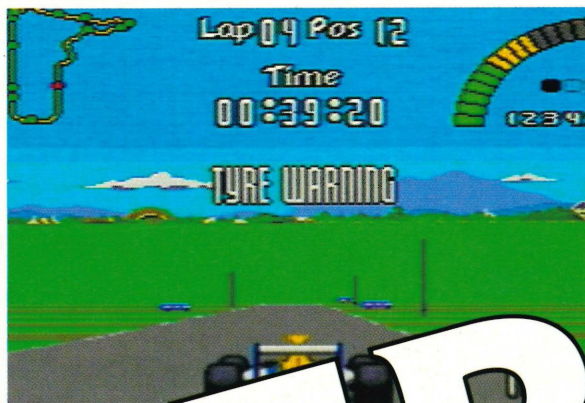


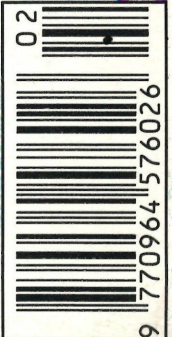
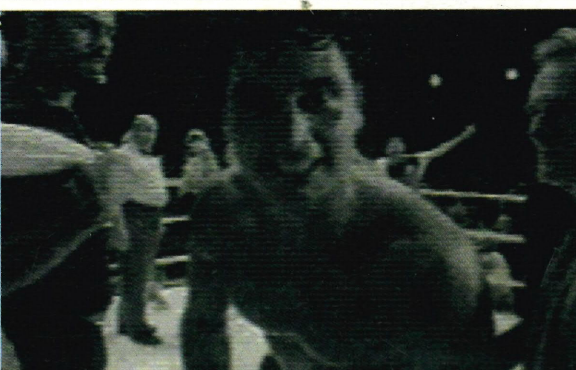
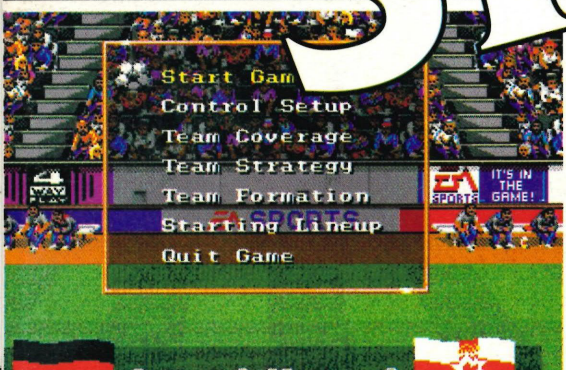


MEGADRIVE
AND
MEGA-CD

MEGATECH



SUPERB SPORTS SPECIAL



SEGA

ISSUE 31 • MAR '95 • AN UNOFFICIAL SEGA PUBLICATION • £2.50

MEGA DRIVE

ADVANCED GAMING



SPECTACULAR PLATFORM SPECIAL

NINE CLASSIC
PLATFORMERS
REVIEWED
INSIDE

MARCH ISSUE
OUT NOW

ISSUE **38**

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**SPORTS GAMES ARE DEAD GOOD
AREN'T THEY? EH? WELL I SEE A FEW
RAISED HANDS, SO I'LL CONTINUE.
ANYWAY, DEAD GOOD THEY ARE,
AND SO WE'VE DECIDED (IN OUR
INFINITE WISDOM) TO REPRINT
SOME OF THE FINEST SPORTS TITLES
OF THE PAST MONTHS, INCLUDING
THE INCREDIBLE VIRTUA RACING.
ENJOY. OR DON'T. IT'S UP TO YOU.**

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THIS MONTH'S TOP TIPS

1. Try and make your
magazine a reasonably good
read, otherwise you run the
risk of all the staff being
sacked and moved to other
mags, to allow a re-launch.

2. Always read MEGA. It is by
far the greatest Mega Drive
magazine around, and this
month they have a great
review of Virtua Fighters on
Saturn!

 **MEGATECH**

MEGADRIVE REVIEW



BY: SEGA



16-MEG WITH SVP

STYLE



RACING

PRICE £69.99

PLAYERS 2

SKILL SETTINGS 3

RELEASE DATE

OUT NOW



Allie West almost wet her knickers in anticipation of this title and at last it's here. See that puddle? That's Allie that is!

VIRTUA RACING

Virtua Racing has been the most talked about game of the century, boasting the revolutionary SVP chip and almost arcade-perfect speed. However, it hasn't really been over-hyped (not to the standards of Mortal Kombat and Street Fighter II at any rate). It would seem that Sega is going to let it roll on its own merits and the success of the arcade machine.

VIRTUAL NO LONGER. NOW IT'S REALITY

Whichever way you look at it Virtua Racing is a revolutionary game. OK, so it has only been made possible thanks to the Sega Virtua Processing chip but hey, what's one chip among friends? The point is that a couple of years ago it looked as though arcade-quality games would never find their way in to the home, yet here we are just a short way down the line and already Virtua Racing has proved just how wrong we were.

The biggest shock is that the Mega Drive version has retained all the speed of the arcade original – we knew it was going to be fast but just HOW fast is another matter! We have played the game on both SCART and PAL machines and surprisingly there isn't that much in it, with both machines coping with the screen update at a phenomenal rate. At top speed the game gets so fast that it is difficult to manoeuvre quick enough to avoid hurtling into a crash barrier or another car. No matter what perspective you're viewing the track from, the sense of speed and realism is staggering, with the only thing lacking from the arcade version being the juddering steering wheel.



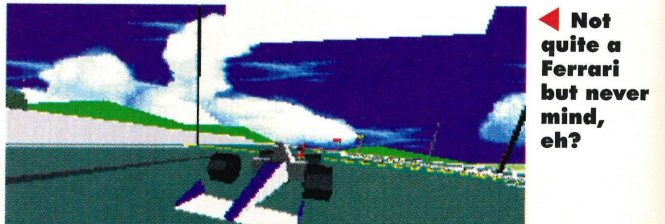
▲ Although you're about to start the race, your pit crew insists on changing your tyres – impeccable timing or what!?



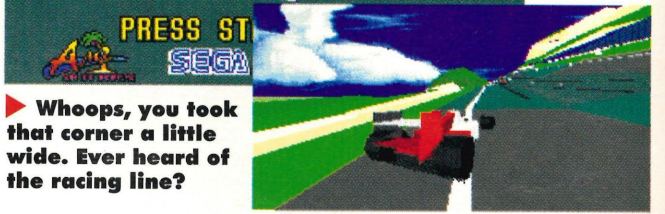
▲ On your marks...Get set...er, anyone know what to do now?



▲ There are three courses to choose from – naturally the beginner course is the best one to start on!



▲ Not quite a Ferrari but never mind, eh?



▶ Whoops, you took that corner a little wide. Ever heard of the racing line?

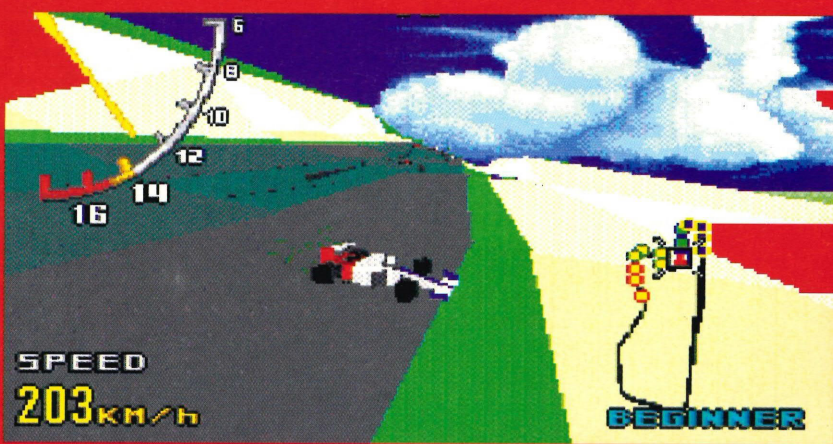


▼ This just about says it all really

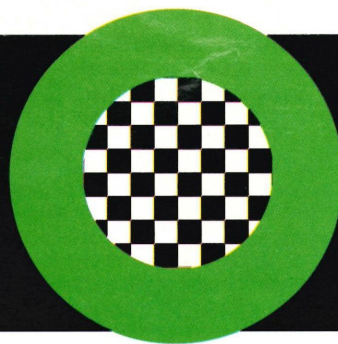
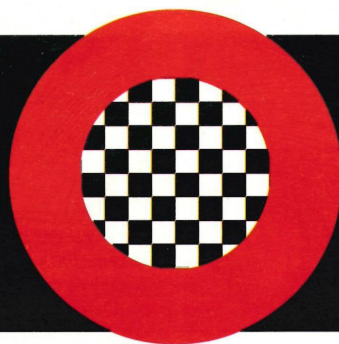


▲ How crap are you?! What kind of finish do you call that?

CRASHING Thankfully there's plenty of crashing and flipping of the cars. Depending on which perspective you're playing in, the crashes range from the bland to the spectacular. All of them send you spinning off in all directions, only to land facing the right way again!



ING



THANKS TO: COMPUTER EXCHANGE - 071 916 3110 FOR THE LOAN OF THIS AMERICAN IMPORT CART.



▲ Oh dear, what a close call!

IT'S A FUNNY OLD GAME

If we look at the game on its own merits, is Virtua Racing really anything more than a fancy graphical demo displaying exactly what the Sega Virtua Processor (SVP) chip was designed to do – produce near on 500 polygons per second, forsaking everything else? The answer to that, my friend, is a resounding “No”.

AM2, the Japanese programming team who developed this masterpiece of a game, has not only managed to incorporate the distinctive graphical style and features seen in the arcade version, but it has also retained all the gameplay. The controls are smooth, responsive and uncomplicated while a variety of difficulty levels

offer plenty of gaming potential for players of any standard.

The main beauty of Virtua Racing when it comes down to gameplay is the simultaneous two-player mode that utilises a very effective split-screen mode. The amount of polygon detail has been reduced slightly to retain the same speed seen in the one-player mode, but this does not reduce the quality of Virtua's gameplay in any way whatsoever. The only down point here is that you only race the other human player – all the other computer-controlled racers have been removed from the game, making it a purely one-on-one encounter.

ROOM WITH A VIEW

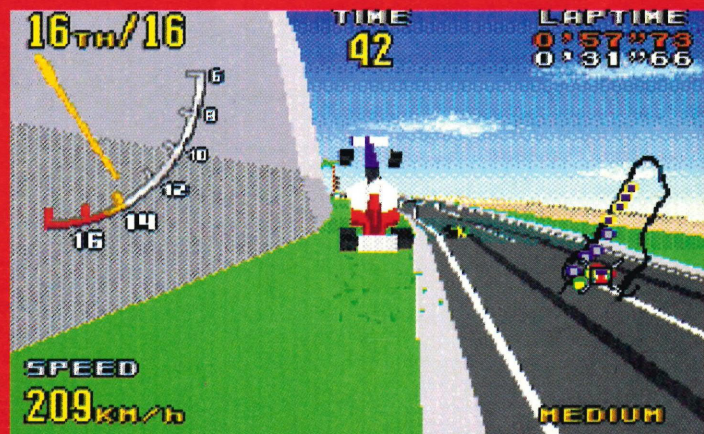
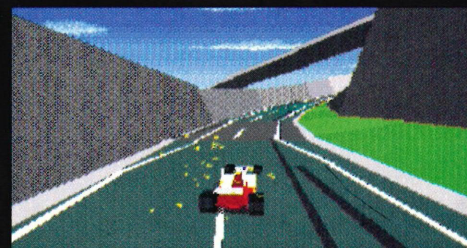
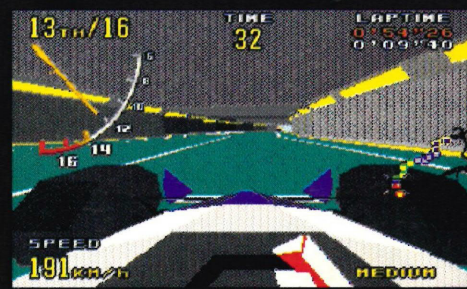
From the outset you'll be amazed by the quality of the graphics – not just the speed of the polygon update but the amount of detail that has been incorporated in to both the landscapes and cars. The polygon shapes that you see on the screen are not merely block colour shapes pasted together to form something vaguely recognisable – it would have been very easy to make the car nothing more than a rectangle with four wheels! Instead the vehicles are wonderfully constructed Formula One cars with all the fins and trimmings, and the landscapes are stippled with colour to create depth. In addition, the inclusion of trees, crash barriers, skid marks, Ferris wheels, jutting cliff sides and ominous suspension bridges makes the overall image all the more believable.

As you whiz round the tracks you can't help but drop that bottom jaw in amazement when you see the landscapes weave and rotate around you with outstanding fluidity. When you climb one of the many banked corners the whole screen gently swings to one side without any effort, as you battle to hold the road after realising that the corner was slightly tighter than you first anticipated!

The execution of all the graphics seems relatively effortless...glitch, what glitch? However, they do tend to get a little bit blocky over the horizon, but what the hell do you really expect from a 16-bit machine, Ridge Racer?! When playing the game from a bird's-eye view the machine simply can't handle the amount of polygons needed to create a smooth landscape and as a result vast chunks of the surrounding area are missing. However, it's nigh on impossible to play the game in this mode anyhow, so we're not being as harsh in our criticism as we could have been!

SCENERY

The three tracks are far from bland, with the landscapes changing to brighten the track side. Here you can see a variety of landmarks, ranging from a Ferris wheel to boats on the sea, that you can look out for as you take a leisurely drive around the tarmac



FOLLOW IN MY TRACKS

We've said that there are a wide range of difficulty levels included in the game, however at a quick glance you may not think that this is the case due to there being only three race tracks to tackle. They range from beginner through medium to expert and vary in basic track design rather than the number of opponents or hazards on the track. The beginner course is a smooth track with long straights, wide banked corners and gentle wiggles whereas the expert track comprises of extremely narrow chicanes and long winding stretches with very little room in which to manoeuvre. All the races feature 20 drivers at the start line and numerous check points are positioned along the length of the track to extend your ever-dwindling time limit, but that still doesn't make the game easy.

Then there are the difficulty modes found on the options screen – you can select between easy, normal or hard. Depending on which mode you opt for, the level of intelligence of the

opposing drivers changes and the time limit looming over each race changes in length. On the hard mode the time limits are so stupidly tight that even on the beginner course you are hard pushed to make it round one lap in time. There are still more levels of difficulty – in two-player mode you also have handicap levels ranging from one to five, allowing you to pit yourself equally against your racing partner thus making the game much fairer.

However, despite the number of difficulty settings we still found the three tracks to be somewhat limiting – it would have been nice to see at least five tracks included for that extra spice and variety. Having said that though, there is a 'mirror mode' cheat included somewhere within the game that completely flips the tracks, creating complete mirror images of their former selves. Admittedly this does effectively give you another three tracks to race around, but you've got to discover the cheat first!

THE SECOND OPINION



RICH

Considering how powerful the arcade machine was, it's incredible that the Mega Drive version is so close to the original. OK, there's only 16 colours on screen and there's a lot of stippling... but so what? It's fast, smooth and it plays like a dream – especially in two-player mode.

Bits are disappointing (like the lack of any other cars on the two-player game and some of the sound effects), but on the whole it's an excellent game. What a pity it's so expensive though!



MAPS AND TRACKS

BEGINNER



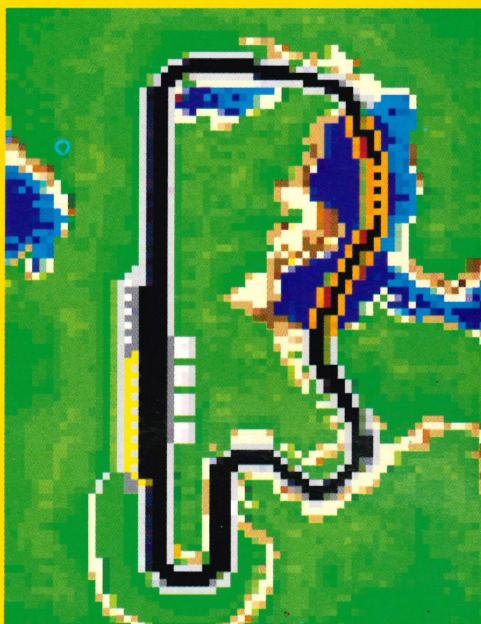
Although this corner is banked, it is possible to take it too fast so try and take the racing line



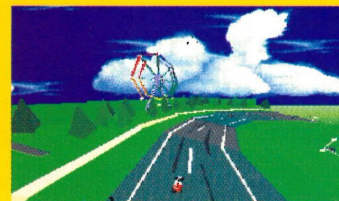
Again, take the racing line and try not to hit the barrier just before the bridge or you'll go flying



This is a wiggly bit, so try and slow down before you enter this chicane or you'll find yourself spinning in to the sand



Slam the brakes on! The corner may be banked but if you attack this too fast you'll be biting the dust, big time!

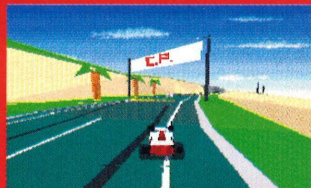


As soon as you see the Ferris wheel, slow down. The corner is a lot tighter than you may think it is

MEDIUM

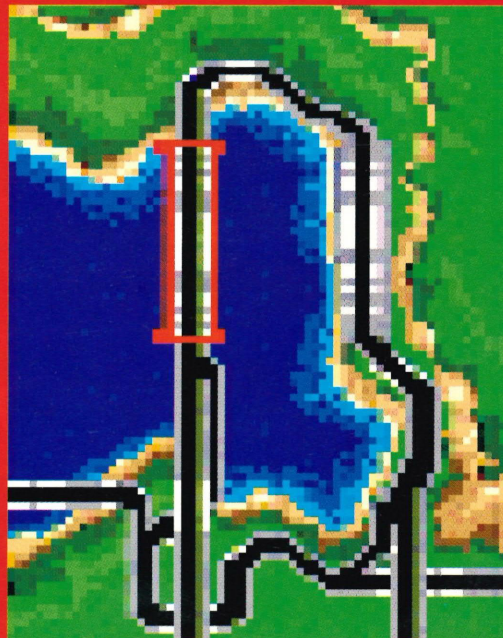


The first corner approaches far too quickly and if you are in one of the harder perspectives you won't see the bend at all



Watch out for the tunnel – make sure you're not playing in the bird's-eye view or your view will be completely obscured

Approaching a nice wiggly bit. Watch out for the barriers indicating which way the road is bending. Although you can't crash into them as such, you will hit the scenery behind



This section of road gets very narrow indeed. Try not to make any rash movements on the joystick

Approaching the final straight. Keep your cool and then storm to the finish line



◀ Here we have a nice coastal view, but there's no time to admire the scenery

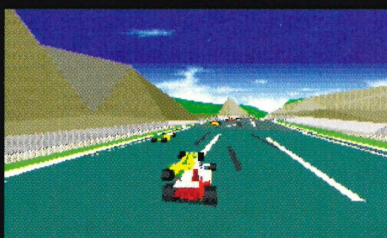


▲ Er, sorry, did I just score a goal? But I thought I was racing!

TACKLE THE PROBLEM FROM A VARIETY OF ANGLES

One aspect of the arcade game that we weren't sure how the programmers would tackle is the range of different views available. As you know, there are four distinctly different perspectives from which you can play the game, namely in the cockpit, directly behind the car, chasing and from a bird's-eye view – all of which are included in the Mega Drive game. On a standard three-button pad you cycle through the views using the C button, however on the newer six-button pad the extra three buttons are used in conjunction with the C button. From this the screen quickly and smoothly pans in and out to create the new view, the most impressive of which is the cockpit view where you glide through the shell of the car and watch the vehicle rebuild itself around you at close proximity – smart! This mode, although difficult to race in because you can't see what's approaching, is by far the most impressive, with the driver's hands hand moving realistically on the steering wheel.

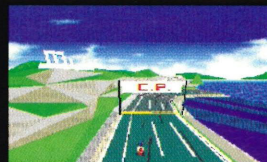
EXPERT



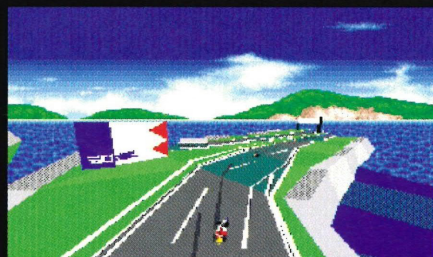
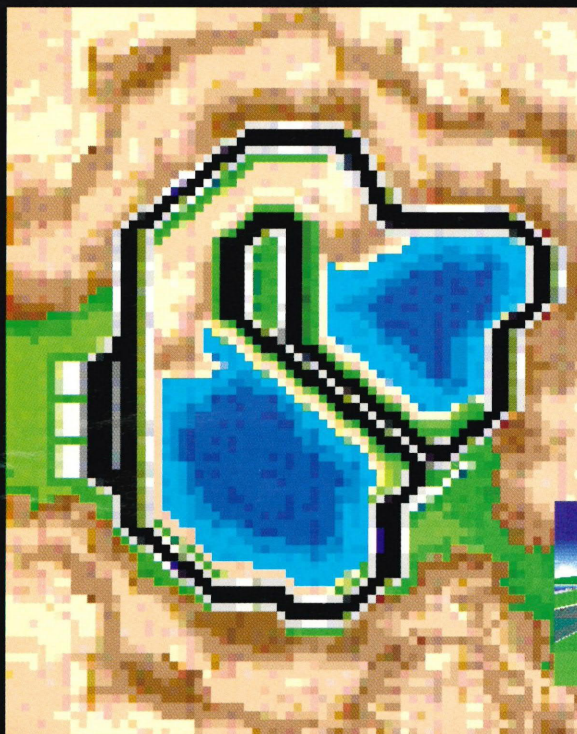
Pay attention to the arrow barriers – they're there for a reason you know!



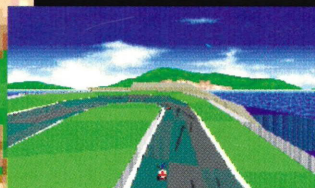
This bend leading on to the coast is extremely tight. Although you can't spin off in to the sea, you will be slowed down dramatically if you muck it up here



You can whack it through this canyon at considerable speed, but try and keep the straightest line possible to retain your speed



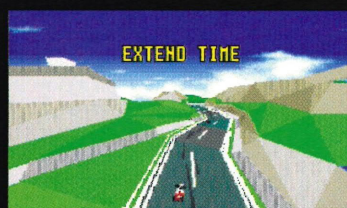
Watch out for the billboards and slow right down in order to get round this bend, or you'll smash into the barriers and flip all over the place



The hairpin is extremely tight. Simply slowing down won't do – you'll have to use your brakes as well!



A nice little wiggly bit just before the finishing straight – it isn't as painful as it looks!



Coming out of the hairpin you are faced with a similarly tight bend. Don't bother with the brakes – just slow down

— RANKING —				
RANK	NAME	TIME	VR MODE	
1st	TAK	3'12"88		
2nd	NAC	3'13"43		
3rd	MAT	3'13"96		
4th	O.H	3'14"88		
5th	RYU	3'15"12		
6th	HSB	3'15"93		

— FASTEST LAP —		
NAME	TIME	
O.H	0'41"26	

▲ If you finish fast enough you get the chance to appear on the best time ranking screen

RESULT			
COURSE: BIG FOREST			
TOTAL: 3'29"52			
LAP	TIME		
1st	0'47"26		
2nd	0'40"13	BEST LAP	
3rd	0'41"60		
4th	0'40"20		
5th	0'40"33		

INSTANT REPLAY? YES NO

▲ Congratulations – you've got the best lap time. Enter that name, quickly

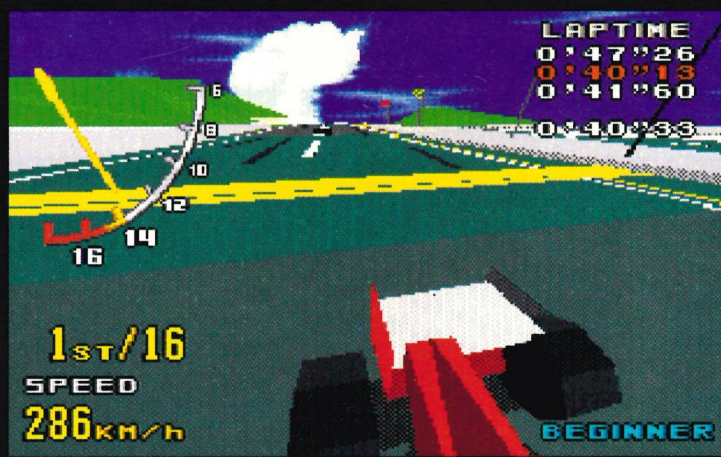
LET'S JUST TAKE A LOOK AT THAT AGAIN, SHALL WE?

The Mega Drive version does get 'one-up' on the arcade game by incorporating an instant replay mode, as seen on the big eight-player tournament VR arcade unit. This instant replay facility gives the player the opportunity to watch their entire race again from a variety of third-person perspective camera angles. Initially the replay mode unfolds as you view the race from the sidelines as if you were watching a real Grand Prix at home on your TV, with the cars whizzing past you at a phenomenal pace while the camera concentrates on your car. The speed at which the graphics are generated to create this effect is awesome, and the screen update as the view switches between the trackside cameras is incredible. There is also the top-down view where your car looks like a Micro Machine dwarfed by masses of intricate landscapes!

It's nice to see that the programmers have really thought about the Mega Drive version of Virtua Racing and not simply been content with converting the arcade game as it stands.

REPLAY

The Instant Replay mode is a completely new feature that only the Mega Drive version of Virtua offers to the player. After completing a course successfully you get to watch the whole race again from a wide range of camera angles. Here we take a look at the highlights of today's exciting race...



◀ The in-cockpit view looks the most spectacular of all four perspectives but it is very difficult to see approaching hazards and corners due to being so close to the ground. If you want a greater challenge, then play in this mode

EXCUSE ME!

The music accompanying the game is almost identical to that in the arcade game and all of it seems to be reproduced with surprisingly clarity. Even the little jingles heard when steaming through a checkpoint are familiar, but sadly the sound effects have not been recreated with the same gusto or power. The roar of the car engines is downright annoying, sounding more like a fly bashing pathetically against a window than an F1 car! One thing that does impress though is the digitised speech heard at numerous points throughout the game – although it is a little bit raspy in places, you can easily decipher what is being said and every little bit adds to the overall feel of life behind the wheel. To be honest though, the sound is the game's weakest aspect. Thank heavens for volume controls!

▼ The third-person perspective is by far the most favoured viewpoint here in the office. We have found that although the detail on the car has been greatly reduced, you can easily see what is approaching and therefore can plan your route around the corners with more success



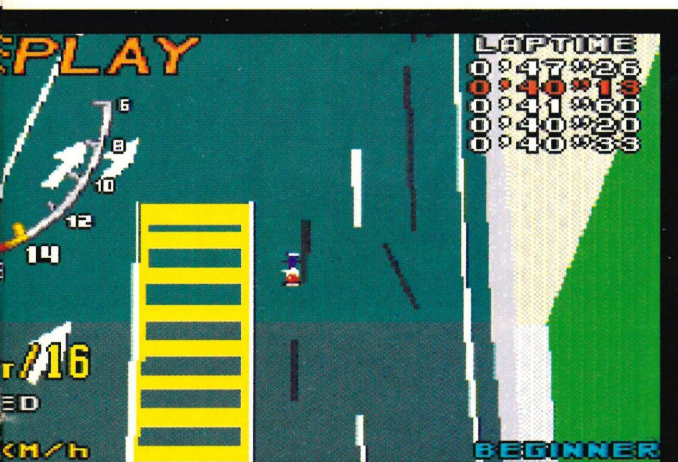
▲ This is the chasing perspective where the view is raised slightly, therefore allowing you to see further off into the distance. However, it is still difficult to see some of the corners and as result this mode presents a real challenge

THE SECOND OPINION



JAG
Wow! Is this really running on the 16-bit Mega Drive? Unbelievably, the arcade machine has been crammed into a 16-meg cartridge! The graphics are outstanding and the game plays brilliantly. A question hangs over the price and you must decide yourself whether you want to pay that much for a game. Whatever you do, you must try this game out because it is the finest arcade conversion yet on the Mega Drive. To cap it all there is even a two-player split-screen mode. With three courses and three skill levels you won't tire of this game quickly, and even then there are the mirrored courses to race. Have a go at racing in hard mode on the expert track from cockpit mode and then see if you can win!





THE HOME STRAIGHT

So, was it worth the wait? Well, in a word, yes. Virtua Racing is undoubtedly the best driving game on the Mega Drive to date and whether you like racing games or not you will be hard pushed not to find this game irresistible. SVP chip or not, what the Mega Drive is actually pumping out at such a tremendous rate can't be sniffed at. To experience the full frontal attack of the game we found that it is best to play on a large-screen TV and link the audio up to your hi-fi – the effect is almost as good as playing it in the arcades. This really is the closest we're going to get to an 'arcade in the home' for another few years at least. The only thing that really lets the game down is the lack of tracks and the hefty price tag – even on official release you're still going to have to splash out £70. Now, the big question is – is this a luxury you could do without or a necessity?

► The bird's-eye view gives much cause for concern. Firstly the landscapes start to glitch because there are simply too many polygons on the screen at any one time, and also the car looks like a micro machine. However, you can see what is approaching if the graphics don't glitch too much!

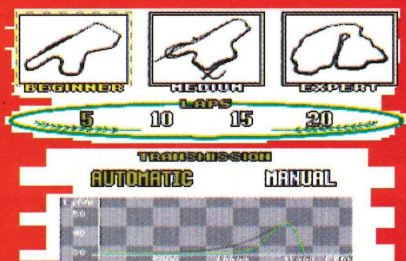
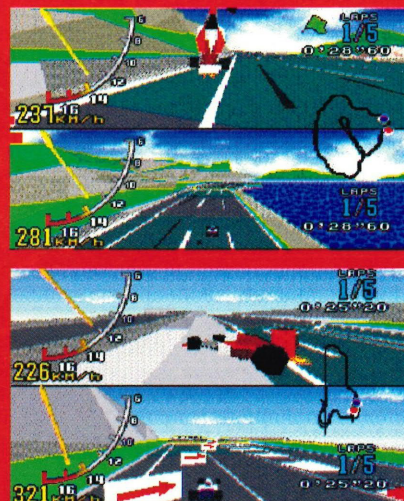
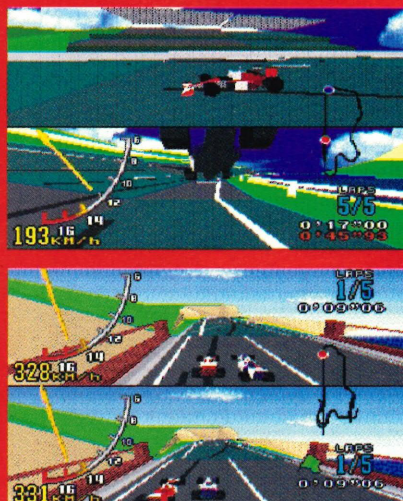


▲ Virtua offers three main game modes – full Virtua tournament, practice runs or two-player. You can also customise the difficulty levels in the options screen

TWO-PLAYER

The two-player mode is played simultaneously and in order to retain all the speed of the one-player game, the graphics are lacking somewhat in detail. However, as you can see from this variety of two-player shots,

the screens still look bloody fantastic! One thing we found rather strange in this mode is the absence of opposition, with the two-player mode being exactly what it says – for two racers only!



RATINGS



PRESENTATION
Oozes quality. Just like watching a real Grand Prix on TV

GRAPHICS
The detail is incredible and boy, is it fast?!

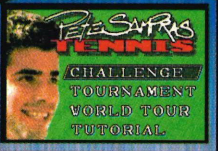
SOUND
Familiar tunes from the arcade game with crisp digitised speech

SHORT TERM PLAY
Instantly accessible

LONG TERM PLAY
One gripe – why aren't there more tracks?

OVERALL
93
Shows what can really be achieved when somebody puts their mind to it, but it is very expensive

MEGADRIVE REVIEW



CODEMASTERS



8 MEG

STYLE



SPORTS

PRICE £39.99

PLAYERS 4

SKILL SETTINGS 1

RELEASE DATE

JUNE '94



Swapping her pinafore for a cute little PE skirt, ALLIE WEST gets ready to take to the court for a smashing game of tennis. Grab your rackets, then...

PETE SAMPRAS



Initially this game was to be called Tennis All Stars until the powers-that-be at Codemasters disappeared into a darkened room with number one tennis ace, Pete Sampras. A few cartons of Robinsons Barley Water and no doubt one or two punnets of strawberries down the road, Sampras endorsed the Codies' game and voilà, here it is for review.



BALLS TO THE LOT OF YOU

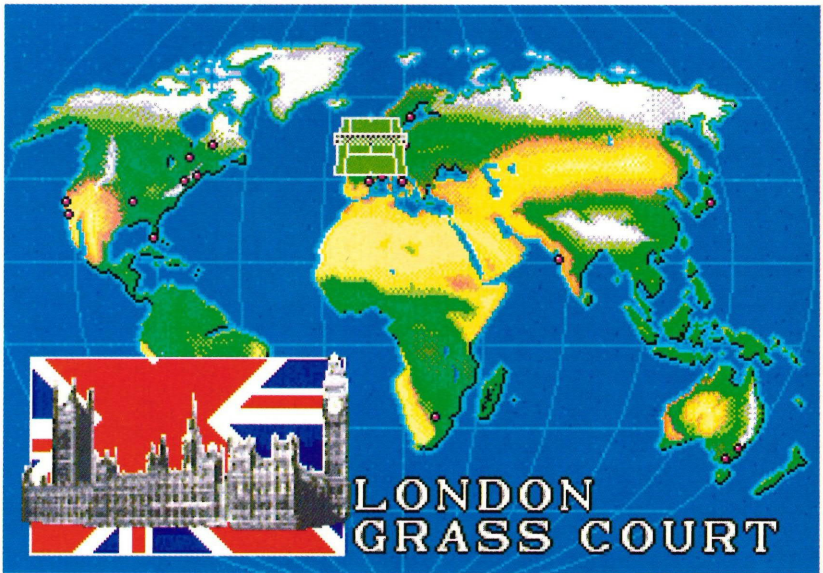
There's not very much you can actually say about a tennis game without sounding really condescending – after all, everyone knows what's involved. This tennis sim from Codemasters is pretty much the same as every other tennis game for the Mega Drive – there's matchplay and tournament options, two-player modes and doubles options but nothing to shout home about.

You could rant and rave about the fact that the game has varying court conditions or four-way multi-play, but even that's been done before so what's new? For starters the game has been endorsed by none other than the world's number one player Pete Sampras, who is up for grabs in the games character line-up even though no other 'named' players show their faces.

The big difference that sets Pete Sampras Tennis aside from the haze of other tennis titles is the cartridge itself. Almost double the size of a standard Mega Drive cart this game comes with its own multi-play adapter. Pete Sampras Tennis is the first of a new range of games emerging from Codemasters' workshops to be put onto a J-Cart which is a cartridge with two extra joypad ports built into the casing for multi-way play. Smart, eh?



▲ I wanted to watch tennis not the bloody ballet



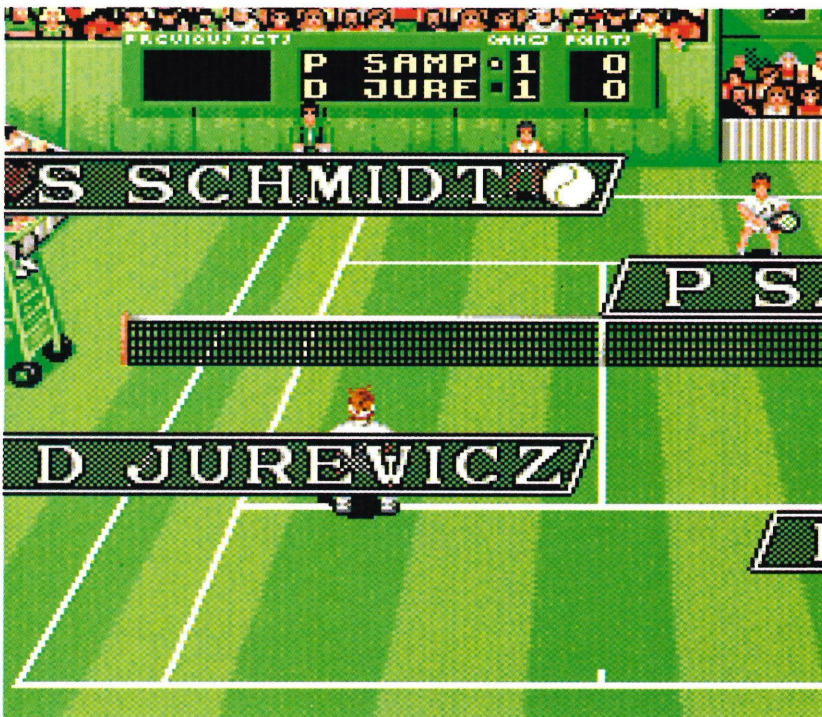
▲ The world is your playground



STRAWBERRIES AND CREAM

The game is presented really well with a wide range of detailed option screens boasting plenty of colour and some nice sprite animations. There's nothing more boring than having to wade through wads of text and Codemasters has overcome such downfalls by including lots of little icons to flick through when setting up a game.

On the court the whole image is still clean and detailed, with small but recognisable sprites, and a cartoony feel to the background. However, the perspective is awkward making it confusing if you are playing furthest from view at the top of the court. Even though there's a shadow on the ground indicating the position of the ball, the skewed view poses problems when trying to make contact with the racket – you find yourself over-compensating and clumsily charging past the ball.



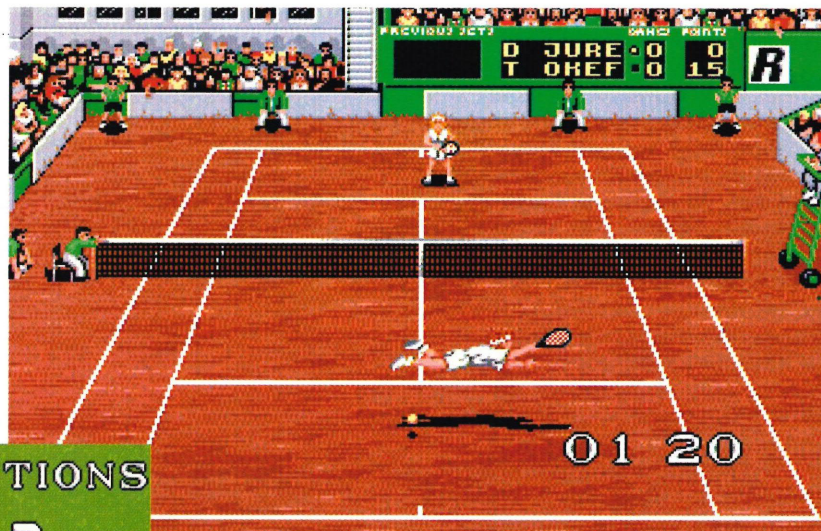
▲ With Pete Sampras on your side, how could you possibly lose?

PRAS TENNIS

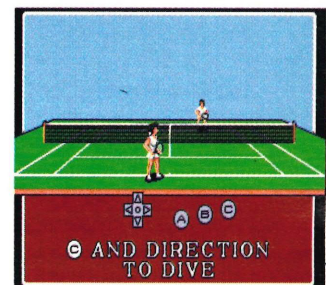
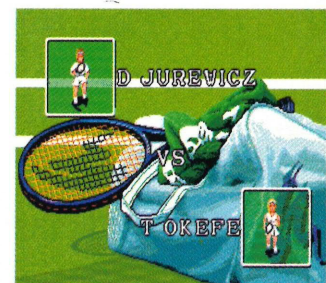


WHAT A RACKET

The sound quality is one of the game's strongest features, consisting of complex digitised speech, safe plinky-plonky music that wouldn't be out of place playing at the Co-op, and some fairly realistic crowd cheers that make you feel like you're on the Centre Court yourself. The speech isn't just spot effects either – the line judges and commentators are quite chatty and constantly inform you of all faults and scores. The speech is a little mechanical with the voice forcing out the sentences in a monotone fashion, but considering how bad the Mega Drive is at handling most audio this is very impressive and injects atmosphere into the game.



▲ All tennis players are actually members of the Magic Circle and practice their levitation techniques on court



TOURNAMENT POSITIONS

P SAMPRAS

C THEOBOLD

S SCHMIDT

G HIMME

D JUREVICZ

G THACKER

K HABIB

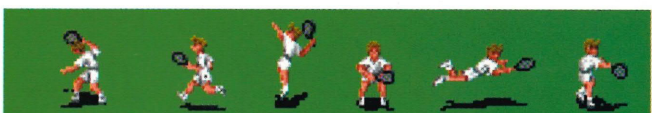
T GAGGINI



▲ You are hammering it out in the tournament for the coveted top prize, but who'll shine victorious?



▲ All quiet on the Western front



FOR PETE'S SAKE

The controls are easy to work out thanks to an informative manual and a foolproof tutorial mode. Fortunately for the beginners you have an automatic serve which eases the embarrassment of being unable to make contact with the ball. However after some practice you can move your way up to a manual serve, and by adding some overenthusiastic after-touch you find yourself showing off to your friends by serving some storming aces.

Your players are talented enough to be able to perform all the important moves such as lobs, smashes, backhands, volleys as well as the good old knee-grazing dives simply at the push of a single button, so there's no clumsy button combos to learn.

All of the players have differing attributes and skill settings thus giving you a variety of difficulty levels to tackle, Sampras is obviously the best player, but even he can easily be beaten by the other computer players most of which are really tough.

The only thing that does take some practice is the exaggerated after-touch and shot power that, until you get to grips with its sensitivity, will have you whacking the ball off into the adjacent Porta-loos or the hot-dog stand. The computer players also prove to be tough competition, but this only increases the longevity of the game, increasing your will to beat them.

Overall the game is very friendly and extremely playable, but it lacks the speed and fluidity of Davis Cup. There are some nice features such as an instant replay and slow-motion playback but this fails to cover up the average game underneath.

THE SECOND OPINION



RICH LLOYD

Although the presentation is excellent, the speech clear and the graphics well up to standard, this game still fails to really impress. For some reason Davis Cup was always in the back of my mind, and I was pining for a game of it as I played this. That isn't to say Sampras Tennis is bad, it's just that it doesn't really play as good a game of tennis as the Demark effort. Even with its extensive tournament options and challenging gameplay and four-player option, it still trails in second place in the race of Mega Drive tennis games.

RATINGS



80%

PRESENTATION
Lots of nicely designed and user-friendly option screens

77%

GRAPHICS
The perspective on the pitch is askew, but other than that, it's good to look at

83%

SOUND
Lots of excellent speech and some realistic crowd cheers

78%

SHORT TERM PLAY
Controls are nice and simple but the computer players are rock 'ard at first

82%

LONG TERM PLAY
Long-winded tournament options, with a Crazy mode for added variety

OVERALL
79

Good tennis sim with fast gameplay, but lacks the real vigour of Davis Cup



ACCOLADE



16 MEG

STYLE



SPORTS SIM

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

JUNE '94



World Cup fever...THE JAG decides to take things easy and chill out with a nice quiet game of baseball courtesy of Accolade.



HAR

The World Cup may be on everyone's lips but to the average American sports fan soccer means very little. The sports establishment in the United States focuses on the two main games that dominate the media across the Pond; American Football and Baseball.

Baseball, as we all know is a tarted up game of rounders with a few funny rules and millionaire players. However no matter what we think of the game and despite the scorn poured all over baseball this side of the Atlantic it still remains the most popular sport in the United States, Japan and a host of other countries.

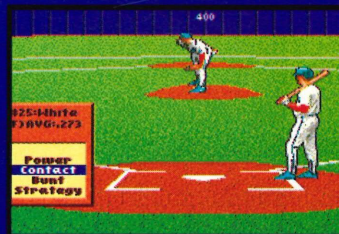
The recent setting up of a national league in the UK should see the profile of the game raised higher than ever in Britain. With this in mind Accolade has decided it was time we received the updated Hardball game, Hardball '94.

PRIDE OF THE YANKEES

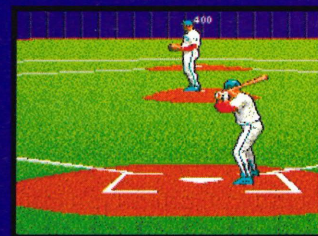
Hardball '94 is simply the logical conclusion to the Accolade's release of last year, Hardball III. '94 contains all the new and updated stats for the oncoming '94-'95 baseball leagues - National and American.

The gameplay has not received any new tweaks as such, but before we all start complaining remember that we have a little habit of updating the majority of football games in a similar fashion, for example Sensible Soccer International Edition is simply the same old (superb) Sensible game with the addition of the '94 World Cup groups. Did it receive a good slagging? It did not. Glowing reviews are more the truth of the matter. As such we should take this into consideration when the final mark on Hardball is passed.

GIVE US THE BALL THEN DAVE!



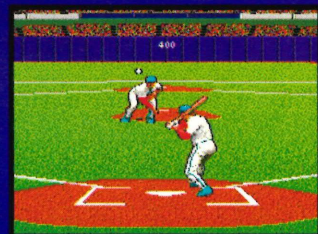
Options, menus, power swing, bunt. Take your pick and have a swing



Oh I say, the young man on the mound looks as though he means business...



...Yes John, I have to agree with you on that one. He's a mean, ball-chucking person



And here we go...a demon fast pitch...



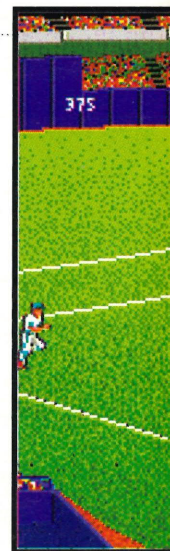
Belted straight into the centre of the field. Heerahl!

BABE RUTH

The majority of moves are controlled with the aid of small menus. For example when batting, a small options menu will appear on the left-hand side of the screen outlining the choices available to the batter. Initially they are the power swing, a contact hit and the bunt. Once a few players have progressed onto a few bases the options double. Players on bases can attempt to steal a base and the batter can simply execute something known as a hit and run.

Fielding follows pretty much the same rules. From a small menu the type of pitch is selected and then thrown. Aftertouch, or the curve the ball may take, can be added once the ball is thrown, not always to your advantage. I managed to knock the batter down with the majority of my super fast curve balls.

The batting and pitching can be controlled from one of two views. First there's the conventional behind-the-batter view and Accolade has added a new side-on view of the pitcher. This may look impressive but judging distances and timing was a little tricky. Although the pitching and batting is the most important factor of the game, and the pitcher and batter sprites are very well animated, the fielders suffer. They are tiny men who scuttle around on what seems to be an ice rink, devoid of depth or fluid movement.



▲ Nice one ref. Safe on second. That's what we like to hear

DBALL '94



WRIGLEY FIELD

As soon as we clear all the usual presentation screens it's straight to the options menu for a spot of baseball. From the options screen it is possible to play in an exhibition match (friendly-type thing) with the opposition being the computer or a friend. The exhibition match can be played in any stadium you wish (every major stadium in Major League baseball is included), against any team in the two major leagues you consider worthy. The exhibition match is definitely recommended as it provides a spot of practice before playing in any major games – this is a must for the fielding side of things.

Next the option of playing in a full league season is presented which is rather a daunting task. The American baseball season is rather different from the footy season with each team playing a mini series of five games, at home and away. Thankfully the game has a battery back-up enabling your league, team stats and player roster to be saved. If the full 162 game season seems a little too much Accolade has chucked in half and short seasons.

Of course if you're new to the game in general a spot of practice is what's needed – not in pitching but in batting. For this reason Accolade has included a batting practice option in which all those power slugs and bunting strokes can be tried and improved upon. Once again highly recommended for those not too acquainted with this type of game.



◀ Ye old hit by pitch trick. Allow the ball to hit you then walk to the next base. I always assumed it was three pitches 'hit' before the player walked. In this game one charge of assault is all that it requires



▲ The fixtures for the remainder of the season. It's a strange looking thing, an American fixture chart



▶ End of the first innings. and the score so far is not good. Not good at all

Texas		Toronto	
AVG	R HR SB	AVG	R HR SB
CF Nolte	.290 1 1 29	CF White	.073 0 13 34
2B Strange	.256 5 7 6	2B Nomar	.388 8 17 55
1B Clark	.293 1 17 2	1B Trotter	.321 8 33 52
LF Gonzalez	.310 4 16 4	RF Carter	.284 4 33 8
3B Concepcion	.255 1 10 6	1B David	.263 1 24 0
3B Palmer	.245 0 32 12	3B Sprague	.260 0 12 1
C Rodriguez	.279 0 10 8	LF Barber	.284 4 4 1
RF James	.255 0 3 0	LF Cole	.193 0 4 1
SS Lee	.220 5 1 2	SS Schofield	.191 0 0 3
P Brown	1.14 1 5 28	P Guzman	1.14 3 0 3.59

TORONTO BLUE JAYS

I can appreciate that Accolade has done its homework for this game which includes all the first-team players for every major league team and the relevant stats that accompany them, but the fact remains that baseball is not a game ideally suited to the console world. The more complex rules of the game elude me and the long periods of chucking the ball around are, to be frank, rather boring. I preferred the RBI series simply because more seemed to be happening and the overall presentation was superior.



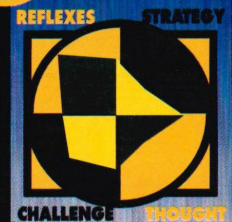
THE SECOND OPINION



LLOYD

I totally disagree with Jag on this one. I thought it was brill and even though I got a bit bored playing with it on my own, once someone else joined in it was terrific fun. He may think that the RBI games are great, but to be honest in my opinion he really hasn't got a clue what he's talking about (ever since he started insisting on people calling him something silly he's gone dead opinionated). What's all this about Sensi as well? Er...Jag...this is a baseball game. You know, rounders with silly outfits and Geena Davis in really short PE skirt connotations. God this second opinion box is big. I really haven't got anything else to say – hardball is brill, I loved it. The graphics are smart, the sound is ace and if you love baseball, buy it.

RATINGS



70% PRESENTATION
All very nice, almost comparable to a suburb...it's just there

62% GRAPHICS
The two main players look great but the small fielders and bad collision spoil it

63% SOUND
Yes, it's there but barely noticeable. The organ music does grate a little

65% SHORT TERM PLAY
Owing to the menu control system you are not likely to have a go on Hardball '94

75% LONG TERM PLAY
Once the control system is worked a few hours of fun are there for taking

OVERALL 74
Not up the standard of the RBI games but not a bad attempt.



BY: EA



CD-ROM

STYLE



SPORTS SIM

PRICE £39.99

PLAYERS 4

SKILL SETTINGS 1

RELEASE DATE

JUNE '94



Oh yes indeed football, football and a spot of soccer. World Cup, FIFA on CD...Enter THE JAG. Oh yes, thank you very much!

FIFA INTERN



So Electronic Arts is releasing FIFA on CD. Can this possibly be to make amends for the unleashing of Mario Andretti onto the unsuspecting Sports Network. Can it really do anything to this game that could actually be classed as an improvement? How about a new edition with league teams? That would go down a storm. Yes, get Celtic in there. Perhaps even Motherwell, but Chelsea! Who are they? A bunch of losers from West London per chance!



BOLIVIAN KEEPER WEARS STUPID CLOTHES

The school of thought (if indeed anyone in this place is capable of such an act) in our hallowed office is divided into two factions. On one half we have the FIFA lot and on the other the Sensible lads. Grown people arguing over which is the better game is beginning to get on my nerves—I have had enough of this nonsense.

Both Sensible and FIFA are great games in their own way and we should be thankful that the Sega machines have been graced with their presence. Sensible has made the successful transition from cart to CD and not to be outdone EA has just released its ace in the pack...A CD edition of FIFA International Soccer, the new improved Championship edition.



WHERE ARE THE POLICE?

First things first – remember we are dealing with the Mega-CD and we all know what that means. Yes, I'm talking about the flashy intro, and FIFA Soccer is no different – why waste all that unused memory. I know it makes no difference at all to the game but even this cynical old reviewer has to admit the intro for this is pretty good. It is sort of a cross between goal of the season and the World Cup round-up with lots of players running around hugging each other, the Germans scoring goals, Argentineans rolling around the deck, Brazilians scoring goals, David Platt scoring against Belgium, but there is no sign of Scotland.

This is all accompanied by one of those ('thumping' is the term most commonly used I believe) musical scores. Considering the grainy quality of the FMV the Mega-CD can produce this FIFA intro looks pretty good. Watch a couple of times than skip over it. What other purpose do game intros hold?



▲ Shot, goal, 1-0



▲ And let's have a look at that one again



▲ Yes please, a goal. We've scored



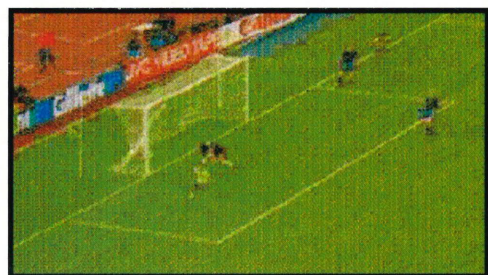
▲ Oh dear they missed, no penalties by the looks of things



▲ And it's another goal from the old vet



▲ Dangerous looking ball there mate



▲ What a surprise, Brazil have the ball in the net

ATIONAL SOCCER CD



▲ Yes mate, that's the grass - get used to it



▲ Never! The keeper had this shot covered easily



▲ What can I say about celebrating a goal?

ROY HEANE'S SHAVED OFF HIS GOATY

What about gameplay then? You can't have an intro without any gameplay. Well EA has improved things slightly in that area with the inclusion of tougher computer opponents and 16 new international teams. The player animation which was second to none has been tweaked slightly so the players appear more realistic than ever now.

EA has also included a secret game mode but I'll be daffied if I know what they are talking about - despite playing for bloody ages I still can't fathom this out. No, don't laugh, I can't help it. Moving along swiftly though one of the big plus factor in FIFA's favour has to be the fact that costs only £39.99. That's cheaper than the cart by £5. Not bad at all I must say.



▲ That about wraps that one up

Select Teams

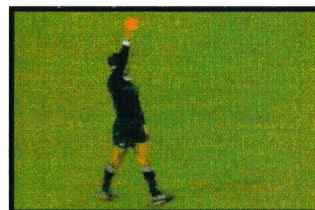
SCOTLAND

1	ALGERIA
2	ARGENTINA
3	BRAZIL
4	ENGLAND
5	FRANCE
6	HOLLAND
7	SCOTLAND
8	SCOTLAND

Shooting
Running
Passing
Defence
Tackling
Goalies
Overall

←/→ - Select Team
←/→ - Select Number
C - Remove Team
A - Add Team

▲ I'm bound to win this easily



◀ Good decision ref, get those cards out

▼ What do you think? Yes, I'll hammer them

SOUNDS GOOD TO ME

If anyone reading this has played the original they will remember the superb crowd animation and sound. Well, EA has (once again) improved them and the crowd now wave the flags of the teams on the pitch. The best is yet to come however because all the jeering and chanting have been recorded in Dolby Stereo - throw this through your speakers and freak out the neighbours. Chances are they will call the rozzers, who, under the impression that you are having an illegal meeting of over eight people, will arrest you, utilising the new powers bestowed on them by the new Criminal Justice Bill. Life, what a lark, eh? No, but the new FIFA game does sound great.

Team Formation

3-5-2
4-4-2
Sweeper
4-2-4
4-3-3

SCOTLAND

▲ The winning formation per chance?

▶ Not a chance....it was well-wide



Scouting Report

FRANCE vs SCOTLAND

Shooting		
Running		
Passing		
Defence		
Tackling		
Goalkeeping		
Overall		

THE SECOND OPINION



RICH
Just when it seems you can't get away from football with the World Cup going on, yet another footie game comes along! FIFA is technically the best football game on the Mega Drive although it loses out on the playability side to Sensi. Graphically it is fantastic, and a lot of attention has been paid to detail, and it is also very realistic in the way it plays. Unfortunately sometimes it can feel like you aren't really in charge of the proceedings but otherwise this is a damn fine footie game that comes thoroughly recommended.

RATINGS

REFLEXES STRATEGY



PRESENTATION

Very good, have a goosy at that great intro.

85%

GRAPHICS

Nothing more to be said about these graphics - what do you think?

95%

SOUND

Oh yes indeed. Sign me up for some of that

95%

SHORT TERM PLAY

If you are one of those who side with FIFA it's all here...straight away

85%

LONG TERM PLAY

Once again if you are one of the FIFA lot there will be no putting this down

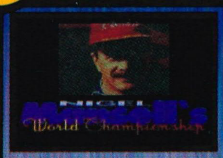
88%

OVERALL

88

I prefer Sensi but this is still very good and thus it receives a very good

MEGADRIVE REVIEW



BY: GAMETEK



8-MEG

STYLE



RACING

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

IMP **ORT**



It's time for the most interesting sports personality of the year ever to star in his own Mega Drive game. Will RICHARD LLOYD find the game as 'interesting' as the man himself?

NIGEL MANS

The Mega Drive scene is well catered for in the racing department. There is the excellent F1, as well as Road Rashes galore, and of course the conversion of Virtua on the horizon. You would think then, that any game producer would be out of their mind to release another game onto the already cluttered market. Hello there Gametek, and your sidekick, Mr Out-of-Your-Mind!

YOU ARE NIGEL! 'NOOOOOO...'

This game gives you the chance to take part in the 1992 Formula One World Championship – the most successful year in Nigel Mansell's career. There are 16 tracks featured from that year, in the same order they were raced in. Playing as part of the Williams' team, your wins count towards the Constructors' Championship as well as your own place in the individual Drivers' Championship. This is all in the Full Season, but there are also several other options available.

You can also choose to race on a single course from the 16 available, or you can train with Nigel. In this mode you drive around the track with Nigel ahead of you, and his speed is shown on the screen so you know how to take each bend to optimise your lap times. There is also a practice race, where the computer will not let you above a certain gear on each lap, which supposedly allows you to get your cornering right at each speed. The skill level can also be chosen, and whether to have music or effects.

I didn't know Silverstone was that big!



"Mansell has finished a poor seventh. What do you make of that, Murray?"

Try a qualifying lap and you should start further up the grid

RACE RESULTS

Pos. 5	TIME 00'07"16	PTS. 2
TEAM FOOTWORK		
Pos. 6	TIME 00'11"60	PTS. 1
TEAM LIGIER		
Pos. 7	TIME 00'13"89	PTS. 0
TEAM WILLIAMS RENAULT		

GRID POSITIONS

1. LALES	11. Z. BARISIEN
2. BERGER	12. MANSSELL
3. SCHUMACHER	13. SUZUKI
4. DE CESARIS	14. BATHAYARD
5. WENDLINGER	15. COORS
6. BARTINI	16. JODENS



Ride on the verges too often and the four dots in the top corner will go clear. Tyre warning!!!



The start of the race, and the lights...go green!

Finally we're racing! The arrow in the road ahead shows the position of the race leader



REALISTIC RACING?

In single race mode, you choose your venue from a huge rotating globe, and race against 11 other computer opponents. You can change your car's configuration before the race, by altering the gear ratio, tyres or rear spoiler. During the race the car's tyres wear down and so a pit-stop is the order of the day if a tyre warning appears or if rain looks likely. The weather is announced before the race allowing tyre changes to be made accordingly.

The car you drive can have either manual or automatic gears and behaves much like a normal race car. If you go too fast around bends you skid, as you will if you try and corner on hard tyres in the wet. All of this presentation suggests that this is a good racing simulation just waiting to be played, right? Wrong! The game is naff. The presentation is good and the options you can tiddle with do help, but the main game is rubbish compared to what is already available on the market.

The British always did build a better track. If only we got the better weather too



MANSSELL'S WORLD CHAMPIONSHIP RACING



▲ In practice mode, your car will not go above third gear on the first lap



▲ Busted! Driving too fast round corners will leave Nigel with a red face

SILVERSTONE BRITAIN
CIRCUIT LENGTH 3.027 MILES/4.876 KM

BUILT ON THE SITE OF A MARTINE BORDER BASE AND USING FORMER RUNWAYS, THIS IS AN EXTREMELY FAST CIRCUIT. IT IS RENOWNED FOR THE FAST HARD CORNERS WHICH PUT ENORMOUS FORCES ON THE DRIVERS, WHICH MEANS ACQUAINTANCE CORNERING IS ESSENTIAL.

▲ This is the Mansell tutorial where Nige tells you about each track before you race



▲ With Nigel helping, his speed appears below yours on screen. I guess I'm going too fast

GRID POSITIONS	
1. BALESI	12. MANSSELL
2. SCHUMACHER	13. BERGER
3. BEND SINER	14. MARKINEN
4. DE CESARIS	15. MORRIS
5. SATYAN	16. SUZUKI
6. HODDEND	17. MANSSELL

▲ They're on the grid and Mansell is in number 12 - I thought he was good?!

◀ The game selection screen. Choose from a wealth of options

WHEELS	TYRES	GEAR RATIOS	TRANSMISSION
HIGH	SOFT	MEDIUM	AUTOMATIC
LOW	HARD	LOW	RACE

▲ Choose your car parts here. Gear ratios, tyres...anything you want, they got it

MANSSELL'S MEETINGS

There are 16 Formula One tracks included in the game, but due to space limitations here are just a small selection:

AUSTRALIA

Ah, this takes me back. Just a few weeks ago I was actually in Oz, in Adelaide itself! (Name-droppers unite - Ed)



BRAZIL

The Brazilian track - watch out for the tight corners



FRANCE

Two parallel straights with nasty bends at the end confront you at this venue



ITALY

A boring track. Long and lanky, like the locals



PORTUGAL

A very bendy course, with a great back straight for acceleration



DURATION: 5 mins

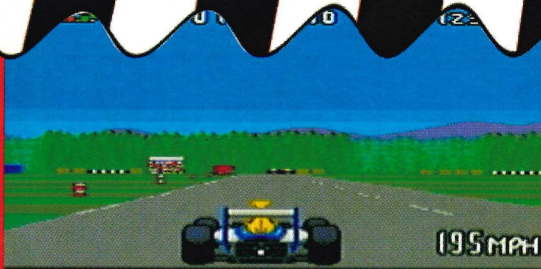
It's the start of a short three-lap race - just how well can that man Mansell do, under the control of the skilful Rich Lloyd? Have a look at this to see...



The grid at the start of the race and Mansell is in fifth place



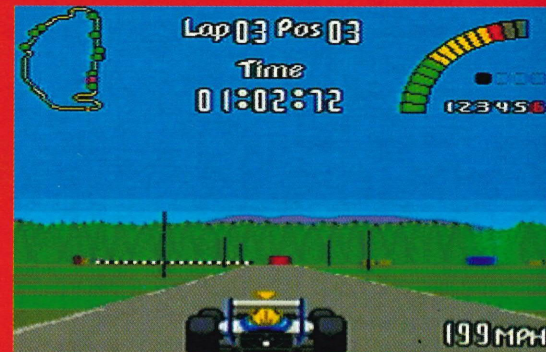
About halfway around the first lap and Mansell has slipped two places



Just crossing the line into lap three, and Mansell has moved into fourth place



Up into third place and the leader is now in sight!

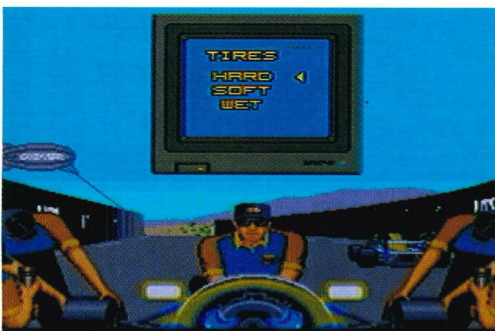


Mansell has lost a little ground, but still stands in third place

SPEED? WHAT SPEED?

The view is from outside your car, so you have no mirrors and cannot see other competitors approaching from behind and thus cannot drive to block them. You are therefore constantly overtaken because you cannot drive defensively. This view also takes away any feeling of speed the game might have had and thus it plays sloooowww. Even the Game Boy version of this had a cockpit view, so why not the 'superior' Mega Drive version? This would be all right of course if you could drive fast enough to catch the leaders, but with automatic gears on you cannot.

Unless you play with manual gears you cannot do well in this game, thus people who enjoy an uncomplicated race game will be disappointed with their results. Ultimately you realise the action is boring, the opposition is too good and unfortunately there is no two-player option of any description, unlike F1 which had an excellent split-screen.



◀ Nigel has hit the pits for a quick tyre change. Pick your new tyres from the menu...fast!

▶ Mansell has scored a lowly 'nil points' after the first race of the season

DRIVERS LEAGUE			
DRIVER			PTS
1. HAKKINEN	FIN		10
2. SCHUMACHER	GER		6
3. BERGER	AUT		4
4. Alesi	FRA		3
5. SUZUKI	JPN		2
6. DE CESARIS	ITA		1
7. COBAS	FRA		0
8. MENZLINGER	AUT		0
9. MARTINI	ITA		0
10. KATAYAMA	JPN		0
11. RIDDENS	ITA		0
12. MANSSELL	GBR		0



▶ Check out the map in the top-left corner and you'll see how far behind Mansell is!

CONSTRUCTORS LEAGUE		
CONSTRUCTOR		PTS
1. LOTUS		10
2. BENETTON		6
3. McLAREN HONDA		4
4. FERRARI		3
5. FOOTWORK		2
6. TYRRELL		1
7. LIGIER		0
8. BARCH		0
9. DALLARA		0
10. VENTURI LARROUSSE		0
11. JORDAN		0
12. WILLIAMS RENAULT		0

▼ Again Mansell spins. I don't remember this in the '92 season



▶ In the Construction Championship Williams Renault lie in bottom position. Where is Mansell's contract?





Mansell has made it up to sixth, nearing the end of lap one



Just past the first lap now and Mansell has regained fifth place



Halfway around lap two and the rain has started pelting down



Through the chequered flag in third place - my best effort yet!



The cameras flash and there stands Mansell on the podium

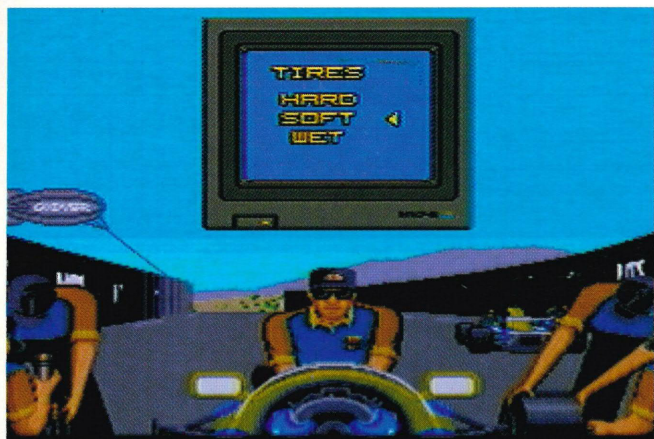


The newspaper the next day reports how close Williams came to first place

MANSELL? WOULDN'T WANNA BE YA

The graphics on the racing car sprite are basic and badly animated, as are the road surface and the roadside objects which go by. The whole thing looks like a straight port from the Amiga.

The music adds nothing to the tired gameplay and the effects are equally unrefined. The practice options don't really help either. Practice simply becomes the normal race after three laps because then you are given access to all of the gears and the car is thus uncontrollable again - it would be much better if you could stick to just five gears not six. Mansell's help is not much better, because his speed appears too late for you to change your own if you are going too fast, and you end up crashing around all the bends anyway.



You can't get better than a Quik Fit fitter!



Mansell is in second and in the distance you can see the car in first position

Create your own player, and you can choose his origin



THE SECOND OPINION

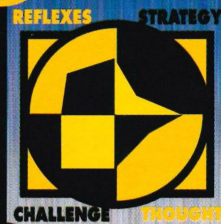


JULIAN CONNOLLY

'Fraid I'm going to have to agree with Richard - the game is nowhere near as good as other racing games on the market. The game has its roots firmly planted in the mid '80s and is very reminiscent of the old classic (read: "totally dated") Pitstop series in style and play, but without the fun of having to change your own tyres.

Options to effect the outcome of the game are very limited and it comes down to just a choice between tyres, gears and transmission. The training with Nigel himself option seems to be just an excuse to get Nigel's moustachioed face into the game, so unless you're a complete Mansell freak, I would steer well clear of this game.

RATINGS



75%

PRESENTATION
Some fairly good cut-screens, but the picture of Mansell himself is awful

60%

GRAPHICS
Both car and road are dreadful. Speed isn't as fast as other race games

58%

SOUND
As bad as the graphics. Annoying tunes and bland FX

50%

SHORT TERM PLAY
Too difficult to begin with and the two practice modes do nothing to help

35%

LONG TERM PLAY
You have to be joking! Short term play is mind-numbing enough!

OVERALL

52

A very poor game, lacking in both playability and a two-player option. Spend your hard-earned cash on something else

DON'T WORRY BE HAPPY

With so many good games on the Mega Drive racing scene already it would seem pointless releasing a poor game, because it would fall well short of players' expectations... and I think that Nigel Mansell's will do just that. Do yourself a favour and buy something that is more than just a licence with a poor game tacked on the end of it. If you want a Formula 1 licensed game then you have no problem, because F1 is brilliant. Other than that, wait until Virtua gets released and see how racing should be played.

MEGADRIVE REVIEW



BY: US GOLD



STYLE



SPORTS SIM

PRICE £49.99

PLAYERS 1-4

SKILL SETTINGS 3

RELEASE DATE

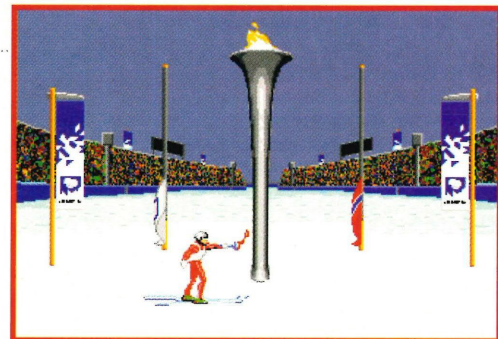
OUT NOW



MARK HOLMES is a reindeer-eating, petrol-swilling kind of a guy, so he was the obvious choice to review US Gold's new Norway-based winter sports grueler.

WINTER

Norway, a long Scandinavian country just to the left of Sweden - it's bigger than Britain, but it's inhabited by a mere four million people (and sixty million pine trees). The inhabitants eat large platefuls of steaming reindeer pie and drink petrol to keep themselves warm during the long, cold, dark winter months. But those long, cold, dark winter months come in handy when it comes to staging winter sports such as skiing, skating, bobsleighbing and all that kind of stuff. In fact, the XVII Olympic Winter Games are about to be held in Lillehammer, Norway, this February, and US Gold have picked up the license to produce the official game of the er, Games. So now you can take part in the Winter Olympics in the comfort of your own home, without any danger of getting chilblains or frostbite. Great. Or is it?



SLALOM

The shortest of all the alpine skiing events, the slalom is a snakey twist 'n' turn job - you have to guide your skier through the gates, which are positioned to give many changes of direction. This is

a two-run event, the winner being the skier with the fastest aggregate time after the runs down the two different courses.

GIANT SLALOM
Like the Slalom, but bigger.

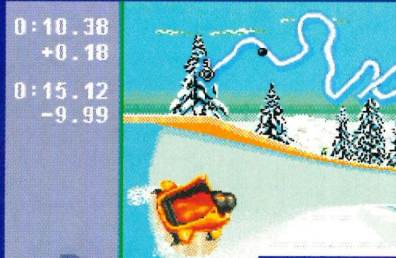
DOWNHILL

This test of how fast the skier can hurtle down a designed-for-speed mountainside course is a case of 'all or nothing' - you only get one run in your attempt to be the fastest to the finishing line - and if you miss any of the 'gates', it's instant disqualification. Three different types of control are on offer (as in all the skiing events), all of which use the D-Pad to steer your skier. Unfortunately, the isometric perspective gives very little

sensation of speed, and the lack of instant response makes it difficult to judge your turns, resulting in many a frustrating fall or disqualification.



SUPER G
Like the Giant Slalom, but even bigger.



BOBSLEIGH

Two men crammed inside a bullet-shaped vehicle on metal runners hurtling down a mile-long, banked and twisting track at over 100 kilometres per hour - sounds exciting, doesn't it? And believe me, it is - I've been down that very track - but sadly this into-the-screen representation just isn't fast enough to make it as thrilling as it should be.



LUGE

This should be even more of a blast - one chap on a tiny sledge zooming down the bobsleigh track feet-first. But unfortunately it suffers from the same lack of speed and thrill-power as the bobsleigh event.

SPEED SKATING

A button-bashing race while on skates round an oval ice. Poor control, and boredom sets in very quickly.



OLYMPICS



GOING FOR GOLD

You can choose to enter the full Olympics, in which you compete in all ten events, or opt for the Mini-Olympics, which allows you to leave out the events you don't want to take part in (although you won't get the opening and closing ceremonies seen at either end of the full Olympics). A practice option is also available for those who need it. Here's a rundown of the events on offer...



FREESTYLE MOGULS

This event involves skiing down a steep slope made out of lumps of hard snow (moguls). The idea is to use the D-Pad to get a rhythm going, which makes your competitor speed up.

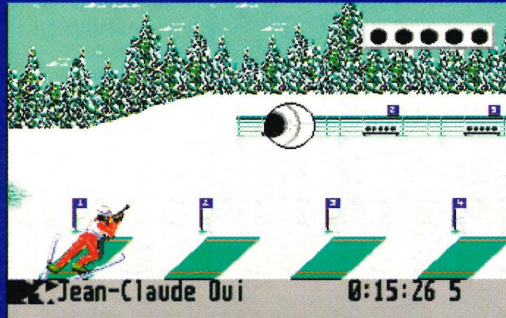
When you've achieved sufficient speed, you'll be able to pull off a jump - you have to pull off two obligatory jumps, and points are awarded for technique, jump performance and time. The jumps are difficult to pull off without wiping your skier out, and when you do pull them off they're not exactly spectacular, making this one of the least satisfying events to play.



SKI JUMPING

Designed for crazed bird-men with death wishes, this sport

involves a skier rushing down a slope, leaping from a take-off point about 100 meters above the bottom of a hill, and hopefully landing in one piece at the bottom. This is one of the best interpretations out of the ten events on the cart, because it gives a good feeling of controlling your jumper against the wind. On the descent, the idea is to keep a pointer in the middle of a couple of overlaid skis - basically a wind meter - but you also have to time your take-off perfectly for maximum air-time and therefore maximum length. As your skier flies through the air, you have to use the D-Pad to compensate for the buffeting he's getting from the wind. Then at the bottom of the hill you have to time your landing perfectly or take an embarrassing fall in front of the spectators.



BIATHLON

Along with the ski-jump, this is one of the best-represented events on the cart. It's a sport of two parts, with cross-country skiing interspersed with rifle-shooting sections. To make good progress in the skiing sections, you have to rock the D-Pad to give your skier a good rhythm. The rifle-shooting sections involve shooting at five targets, but the area you're aiming at through the rifle sights is magnified so much that the smallest movement of the D-Pad can send your aim off at a wild tangent. It takes a long time to hit all five targets, and there's a one minute time penalty for each target missed, so it's easier to just shoot your five shots off willy-nilly and take the penalty rather than fiddling around trying to hit the targets.

THE SECOND OPINION



JOHNNY "JAG" McALLEICE

I'm not a big fan of this type of game. The constant button bashing and "sore finger syndrome" just puts me off. This is not to say Winter Olympics is a pile of steaming manure, no some of the events are a really good laugh such as the ski jump and the "thing" were you run around with a gun on your back and shoot at the targets. Overall this is not a game that is aimed to be played by one player. The best fun to be had with this is when this is when the girls (Or boys) come round for the evening with a wad of cans and a bottle of vodka. Much fun is to be had.

RATINGS



PRESENTATION

Smart maps of each course. Scoring for each event is faithful to Olympic standards.

87%

GRAPHICS

Some events look smart, some barely adequate. You'd expect better from a

75%

SOUND

Dire, dippy tunes, muted sound FX. Turn it down!

50%

SHORT TERM PLAY

Initially frustrating, due to dodgy control. Some events are just boring.

60%

LONG TERM PLAY

The biathlon and the ski-jump can be quite addictive... for a while.

70%

OVERALL

65

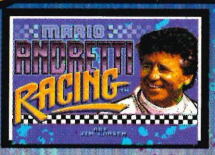
Multi-event winter sports sim which is more frustrating than fun.



OLYMPIC CHALLENGE?

This isn't a cart designed for the serious gamehead - it's more of a 'wheel-it-out-at Christmas' job. You know, one of those button-bashing, D-Pad-wagging games that Uncle Bill or granddad might have a go at when the family's all gathered round the telly after the turkey's been demolished, so they can try out these 'new-fangled computer games'. Unfortunately, the generally dodgy control systems and the fact that most of the events need slightly more skill than random button-bashing means too much frustration and not enough entertainment. If you must get a game like this for the family to bash away at, get something like James Pond's Aquatic Games - it's simpler and a lot more fun.

MEGADRIVE REVIEW



ELECTRONIC ARTS



16 MEG

STYLE



RACING GAME

PRICE £44.99

PLAYERS 2

SKILL SETTINGS 2

RELEASE DATE

JUNE '94



Mario on the Mega Drive – the Jag thought he was in heaven...until someone mentioned Mario Andretti, not Mario Kart! So just who is Mario Andretti? Seemingly this Mario bloke isn't a plumber, no siree.

MARIO AND

▶ Mario Andretti is one of these famous drivers – well, famous to some perhaps but I've never heard of him owing to the fact that I know nothing about motor sports (except being the best in the office at Virtua Racing). Anyway, Mario is seemingly one of the most successful/best/hardest drivers ever to drop his ignition keys.

Mario Andretti started racing when he was but the tender age of 11 and he has never looked back (in a manner of speaking anyway) since. Wins in the Indy 500, Daytona 500 and, erm, a few other races have guaranteed Mario a place in the driving hall of fame, if indeed such a place exists. Old Mario has even been named Driver of the Quarter Century, which is seemingly quite an achievement. And how about this for a startling and interesting fact that you probably don't know – once Mario broke his kneecap when racing, but he told his old man that he had fallen down some church stairs, the little devil!

IRELAND 1, ITALY 0

If you're really thick you may well be under the impression that Mario (as it shall be known) is a platform game. If so, you're wrong, for indeed it is none other than a racing game that looks like almost every other racing I've ever seen, especially on the Master System...except it's not very good at all. No, you not did misread my words, at last EA Sports Network has released a rubbish game. How long have we waited for this sweet moment? It's great fun and proves that the folks at EA human after all.

Anyway, back to this racing lark. Mario has driven all sorts of cars and we get the chance to drive three types. These are the sprint car (small, slow vehicles), the good old stock-car and of course the Indycar (fast racing-car to you and me).

CAR KEYS AND CLUTCH

So we choose from one of three types of car, customise the car by choosing a colour then head off for a spot of fast, dangerous driving. A full career, a one-off jaunt around any old course or a two-player head-to-head game can be entered into. Choose your circuit from a selection of 15 and you're ready to go.

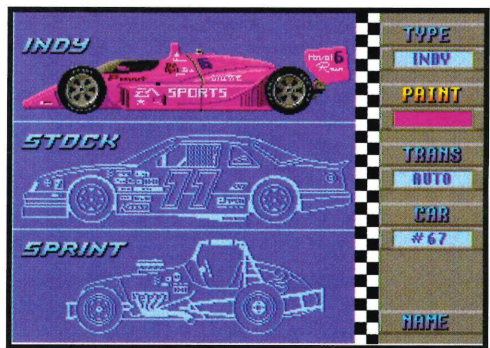
Being the rookie driver you will start off at the back of the pack, jockeying for a pole position. If you choose to enter into the qualification race your chances of beginning the race in one of the leading positions are vastly improved. This can also serve as 'breaking-in' run to get to know the stretches for good fast runs and where to brake when taking those sharp corners. Then we head into our first race, which is where the problems begin...

GRID POSITION	
BART FINLEY	- 00:50:59"
SEAN STOCKWELL	- 00:53:22"
J.R. MCKENNA	- 00:53:65"
STU HICKS	- 00:53:76"
NANCY CONNORS	- 00:54:01"
SKIP WILSON	- 00:55:27"
SHERMAN LONG	- 00:55:38"
WILL WILLIAMS	- 00:55:51"
P.J. HARDWAY	- 00:56:56"
PLAYER 1	- 00:00:00"

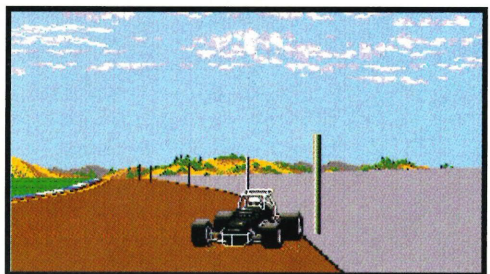
▲ Being the rookie round these parts, tradition dictates I start at the back, with no money and a very slow car



▲ At last we manage to get a look at the opposition...and pretty naff they look too



▲ Purple Haze, looks good to me



▲ I should listen to Mario's advice!



▲ Not good enough. To win races we must stay on the track

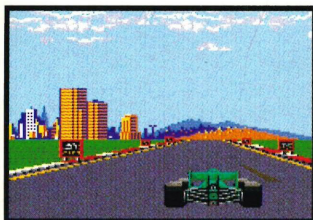
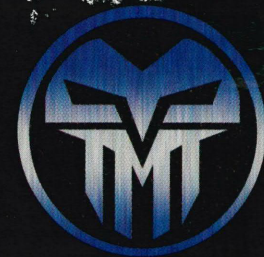


▲ The automap split-screen. If you become lost or just worried, call this up

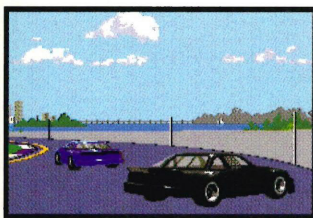


▲ Where would a car game be with no split screen?

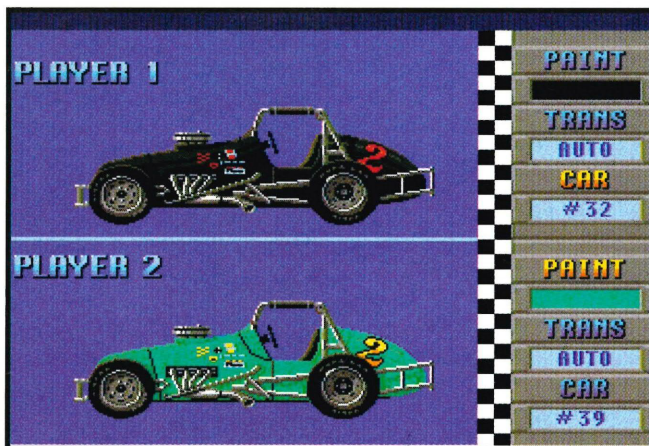
ANDRETTI RACING



▲ More full-screen action as we hurtle past the not-so-subtle EA billboards



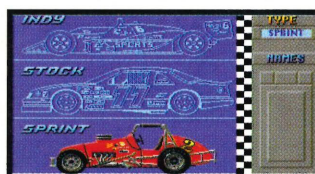
▲ The chap waving the flag implies that the race is in its final phase



▲ First time unlucky, or something like that. Personally I blame the well-dodgy control system



▲ It's on split mode and yet again I've collided with that dastardly car. Ye gods, eh readers?!



▼ Mario gives a handy tip: "Stay on the track and never crash. Being the first over the finish-line is good too"

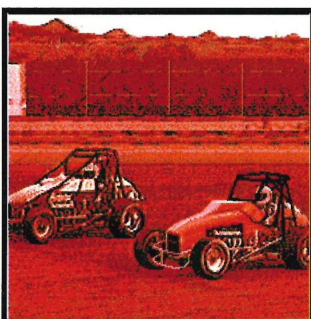
◀ This little 'sprinty' number looks as though it could win

SAD OLD GIT

I shall not bore you with all the ins and outs that constitute a driving game – from the screenshots on these pages I'm sure you can hazard a guess about which views can be used in the game etc. Suffice to say that Electronic Arts has released what is one hell of a poor game that is all the more insulting if the recent release of the excellent Virtua Racing is taken into consideration. The graphics, to put it mildly, are simply awful, while the backgrounds are surely left over from some old Master System game and the tracks never vary – no hills or dips, they are simply flat.

These two features alone should be enough to scare anyone off any game, however the final nail in the coffin is yet to be hammered in. The control system, in keeping with the remainder of the game is terrible. Corners cannot be 'dragged' and braking is a complete waste of time.

Nothing more remains to be said about Mario Andretti Racing other than to advise you to give it a very wide berth. Electronic Arts, what were you thinking of? We have come to expect so much better from you.

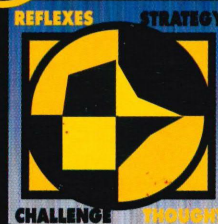


THE SECOND OPINION



ALLIE WEST
How smart is this? Not very, I'll tell you. It looks really bad and plays even worse. The really good holiday that I've just been on to Orlando (that's in Florida you know) was much more fun than playing this. I got to do lots of really wonderful things and it was superb. Unfortunately this was one of the first games I played when I got back and it really brought me back down to earth with a bump. Quite why Mario Andretti would want anything to do with this is beyond me. Considering he was such a racing legend surely he'd want to be associated with a good game?

RATINGS



34%
PRESENTATION
Surprisingly poor for EA. A few shots of Mario and that's about it

20%
GRAPHICS
Very bad. Mario looks similar to a Master System game

25%
SOUND
Terrible. Mumbings from the car engines and a few shouts of "Last lap"

40%
SHORT TERM PLAY
I suppose so, if you really fancy a quickie

17%
LONG TERM PLAY
No one in a healthy state of mind would play it for any length of time

OVERALL
40
I can see the label on the packaging but I can't believe it's an EA game

Prize Fighter

DIGITAL PICTURES

Digital Pictures

CD ROM

STYLE

SPORT SIM

PRICE £49.99

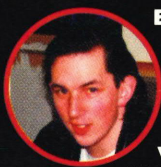
PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

IMP ORT

Thanks to Tele Games.
Tel: 0533 880445



Boxing is the sport of kings, a noble pastime requiring discipline and honour...so quite why we gave it to RICH LLOYD to look at I don't know!

PRIZE FIGHT

Boxing is a strange sport if you think about it. Two perfectly healthy men train for months and then climb into a square ring and try to belt the living hell out of each other as quickly as possible. Quite what the attraction of this is I don't know, but hundreds of thousands of people watch it and they can't all be wrong, can they? Or can they? Never mind - even I have been known to enjoy watching the odd bout of public pugilism every now and then.

Boxing games have been around since the dawn of time and one of my personal faves was Frank Bruno's *Boxing on the Spectrum*. I personally don't think that newer Mega Drive games such as Muhammad Ali and Evander Holyfield manage to capture the excitement generated while playing Frank's game. *Prize Fighter* is the latest boxing game to be released for the Mega Drive, following closely in the footsteps of games like *Boxing Legends of the Ring* and *Greatest Heavyweights*. However, there is one main difference with this title - it's all in FMV!

BARRY MCGUIGAN

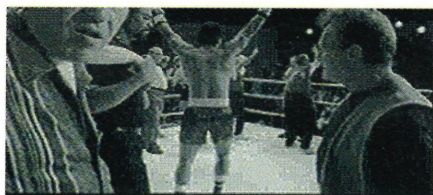
You view the action through the eyes of an up-and-coming boxer called The Kid, who has dreams of becoming the World Champion and has just got his lucky break by securing his first professional bout. Only four people stand in his way and to become champion he has to punch all of their heads in.

First in the firing-line is Honeyboy Hernandez who acts mean but isn't quite at home in the ring and has a tendency to drop his guard for no apparent reason. Mega Joe Falco is a southpaw (left-handed to the uninitiated), which could cause you problems at first. After him comes T Rex Hawkins, the Jurassic Predator, who is followed very closely by the World Champion, Nuke 'The Duke' Johnson.

You don't have to fight each character in order, but by winning bouts you are awarded power points with which you can build up your power and stamina. It is possible to steam in and take on the big boys first, but they will only make mincemeat out of you if you aren't up to scratch.



▲ The Kid doesn't seem to be doing very well. I think I'll have a little lie down for a bit



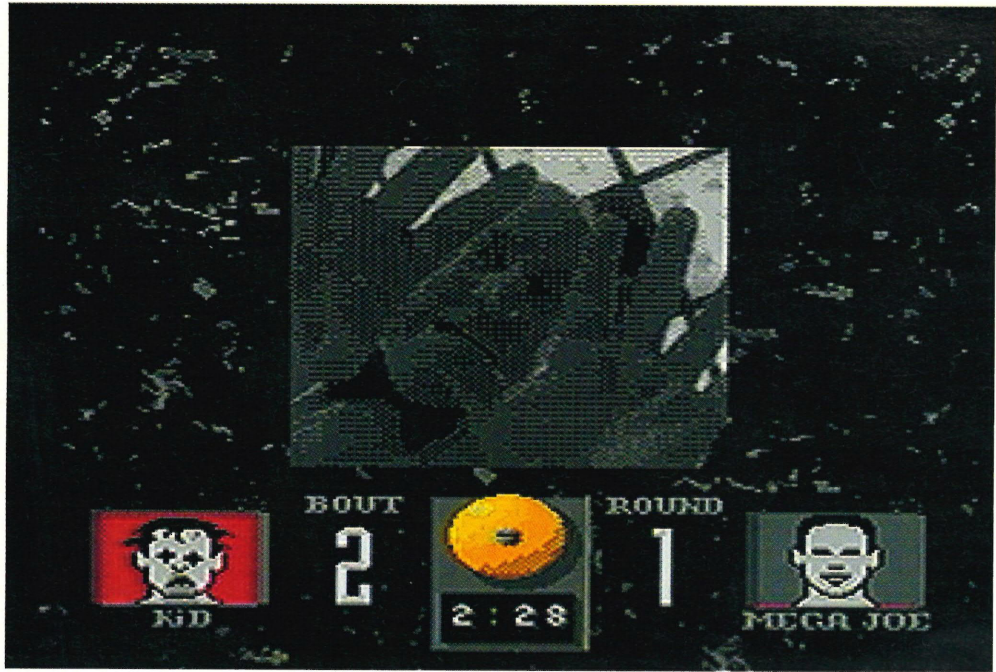
◀ The winner! This is where the ref declares the best fighter as the winner, but sadly all you can do is look on

▶ Is that a gum-shield in your pocket or are you just glad to see me?!



FRANK LLOYD WRIGHT

Each fight is made up of a series of FMV sequences which are unfortunately only ever in black and white. The opponent prances around in front of you for a bit, swinging punches and generally ducking and diving, and you have to block his shots and make your own punches count. In case you think that each fight is going to be identical due to the same piece of FMV playing over and over again, you couldn't be more wrong. Every now and then the other boxer grabs you and the scene cuts to another piece of randomly chosen FMV footage, so that in theory no two fights will ever be the same!



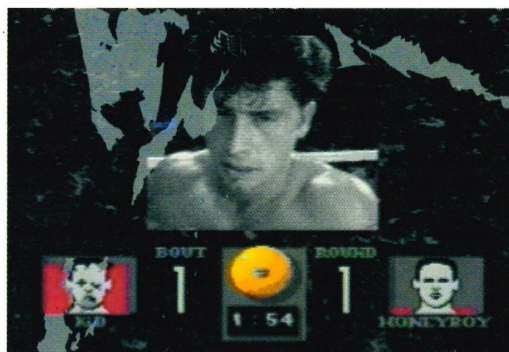
▲ You're out! Mega Joe is just too tough. I haven't even touched him and he's beaten the living daylight out of me

HTER CD

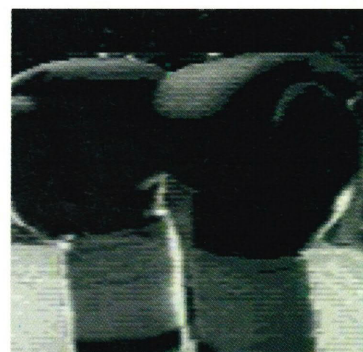


HENRY COOPER

As a basis for a boxing game the idea behind this is brilliant, but unfortunately the implementation leaves a lot to be desired. Much of the time you will lash out with a hook or uppercut that will have absolutely no effect whatsoever, despite your opponent being very close to you. The computer opponents are very accurate and don't seem to have this problem, resulting in frequent defeat for the human player. This game would have been so much better if your punches were more effective and if it was possible to move your fighter around the ring by yourself.



◀ The Honeyboy looks dazed but look at the state of my face! Black-eyes all round I think!



▶ HELP! Please don't hit me! Muzmy...



▲ What a fat bloke! Mind you, he'd probably give me a run for my money in the ring because this game is rock hard



TAKING A PASTING



Walk into my fist, sucker!



Smack! Get in a good punch and watch them reel



Have some of that, matey peeps!!!



T Rex might be the Jurassic Fighter, but he's a dinosaur when compared to me!

GAME INDEX



MEGA-CD GAMES



BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19
The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

BATTLECORPS

BY CORE DESIGN
PRICE: £39.99
REVIEWED: MT32
You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.

MT RATING: 90%

CHUCK ROCK II:

SON OF CHUCK
BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are

funny, but it soon gets repetitive. Stars Corey Hains and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27
Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATINGS: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23
Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21
CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17
The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD - all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26
Similar to Mad Dog McCree but set

in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16
Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26
Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kris Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS

BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22
Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if you're both tooled-up with the special Konami plastic hand guns.

MT RATING: 80%

LUNAR THE SILVER STAR

BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.

MT RATING: 82%

MAD DOG McCREE

BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joystick or Menacer to blast your way through the various scenes.

MT RATING 61%

MICROCOSM

BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.

MT RATING: 60%

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT31
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.

MT RATING: 69%

MY PAINT

BY: SADDLEBACK GRAPHICS
PRICE: £39.99
REVIEWED: MT32
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.

MT RATING: 2%

MYSTERY MANSION

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.

MT RATING: 65%

NHLPA HOCKEY '94 CD

BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.

MT RATING: 91%

NIGHT TRAP

BY SONY IMAGESOFT
PRICE: £44.99

REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.

MT RATING: 79%

PRINCE OF PERSIA

BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the lovely Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.

MT RATING: 70%

PRIZE FIGHTER

BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.

MT RATING: 62%

RISE OF THE DRAGON

BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.

MT RATING: 88%

SECRET OF MONKEY ISLAND

BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.

MT RATING: 93%

SENSIBLE SOCCER CD

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT30
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a

better atmosphere.
MT RATING: 96%

SEWER SHARK

BY SONY IMAGESOFT
 PRICE: £44.99
 REVIEWED: MT 16
 In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE

BY SEGA
 PRICE: £44.99
 REVIEWED: MT 16
 Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II

BY SEGA
 PRICE: IMPORT
 REVIEWED: MT 21
 Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%

SILPHEED

BY SEGA
 PRICE: £44.99
 REVIEWED: MT 21
 Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD

BY SEGA
 PRICE: £44.99
 REVIEWED: MT 21
 More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN

BY SEGA
 PRICE: IMPORT
 REVIEWED: MT 24
 Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD

BY VIRGIN
 PRICE: £49.99
 REVIEWED: MT 26
 The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell - it looks so appalling. Run around shooting robots which eventually gets tiresome.
MT RATING: 69%

THUNDERHAWK

BY CORE DESIGN
 PRICE: £44.99

REVIEWED: MT 22
 The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.
MT RATING: 91%

TOMCAT ALLEY

BY SEGA
 PRICE: £39.99
 REVIEWED: MT 29
 Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.
MT RATING: 72%

WOLFCHILD

BY SEGA
 PRICE: £39.99
 REVIEWED: MT 16
 A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG

BY JVC
 PRICE: £39.99
 REVIEWED: MT 12
 Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.
MT RATING: 82%

WWF RAGE IN THE CAGE

BY ACCLAIM
 PRICE: £44.99
 REVIEWED: MT 26
 Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%

PRICE: £44.99
 REVIEWED: MT 23
 Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

ALIEN 3

BY ARENA
 PRICE: £39.99
 REVIEWED: MT 9
 Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%



ANOTHER WORLD

BY VIRGIN
 PRICE: £39.99
 REVIEWED: MT 14
 A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2

BY SEGA
 PRICE: £49.99
 REVIEWED: MT 6
 Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%



BARE KNUCKLE III

BY SEGA
 PRICE: IMPORT
 REVIEWED: MT 29
 Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.
MT RATING: 90%

BARKLEY: SHUT UP AND JAM

BY ACCOLADE
 PRICE: £44.99
 REVIEWED: MT 27

Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.
MT RATING: 70%

BATMAN RETURNS

BY SEGA
 PRICE: £39.99
 REVIEWED: MT 12
 Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%



BELLE'S QUEST

BY ACCLAIM
 PRICE: £39.95
 REVIEWED: MT 26
 In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

BIO-HAZARD BATTLE

BY SEGA
 PRICE: £39.99
 REVIEWED: MT 11
 Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT

BY ELECTRONIC ARTS
 PRICE: £34.99
 REVIEWED: PRE-MEGATECH
 A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

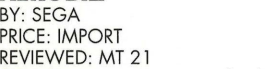
BUBBA 'N' STIX

BY CORE DESIGN
 PRICE: £39.99
 REVIEWED: MT 27
 Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%



CASTLEVANIA

BY KONAMI
 PRICE: £44.99
 REVIEWED: MT 26
 The popular Nintendo series



makes a welcome debut on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family. **MT RATING: 90%**

CHAKAN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.

MT RATING: 73%

CHUCK ROCK II

BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.

MT RATING: 86%

COMBAT CARS

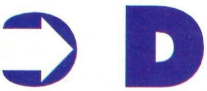
BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT 32
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.

MT RATING: 62%

CORPORATION

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.

MT RATING: 87%



DAVID ROBINSON'S SUPREME COURT BASKETBALL

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.

MT RATING: 83%

DAVIS CUP TENNIS

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.

MT RATING: 90%

DESERT STRIKE

BY: ELECTRONIC ARTS
PRICE: £39.99

REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots of variety, great graphics and terrific gameplay.

MT RATING: 93%

DRAGON

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 32
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.

MT RATING: 85%

DRAGONBALL Z

BY: BANDAI
PRICE: £39.99
REVIEWED: MT 31
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.

MT RATING: 75%

DRAGON'S FURY

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.

MT RATING: 91%



ECCO THE DOLPHIN

BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

MT RATING: 94%

ETERNAL CHAMPIONS

BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.

MT RATING: 82%

EX-MUTANTS

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere

of the comic well, although the graphics are a bit cheesy.

MT RATING: 89%



F1 WORLD CHAMPIONSHIP

BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.

MT RATING: 94%

F-15 STRIKE EAGLE II

BY: MICROPROSE
PRICE: £44.99
REVIEWED: MT 31
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.

MT RATING: 69%

FATAL FURY 2

BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newbie.

MT RATING: 67%

FIDO DIDO

BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.

MT RATING: 82%

FIFA INTERNATIONAL SOCCER

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.

MT RATING: 92%

FLASHBACK

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to

uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.

MT RATING: 94%



GAUNTLET 4

BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.

MT RATING: 94%

GHOSTBUSTERS

BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.

MT RATING: 86%

GHOULS 'N' GHOSTS

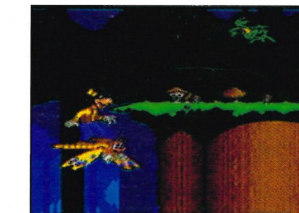
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.

MT RATING: 93%

GODS

BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.

MT RATING: 89%



GUNSTAR HEROES

BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.

MT RATING: 95%

GYNOUNG

BY: SEGA
PRICE: £39.99
REVIEWED: MT 5

Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.

MT RATING: 91%



HARDBALL '94

BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT 32
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.

MT RATING: 74%



THE INCREDIBLE HULK

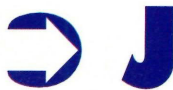
BY: US GOLD
PRICE: £TBA
REVIEWED: MT 32
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.

MT RATING: 82%

INTERNATIONAL RUGBY CHALLENGE

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.

MT RATING: 75%



J-LEAGUE PRO-STRIKER

BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!

MT RATING: 93%

JEOPARDY

BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good

for those dreary family get-togethers though, but unfortunately the questions are all American-related.

MT RATING: 55%

JOHN MADDEN '92

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).

MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 23

Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.

MT RATING: 84%

JUNGLE BOOK

BY: VIRGIN

PRICE: £44.99

REVIEWED: MT 30

Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.

MT RATING: 83%

KING OF THE MONSTERS 2

BY: TAKARA

PRICE: £39.99

REVIEWED: MT 31

Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.

MT RATING: 69%

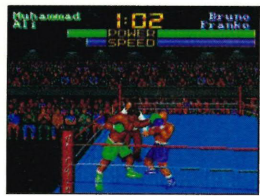
KLAX

BY: TENGEN

PRICE: £34.99

REVIEWED: PRE-MEGATECH This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.

MT RATING: 85%



LANDSTALKER

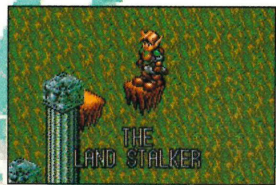
BY: SEGA

PRICE: £59.99

REVIEWED: MT 23

The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff - basically it's excellent.

MT RATING: 93%



LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11

Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.

MT RATING: 92%

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12

Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.

MT RATING: 85%

MARIO ANDRETTI

BY: EA

PRICE: £39.99

REVIEWED: MT 32



A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.

MT RATING: 40%

MARKO'S MAGIC FOOTBALL

BY: DOMARK

PRICE: £39.99

REVIEWED: MT 30

Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.

MT RATING: 73%

MAZIN WAR

BY: SEGA

PRICE: £39.99

REVIEWED: MT 18

Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.

MT RATING: 90%

MEGA-16-MANIA

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 13

Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.

MT RATING: 92%

MEGA TURRICAN

BY: DATA EAST

PRICE: IMPORT

REVIEWED: MT 29

Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.

MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-

esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS

PRICE: £34.99

REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MORTAL KOMBAT

BY: ACCLAIM

PRICE: £49.99

REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%

MUTANT LEAGUE HOCKEY

BY: EA

PRICE: £44.99

REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

NBA JAM

BY: ACCLAIM

PRICE: £44.99

REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%



NHLPA HOCKEY '93



BY: ELECTRONIC ARTS
 PRICE: £39.99
 REVIEWED: MT 10
 Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.
MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
 PRICE: £44.99
 REVIEWED: MT 22
 Features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.
MT RATING: 90%



PETE SAMPRAS TENNIS

BY: CODEMASTERS
 PRICE: £39.99
 REVIEWED: MT 30
 Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.
MT RATING: 79%

PGA EUROPEAN TOUR GOLF

BY: EA
 PRICE: £44.99
 REVIEWED: MT 27
 The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.
MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
 PRICE: £39.99
 REVIEWED: MT 13
 Seven 3D courses based on real-life PGA Tour venues. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.
MT RATING: 94%

PHANTASY STAR III

BY: SEGA
 PRICE: £49.99
 REVIEWED: PRE-MEGATECH
 Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.
MT RATING: 89%

POWERMONGER

BY: ELECTRONIC ARTS

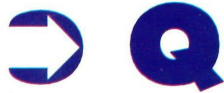
PRICE: £39.99
 REVIEWED: MT 14
 Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.
MT RATING: 81%

PRINCE OF PERSIA

BY: DOMARK
 PRICE: £39.99
 REVIEWED: MT 27
 Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.
MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
 PRICE: £39.99
 REVIEWED: MT 21
 Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.
MT RATING: 90%



QUACKSHOT

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 1
 Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.
MT RATING: 82%



RANGER X

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 19
 A platform shoot-'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the

common herd of shooters.
MT RATING: 94%

RAMPART

BY: TENGEN
 PRICE: IMPORT
 REVIEWED: MT 13
 Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.
MT RATING: 90%

RBI BASEBALL 4

BY: TENGEN
 PRICE: £39.99
 REVIEWED: MT 31
 A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.
MT RATING: 77%



ROAD RASH 2

BY: ELECTRONIC ARTS
 PRICE: £39.99
 REVIEWED: MT 12
 More no-holds-barred motorbike racing/beat-'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.
MT RATING: 89%

ROBOCOD

BY: ELECTRONIC ARTS
 PRICE: £39.99
 REVIEWED: MT 1
 Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.
MT RATING: 85%

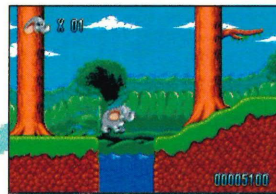
ROBOCOP VS TERMINATOR

BY: VIRGIN
 PRICE: TBA
 REVIEWED: MT 24
 Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.
MT RATING: 90%

ROCKET KNIGHT ADVENTURES

BY: KONAMI
 PRICE: £39.99
 REVIEWED: MT 20
 Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot-'em-ups we've seen for a long time. This game looks excellent,

with lots of big bosses and original, inventive levels. A bit easy.
MT RATING: 85%



ROLO TO THE RESCUE

BY: ELECTRONIC ARTS
 PRICE: £34.99
 REVIEWED: MT 14
 A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.
MT RATING: 89%

ROLLING THUNDER 2

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 17
 This is your basic shoot-'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.
MT RATING: 89%

RYAN GIGGS SOCCER

BY: ACCLAIM
 PRICE: £39.99
 REVIEWED: MT 32
 This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.
MT RATING: 25%



SENSIBLE SOCCER

BY: SONY
 PRICE: £39.99
 REVIEWED: MT 24
 This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.
MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION

BY: SONY IMAGESOFT
 PRICE: £39.99
 REVIEWED: MT 31
 Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

SHADOWRUN

BY SEGA
 PRICE: IMPORT
 REVIEWED: MT 29
 Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega

Drive has been lacking.
MT RATING: 95%

SHINOBI III

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 21
 One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.
MT RATING: 93%

SKITCHIN'

BY: EA
 PRICE: £39.99
 REVIEWED: MT 27
 Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 83%

SOLDIERS OF FORTUNE

BY: SPECTRUM HOLOBYTE
 PRICE: £39.99
 REVIEWED: MT 28
 Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.
MT RATING: 92%

SONIC THE HEDGEHOG

BY: SEGA
 PRICE: £34.99
 REVIEWED: PRE-MEGATECH
 If you don't know about this already, WAKE UP!!!
MT RATING: 83%

SONIC 2

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 11
 Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as easy as the first game.
MT RATING: 95%



SONIC 3

BY: SEGA
 PRICE: £39.99
 REVIEWED: MT 27
 Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.
MT RATING: 93%

SONIC SPINBALL

BY: SEGA
 PRICE: £49.99
 REVIEWED: MT 24
 Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.

MT RATING: 86%

SPIDERMAN

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.
MT RATING: 91%

STAR CONTROL

BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.
MT RATING: 90%



STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.
MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13
Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.
MT RATING: 94%

SUBTERRANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.
MT RATING: 90%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.
MT RATING: 87%

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15
Loads of options for different footy tournaments, various weather conditions, strip colours – the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.
MT RATING: 75%

SUPER STREET FIGHTER II

BY: CAPCOM
PRICE: £TBA
REVIEWED: MT32
It's SF with knobs on. Four extra characters and better gameplay make this the game of '94.
MT RATING: 96%



TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.
MT RATING: 82%

TMNT: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16
This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.
MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13
Based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.
MT RATING: 86%

THIRD WORLD WAR

BY EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29
Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.
MT RATING: 83%

THUNDERFORCE IV

BY: SEGA

PRICE: £39.99
REVIEWED: MT 9
More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.
MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

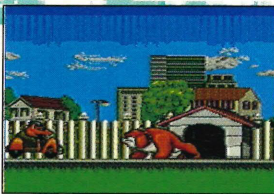
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17
Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.
MT RATING: 94%

TOEJAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.
MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25
ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet. The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.
MT RATING: 91%



TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5
One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoonish, comical beat'em-up action with great graphics, great fun, but dead easy.
MT RATING: 84%



VIRTUA RACING

BY SEGA
PRICE: £69.99
REVIEWED: MT 29
Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP

capabilities off at least! Great fun, addictive but very pricey.
MT RATING: 93%



WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22
Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay.
MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.
MT RATING: 90%



WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13
Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.
MT RATING: 84%



ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22
Eek! Assorted B-movie baddies are running amok and surprise, surprise – it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect.
MT RATING: 90%



THE
NEXT
MONTH

WHO KNOWS?

THE WORLD OF THE GAMES REVIEWER IS A FICKLE PLACE. YOU CAN NEVER BE SURE IN WHICH DIRECTION THEY WILL HEAD NEXT, JUST AS WE CANNOT BE SURE WHICH REVIEWS WE'LL BE BRINGING YOU NEXT MONTH. WHY NOT WRITE IN AND LET US KNOW WHICH REVIEWS YOU MISSED OVER THE PAST TWELVE MONTHS, AND WE'LL DO OUR BEST TO BRING THEM TO YOU. OR HOW ABOUT THAT GAME YOU WERE ALWAYS STUCK ON, AND DESPERATELY NEEDED A GUIDE FOR? FEAR NOT, HELP IS AT HAND, IN THE FORM OF MEGATECH. YES, THE NEXT ISSUE WILL CONTAIN WHATEVER YOU TELL US TO PUT IN IT. MORE CLASSIC REVIEWS? FINE. MORE PLAYERS GUIDES? GREAT. JUST DROP US A LINE AND WE'LL DO OUR BEST. OKAY? SUIT YOURSELF THEN...

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ON SALE
30th
FEBRUARY