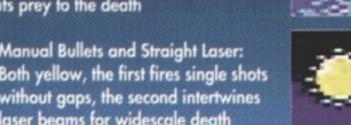
Radiating and Instructional Bullets: Blue pick-ups, the first radiates out for all round effects and the second is slow but powerful for big enemies





Manual Bullets and Straight Laser: Both yellow, the first fires single shots without gaps, the second intertwines

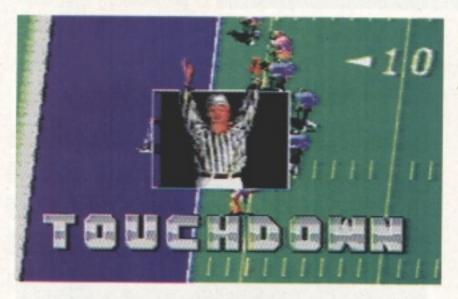




Reviewed



And he fumbles it! Use your teams defensive plays to stop the opposition from scoring a touchdown. Once the ball has been carried across the line a touchdown is scored.



Between each play, you get to consult the team handbook. In it are all the defensive and offensive plays you need.



The defensive plays can be used to block opposing players, sack the quarterback and gain extra yards. Select them by pressing [A], [B] or [C] then Start.

The clock is

outs stop the

clock.

constantly ticking away, so decide on the play you want quickly and get back to the main game! Time



There are 18
defensive and
offensive plays to
choose from. Try
to pick a
different play each
time for maximum
effect!



Pigskin, generously proportioned cheerleaders and shoulderpads so wide they get wedged in doorways! It can only mean one thing: SEGA FORCE are throwing another party! Er, or maybe a game of Yank footie...

merican Football! The toughest game in the world! Only the meanest, hardest players make it to professional level and few of those last long.

The pressure on the pitch is intense. Your manager's frantically pulling his hair out and the crowd are getting uncontrollable! The only way to win is to grit your teeth,

mate! High Impact is a game of American football and over-the-top violence! If the quarterback's sacked hard or a player tackled viciously, the hit-o-meter appears. The Dave Lee Travis lookalike in the centre measures the intensity of the tackle. If the hit was powerful enough to reach awesome, the guy punches the TV screen out!

Absoloutely outrageous,

keep your head down and kick ass! Do whatever you can to get that ball over the line and score.

But this isn't just football, this is Super High Impact! Rougher than normal football and more explosive than a barrelful of dynamite!

Pick your team (from the 19 clubs on offer) then the difficulty of the game. Beginners are better off starting on Exhibition level. However, the real pros out there will want to go straight for the ultimate setting!

The two teams then battle it out over four quarters to reach the gridiron championships.

The action is intense and your team *must* win! Master team tactics, deploy your team correctly and score those touchdowns!

Hit your opponents hard and fast and there's bound to be a scrap! Just bash the buttons and hope you survive! Hut! Hut! Go to it!

SUPER! INDEST

Mat grins... 'AN ABOVE-AVERAGE SPORTS GAME!"



Flick your machine on and prepare for some serious action! This isn't just American Football, this is really tough! The rules of the game are intact but

they've been simplified. Your job's simply to carry the ball over the goal line or score field goals as often as possible.

Your team gains yards by taking the ball as far over the line of scrimmage as possible. The opposition do their best to stop you by sacking your quarterback or trying to intercept the ball.

The fun really starts when a fight breaks out and both teams kick the crap out of each other! A

wacky Hit-O-Meter appears and tells you just how outrageous the scrap was!

It takes a while to get used to the controls but there are only a few moves you can perform. In between plays, the tactics book appears, letting you choose the defensive or offensive moves you need. Learning these is vital so concentrate!

I've played better football games but the sheer explosive action on offer here makes this game worthwhile. The graphics are great with static pics between play and some good speech.

There's nothing amazing on offer but the violent action on the field makes Super High Impact a t'rrific cart to play!

MAT 89%

Chris gripes... 'NOT ORIGINAL'



don't know what it is about this game. I mean, there's nothing mindblowingly original here but, even so, you get drawn into the action. A lot of the tactics

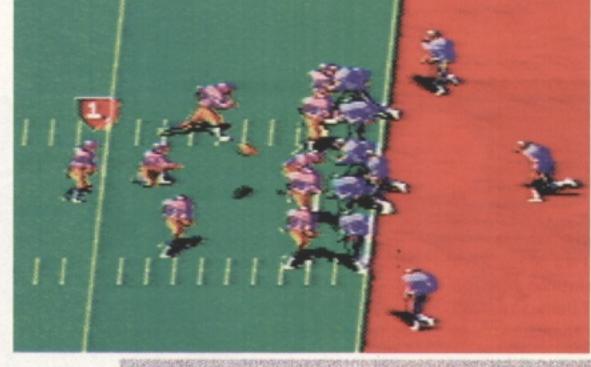
screens and playmoves are Monatanesque, the sprites are interesting but nothing to shout about and even the digitised speech is so-so! So why's it so good to play?

I s'pose it's because it's quick, simple and just good, clean fun. Getting into the moves takes just a couple of plays. Before too long you're intercepting, making flying runs and throwing 35-yarders!

Nice touches come by the dozen in Super High Impact. Get in a hard tackle and watch the other player's kit come flying off. An even harder tackle brings on the Hit-O-Meter, telling you just how bone-crunching that take-out was. Get into a fight and it's all fingers to the buttons to out-thump your opponents!

I agree with Mat - this certainly isn't the best technical football game. But if you like American Football and want a simple introduction to the rules and regs, this one should see you through.

On top of that, it's fun to play, and the choice of teams from around the globe should keep you busy for a while! **CHRIS 78%**

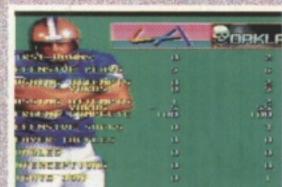


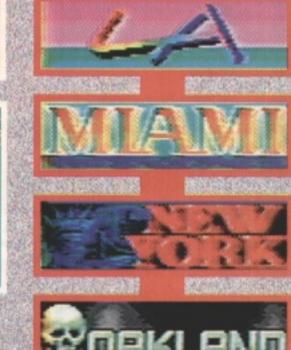


The best way to score a touchdown is to throw to the wide reciever. The pass is incomplete if he drops the ball.



In between the quarters, the score sheet's displayed, showing yards gained, tackles and fumbles.





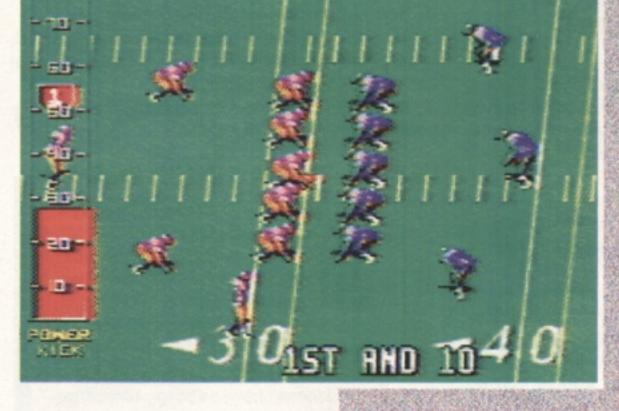


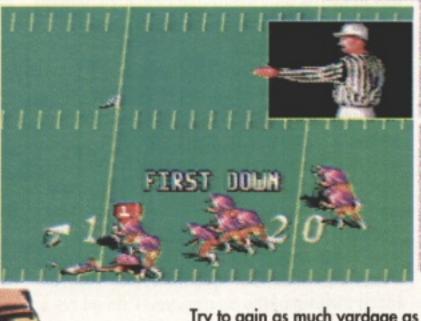












Try to gain as much yardage as possible with every attempt. The closer you get to the goal line, the more chance you have of scoring a superb touchdown! Once you've scored, you have the chance to get more points by going for a field goal.



Difficulty levels and 19 teams to choose from, good use of menus

 Players are small but well defined, digitised pics look great

 The atmosphere's increased by the smart speech and pulse-pounding sound FX

 Once you get the hang of the menus. the game's plain sailing!

 Bound to keep you playing for ages, even if it's ust to beat the hell out of the opposition!



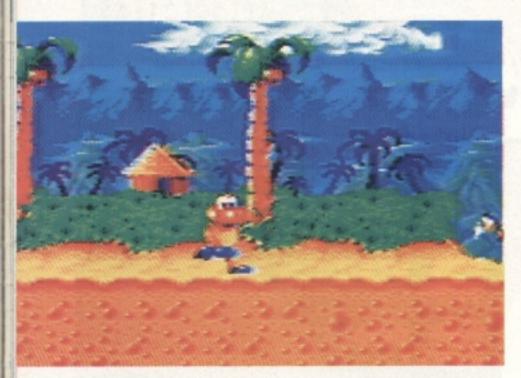


shore (ho ho), splash out on this watery multi-event extravaganza. Salt and vinegar, anyone?

t's a tough old life being a secret agent. Righting wrongs and catching evil-doers takes its toll on even the toughest of spies. Intense training's needed to keep agents fit and trim and that's where the Aquatic Games come in!

Top F.I.5.H agent James Pond has entered the games to keep himself in tip-top condition. He and his fishy friends are determined to win golds and become Aquatic Champion!

Electronic Arts' seaside Olympics has eight events and two bonus levels. You take control of various characters and have to beat the clock in each event. Practice modes are included so you can attain full fishy fitness before entering into the main events. Also on offer are



Below: Here are just two of the events that James Pond has too take part in. On the left is the Bouncy Castle. Jump high and perform flips for more points. On the right is the Hop, Skip, Jump. Run fast, jump and leap as far as poss!





mates can challenge each other.

The events include the 100-metre splash, Kipper Watching, Shell Shooting and Leap Frog. Each event has a time to be beaten or equalled if you hope to win!

Winning earns you a gold, bronze or silver medal, depending on the final standings. The aim of the whole games is to win golds in all the events.

Ade carps... 'A TOUCH BORING'

So put you heart and sole into it and make yourself some-fin' to be proud of!



quatic Games is certainly a A novel idea but one that doesn't work too well, methinks. Initially, each event's fun. The games are fairly challenging and

the humour element throughout adds to the entertainment. Sadly, after a few plays, I found the whole caboodle a touch boring. Aquatic Games just doesn't have a strong competitive feel to it. The only event that held my attention was Shell Shooting — only 'cos it's the toughest of the lot!

Graphically, AG can't be faulted. The visuals are along the lines of James Pond games: big, colourful sprites, crisp backdrops and superb animation. Soundwise, there are some cracking in game tunes, fan fares and sound FX. All suit the game really well.

There's plenty of joypad-bashing to be had! Anyone who's played Olympic Gold knows what I'm talking about! The Tour de Grass has a really weird control system. By the time you reach the end of the course, you'll be minus a few layers of skin on yer thumb! Having said that, the controls are pretty responsive and the main characters move at quite a pace.

'Who's this game for?' Good question! Well, just because James Pond stars in it doesn't mean fans of our fishy friend will enjoy it. Hardened gamesplayers and sports fan won't find much to tempt and tease here, either.

In a nutshell, this is geared to the younger end of the market. One of those games where the old adage 'Try before you buy' stands firm.

ADE 76%

Starring James Pon







Ladies and jellyfish, I give you the Aquatic Games champion! Fast of fin, swift of scale and as supple as a sardine! Compete in all the events, take on the best of the rest and win gold medals. The watery contestant with the most medals wins the entire Games. Sounds simple, eh? Think again! The other contestants are out to beat you so

you have to have furiously fast flippers to win!

ond and The Aquabats

Mat whiffs... 'A BIT FISHY, REALLY!'



ames Pond takes time out from his world-saving activities to take part in a marine-based Olympics, eh? Big flickin' deal! If I'd wanted to wear ridiculous shorts

and mince around a lot, I'd have joined EMF!

The fact that EA have based the game around James Pond shows you how weak the idea is eg, come up with a sports game, stick a popular character in it and hope people think it's a sequel. What next? Sonic The Hedgehog 3: Tiddlywinks Champion?!

But seriously folks, Aquatic Games is a tad boring. Once you've played the events a few times

and yawned your way through them, you'll have no real desire to try 'em again.

The multi-player option can be a bit of a laugh but your partners tend to doze off while waiting for you to finish!

Some of the controls are awkward as well. For instance, on the unicycling, you have to move the direction control round in a clockwise direction. Painful or what! The other events have different control methods which makes for confusing gameplay.

Overall I'd say save your money and wait till James Pond 3: Splash Gordon comes out.

MAT 76%



It's that flickin' frog again! F 'Fortesque' Frog is the fastest thing on two legs so you have to be in top shape to beat him! Don't just stand still, leg it James!



Above: The Swamp Bay Splashers are ready to take on the best! Pick two player mode and enter all the events





· Various practice and multi-player options to choose from

Typical colourful James Pond sprites set

against wacky coastal backgrounds

Annoying French anthem and unoriginal sound

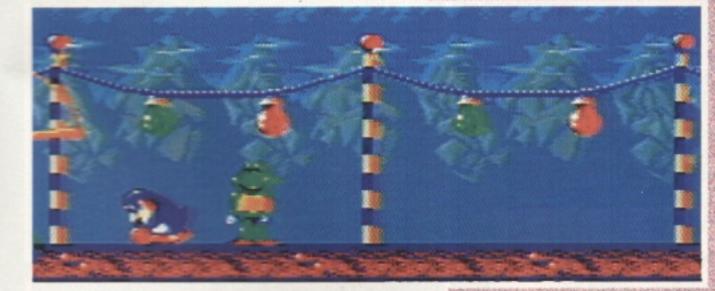
Difficult control methods mean a lot of events

are just too difficult

 Gets a bit boring once you've played it a few times. Limited appeal

 A disappointing game. Try your hand at Olympic Gold instead

RODUCER: ELECTRONIC ARTS 1-4 • PRICE: £39.99





Choose a multiple player game and compete against a friend. If you get a high enough score, you're offered one of two bonus levels. The first is a juggling game where a penguin has to juggle three or more balls at the same time! The second bonus event is shown on the left. This is the long jump. Use the normal [A], [B] buttons to run fast then jump when you reach the white line. Once you've landed, a helpful penguin-type judge wanders out, with a tape measure, and tells you the score. A high score gets a 'Shield Of Merit'. You can win up to six shields in all.

Grab your gun, get your helmet, leave your worries in the space pod! Join the SEGA FORCE gamefreaks as they recall that old saying, 'Is that a Light Phaser in your pocket or ya doing an impression of a milking stool?!'



e've never seen an alien on the Generation Game conveyor belt! But Space Gun has plenty of 'em — aliens and conveyor belts.

What happens when a crippled spaceship calls for help? You leap to its aid and save the lives of those onboard, that's what! But, as one of the rescuers, you're in for a little surprise. The mysterious vessel's filled to the hatches with deadly aliens!

Space Gun is a guns-blazing shooting game in the spirit of classic sci-fi adventures and barnstorming movies like Aliens. Destroy those disgusting lifeforms and rescue the trapped human crew.

Each area of the spacecraft's displayed in one of two perspectives. On some levels, the screen scrolls toward you, while others move from left to right (or vice versa). Aliens appear out of the woodwork and you position a cursor directly on each bad guy and blast 'em to kingdom come! If you've got a Sega Light Phaser, you can use that to knock the crap out of the plebs!

On preliminary levels, only a few ugly bugs appear at any one time. Later rounds they fly at ya thick and fast! Take care when a hostage appears — don't shoot him!

After each stage your life force and ammo-meters are refilled, depending on how many blokes you rescued.

Extra health and ammo power-ups are available to help you crack the seven stages. Travel through the spacecraft, space stations and a fighter plane, eventually ending up in its cockpit. Whether you're a gun-totin' tyrant or a pad-poppin' impresario, you're gonna need all the ammo you can muster to stop those aliens putting ya mates between two slices of bread. Ready to blast?





Above: Help, Mummy! There's an alien crawling outta the TV screen! The alien sprites are fairly well-detailed.

Ade weeps... 'STEER CLEAR AT ALL COSTS'



have to be blunt. This ranks as one of the worst MS games I've played. Not only is gameplay incredibly slow but it's too flickin' easy. On numerous occasions,

there are gaps where all the aliens appear to have gone for a lie down and the screen's left scrolling — the baddies are nowhere to be seen!

The 3D perspective's very poor and the majority of backgrounds are pretty bland and samey. The only detail to be found's in the actual aliens themselves, and they look incredibly similar, too.

Space Gun's only good point is the Light

Phaser's control response. Usually such games are a nightmare — you continually press the trigger but little happens onscreen. This time around, Sega have got their act together. The Light Phaser's fast and improves playability a little. The extra weapons collected en route aren't particularly helpful, as they only last for a couple of shots.

The arcade game was pretty slick; even the Spectrum 48k version had its good points! The MS version's as flat as a fart, unless you've got a Light Phaser and happen to be gaggin' for a new game. Steer clear at all costs!

ADE 45%

PHASERS AND LASERS

Flames: Use button [2] to select which power-up you want. This one sends out a lovely flame ball to devour anything nasty on-screen

Big Bang: Pretty similar to the flames really. This time though, the whole shebang goes up in a puff of smoke. Most satisfying

Scythe: Surrounds the enemy in front of you, wraps him into a neat bundle and blows him sky high. Well, sort of anyway. At least it works

Ice: Feeling particularly nasty? Why not stop the dirty beggars in their tracks by freezing them to the spot. Highly amusing and most effective

Health Up: Shoot these beauties twice and you get an all-important boost to your energy points. Look out for them, 'cos they're quite rare

Armour: Grab hold of this and you become invincible for a short while. Usually only available in tight spots, but much needed



Paul screams... 'NO ACTION'



pace Gun? Should've been Called Space Bum! This game's crap. It should be cast into space and left to the aliens! It starts with some decent

cartoony static screens explaining why you've been picked to go and bust some ass. Then, it's into the action.

Hang on. There's something wrong. There is no action! Things are about as frantic as a game of Crown Green bowls!

Don't mention the sound! An annoying mono-channel dirge plods on and after about two minutes you begin to sing the praises of the man who invented the concept of volume control!

Space Gun has one slight redeeming feature (apart from being breakable!): it's Light Phaser compatible, which means the fun lasts about seven or eight minutes as opposed to one or two with the joypad.

Even the inclusion of four 'super weapons' can't pull this back from that empty void in space where games of this quality go. Looks like I'll have to sort the aliens out myself. Bring **PAUL 48%** me my phaser!



Above: Plenty of life force left, but this beggar's just fired a missile at you. Not that he's all that difficult to oust. A couple of blasts and he's a gonner! You're about to save your first hostage. They run out of doors and from behind the scenery. Don't shoot him!

screen shakes and the

word 'Ouch' appears below the playing area.

One energy unit lost. Take care, other critters

could appear at any

minute.

Right: On later levels, more

aliens appear. They get bigger

and move faster. Many more

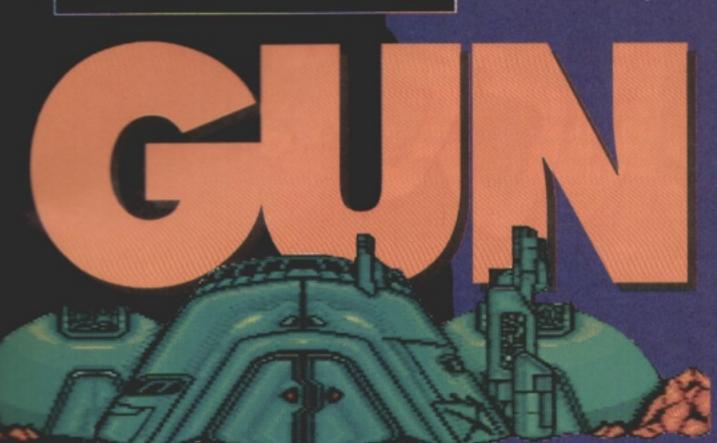
hostages transform, so take

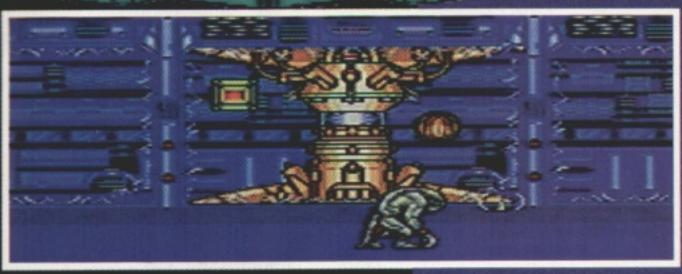
care, ya hear?

Above: Some aliens move up the side of the screen, others crawl along the top.



Above: One of the static pics. Here you are with your big weapon. Worra whopper!





883788 Right: Good grief! There's an alien onscreen. Only one, mind. This is one of the horizontally-scrolling levels. Position the sight on this little chap and blast him to bits. Looks Continues, Light Phaser option, half-decent static shots in between stages like he's just taken a pot-shot at ya. The

Levels look almost exactly the same! Detailed

alien sprites, poor animation and scrolling

Crummy! Extremely weak in-game tunes and a few feeble blasting FX

PLAYABILITY Light Phaser's pretty nifty, but overall it's slow and becomes monotonous

 It's tempting to stick the Phaser right up to the TV screen. Too easy

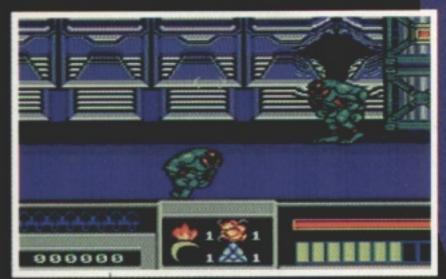
 One for Light Phaser owners desperate to play a new game

LASTABILITY

• PRODUCER: SEGA/TAITO

ሳሳሳሳ

Above: This area scrolls towards you. One of the hostages has just changed into an alien. Watch out for that.



Above: Well, well, well, this is a rare sight! TWO whole aliens onscreen. Jack be nimble, Jack be quick...



• PLAYERS: 1 • PRICE: £32.99



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As transport goes, mountain bikes may be all the rage, but the SEGA FORCE crew never follow fashion. Flying carpets are the 'in' thing down at Game Freak Alley. Not the fastest means of escape when there's a pouting princess to rescue!

he mystique of Arabia combines with modern technology as that old yet beloved chestnut, *Prince Of Persia*, leaps onto the Mega-CD. The narrated opening sequence is all in Japanese, so just in case you don't speak the lingo, we'll skim over the plot:

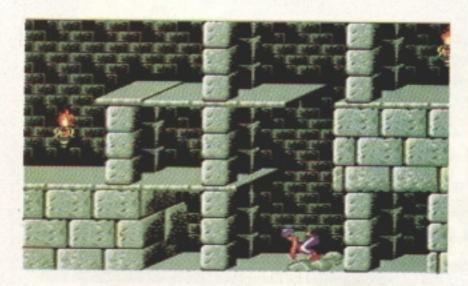
We all know when trouble's brewing. We all know that if Mat walks into the office wearing a long-line bra and pink tutu, there's something amiss! So when the prince falls for a flaxen-haired damsel, you can bet your bottom dinar that she's gonna get nabbed by some warty old geezer in an Irish linen tea towel!

Gadzooks! We were right! The princess has been captured by the sexually deviant Grand Vizier and locked in the highest room of his castle.

As the prince, it's your job to roam through dungeons, palatial rooms, turrets and towers searching for the shapely one. Find her within the time limit and the Grand Vizier's left in a state of torment, with a walk-on part in *Eldorado*.

Solve puzzles, drink potions, climb platforms, leap ravines, fight guards and skeletons... is there nothing you won't do for that woman? Fortunately, lives are unlimited, it's only the clock that's against you. Race through the 12 or so levels, impaling yourself on spikes and breaking every bone in your body! (Not intentionally, of course!)

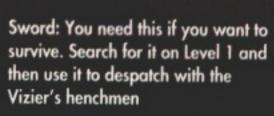
Superb animation and stonking gameplay made the MS and GG versions a joy to play. Let's see if the Mega-CD game follows suit...





PERSIAN POWER-UPS

Potions: There are various potions to go for, but the green ones are always very good for ya. Drink up and regain some energy





Left: What position's that?! Don't allow the prince to fall too far, he

'ain't a lemming, ya know! If the ravine's a humungous one, the prince loses all his life force when he drops. The scenery in *Prince of Persia*'s pretty samey, but that doesn't matter. It's the gameplay that

counts. Unfortunately, the M-CD version isn't that playable. It's a little slow and doesn't push the machine to new

heights. Better off

you can!

getting the MS version if

Mat frowns... 'NOT AS GOOD AS THE MS VERSION!'



CD!' I shouted, the day it arrived. The thought of incredible graphics, mind-blowing sound and superb gameplay was almost too

much to take! POP on the MS is amazing so on CD it should be something special, right? Wrong!

Okay, so the speech is perfect — but unfortunately it's in Japanese! After watching the opening sequence for what seems like an eternity, the game begins and you're none-the-wiser! Luckily, SEGA FORCE reviews have been done for

other versions so I'm sure you know the plot.

The game itself looks all right, but after seeing other Mega-CD games you realise it could've been a lot better. The graphics are on par with the MS version, but in terms of sheer gameplay, the 8-bit version wins hands down!

The addition of a good soundtrack just about saves this game. Some interesting sound FX pop up from time to time to liven up your life but that's about it!

My advice is to save your pennies 'cos there'll be better to come soon!

MAT 70%



FORCE CONTROL



 Use the [D] pad to run around the mazes, Left and Right. Push up and Left to jump Left, Up and Right to jump Right and Down to fall



 When used with the [D] pad, this makes you walk ever so cautiously over dangerous objects and towards ledges. Also attacks with sword

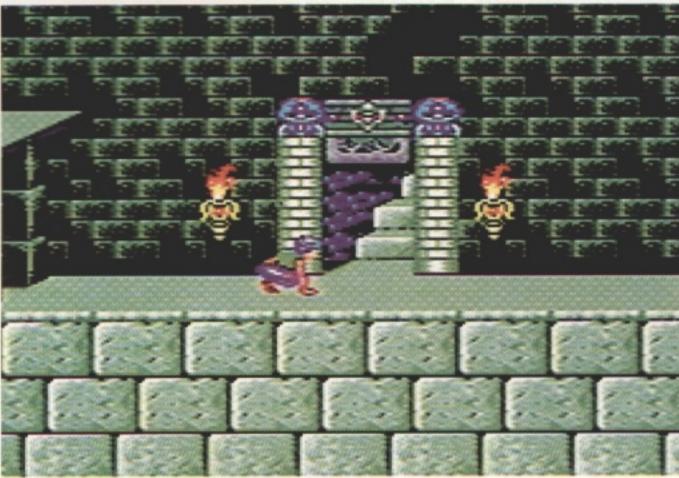


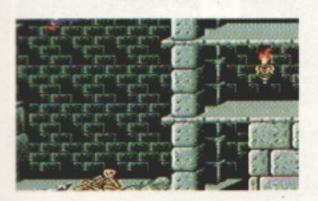
Use this one to climb up onto higher ledges.
 Also used to grab onto something solid when you fall. When fighting, this one blocks



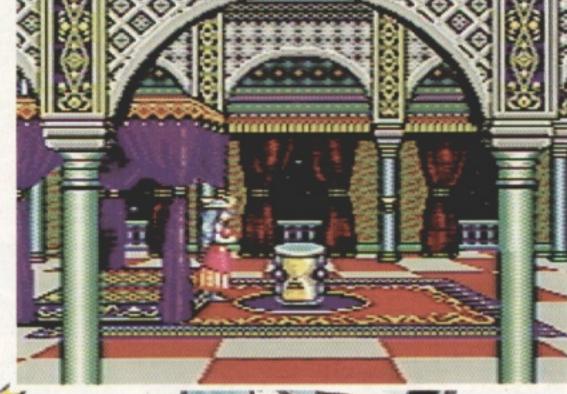
 There's no changing the controls on the M-CD game, so don't worry too much about this one.
 Just get out there and save the Princess

Right: After a long trek, the route to the next level's revealed. Sometimes pressure pads need to be stepped on to open the door, Each level's incredibly maze-like, many of the exits take ages to find. But remember, you 'ain't got long. The sands of time are always trickling, so get cracking! There are 12 levels to search, but not too many bad guys to oust. Fighting isn't all that





strenuous.





Ade weeps... 'DISAPPOINTING'



What a hopeless waste of time! When you pay good money for a Mega-CD you expect to find games that little bit special.

Like Mat, I had high hopes before I played Prince Of Persia on CD. Those hopes were soon dashed. Okay, the opening sequence is impressive, but POP is one of those CDs where the intro's more exciting than the game!

The visuals are a touch crisper than those of other versions I've seen, but apart from that there ain't much to shout about. The animation of the prince doesn't seem half as impressive as the MS version.

Gameplay, too, is pretty dire. You can speed up the hero's movements on the option screen, but this doesn't make much difference. There are still plenty of puzzles to solve, potions to drink etc etc, but no new features. Very disappointing.

As usual, the soundtrack's are pretty good. Loads of oriental tunes and atmospheric FX.

Domark worked incredibly hard on the MS version. Sadly, the CD game's a little flat. I expected to see loads of extras, new monsters, puzzles... I didn't. I expected to see top quality graphics, animation and FX. I didn't.

For those of you worried the Master
System's gonna pale into insignificance with
the birth of the Mega-CD, fret not! The 8-bit
game's far superior.

ADE 67%



PRESENTATION

Massive Japanese intro sequence, speed and fight options, passwords

VISUALS

 Crisp sprites and backdrops, not that impressive. Animation's hardly stunning

SONICS

 Moody, Arabian theme during opening, soundtrack on title screen, simple FX throughout

PLAYABILITY

 Lots of puzzles to solve. Main guy's a touch slow, controls a touch unresponsive

LASTABILITY

 Around 12 levels, plenty of hidden areas and stages to map. Quite tough





In the beginning, there was **SEGA FORCE.** Well, not exactly! As Mr Ben and that shopkeeper will tell ya, big chuffin' dinosaurs and cuddly cavepeople roamed the Earth! What did they read before munching their early morning turf toasties? This **Chuck Rock review, of course!**

e may have the IQ of a chrysalis but good old Chuck's already a hit on both Master System and Mega Drive. Now handheld freaks get the chance to take part in a spot of prehistoric boulder-bashing and belly-butting!

Chuck's girlfriend, Opheila, has been taken hostage by arch-rival Gary Gritter. To get her back, Mr Rock must race through five pterodactyl-tickling levels, chucking rocks at the Stone Age creatures which get in his way.

Chuck's rock-slinging ability serves him well. He moves chunks around the screen, placing 'em in the right position to access higher platforms.

Several critters attack from above. Chuck either puts a rock on his head to protect himself, belly-butts 'em out of the sky or performs a huge flying kick.

En route, there are loads of goodies to munch and lives to grab. Keep Chuck's belly bulging, or lose one of those precious lives.

Let's rock 'n' roll, kids!

Chris confirms... 'SMARTER THAN THE MS!'



remember we were all mightily Impressed by the Mega Drive version when it hit way back when. I also recall I wasn't overly chuffed with the MS version. Sure, it hadn't

lost any of the gameplay, but all that black space hanging around in the background was a touch unnecessary - now I know why!

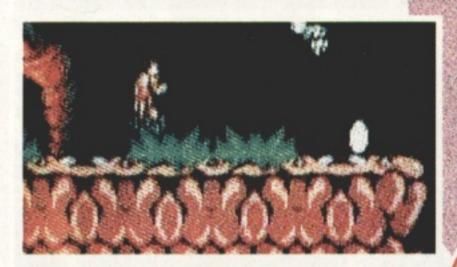
Stuck onto the small GG screen, that black space becomes an ideal backdrop, without

detracting from the game at all. Basically identical to the MS version, GG Chuck Rock looks good, sounds good and keeps ya coming back for more.

Clean sprite movement and smooth animation make Chuck Rock a whole lot smarter on the GG than the MS.

If you like a platform romp with that little bit extra, this one's a must! If not, it's great fun and well worth having on your shelf anyway.

CHRIS 91%



Hard to believe, we know, but Chuck's whopping-great Brucie-style chin sticks out even further than his gut!

- PRODUCER: VIRGIN

- GG: NOV O MS: OUT
- MEMORY: 256K PLAYERS: 1 PRICE: £27.99

Ade bawls... 'A QUALITY GAME GEAR PRODUCT!'



can understand why the rest of the SEGA FORCE crew fell in love with this guy. They've all got the same mentality! There are some classy GG releases around at the

moment and Chuck Rock's one of the best. The Game Gear version's just as playable as the MS and MD game. Graphics and animation are all superb. Soundwise, there are a few decent FX and a main title tune.

You won't have any probs controlling Chuck.

The way he moves has been implemented really well. If Chuck carries a large boulder, he doesn't jump very high or walk all that fast. Logical, huh?!

The puzzle element's quite taxing. It takes a few plays before you realise which boulder goes where and how best to kill each dinosaur. Chuck Rock's fairly challenging but a password system makes life a touch easier. If you're after a quality Game Gear product, you can't go wrong with Chuck Rock. Virgin have hit it on the nose yet **ADE 89%** again! Unga bunga! Ouch!





It's a frivolous but nonetheless frightening world Mr Rock wanders, with only a few boulders and an unsightly beer belly as defence. 'I wanna go home!'

Don't worry, Chuck, you can do it!

 Not many options, choice to resume game or restart level, password system

 Good, clear sprites. Nice animation and humorous effects. Plain backdrops

Nice 'n' funky intro theme tune, plenty of prehistoric spot FX. Loads of 'raspberry' noises!

As easy to get into as Sonic. Not as fast but the puzzle element's great

 It's pretty difficult. Platform fans may soon master it, though



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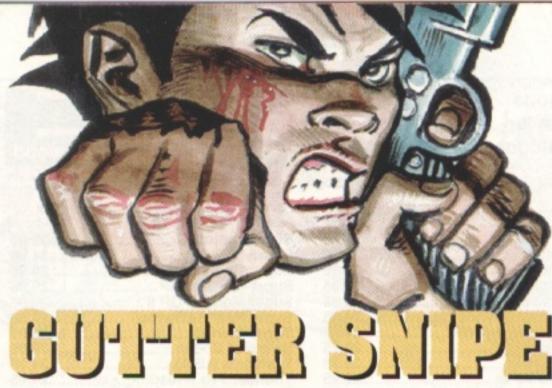
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Beware his bark, beware his bite, he's lost his head, this guy's not right. For bestest letter and stunning pic, our man will send ya prizes quick. Scribble and groove with the greatest letters column in the Universe!

Letters!

o, you've read this mag-type thingy from cover to cover - what d'ya think? This is the one and only place where you can air your views. If you've got any gripes about SEGA FORCE or can think of ways of improving your favourite read, let me know. I'll wipe my ass on the paper your queries come on, roll it into a little ball and gobble the lot! Maybe, just maybe, I'll pass ya comments onto Chrissy Boy!

Having said that, you're welcome to write to me about anything — it doesn't have to be Sega-related. If ya having problems with a pesky brother or sister, if Mum keeps dusting when you're playing ya Master System, or maybe Anneka Rice keeps popping round begging for a cup of sugar, let me know!

For the BEST LETTER and BEST PICCY I print each ish, there's a mega SEGA FORCE T-SHIRT and a load of TACKY RUBBISH to give away. So get thinking!

Attention Phil Bayliss from Redditch. Send me your full address so I can post out ya prize. All of ya, write to: GUTTER SNIPE, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW. Let's see what they've dished out for me this month!

Fire! Fire!

Dear Gut

I own a Sega Master System and I've been trying to get a Rapid Fire Unit since I bought it. I've searched every shop I know but I can't find one. I was hoping you might have some in stock? R Powell, Broseley, Shropshire

You've come to the right place, matey. You can try Sega themselves, although I'm informed the chances of them having any Rapid Fire Units are very slim. It seems they aren't marketing them any more. Anyway, it's worth a try! Write to: SEGA UK Mail Order Department, 16 Portland Road, London W11 4LA. Good luck!

Is it 2 good 2 be true? David Moore of Pinders Heath, Wakefield, reckons so. Have a look at the Sonic 2 reviews earlier on and make your own decisions! Whatever, he hits the streets soon!

The American Dream

Dear Gut-head

What is it with that crazy American they call Marshal M Rosenthal? Every month he raves about new games, making out they're the best thing since sliced Mario. When they come to be reviewed, they often turn out to be a waste of

Don't get me wrong, I think his USA section's cool, but is there any game he doesn't like? Maybe he's taking back-handers from the software houses?!

Lee Maguire, Ascot, Berks

Marshal's a millionaire, he doesn't need backhanders!

It's true that sometimes Marshal and our reviewing bods have a slight difference of opinion, but that's a good thing, 'cos you get to read both sides of the argument. I think Atomic Runner was a prime example. Marshal liked it, our boys didn't!

You're right, his section's pretty cool. No other mag offers as much American coverage and USA exclusives as ours. Marshal's just as cute as Mario and we love him to bits! Have a nice day!

It ain't half hot, Mum!

Dear Gutter Snipe

I hope you can help me. I'm having trouble purchasing Mega Drive carts. The reason being, as you can spot from the address, I'm a soldier serving in Cyprus.

I can't find a shop anywhere where I can purchase carts or Sega goodies. I've asked around numerous computer shops but get blank looks from the Cypriot shop keepers. They try to palm me off with Nintendo! Yuk!

Please could you track down any retailers within the Limassol area of Cyprus?

A Ferguson, 11 PL. C. COY, 1 R Irish, BFPO 53, Cyprus

PS The temp out here at the moment is 41° centigrade. I'm off to have a cold shower!

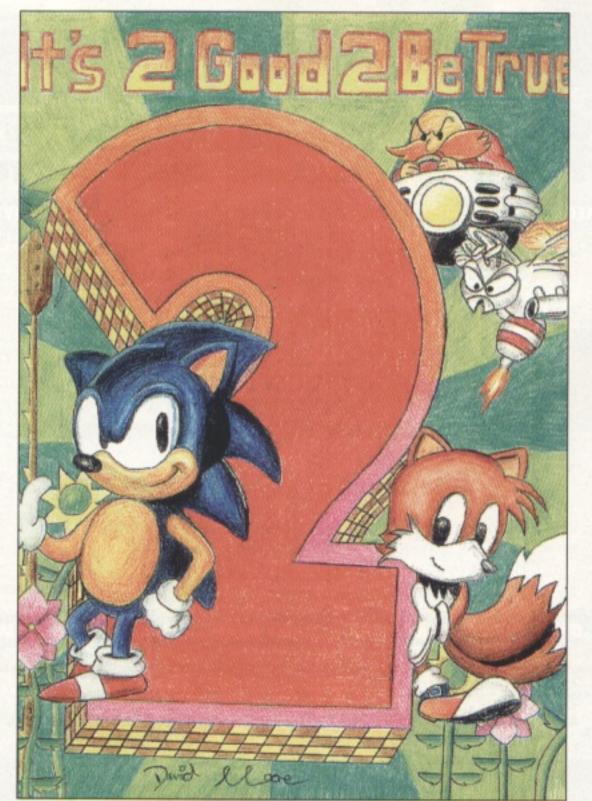
'ATTENTION! Stand up straight, man! I

wanna see my face in those boots!' Flickin' heck! I'd be tempted to duff up some twisted old Sergeant Major if he had a go at me!

I feel a bit like Esther Ranzten here, Corporal, sorting out ya consumer problems! Any mail order company will ship ya out Mega Drive carts etc if you contact them with your banking details, ie, credit card number etc. Check out the adverts in SEGA FORCE and write to one of the advertisers. If you have any problems, contact our Ad department here in Ludlow. If you have a YMCA book shop on your campus, they may be able to help you, too.

We have many readers in Cyprus. If anyone out there knows of a shop who deal in Sega stuff, let me know.

Keep reading SEGA FORCE, Corporal and keep up the good work! Patriotic to the end!



Completely Tazzed

I've just bought Taz-Mania and it took me a day to complete on Hard mode. Is this game really that easy, or am I a good gamesplayer?

Secondly, I would like to ask for some release dates for MD games. 1. Sonic 2; 2. Streets Of Rage 2; 3. Strider 2; 4. WWF Wrestlemania.

Last, but not least, do you know when Gamesmaster's back on TV? How do I go about / appearing on it?

Billy Kirk, Selsey, W Sussex

It seems you're a bit of a good gamesplayer, Bill! Although, I must be honest, I found Taz a trifle easy, too!

In answer to your questions: 1. AAAAAAAAHHHHHH! 2. January 1993, hopefully; 3. Jan/Feb '93; 4. December.

Gamesmaster have already filmed a new series for the Autumn so you probably won't be a TV star this year. The address to contact them at is: GAMESMASTER, PO Box 91, London E14 9GT. Include your personal details, ie, age, address, phone number, hobbies, fave games etc and a mugshot.

Ya won't catch me on it! I'm that Diamond chappy's long-lost window cleaner!

Japanese japes

Dear Gutter!

Help! I think I'm going crazy! Everyone I know has tried to get into my game, Master Of Monsters, but it's all in Japanese! Ahhhhh!

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mates Domark are producing it, so I'm sure it's gonna be a real corker.

It's been decided, against my will of course, 'cos I'm nasty and horrible and patronising and... just not very nice, that I should delve into the SEGA FORCE goody bag and pull out prizes for the best letter and best pic. That means, not every pic I get wins a prize. If ya name's Vincent Van Gogh, ya can stuff off!

There are no plans to produce Krusty's on the MS, so nah! Nah, nah, nah!!

Chuckmania

Dear Gutter Snipe

I know Taz-Mania and Chuck Rock are two of the best platform games around for the Mega Drive, but I'm having trouble deciding which one to buy. I thought you might choose for me? Dean Holden, Acocks Green, Birmingham

Hello Birmingham! Ever been in that shop in Brum, Oasis? It's a fact that whichever way you go in, you never come out through the same door! Weird!

I think Chuck Rock's the better buy, but then I would say that — I work with a load of prehistoric morons! Love ya Chris, Mat, Ade, Woz...

Yeah! Well, we all knew this Street Fighter II
thing had been blown out of all proportions. As
far as the infamous Anthony Stevens of
Southend-on-Sea is concerned, Sonic can wipe
out those SNES wimps in a trice!

Magical Guy? Magical Tarof? Magical Taluroof?
When we got the game in for review, it was all in
Japanese, so we had one helluva job working out
what it should be called! Tom Percival of Bishops
Castle, Shropshire had no problems, though!

Please help! How do I work it out? This game's giving my butt a headache(?!).

Desperate Dan Deadhead, Stockport, Cheshire

Ha! Ha! Ha! (sssSSSNNNIP! —Ed). I'm afraid I can't help ya, Dan. I didn't do Japanese, I did woodwork! Let this be a lesson to the lot of ya. When buying an imported game, check first with your dealer to see whether the game text's in English.

If there is anyone out there in SEGA FORCE Land who can help this desperate case, drop Ade a line at the PITTSTOP.

MS goes on Strike!

Dear Gutter Snipe

How ya hanging? Just a few questions for ya!

- 1. Is Desert Strike coming out on the MS?
- 2. When people send in pictures, do you give them any goodies?
- 3. Will Krusty's Super Fun House come out on the Master System?

David Piddock, Wednesbury, West Mids

Yep indeedy! Good news for both MS and GG freaks. Desert Strike will be out on the Master System and Game Gear! The bad news is, you'll have to wait until August 1993 to play it. Never mind, though, 'cos our



Pam Ayres rules, OK?!

Dear Guts

As a new Sega owner (GG and MS), I've been buying all the relevant mags (Power, FORCE and Pro) and they're all very good. However, in honour of yours being the best, I've written you a poem. Hope you like it!

The poem I'm writing today, Is about that old mag SEGA FORCE. 'What the flick's that?' you may ask, It's the best Sega mag (of course!).

It's out about once every month, So buy it, don't sit on your asses. It's got loads of news and cracking reviews, And no pairs of crappy sunglasses!

The Editor's good old Chris Knight, So if the mag's naff, he's to blame. He's all right until he gets angry, Then he whacks you with his Zimmer frame!

In contrast's the Deputy Ed, The young, handsome(?!) Adrian Pitt. The other staff view him with envy, And think he's a smug little... boy!

Last up's the lad Warren Lapworth,
A dude who's as cool as a dairy.
But when he puts on his long pointy boots,
He doesn't half look a right fairy!

Now one of the chaps masquerades
As vile letters man, Gutter Snipe.
It's got to be Adey or Matthew,
'Cos the answers he gives are such tripe.

As mags go, it's not a bad effort,
Worth some of your time and your money.
It boots all the others right in the 'Crown
Jewels',

Even if Woz's haircut is funny! [Oi! —Prod Ed.]

Alan Holloway, Bristol

Grrrrrrr! What d'ya mean, 'masquerades'? I am my own person! If I had the wit and looks of Mat and Ade combined, I'd be touring Working Men's Clubs cracking sexist jokes and calling myself Dickie Smothers!

Anyway, I like your style! I made an appeal for poems and yours was the best I received. Here's a SEGA FORCE T-shirt and some tacky smultz for your effort. Pam Ayres, eat ya heart out!

Oh heck! There's still a bit of space left to fill this column!

So while I've got your attention, I'll tell ya what tack I've given away over the past few months. How d'ya fancy winning a kipper tie, foot lotion, a cardboard cut-out of Mat Yeo, a plastic shaving set, a bag of elastic bands, a picture of Clint Eastwood on skis and a chinless rubber lizard! Great!





Our survey says...

Dear Gutter Snipe

I'd like to interview you for my national newspaper, *Daily Rats*, if you can spare the time. If you can't, I'll send **Kate Adie** round in her flak jacket, OK?!!

D Garbutt, Hull

OK, Garbutt, get on with it! The thought of Kate Adie popping round sends shivers down me spine...

- 1. What have ya got in your pockets?
- 2. What's your most embarrassing moment?
- 3. What's your definition of a blue-headed prickly thing?
- 4. What's your most prized possession?
- 5. Have you got a remedy for flatulence?
- 6. When does Sonic 2 come out? (Only joking!)

Right! In my pockets I've a slice of Gorgonzola cheese, a conker, a thermonuclear device and Katie Boyle. My most embarrassing moment was bumping into a tray of oven-proof tableware in the Co-Op in Birmingham. Pity it wasn't Gut-proof!

In answer to question three, my Auntie Ethel wearing a headful of curlers! Well, she's a pensioner! She's got a blue rinse! My most prized possession's my 1975 Blue Peter annual. Remedy for flatulence? A bloody good cork! See ya!

Below: Drawn, coloured and created by Kristain of Northampton! Sounds a bit like a hairdresser to me, though the subject matter of the pic is suitably gruesome and yes, you've guessed it, Mario's getting the chop again — literally! No more dashing around those 96 levels, and all because he couldn't resist some mouldy cheese!

CORP CONTRACTOR OF THE PARTY OF

There's some real cool dudes in the allnew Young Guns line-up sent in by Stephen Blair of Northampton.
Sonic takes pole position, natch, but he's closely followed by Taz, Tails, Wonder Dog and a couple of all-time favourites who are set for a new release soon!

Below: That poor, greasy, Italian plumber's been taking a lot of stick lately, but now it looks like all of the Sega characters are pushing in on the act! This one's from Tom Percival of Bishops Castle. Are we sorry for Mario? Naaaaaaah!

Step into my parlour...

Dear Sir

Could you please tell me whether *Parlour Games* is still available on the MS? I've had it on order at my local games shop for over a month now. They've just told me it's been discontinued.

I've tried all the shops in this area and have been told the same story. Yet in September's **SEGA FORCE**, it was still being advertised!

Mrs A Tovell, Great Yarmouth

Some adverts go to print long before the mag goes on sale, so by the time you see 'em the shop may have sold out of a couple of games.

You sound as though you're gagging to get your mitts on this game, so I advise you to try Sega's Mail Order department (see R Powell's letter for the address). If that fails, I'll make an appeal here and now. If anyone reading has a copy of *Parlour Games* in good condition that you wanna sell, let me know and I'll pass ya details to Mrs Tovell.

Strewth! What's wrong with me this month? I'm being kind, caring and extremely helpful! Must be coming down with the flu or something!



Right, slaves! Almost the end of the mag! Weep! Splutter! Why not go back to the beginning, have a nosey through and try to spot all the deliberate mistakes?! (What? How dare you! —Ed.)

Looks like the President of A.N.U.S has given up his campaign and Anthony Stevens keeps trying to fox me by sending letters under another name!

Not long until Christmas. Let me know what you're gonna buy me. I'd love some good prezzie ideas.

Anyway, remember, there are prizes galore up from grabs in this section of the mag. So get a life and write to me, or draw a pic. After all, I gotta have something to wipe me coffee up with! See ya next ish!

DECEMBER '92

SECH FORCE CLASSIFIEDS

oll up! Roll up! Got any wares ya wanna get rid of?
Any swapsies or desperate needs? Or how about just writing off and getting in touch with fellow Game
Freaks? Just fill in the coupon below, wodge in yer dosh and send the whole caboodle to the usual address for promt attention! Don't forget to let us know if the ad worked or if it

didn't, so that we can put it in for you one more time for absolutely zilch!

Can't say fairer than that, can we? Or can we?! If you reckon your ad's not working for ya, write and tell us! On the other hand, if you sold, swapped or found what you wanted in a trice, good luck to ya and use us again!

WANTED

If you want to sell your Mega Drive games, ring me! Up to half price paid for decent newer games. Tel: (021) 459 7576.

Wanted: Pen pals to relieve a bored gamesplayer. Whether intellectual or immortal, dead or alive, apply now! John Blake, The Saltings, Croft Marsh, Skegness, Lincs.

Wanted: top Mega Drive games up to £20 paid for latest titles. Please send list to 13 Bournville Lane, Birmingham B30 2JY or ring (021) 459

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Japanese Mega Drive games wanted. Will buy for £15 each. Also Japanese games sold and exchanged. Tel: (0745) 354660 before 6pm, or write to: Gaming Madness, 'Lyngval', Towyn Way West, Towyn, Abergele, Clwyd LL22 9LF.

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Mega CD-ROM with Ernest Evans (game), will swap for Megadrive with games or sell for £210. Also Sega Master System with controller and five games which include R-Type, Shinobi etc, only £110. Call Craig on (0509) 261360 after £.00pm or (0530) 813595 9.30–5.30.

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My Fantasia or Rambo for Flicky or European

Drayton (0630) 65204 (Days) or 657797 (evenings). Ask for Nic!

Club Soccer. Tel: Tim on (0222) 566817.

Swap Buck Rogers Mega Drive, never used,

cost £40, anything considered. Tel: Markey

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Sega Master System 2, two games, Sonic, Cyber Shinobi. Two months old, bargain price of £90. Ring (0452) 831215. Ask for Ben after

Mega Drive games for sale. Also Master System games for sale, over thirty on total, will swap or sell. Prices £10 to £25, for full list contact Craig on Loughborough (0509) 261360 after 6.30 or (0530) 813595 9.30-5.30pm.

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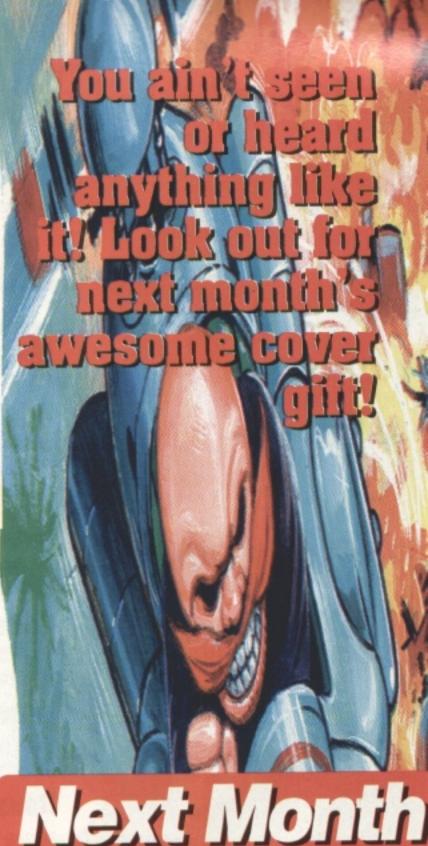
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Here's the best way to reach other dedicated Sega game-freaks with whatever it is you want to reach them with: FOR SALE, WANTED, SWAPS, PEN PALS, USER CLUBS and the like. And it's amazingly cheap (covers the cost of repairing Adrian Pitt's nails from

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Show us yer scores and go for the ultimate game gear an autographed SEGA FORCE T-shirt! Polish up yer joypad, flex yer digits, and after a long session in front of the screen, you could be a star!

ancy having a go at knocking us SEGA FORCE deadheads for six? Have a look through our top scores for this month and see if ya can't do better! If you ain't got the games yet, no worries! Simply send in your latest hi-scores, along with a mugshot of yourself, and you could walk off with the brilliant SEGA FORCE Tshirt, signed by our own humble hands!

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DULL, DULL, DULL!

Following last month's Tedious Postcard prize, we got some real stunners in with the Sonic Compo entries.

After much serious contemplation, it was decided this cracking card from Dave Wilkes of Tipton, West Midlands was by far the most crashingly boring of the lot. The caption on the back reads... 'Some Donkeys at the Donkey Sanctuary, Sidmouth, Devon.' Truly awesome Dave! Look out for your prize - your very own model of Mat Yeo (honest!) — in the post soon!



Top Hat and Tails!

So ya reckon Sonic's popular? We know he is!! We've never had such an awesome response to our competitions before this one came along! Believe me, we've got boxloads of postcards, letters and envelopes, all crying out to be dragged into winning positions.
Sadly, we could only draw ten,

so hold on to yer hats and find out if

you've been outrageously jammy! The fabulously lucky winner of

the Mega Drive AND Sonic 2 cart is James Knowles of Northiam, East

As for the nine runners-up, who each get a supersonic Sonic 2 cart, here goes: Lisa Andrews of Lozells, Birmingham; E Richards of Newport, Gwent; JT Whittam of Holyhead, Gwynedd; Jack and Toby Wilkinson of Barton, Oxford; Inge Goad of Poole, Dorset; Lathan May of Cardiff; Helen Argent of Warrington; Sze Ming Tang of Bushey Heath, Herts; and Philip Bradley of

That's yer lot, game-freaks, but don't forget to check out this month's mega Batman Returns compo, with yet another chance to win a mega Mega Drive. Be there!

BACK-STACK

7403

Still looking for back issues of the best unofficial Sega games mag in Britain? If so, cast your beady eyes through this little selection. See if the one you want's still available, tick it off (tying its shoelaces together should do the trick) and send this form to: SEGA FORCE BACK-STACK, Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB. We'll get it straight out to you (as long as you remember to enclose £2.50 for it, of coursel)

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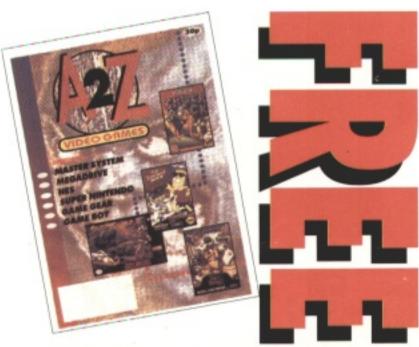
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