

THE COMPLETE GUIDE TO

DISPLAY UNTIL
JULY 26

SEGA

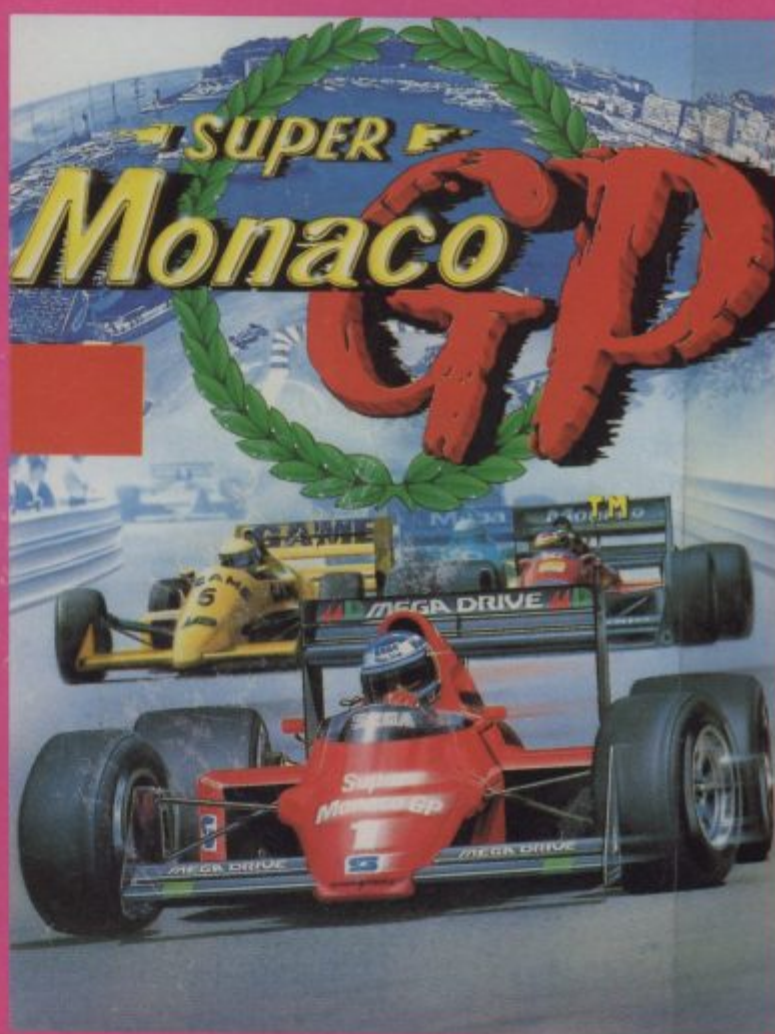
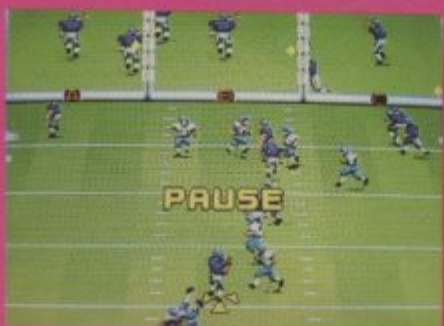
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MEGADRIVE GAME GEAR

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AND
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AVAILABLE!

14 MEGA
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TIPS!

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GAME
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PROFILE!



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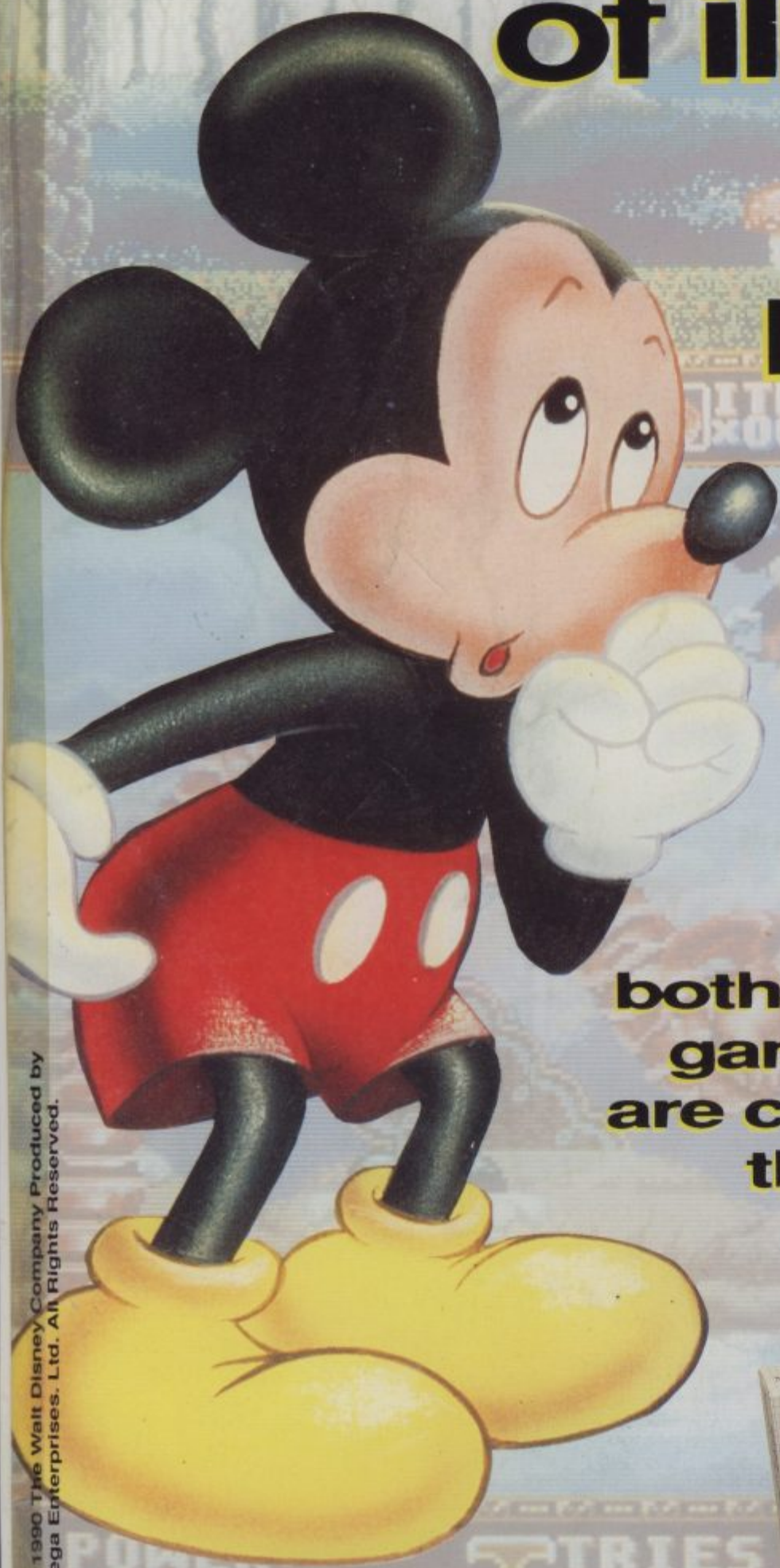
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'castle of illusion' *starring* mickey mouse



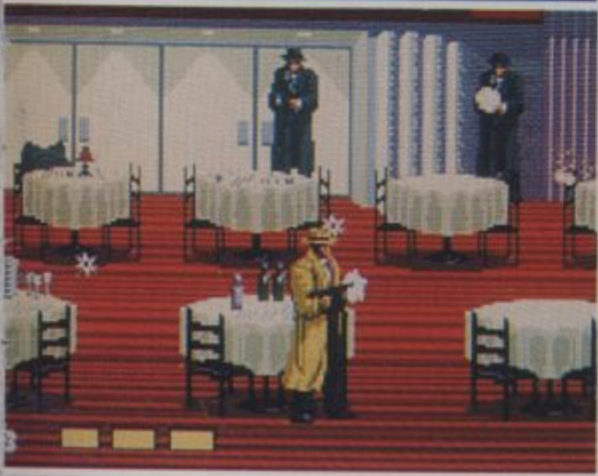
**both
games
are coming soon for
the 8 BIT and 16 BIT**



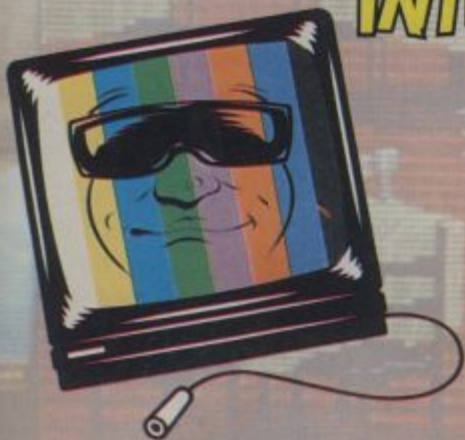
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dick tracy

screen shots shown
are from the sega 16 BIT



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



SEGA

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

CONTENTS

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

NEWS 6

All the very hottest and latest Master System, Megadrive and Game Gear news is rounded up for your delectation. Check it out and see what's happening in the world of Sega.

GAME GEAR PROFILE 10

Is the Game Gear the hottest colour hand-held around? We take the wraps off Sega's newest machine and give you the verdict.

MEGADRIVE PROFILE 14

We take an in-depth look at Sega's 16-bit mega-machine and tell you all about it, and also list the very best games available for it.

MASTER SYSTEM PROFILE 16

It might be getting old, but the Master System is still wowing the punters. We take a good look at this classic console and also tell you the finest cartridges available for the machine.

COMPLETE GUIDE TO SEGA 44

Here it is! Every single Sega Master System and Megadrive title available (including import games) is individually reviewed and rated on graphics, sounds, playability and lastability - plus we give an overall rating! You won't find a better looking, more comprehensive guide to Sega games anywhere else in the Universe.

SUPA TIPS 66

Starting here is a massive load of incredible Master System and Megadrive hints, tips, cheats and complete solutions. We've tried to get a cheat for virtually every game around, so if you're stuck, this is the section to check out.



HIGHSCORES 112

Think you're a top player? Then why not see how your scores tally with the ones printed in our Official Sega UK Highscore Tables?

PREVIEWS 118

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SPECIAL THANKS

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



EVEN MORE THANKS

To Colour Connection for pulling out all the stops for the colour, as well as Oz, Yvette and Margaret for mucking in with extra layout when things were looking grim.

STAFF

EDITOR: JULIAN "JAZ" RIGNALL
 ART EDITOR: GARY "GAZ" HARROD
 ADDITIONAL LAYOUT: JONATHAN BILLINGTON
 CONTRIBUTORS: PAUL GLANCEY, RICHARD LEADBETTER, PAUL RAND, MATTHEW REGAN, ROB SWAN
 AD MANAGER: MARTHA MOLOUGHNEY
 PUBLISHING DIRECTOR: GRAHAM TAYLOR
 OFFICES: PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC15 3AU
 PHONE: 071 251 6222
 FAX: 071 490 1095
 A big thanks to all the MEAN MACHINES and C+VG guys - they all worked ruddy hard to produce this magazine, which was slotted into a very busy Easter schedule and caused more than a few holidays to be cancelled. A very special thanks to Gaz for working all hours and more besides...

ALL THE HOTTEST SEGA FACTS

SEGA

8 BIT 16 BIT

NEWS

MICHAEL JACKSON IN NEW PLASTIC SHOCK!

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

The Megadrive version still comes with Altered Beast at a price of £189.99, and the Master System Plus, with Hang On and Safari Hunt for £99.99. So if you were undecided about buying one of the consoles, this helps to increase the value!



RULE THE UNIVERSE

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

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



CHAIR-TASTIC!

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

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

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

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



SONIC THE HEDGEHOG



PRICKS AT THE SPEED OF SOUND

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

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



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

MULTI-PLAY MEGAPLAY

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

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

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

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



TERMINATE YOUR SEGA



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

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

VAPOUR TRAIL

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



CYBORG LASER LAFFS

One of the better Amiga games to appear last year was Turrigan, a huge arcade adventure in which you guide a laser-packing cyborg around a massive (and we mean MASSIVE) multidirectionally scrolling map.

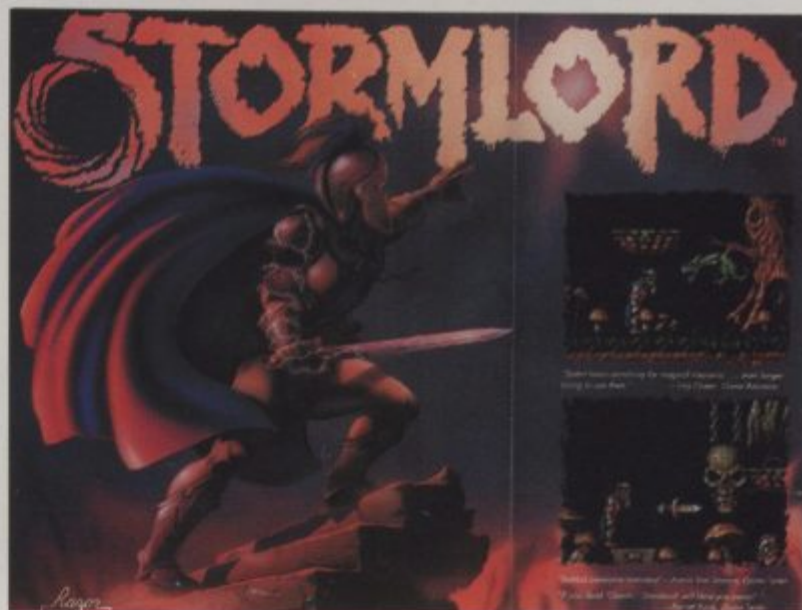
"So what's it got to do with consoles", we hear you ask. Well, Accolade are currently converting the game to the Megadrive, and pretty good it looks too, containing all the thrills and spills of the Amiga version.

The only bad news is that the game won't appear on the shelves until late summer, so we've got to wait for ages before we can play the game. Oh well...

STORMIN' IN

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

The game casts you as a grizzled knight, off to rescue captured fairies and thus free the world from an evil power. It's certainly good fun, and the graphics and 9-channel stereo sound are excellent - more news as and when we have it.



SEGA
16-BIT

MEGADRIVE

PROFILE

Sega's Megadrive was launched in Japan early in 1989, to a public that was still reeling from the almost arcade-quality graphics and sound of NEC's PC Engine. While the PC Engine's game-playing power is more than adequate, the Megadrive has even greater graphics capabilities, 10-channel stereo sound, and a 16 bit central processor, potentially twice as powerful as the PC Engine's.

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



In the summer of 1990, the American version of the Megadrive (the "Genesis") was released. That September Virgin, Sega's European distributor, finally released the official British machine, priced at £189.99.

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

Now it was selling in the High Street, the official Megadrive became an instant hit, and there are now over 85,000 Megadrive owners in the UK. Amazingly, as this book goes to press, the Megadrive's price has been cut to just under £150.00, and retailers are now selling various packs, one containing a copy of Mickey Mouse, one with Michael Jackson's Moonwalker and one with World Cup Italia '90.

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

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

SEGA GUIDE 10



SEGA DATA

OFFICIAL PRICE: £149.99

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

SOUND: TEN CHANNEL DIGITAL SOUND IN STEREO

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



MEGADRIVE

PROFILE

SEGA

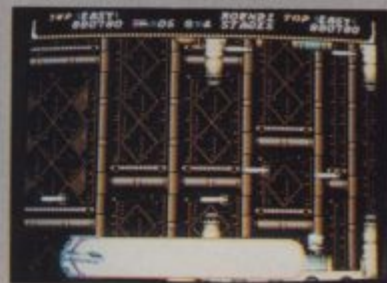
16-BIT

SEGA GAMES

HERE ARE THE GREATEST GAMES ON THE MEGADRIVE.

BEST SHOOT 'EM UP HELLFIRE

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



BEST BEAT 'EM UP GOLDEN AXE

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



BEST DRIVING GAME SUPER MONACO GP

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



BEST ARCADE ADVENTURE MICKEY MOUSE

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



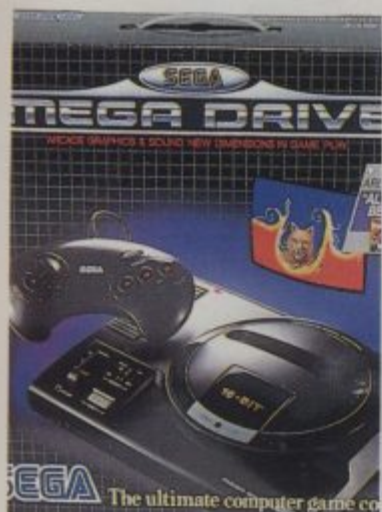
BEST PUZZLE GAME COLUMNS

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



BEST PLATFORM GAME RAINBOW ISLANDS

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



THE SUPER-SONIC CONSOLES MAG!

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THIS MONTH'S SPECIAL



SEGA JOE MONTANA FOOTBALL
← JAMES POND MEGADRIVE
NINTENDO DAYS OF THUNDER
GALAXY FORCE CLASSIC
SUPER FAMICOM PILOTWINGS

SEGA



MEGADRIVE



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GAMEBOY



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UK MEGADRIVE

MASTER SYSTEM

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SEGA MASTER SYSTEM 8-BIT PROFILE

MASTER

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

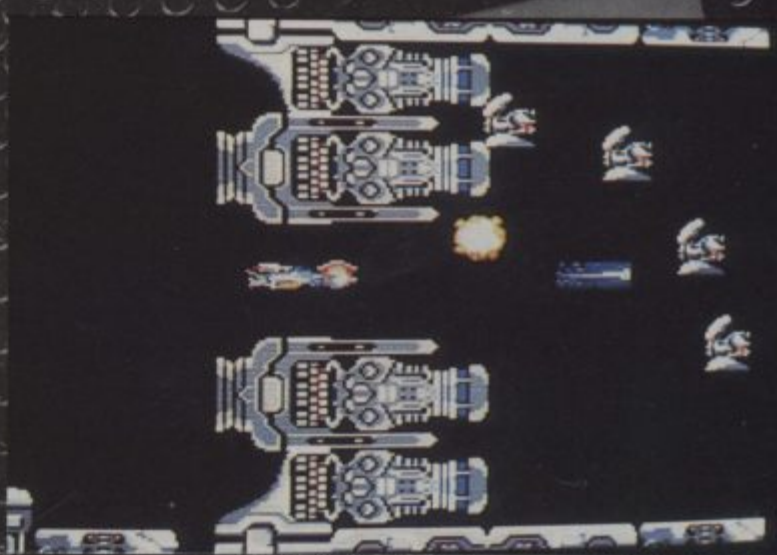
At the time consoles were just a memory from the early 80s, and games players were plugged into their cheap and cheerful Spectrums and Commodore 64s. Not surprisingly, the idea of a similar computer that simply played games costing at least £20 each didn't exactly change the market over night.

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

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

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

We are now at the Master System's peak, but it may not be long before it heads into a slow decline. More powerful machines are becoming cheaper and cheaper, and the Master System may well take a price cut very soon. In America, where Nintendo rules and the Master System never made it, a new version of the machine has just been launched at the equivalent of £35.00. Whether that will make it to Europe is unknown, but even if it doesn't, there are enough new titles coming out to sustain the interest of Sega player's for some years to come.



R SYSTEM

SEGA GAMES

HERE ARE THE GREATEST GAMES ON THE MASTER SYSTEM.

BEST BEAT 'EM UP

GOLDEN AXE

Another surprisingly competent conversion, this time of Sega's fantasy hack 'n' slay coin-op. Lots of moves, a choice of characters and thumping-great action keep you enthralled as you take apart the armies of the evil Death Adder using blade and magic.

BEST DRIVING GAME

SUPER MONACO GP

Not strictly a coin-op conversion, this high-speed road-racer features a novel split-screen two player option which adds a lot of thrills to the standard gameplay.

BEST ARCADE ADVENTURE

WONDERBOY III

Lift the curse of a dragon in this vast adventure which starts with Wonderboy being changed into Lizardboy! Lots of treasure to find and monsters to slay, and the sheer hugeness of the game guarantees you'll be playing for months on end.

BEST PLATFORM GAME

IMPOSSIBLE MISSION

US Gold's translation of the excellent secret agent platformer. The graphics are great, as is the sound (which includes digitised speech) which doesn't make the robot-dodging, password-finding mission any less impossible, but it does make it extremely enjoyable.

BEST SPORTS GAME

CALIFORNIA GAMES

Not your standard sports game, California games enters you in various West Coast competitions, such as surfing, BMXing, Frisbee-throwing and roller-skating. The variety in the events, the great graphics and all the neat touches make this a game you will come back to time and again.

MASTER SYSTEM

PROFILE

SEGA

8-BIT

SEGA DATA

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

GRAPHICS: 16 COLOURS ON SCREEN FROM A PALETTE OF 128

SOUND: LIMITED THREE CHANNEL MONO

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



BEST PUZZLE GAME

COLUMNS

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

BEST ROLE PLAYING GAME

Y'S

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

SEGA

8-BIT

GAME GEAR

PROFILE

GAME

PORTABLE FULL-COLOUR

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

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

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

Sega's UK distributors, Virgin Mastertronic, were quick to announce that the Game Gear would be officially released very soon at a price of around £100. At this price, it could compete favourably with the Game Boy (which had already been officially released at £69.99) and the other, more powerful, colour hand-held, the Atari Lynx (which was selling slowly at £179.99).

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

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



of Arkanoid) and Pop Breaker (a strange puzzle game).

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

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

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

GAME GEAR

HAND-HELD GAME SYSTEM



SEGA DATA

OFFICIAL PRICE: UNKNOWN - PROBABLY £79.99

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

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

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

GAME GEAR

PROFILE

SEGA

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SEGA

8-BIT

MASTER SYSTEM

REVIEW

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

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

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

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



GHOULS

DAIMAJIN

魔



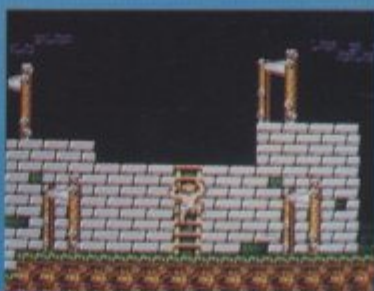
'N' GHOSTS

TAMIMURA



COMMENT

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



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

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

SEGA
8-BIT

MASTER SYSTEM REVIEW

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

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

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

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

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



MOONWALKER

COMMENT

Let's make no bones about it, the movie must rank as being one of the most vile films produced, with a hideous "plot" and laughably limp acting on all quarters. Thankfully, this Sega cart is a damn sight better. The graphics are excellent, with detailed backdrops and sprites that even rival the graphical tour-de-force that was the Megadrive version. The game plays well too, with loads of crony crushing and plenty of Jackson-esque moves thrown in for good measure.

There's only a couple of slight problems. There game is far too repetitive for its own good, and the task of rescuing "the kids" gets a bit boring after world two. The second gripe is the music. Even Jackson addicts will find the Sega renditions of his greatest hits a bit on the irritating side. Still, Jackson fans'll get a kick out of this - a bit like the enemy sprites in the game!



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

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

SEGA

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MASTER SYSTEM

SEGA

REVIEW

8-BIT



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

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

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

The final two levels are set in a secret base, complete with force fields and tough opponents. Then it's on to meet the final boss, a huge ED209-alike robot with an extendible pincer.

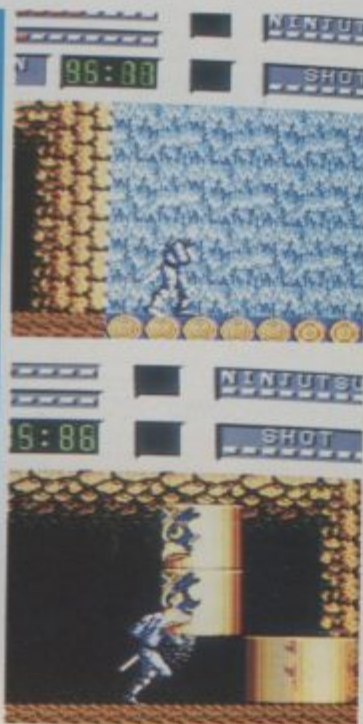
Tokens are liberally scattered throughout the game, giving the metallic black belt extra life, shuriken, bullets and magic, as well as powering his sword up to greater heights of deadliness.



CYBER SHINOBI

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

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



COMMENT

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





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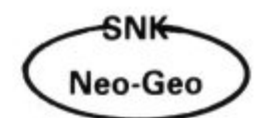
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The aliens are coming, the aliens are coming! Yet again, Earth is threatened by aliens. They are attacking our lovely planet one area at a time, and there's only one way to stop them - taking over the surface little by little until there's no room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

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

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

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



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



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



COMMENT

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

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

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

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REVIEW



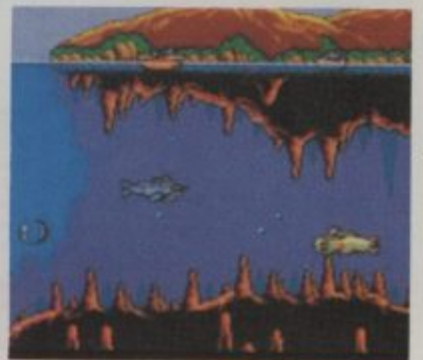
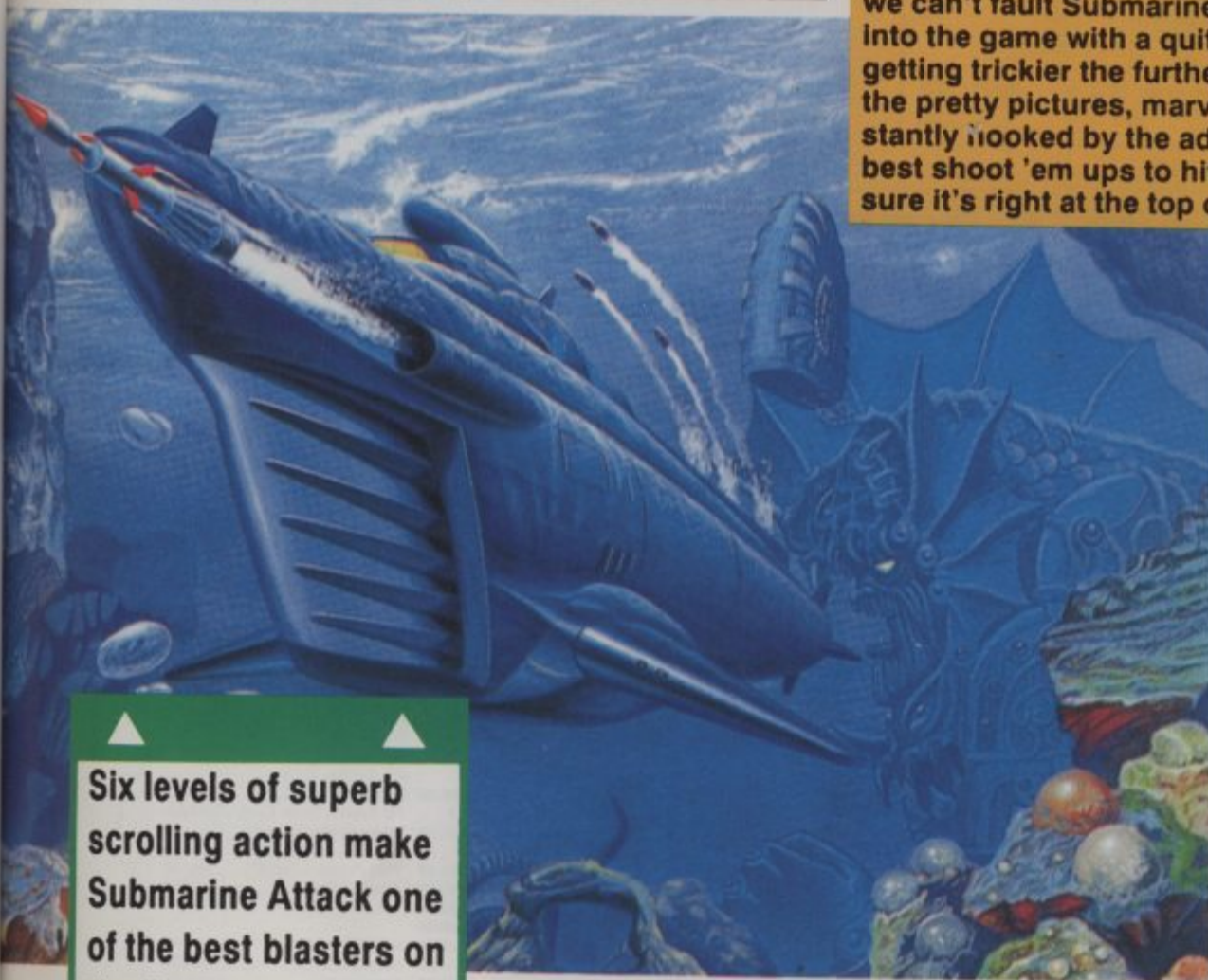
This horizontally scrolling undersea blaster spread across six oceanic levels calls upon all your strengths as an undersea warrior, dealing death and destruction to the minions of the Meta Creature. These include enemy subs, mine-layers, attack choppers and an assortment of sea creatures, all suitably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

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



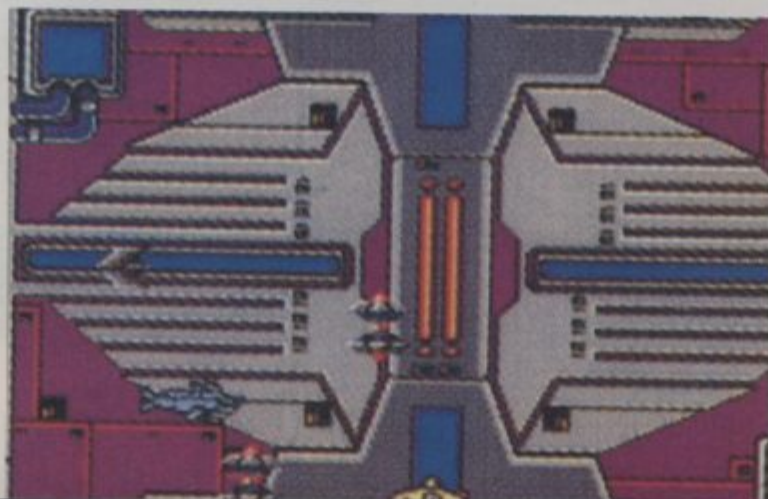
COMMENT

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



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

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



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MEGADRIVE

REVIEW

SEGA

16-BIT



WONDER BOY III

取扱説明書



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

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

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

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



4025

株式

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

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



COMMENT

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

SEGA
16-BIT

MEGADRIVE REVIEW

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

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

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



近日発売予定

SUPER Volleyball

スーパバレー



MEGADRIVE REVIEW

SEGA
16-BIT

COMMENT

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



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

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



対戦プレー

きみきょうからエースアタック

発売価格未定

Volleyball

PCエンジン用ソフト



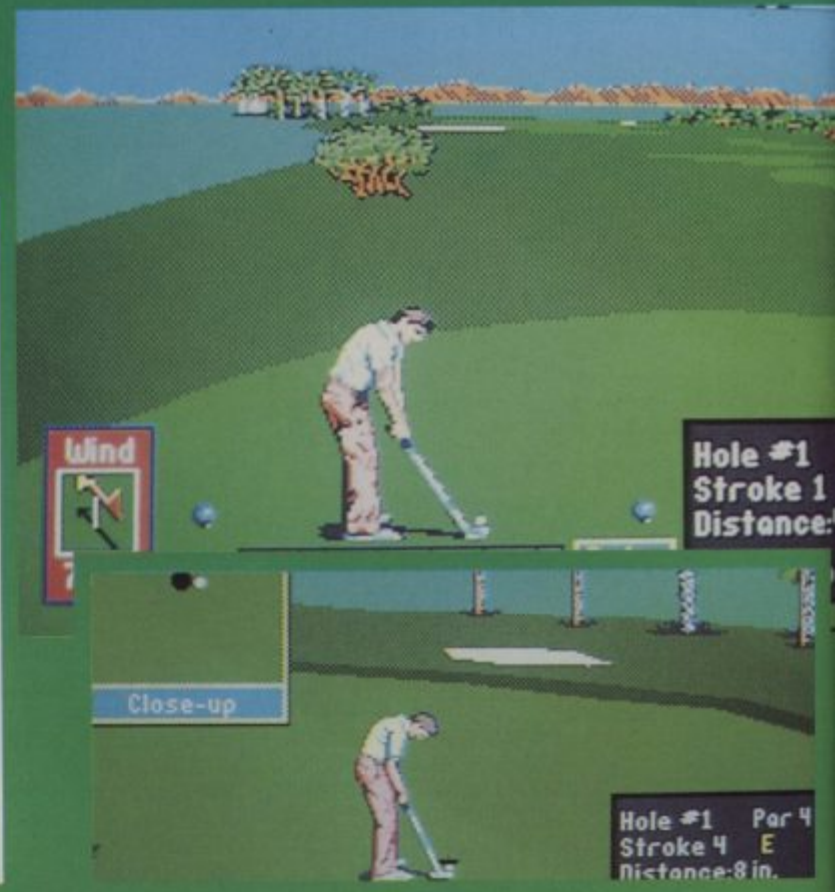
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MEGADRIVE
REVIEW

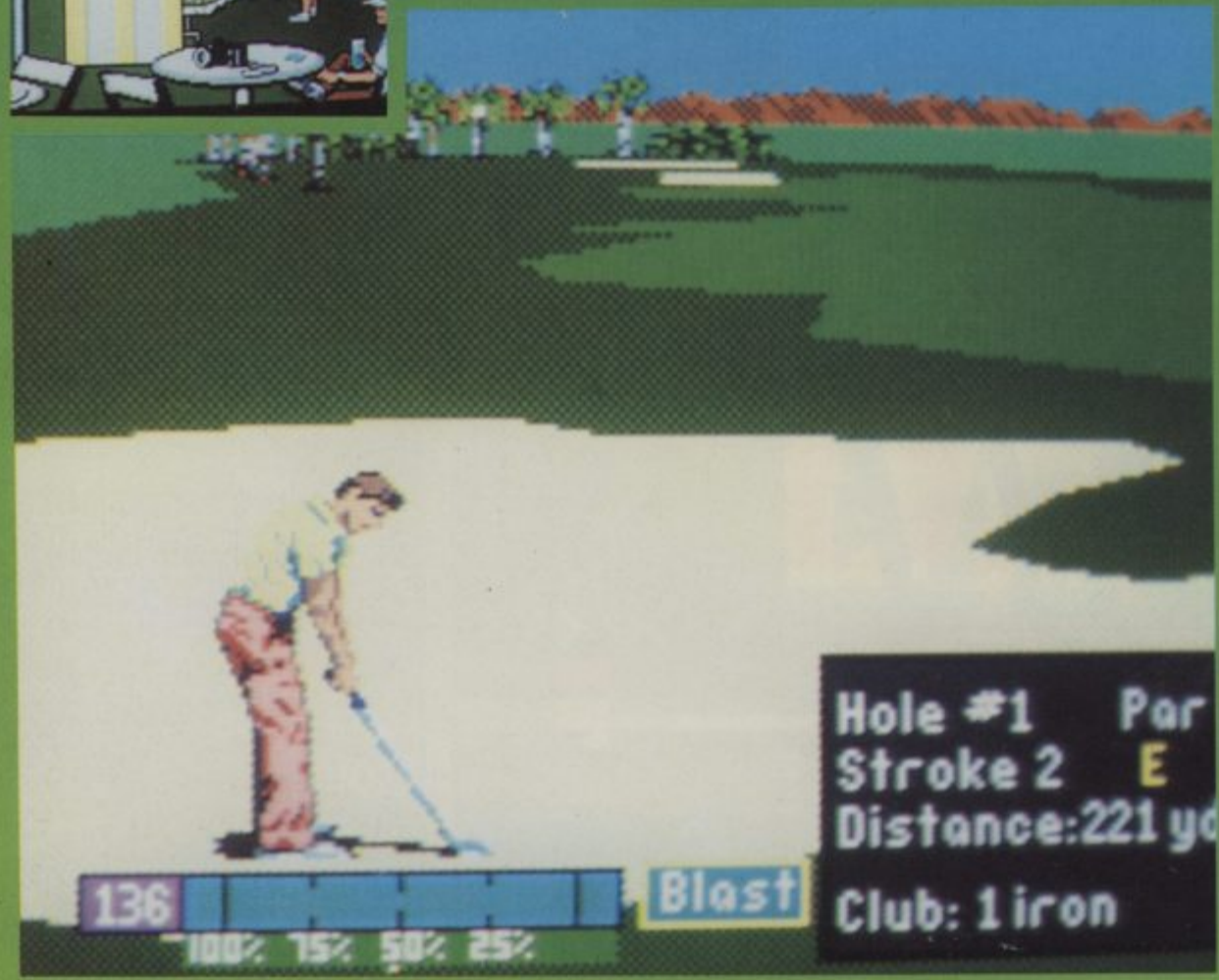
Time to dust down that silly hat, bright yellow woolly jumper and outrageous golfing trousers and mosey on down to four of the most skill-testing golf courses in the whole world. Each of the courses has 18 holes and the object in each is simple. Just get that dented little white ball from your starting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

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

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



PGA TOUR



© 1989 The Walt Disney Company. Produced by

MEGADRIVE

SEGA

REVIEW

16-BIT



Design / Pro
Lee A
Dennis

Produ
Don Tr
Jim R

Assistant
Happy
Jon H

Art
Wilfredo Aguilar
Julie Gast

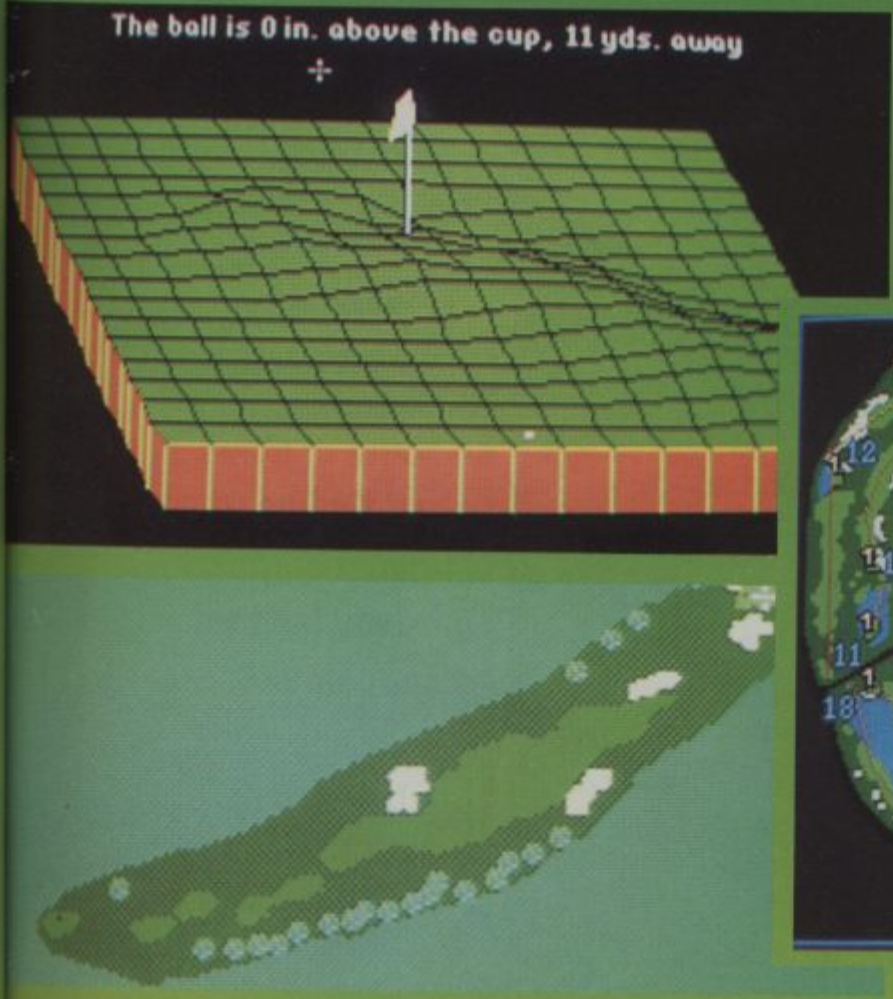
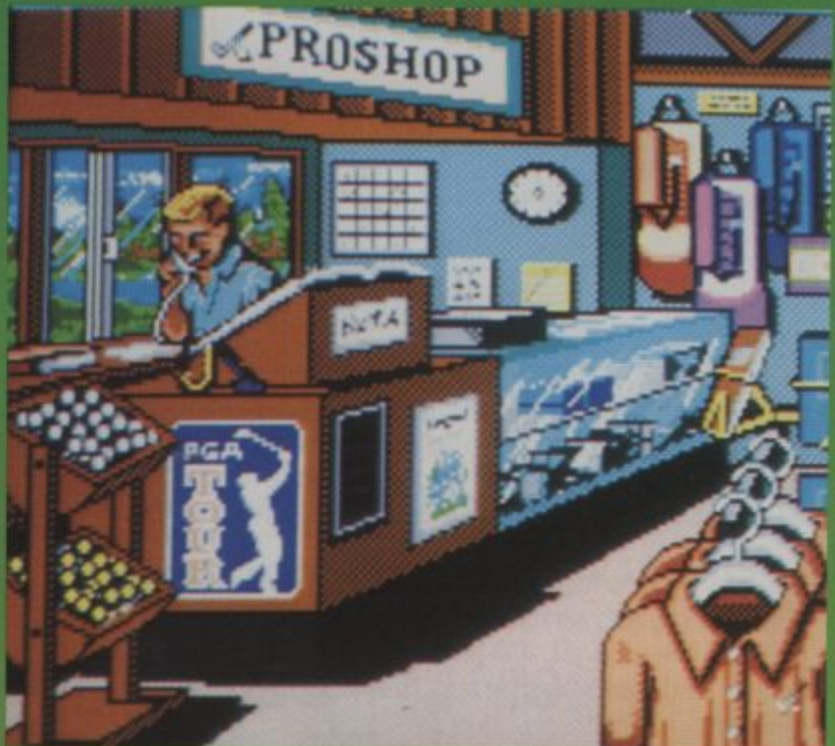
Audio
Rob Hubbard



COMMENT

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

GOLF



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

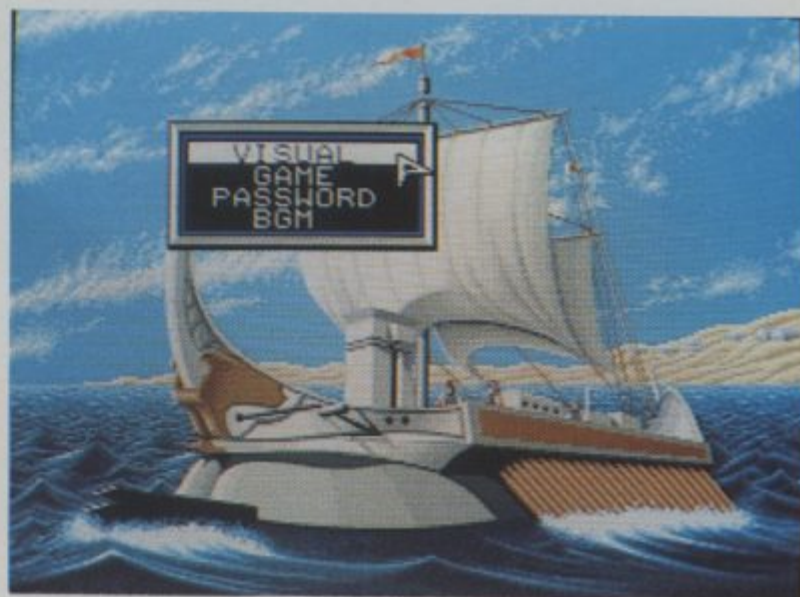
GRAPHICS	91%
SOUND	82%
PLAYABILITY	94%
LASTABILITY	94%
OVERALL	93%

SEGA
16-BIT

MEGADRIVE REVIEW

Holy Roman Empire! The struggle for power in the city of the seven hills is on, and only one pretender to the Imperial throne can survive. Will it be Julius Caesar?

The map showing the city of Rome forms the basis of the game, whether zoomed in or showing the entire area. Initially the General is in charge of a mere half-dozen army and cavalry units. Orders are given to move either fast or slowly, rest to recuperate lost strength, or dig traps and build barricades. Once battle is joined with an enemy unit, the scene switches to a view of the conflict. Bars at the side of the screen show the relative strengths of the sides.

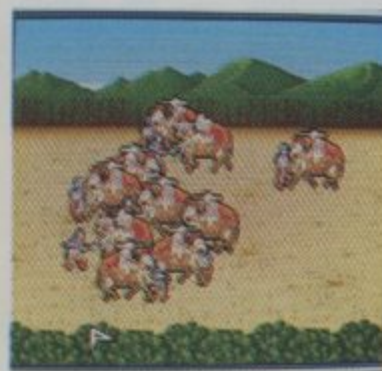
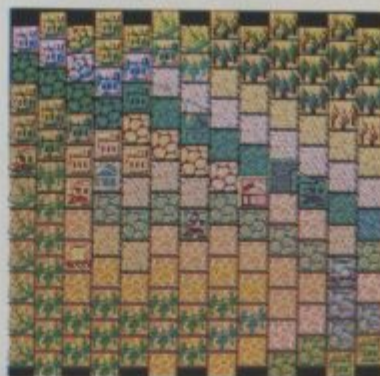


AMBITION OF CAESAR

シーザーの野望

The aim of the first level is to protect the friendly bases from destruction; the only real way to do this is to attack the foe with superior troops and force him to retreat. Later on reinforcements appear for both sides, adding extra icons for the General to move around the playing area.

Later levels feature battles at sea, with triremes smashing each other into matchsticks. After this quick jaunt in the sea air, it's back to the capital to wreak more havoc and claim the throne that rightfully belongs to Caesar...



Large brown mounds of sewage are ridden into battle.



COMMENT

Ambition of Caesar is another Japanese strategy that just fails to make the grade. The graphics are poor; the intro screens are excellent, and then the game switches to the Spectrum-like grid of the main map. Even the battle scenes fail to please the eye. As for the playability, this also manages to be stilted and rather boring. Although the game has some novelty interest, it's not one to put on the "must-buy" list.

A bland and dull strategy war game with poor in-game graphics. Even strategy fans will be disappointed.

GRAPHICS	69%
SOUND	75%
PLAYABILITY	56%
LASTABILITY	77%
OVERALL	66%

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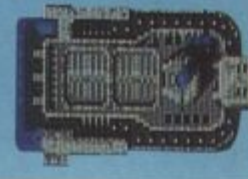
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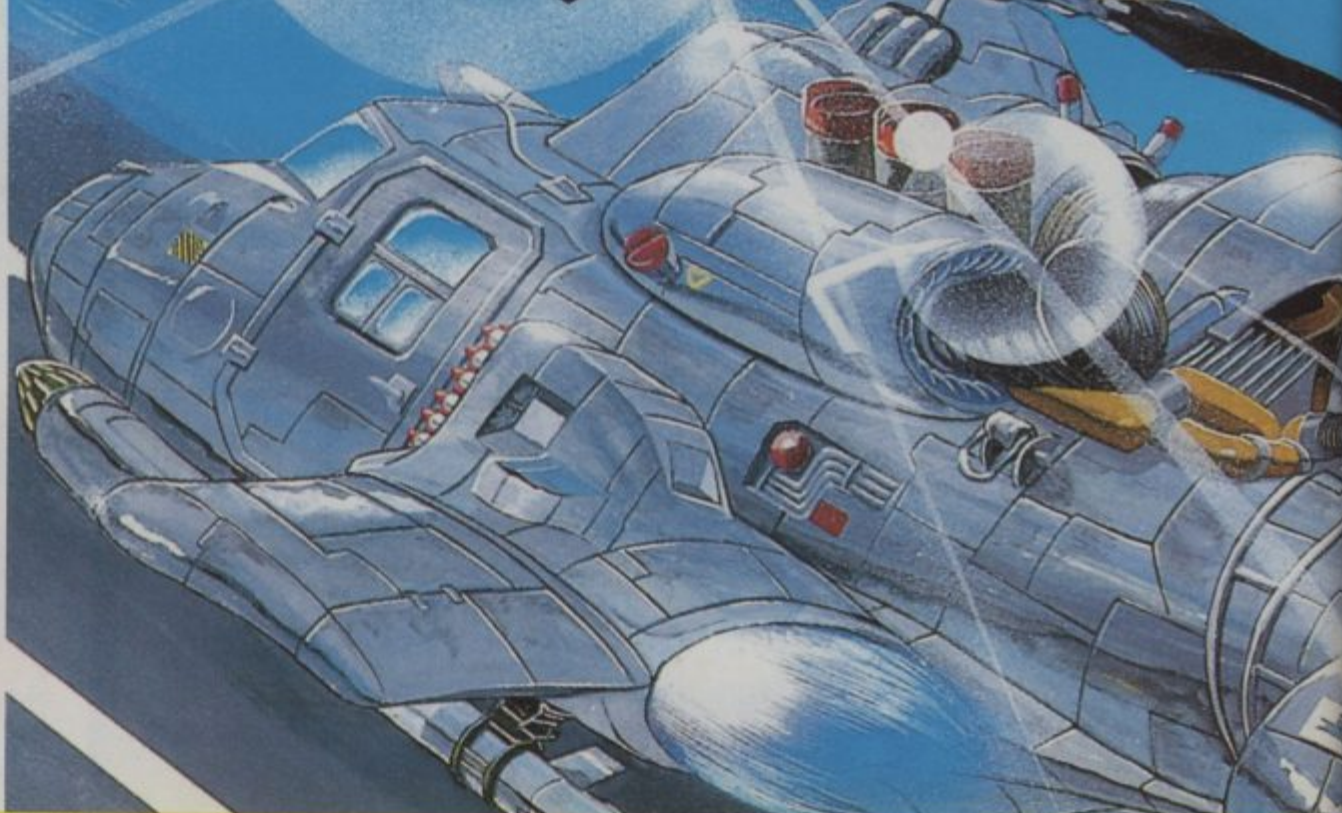


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究極 TIGER



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

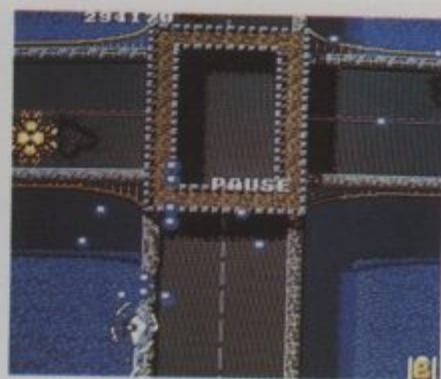
Which is where the Tiger battle-chopper comes in. A revolution in helicopter technology, the Tiger matches speed and maneuverability with a deadly array of weapons systems. What really makes the Tiger stand out from the crowd though, is its unique ability to incorporate enemy armaments into its structure.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

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

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

COMMENT

This appeared on the PC Engine months ago, and was an instant hit in these parts, what with its super graphics and sound, but moreover the die-hard action and sense of achievement you gained from getting that little bit further each time you played. Thankfully, none of these features have been lost in the transition from Engine to Megadrive - on the contrary, the game has been improved in almost every department! Well-defined sprites combine with colourful, effective backdrops, and the aesthetic side of the game is made all the better by the pounding tunes and effects. This Megadrive version of Ultimate Tiger Is, if anything, more difficult than its Engine counterpart, and that was no easy nut to crack! The Megadrive isn't exactly starved of good blasters, and Ultimate Tiger fits snugly into that category.



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

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

SEGA
8-BIT

MASTER SYSTEM

REVIEW

Welcome to the future! Here, you'll find that quite a lot has been changed as far as leisure goes. Football, Rugby and all other forms of ball-related excitement (bar one) have been abolished and replaced by a new game - Speedball. Taking a look at the rules, it's easy to see why it becomes so popular - there are none! The idea of the game is to score goals in your opponent's net, but this can be achieved with any combination of violence, cunning, and ruthless dirty tricks. The only skills needed are a smidgen of team work and a nice line in bribery and blackmail (especially when it comes to dealing with the ref!).

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

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

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



MIRA
Ranking : 10
Best in knockout : 5th Round 2059
Best in league : 9th Place 2054
Fatalities for : 2
Fatalities against : 5
Captain : XENON
Height : 1.84m
Weight : 80kg



AURIGA
Ranking : 9
Best in knockout : 3rd Round 2058
Best in league : 8th Place 2055
Fatalities for : 2
Fatalities against : 3
Captain : SIMION
Height : 2.23m
Weight : 101kg



DORADO
Ranking : 6
Best in knockout : Semi-finals 2059
Best in league : 4th Place 2052
Fatalities for : 3
Fatalities against : 6
Captain : ROONEY
Height : 2.01m
Weight : 91kg



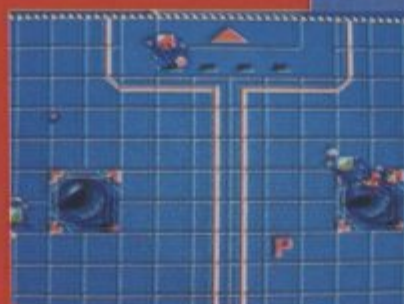
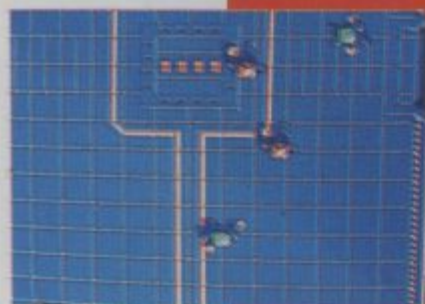
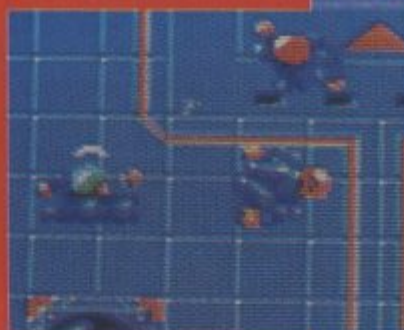
VELA
Ranking : 5
Best in knockout : Finals 2053
Best in league : 1st Place 2055
Fatalities for : 3
Fatalities against : 2
Captain : TYCHO
Height : 2.21m
Weight : 112kg



PAVO
Ranking : 2
Best in knockout : Won Finals 2052, 2055
Best in league : 1st Place 2051, 2052
Fatalities for : 6
Fatalities against : 1
Captain : RUBYCON
Height : 1.82m
Weight : 86kg

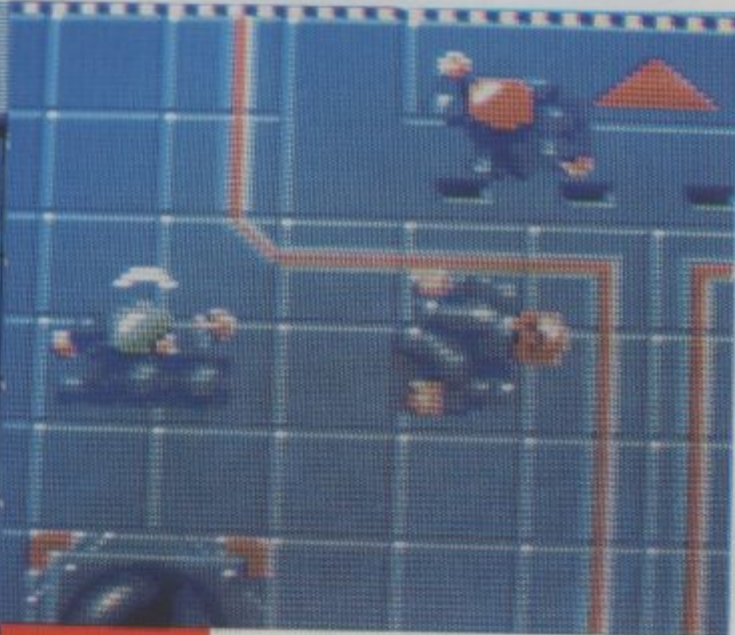


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REVIEW

SPEEDBALL



Round 2055
Place 2058

CASTOR
Ranking : 8
Best in knockout : 4th Round 2051
Best in league : 6th Place 2052
Fatalities for : 4
Fatalities against : 4
Captain : SOHO
Height : 1.72m
Weight : 89kg

VOLANS
Ranking : 7
Best in knockout : 4th Round 2060
Best in league : 3rd Place 2056
Fatalities for : 5
Fatalities against : 3
Captain : ARTECH
Height : 1.63m
Weight : 72kg



2053
Place 2055

TUCANA
Ranking : 4
Best in knockout : Won Finals 2059
Best in league : 2nd Place 2060
Fatalities for : 5
Fatalities against : 3
Captain : BROD
Height : 1.74m
Weight : 80kg



ANTLIA
Ranking : 3
Best in knockout : Won Finals 2057
Best in league : 1st Place 2056
Fatalities for : 7
Fatalities against : 2
Captain : ZEIT
Height : 1.84m
Weight : 75kg



PERSEUS
Ranking : 1
Best in knockout : Won Finals 2051, 53, 54, 56, 58, 60
Best in league : 1st Place 2053, 54, 57, 58, 59, 60
Fatalities for : 9
Fatalities against : 4
Captain : KEPLER
Height : 2.42m
Weight : 132kg

COMMENT

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



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

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

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MEGA DRIVE

AFTERBURNER II

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All the thrills and spills of the original machine have been included as you fly your fighter through 23 missions of 3D action, shooting down an entire enemy air force as you go. The action is amazingly fast, with smooth 3D update and brilliantly drawn sprites, and challenging too, especially on later levels. The sound is also terrific, with a variety of thumping good rock soundtracks and great sampled speech.

When C+VG reviewed the game earlier this year, some people thought that it was overrated, feeling that it didn't have enough variety. The answer to that is, if you don't like the arcade game, don't buy it - after all, if you don't like heavy metal music, you're not going to go out and buy an album, even if it's a superb example of that type of music. If a game is rated highly, make sure that you like the subject matter before parting with your cash. And in this case, if you're an Afterburner fan, this is the best conversion you're ever likely to play.

GRAPHICS	91%
SOUND	92%
PLAYABILITY	92%
LASTABILITY	82%
OVERALL	90%

AIR DIVER

This is very similar in a way to Afterburner, but features more variety, but much worse graphics.

At the start of a game you're presented with a map of the world,

and it's up to you to choose a sector to patrol. Once that's done it's time to take to the skies and destroy all other planes in the area. When sufficient enemy craft have been shot down, you take on the big boss craft - destroy it and the area is cleared, so that you can move onto the next sector.

Air Diver sounds promising, but actually it's a bit rough around the edges. The 3D is fast, but the update is jerky and the plane doesn't handle realistically. There's certainly plenty to do, but unless you're prepared to persevere with the dodgy controls, try something else.

GRAPHICS	76%
SOUND	69%
PLAYABILITY	72%
LASTABILITY	61%
OVERALL	69%

ALEX KIDD IN THE ENCHANTED CASTLE

Sega's answer to Super Mario appears on the Megadrive in his 16-bit first arcade adventure. The graphics and sound are both jolly, but don't really take advantage of the Megadrive's superior capabilities: the sprites are cartoon-like, but lack detail, the animation is very poor and the music sounds like it's from some silly kiddie TV program.



The game itself is fun to play, with plenty of secret rooms and things to work out, but it lacks that really addictive spark that makes the 8-bit Sega Alex Kidd so much fun to play. For ardent Alex Kidd fans only.

GRAPHICS	67%
SOUND	64%
PLAYABILITY	72%
LASTABILITY	62%
OVERALL	68%

ALTERED BEAST

"Free" with Official UK Megadrives, Altered Beast is a spot-on conversion of the coin-op, featuring all five levels, one or simultaneous two-player action and identical graphics (the sequence where you transform from man to beast is particularly good), speech and music.

So it's pretty brilliant, then? Well, not really. The trouble is, the arcade game wasn't exactly a smash-hit - it's a very simple beat 'em up with only

five levels. The gameplay is very samey, and it doesn't take long to get all the way through the game.

To state a cliché, fans of the arcade game will love this, but others will find this only has limited appeal. It's okay as a freebie, but don't expect it to keep you occupied for very long.

GRAPHICS	78%
SOUND	73%
PLAYABILITY	72%
LASTABILITY	57%
OVERALL	67%

ARNOLD PALMER'S GOLF

If you don't fancy donning your large-checked flares, your lovely mauve pringle jumper and taking a stroll around a wind-swept golf course, why not try out this Megadrive simulation instead.

The control method and selection of clubs is very comprehensive, and your on-screen golfer is able to perform an amazing variety of different strokes - including some crap ones if you don't get it right! Featuring a variety of options, excellent graphics (the 3D viewpoint and the animation on the large golfer sprite are both superb) and a very tough course indeed, Arnold Palmer's Golf will appeal to golf and sports simulation fans alike.

GRAPHICS	79%
SOUND	69%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	85%

ASSAULT SUIT LEYNOS

This strange sort of platform-cum-shoot 'em up puts you in control of a multi-be-weaponed space commando who must shoot down hordes of alien invaders before they destroy his home base.



While the graphics and sound are very good, the gameplay borders on frustrating - there are loads of things to shoot down and the control method is very fiddly, especially with some of the ground-to-air weapons, making it difficult to shoot down the fast moving targets. So unless you're prepared to stick with it, you won't get full enjoyment from the game. If you like your games tough, try this out, but there are far better Megadrive shoot 'em ups than this that offer just as much challenge and are far easier to get into.

GRAPHICS	80%
SOUND	81%
PLAYABILITY	73%
LASTABILITY	71%
OVERALL	73%

ATOMIC ROBO-KID アトミック・ロボキッド

Controlling a cute little robot who looks rather like Dusty Bin with big lasers, it's your job to eradicate the alien scum from your large, multidirectionally scrolling planet.

There are four different power-ups to collect, some more effective on certain types of aliens than others, and you can cycle between them to ensure maximum kill rate. The graphics and sound are very similar to their arcade counterparts, and the gameplay is tough enough to keep you coming back for more. There are plenty of good shoot 'em ups around on the Megadrive, and this is one of the better ones - check it out if you're after a no-frills blast with the emphasis on pure destruction.



GRAPHICS	79%
SOUND	78%
PLAYABILITY	84%
LASTABILITY	76%
OVERALL	82%

MEGADRIVE GUIDE

SEGA
16-BIT

BATMAN™

The dark knight hits the Megadrive in a stunning-looking platform game. The object in this game-of-the-film is to destroy Jack Napier and his large army of evil henchmen before they take over Gotham City and destroy the population with deadly laughing gas.

The action takes place over a variety of scrolling levels packed with weapon-wielding baddies who are all out to get Batman. The hero can run and jump, and can also use his bat-ropes to climb to otherwise inaccessible places.

The graphics and sound are truly tremendous: the beautifully-drawn backdrops are as sombre-looking as the sets in the film, the animation on the sprites is excellent, and there's a range of thumping rock tracks to accompany the action. The only problem is that the game is fairly easy to beat, so expert gamers might not get full value for money out of this.



GRAPHICS	90%
SOUND	91%
PLAYABILITY	86%
LASTABILITY	72%
OVERALL	83%

BUDOKAN

Billed correctly as a "thinking man's beat 'em up", this graphically and sonically superb oriental fighting game lets you take out your aggression with four different martial arts skills - nunchaku, bo, karate and kendo.



The idea is to practice all four skills and get good enough to enter and win the budokan, the martial arts championship. When you practice, your master gives you hints and tips on how to improve your performance. Once you've honed your skills it's time to enter the budokan and test your skills against 12 tough opponents - and we mean tough!

With over 25 moves per art and those very tough opponents, Budokan isn't a game you'll master overnight. But it's well worth persevering with, because it's so rewarding once you start making headway! A must for beat 'em up fans who want a little bit more from their games.



GRAPHICS	83%
SOUND	79%
PLAYABILITY	90%
LASTABILITY	86%
OVERALL	89%

BURNING FORCE

Very much in the Space Harrier mould, this 3D shoot 'em up puts you in the seat of a high-powered jetbike with the object of blowing up everything that gets in your way. There are extra weapons to pick up, of course, and there are plenty of mean 'n' meaty aliens to blow into oblivion.

The graphics are very attractive, and the sound isn't too bad, but unfor-



tunately the gameplay gets rather repetitive after a while - just fly over the chequered 3D landscape and keep on blasting! Still, Space Harrier fans are bound to absolutely adore this - it's got an awful lot more to it than Space Harrier II.

GRAPHICS	83%
SOUND	82%
PLAYABILITY	79%
LASTABILITY	71%
OVERALL	76%

COLUMNS

Sega's answer to Tetris, the aim of this rather cerebral game is to match groups of three differently-coloured jewels as they fall down the screen. If you make a line, either horizontally, vertically or diagonally, the jewels disappear and you're awarded points. If the pile reaches the top of the screen, it's game over. This mightn't sound very exciting, but Columns is surprisingly addictive, and once you get into the action, just watch those hours fly by.

The graphics are simple, but effective, and there are three excellent soothing soundtracks to accompany the action. There's also huge variety of options, including arcade-style time trials, three different difficulty settings, nine different starting levels and a two-player head-to-head mode which adds to the game's lasting appeal.

If you're after a thoroughly enjoyable puzzle game that you'll be coming back to months after you bought it, give this a go.

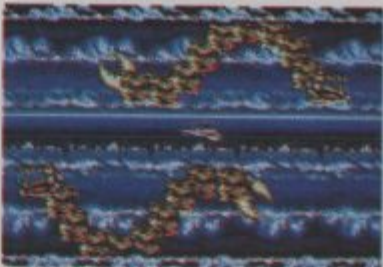
GRAPHICS	69%
SOUND	93%
PLAYABILITY	88%
LASTABILITY	87%
OVERALL	88%

CURSE

As speedy games go, this horizontally scrolling shoot 'em up takes the biscuit. When you first play, the sheer speed of the action coupled with the zillions of baddie sprites zinging around the screen seems almost too much to cope with. However, grab an extra weapon and watch your kill rate go through the ceiling!

While Curse is fun to play, it suffers from a lack of originality and one very annoying feature - when you die (even fairly early on in the game) you lose all your extra weapons, and it's very difficult to continue. The reason for this is that there are only five levels - but it gets very frustrating to have to start over and over again.

Try out other shoot 'em ups like Hellfire or Atomic Robokid before shelling out for this.



GRAPHICS	71%
SOUND	69%
PLAYABILITY	71%
LASTABILITY	67%
OVERALL	70%

CYBERBALL

Set many years from now, Cyberball is American Football played by 20 foot high robots controlled from a remote point above the gridiron. All the rules of American Football are adhered to, only the ball has been replaced by a bomb whose fuse is slowly ticking down. Fail to get that first down within the required downs and the ball explodes - make it and the fuse is reset.

Cyberball is a pretty good arcade conversion and features pretty neat graphics. There are plenty of moves and virtually all the original arcade machine's features have been incorporated.



However, it has been overshadowed by John Madden's Football, which is a totally superb American Football simulation with a lot more depth and realism, and even better graphics and sound. If you're an American Football fan, try this out - but not until you've seen John Madden's Football.

GRAPHICS	79%
SOUND	82%
PLAYABILITY	81%
LASTABILITY	77%
OVERALL	80%

DARWIN 4081

A conversion of the rather obscure vertically scrolling shoot 'em up, Darwin 4081 is yet another scroll-up-the-screen alien blasting game with extra weapons and big end-of-level guardians to destroy.

The extra weapons system is somewhat strange - your ship changes depending on the DNA symbols it picks up, and some are better than others. It's quite a laugh working out which does what, but other than that there's nothing new on offer that puts it ahead of any other Megadrive up-the-screen shooter.

GRAPHICS	81%
SOUND	74%
PLAYABILITY	77%
LASTABILITY	67%
OVERALL	74%

DJ KID

Grab your skates and take to the streets in this wild 'n' wacky beat 'em up on wheels.

The problem is, your girlfriend has been kidnapped by an evil gang, so you've got to skate over to the bad side of town and get her back. This involves fighting a veritable army of baddies, some of them very strange indeed, like the big black Momma.

DJ Boy is certainly different, and is great fun to play, but suffers from one flaw - it's too darn easy. There are three other skill levels to challenge you, but if you feel that once you've beaten the game on the easy level, you won't go back to it, give this a miss. However, if you're the type that wants to beat the game on all levels, try it out. It's a simple as that!

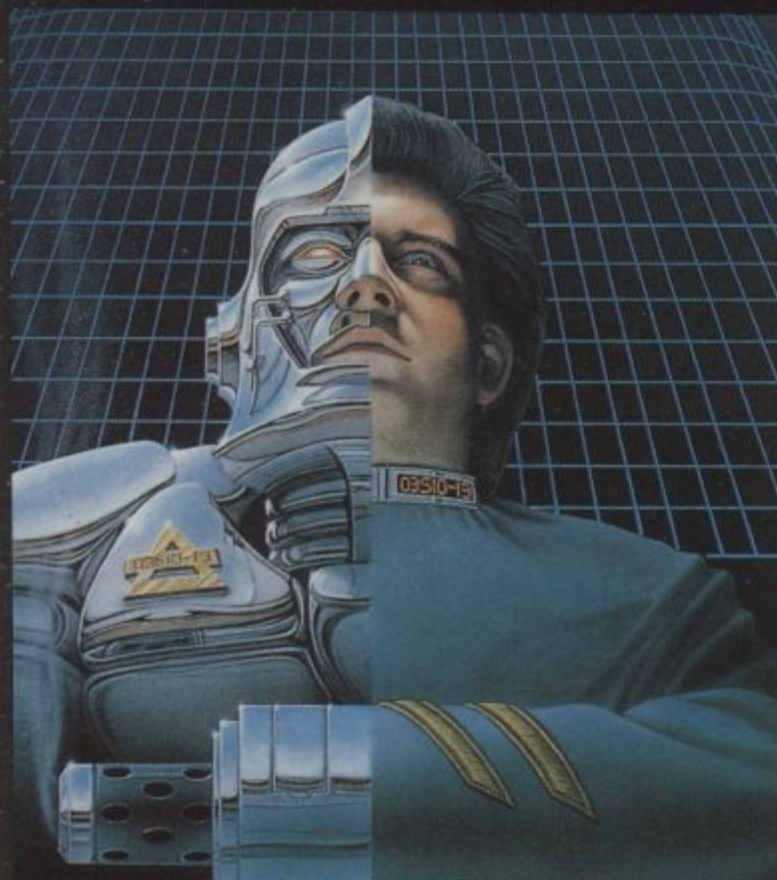
GRAPHICS	80%
SOUND	78%
PLAYABILITY	84%
LASTABILITY	73%
OVERALL	78%

SEGA
16-BIT

MEGADRIVE GUIDE

ESWAT

CITY UNDER SIEGE



Want to join the ranks of the police elite, the ESWAT - enhanced special weapons and tactics? First of all you have to prove your worth by completing two levels of multidirectionally scrolling platform action by blasting every criminal that infests each level.

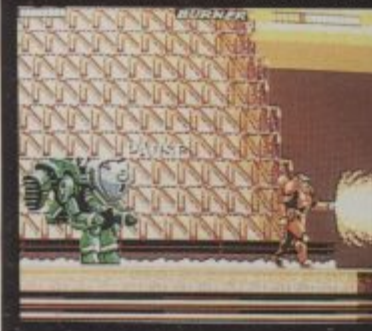
Complete the missions and you get to join the ESWAT and can wear their super body armour - and also get to go on another five highly dangerous missions. As you progress through the game, the criminals and their technology gets increasingly more difficult to neutralise - fortunate, then, that your body armour is capable of carrying a variety of extra pick-up weapons!

ESWAT is a super-slick platform shoot 'em up that simply oozes quality. The parallax scrolling backdrops and sprites are excellent, and

the sound is great. Combine those with challenging and highly addictive gameplay and you've got a game that's a must for your collection.



GRAPHICS	87%
SOUND	82%
PLAYABILITY	93%
LASTABILITY	88%
OVERALL	92%



FINAL BLOW

The first boxing game on the Megadrive, and to be honest it's not a particularly good one. On the positive side, the pair of large boxer sprites are nicely drawn and animated as they face one another and let rip, but unfortunately the moves are very limited indeed, and there are only four different opponents. Once you've beaten them all, you have to fight them all again - beat them all once more and you're declared the champion.

The problem is it doesn't take long to master the game, and the limited nature of the action doesn't bring you back for more once you've completed the game. Boxing fans might like to take a look - but don't expect anything brilliant. By the way, Final Blow has just been released in the states as James "Buster" Douglas Boxing.

GRAPHICS	87%
SOUND	77%
PLAYABILITY	78%
LASTABILITY	62%
OVERALL	69%

FORGOTTEN WORLDS

There are two dudes in a whole lot of trouble in this one or two-player scrolling shoot 'em up. The Gods have gone bonkers and it's up to you and a chum to sort them out. Packing a couple of satellite lasers, you've got to blast their army to oblivion, and then take on the Gods themselves, one of whom is found at the end of each of the five levels.

Blasted baddies drop cash pills. Swipe these and you can spend them in the shop that pops up on each level. What's on offer? Only super death-dealin' weapons and extra life tabs! Invest that cash wisely...

Forgotten Worlds is a good looking blast, with plenty of action on offer. Like some other Megadrive games, it's easy to finish on the easy level, but offers plenty of challenge on difficult. Check it out if you're into destruction.



FLYING SHARK

Up the screen you go in this vertically scrolling blast, almost, nearly, but not quite a conversion of Taito's successful coin-op.

It's war time and the only thing standing between the enemy and victory is you and your super-duper bi-plane. It's super-duper because even though this is World War II, your plane can shoot a variety of laser weapons, and an all-destroying smart bomb.

So it's an easy victory for you? Not really. The enemy have a variety of big end-of-level baddies down their Y-fronts, and also their sheer weight of numbers is sometimes just too much to cope with.

Flying Shark is an enjoyable blast, featuring decent graphics and sound. But unfortunately suffers from zero originality, and once you've played it a couple of times, you get those "seen it all before blues".



GRAPHICS	75%
SOUND	57%
PLAYABILITY	73%
LASTABILITY	67%
OVERALL	71%



GRAPHICS	82%
SOUND	79%
PLAYABILITY	86%
LASTABILITY	80%
OVERALL	82%

GHOSTBUSTERS

Oh no! Spooks are overrunning New York! Who, to coin a phrase, are you "gonna" call? Rick's pizzas? Nah! Chinatown delivery Chinese? Nope! How about the Ghostbusters? Yeah, they're the dudes who can fix things good and proper.

Well, that's if you're a good player. The action takes place over a scrolling platforms and ladders backdrop, and it's up to you to blast the ghoulies and end-of-level megaspooks. Some drop cash which you can spend in the between-level shops to buy extra weapons.



Featuring humorous cartoon-style graphics - some of the end-of-level ghosts are truly superb - and some excellent tunes, Ghostbusters is a platform game which will keep you amused for some time. If you ain't afraid of no ghosts, try this one out.

GRAPHICS	85%
SOUND	83%
PLAYABILITY	84%
LASTABILITY	81%
OVERALL	82%

GHOULS 'N' GHOSTS

Brave Sir Arthur the knight is a mite cheesed off. Why? Because his betrothed, the very lovely Princess Prin Prin has been whisked away by Lucifer himself and is being held captive deep in his castle in the very depths of hell.

There's no other thing to do but go to her rescue, a mission which involves battling the Devil's spawn across five multidirectionally scrolling levels. The action starts out in a graveyard, then moves to the gates of hell, and from there further and further into the depths of Hades to Lucifer's castle.

There are loads of baddies to defeat, as well as a giant guardian at the end of each level. It's fortunate, then, that Sir Arthur can pick up a variety of extra weapons with which to battle the baddies.

Ghouls 'n' Ghosts is a superb conversion, combining stunning graphics and sound with very challenging gameplay. It's a truly superb game, and is a must for your Megadrive software library.

GRAPHICS	92%
SOUND	93%
PLAYABILITY	93%
LASTABILITY	92%
OVERALL	93%

GOLDEN AXE

The evil Death Adder and his army of undead are abroad, and it's up to you, and another player if you wish, to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three characters - a dwarf, barbarian or Amazon, after that it's time to enter the horizontally scrolling fray. Each character has a variety of offensive moves, all of which have to be used against the vast marauding

army who attack every step of the way. It's a tough mission, but Black Adder isn't unbeatable...

Golden Axe is a pixel-perfect replica of the arcade machine, containing identical graphics, sound and gameplay. But it doesn't stop there. There are additional features in the form of one-on-one battle options, a mini-mission for beginners as well as extra levels which didn't appear in the arcade version. Put this all together and you've got one of the best arcade conversions ever seen, and a game which no Megadrive owner should be without.

GRAPHICS	91%
SOUND	90%
PLAYABILITY	95%
LASTABILITY	91%
OVERALL	94%

GRENADA X

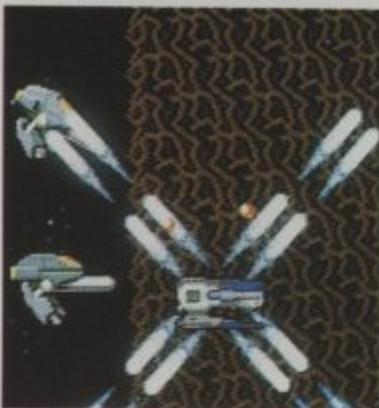
First impressions of this overhead-scrolling tank-based shoot 'em up aren't very good. The graphics are pretty basic and the sound isn't all that hot. But persevere with it and you'll find yourself getting drawn into the action. There are plenty of neat touches and loads of surprises, especially on the level where your tank has to trundle up and down the wings of an enormous aircraft.

Grenada X is certainly not a priority purchase, but if you're looking for an original shoot 'em up and have got all the best ones, give this a go.

GRAPHICS	78%
SOUND	75%
PLAYABILITY	81%
LASTABILITY	77%
OVERALL	80%

HELLFIRE

Toaplan's Hellfire didn't exactly take the arcades by storm due to the fact that on the surface it looks like just another ordinary horizontally scrolling shoot 'em up. However, when you play it, it becomes apparent that this is simply not the case.



Featuring novel four-way selectable firepower and power-up weapons, this is a slick and very good looking blaster which oozes playability. It's tough, with six long, long levels packed full of the meanies enemy ships alien money can buy, and some mean end-of-level baddies. There are plenty of surprises in store too, especially on the final level.

If you're a shoot 'em up fan looking for a challenge, check out Hellfire - it might not look as good as Thunderforce III, but it's simply a much better game.

GRAPHICS	84%
SOUND	81%
PLAYABILITY	93%
LASTABILITY	89%
OVERALL	90%

INSECTOR X

Help! A mysterious force has mutated common insects into marauding creatures of doom, and they're about to overrun the world. The only person who can save the day is Insector X, a miniaturised robot who's armed with a variety of super insect-destroying weapons.

The action takes place over a variety of horizontally scrolling levels, and the object is simply to pick up the extra weapons and simply blast everything that gets in your way.



The game is fun at first - and the slick graphics and decent sound certainly add a little to the excitement -

but none of the power-up weapons are particularly exciting, and the action has very little in the way of original features. There are plenty of better shoot 'em ups than this, and punters are advised to check out Hellfire and Thunderforce III before making a purchasing decision.



GRAPHICS	80%
SOUND	78%
PLAYABILITY	81%
LASTABILITY	67%
OVERALL	74%



JOHN MADDEN'S FOOTBALL

American Football might not be everyone's cup of tea, but when it's simulated as brilliantly as this, you can't help but become totally hooked.

Using stunning state-of-the-art 3D graphics and unbelievable sound, this is one of the finest sports games ever seen. Easy-to-operate drop-down menus are used to dictate play, and the control pad is used intelligently to allow an incredible amount of different moves, including running, passing, diving, spinning and head-butting.



The beauty of the game is that although the scope for play and the amount of moves available is huge, the controls are very easy to operate, allowing players to develop their own playing styles. Indeed, the way the 16 different teams have been programmed into the game means that some teams will perfectly suit the way you play, while others will result in loss after loss - and in the superb instruction manual there are pages of facts to help you choose the team which best fits the way you play.

With its two-player option, and multiple modes of play, this is a game which will keep you entertained for many, many months. John Madden's Football is easily the best Megadrive yet seen, and is a game destined to become an all-time classic. Under absolutely no circumstances should you miss it.

GRAPHICS	95%
SOUND	94%
PLAYABILITY	97%
LASTABILITY	94%
OVERALL	97%

SEGA
16-BIT

MEGADRIVE GUIDE

KLAX

After the excellent PC Engine and Lynx versions of this addictive coloured tile matching arcade game, this version was eagerly anticipated. However, when it finally arrived, disappointment was the order of the day. Average graphics and an awfully fiddly control method made the game frustrating instead of enjoyable, and after only a few goes we went back to playing the other versions.

Ardent Klax fans will no doubt get some entertainment out of this conversion, but to do so you've got to put up with a lot of frustration when the tile paddle doesn't seem to go where you want it. A disappointing conversion which with a few tweaks could have been so much better...



GRAPHICS	76%
SOUND	63%
PLAYABILITY	67%
LASTABILITY	61%
OVERALL	66%

LAST BATTLE

Amongst one of the first Megadrive games to appear, this is a failure on two counts: it neither shows off any of the Megadrive's capabilities nor is an enjoyable game in its own right.

The rather dull plot concerns the player taking control of a muscly hero and guiding him beat 'em up style against a big enemy army. He's only got a couple of kung-fu moves in his itinerary, so it's fortunate, then, that the enemy army is as soft as chocolate mouse.

Even novice players will get through this in one sitting, and the game doesn't have any features to make you go back to it once you've done so. Do yourself a favour, and plug this into anything but your Sega.

GRAPHICS	76%
SOUND	71%
PLAYABILITY	35%
LASTABILITY	26%
OVERALL	32%

MOONWALKER

Many scoffed at the prospect of a game based around the antics of this whacko pop personality, but when this game came into the office, they were laughing on the other side of their faces.

It's a thoroughly entertaining platform romp in which the plastic performer sprays magic from his hands and feet as he battles through a variety of scrolling landscapes. There are many brilliant touches, including a superb "dance 'em to death" smart bomb which forces all the baddies to line up in formation and jig along to the Jackson beat before keeling over stone dead. Laugh? You most certainly will.



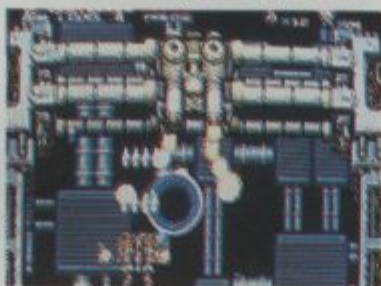
With its excellent graphics and thumping soundtrack (including such hits as Beat It, Billie Jean and Bad) and sampled speech (with all your favourite Jackson aahs and oohs), this is a very addictive game which will have you tapping your feet while you play. Forget the fact that this has the cred-damaging Michael Jackson face on the cover, and just enjoy the action.

GRAPHICS	91%
SOUND	93%
PLAYABILITY	88%
LASTABILITY	79%
OVERALL	85%

MUSHA

Billed by many as the Megadrive's answer to that classic PC Engine shoot 'em up Gunhed, this features superb introductory screens, very fast action, some neat power-up weapons, several great soundtracks and tons of alien craft to blow into oblivion as you race up the vertically scrolling screen.

However, there are a couple of things that let this game down. First of all, the graphics are rather uneven - one level might be superbly draw multi-parallax scrolling, whereas the next is a single-level bland one. The same can be said for the sprites, which range from excellent to downright average. The other thing, and this is what really shoots this title in the foot, is the easy difficulty level. At



the office, two of us finished the game on our third go - which just isn't good enough. When a game has a £40+ price tag, we expect more than just an hour or so's play from it!

If the graphics were more polished and if the gameplay was tougher this could have been a stunning shoot 'em up. But 'if' isn't good enough. As it stands, MUSHA is a fast, but unchallenging shoot 'em up which is only recommended to novices.

GRAPHICS	78%
SOUND	68%
PLAYABILITY	73%
LASTABILITY	65%
OVERALL	71%

MYSTIC DEFENDER

Originally imported as Kujaku II, this Ghouls 'n' Ghosts clone requires you to guide the eponymous mystic defender person across a variety of scrolling landscapes using magic to defeat an army of evil spirits.

It's quite good fun at first, and it's certainly challenging, but it lacks the oomph to keep you coming back for more. Perhaps it's because the extra weapons are all a bit weedy, or that the control method is occasionally very irritating. Maybe it's even because of the rather uneven difficulty level which results in you getting stuck in places time and time again. Whatever it is, this is a definitely a poor man's Ghouls 'n' Ghosts which won't keep you occupied for very long. Go for the real thing and you'll be much happier.

GRAPHICS	78%
SOUND	71%
PLAYABILITY	67%
LASTABILITY	55%
OVERALL	63%

NEW ZEALAND STORY

Tiki the Kiwi is in a bit of a dilemma. Why? Cost evil and mean Sammy the Seal has kidnapped all his chums as has locked them up in cages all around a surreal landscape. Sounds weird? New Zealand Story certainly is.

But who cares when it's as much fun as this. The idea is to rescue all of Tiki's chums by running and jumping around the multidirectionally scrolling landscape and reaching the cage before the timer for that particular screen reaches zero.



There are all sorts of horrid baddies making life difficult, but Tiki is armed with a bow so he can spang off

PHELIOS

The first thing that immediately grabs your attention is that this looks more like a Master System game than a Megadrive title. The graphics are very poor indeed, with fuzzy sprites and very bland backdrops. The gameplay is more exciting, though, requiring the player to fly up the screen taking out the baddies with a giant sword and a number of different power-up weapons.

There are numerous play options which let you tackle different levels, quite a neat idea, although it's possible to see virtually the entire game very quickly. Playing it all the way through, however, is a challenging task and one that most shoot 'em up fans will enjoy.



GRAPHICS	74%
SOUND	72%
PLAYABILITY	81%
LASTABILITY	67%
OVERALL	77%

arrows at the aggressors. A variety of cute power-up weapons are also available, including balloons and flying craft which Tiki can use to get to the more inaccessible parts of the landscape.

New Zealand Story might look as cute as a litter of kittens, but it's tough and challenging, with different screens from the arcade version to make life difficult even for coin-op experts. Highly recommended.

GRAPHICS	84%
SOUND	83%
PLAYABILITY	91%
LASTABILITY	85%
OVERALL	89%

PHANTASY STAR II

Phantasy Star is a vast, sprawling RPG set in the future where you guide an intrepid band of adventurers through a hazard-packed landscape. There are no arcade sequences at all, instead the fight sequences are displayed using a hit points and menu systems where the player chooses the action, and then the computer works out the results.

There's certainly a big challenge in store, but to be honest, Phantasy Star II is more suited to pure RPG fans who like to use their brains rather than their joysticks. Arcade fans will soon become bored due to the lack of immediate action.

GRAPHICS	61%
SOUND	67%
PLAYABILITY	73%
LASTABILITY	79%
OVERALL	78%

POPULOUS

Ever wanted to play God? Of course you have. And now here's your opportunity, courtesy of this stunning Electronic Arts.

Played over a large scrolling landscape, the idea is to look after your people by raising and lowering the land so they can cultivate and build on it, thereby increasing their population and making you stronger. However, while you're doing that, an evil God elsewhere on the map is doing the same for his people. And these people are out to destroy yours.

As you become more powerful, you're able to do a variety of nasty God-like things to destroy his people, like making a giant volcano appear right in the middle of one of his cities, or flood the place or even place swamps or cause an earthquake. Of course, the evil God can do the same to you, so a right regular ding-dong battle is guaranteed.



With super graphics and 500 different levels (and a password system to let you carry on from where you left off), Populous is both highly original and amazingly addictive. Once you start playing, it's very difficult to stop. With a constant challenge on offer, Populous is a game which you will return to time and time again.

GRAPHICS	82%
SOUND	73%
PLAYABILITY	95%
LASTABILITY	92%
OVERALL	94%

RAMBO III

The man with the headband is back. And this time he's brought his bazooka! In typical Rambo style, the object of this multidirectionally scrolling shoot 'em up is to infiltrate five different enemy zones and destroy everything and anything silly enough to step in your way.

It's action all the way as Rambo fights through the forests, enters a prison camp and then finally heads deep into the enemy stronghold to cause irreparable damage to the installation. Between screens there's also a 3D Operation Wolf-style shoot-out where Rambo takes on a large piece of military hardware - including a tank and helicopter - single handedly and attempts to take it out with his nuclear-tipped arrows.

With great graphics and thumping good sound, Rambo certainly backs a punch. It's not a difficult game to finish, but it's great fun, and keeps you coming back for more even when you've defeated the enemy!

GRAPHICS	87%
SOUND	93%
PLAYABILITY	89%
LASTABILITY	82%
OVERALL	87%

SOKO BAN

This strange puzzle game involves the player moving boxes around store rooms. The object is to move the boxes onto the areas marked with an X, but this is made difficult by the fact that the boxes can only be pushed, and that the store rooms are such weird shapes, that it's very easy to get into a situation where it's impossible to complete the screen.

It doesn't sound exciting, and indeed it isn't, but the action is absorbing nonetheless, and puzzle fans should relish the considerable challenge.

GRAPHICS	49%
SOUND	56%
PLAYABILITY	78%
LASTABILITY	76%
OVERALL	78%

SPACE HARRIER II

Take off and battle aliens who've invaded 12 zones of the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful Sega coin-op of several years ago, but there are new aliens to blast into oblivion.



The 3D is very fast and smooth, and indeed the whole game looks amazing. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

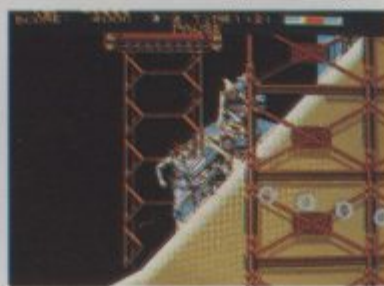
GRAPHICS	82%
SOUND	80%
PLAYABILITY	79%
LASTABILITY	71%
OVERALL	76%

STRIDER

Here's another one of those stunning pixel-perfect Megadrive conversions which shows just how good the machine is. It's got all the features of the original coin-op (apart from the unintelligible speech between levels) and is a winner from start to finish.

The graphics are absolutely gorgeous, with beautifully drawn parallax scrolling backdrops and fabulous sprites. The sound is also superb, with plenty of great tunes and sound effects which replicate their arcade counterparts perfectly.

Packing a considerable challenge, Strider is a truly superlative coin-op conversion which will appeal to any ar-



cade fan - and its multiple difficulty levels means that it won't become boring very quickly.

GRAPHICS	94%
SOUND	88%
PLAYABILITY	94%
LASTABILITY	87%
OVERALL	91%

SUPER REAL BASKETBALL

The one and only basketball game on the Megadrive, and it's great fun. The computer isn't difficult to beat once you've got used to the comprehensive control method, but the inclusion of the thoroughly enjoyable two-player option means that as long as a second player is around, you can go back to it time and time again.

With excellent graphics - the animation on the players is particularly good - and plenty of different gameplay options, this is bound to go down well with basketball fans everywhere.

GRAPHICS	79%
SOUND	77%
PLAYABILITY	81%
LASTABILITY	80%
OVERALL	81%

SUPER HANG-ON

Want something big and throbbing between your legs? Then try out this superb motorcycle racing game. Converted from the Sega coin-op, this is an excellent copy of the machine and has all the features of the original plus some extra bits.

In the arcade mode, you're given the chance to race all the four coin-op tracks - just keep on passing the checkpoints to add extra time to your ever-decreasing limit.

If you want to try something different, try the original mode, where you race against an opponent for cash. Keep earning the money and you get the chance to buy add-ons for your bike, including better chassis, turbos and suspension.



The graphics and sound are both excellent, and with playability to match, this is a race game that no Megadrive owner should be without.

GRAPHICS	89%
SOUND	90%
PLAYABILITY	93%
LASTABILITY	84%
OVERALL	89%

SUPER HYDLIDE

Like Phantasy Star II, this is a huge role playing game where you have to travel the landscape, speak to people and fight monsters. It's a very tough game, and much brain-work is required to get anywhere.

The graphics and sound aren't exactly the best in the world, but they do their job, and the gameplay is fairly engrossing, so long as you're into role playing games. Once again, arcade fans will find the lack of any real action rather dull. However, those who like games with a steady pace and tons of puzzles will love this.

GRAPHICS	77%
SOUND	78%
PLAYABILITY	83%
LASTABILITY	72%
OVERALL	81%

SUPER LEAGUE BASEBALL

We might think of it as glorified rounders to us, but baseball is huge in both the US and Japan. And this game attempts to simulate all the thrills and spills of the sport.

The graphics and sound are both very good, with nicely animated batters and pitchers, and plenty of atmospheric spot effects. The game plays a challenging version of baseball, with tough computer opponents and a two-player option for head-to-head laughs and chuckles.

Baseball might not be everyone's cup of tea, but if you enjoy supping on this particular cup of brew, check it out.



GRAPHICS	76%
SOUND	74%
PLAYABILITY	83%
LASTABILITY	71%
OVERALL	80%

SUPER MONACO GP

Can you imagine taking the wheel of a large automobile? A turbocharged automobile? One that can go really, really fast? Well, live out those dreams courtesy of this incredible Megadrive arcade conversion, which lets you race top drivers around eighteen different Grand Prix circuits.

In the arcade mode it's a straight conversion of the arcade machine where you race around the famous Monaco street track. First you race a qualifying lap, then race against fourteen other drivers. If you come in the top three, you get the chance to race again, only this time in wet conditions.

In the World Circuit mode you race an entire season against other pro drivers in an attempt to win the Grand Prix. Eighteen circuits and potential placings with top racing teams await the best drivers.

Super Monaco GP is a thrilling race game, with fast and effective 3D and great gameplay. It's incredibly addictive and has loads of lasting appeal, with a password system to let you have an ongoing Grand Prix campaign. If you're a speed nut, make sure you get this.

GRAPHICS	90%
SOUND	78%
PLAYABILITY	96%
LASTABILITY	91%
OVERALL	94%

SUPER THUNDERBLADE

Take to the skies in a combat chopper and fly solo against an entire enemy army in this 3D coin-op conversion. Containing both first-person and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you too!

This was one of the first ever Megadrive games, and a year ago it looked pretty good. However, compared with other offerings, the jerky 3D and sluggish control methods makes this game look rough around the edges. Fans of the original machine will get plenty of kicks, but anyone else will find it all rather uninspiring.

GRAPHICS	78%
SOUND	67%
PLAYABILITY	72%
LASTABILITY	55%
OVERALL	69%

SUPER SHINOBI

Known in the UK and America as Revenge of Shinobi, this is a slick, superb looking, great sounding and incredibly playable platform game in which you guide hero Shinobi on a solo infiltration deep into enemy territory.

Shinobi's armed with a couple of Piks, a bagful of shuriken and some Ninja magic - not much against an enemy army tooled up with the likes of flame throwers, machine guns and martial arts specialists. There are also nasty end-of-level baddies to keep Shinobi on his toes.

With stunning graphics and amazing music, Super Shinobi is a joy to play. The gameplay is beautifully balanced so you seem to get just a little bit further with every game. The game

itself is huge, spread over 20 different and very long sub-levels, making this challenging even to the most skillful of players. If you're a platform game fan, this is an essential purchase.

GRAPHICS	92%
SOUND	93%
PLAYABILITY	95%
LASTABILITY	91%
OVERALL	94%



THUNDERFORCE II

Overshadowed by its successor, but nevertheless a robust shoot 'em up with plenty of thrills 'n' spills, this blaster has action set over nine different horizontally and overhead scrolling levels packed to the gills with enemy ships and huge (and we mean huge) end-of-level guardians.



There are plenty of different weapons to pick up, and on later levels you certainly need 'em, with swarms of aliens attacking from all sides, and landscape features to dodge.

It's a tough game, and sports some great graphics (some of the background scenery is excellent, and the big tank which trundles into the fray at the end of level two is amazing), crunchy sound (including some rocking good tunes, ear-rending effects and even some sampled speech) and plenty of variety. Recommended to blasting fans.

GRAPHICS	82%
SOUND	88%
PLAYABILITY	83%
LASTABILITY	76%
OVERALL	81%

THUNDERFORCE III

The Thunderforce fighter is back in a graphical tour de force. The action is waged over six different scrolling planets, each with its own unique backdrops, alien ships and end-of-level guardians (including a fantastic fire-breathing Godzilla lookalike). Five levels are selectable at the start, but all have to be finished before you're able

to tackle the sixth planet, which is split into three distinct levels, the final one of which is a giant multi-screen enemy space cruiser which is literally bristling with gun emplacements and missile launchers.

The graphics are truly marvellous, with parallax-scrolling backdrops and some great sprites. The sound isn't bad, either. Put those together with the great gameplay and you've got a superb shoot 'em up which is highly recommended.



GRAPHICS	88%
SOUND	86%
PLAYABILITY	91%
LASTABILITY	86%
OVERALL	89%

TONGUE OF THE FATMAN

This one or two-player arcade-style one-on-one beat 'em up throws the player into the futuristic arena where combatants have to fight one another in a gladiatorial style contest. With a variety of fighting moves and a host of nasty tricks purchasable at the beginning of a fight with your prize money, it's no-holds-barred as you tackle the likes of an Atomic Rooster, a Spider-woman and even a leather-clad lovely with living hair!

The graphics, and particularly the animation, are utterly superb. However, these are let down by the gameplay, which to be blunt is far too easy, letting you get way into the game on your first sitting. It's a real shame that this is the case, as experienced gamers will simply not get their money's worth. Check it out by all means - if just to see the graphics - but play before you buy.

GRAPHICS	87%
SOUND	75%
PLAYABILITY	86%
LASTABILITY	62%
OVERALL	71%

TORA! TORA!

This is the latest from vertically scrolling shoot 'em up specialists Toaplan (authors of Truxton and Flying Shark), and although it's great fun, suffers from being too easy to complete.



The object is simple enough - just carve up the screen destroying all and sundry. There are a variety of pick-up weapons to bolt onto your craft, one of which is a super sweep laser which destroys everything in its path. The graphics and sound are both very good, but as we've said, the game is just too easy, and it's possible to go all the way through its ten levels in a couple of sittings. Perhaps one for the novices?

GRAPHICS	61%
SOUND	57%
PLAYABILITY	67%
LASTABILITY	48%
OVERALL	59%

TRUXTON

Although original features are distinctly lacking in this vertically scrolling arcade conversion (which incidentally is also known as Tatsujin), it's a good, solid blast which offers plenty of action, speed and excitement.

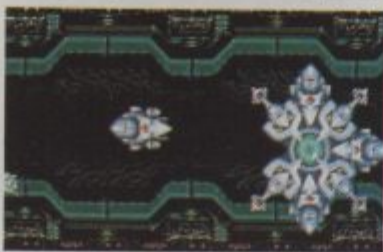
Pilot your super star cruiser through rank after rank of alien craft and destroy all that gets in your way. Power-up weapons and end-of-level baddies are present, of course, to spice up the action, and it all adds up to a fun and addictive shoot 'em up which throws down a considerable challenge to the player.

GRAPHICS	81%
SOUND	79%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	82%

WHIP RUSH

Originality certainly wasn't high on the priority sheet when this very average scrolling shoot 'em up was thought up. Simply pilot your space craft into enemy territory and blast everything that gets in your way. Grab the power-ups to increase your destructive powers and help you blow up those end-of-level baddies.

If Whip Rush was fun, maybe the unoriginality could be overlooked, but



the gameplay, the ship's handling and the graphics and sound are so weak that after a few goes you start wanting to play something else. There are loads of better shoot 'em ups on the Megadrive - try something like Truxton or Thunderforce III rather than wasting your cash on this.

GRAPHICS	71%
SOUND	70%
PLAYABILITY	55%
LASTABILITY	36%
OVERALL	48%

WORLD CUP SOCCER

The one and only soccer game on the Megadrive, and it's not bad. It's also true to say that it's not brilliant either. Pick a team from a host of world famous clubs and see whether you can make it in the World Cup. The action is displayed from an overhead viewpoint, and play is fast and furious. However, it must be said that the difficulty level is very low, so unless you're playing two-player mode, the challenge level is minimal, and within

a few goes you'll be lifting the world cup.

Worth checking out if you're really desperate for a football game, but if you're a good gamesplayer don't forget about that low, low difficulty level. Our advice is to try a different sports game (like John Madden's Football) and wait for a better soccer game to come along.



ZANY GOLF

This is an offbeat "sports" simulation based around that most famous of British seaside resort pastimes, crazy golf. Featuring courses as bizarre as they're tricky, this is a surprisingly addictive little number that just keeps you coming back for more.

Each one of up to four players starts off with a number of strokes, and after each hole is completed, more are added to that total. However, if you use up all your strokes, it's game over.

The first course is fairly straightforward - just whack the ball through the lighthouse and into the hole. Then things start getting weird, with a bouncing hamburger and a ketchup fountain to negotiate.

Other courses include a Disney castle, a breakout section, a laboratory complete with electric sparks and an anthill.

The graphics and sound are both great, but the addictive gameplay is what keeps you coming back to it. If you're after something different, check this out - and it's guaranteed that your parents will love it!

GRAPHICS	79%
SOUND	74%
PLAYABILITY	82%
LASTABILITY	73%
OVERALL	80%

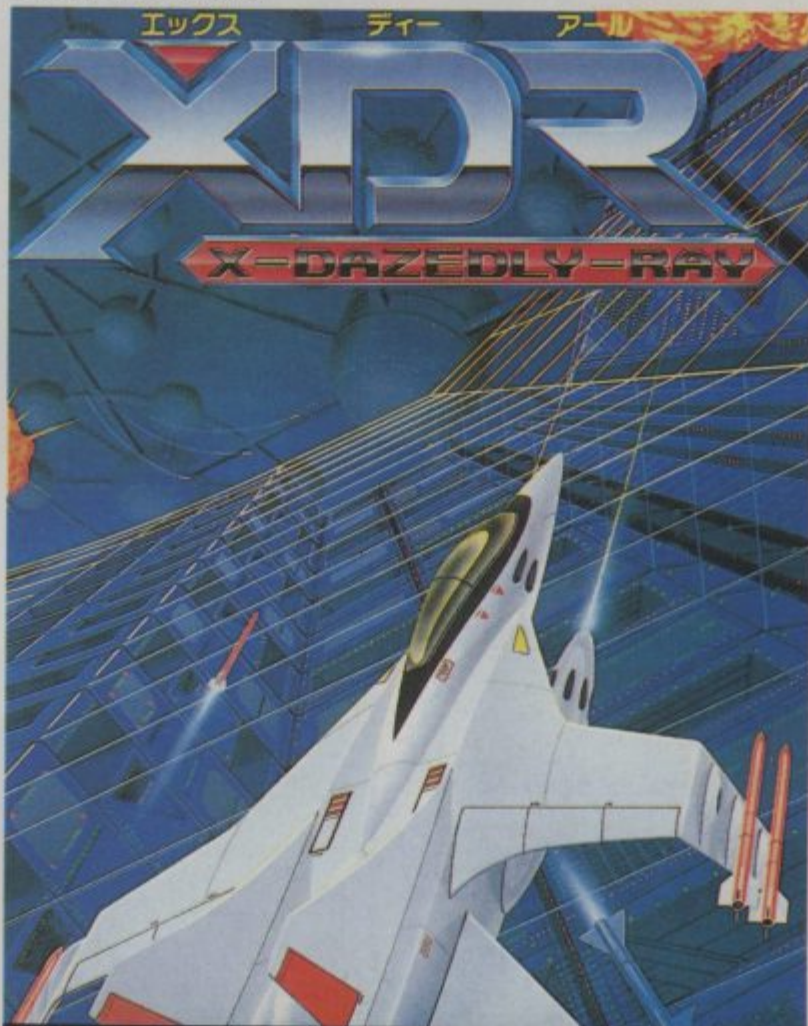
ZOOM

Reminiscent in many respects of that decade-old arcade classic, Amidar, this painting game requires you to make your way around a grid and fill in each square by painting around the edges. A load of strange baddies (who have a battle cry, "come on boys" which sounds at regular intervals throughout the game) patrol the grid and must be avoided since their touch is fatal.

There are a number of pick-up goodies in the form of invincibility and freezers. As you progress through the game, the screens get more and more difficult to negotiate, with complex patterns upon which it's easy to get trapped.

Zoom is quite good fun, and is addictive to boot. However, there isn't much variety, and after a couple of sessions it all starts to get a little bit boring. With a few more features, this could have been a really addictive little game. As it stands, it's a fairly fun game that falls short of its potential.

GRAPHICS	61%
SOUND	53%
PLAYABILITY	73%
LASTABILITY	62%
OVERALL	71%



This horizontally scrolling shoot 'em up looks more like a Master System game than a Megadrive game! The sprites are flat-coloured and the colours are garish and the sound is pretty weedy.

That could be excused is the gameplay was up to scratch, but unfortunately it isn't. It's very much like Whip Rush in the respect that there are absolutely no original features at all, and the weapons are all as lame as a horse with leg irons. The aliens swoop in to attack with all the vigour of a old-age pensioner off to an acid house party and the bland landscapes that scroll by are as memorable as a Basildon housing estate.

It takes but a few goes to become bored, and that's not what Megadrive games are about. We want excitement! Thrills! Spills! And some decent gameplay. Give it a miss and buy something far more exciting instead.



GRAPHICS	59%
SOUND	45%
PLAYABILITY	49%
LASTABILITY	41%
OVERALL	47%

SEGA
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MASTER SYSTEM

GUIDE

MASTER SYSTEM

ACTION FIGHTER

This conversion of the elusive Sega coin-op is a vertically scrolling multi-level blast, with the player racing a car which has the ability to transform into both a bike and a jet fighter, with one objective in mind - blast the crapola out of everything in sight!

The graphics are bright and colourful, and quite well animated for what they are, and the sound is really great, with loads of explosions and bouncy tracks, and the excellent gameplay makes this a really neat and quite addictive shoot 'em up, that, although seems a little crumbly by today's standards, is more than enough to give any shoot 'em up freak their fix of the action.

GRAPHICS	78%
SOUND	67%
PLAYABILITY	88%
LASTABILITY	82%
OVERALL	84%

AERIAL ASSAULT

Horizontal scrolling shoot 'em up action, as you take to the skies in your super powered jet fighter, blasting invading military forces into oblivion! As is the norm with a game of this ilk, power-ups are in abundance, as well as large end-level guardians and the like. One bullet up the tailpipe, however, and you're history.



Although the graphics look a little dated, and the sound is little more than a few blips and booms, Aerial Assault is a fun game to play with some really nice touches (such as the sunset level ripped straight out of P-47), it's not too tough, and surprisingly addictive. If you're in need of a blast on your Sega, don't expect the world, but take a look.

GRAPHICS	78%
SOUND	67%
PLAYABILITY	83%
LASTABILITY	77%
OVERALL	82%

AFTERBURNER

One of the earlier coin-op conversions for the Master System, this puts you at the controls of a super-powered F-14, pitted against myriad airborne and ground-based forces, all trying to blow you away - so you've got to give as good as you get!

The problem here lies with the original arcade machine - take away the stunning graphics and the thumping soundtrack, and you're left with a very simple, aim and fire blast, which is the feeling this version gives - graphically very plain, and the sound falls into the realms of "arrgh"! The whole thing is very slow too, and makes this overall a very dull, unplayable game. Only take a look if you're a real Afterburner nut.

GRAPHICS	63%
SOUND	56%
PLAYABILITY	58%
LASTABILITY	45%
OVERALL	51%

ALEX KIDD IN MIRACLE WORLD

In not so many words, this is Sega's answer to Mario - a madcap platform romp through a multitude of horizontally scrolling levels, packed out with hidden bonuses and screens, and a wacky sub-game based on the old "scissors, paper, stone" game!

The audio-visuals are little short of brilliant, with some absolutely hilarious gags, and the thoroughly absorbing gameplay will have you glued to



your screen for hours on end. If platform action is your bag, check this out pronto!

GRAPHICS	84%
SOUND	78%
PLAYABILITY	86%
LASTABILITY	85%
OVERALL	86%

ALEX KIDD IN HIGH-TECH WORLD

A continuation of the Alex Kidd saga, this is essentially much of the same - more wacky platform action with loads of bonuses and other bits and bobs. Again, the graphics and sound are really good, but there's nothing outstanding to make this any better than the original - if anything it's nowhere near as much fun. Take a look, but don't expect anything earth-shattering.



GRAPHICS	79%
SOUND	78%
PLAYABILITY	77%
LASTABILITY	75%
OVERALL	76%

ALEX KIDD AND THE LOST STARS

Another Alex Kidd game, featuring Sega's favourite character as he travels around the platform environment attempting to solve puzzles and save the day.

The graphics and sound are what you expect from an Alex Kidd game, so they're all jolly and colourful, and the gameplay is as addictive as all the others in the series.

Alex Kidd fans are bound to love it - so if you're one such person, check it out.



GRAPHICS	80%
SOUND	76%
PLAYABILITY	84%
LASTABILITY	73%
OVERALL	80%



ALEX KIDD IN SHINOBI WORLD

The latest, and probably the best in the Alex series so far, this is a hilarious mixture of Alex Kidd and Shinobi, resulting in a platform chop-socky game that is guaranteed to be a lotta laffs. Alex's girl has been pinched by the Dark One, and the big-eared wonder (now empowered with Ninja Magic - ooh!) is out to get the girl and put the evil geezer where he belongs.

The graphics are top-notch, and very reminiscent of both games, with lots of oriental ninja flavour, and the sound is excellent - especially the cutesy version of the Shinobi title music! Dead funny, and playable as heck, Shinobi World is one that you should grab hold of at the first opportunity!



GRAPHICS	90%
SOUND	88%
PLAYABILITY	93%
LASTABILITY	86%
OVERALL	90%

ALIEN SYNDROME

The original Sega coin-op gained somewhat of a cult following, thanks to the rather gross graphics and horrific screams that would shriek out at you (not a game for the weak-hearted!).

The game pits two human super soldiers, by the name of Ricky and Mary, on a mission to rescue hostages from six starships that have been invaded by some of the most disgusting aliens ever seen in a video game.

What this basically means is trolling around a multidirectionally scrolling landscape, blasting the aliens, touching the hostages and heading towards the exit before a time bomb goes off. Reach the exit and you have to fight a horrid end-of-level guardian - beat that and it's onto the next ship.



This Sega version is pretty good, with nearly all the features of the original machine, but has some odd gameplay quirks, particularly in the way the screen scrolls, which makes it difficult to see what's coming towards you. With a few tweaks this could have been brilliant. As it stands it's simply a tough shoot 'em up which offers a fair amount of entertainment.

GRAPHICS	81%
SOUND	72%
PLAYABILITY	76%
LASTABILITY	69%
OVERALL	73%

AMERICAN BASEBALL

It's baseball. What more can we say about it? Well, the graphics are jolly good. There's a one or two-player option and a whole load of different teams to pick.

The game is nice and easy to control, but the computer opponents are challenging enough to keep even the most expert of console baseball players happy.

If baseball's your scene, this is worth taking a look at.

GRAPHICS	78%
SOUND	77%
PLAYABILITY	80%
LASTABILITY	71%
OVERALL	74%

AMERICAN PRO FOOTBALL

Featuring superb presentation screens and a beautifully balanced difficulty level, American Pro Football is the finest simulation of the sport on any 8-bit machine.

The graphics are tremendous, and there's great joystick feedback which really draws you into the action.



A system of menus are used to dictate play, and while they offer an amazing array of moves, they're very simple to operate, so a novice can get straight into the action, but have enough variety to let experts develop complex plays depending on the situation.

The graphics and sound are both great, and the highly addictive gameplay is the icing on the cake. An absolute must for sports fans everywhere.

GRAPHICS	90%
SOUND	91%
PLAYABILITY	96%
LASTABILITY	93%
OVERALL	95%



ral beings and challenge other ghoulish gangs to a game of basketball.

However, when it comes to playing the game, it's all rather simplistic and dull, and it doesn't take long to get bored. It's a shame really, because this could have been utterly brilliant. As it stands it's just a mediocre basketball game with some very fancy graphics.

GRAPHICS	82%
SOUND	67%
PLAYABILITY	66%
LASTABILITY	50%
OVERALL	56%

BATTLE OUT RUN

Take to the highways in this Chase HQ-style car-crashing game and bump the baddies off the road before they escape!

The background graphics are



quite simplistic, but the sprites are excellent and there's plenty of action and excitement as you burn up the road and attempt to catch up with the baddie car before starting your assault.

Although Battle Out Run isn't as challenging as Fire and Forget II, there's enough in there to warrant purchase - give it a go if you're into fast action.

GRAPHICS	84%
SOUND	80%
PLAYABILITY	86%
LASTABILITY	78%
OVERALL	80%

BLACK BELT

Take control of a kung-fu expert and battle it out across a horizontally scrolling landscape beating seven kinds of shinola out of anyone stupid enough to cross your path.

Similar in many respects to the old coin-op, Kung-Fu Master, but with more variety and better graphics, Black Belt is a tough and challenging beat 'em up with an army of baddies to kick in, and hard end-of-level baddies to overcome.

It's definitely one of the better Sega beat 'em ups around, and is highly recommended.

GRAPHICS	80%
SOUND	78%
PLAYABILITY	89%
LASTABILITY	77%
OVERALL	81%

BLADE EAGLE 3D

One of those rare 3D glasses games, and this one isn't exactly brilliant. It's a fairly simple shoot 'em up which requires you to guide the Blade Eagle against an enemy force. It's tough, but

ASSAULT CITY

Very much in the Operation Wolf mould, this shooting game requires you to blast a variety of enemy sprites with your crosshair sight as you make your way across levels of horizontally scrolling landscape.

Although it seems a bit on the dull side at first, it's actually pretty good fun and grows on you the more you play it. The game difficulty is set on quite an easy level, making it very simple to get into and very addictive in the short-term.



The lasting appeal is questionable, but if you're after a shooting game which doesn't require a light gun, this is worth taking a look at.

GRAPHICS	72%
SOUND	68%
PLAYABILITY	72%
LASTABILITY	55%
OVERALL	70%

ASTRO WARRIOR/PITPOT

Originally free with the Sega, and easy available if you check out classi-

fied adverts, this cartridge features two pretty jolly little games.

Astro Warrior is an up-the-screen blaster in which you shoot oncoming alien craft, pick up the extra weapons and unleash them on the end-of-level baddies. It's simple, but it's great fun and highly addictive, and is one of the better Sega shoot 'em ups around.

Pitpot is a very original game that offers plenty of laughs - it wouldn't be very good value on its own, but combined with Astro Warrior it's a good second game.

If you can find the cartridge for a cheap price, this is well worth getting.

GRAPHICS	75%
SOUND	75%
PLAYABILITY	82%
LASTABILITY	73%
OVERALL	79%

AZTEC ADVENTURE

Aztec Adventure is an arcade adventure with pseudo role-playing overtones. It starts out full of promise, but very quickly becomes pretty yawn-some as you make your way around the bland landscapes attempting to solve puzzles and make headway.

Considering the plethora of other RPGs on the Sega, this is a very poor offering indeed and the only recommendation we can offer is take a look at all the others and avoid this like the plague!

GRAPHICS	48%
SOUND	33%
PLAYABILITY	38%
LASTABILITY	29%
OVERALL	38%

BANK PANIC

This ancient arcade conversion tests your reflexes and hand-to-eye co-ordination as you attempt to shoot baddies as they emerge from behind closed doors and avoid shooting any innocent bystanders if they happen to enter the action.

It's very simplistic, but it's pretty good fun and keeps you entertained for quite a while and is a great way to test out your gamesplaying skills - the action gets very fast and furious on later levels.

The lasting appeal is limited, as the gameplay is quite simple, but this is a cheap cartridge and well worth having a look at.

GRAPHICS	71%
SOUND	53%
PLAYABILITY	81%
LASTABILITY	65%
OVERALL	78%

BASKETBALL NIGHTMARE

Featuring very impressive, beautifully animated in-game screens, this basketball game looks great! The idea is to take control of a team of supernatu-



SEGA
8-BIT

MASTER SYSTEM

GUIDE

the 3D isn't brilliant and the gameplay gets rather bland after a while.

If you're desperate for a 3D game, try this out - but not before taking a look at Space Harrier 3D or 3D Out Run.

GRAPHICS	67%
SOUND	56%
PLAYABILITY	53%
LASTABILITY	44%
OVERALL	51%

BOMBER RAID

Bomber Raid is a vertically scrolling shoot 'em up in which you fly a fighter craft deep into enemy territory with

the intent of causing as much damage as possible.

The enemy haven't reacted kindly to your invasion of their air-space, so expect plenty of opposition. There are five levels in all, each packed with power-up weapons and sporting a giant guardian at the end of each.

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

GRAPHICS	74%
SOUND	65%
PLAYABILITY	76%
LASTABILITY	65%
OVERALL	71%

CALIFORNIA GAMES

This wacky sports sim has six events: half-pipe, foot bag, surfing, roller skating, BMX riding and frisbee-throwing.

From the start you've got an option to play in one, all or some events, or just practice them: none are so hard that you'll smash your Sega, nor so easy that you'll master them in an hour.

The graphics on all are pretty impressive, the animation smooth - but it's the competitive element that makes this a winner. Whenever you play it, it's totally compulsive. A must for your Sega.



GRAPHICS	95%
SOUND	89%
PLAYABILITY	96%
LASTABILITY	93%
OVERALL	94%



CAPTAIN SILVER

Aaaa! Guide cripsey Captain Silver across a horizontally scrolling landscape and slash and hack away at the variety of lurking baddies that are ready to attack.

The graphics are truly rubbish, and the gameplay is very dull indeed - just guide the nancified pirate across the landscape and prod at the badly-drawn sprites. It takes a few goes to get this sussed and it soon becomes as boring as can be.

This was originally a coin-op - so it'll come as no surprise that it completely bombed. Give it a miss.

GRAPHICS	45%
SOUND	34%
PLAYABILITY	56%
LASTABILITY	44%
OVERALL	47%

CHASE HQ

Crime is rife in these parts, and the perpetrators are using turbo-charged sports cars to out-pace the standard Police black-and-whites. To combat the problem, the police department has set you and your partner up as the Chase Squad, and kitted you out with a nippy black Porsche 944 so you can keep up in the hottest of hot pursuits (and impress the girls at the same time).

You get two minutes to apprehend each criminal - one minute to spot his car, then a further 60 seconds to run him off the road. If you run out of time, the criminal escapes outside the city limits and the pursuit is called off.

The gameplay is as exciting as it was in the arcades, and even if you've never played the coin-op, the high-speed thrills of this conversion make it well worth a look.

CLOUD MASTER

This game is weird! It's a horizontally scrolling shoot 'em up in which you fly a little man against a load of very strange baddies, including a giant chicken! There are power-up weapons to collect, of course, and end-of-level guardians to kick the shindola out of.

The graphics are simple and colourful, and the action is very straightforward, making this an enjoyable little game which becomes dull after a few weeks.





GRAPHICS	84%
SOUND	78%
PLAYABILITY	89%
LASTABILITY	83%
OVERALL	86%

CHOPLIFTER

Hundreds of hostages have been taken prisoner and are held deep with-

in enemy territory (pretty topical, eh?) and it's up to you to fly in and rescue them.

The mission of mercy takes place over a series of horizontally scrolling landscapes, and you've got to fly your chopper behind enemy lines, land, pick up the hostages and drop them off safely at home base.

The enemy is wise to your antics though, and there's stiff opposition in the form of gun emplacements and aircraft. But no-one said it was going to be easy.

With excellent graphics and challenging gameplay, Choplifter is one of the best shoot 'em ups around. Take it for a flight.

GRAPHICS	81%
SOUND	76%
PLAYABILITY	91%
LASTABILITY	83%
OVERALL	89%

COLUMNS

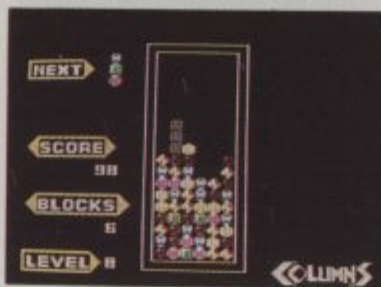


GRAPHICS	77%
SOUND	71%
PLAYABILITY	77%
LASTABILITY	72%
OVERALL	73%

Oh no! Funny-coloured jewels are falling into a box! Okay, so it's not the most exciting scenario ever, but this is a game of the "classic simplicity" type, such as Tetris and Klax.

The jewels descend in assorted blocks of three, the order of which can be changed as they fall down. When a minimum of three jewels of the same colour are placed together, horizontally, vertically, or diagonally, they disappear - and the jewels above fall down to fill the gaps.

It sounds rather dull, but Columns is the sort of game that you keep on



coming back to time and time again because it's simple, playable and very addictive indeed. It starts off easy, but when you get to high levels the jewels fall at very high speed, and your hand-to-eye co-ordination is given a really good work-out. A special mention must go to the sound, which is one of the best tunes heard on the Sega.

Columns might not be the most exciting game in the world, but it's a great way to unwind after you've just dispatched some big baddie with your lasers, or have kicked the heads of endless street gangs in the latest beat 'em up! Try it out - you'll be surprised at just how much fun it is!

GRAPHICS	79%
SOUND	90%
PLAYABILITY	93%
LASTABILITY	89%
OVERALL	90%

CYBORG HUNTER

Similar in style to the Zillion games, this arcade adventure casts the player as a hero who must destroy a mad Professor who's building a large army of war robots with which he plans to take over the world.

The mission of mercy involves penetrating the Prof's well defended complex, destroying all the robots therein, and finally confronting the Prof.

It's all quite jolly and action-packed, but originality and good graphics are very thin on the ground.



GRAPHICS	69%
SOUND	67%
PLAYABILITY	73%
LASTABILITY	57%
OVERALL	71%

DEAD ANGLE

This Operation Wolf-style coin-op conversion takes you back to the gangster years of the 1930's and casts you as a copper on a mission to wipe out an evil gang.

Hoodlums pop up from all angles, and you've got to blast them using your crosshair sights before they can fire and wear down your energy bar.

The graphics are great, with plenty of neat touches, and the gameplay is very addictive. Easily one of the best shooting games on the Sega, this is well worth taking a look at.

GRAPHICS	80%
SOUND	79%
PLAYABILITY	84%
LASTABILITY	80%
OVERALL	83%

DOUBLE DRAGON

When your girlfriend is kidnapped by a gang of merciless hoodlums, there's only one thing for it. Grab your special kung-fu trousers and travel into their territory to get her back.

The rescue mission is fraught with danger, and gang members attack every step of the way. Fortunately you're familiar with martial arts combat, so you can give them a good kicking - but sometimes their numbers are almost overwhelming.



With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

GRAPHICS	78%
SOUND	67%
PLAYABILITY	88%
LASTABILITY	79%
OVERALL	85%

DYNAMITE DUX

Oh no! You've been transformed into a cute duck and have been transported to Cute Town where all the cute inhabitants hate your guts!

There's only one thing for it: fight your way through the horizontally scrolling landscape, beating up everything that gets in your way and confront the evil arch-baddie on the final screen and gently persuade him to reverse the curse.

The graphics on this wild 'n wacky beat 'em up are truly superb, with ba-

zooka-carrying foxes, marauding mooseheads and gangs of field mice all entering the fray. The gameplay is fun, but it's all a little too easy, so expert gamers won't get full value for money from it.

GRAPHICS	92%
SOUND	83%
PLAYABILITY	91%
LASTABILITY	63%
OVERALL	79%

ENDURO RACER

This moto-cross racing game is one of the easiest Sega cartridges to complete. Ten levels of diagonally scrolling track lie between you and the finish line, and even a novice should be able to burn all the way through to the end in a single sitting.

If you're after a racing game with bikes, take a look at Hang On and don't bother with this.

GRAPHICS	65%
SOUND	57%
PLAYABILITY	47%
LASTABILITY	21%
OVERALL	32%

ESWAT

The city is under siege and only a heroic cop can save the day! Six ruthless crime bosses have clubbed together in order to bring a reign of chaos to the city. Violent crime is common place - no-one feels safe. The police are over-powered by the sheer enormity of the new crime wave. Enter the ESWAT (Enhanced Special Weapons and Tactics) team, a bunch of hardened cops with the greatest weaponry and armour that the city can provide.



After the rather nifty arcade game, this is a bit of a disappointment. The original coin-op features a variety of mean 'n' meaty weapons, but the ones in this version are wimpy by comparison. Even the graphics are feeble compared to their arcade counterpart, with gaudy backdrops and small, poorly animated sprites. When you get



down to playing it, once again the game is a let-down. It's great fun at first, but there are only five levels and they're very easy to get through. None of the end-of-level baddies offer much resistance, and anyone who's a half-

decent player should be able to finish the game pretty quickly.

GRAPHICS	61%
SOUND	56%
PLAYABILITY	62%
LASTABILITY	45%
OVERALL	59%

F16 FIGHTER

This looks pretty impressive, but unfortunately suffers from very bland gameplay. Just fly the eponymous F16 Fighter against the swarms of enemy aircraft and blow them up to keep in the game.

The graphics and sound are average, and the gameplay soon becomes dull. Avoid it.

GRAPHICS	48%
SOUND	43%
PLAYABILITY	56%
LASTABILITY	39%
OVERALL	48%

FANTASY ZONE

This wacky horizontally scrolling shoot 'em up has the wildest, most colourful graphics ever seen. The object is to patrol the environment and blast all the big motherships that hover around the wrap-around landscape. Once they're all destroyed you have to take on an end-of-level baddie.



As we've said, the graphics are very colourful, but they're nicely drawn and give the game plenty of character. The gameplay is very addictive indeed, and there's plenty to challenge a hardened shoot 'em up fan

GRAPHICS	85%
SOUND	81%
PLAYABILITY	88%
LASTABILITY	86%
OVERALL	87%

FANTASY ZONE II

A superb shoot 'em up, but suffers from being too similar to the original. If you haven't already got Fantasy Zone, buy this one instead.

GRAPHICS	89%
SOUND	80%
PLAYABILITY	90%
LASTABILITY	83%
OVERALL	88%

FANTASY ZONE III

Not a scrolling shoot 'em up this time, instead the third in the Fantasy Zone series takes the player to a series of mazes where he must negotiate a variety of hazards and baddies to win the day.

The game is a load of fun and, although the graphics are simplistic, there's plenty there to keep anyone happy for days on end.

GRAPHICS	79%
SOUND	73%
PLAYABILITY	82%
LASTABILITY	76%
OVERALL	81%

FIRE AND FORGET

A conference of all world leaders is being held in the city of Megapolis, and the outcome of this historic event could be world peace. Hurrah! However, a ruthless gang of terrorists is driving towards the city with a large nuclear bomb and they intend to blow up the whole place - leaders and all - and then take over the world during the following confusion.

There's only one person who can save the day - and that's you! So grab the keys to your 850 horse power deathmobile, the Thundermaster II, arm its guns and missiles and take to the 3D highway and destroy the villains before they complete their foul mission!

Fire and Forget II's action is very fast and pretty tough, almost to the point of being off-putting at first. However, once you get used to the speed of things, you start getting into the action and rise to the considerable challenge. The graphics and sound are both brilliant - the road is particularly smooth and convincing - and the update on the sprites is excellent.

A must for addicts of highway violence!

GRAPHICS	88%
SOUND	71%
PLAYABILITY	84%
LASTABILITY	83%
OVERALL	86%

GANGSTER TOWN

This old, rather dull game features reasonable graphics and sound, but doesn't really have that addictive spark to keep you coming back for more. Try something else instead.

GRAPHICS	65%
SOUND	56%
PLAYABILITY	58%
LASTABILITY	41%
OVERALL	48%

GAUNTLET

This game was a sensation when appeared in 1986, and this version has all the features of the original machine.

Each player (and there can be two at once) selects a character - either the Valkyrie, Elf, Wizard, or Warrior. Then you're thrown in at the deep end - placed in a huge scrolling dungeon full of creepy creatures and malevolent monsters! All you have to do is make your way to the exit - not easy because there's a vast army of creatures out to knock down your health points.

The levels are littered with treasure chests, which give bonus points when collected. Food can also be found which adds 100 points to your health, and there are also potions which give temporary benefits such as invulnerability and spells which damage or kill everything on-screen when unleashed.



The game is played at a tremendous speed, and each dungeon is packed with literally hundreds of vile and gruesome creatures all out to get you - as you can imagine, it's action

all the way! As well as being very playable, the graphics and sound are also excellent. The sprites are small, but they're superbly detailed, and the backdrops are very polished, giving the game a true arcade look.

With 100 different levels to challenge you, Gauntlet won't lose its appeal in a hurry. If you've got a Sega, do yourself a favour and plug this into it.

GRAPHICS	93%
SOUND	69%
PLAYABILITY	95%
LASTABILITY	88%
OVERALL	90%

GHOSTBUSTERS

This is a conversion of the incredibly successful computer games of the film, the first version of which appeared on the Commodore 64 over five years ago! But don't let its age put you off - the gameplay's still as fresh as the day it was conceived.

On the whole Ghostbusters is a great game. There are a few new additions to this Sega version, and the gameplay has been tweaked to make it even more exciting.

The graphics are nicely detailed, smooth and colourful - the music, though, is utterly dire, and sounds like a load of deaf people are trying to play the Ghostbusters theme tune on some crummy old synthesizers.

Still, turn down the volume and get bustin'...

GRAPHICS	89%
SOUND	24%
PLAYABILITY	88%
LASTABILITY	81%
OVERALL	86%

GHOST HOUSE

Originally on ROM card, and now re-released on cheapie cartridge, this off-beat platform game has you running around the screen shooting at a variety of supernatural baddies - including Count Dracula himself!

The graphics are of the cute style -



Sega's enormous coin-op has had its fluid drained and has been squeezed down to fit inside a Master System box. Yes, impossible though it may seem, Galaxy Force has been converted to the Sega, and it's brilliant.

Four levels of 3D shooting action await the player, each scene including a plenty run and then a trip down a hazard-packed tunnel to destroy the target at the end.

the graphics are truly marvellous, and the gameplay is challenging enough to keep you occupied for weeks. If you're after the best 3D

game on the Sega, look no further than this:



GRAPHICS	91%
SOUND	78%
PLAYABILITY	94%
LASTABILITY	86%
OVERALL	91%

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big heads, big eyes and little bodies - and the sound is very jolly, and at its cheap price the addictive gameplay provides fun at a price every Sega owner can afford.

GRAPHICS	68%
SOUND	54%
PLAYABILITY	79%
LASTABILITY	73%
OVERALL	79%

GLOBAL DEFENCE

Known better to arcade goers as SDI, this Missile Command variant gives you a very unenviable task. An enemy country has launched a missile attack on your country and you've got to shoot them all down with your cross-hair sights before they land.

Not only are there missiles flying around, there are also a variety of spacecraft providing plenty of hassle - eek!

The graphics are excellent, and the gameplay is addictive too - in fact the only thing wrong with it is the tricky control method, which makes it frustratingly difficult to get into. If you're prepared to stick with it, there's plenty here - try before you buy.

GRAPHICS	78%
SOUND	63%
PLAYABILITY	84%
LASTABILITY	72%
OVERALL	80%

GOLDEN AXE

The evil Death Adder and his army of undead are abroad, and it's up to you to take on his army and rid the land of his vile curse.

At the start of the game you can select one of three different types of magic - fire, wind or water, and after that it's time to enter the horizontally scrolling fray. The hero has a variety of offensive moves, all of which have to be used against the vast marauding army who attack every step of the way. It's a tough mission, but Death Adder isn't unbeatable...

Golden Axe is a superb conversion of the coin-op, with five tough levels of action. The graphics and sound are both top-notch and the game is highly recommended to beat 'em up fans.

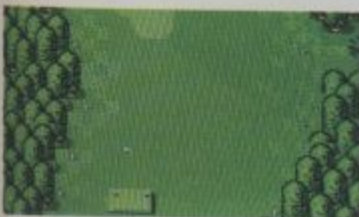
GRAPHICS	91%
SOUND	81%
PLAYABILITY	94%
LASTABILITY	89%
OVERALL	92%

GOLFAMANIA

Golfmania lets you play a round of 18 hazard-packed holes in the comfort of your very own front room.

The control method is easy to use, and it's all very simple to get into. But the holes get progressively more tricky as you play through the game and there's a strict par which you have got to try and meet.

There's plenty of lasting appeal in this one, and the challenging gameplay keeps you coming back time and time again. A must for Sega-owning golf fans - get your Dad to buy it, he'll love it!



GRAPHICS	80%
SOUND	67%
PLAYABILITY	85%
LASTABILITY	81%
OVERALL	83%

GOLVELLIUS

RPG fans will be interested in this one. Guide the hero around the large landscape and liaise with the people to save the day. There's not much action, but plenty of brainwork is required to progress through this tricky adventure.

The graphics are top-notch and the sound is atmospheric and helps draw you into the action. Arcade fans won't like this much, but if you're after a sedate game which requires plenty of the old grey matter, check this one out.

GRAPHICS	82%
SOUND	75%
PLAYABILITY	80%
LASTABILITY	81%
OVERALL	81%

GREAT BASEBALL

Baseball strikes again in this competent recreation of the sport. It plays a challenging game, and there's a two-player option to let you challenge a friend.

Great Baseball isn't as good as American Baseball, so we recommend baseball fans to try that first before buying.

GRAPHICS	77%
SOUND	66%
PLAYABILITY	76%
LASTABILITY	65%
OVERALL	70%

GREAT BASKETBALL

Grab your Air Jordans and take to the court in this enjoyable basketball simulation. It's got a neat control method, and the gameplay is fun - but really basketball isn't the greatest sport in the world to make into a console game.

If you like basketball, rush out and grab this now. Otherwise try something with a bit more oomph - like California Games or American Pro Football.



GRAPHICS	69%
SOUND	51%
PLAYABILITY	72%
LASTABILITY	60%
OVERALL	68%

GREAT FOOTBALL

Not soccer, as you might imagine - this is a simulation of American Football.

It's OK, as American Football games go, with plenty of options open to the player. However, the computer is fairly easy to beat, and it doesn't

take long before you become bored.

If you're after a good American Football simulation, try out American Pro Football - it's miles better than this and offers twice as much challenge.

GRAPHICS	58%
SOUND	44%
PLAYABILITY	77%
LASTABILITY	59%
OVERALL	67%

GREAT GOLF

If you fancy a round of 18-hole golf, this might be what you're looking for. Or is it? If you look around the shelves of your software shop, you'll find Golfmania, which has better graphics, sound and playability.



That's not saying this is a disaster, but when it comes down to it, why settle for second best when Golfmania can be bought for just a few pounds more.

GRAPHICS	72%
SOUND	75%
PLAYABILITY	78%
LASTABILITY	70%
OVERALL	71%

GREAT VOLLEYBALL

Volleyball is pretty popular in foreign countries, but over here in the UK it never really took off as a big sport. This simulation is pretty accurate, and it has good graphics and an easy-to-use control method, but really it's the sport itself that provides the problems. It's simply not very action-packed.

Volleyball fans are bound to love it, but those not keen on the sport will find that it gets dull after a while.

GRAPHICS	73%
SOUND	68%
PLAYABILITY	72%
LASTABILITY	68%
OVERALL	71%

IMPOSSIBLE MISSION

The evil genius Professor Elvin Atombender has hacked into US nuclear defence computers, and unless an extortionate ransom is paid by six o'clock this evening, he's going to launch a strike that could destroy the world.

Sounds like it's time to call Special Agent 4125, voted Most Daring Operative of 1982, 1983 and 1984. If he could penetrate Atombender's bunker and disable the computers the world will be saved. Hooray for our side!

Impossible Mission sounds great,

featuring highly atmospheric effects. It looks stunning - wait until you see the superb animation of the main sprite, and just look at the beautifully detailed robot sprites. But, more importantly it plays absolutely brilliantly. And because it's different every time you play, even if you beat Atombender, you're guaranteed a fresh challenge when you return to face him again.

A fantastic game which is destined to become one of THE classic Sega titles.

GRAPHICS	93%
SOUND	95%
PLAYABILITY	98%
LASTABILITY	96%
OVERALL	97%

INDIANA JONES LAST CRUSADE

Indiana Jones and the Last Crusade is almost as hard as the hero himself! From the very beginning the odds are stacked against you as you battle an amazingly tight time limit and hordes of gun-wielding heroes.

There are plenty of nasty hazards and traps to catch out an unwary Indy - so prepare to lose plenty of lives. It certainly helps if you make a map, since the game is the same every time you play it. The graphics are truly superb, with some of the best sprites and backdrops I've seen on the Sega, and the music's not bad either. Seasoned platform and ladders fans should be in their element with this - those not so good at this type of game might find it all too frustrating, though. Indy is a straightforward platform and ladders game in which the hero can run, jump, punch, and (if he's collected the item) whip his opponents so that he can advance to the next level. There are five scenes in all, each based on relevant parts of the film.

GRAPHICS	91%
SOUND	76%
PLAYABILITY	89%
LASTABILITY	81%
OVERALL	86%

JUNGLE FIGHTER

Danan is a horizontally scrolling arcade adventure in which the hero travels through Amazon-style jungles, villages, a battleship, and a temple, in his quest to gather the three objects and defeat the demon Gilbas.

He can jump, crouch, and whip his chopper out and wave it menacingly at the enemies as he explores the landscapes, entering buildings and underground passages. Tokens are there for the taking, adding time, life points, magic, and experience points.

It's all very similar in style to Rastan, but with more levels and a "talk to characters" option. Jungle Fighter is an enjoyable and straightforward horizontally scrolling hack 'n' slash game.



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There are a few niggling points, though. The landscapes are large, but the gameplay is a little bit tedious, since Danan can only do a few moves, and although the baddies are numerous, they're not particularly tough, allowing you to get quite far into the game very quickly. If you're a Rastan fan, give Jungle Fighter a go - but don't expect it to challenge you for long.

GRAPHICS	68%
SOUND	61%
PLAYABILITY	76%
LASTABILITY	64%
OVERALL	71%

KENSEIDEN

Here's one for Sega owners who like to use their brains. It's another one of those huge role-playing adventures in which you travel around the landscape, picking up items and using magic to defeat evil.

Action is thin on the ground, but what do you expect from a role playing game? Some of the still screens are truly superb, and there's plenty of brain-bending puzzles in the game to keep a role-playing fan happy for weeks on end!

GRAPHICS	79%
SOUND	56%
PLAYABILITY	88%
LASTABILITY	85%
OVERALL	85%

KUNG-FU KID

Graphically similar in style to Ghost House, this platform game with kung-fu overtones requires you to guide the hero around the landscape kicking in the heads of the evil enemy army. There are also end-of-level baddies to overcome - so fighting fans should be kept busy for a while.

It's all jolly fun, but if you're after something with better graphics and more challenge, take a look at Black Belt before parting with your dosh.

GRAPHICS	69%
SOUND	59%
PLAYABILITY	71%
LASTABILITY	66%
OVERALL	70%

LORD OF THE SWORD

Two game styles meet head-on in this role-playing game with arcade sequences. Plenty of deep thought is required as you travel around the landscape attempting to solve the adventure, but you're also called upon to use your reflexes in horizontally scrolling beat 'em up sequences.



A nice idea in principle, Lord Of The Sword doesn't quite make it due to the rather bland action, and the fact that the role-playing bits are quite weak - there's simply not enough of each game style to satisfy fans of either genre.

GRAPHICS	77%
SOUND	71%
PLAYABILITY	76%
LASTABILITY	66%
OVERALL	74%

MAZE HUNTER 3D

Don your cool 3D shades and enter the maze in this entertaining game of mazes and more mazes.

The 3D effect is pretty good, and while the action isn't so addictive you'll forget about eating for a week, there's not enough game in there to justify the price tag. Not an essential purchase by any means, but if you're after something to go with your 3D glasses, this is worth checking out.

GRAPHICS	77%
SOUND	58%
PLAYABILITY	76%
LASTABILITY	73%
OVERALL	74%

MIRACLE WARRIOR

Combining plenty of role-playing style brain-teasing puzzles and some Rastan-esque arcade action, Miracle Warrior puts you on a mission to avenge your brother's death.

It's a pretty tough game, and you certainly have to get your brain into gear to solve the rather tricky and obscure puzzles.

Miracle Warrior is an enjoyable game, and is recommended to arcade fans who enjoy a bit of adventure-style puzzling.

GRAPHICS	82%
SOUND	77%
PLAYABILITY	83%
LASTABILITY	80%
OVERALL	81%

MISSILE DEFENCE

Don your 3D glasses and warm up your trigger finger for this shoot 'em up with pretty neat 3D graphics.

It's not particularly original, but the action is fast and furious and should be enjoyed by arcade addicts.

Missile Defence 3D is by no means an essential purchase, but if you're after something to use with your 3D glasses, this is worth having a look at.

GRAPHICS	72%
SOUND	75%
PLAYABILITY	77%
LASTABILITY	76%
OVERALL	76%

MONOPOLY

Sega's rendition of the world famous board game has all the features of the original and sports some colourful graphics. The trouble is, that it's slow

to play. It's a shame that this is the case, since it's pretty good fun, but it just gets too dull when you're waiting for the computer to do its stuff.

Unless you're desperate to play Monopoly and never have a friend to play with, you might as well buy the actual board game - it's cheaper, and is a lot more fun than this (after all, you can't argue with the computer!)

GRAPHICS	67%
SOUND	61%
PLAYABILITY	72%
LASTABILITY	63%
OVERALL	69%

MY HERO

This rather odd-looking, cute beat 'em up (strange combination, eh?) requires you to rescue your girlfriend who's been kidnapped by local hoodlums.



The journey to get her back involves kicking and punching your way across a horizontally scrolling landscape. It's not an easy mission, and there are baddies armed with bottles and bombs just waiting to get you.

The game is good fun, but Black Belt is a better example - try that before buying this.

GRAPHICS	76%
SOUND	71%
PLAYABILITY	77%
LASTABILITY	72%
OVERALL	74%

NINJA

Recently re-released at a cheap price, this game has you guiding your shuriken-lobbing ninja up the vertically



scrolling screen in an attempt to penetrate a heavily-armed fortress.

Although the graphics are rather simplistic, the action is challenging and addictive. The difficulty level is nicely pitched so you seem to get a little further into the game each time, and there are ten levels to beat.

If you're after a combat game with a difference, this is worth taking a look at.

GRAPHICS	79%
SOUND	71%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	80%

キャッチ・ザ・ハート

OPERATION WOLF

Take the role of a super-tough commando and blast your way across six horizontally scrolling enemy landscapes using your crosshair sights to aim your gun.

There are loads of enemy soldiers, tanks, boats, helicopters - in fact, anything they can throw at you - and they're all out to get you, so make sure you're quick with your trigger finger.

Combining good graphics and solid, challenging action, this is an arcade conversion that should be checked out by all Sega shoot 'em up addicts.

YOU HAVE SUSTAINED A LETHAL INJURY - SORRY, BUT YOU ARE FINISHED HERE.

GRAPHICS	86%
SOUND	79%
PLAYABILITY	90%
LASTABILITY	85%
OVERALL	88%

OUT RUN

Take the wheel of a Ferrari and drive down the highways of America in this conversion of the classic arcade machine.

Although the 3D update isn't particularly smooth, the graphics are colourful and the gameplay is as addictive as the original coin-op. There are a variety of different ways of finishing the game, and it'll take quite a while to do them all.

If you're a race fan, take this one for a spin.

GRAPHICS	81%
SOUND	80%
PLAYABILITY	86%
LASTABILITY	78%
OVERALL	80%

OUT RUN 3D

Looks and plays almost identically to the non-3D version, but has the added bonus of effective 3D.

Out Run 3D is about the best 3D glasses game around, and should therefore be put at the top of your shopping list (as long as you've actually got a pair of 3D glasses!).

GRAPHICS	82%
SOUND	81%
PLAYABILITY	87%
LASTABILITY	79%
OVERALL	81%

PARLOUR GAMES

Combining a variety of "parlour" type board games, this sounds like fun, but in reality it's all rather dull. The games included in the package aren't really ones you'd play if you had them - they're all rather too simple. Maybe this is one for the younger Sega gamers?

GRAPHICS	63%
SOUND	58%
PLAYABILITY	56%
LASTABILITY	44%
OVERALL	47%

PAPERBOY

Paperboy is a conversion of the popular arcade game of a few years back, and casts you as a newspaper delivery boy who's round takes him to the weird side of town.

The Sega conversion captures all the humour, originality and playability of the arcade machine. It seems very straightforward at first, but once mad dogs, nutty street dancers, runaway tyres and even rogue drivers enter the fray, things start getting very tough indeed. It's great fun trying to get all the papers in the mailboxes, but the best part of the game is causing as much damage to non-subscribers' properties as possible!



With its fantastic graphics and faithful arcade tunes, Paperboy should find a place in any arcade fan's cartridge collection.

GRAPHICS	90%
SOUND	87%
PLAYABILITY	92%
LASTABILITY	87%
OVERALL	89%

PENGUIN LAND

Penguin Land, not surprisingly, casts the player as a little penguin, who is stuck at the top of a glacier of ice cubes with an egg. The idea of the game is to guide the egg down each glacier without breaking it by dropping it too far. The other hazards take the form of arctic beasts such as polar bears, who threaten the flightless avian as well as his egg.

This is a decent little action/puzzle sort of game, made more jolly by the cute and colourful graphics. Unfortunately, the gameplay isn't powerfully addictive stuff, so it's probably most appealing to younger Sega players.

GRAPHICS	78%
SOUND	54%
PLAYABILITY	69%
LASTABILITY	63%
OVERALL	68%

POSEIDON WARS

As the name suggests, this is a 3D electro-specs game, which puts you in the middle of a naval war. Sink as many of the patrol boats and battleships zooming across the horizon as

possible, and zap any aircraft swooping overhead.

The hostile sprites don't whoosh out of the screen, and the 3D specs only provide the illusion of ships zipping across the screen at different distances from the player. The action is quite basic, shoot 'em up stuff too, so all in all, this isn't a particularly stunning game, even with the added dimension.

GRAPHICS	63%
SOUND	65%
PLAYABILITY	56%
LASTABILITY	54%
OVERALL	55%

PRO WRESTLING

Pro Wrestling on the Sega offers you the chance to get into that ring and fight it out against huge, grotesque, sweating muscle-mountains. The joy-pad becomes your means of attack and a number of wrestling moves have been crammed into the game! You'll need them too, as the opposition have no qualms about kicking your head in.

This version of the old grappling game features some very nice presentation screens, but unfortunately this graphical competence doesn't extend

to the game itself, where the sprites are ill-defined and the backdrops not much better. The sound is pretty awful, but it's the very awkward control mode that really seals this game's doom. Avoid, unless you're a real die-hard grappling fanatic.

GRAPHICS	51%
SOUND	49%
PLAYABILITY	50%
LASTABILITY	41%
OVERALL	46%

PSYCHO FOX

Adopt the mantle of Psycho Fox for this jolly, mega-cute platform romp, in what must rank as the Super Mario of the Sega world, Psycho Fox travels around the horizontally scrolling maps using his mega-powered punch in order to dispose of any nasty meanies who cross his path. On his way around the platform playfields, Psycho may find special transforming sticks that change him into either a monkey, hippo or tiger - each has its own special characteristics.

Featuring plenty of extra rounds and hidden bonuses, Psycho Fox ranks as probably the greatest all-out arcade platform game seen on the

POWER STRIKE

Here's a novelty - a vertically scrolling shoot 'em up on the Sega! Take your all-action death-mobile through six levels of laser-death with some of the best bolt-on weaponry yet seen in an 8-bit Sega game.

There's the likes of Pulse Cluster Beams (the bog-standard weapon) and Directional Shot, Web Gun, Laser Cannon and Rolling Fire (they're all special weapons)! Power chips are just the business for powering up your beam.



The fast and frenetic action of the game is what really sets it apart from other Sega games - only when the screen is jam-packed with sprites does the game slow down to any noticeable extent. At the moment, Power Strike remains the best Sega vertical scroller around.

GRAPHICS	88%
SOUND	78%
PLAYABILITY	92%
LASTABILITY	90%
OVERALL	90%



SEGA
8-BIT

MASTER SYSTEM

GUIDE

Sega Master System. Need we say more? I We not - just go for it!

GRAPHICS	83%
SOUND	80%
PLAYABILITY	93%
LASTABILITY	91%
OVERALL	92%

QUARTET

Sega's fairly unimpressive coin-op only really took off in the arcades because it copied Atari's idea of simultaneous four-player action. However, this effort takes our heroes across horizontally scrolling platform screens where they blast any aliens who dare to cross their path.

Of course, in this Sega conversion there's no chance of four players taking part simultaneously, but instead two can play at this game (shouldn't it be called Duet?) and choose their heroes from the original four.

Unfortunately, the Sega version of Quartet is pretty tedious. The backdrops are faintly interesting, but the sprites and sound are both unremarkable. However, the thing that really lets the game down is the complete lack of variety between each level. If you've seen one level, you've seen 'em all...

GRAPHICS	61%
SOUND	54%
PLAYABILITY	68%
LASTABILITY	57%
OVERALL	64%

RC GRAND PRIX

Up to five players can participate in this scrolling race frolic (but not at the same time) where the aim is to race around the track and beat three other computer-controlled buggies. Once you've won, you're awarded loads of lovely lolly which you can splash out on new, higher performance parts for your pint-sized racer.

RC Grand Prix is a very playable game which plays at a very high speed. The graphics aren't amazing but suit the game, and there's hardly any sprite flicker whatsoever! However, although there's a fair few tracks, it won't take forever to complete them all and after that there's not very much to keep you coming back for more. Recommended to younger Sega owners.

GRAPHICS	72%
SOUND	70%
PLAYABILITY	75%
LASTABILITY	62%
OVERALL	70%

RAMBO III

Until the real thing appeared, this was the only Operation Wolf-type game on the Sega. You play the eponymous muscle-bound 'Nam vet, on a mission to rescue your old pal Colonel Trautman from terrorist forces in Afghanistan. So plug in your light gun and get blasting at the soldiers who constantly pop up in front of you, and the tanks and helicopters which take pot shots from a distance.

Great graphics and bloody good (or good, bloody) gameplay make this one of the best Light Phaser games

R-TYPE

Take our R9 fighter out into eight levels of horizontally scrolling madness, where the main object involves blasting the hell out of the assorted minions of the Bydo Empire, with an assortment of bolt-on weaponry including The Force. This detachable item protects your fighter from fire either in front or behind and can be powered up itself with a number of attachments including reflective laser fire, ground-hugging destructive photons and a lot more besides.

R-Type on the Sega is fab, with all the levels of the arcade and a number of secret bonuses. However, although it's got a great line in playability, the sprites sometimes tend to suffer from chronic flicker - especially when a lot is happening on-screen. Still, shoot 'em up fans should seek this out immediately!

GRAPHICS	92%
SOUND	80%
PLAYABILITY	93%
LASTABILITY	82%
OVERALL	91%



out. If you're a Light Phaser owner who is desperately seeking a brilliant Op Wolf game then go for Rambo III, but if you're Phaser-less then go for the real McCoy.

GRAPHICS	88%
SOUND	79%
PLAYABILITY	91%
LASTABILITY	84%
OVERALL	89%

RASTAN

Take control of the sweatiest barbarian of them all - Rastan. Unfortunately, he's not all that happy at the moment, because nasty foreigners have

robbed him of his kingdom! Pausing only to collect his enormous sword, Rastan sets out on a huge vendetta, killing any nasty enemy minions who get in his way across the multi-directional scrolling backdrops.

The Sega version of Rastan isn't a bad slash 'em up, and remains quite faithful to the arcade, but unfortunately, the graphics are a bit fuzzy. The gameplay is quite challenging though and should keep avid sword slingers quite involved for a long time.

GRAPHICS	73%
SOUND	66%
PLAYABILITY	80%
LASTABILITY	77%
OVERALL	79%

RESCUE MISSION

Dust down your trusty Sega Light Phaser and ready yourself for a challenging game of target shooting. The object is pretty simple. A soldier travels along a railway track and it's your job to defend him with your light-



RAMPAGE

Invalidate the streets of New York as a ten-storey high mutant, and use your colossal power to wreck everything in your path! Three monsters are available (namely King Kong, Godzilla or a giant Wolfman), and two can play at this game of destruction at the same time! But the humans aren't very happy with your terror-inflicting ways and have dispatched airborne and ground squadrons to blast you into oblivion. Luckily, hungry monsters can top up their energy bars by eating people!



Rampage was a great laugh in the arcades - mainly because it was so fun to be the bad guys for a change! All the fun of the monster coin-op is there to be savoured, with great graphics to boot. Highly recommended.

GRAPHICS	83%
SOUND	69%
PLAYABILITY	87%
LASTABILITY	83%
OVERALL	85%



powered firearm. Various meanies travel around the screen and it's their aim to do away with the soldier hero. It's your job to just keep blowing them away!

Rescue Mission comes highly recommended, combining graphical excellence with infuriatingly addictive gameplay. The action is slick and fast and should keep you blasting away for ages. Go get it, you'll love it!

GRAPHICS	80%
SOUND	79%
PLAYABILITY	83%
LASTABILITY	80%
OVERALL	82%

ROCKY

After Rambo, Sylvester Stallone made a further appearance on Sega screens in the role of his mumbling boxes. There are three hard-hitting opponents to take on in this fighting game, using the joystick to provide hooks and crosses, and some duckin' and divin' too!

The graphics in this one are quite spectacular for a Sega, but where the game falls down is in the lastability stakes. Three opponents isn't enough to keep you occupied for months on end, especially as the simple control method makes it easy to become very good at the game very quickly. If there was more game for your money this could have been a contender. As it is, Rocky just doesn't last the full 15 rounds.

GRAPHICS	67%
SOUND	59%
PLAYABILITY	67%
LASTABILITY	56%
OVERALL	62%

SCRAMBLE SPIRITS

Take your WWII fighter across land and sea, machine-gunning your way through oncoming enemy squadrons and putting the torch to battle ships and aircraft carriers. Extra help comes in the form of tiny wing-planes, which fire in different directions, and can be programmed to fly into troublesome

enemies, kamikaze-style.

This is a one or two-player conversion of an extremely obscure coin-op which was one of Sega's few arcade failures. The exceedingly bland gameplay is marred even further by blurred, flickering sprites and the "power-ups" are fairly pitiful, too. Unless you're really desperate for a vertically-scrolling shoot 'em up, this isn't worthy of consideration.

GRAPHICS	49%
SOUND	74%
PLAYABILITY	61%
LASTABILITY	43%
OVERALL	49%

SHANGHAI

Another one of those ancient oriental games, Shanghai is a sort of Patience game played with tiles. There's a huge pile of these things, and you've got to remove pairs of them and completely clear the table. It might sound easy, but it's not, because you can only remove tiles horizontally, and quite often pairs are covered by other tiles.

Shanghai is one of those games that doesn't look very impressive, but keeps you coming back regularly game after game. It's really therapeutic, and is a great way to relax your brain after a hard day's work.

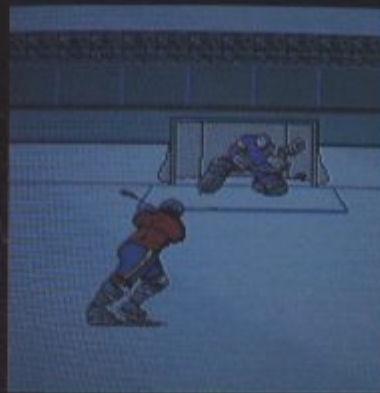


GRAPHICS	73%
SOUND	78%
PLAYABILITY	88%
LASTABILITY	87%
OVERALL	88%

SLAP SHOT

Take control of a whole ice hockey team and, using your amazing joystick skills, beat the opposing team by getting more goals than them. The on-ice action is displayed on a horizontally scrolling playfield, whilst shots at the opposing goal are presented in a more appealing 3D one-on-one manner.

Both one and two-player options are available in this offering and, generally speaking, Slap Shot plays a very playable game of ice hockey.



The graphics may not be totally awe-inspiring, and the sound's even worse, but in two-player mode, the game is a great laugh. Check it out.



GRAPHICS	79%
SOUND	76%
PLAYABILITY	88%
LASTABILITY	77%
OVERALL	82%

SEGA
8-BIT

MASTER SYSTEM

GUIDE

SHINOBI

You're Joe Mushashi - a mean, black-clad ninja dude, who must travel the horizontally scrolling levels using your ninjitsu skills to blat the baddies and rescue the kidnapped kiddies. There's also a shuriken shooting range in there, where our hero chucks death-stars at the evil henchmen. Six twisted arch-villains also make an appearance, and a different beat 'em up tactic is required for each one.

Sega Shinobi is a great conversion of a decent coin-op, with literally hours of beat 'em up action jammed in. Shinobi has great graphics and jam-hot playability, and since there's hardly any decent Sega beat 'em ups available, there's no excuse not to add this one to your collection.

GRAPHICS	81%
SOUND	78%
PLAYABILITY	90%
LASTABILITY	83%
OVERALL	87%

SHOOTING GALLERY

This is the cartridge you used to get free with the Sega Light Phaser, and features three different shooting games. Zap targets in a police-style firing range before they spin around and disappear, down clay pigeons and zap small animals in a jungle scenario.

The graphics are colourful and detailed in all three sections and, although the games are fairly basic, they do provide enough entertainment to warrant the expense. Worth a go.

GRAPHICS	77%
SOUND	75%
PLAYABILITY	75%
LASTABILITY	61%
OVERALL	70%

SPACE HARRIER

Take off and battle aliens who've invaded the beautiful Fantasy Zone in this 3D shoot 'em up. The basic gameplay is exactly the same as the highly successful coin-op of several years ago, but there are new aliens to blast into oblivion.

The 3D isn't too bad, and the colourful sprites and backdrops make the game look very attractive indeed. However, the gameplay gets pretty dull after a while due to the lack of variety. You just keep on flying and shooting. If you're a fan of Space Harrier, this will obviously have great appeal, but for everyone else, the novelty will wear off very quickly.

GRAPHICS	71%
SOUND	75%
PLAYABILITY	79%
LASTABILITY	73%
OVERALL	77%

SPACE HARRIER 3D

Space Harrier 3D is almost identical to the above version, but works with 3D glasses. It's one of the better 3D games around, and should be tried out.

GRAPHICS	72%
SOUND	75%
PLAYABILITY	79%
LASTABILITY	74%
OVERALL	78%

SPELLCASTER

Another of Sega's RPG's, though unlike Y's and Ultima, this does feature a fair bit of arcade action. The object of this game is to rid the land of a despotic ruler and, to this end, you have to travel from place to place, seeking information as to his whereabouts, as well as sacred weapons and magical powers. After assessing clues and choosing a relevant destination on the map, the screen switches to a sort of sideways-scrolling beat 'em up which follows the hero as far as the boss at the end of the road, which of course, he has to eliminate.

This beat 'em up is actually pretty good, and that, and the basic decision-making element, make this game very easy to get into. It's especially suited to borderline players who've had enough of shoot 'em ups and want something a little more mentally taxing without actually going all the way to the real D+D stuff of Ultima.

GRAPHICS	80%
SOUND	79%
PLAYABILITY	87%
LASTABILITY	80%
OVERALL	84%

SPY VS SPY

The devious game of low-down, devious dirty tricks hits the Sega - and it's a goodie! The object is to infiltrate a secret complex, find some secret papers and then make an exit via the secret airport! The only thing stopping you from completing this task is another spy intent on stopping you and doing exactly the same thing! You've got to stop him and can do so in one of two ways. Firstly, you can club him into submission or booby-trap some of the surroundings!

Spy vs Spy ranks as a classic two-player game which won't set the world alight with either its visuals or sonics, but scores extremely highly in the playability department! Our advice is to check out this top-notch offering, and pronto.

GRAPHICS	78%
SOUND	77%
PLAYABILITY	91%
LASTABILITY	84%
OVERALL	88%

SUMMER GAMES

Summer Games features five events: the 100m dash, the pole vault, gymnastics, 100m freestyle swimming and the high dive. Each can be completed in turn, or can be played separately. Points are awarded for performance, with the medals being dished out for first, second or third place.

GRAPHICS	76%
SOUND	66%
PLAYABILITY	75%
LASTABILITY	65%
OVERALL	69%

TENNIS ACE

In the Sega tennis stakes, it's game, set and match to Tennis Ace. Whereas Super Tennis has no extra bits to speak of, Tennis Ace lets you choose to be one of 16 players (all of whom have their own strengths and weaknesses) and you can play either singles or doubles exhibition match on lawn, clay or concrete courts or start a tournament (which has a password option to let you restart a competition from where you left off). As well as being able to compete with a human opponent, you can of course play against computer players or even, in a doubles match, have a computer partner.

The graphics in the game are as good as a viewed-from-above tennis game could be, but you also get close up animations of each service. The sound isn't bad either, and as well as jingling tunes, the Sega even attempts to speak a few umpire-like line calls. The gameplay itself is uncomplicated, but the joystick buttons provide forehand and lob shots and, if you get into the right position, you can even perform smashes.

One of the better Sega sport sims which should keep any tennis fan happy when the municipal court is under six feet of water.

GRAPHICS	77%
SOUND	78%
PLAYABILITY	81%
LASTABILITY	76%
OVERALL	80%

THUNDERBLADE

Take to the skies in a combat chopper and fly solo against an entire army in this 3D coin-op conversion. Containing both first-person perspective 3D and horizontally scrolling sections, there are plenty of aerial and ground targets to blow away - but be careful out there, they're out to get you, too!

Thunderblade must have been a pretty tricky coin-op to convert, but the programmers have managed to capture it pretty successfully with this conversion. The graphics are good, the gameplay is challenging and it provides plenty of entertainment for any shoot 'em up fan.



GRAPHICS	80%
SOUND	77%
PLAYABILITY	81%
LASTABILITY	76%
OVERALL	80%

TIME SOLDIERS

The evil Gylend has transformed the five Earth Command Troopers into red balls and cast them into the time vortices to be guarded by various historical boss nasties. You (and a friend, this being a two-player game) must travel the chrono-streams to each trooper's location in space and time, blast away at the monsters and warriors of the period then nuke the head beat to release your comrade. You begin with bazookas but, if you collect the right icons, you can stock up with three-way missiles, rocket launchers and speedups.

If you were ever a lover of the

(rather obscure) Time Soldiers coin-op, you pleased to hear that this is a pretty good conversion. The graphics are dinky, but nicely defined, and the Commando-style action is fun - even more so with two players. Shoot 'em up fans should certainly get their fair share of jollies out of this.

GRAPHICS	69%
SOUND	66%
PLAYABILITY	75%
LASTABILITY	66%
OVERALL	73%

TRANSBOT

This elderly shoot 'em up gives you control of a Transformer-style robot who is swooping over alien landscapes, zapping away at all sorts of alien ships. Killed ships leave behind letters which provide alternative weapons systems for our plucky automaton, making his horrendous task a little easier to cope with.

This early Sega shooter was a bit basic compared to more recent titles such as R-Type, but at least there are extra weapons to keep a bit of variety. The other plus is that now it sells in Sega's ten quid range, so it's well worth rooting out if you're low on moolah.

GRAPHICS	77%
SOUND	69%
PLAYABILITY	78%
LASTABILITY	71%
OVERALL	75%

ULTIMA IV

After enjoying vast success on various computers, this vast RPG was converted to the Sega Master System - and very successfully too! The storyline involves you being dragged into the inter-dimensional realm of Britannia to help Lord British and his chivalrous mates defeat the evil at work throughout the land.

You have to lead the four characters in your party around castle dungeons and through towns, woods and marshes, enlisting the help of friendly citizens along the way, and putting bandits and monsters to the sword. Dead guys leave behind treasure which lets you buy new gear in the local armourer's and pay for food, grog and information in the taverns.

Though this scores quite low on the graphics-ometer (apart from the occasional scene-setting pic), it has weeks, nay, months of gameplay packed into its chips, and a battery-backed save too! If role-playing is your idea of heaven, get hold of Ultima IV fast!

GRAPHICS	81%
SOUND	75%
PLAYABILITY	89%
LASTABILITY	88%
OVERALL	89%

VIGILANTE

Hecky mick! Someone's kidnapped Madonna! No, not THAT Madonna, stupid, but your girl - who unfortunately happens to be lumbered with the same moniker.

It's not just a case of going up and asking for her back; oh, no sir, you've got to get out there and beat the shiny shades out of 'em! The whole thing is one big horizontally scrolling bash 'em up, with you taking on the rampaging hordes of psyched-out thugs single-handedly.

The Irem coin-op which this is taken from is nothing outstanding by any stretch of the imagination, but the audio-visual side of it was a touch on the nice side. The Sega version manages to retain most of the coin-op's graphics and sound, even if the sprites are a bit on the flickery side, and the spot FX a little ropey. The playability remains the same, however, which is the most important thing, so if you're after a not-too-taxing beat 'em up, have a look.



GRAPHICS	71%
SOUND	59%
PLAYABILITY	76%
LASTABILITY	65%
OVERALL	72%

WANTED

Some real no good varmints have been a-stirrin' up trouble in downtown Tombstone, a-killin' an' a-pillagin' an' a-generally not being very nice at all.

The low-down tin-horn sheriff has turned chicken and been run out of town, and you're the community's only hope; besides, there's a reward of four bags of gold in it for you. Saddling up your hoss you ride into Tombstone, gun cocked, ready for the bad-hats.

If you're keen on shooting gallery style games, this is worth taking a look at. It's by no means a brilliant game, but if you're after a something to use with your light gun (and don't forget, this doesn't work with a joy-pad), you could do a lot worse than this.

GRAPHICS	70%
SOUND	76%
PLAYABILITY	71%
LASTABILITY	67%
OVERALL	70%

WONDERBOY

It's time to get out of your pram, bung on your nappy and get out and save Wonderland from the evil forces of Darkness!

It's a horizontally scrolling caper (very much along the lines of Nintendo's Super Mario games), with some of the strangest baddies you could ever wish for in a game! Contact with these depletes your energy, but this can be replenished by collecting fruit. Stone Axes and skateboards can also be picked up, with which you can dish out some serious monster mashing!

Although this is starting to show its age a little, and is a little on the repetitive side, Wonderboy is still a bundle of fun, with cutesy graphics and a jolly soundtrack to add to the appeal.



GRAPHICS	80%
SOUND	78%
PLAYABILITY	82%
LASTABILITY	79%
OVERALL	80%

WONDERBOY IN MONSTERLAND

The second in the series, this is more along the lines of an arcade adventure than the original, but is still a whole bundle of laffs. Again, it's a horizontal scroller, but the graphics have been spruced up, and Wonderboy's even got a suit of armour!

Loads of dragon-bashing equipment can be bought from shops along the way, if you've got the cash - which can be collected from recently-deceased nasties!

Better than the first installment by a long shot, Wonderboy II is a game that'll have you clamped to your pad for absolutely ages, but isn't a game that you'll complete in a hurry. Highly recommended.

GRAPHICS	82%
SOUND	79%
PLAYABILITY	89%
LASTABILITY	84%
OVERALL	87%

WONDERBOY III

Cursed, wretched and deformed, Wonderboy's latest adventure sees him trying to reverse him from a Dragon's curse that means he's going to turn into a mini-dragon. This quest takes him through many levels of platform infested multi-directional scrolling chaos...

Wonderboy III has to rank as one of the greatest Master System games ever! It has a look and feel slightly reminiscent of the Nintendo Mario series (no bad thing) and a depth of gameplay second to none. There's always something new to discover, be it a key to a previously locked door or even a secret room! Couple that to the sheer vastness of the quest and Wonderboy III's "classic" status is assured. All in all, a very slick Sega product with universal appeal. Make sure it's in your collection - NOW!

GRAPHICS	94%
SOUND	87%
PLAYABILITY	97%
LASTABILITY	95%
OVERALL	96%

ITALIA 90

World Cup Italia 90 can be played by one or two competitors, and is divided into three sections. The penalty shoot-out, a one-off match option and The World Cup is the main event, with all six groups represented and all the teams from this year's event.

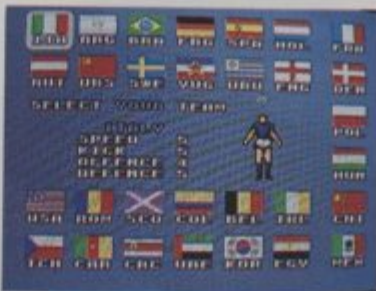
It certainly looks good when you load it, since it features some excellent presentation screens. However, when you play the game itself, disappointment is the order of the day. The graphics are dreadful and the pitch is so tiny, you've got no room to manoeuvre.

Control is very poor - you can plough through the opposition, shoot diagonally and stick it into the net easily! And that's not all. The graphics are all out of scale (the men are nearly as

big as the goal!), the ball movement is utterly unrealistic and the sound is dreadful.

In fact the only thing that's good is the penalty shoot out! If you haven't got a football game, get the vastly superior (and cheaper) World Cup Soccer. Otherwise wait for something better.

GRAPHICS	59%
SOUND	53%
PLAYABILITY	51%
LASTABILITY	39%
OVERALL	48%



WORLD GRAND PRIX

All you would-be Alain Prosts had better strap yourself in, and get yourself ready for a scream around the track in this Out Run-perspective Formula 1 racer. There are loads of tracks to choose from, with some of the world's most famous courses making an appearance, but there are quite a few computer controlled drivers out there to take the chequered flag!

The graphics are pretty good, if a little flickery now and again, but the overall result is quite effective. The sound is reasonable enough, with the sound of tyres ripping about the corners, and the game itself is a challenging and enjoyable racer which will appeal to fans of the genre.

GRAPHICS	78%
SOUND	77%
PLAYABILITY	83%
LASTABILITY	78%
OVERALL	81%

Sega's first real role-playing game was this one which gives you the heroic task of scouring fantastic worlds for the lost books of Y'S. On the journey you come across an assortment of other characters, all of whom you can communicate with or fight against. Magic spells and mystical weapons are your only defence.

This really is a huge game, but luckily, there is a battery game save option to make things easier. The graphics are slightly better than Ultima's character sprites, making this look a bit like Nintendo's first Zelda game. The emphasis is heavily on the role-playing though, so it doesn't really have the same universal appeal.

GRAPHICS	82%
SOUND	78%
PLAYABILITY	89%
LASTABILITY	88%
OVERALL	88%



SEGA
8-BIT

MASTER SYSTEM GUIDE



SUPER MONACO GP

Although it shares its name with Sega's super 3D road racer coin-op, this isn't a conversion, strictly speaking. It has similar rip-up-the-road action, but the main difference between this and its arcade namesake is the split screen which allows two players to race head-to-head - a neat innovation which puts Super Monaco GP way ahead of the other Sega driving games.

There are a selection of tracks, engines and gearboxes (automatic to 7-speed, which is most difficult to control but provides the best acceleration), and you can even linker with the car aerofoils and suspension to customise it to your own driving style.

Graphically, this is very good - fast and effective 3D and tidy sprites - and it plays well too, even in a single player mode in which you race against a field of ruthless computer-driven cars. If you're after some hard-driving thrills, forget the rest - this is the best!

GRAPHICS	89%
SOUND	76%
PLAYABILITY	94%
LASTABILITY	90%
OVERALL	92%

SUPER TENNIS

The first of Sega's tennis games sees you slugging it out in a court battle against a human or computer opponent. It's the usual case of ball-whacking shenanigans as you try to rack up the points to win sets and matches. There's not really a whole lot more to the game than that, not that you would expect much more from a tennis game.

This being quite an oldie, the action is a tad basic, with no graphical frills or fancy gameplay touches to liven things up. Though it's reasonably playable for a while, it's certainly no match for the more recent Tennis Ace.

GRAPHICS	69%
SOUND	56%
PLAYABILITY	72%
LASTABILITY	66%
OVERALL	69%

ZAXXON 3D

Remember Zaxxon? The first forced perspective coin-op, which was praised more for its fancy graphics rather than the uninspiring gameplay. Well forget all that, as this 3D version (utilising the also rather uninspiring 3D glasses) takes a behind-the-ship viewpoint with the enemy screaming towards you at a great speed of knots. The problem with this is that some things are obscured by your ship, leaving you eating laser death and not knowing why!

This, matched with the not-too-amazing graphics and sound, and the rather dull gameplay, make this a game to leave well alone, even if you're the most avid Zaxxon nut going.

GRAPHICS	45%
SOUND	33%
PLAYABILITY	34%
LASTABILITY	27%
OVERALL	32%

ZILLION

The first impression you'll get of this is a sort of Impossible Mission variant, featuring an athletic sort of guy armed with a laser pistol, out to put paid to an evil tyrant's plans for world domination by entering his base, avoiding the many robot guards that are scattered about and collecting the codes that will result in the base's destruction.

The thing is, when you actually get into the game, it falls down on the factor that you have to keep track of all the codes required, which means you have to keep stopping the game, scribbling down the code, and carrying on, resulting in a very frustrating time all round.

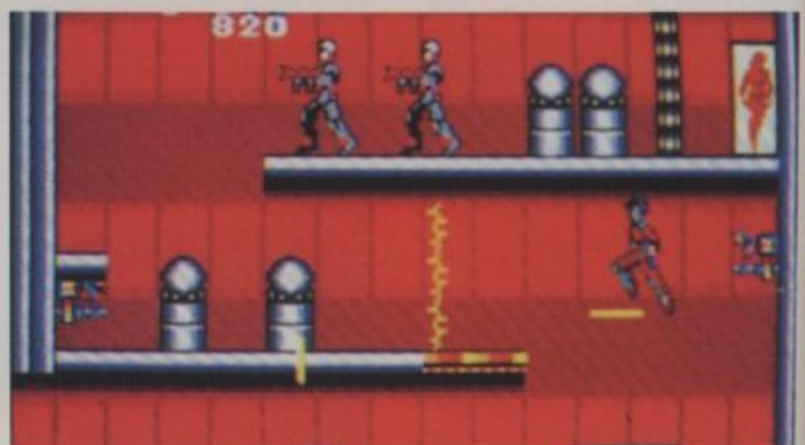
GRAPHICS	76%
SOUND	71%
PLAYABILITY	73%
LASTABILITY	66%
OVERALL	71%

ZILLION II

Following on from the original, Zillion II is essentially more of the same, with loads of add-on weapons for more robo-blasting, but spiced up with an added jetbike sequence, and some nifty beat 'em up action.

The graphics and sound have been tarted up a bit, but although slightly more enjoyable than the original, Zillion II is not exactly going to set the world on fire by any means. If you enjoyed the original, however, you'd more than likely enjoy this.

GRAPHICS	73%
SOUND	68%
PLAYABILITY	75%
LASTABILITY	71%
OVERALL	74%



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DEFINITIVE

TIPS

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

ALTERED BEAST

取扱説明書



獣王伝

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



Brett Lawson of Stannington, Sheffield has a handy little tipette for this shoot 'em up. At the start of level two immediately fly down and forward into the rocks in order to get a CLAW power-up.



CYBERBALL™

FOOTBALL
IN THE
21st CENTURY

取扱説明書

Can't be bothered to work your way through the game? Well, K Worrall or Preston, Lancs has a useful little tip. Enter this code: 65BB BXII BFEX. It will take you to the Superbowl match, and if you win you'll be treated to an end of game sequence!

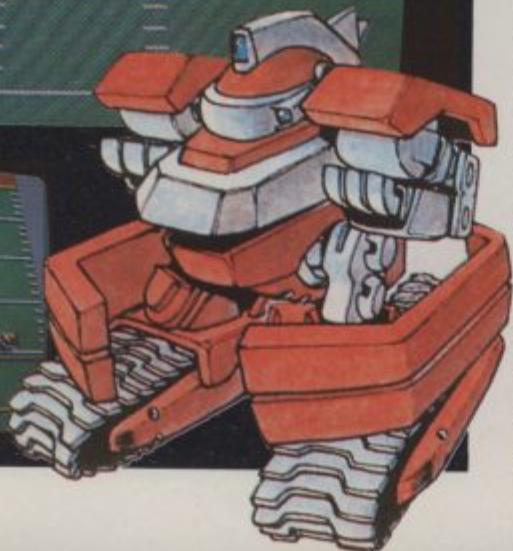
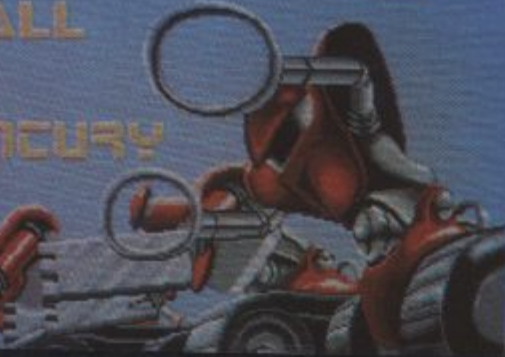


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CYBERBALL™

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IN THE
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MEGADRIVE

TIPS

SEGA
16-BIT



SUPER HANG-ON™

取扱説明書

Lee Westwood, who lives in Dagenham, Essex has a crusty of cheat for all you bike freaks out there. On the title screen hold down A, B, C, and start, and a menu appears allowing you to choose the level, time, sounds, and the text to English (if on an imported machine). To complete the game in original mode enter this code: 5FF3F546F35564FFOSL-PIMFJQNKs.



TONGUE OF THE FATMAN

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

BONAPARTE

A, Up, C

EDWINA

Left, B and C together, C

ROBOCHIC

Right, Up, Down

STUMP

A and C together, Right, C

RAMSES

Right, Left, A

WEBRA

A and C together, Right, C

GUANO

Up, Right, A and B together

WEEZIL

Down, Right, Up

MC FIRE

Down, C, Right

SKINNY

Right, Down, Right

SHEBA

B and C together, B, B

BRANIAC

Right, Right, C

BUFF

Left, C, B

EL TORO

B and C together, A, Up

SPIDRA

A, Down, B

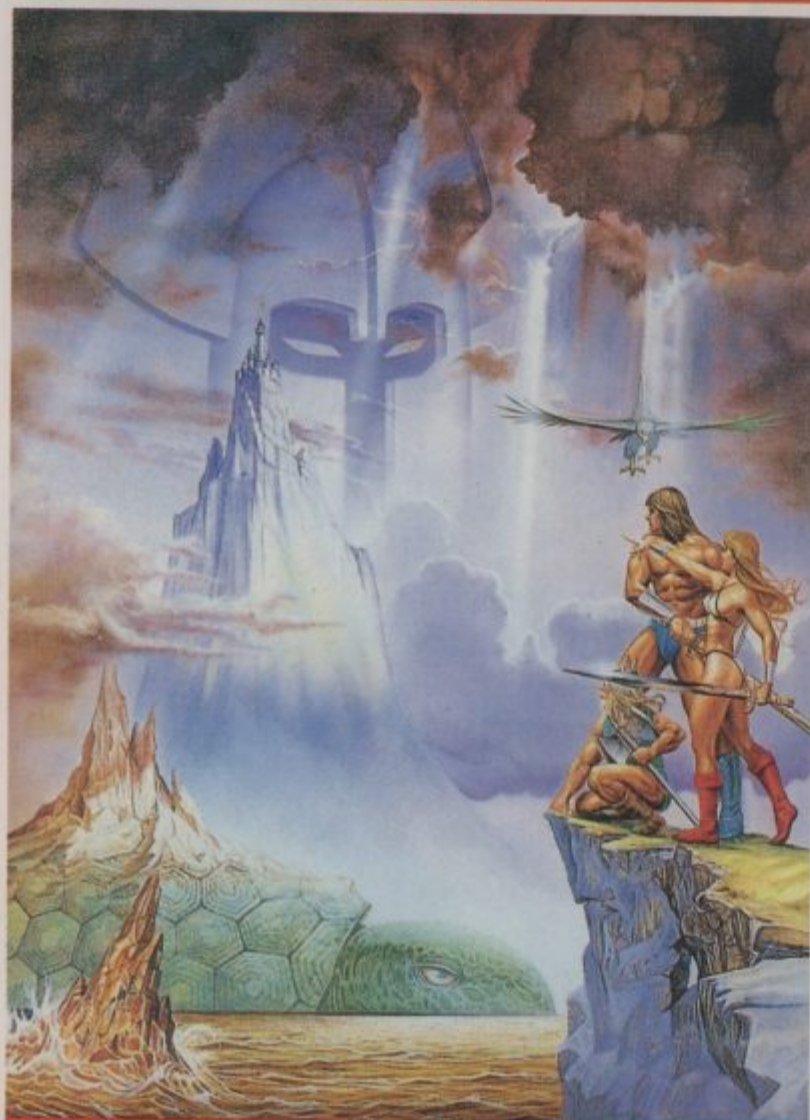
MANDU

A and B together, Down, Left

SEGA
16-BIT

MEGADRIVE TIPS

GOLDEN AXE



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



LAST BATTLE

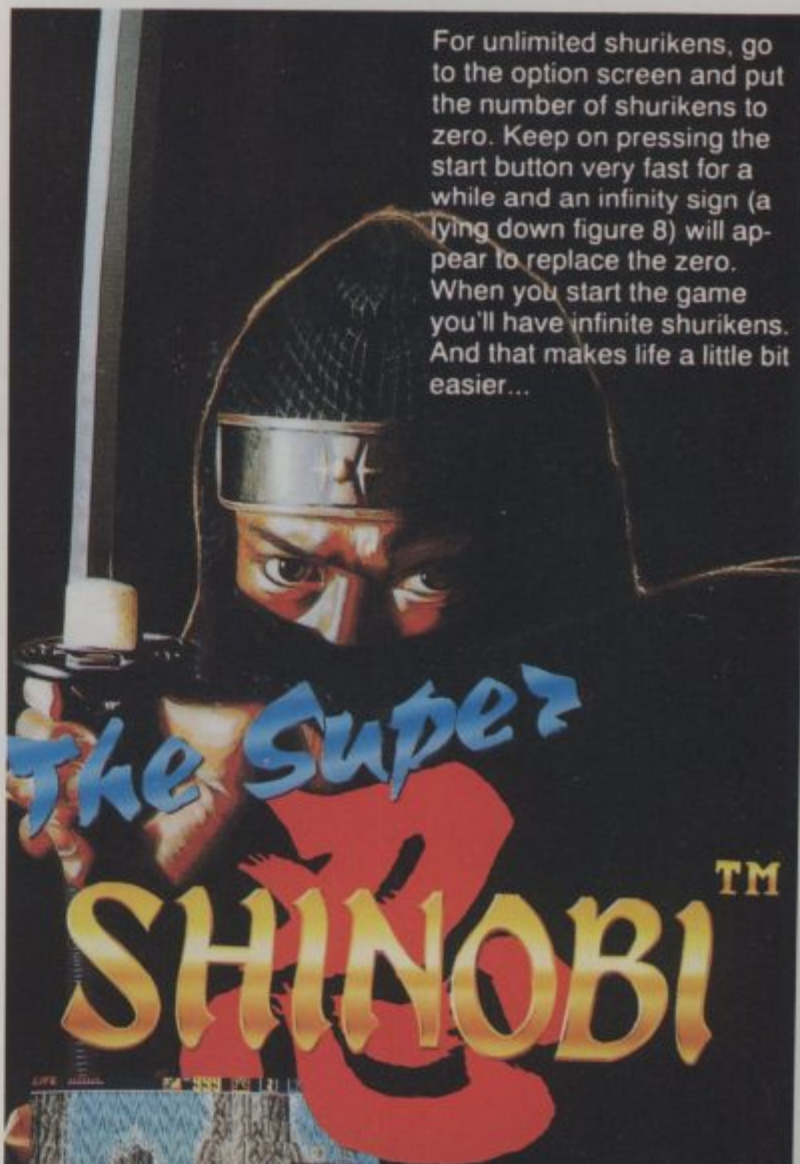
If you're having difficulty on this very easy and pretty rubbish beat 'em up, when you die you can restart on the same level by pressing A, B, C and START.

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

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

POPULOUS

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



For unlimited shurikens, go to the option screen and put the number of shurikens to zero. Keep on pressing the start button very fast for a while and an infinity sign (a lying down figure 8) will appear to replace the zero. When you start the game you'll have infinite shurikens. And that makes life a little bit easier...



取扱説明書



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

one gamesplaying dude, Donn Nauert of American magazine, Computer Games and Video Entertainment. Select a new level, and when it asks you to put in a password, keep the B button pressed and you'll be able to enter numbers instead of letters. It's a bit of a trial and error thing - 1978 for example is level 394.



THUNDER FORCE II

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

GHOST BUSTERS

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

MICKEY MOUSE



Stephen Guy of Leeds has sent in his tips on how to defeat the end of level bad-dies in this brilliant platform game. Here goes:

LEVEL ONE

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

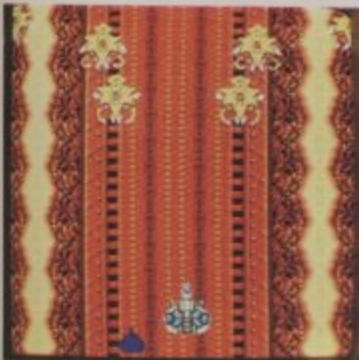
**LEVEL TWO**

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

LEVEL THREE

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

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



shouldn't have too many problems.

**LEVEL FOUR**

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

**LEVEL FIVE**

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

LAST LEVEL

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



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



SEGA
16-BIT

MEGADRIVE
TIPS

In two-player mode, let one player collect all the zennies so that he buys all the best equipment in the shop. At the end of the level, make sure the poor player dies, and he will appear just after the start of the next level with all the equipment of the rich player! Cheers and all that to Duncan Bray of St Albans, Herts.



FORGOTTEN WORLDS



STRIDER
ストライダー
飛竜

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

MEGADRIVE

TIPS

SEGA
16-BIT

取扱説明書

SUPER Monaco GP



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



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

OQG3 NBCG E100
0000 080H 00HC
2435 E689 7ABD
FG90 0000 0001
0000 0000 A200
19CO.



SPACE HARRIER II



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



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ARNOLD

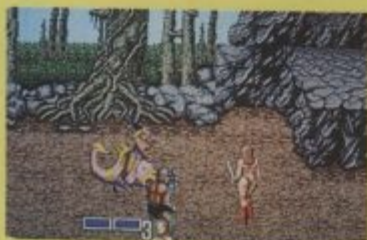
GOLF



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

SEGA MASTER SYSTEM 8-BIT TIPS

To get an extra credit, wait until the game over screen then press the joypad diagonally up and left. Thanks to Usman Chaudhry of Southgate, London for that one.



GOLDEN AXE

ALTERED BEAST



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



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

MASTER SYSTEM

SEGA
8-BIT

TIPS

KENSEIDEN

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

The game offers training sessions (rounds 5,6,8 etc.). Use these sessions before you begin to battle the levels. If you are able to get through these training sessions, you will not only be ready to fight the warlocks, but you'll receive lots of energy and possibly even an additional life! There's a hidden item on

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

GHOSTHOUSE



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

POWER STRIKE

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

POSEIDON WARS

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



PSYCHO FOX

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

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

ALEX KIDD IN HIGH-TECH WORLD

Some of the clouds on the ninja section are yellow. Shooting them five times reveals a box worth 200 GP's.

ACTION FIGHTER

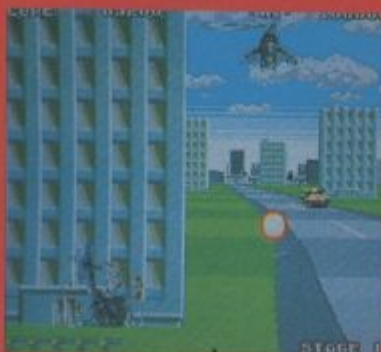
Try these passwords:
DOKI-PEN
HANG-ON
GP-WORLD
SPECIAL

THUNDER BLADE



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

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



SEGA
8-BIT

MASTER SYSTEM

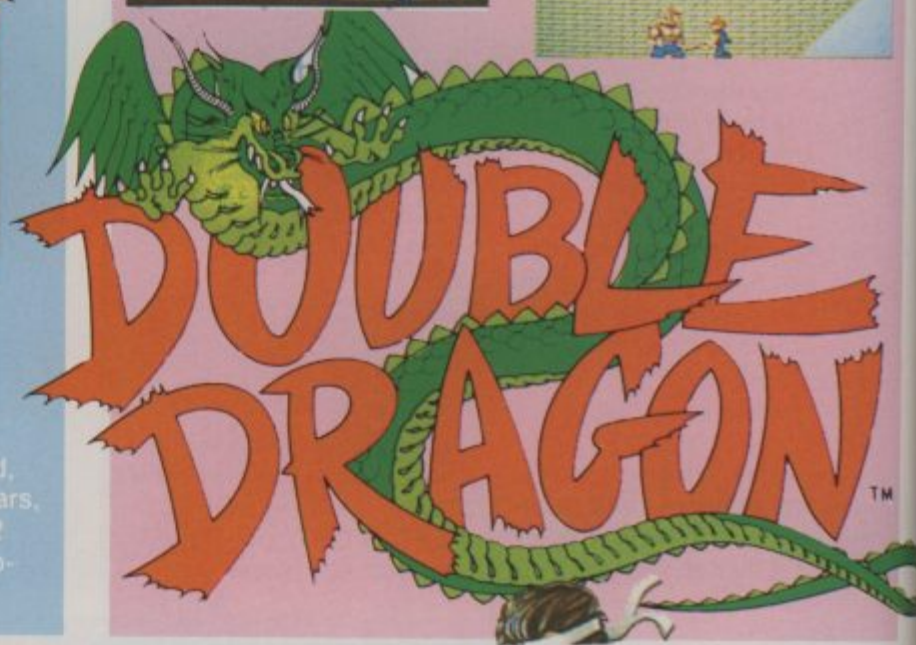
TIPS

RASTAN®



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

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



AFTERBURNER

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

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



SHINOBI



Jamshaid Mohammed of Handsworth, Birmingham has sent in a useful way to select any stage of the game. On the title screen press Down and Button 2, and you'll be able to start wherever you like!

GOLVELLIUS

For a real crazy cheat, try entering the following code:

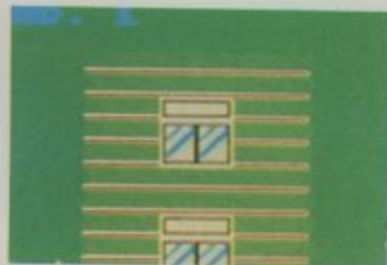
QQQQ QQQQ
QQQQ QQQQ
QQQQ QQQQ
QQQQ QQQK



MY HERO

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

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



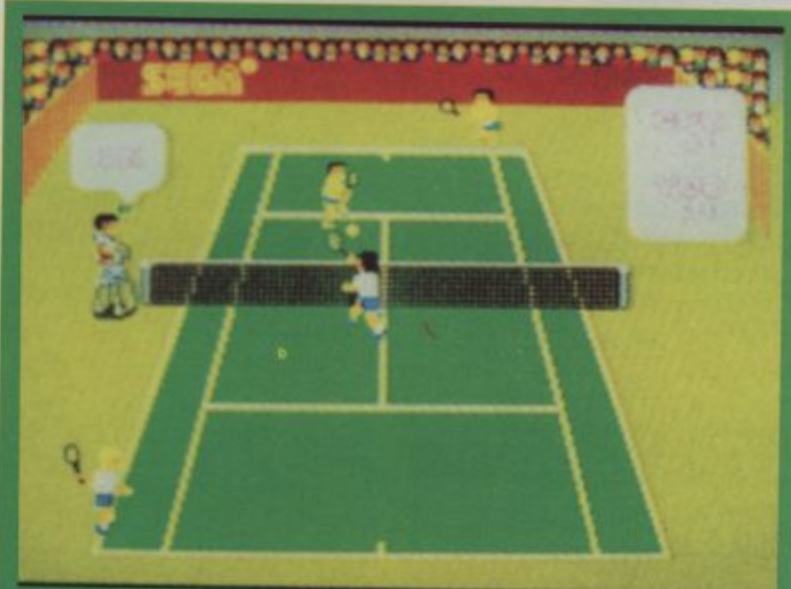
RAMPAGE

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

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



TENNIS ACE



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

NKOF VVLG
LKGS FCKK

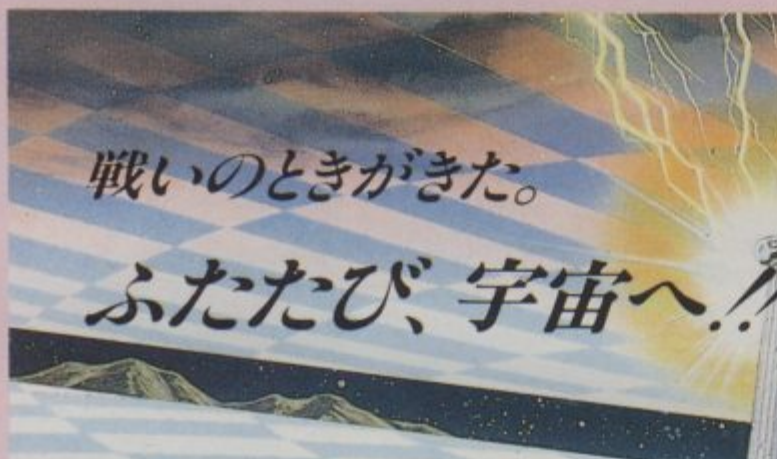


SEGA
8-BIT

MASTER SYSTEM

TIPS

SPACE HARRIER



凶悪な敵がハリヤーを待ち受け……。



ボーナスシーンで、スコアアップ!



1人用



シューティングゲーム

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

appear - all of the characters in the game are displayed, and the whole thing is quite a laugh.

Call up sound test and select tunes 7, 4, 3, 7, 4, 8 and 1.

Now a screen pops up which allows you to change parameters.

Want to get a 10,000,000 point bonus? Well, on the bonus screens shoot five

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

TRANSBOT

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

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

VIGILANTE

ENDURO RACER

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

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



NINJA



MAZE ROUND

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

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

FOURTH SCROLL

Can be located in screen 8. Go through the entry way into the open field. Shoot at the last bust towards the back wall and the scroll will appear.

FIFTH SCROLL

Can be located in screen 9. Crawl up the wall (disappearing really help) staying on the right side as you make your way up. When you reach the falling rocks you can stop them from falling by shooting the rock hole at the far right side 46 times. However, it is not necessary to do so to obtain the scroll. Go up past the rock holes and start fighting the main boss of the round, but do not kill him. Leave him and go to the far right side of the screen (on the same walkway the main boss is on almost above the far right rock hole) and the scroll will appear. Now, go back and finish off the boss.

SCREEN TEN

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

EXTRA SCROLL

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

FIRST SCROLL

Can be located in screen 1. Kill transforming ninja and the scroll will appear.

SECOND SCROLL

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

THIRD SCROLL

Can be located in screen 6. The scroll is located in the first Samurai house surrounded by a moat on the left hand side of the screen. Cross the footbridge and to the top right corner. Shoot the corner (to the left of the

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WONDERBOY

When the screen shows the round and area numbers press button 1 twice, button 2 twice, hold them both down and use your other hand to move the directional pad. When moving the pad you will be able to select your area and round desired.

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

Yes, there really is a tenth round in Wonderboy! You need 36 dolls. Collect the dolls from area 1 - round 1 all the way to area 9 - round 4. Only then will you be able to play in the tenth round. Remember to collect the dolls as well. These can be found just about everywhere. Hit the rocks and other items to uncover the hidden dolls. Remember, Tanya is waiting for you to rescue her!



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



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

In Wonderboy you need to collect a total of 36 dolls (one each round). On area nine, round four the doll is actually found in a fire. If you have all 36 dolls after killing the monster at the end of Area 9 you go onto round one (area 10). From now on you can't jump up levels or rounds - you can only go down!

WONDERBOY II

Calvin Hollbrook (or something like that - the writing's difficult to read) of Shanklin has found that if you plug a controller into port two, start the game and press the A button on controller two you'll bring up the status screen. Do this 45 times and you'll get 45 gold coins. DO this as many times as you like to get zillions of coins.

WONDERBOY III

Andrew Strange of Watford, Herts has found a quick way to finish this utterly brilliant game.

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

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

door. You are now outside a building.

Jump right and land on the platform. Stand on the first two blocks on the left and press up. A door appears - enter it. You are now in a room with a door in it. Go through the door to find yourself in a room with the Vampire Dragon. Kill the dragon (it's quite tricky) and sit back and watch the ending sequence. By the way, make sure you're not the lizard man 'cos he can't damage the Vampire Dragon.



To instantly control all you alter egos, with loads of dosh and a complete armoury, type in WEST ONE 0000 000 on the password screen.



TIPS

CHOPLIFTER

On the second stage, fly behind the battle ship, fire and up comes Jaws!

On level 3, travel backwards past the lava pit.

Shoot the first enemy rocket base several times, and after a while Superman appears.

The prisoners will now run twice as fast. Wheee!

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



CAPTAIN SILVER

This game is a right load of tosh. However, if you're lumbered with in and want to continue after you've died, press up and both buttons at the same time and you can restart. Hooray! Oh yes, Lee Westwood of Dagenham, Essex was the kind soul who supplied that.

To utilise the continue option, push up and press both buttons at the same time. This works on all levels past the first one, and restarts the game at the start of each level.

QUARTET

To begin the game with wider shots, press pause 14 times when the title screen is showing. Mark Jones and Simon Donavon from Leicester were the kind dudes who posted that one to us. Push PAUSE four times on the title screen and any button on joypad two for sound test.

S Allan has discovered that you can get a wider shot by

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

DEAD ANGLE

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

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

FREE GAME

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

SEGA

16-BIT

MEGADRIVE

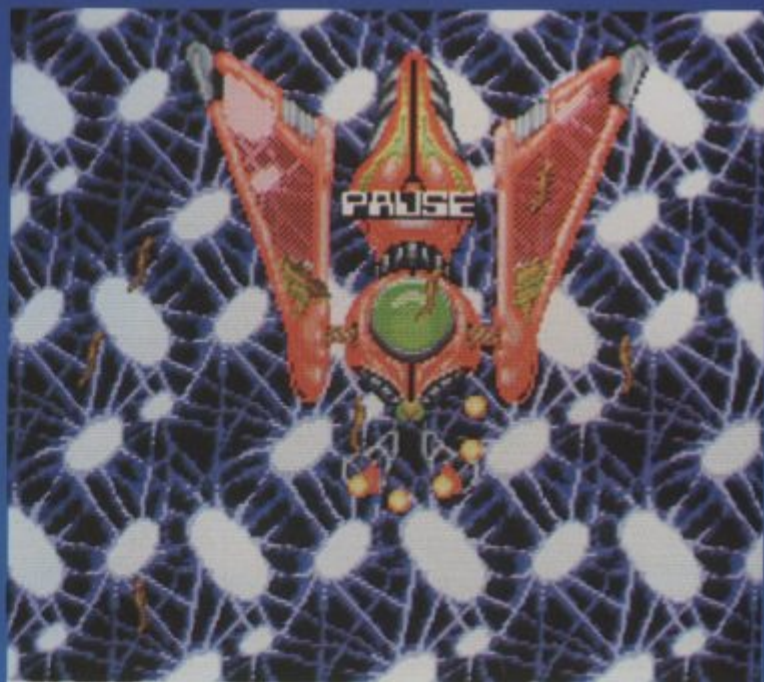
REVIEW

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

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

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

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



End of level guardians ahoy!



Menacing Meteors.



Get lost crab face.



MEGADRIVE

REVIEW

SEGA

16-BIT



COMMENT

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



Oo-er, this one's a biggie!



Bosses get bigger throughout the game!



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

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

SEGA**MEGADRIVE****16-BIT****REVIEW**

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

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

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

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

**LAKERS**

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MEGADRIVE

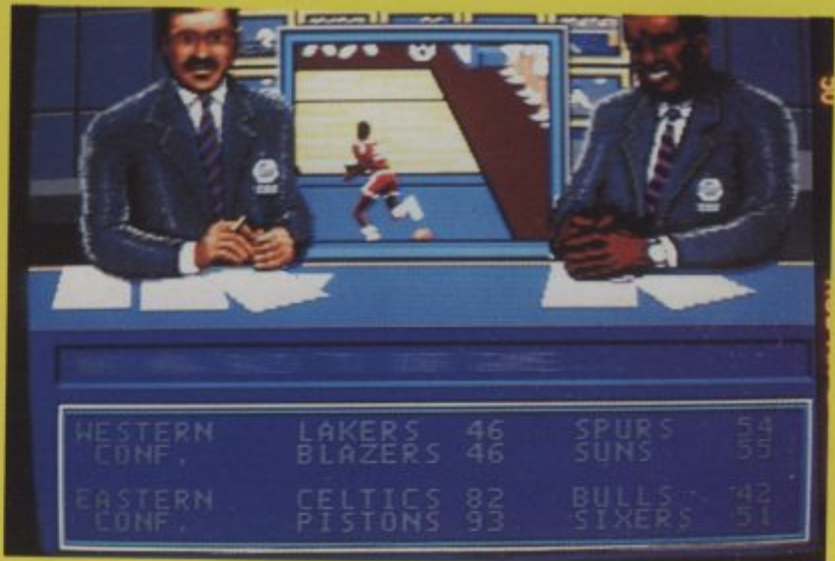
REVIEW

SEGA

16-BIT

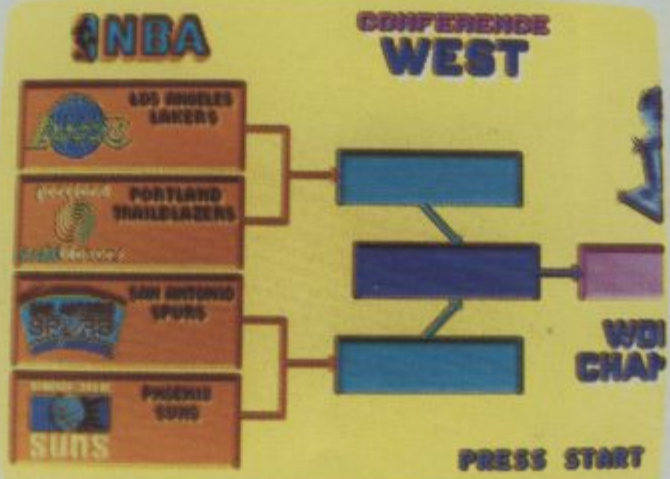
COMMENT

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



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

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



SEGA
16-BIT

MEGADRIVE

REVIEW



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

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

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



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MEGADRIVE

REVIEW

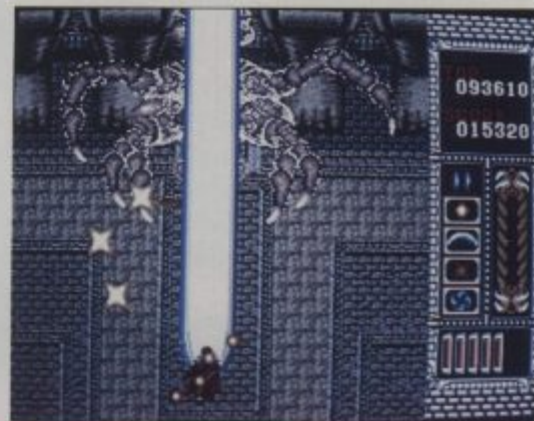
SEGA

16-BIT

アーアクシューティング

ELEMENTAL MASTER

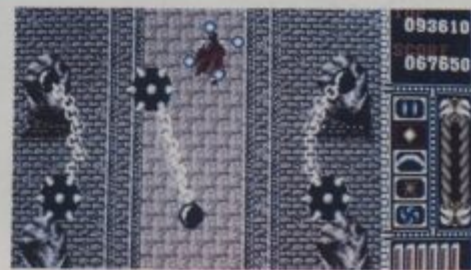
elemental master



COMMENT

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

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



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

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

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SEGA
16-BIT

MEGADRIVE

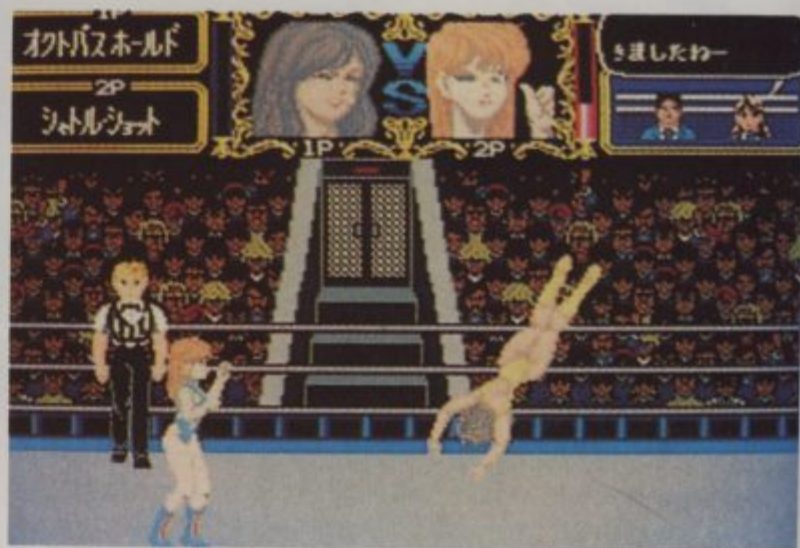
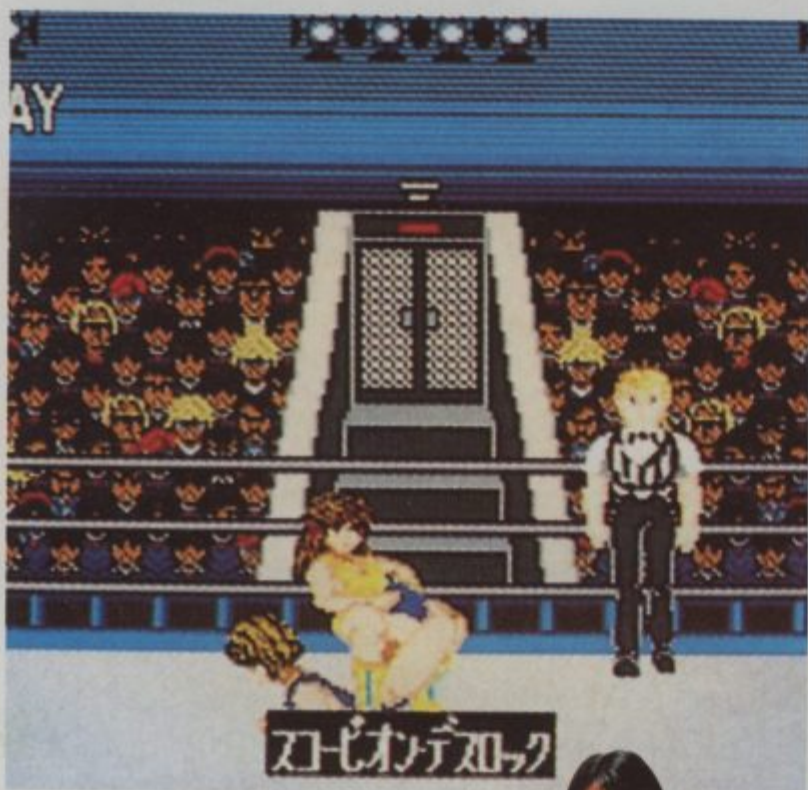
REVIEW

RINGSIDE ANGEL

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

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

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

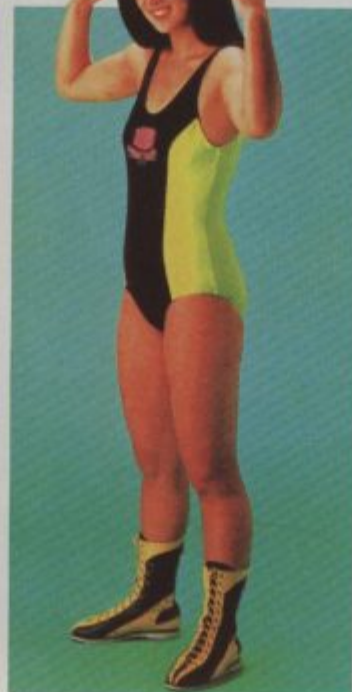


COMMENT

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

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

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



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SEGA
16-BIT

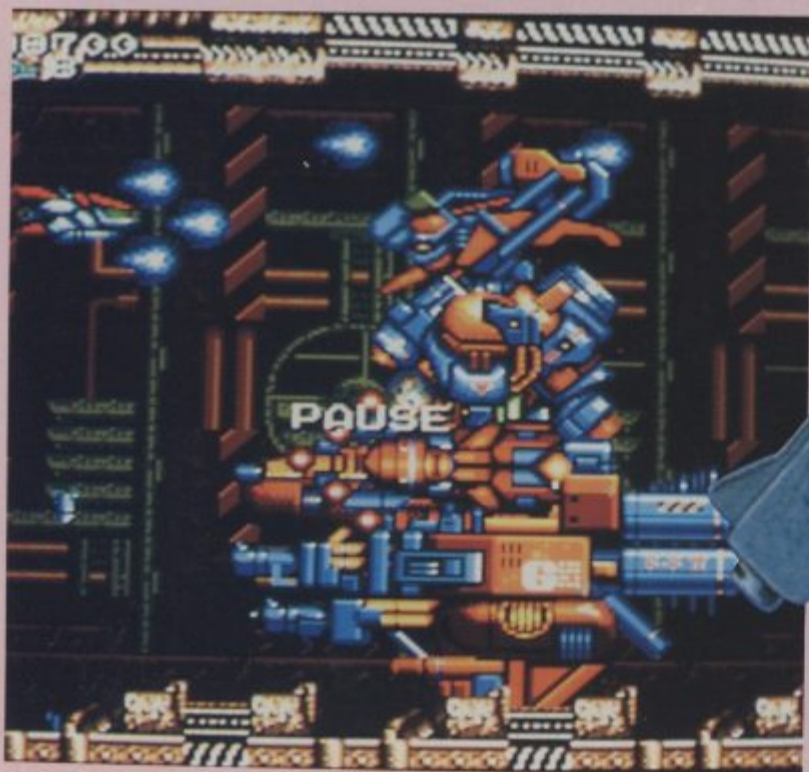
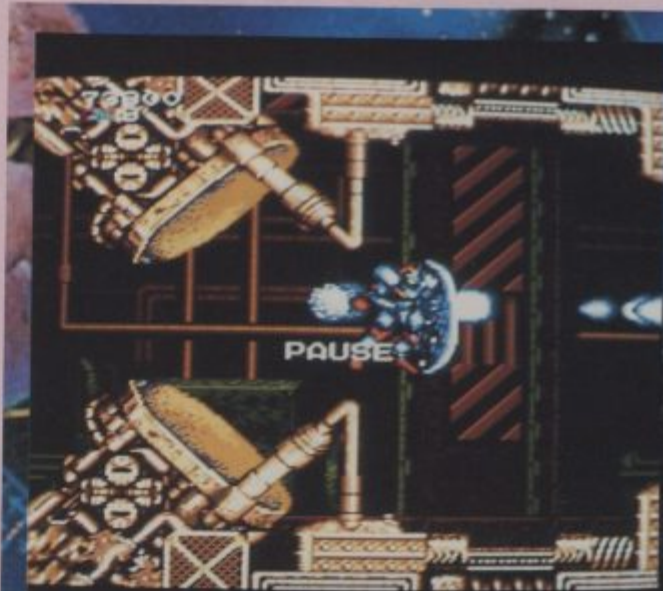
MEGADRIVE REVIEW

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

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

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

HEAVY



UNIT

MEGADRIVE

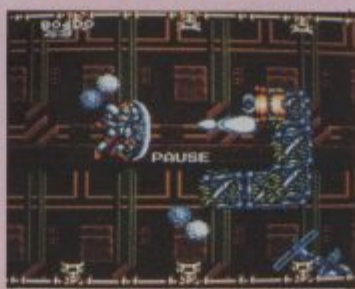
REVIEW

SEGA

16-BIT

COMMENT

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



▲ ▲

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

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

SEGA
8-BIT

MASTER SYSTEM

REVIEW

AERIAL ASSAULT

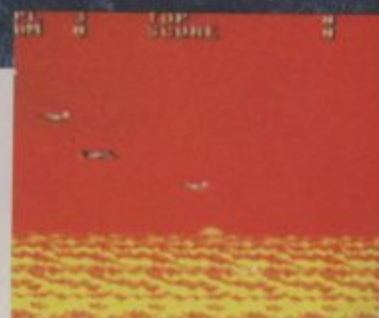
EL's bells! Bad pun, but that's the name of the most destructive weapon ever created - EL. Designed by the terrorist organisation N.A.C, the huge laser emitter is capable of destroying the Earth's ozone layer, which would allow the sun's deadly ultra-violet rays to penetrate the atmosphere, spelling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

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

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

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

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



COMMENT

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

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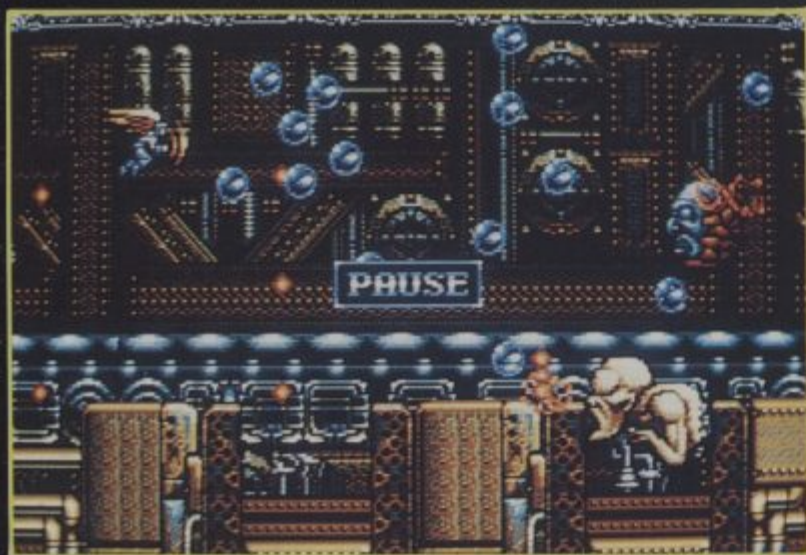
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SEGA
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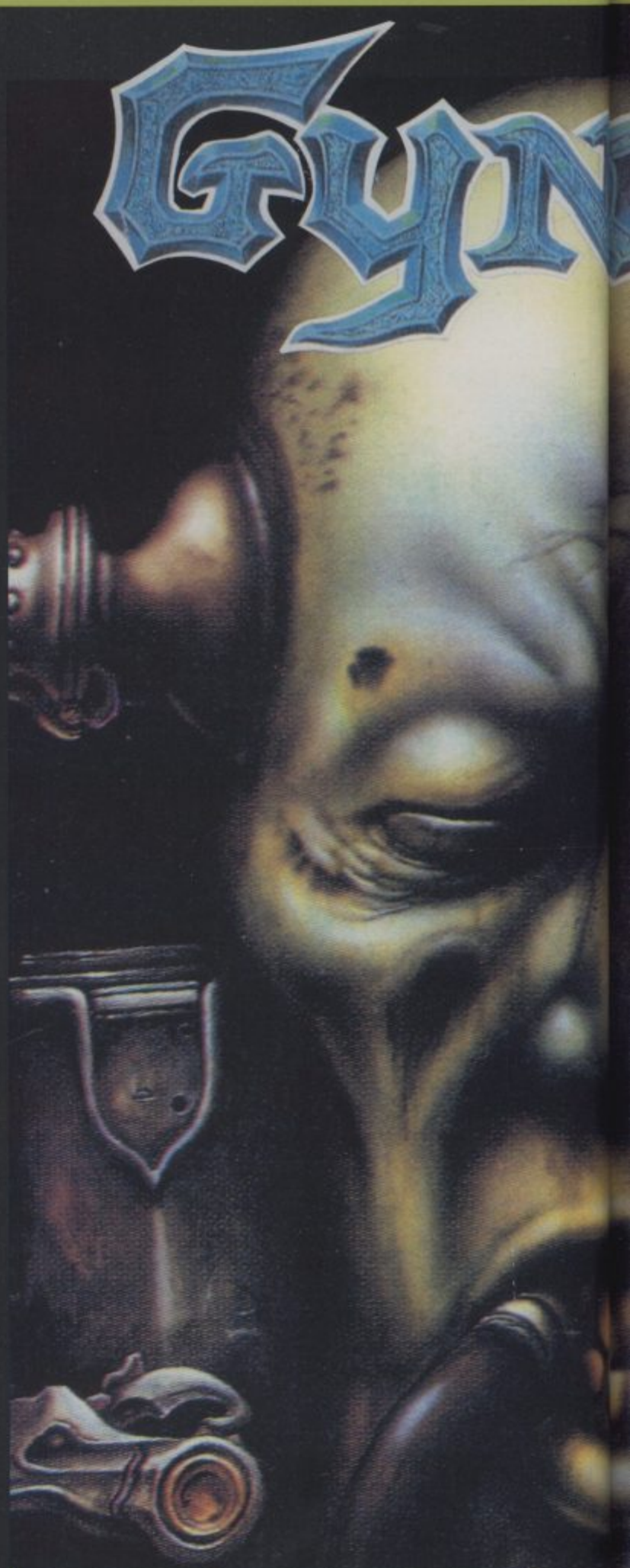
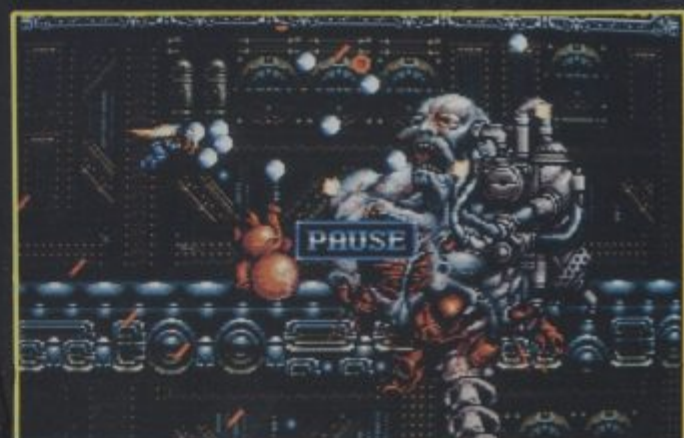
MEGADRIVE REVIEW

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

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



GYN



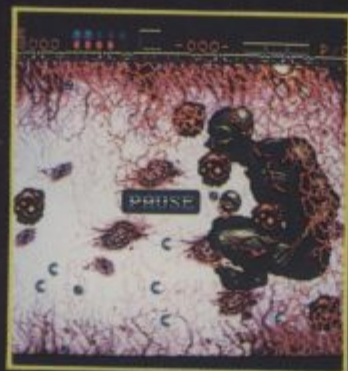
MEGADRIVE

REVIEW

SEGA

16-BIT

GYNOUNG



COMMENT

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



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

GRAPHICS	88%
SOUND	89%
PLAYABILITY	90%
LASTABILITY	83%
OVERALL	88%



SEGA MASTER SYSTEM 8-BIT REVIEW

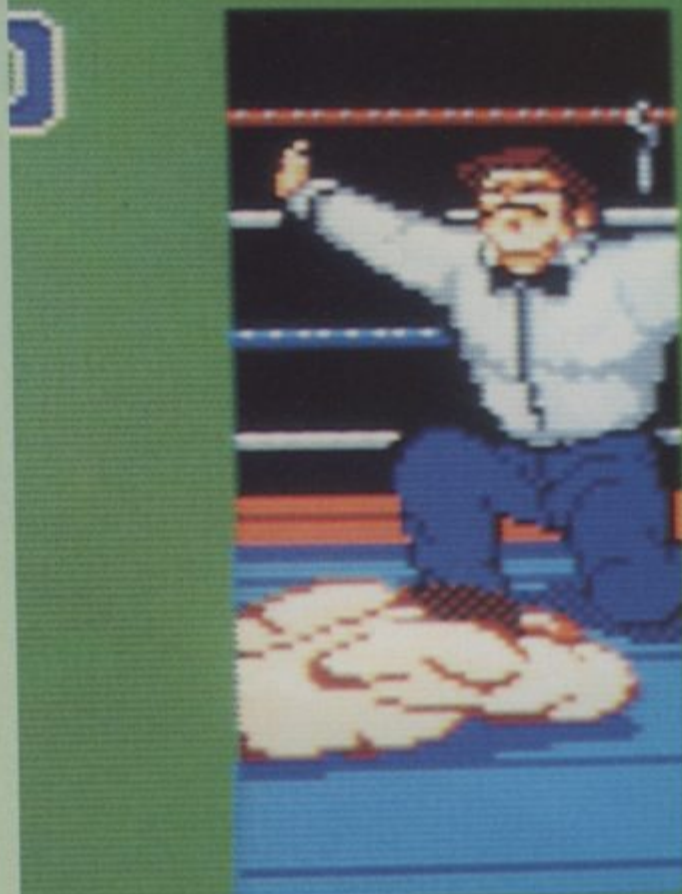
The thrill of the ring, the feel of the canvas under the feet, and massive punch in the face - it's all found in the latest sports sim released by Sega. Starring James "Buster" Douglas, the former World Champion, this is a one or two-player game with the aim being to knock seven bells out of the opponent.

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

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

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

B. SANTANA



HEAVY CHAMP



MASTER SYSTEM

SEGA

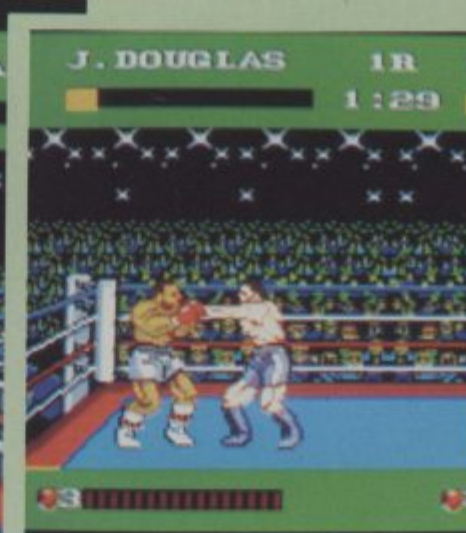
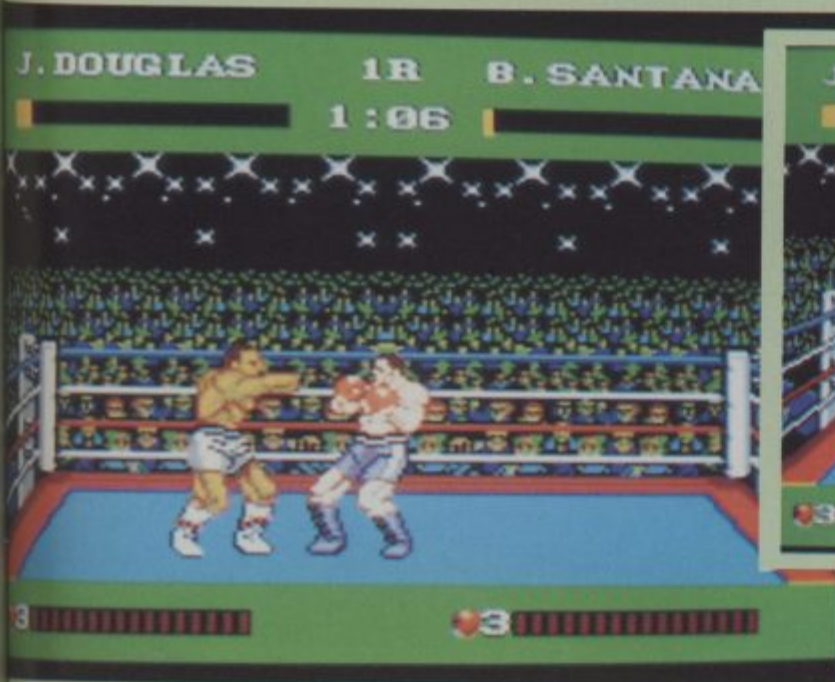
REVIEW

8-BIT

COMMENT

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

HEAVYWEIGHT CHAMPIONSHIP BOXING



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

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

SEGA MASTER SYSTEM
8-BIT REVIEW

Everyone knows how popular Mickey and Minnie Mouse are, don't they? Well they've been knocking around for around 50 years now and everyone loves them - apart from one person. The evil witch, Mizrabel, despises these friendly rodents more than her own warped and grotesque features. She especially hates poor old Minnie, so in a fit of maniacal ruthlessness the cunning witch decides to kidnap her! To add insult to injury, Mizrabel locks her away in the Castle of Illusion - the most dangerous castle in the known universe!

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

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

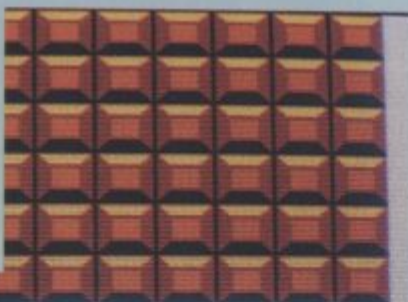
Tasty bits of cake can be discovered that replenish Mickey's energy bar and there's even some special cake that increases the amount of damage Mickey can take! In this game of nasty surprises and platform cunning, he's going to need it...

MICKEY MOUSE



COMMENT

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



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

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

SEGA
8-BIT

MASTER SYSTEM

REVIEW



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

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

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

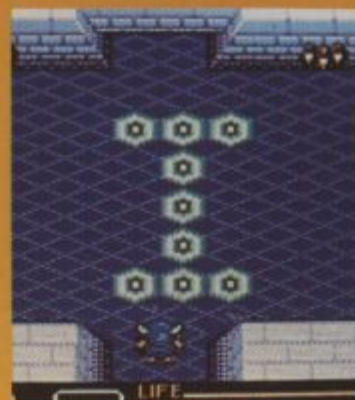
Shops are visited during your quest, and here you buy goods with the local currency - horns (a pocketful of change must indeed be a sight to behold!). Extra weapons, magic spells, and special items are all to be uncovered in this game. Up against the evil might of Death Adder - you'll certainly need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

GOLDEN AXE WARRIOR



COMMENT

So, you're expecting a beat 'em up sequel to Golden Axe (particularly with the suitably hard "Warrior" suffix added to the title). Well, you're not going to get it here! Golden Axe Warrior is in fact, an incredibly dull RPG that has all the entertainment value of a 24-hour German opera. The character interaction is simply a case of walking into people and listening to their mind-numbingly inane line of conversation, and the exciting combat action comes down to a collection of small, malformed sprites cluttering up a banal play area. The backdrops are extremely blocky and the sprites suffer from a graphical version of rigor mortis. The sound isn't bad - the tunes are sometimes reminiscent of the coin-op original in their style. Admittedly, you are getting a big adventure here for your money (with battery back up save options) - but as the saying goes: "size isn't everything" and with the extreme lack of riveting action you'll get bored with this very quickly indeed. Don't even consider purchase if you value money like ordinary people do.



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

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

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SEGA**16-BIT****MEGADRIVE****REVIEW**

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

Two fighter pilots, Holly and Mike (no sexism here, although from the looks of their portraits, Holly could easily pummel Mike in a one-on-one fist fight) are sent in, aboard their trusty Buster-class planes. The object is very straightforward. The screen scrolls horizontally and your task as either Holly or Mike is to keep your finger jammed down on that trigger and blast everything hostile that gets in your path.

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



MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

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



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

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

SEGA
16-BIT

MEGADRIVE REVIEW

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



DARIUS

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

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





MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

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

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

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

SEGA
16-BIT

MEGADRIVE REVIEW

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

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

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

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



DICK TRACY



MEGADRIVE

REVIEW

SEGA

16-BIT



COMMENT

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

DICK TRACY



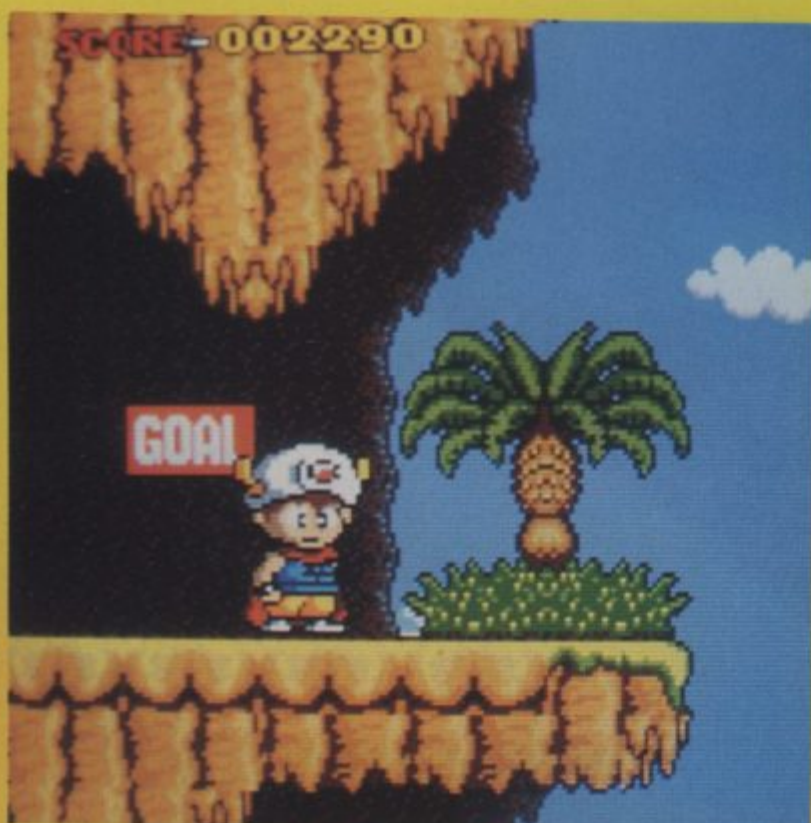
There are better games around, but you'll not be disappointed if you're a fan of Dick.

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

SEGA
16-BIT

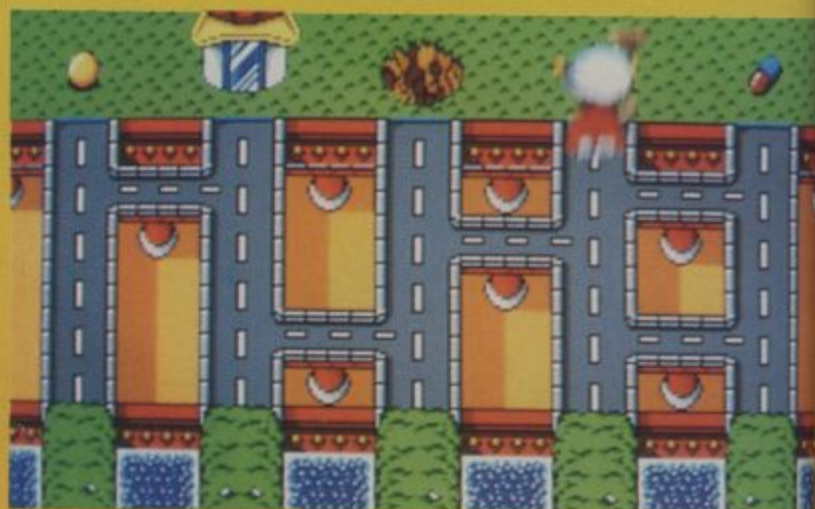
MEGADRIVE

REVIEW



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

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



MAGICAL FLYING HAT TURBO ADVENTURE



MEGADRIVE

REVIEW

SEGA

16-BIT



COMMENT

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



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

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

SEGA
16-BIT

MEGADRIVE

REVIEW



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

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

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

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

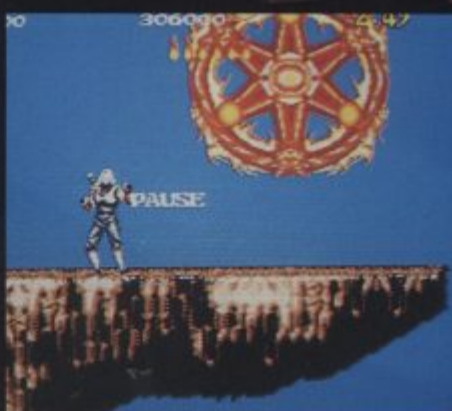
The evil Zeed have also deposited very large and very vicious end-of-level bosses at regular intervals during the game. They require loads of hits before their eventual demise, but the rewards come in the form of the subsequent bonus games. These generally take the form of our hero (minus psychotic dog)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

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

SHADOW

OF THE

DRAGON



MEGADRIVE

REVIEW

SEGA

16-BIT

COMMENT

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



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

GRAPHICS	65%
SOUND	59%
PLAYABILITY	70%
LASTABILITY	60%
OVERALL	62%



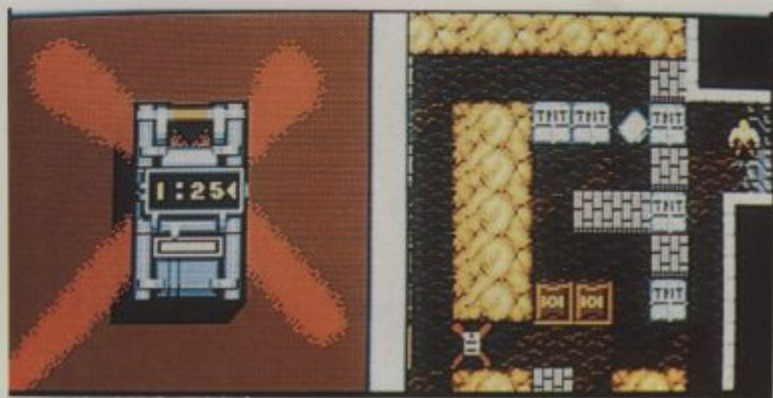
SEGA
16-BIT

MEGADRIVE REVIEW

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

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

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



CRACKDOWN



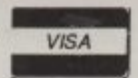
COMMENT

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

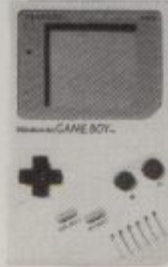
A decent enough conversion of an atmospheric two-player coin-op. If you've got a mate willing to play, it's a must.

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

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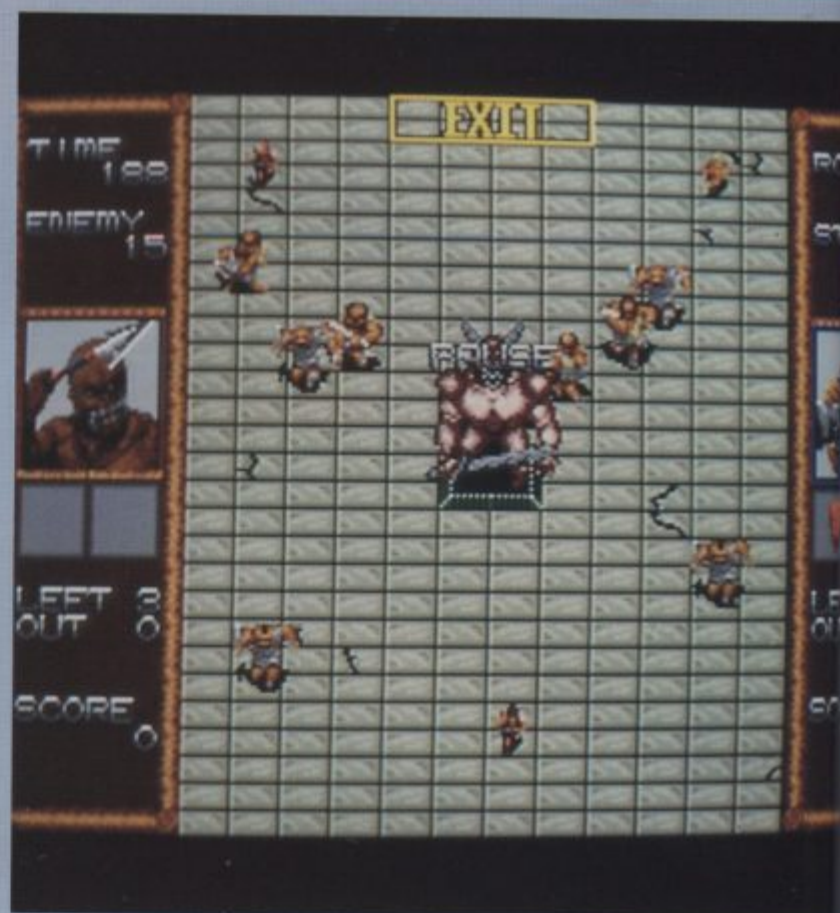
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SEGA

ACTION FIGHTER

9,900,995 Robert Wigston, Lanarkshire, Scotland

AFTERBURNER

17,404,100 Kenneth Rorie, Craigshill, Livingston

ALEX KIDD (LOST STARS)

1,294,500 Dennis Watts, London

ALIEN SYNDROME

270,100 Daniel Curley, Manchester

ALTERED BEAST

720,908 Gavin Walmsley, Harlow, Essex

AMERICAN PRO FOOTBALL

588-7 Karl Clark, Cleveland

ASTRO WARRIOR

1,280,600 Grant Wolstenholme, Blackburn, Lancs

AZTEC ADVENTURE

267,100 Michael Goode, Cardiff

BLACK BELT

4,561,200 Carl Smith, Hertford Heath

BLADE EAGLE 3D

89,000 Richard Bell, Beddington, Surrey

BOMBER RAID

1,313,500 M G Baker, East Grinstead.

CALIFORNIA GAMES

HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts

FOOTBAG: 192,840 James May, Birchington, Kent

SURFING: 10.0 Robert Wigston, Lanarkshire, Scotland

SKATING: 5180 Robert Wigston, Lanarkshire, Scotland

BMX: 175,700 Robert Wigston, Lanarkshire, Scotland

FLYING DISK 1700: Anthony

Leeds, Halesowen, W Midlands

CASINO GAMES

PINBALL: 492,270 Karl Marsh, Oldham, Manchester

CHOPLIFTER

1,600,200 Robert Wigston, Lanarkshire, Scotland

217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex

DOUBLE DRAGON

1,094,100 Rory Miller, West Yorkshire

DYNAMITE DUX

765,290 Robert Wigston, Lanarkshire, Scotland

FANTASY ZONE

109,848,000 M G Baker, Grinstead, Sussex

FANTASY ZONE II

9,541,980 Jon Evans, Walsall

GALAXY FORCE

427,400 Iain Gentry, Hillingdon, Middx

GANGSTER TOWN

605,760 Hywel Davies, Maehen, Gwent

GOLDEN AXE

245.0 James Noake, Worcs

GHOST HOUSE

1,388,500 James Denham,

London

GLOBAL DEFENCE

541,160 Anthony Hoult, Walsall

GREAT BASEBALL

22-01 Robert Gammon, Bedford

GREAT BASKETBALL

63-0 Stewart Cole, Nanborough, Leics

GREAT GOLF

53 Colin Boyes, Australia

HANG-ON

8,553,264 Euan Matheson, Rosshire

KENSEIDEN

605,100 Michael Goode, Cardiff

MY HERO

15,063,500 Mark Poliovdakias, Australia

OUT RUN

55,120,400 Richard Ellicot, NSW, Australia

PENGUIN LAND

Level 22 Steven Gemmell, Harefield, Middx

POWER STRIKE

65,242,300 Paul Stokes, Aberdare

PRO WRESTLING

667,100 Tim Gadler, Victoria, Australia

QUARTET

3,170,810 Gareth Wills, Bristol

RAMBO III

95,350 David Barnes, Sawston, Cambridge

RAMPAGE

851,600 David Barden, Norwich

RASTAN

1,461,190 David Buckland, Bristol

RESCUE MISSION

575,300 Christer Holm, Finland

R-TYPE

7,673,800 Scott McGrath, Swindon, Wilts

SAFARI HUNT

9,344,200 Sarabjit Singh, Peterborough

SECRET COMMAND

3,315,000 Julian Lloyd, Leamington Spa, Warks

SHINOBI

1,550,100 Mark Poliovdakis, Australia

SPACE HARRIER

45,144,160 Matthew White, Oldbury, W Midlands

SPACE HARRIER 3D

22,100,110 Gareth Pollitt, Thirsk, N Yorks

THUNDERBLADE

2,701,000 Alexandre Thilmany, Belgium

VIGILANTE

186,700 Stephen Pope, Chorley, Lancashire

WONDERBOY (MONSTERLAND)

10,509,990 William Wong, Nr Stockport, Cheshire

WONDERBOY III

999,999 Andrew Bowley, Leicester

WORLD SOCCER

41-0 Karl Clark, Cleveland

ZILLION II

1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER

27,861,520 Daniel Sullivan, Coventry

ALTERED BEAST

2,698,600 Paul Wheatley, Notts

BATMAN

481,700 David Park, Gateshead

COLUMNS

44,000,000 Julian Rignall,

MEAN MACHINES

DJ BOY

9,835,700 Jonathon Tilbrook, Sheffield

FINAL BLOW

3,189,520 Shejal Mistry, Aylesbury

FORGOTTEN WORLDS

1,845,200 Robert Golden, Lymington, Hants

GHOSTBUSTERS

10,627,000 Neil (awful signature), South Benfleet

GHOULS AND GHOSTS

912,300 Daniel Sullivan, Coventry

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371.5 Glen Williams, London

MOONWALKER

23,570 Peter Allport, Surrey

NEW ZEALAND STORY

522,360 Nigel Weston, Wilmslow, Cheshire

RAMBO III

1,277,350 Jason Weir, Wisbech, Cambs

SPACE HARRIER II

27,283,600 Lee Royle, Reading



SUPER HANG-ON

Beginner: 55,452,580 Anonymous, Somewhere

Junior: 59,986,600 Matthew Adamson, Amersham

Senior: 76,188,460 Matthew Adamson, Amersham

Expert: 83,772,640 Simon Cumpstey, Kirkham, Lancashire.

SUPER MONACO GP

4,701 Julian Rignall, MEAN MACHINES

SUPER SHINOBI

9,999,900 Daniel Sullivan, Coventry

THUNDERFORCE II

2,560,090 Paul Bristow, Erith, Kent

THUNDERFORCE III

6,611,550 (Mania level) Martin Trewren, Taunton, Somerset.

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MEGADRIVE

SEGA

REVIEW

16-BIT

Forget football, rugby, 100m sprints and badger-baiting. In the year 199X the sport of the day is Gain Ground, the fabulous new pastime in which human beings take on androids in the enormous maze-like structure of the Shokane Stadium, pitting their skill, strength and mettle against the deadly robot enemies.

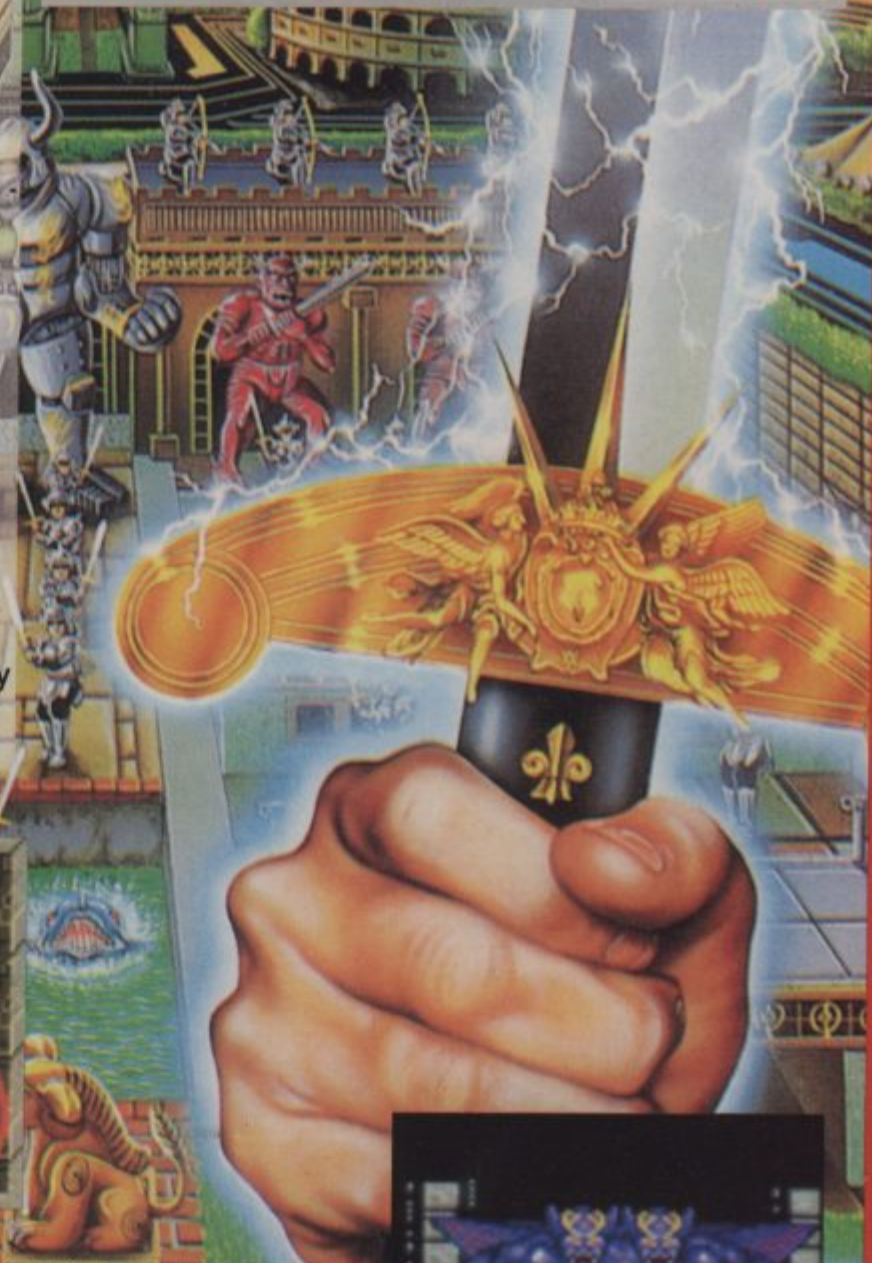
But robots are controlled by computers, and computers aren't infallible. The fateful match was about to begin; the crowd were going wild. Unfortunately, so did the Mother Computer. Sparks flew, androids went crazy - panic ensued as the spectators fled the stadium. Those who escaped were lucky; the rest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

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

GAIN GROUND

COMMENT

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



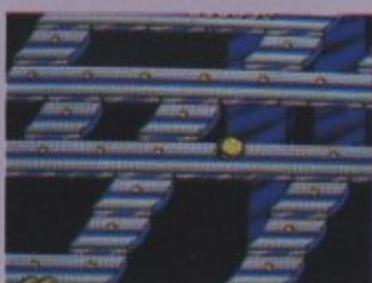
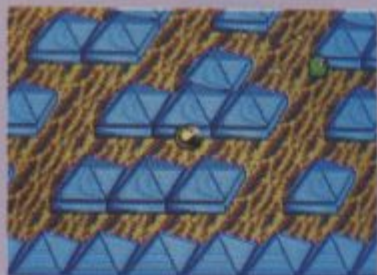
Quite an addictive blend of arcade action and puzzle-solving, which may not appeal to everyone.

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

SEGA**8-BIT****MASTER SYSTEM****REVIEW**

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

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



MASTER SYSTEM

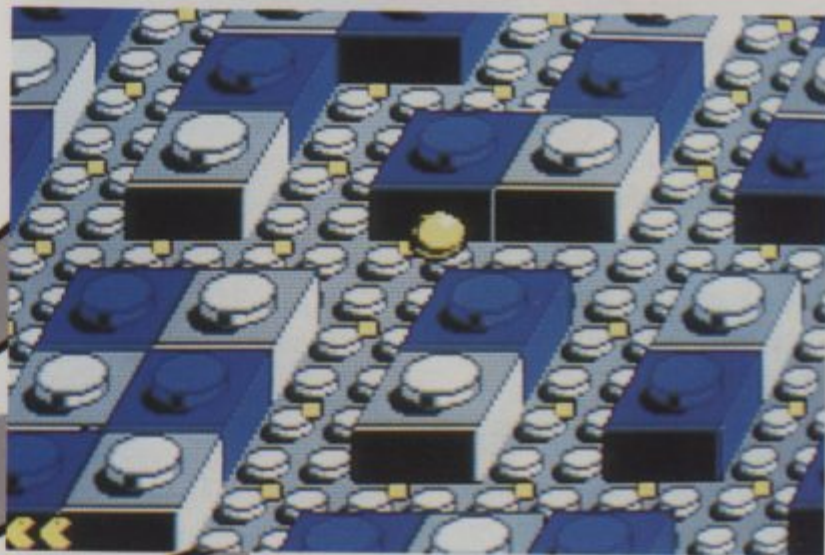
SEGA

REVIEW

8-BIT

COMMENT

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



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

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

TOP SECRET

PREVIEW

SEGA

8
BIT

16
BIT

MEGADRIVE RELEASES

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

MARCH

GHOST HUNTER YOKO
VALIS III
SHINING AND THE DARKNESS



SUPER AIR WOLF

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

MIDNIGHT RESISTANCE

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



SEGA GUIDE 118

APRIL

VERYTEX

KEGEKI

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



RANGLISSER

DINOLAND

A pinball extravaganza with loads of secret screens.

ARCUS ODYSSEY

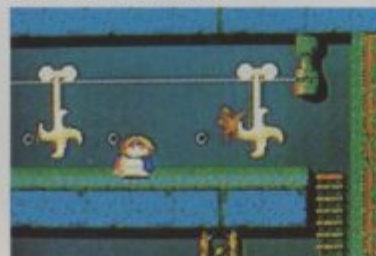


ZERO WING

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

WARDNER

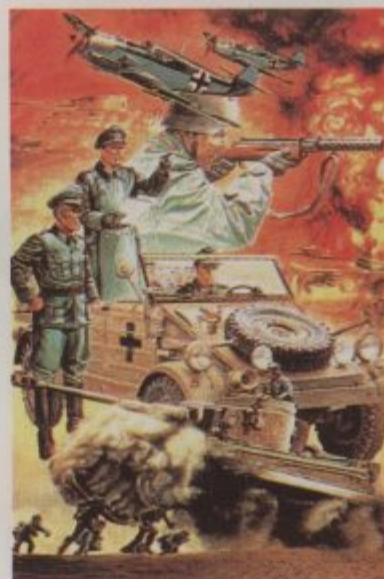
An enhanced version of the superb coin-op - should be a platform fan's dream.



MONSTER WORLD III

MAY

ADVANCED WARFARE



FIRE MUSTANG



BLUE ALMANAC

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



THE FASTEST ONE

BONANZA BROS

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



JUNE

MARVEL LAND

TASK FORCE HARRIER

USHIWAKA-MARU STORY

ALISIA DRAGON



NINJA BURAI

JEWEL MASTER

ALIEN STORM

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



RENTAL HERO

JULY

SONIC THE HEDGEHOG

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



MASTER OF MONSTERS

Y'S III

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

TENKA

NO RELEASE DATES YET

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

The Sega Master System classic gets enhanced graphics and sound and bursts onto the Megadrive. If you liked the original, you'll absolutely adore this!

GALAXY FORCE

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

POWER DRIFT

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

TURBO OUTRUN

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

LAST SURVIVOR**DYNAMITE DUX**

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

NINJA WARRIORS

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

FIRE PRO WRESTLING

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

SLAP FIGHT

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

THUNDER FOX
CHIBI-MARUKO
SOCERERAL
KINGDOM

TEENAGE MUTANT NINJA TURTLES

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

MASTER SYSTEM**COMING SOON - NO RELEASE DATES YET****HEROES OF THE LANCE**

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

**LEADERBOARD**

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

**OUTRUN EUROPA**

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

BACK TO THE FUTURE II

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

**XENON II**

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

**TERMINATOR****POPULOUS**

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

**SHADOW OF THE BEAST**

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

GAME GEAR

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

MARCH**KINETIC CONNECTION CHASE HQ**

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

HEAD BUSTER MICKEY MOUSE

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

DEVILISH**APRIL****GEAR STADIUM**

Game Gear Baseball. Take it or leave it.

SHINOBI

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

SUPER GOLF

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

RYUKU**MAY****WALL OF BERLIN FANTASY ZONE**

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

JUNE**MAGIC PUZZLE POPILOUS****PAT AND PATER GO!****GOLVACHEV****GRIFON****BREAD MAN****JULY****MILLENNIUM****WAGAN LAND****SPACE HARRIER III**

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

OUT RUN

Ferrari fun 'n' frolics guaranteed as you carve up the freeway. A must for speed-loving Game Gear freaks.

FROGGER

Guide your frog across hazard-packed roads and ponds in this conversion of the 1979 coin-op classic.

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

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

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ACE

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