

MEGADRIVE, MEGA-CD, 32X AND SATURN GAMING FROM AROUND THE WORLD

MEGA

ISSUE 36

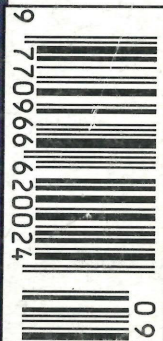
SEPTEMBER 1995

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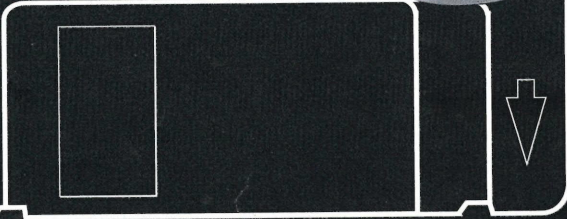
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LATEST ISSUE
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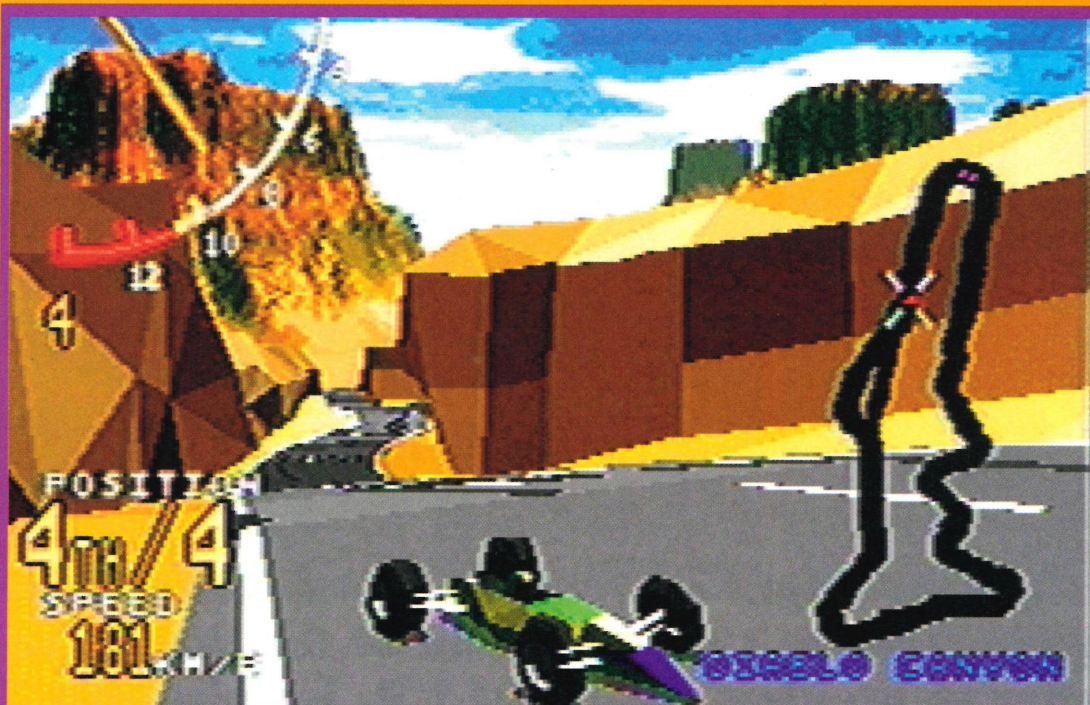
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And that bit last month about us being easily bought was a joke, so don't get

any funny ideas, eh?



VIRTUA RACING

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EARTHWORM JIM CD10

FATAL FURY CD14

SAMURAI SHODOWN CD...18

COMPETITION

**ANOTHER CHANCE TO WIN BOOKS
AND VIDEOS WITH OUR AMAZING
REBOOT COMPETITION ON PAGE 24**

VIRTUA RACING

As you might (or might not) know, Lee Brown is the Virtua Racing Deluxe 32X Champion of the World, so who better to preview the latest V.R. instalment?

Yes, it's true. A long time ago Rich and I headed down to Sega HQ in London for the press launch of the 32X. On our arrival we found out there was to be a Virtua Racing Deluxe challenge to be entered, so we did. I was actually fastest qualifier, and breezed through the first three rounds of newspaper journos until my semi-final with Tom Guise, which was a much closer but still a Brown victory. I then went on to beat Steve from SSM (Sega's marketing division), and win a trip to Brand's Hatch. Meanwhile, elsewhere in the impressive building Rich was fighting and falling over drunk.

So who better to preview Saturn Virtua Racing? No-one. That was the point of the obscenely long first paragraph. So, it's Virtua Racing and it's on Saturn, but what is Virtua

Racing? Well for those of you who have yet to see what some say is a more playable racer than Daytona USA, I'll do this quick summary. Imagine a car racing game in which everything is made up of polygons: all the cars, the track, the roadside objects, the lot (except the bitmap background). what would be the point in that except to make everything really blocky and generally crap?

VIRTUA RACING CHAMPIONS!

Well, because everything in the game is constructed in 3D, the machine can easily rotate objects so they can be viewed from any angle. This means that as you race along you can stab a button (not actually stab, as you would with a knife, more like push) and suddenly you're in the cockpit of the

car. Another button raises you to a point high above the track, as if you were in a helicopter. The arcade Virtua Racing was just like this. All polygons, four different racing views, the whole caboodle. It played like a dream too, and in fact the only bad things about it were the slightly blocky graphics, and the lack of different cars or tracks.

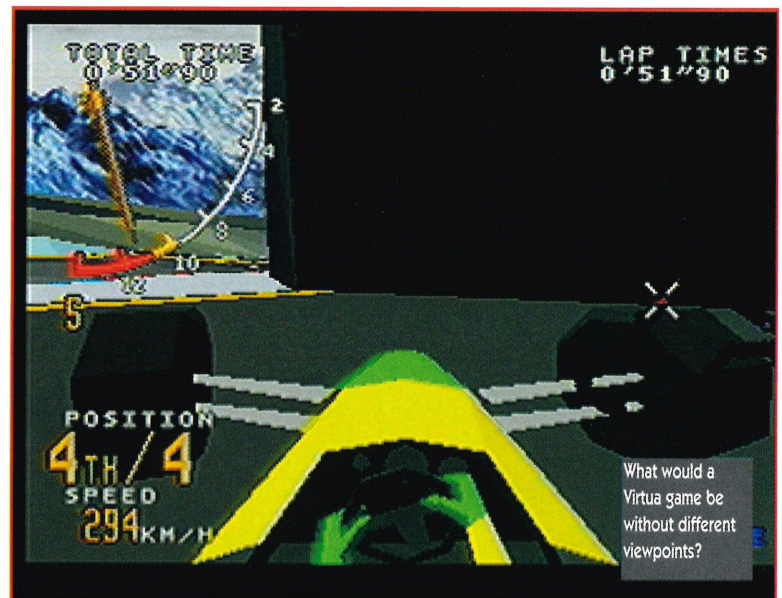
With that little section out of the way I can return to Saturn V.R. So what's different here then? Well for those who thought that 32X Deluxe was the best V.R. you really ought to think again. Whereas the 32X version did improve on the arcade by having three different cars, and two new tracks (making five), it really wasn't up to the standard of the arcade original in terms of speed, or graphics. In addition the 32X two-player split-screen mode was ruined by a slower frame rate plus a



Tracks galore!



The arcade had three, 32X had five and this has ten!



lack of roadside objects and opposition cars.

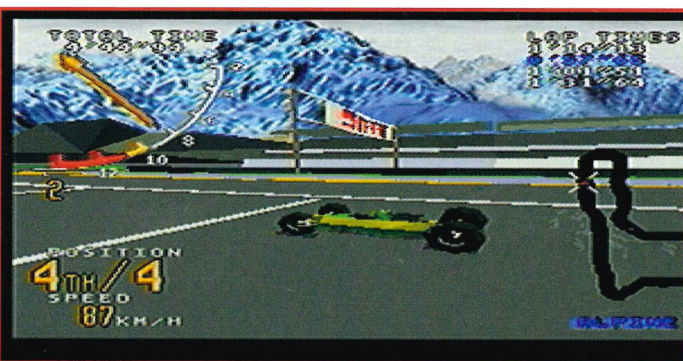
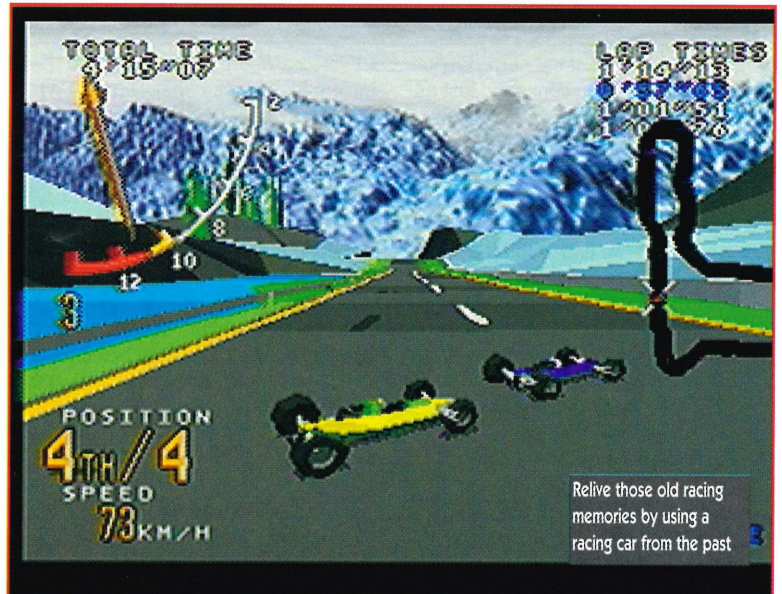
Well, guess what is better in the Saturn version then? For a start there are now five cars. They are also completely different to the 32X ones too. So that's four brand spanking new cars. They include what looks like an Indy car, a Porsche 911 look-alike, a go-kart and another one too (boy am I thorough or what?). Anyway, so that's five cars, what about the tracks? You would expect a CD game to feature a greater number of tracks wouldn't you? Well, you wouldn't be wrong either because Saturn V.R. has ten (count 'em) tracks, and seven of them are completely new!

As I said before the 32X version was a bit plop in the graphical speed department, so how does your new

£400 console version fare. Pretty bloody well actually, and in fact you'd be hard pushed to spot the difference between this and the arcade original. Time Warner actually claim that the Saturn version runs at a faster frame rate than the arcade version, and also faster than both Saturn Daytona USA and Playstation Ridge Racer. Watching the game in action that is easy to see, as the polygons really do fly. To spruce up the graphics even more though the programmers have added fully texture-mapped backgrounds that make the horizon look a lot more pretty.

WE ARE THE BEST - IT'S OFFICIAL!

Anything else though. Well actually yes, the two-player split-screen mode now has opponents cars and the frame rate



(Left) For an extra challenge why not move the camera around the car during a race?



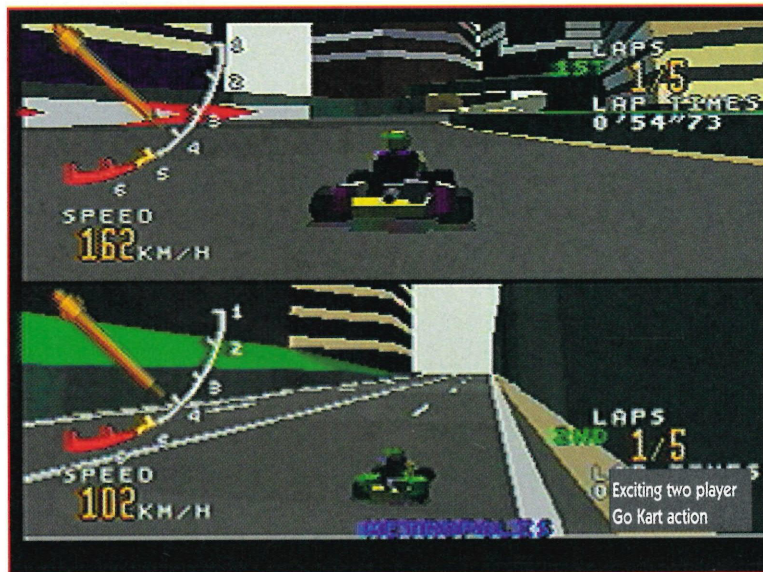
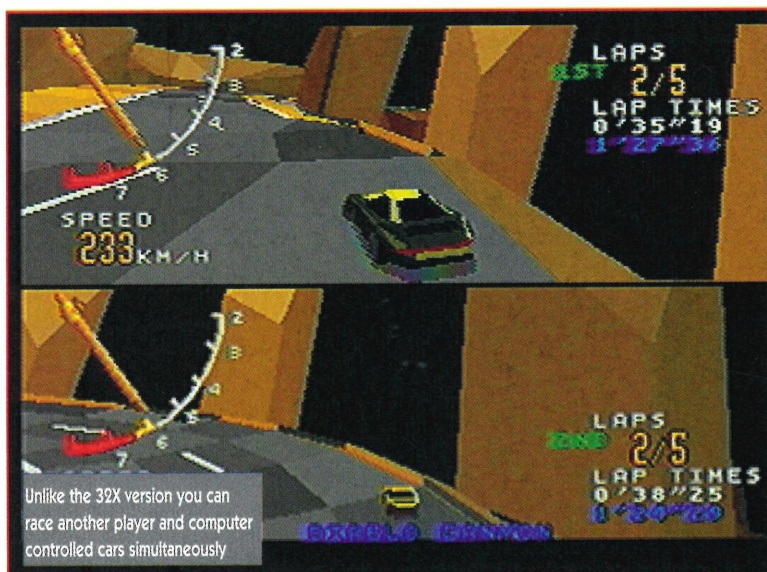
(Right) There are five cars, and the Go Kart is crap



(Left) Want split screen two player action without slowdown? You got it!



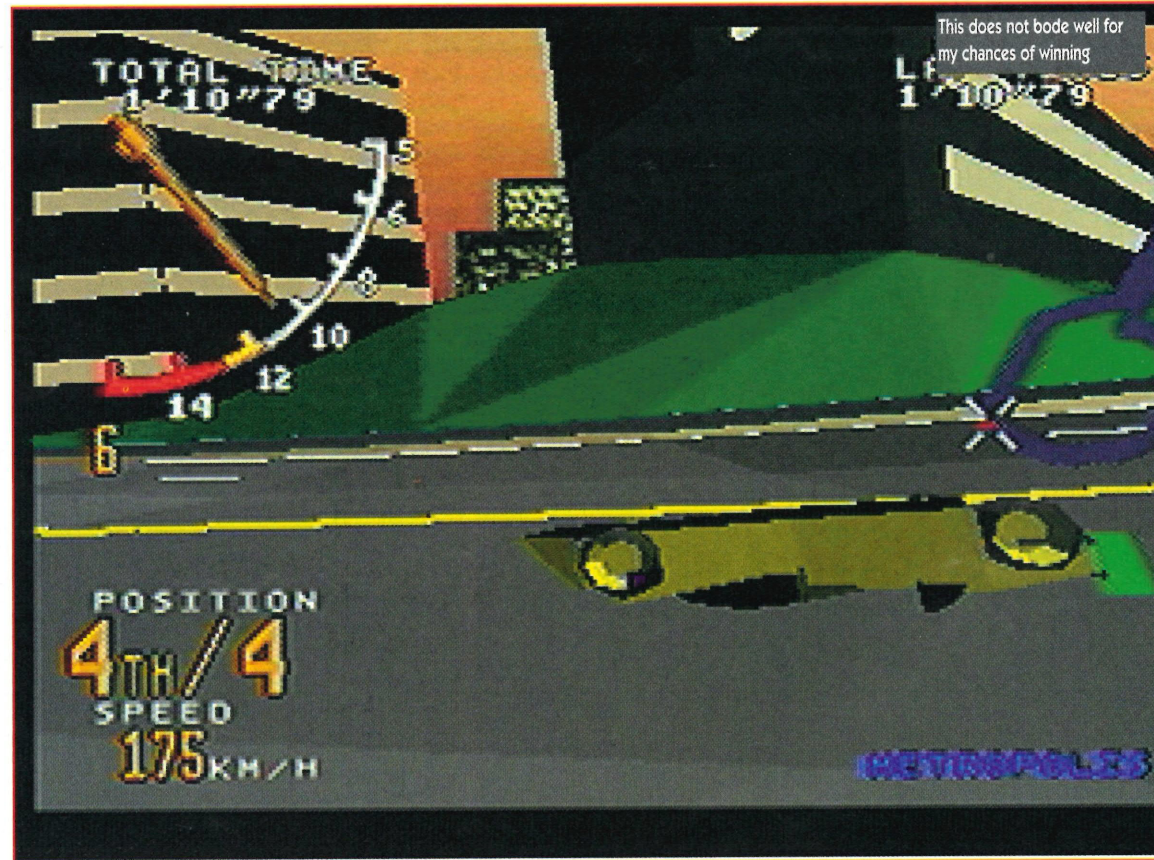
(Right) Who said games designers didn't have a sense of humour? Shame it's not be a very good one



is still incredibly fast! What more could you want in a console racing game? How about music straight from the CD? You got it. And what if the playability of the coin-op had been converted just as well? Lucky that it has then. The game also includes three different play modes too : Arcade - in which you play the game exactly as it was in the arcade; Grand Prix - where you choose a team to race for, and race for a full season of racing against 14 other teams. You start in the Go-Kart and must win to earn cash to advance cars; Practice - a simple 'pick a car and track and away you go' game.

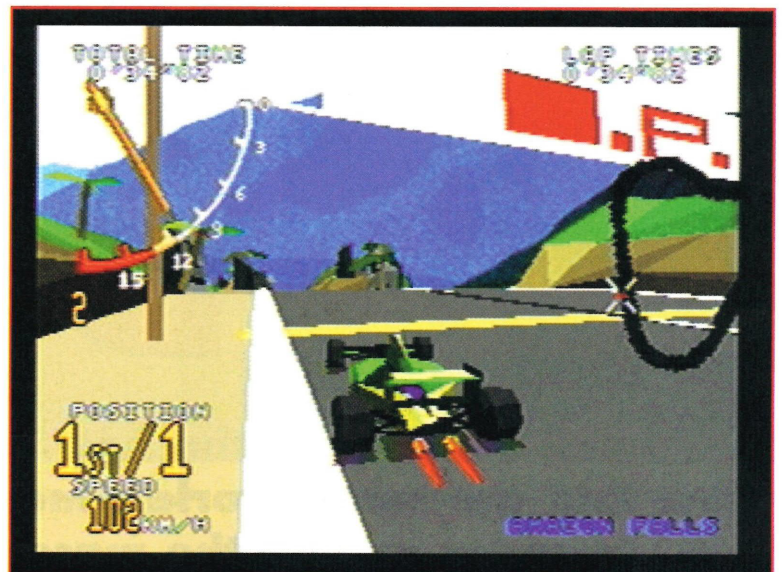
The Saturn version also features an aerial fly-by at the beginning of each

track, and we are told that the game will also have various "awesome cinematic sequences" set in a newsroom where a male host and a buxom female race analyst (and TWI aren't sexist at all, eh?) will provide the player with information, and generally look really smart. The game isn't quite ready yet, as Time Warner were hoping to have it ready for the Saturn's launch in September. Well with Saturn having been released already (July 8th) they are obviously now racing against the clock to get the game into the shops as soon as possible. you can be sure though (sigh) that Mega will be there as soon as the review version becomes available.

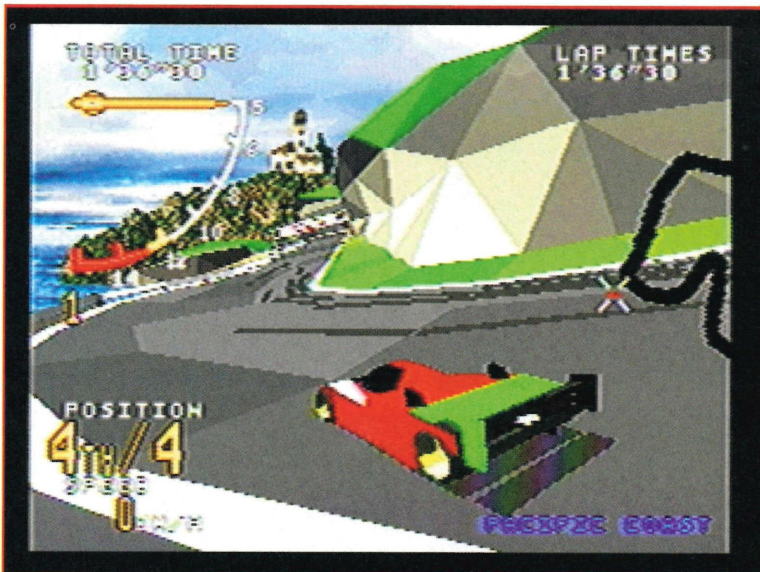




Now I think that's cutting it a bit fine



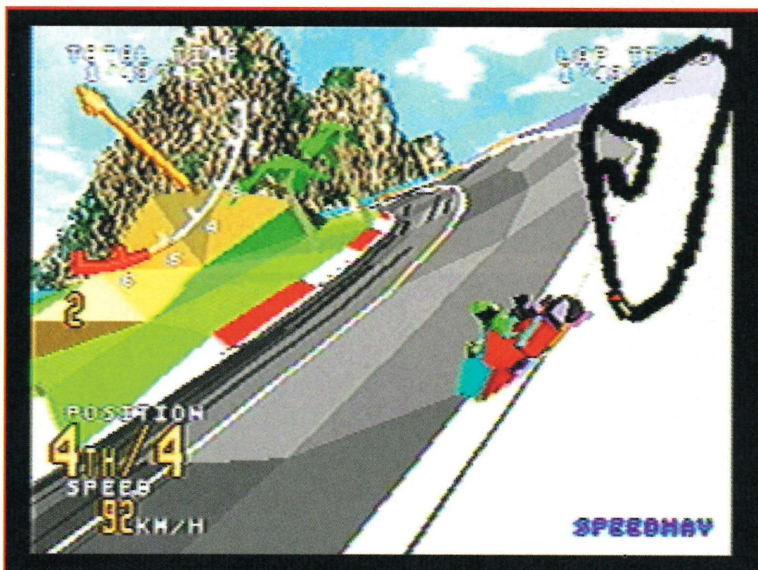
And they're off... No hang on, I've used that one before. Hang on, I'll get back to you about this one



A panoramic replay of one of the new cars going through its paces



That just about says it all



From: ACCLAIM

Release: OUT NOW

Price: £ 44.99

Levels: 10

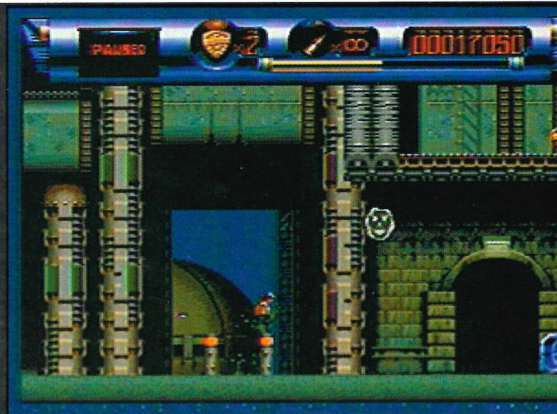
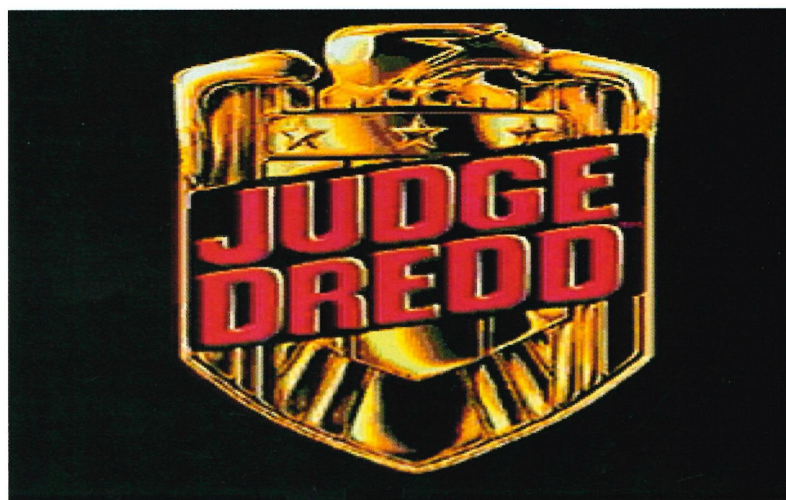
Players: 1

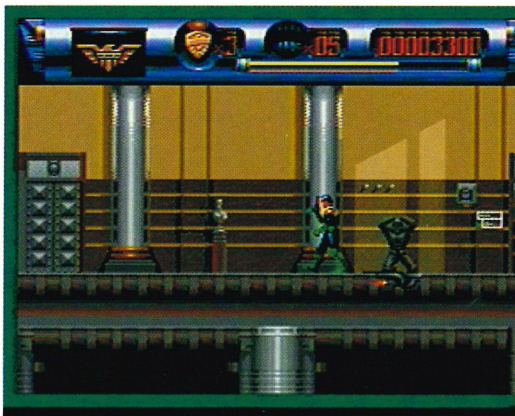
JUDGE DREDD

He's been around for the best part of twenty years but it is only now that the comic world's most infamous lawman has become popular among the masses, and it is about time too

Forget Batman, forget Robocop, the toughest law enforcer in history is about to hit our screens thanks to the new Stallone movie, Judge Dredd. Based on the cult 2000AD character Judge Dredd is going to be THE film to see this summer. Created way back in the late seventies it has taken a long time for old stoney face to make his big screen debut but from what we've seen so far it looks like the wait has been worth it. As always Acclaim have been quick off the mark and snapped up the license instantly, and for once the game and film have both been released at the same time, when the film's hype is at its peak. 2000AD readers will already be fully aware of Dredd's background but there are at least three people out there who aren't, so I shall try and briefly sum things up. The world has been ravaged by nuclear war and most of what we know as America has been destroyed. Three large areas remained intact which soon grew into Mega Cities. High levels of crime and a corrupt legal system meant that the only way to survive was to create a new law enforcement system. The Judges were born, and they were given the power to enforce justice and punish perps (criminals) as they saw fit. Their role was to serve as judge, jury and executioner enforcing every point of the law to the

letter. Trained from an early age the Judges became feared throughout the criminal world. The system worked well but crime was still rampant. The most senior judge at the time, Fargo, was cloned in an attempt to produce Judges who cared about nothing except the law. The end result was Joe Dredd and his brother Rico. Unfortunately purists may be put off the film by the slight changes made during the transfer from page to screen. Much has been made of the fact that the original Joe Dredd refused to take his helmet off, even when sleeping, but Stallone's Dredd is hardly seen with it on. The uniforms have also been changed beyond recognition (What happened to the eagle?) much to the dismay of Dredd fans such as myself. Other criticisms concern changes to the actual characters themselves, but it is hard to squeeze twenty years of character development into a two hour feature. Apart from these slight niggles we're certain that the film will be extremely successful and I can't wait to get to the flicks to see it when it eventually hits the streets. The game on the other hand is already available and is based on Stallone's Dredd and not the comic book version. Trivia fans may like to know that this isn't the first Dredd game, and that Joe actually made his computer game debut many years

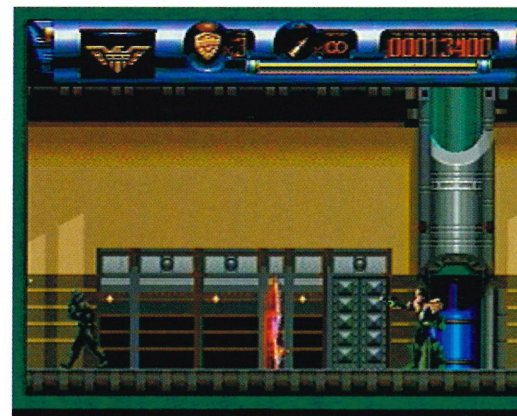




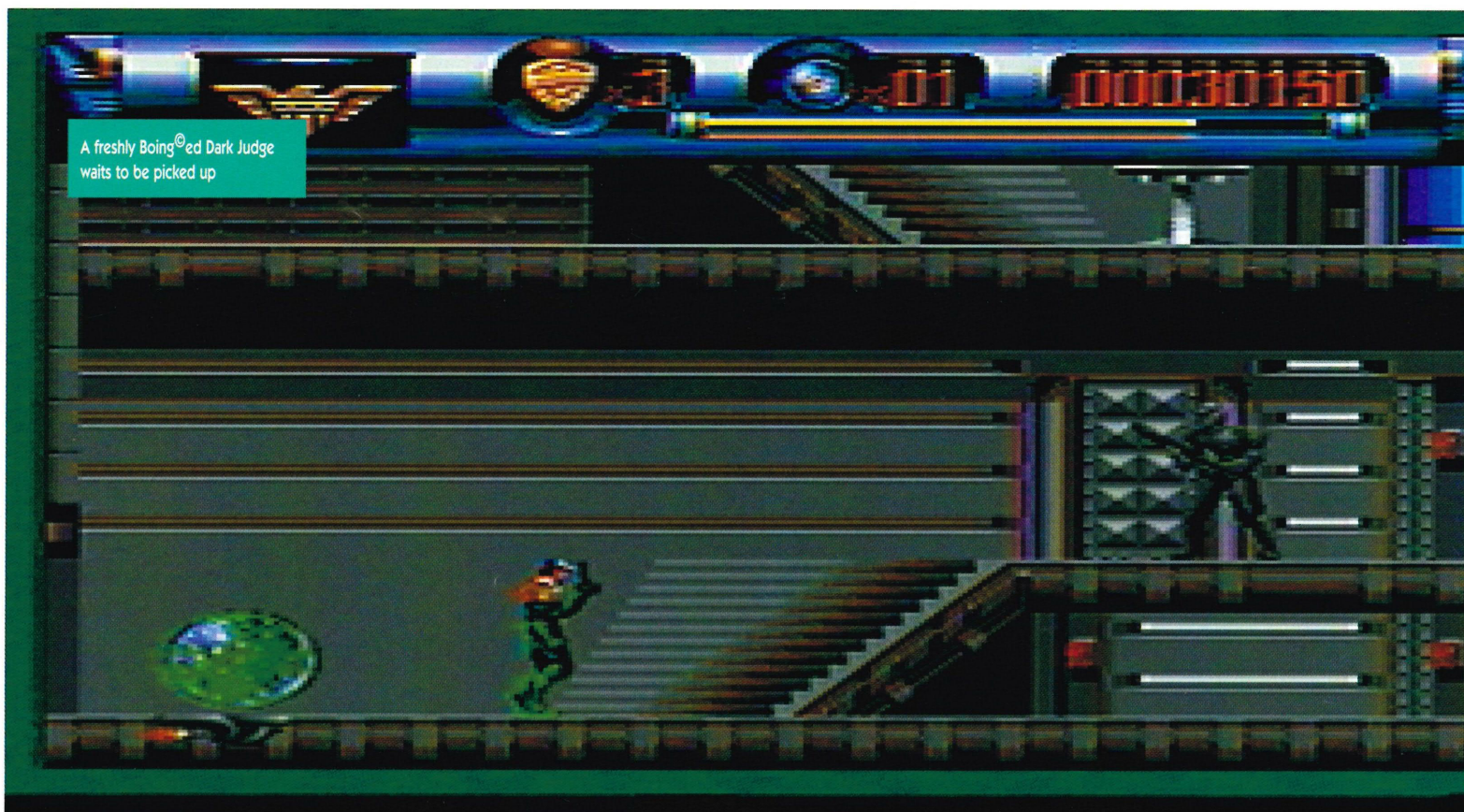
Don't shoot the Judge Hunters. Instead disarm them and arrest them



You don't want to leave those things lying around all over the place now do you?



Instant justice. All are guilty. All must pay. Am I mad? Well, yes actually but I'm happy with it

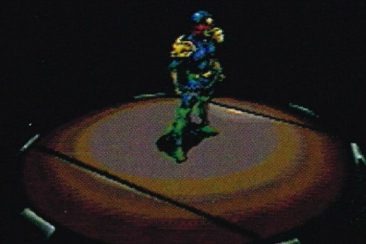


ago in a game from Melbourne House on the Spectrum which was dire even by 8-bit standards. The first level throws Dredd into the middle of a block war, which is basically a massive war between

neighboring blocks of flats. His orders are to destroy all the ammo crates and dispense as much justice as possible. This can be done by either beating perps into submission or by executing them where they stand.

More points are awarded for an arrest, but what the hell! Without a few executions here and there Resyk might go out of business. Dredd's only weapon is his Lawgiver which is a small gun that can fire

many different types of bullet. He can fire normal ammo, ricochet shots, heatseeking missiles, and bombs to name just a few. After singlehandedly stopping the poblock war Dredd is ordered to stop

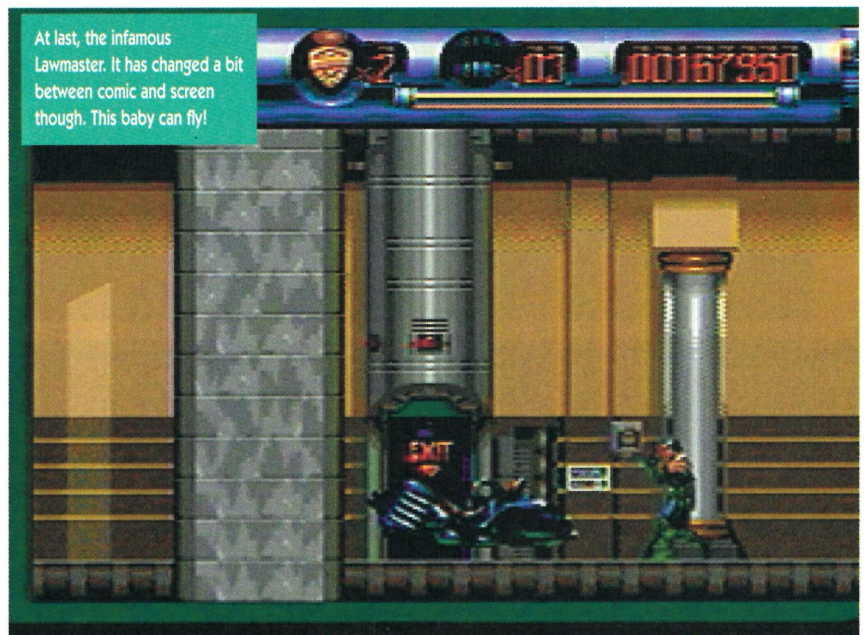
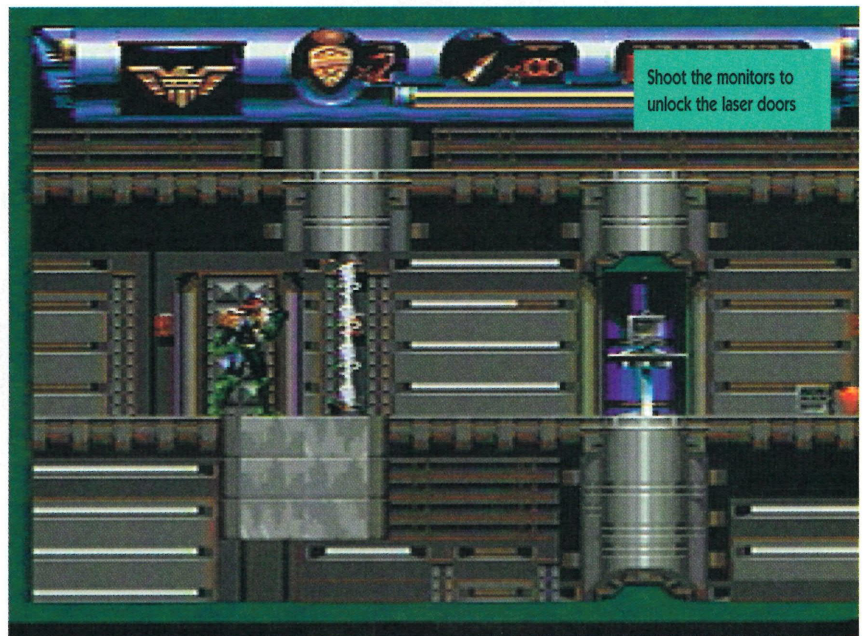
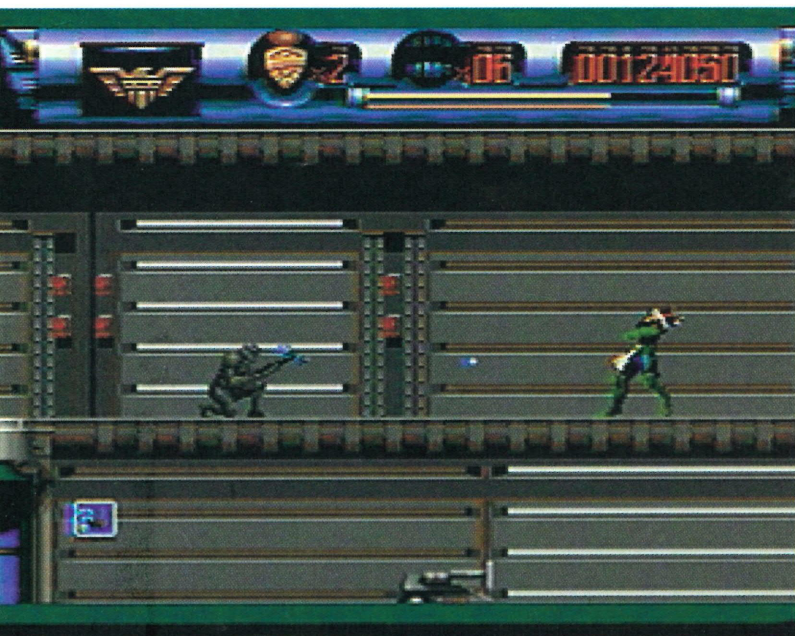


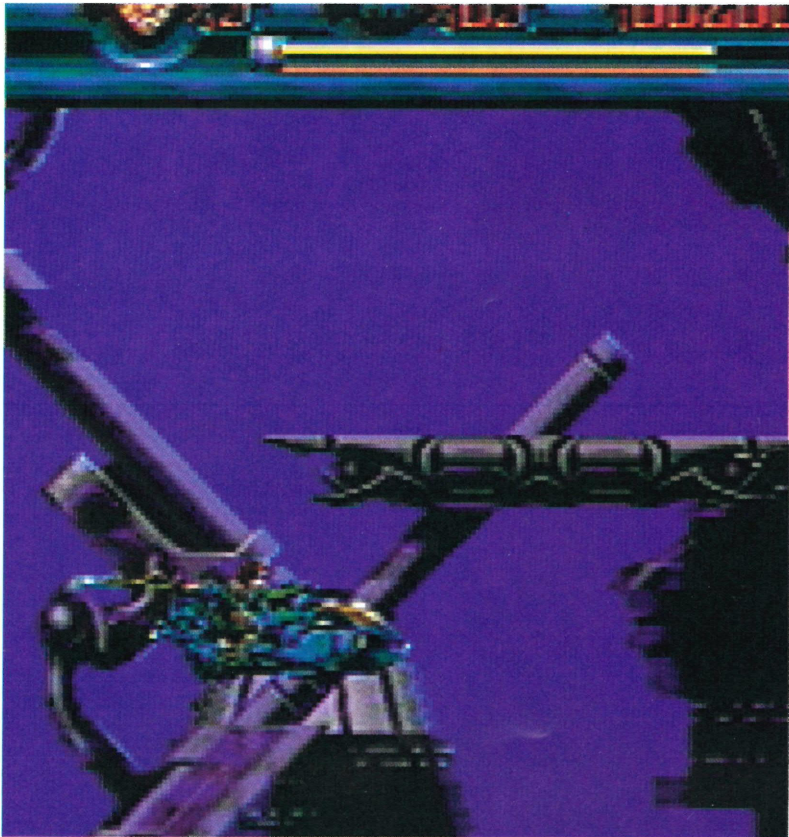
YOU HAVE BEEN JUDGED GUILTY
- THE SENTENCE
...GAME OVER JUDGE



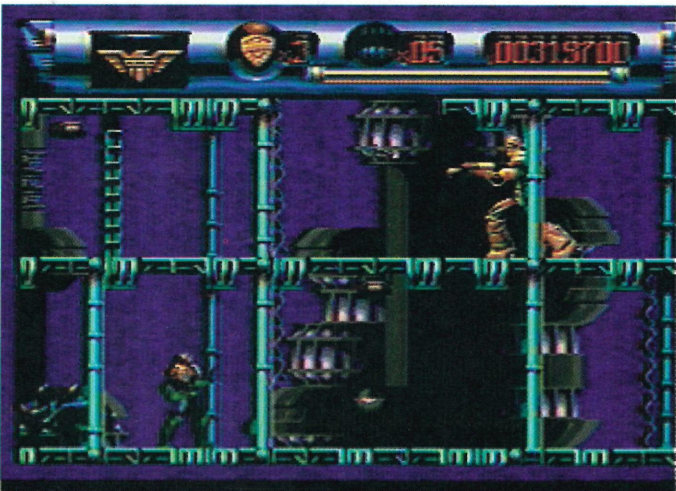
a prison riot by locking all the security doors and arresting the prisoners (again). Whilst all this is going on it turns out that some bouncer has framed Dredd for murder and there is a warrant out for his arrest. Fargo holds the key to his freedom but he has retired and taken 'the long walk' and is going to live the rest of his life outside the city limits. Dredd must follow to prove his innocence but the Angel Gang, Mega City One's most vicious criminals, are out for Dredd's blood. The game itself follows the storyline of the film quite closely, with a few twists and turns along the way, but unfortunately the gameplay is exactly the same throughout. All the game requires you to do is to shoot hundreds of bad guys, destroy crates

and cannisters and climb up ropes. There is only one level that is different from this and this involves flying over the streets of Mega City and is the worst part of the game. Change the graphics slightly and this would be Terminator. Or Robocop Vs Terminator Or Alien 3. Or Stargate. I think you catch my drift. Mind you, having said this I must emphasise that Judge Dredd is extremely challenging, with plenty of levels that are bigger and more complex than they first seem, and it is immensely satisfying to take the role of one of your favourite heroes and fight against his old rivals, and some new ones too. If only there was just a little bit more variety to the game to make things more exciting.



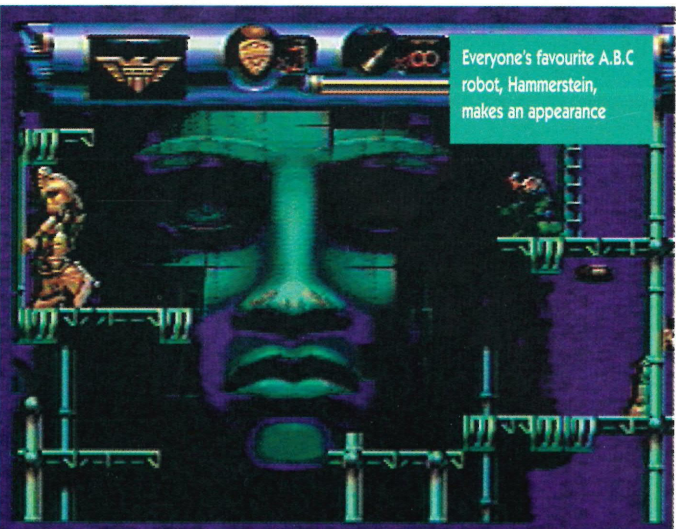
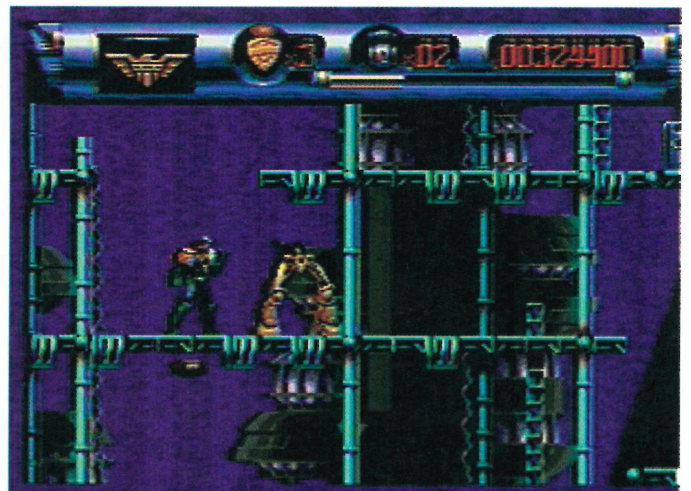


Probably the worst part of the game takes place on the Lawmaster



(Right) Alas, poor Hammerstein...

(Left) The A.B.C. warriors are fully armed but only need two direct hits to kill



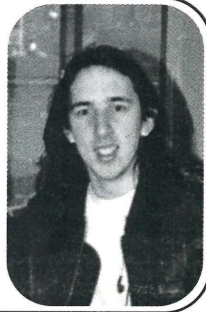
Everyone's favourite A.B.C robot, Hammerstein, makes an appearance

75 PERCENT

"Another licence that should have been sooooo much better"

Paul Ulland

GRAPHICS	7	GAMEPLAY	7
SOUND	8	GAME SIZE	7



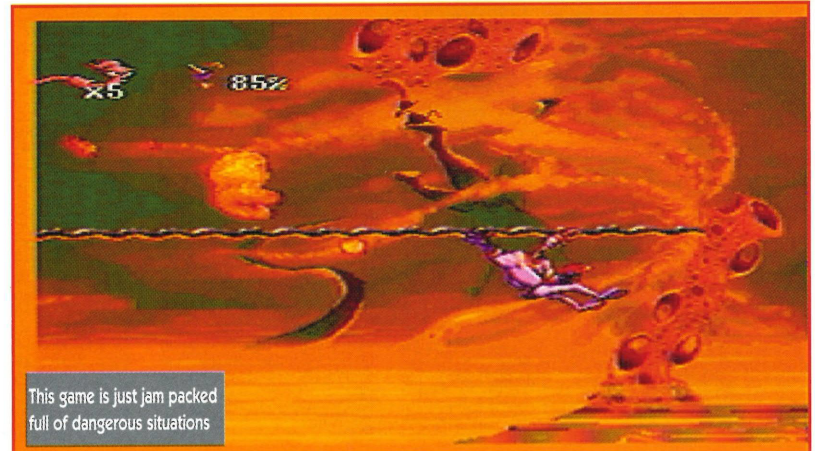
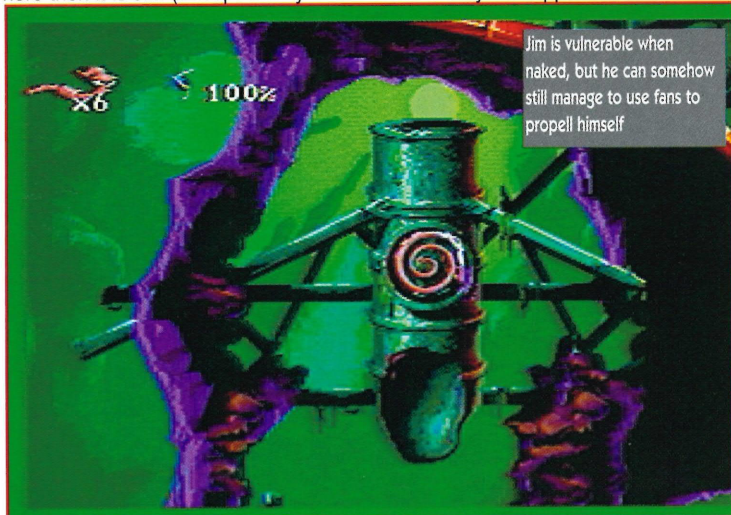
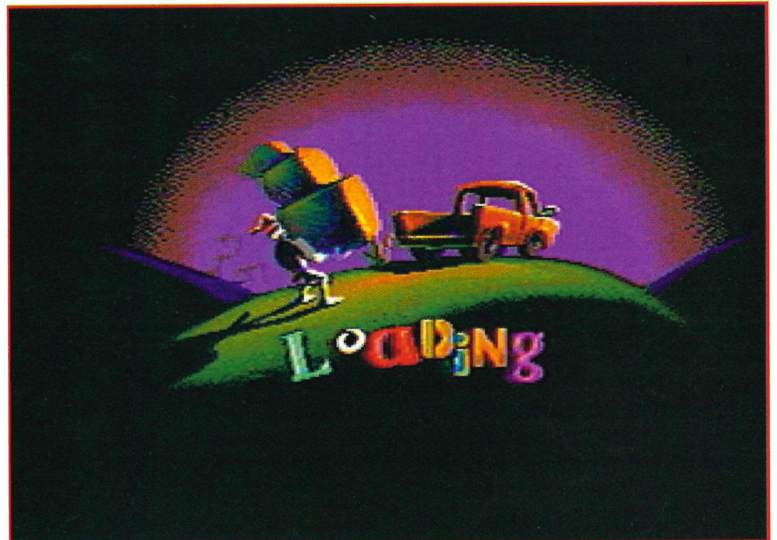
From: Interplay
 Release: Out Now
 Price: £44.99
 Levels: 7
 Players: 1

EARTHWORM JIM

**The most unlikely hero in the universe is back.
 Who is he? Why, a worm of course...**

D If ever there was an unlikely name for a hero then it is Jim. Who ever heard of a hero called Jim? (What about Jim Kirk? - Lee). Well, except him. (Or Jimmy Cagney? - Lee). Well, yes, apart from him too. (Jimmy Stewart? - Lee). OK, yes, point taken. (Jimmy Hill? Jimmy Saville?). Yes yes, now shut up. (Jimmy Dean?). SHUT UP! OK, so there are quite a few heroes called Jim but these are all cancelled out by Jimmy Tarbuck and Jim Bowen (Well we all think that they are top blokes actually, with Winner Takes All and Bullseye being our most favourite programmes ever - Legal Department). Right, let's start again shall we? Right. If ever there was a LIKELY name for a hero then it is Jim (Except Jimmy

Cricket - Lee). Right, I've had enough. Kindly leave me alone and stop reciting famous people called Jim at me or I'll kick you in the Jimmys and I don't mean St. James' Hospital either. Right, let's start again again shall we. The star of the piece is Jim, and in case you hadn't already worked it out from the title of the game he just happens to be an Earthworm. Just under a year ago Earthworm Jim was unleashed onto the Mega Drive world and even though it bore remarkable similarities to every other game by Dave Perry it soon proved to be the best of the bunch as it was the largest, and more importantly it was also highly original. Jim may not sound very heroic seeing as he is just a worm but thankfully he happens to have a rather





Earthworm Jim is one of those 'strange' games that we all know and love. Just check out these screenshots to see exactly what I mean



Touch these fat pink hippos and prepare to be killed instantly

smart line in intelligent clothes - a robo suit to be more precise. In this suit Jim can run and jump like the rest of us, and he also packs a smart laser gun with limited charges. As well as the gun Jim has another weapon, namely himself because he can pull himself out of his suit and use himself as a whip! Cue Indiana Jones style action as Jim whips his enemies to death and bizzarely gets the suit to use himself to

swing around everywhere. It may sound strange, and indeed it is! The first level serves as a wonderful introduction as to the weirdness yet to come. After running along platforms, whipping the beaks off crows and using your head to shimmy along ropes you'll soon find a superbly rendered fridge suspended in the air. My first thought was "Of course, a fridge. Obviously I have to use that to launch a cow into



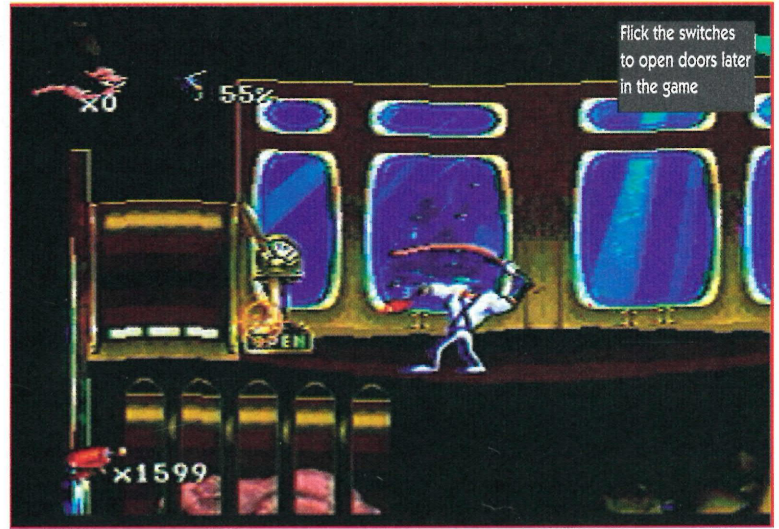
The intro isn't exactly spectacular, but it's interesting nonetheless



The curiously titled "Andy's Asteroids" pits you in a race against Pscycrow



Victory is mine!

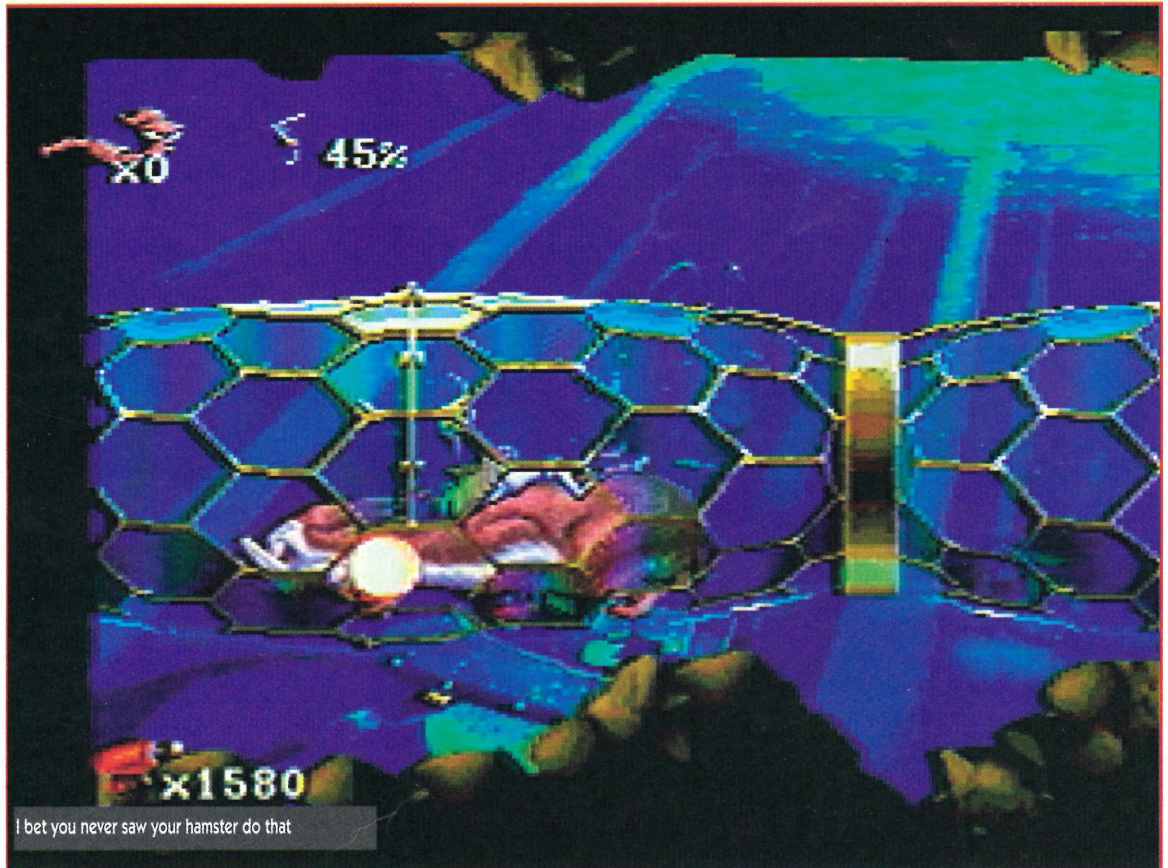


Flick the switches to open doors later in the game

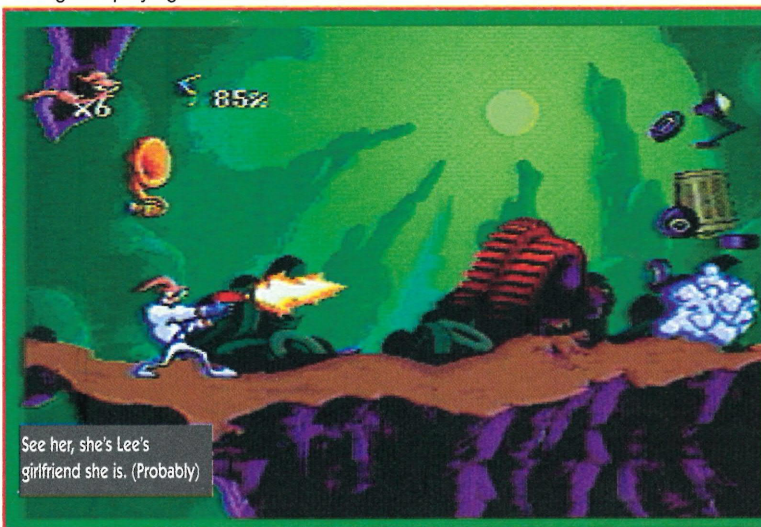
outer space before I can carry on" and I was right. What a stroke of genius on my behalf. Soon after this comes a boss made of rubbish that changes shape and uses gramophones and anvils as weapons. Further on in the game things get even more ridiculous and ingenious. One of the bosses is a man suspended by a magnet that barfs fish at you whilst using his armpit to make farting noises! If that isn't strange enough, how many games do you know where you have to go Bungy jumping?

But of course, if you've played the cartridge version then you'll know all about the wierd and wonderful world of Earthworm Jim. Or do you? This my friends is the CD version which isn't simply the cart version on disc with flash music. Well, not totally anyway. As an added bonus EJCD has a couple of extra levels, 1000 more extra frames of detailed animation, an invaluable password system that was sorely lacking from the original, some new endings and lots of ideas that the folks down at Shiny just couldn't squeeze into their 24Meg cartridge.

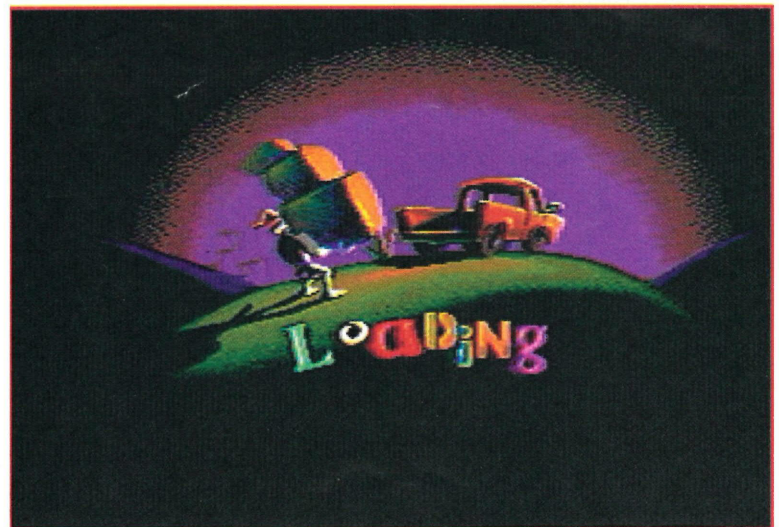
Upon loading the disk a pencil sketch of Jim drops down onto the screen and goes through various motions like barfing and playing with his removable



I bet you never saw your hamster do that



See her, she's Lee's girlfriend she is. (Probably)



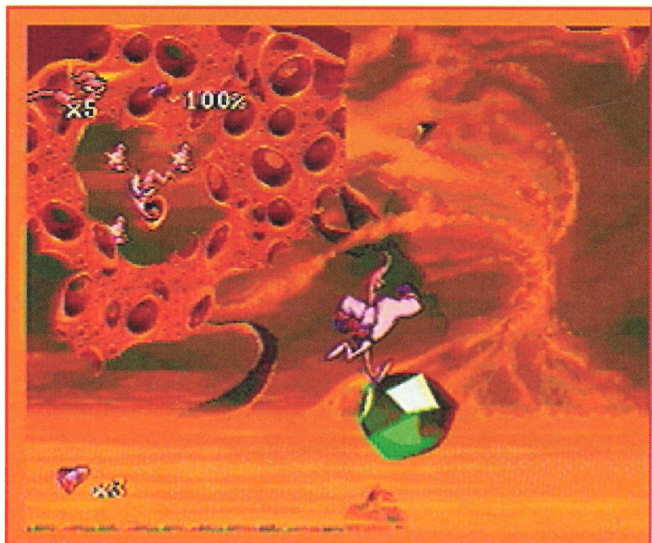


hand. It isn't the best intro I've ever seen but it is still quite amusing. Most of the levels seem to be exactly the same as in the cart but there are more sneakily hidden bonus areas dotted around. These could contain extra ammo or even warps to other levels further on in the game.

Another addition is a brand new weapon power up. As well as the standard machine gun and power blast Jimmy can collect homing missiles too. The problem is, these missiles are actually pretty crap and if they miss their target they'll zoom off and turn round before nailing the intended target, in which time you'll have been turned into mincemeat.

If you've played the cartridge, or any other Dave Perry/Shiny game, you'll know exactly what to expect from this offering, namely first rate animation, funny enemies, silly sound effects and top class stright from the CD music. In all this is a highly polished package that will make most CD owners happy.

The point is that even though there are quite a few enhancements in Earthworm Jim CD which makes it much better than ever before it is not sufficiently different from the cart version to warrant buying this if you already own the original.



94

PERCENT

GRAPHICS 8

●●●●●●●○

SOUND 8

●●●●●●●○

GAMEPLAY 9

●●●●●●●●

GAME SIZE 8

●●●●●●●○

"An excellent purchase if you don't own the cart already"

Paul Uwe

A pixelated character from the game Fatal Fury CD, wearing a blue tank top, blue and gold armor, and a red and blue cap. The character is standing in a fighting stance against a dark blue background with horizontal lines.

FATAL FURY CD

The Bogards are back, starring in the second SNK conversion this month. The question is, is it any cop? Rich throws down with the heavyweights to sort it out

When Street Fighter was king (and some would say it still is) Capcom's rivals were continually trying to beat them at their own game. SNK released the ludicrously expensive Neo Geo home system and arcade machines enabling players to play their favourite SNK arcade games at home (so why

play them in the arcade at all then?), and one of the first decent titles available was Fatal Fury, AKA King Of Fighters.

This first game told the story of how Terry Bogard and his brother Andy, accompanied by their good chum Joe Higashi, were on a mission to find their dad. All of their leads pointed to

someone in the King Of Fighters competition and the only way to find out what had happened was to kick some mooly ass in true 'throwaway plot' style. The bad guy of the piece was a certain Mr. Howard Geese and he had already earned the right to fight in the final. The only way to get to him was for the three fighters to defeat all the other entries,

including their friends, and then sort out Geese once and for all. Isn't it strange how bad guys always feel the need to organise fighting competitions? SFII, Fatal Fury, Samurai Shodown, numerous other games and hundreds of sub standard martial arts movies use this premise so that they can get the plot out of the way and get straight



This is Terry Bogard, the hero of the piece



This bloke is Howard Geese, the nasty geezer who did in Andy and Terry's Dad in the first game



This time round, Wolfgang is the bad guy (Boo Hiss)



He may be small but Tung Fu Rue has some tricks up his sleeves

From: JVC

Release: OUT NOW

Price: £49.99

Levels: 12 FIGHTERS

Players: 2

down to the action.

This was, at best, an average fight fest which was worth shelling out a few quid on every now and then whilst waiting until the Street Fighter II machines were free. Over a year ago Fatal Fury was converted to the Mega Drive and released by U.S. Gold. They did a competent conversion but as the original was nothing special, neither was this.

This was then followed up in the arcades by the incredibly imaginatively titled Fatal Fury 2 which was a vast improvement on its predecessor, giving the player the ability to play as other characters as well as the main three. The bad guy this time isn't Howard Geese, even though he is one of the final fighters, but a top nasty bloke called Wolfgang Krauser who turns out to be from another dimension. Sounds feasible if you ask me.

This was also converted to the Mega Drive a while back, and let's face it, it was nowhere near as good as Super Street Fighter.

Now Fatal Fury 2 has been revamped and released on CD in the form of Fatal Fury Special and even though it been improved slightly it is still nowhere near as good as Super SFII.

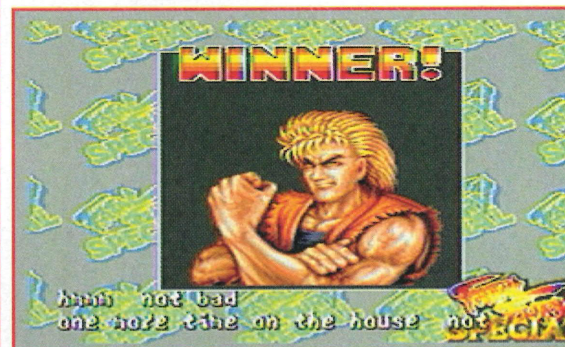
This is surprising because if you were to list all the important qualities required to make a good beat'em-up then Fatal Fury special would satisfy most of them. It has a fair number of characters



Glad I never had a fight like this with my brother



That gives new meaning to the term Athlete's foot



to play as, and each of them have a vast amount of moves. All the characters animate fluidly, and because the game is on Compact Disk the sound is much better than you would first expect. Between fights there are some averagely drawn cut scenes which supposedly help bring out the fighter's character.

Given this Fatal Fury Special could have been a fantastic game but it is missing one vital element - it just isn't fun to play. As die hard Street Fighter fans will know half the fun is in pulling off outrageous combos. This just can't be done here because the moves don't flow into each other like you would expect. The end result means that you'll end up frantically pressing buttons and once you find a technique that works you'll just repeat it over and over again until you win the bout. One so called 'feature' of the game is

... very addictive and satisfying when the money starts rolling in

that it can be played in two planes. If the action is getting too hot it is possible to escape by jumping into the background. This sounds a good idea but most of the computer opponents seem to jump into the background at every possible opportunity which means that all you do is jump backwards and forwards hoping to get a hit in on the way. Not what I'd call fun or exciting. It seems strange that both Fatal Fury Special and Samurai Shodown landed on my desk at the same time, and Samurai Shodown is infinitely superior. It's not all bad though. Even though the game itself is mind numbingly tedious there is still a fair challenge to be had here and I defy anyone to master all of the joystick wrenching special moves. If you've got Super Street Fighter then forget about this. If not then get Super Street Fighter anyway





What would a fighting game be without special moves? Boring, that's what. Thankfully this game has hundreds of hidden moves that are just dying to be discovered



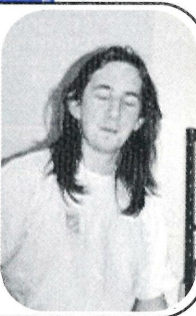
Heard of the Fist of Fury? Well, this bloke has got Feet of Fury instead

28

PERCENT

"If this was a horse it would be put down"

Andre Uweid



GRAPHICS	9	GAMEPLAY	2
SOUND	8	GAME SIZE	8

SAMURAI SHODOWN

From: JVC

Release: Out Now

Price: £44.99

Levels: 12 FIGHTERS

Players: 2

The Samurai - ancient warriors whose most prized possessions were their weapons and their honour. Some were skilled poets, some excelled at flower arranging but nearly all of them could kick butt. Sod the arty stuff, let's fight.

The one on one fighting genre has been around for years, dating way back to Karate Champ in the arcades. This was the inspiration for many home computer games like Kung Fu (flared trousers ahoy), Yie Ar Kung Fu!, and the ground breaking Way Of The Exploding Fist. Unfortunately this style of game soon got boring, and something had to be done to pep up the gameplay because trading punches with an opponent soon got tiresome. The sequel to Fist, imaginatively titled Fist 2, added an adventure element to the fighting scenario but basically the end result had you wandering around between fights doing absolutely nothing at all.

Needless to say, this didn't give the genre the extra zest it required and the one on one fighting game dissappeared.

Capcom then released the original Street Fighter machine and this game had a completely new feature that was to revolutionise the fighting genre; special moves. Unfortunately very few people actually new about the hidden moves and the game was dismissed as another dull and boring machine which was promptly shoved into the corners of seedy arcades, never to be seen again. A few years later Capcom followed this up with Street Fighter II and made sure that people new of the vast amount of hidden moves available by putting





You catch my drift?



He's hard. I'm scared

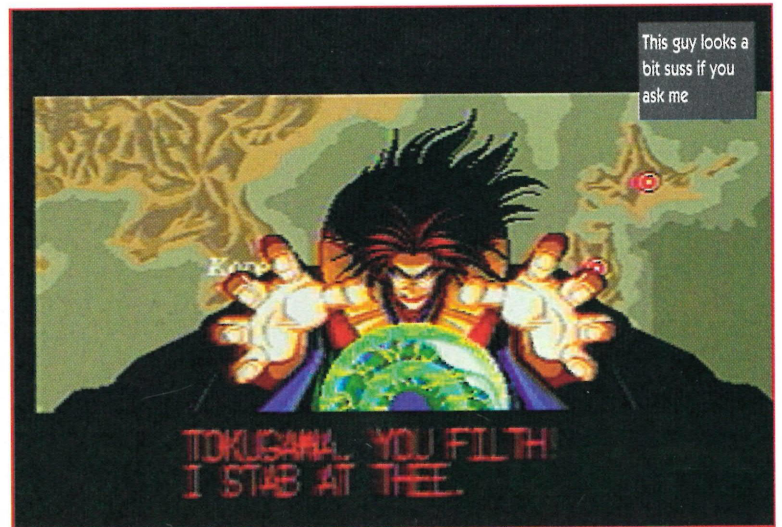


I AWAKE FROM 100 YEARS OF SLEEP TO KICK SOME BUTT!

stickers all over the place. This was a storming success and the rest is history. Everyone else jumped on the bandwagon producing top class games like Mortal Kombat, Virtua Fighters and Killer Instinct. One of the largest companies to follow this trend was SNK. Having just brought out the Neo Geo home and arcade systems they needed a game that could beat Street Fighter II and make them truck loads of cash. The way they did this was quite ingenious. They found out who programmed Street Fighter II and poached them! The result was Samurai Shodown, a mystical beat'em-up that had all the qualities of a decent fighting game; lots of characters, special moves, and tough bosses.

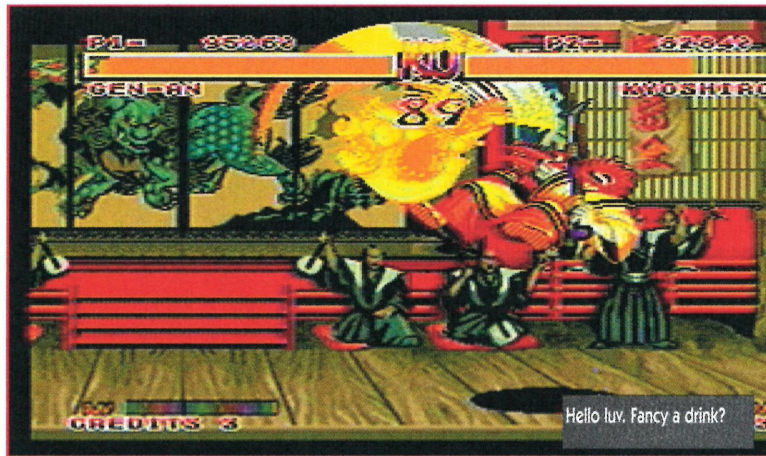
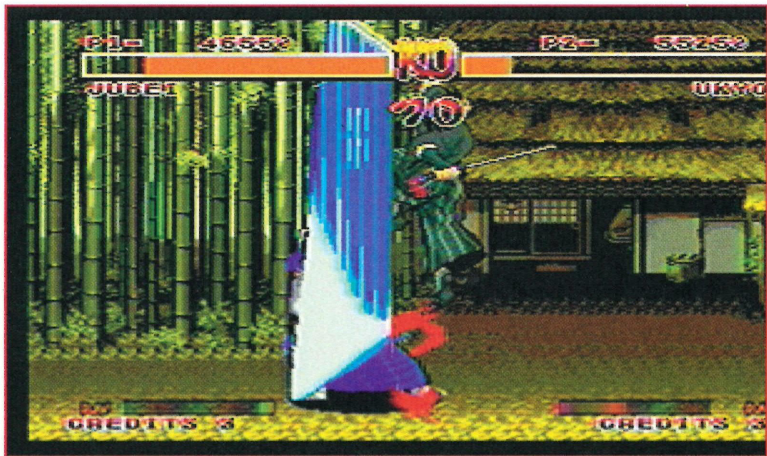
Samurai Shodown has already appeared on the Mega Drive on cartridge and to be honest it wasn't much cop. Thankfully the CD version has been developed by JVC and although the two games look similar this is in fact much more playable. We are all familiar with this sort of thing; someone somewhere has arranged a competition where people have to beat the living hell out of each other until only one is left standing. They all have special moves which are executed by pulling off ludicrous joystick combinations. One new feature here though is that the combatants all have weapons. It must be said that given the chance of fighting with bare knuckles or a whopping great sword I know which I'd choose. Weapons give a great





advantage and can be used to shed bucketloads of blood. The problem is, take a particularly heavy hit and your character will lose their grip and drop the weapon on the ground. If this happens then you are put at a major disadvantage until you can actually pick the sword or whatever it was up again. As usual the game can be played with either one or two players, but for some reason there are no tournament modes available. With three difficulty settings most players should find it easy to get into, in fact when playing it on easy mode you'll find that the first computer opponent probably won't attack you at all! Mind you, it has to be said that some of the computer controlled opponents are particularly hard to beat, with the later ones being right swines. The CD version is miles better than the cartridge, and is a much more faithful conversion of the original arcade game. The problem is that there is nothing here that we haven't seen before. Shodown has some truly spectacular special moves that can be performed by doing the usual SFII techniques but sadly SFII still has the edge. For example, after performing a special move the two characters usually end up quite a distance away from each





(Above) Have some of that you mutant scum sucker

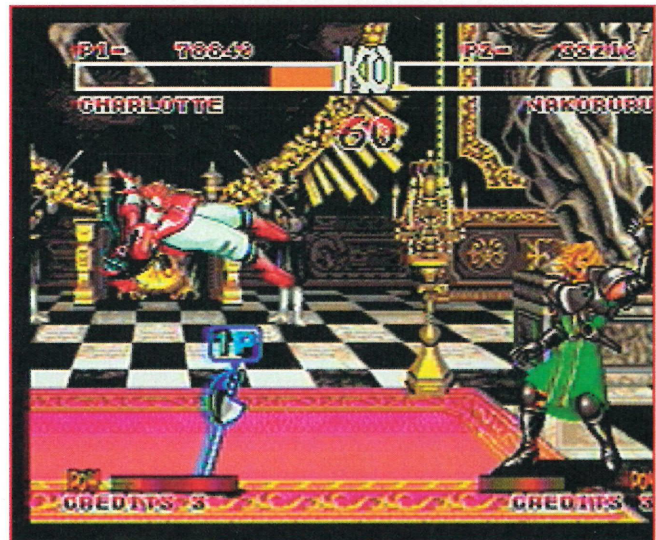
(Right) This is one hell of a fancy torch

(Below) Get ready to trigger that trap when the meter goes red

(Bottom) Two more bad guys are about to turn their toes up



other which kills off any possibility of putting together some decent combos which is what made SFII so enjoyable in the first place. Samurai showdown isn't a bad game as such, and is a damn sight better than JVC/Virgin's other fighting game also released this month, namely Fatal Fury Special CD. CD owners will be pleased to see that they are being catered for but as usual, Street Fighter II still has the edge.



47

PERCENT

GRAPHICS

●●●●●●●●●●

SOUND

●●●●●●●●●●

8

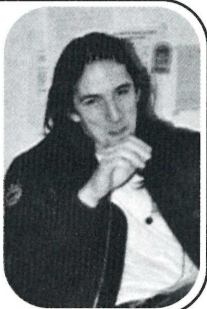
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8

8

"As boring as the Mega CD version, but more expensive"

Andre Uweil



NAME :

ADDRESS :

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ANSWER

ENTRIES TO "REBOOT COMPO", MEGA, RAMPAGE PRODUCTIONS, 12 SEAFIELDS, EAST BRACHLESHA DRIVE, BRACHLESHA BAY, WEST SUSSEX

Avid children's television fans will no doubt have seen the incredible series ReBoot. It is unique because it consists entirely of computer animation and is one of the biggest computer animation projects to date.

The story takes place in a high tech metropolis called Mainframe which exists only in cyberspace. The city is inhabited by computer generated characters, all of which go about their daily lives just like you and I. However in this electronic world anything can happen and it can be a dangerous place to live. Enter Bob, the hero of the city. He is the self proclaimed guardian of Mainframe and his sole purpose is to 'Mend and defend'. Along with his pals Dot, Hack and Slash they get up to all sorts of adventures protecting Mainframe from evil slimes like Megabyte and Hexadecimal.

The series is quite a remarkable achievement as it is more complex and realistic than any other animated series. If this seems to be your cup of tea then are you in for a treat as we have ten ReBoot videos which would normally cost £9.99 to give away thanks to PolyGram Video.

To be the lucky owner of one of these fabulous videos all you have to do is answer these three easy questions

- 1) Which of these isn't a computer graphics term?
A) Bit Mapping
B) Mip Mopping
C) Texture Mapping
- 2) Which Disney film was set inside a computer, and didn't feature dogs?
A) Tron
B) Digby, the world's largest dog
C) 101 Dalmations
- 3) What is Bob's slogan?
A) Mend and defend
B) Maim and reclaim
C) Cod and chips twice please



TOP 50

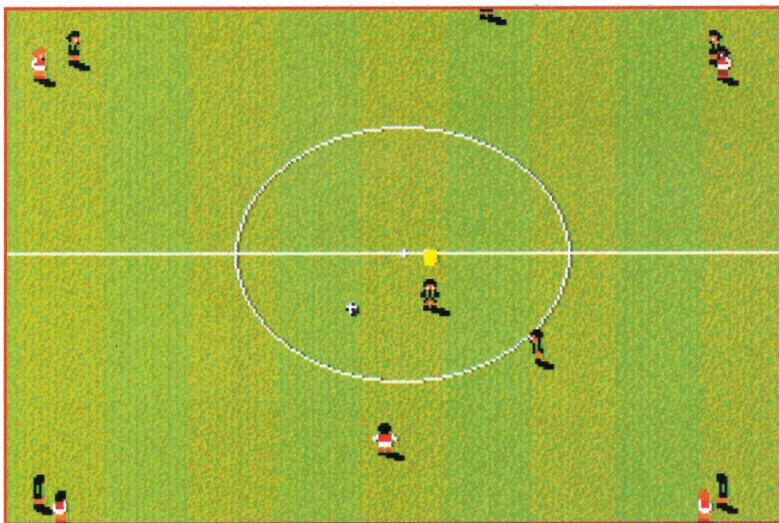
MEGA DRIVE MEGA DRIVE MEGA DRIVE

MEGA proudly presents the all-new Top 50 greatest Mega Drive games of all time. For those of you who are new to the Mega Drive scene, this guide should prove an invaluable aid in your quest to spend your cash.

1. SENSIBLE SOCCER

Sony - £39.99 (Reviewed in issue 15)
There are five reasons why Sensible Soccer is the best game of all time. For starters, it's fab. Secondly it's football and thirdly it's immensely playable. Reason four is because

they may not be five of the best reasons but they're all true. Words can't do justice to a game like this. Long after you've finished talking about the slick gameplay, the technical excellence, the intelligence of the computer teams, the editing facilities and a dozen wonderful other features, you'll still be stumbling to come up with an accurate



it's, um, rather good and lastly we at MEGA love Sensible Soccer because, er, we love it. OK,

description of the game. You have to buy it, play it and then you can join the rest of us when we simply sit there smiling, in the knowledge that this truly is something special indeed.

2. SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Capcom/Sega - £59.99 (Reviewed issue 23)

The best beat'em-up ever just got better with the inclusion of a load of new moves plus four new fighters, namely Dee Jay Maximum, Cammy, Thunder Hawk and Feilong. Basically though, this latest edition of Street Fighter II still remains the superb game which so many other beat-em-ups try to outshine. Mortal Kombat came and went, a whole series of clones have tried it on and failed and through it all SSF2 has remained the undisputed champion of the beat'em-ups. Why? It's simple, really. There are no gimmicky digitised fighters, just straight-forward cartoony fighters (albeit hard edged) each with his or her own little bit of history to give the characters depth. Each of them possesses special abilities which tie in beautifully with their appearance and mannerisms. Each has a fantastic range of moves with which to battle. They are all of relatively similar strength and ability and yet certain fighters will fare better against others and so it takes an awfully long time to become unbeatable as one character, let alone the master of all 12. The gameplay is faultless, when you hit an opponent you can almost feel it. When you get hit, there's no doubting that it was your own stupid fault,

there's no opportunity to blame the computer. Put simply, it's stunning. 'Nuff said!

3. JOHN MADDEN SERIES

Electronic Arts - £44.99

(Latest version reviewed in issue 14)
A bit on the large side he may be, but Mr Madden knows his American football. And it's lucky for Electronic Arts that he does, because without him this game wouldn't be the amazing reproduction of American football it is. It's fast, friendly, accurate to the sport, detailed, fun to play, easy to get to grips with,



TOP 10

MEGA CD MEGA CD MEGA CD MEGA CD

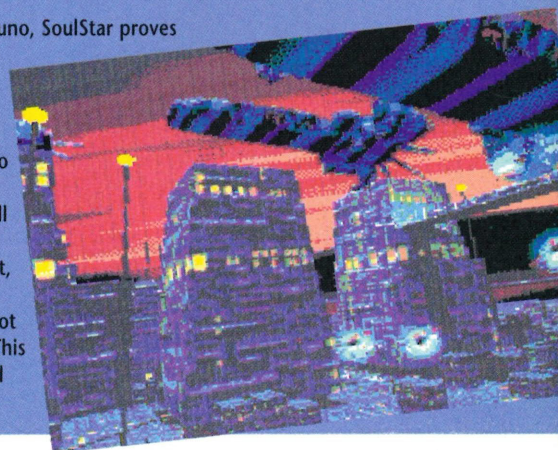
There are 10 games worth having if you own a Mega CD player. And here they are, in full controversial order...

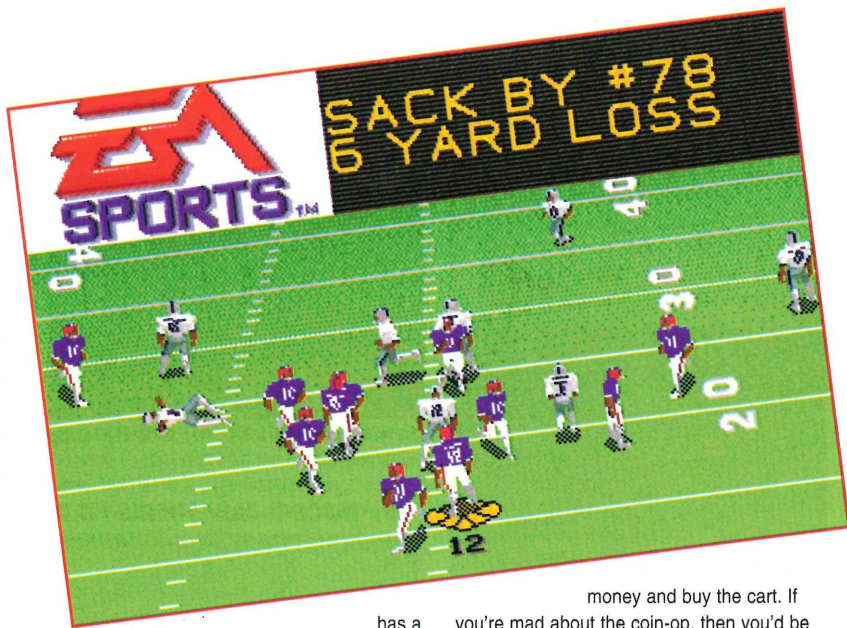
1. SOULSTAR

Core - £49.99

Reviewed in issue 25

Entering the CD chart at numero uno, SoulStar proves that the Mega-CD is capable of much more than simple FMV titles. Like Thunderhawk and Battlecorps, SoulStar uses the scaling facilities of the Mega-CD to the full. Huge space ships fly in and out of the screen, and you will be amazed by the smoothness of the whole thing. As well as all that, the game has a huge number of varied levels, different ships to pilot and a reasonable difficulty level. This is one game your Mega-CD should not be without.





has a great two-player mode and is one game you just keep coming back to time and time again. And with the long-overdue inclusion of a league in the '94 version, you now have the ultimate in American football games. Oh yeah, and it looks nice too, although some people might prefer the graphics of Madden '92 or '93. Regardless, this is top two-player action.

4. VIRTUA RACING

Sega - £69.99 (Reviewed in issue 19)
God knows which mad fool at Sega looked up one day and suggested they try to squeeze the best racing coin-op, costing tens of thousands of pounds on to a Mega Drive cart, but whoever it was, he ought to be congratulated...as should the development team who created this incredible piece of software. Obviously the visuals can't even come close to those of the coin-op but using a special SVP chip, the Mega Drive version looks great, all the views are there, and the feel of the arcade game has been recreated perfectly. And not content with just recreating the coin guzzler, they also included a mirror mode, to effectively double the number of tracks to race around, and they also included a split-screen mode for superb head-to-head racing. It costs a bit more than ordinary cartridges, but to be perfectly honest, it's the first time we've been able to put our hands on our hearts and suggest that you save up the

money and buy the cart. If you're mad about the coin-op, then you'd be completely bloody dim to miss out on this. And that goes for people who haven't played the coin-op too. This is a very special game, and somewhat of a landmark for console gamers.

5. SONIC & KNUCKLES

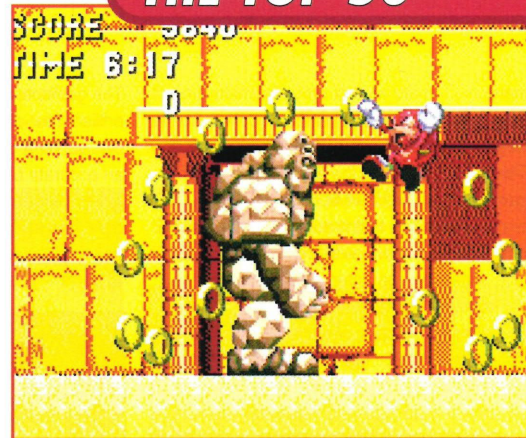
Sega - £49.99 (Reviewed in issue 26)
Although no better than Sonic 3 in terms of graphics or sound, and indeed missing a two-player option of any kind, it is still better. Why? Mainly because you can plug any of your old Sonic games into the top and come out with a

completely new game! Play Sonic 2 as Knuckles, the new Sonic 3 & Knuckles', or simply play the all new 'Sonic & Knuckles' game. The choice (as the bloke who does the voice over on 'blind date' would say) is yours. As long as you have the other games of course.

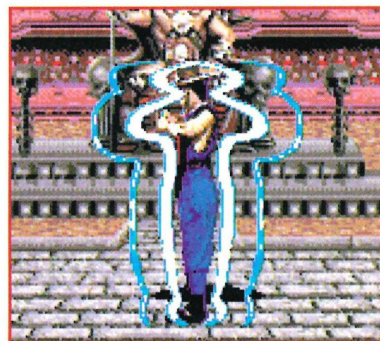
6. MORTAL KOMBAT II

Acclaim - £49.99 (Reviewed in issue 25)
Probe try to get the conversion better the

THE TOP 50



second time around and score a home run! A better arcade conversion than NBA Jam, with all the features of the coin-op retained. Loads of characters, blood, fatalities and playability! If you own Street Fighter II and want something a bit different, then MKII is your



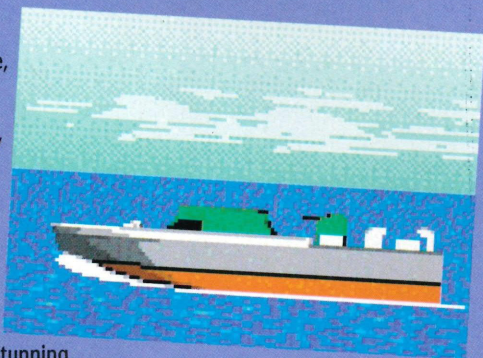
only choice.

7. SONIC 3

Sega - £59.99 (Reviewed in issue 18)
We're not going to go into detail on this one. If you don't know what a Sonic game is like, then you're obviously a martian and won't be able to read this anyway. Needless to say, it's got all the speed and beauty of the previous Sonic games and more besides. It's faster, it looks better, and incredibly, Sega decided to put a little bit of challenge into it this time around. Oh, and when you do finish it, there's plenty of hidden stuff to go back and discover time and time again. Even Sonic critics will find it hard to dislike this chapter of the Sonic

2. THUNDERHAWK

Core - £49.99
Reviewed in issue 13
Ousted from the premier position by its own stablemate, Thunderhawk had been supremo for too long. Core seems to be the only company able to exploit the Mega-CD's scaling abilities to the full, and here they are shown off to spectacular effect. A slight downfall of the game is that it is a little easy, but that said, the gameplay is fast and furious, the graphics are stunning, and the presentation overall is unbeatable. This is precisely what people should be doing with the Mega-CD.



3. SENSIBLE SOCCER CD

Sony - £34.99
Reviewed in issue 21
Well, what did you expect? If it's the finest game on the Mega Drive, then it follows that it's a must buy on the Mega-CD too. The reason it's not at number one is that this listing is to reflect the best games for the Mega-CD and that means the games that utilise its potential. This version of Sensible Soccer has some CD enhancements, which work well, but if you already have the cart version, forget it. If you don't, well, this is the business.

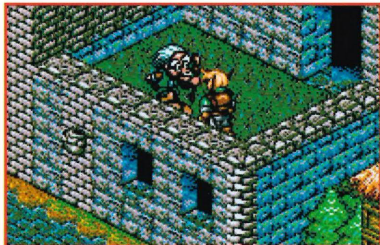


story.

8. LANDSTALKER

Sega – £59.99 (Reviewed in issue 14)

This is without doubt the finest role-playing game on the Mega Drive, and part of the reason is the fact that it doesn't have those crap top-down views with weeny indiscernible little Japanese characters. In fact, as well as containing a superb adventure, the graphics are more like a top-quality platform game only it's in isometric 3D. The plot shines, the atmosphere develops as you play, and the adventure is a tough and demanding one.



9. SYNDICATE

EA/Bullfrog – £44.99 (Reviewed in issue 28)

Violence in a Mega Drive game simply doesn't get any better than this (as proved in issue 29's Mega Focus). Take control of a team of cyborg commandos and shoot the crap out of everything you see, unless of course you have to rescue someone from the clutches of a rival syndicate. The graphics are superb, the music

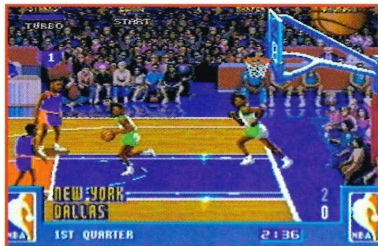


atmospheric and the gameplay is as good as it gets. Why not buy it now?

10. NBA JAM

Acclaim – £49.99 (Reviewed in issue 18)

The gameplay speaks for itself in Acclaim's brilliant four-player conversion of the coin-op classic. NBA Jam doesn't even pretend to be an accurate basketball sim (what with ludicrously acrobatic slam dunks and so on) but it has a highly competitive, high-speed, non-stop hook that most games can't even get close to – you'll soon be screeching with



delight.

11. CANNON FODDER

Virgin – £39.99 (Reviewed in issue 28)

War has never been so much fun, and now you can take part, in this fantastic Amiga conversion. The aim of the game is to capture enemy positions and kill all the enemy soldiers, and there is no lack of blood along the way. Control is spot on and there are a variety of different vehicles to use, and



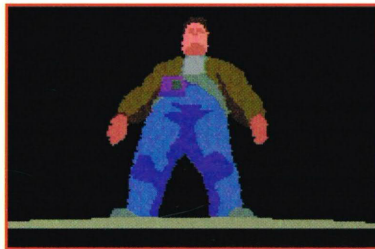
missiles to fire. Highly recommended

12. FLASHBACK

U.S. Gold – £44.99 (Reviewed in issue 9)

There are so many good things about this game. Firstly, there's the story-line, unashamedly stolen from the rather fabulous Arnie film Total Recall. It's slightly different, but it unfolds beautifully. The graphics are spectacularly atmospheric. Rotoscoping has been used to stunning effect (rotoscoping

involves filming real people then digitising their movements). And, finally, the structure of the platform-based levels are the work of a genius. There's a huge challenge, and what with all the realism and the in-between



scenes, it's very much like taking part in a film.

13. MEAN BEAN MACHINE

Sega – £39.99 (Reviewed in issue 16)

Another variation on the Tetris theme, but this time the essence of that classic has been taken and a whole new game has been built around it. The gameplay defies description really, but the fact of the matter is that in one-player mode there's a highly challenging series of opponents to outwit, and when you're bored of these you can play the even better two-player mode. Take our words for it,



it's amazingly addictive and fun.

14. EARTHWORM JIM

Virgin - £44.99 (Reviewed in issue 26)

What happens when you take Dave Perry away from Virgin to form his own company (Shiny) in California? He produces one of the finest platform games to grace any console ever. The humour throughout the game places it way above many other efforts, and all his



previous work. We think Dave should go away more often.

15. MICRO MACHINES 1 & 2

CodeMasters – £34.99 (Reviewed in issue 5 & 26)

CodeMasters steered well clear of any seriousness with this game and brought the Mega Drive-playing public a top-down driving game in which you drive a series of little model cars around tracks based on such ludicrous things as pool tables, desktops, breakfast tables and baths, of all things. The sequel brought fantastic 4-player J-cart action



to the game, as well as even more cars to control, and mini-micros to boot. Essential!

16. RED ZONE

Time Warner – £44.99 (Reviewed issue 27)

Imagine waking up one day, and being told that there was a better helicopter game than the strike series put together! You'd think you

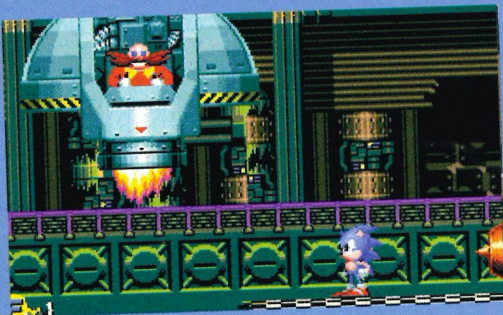


4. SONIC CD

Sega – £49.99

Reviewed in issue 13

This is really rather bloody good. It's sort of on a par with Sonic 3 really, and it's a lot bigger because there are three different time zones to be explored if you want to complete the game properly. The CD isn't exactly stretched to its limits, but certainly, the fabulous soundtrack, the additional size and the stunning special stages make it an important part of the upper half of the Mega CD Top 10.

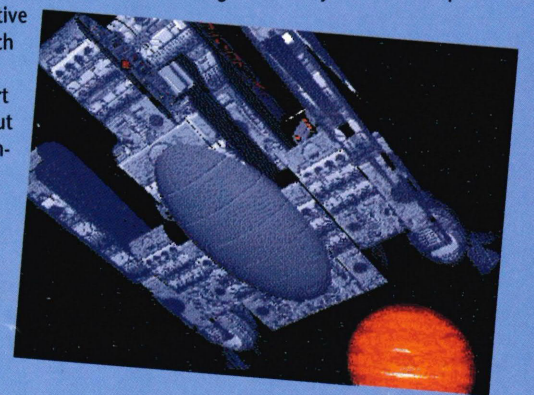


5. BATTLECORPS

Core - £39.99 (Reviewed in issue 23)

game, following up the superlative Thunderhawk with a game which looks just as promising, namely Battlecorps. Again this is a smart first-perspective shoot'em-up but rather than piloting the modern-day equivalent of Blue Thunder you now strap yourself into a gigantic steel robot known as a Bipedal Attack Machine. Mind you, in essence the game remains the same with loads of action, levels and violence. Excellent fun.

Core blesses the Mega-CD with yet another superb



were dreaming, wouldn't you. Well wake up and smell the coffee, because Red Zone is the best helicopter blaster around. Using layered sprites to create an overhead view second to none, Red Zone combines strategy and action to create a superb all round game.

17. FIFA SOCCER (INC '95)

Electronic Arts - £44.99 (Reviewed issue 5)
Sensible Soccer might be the more playable game, but this is a particularly atmospheric footballing experience (especially if you're



slightly tanked up on Old Peculiar).

18. SOLEIL

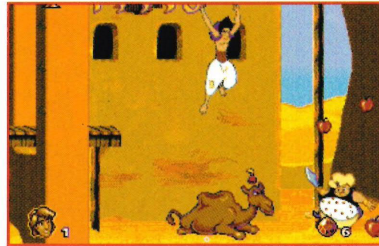
Sega - £44.99 (Reviewed in issue 27)
This would have scored higher than the classic RPG Landstalker, but for the fact it is a little easy to complete. Zelda has finally arrived on the Mega Drive, and the wait has been worth it. Join our hero and a band of animals with special powers to try and



discover the cause of the troubles ravaging your land. This is RPG action at it's best.

19. ALADDIN

Sega/Virgin - £44.99 (Reviewed in issue 14)
This beautiful platformer was groundbreaking



when it first came out, but it doesn't quite have the depth of play to keep it right at the top.

20. MEGA BOMBERMAN

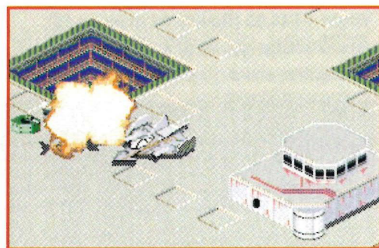
Sega - £39.99 (Reviewed in issue 26)
Easily the best four-player experience on the Mega Drive. Frantic 'bomb your mates' action



with no real life long-term physical damage. Buy it now!

21. THE STRIKE SERIES

Electronic Arts - £44.99 (Latest reviewed in issue 26)
Urban, Jungle and Desert strike are all cracking games in their own right, but too similar for different categories. By all accounts Jungle is the best due to Urban's ease of



completion, but you should try them all to decide which one you want.

22. TOEJAM & EARL 2

Sega - £49.99 (Reviewed in issue 16)
Fun, frolics and fat folk on the fictional planet of Funkotron, but this time it's a platformer. It's



still graphically unusual and utterly stuffed with spot-on humour.

23. MICKEY MANIA

Sony - £44.99 (Reviewed in issue 26)
Some of the most impressive sprites ever seen in a console game, and probably the



best of the Mickey games available. Addiction levels sky rocket as you take Mickey on a journey through his past.

24. CHAOS ENGINE

Microprose - £44.99 (Reviewed in issue 19)
Masterful mechanical mayhem Jules Verne-style, as some rock hard geezers try to thwart



the evil plans of some loon or other. Curiously effective muddy visuals add to some obscenely hectic multi-player shooting action.

25. SUB TERRANIA

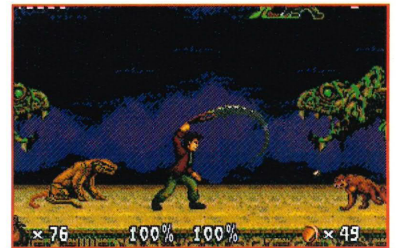
Sega - £44.99 (Reviewed in issue 20)
If it wasn't so easy, this could have been the



greatest shoot-'em-up ever. Small challenge aside though, this still contains enough classically good gameplay to pull you in time after time.

26. PITFALL

Activision - £49.99 (Reviewed in issue 27)
Activision bring their original Atari VCS Pitfall right up to date, and how! Superb animation



(done by the film company responsible for Ferngully) coupled with a challenging quest, and the VCS version for free! What more could you want?

27. F1

Domark - £49.99 (Reviewed in issue 11)
Considering this lacks any of the custom chippage of Virtua Racing, Domark's red-hot racer delivers both exhilarating gameplay and speedy, smooth visuals. It's a deeper non-arcadey alternative to Virtua Racing. You won't be disappointed.

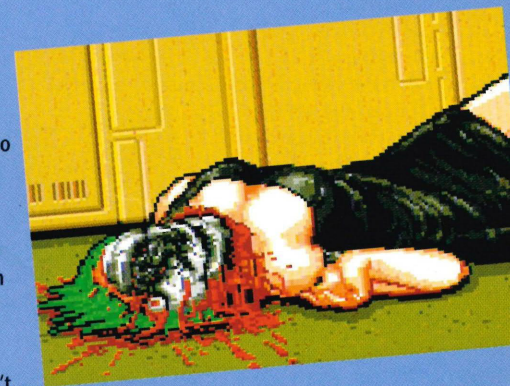
6. KEIO FLYING SQUADRON

Virgin/JVC - £44.99
Reviewed in issue 29
Ever been down to the arcades (or used a SNES) and played Parodius? This superb Mega-CD game is the closest thing to it we're likely to see. Some of the most bizarre bosses in a console game ever, and some excellent gameplay make this one Mega-CD game to look out for. Just suspend your reality circuits for a while, and prepare to be stupified.



7. SNATCHER

Konami - £44.99
Reviewed in issue 28
Easily the finest hour of the Mega-CD adventure genre. Take the role of Gillian Seed and try to stop the Snatcher menace from over-running the city. A superb plot-line is complemented by excellent still graphics and some of the best speech ever heard on the Mega-CD. Unfortunately the game is rated 18 because of the gruesome graphics (and a little adult content), but that shouldn't stop all you older Mega-CD'ers from buying a copy straight away!



28. PGA TOUR SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 28)
PGA Tour III takes the playability of the first



three games, and adds to them a dash of creative graphics and an all-new ball meter. These are easily as good as Mega Drive golfing gets.

29. ROAD RASH 3 (& 1 & 2)

E.A. – £39.99 (RR3 Reviewed in issue 29)
Sometimes, the challenge of simply overtaking other vehicles isn't enough, and the ability to pummel another rider off their bike is what still makes the beat-'em-up-on-a-



bike action of these games a real winner. Road Rash III soups up the graphics to an all-new level, and allows you to fight with the police!

30. PROBOTECTOR

Konami - £44.99 (reviewed in issue 26)



Had enough of games that are too easy? This game should be just you cup of 'char' then. Grab a friend and play the best scrolling shoot 'em up this side of the arcades. Brilliant!

31. NHL HOCKEY SERIES

Electronic Arts – £44.99
(Latest version reviewed in issue 12)
Skeetering uncontrollably around a slippery and overcrowded play area while trying to control a puck shouldn't really add up to an enjoyable videogame experience, but again,



EA's expertise in producing sport sims has given us an exciting simulation of the real thing.

32. ZERO TOLERANCE

Accolade - £44.99 (Reviewed in issue 25)
Got enough money to go and buy a top end 486 PC? In that case the closest you're going



to get to Doom is this fantastic shooter. The best news yet is the link-up allowing two-player interactive games, as long as you have the necessary equipment (and two copies).

33. DYNAMITE HEADY

Sega - £39.99 (Reviewed in issue 25)
Treasure provide us with some more superb platform action. If only the game had been a little more difficult it would have been much



higher up the table. As it stands it is still a superb example of what can be achieved on the Mega Drive, while it lasts.

34. JUNGLE BOOK

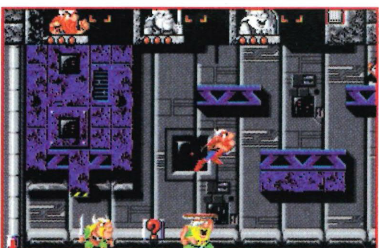
Virgin – £44.99 (Reviewed in issue 20)
"If it ain't broke, don't fix it," as they say. The Jungle Book is basically Aladdin 2 if we're honest. But when the formula is this good, people will want more of the same. I mean, if you like Mars bars, you wouldn't want the



ingredients to change each time you buy one would you eh? EH? No, of course you wouldn't.

35. LOST VIKINGS

Virgin – £44.99 (Reviewed in issue 16)
As lost vikings go, these guys are pretty bloody lost, and a good job too, because it



provides us with the backdrop to a superb platform puzzle game. The mechanism by which you use different characters to carry out different tasks is superbly handled.

36. LEMMINGS 1 & 2

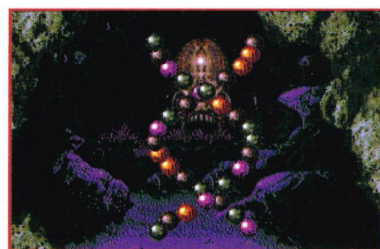
Sega – £39.99 (Reviewed in issues 2 & 26)
Look, much as we'd like to think saving Lemmings is a good thing, the reason they all top themselves is to control their population.



So, save the environment and kill a Lemming. The new game allows you to 'save' over sixty different kinds of lemmings!

37. ECCO 1 & 2

Sega – £39.99 (Reviewed in issues 6 & 26)
Opinions are divided about the two games, but on the whole everyone loves them. The



sequel isn't that much better than the original, though it does have a nice 3D bit to impress your friends with.

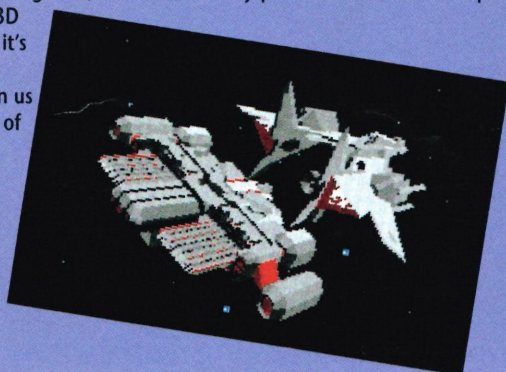
38. STREETS OF RAGE SERIES

Sega – £49.99
(Latest version reviewed in issue 20)
The SOR series won't go down in history as great games, but if you're after good solid

8. SILPHEED

Sega – £44.99
Reviewed in issue 13

This is one of the earlier Mega-CD games, but it's still a very professional shoot-'em-up. The mind-bogglingly effective 3D backdrops are purely cosmetic, it's true, but the developers have achieved the technology to stun us visually, as well as produce one of the slickest shoot-'em-ups available. It's a delicious combination really and reassuring that people can still make the effort to both please our eyes and test our gameplaying skills.

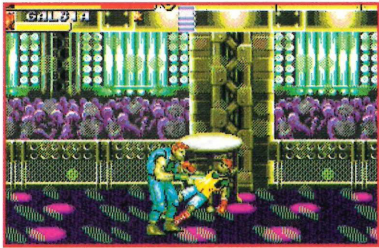


9. LETHAL ENFORCERS 2 CD (INCLUDING 1)

Konami – £54.99
Reviewed in issues 15 and 27

We've already covered the cartridge versions in the Top 50, but the CD versions improve on them by having much better sound, and by being slightly cheaper. The only annoyance in an otherwise excellent pair of games is the disc delay between levels, but it is only a minor quibble. Prepare to shoot the crap out of New York criminals or Wild West bad guys with a big plastic gun. And have fun doing it too! Best fun with two guns (though a touch expensive)





scrolling beat-'em-ups, they represent the best there is.

39. QUACKSHOT

Sega - £39.99

Donald gets in a 'flap' and gets a bit 'down' about things, goes around causing mayhem and then has to foot the 'bill'. Ho, ho, ho! No,

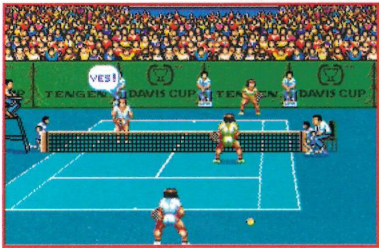


it's basically a very neatly designed and relatively tricky little platform puzzler. Good stuff!

40. DAVIS CUP TENNIS

Domark - £39.99 (Reviewed in issue 12)

As far as tennis on the Mega Drive goes, this is the one to go for. It plays like a dream and it



has a unique split screen so that both players are always on the nearside of the net. Very

10. FIFA INTERNATIONAL SOCCER CD

Electronic Arts - £34.99

(Reviewed in issue 23)

FIFA International gets the CD treatment in this, an updated (but still not as good as Sensi) version of the game. What enhancements has it got? Easy. Graphically the game looks a lot cleaner, with more animation plus loads of film footage and FMV sequences. The sound is where the game really shines though, with crystal clear footie chants, "oohs" and "aahs" blasting out in Dolby Surround Sound. The gameplay has been changed, with the opposition playing harder and faster. It's tougher now, but it's not quite as playable as its cartridge parent.

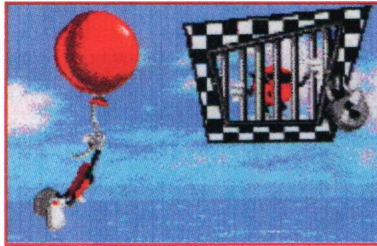


neat.

41. COOL SPOT

Virgin - £39.99 (Reviewed in issue 9)

Yep, it's Dave Perry again. Still, there's no denying that this is graphically well above par

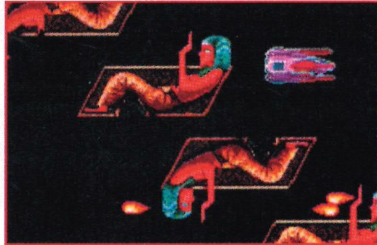


and plays pretty good too. It also has a high level of difficulty.

42. HELLFIRE

Sega - £39.99

Not a Yorkshireman's exclamation of angst but a rumblingly decent shoot'em-up which, while being classically playable, doesn't quite have



the breadth of gameplay that the wonderful Sub Terrania has. Still flipping superb though.

43. ROLO TO THE RESCUE

Electronic Arts - £39.99 (Reviewed issue 5)

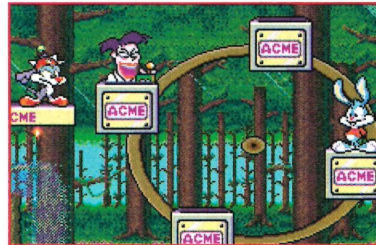


And as if James Pond 3 wasn't good enough, Rolo To The Rescue is another bloody fab non-linear platform experience. And the neat thing about this is you control different animals to carry out different tasks. How very ingenious.

44. TINY TOONS

Konami - £44.99 (Reviewed in issue 8)

Well, it's Sonic isn't it? But with Warner Bros characters instead of the spiky one, and carrots instead of rings. But it's fun, no really, it is. And you can sing along to the theme tune, you know "They're tiny, they're tooney,

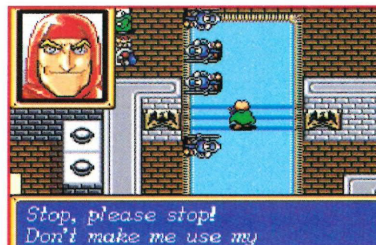


da, dee, da, etc".

45. SHINING FORCE 1 & 2

Sega - £49.99 (Reviewed in issues 10 & 25)

If you're the sort of saddo who likes wasting half your life fighting mythical beasts and holding one-sided conversations with villagers who all say "The mystic orb can be found in the cosmic vortex of Granx", then these will be right up your alley, unless there is already

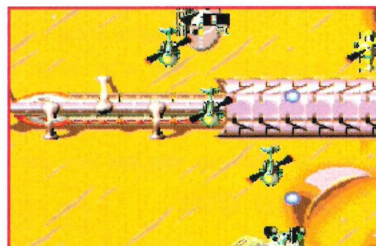


something up your alley, of course.

46. MEGA SWIV

Time Warner - £44.99 (Reviewed issue 29)

Mega Swiv proves that the vertical scrolling shoot 'em up genre is far from dead. Although there is little new here, the game is so very polished it is a joy to play. Time for a little revenge on Rich I think after last month's



insults.

47. MEGA-LO-MANIA

Virgin - £44.99 (Reviewed in issue 6)

Unless you're a traffic warden, playing God is something we very rarely get to try. It's a good

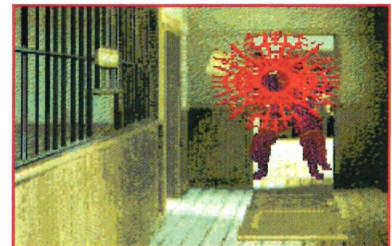


job that we have games like this then.

48. LETHAL ENFORCERS 1 & 2

Konami - £64.99 (Reviewed issues 15 & 27)

So they're a little expensive, but with the justifier they're the most fun you can have with a lightgun. Cut through swathes of bad blokes with various big guns in an up to date cop scenario, or the all new wild west game. You ain't gonna get me sheriff! Rich sits down to wee every time you know. Girl.



49. RAINBOW ISLANDS

Taito - Import

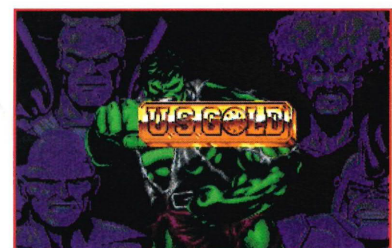
Anyone who wants to play this is going to have a really hard time getting hold of it. However, if you are lucky enough to spot a second-hand copy, snap it up immediately because playability like this only comes along once in a blue moon.



50. INCREDIBLE HULK

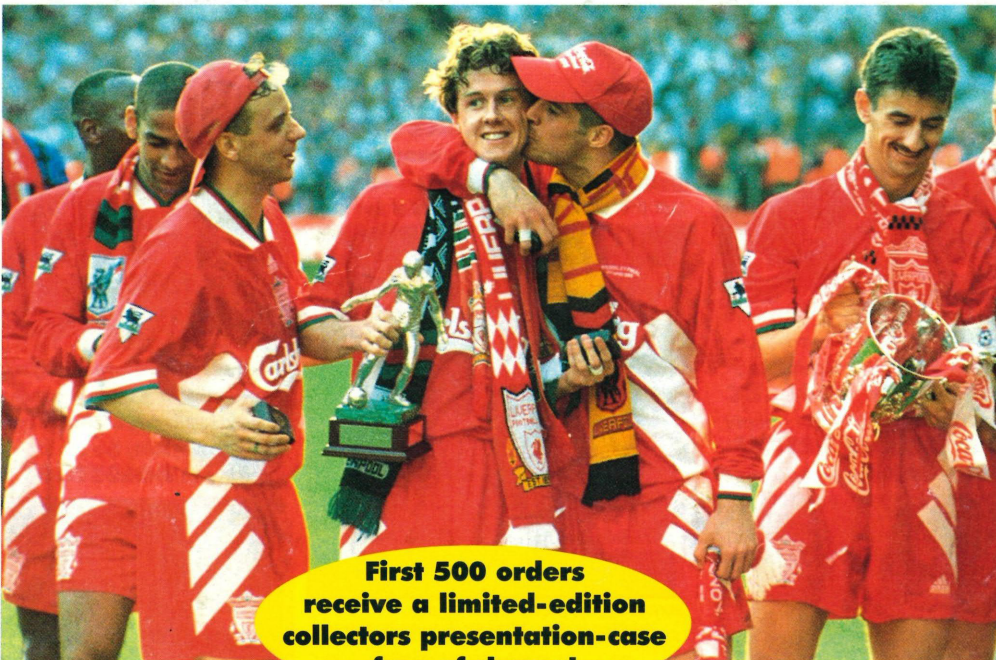
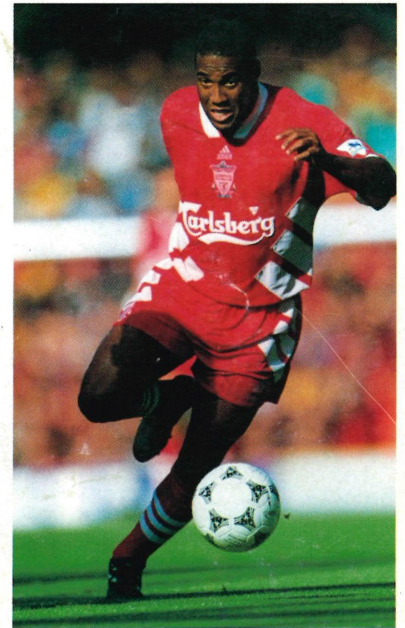
US Gold - £39.99 (Reviewed in issue 23)

The lean, green fighting machine finally makes it onto the Mega Drive thanks to Birmingham-based bods US Gold. OK, it's platform game but it's raised above mediocrity thanks to the slick graphics, fluid animation and the rich story-line. Marvel fans will cream themselves over this one. And more



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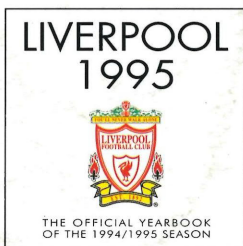
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